



# FUSE™

INSOMNIAC  
GAMES



## ⚠️ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- ▶ dizziness
- ▶ eye or muscle twitches
- ▶ disorientation
- ▶ any involuntary movement or convulsion.
- ▶ altered vision
- ▶ loss of awareness
- ▶ seizures

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

## USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- ▶ Use in a well-lit area and keep as far away as possible from the television screen.
- ▶ Avoid large screen televisions. Use the smallest television screen available.
- ▶ Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- ▶ Avoid playing when you are tired or need sleep.

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Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

## NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller and the PlayStation®Move motion controller motion sensor function. When using the DUALSHOCK®3 wireless controller or the PlayStation®Move motion controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## HANDLING YOUR PS3™ FORMAT DISC:

- ▶ Do not bend it, crush it or submerge it in liquids.
- ▶ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ▶ Be sure to take an occasional rest break during extended play.
- ▶ Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# FUSE ~ CONTENTS

INTRODUCTION

6

CONTROLS

7

MAIN MENU

10

CAMPAIGN

13

ECHELON

25

ARMORY

27


CREDITS

31

# INTRODUCTION








In the near future, espionage has been privatized. When governments need to act outside the constraints of the law, they hire privately-owned contract teams to handle operations. The most skilled team is Overstrike 9, a clandestine organization run by retired CIA agent Lyndon Burgess. When given a job by his former company, Burgess calls upon the best agents in his employment: Dalton Brooks, Jacob Kimble, Isabelle “Izzy” Sinclair, and Naya Deveraux.

# CONTROLS

Move	left stick
Camera	right stick
Roll	 (tap)
Sprint	 (hold)
Cover	
Drop down from ledge	
Melee	 (tap)



## CONTROLS (CONT.)

Action	 (hold)
Aim mode	 (hold)
Fire	
Reload	
Zoom	
Alt fire (Xenotech)	
Grenade	 (hold to display trajectory)

# CONTROLS (CONT.)

Xenotech weapon	↑ button
Two-handed weapon	← button
One-handed weapon	→ button
Activate Fusion	↓ button
Show current waypoint and objective	L3
Switch agent via Leap	SELECT + X / □ / △ / ○
In-Game menu	START

## MAIN MENU

Select to begin a new story-based game in Campaign or a combat-heavy game in Echelon. Up to four players can participate online. The game supports a two-player splitscreen mode, which can be enjoyed both offline and online. Any unused agents will be controlled by AI.

In the Main menu, you can also select AGENTS, SERVICE RECORD, INTEL, and EXTRAS. Visit the Agents menu to review profiles of the Overstrike 9 Members, customize their skills, activate team perks, and select gear. In Service Record, you can view your progress towards earning Trophies and team perks, as well as check out stats for each agent and compare them via online leaderboards. The Intel section allows you to

access collected documents and audio files, and view technical schematics found by agents during the game. In Extras, you can visit PlayStation®Store, view the developer credits, and read the game manual.

You may also visit the Settings section to adjust various game options.

## SAVING AND LOADING

*Fuse*™ utilizes an auto-save feature. Auto-save initiates at certain points during in-game progress and whenever settings are changed.

## ORIGIN ACCOUNT (EA)

Your Origin Account (EA) is associated with your Online ID. You must be logged into an Origin Account (EA) to play co-op multiplayer game modes on PlayStation®Network, view stats, post to leaderboards, and interact with your Friends. If you choose not to log in, you will only be allowed to play offline or use one PlayStation®3 system for co-op mode. You can re-initiate online play at any time by connecting to PlayStation®Network and logging into your Origin Account (EA).

**NOTE:** After creating an Origin Account (EA) or first logging in with an associated account, you are given the option to share data with Insomniac Games.

## CAMPAIGN

A terrorist organization intends to start a new kind of arms race, and it's up to you to stop it. Grab up to three Friends and jump into battle as Dalton Brooks, Naya Deveraux, Izzy Sinclair, or Jacob Kimble. Work together to upgrade your character while mastering an arsenal of experimental weapons. When playing with less than four players, hold the **SELECT** button to use the Leap feature and seamlessly switch between AI-controlled agents using one of the four associated action buttons.


## START GAME

After selecting CAMPAIGN from the Main menu, choose to play solo, offline, or with Friends on PlayStation®Network. You can also choose to play splitscreen by connecting a second controller and pressing the **START** button on the second controller to log in. In Campaign, you have the option to continue from your last save or replay a previously completed mission. Additionally, QUICK MATCH allows you to enter a public game immediately.

When playing for the first time, select **NEW GAME** to begin Campaign. Otherwise, select **CONTINUE GAME** to continue from your last save, or **LEVEL SELECT** to replay a previously completed mission. Keep in mind that Level Select is not available in Matchmaking.

## SQUAD

Press the **SELECT** button anytime to open up a list of your Friends currently online. Select an Online ID to access their profile and choose to send them an invite to your game.

Once players are in your squad, highlight their PlayStation®Network Online ID and press the  button to mute them.



# HUD

AGENT LEVEL

MISSION OBJECTIVE

CURRENT OBJECTIVE

AMMO AND ITEM PICKUP MESSAGES



AGENT LEVEL  
PROGRESS BAR

XP

FUSION METER


AMMO AND  
GRENADES

FUSE WEAPON  
AMMO


CHALLENGE  
TRACKER

## COMBAT

Each agent can hold three firearms: his or her special Xenotech weapon, a two-handed weapon, and a one-handed weapon. When in use, the currently equipped weapon's ammo count for the magazine and in reserve is shown on-screen, as is your grenade count.

Two-handed and one-handed weapons can be reloaded at any time by pressing the  button. Take the time to reload when you have it. Wait until you're out of ammo, and you could be forced to reload when it's less advantageous.


## FUSION

Once the Fusion ability has been unlocked from an agent's skill tree, a meter will appear on the HUD that fills as you perform kills and other special actions. When it's full, press the  button to activate Fusion. In this state, your rate of fire increases, the ammo for your Xenotech weapon does not deplete, and you're invincible for a limited amount of time. Additional skill tree upgrades to Fusion can be unlocked to extend invincibility and ammo bonuses to your teammates, as well as instantly revive any fallen agents upon activation.

## TEAMMATE STATUS

You can easily verify your teammates' status via the colored outline that appears around them. If the outline is green, they are in good health. If the outline is yellow, they need to be revived.

## REVIVING

When an agent takes too much damage, they drop to the ground and a revive icon appears over their head. If the agent isn't revived by a teammate before the gauge around the icon depletes, they will die and the team will be forced to reload at the last checkpoint. To revive a teammate, approach the downed agent and hold the  button.

## IN-GAME MENU

Press the **START** button to access the In-Game menu. In addition to the menu options a scoreboard, displayed automatically on the right side of the screen, lists the current overall score for all four players. Note that while the In-Game menu is open in an online game, the game is still continuing in the background, meaning that you can be attacked and take damage.

**Resume Game**

Return to your game.

**Skills**

View your agent's skills, a description of each skill, how many points you have, and what skills are currently available. You can also upgrade your skills here.

**Team Perks**

View Team Perks and highlight a perk to view its effects. Team Perks are purchased and upgraded by spending Fuse Credits. You can also activate and deactivate perks here.

- Service Record** View your agent stats and progress toward Trophies and challenges.
- Intel** Review collected intel. Intel is divided into sets, ranging from information on various technologies to details on the agents of Overstrike 9.
- Settings** Adjust game settings. These are the same options found in the Main menu.
- Return to Lobby** Return to the Campaign or Echelon lobby.
- Exit Game** Exit your game and return to the Main menu.

## SKILLS

As you perform various actions – kill enemies, revive teammates, complete missions/Echelon maps, and so on – you earn XP. When you accumulate a certain amount of XP, you level up and earn a skill point, which can be spent in each agent's skill tree. All skills cost the same to unlock, but as you progress in the game, it takes more and more XP to fill your meter and gain skill points. Skills provide your agents a mix of unique abilities, combat upgrades, and health bonuses to make them more powerful and effective in battle.



## TEAM PERKS

Team Perks are unlocked and upgraded with Fuse Credits. Each agent has one perk slot.

Perks have both individual and team bonuses, and as a squad, you can coordinate your equipped perks to create a well-balanced team.

## ECHELON

Echelon provides fast-paced, combat-heavy gameplay. Face wave after wave of enemies with your fellow agents and strive to stay alive against increasing odds, all while completing objectives.

## OBJECTIVES

There are six different maps in Echelon and each one has random elements – enemies, weaponry, drops, and more – to create a different experience for each session. Each map has multiple team objectives assigned to your squad that must be completed in order to progress. Objectives include escorting objects to specific locations, controlling a specific zone, and more.

## RESULTS

Your team's score is based on the number of waves completed and time. Beat all the waves in the shortest time possible in order to achieve the best results.

## FUSE CREDITS

Fuse Credits are earned for both individual and team actions; you'll even see random drops during the match. Use this currency to unlock rewards like agent and weapon skins, or purchase and upgrade your Team Perks.

# ARMORY

In addition to the Xenotech, players will master an arsenal of tactical firearms, support weapons, and explosives.

## Magshield

Dalton's Xenotech. Engineered as the ultimate defense weapon, the Magshield creates a mobile barrier that not only stops bullets in their tracks, but also repels them back at Dalton's aggressors. Press the **R1** button to shield blast. With the Deployable Shield skill unlocked, press the **R2** button to deploy a stationary shield on the battlefield.

## Shattergun

Izzy's Xenotech. The Shattergun is a crowd-control weapon that uses compressed melanite rounds to encase enemies in living crystal. When an enemy is subdued, they can be shattered with traditional rounds. With the Med Beacon skill unlocked, press the **R2** button to launch a beacon that heals and revives agents injured in battle.

## Arcshot

Jacob's Xenotech. This powerful crossbow fires high-velocity bolts that melt enemies on contact. With the Charged Bolts skill unlocked, hit multiple enemies and press the **R2** button to trigger a charge shot, igniting all enemies in a continuous lethal chain.

**Warp Rifle**

Naya's Xenotech. The Warp Rifle uses anti-matter to create violent singularities that rip enemies apart. With the Phantom skill unlocked, press the **R2** button to create a cloaking effect over the agent, which is ideal for stealth assassinations.

**Harbinger**

A sniper rifle with a high-powered zoom.

**Savager**

An automatic rifle.

**Daybreaker**

A semi-automatic rifle with burst fire.

- Prowler** A powerful shotgun.
- Dragonfly** A submachine gun.
- Guardian** A reliable and sturdy sidearm.
- Frag Grenade** This explosive damages targets within a certain radius.

# CREDITS

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