

Thank you for purchasing Maken X.  
Please note that this software is  
designed only for use with the  
Dreamcast console. Be sure  
to read this instruction manual  
thoroughly before you start  
playing Maken X.



Maken X is a memory card compatible game  
(Visual Memory Unit (VMU) sold separately).  
In order to save game files, the VMU to be used  
must have at least 10 memory blocks of free  
space available.

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# INTRODUCTION

**PSI...**

A mirror image of yourself... In a proven spiritual world...

Five minutes into the future...

The limit of foreseeing the future, the destruction of the real world...

An artificial God sweeps down upon this land.

This is a machine with the power to create a supreme ruler.

He carves out his own destiny.

The guardian of spirit, the last hope, a sword of judgment...

He will bring order to the world.

He will destroy all evil.

He will protect the one whom he loves.

He will found an eternal Utopia.

But there is only one future.

Should he sacrifice everything to save a single girl?

Or should he abandon her for the sake of righteousness?

Should he defeat the people's enemy in order to save the world?

Or, as a ruler, should he reign over it...

Through all the struggles, he will find the true nature of power.

Creation and destruction, life and death, joy and sorrow...

What is it all for? Who is it for?

The answer lies in his future...

## Maken ~Deus Ex Machina~

# PROLOGUE

The world was tumbling into chaos.

Five minutes into the future, China and the USA had reached a standoff in their battle for supremacy.

The curtain will fall on a round of confidential Sino-American talks in only five minutes. Their discord is tangible.

The European Union is about to be engulfed by the shadow of misfortune, and is losing its strength like a dying old man.

People will be embraced by a sense of uneasiness that they have never felt before.

**Japan**

At the Kanazawa Research Institute, funded by an overseas Chinese merchant, epoch-making research was being carried out on a treatment for mental illness that involved PSI engineering.

**PSI**

The existence of the human spirit which has been scientifically proven...

**Maken**

The first medical instrument in the world that can extract PSI and modify it. The development of artificial life is based on Plan X.

Maken is about to awaken.

What kind of PSI will it have?

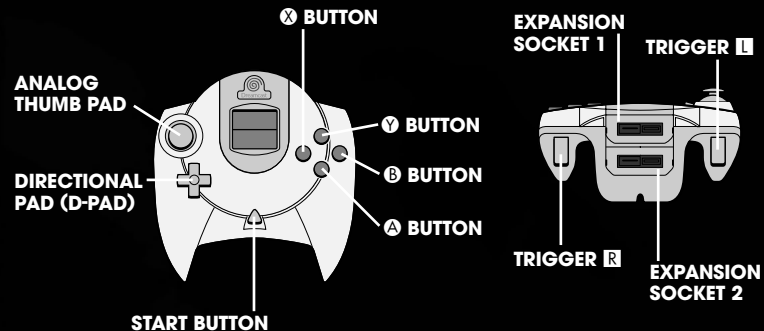
# THE DREAMCAST CONTROLLER

Maken X is a one player game. Before switching the power ON, ensure that the controller and all other peripherals are connected to the Dreamcast.

Connect the controller with a memory card (Visual Memory Unit (VMU) sold separately) to Control Port A.

Do not touch the Analog Thumb Pad or the triggers while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

Note: This game can only be played properly with the Dreamcast Controller.



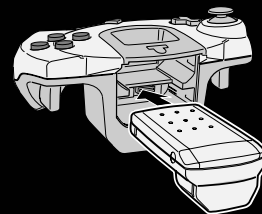
## MOVES

ANALOG THUMB PAD	Move character/cursor; Press down and hold during battle to guard
D-PAD	Move cursor
A BUTTON	Jump, select
B BUTTON	Cancel
X BUTTON	Attack
Y BUTTON	Activate lock-on*
TRIGGER L	Hold down while moving the Analog Thumb Pad to look around
TRIGGER R	Hold down while moving the Analog Thumb Pad to strafe left or right

\* You can change the lock-on controls in Options.  
NOTE: To return to the Title Screen at any point during the game, simultaneously press and hold the A, B, X, Y and Start Buttons.

## THE JUMP PACK™

Make sure that you insert the Jump Pack (sold separately) into Expansion Socket 2 of the controller.



# STARTING UP

Place the Maken X disc into your Dreamcast console, press the disc down until it clicks into place, close the lid and press the **POWER** Button to turn **ON** the power. The Title Screen will be displayed and then the demo will start a few moments later. Press the Start Button when the Title Screen is displayed to display the Menu Screen.



## NEW GAME

Start a new game.



## LOAD GAME

Start the game from a previously saved position. Press the Analog Thumb Pad or the D-Pad to select a saved file and press the **A** Button to enter your selection.



## OPTIONS

You can modify all the game settings. Press the Analog Thumb Pad or the D-Pad to select an item. Select **"EXIT"** to make your modifications effective.



## LOCK-ON TYPE

Select a lock-on type.

**TOGGLE** Enables you to use the **Y** Button to toggle the lock.

**HOLD** Enables you to lock on only when Trigger **X** is held down.

## SOUND

Select from **"STEREO"** (Speaker), **"STEREO"** (Headphone) and **"MONO."**

## SE

Adjust the volume of the game's sound effects.

## BGM

Adjust the volume of the game's background music.

## JUMP PACK

Switch the Jump Pack **ON** or **OFF** (if it is connected).

## INITIALIZE SETTINGS

Revert to the default settings.

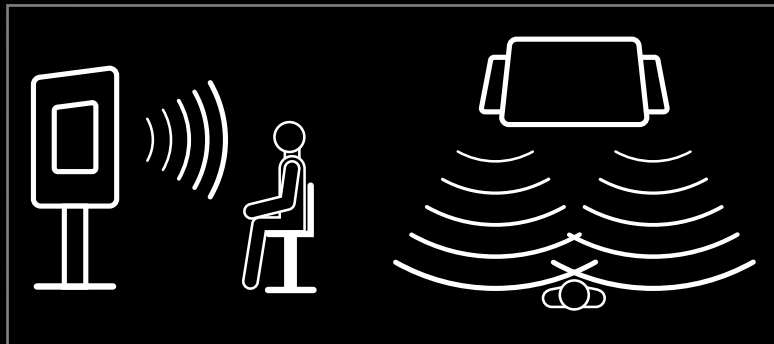
## EXIT

Return to the Title Screen with changes in place.

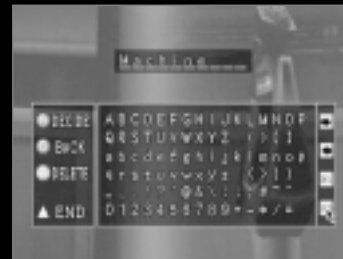
**This game employs a surround sound system that allows you to feel as though you are actually inside the game. If you are playing using a stereo TV, follow the explanation below to get the most realistic sound effects from Maken X.**

## SPEAKER ARRANGEMENT



Select "SOUND" from the Option Menu and select "STEREO" (Speaker) to enable this feature. Adjust your speakers to an angle of 10-15 degrees to the position where you are sitting to create the ideal environment to play Maken X!



Once the game starts and the story has been introduced, you will be able to enter a name. Press the Analog Thumb Pad and the D-Pad to select letters and press the **A** Button to enter your selection.




## NAME ENTRY CONTROLS

<b>ANALOG THUMB PAD</b>	Move cursor
<b>D-PAD</b>	Backspace/space
<b>A BUTTON</b>	Enter a letter
<b>B BUTTON</b>	Backspace
<b>X BUTTON</b>	Return to Menu
<b>Y BUTTON</b>	Delete
<b>TRIGGER </b>	Not used
<b>TRIGGER </b>	Not used
<b>START BUTTON</b>	Move the cursor to “END” (Will not enter)

# THE GAME

Maken X is comprised of three parts; "Event Scenes," "Action Scenes" and the "World Map." The game constantly alternates between these parts.

## 1. EVENT SCENES

These show how the story unfolds. Press the Analog Thumb Pad to select and press the  Button to enter when you are presented with a decision.



## 2. ACTION SCENES

Defeat your enemies, to reach an important character. Action Scenes influence the story.



## 3. WORLD MAP

Move around the world. The story will unfold further if you go to a new place.



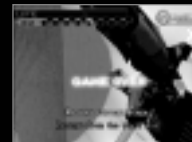
## PAUSE

Press the Start Button during game play to display the Pause Screen. Press the Start Button again to return to the game.



## GAME OVER

When your life gauge reaches 0, you will be given two options: "Restart current stage" or "Restart from the world map."



Restart current stage.

Return to the beginning of the stage in the same condition as when you started it.

Restart from the world map. Restart from the World Map in the same condition as when you started the previous stage.



## SIDE STORIES

The story will split off into several side-stories depending on the player's actions and decisions. The story will be altered according to your response to key questions during Event Scenes and your actions in Action Scenes.

## WORLD MAP

Use the World Map to move between the different stages. Press the **A** Button to display the System Window.

### WORLD MAP SCREEN

#### STAGE SYMBOL

The stage available for selection.



#### NPC SYMBOL

Indicates the location of the key characters.

#### BRAINJACK SYMBOL

Indicates the location of characters that can be brainjacked.

## SYSTEM WINDOW

Press the **A** Button on the World Map Screen to display the System Window.

### ① MAKEN NAME

The Maken name that the player selected.

### ② PSI LEVEL

Current accumulated total of *PSI*.

### ③ SAVE

Save a game file.



\* Your memory card must have at least 10 free memory blocks to save game files. Also, you can only save and load from the memory card that is connected to Control Port A of the Dreamcast.

\* Never switch the Dreamcast OFF, remove the memory card or Jump Pack, or disconnect the controller while saving.

**4 LOAD**

Load a previously saved game file.

**5 STAGE**

You can Brainjack if there is a character with Brainjack potential in the stage.

**STAGE START** . . Enter the selected stage

**BRAIN JACK** . . . Brainjack a character with Brainjack potential who is in the stage

**6 BODY**

View your present status and Brainjack potential character data.

**STATUS** . . . . . Display data on present Brainjack characters

**HISTORY** . . . . . Display data on present Brainjack potential characters

**STATUS SCREEN**

**CHARACTER'S NAME**

**BRAINJACK RANK**

**CHARACTER'S LIFE**

**CHARACTER'S SPEED**



**SPECIAL ATTACK NAME**

**CHARACTER'S POWER**

**CHARACTER'S JUMP POWER**

**SPECIAL ATTACK**

Press the **A** Button on the Status Screen to display an explanation of the special attack.





## ACTION SCREEN

This is an explanation of the first-person perspective Action Scene Screen.

### LIFE GAUGE

The game ends when this gauge is empty. See page 11 for more details.

### EX GAUGE

This displays the charging process to perform a special attack. Wait until the gauge is full before you unleash a special attack.



### BRAINJACK RANK

Present Brainjack Rank.

### PSI GAUGE

Current PSI Points.

### CLEAR SYMBOL

This is your goal. Enter it to leave the stage and return to the World Map.



### WARNING MARK

These arrows point towards off screen enemies.



## BASIC ACTIONS

### ATTACKING

#### ATTACK

Press the **X** Button to attack.

#### MULTIPLE ATTACK

Press the **X** Button repeatedly to perform a combination multiple attack.

#### SPECIAL ATTACK

Press and hold the **X** Button until the EX Gauge is full, then release to perform a special attack.

#### DEFLECT

Press the **X** Button at the right time to deflect your opponents' projectiles. Note that some objects cannot be deflected.



### MOVEMENT/OTHERS

#### JUMP

Press the **A** Button to jump.

#### BACKSTEP

Press and hold the Analog Thumb Pad down and press the **A** Button to perform a backstep.



#### GUARD

Press the Analog Thumb Pad down when your opponent is attacking to guard. Note that some attacks cannot be guarded against.



#### SWITCHES

Press the **X** Button to activate a switch.

## LOCK-ON

The lock-on system allows you to automatically center on your opponent. The lock-on cursor will be displayed when an enemy approaches you. Press the **Y** Button to lock-on to your enemy. There will be a visual indicator on your enemy. Press the **Y** Button again to disengage the lock. The red gauge in the center of the focus-mark indicates the enemy's life. The following actions are possible depending on the focus.

\* You can set Trigger **R** as the lock-on key in Options. You will lock-on only when Trigger **R** is held down.



When the lock-on cursor is displayed...



Press the **Y** Button to lock-on!

### SPECIAL LOCK-ON MOVES

#### ROTATE

Press **←/→** when locked-on to circle your opponent while facing it.

#### LEAPING ATTACK

Jump while advancing towards your locked-on opponent to leap over it and land facing its back. Attack quickly before your opponent can turn to face you again!



## BRAINJACKING & PSI POINTS

### WHAT ARE BRAINJACKS?

Maken can acquire a new body by brainjacking certain characters. Brainjack someone, and you will find that not only will you be able to perform new actions, but you may also learn information essential to the development of the story.

In order to Brainjack, the other character must have an equivalent Brainjack Rank to the character you are presently using.



### HOW TO BRAINJACK

Lock-on to a potential Brainjack character to display the option "Brainjack this character?" Select "YES" to brainjack the character.



### PSI POINTS & BRAINJACK RANK

To brainjack a new character, you must achieve the same Brainjack Rank as it. Gather a fixed number of *PSI* points to gain promotion to the next Brainjack Rank. Collect *PSI* points by collecting the *PSI* that appears when you defeat opponents.

## ITEMS

### LIFE CAPSULE (SMALL)

Recovers a small amount of life.



### LIFE CAPSULE (LARGE)

Recovers a large amount of life.



### LIFE CAPSULE (TOTAL)

Recovers the maximum amount of life.



### POWER UP

Increases attack power for a fixed amount of time.



### PSI

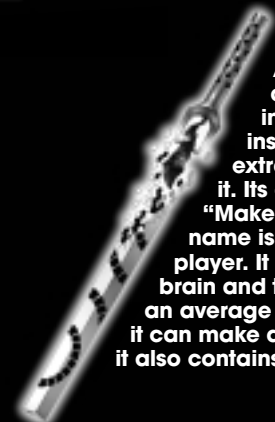
Increases PSI points.



## CHARACTER INTRODUCTIONS

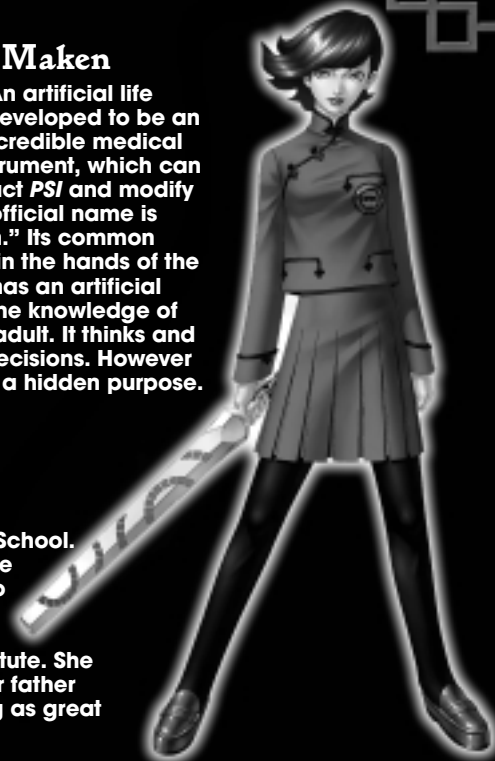
### Maken

An artificial life developed to be an incredible medical instrument, which can extract *PSI* and modify it. Its official name is "Maken." Its common name is in the hands of the player. It has an artificial brain and the knowledge of an average adult. It thinks and it can make decisions. However it also contains a hidden purpose.



### Kay Sagami

A student at Jyusei High School. Her mother died when she was young, leaving her to be raised by her father, the chief scientist at the Kanazawa Research Institute. She respects and admires her father and dreams of becoming as great a scientist as he is.





### Chief Hiro Sagami

Kay's father and the chief scientist at the Kanazawa Research Institute. He is a world authority on PSI engineering.



### Fei Chao Lee

An exchange student from Hong Kong and Kay's tutor. In fact, he is also a blademaster who is entrusted to awaken Maken.

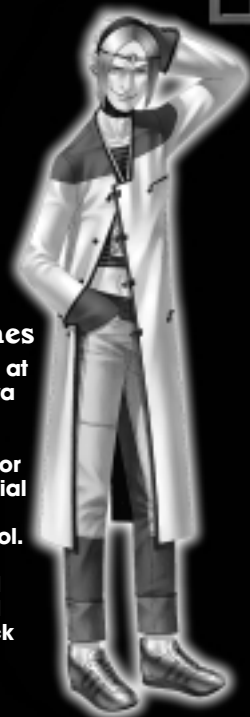
### Anne Miller

A researcher at the Kanazawa Research Institute, responsible for Plan X PSI genetic algorithms. She's just like a big sister to Kay.



### Peter Jones

A researcher at the Kanazawa Research Institute, responsible for Plan X artificial brain total system control. A rude and self-centered man. He and Anne go back a long way.





### Kou Yamashiro

The son of a very wealthy family and Kay's best friend. Raised by his strict grandfather, he has grown to become a simple and strong Japanese boy. He really likes Kay.

### Fu Shou Lee

The leader of a Chinese merchant group. He is also the head of the Blademasters, a secret organization that is seeking to maintain world order. He is the founder of the Kanazawa Research Institute. He is also the man who requested Hiro Sagami, the world authority on *PSI* engineering, to develop Maken.



## GLOSSARY

### PLAN X

Plan X is the plan to develop a medical device, "Maken," which can detach pieces of *PSI* and make changes to it. It was developed in top secrecy by Hiro Sagami, Anne Miller and Peter Jones at the Kanazawa Research Institute.

### PSI

The *PSI* is a soul that can be manipulated in another dimension. Emotions and senses stem from the *PSI*, not from the brain. Thoughts and feelings are a function of *PSI*, but it can be neither seen nor touched because it exists in another dimension. People do not yet understand this concept.



## BRAINJACK

Maken's special ability is that it can occupy the human brain and command the body. It is not that the brain is physically replaced, but rather that the *PSI* is replaced, so the memory of the host human is maintained. For this reason, Maken uses the knowledge and abilities of its host human. It is a mystery why something that was developed for medical purposes has this ability.



## BLADEMASTERS

The Blademasters are an organization of people who sacrifice their personal lives to maintain world order. They have a special gene called the D Gene, and were chosen to work in secrecy throughout history to keep the human race from destroying itself.



## SANGOKAI

A Hong Kong based crime syndicate. Originally, these people were Blademasters, but these members felt their purpose was useless, and formed a new faction. After the restoration of Hong Kong to China, they increased in power until they had a worldwide network. It has been suggested that they are behind the disasters that are occurring throughout the world.



## HAKKE

Hakke is the general name for the leaders of the Sangokai. Hakke have deformed *PSI*, which has also had a physical influence on their appearance.

# CREDITS

The following credits list the staff responsible for the localization, marketing and manual production for the U.S. version of Maken X. Credits for the original development staff are listed in the game itself.

## Product Development

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VP of Product Development

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Assistant Lead Analysts

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