



NTSC U/C

PlayStation™



SCUS-94405



WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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 compact 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.



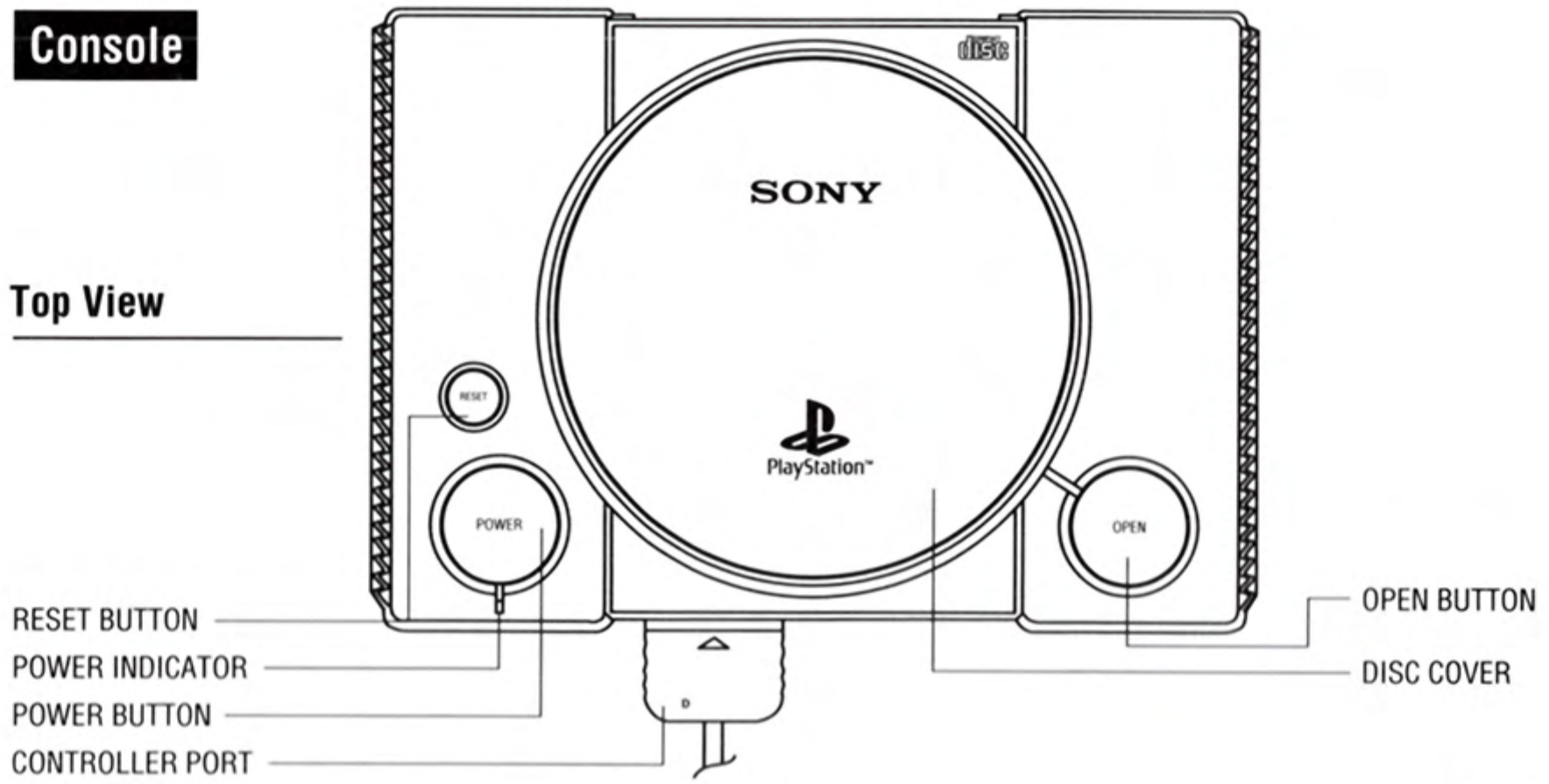
Assault RIGS

The Manual

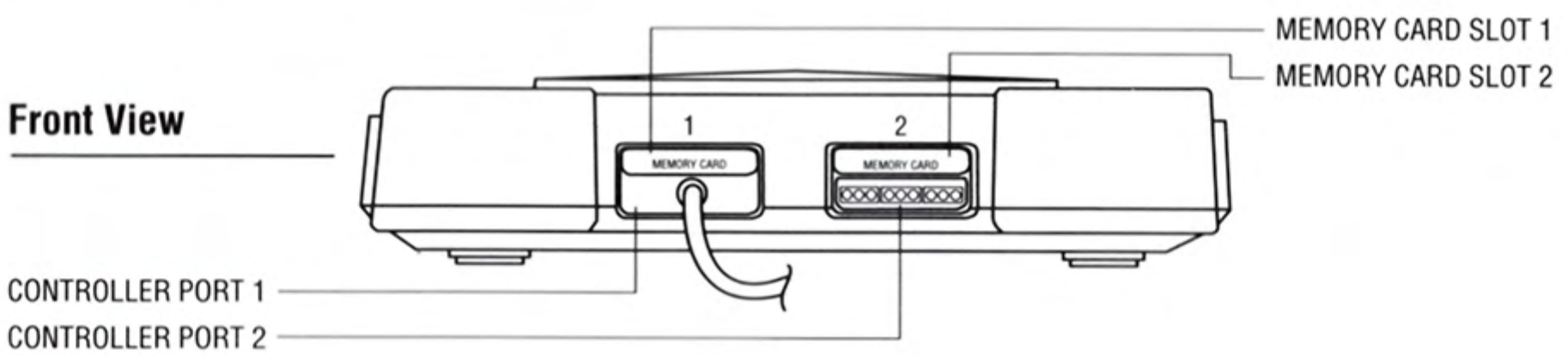
- 2 Introduction
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Console

Top View



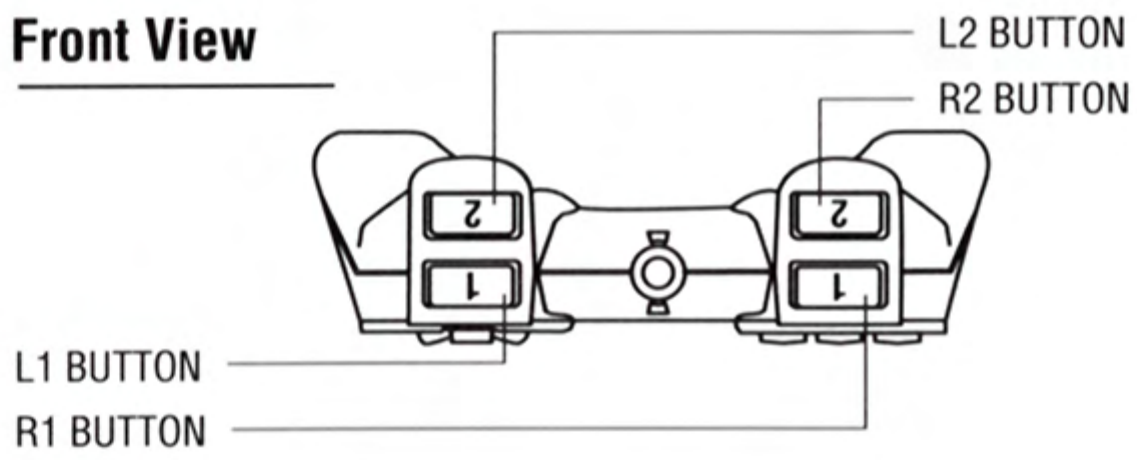
Front View



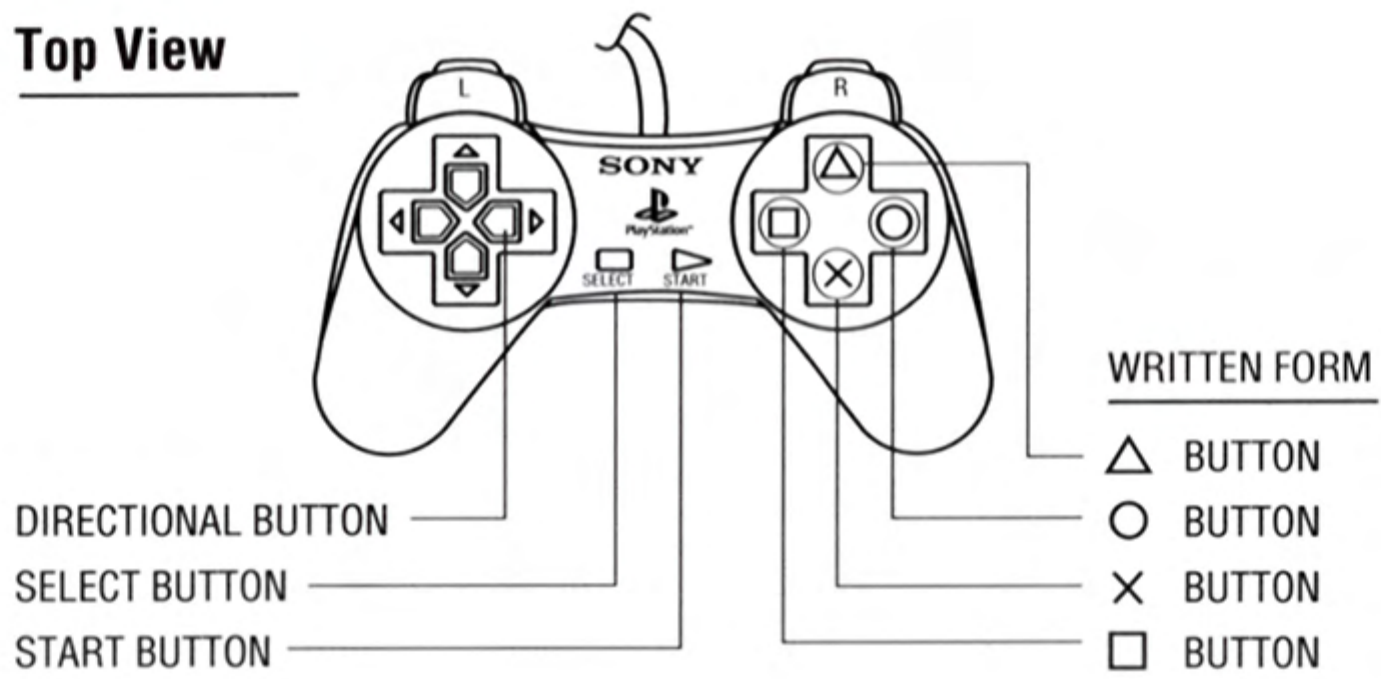
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the PlayStation power is off before inserting or removing a compact disc. Insert the Assault Rigs disc and close the CD door. Insert game controllers and turn on the PlayStation. Follow on-screen instructions to start a game.

Controller

Front View



Top View



The Net will bring the world together. But not everyone will come in peace.

Assault Rigs is the cyberspace clash of the future - a computer combat zone where virtual Rigs battle it out for control of an arena that's packed with power-ups and traps. Collect the Gems and hunt down your opponent's Rig across huge levels, then when you find them... blow them into cyber-oblivion! Unless they find you first...

Extracts from the first official report to the Sponsorship
Committee of the ZamCom Corporation.

"...In fact you wouldn't believe the kind of stuff they used to get up to. I mean, take the late twentieth century. Talk about barbarism! Here's a list of the kinda things they used to follow obsessively; soccer, boxing, wrestling, football, basketball, baseball, hockey, synchronized swimming... need I go on? I think you get the picture. Violence, injury, damage to people and property, all pretty nasty and certainly not the ideal way to boost the profile of a go-ahead company.

Although that's not to say that people didn't sponsor this stuff. Heck no! World-wide soda pop conglomerates, huge multi-national corporations, publishers, distillers, arms traders - they all queued up to get their name on the front of a team shirt or on a billboard outside a stadium. We might laugh now but back then, well, it was seen as a prime opportunity to expose a product to the masses. Twenty two mud splattered men kicking lumps off each other wearing the name of your company across their chest was worth a huge stack of cash.

Yeah, right. And they used to eat animals too. Like I said - barbarians."

"...It wasn't too long before The Net knocked 'em all sideways though. Good job too. Imagine... without it we might all be passing a lump of leather across a field on a Sunday afternoon even now. Thankfully, the virtual sports on The Net soon lost their arcade novelty image and began to supplant the 'real' thing. At first the sports enthusiasts hated it. (For 'sports enthusiasts', read 'male bores with a bad case of statistics-on-the-brain who, sure as eggs are egg shaped, certainly didn't do anything more energetic than breathing.) I mean, what kind of sport was it that didn't result in broken legs, broken ribs, blindings, cuts, scratches, explosions and public mayhem? It was no sport at all!

It's pretty safe to say that we need to thank the small companies who saw the virtual sports as a cheap way to advertise, unable as they were to compete with the multi-national companies begging for involvement in the real thing. So the small firms stumped up what money they could to support teams involved in the net leagues. Which wasn't a lot, but that didn't matter because the leagues were tiny too. Just a few net junkies who got a kick from competing against someone on the other side of the globe. The sports didn't matter too much - it was the taking part that counted.

And then came Assault Rigs.”

“...In conclusion, here we have a sport that has swept through all nations. Just as we can no longer imagine a world in which people hit and kick each other for fun, or drive real cars around death trap circuits, neither can we imagine the World Net Championships without Assault Rigs. The amount of money involved in this sport has reached immense proportions and it would be hard to overestimate the benefits should the ZamCam Corporation decide to commit funds to this sport. We all know the names and the faces by now, and by sponsoring an official ZamCam Assault Rig, the world would come to know us the same way.

The Rigs, of course, have no physical substance. They are armed vehicles which exist only within the confines of computer code. We would be financing the wages of our Rig jockeys (which are on the large side of enormous), prize money, training for future jockeys, and so on, while in return we would get world-wide exposure of the ZamCam name and be associated with what is now undoubtedly the world's number one sport. There are other sports on The Net, but not one other has caught the public imagination in the way that Assault Rigs has.

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All that can be added is that if ZamCam takes it upon itself to inject finance into Assault Rigs, care must be taken to recruit the world's finest Rig jockeys. Competition will be intense over the coming season and we should be major players from the start. The way to become a major player, therefore, is to find a major player...”

You are the champion Rig jockey on the ZamCam Assault Rigs team. Assault Rigs is the number one virtual shoot 'em up of the future and the world's best are out to knock you off your pedestal. You'll drive your Rig through maze-like arenas full of traps and enemies, and hunt down the Gems that will be your passport to the next level. And when you're there... do it all over again!

The arenas will get increasingly more difficult - often you'll find that Gems are hidden on higher levels so you'll have to find the elevator that can get you there. And if your Rig takes too many hits? Well, you're dead.

But remember, this is the future! And in the future, death is temporary. So grip your Controller hard, pump those buttons, and get back into that Rig where you belong!

Once Assault Rigs has loaded, there will be an animated introduction sequence. You can skip this by pressing button X or the START button on the Controller.

Assault Rigs will then offer you a number of menu screens before you play the game. On each screen you highlight the various options by using the UP and DOWN arrows on the Controller and then pressing button X on the Controller to make your selection. To go back through the menus, press the Δ button on the Controller.

At any time while playing the game, holding down the SELECT button and then pressing and holding the START button for 2 seconds will return you to the title screen.

1 Player Game/2 Player Game/ Options Selection

Use the UP and DOWN arrows on the Controller to highlight the option you require, then press button X on the Controller to select it. The choices are the 1 player game, the 2 player game, or the Options menu.

1 PLAYER GAME

If you choose the 1 player game by using the UP and DOWN arrows on the Controller to highlight the option and then pressing button X on the Controller, you will be taken to the Level Selection and the Rig Selection screens which are described later in the manual. Once you play the game, you must enter each arena in turn and collect all the Gems to be found there. Once all the Gems are collected, you must travel to the arena exit in order to complete that arena and move onto the next one.

2 PLAYER GAME

To play either of the 2 player games, you will need 2 PlayStations connected by a Link Cable. Each PlayStation must be running a copy of Assault Rigs. Refer to the system instructions to make sure they are set up correctly.

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Both players must choose the 2 player game by using the UP and DOWN arrows on the Controller to highlight the option and then pressing button X on the Controller. One player must then choose the game type by using the UP and DOWN arrows on the Controller to highlight the option and then pressing button X on the Controller - the choices are Rig Rumble and Gem Warz. One player must choose the level the game will be played on by using the UP and DOWN arrows on the Controller to cycle through the levels and pressing button X on the Controller to select the required level.

RIG RUMBLE

One player must choose Rig Rumble from the game type menu by using the UP and DOWN arrows on the Controller to highlight the option and pressing button X on the Controller to select it. One player must then choose the level the game will be played on by using the UP and DOWN arrows on the Controller to cycle through the levels and pressing button X on the Controller to select the required level. Both players must then select a Rig by using the LEFT and RIGHT arrows on the Controller to cycle through the choices, and pressing button X on the Controller when the chosen

Rig is at the front of the screen. The Rig Rumble will then begin.

The objective of Rig Rumble is to destroy your opponent's Rig more often than they destroy yours. If a player is destroyed, they will be regenerated in the arena.

To return to the previous menu, press the Δ button on the Controller.

GEM WARZ

One player must choose Gem Warz from the game type menu by using the UP and DOWN arrows on the Controller to highlight the option and pressing button X on the Controller to select it. One player must choose the level the game will be played on by using the UP and DOWN arrows on the Controller to cycle through the levels and pressing button X on the Controller to select the required level. Both players must then select a Rig by using the LEFT and RIGHT arrows on the Controller to cycle through the choices, and pressing button X on the Controller when the chosen Rig is highlighted. Gem Warz will then begin.

The objective of Gem Warz is to collect all the Gems in the arena and reach the exit before the other player. You have a limited period of time to achieve this. If a player is carrying Gems and their Rig is destroyed, the Gems will regenerate back in their original location within the arena. If neither player has reached the exit within the allotted time, the player carrying the most Gems is the winner. If both players are carrying the same number of Gems, the result is a draw.

To return to the previous menu, press the Δ button on the Controller.

OPTIONS

Use the UP and DOWN arrows on the Controller to highlight the option you require, then press button X on the Controller to select it. The choices are Music, Controller, Save/Load, Hall Of Fame and Difficulty. To return to the previous menu, press the Δ button on the Controller.

FX VOLUME

Increase and decrease the volume of the game's sound effects by using the LEFT and RIGHT arrows on the Controller to select the required volume.

MUSIC

Turn the in-game music on or off by using the LEFT and RIGHT arrows on the Controller until the correct mode is selected.

Use the UP and DOWN arrows on the Controller to highlight the option you require, then press button X on the Controller to select it. The choices are FX Volume, Music, FX Mode, Music Test and Music Volume. To return to the previous menu, press the Δ button on the Controller.

FX MODE

Choose between mono, stereo and dolby sound effects by using the LEFT and RIGHT arrows on the Controller until the correct mode is selected.

MUSIC TEST

Cycle through the different music tracks by using the LEFT and RIGHT arrows on the Controller and pressing button X on the Controller to play the track.

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MUSIC VOLUME

Increase and decrease the volume of the game's music by using the LEFT and RIGHT arrows on the Controller to select the required volume.

CONTROLLER

Use the LEFT and RIGHT arrows on the Controller to cycle through the different pre-set Controller configurations. Remember that all instructions in this manual refer to the default Controller configuration. Press button X on the Controller when the chosen configuration is displayed. To return to the previous menu, press the Δ button on the Controller.

SAVE/LOAD

Using Memory Cards, you can save information such as high scores and configuration details as well as completed arenas. Make sure that Memory Cards are installed according to your system instructions.

SAVE

Use the UP and DOWN arrows on the Controller to toggle between Save and Load. Press button X on the Controller when Save is highlighted. If a Memory Card is installed, the details will be displayed. Pressing the LEFT or RIGHT arrows on the Controller will switch to the other Memory Card if there are 2 installed.

Press the DOWN arrow on the Controller to select a slot to save your game to. Pressing the LEFT and RIGHT arrows on the Controller will highlight each slot in turn. Press button X on the Controller to save your game to the slot selected.

Pressing the UP arrow on the Controller allows you to select the other Memory Card if one is installed.

When the game is saved, the Game Saved message will appear. Press the X button on the controller to acknowledge the message. To return to the previous menu, press the Δ button on the Controller.

LOAD

Use the UP and DOWN arrows on the Controller to toggle between Save and Load. Press button X on the Controller when Load is highlighted. If a Memory Card is installed, the details will be displayed. Pressing the LEFT or RIGHT arrows on the Controller will switch to the other Memory Card if there are 2 installed.

Press the DOWN arrow on the Controller to select the game to be loaded. Pressing the LEFT and RIGHT arrows on the Controller will highlight each saved game in turn. Press button X on the Controller to load your chosen game when it is highlighted.

Pressing the UP arrow on the Controller allows you to select the other Memory Card if one is installed. To return to the previous menu, press the Δ button on the Controller.

You must acknowledge the load as you must do for a save as stated above.

HALL OF FAME

Use the UP and DOWN arrows on the Controller to highlight Hall Of Fame, then press button X on the Controller to select it. The highest score achieved on each completed level will be displayed.

You can choose to play completed levels directly from the Hall Of Fame list. Use the UP and DOWN arrows on the Controller to scroll through the list. When the level you want to play is highlighted, press button X on the Controller to choose it. You will then proceed to the Rig Selection screen. To return to the previous menu, press the Δ button on the Controller.

DIFFICULTY

Use the LEFT and RIGHT arrow buttons on the Controller to cycle through the difficulty ratings Easy, Medium and Hard.

When all the options are set correctly, press the X button on the Controller to accept or 'start' button to accept all.

LEVEL SELECTION

If you want to skip previously completed levels, you can enter the password for the level you wish to play on this screen.

Use the UP arrow on the Controller to highlight the code. Use the LEFT and RIGHT arrows on the Controller to select the symbol you need to change. Press the correct symbol button on the Controller to change the symbol and advance to the next symbol. If this is done on the last symbol, 'Start' will be automatically highlighted. You may also press the DOWN button on the Controller at any time to do this.

When 'Start' is highlighted, the password will be checked and the name of the level displayed. An incorrect password will take you to the first level.

Pressing button X on the Controller when 'Start' is highlighted will select the level which is currently displayed and takes you to the Rig Selection screen.

To return to the previous menu, press the Δ button on the Controller.

RIG SELECTION

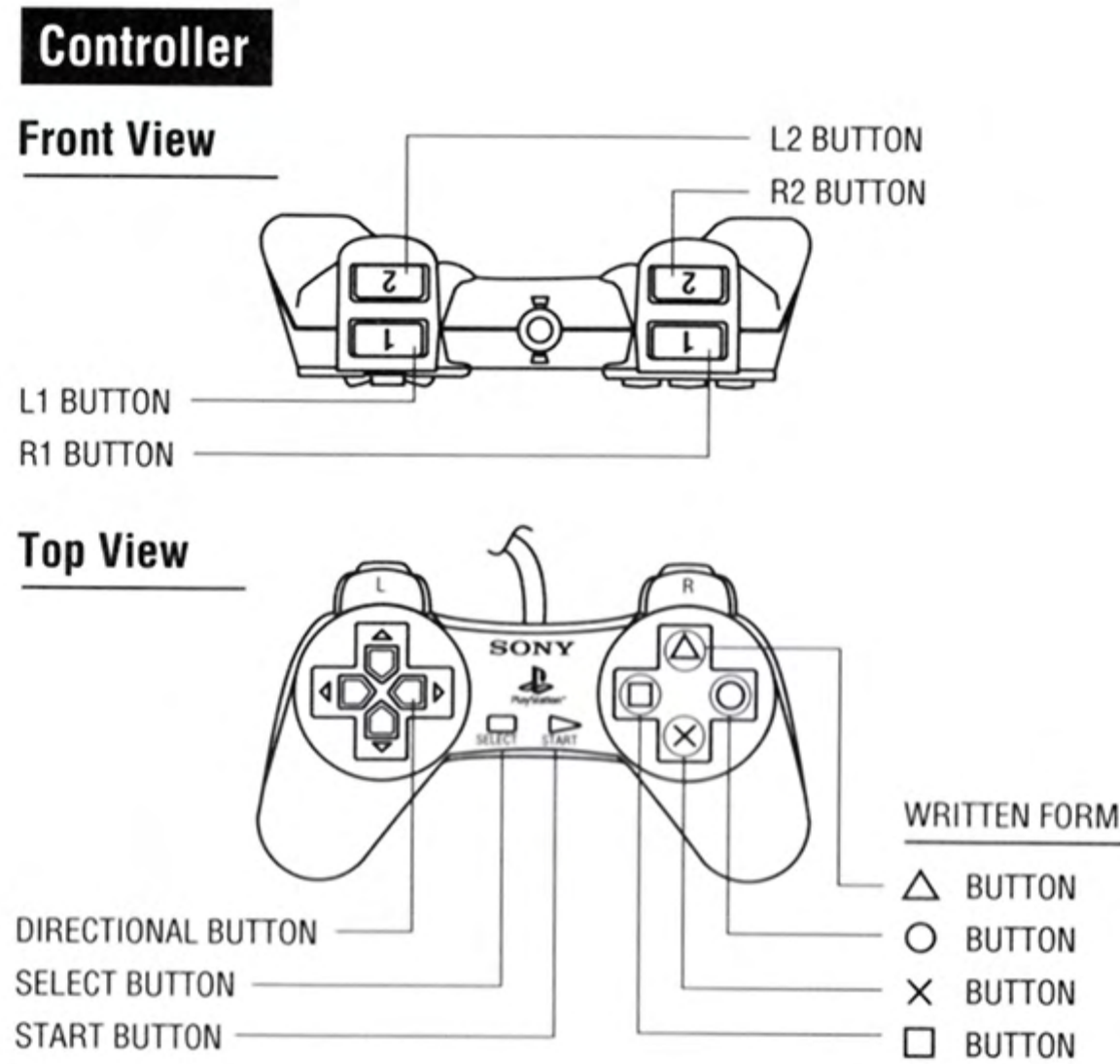
There are 3 Rigs available for you to choose. These range from the strong but less mobile Rig down to the lighter but more mobile Rig. Use the LEFT and RIGHT arrows on the Controller to cycle through the three Rigs. When your chosen Rig is nearest the screen, press button X on the Controller.

To return to the previous menu, press the Δ button on the Controller.

PLAYING THE GAME

Whether you are playing the 1 player game, or either of the 2 player games, you control your Rig in exactly the same way.

CONTROLS



Default Controller

Button Action

Controller UP	Accelerate Rig Forward
Controller DOWN	Accelerate Rig Backward
Controller RIGHT	Rotate Rig Right
Controller LEFT	Rotate Rig Left
L1	Glide Left
R1	Glide Right
L2	Highlight/Select Primary Weapon
R2	Highlight/Select Secondary Weapon
O	Select Secondary Weapon/Fire Secondary Weapon
X	Select Primary Weapon/Fire Primary Weapon
△	Brake/Flip Rig
□	Fine Aim
START	Pause/In-Game Menu
SELECT	Select View

DRIVING YOUR RIG

Use the UP, DOWN, LEFT and RIGHT arrows on the Controller to maneuver your Rig forwards, backwards, left and right.

Brake When button Δ on the Controller is pressed on its own and the Rig is the right way up, this will activate the Rig's brakes.

Glide Left/Right When buttons LI or RI on the Controller are pressed, the Rig will slide left or right.

Flip Rig Sometimes your Rig may be flipped upside-down. When the Rig is upside-down you must press button Δ on the Controller in order to flip the Rig back on to its skis. Once this action has been activated you can continue controlling the Rig as normal.

Fine Aim When you want to make a fine adjustment to your aim, press the \square button along with either the LEFT or RIGHT arrows on the Controller.

SELECTING YOUR VIEWPOINT

There are 5 different viewpoints in Assault Rigs. The default viewpoint allows you to view the arena from just above and behind your Rig. By pressing the SELECT button on the Controller repeatedly, you can cycle through the alternative viewpoints. The cross hairs are useful in aiming for long distance shots. The third person view helps when negotiating ledges and getting on or off elevators and push blocks.

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COLLECTING GEMS



If you are playing the 1 player game, or the 2 player game called Gem Warz, you will need to collect the Gems located throughout each arena. They are suspended in mid-air. To collect one, just drive through it.

COLLECTING WEAPON POWER-UPS

The weapon power-ups are contained within large blue cubes which float slightly above the ground. Shoot the case once to open it and drive into the revealed icon to pick it up. A text message will appear telling you which weapon power-up has been added to your list. If you shoot it a second time it will be destroyed. The icons will disappear after a short time if not collected.

The weapon power-ups are listed in the following section headed Selecting and Firing Weapons.

SELECTING AND FIRING WEAPONS

There are 2 classes of weapon in Assault Rigs. These are Primary and Secondary weapons.

Primary Weapons To select a Primary Weapon, press button L2 on the Controller. A bar consisting of all the weapon icons will appear at the bottom of the screen. The 7 icons on the left hand side of the screen represent the Primary Weapons. Pressing button L2 on the Controller repeatedly will cycle the highlighter along the bar, highlighting each Primary Weapon icon in turn. When you have selected the required Primary Weapon, press button X on the Controller. Pressing button X on the Controller again will fire the weapon.



Standard Ammo Bring up the weapon selection bar by pressing button L2 on the Controller. Select this weapon by using button L2 to cycle along the bar until the Standard Ammo icon is highlighted then press button X on the Controller. Pressing button X on the Controller will then fire the weapon.

All Rigs carry Standard Ammo in unlimited amounts.



Bounce Ammo Bring up the weapon selection bar by pressing button L2 on the Controller. Select this weapon by using button L2 to cycle along the bar until the Bounce Ammo icon is highlighted then press button X on the Controller. Pressing button X on the Controller will then fire the weapon.

Bounce Ammo will rebound off hard surfaces. This allows you to shoot round corners.



Shatter Shells Bring up the weapon selection bar by pressing button L2 on the Controller. Select this weapon by using button L2 to cycle along the bar until the Shatter Shells icon is highlighted then press button X on the Controller. Pressing button X on the Controller will then fire the weapon.

When the Shatter Shell has been fired using button X on the Controller, pressing the fire button again will shatter the shell causing fragments to explode outwards. If the Shatter Shell hits any object before you have pressed the fire button for the second time, it will shatter on impact.



Heat Seeking Missiles Bring up the weapon selection bar by pressing button L2 on the Controller. Select this weapon by using button L2 to cycle along the bar until the Heat Seeking Missiles icon is highlighted then press button X on the Controller. Pressing button X on the Controller will then fire the weapon.

These missiles automatically lock on to the nearest enemy.

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Laser Cannon Bring up the weapon selection bar by pressing button L2 on the Controller. Select this weapon by using button L2 to cycle along the bar until the Laser Cannon icon is highlighted then press button X on the Controller. Pressing button X on the Controller will then fire the weapon.

Laser Cannons have a slow rate of fire and a long killing distance.



Mini Gun Bring up the weapon selection bar by pressing button L2 on the Controller. Select this weapon by using button L2 to cycle along the bar until the Mini Gun icon is highlighted then press button X on the Controller. Pressing button X on the Controller will then fire the weapon.

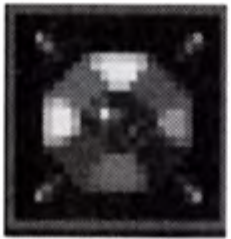
The Mini Gun has a very fast rate of fire but only a small killing distance.



Fly By Wire Missile Bring up the weapon selection bar by pressing button L2 on the Controller. Select this weapon by using button L2 to cycle along the bar until the Fly By Wire Missile icon is highlighted then press button X on the Controller. Pressing button X on the Controller will then fire the weapon.

When you fire this missile, your viewpoint will be transferred to that of the missile. You can steer the missile by using the UP, DOWN, LEFT and RIGHT arrows on the Controller. It will explode on impact with any object and then your viewpoint will revert to the one you are using to play the game. You are vulnerable to enemy attacks while flying the missile.

Secondary Weapons To select a Secondary Weapon, press button R2 on the Controller. A bar consisting of all the weapon icons will appear at the bottom of the screen. The 6 icons on the right hand side of the screen represent the Secondary Weapons. Pressing button R2 on the Controller repeatedly will cycle the highlighter along the bar, highlighting each Secondary Weapon icon in turn. When you have selected the required Secondary Weapon, press button O on the Controller. Pressing button O on the Controller again will fire the weapon.



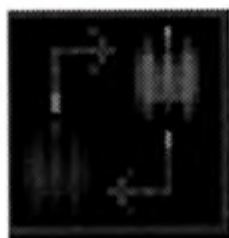
Drop And Forget Mines Bring up the weapon selection bar by pressing button R2 on the Controller. Select this weapon by using button R2 to cycle along the bar until the Drop And Forget Mines icon is highlighted then press button O on the Controller. Pressing button O on the Controller will then fire the weapon.

These mines are dropped from the back of your Rig. They arm after a short delay. If any Rig comes into contact with the mine it will detonate.



Shield Deck Bring up the weapon selection bar by pressing button R2 on the Controller. Select this weapon by using button R2 to cycle along the bar until the Shield Deck icon is highlighted then press button O on the Controller. Pressing button O on the Controller will then activate the weapon.

When the Shield Deck is activated, the Rig will be invulnerable for a short time.



Warp Deck Bring up the weapon selection bar by pressing button R2 on the Controller. Select this weapon by using button R2 to cycle along the bar until the Warp Deck icon is highlighted then press button O on the Controller. Pressing button O on the Controller will then activate the weapon.

When the Warp Deck is activated, the Rig will disappear and reappear in another part of the current arena.



Push Block Deck Bring up the weapon selection bar by pressing button R2 on the Controller. Select this weapon by using button R2 to cycle along the bar until the Push Block Deck icon is highlighted then press button O on the Controller. Pressing button O on the Controller will then activate the weapon.

When the Push Block Deck is activated, your Rig will have a transparent push block surrounding it. Arena defenses will ignore the Rig. When playing a 2 player game, the Rig will appear as a solid push block on the other player's screen. The weapon is limited by time, and will disappear if you open fire.



Auto Turret (Medium and Heavy Rigs only) Bring up the weapon selection bar by pressing button R2 on the Controller. Select this weapon by using button R2 to cycle along the bar until the Auto Turret icon is highlighted then press button O on the Controller. Pressing button O on the Controller will then activate the weapon.

When the Auto Turret is activated, the Rig turret will automatically point in the direction of the nearest enemy. Remember that the light Rig is not able to use the Auto Turret. The Auto Turret is limited by time and cannot be deactivated at will.

Pressing the Δ button on the Controller will make the turret aim straight forwards if you need to shoot an additional power-up.

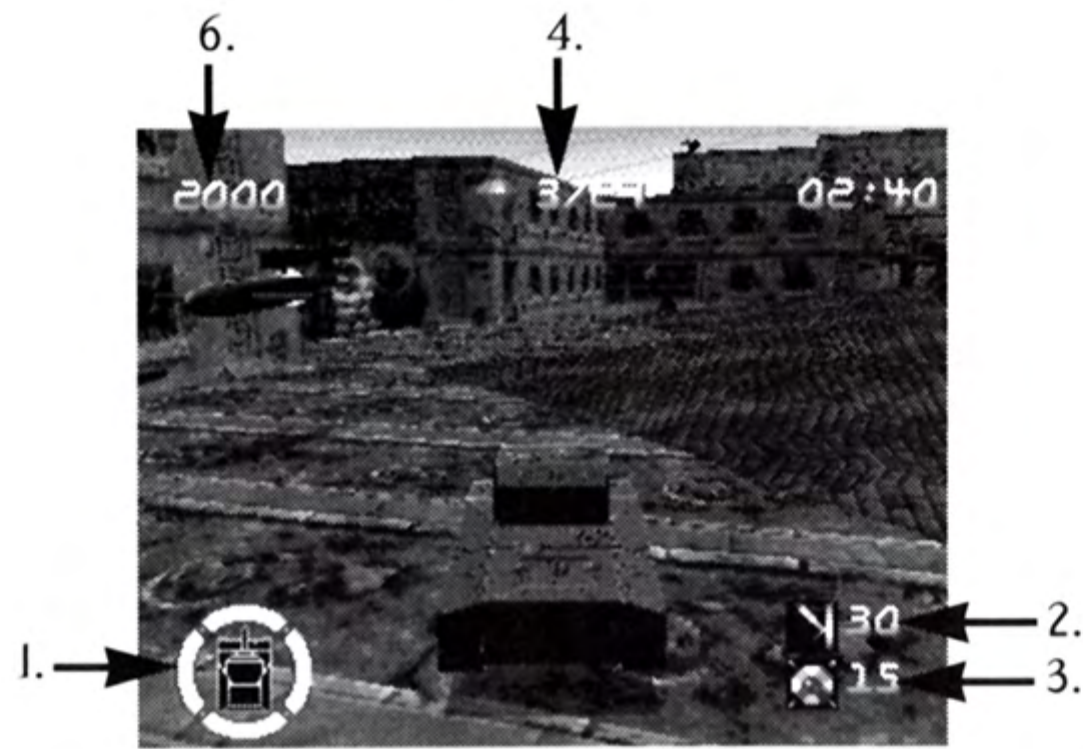


Sentry Gun Pods Bring up the weapon selection bar by pressing button R2 on the Controller. Select this weapon by using button R2 to cycle along the bar until the Sentry Gun Pod icon is highlighted then press button O on the Controller. Pressing button O on the Controller will then activate the weapon.

Sentry Gun Pods are dropped from the back of your Rig. Once dropped they become active after a short period of time and any object coming within range will be shot at, including you.

There is one other weapon power-up. This is the Armour Restore. This repairs your Rig's armour to its full level when you collect the power-up icon.

THE GAMESCREEN



The gamescreen supplies you with a number of indicators to help you assess your progress through the arena.

1. Shield Indicator

There are 4 colored bars showing the extent of the damage suffered by your Rig's shields. These change color from green, to red, to black as you take damage. When any one of these indicators turns black, your Rig will explode when hit on that shield.

2. Activated Primary Weapon

The icon displayed here shows which Primary Weapon, if any, is currently activated, and how much ammo is left..

3. Activated Secondary Weapon

The icon displayed here shows which Secondary Weapon, if any, is currently activated, and how much ammo is left.

4. Gems Collected/Exit Icon

When there are Gems remaining in the arena, the figure on the left will show how many you have already collected. The figure on the right shows the total number of Gems originally in the arena. When all the Gems have been collected, the 'Exit' icon will appear here, which means you can drive to the arena exit and proceed to the next level.

5. Weapons Icon Bar

This bar will only appear while weapons are being selected using buttons L2 or R2 on the Controller. Icons on the left hand of the screen represent Primary Weapons. Icons on the right hand of the screen represent Secondary Weapons.

6. Score

This number represents your score.

7. Gem/Exit Radar

When playing in Easy mode, a yellow dot will appear round the Shield Indicator. This points to the direction of the nearest Gem. If you have collected all of the Gems it will turn red and indicate the direction of the exit. Remember, this is only available in Easy mode.

Pausing The Game

To pause the game, press the Start button on the Controller while the game is in play. You will be offered a menu which gives you the chance to:

- RESUME the game at the point you paused it.
- RESTART the game at the entrance to the current arena.
- QUIT the game completely.

Use the UP and DOWN arrows on the Controller to highlight your choice and press button X on the Controller to select it.

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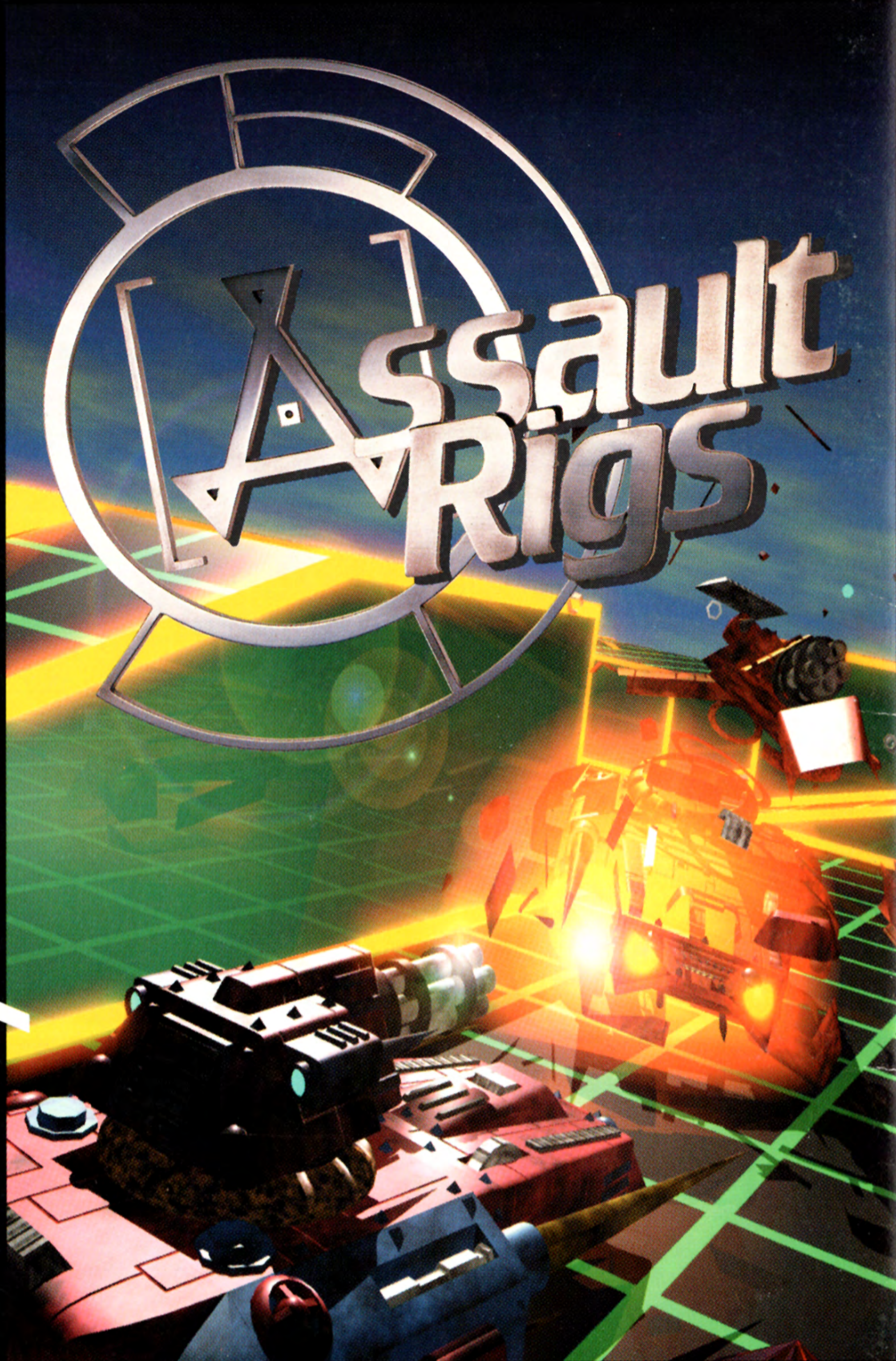
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NTSC U/C

PlayStation™



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