



NTSC U/C

PlayStation<sup>®</sup>



SLUS-00642  
94016

# BLAST RADIUS<sup>™</sup>



FROM THE  
COMPANY THAT  
BROUGHT YOU  
COLONY  
WARS



PSYGNOSIS<sup>™</sup>



**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:**

Do not connect your PlayStation game console 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 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.



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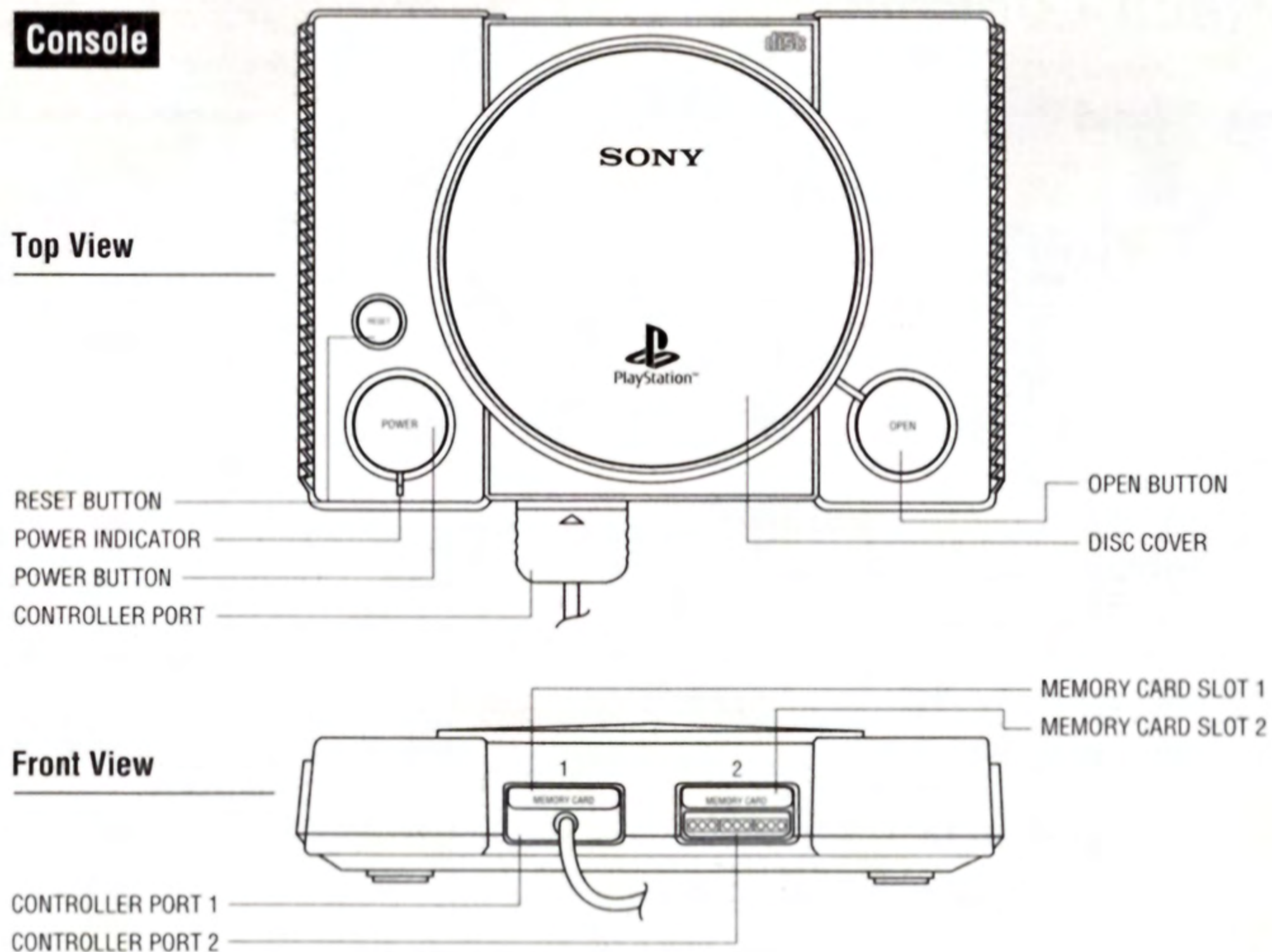
# STARTING BLAST RADIUS

To play Blast Radius™ on your PlayStation® game Console:

1. Set up your PlayStation® game Console in accordance with the instruction manual supplied with the system.

2. Follow your system directions to open the Disc cover and place the Disc onto the bed of the drive, ensuring the printed side faces upwards.

3. Close the Disc cover. If the unit is switched off, press the POWER button to begin play. If the unit is already on, press the RESET button.



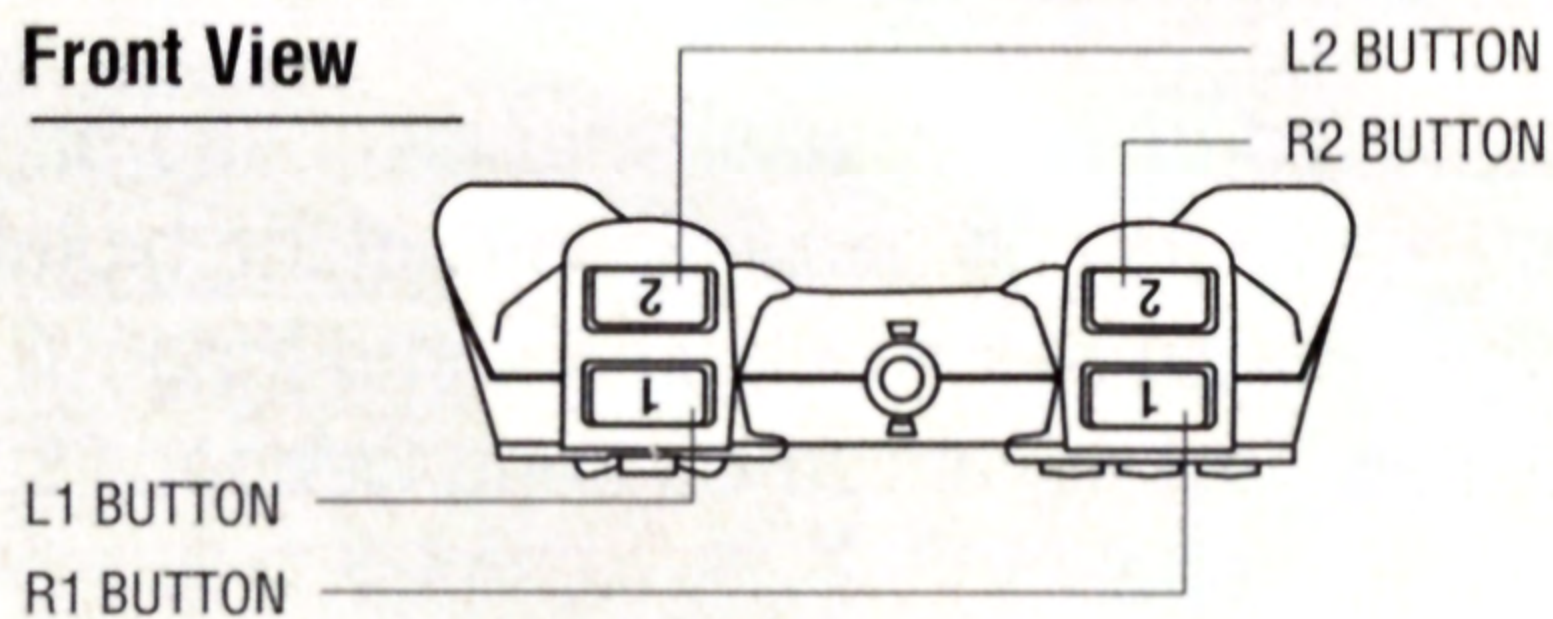


To skip through intro screens, press the **X** button on the Controller.

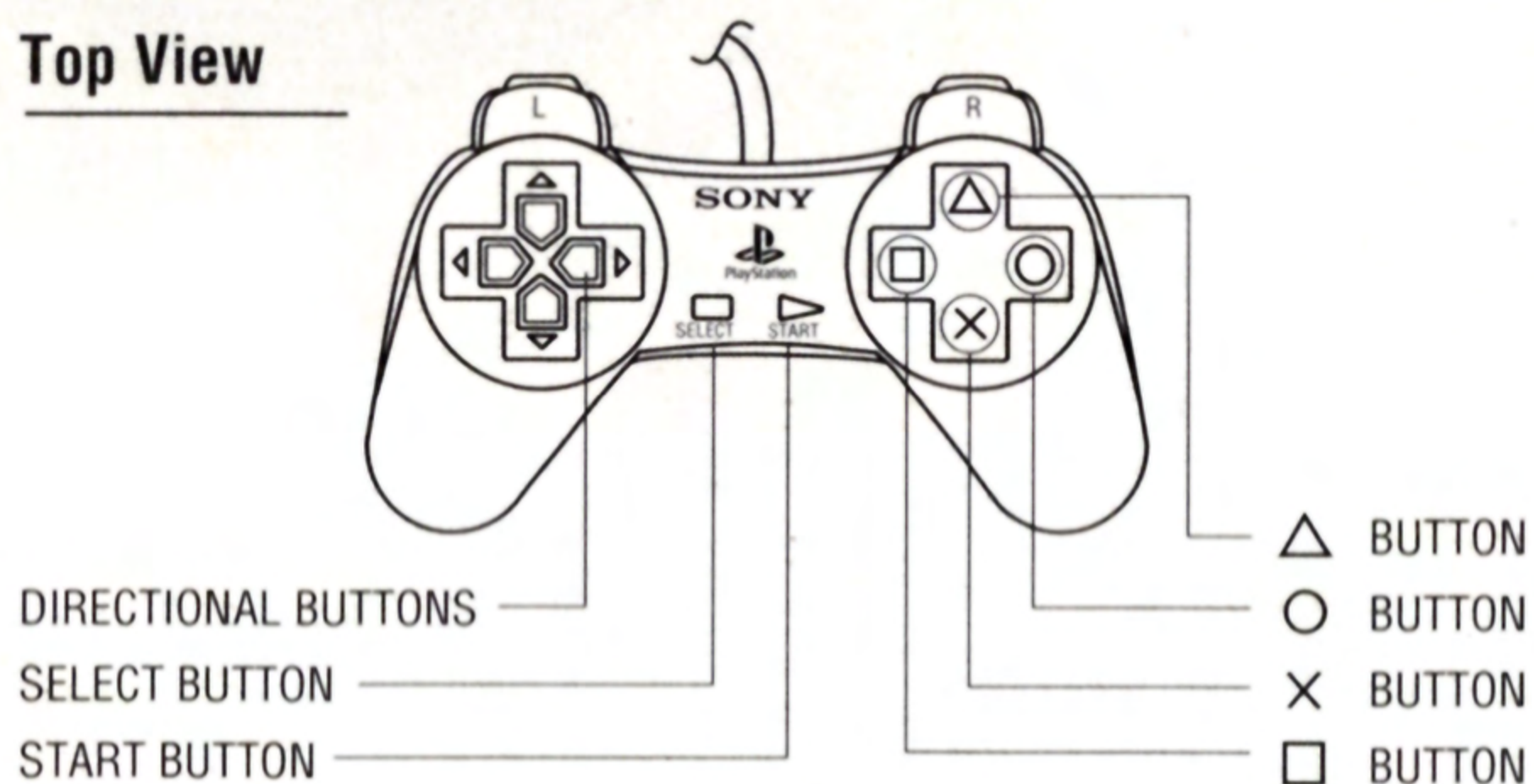
**WARNING!** Do not insert or remove Controllers, Memory cards or other peripherals during the game.

## Controller

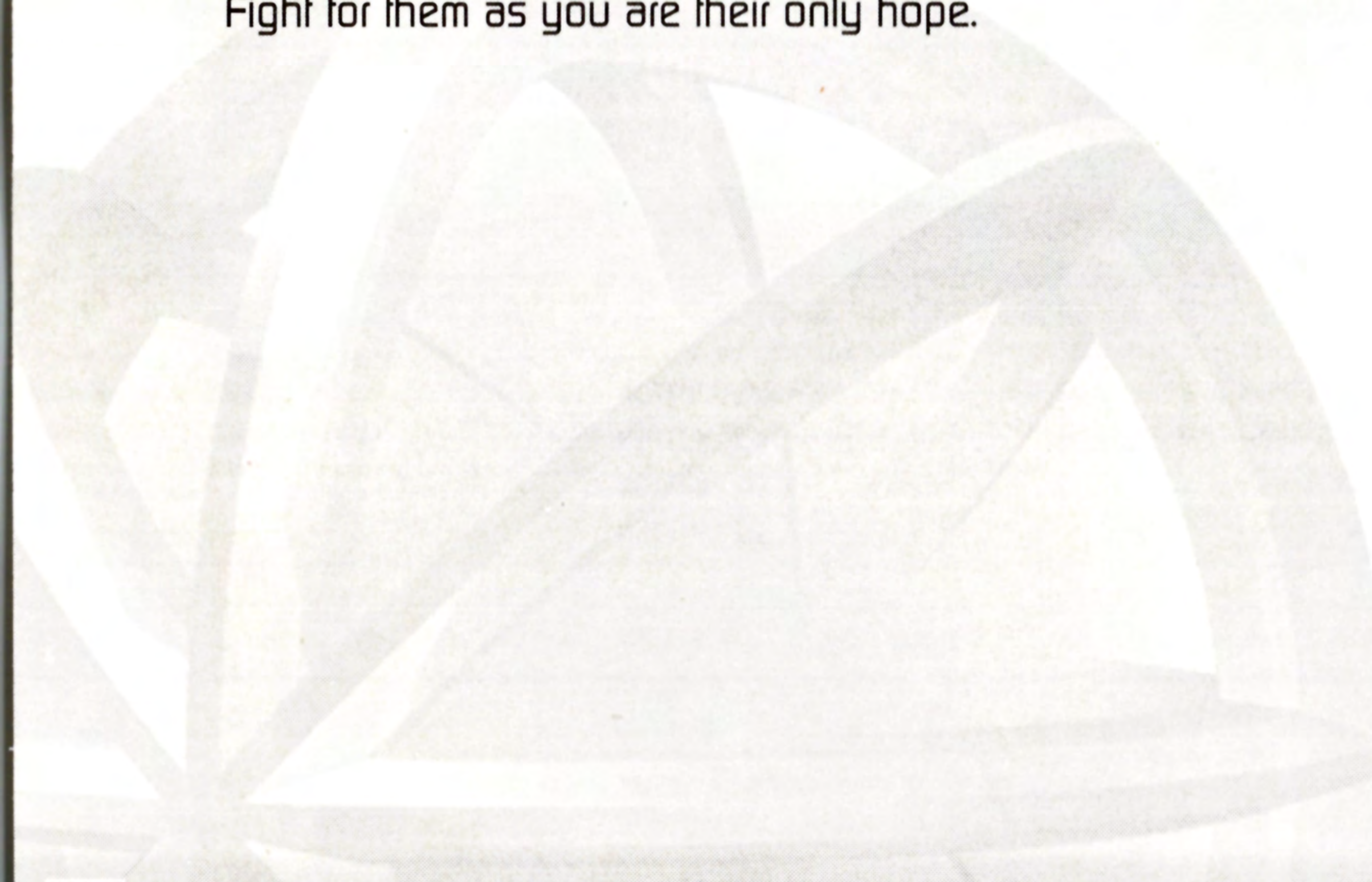
### Front View



### Top View







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## INTRODUCTION

You are Kayne, the sole surviving member of the legendary Wolf Squadron. This group of fearless warriors once defended the outer rim of the galactic empire against alien incursion. Brutally massacred after an act of imperial betrayal, the squadron is no more. Angry and alienated you wander the void as a mercenary, where life has no value, and sometimes death has its price...

Recently you have been approached by the Vorn, an intelligent and benign race whose worlds are besieged by the fleets and battle stations of the brutal Kotan - Kai. Defend the Vorn against the tyranny of the Kotan - Kai and they will reward you well and afford you access to their most advanced craft and weapons systems. Fight for them as you are their only hope.



# BRIEFING

Firstly, you must decide which of the assault craft are best suited to successfully complete your mission. Choose from the C3 Cougar, Hammerhead 56, Stealthshadow or the customized retro craft Starski Gruv-77. Each craft features particular strengths and weaknesses from the attributes of top speed, acceleration/braking, maneuverability, strength and style.

There is an upgraded performance version of each craft which will be awarded when you reach a particular point in the game. There is also a secret prototype 'super fighter' to be gained in the later stages.

Once behind the controls of your chosen hardware you must engage the enemy craft as briefed by your paymasters. When enemy craft are destroyed they release their energy cores. Fly towards the energy cores to pick them up and you will be given one of 8 different power ups. Each energy core is color coded as follows:

**BLUE** Shield      **RED** Ammo      **PURPLE** Fuel      **GOLD** Bonus Points/Credits

**MULTI COLORED** Double Shield, Double Fuel, Instant Target Lock, Hull Repair

A high kill ratio will bring rewards in the form of points and credits which you may use in the armory to purchase add-ons for your chosen ship.

It is essential that you regularly upgrade your craft. Failure to do so will seriously compromise your ability to achieve outlined mission objectives.



## DEFAULT CONTROLS

**Up Directional button** Dive

**Down Directional button** Climb

**Left Directional button** Bank left

**Right Directional button** Bank right

**□ button** Pressing the **□ button** will scroll through each ship visible on the radar.

By holding down the **□ button**, the targeting system will target the ship directly ahead. This will lock on when the crosshair turns green and the **□ button** is released.

**× button** Fire primary weapon

**⦿ button** Fire secondary weapon

**△ button** Select next available secondary weapon

**× button & ⦿ button when pressed together** Charge up the primary weapon boost.

**R1 button** Roll clockwise

**L1 button** Roll counter-clockwise

**R2 button** Accelerate

**L2 button** Decelerate

**Press L1 button/L2 button simultaneously** Scale radar out

**Press R1 button/R2 button simultaneously** Scale radar in

**Press R2 button/L2 button simultaneously** Turbo Speed

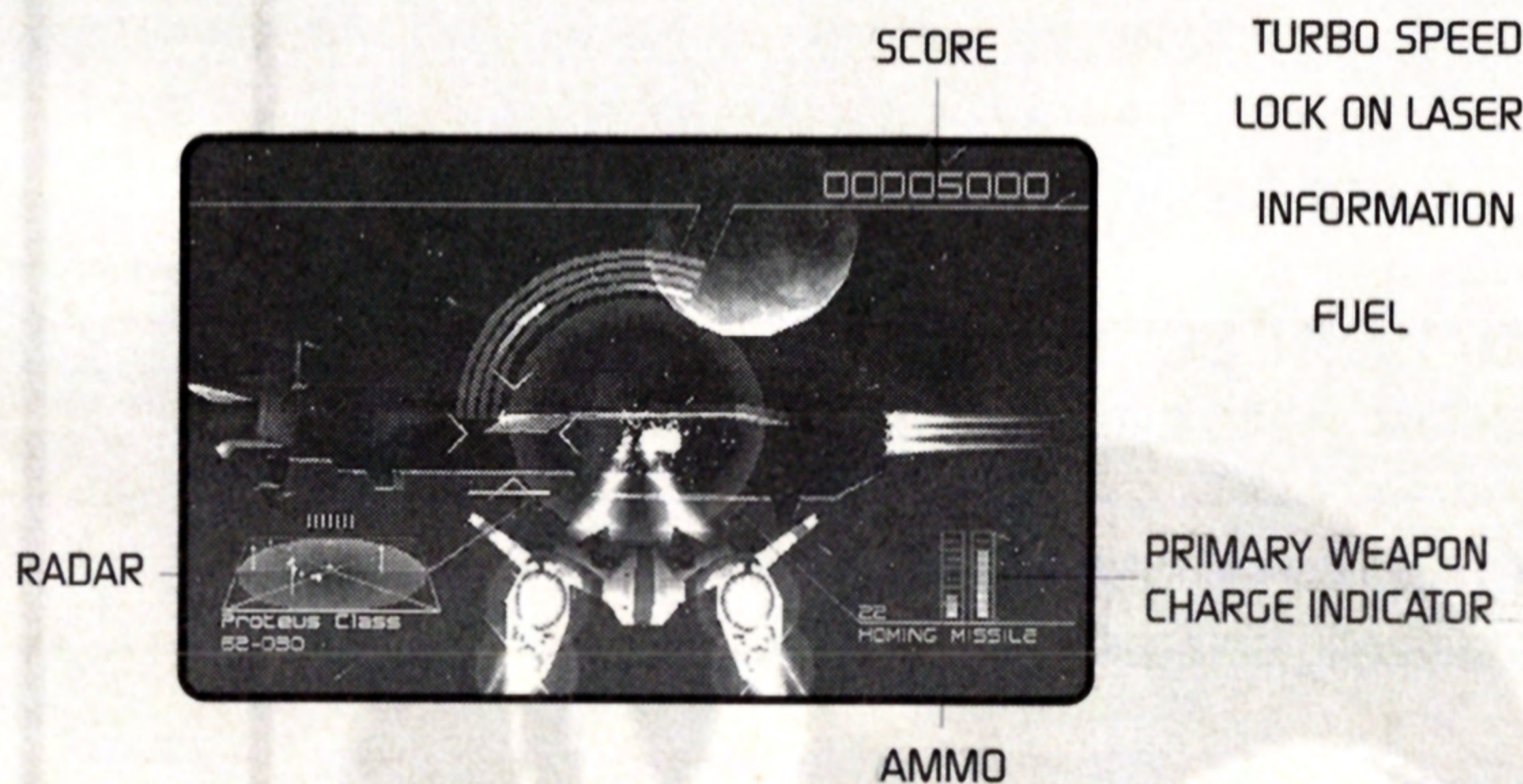
**Press R1 button/L1 button simultaneously** Toggle between forward and rear views

**START button** Pause game and bring up in game menu. (Select CONTINUE and press the **× button** to resume play.)



# THE HUD

During combat the following information can be accessed from the head up display unit on your selected craft.



## RADAR

The ship that you are piloting is always at the center of the radar. Targets will always be shown in relation to this point. Vertical lines above the horizontal plane show that the enemy is above you. Vertical lines below the horizontal plane show that the enemy is below you.

## PRIMARY WEAPON CHARGE INDICATOR

Simultaneously press the **○** button and **✕** button on your Controller to charge up the weapon. The bar will display a bright pink strip. The longer the strip, the higher the charge.



## **LOCK ON LASER**

When locked on to an enemy ship, this bar displays the time remaining for firing this weapon at full charge. Once the bar reaches the top, the weapon will only fire short bursts. Allow the bar to reduce to fully re-charge the weapon.

## **FUEL**

Displays current fuel level.

## **TURBO SPEED**

Starts to flash when turbo speed is activated.

## **SECONDARY WEAPON**

Shows currently selected secondary weapon.

## **AMMO**

Shows ammo level of current secondary weapon.

## **INFORMATION**

Any bonuses that you collect are displayed here, as well as any warning messages and general mission information.

## **SCORE**

Displays your current score.



# NAVIGATION AND SCANNING SYSTEM

All craft are fitted with a standard long range 3D scanner. This is linked to a sophisticated identification system that is able to distinguish between thousands of different craft from their emission signatures. It is also able to identify what weapons that craft may be carrying and display range and target type.

## WEAPON I. D. CODES

<b>AT</b>	Attack Torpedoes
<b>RX</b>	Rockets
<b>SM</b>	Seeker Missiles
<b>LSR</b>	Locking Laser
<b>NUK</b>	Fusion Nukes



## SECTORS

There are 10 sectors in Blast Radius. Each sector consists of four missions, all of which must be completed before you can progress to the next sector. You may choose the order in which you do the first three missions of a sector (except on sectors one, five and eight where you must always start on the first mission). Upon successful completion of the first three missions you can **SAVE** your progress before attempting the final mission of that sector.

Upon successful completion of Sector 4, you will be rewarded with an upgraded version of your chosen ship. An FMV sequence will be shown and then the game will return to the **MAIN MENU**. Select the **ONE PLAYER** option in order to access your upgraded ship and the later sectors.

**NOTE :** You must choose your upgraded ship in order to start sector 5.

Once you have completed sector 7 you will be rewarded with a brand new ship which must be used to complete the final sectors of the game. Again, you will be shown an FMV sequence and returned to the **MAIN MENU**. Select the **ONE PLAYER** option to access the new ship and final sectors.

**NOTE :** In order to preserve your upgraded or new ship, you should **SAVE** your progress as soon as you have returned to the **MAIN MENU**. This can be done by selecting the **MEMORY CARD** option on the **MAIN MENU** and highlighting the **SAVE** option. Press the **X** button to confirm. Your save game will be called either **ENHANCED** or **WRAITH**. Once your save has been successfully completed, return to the **MAIN MENU** and choose the **ONE PLAYER** option to continue the game with your improved craft.



# **BLAST RADIUS MENUS**

## **THE MAIN MENU**

Use the Up and Down Directional buttons to highlight an option. Press the **X** button to select.

### **1-PLAYER**

Leads to SHIP SELECT screen.

### **2-PLAYER**

Leads to 2-PLAYER set up screen. (Only available when Link cable is set up, see pg. 12.)

### **MEMORY CARD**

Leads to the MEMORY CARD options screen.

### **OPTIONS**

Leads to the OPTIONS screen.

### **HIGH SCORES**

Leads to the HIGH SCORES table.



## SUB MENUS

### SHIP SELECT SCREEN (1-PLAYER ONLY)

Use the Left and Right Directional buttons to scroll through the available craft. Press the **X** button to make your selection.

### 2-PLAYER SET UP SCREEN

Set up a new 2-player game via the Link cable.

**2-PLAYER NOTE:** In order to play Blast Radius with two players, you will need 2 PlayStation® game Consoles connected by a Link cable. Both consoles will need to be running a copy of Blast Radius.

### Playing 2-Player games:

Read these instructions before you attempt to play a Blast Radius 2-Player game.

- 1) One of the PlayStation® game Consoles will need to be MASTER. The player at this machine will be able to select global 2-Player game options, such as missions and deathmatch options.
- 2) On the PlayStation® game Console that you would like to be MASTER, please skip all of the intro movies and go straight to the MAIN MENU screen.
- 3) Skip all intro movies on the other PlayStation® game Console and go straight to the MAIN MENU screen.



Your two PlayStation® game Consoles should now be linked and ready to start a 2-Player game.



If a successful link has been established you should see a different message blinking on each end of the link - MASTER LINK on one and SLAVE LINK on the other. If for any reason these messages should both be the same or not appear at all, you will need to reset both PlayStation® game Consoles and go back to step 2.

2-Player games troubleshooting guide

## **INVALID LINK - CHECK MANUAL**

Both your machines have been assigned the same priority and one of them should be changed. Press the  button on one Controller only. This action will toggle the link. Then both players should press the  button on their Controller to return to the MAIN MENU and try again.

## **LINK LOST - RECONNECTING**

There was an error in the data transfer. Check that the Link cable is still inserted properly. If it isn't, re-insert it and the game should continue automatically.

## **2-PLAYER GAME TYPES**

### **CO-OPERATIVE**

This allows you and a friend to play all the missions and make a combined assault on the Kotan - Kai. You are given the choice of CHOOSE SHIP and then PLAY BRIEFING, (only the MASTER player can make this selection) or BEGIN MISSION.



## DEATHMATCH


The option enables you and a friend to go head to head until the death in one of four specially designed Deathmatch areas. The MASTER can set the Death Count (amount of kills required to win) and choose the map in which the combat will take place. Then, after choosing your ship, all that remains is to power up and turn your 'friend' into space dust.

There is no option in 2-Player mode to save your progress, and you will not be awarded any of the upgrade ships upon completion of sectors 4.4 or 7.4. If you wish to play the later sectors in 2-Player mode then each player must load up a saved game which they have from the 1 Player mode. Preferably this would be a save entitled either ENHANCED or WRAITH. If either player loads up an in-game save they will be taken to that point in the game in 1 Player mode only. You may also use upgraded craft in the Deathmatch mode.

## MEMORY CARD OPTIONS SCREEN

Blast Radius only supports Memory card slot 1.

To load or save a game, make sure that you have a Memory card inserted according to the system instructions. Blast Radius allows you to make 15 saves per Memory card. Each save requires one Memory card block.

This screen shows the 15 Memory card blocks on the standard Memory card. Any previously saved games will be shown by an appropriate icon. Use the Left and Right Directional buttons to scroll between LOAD, SAVE and DELETE. Press the  button to select.







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### **Music Select**

Use the Left and Right Directional buttons to scroll through the ten available music tracks and one Random. Press the  button to hear your choice and set it for the game to come.

### **Mono/Stereo**

Use the Left and Right Directional buttons to switch between Mono or Stereo sound. Press the  button to select.


### **Music Volume**

Use the Left and Right Directional buttons to turn the music volume up or down.


### **FX Volume**

Use the Left and Right Directional buttons to turn the sound effects volume up or down.

### **SCREEN**

Use the Directional buttons to center the screen to your satisfaction. Press the  button to confirm.

### **CONTROLLERS**

Use the Up and Down Directional buttons to move the highlighting effect over Analog Calibration (only present if the Analog Controller is connected) or Controller Config. Press the  button to select.



## Analog Calibration

This allows you to calibrate the Analog Controller. Follow the on-screen instructions to set the sensitivity to your specific requirements.

NOTE: When using an Analog Controller (LED display: RED) during a game, the left stick controls the movement of your assault craft.

## Controller Config.

Use the Left and Right Directional buttons to switch between the 3 pre-set Controller configurations. Press the **X** button to select. After selecting your configuration, return to the main menu, highlight "SAVE" and press the **X** button to save.

## HIGH SCORES

Top eight scores on the board. You should try and get on there.

# IN-GAME SCREENS

Press the START button on your Controller during a game to pause the game and bring up the IN-GAME menu screen. Use the Up and Down Directional buttons to move the highlighting effect over the following choices:

## QUIT GAME

Quit out of current game and return to MAIN MENU. Press the **X** button to select and then use the Left and Right Directional buttons to scroll to YES or NO. Press the **X** button again to implement your choices.



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## **CAMERA**

Use the Left and Right Directional buttons to scroll between the 3 in game views of Near, Far and Inside.

## **MUSIC VOL**

Use the Left or Right Directional buttons to alter the music volume.

## **FX VOL**

Use the Left or Right Directional buttons to alter the FX volume.

## **CONTINUE**

Will allow you to continue your game.

# **MISSION SELECT SCREEN**

Following the completion of a mission you are taken to the debriefing screen which provides you with the statistics from the previous mission. Press the **X** button to continue to the MISSION SELECT SCREEN where you can use the Directional buttons to highlight the following choices:

## **CHOOSE MISSION**


Use the left and right Directional buttons to cycle through the missions and then press the **X** button to receive the relevant mission briefing.








## **ECM PODS**

These devices are fired from the rear of your craft. When you press the  button twice in quick succession they are released. Electronic Counter Measures are designed to act as a decoy to incoming homing missiles.

## **SECONDARY WEAPONS**

Press the  button to fire.

### **TORPEDO**

Low speed projectiles, that are especially useful for taking out slow moving or static enemies from a good distance. Hit without being hit!

Damage: Medium

Approx. Range: 350

### **ASSAULT ROCKETS**

A faster moving version of the torpedoes, but lacking the range and power.

Damage: Light

Approx. Range: 140

### **HOMING MISSILES**

These high speed, long range missiles let you just sit back and watch the destruction. Unless the enemy have ECMs that is.....

Damage: Medium

Approx. Range: 300

In order to use this weapon you must first target an enemy ship and keep it in the center of your HUD for a period of 1 second to achieve a target lock. This is indicated by your HUD color changing to red if you are within firing range and



orange if you are not. The target on the enemy ship will also spin round. You are then able to fire.

### **ETD MINE**

Released from the rear of your craft, these mines detonate after a few seconds, sending explosive waves into any craft unfortunate enough to be following you.  
Damage: Light-Medium

### **CLUSTER BOMB**

This slow moving explosive device releases a payload of smaller bombs when it hits its target.  
Damage: Medium-Heavy  
Approx. Range: 120

### **LOCK-ON LASER**

Fires a laser charge that locks onto an approaching ship and just keeps hammering away.  
Damage: Light  
Approx. Range: 90

In order to use this weapon you must first target an enemy ship and keep it in the center of your HUD for a period of 1 second to achieve a target lock. This is indicated by your HUD color changing to red if you are within firing range and orange if you are not. The target on the enemy ship will also spin round. You are then able to fire.

This weapon is prone to over-heating after 3 seconds of continuous use. This is monitored through the temperature gauge on the HUD.



## **NUKE**

This is the ultimate weapon. Its lack of speed is made up for by its range and the fact that anything it hits becomes instant toast. You don't want to be in the vicinity when this thing blows.....

Damage: V. Heavy

Approx. Range: 300

In order to use this weapon you must first target an enemy ship and keep it in the center of your HUD for a period of 1 second to achieve a target lock. This is indicated by your HUD color changing to red if you are within firing range and orange if you are not. The target on the enemy ship will also spin round. You are then able to fire.

## **SHIELDS**

Your shield comes in three classes: basic, upgrade 1 and upgrade 2. It is there to stop your hull from taking damage. In this war, damage can come from many sources. Collisions with space stations and other ships, explosions, burn up in a planet's atmosphere and, of course, from all the weapons the enemy can throw at you. Survive all that with your hull intact and you might just make it out alive.

Unless you run out of fuel that is.

Good luck. You'll need it.













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**Phone: (650) 287-6583      Fax: (650) 287-6602**

Technical support representatives are available at the numbers listed above M-F, 9am-5pm, PST. You may also send your questions or technical problems via e-mail to: [psygtech@psygnosis.com](mailto:psygtech@psygnosis.com) or by writing:

Psygnosis Technical Support  
989 East Hillsdale Blvd.  
Foster City, CA 94404

For questions regarding PlayStation game console and its peripherals, please call:

1 (800) 345-SONY      (1-800-345-7669)

Representatives are available M-F, 8AM-6PM, PST

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# ESCAPE...



# ...OR DIE TRYING



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