



NTSC U/C

CRITICOM™

PlayStation™



CHRONOS™
DIGITAL ENTERTAINMENT INC.

TEEN



AGES 13+

SLUS-00046
00046



VIC TOKAI INC.

**WARNING: READ BEFORE USING
YOUR PLAYSTATION GAMES 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 games - 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.

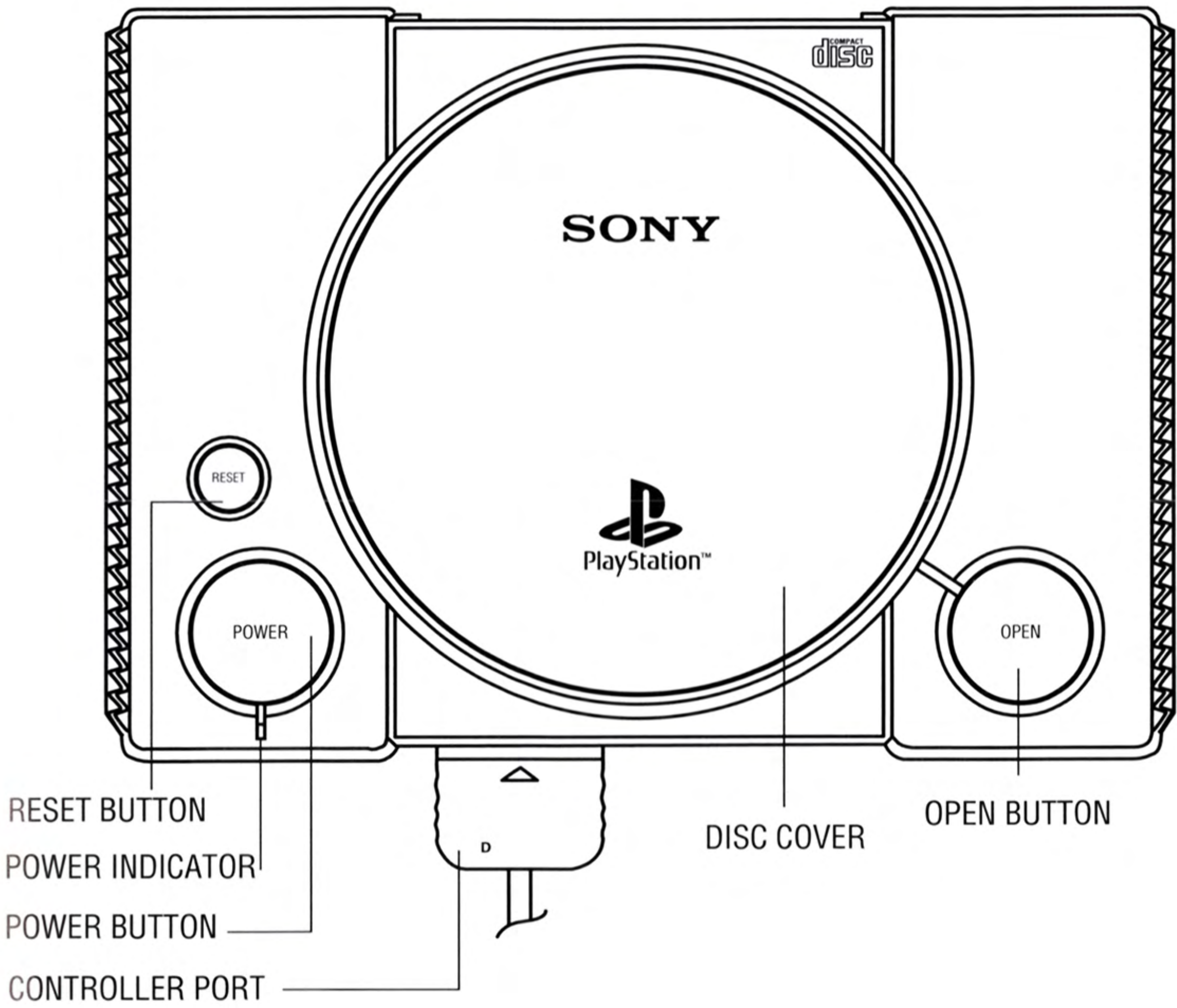
HANDLING YOUR PLAYSTATION DISC:

- 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.

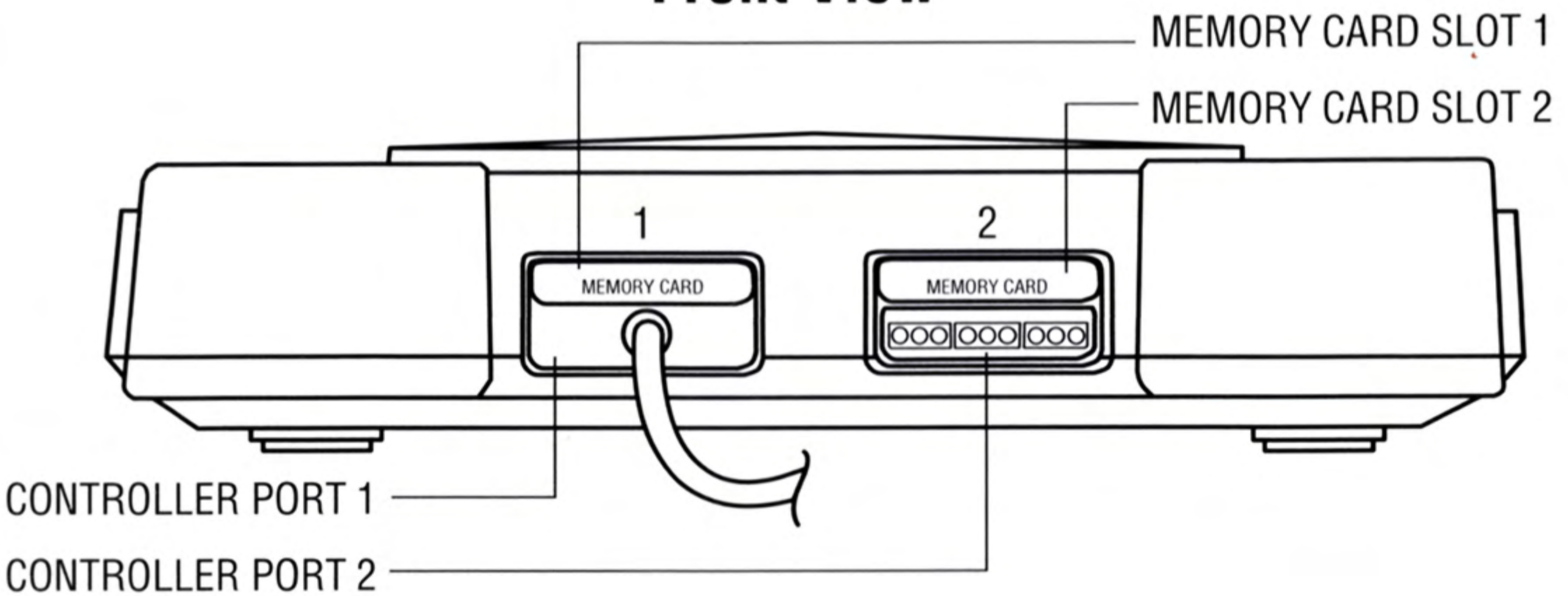
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the PlayStation game console power is off before inserting or removing a compact disc. Insert the Criticom disc and close the CD door. Insert game controllers and turn on the PlayStation game console.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

Console

Top View



Front View



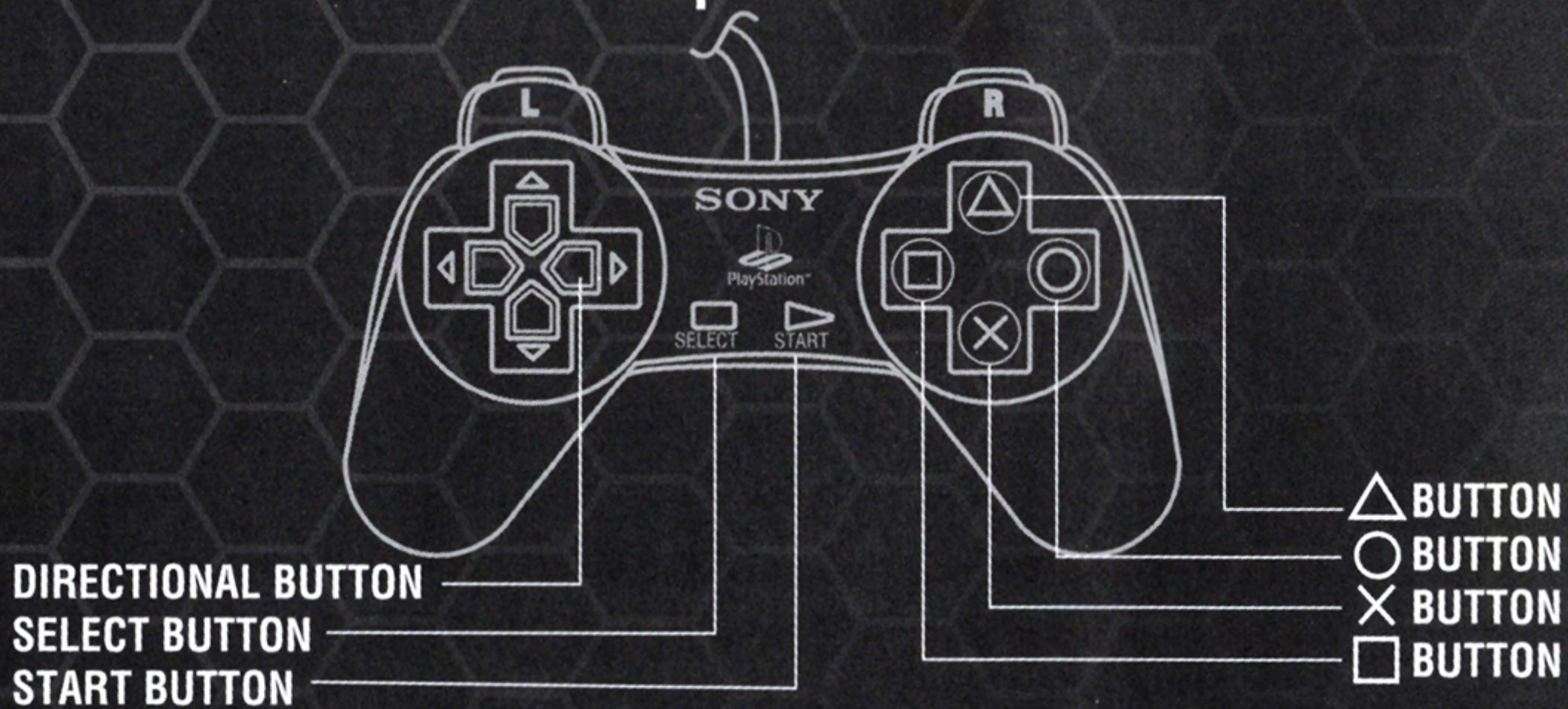
CERTIFIED

Controller

Front View



Top View



ICOOM™

Button Reference

Control functions below are mapped for default settings. You can choose between four configurations in the Option menu.

L1 BUTTON: Tumble character to the right.

R1 BUTTON: Special moves and combos.

L2 BUTTON: Tumble character to the left.

R2 BUTTON: Special moves and combos.

DIRECTIONAL BUTTON: Move character around arena/select character/input password.

SELECT BUTTON: Exit selection screen and enters option screen.

START BUTTON: Enters battle ground/pause the game.

SELECT + START BUTTON: Resets the game.

△ BUTTON: Kick 1 attack/confirm character selection and manuals.

○ BUTTON: Kick 2 attack/confirm character selection and manuals.

× BUTTON: Jab 2 attack/confirm character selection and manuals.

□ BUTTON: Jab 1 attack/confirm character selection and manuals.

△ + ○ (kick 1 + kick 2) Strong kick/roundhouse.

× + □ (Jab 2 + Jab 1) Strong jab/roundhouse.

Additional moves and controls are explained in Fundamental Skills on page 11

CERITTA

Story

The Nezom Clan and Zerai Clan anointed themselves as the Chosen Ones, a self proclamation spurred by the acquisition of an ancient Relic that endowed great powers to those who possessed it, but not the wisdom to wield that power. Lead by their Emperor, the Chosen Ones purged all resistance resulting in complete annihilation of entire races. The planet Hyperia fell into the War Era. In the end, the Chosen Ones achieved compliance if not obedience. A time of peace began, or so it seemed.

The years of supremacy that followed did not alleviate the Chosen Ones' paranoia. Fearing that others may try to steal the Relic, precautions were made to protect it. However, an unknown force successfully stole the Relic from its resting place. In a panic, the Chosen Ones replaced the missing Relic with a replica while secretly searching for the assassins. Rumors of the Relic's disappearance nevertheless reached even the most distant lands and many saw an opportunity for vengeance and power.

CRITICOM™

Game Modes

TOURNAMENT

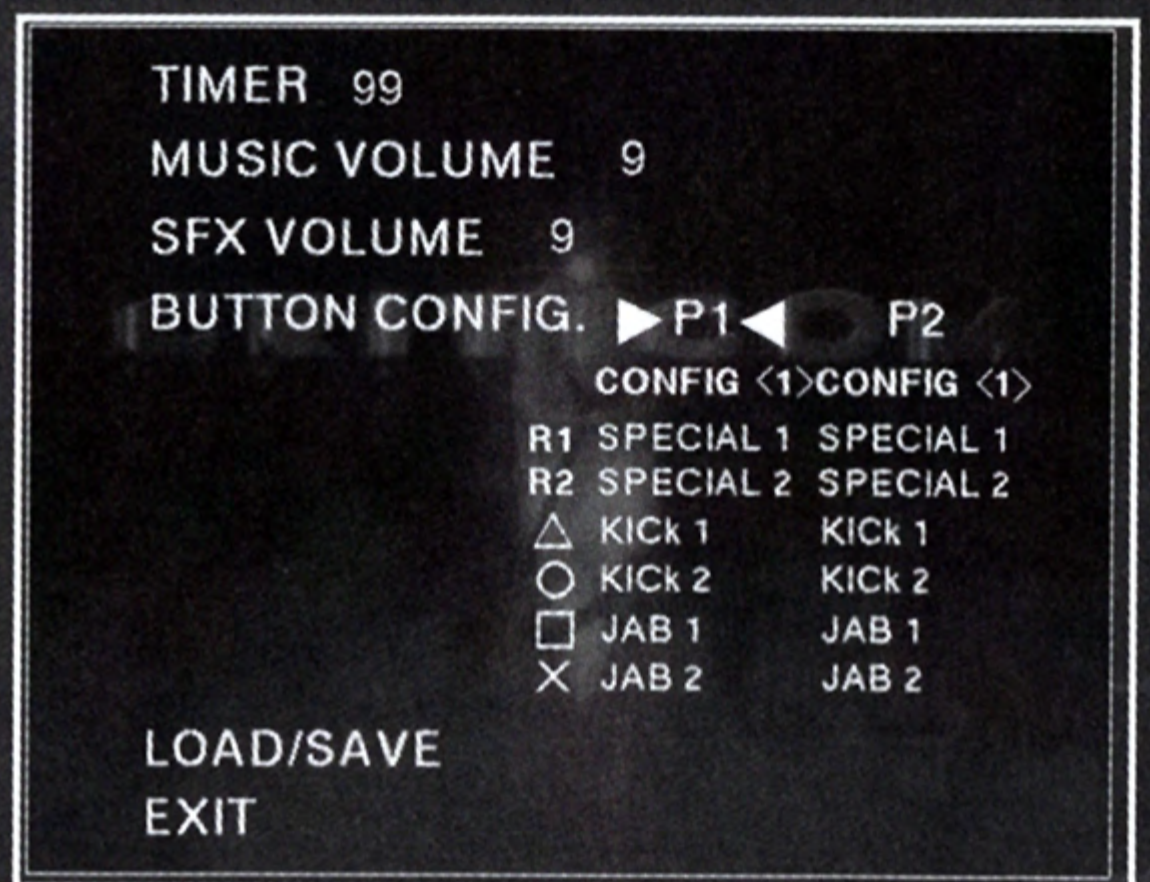
Challenge your rivals to critical combat and reclaim the power of the Relic.

2 PLAYER

Head-to-head confrontation with a friend or foe.

OPTIONS

Adjust and reconfigure your game environment.



Timer

Set the duration of the battle: 99 seconds, or 00.

Music Volume

Set the desired volume of the background music from 0 to 9 (loudest).

SFX Volume

Set the desired sound effects volume from 0 to 9 (loudest).

Button Config.

Choose between 4 different preset button configurations.

Load/Save

This will take you to the Password screen.

Exit

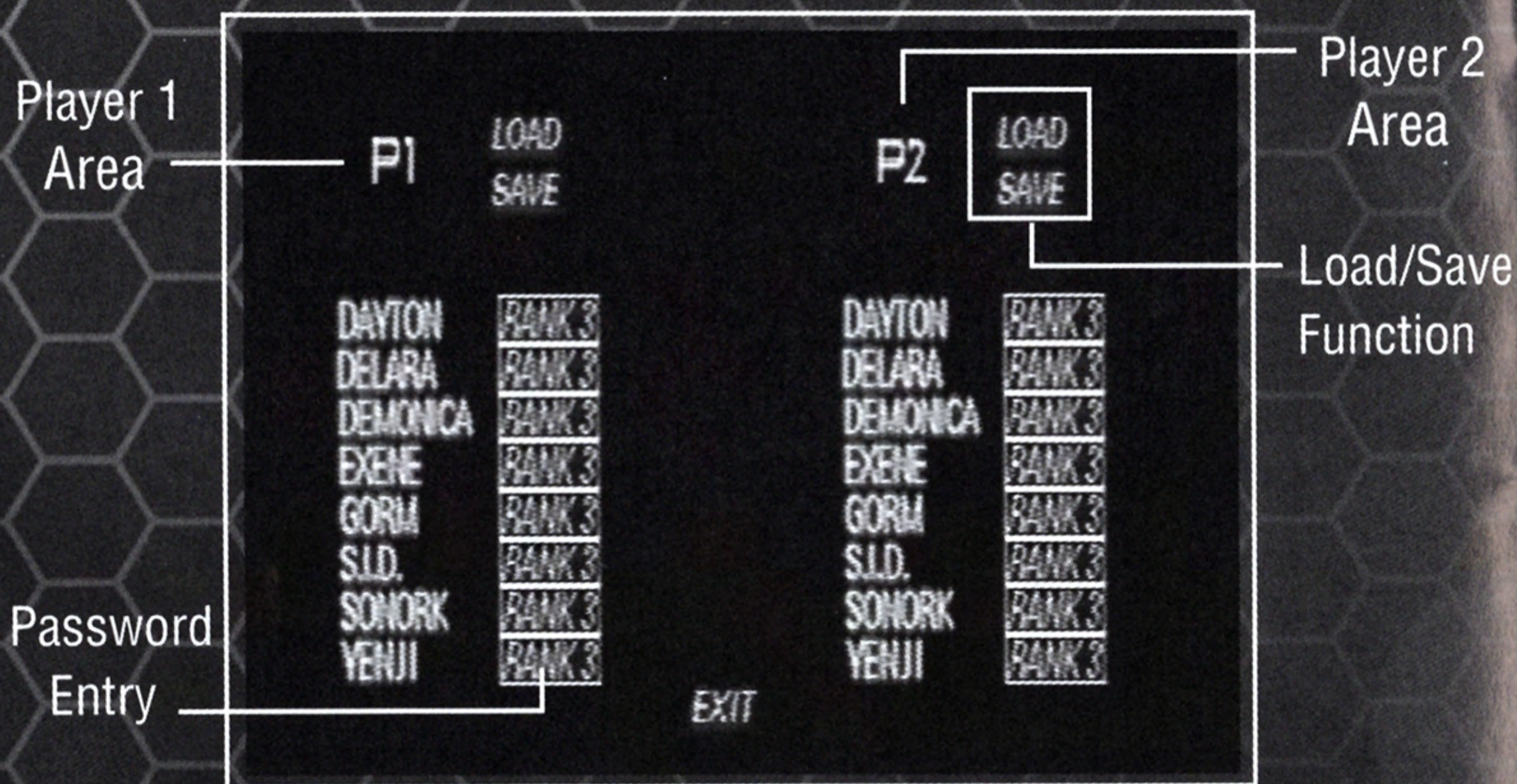
This will bring you back to the main title screen.

R

I

T

Password Screen

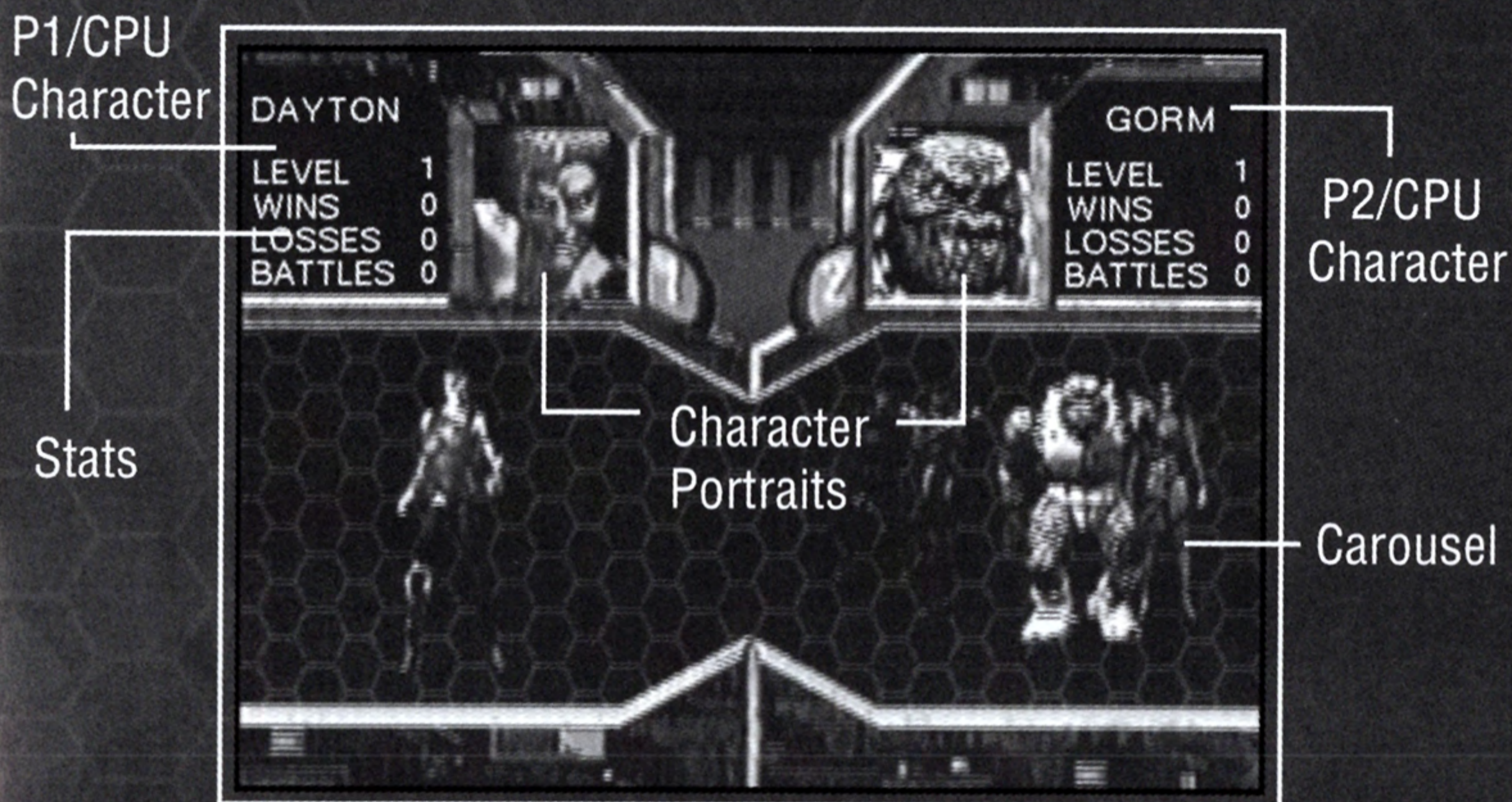


Password Entry After defeating all first level opponents, a password will be given to you for the next level upgrade. You can select and enter the four letter code by using the directional pad for any of the characters. Once the code has been entered, it will remain until your next upgrade entry or when your PlayStation game console is shut off.

Load/Save Allows you to load and save your game by using the Memory Card. A mini menu will ask you to format the ram card if the card is being placed in the P1 or P2 memory slot for the first time. If save is selected, a mini menu will ask you whether you want to overwrite an existing file if a game was saved previously. The memory card only allows you to store one game independently from P1 and P2. If you decided to load a saved game while a current game is in progress, a mini menu will ask you whether you want to quit the current game before loading takes place.

COON

Selection Screen



Selecting Tournament or 2 Player mode will take you to the Character Selection Screen.

Character Portraits These windows show your opponent or the character you selected.

Stats This area will keep track of your level, wins, losses and battles.

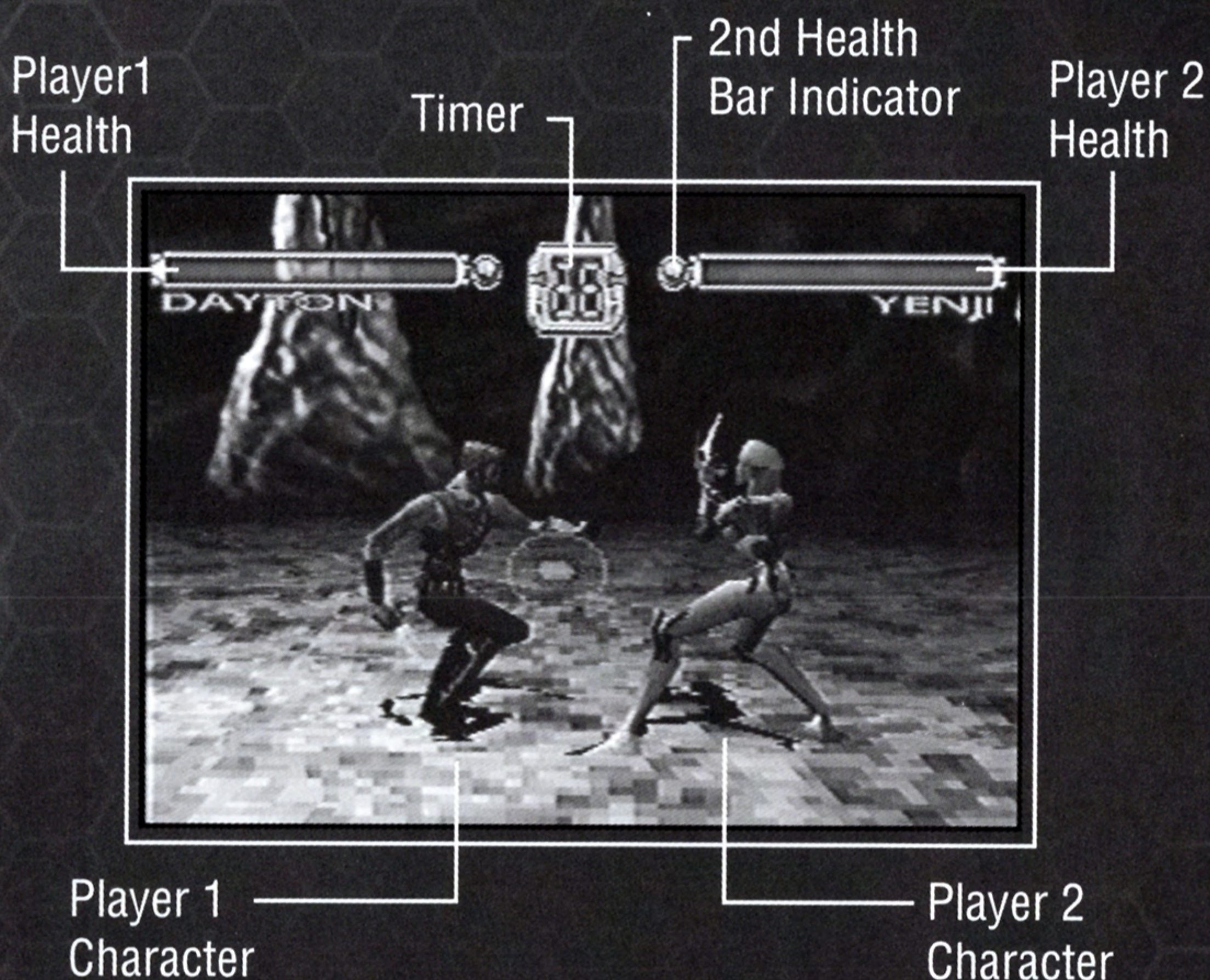
Carousel Tap left or right on the directional button to select your character. Press any of the action buttons to confirm or deselect your character. After a choice is made, press start to commence battle. Pressing select will take you to the option screen to reconfigure your game environment, to save a game or to input password for each character. Exit will take you back to this selection screen.

COMBAT RULES

1. There is only one round per battle.
2. All characters start off each round with 2 health bars.
3. The warrior with the most energy triumphs when the timer runs out. He, she or it will then confront or be challenged by the next opponent.
4. If both warriors have equal amounts of energy left after the timer runs out, or both fall off the ring during a round, it is a draw.
5. The warrior will lose the round if he or she walks or get thrown out of the arena.
6. Each warrior has more than one level upgrade. To obtain the power ups, you have to defeat each level opponents in Tournament Mode and obtain a password. As your level increases your warrior's special moves will also increase. In 2 Player mode during the selection screen, either player can press select button to go to the option screen. Clicking on load/save will take you to the password screen so player 1 and player 2 can enter the rank passwords for their characters. If the password is entered correctly, the rank number will change. Clicking on exit will bring you back to the character selection screen.
7. Criticom is a true space 3D fighting game. The player should take aim before unleashing their attack. Failure to do so will result in a missed hit which may leave your character vulnerable to your opponent's counter attack.
8. Defeat all level warriors and claim the power of the Relic.

COON

Game Screen



2nd Health Bar Indicator If this disappears, you will only have one more health bar.

Health P1 and P2 will start off with two sets of health bar before each battle.

P1 and P2 You may challenge the CPU in Tournament mode or a foe in 2 Player mode.

Timer The duration of the battle can be turn off in the option screen.

RETTI

Fundamental Skills

- Shuffle** Hold down the directional button to move either left or right on the arena.
- Charge** Double tap forward and hold on the directional button while facing your opponent.
- Retreat** Double tap back and hold on the directional button while facing your opponent. This can also be a defensive attack for some characters. An example would be Delara when she does a backflip to retreat. If you attempt to jump at her or stand too close while her leg is fully extended in the air during the flip, you will suffer damage.
- Side Tumble** Tap L1 to tumble right. Tap L2 to tumble left. This is a great defensive move to avoid projectiles and powerful special moves.
- Turnaround** Tap left or right on the directional button to turnaround and face your opponent.
- Jump** Press up or diagonal up on the directional button to leap high in the air. Projectiles can also be performed in the middle of the jump for some characters.
- Crouch** Press down on the directional button to duck. You can avoid damage by ducking some projectiles.
- Dizzy** Your warrior will become dizzy if you absorb too many hits without blocking. Shake it off by repeatedly tapping left and right on the directional button.
- Guard** Hold the directional button away from the opponent to block an attack. Guard standing will block all standing and air attacks plus air projectiles. Guard low will block all low attacks plus ground projectiles. There are chain combos that combine both upper and lower attacks. Learn your opponent's combos and you'll be able to block all their special attacks.

COON

Get up

If your warrior falls to the ground, you should quickly tap the directional button continuously to get up. Tapping left quickly will force your warrior to get up to the left of the screen. Tapping right quickly will force your warrior to get up to the right side of the screen. Tapping up quickly will force your warrior to get up in the same spots. The get up flip moves can also cause damage to your opponent if he or she is standing too close. If no buttons are pressed, your warrior will get up automatically in the same spot after approximately 3 seconds.

Grab & Throw

Face your opponent at close range then tap forward hold and press R1 and R2 simultaneously. Your opponent can not be thrown if he or she is behind you.

Body Slam

As soon as your opponent is lying on the ground, immediately press up on the directional button simultaneously with X (Jab 2). This move can be triggered at any distance as long as the opponent is down. It is also possible to slam twice if you are quick enough.

Special Attacks

Each warrior acquires a number of special skills as their rank increases. These hidden special moves require a sequence of directional and action button combinations. Chain combos are powerful, but try not to lock yourself into a long chain attack. Your character may lose control and fall off the arena.

Alignment

Aligning your warrior with your opponent is extremely important during a battle. Simply tap left or right on the directional button to align with your opponent for any attacks. So, it is possible to miss a body slam or even a regular move, if you don't keep track of which way you are facing.



ICON

Dayton Trent

Dayton's motto: "If it exists, I'll find it." His fast wit and a "trust no one" attitude perpetuated his career as a soldier of fortune/investigator. The Chosen Ones hired Dayton to find the Relic. His motive is to retire on the sale of the Relic to the highest bidder and perhaps take up fishing.

Special Attacks

Level 1	+	Level 2
FLYING UPPER CUT HOLD R2 + →		SLIDE HOLD R2 + ↓
TRIPLE SLASH HOLD R1 + →		SLIDE COMBO HOLD R2 + ↓ + ⊗
LASER BLAST ↓ ↘ → + ⊕		AERIAL BLAST ↓ ↘ → + ⊕
ROLL SLASH HOLD R2 + ⊕		AERIAL BLAST 2 JUMP, ↓ ↘ → + ⊕



ICON

Delara Zerai

Delara is from the Zerai Clan. Zeraians' ideology rejects technology in all forms. They view that skill and honor weaves the very fabric of a true warrior. While defending the Relic from the thief, her Nezom counterpart was killed. Now she seeks vengeance on the one who stole the Relic and her destiny.

Special Attacks

Level 1 + Level 2

FLYING UPPER CUT

HOLD R1 + →

TRI-SLICE

HOLD R1 + ⊠

ROLL SLASH

HOLD R1 + ↓

DRAGON WAVE

↓ ↘ → + ⊠

ROLL SLIDE COMBO

HOLD R1 + ↓ + ⊗

MULTI-SLICE COMBO

R1 + ⊠ + ⊗

ROLL SLICE COMBO

HOLD R1 + ↓ + ⊠

HER TIT



ICON

Demonica

Demonica comes from an alternate Dimension and her desire for the Relic is speculative. Her intentions may be to bring the Relic into her own realm for some diabolical purpose. Demonica has an ancient stone similar to the Relic in her own dimension. She knows that in obtaining a second stone, her evil will be supreme and darkness will spread to the ends of the universe.

Special Attacks

Level 1 + Level 2

FIRE BALL

↓ ↘ → + ◻

WORM WAVE

↓ ↘ → + ○

CLAW CHARGE

HOLD R1 + →

TRIPLE WAVE

↓ ↘ → + △ + ○

CLAW FIRE BALL COMBO

HOLD R1 + → + ◻

HURRICANE

HOLD R2 + →

TRIPLE FIRE BALL

↓ ↘ → + ◻ + ⊗

TUMBLE CHARGE

HOLD R1 + ○

HER

TT



ICOMIN

Sgt. Exene Dulait

Exene grew up on a planet scarred by constant wars. She was raised in the military, but after witnessing mass destruction of entire cities, she left her planet dismayed by the senseless loss of lives. In her travels, Exene learned of an ancient Relic that possessed great mystical powers. She now seeks the Relic with the hope of using it to stop the wars on her beloved planet.

Special Attacks

Level 1 + Level 2

ROUND HOUSE SLAP

HOLD R2 + →

TUMBLE JAB

HOLD R1 + △

RAPID STICK

HOLD R1 + →

TUMBLE LOW JAB

HOLD R2 + △

TAZER BLAST

↓ ↘ → + □

ELECTRO BLAST

↓ ↘ → + R2

ROUNDHOUSE BLAST COMBO

HOLD R2 + △ + →

KICK SLIDE COMBO

HOLD R1 + □ , ×

STAR WARS



ICOMIN

Gorm

Gorm comes from a dying race called the Dorlons. The number of Dorlons that still remain are unknown. They are a peaceful race whose culture was forged by one prophecy. It is their belief that the ancient Relic was the birth stone of their race. It was prophesied that some day, a champion will acquire the Relic and return it to its rightful home.

Special Attacks

Level 1 + Level 2

LOW JAB

HOLD R1 + ⊗

DUEL EDGE BLOW

↓ ↘ → + ⊠

POWER BLADE

↓ ↘ → + ⊗

CHARGE JAB

HOLD R1 + ↓

TRI-SLICE

HOLD R1 + ⊠

CHARGE MULTI-JAB

HOLD R1 + ↓ + ⊗

3 HITS SLICE KICK COMBO

HOLD R1 + ⊠, ⊙



ICON

S.I.D.

Product of a twisted experiment, the Sentient Intergrated Droids wander the wilderness with one goal: destroy all carbon based life forms.

Special Attacks

Level 1 + Level 2

MISSILE

↓ ↘ → + □

AERIAL MISSILE

↓ ↘ → + △

DOUBLE SIDE KICK

HOLD R2 + →

CHARGE SLASH

HOLD R1 + →

4 HITS JAB COMBO

HOLD R1 + △, □

GROUND WAVE

↓ ↘ → + ⊗

4 HITS JAB KICK COMBO

HOLD R1 + □, ○

SLASH COMBO

HOLD R1 + □, □

STAR WARS



ICCOON

Sonork Nezom

Sonork's brother was destined to become the Emperor. However his brother was wounded in the attempt to protect the Relic. Seeing an opportunity to become the leader of the Chosen Ones, Sonork killed his brother. Despite his lack of physical strength and combat skill, Sonork proved that he will go to extreme lengths to wield the ultimate power.

Special Attacks

Level 1 + Level 2

POWER SLIDE

HOLD R2 + →

ROUNDHOUSE

HOLD R1 + →

PUNCH KICK COMBO

HOLD R1 + □, □

SLIDE PUNCH KICK COMBO

HOLD R2 + → + □

PLASMA SICKLE

↓ ↘ → + R2

GROUND PLASMA SICKLE

↓ ↘ → + ⊗

SLIDE SLASH KICK COMBO

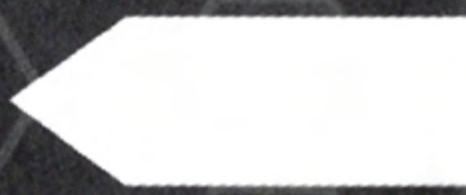
HOLD R2 + → + ⊗

HER

HER

THE

HER



ICON

Yenji

Yenji was young when she witnessed the death of her family during the War Era. She and other survivors hid in caves to evade capture. Fueled by hate, she trained diligently both physically and mentally knowing that her time for vengeance will be at hand. Rumors of the stolen Relic prompted Yenji to leave her dwelling. If she can find and destroy the Relic, the reign of the Chosen Ones will be at a complete end.

Special Attacks

Level 1 + Level 2

CLAWS CHARGE

HOLD R1 + →

LIGHTNING KICK

HOLD R1 + □, □

ROLL JAB

HOLD R1 + ↓

GIANT SHURIKEN

↓ ↘ → + □

MID-AIR TRI-SHURIKEN

JUMP, ↓ ↘ → + □

MULTI-CUT

HOLD R1 + △

GROUND DASH

HOLD R1 + □ + ↓

CREDITS

Developed by
Kronos Digital Entertainment, Inc.

Executive Producer
Stan Liu

Producer
Albert Co

Lead Programmer
Matt Arrington

Art Director
Albert Co

Programmers
Feng Hu
Joseph Lee

Tools
Jim Tomasko

Lead Animator
Francis Co

Animators
Stan Liu
Darrek Rosen
Darrin Krumweide

Additional Animation
Mind Warp Production
Animator
Andy Koo

Original Concept
Stan Liu

Game Design
Albert Co
Francis Co
Stan Liu

Visual Design
Frazad Varahramyan

Music Composition and Performance
Carlton Liu

Sound Effects
Carlton Liu
Mind Warp Production

Modeling and Texture Mapping
Albert Co
Francis Co

CINEMATIC SEQUENCES
Production Manager
Larry Paolicelli

CG Modeling, Animation, and Rendering
Kevin Lee
Joan Igawa
Larry Paolicelli
Francis Co
Stan Liu
Albert Co

Additional Modeling
Amie Haemi Yi
Hak Soo Ha
Mind Warp Production

Voice Actors
Joan Igawa
Andy Koo
Frazad Varahramyan
Patricia Winters
Stan Liu
Anthony Lagunzad

Cover Art
Albert Co

Manual Design and Layout
Albert Co
Frazad Varahramyan

Testers
Kronos DEI Team
Chi, Kevin Chu, Darold Higa,
Udi Hoh, Dickinson Lo,
Takashi Morishima, Mike Nguyen

Special Thanks
Robert Yasui, Vic Tokai, Inc., Soga-San,
Leonard Garcia, Masumi Matsunaga, Jim Daluisio,
Sandy Abe, Micheal Arrington, Max Chapman,
David Sears, Anthony Lagunzad, Patricia Winters,
John Park, Louis Flores, Chi

Best Money Boy
Anthony Lagunzad

Master of the Obvious
Andy Koo

Animal Handler
Joan Igawa

Code Monkey
Stan Liu

In memory of Bungiee.



KRONOS™

DIGITAL ENTERTAINMENT INC.

150 South Arroyo Parkway, Pasadena, Ca. 91105

WARRANTY INFORMATION

90-Day Limited Warranty

VIC TOKAI, INC. warrants to the original purchaser only that the product provided with this manual will perform in accordance with the descriptions in this manual for a period of 90 days from the date of purchase. If the product is found defective within 90 days of purchase, it will be repaired or replaced, at our option. Simply return the product, postage paid to VIC TOKAI, INC. along with dated proof-of-purchase. Repair/replacement of the product free of charge to the original purchaser (less the cost of returning the product) is the full extent of our liability. This warranty does not apply to damage due to normal wear and tear. This warranty shall be void if the defect to the product is determined to have arisen through abuse, unreasonable use, mistreatment or neglect at which time the product may be deemed irreparable, leaving the owner liable for repair/replacement costs.

This warranty is in lieu of all other warranties, whether oral or written, express or implied. All implied warranties, including those of merchantability and fitness for a particular purpose, if applicable, are limited in duration to 90 days from the date of purchase of this product.

VIC TOKAI, INC. shall not be liable for the incidental and/or consequential damages for the breach of any express or implied warranty, including damage to property and, to the extent permitted by law, damages for personal injury, even if VIC TOKAI, INC. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

This warranty shall not be applicable to the extent that any provisions of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

VIC TOKAI INC.
22904 Lockness Ave.
Torrance, CA 90501
(310) 326-8880



NTSC U/C

ALIEN VIRUS

PlayStation™

COMING SOON!

©1995 International Computer Entertainment, Ltd.
Distributed by VIC TOKAI INC.

22904 Lockness Ave., Torrance, CA 90501

CRITICOM™, KRONOS™, their logos and characters are trademarks of and © 1995 Kronos Digital Entertainment, Inc.
All rights reserved. Distributed by VIC TOKAI, INC.

PlayStation, the PlayStation Logo and the PS Logo are trademarks of Sony Computer Entertainment Inc.
The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and
printed in U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C
DESIGNATION.

U.S. and foreign patents pending.

