



NTSC U/C

PlayStation™

CRUSADER

NO  REMORSE™



NON-STOP
ACTION.

SERIOUS
ATTITUDE.



SLUS-00268



We create worlds®

WARNING: 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 with 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 use manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen. 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.

This product has been rated by the Entertainment Software Rating Board. For more information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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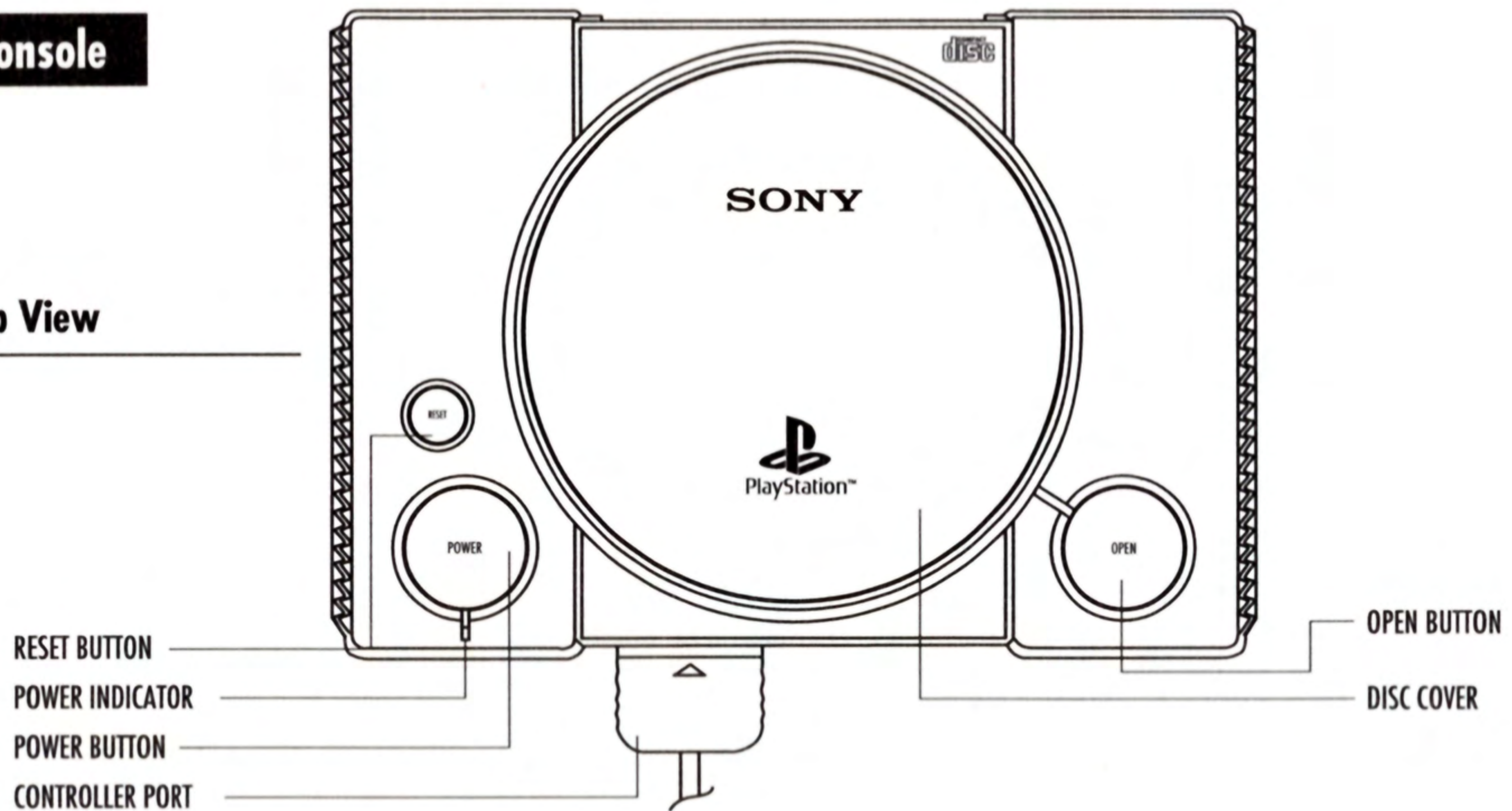
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STARTING PLAY

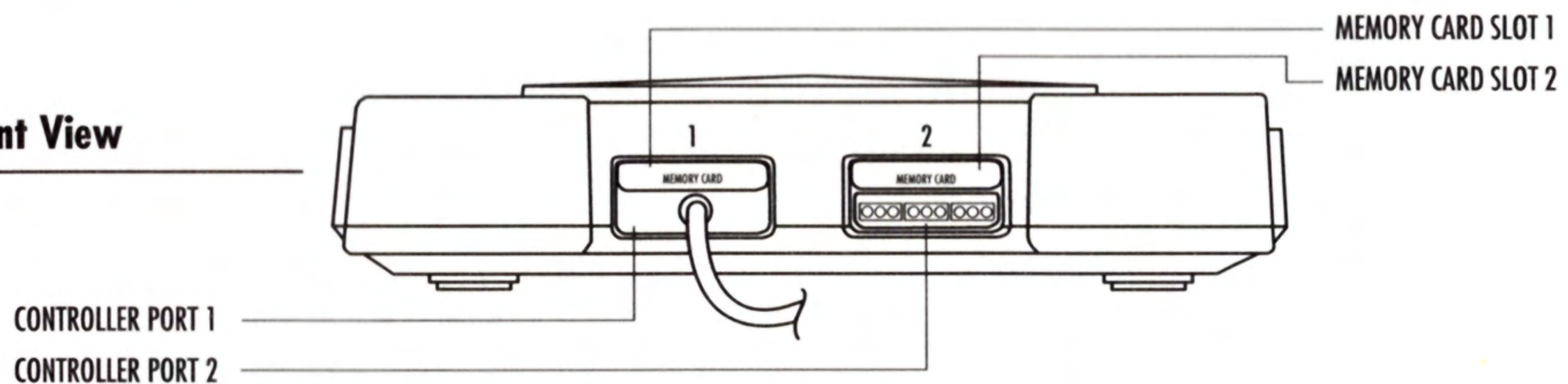
Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is off before inserting or removing a compact disc.** Insert the *Crusader: No Remorse* disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Console

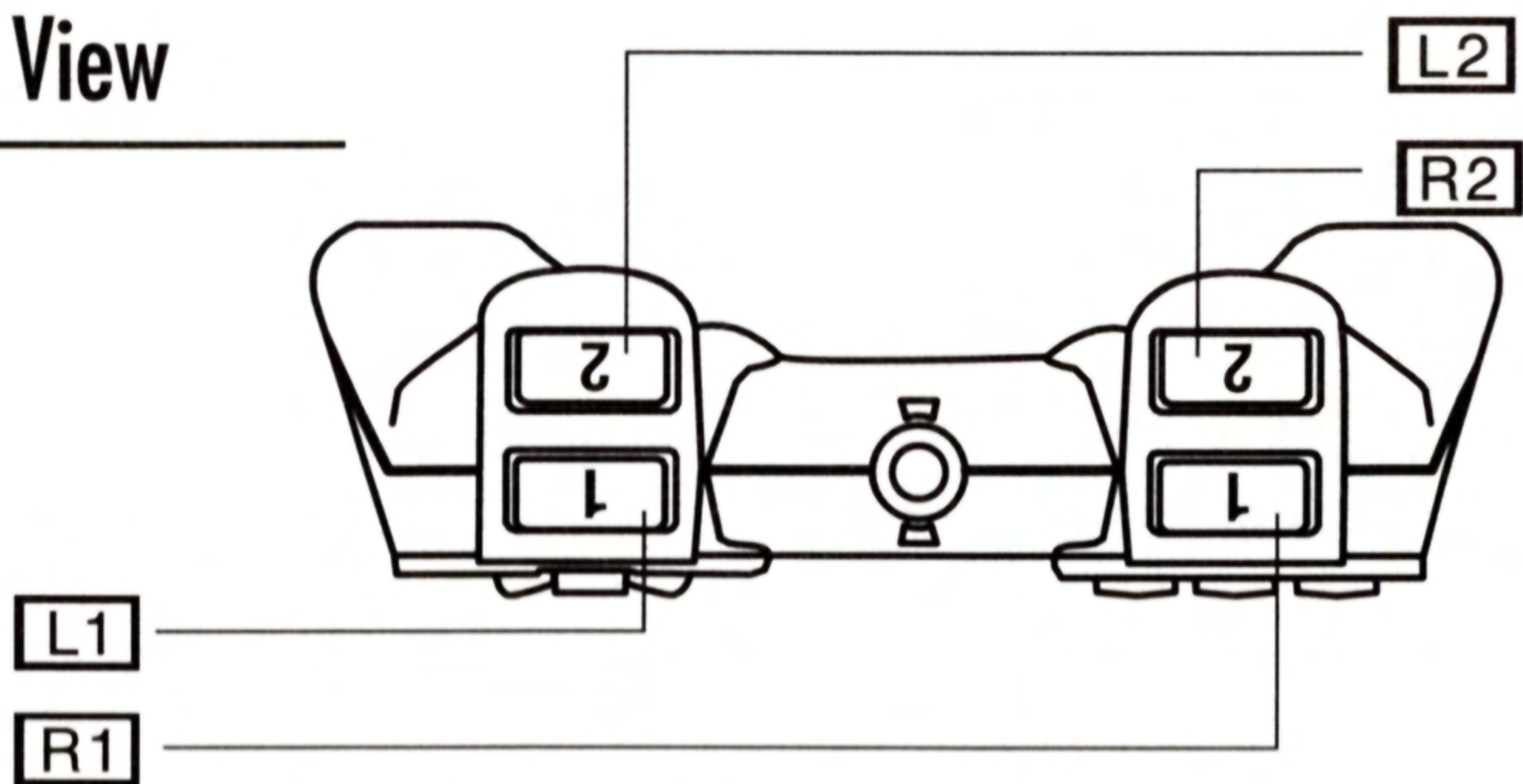
Top View



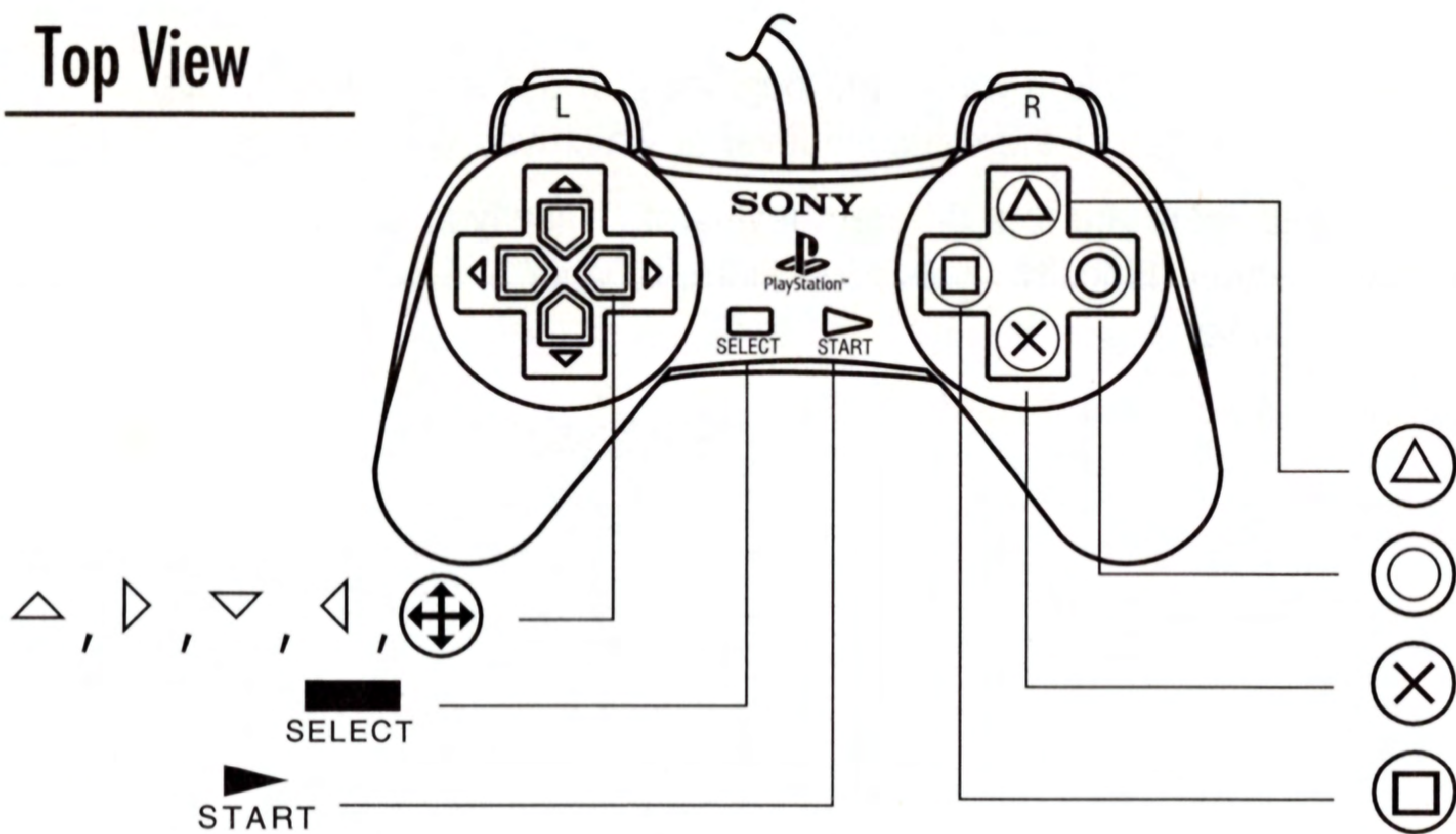
Front View



Front View





Top View



STARTING THE GAME

Following the initial setup of the PlayStation game console, an introduction to *Crusader: No Remorse* will play. After the introductory screens and movie, the Main Menu appears. Press (X) to bypass the introductory movie.

SOFT RESET Press   for two seconds anytime during gameplay or in the menus to reset the PlayStation game console.

MAIN MENU

This screen allows you to set your preferences and get into play. Highlight your selection with \triangle and ∇ and press (X) to select an option.

NEW GAME This option takes you to the beginning of the first mission. First, however, you must select the difficulty level at which you wish to play.

DIFFICULTY LEVEL There are four different levels of difficulty in *Crusader*. Progressively higher difficulty levels have more, tougher and better-armed enemies. The four levels are:

MAMA'S BOY (easiest), WEEKEND WARRIOR, LOOSE CANNON, and NO REMORSE (hardest).

Highlight your selection with \triangle and ∇ . (X) accepts your choice, (\triangle) returns you to the Main Menu.



LOAD MENU

This will allow you to enter a previously-saved game (if you have a memory card) or jump to the start of a later mission (if you have the code for that mission, see p. 17). Use \triangle and ∇ to select the Load Game option you want, and \otimes to accept your selection. \triangle returns you to the Main Menu.



Note: If you do not have a memory card, you will not be able to save the game during a mission. A typical mission in Crusader: No Remorse can take 3 to 5 hours to complete fully.

GAME SELECTION If you are playing with a memory card, you choose the save-game you wish to restore here. Select the save you want with the $\boxed{L1}$ and $\boxed{R1}$ keys; use \otimes to accept your selection. \triangle returns you to the Main Menu.

Note: On a standard 15-slot memory card, each Crusader save takes up two slots, meaning a maximum of 7 games can be saved using such a card. In order to save more than 7 games, a memory device with greater capacity will be necessary.

TELEPORT TO MISSION Allows you to enter a passcode that will take you to the start of any mission other than the first. \triangle and ∇ move you between the options on this screen.

Use \blacktriangleleft and \blacktriangleright to cycle through characters in the Passcode, and $\boxed{L1}$ and $\boxed{R1}$ to change the characters. You will be given a new passcode each time you finish a mission in the game.

Highlight Accept and press \otimes to enter the passcode and teleport to the selected mission.

Highlight Exit and press \otimes to return to the Load Menu.



OPTIONS Allows you to customize the game to fit your preferences. \triangle and ∇ move you between the choices on this screen. \triangle returns you to the Main Menu without saving changes.

SOUND VOLUME Use \blacktriangleleft and \blacktriangleright to increase or decrease the volume of sound effects and voices. \otimes plays a sound sample.

MUSIC VOLUME Use \blacktriangleleft and \blacktriangleright to increase or decrease the music volume.

CONTROLLER SETUP Allows you to select the control setup you prefer. There are four setups available for the standard controller, plus one for a joystick controller. \square and \square move you between the available setups. Use \otimes to accept, or \triangle to return to the Options Menu without changing the setup.

EXIT Saves your changes and returns you to the Main Menu.

CREDITS Displays the names of the game's creators. \triangle , \otimes or \blacktriangleright stops the credits and returns you to the Main Menu.

PAUSE MENU

If you wish to save, reload or adjust your volume levels during play, push \blacktriangleright to access the Pause Menu. Move between options with \triangle and ∇ .

From this menu you may **SAVE** or **LOAD GAME** or adjust **SOUND** or **MUSIC VOLUME** or **CONTROLLER** setup. Follow the on-screen instructions to load and save.

MOTION Allows you to toggle between absolute and relative movement (see p. 12). Use \blacktriangleleft and \blacktriangleright to toggle movement, controller setup or volume levels.

From the Pause Menu, push \blacktriangleright to save your changes and return to play, \blacksquare to quit the game, or \triangle to return to the game without saving changes. If you choose to quit the game, you will be prompted to confirm your choice — use \otimes to confirm and quit the game, or \triangle to return to the Pause Menu.



CONTROL SUMMARY

ACTION	SETUP 1	SETUP 2	SETUP 3	SETUP 4	SETUP 5*
Absolute/Relative Movement	R1 L1	R1 L1	R1 L1	R1 L1	R1 L1
Run North/Run Forward	△	△	△	△	△
Run West/Rotate Left	◁	◁	◁	◁	◁
Run East/Rotate Right	▷	▷	▷	▷	▷
Run South/Combat Retreat	▽	▽	▽	▽	▽
Fire	⊗	⊗	⊗	⊗	⊗
Roll Left	⊙ ◁	L2	⊙ ◁	⊙ ◁	⊙ ◁
Roll Right	⊙ ▷	R2	⊙ ▷	⊙ ▷	⊙ ▷
Roll Forward	⊙ △	⊙ △	⊙ △	⊙ △	⊙ △
Toggle Crouch	⊠ ▽	⊠ ▽	⊠ ▽	△ ▽	⊠ ▽
Sidestep Left	⊠ ◁	⊠ ◁	⊠ ◁	△ ◁	⊠ ◁
Sidestep Right	⊠ ▷	⊠ ▷	⊠ ▷	△ ▷	⊠ ▷
Jump	⊠ △	⊠ △	⊠ △	△ △	⊠ △
Search (select item)	L1	L1	SELECT	L1	R1
Use Searched Item	△	△	△	⊠	△
Use Inventory Item	△ △	△ △	△ △	⊠ △	⊙ R2
Cycle Inventory FWD	R2	⊙ ▷	R2	R2	R2
Cycle Inventory BCK	R1 R2	R1 ⊙ ▷	R1 R2	R1 R2	L1 R2
Cycle Weapons FWD	L2	⊙ ◁	L2	L2	L2
Cycle Weapons BCK	R1 L2	R1 ⊙ ◁	R1 L2	R1 L2	L1 L2
Use Med Kit	△ ◁	△ ◁	△ ◁	⊠ ◁	⊗ L2
Use Energy Cell	△ ▷	△ ▷	△ ▷	⊠ ▷	⊠ L1
Use Spider Bomb	△ ▽	△ ▽	△ ▽	⊠ ▽	N/A
Transparent Walls	SELECT	SELECT	L1	SELECT	SELECT
Pause Menu	START	START	START	START	START

* Controller setup #5 is for the ASCIIWARE Digital Joystick.

Note that all specific commands cited in the pages that follow are from Setup 1 (the default).

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THE WORLD OF CRUSADER

The year is 2196. After more than a century of economic chaos, the world is at last unified and prosperous. But the cost has been great. For more than three decades, the World Economic Consortium has controlled the destiny of the human race, ruthlessly eliminating all dissent.



Only a small underground Resistance has dared to stand against the WEC's absolute power. Originally a peaceful organization of reform-minded protesters, the Resistance has in recent

years been forced to become a guerrilla army. Inflamed by the WEC's nuclear annihilation of the free city of Petra, and inspired by the brilliant military leadership of General Quentin Maxis, the Resistance has become a severe thorn in the side of the WEC. Nonetheless, when stacked up against the WEC's massive military forces in the Security and MilOps cartels, the Resistance's chances of ever achieving real reform remain on the bleeding edge of hopeless.

You are a Silencer, one of the WEC's elite enforcers, a member of the most feared military corps in the solar system. Among the general public, little is known of the Silencers' training or mission, other than that they wear faceless red body armor, are ruthless, almost inhumanly efficient ... and incorruptible.

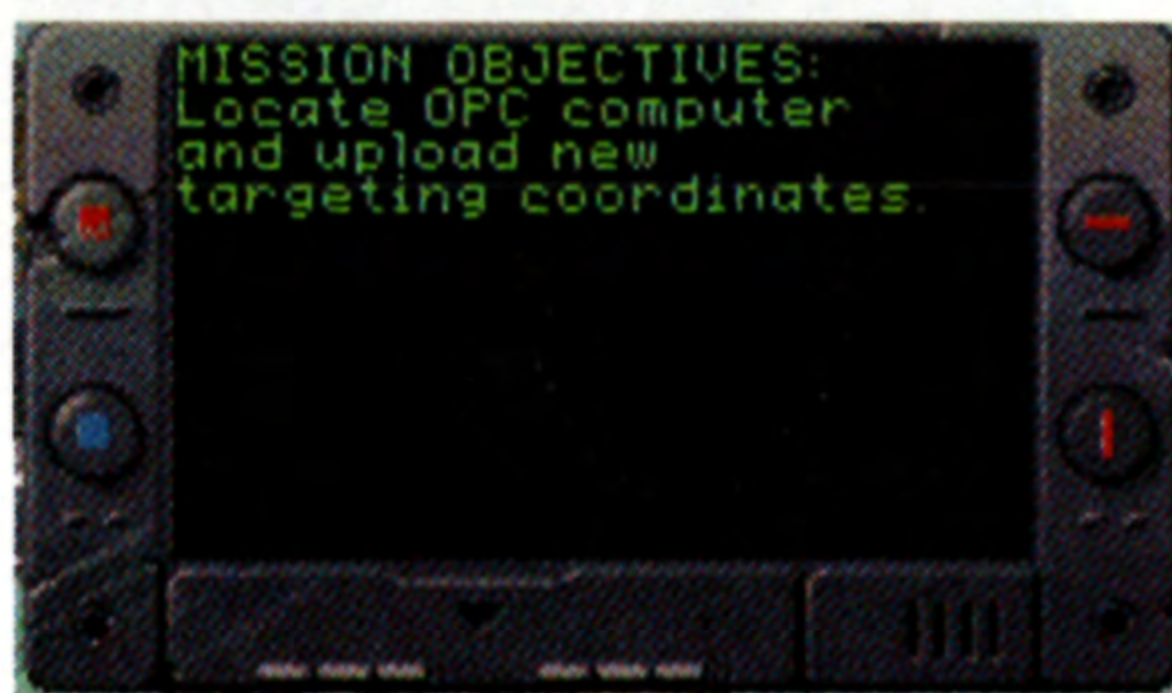


But somehow you have shaken off years of WEC conditioning and gone over to the Resistance. Your reasons are your own, although you were pushed over the edge when the WEC treacherously slaughtered your squad for refusing to massacre unarmed civilians. Many in the Resistance are sure that you're a WEC plant — a double agent — but ultimately the Resistance can not afford *not* to take a chance on a combat machine like you.

Your former employers want to kill you and your new allies don't trust you, but that's fine. You know what needs to be done.

MISSIONS

Before you begin a mission, your commanding officer will give you your mission objectives in a video briefing. You can review your objectives at any time during the mission by using the datalink in your Item Inventory (see pp. 10-11).



When you use the datalink you'll be given a readout of your current mission objective. It's a good idea to check your datalink multiple times during a mission, because many missions have more than one objective. Your datalink is continually updated by the Resistance as the situation evolves. Once all your mission objectives

are completed, you will be contacted by a Resistance extraction specialist and given instructions on where to go to teleport back to the rebel base.

INVENTORY AND READOUTS

In gameplay, a status bar with five sections of vital information about your character appears on the screen. You can position the bar for best visibility on your TV screen with \triangle \odot ∇ and \triangle \odot \triangle .



WEAPON INVENTORY

Your currently readied weapon is displayed here. \square L2 cycles the display through all the weapons the Silencer is currently carrying. \square L2 \square R1 cycles through the Weapons Inventory backwards.



AMMUNITION INVENTORY

This section displays the amount of ammo currently available for the weapon displayed in the Weapon Inventory. The number on the left is the number of rounds in the current magazine, and the number on the right is the total number of magazines carried. When the Silencer is using an energy weapon, this section will be blank.



The Silencer cannot carry more than 20 clips of any one type of ammo.

When the end of one magazine is reached, a new one will be loaded automatically on the next firing action, if he has another magazine in his inventory.

ITEM INVENTORY

This section displays the currently selected inventory item, along with the number of items of that type. With \square R2 you can toggle through all the different useable items the Silencer is carrying. \square R1 \square R2 cycles through the inventory backwards.



⊙ △ Uses the item displayed in the bar (see p. 14). There are short cut commands that allow you to Use a med kit (⊙ ◀), energy cell (⊙ ▶) or spider bomb (⊙ ▼) without first bringing the item up in the Item Inventory window (assuming, of course, you actually have at least one of the given item in inventory). This can be very useful in heavy combat situations. (If running out of energy for weapons or shields, the Silencer does not reload automatically — you must Use an energy cell from the inventory to recharge energy in combat.) The Silencer cannot carry more than 20 items of any one kind.

CREDITS You can check your cash flow using the Item Inventory. Cycle through your inventory items until you get to a large “C”. The number to the right is the credits you currently have available for purchases. You can find additional credits during missions.

HEALTH BAR

The blue Health bar shows how much damage the Silencer has taken and how close he is to death. The more blue that is showing, the better. As a Silencer, he can continue at full efficiency right up to the point of collapse and death. Med kits and health stations can restore lost health.



ENERGY BAR

The red Energy bar shows the amount of energy remaining. Your maximum potential energy at any moment depends on the type of battery the Silencer is carrying. The bright red bar shows his actual energy, and the dimmer red bar shows the maximum energy that can be stored by a battery of that type. When the bright bar reaches zero, shields and energy weapons no longer function. When energy levels are getting low, the Silencer needs to find more energy cells, or a recharge station.



FIRE AND MOVEMENT



TARGETING Whenever the Silencer has a weapon readied, cross hairs will appear a short distance in front of him to help with aim. When he's lined up with an enemy or targetable object, an orange targeting reticle will appear and zero in on that object.

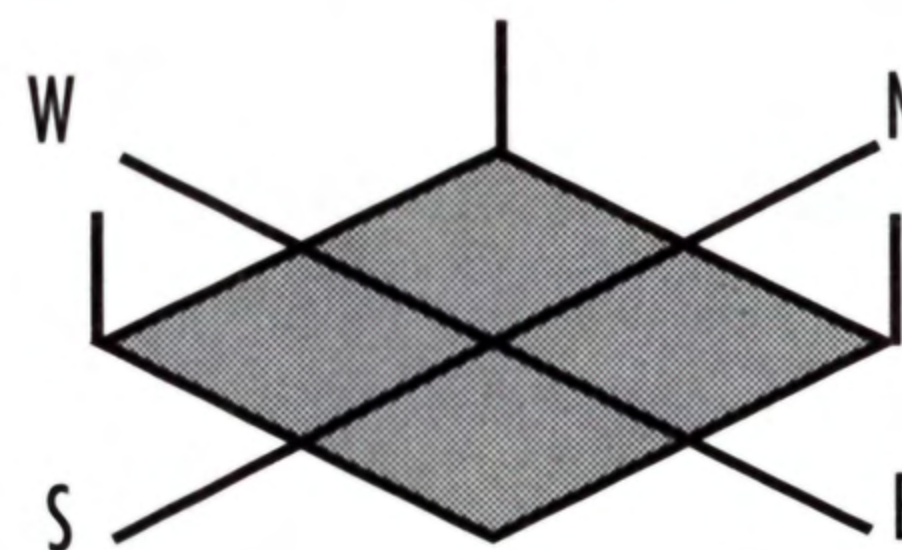
FIRING A firing action (⊗) will fire or reload a readied weapon. When the current clip is out of ammo, and there are more clips in the Ammunition Inventory, a single firing action will automatically reload the weapon with a fresh clip.

The Silencer can be moved in two basic ways — absolute and relative movement. You can toggle between the two modes with **[R1][L1]**, or from the Pause Menu, as shown here.



In **relative movement**, **△** moves the Silencer ahead in the direction he's facing, **▽** causes him to back up, and **◁** and **▷** cause him to turn to the left or the right.

In **absolute movement**, the Silencer moves in the direction indicated by the arrow. **△** will cause him to face and move towards the top right corner of the screen. Switching from **△** to **▷** will cause him to do a right-face and move towards the lower right corner of the screen. (If he is crouched or holding down the Fire key during absolute movement, **◁** and **▷** rotate the Silencer in relative movement, making it easier to aim.)



There are also several **special movements** the Silencer can perform.



Crouch ($\square \nabla$). The Silencer drops to one knee to present a smaller target. Crouching also makes it easier to hit low-lying targets. Use $\square \nabla$ again, or move, to stand up.



Roll (left $\odot \blacktriangleleft$, right $\odot \blacktriangleright$, forward $\odot \blacktriangleup$). The Silencer rolls forward or to the side and comes up in a crouch, weapon ready.

Sidestep (left $\square \blacktriangleleft$, right $\square \blacktriangleright$). The Silencer moves to the left or the right while still facing the same direction. This is useful to get into a tight place, or take a quick look around a corner.



Jump ($\square \blacktriangleup$). The Silencer's jump is realistic for his size, so don't expect him to jump over huge chasms or up onto catwalks. (He does not, however, take any damage from falls onto solid surfaces.)

SEARCHING AND USING ITEMS

To Search or Use an object, the Silencer must be standing next to it. Use **[L1]** and a cursor appears over the object if it can be Searched or Used. Further pressing of **[L1]** toggles you through any other searchable objects that might be in reach — never assume that the first use of **[L1]** shows you everything there is to see.





Once the search cursor is on an object, **[△]** throws switches, opens footlockers, pushes buttons or otherwise manipulates the object, or transfers any items the object contained to your inventory.

TAKING ITEMS If you open an object like a footlocker or a safe, or Search a dead body, a list of the items it contains appears in the top left corner of the screen, and everything on that list is automatically added to your inventory. If you do not have room in your inventory for the item, it will be left on the floor.

TRANSPARENT WALLS The isometric perspective used in *Crusader* produces “blind walls” — you can’t see things immediately behind the walls “closest” to you on screen. To keep the Silencer from getting lost in these blind spots you can toggle Transparent Walls on and off with **[SELECT]**. When you select Transparent Walls they will stay transparent until the Silencer leaves the area behind the walls. Transparent Walls will not necessarily show you all secret areas that the walls may have concealed.






KEYPADS When you Search a keypad, an enlarged image of the keypad appears on screen. This means that you have to enter a numerical code before the keypad will do anything. Enter the code by highlighting the number you want with the arrow keys and use  to accept.  will allow you to exit the keypad without entering your input. The key to the left of  will backspace over the last number you entered, while the key to the right of  will submit the code.



MONITOR SCREENS Sometimes when you Search a data terminal or watch station, a screen will open up displaying whatever's visible on the object's monitor. This might be a text message or a video image.

CONTROLLING SERVOMECHS

Sometimes Searching and Using a data terminal or watch station will allow you to take control of a WEC servomech. You will see a screen activating the servomech, after which you are in control of the machine; it maneuvers and fires exactly like the Silencer (although with fewer movement options). The Silencer stands still next to the terminal and all controls affect the servomech. Servomechs can't Search or Use items. Servomechs always travel using relative movement.

You relinquish control of the servomech and resume controlling the Silencer with . Control will automatically revert to the Silencer when the servomech is destroyed.

THE REBEL BASE



Between missions you return to the rebel base to rest, re-equip and get your new orders. All damage is automatically healed.

Each area of the rebel base performs a different function. Use ◀ and ▶ to move around the four areas of the base. Exit the game from here with **SELECT**. When prompted to confirm your choice to exit, use ⊗. △ will return you to the rebel base.

E-MAIL You can check your E-Mail box for messages from your fellow rebels. They aren't shy about telling you how far they trust you (or not) and what they think of your recent mission performance.

Use △ and ▽ to select a message to read. ⊗ will open the selected message, while △ returns you to the rebel base.



While reading a message, use △ and ▽ to cycle through the pages. Both ⊗ and △ will close the message and return you to the E-Mail menu.

MISSION BRIEFING/TELEPORT This room is the colonel's office. Report here for your next mission briefing. After your briefing, you will drop directly into the next mission, so make sure you check your E-Mail, buy new equipment and jot down the passcode before reporting for a briefing.

WEAPONS DEALER The Resistance doesn't have a lot of extra arms to issue to its troops. Field soldiers are expected to forage their weapons during missions. However, there are also a few intrepid black marketeers who keep the Weapons Dealer at the rebel base stocked with arms and equipment — if you have the credits.

The top screen displays a rotating image of an available item. The central screen displays the name, purchase price and selling price of the item, plus the number of such items already in your possession. Your current credit balance is displayed on the upper left screen.



To **browse** available items, use ◀ and ▶.

To **buy** an item you can afford, use ⊗.

To **sell** an item of the type displayed, use ⊙ (the selling price for items is, of course, significantly less than the buying price).

⊠ will **finalize** all transactions and return you to the rebel base.

⊡ will **cancel** all transactions and return you to the rebel base.

MISSION PASSCODE Go to this area to get the passcode that will allow you to return to this point in the game at any time. When you input the code from the Load Menu, you will be taken to the rebel base at the start of the mission.

Note. When using a passcode, rather than a save-game, your inventory may change. You will be given a standard issue of weapons and items appropriate to the level of the mission.

INVENTORY ITEMS

PROJECTILE WEAPONS



RP-22 "CONCILIATOR" SEMIAUTOMATIC ASSAULT RIFLE .30 This light assault weapon is favored by WEC civilian security forces and sportsmen. The RP-22 is constructed entirely of ballistic-grade plastics, and fires a frictionless, caseless .30 round. It normally mounts a 60-round magazine, and is preset to fire in 2-round bursts.



RP-32 "PACIFIST" SEMIAUTOMATIC ASSAULT RIFLE .30 The standard infantry weapon for all WEC military forces, the RP-32 is functionally identical to the RP-22, except that it is preset to fire in 3-round bursts.

Note: When you find or purchase an RP-32 in the game, it automatically replaces the RP-22 in your Weapon Inventory. You cannot carry both an RP-22 and an RP-32 simultaneously.



SG-A1 "CONFORMER" SHOTGUN This deadly anti-personnel weapon is standard issue for riot control and urban security units. It fires a 13-gram fragmenting shell, and carries a 12-round magazine.



GL-303 GRENADE LAUNCHER A GL-303 is carried by at least one member of every WEC fire team, and is also used extensively by police and anti-terrorist units. The normal Consortium antipersonnel load for this weapon is a grenade that combines concussion damage with limited incendiary capabilities. The GL-303 mounts an internal, 10-grenade magazine.



AR-7 "RICO" ROCKET LAUNCHER The unique round fired by the AR-7 is a low-power canister shell that, immediately after discharge, ablates to release three self-propelled micro-missile rounds which take off from their point of origin in a "fan" formation encompassing an arc of roughly 45 degrees. The magazine can hold up to 8 rounds. This experimental weapon is not yet in general use, but is designed for anti-sniper, anti-siege and recon-by-fire applications.



JL-2 "PURIFIER" MASSDRIVER This advanced hybrid projectile/energy weapon propels a solid projectile of high-density matter within a focused pulse of gravitic ions at ultra-high speed. The JL-2 mounts a standard magazine of 10 projectiles, and also needs to draw energy from a battery to operate. The projectile carries enough kinetic energy to nearly vaporize an unarmored enemy.

ENERGY WEAPONS

All energy weapons must be powered by an external battery or similar power supply.



PA-31 "ADJUDICATOR" LASER RIFLE At least one trooper in every WEC infantry squad is designated the "lightning rod," and carries this weapon. In addition, the WEC maintains special-forces "lightning teams" where all the troops carry PA-31s as their standard arm. These "lightning teams" are used for anti-armor, attacks on armored emplacements, and special missions. This weapon is particularly effective against robots and ambulatory weapons platforms. It fires a single pulsed, varicolor laser beam.



PL-1 "UNIFIER" PLASMA RIFLE The PL-1 is the WEC's only plasma-based rifle. It fires a pulse of superheated plasma along a condensed magnetic field. A direct hit from a PL-1 is capable of literally disintegrating a non-shielded human target, leaving behind only a small scattering of carbonized residue. Its incendiary capabilities also make it extremely effective against vehicles and servomechs. This fully automatic weapon is capable of firing up to six bursts per second. It is normally used for military commando operations and police SWAT teams.



EM-4 "VORTEX" ELECTROMAGNETIC PULSE RIFLE Originally designed as an anti-servomech weapon, the EM-4 is also highly effective against human targets. It fires a concentrated electromagnetic pulse, which disrupts the mechanisms of all standard servomechs. Against humans, the electromagnetic charge is capable of instantly incinerating an unprotected target to the point of vaporization.



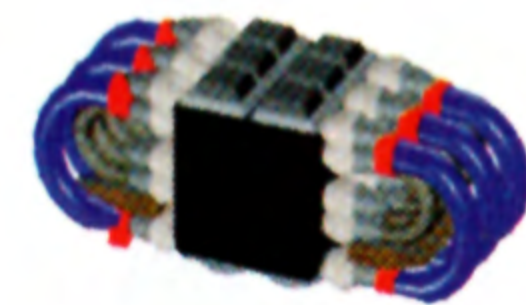
UV-9 "PULSAR" ULTRAVIOLET RIFLE Still in development, the UV-9 generates and fires a pulse of concentrated ultraviolet energy. This charge has an extreme incendiary effect on any substance it impacts, and is capable of literally burning all the flesh and organs from an unarmored human target. At present, the UV-9 is not standard issue for any regular WEC forces, although field trials have been conducted by experimental heavy-weapons units.

DEMOLITION



DETPAC The standard-issue WEC military satchel charge, the detpac consists of the actual explosive, plus a timed detonator. The detpac will explode a few seconds after being placed.

BLAST PAC/FUSION PAC These extremely powerful charges are used for heavy demolitions work and major sabotage.



Note: You cannot purchase blast pacs or fusion pacs or find them at random, but they will be issued to you (in the Silencer's inventory) when needed to complete a mission.



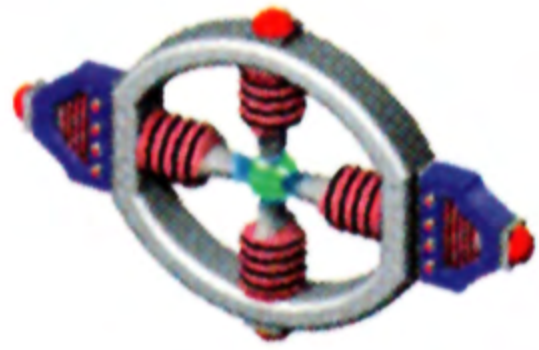
LIMPET MINE A limpet mine can be affixed (via electrostatic charge) to any reasonably flat, firm, horizontal surface. Once placed and activated it will detonate when any moving object approaches within about 1/2 meter. Limpet mines are used for territory denial in areas where it is not practical to place larger mines, or when time does not permit the use of more permanent mines. The Silencer will not set off his own limpet mines, allowing him to get out of range after placing one.

SPIDER BOMB This ambulatory munition can be released by a soldier from concealment, and literally walks on mechanical legs to the point of detonation, guided by a hand-held joystick unit. The spider bomb's movement is controlled with the right and left arrows. Drop a spider bomb quickly with $\triangle \nabla$.



OTHER EQUIPMENT

Shields, like energy weapons, run off of an external battery.



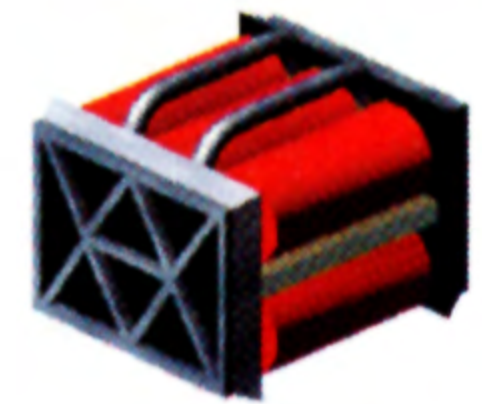
IONIC SHIELD This personal shield generator surrounds the wearer in a protective sphere of highly energized electrons capable of absorbing the kinetic energy of ballistic projectiles, greatly reducing their lethality. The ionic shield is often used by police and riot-control units. The Silencer begins the game with an ionic shield.


PLASMA SHIELD This shield surrounds the user in a sphere of plasma, which reduces the energy of ballistic projectiles more efficiently than the ionic shield, and also provides an effective reduction of the destructive potential of energy weapons.



GRAVITON SHIELD The highly experimental graviton shield surrounds the wearer in what is, essentially, a localized space-time distortion. It provides unprecedented protection against large projectiles and high-power energy weapons. Unfortunately, the expense and extreme power drain of this shield make it impractical for general issue at this time. It is only used for VIP protection and special missions.


BATTERIES AND ENERGY CELLS A battery or other personal power supply is necessary to power shields and energy weapons. There are three types of portable, rechargeable batteries currently available: chemical, fission (about twice the capacity of a chemical battery) and fusion (about twice the capacity of the fission battery). Multiple devices (e.g., a shield and an energy weapon) can all be run off the same battery. The Silencer begins the game with a chemical battery.



Energy cells are disposable, non-rechargeable energy storage units. Equipment cannot run directly off an energy cell, but a cell can be used to recharge a battery when its reserves are starting to get low. Energy cells initiate a catalytic reaction in a battery that will cause any given battery type recharge. To quickly use an energy cell, press .

DATALINK This is a hand-held mission computer and communications device. A datalink is often built into combat-armor uniforms. A datalink can hold mission briefings and intelligence reports for in-field review, and can also receive tight-focus satellite communications (usually encrypted).



MED KIT The med kit is a one-use, electronic field dressing. Upon application, it seals wounds and injects anesthetics, stimulants, antibiotics and anti-shock medications, and is also effective at countering the effects of several common respiratory and contact toxins. Its effect is not so much to heal the user, as to keep him alert and functioning until he can accomplish his mission and get medical attention. Because of the radical nature of med kit treatment, there is the potential for long-term side effects or delayed reactions. Therefore, use of the med kit is recommended only in hazardous conditions, when under imminent threat of loss of life or consciousness. Each med kit carries its own internal power cell, and it does not need to be linked to an external power supply. To quickly use a med kit, press .

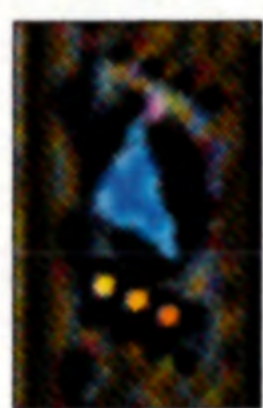
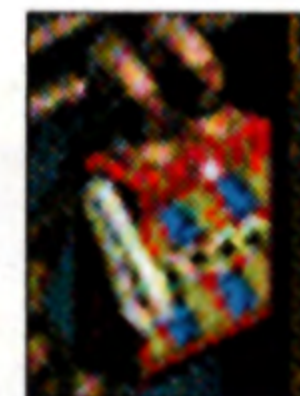
THINGS TO WATCH OUT FOR

Much of your success in Crusader will depend on your ability to notice and make use of the items in the missions. In Crusader the things on screen actually *do things*. They can be moved, they can be damaged (they often tend to blow up), and they may have other functions that are essential to the success of your mission.



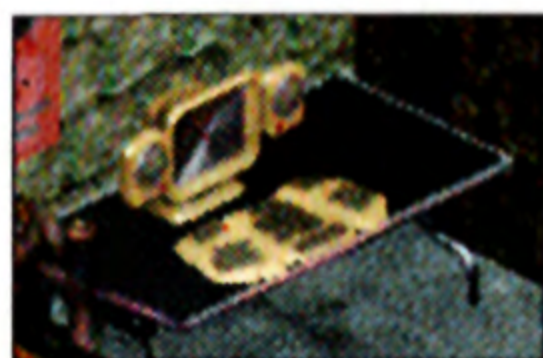
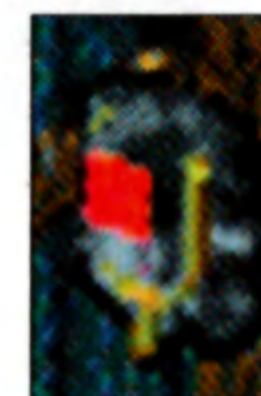
ALARM BOX If an alarm box is flashing, the mission area is in a state of alert, and reinforcements will arrive soon. You can cancel the alarm by using the alarm box.

BOX SWITCH These wall-mounted levers are used to open doors, control lifts and operate other simple devices.



CARDREADER If one of these is present at a doorway, you need the correct color-coded keycard before you can enter. If the correct card is in the Silencer's possession, the cardreader will scan it automatically. You must deactivate any alarms before using the cardreader.

CONTROL BOX A large knife-switch. It basically does the same thing as a box switch.



DATA TERMINAL When you pass a data terminal, always take a look at what's on the screen. You never can tell what some lazy Consortium flunky might have left up. Data terminals can give you important information (like passcodes), allow you to cancel general alerts, and even let you take control of servomechs.



FOOTLOCKER There are numerous types of containers in the game, most of which just sit around (unless something blows them up), but these are special. Footlockers hold personal equipment, and often that equipment is highly useful. Always check out a locker, and don't damage one unless absolutely necessary — if the locker is damaged, anything inside is lost.

HEALTH STATION A miniature, automated hospital that can bring your Health up to full in a few seconds. Just walk into the health station to use it.



KEYCARD To get into certain restricted areas you need the right keycard. Keycards are color coded to match the reader they go with.

KEYPADS The control panel for a computerized combination lock. If you don't know the right code, the Silencer won't get in. You must disable any alarms before the keypad will work.



LASER EYES Emit an invisible laser across your path. These lasers will trip a switch or set off an alarm when you cross them.

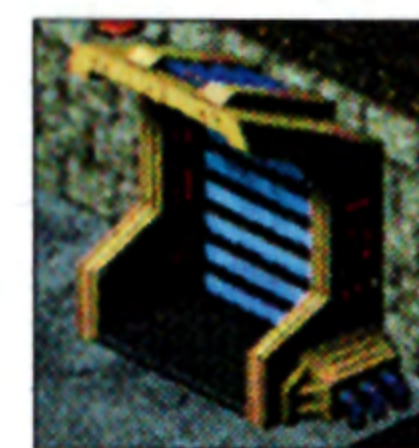
LIFT Their use in getting from one elevation on the map to another is obvious.



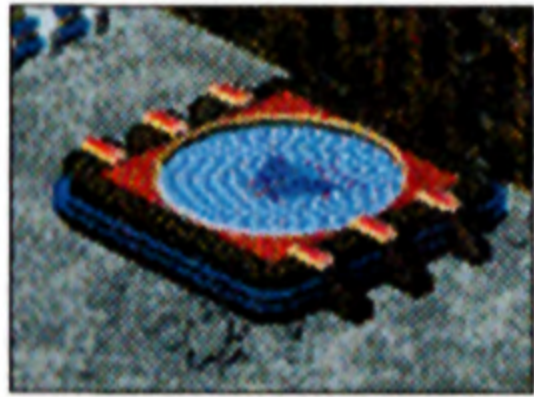
POST PAD When there's no wall handy to mount a switch to, it's mounted to one of these instead.



RECHARGE STATION A few seconds in one of these boxes can bring your energy level back up to full battery capacity. Just walk into the recharge station to use it.



SAFE Used to store the most important equipment. It is usually opened by a switch or through a computer interface.



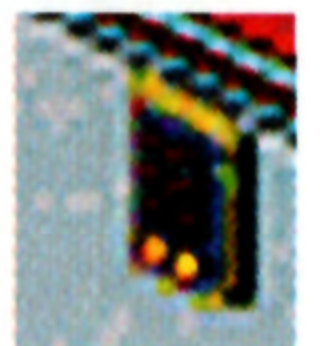
TELEPORTER Right now, the Resistance has only two things going for it: the Silencer, and their newfound ability to hack into the WEC teleportation grid. The Silencer can only use a teleporter if the lights on the edge of the pad are blinking, but WEC reinforcements can arrive through any teleporter.



VALVE If you need to stop the flow of hazardous liquids or gasses (or if you think a flow of hazardous liquids or gasses might be useful), look around for a valve to turn.



WALL CAMERA These little devices will quickly become the bane of your existence. If a camera sees the Silencer, it may sound the alarm or activate traps or ambushes. It takes a couple of seconds for a wall camera to lock on to a potential hazard like the Silencer, though, so blast it quick.

WALL SWITCH These standard electronic switches can perform any of the functions of a box switch.



WATCH STATION These screens give you a view of some other part of the mission site, often providing a valuable preview of the hazards ahead of you. You can get out of the Watch Station screen with  or .

CREDITS

ORIGIN

Executive Producer Tony Zurovec
Associate Producer Jörg Neumann
New Artwork Joe Rabbitt, Matt Scibilia,
Trey Hermann, Allan Zelsman
Original Programming Tony Zurovec, Jason Ely
Original Artwork Amy Adams, Karl Dolgener,
Beverly Garland, Darrin LeBlanc, Terry Manderfeld,
Dicko Mather, Alan Perez, Matt Sheffield, Johari Templin
Original Design Bruce Adams,
Phil Wattenberger, Eric Willmar,
Mark Vittek, Melanie Yenawine
Original Music Straylight Productions, Todd Parson
Audio Post-Production Randy Buck,
Jason Cobb, Stan Neuvo
Video Producer Steve Hemphill
QA Supervisor Brian Wachhaus
QA Project Leader Allen Jackson, Dustin Cryer
QA Asst Project Leaders Andy Bruncke, Tom Godsey
QA Testers Eric Anderson, Sam Arnold,
Todd Bailey, Kip Coddington, Kenny Hott,
Chris Launius, Monte Mathis, Artie Rogers,
Anthony Salter, Brandon Salinas,
Tony Salvaggio, Brent Schrantz, Carlus Wesley
Customer Service Liaison Scott Loyd
Documentation Chris McCubbin, David Ladyman
Documentation Design Catherine Cantieri, Cindy Cannon
Package Design Wendi Dunn
Marketing Patrick Bradshaw
Media Relations David Swofford, Teresa Potts

REALTIME ASSOCIATES

Producer Khanh Le
Direction Steve Ettinger
Programming Peter Kolarov, George Katz,
Chris Zimmermann, Pete Van Caeneghem,
Scott Miller, Fraser Thompson, Jim York
Art & Animation Les Betterley, Christopher Vuchetich
Asset Manager Elizabeth Smith
Sound & Music Post-Production Greg Turner,
Chad Norris, Eric Nielsen,
Wendy Kurko, Kirk Lambert
Testing Bill Sears

CAST

Gen. Quentin Maxis Ev Lunning
Col. Stephon Ely Alex Morris
Cpl. Troy "Wizard" Reaves Taylor Gibbler
Maj. Jo Anne Vargas Suzanne Savoy
Chrmn. Nathaniel Draygan Woody Skaggs
Sgt. Shannon Brooks Tonie Perensky
Dr. Gregor Hoffman Ed Neal
Prof. Joseph Wilmar Rick Perkins
Senator Everette Snell Ron Jackson
Cpl. Nick "Yo-Yo" Cardova Carlos Compean
Pvt. Derrick "Tax Man" Andrews Gabe Folse

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ADDRESS

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or call 04 725 325 00.

GERMANY (EA GmbH)

Pascalstraße H6

52076 Aachen

or call 52 412 4307.

SPAIN (Drosoft) Edificio Arcade

Rufino González 23 bis. Planta 1. Local 2

28037 Madrid

or call 1304 7091.

JAPAN (EA Victor)

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PRODUCTION DESIGNERS CHRIS DOUGLAS and CHERIE BAKER DIRECTOR OF ART JEFFREY "JC" COMBS EDITED BY PHILLIP GESSERT MUSICAL SCORE COMPOSED BY GEORGE OLDZIEY DIRECTOR OF PHOTOGRAPHY ERIC GOLDSTEIN SCREENPLAY BY FRANK DEPALMA and TERRY BORST
LEAD PROGRAMMER FRANK ROAN EXECUTIVE PRODUCER CHRIS ROBERTS PRODUCED BY DONNA BURKONS PRODUCERS MARK DAY and DALLAS SNELL ASSOCIATE PRODUCERS DAVID DOWNING and ADAM FOSHO GAME DIRECTOR ANTHONY MORONE DIRECTED BY CHRIS ROBERTS

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