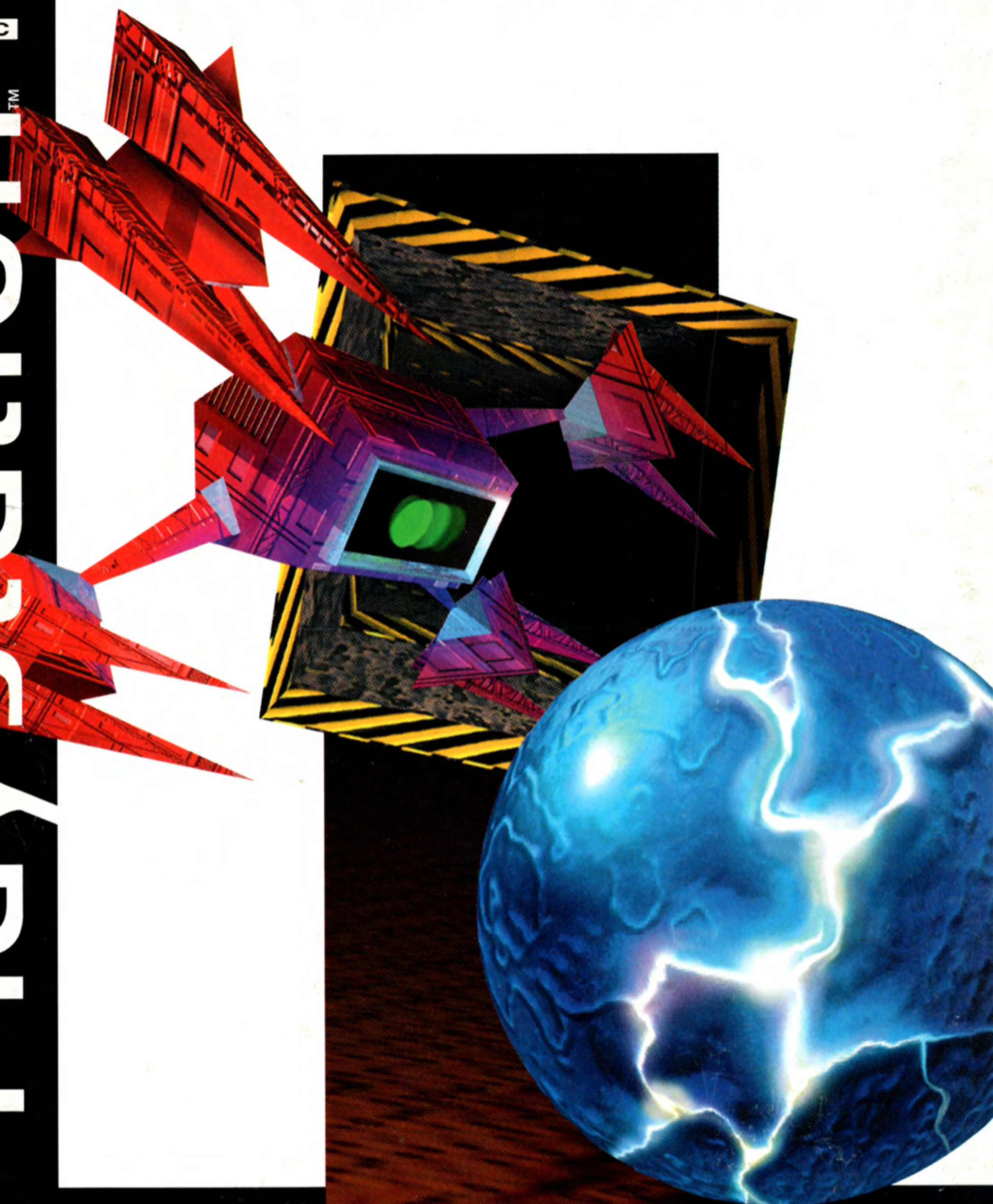




# DESCENT™

NTSC U/C

# PlayStation™



**SENSORY OVERLOAD  
IN 360° 3D**



SLUS-00037  
MN-PSX-084-0



BY GAMERS. FOR GAMERS.™



**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.



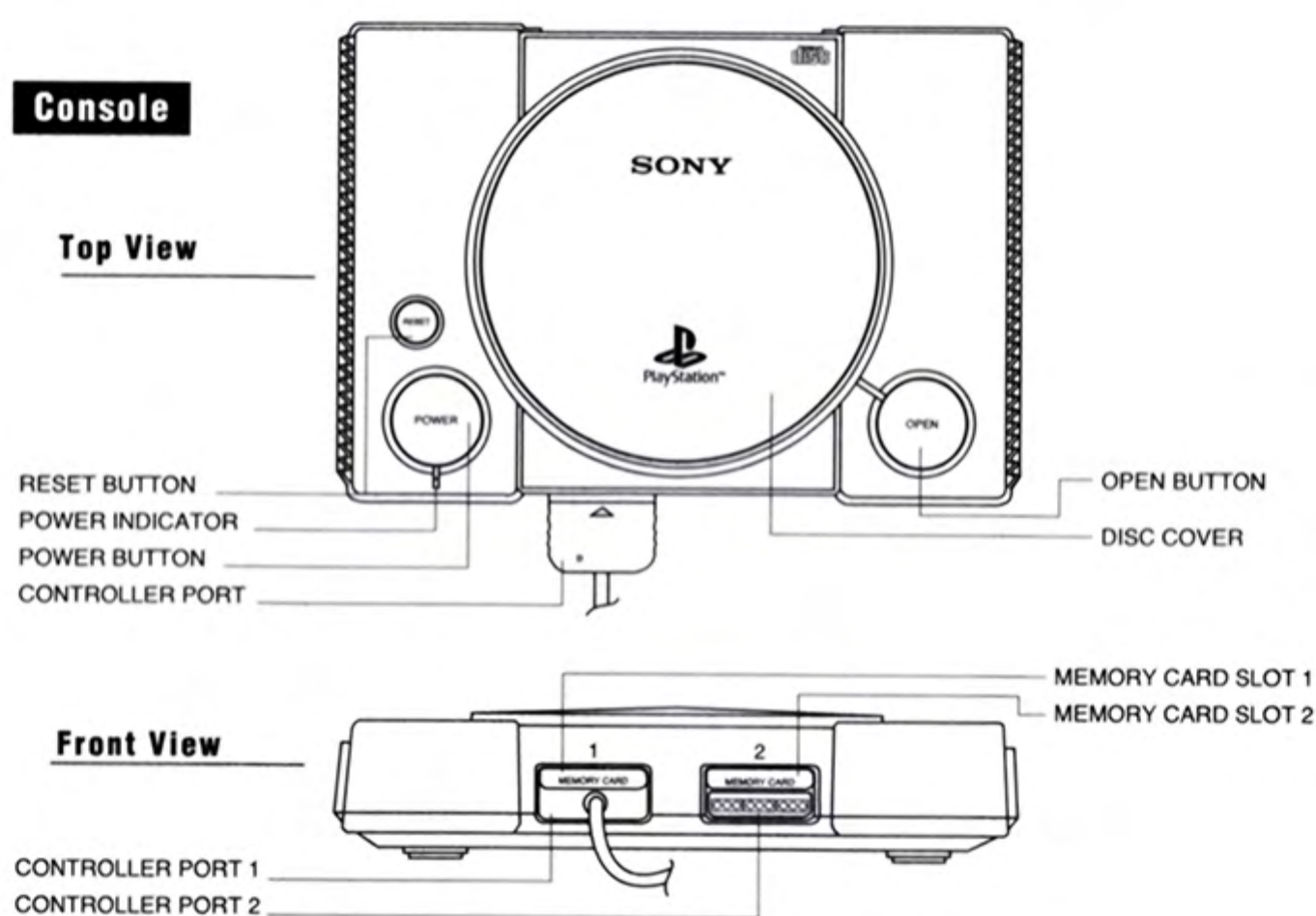
## TABLE OF CONTENTS

Setup.....	2
Controls .....	2
Playing Descent .....	4
Options .....	5
In The Mines .....	8
Mine Centers.....	10
Power-Ups .....	10
In-Game Options .....	13
Saving Your Game .....	14
Link Cable Operation.....	15
Mission.....	16
Walk-Through.....	18
Questions and Answers.....	22
Credits .....	23
Customer Support.....	24



## Setup

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 DESCENT disc and close the CD door. Insert game controllers and turn on the PlayStation™. Follow on-screen instructions to start a game.



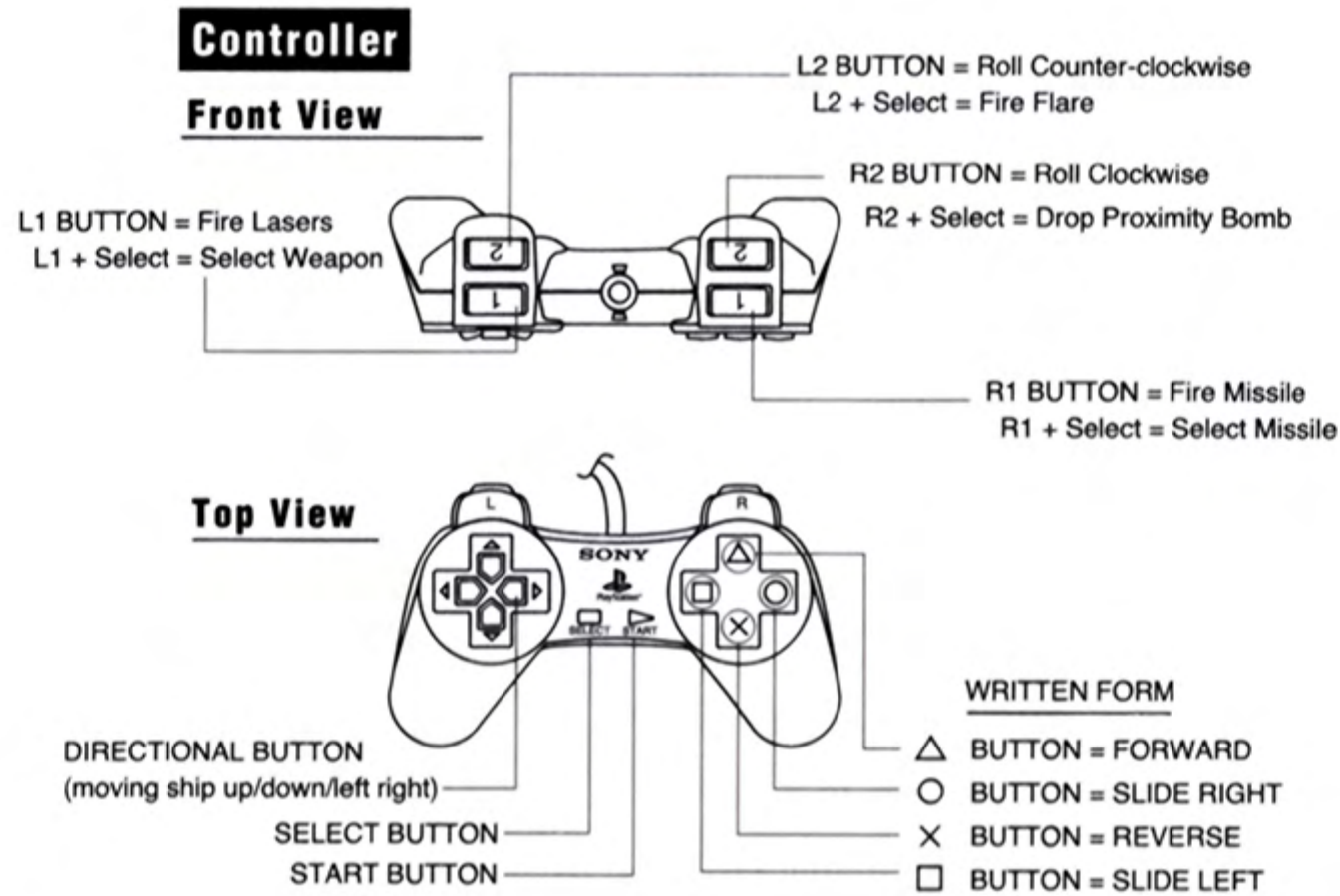
## To Run Descent

Place the Descent CD into your PlayStation™ (make sure it's turned off and plugged in!) and close the cover. Press the Power button next to the cover. It's that easy.

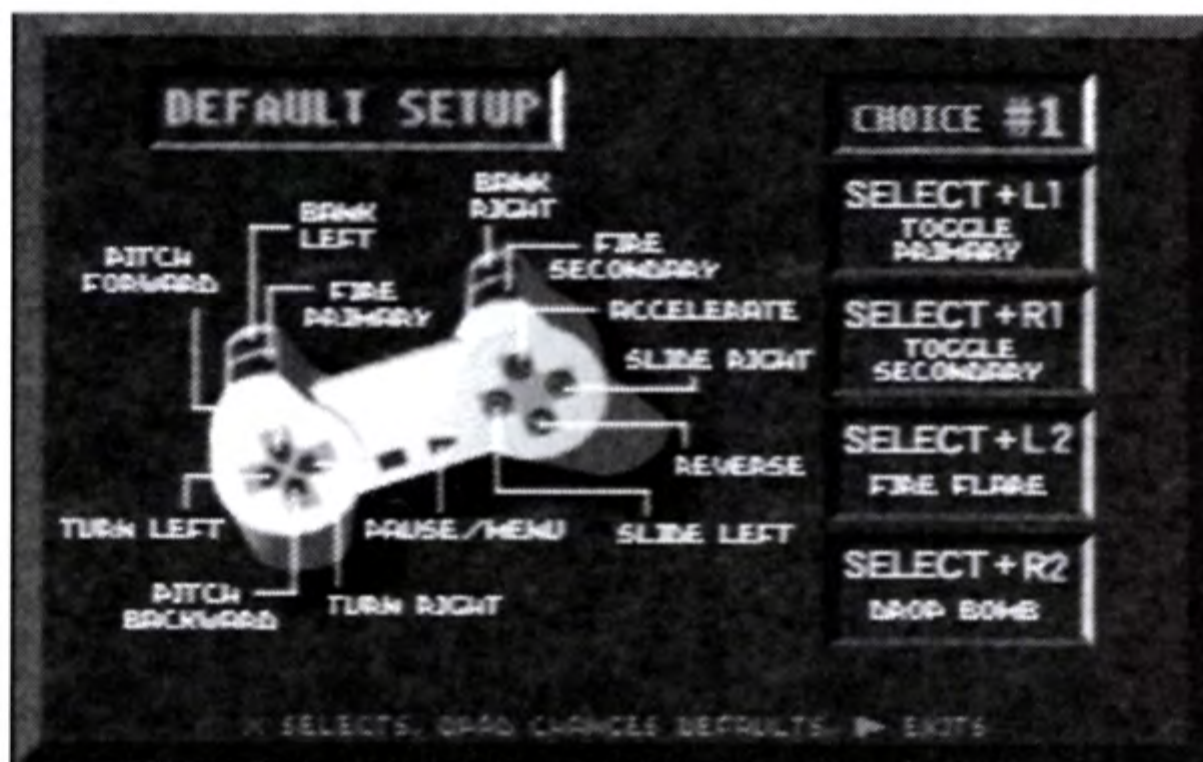
## Controls

There are two controllers that Descent supports on the PlayStation™. One is the "digital" pad that comes with your PlayStation™, and the other is an "analog" joystick that must be purchased separately. There are two ways to configure these devices; the first and simplest is to select one of the default configurations that we have already set up for you. There are two selections on Controls: preset and custom configuration.



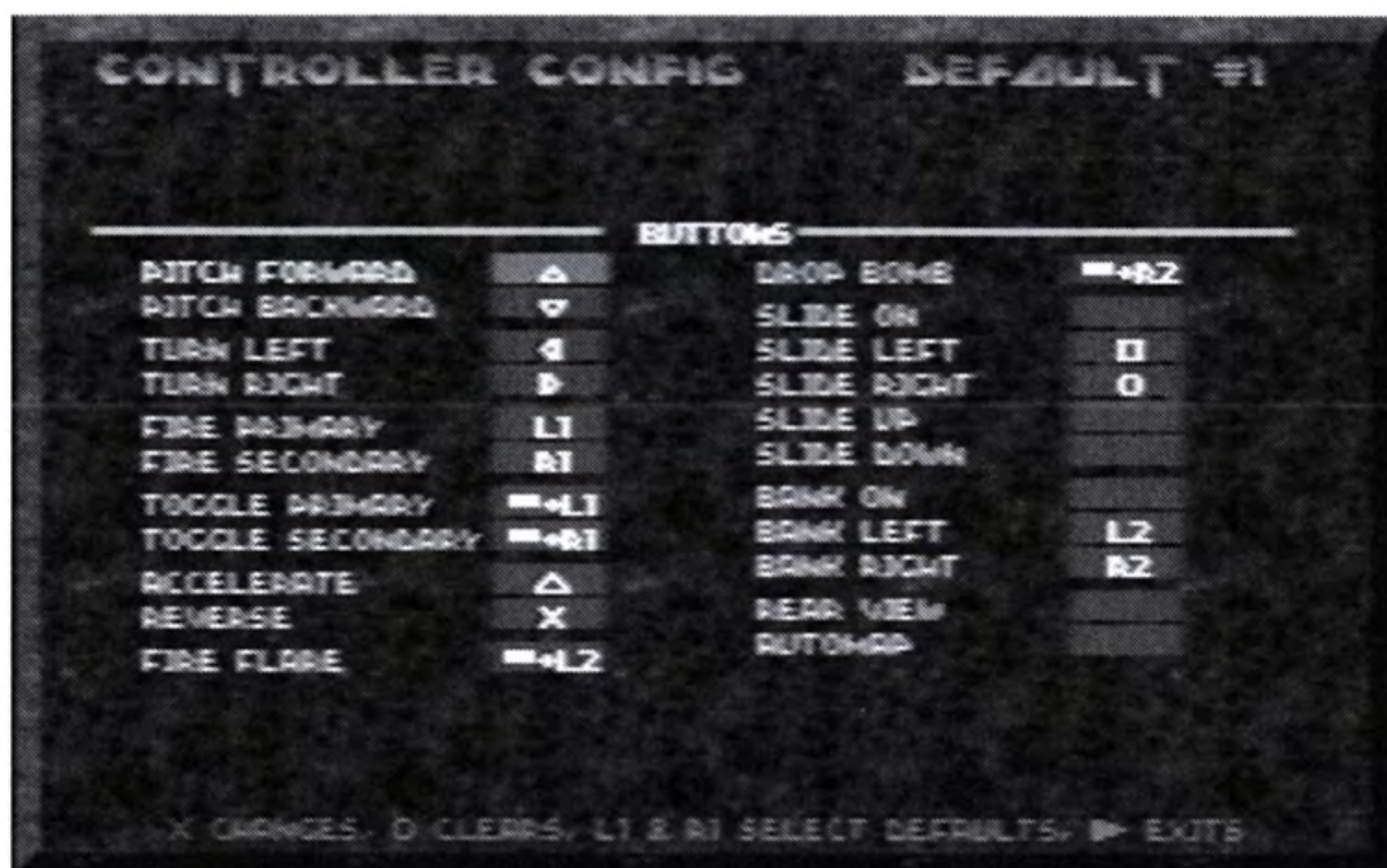


There are four default configurations for the pad and two default configurations for the joystick. To choose a default setting, select Control Pad from the Options menu (either within the Main Menu or by pressing Start within a game). To select from default options, select "Select From Defaults" in the Control Pad menu. The DPad flips through options; "Start" exits; "X" selects the controller option displayed. The next time you start a level, this choice will be encoded as part of your password. If you have a memory card, it will be saved the next time you save a game.



If the available settings are not to your liking, you can customize your own configuration. Use the Left/Right DPad to select the default choice which is closest to the configuration that you want to use. For each function that you want to change, use the DPad arrows to highlight the item and press "X" to change it. The very next button you press will be that setting. The only way to change it back to what you had selected is to press the originally set button. (Note: if the selected button was already being used as another command, its former place will become





blank and you may need to replace it.) To clear an item so that it doesn't have any buttons associated with it, move to it using the DPad and press "O" to clear it.

While this method allows more flexibility, it is not always the best choice. For instance, if you don't have a memory card available, you will have to re-enter your configuration every time you start up Descent. If you use a default configuration, your controller choice is saved in with your password-saved game — see "Saving Your Game" on page 14.

When done defining your layout, press "Start" to exit. The next time you save a game using the memory card, this configuration will get saved. However, if you do not have a memory card and are using a password save, only the default configuration that you started from will be saved with the password.

## *Playing Descent*

The first screen you will be presented with, after the introductory screens, is the Main Menu. The Main Menu contains a list of options you can choose from. To make selections, use the up/down arrows on the left keypad (the Directional Pad, or "DPad") and Press "X" to select any highlighted option.





**New Game**

Allows you to start a new game.

**Combat Game**

Opens a menu where you can choose to start or join a two-player game by way of Link Cable.

**Load Game**

Lets you resume from a saved game if you have a memory card — see “Saving Your Game” on page 14 of this manual.

**Enter Password**

Move around the screen with the DPad to make choices; to select the next digit in the password at the bottom of the screen, use the square or the circle on the right keypad. Press “Start” to escape or Press “X” to confirm a completed password.

**Options**

Activates the Options screen.

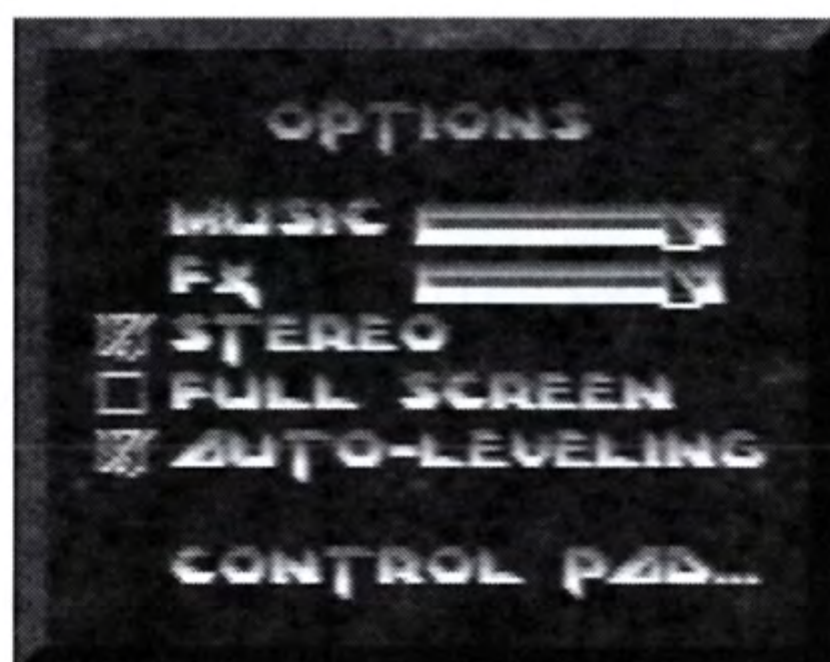
**Credits**

Displays the list of credits for the game; press any button to exit. Up/Down on DPad controls credits scroll speed.

## *Options*

A red checkmark in the box to the left of an option indicates that it will be activated in your current game; Press “X” to toggle a highlighted option on or off and Press “Start” to exit back to the previous menu. Left/Right on DPad toggles options as well.



**Music**

Lets you scale music volume up or down.

**Sound Effects**

Allows you to scale sound effects volume up or down.

**Stereo**

Allows you to toggle between stereo and mono sound and music.

**Full Screen**

Adjusts the size of your viewing field.

**Calibrate Joystick**

Fine-tunes your game control. This option is only available if you have plugged a PSX-compatible analog joystick into port 1.

**Auto-Leveling**

Turns Auto-Leveling feature on and off.

**Control Pad**

Takes you to the Controls menu. This option becomes "Analog Joystick..." when an analog joystick is present.



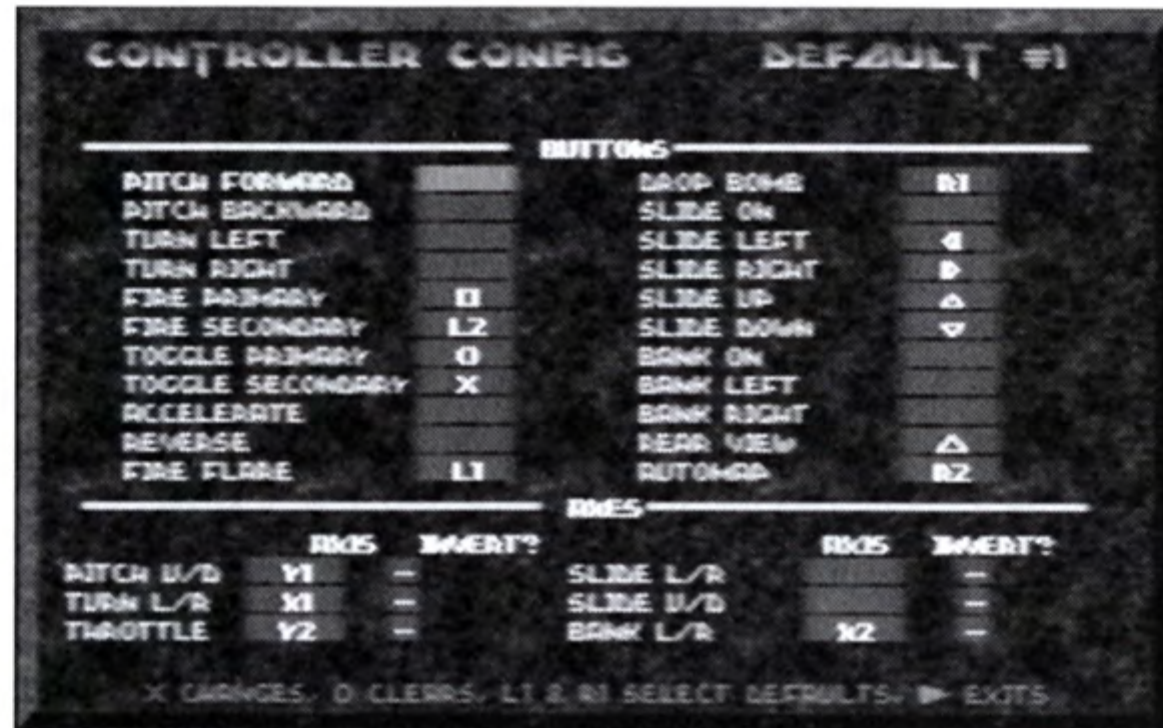
## STARTING A NEW GAME

To start a new game, select New Game, then choose your Skill level based on how much action you think you can take.

Each time you start a new game you're given an opportunity to meet with a representative from the Post Terran Mining Corporation and get the background on your mission. If you know your mission and want to bypass this meeting, Press "Start" or "X" to bypass the movie.

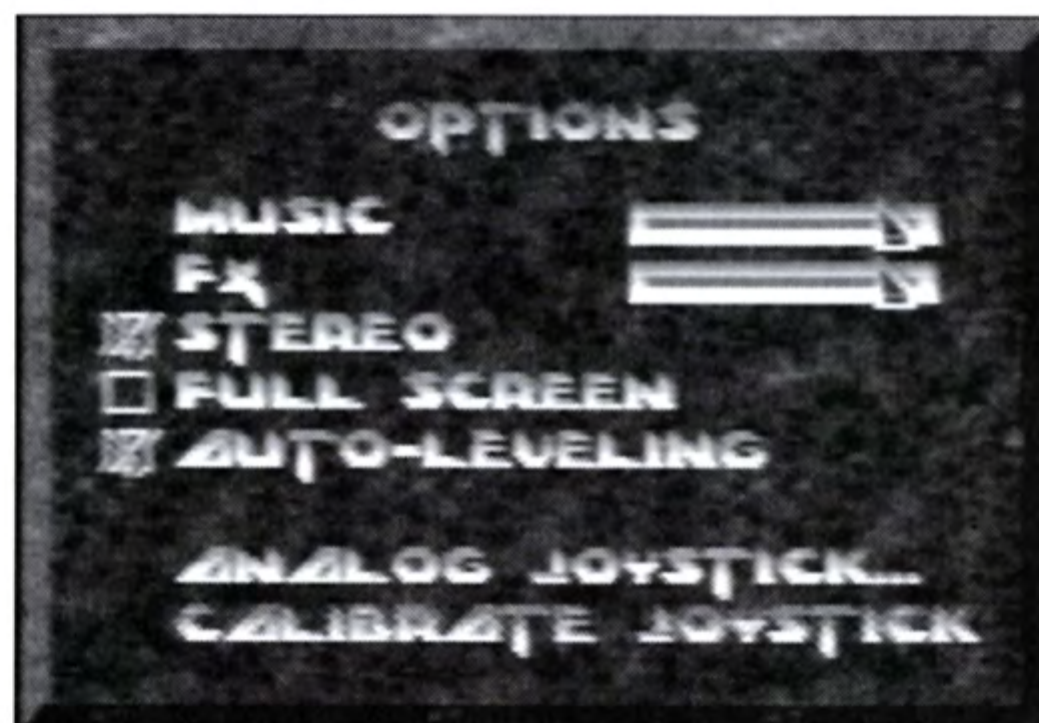


## JOYSTICK CALIBRATION



The joystick will need to be calibrated to work properly. To calibrate your joystick:

1. Make sure the joystick is plugged into controller port 1 on the PlayStation™.
2. Go into the “Options” menu.
3. You should see a menu item that says “Calibrate Joystick.” If you don’t see this menu item, make sure the joystick is installed properly, and that its mode switch is set to “Analog.”

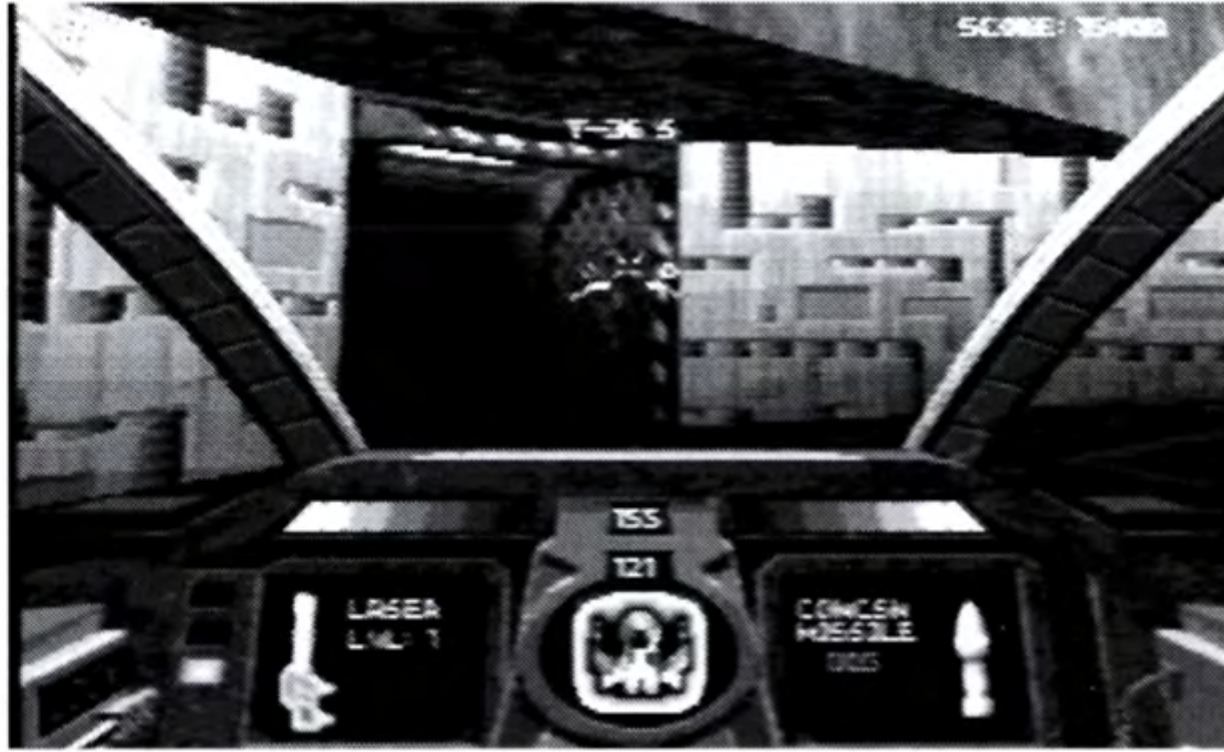


4. Select “Calibrate Joystick.” You should then move the sticks to all extremes — this means that you should move the stick to each corner in turn. After you have done this, release the joystick so that it can return to its center position. Then, while making sure the stick is still in its center position, Press “X” to finish the calibration.

When you save a game to the memory card, this calibration information will be saved.



## *In The Mines*



### **Rear View**

(Only available if assigned a button in your controls configuration.) Allows you to glance out the rear of your ship. Hold down the assigned button to temporarily look out the rear; when you release it you will return to the front view. If you want to switch indefinitely to the rear view, quickly tap the appropriate button.

### **Recharging**

At specific sites within every mine there are energy centers that will boost your ship's energy level. Although these centers will only boost your ship's energy level up to 100, it is possible to achieve a maximum level of 200 by collecting "energy packets" that are scattered throughout the mines. These energy centers have distinct gold walls with a sparkling energy field between them. See the "Mine Centers" section for more details.

### **Exhausting A Weapon**

If you exhaust a weapon, your ship auto-selects the next best one.

### **Your Ship As A Weapon**

The objects in Descent are "physical" objects; you can ram into something with your ship and possibly cause a response. For example, most doors can be rammed or shot open, while hostage doors must actually be fired upon until destroyed. You can conceivably ram something repeatedly to destroy it. If this happens to be a fighting method you've been reduced to, best of luck!



## Robots

There are many robots in the mines of the PTMC, originally designed to carry out the day-to-day hard labor required to keep the mines operational. Unfortunately, the invading force has created countless deadly variations of these formerly peaceful mechanical miners...if they can blast through solid rock, imagine what they can do to your little ship!



## Doors

There are a variety of doors that can be found in the PTMC mines. Most can be opened by either bumping into them or shooting them. There are some though, that can only be opened if you have the appropriate access key. Others can only be opened if certain actions are performed or the Reactor is set to self-destruct (i.e. the emergency exit). Hostage doors take several hits to destroy, and there are also hidden doors.

## Hostages

To rescue hostages, you must touch them with your ship to bring them safely aboard. Of course, you'll have fight through hordes of robots and blow down a few doors to reach them!



## *Mine Centers*

### **Energy Center**



Designed for “on the fly” replenishing of robots’ power cells. These sparking golden grids will also recharge your own power up to 100 units.

### **Robot Generators**



Automated centers that determine a mine’s needs and assemble robots from surrounding minerals and metals. Watch out for them, as they are very dangerous.

### **Main Reactor**



The power generator of the whole mine. Usually in a secluded place, far from the range of day-to-day mine mishaps.

## *Power-Ups*

Throughout the mines are caches of missiles and ammo that you can pick up to restock your supply, boosts for your energy banks and shields, and a number of additional power-ups and items designed to give you a fighting chance against your merciless opponents:

### **Access Keys**



These allow you access to the different security levels of the mines. Color-coded to match the doors they open.

### **Energy Boost**



This will give your energy banks a boost, up to 200 units max. (Energy Centers can deliver recharge up to 100 units.)

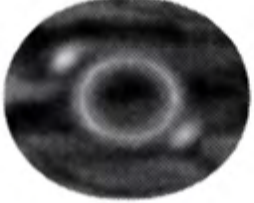


## **Shield Boost**



Gives ship's shields a kick. By getting shield power-ups, you can get your shields up to a maximum of 200 units.

## **Cloaking Device**



Gives ship cloaking ability for a limited time.

## **Invulnerability**



Makes ship invulnerable for a short time.

## **Extra Life**



Gives you a bonus life.

## **Laser**



Laser cannons have four power levels. The laser power-up will give you the next available level.

## **Quad Laser**



This power-up will modify your existing laser system to fire four bolts instead of the standard two.

## **Vulcan Cannon**



This weapon rapidly fires explosive-tipped shells.

## **Vulcan Ammo**



This gives you more ammunition for the Vulcan Cannon.

## **Spreadfire Cannon**



Fires a spread of energy at your target.

## **Plasma Cannon**



Fires bursts of supercharged plasma.



## **Fusion Cannon**



Fires destructive blasts of energy directly from the ship's fusion reactor. Holding down the Fire button will charge up the Fusion Cannon until you release it. This can double the damage, but can also damage your ship if you hold it too long.

## **Concussion Missiles**



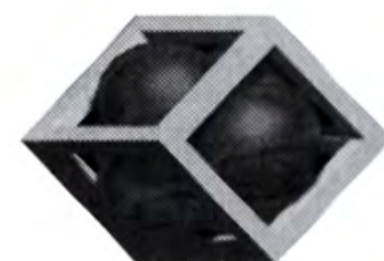
All-purpose dumbfire rockets. Come singly or in packs of four.

## **Homing Missiles**



Same size warhead as Concussion Missiles, but have a tracking device that can follow a target around most turns. Come singly or in packs of four.

## **Proximity Bombs**



These bombs are dropped behind your ship, waiting to explode when something gets near. Can be armed as a secondary weapon, or dropped directly by hitting the appropriate button if you assigned one to Drop Bomb in your configuration.

## **Smart Missile**



When this missile detonates, it sends out tracking bomblets of heated plasma after the surrounding targets.

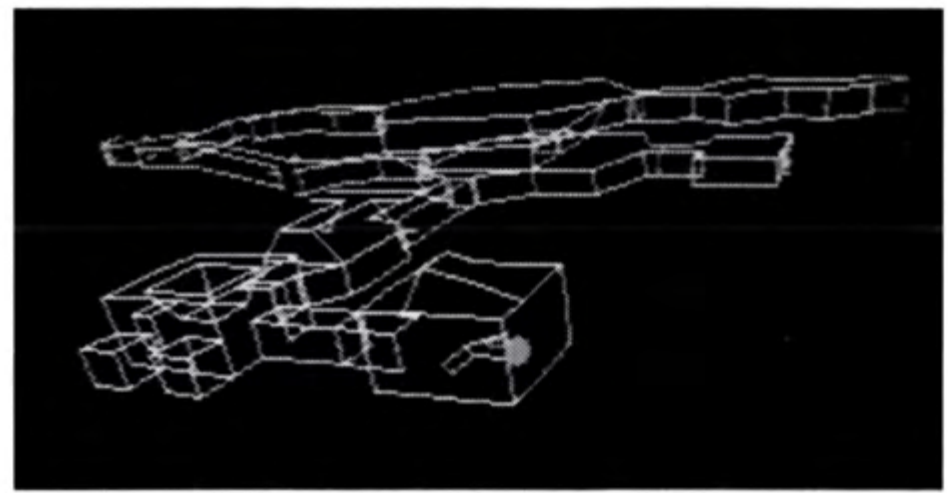
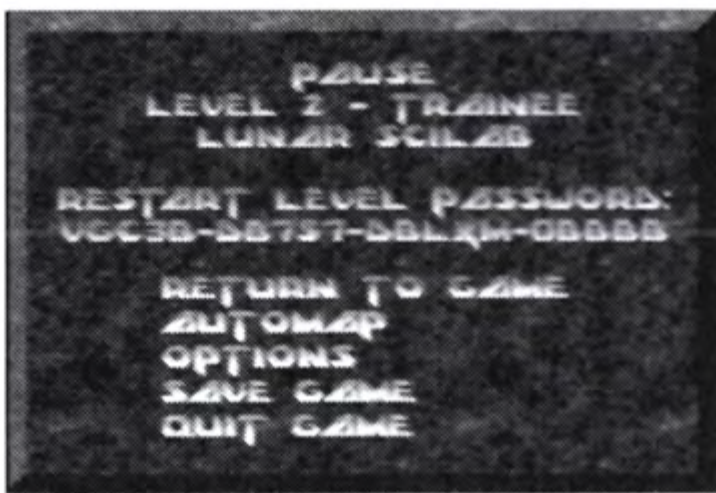
## **Mega Missile**



Stand back when firing this earthshaker!



## *In-Game Options*



Press Start at any point in a game to pause the action and enter the Options Menu. You can maneuver through the menu by using the up/down arrows on the DPad. Select the following options by pressing “X”; to exit back to your game, press “Start.”

### **Return To Game**

This option is self-explanatory. Select it to return to game.

### **Automap**

The Automap keeps track of places you’ve been. As you move through new territory, your progress is drawn in by the Automap. To view the Automap from any angle, use the DPad to rotate the image any which way you like. To close the Automap and return to the action, press Select.

- The center blue object is your ship.
- Green objects are hostages — you will be able to see these long before you can find your way through the labyrinth of mines to rescue them.
- The purple lines sketch out the mine’s entrance.
- The red, yellow and blue walls are locked doors. These doors require the use of corresponding color-coded access keys for passage. Red, yellow and blue objects represent key locations.
- Yellow areas are refueling stations.
- The Red area is the Reactor.
- In Cooperative Mode, your teammate appears as a colored object marked with a directional arrow.



## Options

The same basic set of options offered in the Main Menu: Music, Stereo, Full Screen, and Auto-Leveling.

## Save Game

Allows you to save your game (this option is only available with a memory card). See "Saving Your Game" below.

## Quit Game

Allows you to quit your current game and return to the Main Menu. Use your DPad to select yes or no (Y/N) and press "X" to make your selection.

## *Saving Your Game*

There are two ways to save your progress and configuration in Descent: password and memory card. If you do not have a memory card, then you must save your game using a password. However, to maximize your Descent experience, we highly recommend using a memory card. With the memory card, you can save and restore your progress quickly at any point. This allows you to progress to higher levels much faster, as there's no need to replay the beginning portion of a level when you restore your game. And you'll never need to reset your configuration or retype that 20-character password.

## **PASSWORD SAVE FEATURE**

Each time you start a new level, a unique password is created that contains the current level number, limited configuration information, and the highest level that you've been on. Start a new level after changing any configuration items in order for them to get saved.

To save your game, press Start while playing to display the Pause menu. The password is displayed near the top of the menu. Write the password down, and check it for accuracy. *If you accidentally mistake a B for an 8, you will not be able to enter the password correctly!* It is recommended you write it



down twice, carefully double-checking it each time.

To restore your game at a later point, select "Enter Password" from the Main Menu. Then, use the DPad to select each letter. To move to the next character of the password, press the "O" button. To back up, press Square. Once your password is complete, press "X" to accept. If you get an "Invalid" password message, correct any mistakes and re-enter it.

## **MEMORY CARD SAVE FEATURE**

While in the game, make sure you have a card inserted into either slot. Then, select "Save Game" from the Pause menu. You can then select one of five slots to save your game under.

If there is no space available, then you must either overwrite an existing saved game or go into the "Erase Files" menu and erase some other files. *You must be very careful when erasing files because you can delete information that some other game has stored on the card.* A better solution is to use the memory card manager that is accessed by turning on your PlayStation™ with no CD in the CD tray to delete files.

To restore a game, select "Load Game" from the main menu. Select Memory Card 1 or 2, then simply move to the saved game that you want to restore and press "X".

## *Link Cable Operation*

To play against or with another player, install a Link Cable between the two machines, following its own instructions. Start Descent on each machine and have each player select "Combat Game" from the main menu. The screen will display a message saying "Waiting for remote player" while it validates the connection. If you wait for more than 15-20 seconds with no connection, press "Start," then "X" after message to return to the Main Menu. If setup still fails after retrying this procedure a few times, turn off both machines and make sure the cable is connected properly on both of the machines. If it still doesn't work, call our Technical Support line.



Once you get connected, select "Start Game." One of the players will then be asked for the various game parameters:

## MISSION

This lets you choose which mission file to use. There are three "missions" in Descent:

### **Descent: First Strike**

The normal 27 Descent levels. These can be played in all modes but are best played in "Cooperative" mode, so that you and your friend can blast away at the robots together.

### **PSX Anarchy**

A set of five small levels designed for fast and furious action which can be played in Anarchy mode only. These levels are small enough that it is very easy to hunt your opponent down.

### **Total Chaos**

A set of five levels designed for anarchy-only action like the "PSX Anarchy" levels, only far more complex. Experienced players will find these more challenging because increased complexity over small levels adds a more strategic element.

## DESCRIPTION

The description is the name that both players will see in their Combat Game menu.

### **Level**

This can be any valid level for the mission you have loaded. Play will begin on the level selected and can continue to the other levels as play progresses.

### **Mode**

Mode determines the type of game that will be played:

**ANARCHY** is a player-only battle to the death, where the goal is to hunt down and destroy your opponent.



**ROBO-ANARCHY** is the same as Anarchy except that, in addition, there will also be robots in the game trying to kill any player they find. The goal is still to score a kill on your fellow player.

**COOPERATIVE MODE** lets you team up with the other player to destroy all of the robots in the mine and complete the level. The goal: to get the highest score by killing robots, rescuing hostages, and escaping the mine after destroying the level Reactor.

## Difficulty

Determines several factors, from robot awareness and deadliness to time for mine destruction countdowns. The farther the slider is to the right, the tougher the game. Once the parameters are chosen, the person starting the game presses Start to begin the action. Some special rules apply only to Link Cable Descent games:

- When you fire a secondary weapon, a new power-up of that type is created at random somewhere in the mine — this keeps the total number of secondary weapons in the game constant. If you see a weapon suddenly appear in front of your ship, consider yourself lucky! Replacement power-ups are also created when the effects of an Invulnerability or Cloak power-up wear off. Concussion Missiles are the only secondary weapon not replaced. This replenishment does not occur in cooperative games.
- When you bring up menus, the action does not stop as it does in one-player games. While you're viewing a menu, your ship remains vulnerable to attack by the other player...and by the robots. It's a good idea to find a quiet spot to hide in if you need to examine the Automap or reconfigure your controls. If you are attacked while in a menu or if the reactor is about to explode, the menu will automatically abort so you can deal with the problem.
- Weapon power-ups are single-use only. When you kill the other player, the weapons he/she is carrying are ejected as power-ups for you to take.
- Other options include "Time Limit" and Show Opponent."



## *Walk-Through*

- *Material Defender this is PTMC Security One.*
- *Prepare for descent insertion Level 1.*

PTMC Security One, please give flight systems configuration and mission briefing before descent insertion.
- *You weren't given a mission briefing?*

No, PTMC Security One.
- *How many missions have you flown, son?*

Thirty seven...simulated.
- *Great... why me? I always get the nubies. No offense, son.*

None taken, sir.
- *You don't have to call me sir, my name's Russ. What's your handle?*

Horus, sir...I mean Russ.
- *Relax. Now, about your configuration. What does your control panel look like?*

I have a control pad in front of me. All of my simulators had a flight stick in them, Russ.
- *O.K. You're flying an older model PyroGX with Default Configuration 1. Don't worry, they pack as much punch as the new ones. I flew one for 20 years.*

Wow...
- *This will be easy to use. See the left side of the pad in front of you with the directional arrows? That is your main controller. It's just like a flight stick, the up pushes your nose down and the down pulls your nose up. The left and right bank left and right.*

That seems simple enough.
- *Yep, it is. Now do you see the "L 2" and "R 2" buttons? They roll you counter-clockwise and clockwise. That will help you get re-oriented if you flip upside down.*

OK... but how do I select my weapons?
- *Your weapons ordinance selection is linked with your weapons firing buttons. The L 1 button fires and Select + L 1 arms*



*your guns. Your lasers are the first weapon. These are the primary guns for the Syssyx. Beyond that you can pick up additional weapons in other locations including: the Vulcan cannon, the spreadfire cannon, the plasma cannon, and the fusion cannon.*

What is the "R1" button for?

- *Those are your long-range ordinance; your missiles. The Syssyx comes armed standard with dumbfire concussion missiles. Additional missiles the ship can pick up include, homing missiles (if you get them); proximity bombs (you can also drop these puppies using Select + R2 button); smart missiles; and mega-missiles (good old earth-shakers).*

Frag! These can carry a lot of ordinance.

- *Darn straight they can. One thing: If you pick up what the ship's system considers a higher-level weapon, it will automatically switch to it. That's troublesome at times.*

Great...now how do I move this baby around?

- *You see the Triangle button and X button in front of you? Those are your forward and reverse. The Triangle button accelerates forward and X button moves you in reverse.*

Interesting...now what does Select + L2 do for me?

- *That allows you to shoot out a flare. They'll illuminate any dark corridors, but they only last a while. They also drain shot energy so be careful and don't go hog-wild with them.*

Okay....so how do I bring up my map?

- *Just hit the Start button. That will bring up the ship's computer menu. Highlight the automap and press your X button to go into the map. Once there, the directional pad will let you rotate the map around. Your Accelerate and Reverse buttons (Triangle and X on this configuration) zoom in and out of the map. If you press the Start button while here it will bring up a help menu, too.*

Hopefully your ship isn't moving around when you do this, right?

- *'Course not, son. One last thing — the Square and Circle buttons.*

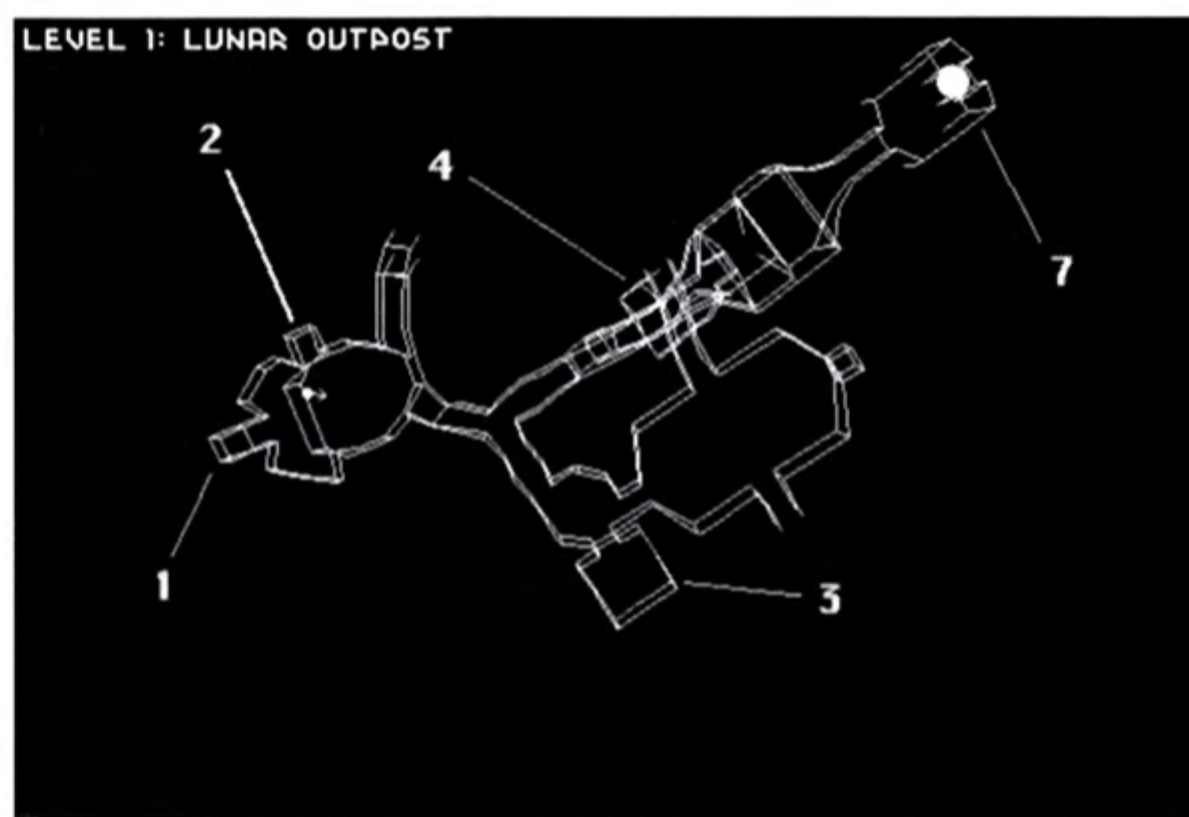


Oh yeah, what do they do?

- *They allow you to slide left and right. That comes in real handy in a fire fight. You can use that to dodge missiles and other incoming attacks. You can do that while you are moving forward, too!!!!*

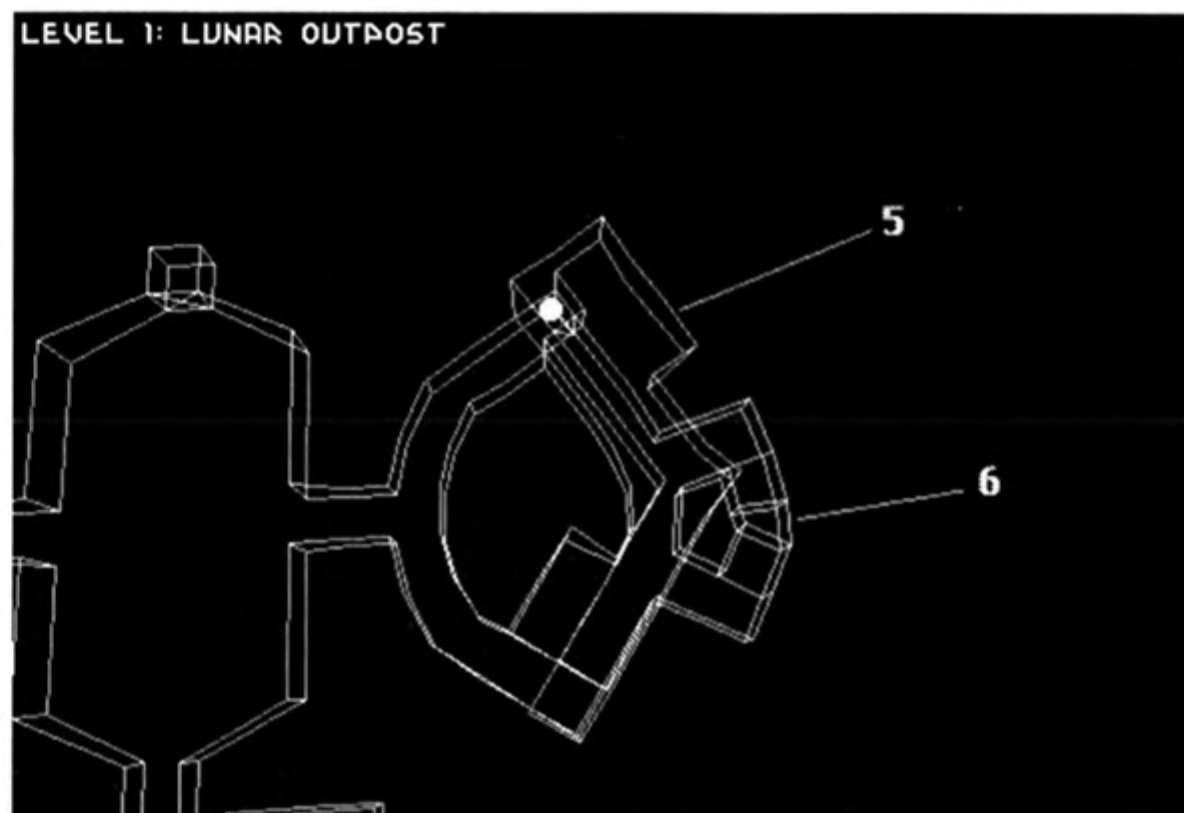
Roger that. The Syssyx seems pretty easy to fly.

- *That's why I flew one for 20 years, son. Now here is a look at Lunar Base 1.*



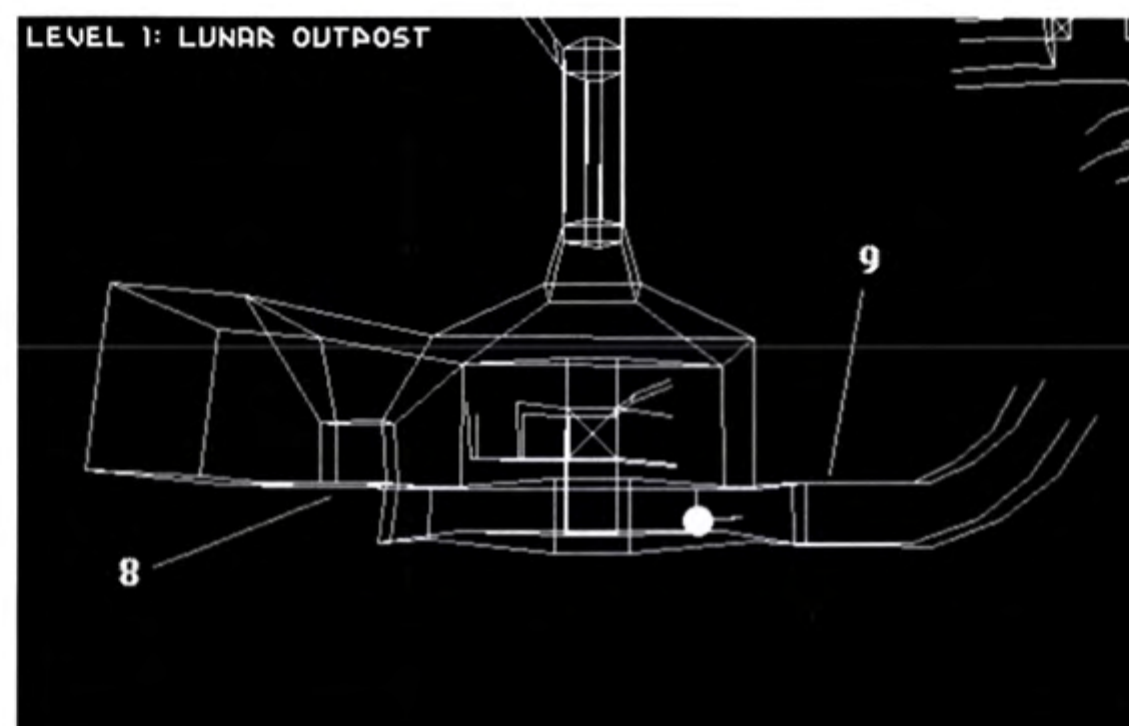
- *Point 1 — That is where descent insertion will place you.*
- *Point 2 — Security door to reactor room. This requires a red security pass.*
- *Point 3 — This is where some PTMC miners are being held by the bots. We don't know why they're being held, but you should make an effort to pick them up. The company has a lot of time and money invested in training them for their jobs; blowing them up with the reactor isn't going to score points with the suits upstairs.*
- *Point 4 — These are a pair of undocumented passages in the regular mining maps. Security puts these in for emergency situations. The entrance points are on the ceiling. Shoot them or bump them and they will open up. This leads to Point 5.*
- *Point 5 — As I said, the folks in security stash contingency equipment in case of emergencies. Up here you will find some Vulcan cannon ammo and a four-pack of homing missiles.*





- *Point 6 — This is a refueling center. You should always locate these in any mine. They will recharge the capacitors for your energy weapons, including lasers.*
- *Point 7 — This is where intelligence currently places the passcard for the security door at Point 2.*
- *Point 8 — This is the reactor. It takes about 10 shots to set it to blow. When it goes you'll have between 30 and 45 seconds to get out. One warning: the 'bots have set the reactor security measures to shoot at any corporate equipment, including your ship.*
- *Point 9 — This is the emergency exit. It will only open after the reactor starts its self-destruct cycle. When the countdown starts, this is the only way to the surface. If you don't make it, you, your ship, and any miners you rescue will be blown to atoms. Note of caution: this one is easy to find, others will be harder. I've seen men die 'cause they don't find this before setting off a reactor. So you should really find the exit before setting the reactor to go.*

Got it, Russ. This will be a cake-walk.





- *Don't get so cocky, son. That's what the last Material Defender said.*

What happened to him?

- *He didn't come back.*

Oh...

- *Good luck, Horus. Kick the drek out of those 'bots and may the...oh, never mind, you're too young to remember.*
- *Get ready for Descent insertion level 1!*



## *Questions & Answers*

You should have no troubles running Descent. Just in case you do have some issues, here are some tips:

***Q: Why doesn't my joystick respond to the game?***

Be sure you have the joystick plugged in to controller port 1, its mode switch set to Analog, and that it's properly calibrated.

***Q: Hey! Why did some of my power-ups disappear?***

Certain power-ups will remove themselves from the game if they've been around four or five minutes. This only happens to Concussion missiles, Energy power-ups and Shield power-ups dropped by a dead player.

***Q: I tried everything but I'm still stuck!***

Don't panic. Read through the Customer Support section on page 24. Interplay's Customer Support department will be happy to help with any problems you may have.



## *Credits*

**Original Design**

Mike Kulas  
Matt Toschlog

**PlayStation™ Programming**

John Slagel

**Additional PlayStation™ Programming**

Neil Day

**PlayStation™ Artwork**

Adam Pletcher

**Original PC Version**

Matt Toschlog  
Mike Kulas  
Josh White  
John Slagel  
Adam Pletcher  
Che-Yuan Wang  
Mark Allender  
Robert Huebner  
Mark Dinse  
Jasen Whiteside  
Chris O'Connor  
Eric Brosius  
Scott Bennie

**For Interplay Productions:**

**Executive Producer**

Alan Pavlish

**Producer**

Jacob "Rusty" Buchert III

**Line Producer**

Raphael Hernandez

**Director of QA**

Jeremy S. Barnes

**Assistant Director of QA**

David L. Simon  
Jim Boone

**I.S. Coordinator**

Darren Momahan

**Cinematics**

Michael Sherak  
Perry Scalf  
Adam Pletcher

Sherer Design Associates

**Cinematic Music**

Mark Morgan

**Cinematic SFX and Mixing**

Charles Deenen

**Cinematic 3D sound enhancement by**



S P A T I A L I Z E R .

**Voice Director**

Michael McConnohie

**Voice Editing**

Craig Duman  
Sergio Bustamante  
Chris Borders

**Music**

"Haunted"

Written by Peter Steele

Performed by

Type O Negative

Courtesy of

Roadrunner Records

-----

"Glut"

"Ratz"

"Rusty"

Music Performed by

Ogre of Skinny Puppy  
and Mark Walk

Ogre appears courtesy of  
American Recordings

-----

Johann Langlie

Brian Luzietti

Zorch!

Larry Peacock

Leslie Spitzer

**Music Mastering**

Masterworks

**Sound Effects:**

Mike Reagan at  
SoundDelux

Gregory Allen  
Charles Deenen

**Voice Post Production:**

Charles Deenen

**Lead Testers**

Alan Barasch

Larry Smith

**Assistant Lead Tester**

Jeff Woods

**Testers**

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Aaron Meyers  
Aaron Olaiz  
Chris Keenan  
Daryl Guetzkow  
Darrell Jones  
Phuong Nguyen  
Steven Thesken  
Savina Green  
Jim Dunn  
Quinn Summers  
Amy Mitchell  
Chris Peak

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Pole To Win

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Hiroshi Takano

Naoto Watanabe

**Special Thanks:**

Dan Burnash and  
"Angus" Bill Guschwan

Virtual

Communications, Inc.

Kazuhiro Ami

Media Box

Elisha Borin

**DESCENT™**

by Parallax Software



## *Customer Support*

If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at:

Interplay, 17922 Fitch Avenue, Irvine, CA 92714 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal (Pacific time) business hours at (714) 553-6678.

Please have your system information available, or better yet, try to be at your PlayStation™. The more detailed information you can provide our support personnel, the better service we can provide you.

### **Hintline**

Although hints are not available for this game, hints are available for other Interplay games. You can reach our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). For this service, the charge for the first minute is \$1.25; \$.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

If you have a modem, you can reach us at the following:

**The Interplay BBS:** We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to [bbs.interplay.com](http://bbs.interplay.com). This is a free service (excluding toll charges).

**America Online:** You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

**CompuServe:** We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMB PUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMB PUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

**GEnie:** We are located in the Games RoundTable by Scorpia, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

**PRODIGY® Interactive Personal Service:** You may send mail directly to us. Our ID is "PLAY99B".

**Internet:** You can reach Interplay by sending Internet E-mail to "[support@interplay.com](mailto:support@interplay.com)". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "<http://www.interplay.com>" or you may ftp to [ftp.interplay.com](ftp://www.interplay.com).



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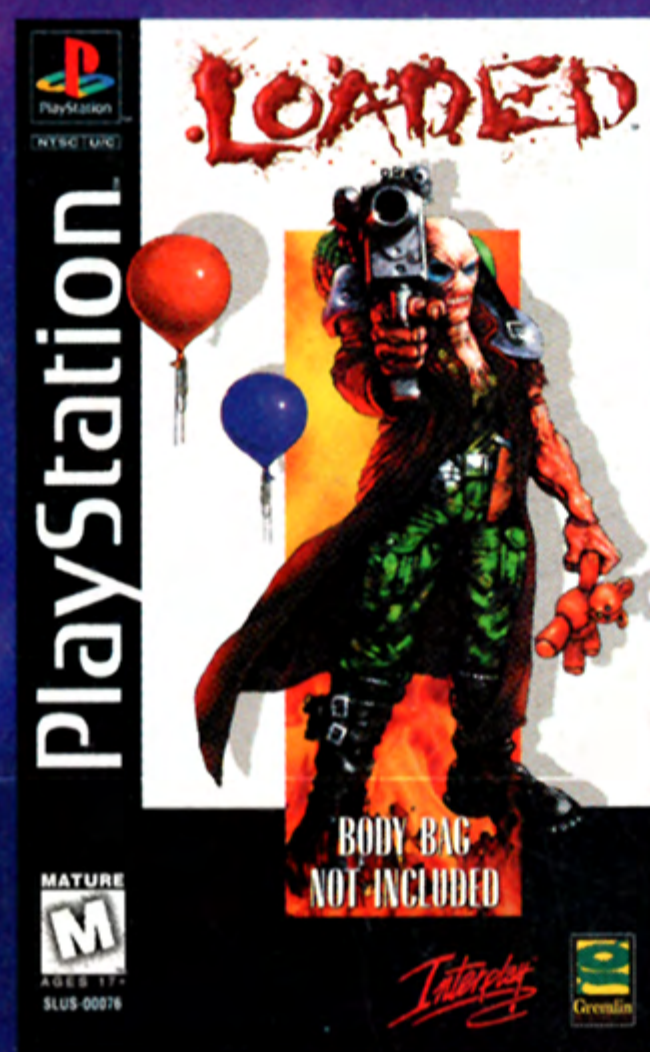
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In the year 2027, it stands as the instrument of humanity's destruction.



Take on the psychotic persona of one of six chronically pissed off homicidal mutants and blast out of the brutal planet RAULF so you can slash and splatter your way across a lawless and unforgiving 3-D morphing galaxy.

**“What exactly does Game Pro think of (Loaded)?  
“Awesome” would be a good word.”** *Game Pro (U.K.)*

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