



NTSC U/C

PlayStation™



SLUS-00541
FF16712000

REC CALIBUR

2555 A.D.

The Future Is About
To Become History



WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

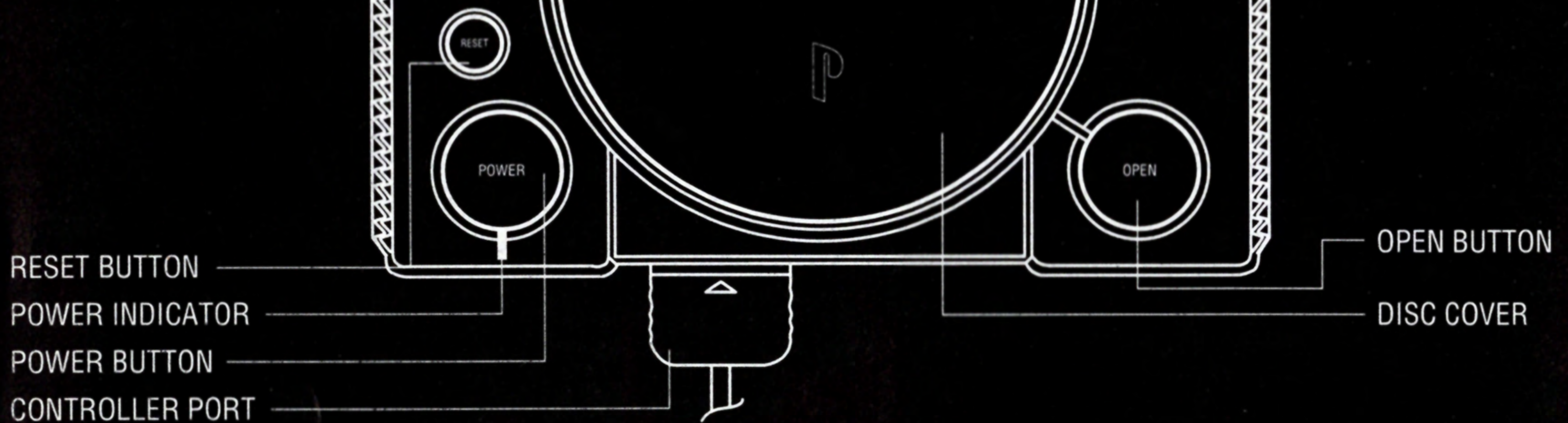
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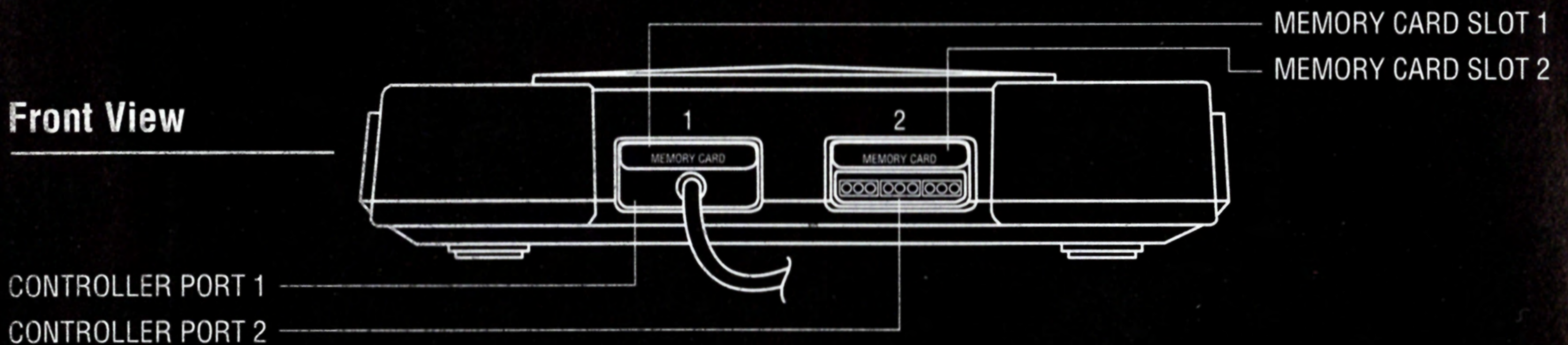
Starting the Game

Console

Top View



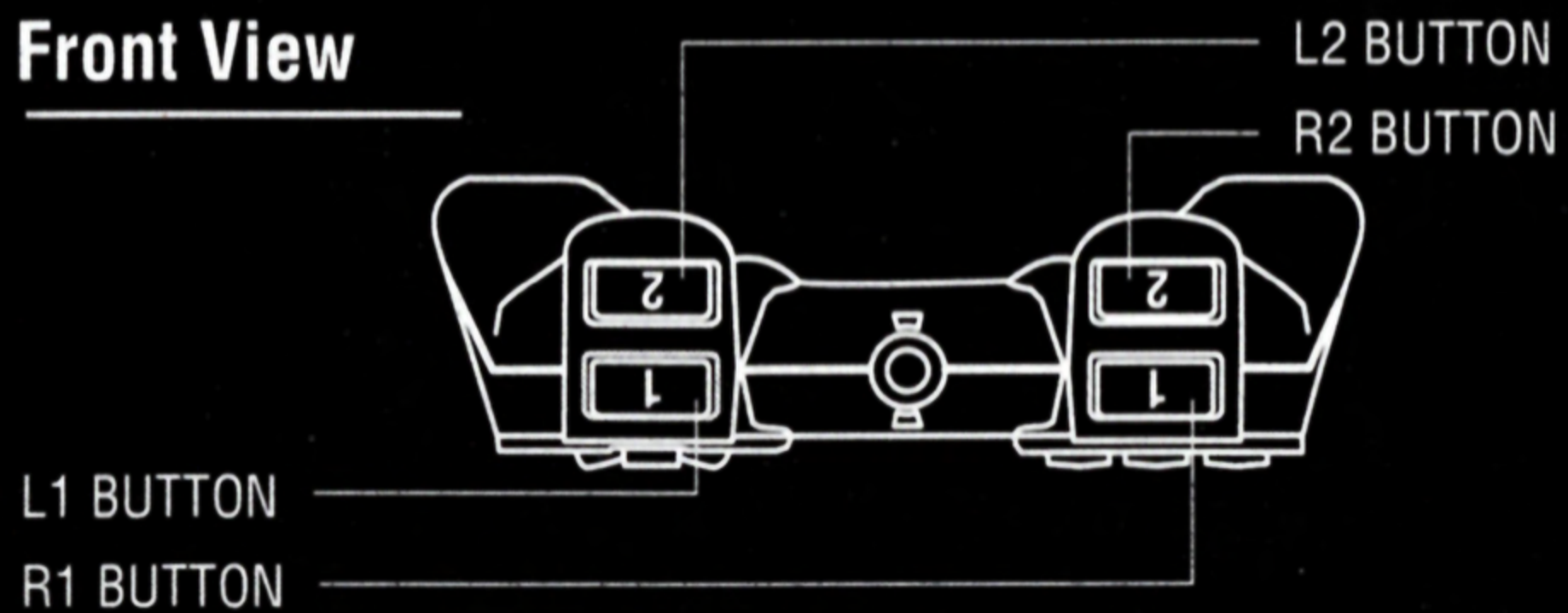
Front View



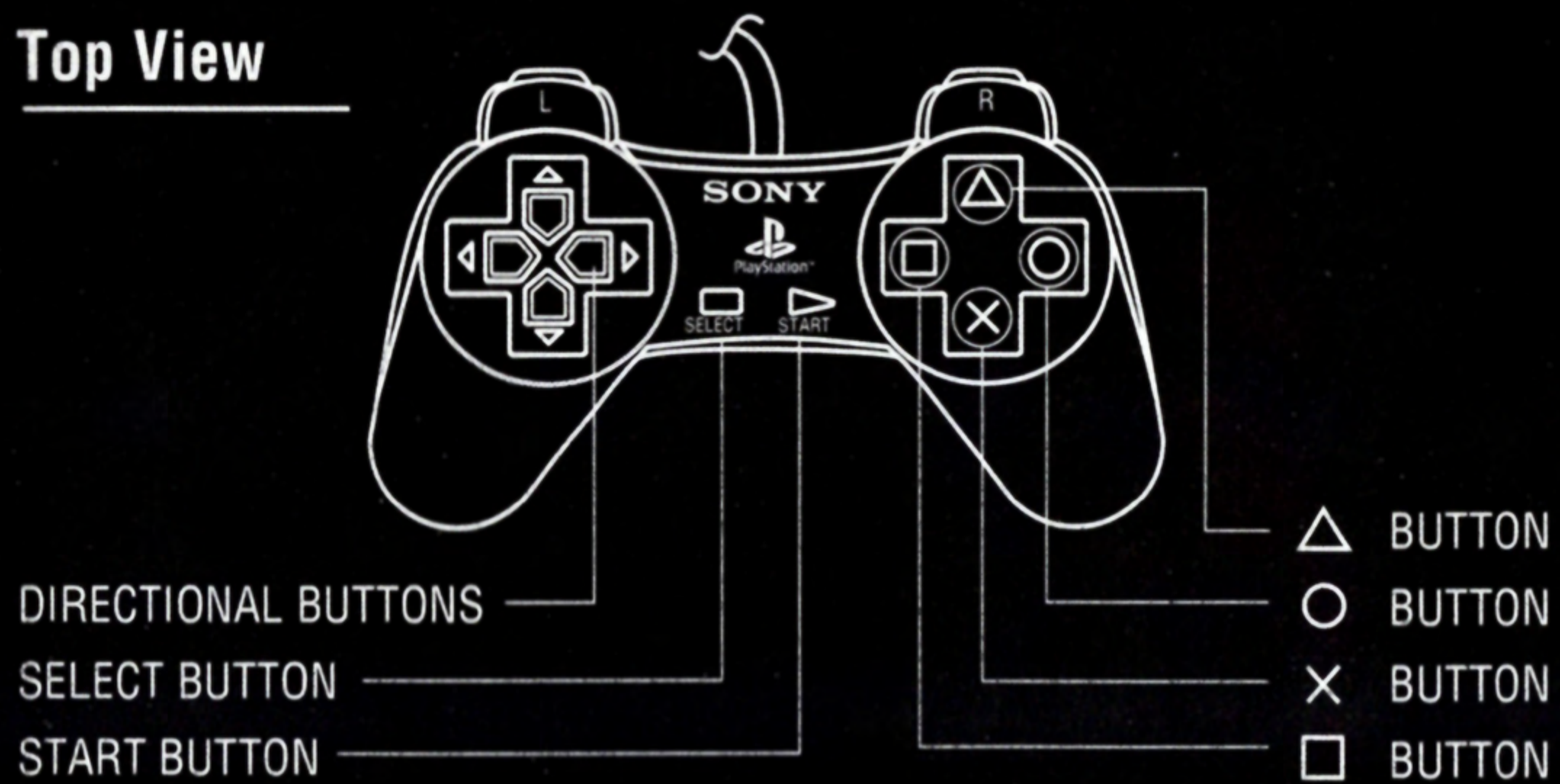
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Excalibur disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions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

Controller

Front View



Top View





EXCALIBUR

2555A.D.

Introduction

The legend of Excalibur, the magical sword known for uniting men and bringing peace to mankind. The legend is centered around King Arthur and Camelot. Excalibur was used by Uther Pendragon to make peace and declare himself king. His son, Arthur, pulled the sword from the stone where Uther had placed it moments before his death. Arthur used Excalibur as an icon of peace for his people, who greatly revered and respected it. The sword now lies deep at the bottom of a still pool, somewhere in England.

Today. A meteor was spotted by an amateur astronomer, 18 months before it was to hit Earth. A massive evacuation attempt began to save the human race from certain extinction. Millions of people were shipped away from the impact area to the opposite side of the world. This was not enough. The impact would send such an enormous shock wave around the world that life on the surface would be impossible. Hundreds of shafts were dug, with arms reaching out for hundreds of miles, forming small underground cities.

Never in the history of the human race had such a massive operation been undertaken. Many areas couldn't be evacuated in time and hundreds of millions of people were left to face the impact in their makeshift underground shelters. They did not survive.

450 years later. Salto, by far the largest of the underground cities, had become home to millions of people. Their unique society, made up of three distinct levels, ranged from the uneducated and very poor to the all-powerful Elysians.

The Elysians' leader, the megalomaniacal Delavar, used their advanced technology to build a time transporter. His plan was to go back in time to steal Excalibur and use its mystical powers to increase his domination.

Delavar's men, the Kala, were sent back in time to steal the sword. They stormed Camelot with a barrage of laser cannons and other technologically superior weapons. Many of Arthur's men were killed in the futile attempt to stop the Kala knights. Excalibur was stolen, and the Kala returned to their own time before the portal closed.

Merlin the magician was furious. He spent many hours concocting a spell to create a one-way time leap to the location of the stolen sword. Beth, his niece, reluctantly volunteered to be the spell's subject. No one else trusted Merlin's hastily rigged experiment to work. Beth was sent to find Excalibur and somehow return using the same technology the Kala knights had used. Her success was essential, not just for the sake of the King of England and his people, but for what the future might hold with the power of Excalibur in the hands of the Kala.

The Game

In the game you will play the part of Beth after she has been transported to the future. You will know nothing about where you are or who you will meet. Using your skill and patience, you must find Excalibur and return to the time from which you left.



You will be able to collect a number of items along your travels, which can help solve the problems you will face. You must try to obtain as much information as to the whereabouts of Excalibur as you can from the people you meet. Some may be more willing than others. Some may ask you to trade or perform tasks before giving you the information or object.

Game Controls

MENU CONTROLS:-

Directional buttons,

Up Move the menu highlight up
Down Move the menu highlight down

X button Select the highlighted menu option

▲ button Return to the previous/main menu

STANDARD CONTROLS:-

Directional buttons,

Up Walk Forward

Down Back Away

Left Turn Left

Right Turn Right

X button Interact: press when in front of another character to interact with them or to pick up objects and activate switches.

■ button	Run: hold down in conjunction with the Directional buttons
● button	Use: Beth will use the item which she is currently holding, provided that she is not in Fight Mode.
L1 button	Zoom camera: press to set the level of zoom on the automatic camera
L2 button	Change camera: press to change between the available camera views
R1/R2 button	Fight mode: press to enter or leave fight mode (see below)
START	Pause/Unpause: you can reset the game to the title screen while paused by selecting QUIT .
SELECT	Display the Inventory (see page 9)

FIGHT MODE CONTROLS:-

Upon entering Fight Mode, by pressing the **R1/R2** button, the Controller buttons change to the following:-

Directional Buttons,

Up	Creep Forward
Down	Step Back
Left	Turn Left
Right	Turn Right

× button	Block
■ button	Back-handed slice
● button	Fore-handed slice
▲ button	Overhead slice/chop

All of the other buttons remain unchanged. To leave Fight Mode and return to the Standard Controls, press the **R1/R2** Button.

Main Menu

- Begin** Press X button to start game.
- Password** To continue the game from a different level, select this option. On the password screen use the X, ■, ●, ▲ buttons to enter the code. Press the **START** button when you have entered the desired code. You will be informed if the code is correct.
- Options** From this screen, you can change several of the in-game options. You can also toggle between a number of different pre-defined Controller set-ups. Use the Directional buttons **Up** and **Down** to select the different options, then use **Left** and **Right** to alter them.

The Game Screen

- Energy** Your energy is shown by the sword icon at the top left of your screen. As you sustain injuries from fighting, or by any other means, the sword will fade from the tip. You can replenish your energy by picking up food or water on your travels.
- The more injuries you sustain, the less energy you will have. When your energy reaches critical levels, the sword will start to flash red. Finally, when you have no energy left, you die, the game is over and you have failed in your quest.
- Compass** In the top right corner of the screen, there is a compass which will tell you the direction in which you are facing.

The Inventory

While in the game, press the **SELECT** button to enter and leave the inventory screen.

The inventory screen is split into 4 main sections. Clockwise, from the top left corner, these are **The Items Box**, **The Map Box**, **The Spell Book** and **The Combination Box**. You can switch between the first three sections by pressing the **■** button. The active section is shown by a colored border.

The bar on the bottom of the screen shows what is currently selected.

THE ITEMS BOX:-

- | | |
|---------------------|---|
| Directional buttons | Use these to scroll between the available items. |
| X button | This will move the currently selected item to The Combination Box. |
| ● button | This will place the currently selected item into Beth's hand so that she can use it. The item will now spin to indicate this. |
| ▲ button | This will remove the currently selected item from The Combination Box. |

THE MAP BOX:-

- | | |
|---------------------|--|
| Directional buttons | Use these to scroll the map.
Only areas which have been explored will be shown. |
| L1/R1 buttons | These will zoom the map in. |
| L2/R2 buttons | These will zoom the map out. |

Beth is shown as a white block. Other characters are shown as red blocks. Doors are indicated by small white blocks. Pink rooms indicate that there is a puzzle, object, task or character to still interact with.

THE SPELL BOOK:-

- | | |
|-------------------------------------|---|
| Directional buttons,
Up and Down | These will scroll the list of known spells up and down. |
|-------------------------------------|---|

THE COMBINATION BOX:-

It is possible to combine two items together to form a new one. When you place two objects from The Items Box into The Combination Box they will automatically be combined to produce a new object. Press the X button to move the new object to The Items Box. If a new object is not created, then the items you have selected cannot be combined together.

Pickups

Along your travels you will come across many different objects, which you may find on the floor, on the tables, or will be given to you by people you meet. These people will try to help or even hinder you on your travels. To pick up objects, press the X button. Here are a few things that you might find:-

- Food** You will have a limited amount of health (displayed in the top left corner of the screen) which you will be able to replenish with the aid of food pickups such as fruit, bread or water.
- Keys** Doors will normally open automatically, but some will be locked, requiring a key to open them. Other doors will be electronic and will need to be opened with an electronic security pass.
- Spell Ingredients** In order to concoct some of the spells you have in your spell book, you will need to find the ingredients (e.g. bones, crystals, coins, feathers, frogs, etc.).

Spell Recipes

After you had gone, Merlin managed to create some spells. He sent these off into the future at random locations, in the hope that you would find them. If you come across these, and assuming you have the ingredients, you can create them.

Enemies

The Upper Level - Ort Peasants

The Ort Peasants are a large group of scavengers living together in the Upper Realms of Salto. They are very independent people who fend for themselves most of the time. The Upper Realm is also used as a place to contain criminals from the Lower Levels. It is a home for many untrustworthy and often violent types. The Orts have also been known to attack and kill each other as a means to survive, food and water being very scarce.



The Mid Realm - Fabians

The majority of people living in the underground warren, Salto, live in the Fabian Realm (named after the Roman general Quintus Fabius Maximus because of the tactics employed by him against Hannibal around 200BC in the 2nd Punic war). These people are the normal hard working people that are willing to fight together for their future. They are righteous, friendly and polite, but very mistrusting. They generally keep themselves to themselves and maintain a peaceful, crime free society. Their leader is a man named Oscar Lamei, alter ego of the head of the FFF (Fabian Freedom Fighters), a group of resistance fighters with a policy of demolishing the cruel hierarchical society that exists in Salto. Overall, the Fabians are good people who can be relied upon when needed and would fight for a good cause.



The Low Level - The Elysians

The Lower Realm of Elysaan has evolved from just a handful of megalomaniacs into an ignorant demonic race of powerful wizards. The most powerful are the Kala knights and their leader Delavar. The rest of the population of Elysaan are minions to the Kala. They have been unknowingly subdued by their own drinking water, which has been contaminated by the Kala with Hedonica, an elixir of pleasure. The aim of the Kala is to overthrow the Fabians and take control of the whole of Salto in order to prepare an assault on the nearby underground city of Xeo-5, with a view to world domination.



Credits

Programming

Bill Pullan
Pete Featherstone
Alan Latham

Graphics

Geoff Wilson
Russ Daff
Karl Riley
Andrew Crowshaw

Producer

Ben Tuszynski

Music by

Paul Simmons

Sound Effects by

Chris Denman

Manual

Graham Morley

Lead Tester

Ian Gray

Testers

Danial Belcher

Customer Service

If you have a problem getting the game to run, call Technical Support at **(315) 393-6644**, Monday – Friday, 9 am to 5 pm Eastern. Or, you may write to us at:

Technical Support
Sirtech Software Inc.
P.O. Box 245
Ogdensburg, NY 13669

For game hints, call our Hints Hotline at **(315) 393-6633**, Monday – Friday, 4 pm to 8 pm Eastern, Weekends and Holidays, 12 pm to 4 pm Eastern. Or, you may write to us at:

Hints Hotline
Sirtech Software Inc.
P.O. Box 245
Ogdensburg, NY 13669

You can e-mail technical support at **tech@sir-tech.com**, or visit our web site at **www.sir-tech.com**

Thank you for choosing a Telstar Electronic Studios product. We are confident that it will provide you with many hours of challenge and enjoyment.

Telstar Electronic Studios is a UK based independent company that is committed to bringing you cutting edge technology that redefines standards of game play.

Our goal is to use revolution not evolution within our product design. We are confident that this product will live up to your expectations and would like to thank you once more for your buying decision.

Let the game begin!

Notes:

Limited Warranty

If your disk has become unreadable within 30 days of purchase, return it with a dated, original receipt to Sir-tech Software, Inc. for a free replacement. After 30 days, enclose \$10.00 to cover shipping and handling. (NY residents, please add 7% sales tax to the total of repair and shipping.) Prices are subject to change without notice.

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