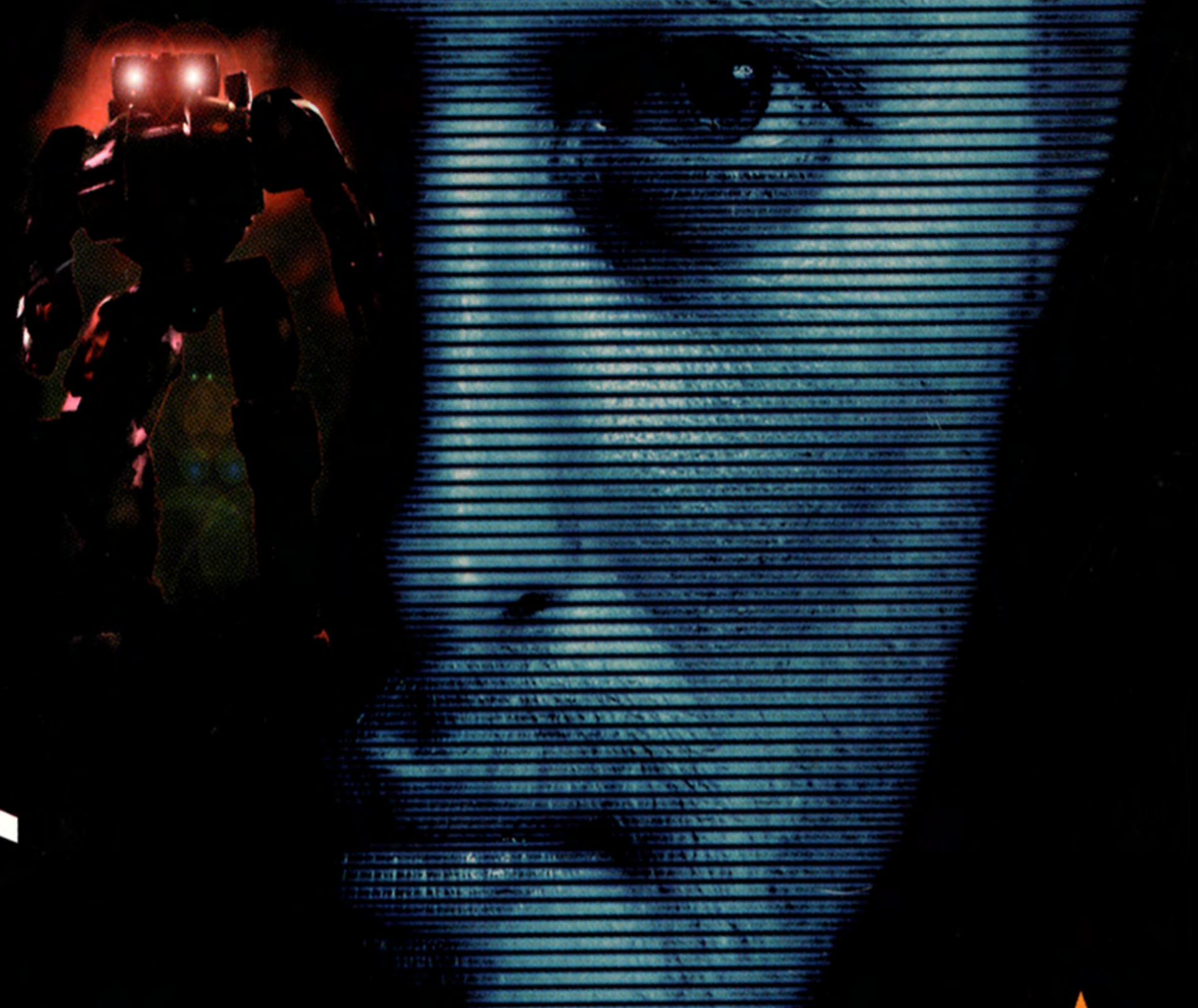




NTSC U/C

KAZZ



IVAM ★

PlayStation™



SCUS-94303



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.



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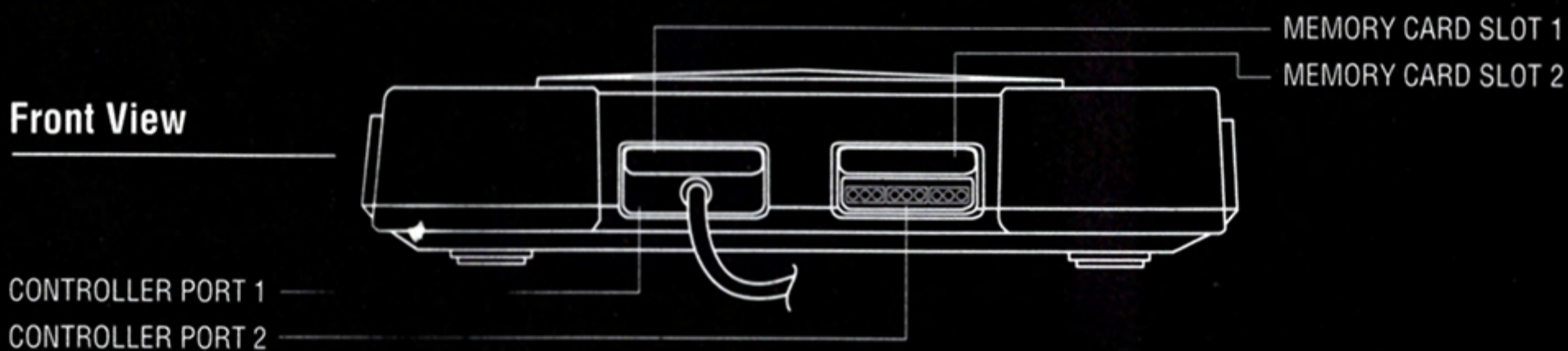
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Console

Top View



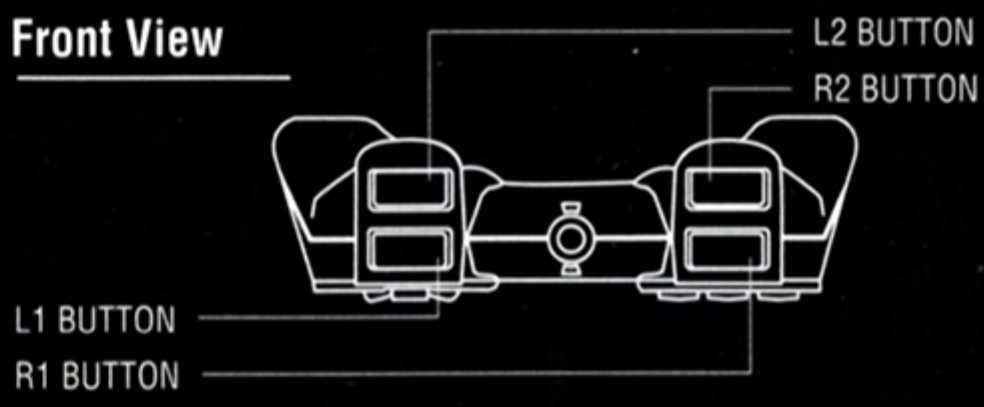
Front View



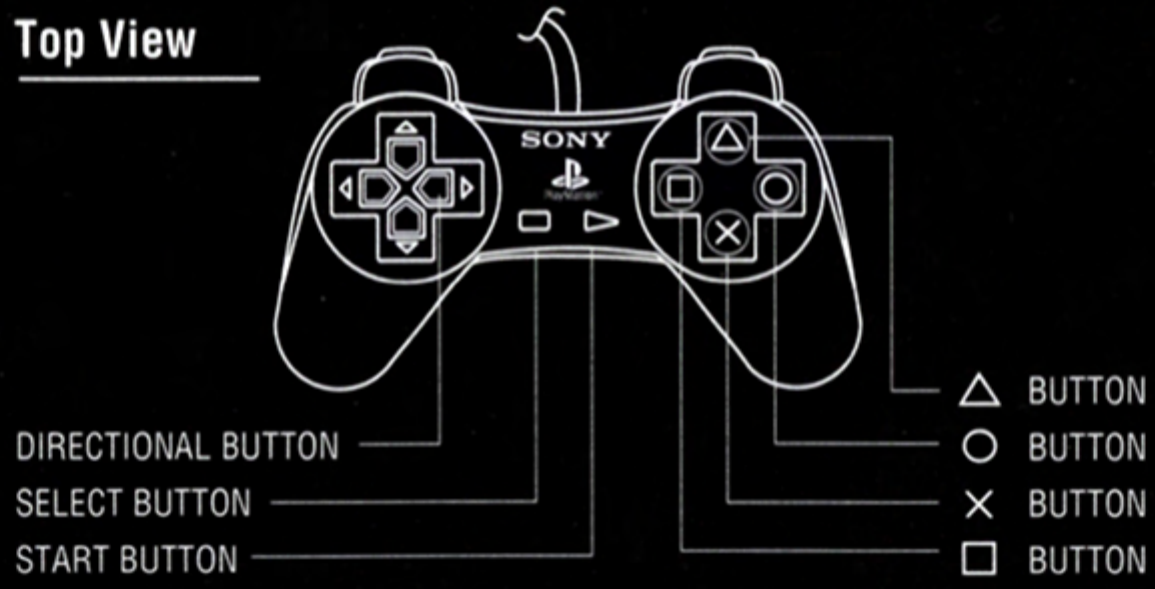
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the PlayStation game console power is off before inserting or removing a compact disc. Insert the Krazy Ivan disc and close the CD door. Insert game controllers and turn on the PlayStation game console.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

Controller

Front View



Top View



SUBJECT IVAN	Popovich 00298964735
PROFILE CODE	5312677451236423
STATUS	High Priority
Life form	Human
PREVIOUS LIFE	Unknown
NEXT OF KIN	Unknown
DATE	May 12, 2018
PROFILE	Dr. Dimitri Mialosovic

SEP '2008 Presenting symptoms of paranoid schizophrenia. Drinking a substantial amount of Red Diesel Vodka.

SEP '2010 Psych. IP. Informal, readmitted week later E.E.G showing temporal lobe seething.

MAR'2012 In hyper aroused, angry and verbally aggressive state - thought to be nearing a full blown psychotic relapse - recommended for Section 5 of Mental Health Act.

MAR '2012 Med IP, OD (Chlorpromazine)

MAY '2014 Psychi IP, paranoid psychosis - still refusing to accept depot injection.

SEP '2016 Told to take Chlorpromazine 500mg tds. Urgent O.P appt arranged.

APRIL '2018 Behavior increasingly inappropriate and impulsive. Agreed to go into hospital for treatment. Still drinking. Attacked and injured two orderlies using a surgical spill. Treatment eased his attacks.

MAY '2018 DOMI. relapsed into psychotic state, refusing to take medication. Urgent re- admission, section 5 of Mental Health Act.

SUMMARY

Ivan is a long standing schizophrenic and has been brought to me this time under the direction of General Georgy Rashanikov. I have admitted him to our clinic under section 5 of the Mental Health Act.

I first met Ivan some ten years ago following the Steel Cossack Mark 1 episode which took place the week commencing August 2nd 2008. General Georgy Rashanikov referred him to me at that time for treatment and therapy. It was suggested that the claustrophobia Ivan experienced when he was buried for three days under a ton of cement may have been the catalyst that triggered a latent psychosis. Personally I do not know of one single case history where such conditions have led to illness, although one could not rule it out. From what I have been told about this episode I would be more inclined to suggest that it was his ensuing incarceration in Donetsk Military Sanatorium that brought on his illness. Living and working alongside the mentally ill for an extended period of time may have caused untold damage to an already fragile mind.

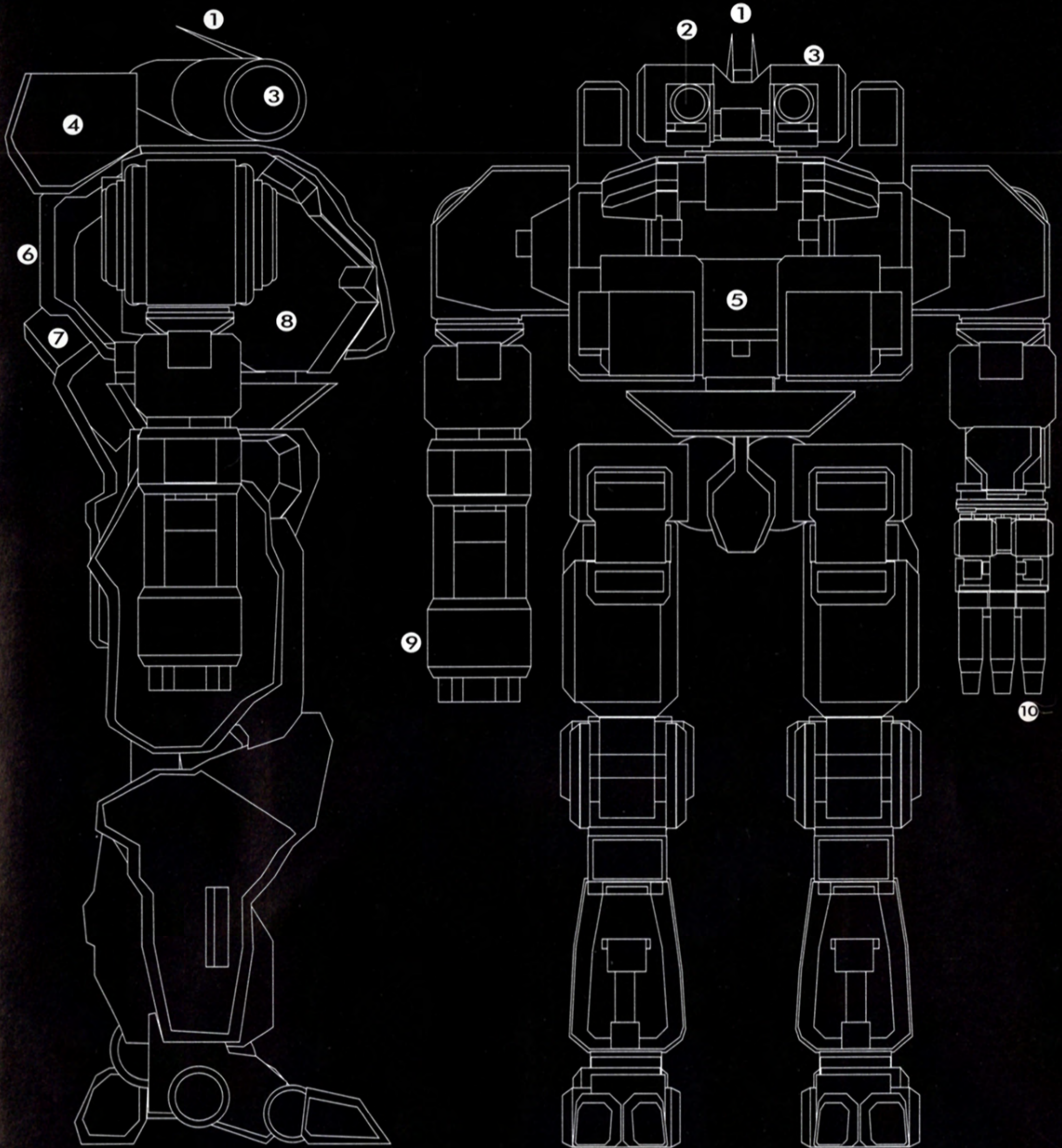
He is suffering from florid paranoid delusions and is convinced that the "Strange Squad" of the Red Army are following him and are out to get him. The Black Knight is a recurring theme in his conversation. He appears convinced that alien life forms are to be his salvation. When I pursue this line, Ivan becomes agitated and aggressive. He says he must destroy them all and take his rightful place alongside the proud revolutionaries

of Russia. Ultra vivid and often repeated nightmares of the Steel Cossack Mark 1 episode accompany any talk of his time in Donetsk Military Sanatorium. Ivan sees the tearful faces of the dozens of hostages that he rescued and then the falling rubble hits and his body is pinned in the darkness. He then wakes up in the dream to find himself restrained and tied to a water faucet in the sanatorium. Knowing himself to be a hero and an efficient soldier Ivan is finding it very difficult to reconcile this with what he perceives as the punishment he received in the sanatorium. He desperately wants to understand why he was incarcerated and written off for doing his job in the only way he knew and this frequently gives rise to psychotic rages born purely out of frustration. He has also commented that cotton wool is pouring out of the plug sockets in his bedroom.

On mental state examination his mood is elevated and he shows a certain pressure of speech. He resents being asked questions and is rather defensive.

My initial impression is that he is suffering a relapse of paranoid schizophrenia secondary to withdrawal from medication. I am in no doubt that if medication is withdrawn then this subject will relapse into a dangerously psychotic state. Violence will be inevitable. In summary, Ivan Popovich is an ideal subject. I therefore have no hesitation in recommending that he is chosen to save the Earth from the alien threat.

КГАЗЧ IVАН TECHNICAL BRIEFINGS



- | | |
|--|--|
| 1 UHF radio antenna | 6 Disposable rocket pack unit attachment |
| 2 2 x 1 million candlepower searchlights | 7 Engine bay |
| 3 Sensor array (includes Infra-Red and Low-Light TV) | 8 2 x 30 mm GSh-72 chain guns |
| 4 Rocket launcher pods | 9 BaV-4 'Scythe Beam' laser weapon |
| 5 Crew compartment | 10 Utility claw |

The Steel Cossack Powersuit

Technical Specifications For the Miachov MV-58A
Steel Cossack Powersuit

THIS UPDATE: 19(B) 7th January 2018

TYPE:

Single-seat heavy assault powersuit

DIMENSIONS:

Height 41.5 feet; width across shoulders
19.4 feet

MAXIMUM OPERATIONAL WEIGHT:

42,048 kg

POWERPLANT:

Two Lotarev D-28V turboshafts, each
rated at 15,700 shp

FLIGHT POWERPLANT:

One jettisonable Tumanskii S-12 Solid
Rocket Booster, configured for a 40
second burn at 63,200 kg

ARMAMENT:

Configurable and upgradable in battle, the MV-58's Analytical Weapon Interface Device (AWID) automatically detects and replicates technological advantages of enemy weapons, allowing existing weaponry to be rapidly modified and/or upgraded. Unfortunately, the AWID process creates a large energy drain and the process has not yet been performed outside the laboratory. However, the MV-58 will automatically gather and utilize alternative supplies of energy when they are detected. We believe that sufficient power for the utilization of AWID could be contained within alien fighting units.

SPECIAL EQUIPMENT:

The tailoring of the MV-58's Matter Transferral Shield (MTS) for this mission is now complete. The MTS equipment was first integrated into the MV-58 two years ago as an armor augmentation device and is composed of an Anti-Matter Flux Modulator (to the right of the crew compartment) and a Directional Focusing Array (to the left).

For this mission we've modified the MTS to carry out two new functions. Firstly, it will now generate a strong, globally-aspected anti-matter shield which will allow the MV-58 to penetrate the alien energy field. Unfortunately this also burns out the high-tension shield elements from the MTS. This means that once you're inside the alien energy field you cannot escape. You'll also be relying totally on the MV-58's armor plating for protection. However, the second modification to the MTS will help you when you're in the field. It consists of a subtle optimization of the Directional Focusing Array to allow small objects to be physically moved through space. For this mission, the system is tuned to detect and transport human prisoners beyond the reaches of the field and also to pick up and utilize any useful debris from the wreckage of dead enemies. The MV-58's computer system will notify you when this occurs.

SECTION TWO

**Activating Your Steel
Cossack Powersuit**



Controls

Walk forwards	Up
Walk backwards	Down
Rotate Right	Right
Rotate Left	Left
Look Up	L1
Look Down	R1
Shunt Left	L2
Shunt Right	R2
Fire Missiles	▲
Fire Special Weapon	○
Select Next Gun	■
Fire Selected Gun	X
Pause Game	Start

Option Screen Controls

In addition to these controls, the options screens have the following controls.

Move cursor up/down
Directional buttons
up/down

Select highlighted option
Button X

Change setting of highlighted option
Directional buttons left/right

These are the default settings for the Controller. However, should you wish to change these there are three more control set-ups to choose from. See following page.

SECTION THREE

Steel Cossack Powersuit Configuration

Once loaded, the game will begin with a logo screen. Following this is a rendered intro sequence which lasts several minutes. At this stage you may press Button X on the Controller to skip to the Game Select screen.

In the Game Select screen, use the Directional buttons to move the highlighting effect and press Button X on your Controller to implement your choices.

Select New Game which will start a new one-player game or select Two Player Link to play a head-to-head link game via the Link cable. Select Load Game to load in a previously saved game from your Memory card or select Game Options to access the Game Options screen.

Before your mission starts, you may configure the game to suit your personal requirements. Use the Directional buttons to move the highlighting effect and press Button X on your Controller to select a highlighted option. To configure the game, simply select Game Options from the Main Menu screen. You will then be able to modify a large range of in-game settings, as follows.

Difficulty

Choose between Easy and Hard to alter the aggressiveness of the enemies.

Controls

Allows you to change the control configuration.

Music Track

Decide between tracks 1-8 or random selection. This feature also allows you to playback individual tracks. For track listings see end of manual.

Music Volume

Sets the CD music volume on an increasing scale.

SFX Volume

Sets the sound effects volume on an increasing scale.

In-Game Video

Allows you to turn the in-game video feature on or off.

Screen Adjust

Allows you to adjust the horizontal and vertical positions of the game window on your television.

Exit

Takes you back to the main menu. Alternatively you can press the triangle button to back up one screen anywhere in the game.

When you have configured the game to your satisfaction, use the Directional buttons to move the highlighting effect over the Exit icon and press Button X to select it. This will take you back to the Main Menu. Using the same highlight and select method as above, you may choose the Load Game option which will allow you to load a previously saved game (see Brief Four: Enemies and Strategy for details on how to save a game). Or, you can select the New Game option or Two Player Link option to start a new game.

Loading a Game

Use the Directional buttons on your Controller to move the highlighting effect over a previously saved game. Press Button X on the Controller and your choice will be loaded from the Memory card.

New Game

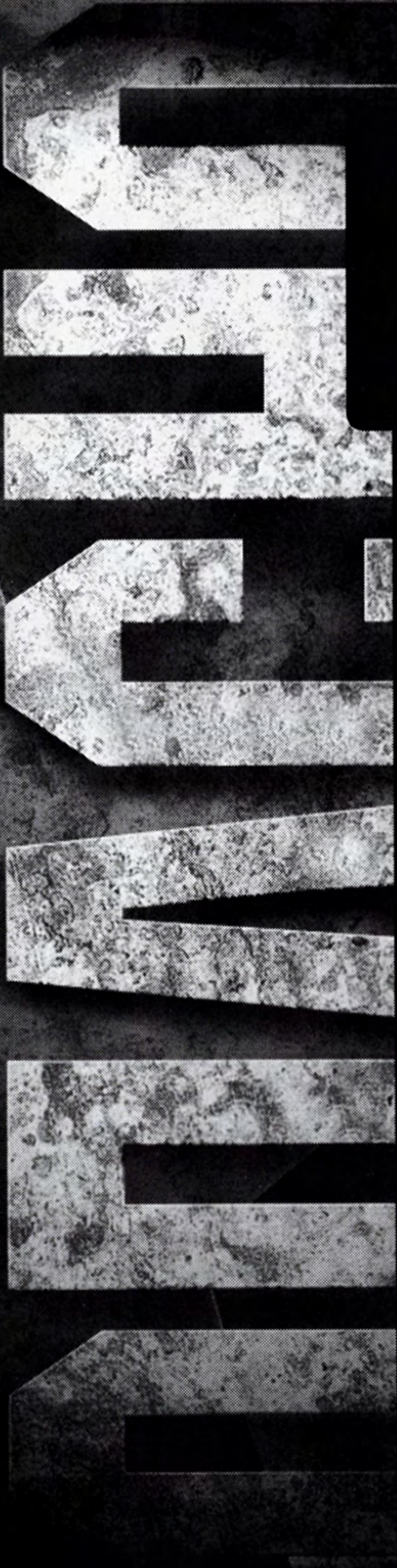
Selecting this will plunge you straight into the heart of the Russian zone. Be ready for some psychoblasting action!

Two Player Link

Choose this and you and your opponent can compete in head-to-head link mode via the Link cable.

Brief One: Mission Objectives

As you now know, the earth is being destroyed by ever expanding energy fields in five zones world-wide. The energy fields are located in Russia, Japan, Middle East, USA and Europe. Within these fields our probes have detected human and mechanoid life forms. Our scientists inform me that the mechanoid life forms can be divided into two distinct groupings. They have defined these as Drones and Sentients. Each zone contains several arenas, each of which harbors a Sentient robot. The groupings we are receiving using thermal imaging suggest that the human life forms are actually imprisoned inside the robots. It is your primary responsibility to search for and enter each arena and destroy the enemy within. In so doing it is hoped that the human life



forms will be released unharmed. If this is so, then your secondary mission is to rescue as many prisoners as possible. The Steel Cossack's Matter Transporter Shield will automatically remove prisoners from the energy field when you are in range. It will also collect Energy Cores from the assailants you have decommissioned and upon securing an arena you may use the power these Cores yield to upgrade the Steel Cossack. If our intelligence is correct then there are Zonal Shield Generators at the hearts of each of the five fields. It is your **OVERALL MISSION OBJECTIVE** to destroy these five structures which, it is hoped, will precipitate an end to this terrible destruction. Finally, two warnings. It is believed that there is a mutating version of the Steel Cossack Powersuit on the loose. We have codenamed this entity the Black Knight. It is heavily armed and highly dangerous, linger too long in any of the zones and it may well warp into your path. This is highly undesirable and will have catastrophic implications. For you, not the Black Knight. Secondly, when enemy characters die, the explosion can be lethal to your suit. You may incur severe damage if you are caught within it. Try not to test this theory.

That is all. Fight the good fight. The future is yours...

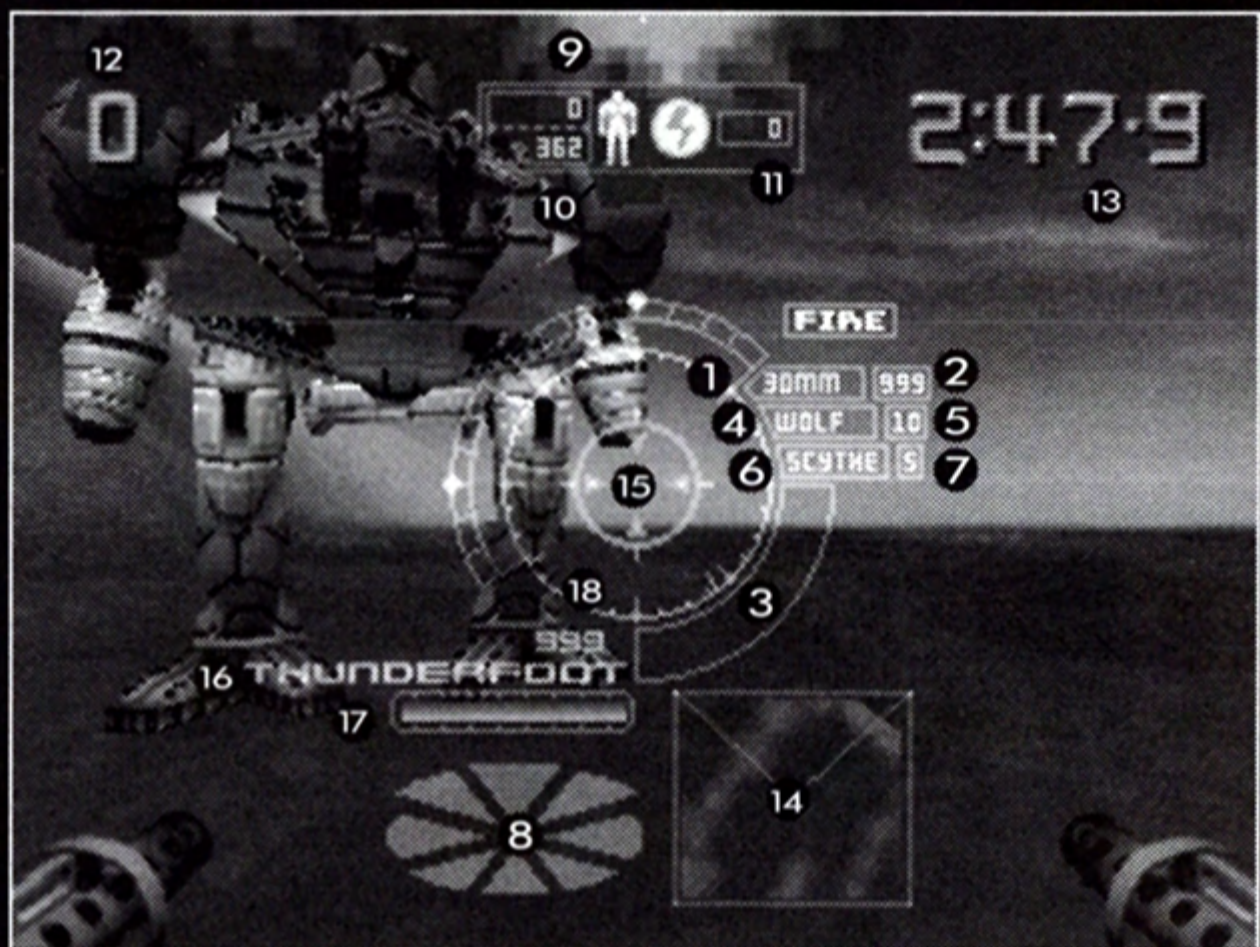
Brief Two: Weapons Specification

You have a large and powerful armory ranging from 30mm guns to highly destructive special weapons. As you

progress through the zones you must learn how to use these weapons for maximum effect. But be warned. Due to the potent capacity of the heavier weapons it is unwise to fire from point blank range.

Brief Three: The Steel Cossack Powersuit Head Up Display Unit.

On the HUD you will find the following information:-



Weapon Info

- 1** Gun currently selected
- 2** Number of gun rounds remaining
- 3** Gun temperature
- 4** Missile currently loaded
- 5** Number of missile rounds remaining
- 6** Special weapon currently loaded
- 7** Number of special weapons rounds remaining

Progress Status

- 8** Damage status (green= maximum, flashing red= critical)
- 9** Number of humans rescued
- 10** Total number of humans within the arena
- 11** Number of Energy Cores collected
- 12** Score
- 13** Timer - time before the appearance of the Black Knight. Destroying a Sentient robot resets this counter.

Enemy Data

- 14** Radar
 - Green dots - Drones
 - Blue dots - Sentients
 - Yellow dots - humans
 - White dots - pickups/energy cores
- 15** Lock-on symbol
- 16** Name of locked enemy
- 17** Damage status of locked enemy
- 18** Range to locked enemy (in meters)

Brief Four: Enemies & Strategy

Our scientists have collated the following information from probes deep within the five energy fields. Each zone contains several arenas, each of which harbors a Sentient robot. Remember that both Drones and Sentients may contain humans who will have to be rescued. But do not forget that they also contain Energy Cores and other debris that when collected will enable you to improve your skills and weapons. As you destroy the Sentients, the Zonal Shield Generator's

defenses will diminish. When all Sentients in the zone are dead, you will be able to access the Zonal Shield Generator.

Energy Cores

Collect these as you destroy enemies. When you have successfully destroyed a Sentient and exited from its arena, you will automatically access the Upgrade Screen. To receive your chosen upgrades use the Directional buttons to move the highlighting effect over your choice and then press Button X on the Controller to select it. You may carry out upgrades to the following areas:-

Weapons

You may upgrade any of your three weapon systems; guns, missiles or special weapons.

Damage

Assigning one Energy Core to this area repairs 10% of armor damage.

If you are unhappy with your upgrades and you want to go through the upgrade process again simply select RESET by using the Directional buttons on your Controller to move the highlighting effect over the RESET icon and then press Button X to select it. Use the same method to select EXIT when you have finished upgrading your Powersuit.

Special Pickups

Occasionally, an enemy will yield a special pickup which you may collect and use instantly. There are six different types:-

- Re-arm guns
- Re-arm missiles
- Re-arm special weapons

- 'Energia Mode' - invincibility plus a speed boost
- 'Schizo Mode' - invincibility plus reversed controls
- 'Zombie Mode' - invincibility plus slow movement

Saving A Game

After successfully completing a level by destroying the shield generator you will go through the upgrade process. Once this process is complete the game automatically accesses the Save Game screen. At this stage you can save your current position. If you wish to do so, simply use the Directional buttons on your Controller to move the highlighting effect over the slot of your choice and press button X to select it. The game will then be saved to that slot and you will be asked to name the saved game. Use the Directional buttons on your Controller to move the highlighting effect over the letters and press button X to select. When you have named the slot, use the same highlight and select process to move the cursor over "Exit". This will trigger the intro sequence for the next level.

Summary

That's the lot, commander. We can now only hope and pray that we've given you enough information to complete your mission. We anticipate that there will be plenty of surprises along the way, however, so stay sharp.

This is Commander Tomasov, Russian army intelligence section signing off...

CD Track list

1	Grunge Prayer	3.09	CoLD SToRAGE
2	M-Sub Gem	3.03	CoLD SToRAGE
3	Impossible Ether	3.22	CoLD SToRAGE
4	Quirke	3.02	CoLD SToRAGE
5	24 Poles	3.05	CoLD SToRAGE
6	Reaper's Knell	1.46	CoLD SToRAGE
7	Envisage	3.14	CoLD SToRAGE
8	48 Poles	3.05	CoLD SToRAGE
9	Power Struggle	3.11	CoLD SToRAGE
10	Choose Your Mother	3.10	STASIS
11	Rough Scwarz	2.32	STASIS

Credits

Programming

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Steve Balmer
Dave Berrisford

Salim Siwani
Michael Anthony

Artwork and Animation Game

Garvan Corbett
Mike Waterworth
John Harris
Digby Rogers
John Dwyer
Gary Burley

Rendered Sequences

Jim Bowers
Dave Crook
Eve Penford
Steve Gilbert

Design

Kristian Ramsay-Jones

Mike Ellis

Sound Effects

Tim Wright

Mike Clarke

Music

CoLD SToRAGE

Stasis

Featuring the soundtrack LE FREAK.
Composed by Nial Rogers and Bernard Edwards.
Arranged by Pearl Studios.
Published by Warner Chappell Music.

Scriptwriter

David Hine

Actors

Ivan
Kataya
Pavel
Fatima
Newsreader

Robin Hellier
Sarah Stockbridge
Michael Brogan
Jackie Sawiris
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Technical Assistance

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PR Manager

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Morgan O'Rahilly

Director of Development

John White

Managing Directors

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Jonathan Ellis

Special Thanks To

Broadsword Television Productions
Anglia Television
Han Randhawa

Telecine
Neil Thompson

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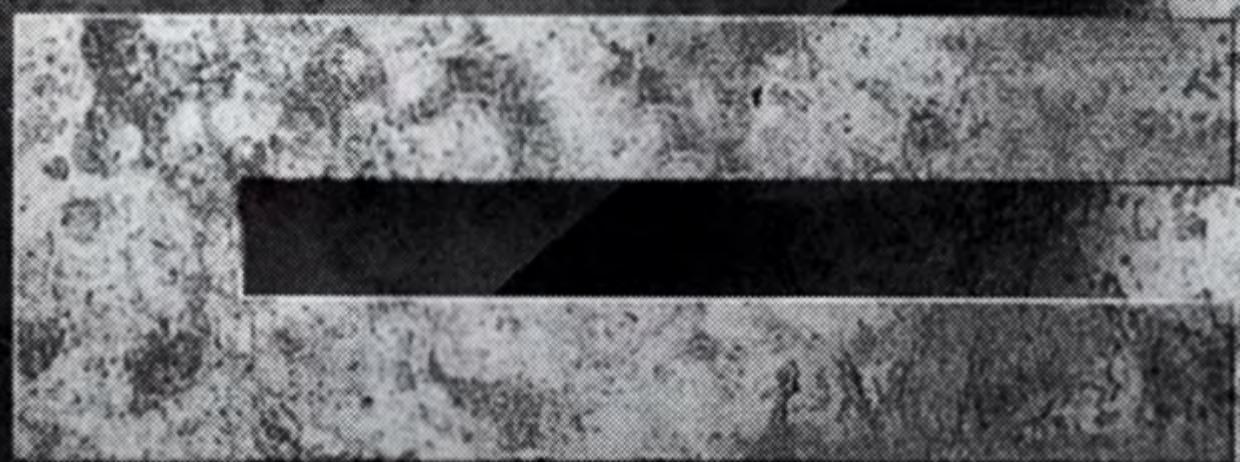
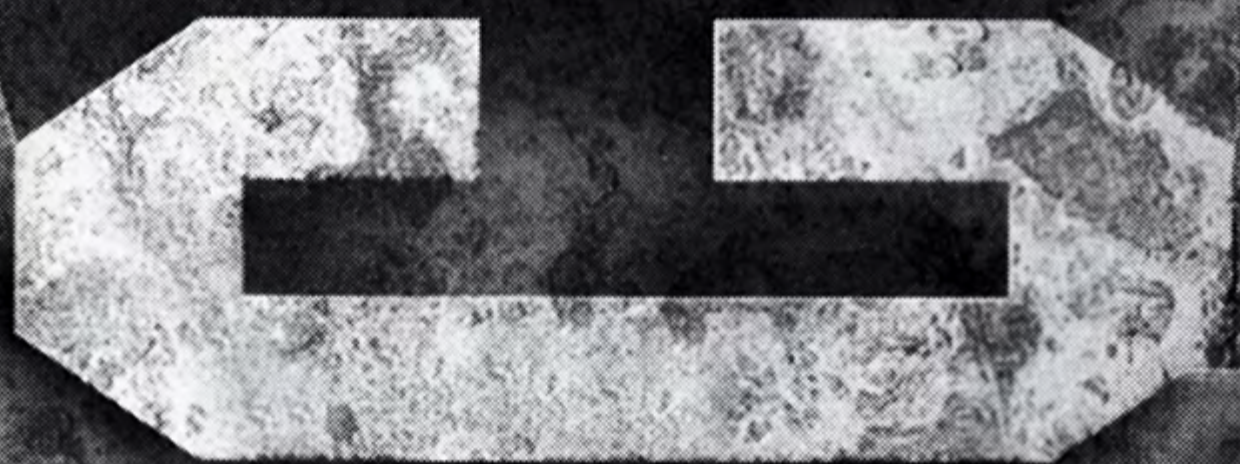
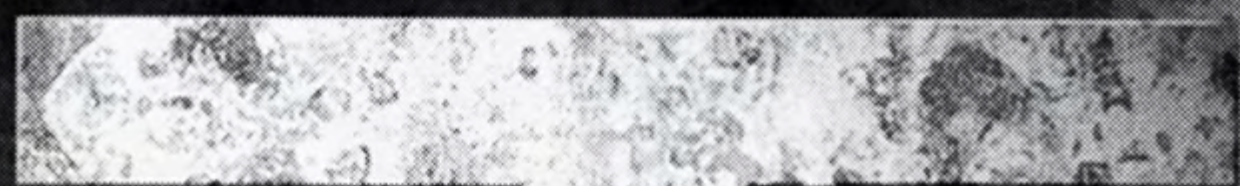
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