



PlayStation

®

NTSC U/C

PlayStation



SLUS-00937  
2200551



# ROCK RAIDERS



media





# Contents

<b>2</b>	<b>GETTING STARTED</b>	
<b>4</b>	<b>CONTROLS</b>	
<b>6</b>	<b>STARTING A GAME</b>	
6	Starting a One-Player Game	
7	Starting a Two-Player Game	
7	Selecting a Mission	
8	Mission Briefing	
8	Puzzle Game	
9	How to Jump	
9	Drilling for Fun & Profit	
9	How to Rotate Camera	
9	How to Strafe	
<b>10</b>	<b>STARTING A MISSION</b>	
11	Shield Power	
11	Radar	
12	Currently-Selected Tool	
12	Energy Crystals Collected	
13	LEGO Ore Collected	
13	Rock Raiders Rescued	
<b>14</b>	<b>KNOW YOUR ROCK!</b>	
<b>15</b>	<b>COLLECTING &amp; USING ITEMS</b>	
<b>15</b>	<b>TOOLS</b>	
<b>17</b>	<b>EQUIPMENT</b>	
<b>19</b>	<b>DRIVING &amp; USING VEHICLES</b>	
<b>20</b>	<b>BUILDING VEHICLES</b>	
<b>21</b>	<b>INCOMPLETE MISSION</b>	
<b>21</b>	<b>WINNING MEDALS</b>	
<b>22</b>	<b>PASSWORD</b>	
<b>23</b>	<b>PAUSING THE GAME</b>	
<b>23</b>	<b>MISSION OPTIONS</b>	
<b>25</b>	<b>OPTIONS</b>	
<b>26</b>	<b>CREDITS</b>	
<b>27</b>	<b>TECHNICAL SUPPORT</b>	
<b>28</b>	<b>NOTES</b>	

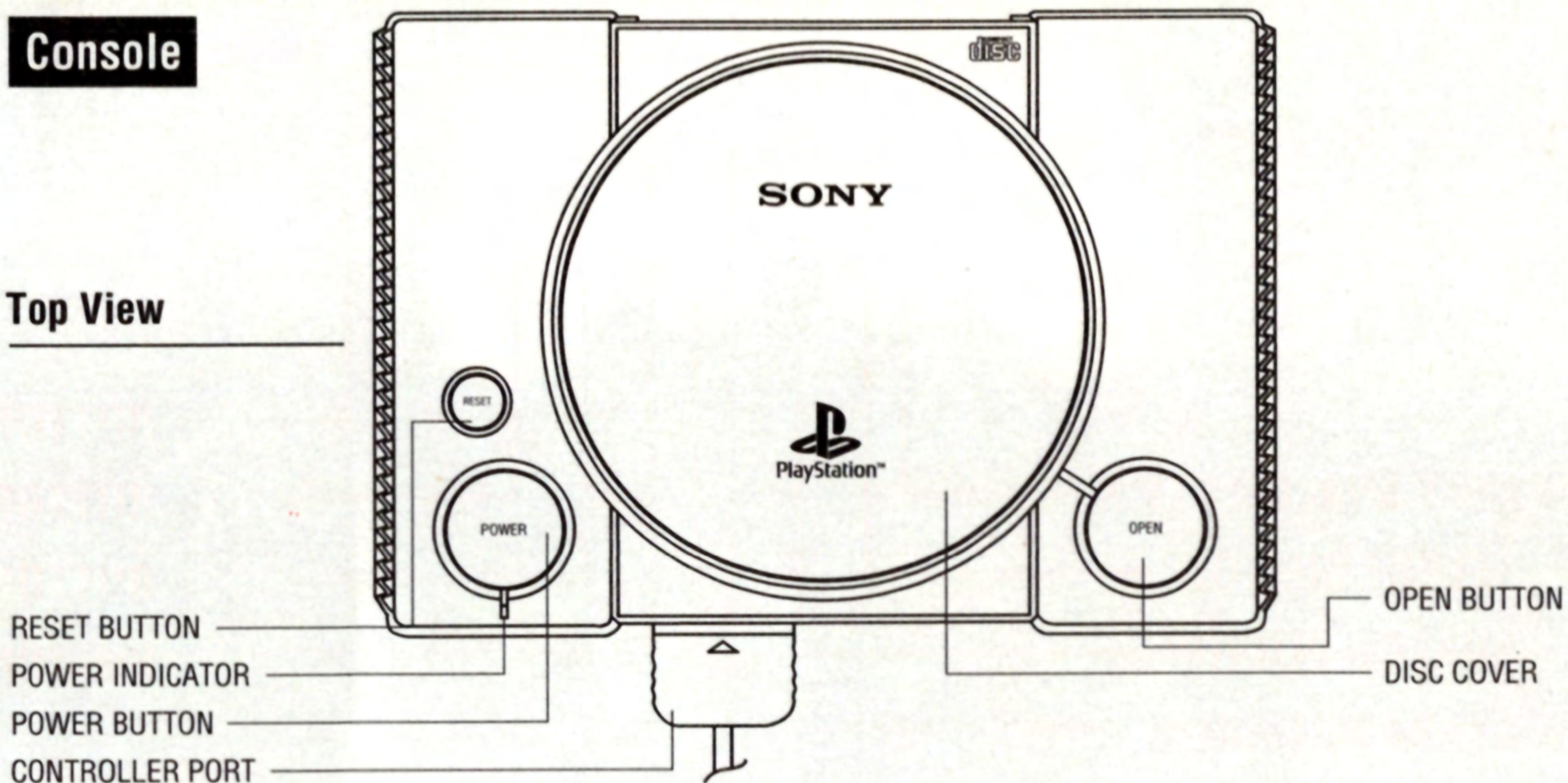


# Getting Started

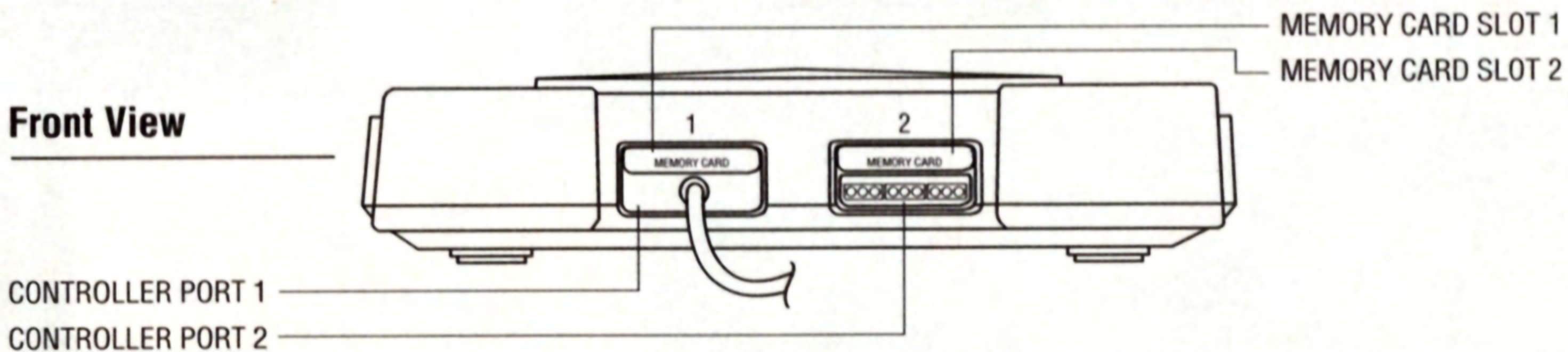
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the LEGO® Rock Raiders disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen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

## Console

### Top View

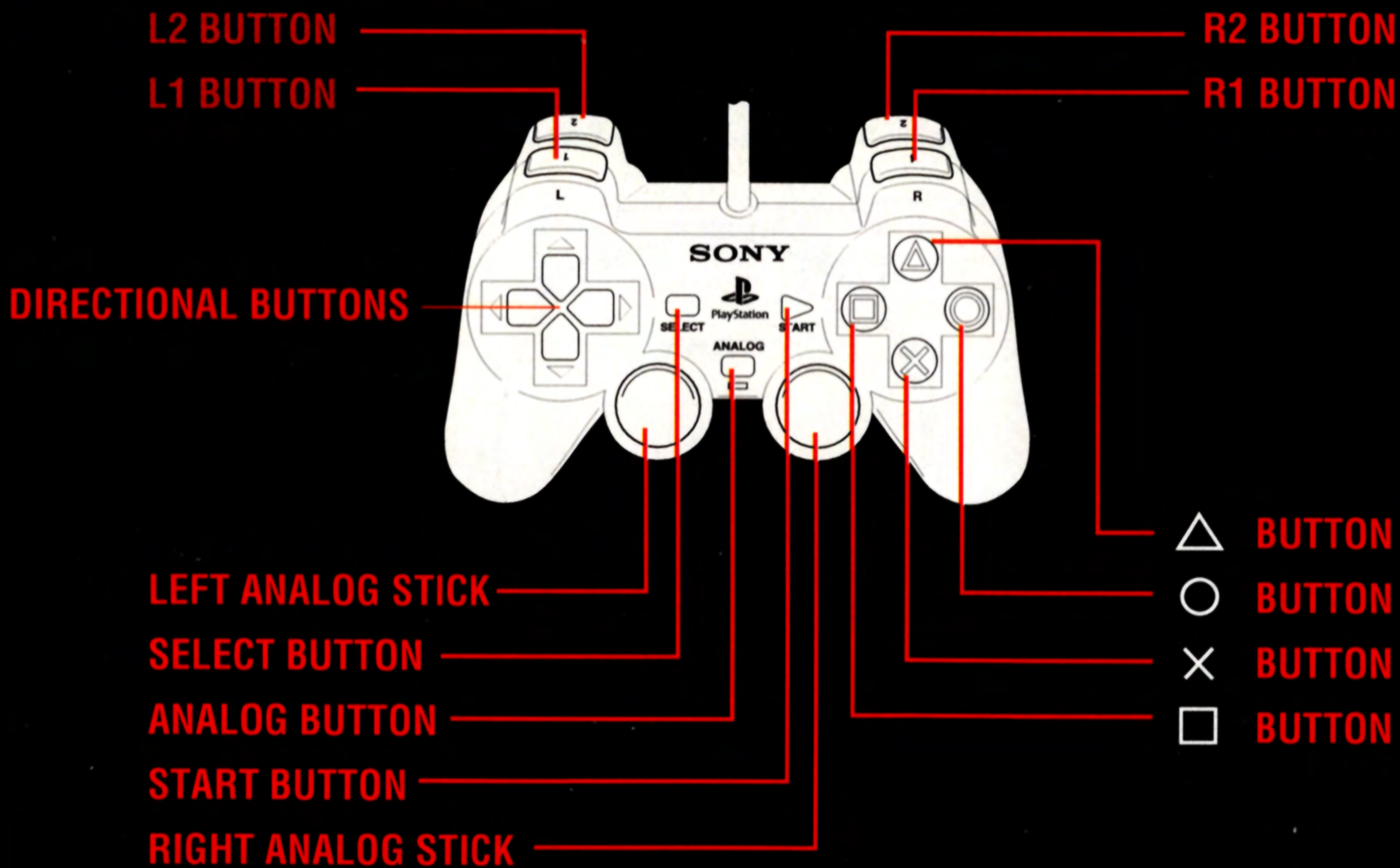


### Front View

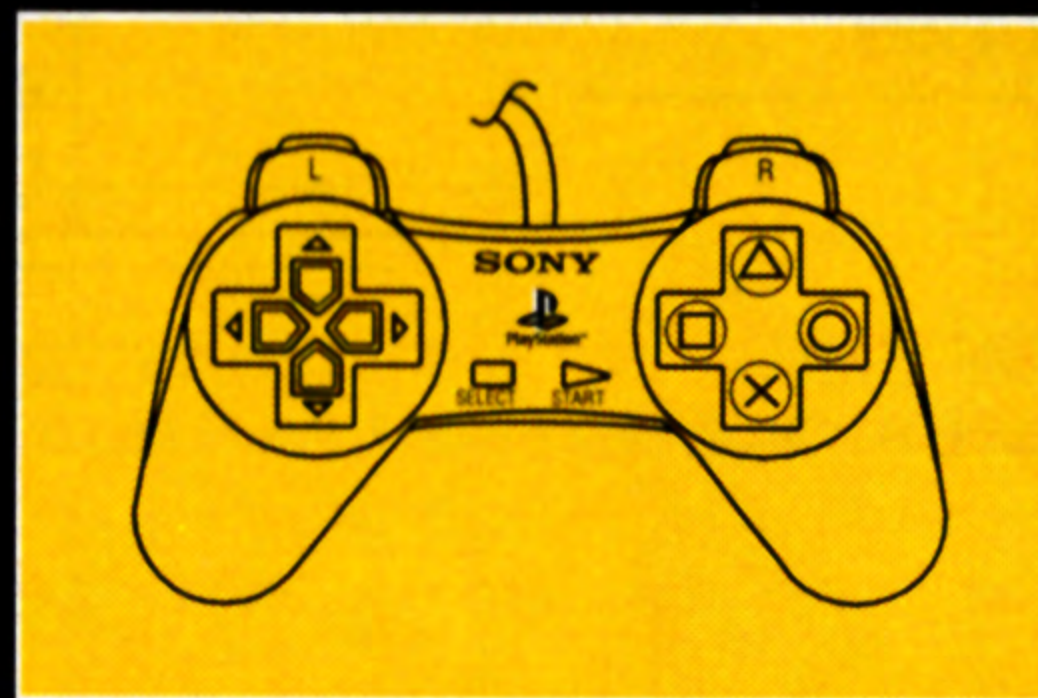




**DUALSHOCK™ analog controller**



**NOTE:** You may have a controller that looks like this, if so please follow the digital instructions outlined above.

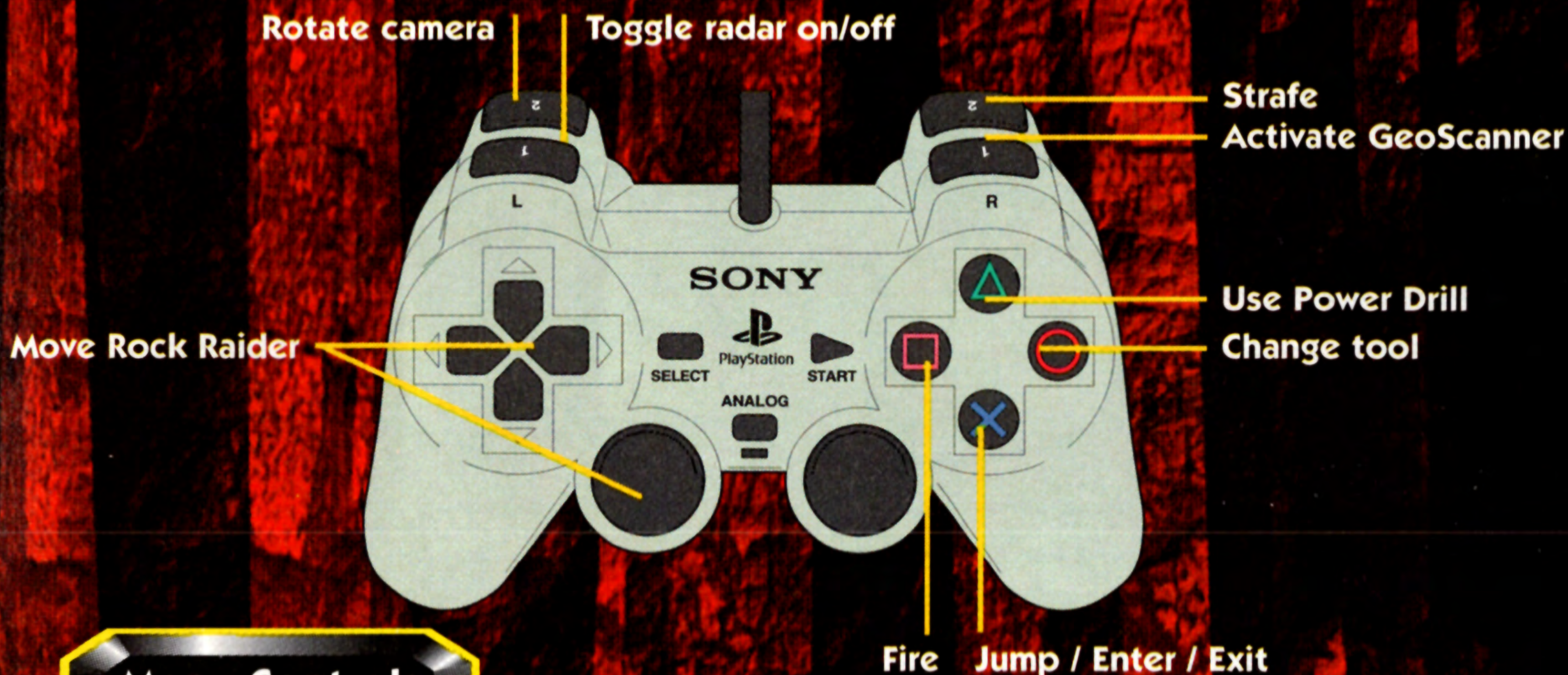




## Controls

### On Foot

Here is a list of the default controls. You can change these controls at any time from the Options menu, which you can get to from the Main Menu (see Options on page 25 for more about this).



### Menu Controls

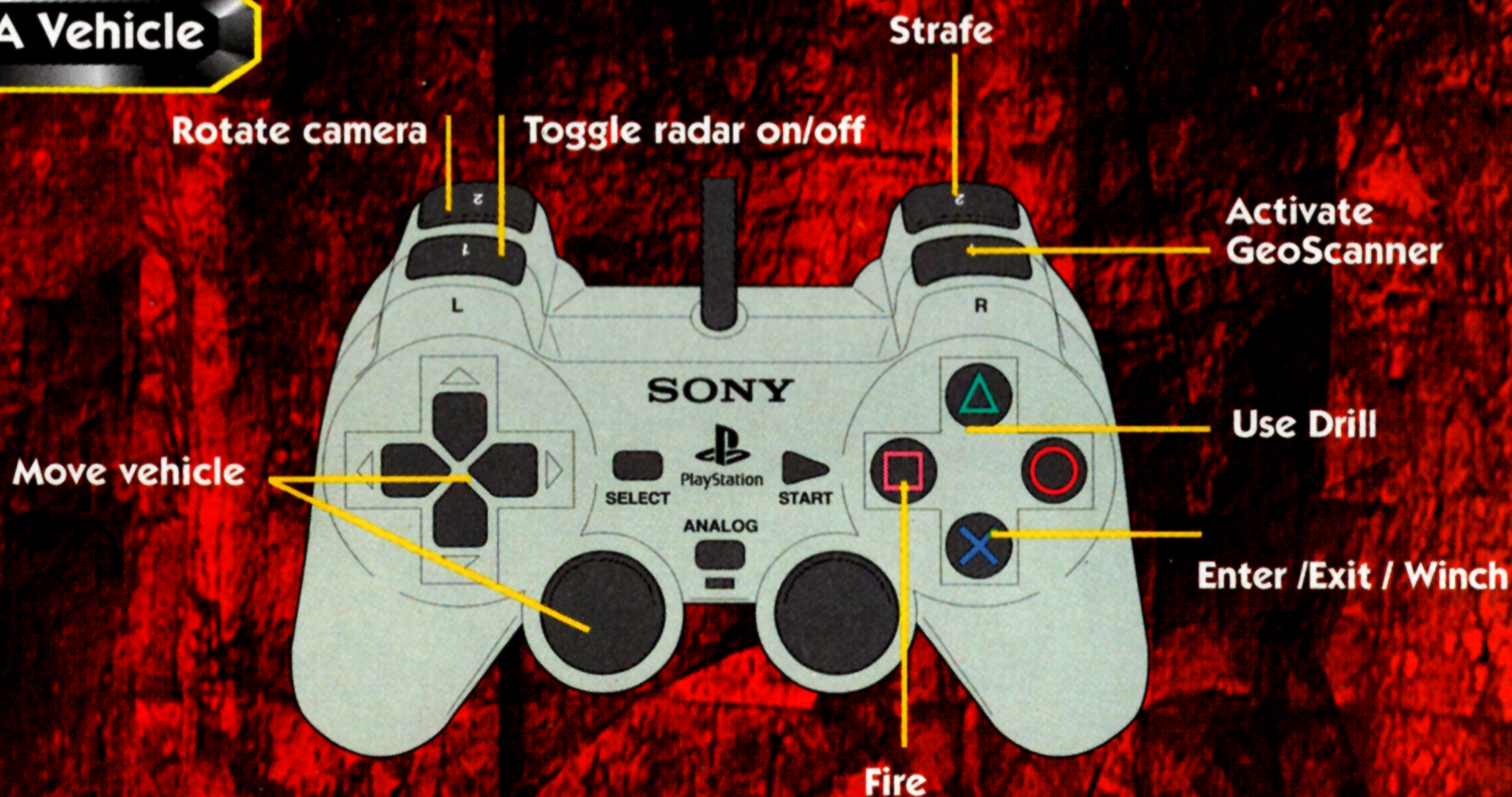
To highlight an option use the directional buttons, or either the Right or Left Stick on the DUALSHOCK™ analog controller. To select a highlighted option, press the **X** BUTTON. To go back to the previous screen, press the Triangle button, unless indicated otherwise.





## Controls

### In A Vehicle



## DUALSHOCK™ analog controller

DUALSHOCK™ analog controller will let you control how fast the Rock Raiders and their vehicles move. Ensure that your DUALSHOCK™ analog controller is in Analog mode (LED: RED). The left stick controls the direction of your character when on foot, and controls the Acceleration, Reversing and Turning when inside a vehicle.

You can turn Vibration On or Off from the Options menu which you can get to from the Main Menu (see Options on Page 25 for more on this).

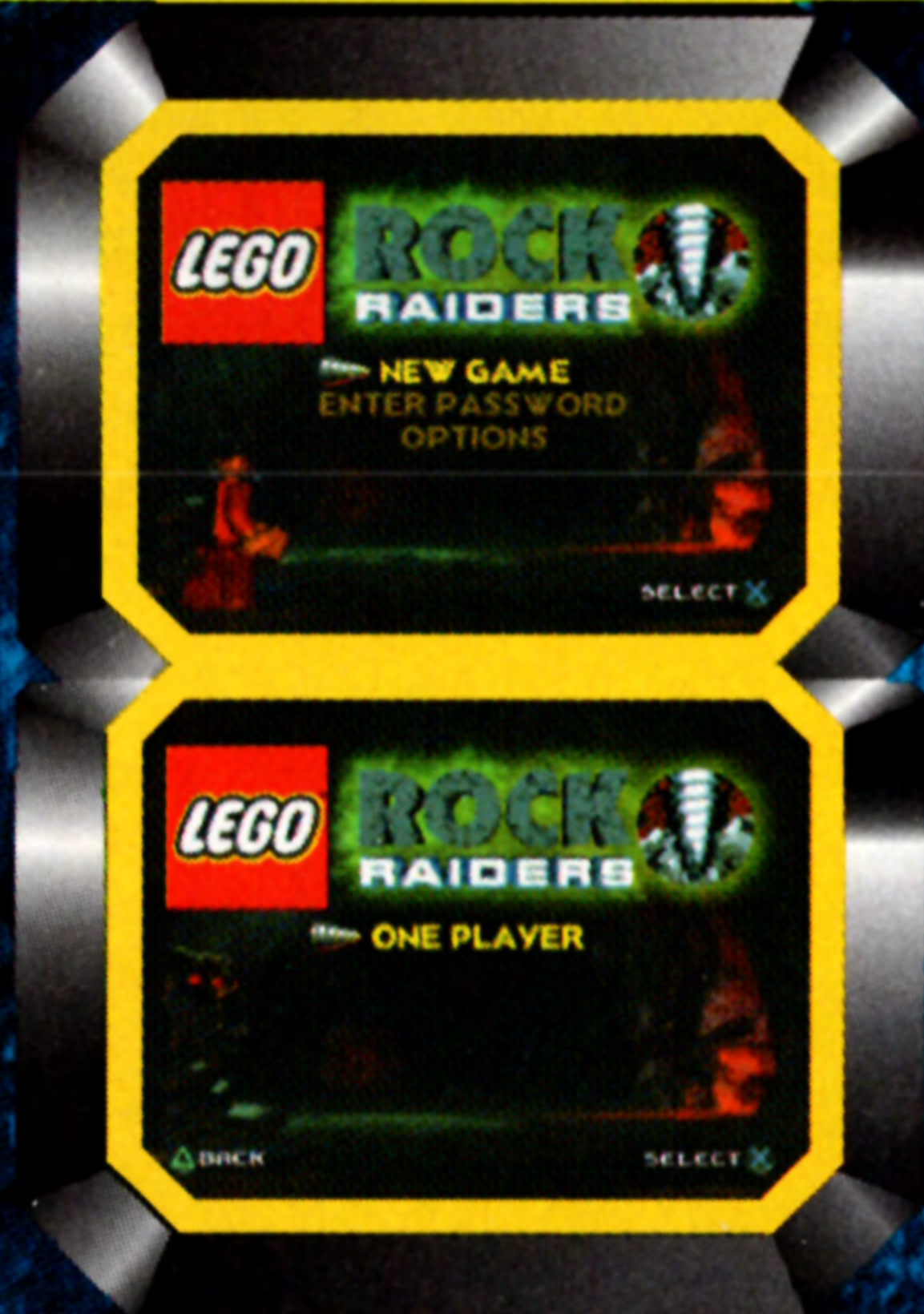


## Starting a Game

The One-player game challenges you to 18 action-packed missions set in the caves and tunnels beneath the alien planet's surface. In each mission you'll be asked to achieve an objective, such as find Energy Crystals or rescue trapped Rock Raiders. Depending on how well you perform, Chief may reward you with a medal! Take care, as danger lurks in every cavern!

There are 6 Two-player missions designed just for fun. Whether you complete or fail a mission, it doesn't affect the overall outcome of the game.

### Starting A One-Player Game



This is the Main Menu screen. Use the directional buttons to highlight **NEW GAME** and press the **X** BUTTON. If you only have one controller inserted into the PlayStation, you will only get the option to select **ONE PLAYER** which can be done by pressing the **X** BUTTON.



## Starting a Game

### Starting A Two-Player Game



If you have two controllers inserted into your console you will have the option of starting either a One or Two-player game. To start a Two-player game, highlight Two Players and press the **X** BUTTON.

### Selecting A Mission



In each layer you'll see six caverns, each of which leads to a mission. Use the directional buttons to highlight the mission you want to play and press the **X** BUTTON. In the one-player game, the sixth cavern cannot be entered until you've achieved five Bronze medals (or their equivalent – see Winning Medals on page 21 for more) in that layer.

After completing the sixth cavern, you can proceed to the next layer of the Select Mission screen by pressing down on the directional buttons.



## Starting a Game



## Puzzle Game

When a level is loading there is a simple puzzle game for you to play. Can you complete it before the level has loaded? Your goal is to move the squares to complete the picture. There is only one empty space that a square can be moved into. To move a picture square, you can move the empty square to replace it by using the directional buttons. Good luck!

## Mission Briefing

Each mission begins with a briefing from Chief on the bridge of the LMS Explorer. He'll explain exactly what you have to do to complete the mission with the aid of a holographic screen. Use the directional buttons to scroll through the on-screen text and press the **X** BUTTON to accept the mission.


You'll now be asked to choose which of the Rock Raiders you want to try and complete the mission with. Use the directional buttons to highlight the Rock Raider you wish to control and press the **X** BUTTON.






## Starting a Game

### How To Jump

Each Rock Raider's jetpack is activated by pressing the  **BUTTON**, and it allows them to perform super-human leaps! While in the air, note that the Rock Raider is still controllable with the directional buttons.

### Drilling

The Rock Raiders start each mission with just one piece of mining equipment, the Power Drill, a small mining tool. To use it, simply move next to a wall and press the  **BUTTON** (see Know Your Rock on page 14 for more about this).

### How to Rotate Camera

While holding down the **L2 BUTTON**, use the directional buttons to rotate your camera view.

### How to Strafe

It's possible to move your Rock Raiders and keep them facing in one direction, which is very useful for aiming at moving targets. To do this, hold down the **R2 BUTTON** - you can now move as normal, but your Rock Raider will stay facing in the 'locked' direction.





# Starting A Mission

When you start your mission, you'll see a screen that looks something like this:





## Starting A Mission

### Shield Power

Each Rock Raider is equipped with a Shield, a powerful invisible forcefield, which protects the wearer from being harmed by flying debris or falling rubble. It can also help protect them from attack by any hostile alien lifeforms they might come across.

As the Rock Raider's Shield takes damage, the spinning colored streams will turn from green to red. If the Shield Power falls to zero the Rock Raider will be beamed automatically back to the LMS Explorer, to prevent them from being physically harmed, and the mission will end.

### Radar

The radar is very useful for revealing dangers ahead, and for locating lost Rock Raiders. The radar indicates the location of Equipment with a Blue dot, Buildings with a White dot, Creatures with a Red dot, and Rock Raiders with a Yellow dot.



Equipment

Rock Raider

Creature



Building



## Starting A Mission

### Currently Selected Tool



Once you find a tool, it will appear on screen, along with a number next to it indicating how many times it can be used. Tools can be activated by pressing the  BUTTON. If you've collected more than one tool, you can cycle through them by pressing the  BUTTON. (See Tools on page 15 for more on this.)

### Energy Crystals Collected



As you explore the caves and tunnels beneath the alien planet, you'll often find glowing green Energy Crystals. Go ahead and pick them up, chances are, you'll need them to complete the mission!



Occasionally you'll find special Energy Crystals that are red instead of green. Red Energy Crystals are extremely powerful (five times more than green ones!) and very rare, and are usually found only in the hardest-to-reach places. Red Energy Crystals are not essential to completing the mission to a Bronze medal standard, but they will help you win Silver or Gold medals.



## Starting A Mission

### LEGO Ore Collected



LEGO Ore is a special rock substance that can be found beneath the alien planet. Once collected it can be beamed back to the LMS Explorer and used to build vehicles that will help you complete your mission (See Building Vehicles on page 20 for more on this).

### Rock Raiders Rescued



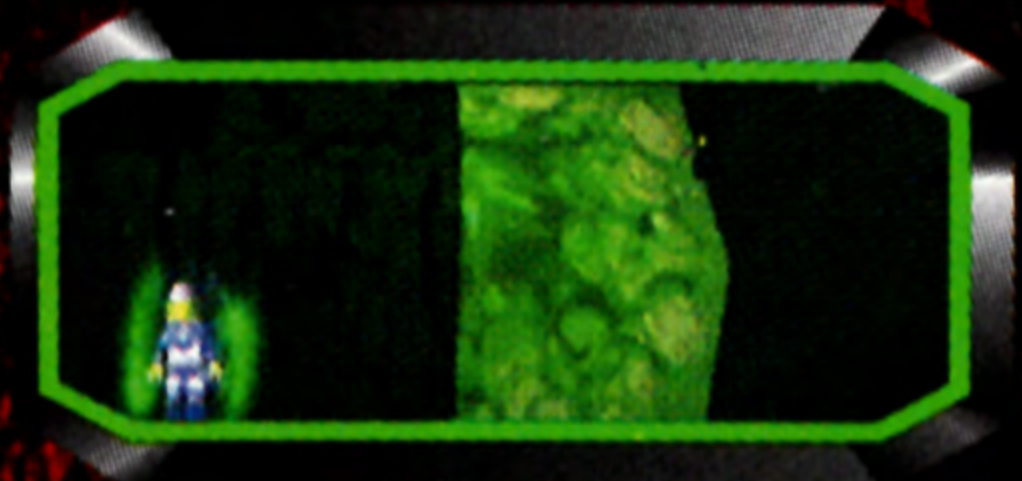
In some missions you'll be asked to rescue Rock Raiders who have gotten lost or trapped beneath the alien planet. To do this, either walk up to them and touch them (this allows the LMS Explorer's Teleport System to get a lock on their position) or winch them to safety onboard the Tunnel Transport.



# Know Your Rock

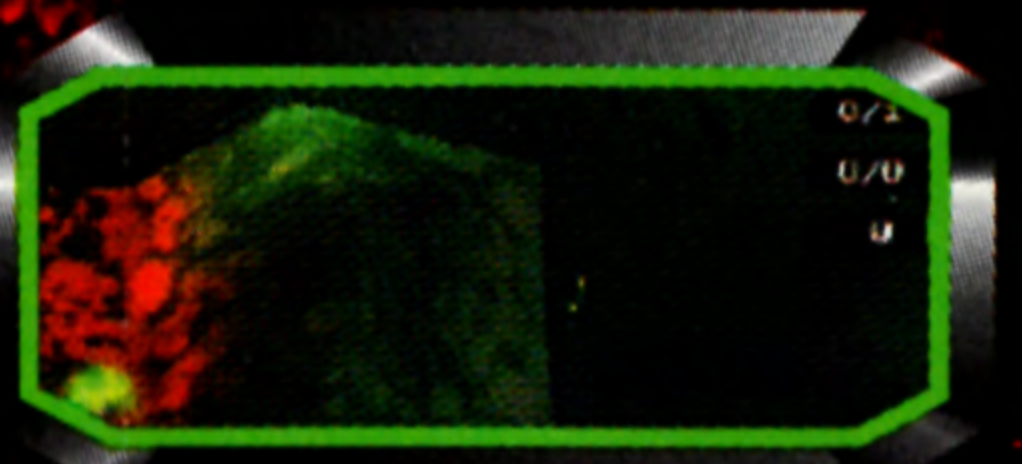
## Loose Rock

This is very easy to drill even when using the Power Drill and won't take you long to get through.



## Medium Rock

This will take a while to drill through, unless you've got something better than the Power Drill.



## Hard Rock

The only way you'll get through this is by using the Chrome Crusher, Dynamite or Lasers .



## Solid Rock

This is impossible to drill or blast. You'll have to find a way to get around it.





## Collecting & Using Items

In the caves and tunnels beneath the alien planet's surface you'll often come across items left behind by previous Rock Raider expeditionary teams. Feel free to pick them up and use them however you like. To collect an item either walk or drive over it. Collect items wisely, as you may want to leave some items for use later in the mission. For example, if your vehicle isn't damaged, then it would be a waste to collect a Vehicle Shield Recharge, as it will have no effect on your Shield. After all, you never know when you might need it!

### Tools

Items like the Pusher Beam and Dynamite are classified as tools and can be used several times. When you select a tool it is shown on-screen just beneath the Shield Power indicator. The number next to the tool shows how much power it has left - if the power runs out, you can't use it! To use a tool, first select it by pressing the **○** BUTTON and then activate it by pressing the **□** BUTTON.





## Tools



### Pusher Beam

A device which projects a forcefield. It can protect you from alien lifeforms. Once collected it can only be used 10 times.



### Pusher Beam PowerCell

Recharges the Pusher Beam so that it can be used an additional 10 times.



### Freezer Beam

A coolant device which can be used to freeze alien lifeforms for a short while. Once collected it can only be used 10 times.



### Freezer Beam PowerCell

Recharges the Freezer Beam so that it can be used an additional 10 times.



### Laser Beam

A powerful device which can cut through Hard Rock in a second. Once collected it can only be used 5 times.





### Laser Beam PowerCell

Recharges the Laser Beam so that it can be used an additional 5 times. It can also be used to power the Laser Beams mounted on some vehicles.





### **Dynamite**

An explosive charge which is useful for clearing away Hard Rock. Press the  BUTTON to place the Dynamite and then press the  BUTTON again to detonate it. Remember that if you walk too far away from the Dynamite you have placed, the fuse will break and you will have to collect it again!

## **Equipment**

Items such as the Shield Recharge are classified as equipment and are activated as soon as you pick them up.



### **Shield Recharge**

Recharges some Shield Power. Once collected, it recharges straight away.



### **Half Shield Recharge**

Recharges Half Shield Power. Once collected, it recharges straight away.



## Equipment



### Vehicle Shield Recharge

Recharges some of a vehicle's Shield Power. Once collected, it recharges straightaway.






### Half Vehicle Shield Recharge

Recharges half of a vehicle's Shield Power. Once collected, it recharges straightaway.




## Driving & Using Vehicles

Vehicles can be found in many of the caves beneath the alien planet. To use one, walk up to it until a pulsing green square appears around the vehicle and then press the  BUTTON.

Some vehicles come fitted with giant drills (activated by pressing the  BUTTON) and even laser beams (activated by pressing the  BUTTON).




The Tunnel Transport also has a special winch, activated by pressing the  BUTTON. You'll know when you can pick something up when you see the green arrows while hovering above an object.





## Building Vehicles

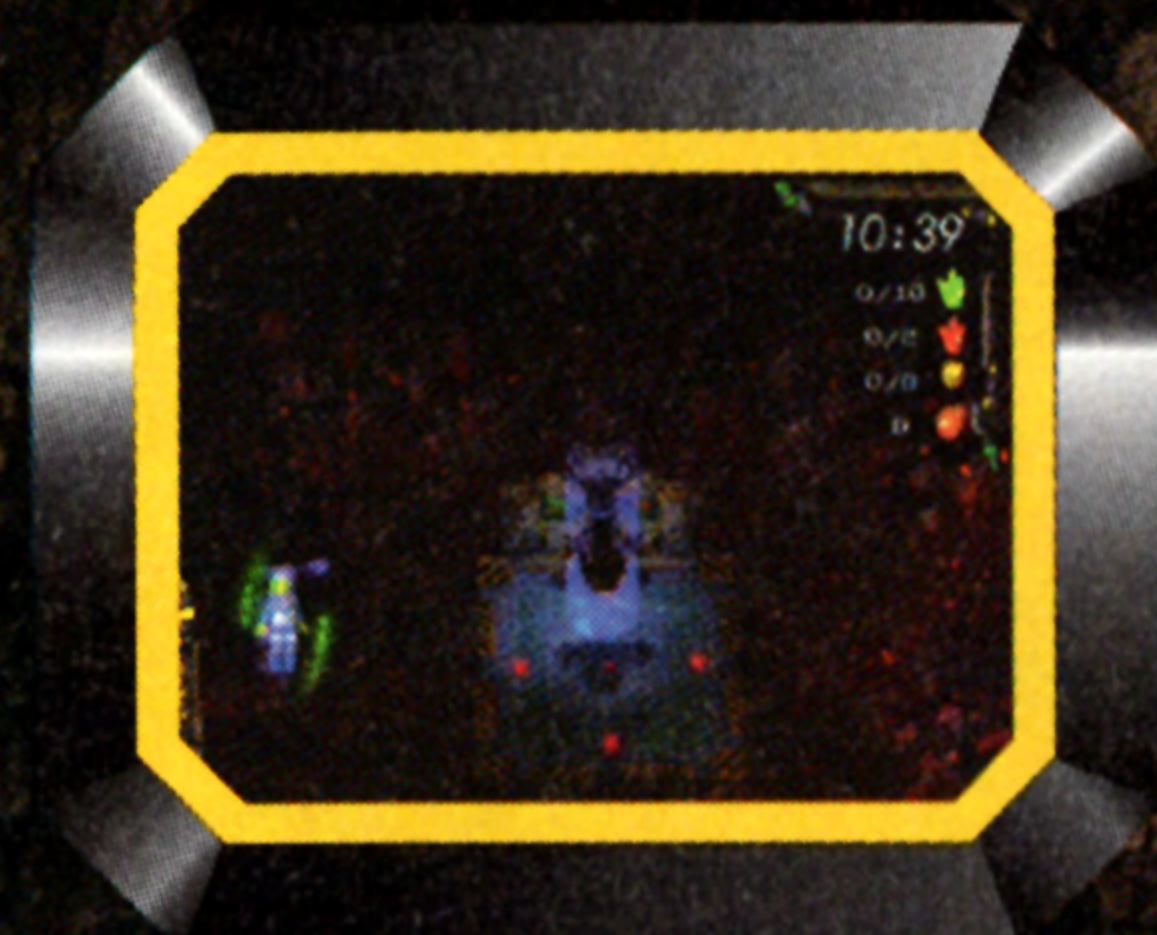


It's possible to build vehicles using the LEGO Ore you've collected. First, you have to find a Teleport Station, like the one shown here. To enter the Teleport Station, press the  BUTTON.

A picture will appear on-screen showing you the vehicle you could build, along with a picture of some LEGO Ore and a number by it. This shows the amount of Ore you need to build the vehicle.



If you have enough LEGO Ore to build the vehicle, press the  BUTTON. The vehicle will now be beamed down. If you want to leave the Teleport Station, press the  BUTTON.





## Incomplete Mission

Should a Rock Raider not complete a mission, either by their Shield losing power or by not achieving the mission objectives, they will be beamed back to the LMS Explorer and sent for rest and more training. In the first five caverns, Rock Raiders can restart the mission as many times as they like, as it takes less energy to beam them back to the ship. As the Rock Raiders dig deeper into the planet, they will only be able to restart the mission 3 times.

## Winning Medals

If you manage to complete the mission you'll be rewarded with a medal depending on how well you did. If you did the minimum required, you'll get a Bronze Medal. If you exceeded expectations, you'll get a Silver Medal or even a Gold Medal!

To open the Special Mission in each layer of the planet, you need to earn 15 points. A Bronze Medal is worth 3 points, a Silver Medal is worth 4 points and a Gold Medal is worth 5 points. So, for example, if you earn 3 Gold Medals, worth 15 points all together, you will be able to play the Special Mission.



3 points



4 points



5 points

When attempting to win a Silver or Gold Medal, be sure to drill every wall and keep a look out for hidden secrets!



# Password

After each attempt to complete a mission in the one-player game, you'll be presented with a password that records your progress up to that point in the game. If you make note of the password, you can enter it at a later date and continue playing from that point. To do this, follow these steps...




On the Main Menu screen, highlight the Enter Password option and press **X** BUTTON. Enter the password, using the buttons on your controller. If you make a mistake, press the L1 BUTTON or the R1 BUTTON to position the cursor over the wrong symbol, and press the correct one. If you want to clear all the symbols and start again, press Select. Once you have entered your password press Start to begin your game.

If the password is recognized you'll go straight to the Select Mission screen. If it isn't you'll get the opportunity either to enter the code again or return to the Main Menu.



## Pausing The Game

If you want to take a break from the action, simply press the Start button on your controller, this will Pause the game. You may now select from a menu of options. Use the directional buttons to highlight the option you want and then press  BUTTON.

## Mission Options


### Continue Mission

Allows you to continue playing from where you left off.

### Music Volume

Allows you to change the volume levels of the music. Use the left and right directional buttons to alter the volume.

### Mission Brief

Provides a reminder of what you need to collect to complete the mission. Press  BUTTON to return to the Pause Menu.




## Mission Options


### Effects Volume

Allows you to change the volume levels of the effects. Use the left and right directional buttons to alter the volume.

### Restart Mission


Allows you to restart the mission from the beginning. If you select this option you'll be asked to confirm that you're sure you want to restart - if you are, use the directional buttons to highlight the Yes option then press the  BUTTON. If you select the No option you'll be returned to the Pause Menu. Note that you can only restart a mission three times, giving you a total of four attempts to complete it.

### Quit Mission

Allows you to abort the mission and return to the bridge of the LMS Explorer. If you select this option you'll be asked to confirm that you're sure you want to quit. If you are, use the directional buttons to highlight the Yes option then press the  BUTTON. If you select the No option you'll be returned to the Pause Menu. Note that if you quit a mission, Chief will note this mission as incomplete, so the Rock Raider you have selected will be sent on leave.



# Options

It is possible to customize LEGO Rock Raiders in many ways from the Options menu. To access this menu, first go to the Main Menu. Use the directional buttons to highlight Options then press the  BUTTON. You'll now see a menu of customizable options.

## Movement

This option allows you to change how your Rock Raider is controlled when on foot and in a vehicle. Press the left and right directional buttons to toggle between the three choices: Directional, Rotational or Combined.

Directional movement makes your Rock Raider move in the direction that you push the directional buttons on your controller.

Rotational movement makes your Rock Raider behave in a similar way when driving a vehicle. You push up on the directional buttons to move forward, down to move back, and left and right to turn.

Combined movement is a mixture of Directional and Rotational. So when in control of the Rock Raider, the camera will remain in the fixed Directional view. When you are in control of a vehicle the camera will follow behind, just like the Rotational view.

## Music Volume

Allows you to change the volume levels of the music. Use the left and right directional buttons to alter the volume.

## Effects Volume


Allows you to change the volume levels of the effects. Use the left and right directional buttons to alter the volume.

## Vibration

If you are playing the game with a DUALSHOCK™ analog controller, you can turn the vibration function on or off with this option.

Note that when you start the game this option is always turned ON.

## Controller

Use the directional buttons to choose between four different controller configurations. When you've found the controller configuration you're happiest with, press the  BUTTON to return to the options menu.



# Credits

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For game play tips and tricks, please visit the LEGO Media website at [www.LEGOMEDIA.com](http://www.LEGOMEDIA.com)

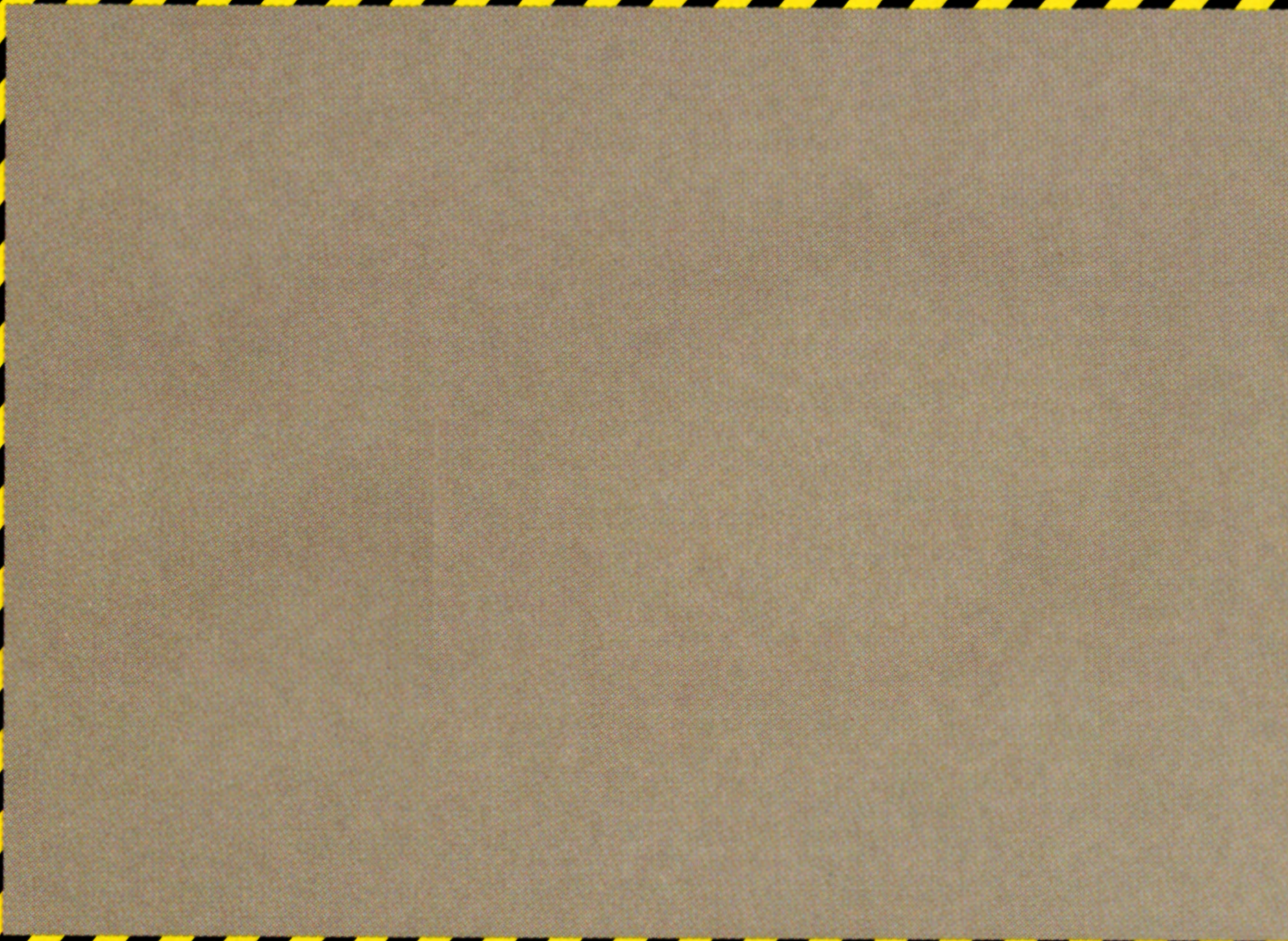
Address Technical Support / Customer Services  
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If you experience any issues with LEGO Rock Raiders, please contact Technical Support.





**NOTES**





**NOTES**





**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.

**USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

**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.

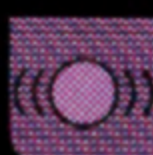
**See back page of this manual for Customer Service Nos.**

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SLUS-00937



**1 or 2  
Player**



**Vibration Function  
Compatible**



**Analog Control  
Compatible**



# Start your engines!

Race through exciting LEGO® worlds and challenge the greatest LEGO Racers of all time. You'll have to out-build, out-drive and out-smart your LEGO competitors to face Rocket Racer in the ultimate championship race. So get ready. Get set. Go!



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