



NTSC U/C

MACHINE HEAD

PlayStation



SLUS-00383



EIDOS

INTERACTIVE

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 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.

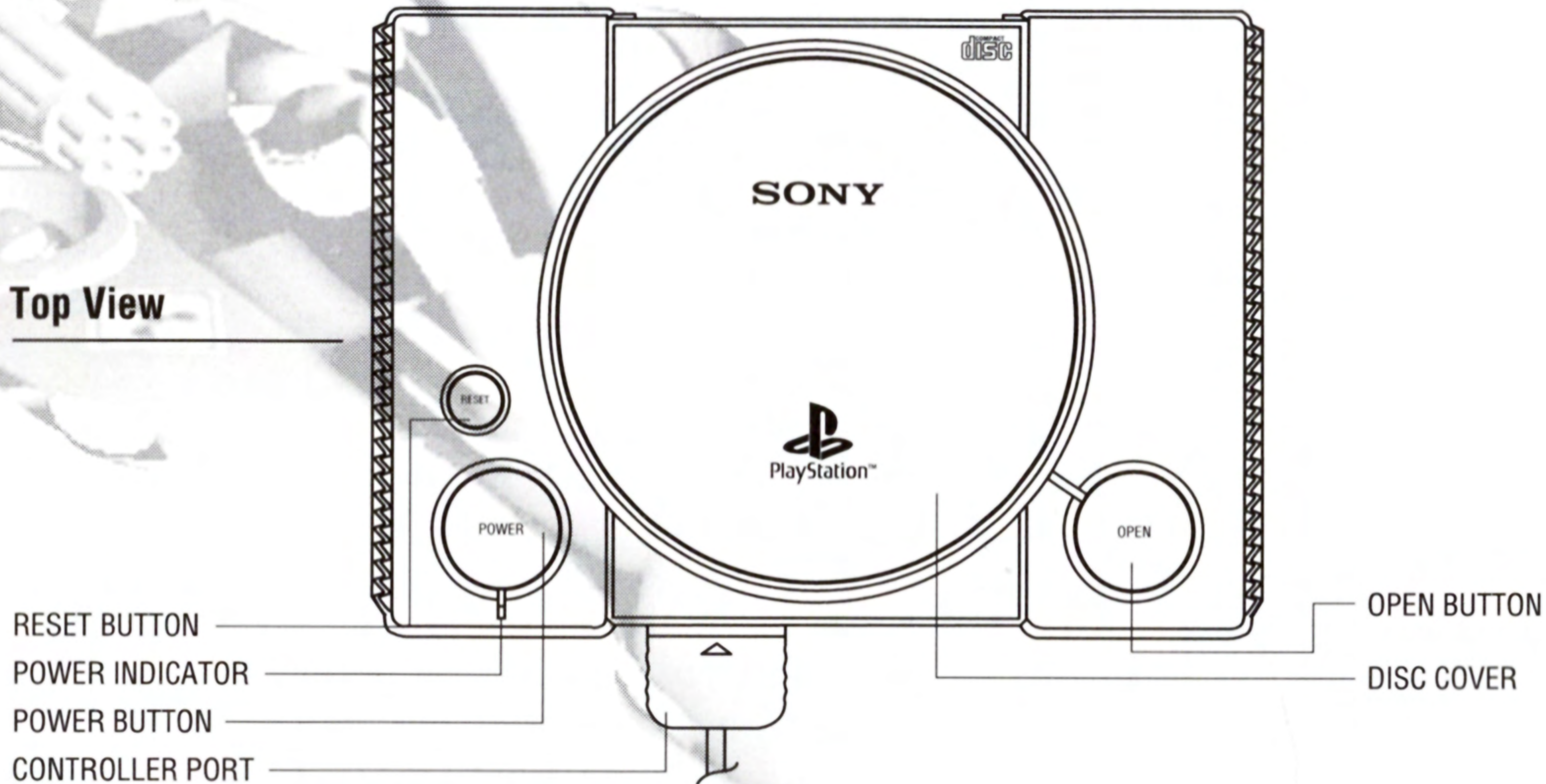
MACHINE HEAD

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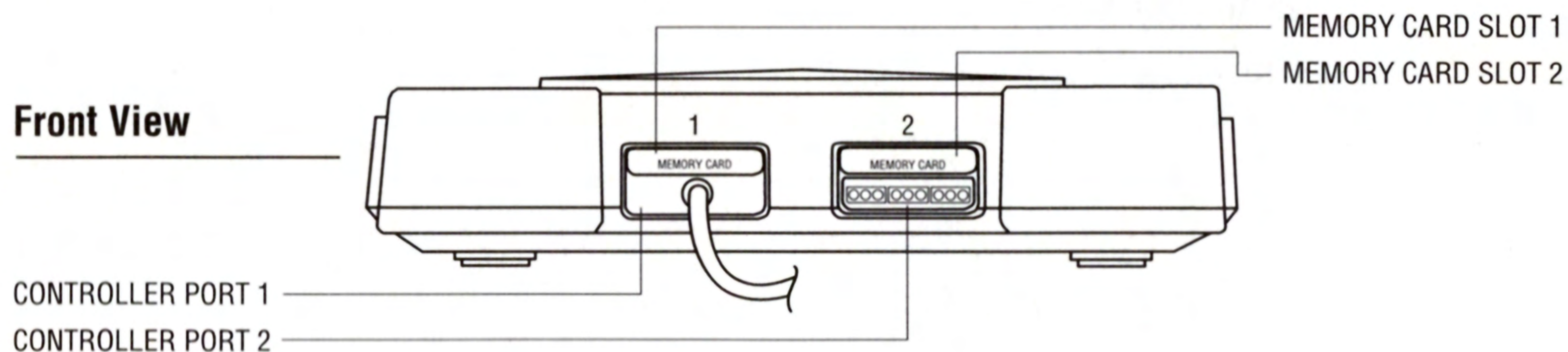
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SETTING UP

Top View



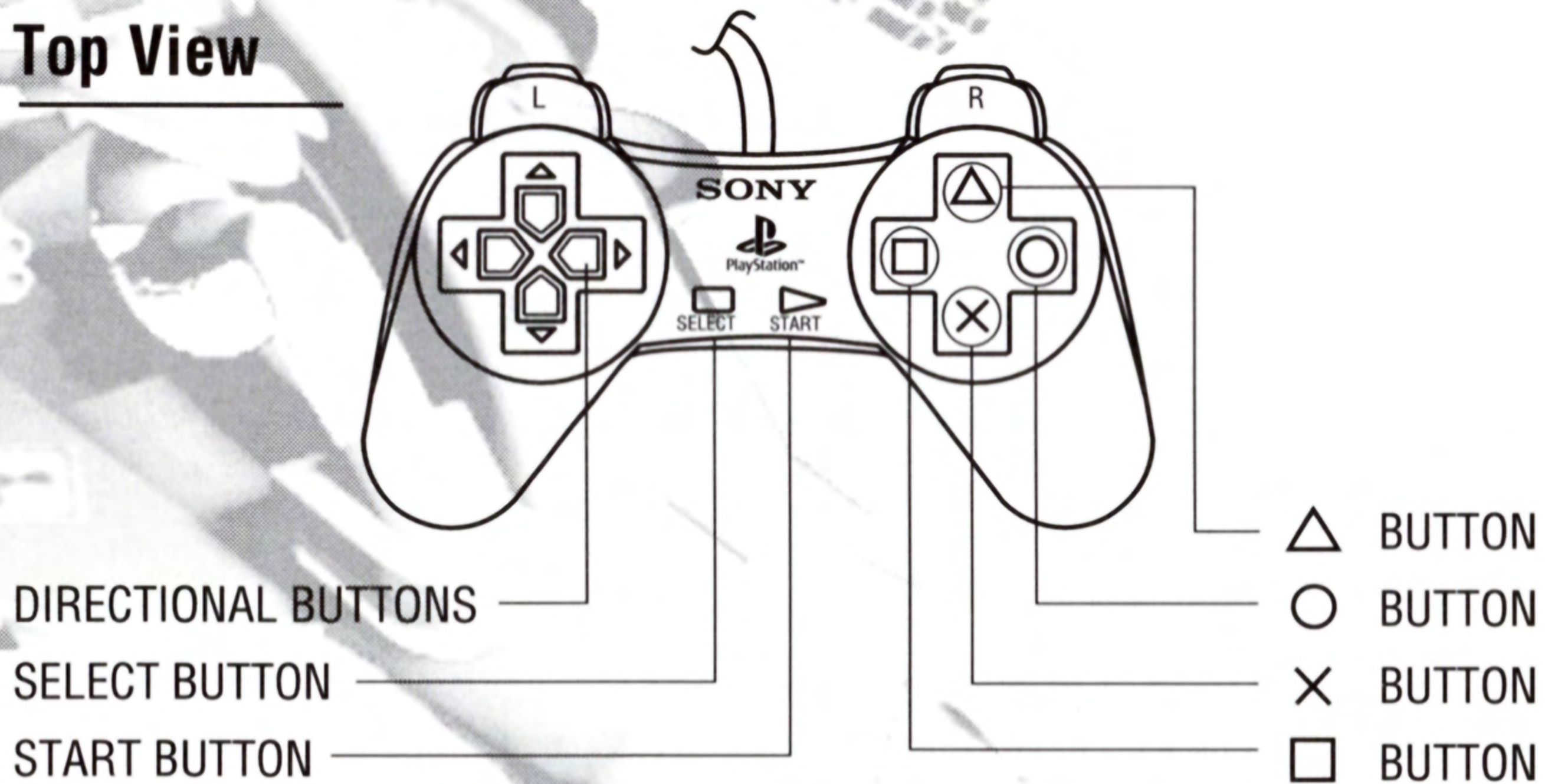
1. Set up your PlayStation game console according to the instructions in its Instruction Manual.
2. Insert the Machinehead disc and close the CD cover.
3. Insert a game controller and turn the PlayStation game console on. Follow the on-screen instructions to start a game.



CONTROLS

(Defaults)

Top View



Directional Buttons

Changes viewpoint of Vorpul Blade

Select Button

Displays map

Start Button

Pause menu

▲ or ○:

Selects special weapon

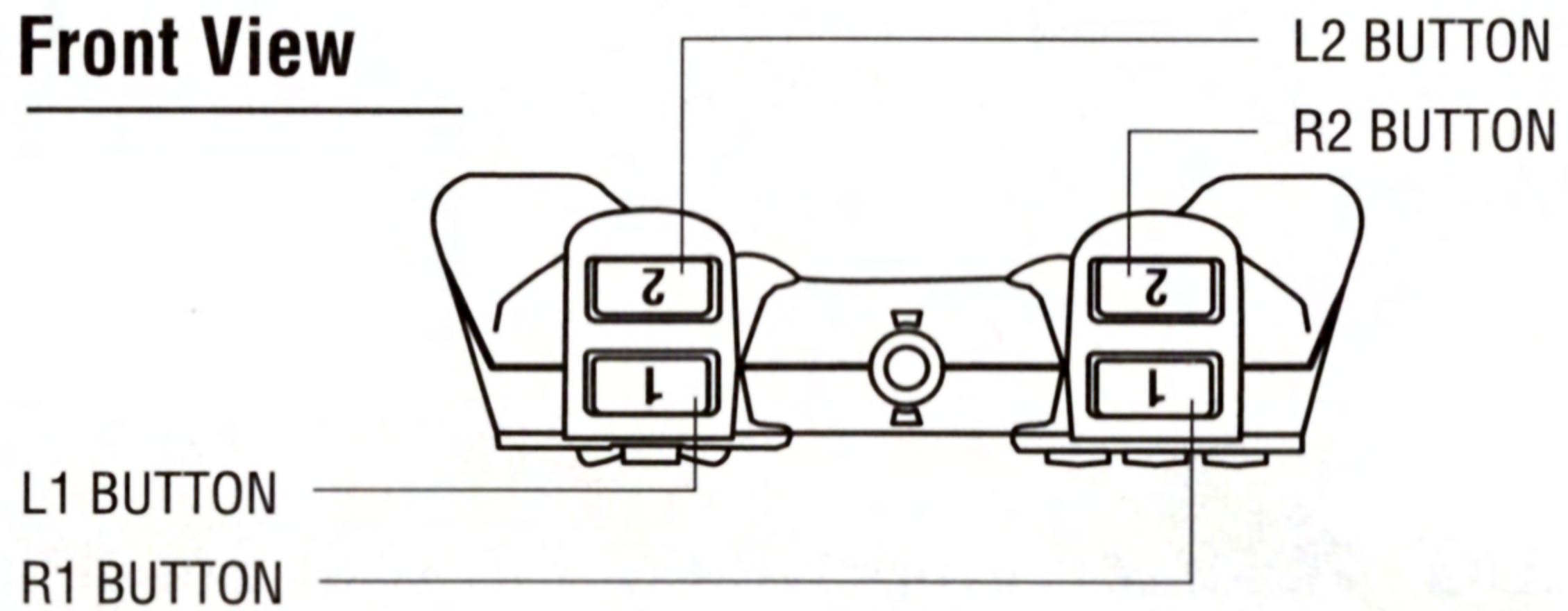
×:

Reverse

□:

Accelerate

Front View



- | | |
|-----------|----------------------|
| L1 | Fires machine guns |
| L2 | Slides left |
| R1 | Fires special weapon |
| R2 | Slide right |

INTRODUCTION

By the year 2020 Nano-Technology has outmoded all other forms of manufacture on the planet. Humans program miniature machines on production lines, releasing them into floatation tanks, where they build onto themselves, eventually creating whatever the particular company requires.

Anything from Human tissue to electronic components, all from one tiny molecule.

Callam "SLUG" Violdreer, employee of the vast Senclair Corporation, programs micro machines with their tasks. The futuristic equivalent of putting caps on tooth paste tubes. Not that Callam would recognize the irony in that. He never cleaned his teeth.

Unfortunately, due to Callam's less than enviable social position (he has less friends than a moldy potato). He began to hatch a dribblingly pathetic plan, rather disappointingly and depressingly accidentally, concluding in the termination of the majority of Human life on the planet.

Abusing his position in the most spectacular fashion, Callam began to inject himself with DIY Micro Machines in an attempt to reform his unthinkable physique.

Callam hardly noticed as the machines fingerprinted his DNA and began to evacuate in an airborne fashion from every available orifice. Callam was used to releasing bad smells. But not geometrically expanding smells that destroyed everything on the planet within 48 hours that did not match his DNA code.

After much consideration and stealing of food, Callam realized he had accidentally become a God. With a chin full of cake instead of the time-honored white beard.

Ten years on and Callam had evolved into something larger and stupendously more dangerous than "Slug" Violdreer. He was the Machinehead Core. The Nano-virus had built onto him. And into him. He animated whatever popped into his engorged head, creating abortions that were never meant to be, galloping and rolling across the plains.

But the scientists lay in wait underground, developing an anti-virus. One such scientist, Kimberley Stride and her perverted assistant, Orville McArdle, had virtually completed their self-guiding missile system.

Callam knew they were there. He knew what they were doing. But he did not care. Even though he was the Machinehead, God of his New World, his memory banks would always return to chips, or fondant fancies.

He could not think like that.

He was the Machinehead Core.



MENU CONTROLS

Use the Up and Down Directional buttons and the Cross Button to select throughout all menus. The Start or Cross Button also quits FMV and Mission briefings.

Use the Right and Left Directional buttons to toggle through individual category options.

Use the Square Button within the Menu screens to take you back to the previous screen until you arrive back at the Title Screen.

MAIN MENU

NEW GAME

Starts a new game.

RESTORE GAME

Options to load in previously saved game, if you do not have a Memory card you may use a Password system. In both cases please follow on-screen prompts.

OPTIONS

Select Options to take you to the Options Menu.

START GAME

Upon starting a new game, you will be presented with your first MISSION BRIEFING.

After the required number of missions, you will be beamed through into a new domain. The story will unfold through FMV sequences and you will be presented with the MISSION BRIEFING pertaining to that domain.

NOTE: *The closest Orville has ever been to normal social interaction is being helped out of a swimming pool whilst drowning. But listen carefully to his inane banter, for tips and strategies emerge as jewels from a dung heap.*

OPTIONS MENU

- | | |
|---------------------------------|----------------------------------|
| Difficulty | Toggle through how tough you are |
| Animation Sequences | Turn on / off in-game FMV |
| Sound Volume / CD Volume | Alter in-game sound levels |
| CD Test | Select audio tracks to test |



Control Configuration

Select to bring up this Menu screen

Adjust Display Position

Use the Directional buttons to center the image and color bars to adjust screen levels until satisfactory

Exit

Return to Main Menu

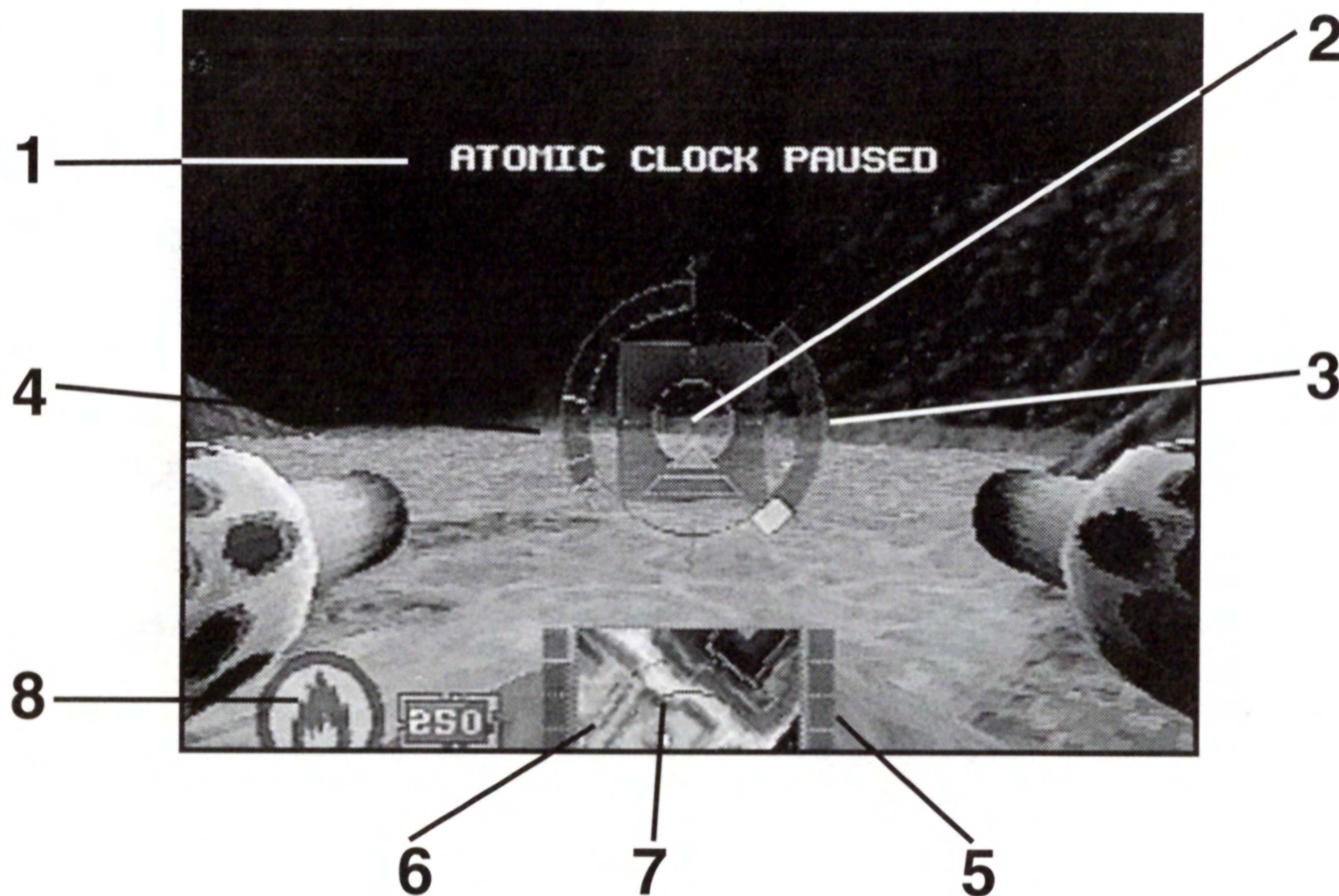
CONTROL CONFIGURATION MENU

Choose your desired control set-up from a Pandora's Box of predefined choices. Using the Left and Right Directional buttons will scroll through the options.

QUITTING THE GAME

Press the Start button, select Quit and press Start button again. Hit Start once more to confirm.

IN GAME DISPLAY



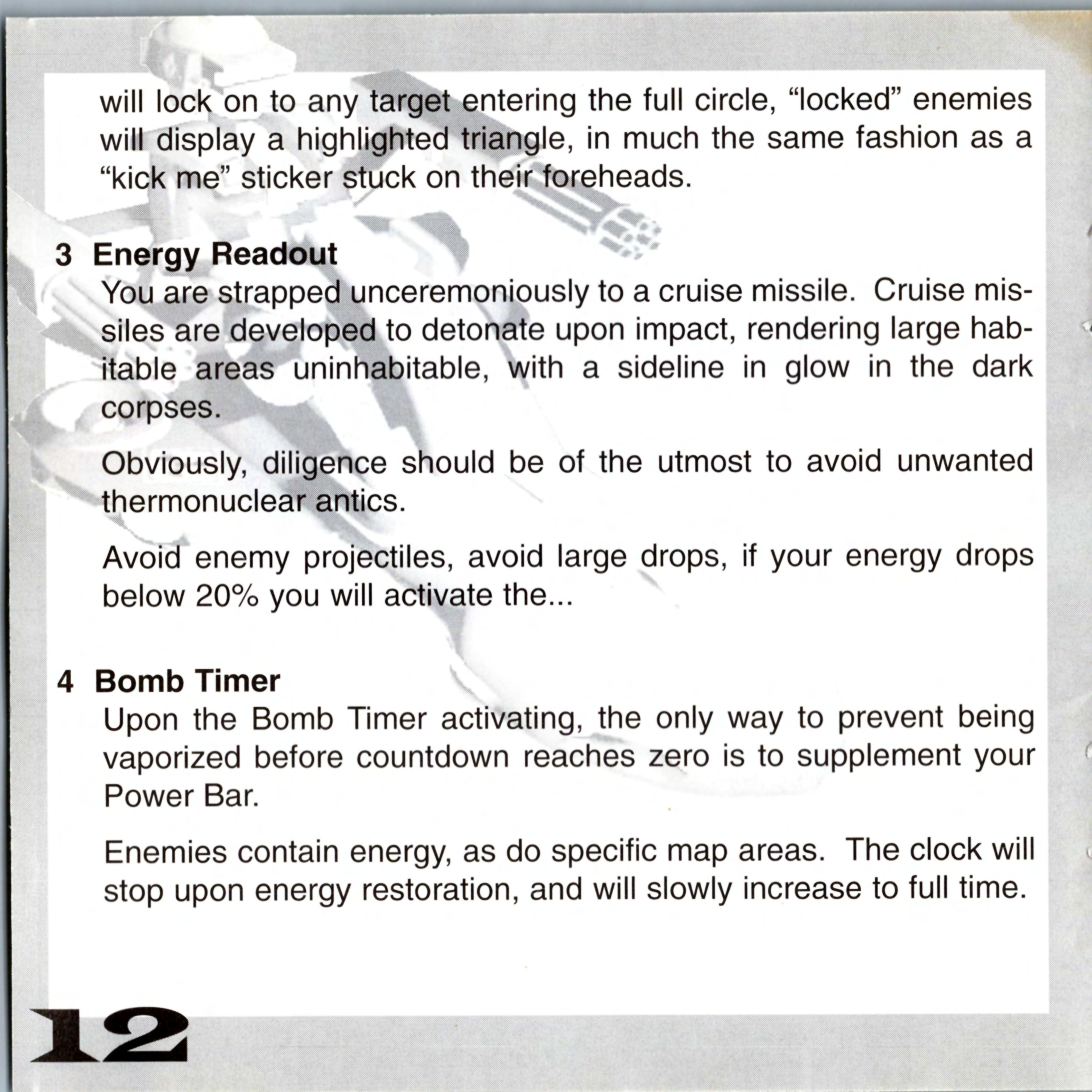
1 Computer Display

Displays weapons and Ammo as they are collected. Also displays information pertaining to level.

2 Tractable Sensor

All weapons will fire to the center of the circle. Homing weapons





will lock on to any target entering the full circle, “locked” enemies will display a highlighted triangle, in much the same fashion as a “kick me” sticker stuck on their foreheads.

3 Energy Readout

You are strapped unceremoniously to a cruise missile. Cruise missiles are developed to detonate upon impact, rendering large habitable areas uninhabitable, with a sideline in glow in the dark corpses.

Obviously, diligence should be of the utmost to avoid unwanted thermonuclear antics.

Avoid enemy projectiles, avoid large drops, if your energy drops below 20% you will activate the...

4 Bomb Timer

Upon the Bomb Timer activating, the only way to prevent being vaporized before countdown reaches zero is to supplement your Power Bar.

Enemies contain energy, as do specific map areas. The clock will stop upon energy restoration, and will slowly increase to full time.

5 Unreality Keys Collected

Reads from 1 <top> to 5 <bottom>.

Concealed on landscape.

6 Real World Keys Collected

Reads as above.

Concealed on landscape.

7 Overhead Map

Gives a plan view of the surrounding area. Tractable objects are depicted by white dots, enemy projectiles in red/yellow.

Unreality keys depicted in green.

Reality keys depicted in red.

Objectives flash rainbow colored concentric circles.

Unreality Terminals are depicted in blue

8 Weapon/Ammo Display

Shows currently selected special weapon with its ammunition. Only loaded weapons can be toggled. Specific ammunition becomes apparent through later levels.



UNREALITY KEYS

In an attempt to hinder your progress through the infested areas the Machinehead has trapped important segments of the landscape in an "Unreality zone". To access and repair these features Unreality Keys can be used at corresponding numbered terminals (left) to pull these trapped landscape segments back through into their rightful place in reality (for example if a broken bridge blocks your progress through the latter stages of a level the correct Unreality Key may pull the missing segment back from unreality into reality, hence repairing the bridge and allowing you access to the new area. Depending on your position, landscape changes may be visible as you access the terminals.

PAUSE MENU / FULL SCREEN MAP

Pressing START in game will freeze the action and present you with the opportunity to Continue or Quit. Selecting Quit will return you the Title Screen, Continue will return you to the game.

Pressing SELECT in game will toggle between Full Cockpit and Full Map view modes.

WEAPON CHARGES/KEYS

Chain Gun

The Chain Gun is your primary weapon.

Unlimited ammunition. Low hit ratio.

All special weapons available from landscape, enemies.

Flame Thrower

Watch enemy obscenities hop around like hot tarts in a toaster.

Missile

Creative use of this non-homing weapon can result in mass hospitalization.

Homing

Like a sociopath muscle builder in a pub, swaggers drunkenly out of his chute, selects its target complacently and hammers it relentlessly.



Photon

Discharges rapid pulses into enemies, resulting in egg in microwave scenario.

Grenade

Limited area photon explosive device, which says “ can obliterate large areas if pointed in the right direction!” If you do, it will.

Disruptor

High level photon explosion.

IO-Storm

The enemy after life will be a ticket only gig after this little baby blows its lid.

Energy Cell

Recharges 50% power. Handy in crucial “stop the clock” moments. Available from landscape, enemies and other good outlets. A smaller (12.5%) version of the above is also available.

Unreality Keys (1-5)

Allows you to “rescue” a segment of the real world captured in unreality.

Real Key (1-5)

Corresponds to doors/man-made landscape features.

MISSION STRUCTURE

AREA ONE

Mission One

Destroy spider cocoons, blocking electricity pylons to re-activate train hanger doors and release fuel carriage.

Mission Two

Escort train across level, re-routing to avoid Machinehead train mutagens.



Mission Three

Escort the train across the Ruined City to the bunker, repairing tracks through Unreality keys.

Mission Four

Find the Teleport Chamber and defeat the expansively pain inducing Arachna-King.

AREA TWO

Mission One

Locate the entrance to the first termite hill.

Mission Two

Find the Real and Unreality Keys to raise the exit teleporter.

Mission Three

Attempt to put the willies up the termites in their own home. Locate the cyber key to cross the breeding ground.

Mission Four

Wade through hordes of undesirables in the second mound to enter the...

Sub-Chamber

Inept and probably incontinent Agent lurks within. Find him, find his Teleporter. Be wary of over zealous guards.

AREA THREE

Mission One

Locate and reactivate the scientist satellite, whereupon the spy satellite will beam you out of the area.

***NB:** All that goes up, does not come down, unless you fire a warhead into it.*

Mission Two

Stick a red hot poker right into the Machinehead's elementary canal by impeding the perpetually cycling supply lines.

Mission Three

The satellite beams you out onto the seismic canyons, navigating your way to the satellite beam-up area.

NB: *What goes down, goes down and down.*

Satellite

An unwelcome surprise for the down-trodden scientists. Scientist parties will be abandoned in the wake of a mass scientist slaughter.

AREA FOUR

The calm before the storm.

Not dissimilar to being shown your favorite present ever and then being punched in the face before you can get to it. Repeatedly.

Little or no information available.

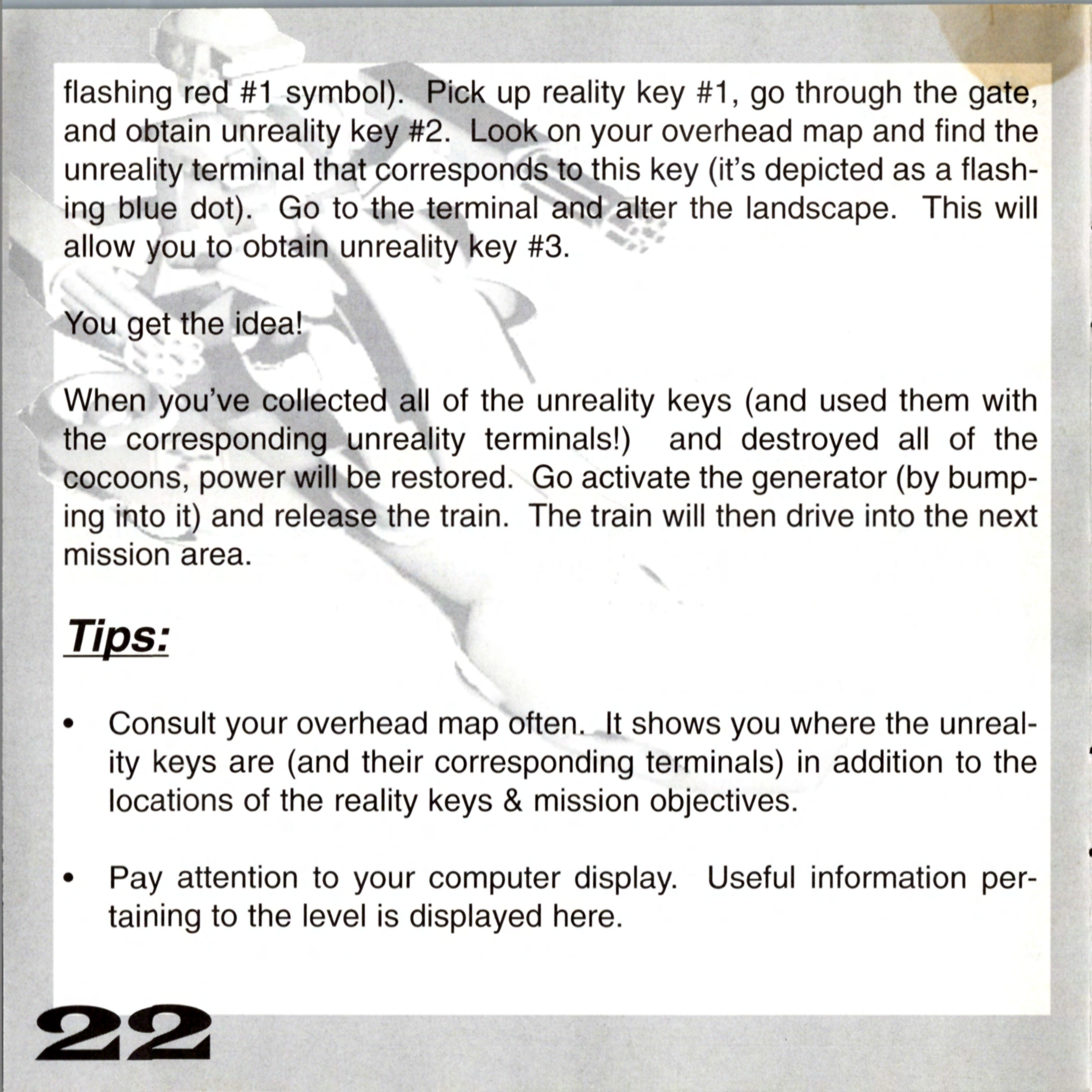
MACHINEHEAD MISSION I

WALK-THROUGH

You have a number of tasks to perform in order to complete the mission successfully. The first thing you need to do is pick up unreality key #1. It's a big, flashing green #1 symbol in front of you...you can't miss it! After picking up the 1st unreality key maneuver straight into unreality terminal #1 (which will be activated when you approach it) to alter the landscape around you.

The 'trick' to progressing through MACHINEHEAD is collecting reality keys (usually to open doors) and unreality keys (to alter landscapes when used with the corresponding unreality terminal).

Consult your overhead map and look for your objectives (in this case cocoons). The mission objectives are represented on the map as blinking, rainbow colored circles. Destroy the cocoons as you maneuver towards the next unreality key (depicted as a flashing green dot on your overhead map). On the way to the 2nd unreality key, you'll run into a locked gate (with a big #1 on the gate). You'll need reality key #1 to enter this area....luckily reality key #1 is right in the vicinity (a big,



flashing red #1 symbol). Pick up reality key #1, go through the gate, and obtain unreality key #2. Look on your overhead map and find the unreality terminal that corresponds to this key (it's depicted as a flashing blue dot). Go to the terminal and alter the landscape. This will allow you to obtain unreality key #3.

You get the idea!

When you've collected all of the unreality keys (and used them with the corresponding unreality terminals!) and destroyed all of the cocoons, power will be restored. Go activate the generator (by bumping into it) and release the train. The train will then drive into the next mission area.

Tips:

- Consult your overhead map often. It shows you where the unreality keys are (and their corresponding terminals) in addition to the locations of the reality keys & mission objectives.
- Pay attention to your computer display. Useful information pertaining to the level is displayed here.

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A grayscale background image showing a hand holding a pen, poised to write on a document. The hand is on the left, and the pen is angled towards the right. The document is partially visible, showing some lines of text and a circular stamp or logo.

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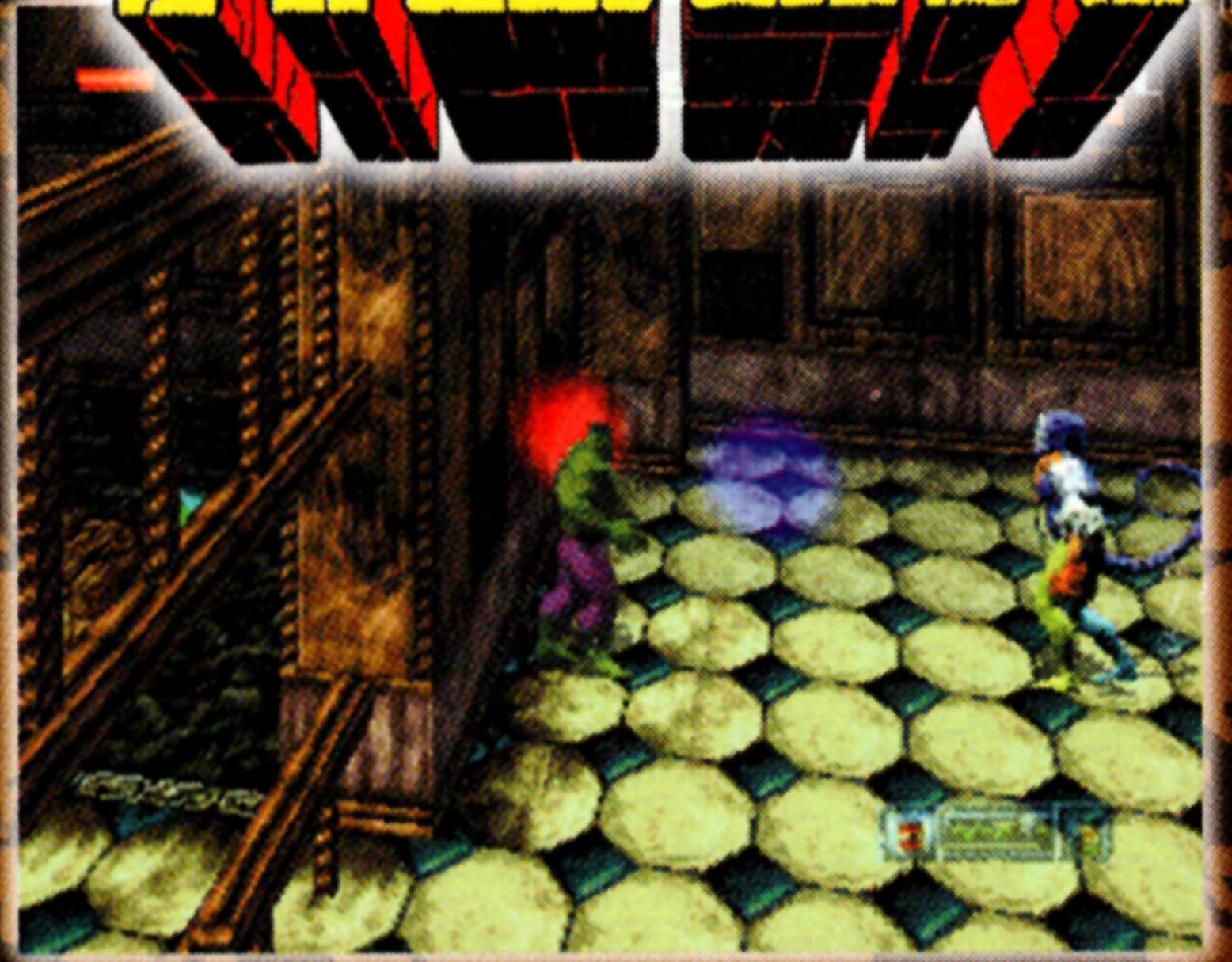
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