



NTSC U/C

PlayStation™

NOVASTORM



KIDS TO ADULTS



AGES 6+

SCUS-94404



SONY COMPUTER ENTERTAINMENT

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.

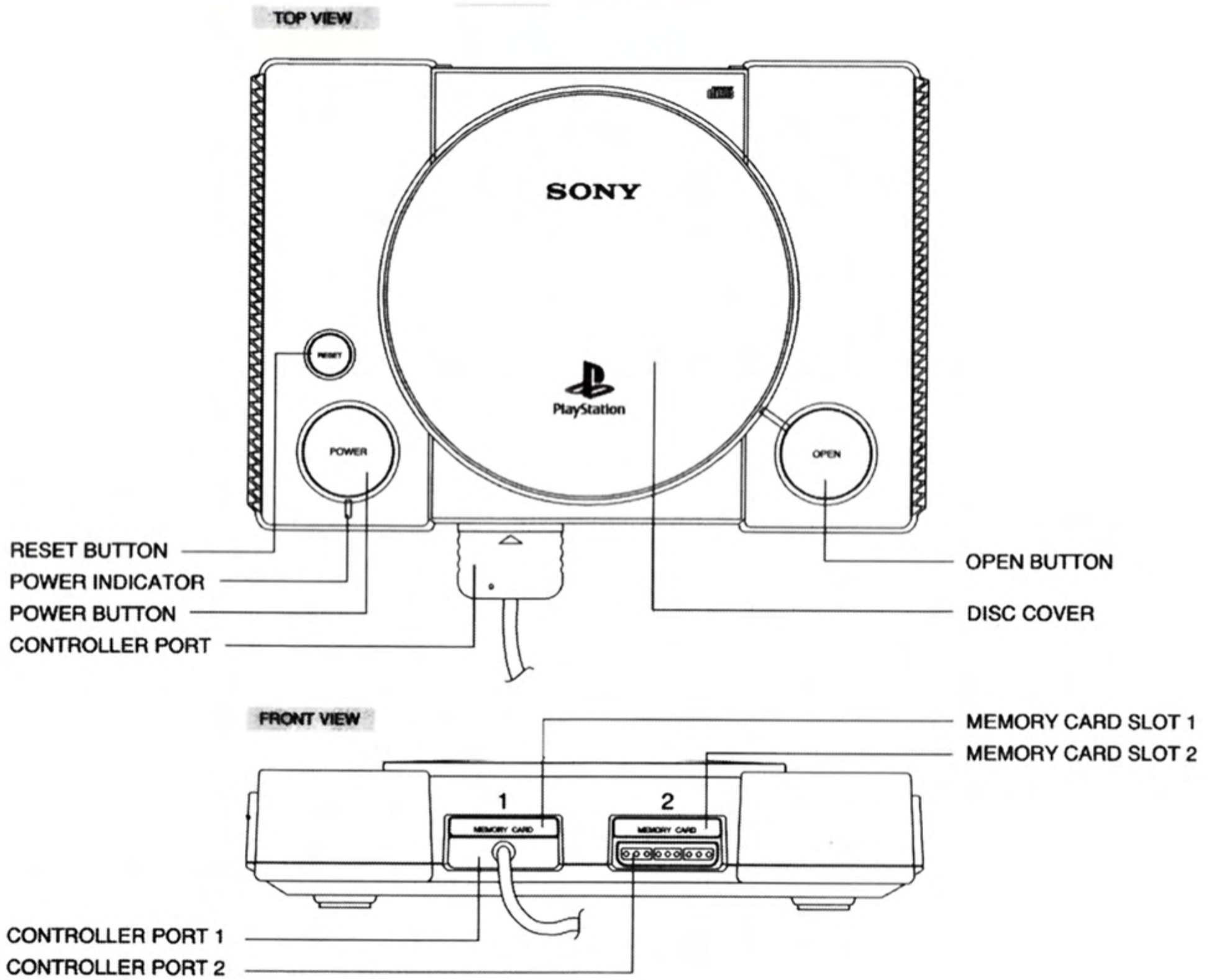
NOVASTORM

Instruction Manual

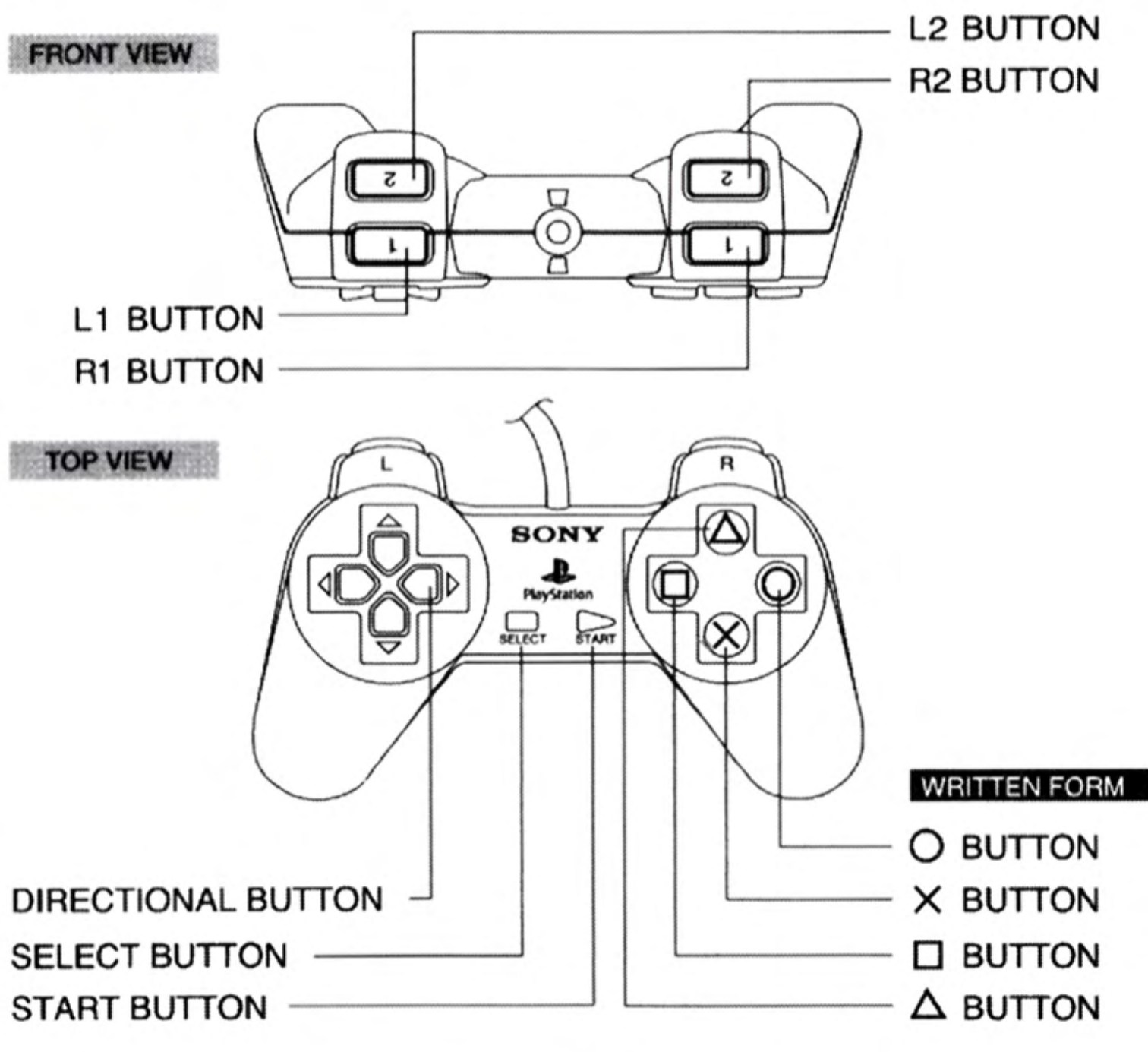


Introduction	.4.
•	
Starting the Game	.5.
•	
Mission Overview	.5.
•	
Scavenger Ship Controls	.6.
•	
Flight Configuration	.7.
•	
Information Control Console	.8.
•	
Pick-ups and Tokens	.9.
•	
Level Outlines	.10.
•	
End of Level Guardians	.11.
•	
Pausing the Game	.12.
•	
Credits	.13.

Console



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





The human race is complacent. Computers take care of everything. Nothing can possibly go wrong. Until one day, the most dangerous information superhighway in history starts preaching the gospel of silicon against flesh... .

Pilot the Scavenger 4 space fighter between canyons, over glaciers and through cities in a one-on-one showdown with SCARAB, the fiendish artificial intelligence with a lust for total power, and its deadly space cruiser SCARAB X.

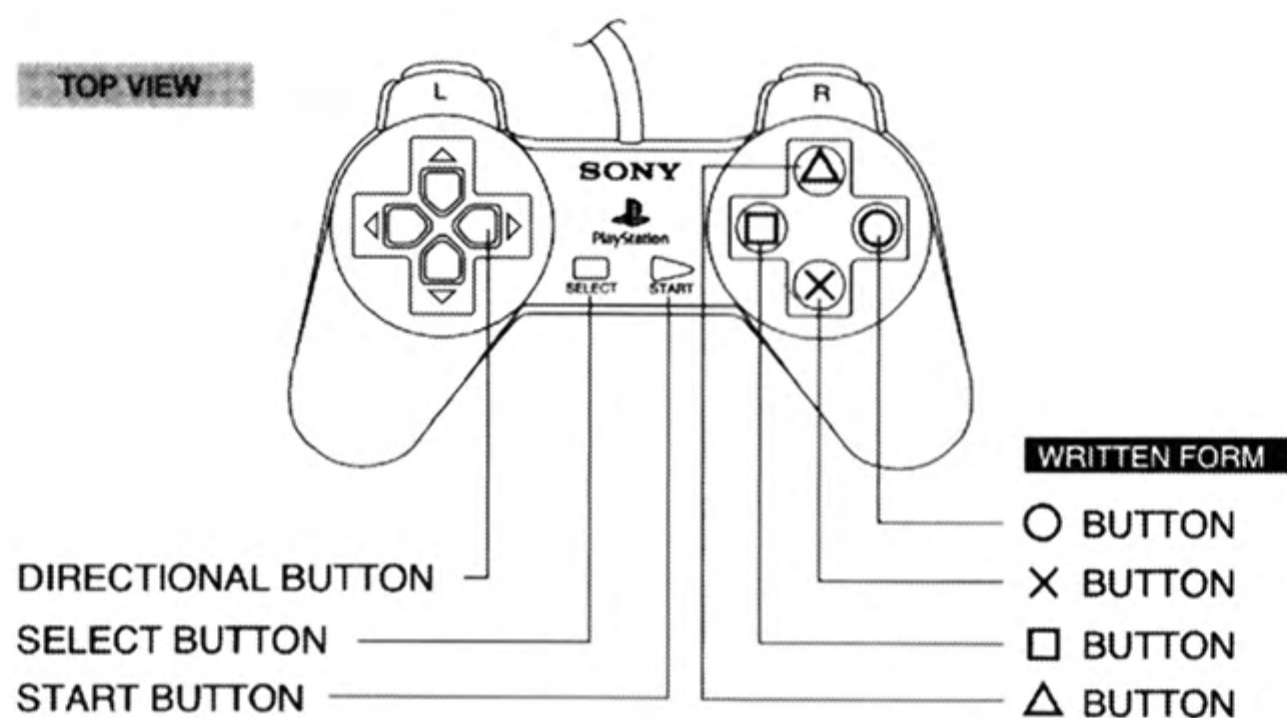
Mankind created it - now you must destroy it.

MISSION OVERVIEW

You must pilot your Scavenger space fighter with the following mission objectives.

1. To find a path through the defenses that SCARAB has established on three planets of the Bodor system: the volcano planet Callinhor, the desert planet Kallum Koll and the ice planet, Quiggin.
2. To destroy as many enemy spacecraft and defense armaments as possible in order to weaken SCARAB's forces, and to locate and destroy a number of specific defense installations located at key points.
3. To locate, penetrate and if possible destroy, the space cruiser SCARAB X.
4. To find and ensure the destruction of SCARAB itself. This objective has priority over all others and must be achieved at all costs.

SCAVENGER SHIP CONTROLS



The 'D' pad controls movement 'UP', 'DOWN', 'LEFT' and 'RIGHT'.

Start Skips to the end of the movie linking sequences of the game. If pressed, it will take you straight to the next playable action sequence. This button can be used to select menu options. It also pauses and unpauses the game during gameplay.

Select Use to select menu options.

Button □ Press for Smart Bomb activation.

Button ○ Press to fire Burst Weapon.

Note: As you collect pick ups, your Burst Weapon Power Bar will increase. When you press this button, it will fire the Burst Weapon for a set duration according to the size of the Power Bar. If you continue to collect pick ups while the weapon is firing, it will add towards the Power Bar and extend the duration of the shot.

Button X Press to fire primary weapon. This button also selects menu options and skips film sequences.

Note: You will automatically upgrade your primary weapon when you capture weapons pods from enemy spacecraft. Full details of weapons capture procedures are contained in your Specific Mission Briefings.

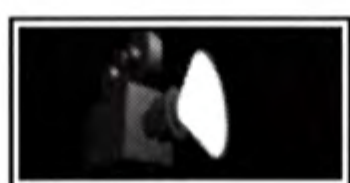
FLIGHT CONFIGURATION

Before your missions start, you may want to configure the flight details to suit your personal requirements.

The main menu screen appears after the introduction. Remember that you can skip straight to it by pressing **'Start'**.

To select the menu items, use the **'UP'** and **'DOWN'** arrows to highlight the word **'Options'** then press **'X'**.

On the main menu the icons are:



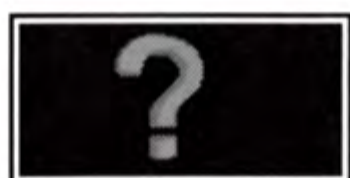
Plays the Intro.



Views High Score Table.



Plays the game.



Goes to the Options Screen.

You can change the following features from the **'Options Screen'**:

Difficulty	Easy, Normal or Hard.
Lives	3, 5 or 7
Music	On or Off
Sound FX	On or Off

Select the exit icon to go back to Main Screen.

Highlight the above options with the controller arrows and change them by pressing **'X'**.

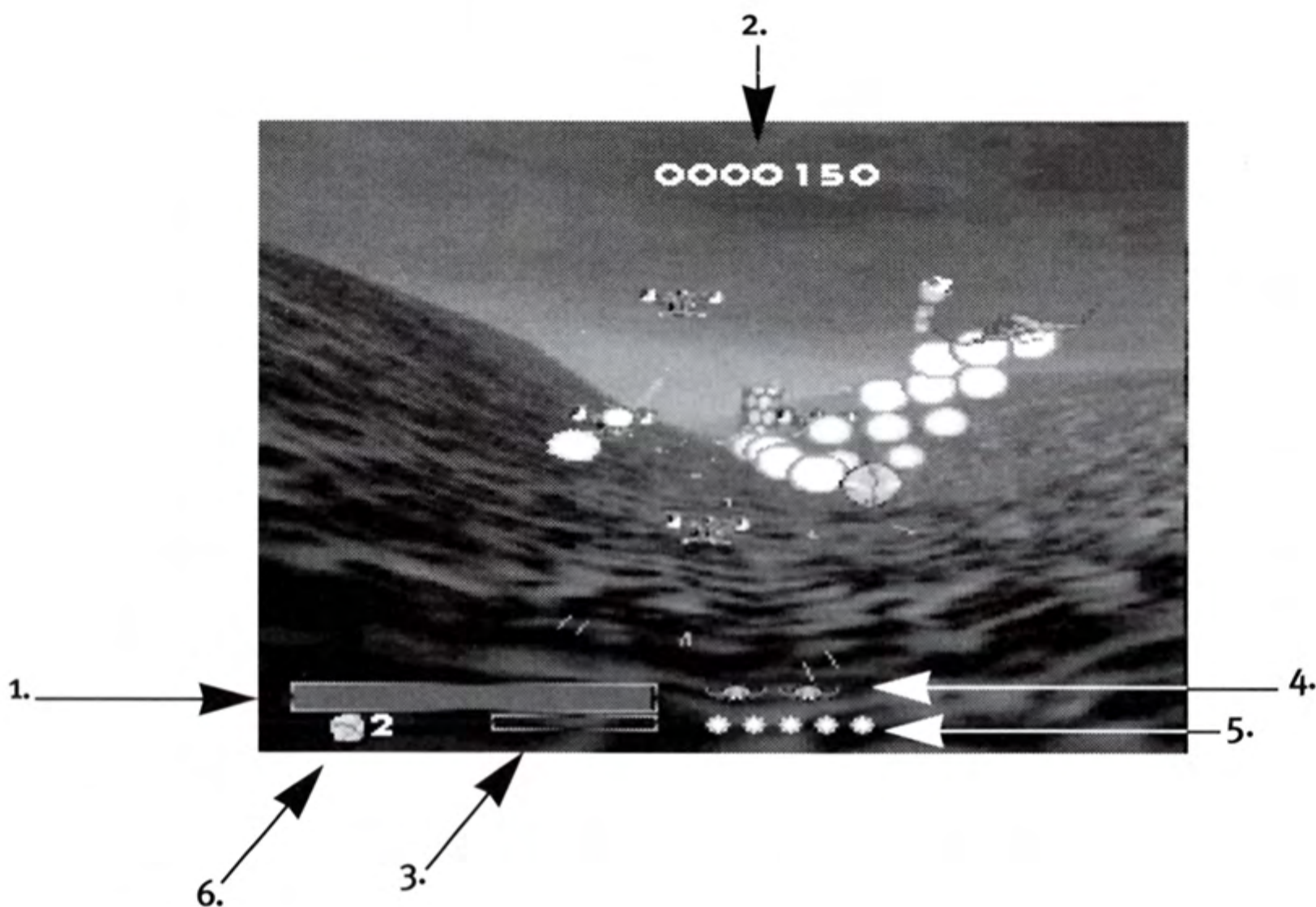
When you have the options set to your satisfaction, select the **'Go back to the Main Screen'** icon.

To start play, simply select the **Novastorm** icon.

INFORMATION CONTROL CONSOLE

Your Scavenger is fitted with a sophisticated viewscreen.

The data provided by the instruments on the Information Control Console is as follows.



1. Health Meter: This meter gives an assessment of your ship's remaining energy. All impacts, weapons strikes and collisions will reduce your strength. When energy is totally depleted, a Co-temporal Ship Replacement will take place using up one of the 'lives' you have available.

2. Score Meter: A rough guide to the progress of your mission is provided here. It is a numerical assessment of your success in destroying active enemy defense resources.

3. Burst Weapon Power Bar: This indicator measures the duration of your Burst Weapon, which builds as you collect pick ups.

4. Lives (CSR) Indicator: Shows how many times your Scavenger can survive a drop to zero energy by effecting a Co-temporal Ship Replacement.

5. Smart Bomb Status Indicator: Shows how many smart bombs you still have racked and ready for use.

6. Next Weapon Available Indicator: The next weapon upgrade available is indicated by this icon. Once you have collected the required number of tokens, you will be awarded this new weapon. The number of tokens left to collect before the next upgrade can be activated will be displayed by the icon.

Note: The Guardian Health gauge will only appear when the End Of Level Guardian is reached.

PICK-UPS AND TOKENS

Your space fighter is fitted with Enemy Weapons Pod Capture Systems which enable your craft to 'scavenge' tokens and pick-ups from enemy ships.

'Star' pick up icons: When you collect a star, you will be awarded a smart bomb.

'Novastorm' pick up icons: When collected, this pick up has several effects. It adds to your total score, it adds to the burst weapon gauge, and it adds to the token count to help you upgrade your weapons.

'Tokens': Tokens are awarded when you collect the **'Novastorm'** icons. Once you've collected enough, your ship will undergo an Automatic Weapons Upgrade. See how many tokens you need to get the next upgrade by referring to the icon in the bottom right of the Information Control Console.

LEVEL OUTLINES

You must follow a specified path through the Bodor Solar System in which SCARAB has set up its defenses. This will involve four distinct environments.

Level One: the volcano planet, Callinhor

Extremely high temperature. Breathtaking but deadly landscape. Significant feature is fiery lava pits. Several silicon-based lifeforms are believed to inhabit the surface. Flares of hot gases and molten rock could be a hazard. Hills, mountains and valleys may provide approach cover.

Level Two: the ice planet, Quiggin

Extremely low temperatures. Crystal caverns dotted around the surface could hide unseen danger. Deep crevasses might provide approach cover. It is rumored that solar power installations could have been reconfigured as defense stations.

Level Three: the desert planet, Kallum Koll

Vast, desolate plains cover most of the surface. Though habitable, planet was never occupied anywhere except the ten percent of its surface towards the poles. Canyons help provide cover, and power installations can be used for navigation. Tracks of enormous creatures have been traced on the shifting sands, but there is evidence to suggest these are not of natural origin...

Level Four: Space Cruiser SCARAB X

Little is known about the construction of the SCARAB X Deep Space Cruiser, except that it is truly vast and awesomely defended. You are warned that to reach SCARAB X, you will first have to pass through the asteroid belts that lie beyond Quiggin, and then penetrate a network of SDI defense satellites that has been established by SCARAB. Once you reach the space cruiser, you must first negotiate its surface using gullies and ducts for cover, then gain access to the ship's interior.

END OF LEVEL GUARDIANS

Each mission level is split into four 'stages', each of which has a specific objective. The objective can only be reached by passing through extremely hazardous Code Red enemy territory. You must successfully navigate each stage in order to reach the stage objective.

Each stage objective is known as a Guardian.

We know little of the Guardian defense sites except their names. A list of these is supplied below.

Callinhor

The Skyboss
Radar Defense
The Refinery
The Lava Snake

Quiggin

Crystal Boss
Buggy Boss
The Shark
The Squid

Kallum Koll

Mr. Twirlie
Golem
Robotic Lion
The Beetle

Space

Spike
Hovercraft
Scarab X

However, you do have the advantage of some special instrumentation that is keyed to measure power sources of Guardian size, and you also have the advantage of some limited scouting experience. Details as follows.

1. **Guardian Power Assessment:** A meter will appear on your Instrument Control Console to indicate the remaining power resources of any Guardian you face.
2. **Exposure Limit Alert:** An alert message will be heard when the exposure of your Scavenger ship to Guardian attack is reaching dangerous levels.
3. **Tracer Fire Feedback:** You will be able to seek out 'weak spots' in a Guardian's defenses by looking for the telltale flame explosions that show a direct strike. The Guardians are heavily shielded, and only direct hits on weak spots will have any effect.

PAUSING THE GAME

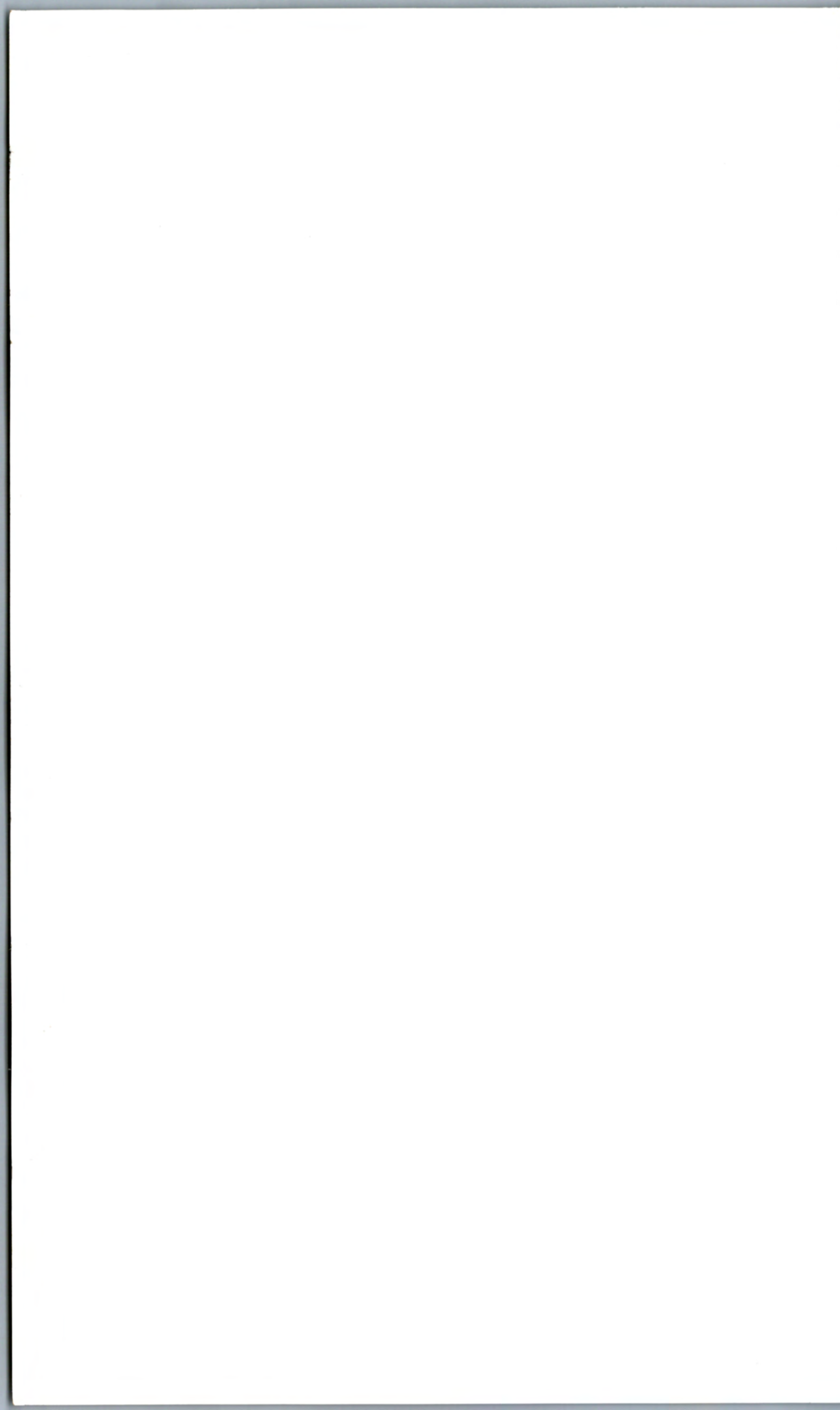
When the game is paused by pressing the **'Start'** button, you will be offered the chance to **'Continue'** the game or to **'Quit'**.

'Continue' will resume the game in play while **'Quit'** will return to the main menu screen.

Choose your option using the controller arrows and select it by pressing **'X'**.

CREDITS

<i>Programming by</i>	Psygnosis London
<i>Original Graphics by</i>	Chris Browne Paul Franklin Keith Roberts Jeremy Oldreive Colin Dempsey
<i>Additional Graphics By</i>	Alessandro Tonto Rogan Macdonald Nathalie Jean-Bart Mike Simpson
<i>Fat Bloke</i>	Adrian Curry
<i>Gameplay Director</i>	Nevin Gaston
<i>Voice Characterisation</i>	Mary Jane Stuart
<i>Manual Editor</i>	Damon Fairclough
<i>Manual & Packaging Design</i>	Richard Turner, Anthony Roberts
<i>Product Manager</i>	Dawn Williams



COPYRIGHT

Here at Psygnosis we aim to bring you the best in computer entertainment. Every game we publish represents months of hard work dedicated to raising the standard of the games you play. Please respect our endeavors and remember that copying software reduces the investment available for producing new and original games; it is also a criminal offense.

This software product, including all screen images, concepts, audio effects, musical material and program code is marketed by Psygnosis, Ltd who own all rights therein including copyrights. Such marketing of this product gives only the lawful possessor at any time the right to use this program limited to being read from its medium as marketed into the memory of, and expected by, the computer system to which this product is specifically adapted. Any other use or continuation of use including copying, duplicating, selling, hiring, renting, lending or otherwise distributing, transmitting or transferring this product in contravention of these conditions is in breach of Psygnosis, Ltd's rights unless specifically authorized in writing by Psygnosis, Ltd.

The product NOVASTORM, its program code, manual and all associated product materials are the copyright of Psygnosis, Ltd who reserve all rights therein.

These documents, program code and other items may not in whole or part be copied, reproduced, hired, rented, lent or transmitted in any way nor translated or reduced to any electronic medium or machine-readable form without prior consent in writing from Psygnosis, Ltd.

Psygnosis ® and associated logos are registered trademarks of Psygnosis Ltd.
NOVASTORM cover illustration is Copyright © 1995 Psygnosis Ltd.

Psygnosis Ltd, Napier Court, Stephenson Way,
Wavertree Technology Park, Liverpool L13 1EH, United Kingdom.

Psygnosis Ltd (US Office), 2nd Floor, 919 East Hillsdale Blvd, Foster City, CA 94404.

NOVASTORM © 1995 Psygnosis Ltd. All rights reserved.

LIMITED WARRANTY

Psygnosis, Ltd makes no warranties, either expressed or implied with respect to the software described in this manual, its quality, performance, merchantability or fitness for any particular purpose. This software is licensed "as is". The entire risk as to the quality of and performance of the software is with the buyer. In no event will Psygnosis, Ltd be liable for direct, indirect, incidental or consequential damages resulting from any defect in the software even if they have been advised of the possibility of such damages.

Some states do not allow the exclusion or limitation of implied warranties or liabilities for incidental or consequential damages so the above limitation may not apply to you.

The Psygnosis, Ltd warranty is in addition to and does not affect your statutory rights.



NTSC U/C

PlayStation™

NOVASTORM

Psygnosis Ltd., Napier Court, Wavertree Technology Park, Liverpool, L13 1EH, England.

© 1995 Psygnosis. All Rights Reserved. FOR HOME USE ONLY. Unauthorised copying, adaption, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product are prohibited.

Published and developed by Psygnosis

PlayStation, the PlayStation Logo, the PS Logo and the Sony Computer Entertainments logo are trademarks of Sony Computer Entertainment Inc. Manufactured and printed in U.S.A. The ratings icon is a registered trademark of the Interactive Digital Software Association.

US and Foreign patents pending.

