ELECTRONIC ARTS™

OverBlood™

A 3-D Sci-Fi Adventure

ELECTRONIC ARTS

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.
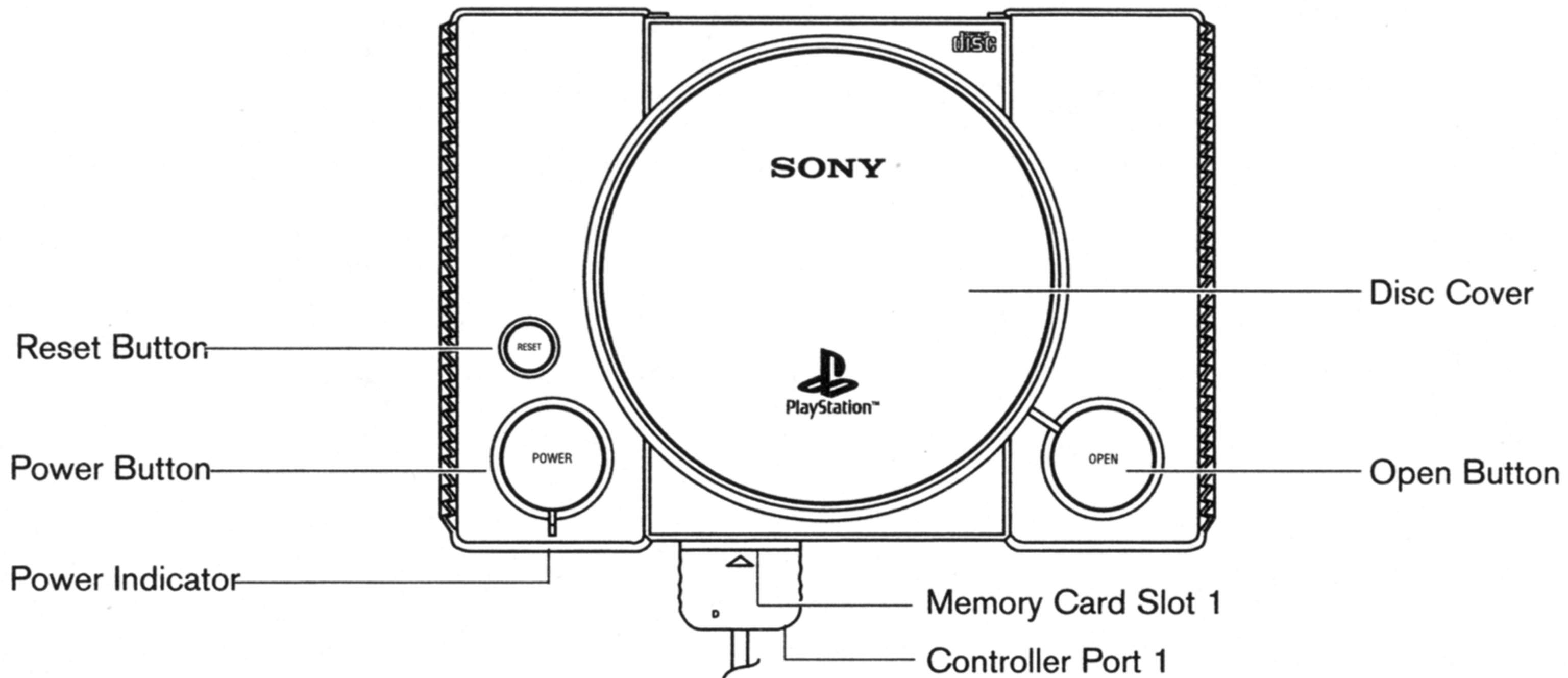
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Contents

✓ **FOR MORE INFO** about this and other titles, check out Electronic Arts™ on the web at www.ea.com.

Starting the Game

Disc Cover

Reset Button

Power Button

Open Button

Power Indicator

Memory Card Slot 1

Controller Port 1

1. 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.**

2. Insert the *OverBlood*™ disc and close the Disc Cover.

3. Insert game controllers and turn on the PlayStation™ game console.

4. Follow on-screen instructions to start a game.

• To bypass the opening credits, press **START** + ●.
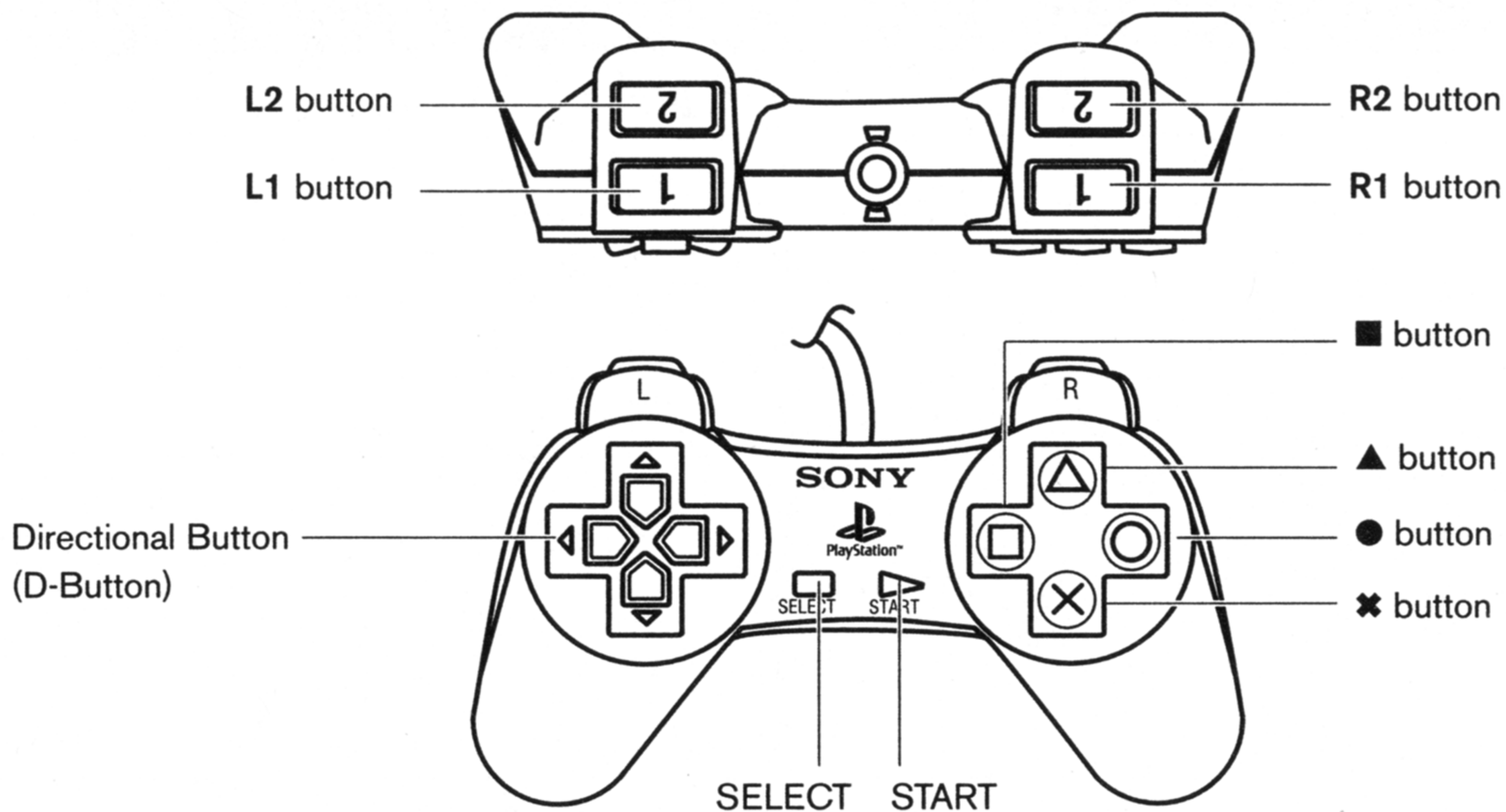
Control Summary

Menus

ACTION	COMMAND
Highlight Selection	D-Button ↕
Choose Selection	✖
Return to Previous Screen	●

OverBlood™

Gameplay

ACTION	COMMAND
Move Character	D-Button any direction
Jump	■
Run/Move Object	● + D-Button
Examine/Open/Pick-up/Climb	✖
Kneel/Crouch	▲
Change View	L1
Change Character	R1
Access Inventory	SELECT
Pause/Resume Gameplay	START
Quit/Reset Game	SELECT + START

Combat

ACTION	COMMAND
Move Character	D-Button any direction
Punch/Kick	✖
Fire Hand Gun	Select hand gun from inventory, then R1 + ✖

Background

Once a favorite subject of sci-fi novelists, cloning technology is here. Imagine the possibilities! A clone at your side renders organ donors obsolete. But why stop there? Will it be long before a surgeon can successfully transplant your brain to a younger, healthier you? Is immortality far behind?

Questions of "when" and "if" are replaced with "should we?" And what (if any) are the moral and social responsibilities attached to such power?

At Lystra Laboratories' hidden research center, a team of scientists conduct controversial genetic experiments. As Raz Karcy, you'll experience, firsthand, the wonders and dangers of human DNA manipulation. Are you prepared?

OverBlood begins when a mechanical malfunction releases Karcy from a cryogenic slumber. Cold and bewildered, Raz awakens with no memory. Concerns about his identity are soon replaced by an urgent need to escape, as he reveals the scientists' fateful plan—and his role in it.

OverBlood Features:

- Polygon-based characters and backgrounds create a true 3-D world.

- Three gameplay perspectives you can cycle on the fly to adapt to changing environments.

- Multi-character action lets you toggle control between two characters in real-time.

- 3-D cinematic sequences and player-controlled events blend seamlessly for a complete interactive experience.

The Basics

OverBlood is an action/adventure game, where you assume the role of Raz Karcy. Everything Raz discovers and uncovers about his identity, the genetic lab, and the scientists' plan is determined by your actions. Follow these basic rules to make it out alive.

✔ **NOTE:** Although speech plays a major part in the transfer of information, text is equally important. When a line of text appears on the screen, read it, then press ✖. When the text is cleared, Raz can continue.

Explore Everywhere

You never know where Raz will uncover the next clue to his identity or tool for escape. Explore each hallway, room, and shaft to see where it leads. Check every shelf, desk, nook, and cranny to find out what secrets they conceal.

- To walk, press the D-Button.
- To run, press ● + D-Button.
- To open an unlocked door, press ✖.
- To climb up to an opening or onto a ledge, press ✖.
- To jump up to an opening high above you, press ■.
- For a running jump, press ■ + D-Button.
- To crouch through a small opening, press ▲.

Examine Everything
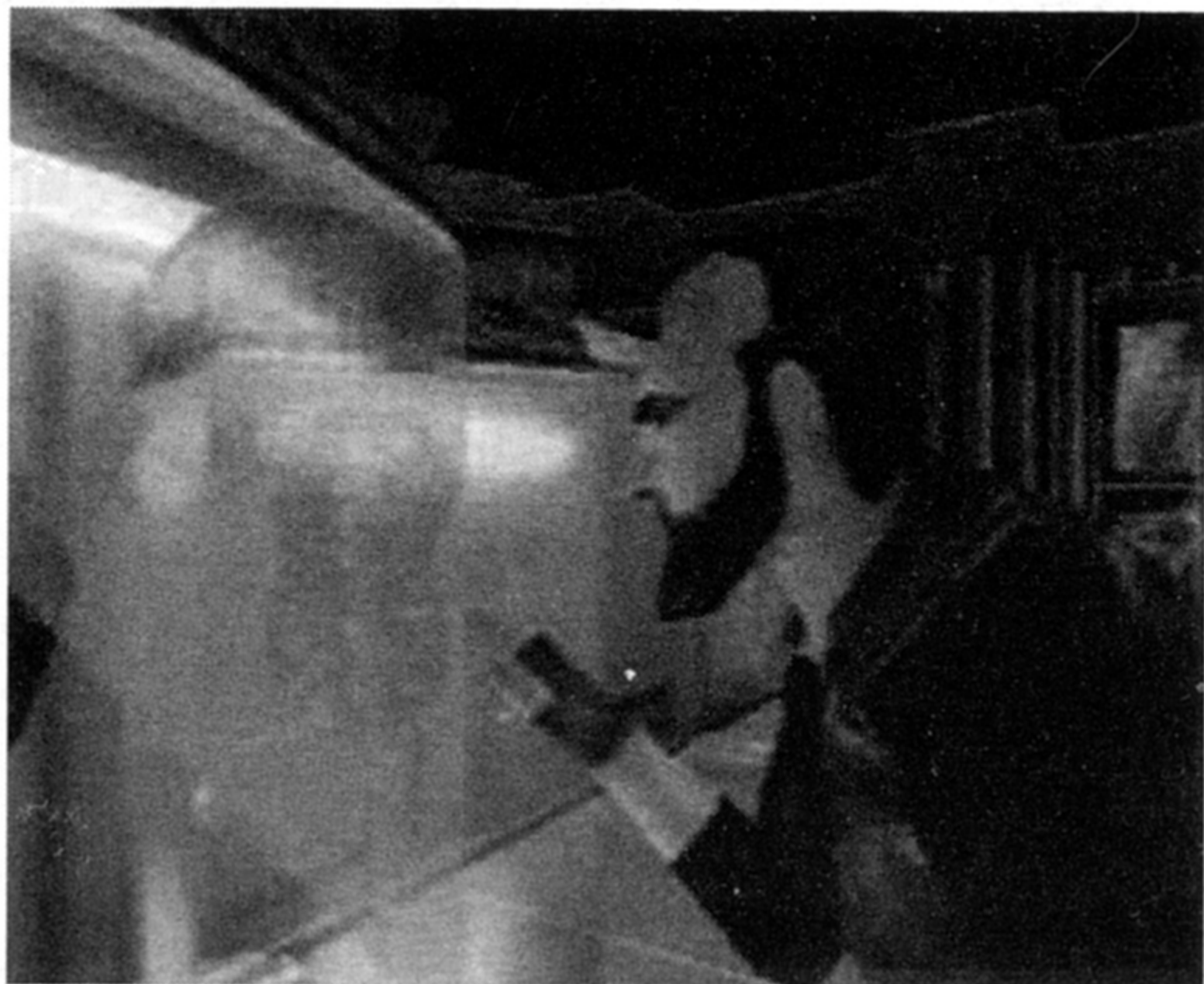
The articles Raz needs to accomplish his objectives are not always visible to the casual glance, so you must examine everything closely. Computers may contain relevant information; even corpses may possess key objects.

- To examine an item above waist level, walk up to it, and press ✖.
- To examine an item below waist level, crouch (▲), then press ✖.

Raz can pick up some objects and hold onto them for later use. If you come across one of these items, Raz will identify it for you. It's up to you to decide whether or not to take it.


- To add an object to your inventory, highlight TAKE, then press ✖.
- To leave the object, highlight LEAVE, then press ✖.

✔ **EA TIP:** Raz's inventory has no capacity limitations, so it's in your best interest to pick up everything—just in case.

Try Anything

Whenever you run into a barrier to your progress (a gap in your path, locked doors, etc.), check your stash to see if you have anything that might come in handy. Many times the connection is clear (i.e., you can usually open a lock with a key), but not always. Try different tools until you solve the puzzle.
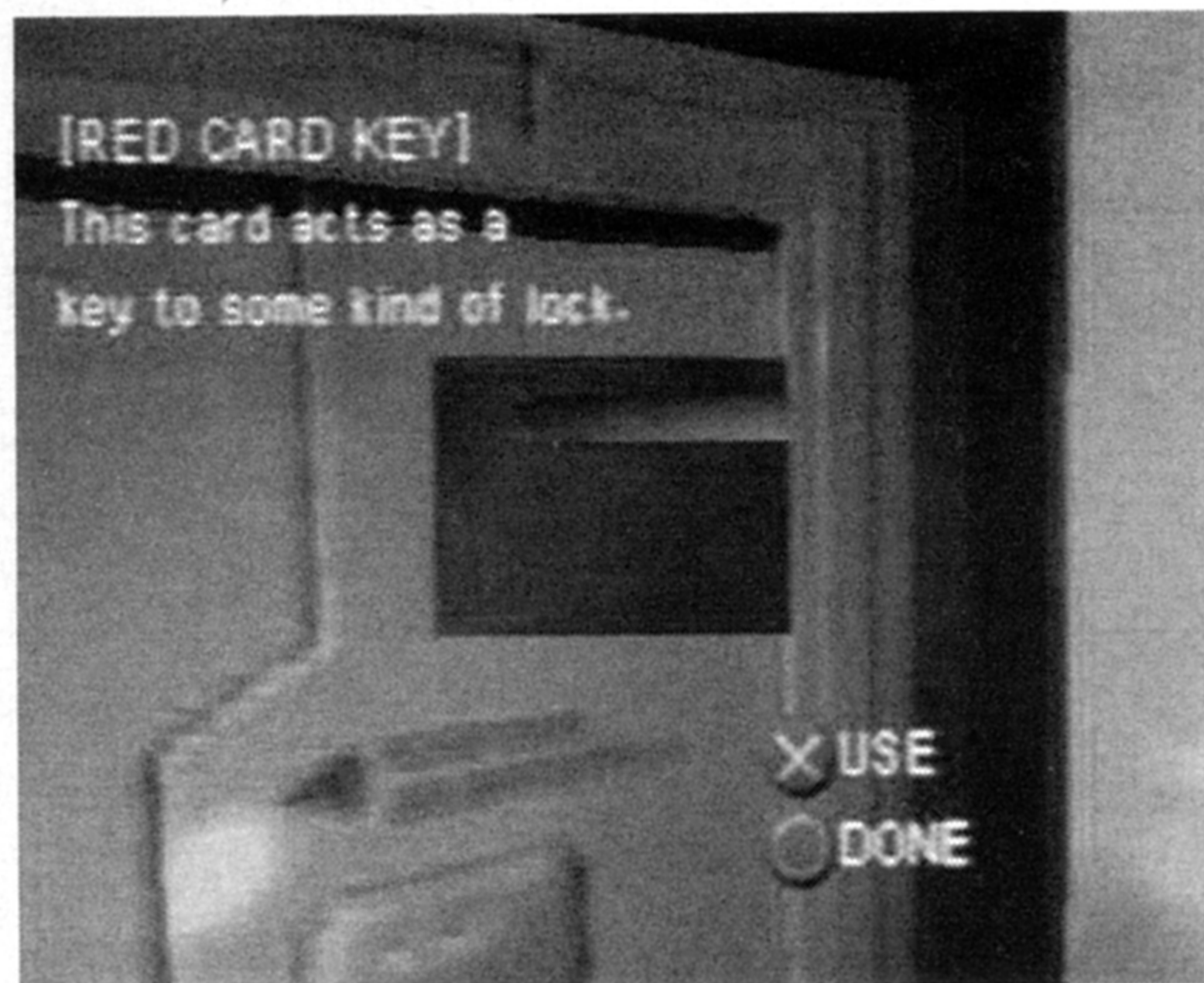
To use an inventory item:

1. Press **SELECT** to access your inventory.

- To cycle through the contents, D-Button ↔.

2. When you see an item you want to try, press ✖. Raz does the rest.

- If the item is not effective, access your inventory and try something else.

When all else fails, resort to brute force. Raz can push some objects, as long as they're not too heavy or bolted to the floor. For example, if there's no clear path, try pushing something out of the way to get through.

- To push, position Raz against the object, then press ● + D-Button.

Pay Attention

There are no frivolous actions in *OverBlood*, so make sure you pay attention to everything. Everything you read, everything you hear, and everything you see is significant—even the cinematic sequences.

- To bypass the cinematic sequences, press **START** + ●.

Important Items

Although Raz must locate and use several articles as he makes his way through the laboratory, the Voice Recorder, Emergency Spray, and Hand Gun serve particularly vital functions—use them wisely.

Voice Recorder (Saving/Restoring Games)

The Voice Recorder is perhaps the most important item you'll discover as you play through the game. You need the Voice Recorder to save your progress.
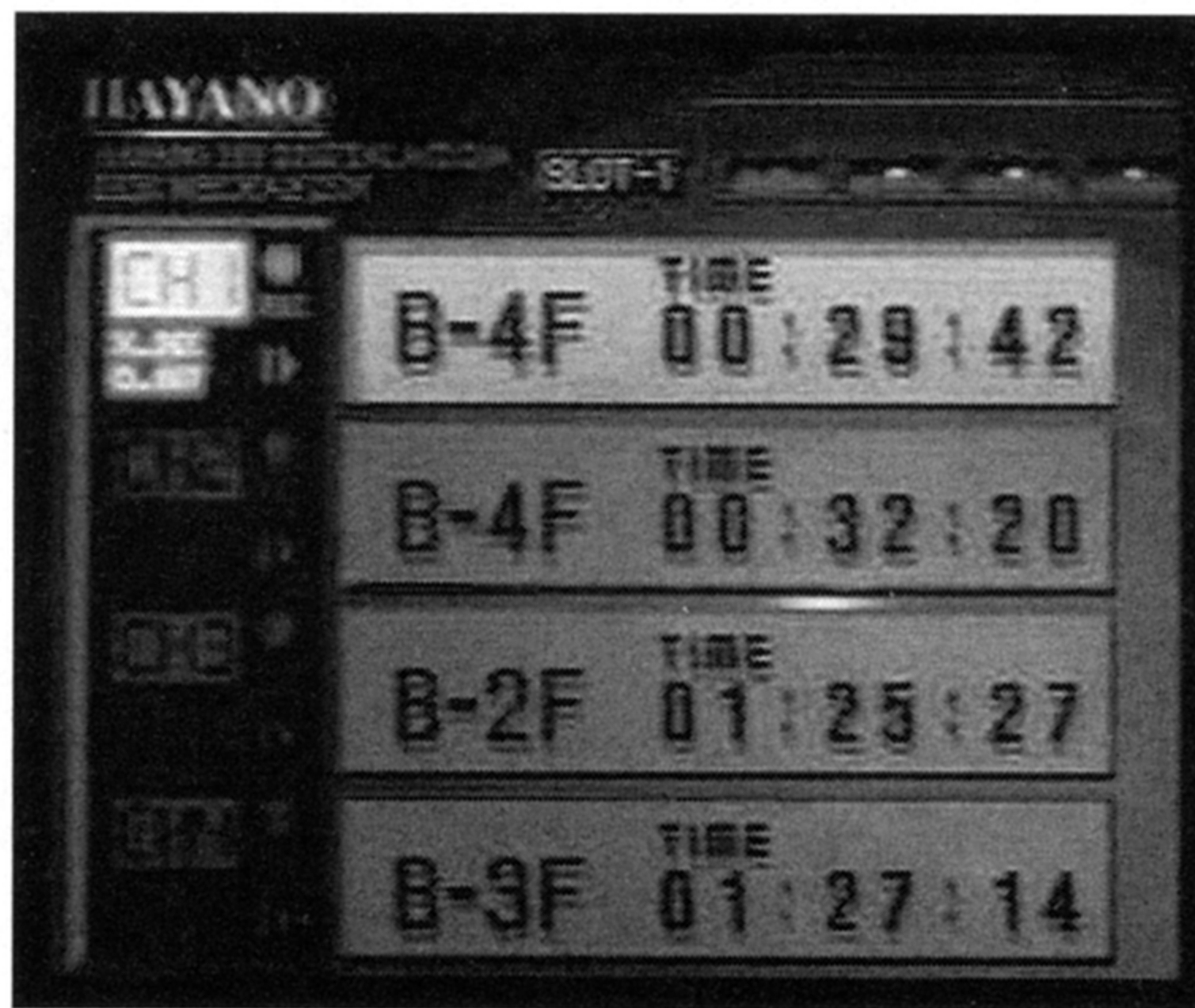
You can save up to four games on a memory card.

✔ **NOTE:** To save and restore your progress, you also need a memory card inserted in Memory Card Slot 1 on your PlayStation game console. Never insert or remove a memory card when loading or saving files.

To save your progress:

1. Go to your inventory and choose the Voice Recorder.

2. When the memory card check is complete, highlight a save game slot, then press ✖ to record. Your saved game is labeled by the time elapsed and your level in the base.

3. When recording is complete, press ● to return to the game.

✔ **NOTE:** Saving to a slot with an existing saved game automatically overwrites the previously saved game.

To restore a saved game:

1. At the *OverBlood* title screen, choose CONTINUE.

2. When the memory card check is complete, highlight the save game slot in which the game you wish to restore is saved, then press ✖.

Emergency Spray

Anytime Raz finds himself in imminent danger, a health status bar appears. The health status bar remains on the screen until he overcomes the peril or perishes, whichever comes first. When your status bar is critically low, use the Emergency Spray to replenish your health.

Hand Gun

If Raz finds the 9mm Hand Gun, his combat odds improve dramatically. The first time you get a chance to use the gun its chamber is empty. Before you can fire it, you'll have to locate a full clip.

When an enemy confronts you:

1. Access your inventory and select the Hand Gun.
2. Press and hold **R1** to draw the gun.
3. D-Button to get the enemy in your sights, then press ✖ to fire.

✔ **EA TIP:** Your enemies become more difficult to beat as the game progresses, and the amount of clips is limited. Save your bullets as long as you can so you still have ammo when you need it most.

Changing Perspectives

OverBlood features three unique gameplay perspectives, each with its own individual strengths. You can select your favorite and play through the entire game, or change perspectives on the fly to adapt to changing environments.
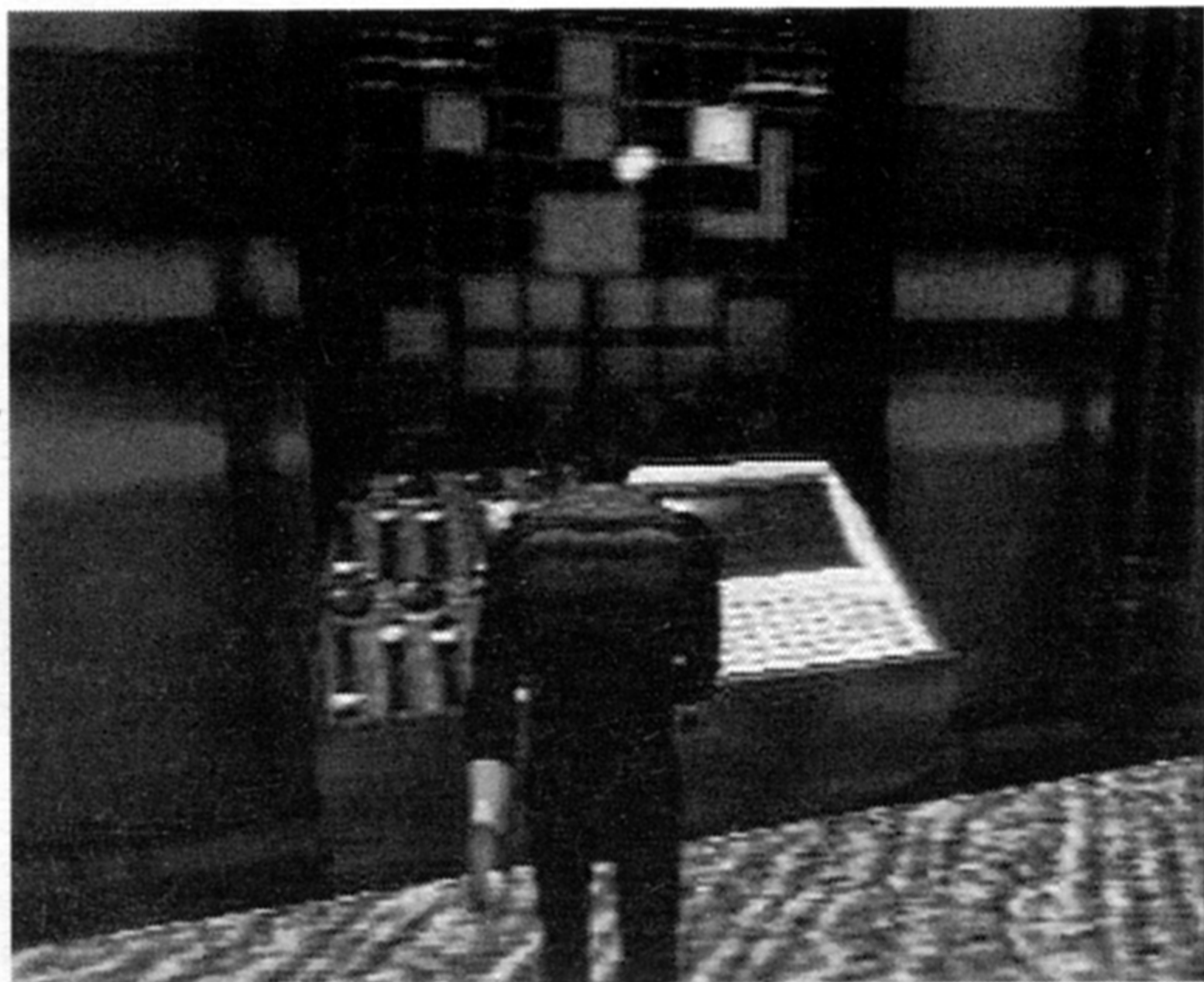
• To cycle camera perspectives, press **L1**.

Overhead
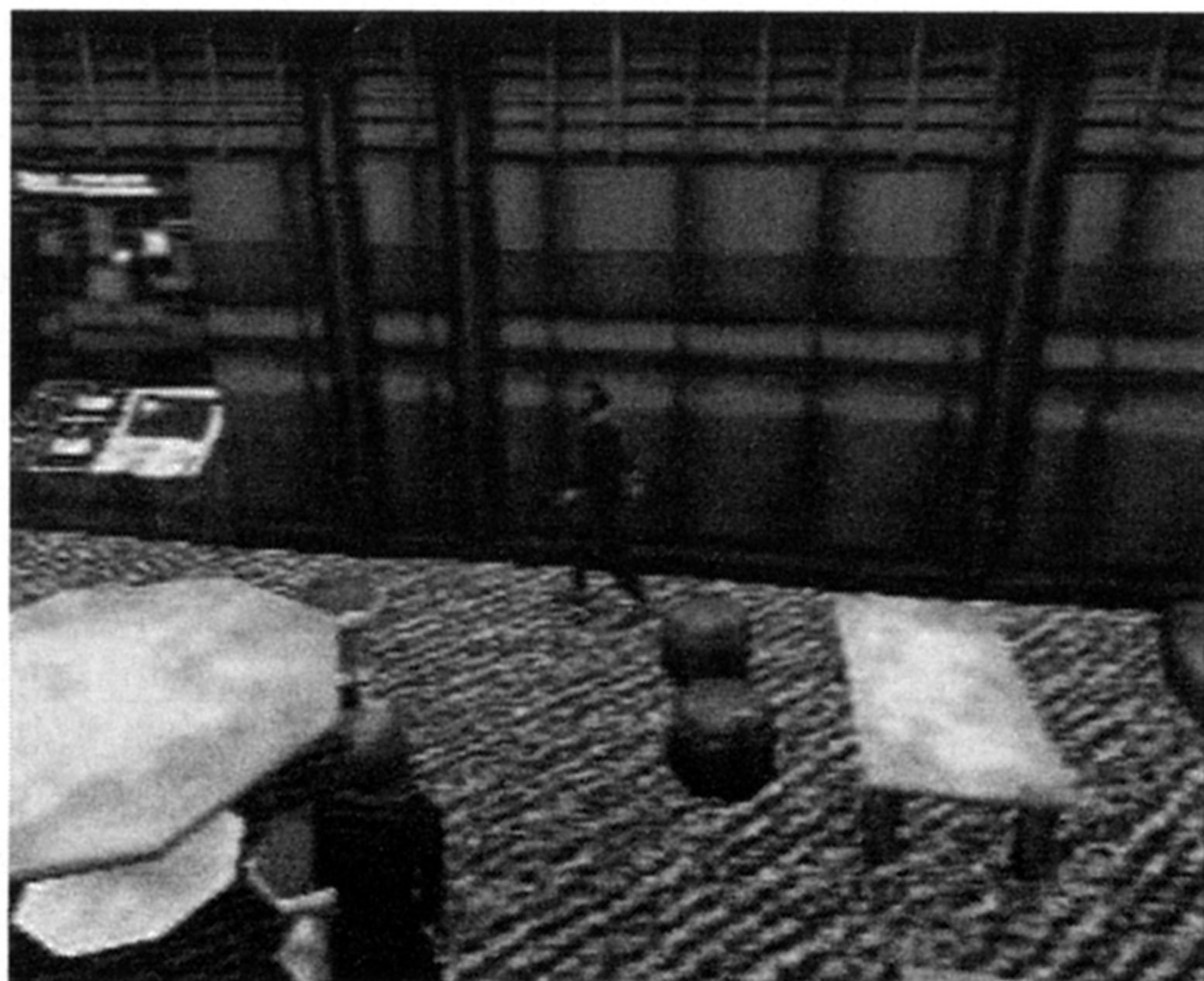
The Overhead perspective provides a generous view of the entire room. Try this perspective in combat situations when you must keep your opponent in your sights at all times.

Chase

The Chase camera follows Raz from behind, granting a good look at the path ahead. This perspective is beneficial when positioning Raz to push an object.

First-Person

The First-Person perspective lets you see through Raz's eyes. In this mode, you can peer around corners, read text, and get a detailed view of the lab.

When playing in the Chase and First-Person perspectives, Raz can look up and down, bringing more of the environment into view.

- To look up, press **L2** + D-Button ↑.

- To look down, press **L2** + D-Button ↓.

Changing Characters

Amidst his encounters with infected mutants and evil scientists, Raz meets up with two friendly characters (one at a time) who share his interest in escaping the research center. As you control Raz, his current companion follows close behind. You can assume control of the companion at any time.

- To toggle control between characters, press **R1**.
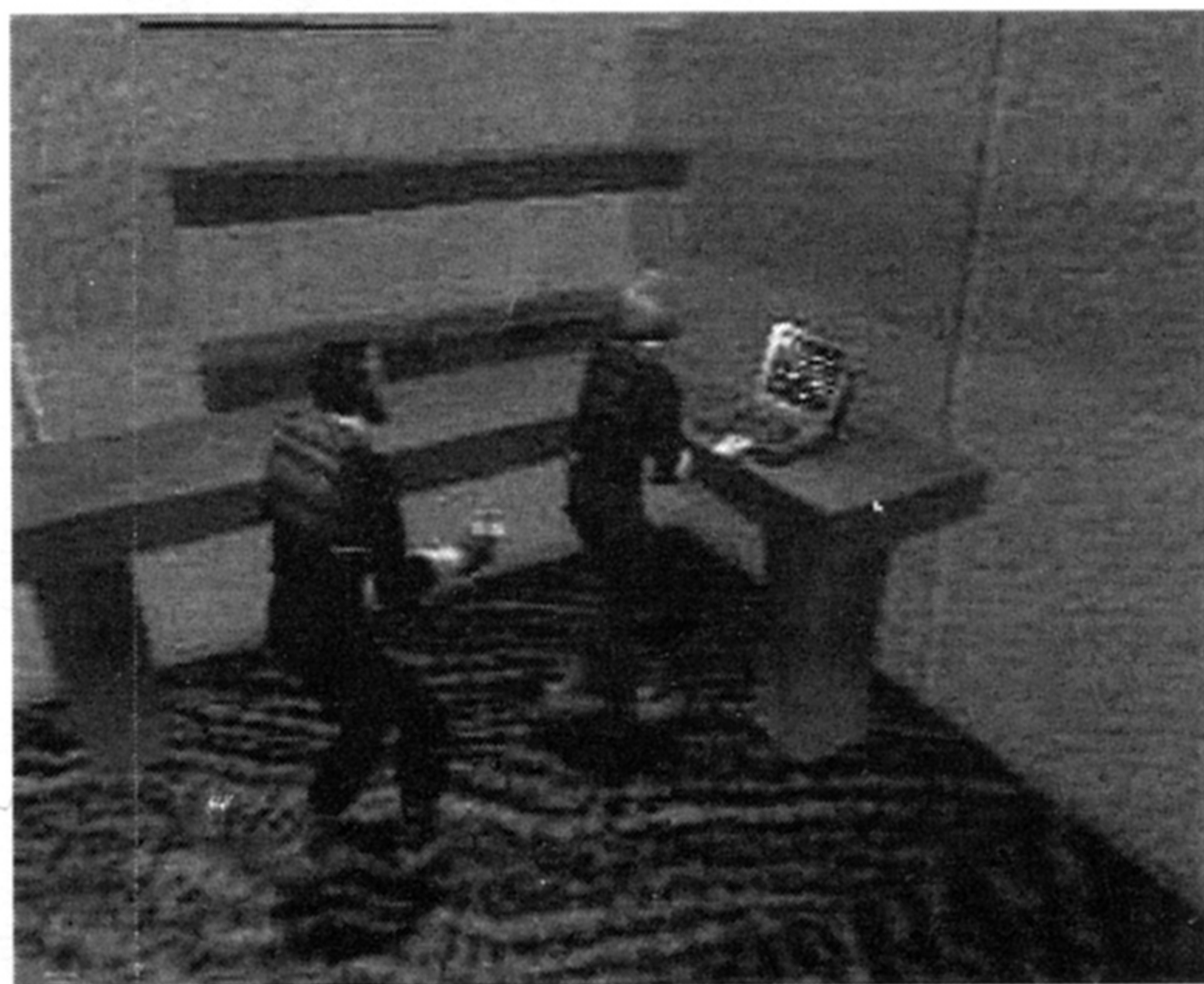
All three characters share access to Raz's inventory, and all can perform the same actions; however, the results may vary. For example, a character of a different stature may be able to pick up items out of Raz's reach. An ally who *seems* to be more knowledgable about the workings of the lab probably is.

✔ **EA TIP:** If you ever find yourself completely stymied, switch characters and re-implement the Try Anything rule.

WARNING:

The following section contains gameplay hints only. This information is provided for the benefit of those experiencing difficulty getting started. In no way is the reading of this section necessary for your successful completion of the game. If you'd rather try your hand at *OverBlood* without assistance, read no further.

For additional hints check out OverBlood on the web at www.ea.com

Getting up to Speed

This section provides a brief walk-through that takes you as far as the acquisition of the Voice Recorder. From that point on, you can save your progress anytime you wish.

The Cryogenic Chamber

Four deep-freeze pods, along with the central mechanism that controls them, occupy the cryogenic chamber. There are three doors along the walls of the chamber—two are locked, the other is frozen shut.

A computer breakdown releases the pod holding Raz Karcy. As Raz regains consciousness, he immediately realizes that he is in danger of freezing to death. He searches for something to protect him from the cold.

Door to Prep Room
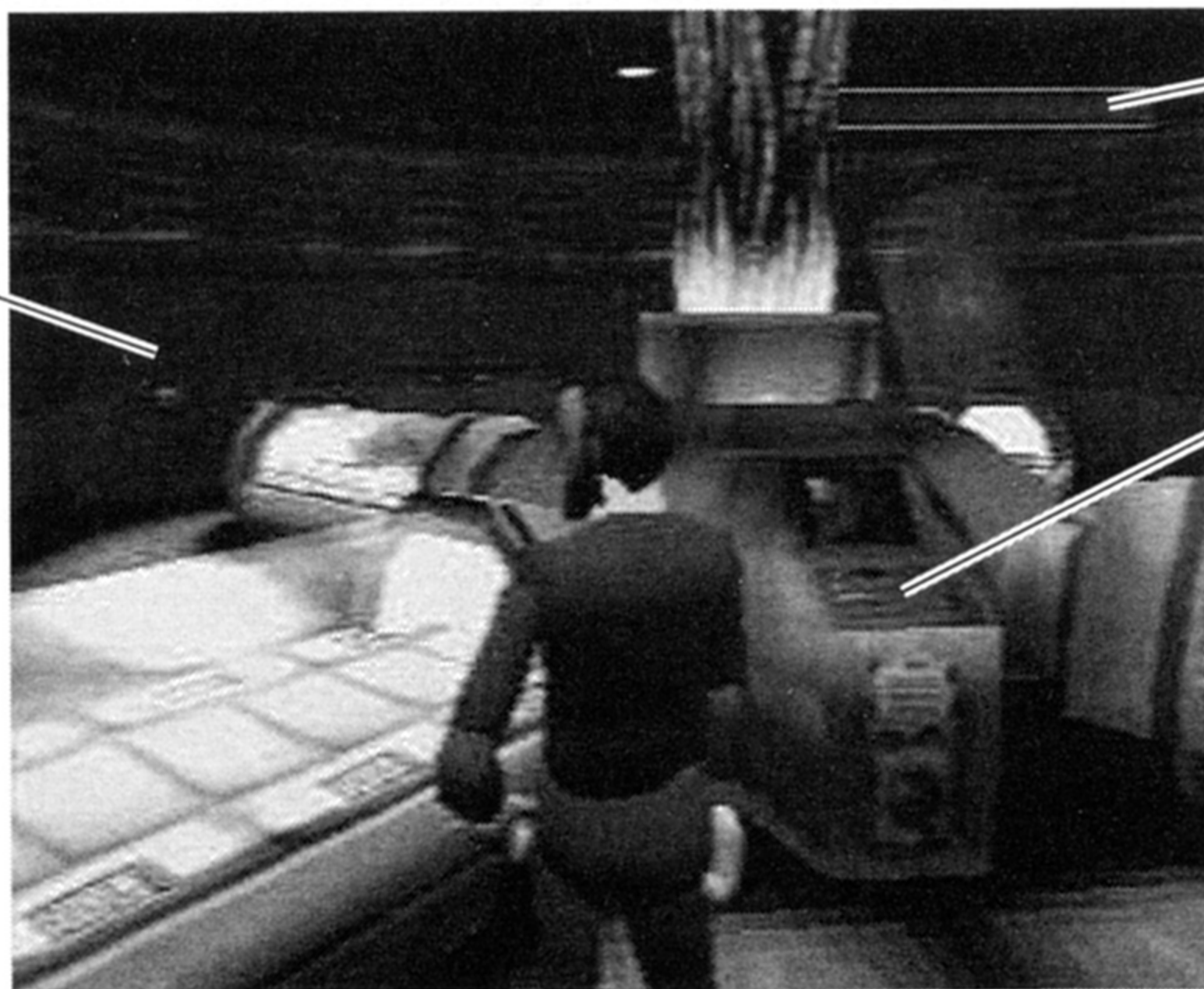
Health Status Bar

Central Control Unit

Exiting the cryogenic chamber:

1. Turn ON the auxiliary power switch on the central control unit. This warms up the room enough to free the door to the prep room.

2. Open the door to the prep room and enter.

The Cryogenic Prep Room

Sub-zero protective suits line the walls of the cryogenic prep room, but the suits are inaccessible, as their holding compartments are frozen solid. In the corners of the room are two trunks and a small robot.

Open Trunk · Robot · Closed Trunk

Survival in the prep room:

1. Open the closed trunk and take the jacket. With the threat of hypothermia gone, Raz can breathe a little easier.

2. Take the memory chip from the trunk as well. You'll use this shortly.

3. Take the Voice Recorder from the other trunk. You can now save your game and continue on your own. See Voice Recorder on p. 9.

Continuing On Your Own

You're four floors underground, infected with a deadly virus, and trapped in a genetic lab that's about to be destroyed. Oh yeah, and you've got amnesia—had you forgotten?

Each underground level promises a unique blend of adventure, puzzles, and action. Survive a level and you'll find the lift that takes you one floor closer to freedom.
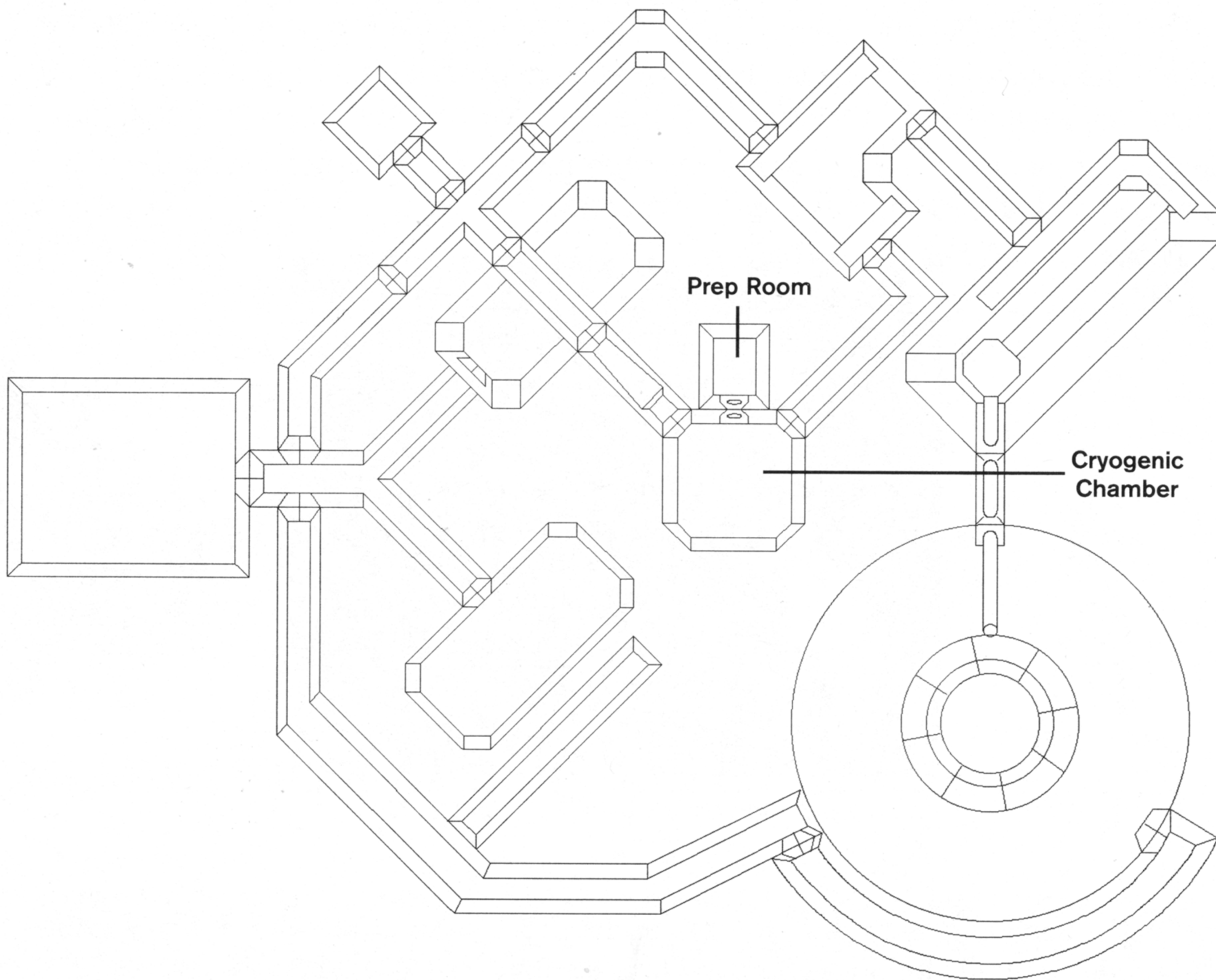
Your goal is clear: Save yourself and escape the research center. Along the way, you'll assemble the pieces of your true identity.
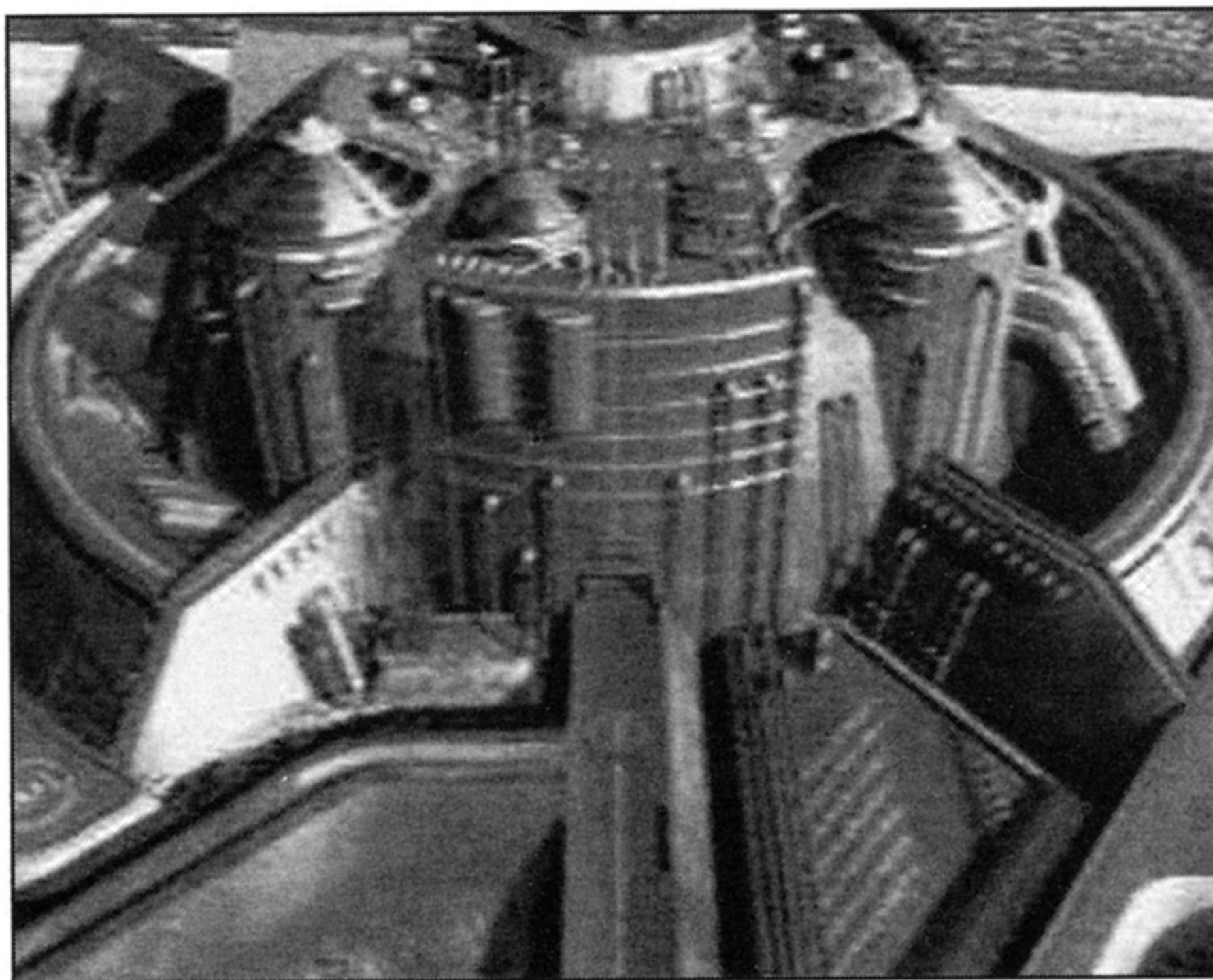
Lystra Laboratories' Research Center

✔ **EA TIP:** Take advantage of the blank NOTES pages at the end of this manual to write down clues that you think may become useful later in the game.

Level B-4F

Prep Room

Cryogenic
Chamber

CREDITS

Original Version

Original Design and Screenplay: Ken-Ichiro Hayashi

Lead Programmer: Akihiro Hino

Programming: Tomohiko Tanaka, Atsushi Fukuda, Yasutaka Shinoda

Character Models: Ko-taro Mitoma

Level Design: Ryo-ichi Takeyama

Opening and Ending Movies: Akihide Ohshima (ACG)

Narration Director: Sadayoshi Fujino

Voice Actors: Yu-saku Yara, Mami Koyama, Ko-ji Totoani, Masaharu Sato, Shiho Niiyama

Music: Hiroaki Iwatani

Sound Editing and Sound Effects: Ken Inaoka, Tomohiro Akaki

Musicians: Isao Fukazawa (Contrabass), Hideaki Hirokami (Trumpet), Rimi Ishida (Chorus), Nobuyuki Kawauchi (Drum), Eiko Kawazoe (Keyboard), Masaru Kitao (Sax.Flute), Junko Matsukawa (Keyboard), Koushin Matsuo (Alto Sax), Ikuo Nagaishi (Trombone), Ko-ji Sekihara (Cello), Midori Wakisaka (Violin), Yu-ko Yahiro (Flute)

Producer: Junji Shigematsu

Executive Producer: Kazuhiro Okazaki

Production Assistance: ACG Aoyama Design, BAP, Aoni Pro, Highland, I&S, Tavac Studio, Heacon Studio

Special Thanks To: Yoshihiko Miyazaki, Mikihiro Ishibashi (Heacon), Toshio Furuichi (Aoni Pro), Kazuya Umagami (Bap), Yoshiyuki Nakashio, Masafumi Fukuyama, Hironori Saita

English Version

Executive in Charge of Production: Scott Orr

Executive Producer: Michael Pole

Producer: Keith Orr

Associate Producer: William Schmitt

Assistant Producer: John Melchior

Technical Director: Tom Boyd

Project Director, Int'l Development: Atsuko Matsumoto

Lead Programmer: Tatsuya Nagatani (Crosstalk)

Programmer: Takuya Yanai (Crosstalk)

Voice Talent: David Keith, Lindsay Frost, Frank Welker, Brad Lockerman

Product Managers: Albert Penello, Clive Downie

Voice Director: Maddy Bascom

Script Adaptation: Reed Shelly

Sound Editing/Mixing: Marc Farly, Ken Felton

Additional Testing: Joe Quilici

Documentation: Bill Scheppler

Documentation Layout: Tom Peters

Package Design: Barry Hiler

Package Art Direction: Nancy Waisanen

Quality Assurance: Michael Napolitano, Sean "LHOOQ" Baity, Bruce Brand

Special Thanks To: Murray Allen, Maria Bahamondes, Bryan Davis, Eric DeSantis, Yo-ichiro Furusawa (EAV), Robert Gonzales, Jeff Haas, Hiroshi Hori (Crosstalk), Tony Iuppa, Cody Murrry, Chris Novak, Dave Ross, Pam Seawell, Maho Shirouchi (Riverhillsoft), Kathy Tarnutzer, Michael Williams, Ken Zarifes

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Need Help? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-288-HINT (4468). 75¢ per minute (95¢ for first minute).

In CANADA, dial 900-451-4873. $1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

EA Tech Support Fax: (415) 286-5080 Please include your fax number. All faxes will be answered by fax.

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Internet E-mail: support1@ea.com

Or send e-mail to elecarts@aol.com or 76004.237@compuserve.com

World Wide Web: Access our Web Site at http://www.ea.com

FTP: Access our FTP Site at ftp.ea.com

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:
Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:
Electronic Arts Ltd.
P.O. Box 835
Slough SL3 8XU, UK
Phone (753) 546465.

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NOTES

NOTES

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STOP THE WAR BEFORE IT GOES NUCLEAR
FALL '97

PlayStation
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