



PlayStation

NTSC U/C

PlayStation™



SLUS-00481

# SPINNY BLANK™



**namco®**

**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 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.

# Contents

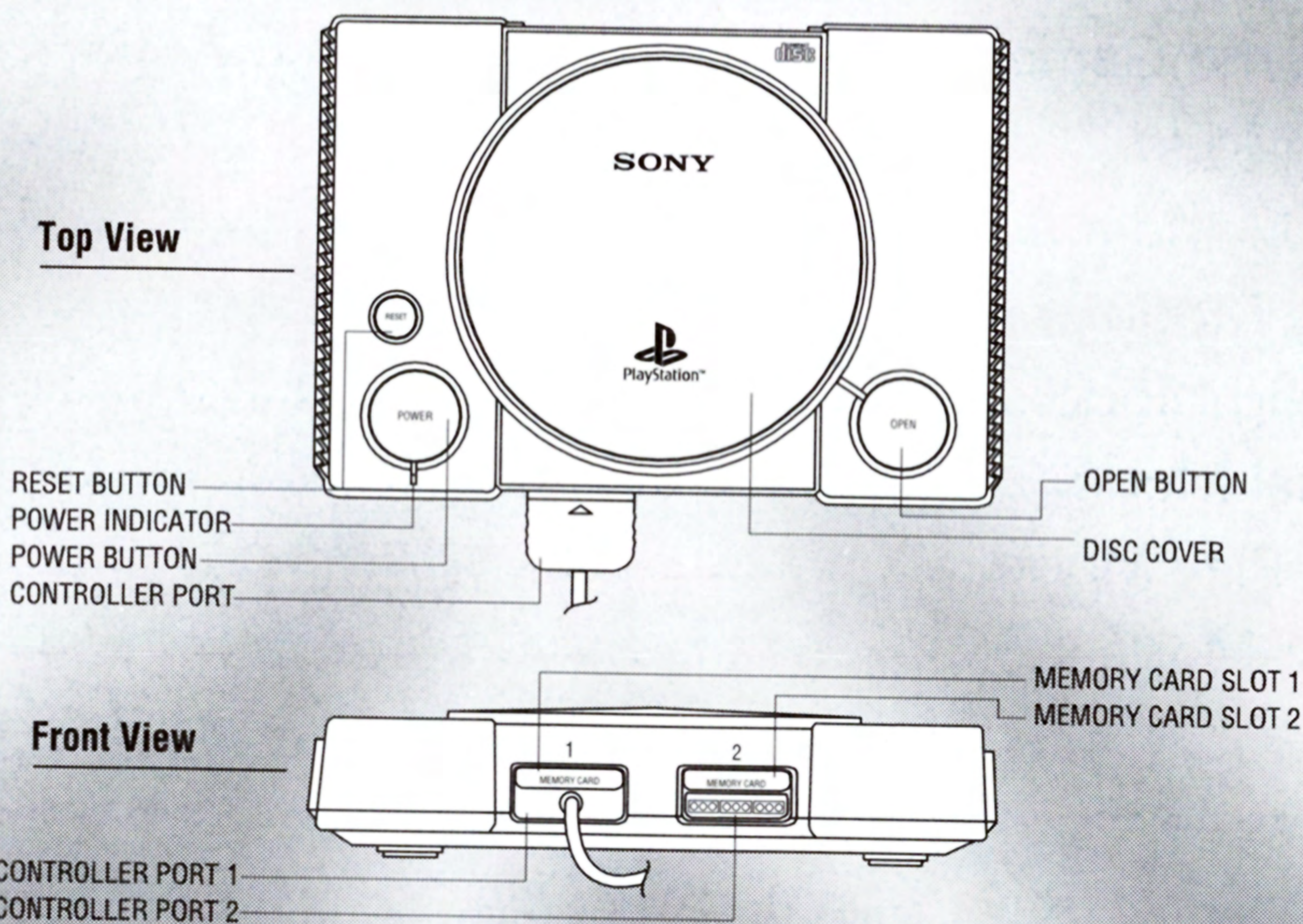
PlayStation™ Setup.....	2
PlayStation™ Controls.....	3
Guncon Controller.....	4
Introduction.....	5
Note.....	6
Connecting Two Gun Controllers.....	6
Game Controls.....	7
Starting the Game.....	8
Option Mode.....	9
Arcade Mode.....	10
Arrange Mode.....	14
Training Mode.....	14
Special Mode.....	16
Party Play Mode.....	16
Quest Mode.....	20
Items.....	23
Game Stages.....	25
Hangin' out with Dr. Don and Dr. Dan.....	27



# PlayStation™ Setup

To load and run POINT BLANK on your PlayStation™ game console, follow these simple instructions:

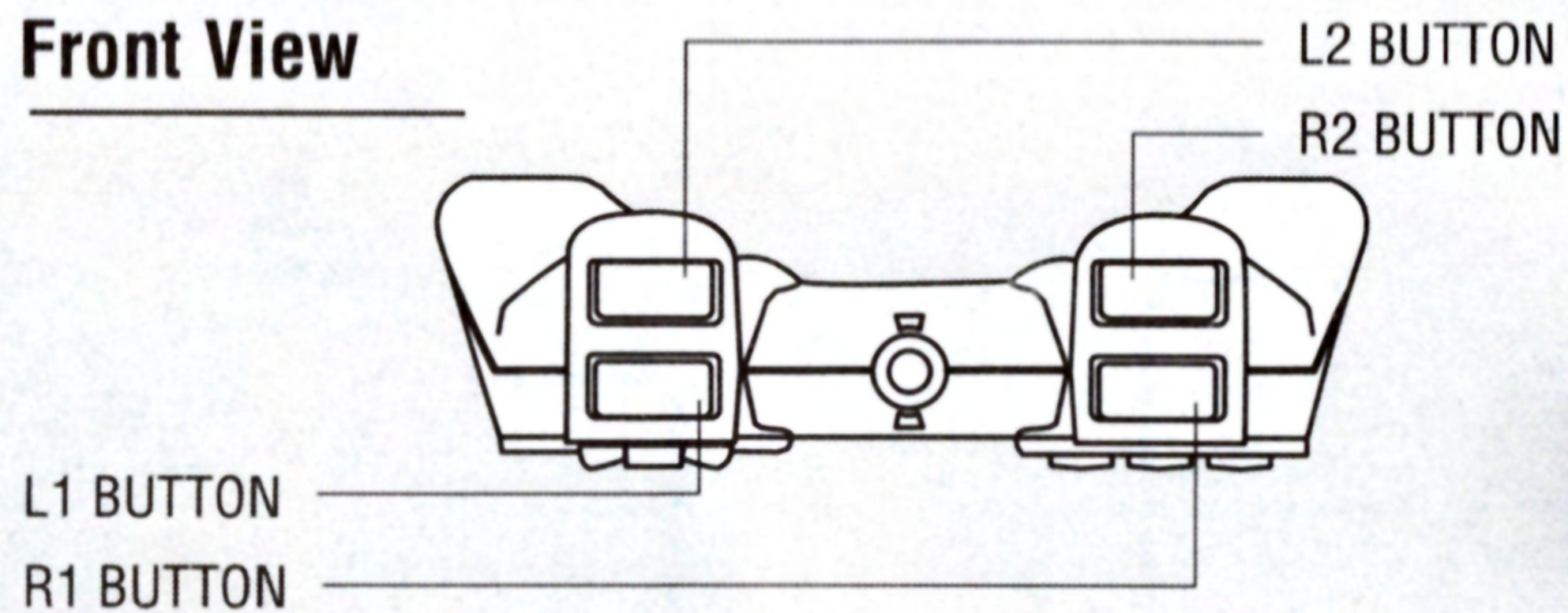
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the POINT BLANK disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen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



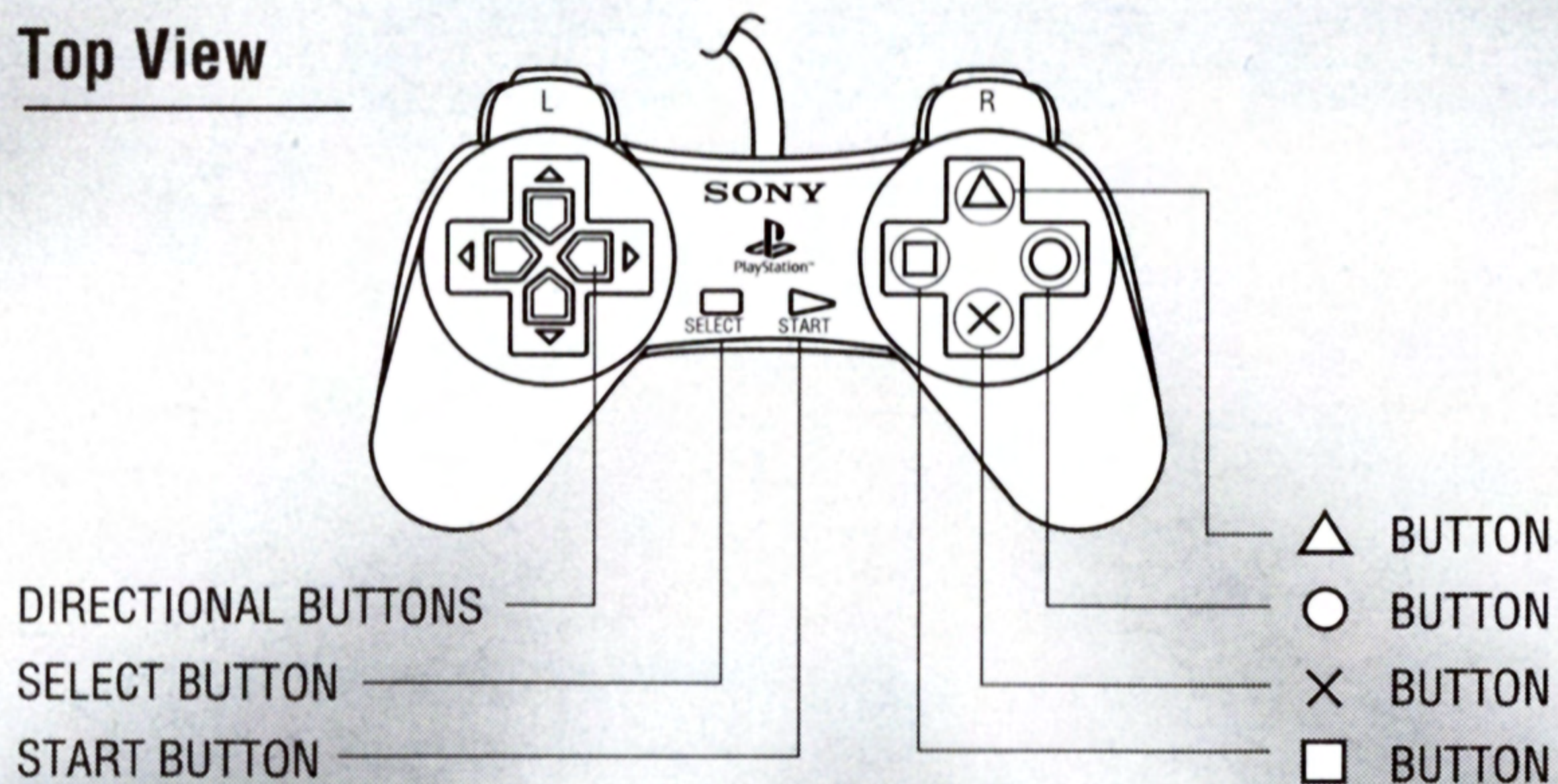
# PlayStation™ Controls

## Controller

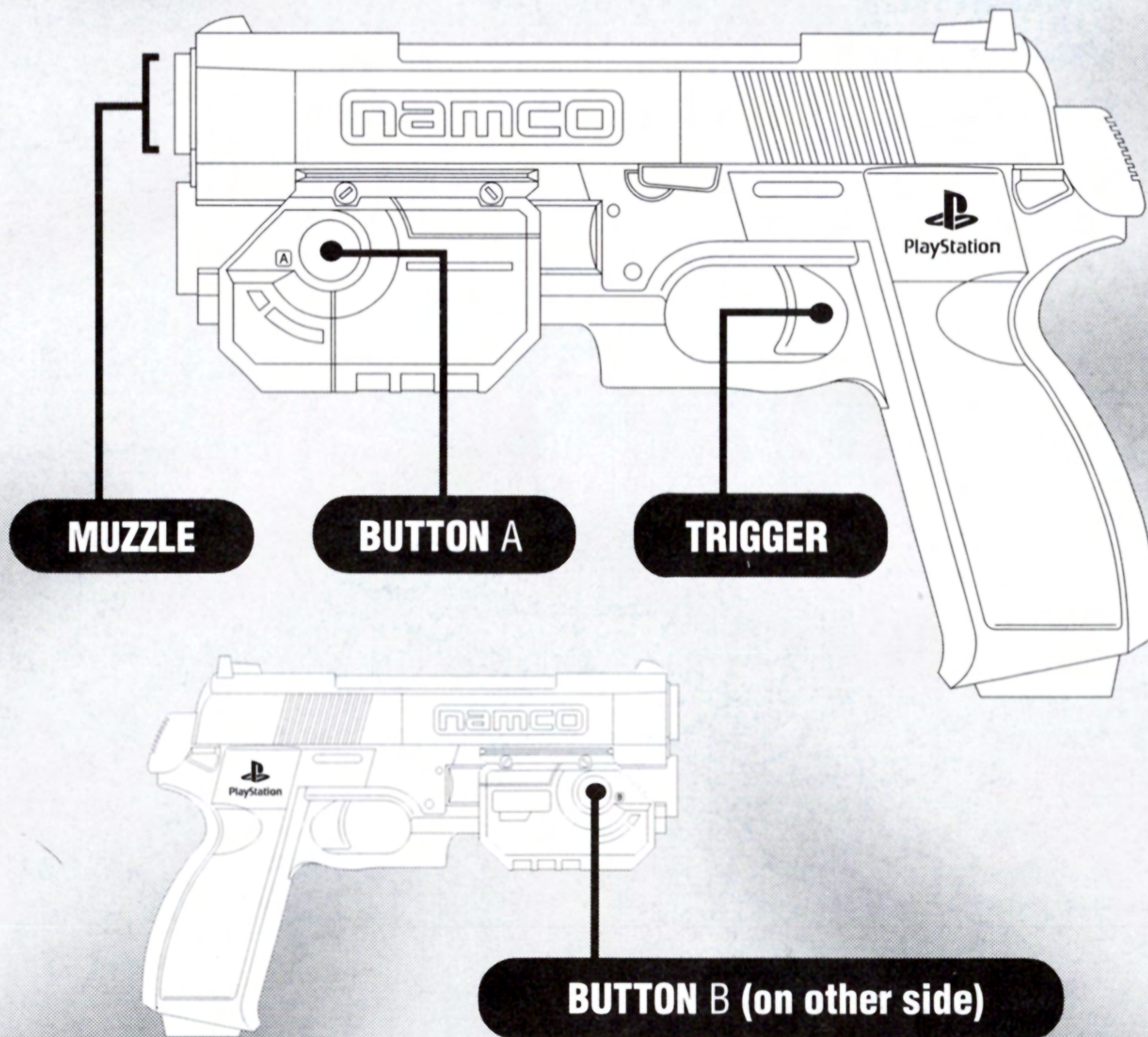
### Front View



### Top View



# Guncon Controller



# Introduction

Now you can play POINT BLANK, the mega-popular arcade sensation, at home on your PlayStation™. POINT BLANK is packed with five challenging game modes:

- **Arcade Mode** is identical to the original fast-paced arcade game.
- **Training Mode** is great for practice.
- **Special Mode** is the original arcade version plus tons of new stages – available only in the PlayStation™ version.
- **Party Play Mode** lets you and up to 7 friends (8 players total) play in various tournament games.
- **Quest Mode** lets you take Dr. Don and Dr. Dan through their own exciting RPG-type (role-playing) adventure.

Additionally, with two Guncon controllers, you and a friend can play POINT BLANK head-to-head against each other.

Can you handle all 73 tough stages of POINT BLANK? It's time to grab your pistol and defend the Earth!



## Note

When playing with the Guncon controller, be sure to calibrate its gun sight in the Guncon Calibration Screen that appears at the beginning of the game. If you play without doing this first, the Guncon's aim may not be accurate. For instructions, see "Option Mode: Calibrating the Guncon" on page 10.

## Connecting Two Gun Controllers

1. To connect two Guncons, first connect their video connectors into each other, then follow the instructions under HOW TO CONNECT YOUR GUNCON in the **Guncon Instruction Sheet**.
2. Plug the controller connectors into controller ports 1 and 2 on the PlayStation™ game console.





# Game Controls

## Using the Guncon

Trigger.....	Input menu commands. Shoot during play.
Button A..... (left side)	Cancel menu commands. Skip through messages during the game.
Button B..... (Start button, right side)	Start game from the Title Screen. Cancel menu commands. Pause/resume game during play.

## To quit the game using the Guncon



1. Press Button B once to pause.
2. Press and hold Button A, then Button B, and then pull the trigger.
3. When asked if you want to exit, repeat step 2 to quit.

## Using the Standard Controller

Directional buttons.....	Aim.
⊙ Button.....	Input menu commands. Shoot during play.
⊗ Button.....	Start game from the Title Screen. Cancel menu commands.
⊠ Button.....	Skip through messages during the game. Back up one screen during mode select.

Start Button.....Start game from Title Screen.  
Pause/resume game during play.

### To quit the game using the Standard Controller

1. Press the Start Button to Pause.
2. Hold down the  Button, press the  Button and then release.
3. Repeat step 2 to quit the game.

## Starting the Game

### Title Screen

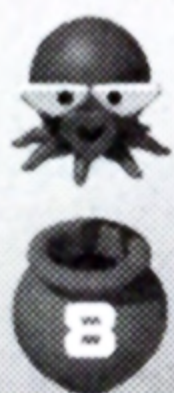
After turning on your PlayStation™ console, you can watch the game demo through to the end, or press Button A or B to jump directly to the Title Screen.



Press Button A or B again to enter the Calibration Screen.

### Mode Selection Screen

Aim the Guncon and pull the trigger to choose **Option Mode** or one of the two game modes: **Arcade** or **Arrange**.



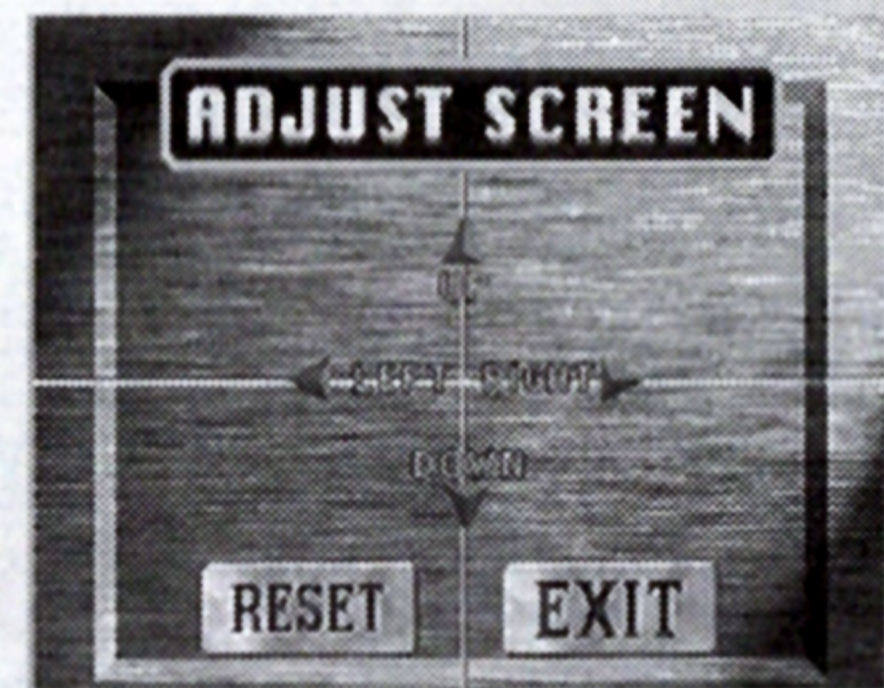
# Option Mode



Use **Option Mode** to adjust the screen position and controller settings. Aim and fire at **Screen**, **Controller** or **Sound** icons to make your selection.

## Screen

Aim and fire at the top, bottom, left or right of the screen to adjust its position. Shoot **Reset** to return the screen to its original position.



## Controller

With this option, you can calibrate the Guncon or set the cursor speed for the Standard Controller.

Guncon:

**Guncon**..... Shoot the Guncon symbol to calibrate it.

**Hit Size**..... Adjust the size of the gun shots.

**A Button B**..... Change the button settings.

Standard Controller:

**Cursor Speed**..... Adjust controller's cursor speed.

**Hit Size**..... Adjust the size of the gun shots.



## Calibrating the Guncon

1. Shoot the Guncon symbol to switch to the Guncon Calibration Screen.
2. Aim directly at the center of the target, and pull the trigger.
3. An aiming sight appears (red for Player 1, blue for Player 2). Confirm that the sight is accurately positioned.
4. If the sight is not accurate, continue shooting at the target until the sight is directly over the center of the target.
5. When the sight is set accurately, press Button A or B to switch back to the Controller Screen.

## Sound

Switch between Stereo and Mono settings, depending on your sound system.

## Arcade Mode

**Arcade Mode** is identical to the original arcade version of POINT BLANK. Shoot **Arcade Mode** on the Mode Selection Screen to select this mode.



## Start

You'll first see a demo screen from the original arcade game. Press Button A or B at any time to begin the game from this point. When a button is pressed, the Basic Rules Screen is shown. Press Button A or B again to display the Stage Select Screen. Then aim and shoot to



choose one of the four courses, arranged in order of difficulty: **Training, Beginner, Expert, Very Hard.**

## Credits

Choose to play with one to five credits, or choose unlimited "Free Play."

## About Lives and Credits

The hearts on the screen represent your remaining lives; whenever you fail a stage or shoot an incorrect target, you lose one life. When you lose all your lives, the game ends. Credits are the number of times you can continue the same game after losing all your lives.

## System

Use this option to save and load games to and from the memory card(s).



To load a game, shoot the **Load** icon in the **System** menu. Make sure the Memory card is inserted in your PlayStation™ before you shoot! If there is only one saved game file, a **DATA 1** icon is shown on screen. Shoot **OK** to load or **Cancel** to abort. If you have more than one saved file, two **Shoot** icons will be shown beside the **DATA 1** icon. Shoot the **DATA 1** icon to cycle through your saved game files. When the file you wish to load is displayed, shoot **OK** to load or **Cancel** to abort.

To save a game, shoot the **Save** icon in the **System** menu. Make sure the Memory card is inserted in your PlayStation™ before you shoot! If there is no previously saved game file, a **DATA 1** icon is shown on screen with the text "NEW DATA" beneath it. Shoot **OK** to save or **Cancel** to abort. If you have more than one saved file, two **Shoot** icons will be shown beside the **DATA 1** icon. Shoot the **DATA 1** icon to cycle through your saved game files. To save a new game, keep shooting the **DATA** icon until **DATA #** (# will be some number) is shown with the words "NEW DATA" below it. Shoot **OK** to save or **Cancel** to abort.

## Exit

Shoot **Exit** to return to the previous screen.

## Arcade Mode Rules

Each course has its own number of stages. The **Training Course** has 4 stages while the **Beginner**, **Expert**, and **Very Hard** courses have 16 stages each. When you choose a course, 4 stages are selected automatically. Shoot the stage you want to play. At the beginning of each stage, you'll see the objective, time limit and ammunition limit. Your performance on each course will earn you a five-level evaluation and rank.



## 2-Player Head-to-Head Mode

A second player can join in at any time for a two-player challenge by pressing either Button A or B. When Player 2 enters a stage already in progress, that stage will restart from the beginning in Two-Player Mode. In this mode, two players play the same stage under the same conditions. When the stage ends, the player with the higher score wins. Wins/losses and score standings appear between each stage.

# Arrange Mode

**Arrange Mode** is packed with new stages and options that are inspired by the original arcade game, but are available ONLY in the PlayStation™ version of POINT BLANK. New options include training for each stage, data review from previously-played stages, and exciting bonus games such as **Party Play Mode** and the RPG-type **Quest Mode**.

When you choose **Arrange Mode** from the Mode Selection Screen, you'll see a menu of four game modes: **Training**, **Special**, **Party Play** and **Quest**.

## Training Mode

**Training Mode** is for one-player only. Use the **Training Mode** to practice different stages before playing them for points. In addition to the **Stage Select**, **Life Limit** and **Category** options, this mode also has **System**, **Option** and **Evaluation** choices.



## Stage Select

Use this option to choose the stages you want to play. After each stage, your results appear on a graph so you can judge how your technique and skills are improving.





Select **Retry** to play the same stage again. Review the results for the stage you played last by choosing **Evaluation**. The Memory card stores results for the last eight rounds.

### **Life Limit**

In this endurance mode, you continue on the same difficulty until your life count reaches zero.

### **Category**

All stages in POINT BLANK are divided into different category types. By choosing a category, you can concentrate your training on that type of challenge.

### **System**

Use this option to save and load games. Refer to page 12 for information on saving and loading games.

### **Evaluation**

Select this option to see your results and an overall evaluation of your **Training Mode** performance.

NOTE: This option is only available from the Stage Select Screen after you have completed one stage.



## Special Mode

**Special Mode** is a souped-up version of the original arcade game. The rules are the same, plus you get to play tons of new stages – appearing ONLY on the PlayStation™ version – for even more fun.



Choose **Special** on the Arrange Mode Screen, and a menu screen will appear. Shoot the **Start** picture to begin. The **Credit**, **System** and **Option** functions all work in the same way as in the **Arcade Mode**.

## Party Play Mode

Up to eight players can compete against each other in **Party Play Mode**. When you select this mode, a menu screen will appear, offering three options: **Score Battle**, **Tournament**, and **Team Play**.



## Character Select

Whenever a game mode is selected in **Party Play**, the rules for that game are shown. After reading the rules, shoot **OK** to continue or **Cancel** to exit back to the **Party Play Mode** Screen. If you shoot **OK**, the Character Select Screen is displayed. Select the character that you wish to use from the eight characters that are shown on the screen. If you wish to change your character after you've selected one, just shoot **Cancel** to undo your choice. Shoot **End** when you're done.

## Setting Handicaps and Other Options

Next, make your handicap settings. A high handicap (+5) is for novice players, and a low handicap (-5) is for expert players. When the screen displays **Score**, shoot the number icon below your character to determine the score you receive when you hit a target.



Shoot **Score** to switch the display to **Life**, and select from one to five lives by shooting the heart icon that is below your character's box.

For **Penalty**, activate the Penalty Game by setting the option to **On** and deactivate the Penalty Game by setting it to **Off**.

Finally, select your controller type, and adjust the controller settings with **Option**. Shoot **End** when all your options are set.

All **Party Play Modes** have four stages, where your score determines whether you win or lose (the highest-scoring player or team wins).

### Score Battle

Players take turns competing for the highest total score by playing the same set of 4 randomly selected stages. All players use the same Guncon. At the end of stage 4, the player with the highest combined score wins. Up to 4 players can play this game.



### Tournament Battle

Players battle through an elimination-style tournament. With two Guncons (or Standard Controllers) connected, Player 2 can have a wild shoot-out with Player 1 on the same screen.

The "Penalty Game" makes **Party Play Mode** even more fun! The penalties you can receive are all exciting and unexpected surprises, such as "Kiss the person next to you." Hey! Dr. Dan, stop that!



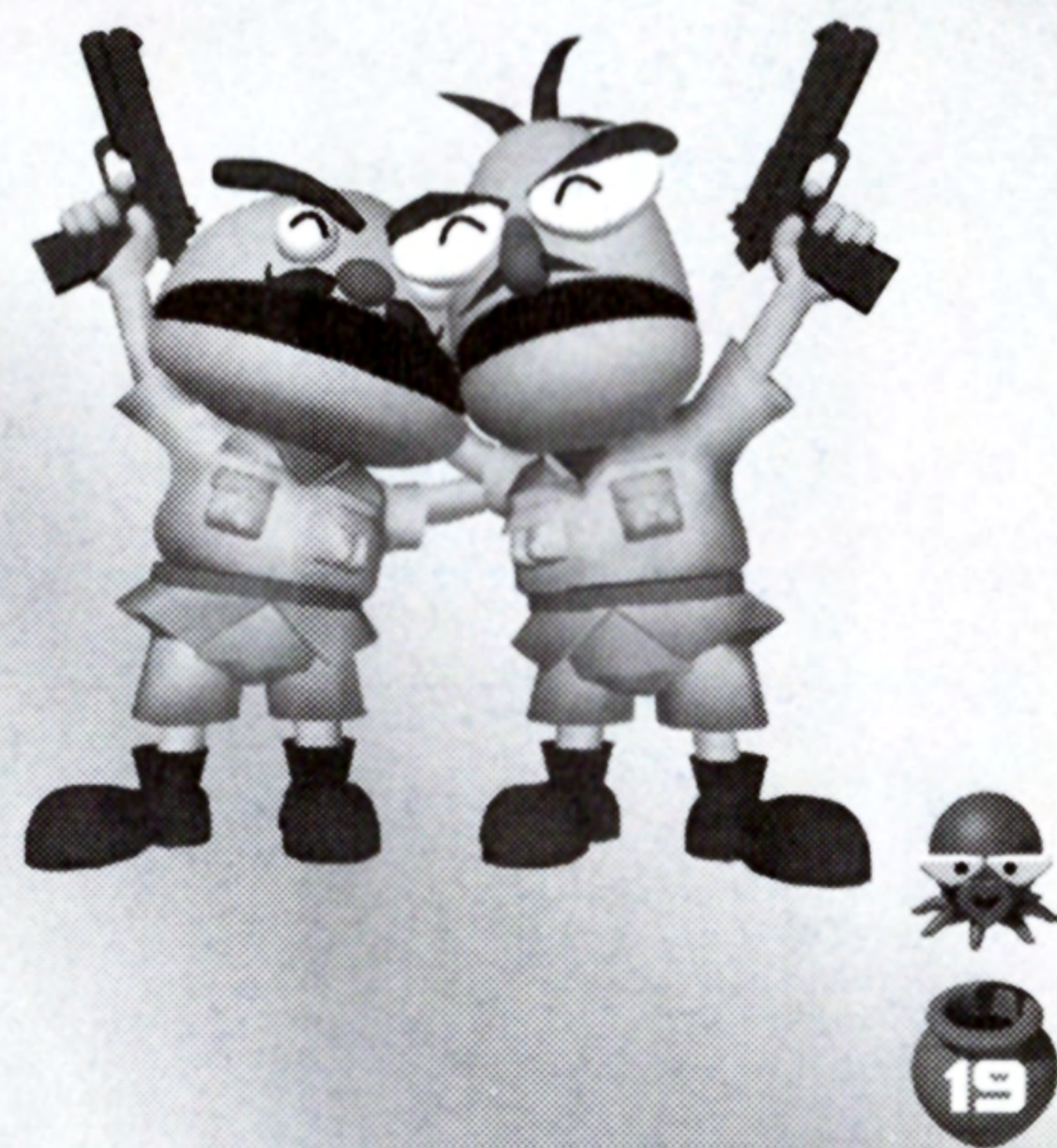
If you can't complete the game objective, or if you hit something marked "Don't Shoot!" you lose one life. But remember, the player with the highest score wins, even if none of the players completes the game objective. In a draw, players continue the game on the next stage. Up to 4 players can play this game.

## Team Play

Players from two teams compete in four stages of an elimination tournament. Only players with lives left after each stage can continue on to the next. The team with one or more players left at the end wins. Up to 8 players can play with 4 players per team.

**REMEMBER:** As in Tournament play, the winner is determined by high score and not the number of lives left.

In both Tournament and Team Play modes, two players can play together simultaneously with a second controller connected. If you have both the Guncon and a Standard Controller connected, you can select who uses which unit with the **Controller Switch** feature. If you only have one Guncon, use the **Controller Switch** feature to enable both players to alternate on the same gun.



## **Quest Mode**

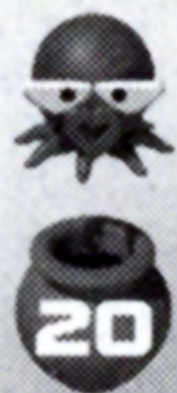
### **1,000,000 Gold Pieces!**

While enjoying a friendly meal, Dr. Don and Dr. Dan, the renowned explorers, were approached by a strange old man. This aged grandpa turned out to be the one and only Mr. Quickbuck, world famous for being . . . well, rich, and for collecting unique and priceless objects.

For many years, Mr. Quickbuck had searched for the legendary Gunball. But now he is too old to travel. So he offered the two explorers one million pieces of gold to hunt it down for him.

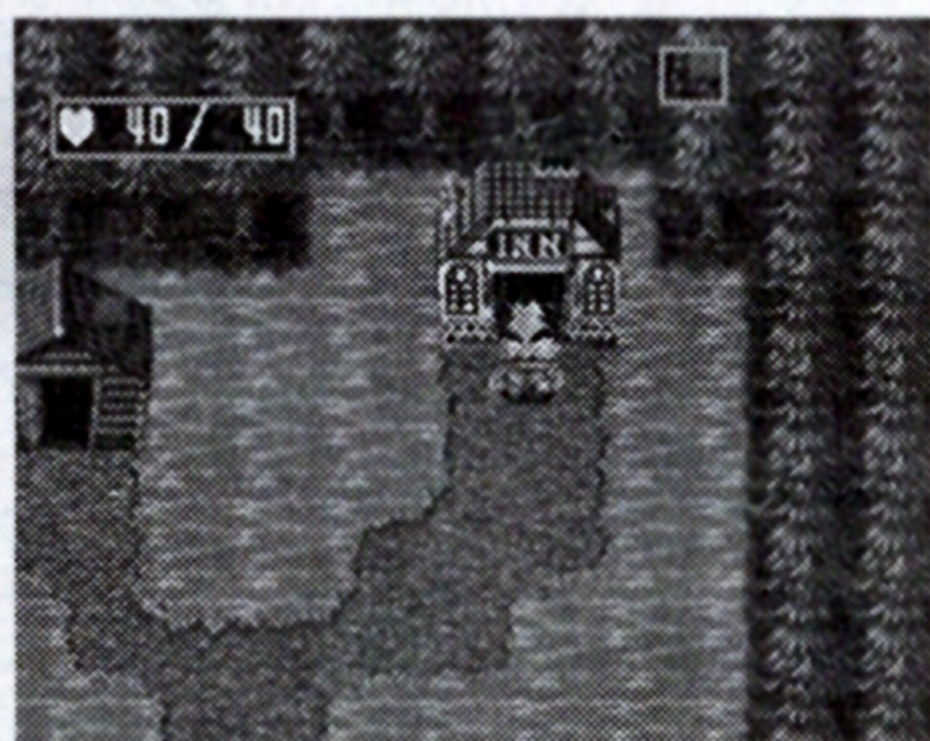
Dr. Don and Dr. Dan suddenly found themselves motivated! They immediately set off for Point Blank Island where the Gunball was said to be hidden. It was also rumored that the Gunball had been broken into five separate pieces, and each piece was buried in a different remote spot.

Can Dr. Don and Dr. Dan find the valuable Gunball? What dangers must they face to get it? Can they survive the monsters of Point Blank Island? It's up to you to find out!



## How to Begin Quest Mode

Select **Quest Mode** from the **Arrange Mode** Screen to display its menu. Shoot **New Game** to play **Quest Mode** from the start. Shoot **Continue** to resume a previously saved adventure. Refer to page 12 for information on loading and saving games.



A **Quest Mode** game can be saved from any Inn. Lead Dr. Dan and Dr. Don to an Inn, then “talk” to the Innkeeper. Save the game by selecting **Save**. You should save the game often. Even if they run into serious trouble (such as death), you can resurrect them at an earlier point as long as you’ve saved the game.

## Moving on the Overhead Map

Shoot any place on the map to move Dr. Don and Dr. Dan to that spot. To enter a town from the wilderness, or to enter stores and other buildings in the town, move Dr. Don and Dr. Dan in front of the place you want, and they will enter it automatically.

## Status Screen and Exiting a Game

Shoot Dr. Don to pause the game and display a menu screen. (If Dr. Don is stopped, press Button B to display the menu.)



### Status

From the **Status** menu, choose **Condition** to check on the condition of the players, **Item** to view or use items held, and **Exit** to return to the game.

### Pause/Cancel

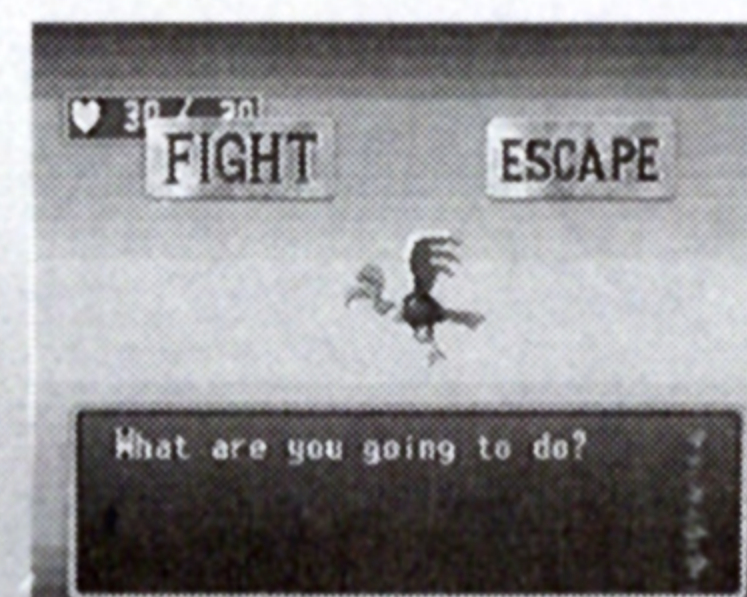
Return to the game.

### End Game

To end **Quest Mode**, select this option and choose **Yes**. (Choose **No** to continue play.)

## Combat

Enemies will appear as you trek through the wilderness, along with the **Fight** and **Escape** icons. Select **Fight** to engage in combat, or **Escape** to run away, avoiding combat. Stay sharp – you may not always be able to run.





In Combat, you must meet or beat the objective set by the enemy. If you succeed, you win and receive gold and Experience Points as a reward. If you fail, you lose Life Points. When your Life Points run out, the game's over. But there's hope – some collectible items will rejuvenate your Life Points.

## Items

Unless they acquire some or all of these special items, Dr. Don and Dr. Dan will have a hard time locating the Gunball. You can buy these items in shops (if you have enough gold), and sometimes find them while searching in the wilderness. These are supplies that no self-respecting explorer would be caught dead without!

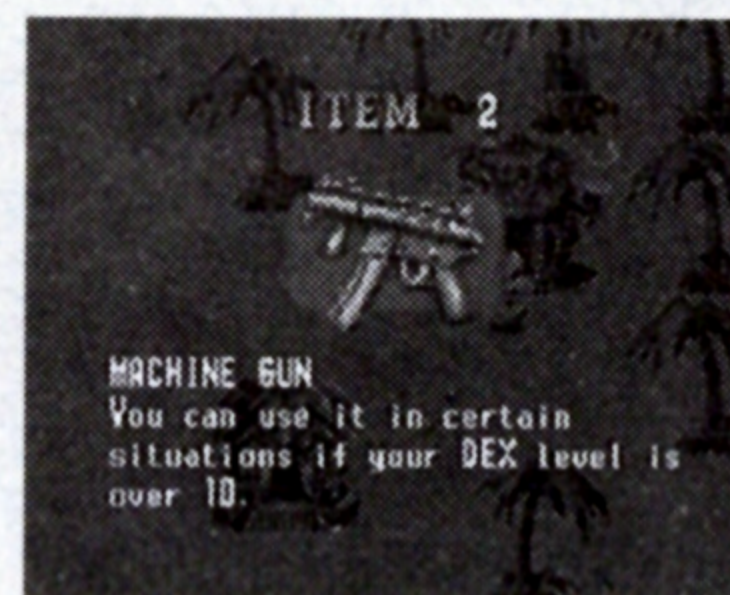
### New Clothes

Make a refreshing change of clothes — whew! What a relief. If your clothes smell, people on the street won't talk to you.



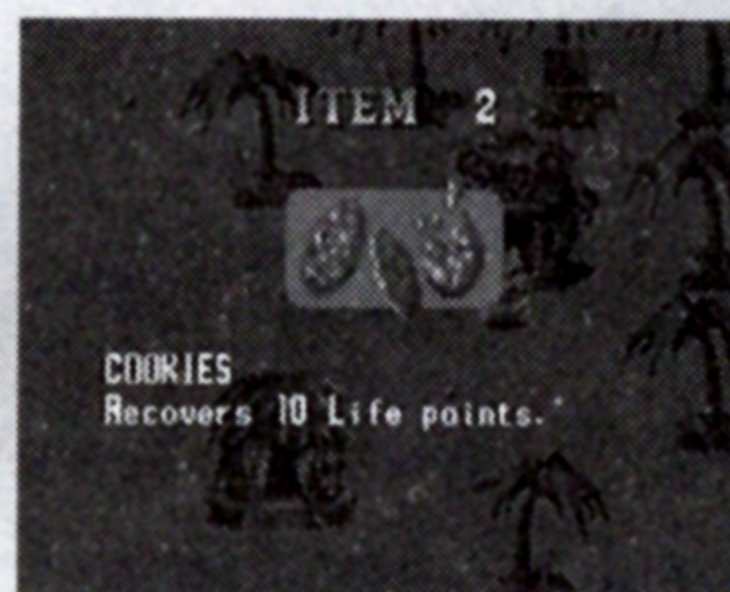
## Machine Gun

If you have the gold, you can acquire an automatic rapid-fire machine gun. This gun is useful in heavy combat requiring many quick shots. However, you must reach a certain Dexterity level before you can use this gun.



## Cookie

Rejuvenate 10 Life Points for each cookie that is eaten.



## Maps

Maps help you to check the layout of the entire island. These navigation aids are vital to your exploration.



# Game Stages

To whet your explorer's appetite, here are just a few of the tantalizing stages of Point Blank Island shown by category. Many more stages lie in wait!

## One Shot – One Kill

You must hit a small, moving target with a single shot.



## Rescue

Rescue an explorer. You must shoot lots of targets rapidly to keep Dr. Don or Dr. Dan from being hit.

## Blast the Bad Guys

Your targets are the evil-looking criminals. Shoot the innocent bystanders and you'll lose points.

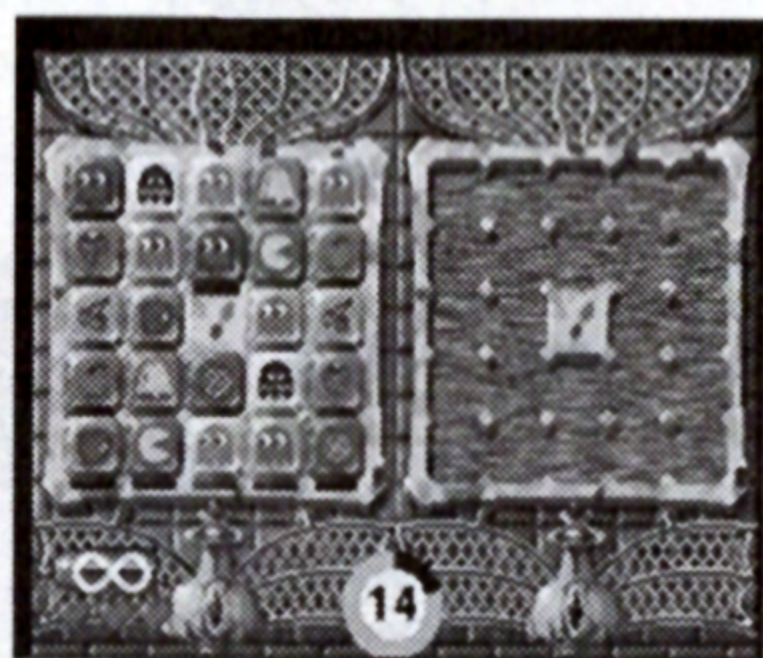


## Shooting Gallery

Shoot the cow and other targets in a shooting-gallery-style shoot 'em up.

## Rapid Fire

Pulverize your target within the time limit by shooting it as fast as you can.

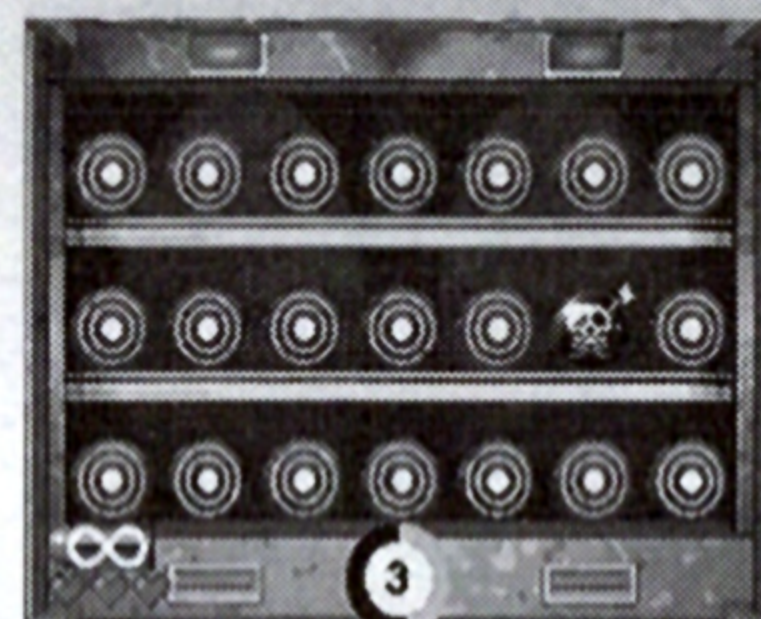


## Variety Show

All kinds of stages and targets challenge your shooting skills.

## Color Match

Shoot only the targets of a certain color. How fast are your reflexes?



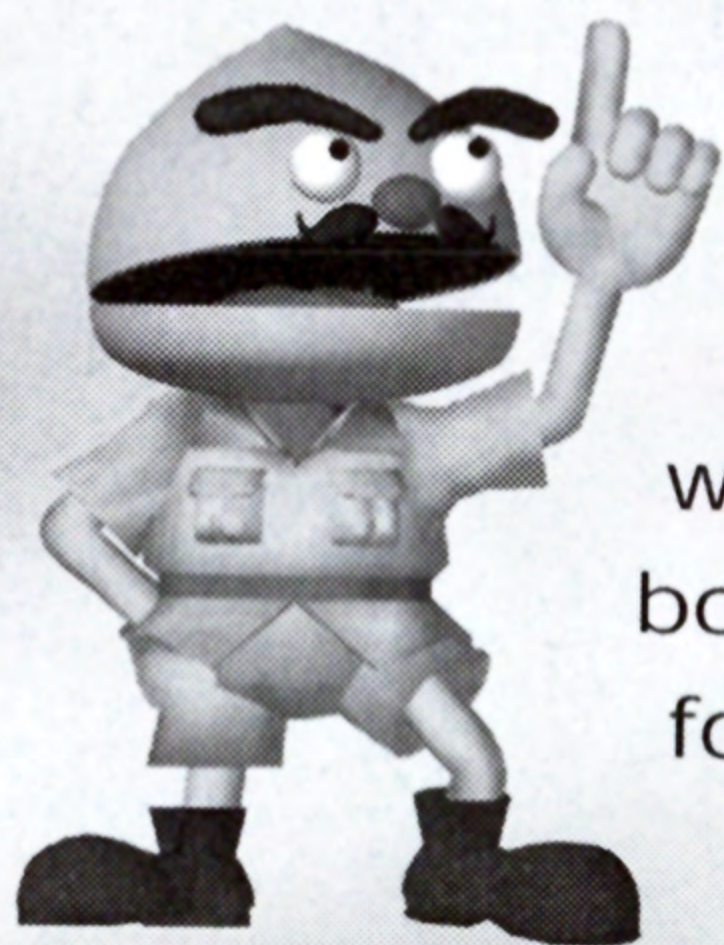
## Round Target

Blast the round targets, but don't confuse them with the bombs . . .

## Hangin' out with Dr. Don and Dr. Dan

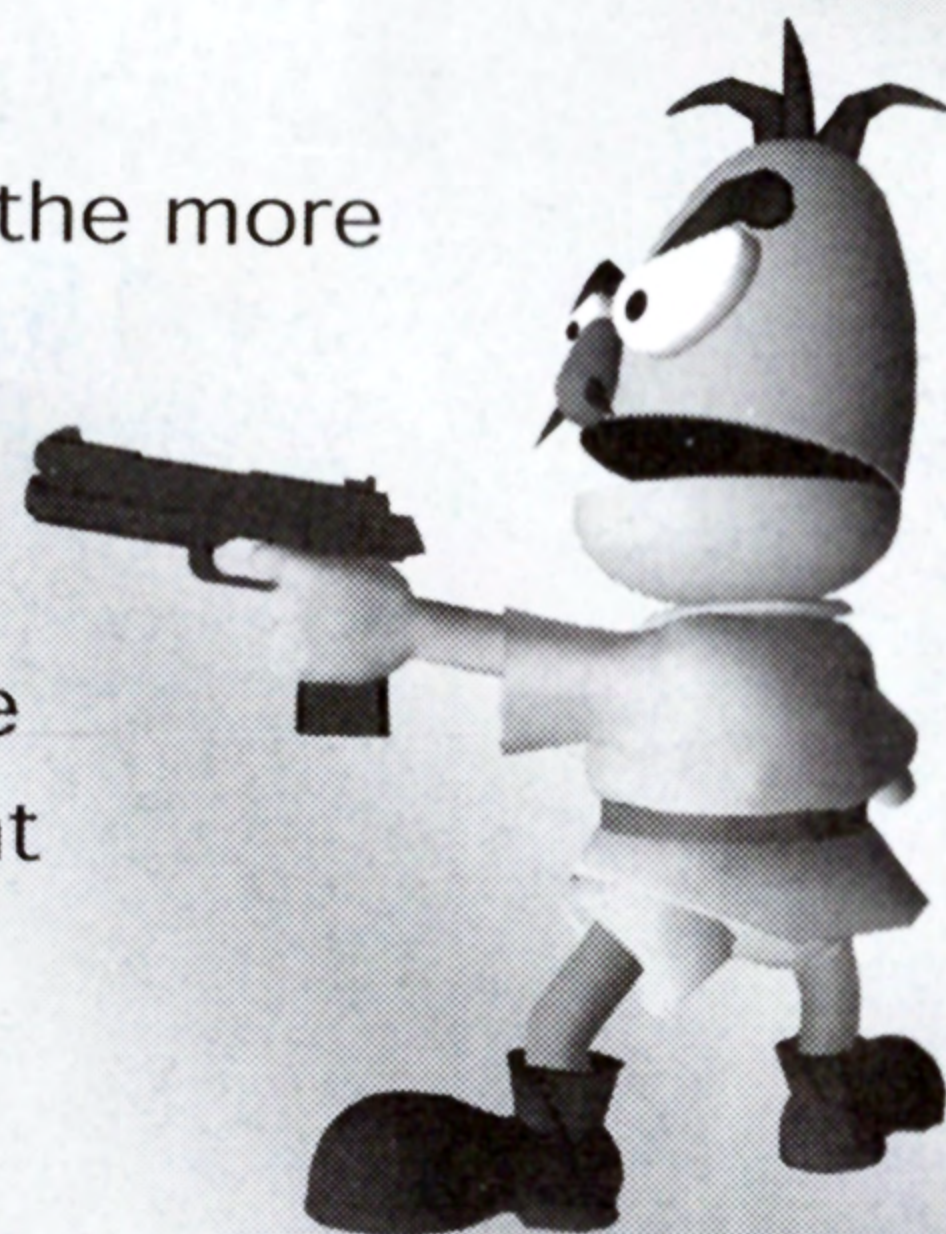
“ Here are some hints on good marksmanship. First, always calibrate your Guncon. Don't forget this. And don't start playing without it. What? You don't know how? Haven't you been reading the manual?

It's back on page 10, so make sure you follow the instructions! Another thing, you won't get far in this game if you pull the trigger too hard. When you do, the gun bucks a little and your aim will be off. Another wise move - steady your aim by holding the gun with both hands. Just doing that will raise your hit ratio. If you follow these points, maybe you'll be as good a shot as I am!”



Dr. Don

“ Wanna have lots of fun ? In **Party Play Mode**, the more players you have, the more fun the game gets. For instance, I guarantee it will be fun at birthday parties and other events with lots of people. Even the older folks can get into the act. Don't forget – The **Penalty Game** is a great way for everybody to have a good time!”



Dr. Dan



# **NAMCO'S TIP LINE**

All the hints, tricks and cheats!

Under 18, please have your parent's permission.

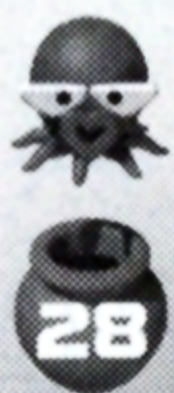
Touchtone phones only.

**1-900-737-2262**

\$.95/min for automated tips

\$1.15/min for live counseling

9-5 M-F Pacific Time



## CREDITS

Published by: Namco Hometek Inc.  
Designed and Developed by: Namco Ltd.  
Namco Hometek Staff

## MARKETING

Mike "Cigar" Fischer  
Jen Fitzsimmons "Fitz"  
Loan Vu the "Puzzle Queen"

## TECHNICAL EDITORS & MANUAL DEVELOPMENT

Yas Noguchi  
Geoff "Garbage" Erickson  
Brian "Gold Disk" Schorr  
Paul "Buddah" Guirao

## MANUAL DESIGN

Moore & Price Design Group

**For questions and information  
not listed on the 900 line, write to:**

**Namco Hometek Inc.  
150 Charcot Avenue, Suite A  
San Jose, CA 95131-1102**

**Namco Online: <http://www.namco.com>**

Visit our Website to get information about our new titles.

## SPECIAL THANKS

Jesse Taylor  
Tak Hyodo  
Jeff Miller

## LIMITED WARRANTY

Namco Hometek Inc. warrants to the original purchaser that this Namco Hometek Inc. game pak shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek Inc. will repair or replace the defective game pak or component part, at its option, free of charge.

This limited warranty does to apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

## LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Namco Hometek Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

# POINT BLANK™

Namco Hometek Inc. 150 Charcot Ave., Suite A, San Jose, CA 95131-1102  
POINT BLANK™ & © 1994 1997 Namco Ltd. All Rights Reserved. Manufactured pursuant to  
license with Namco Holding Corp. GUNCON™ & © 1996 Namco Ltd. All Rights Reserved.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console.  
PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings  
icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the  
U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C  
DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



**namco®**