



PlayStation

NTSC U/C

PlayStation™

POWERSLAVE™

TRUE 3D LEVEL ACTION!



MATURE

M

AGES 17+

CONTENT RATED BY ESRB

SLUS-00102



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.

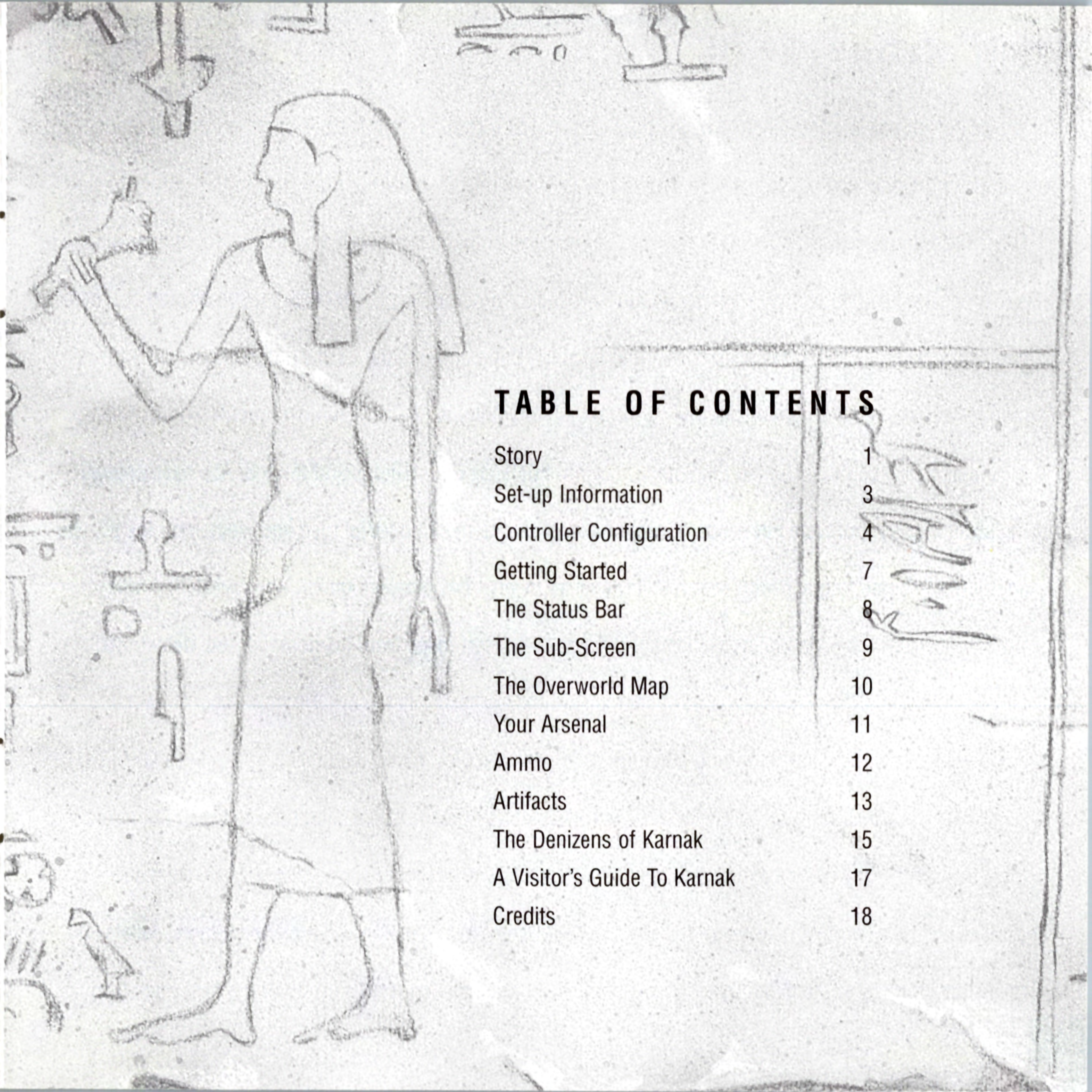


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THE STORY

The city of Karnak. During the time of the pharaohs, it was a shining example of civilization that all other nations could only hope to emulate. Today Karnak lives on, relegated for the most part to the history books. The present inhabitants live a simple life, but they live well enough, surrounded by the spirits of their glorious past. Then something went terribly wrong in Karnak. Numerous explanations are being offered, but only one fact remains - Karnak has been devastated by some thing or someone - but we don't know what it is. A number of nations have sent forces into Egypt to help find out what is happening in Karnak. Some of the best units in the world, including the Foreign Legion, Spetsnaz Commandos and Navy SEALs have entered the Karnak valley, but were never heard from again. While the most powerful men and women on the planet attempted to come to grasp with this, the first clue as to what has befallen Karnak was revealed! A villager from the besieged city was found wandering through the desert miles from his home, dazed, dehydrated and close to death. The Egyptian paratroopers who found him had this to say: "He must have gone mad from being in the desert for at least a week. He claims that an alien race called the 'Kilmaat' have taken over Karnak. They carry laser guns and appear to be re-animating human corpses and turning them into horrible creatures. And many of the captives are being subjected to unbearable tortures, injected with alien substances and then mummified - while still alive! Also, it seems that the 'Kilmaat' are attempting to locate and revive the mummy of the great pharaoh Ramses." So you are chosen from a group of the best operatives

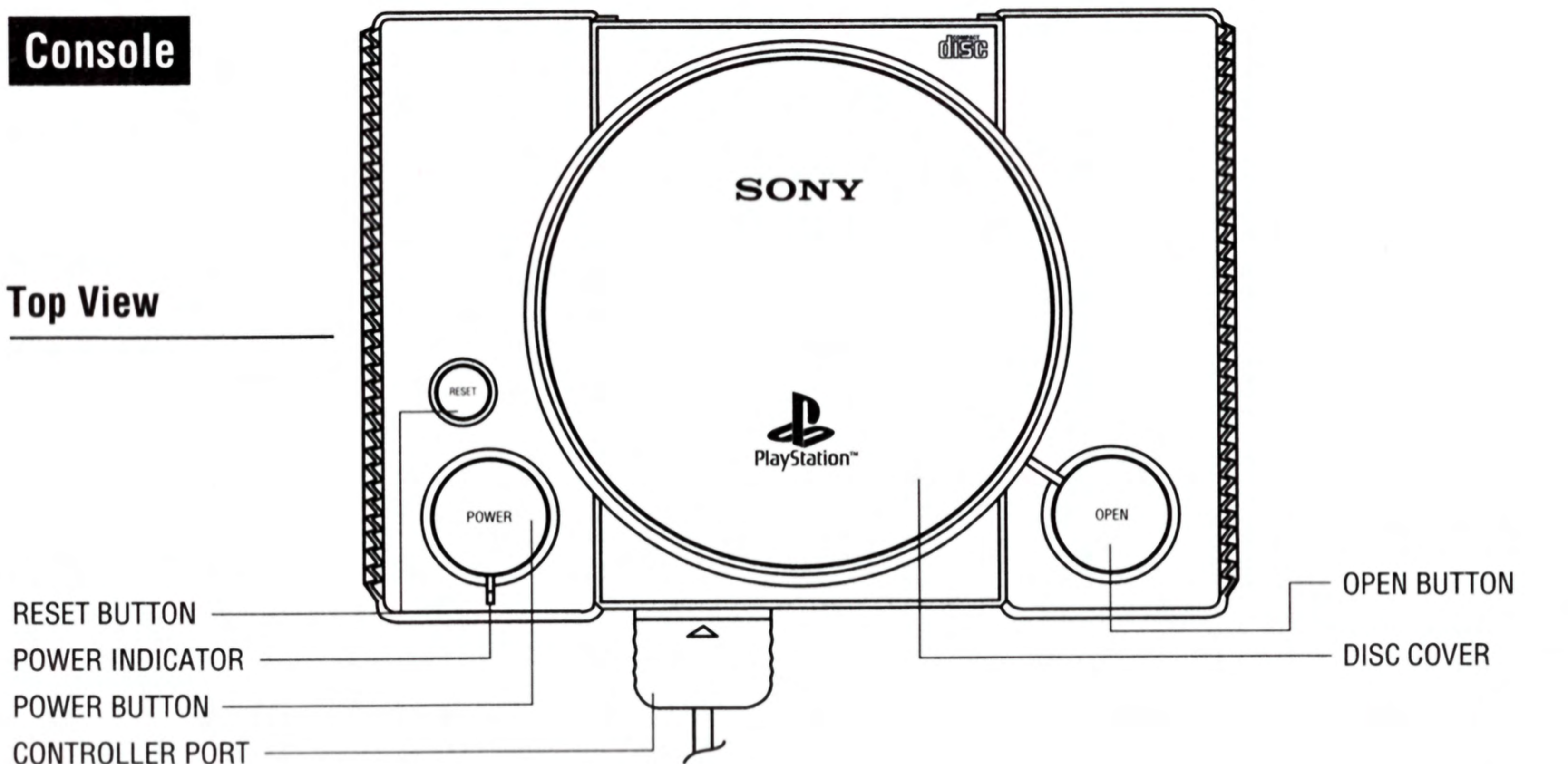
from across the globe to infiltrate Karnak and confirm or deny this wild story. You are to be delivered to the site via helicopter. As you approach the drop zone, you check yourself one last time, and edge near the port-side door. Just then, a brilliant light flashes on the horizon, and a beam of pure sun slashes into the helicopter. The heat is searing and everyone on board screams in pain. You decide you're getting off right now, and toss yourself from the stricken craft. Opening your parachute at the last possible instant, you prepare for impact. The hot desert sand is a nice landing spot - too bad nothing else around here is very hospitable. All you have left is a machete - better than nothing, you guess. You finally reach the outskirts of Karnak after a nice little walk in the desert. You are parched, singed, scared and totally pissed off, but steel yourself for what may await. Entering Karnak, you are ready to accomplish your mission - and return alive...

SET-UP INFORMATION

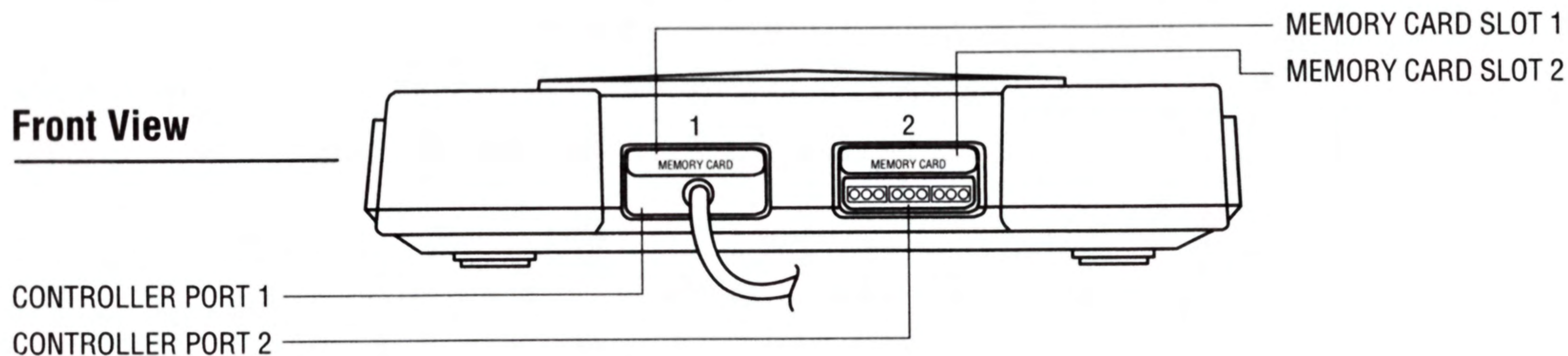
Set up your Sony PlayStation Game Console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Powerslave disc and close the Disc Cover. Insert game controllers and turn on the PlayStation. Follow on-screen instructions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

Console

Top View



Front View



CONTROLLER CONFIGURATION

Directional Buttons

- ◆ Press UP to move forward
- ◆ Press DOWN to move backwards
- ◆ Press LEFT to turn left
- ◆ Press RIGHT to turn right

□ Button

- ◆ Attack/fire weapon
- ◆ When using the Amun Bomb: the longer you hold down ■, the farther your throw will go.

X Button

- ◆ Jump

○ Button

- ◆ Open doors/activate switches

▲ Button

- ◆ Look up/down; re-center view
- ◆ To look up/down, hold down ▲ and press UP/DOWN on the Directional Pad
- ◆ To re-center your view, press and release ▲

L2 Button

- ◆ Weapon toggle left

R2 Button

- ◆ Weapon toggle right

L1 Button

- ◆ Strafe left

R1 Button

- ◆ Strafe right

Start

- ◆ Pause game

Select Button

- ◆ Status

UNDERWATER CONTROLS

Directional Buttons

- ◆ Press UP to move down
- ◆ Press DOWN to move up

X Button

- ◆ Press or hold to swim/paddle

IN GAME OPTIONS

Start Button-

- ◆ Pauses game
- ◆ Gives option to quit/continue

Select Button-

- ◆ Calls up subscreen

(See subscreen Pg.12)

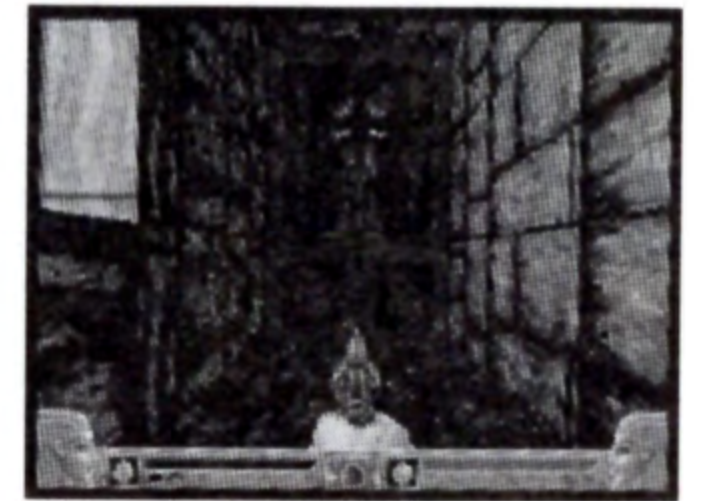
ACQUIRING ITEMS

To pick up an object, simply walk over it. If you don't have it already (such as a new weapon or artifact) you'll pick it up. If it's something you don't need, you won't be able to pick it up.

OPENING DOORS & ACTIVATING SWITCHES



In your explorations, you will come across many doors and switches in Karnak. Most doors can be opened simply by standing in front of it and pressing the **O** Button. The same goes for switches. There will be some doors you encounter that are locked, and require a key to open. These portals are distinguished by one of four symbols (Power, Time, War, and Earth), and if you have not located the corresponding key then your



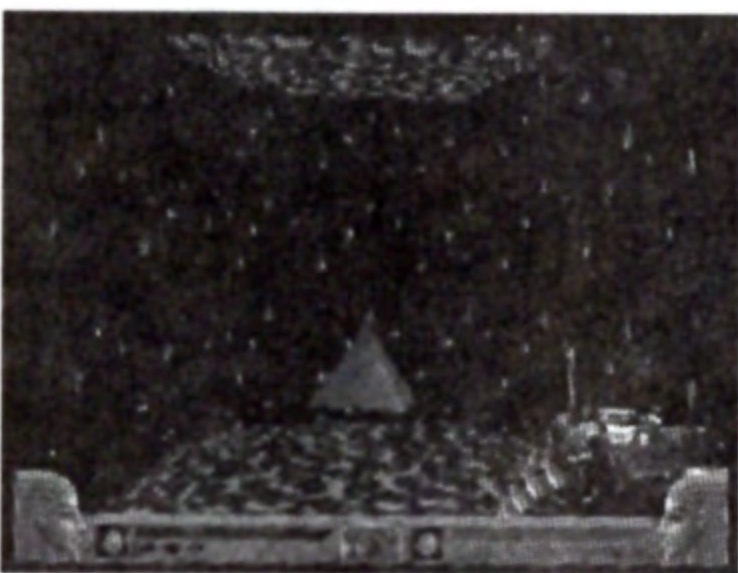
progress will come to a screeching halt. You may also come across doors that are sealed. Chances are a switch nearby will open it up.

SWIMMING



Certain sections of Karnak are flooded with water, so there will be times when you must go for a swim. While under water, most of your controls are the same, except your **UP** and **DOWN** are reversed, as if you were flying an airplane. Oh yeah, you also have a limited amount of oxygen, so you must swim by using the **X** button and keep an eye on your air meter at the top right of your screen. It contracts as you lose air. You can refill your lungs by surfacing (if possible) or stay under for extended periods of time by using the Sobek Mask (see Artifacts).

SAVING YOUR PROGRESS



Your journey will be a most dangerous one, indeed. And there will be times when your mortal body can no longer sustain life - but fear not, for the spirit of Ramses is watching over you. He has placed small icons (pyramids and camels) throughout Karnak that will mark your progress, and should you perish, Ramses will revive you from the last icon you discovered.



GETTING STARTED

You have three options to choose from on the Main Menu. Toggle between them by pressing UP or DOWN on the Directional Buttons. The choices are:

NEW GAME - Start a new game.

LOAD GAME - Resume a game already in progress.

OPTIONS - From here you can adjust the sound, keypad and sound effects.

Once you make your choice, press the X or **START** Button to enter your selection.

QUITTING A GAME IN PROGRESS

- ◆ Press Start (to pause)
- ◆ Then Select (Options subscreen)
- ◆ Choose Quit option
- ◆ Choose Yes to quit game



THE STATUS BAR

The status bar at the bottom of your screen displays your most vital statistics. Here's a rundown on the information displayed before you:

- 1) *Ammo Meter(blue)* - Displays the available supply of rounds for the weapon currently in hand. As you fire, you will notice that the bar slides to the left to indicate ammo usage.
- 2) *Arsenal Indicators* - Each time you acquire a new weapon, a circle appears under the Ammo Counter. A blue dot indicates which weapon is currently in use.
- 3) *Compass* - This simply shows you your direction.
- 4) *Life Meter(red)* - As you take damage, the level of your precious life-force lowers. If exhausted completely, you have failed and must try again.
- 5) *Life Vessels* - Picking up a Life Vessel increases the amount of punishment you can sustain. Each vessel will completely re-fill your Life Meter, so the more you find, the longer you live.



THE SUB-SCREEN

There are five categories on your sub-screen, along with a display window to view illustrations and a text window that gives you messages and other important information.

Map - The display window will show if your auto-map feature is active or not in use. An unrolled map indicates the auto-map is on, and a rolled-up map means you don't need no stinkin' map!

Arsenal - The weapons currently in your possession are shown here, along with any pertinent information that will appear in the text box below.

Artifacts - You will need to collect six sacred relics in order to complete your mission. An illustration and description tells you all about each one here.

Transmitter - This piece of hi-tech communication gear has unfortunately gone to pieces. Collect all eight icons and you will receive the best ending the game has to offer. Anything less...well, just try to find them all.

Keys - The four keys (Power, Time, War, Earth) are displayed here. When you find one, the corresponding slot will be filled in by a gold representation of the key.



THE OVERWORLD MAP

You will be able to track your progress throughout Karnak with this map. It shows each place you have visited, and lets you know where you can and cannot go. The golden arrows that are active indicates a path you may follow. The inactive arrows tell you that you do not yet have access to these areas, but you will need to go there at some point in the game.



YOUR ARSENAL

Your business is war, and business is (unfortunately) good. You can kill bare-handed, blindfolded and with one arm tied behind your back - but there is no substitute for a trusty firearm for day-to-day use. Only one problem here - all of yours have been lost, so you'll need to be on the lookout for replacements. You still have your trusty machete, but find something that shoots - and find it fast!

1 = *Machete* - Sharp. Reliable. Never runs out of ammo! If it wasn't strapped to your leg when you bailed out of the chopper, you'd be in a world of hurt, my friend.

2 = *Pistol* - Packs a good punch. Your basic ranged weapon, much better than going into hand-to-hand combat. A tad slow on the rate of fire, but who's complaining?

3 = *M-60 Machine Gun* - Your standard infantry support weapon. With a range of well over 1,000 meters and a 550 rounds per minute rate of fire, the "sixty" is an ideal everyday weapon. Remember to watch your ammo - fire in six to nine round bursts for max effect.

4 = *Amun Bomb* - Ancient Egyptian hand grenade. Press and hold the Button, then release when ready to throw. The longer you hold down the Button, the greater distance your bomb will travel. Oh, and don't worry, you can't blow yourself up by holding onto a bomb too long - but you can if you're careless in your aim!

5 = *Flame Thrower* - Perfect for mummy roasting. A great close-quarters tool. Watch the fuel level - it goes too quick if you're not careful.

6 = *Cobra Staff* - A great long-range weapon that will automatically target enemies.

7 = *Ring of Ra* - The ultimate instrument of unbridled destruction.

8 = *Manacle* - This sacred gauntlet is one of the mightiest weapons you will find. An artifact of incredible power, you can use it to summon the wrath of the gods upon those who dare oppose you.

A M M O

Except for the machete, your weapons require ammunition for optimal functionality. In other words, if you run out of rounds, you'd better run! Look for ammo refills - they are transparent orbs with a blue center floating around here and there. Defeated enemies sometimes leave them too. See OTHER ITEMS below for additional information.

When you collect ammo orbs, it will only add ammo to the current weapon selected.



ARTIFACTS

Sandals of Ikumtet - Your mama may have worn combat boots, but she would have much rather worn these little beauties! The sandals will increase your jumping strength, allowing you to reach ledges that were previously too high.

Sobek Mask - This powerful tool will allow the wearer to breathe underwater for extended periods of time. You can now explore the deepest depths and longest water-filled corridors that would otherwise have meant a quick trip to the pearly gates.

Shawl of Isis - Isis crafted this garment from the feathers of eagles and bound them together with spider's silk. The wearer of the shawl can now float safely down from any height. And there are plenty of places in Karnak where you will need this to complete your quest.

Protective Anklets - The gods of ancient Egypt have blessed these shackles of a courageous slave to withstand the harsh environment of the poisonous swamps, as well as allowing for partial protection from the searing heat of the many lava fields you will come across.

Kilmaat Scepter - You will need this "key" to pass through the force fields that the Kilmaat have generated throughout the city. If you are in possession of the Scepter, any force field you approach will de-activate, allowing you access to areas formerly off-limits to you.

Horus Feather - Horus has plucked one of his own hawk feathers to aid you in fulfilling your destiny. The Feather allows you to levitate, so you can reach places that were even out of reach of the Sandals.

OTHER ITEMS

Keys - Many doors in Karnak bear one of four symbols - Power, Time, War, Earth - Collecting the keys will allow you passage through these portals.

The Transmitter - If you are thorough (luck helps too!) in your explorations, you are bound to come across an icon in the form of a portable satellite transmitter. If you are even luckier and manage to somehow collect all eight, you will be treated to the best possible ending the game has to offer. Less than eight? I'd rather not think about it too much...

Life Vessels - Collect one of these and you have basically doubled your life expectancy! A full life vessel will completely refill your life meter should it run dry. The more life vessels in your inventory, the longer you shall live!

Health Refills - Transparent orbs with a crimson center. One Health Ball restores 5% of your life, and one Health Orb will give you back 20%. Be on the lookout for the Full Health symbol - this powerful icon completely fills all life vessels and your life meter!

Ammo Refills - Same idea as the Health Refills - the Ammo Ball is good for 5% ammo refill, and the Ammo Orb is good for 20%. Be on the lookout for full ammo icons as well - this will give you full ammo on the current chosen weapon and 1/2 fill up on all others.

Save Pyramid - Touch this and it vanishes, but not before saving your progress. Very helpful.

The Camel - Not really an item, but touch it and you are transported back outside to the overworld map, allowing you access to new levels. You may also chose to save your progress at any camel.

THE DENIZENS OF KARNAK



Karnak has been overrun by an assortment of loathsome creatures straight from your worst Egyptian nightmare. To make matters worse, some of them have been altered and enhanced by Kilmaat genetic engineering - oh, and don't forget about the Kilmaat themselves - definitely the nastiest bunch of bug-eyed, chitinous-skinned aliens this side of Uranus. Keep your guard up at all times.

Terrainian - These hard-shelled and fast-moving scorpions try to leap up and latch on to you. Back off quickly and blast them with a ranged weapon.

Giant Pirhana - These scaly horrors are quick and deadly. They must be avoided, hacked up with the machete, blasted with Amun Bombs or disintegrated with the Cobra Staff.

Anubis Zombie - The mighty Anubis, Guardian of the Dead. The bodies of those warriors who went before you have been animated by the Kilmaats in the likeness of Anubis. They hunt you down relentlessly, throwing out magical bolts of blue energy or raking you with sharp claws if you let them get too close.

Omenwasp - These buzzing nasties flit about and deliver a nasty sting. They are very hard to target, so use caution when fighting them.

Mummy - Fairly slow moving, but can dole out some serious damage. They use an enchanted staff to fire powerful phantom snakes at you.

Bastet - This is one fierce and wily lioness. She is extremely fast, has razor-sharp claws and can teleport at will - a lethal mix of skills in anyone's book.

Magmantis - This lava-dwelling denizen rises up to unleash high-speed fire balls at unlucky individuals. Move



quick, keep your distance and take advantage of whatever cover you can find.

Kilmaat Sentry - Your run-of-the-mill alien worker. Usually encountered working around alien structures, he will attack with a nasty laser pistol if disturbed.

Set - The most foul and evil of all the Egyptian gods, Set wants nothing more than to slowly devour your soul. After he smashes your body to a pulp, of course.

Selkis - This demonic nightmare is a result of alien genetic experiments. Even the most experienced of game players will be in for a surprise when fighting this beast.

Kilmaatikahn - The final boss, leader of the Kilmaat forces here on Earth. Be afraid - be VERY afraid.

A VISITOR'S GUIDE TO KARNAK

The average gamer will find that Powerslave is an easy game to learn but a difficult one to master. While most levels share common features, each one has been carefully built to convey a particular look or feel as the game unfolds before you. You will observe that some areas stress jumping, swimming or puzzle-solving while others may test your skills as a pure killing machine. No matter what situations you may be up against, keep your wits about you and check out the helpful tips below.

- 1) The Kilmaat have removed and modified many staircases, elevators and doors. If it looks like your progress has reached an impasse, look for switches and keys to access these features.
- 2) Don't forget to use the strafe keys to sidestep in and out of passageways, firing off short bursts and ducking back into cover.
- 3) Karnak is full of secrets. Many useful items can be obtained if you expend a bit of effort to uncover some of them. Be creative and thorough in your explorations. After a while, the walls and hieroglyphics may begin to look the same - don't be fooled! Look for breaks in patterns, the out-of-place panel, or simply trust your instincts - if something looks different, you just might be on to something!
- 4) Looking up and down (press and hold the ▲ Button and the UP or DOWN on the Directional Button) is always a great way to check your footing, especially when faced with some of the more daunting jumps you will come across.

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