



PlayStation

NTSC U/C

PlayStation™

PROJECT

OVERKILL

MATURE



AGES 17+

CONTENT RATED BY
ESRB

SLUS-00045
17009



KONAMI.

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.

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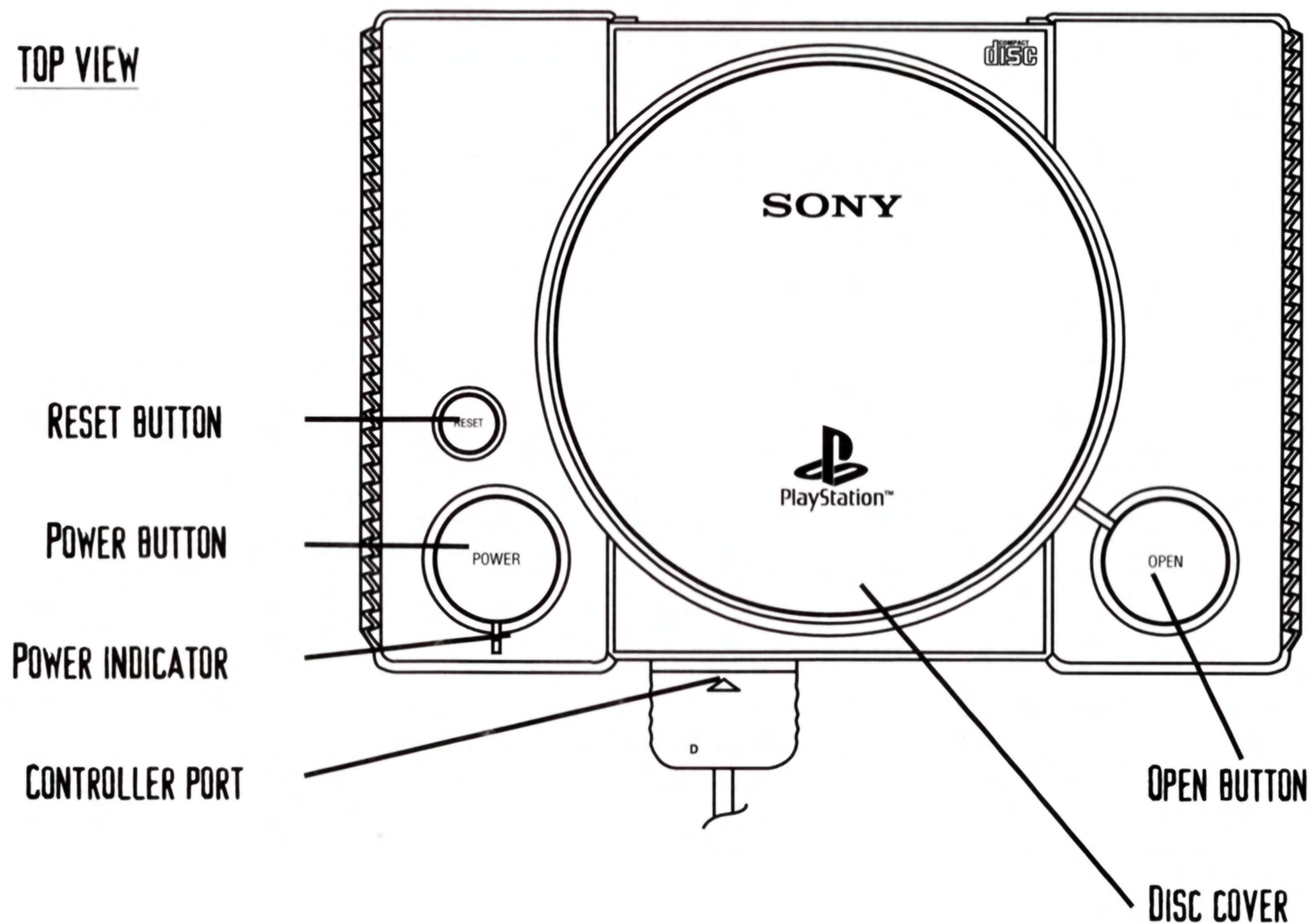
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WARNING

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

Thank you very much for purchasing **Project Overkill™** from Konami. Before playing, please read this manual carefully to ensure correct use.

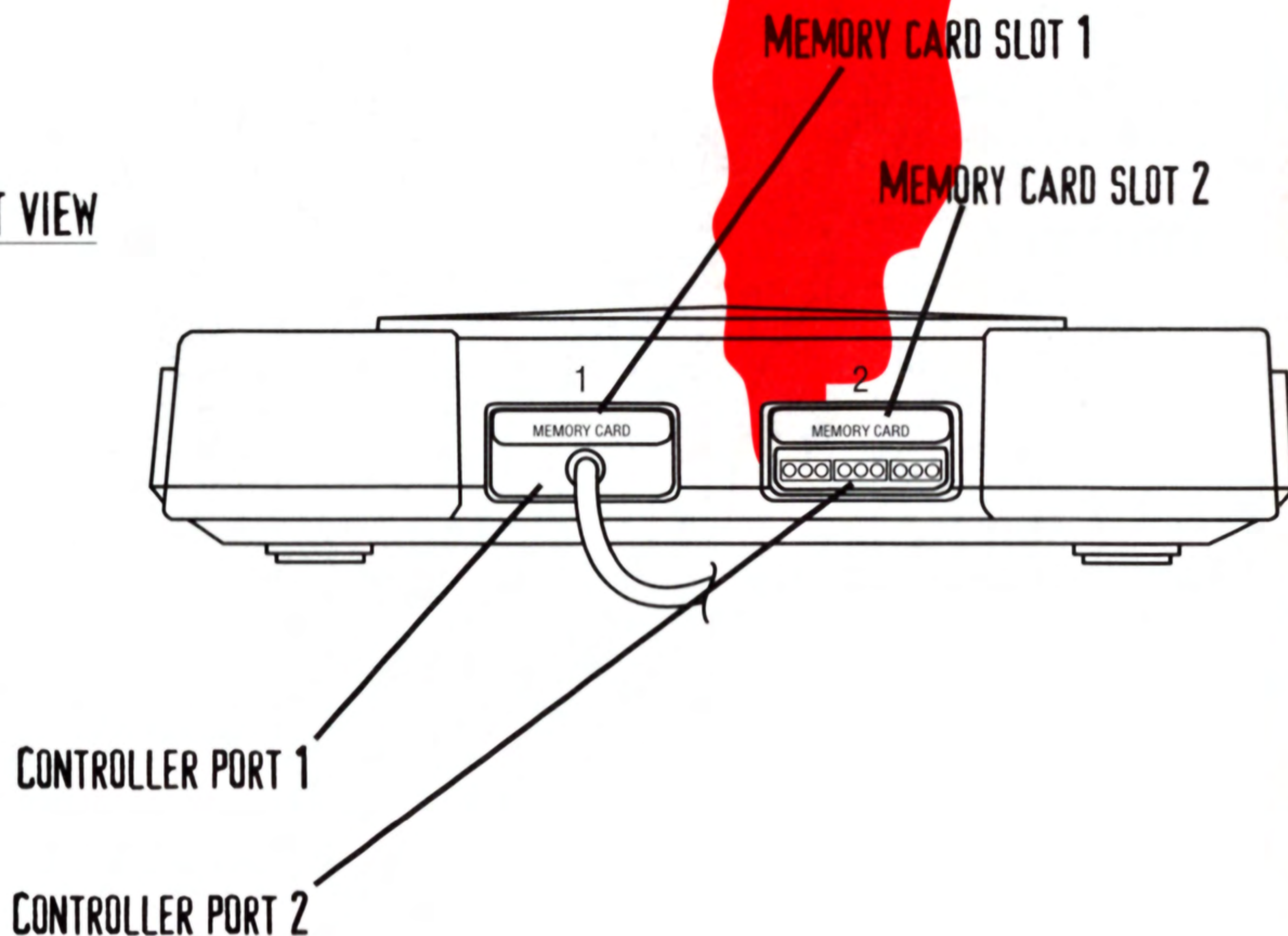
TOP VIEW

MEMORY CARD

(MEMORY CARDS ARE SOLD SEPARATELY.)

THERE ARE 15 BLOCKS IN ONE MEMORY CARD. YOU CAN SAVE YOUR PROJECT OVERKILL DATA IF YOU HAVE 1 BLOCK OPEN (FOR EACH SET OF DATA) ON A MEMORY CARD.

FRONT VIEW



USING CONTROLLER IN THE SELECT MODES

DIRECTIONAL BUTTONS: MOVE THE CURSOR.

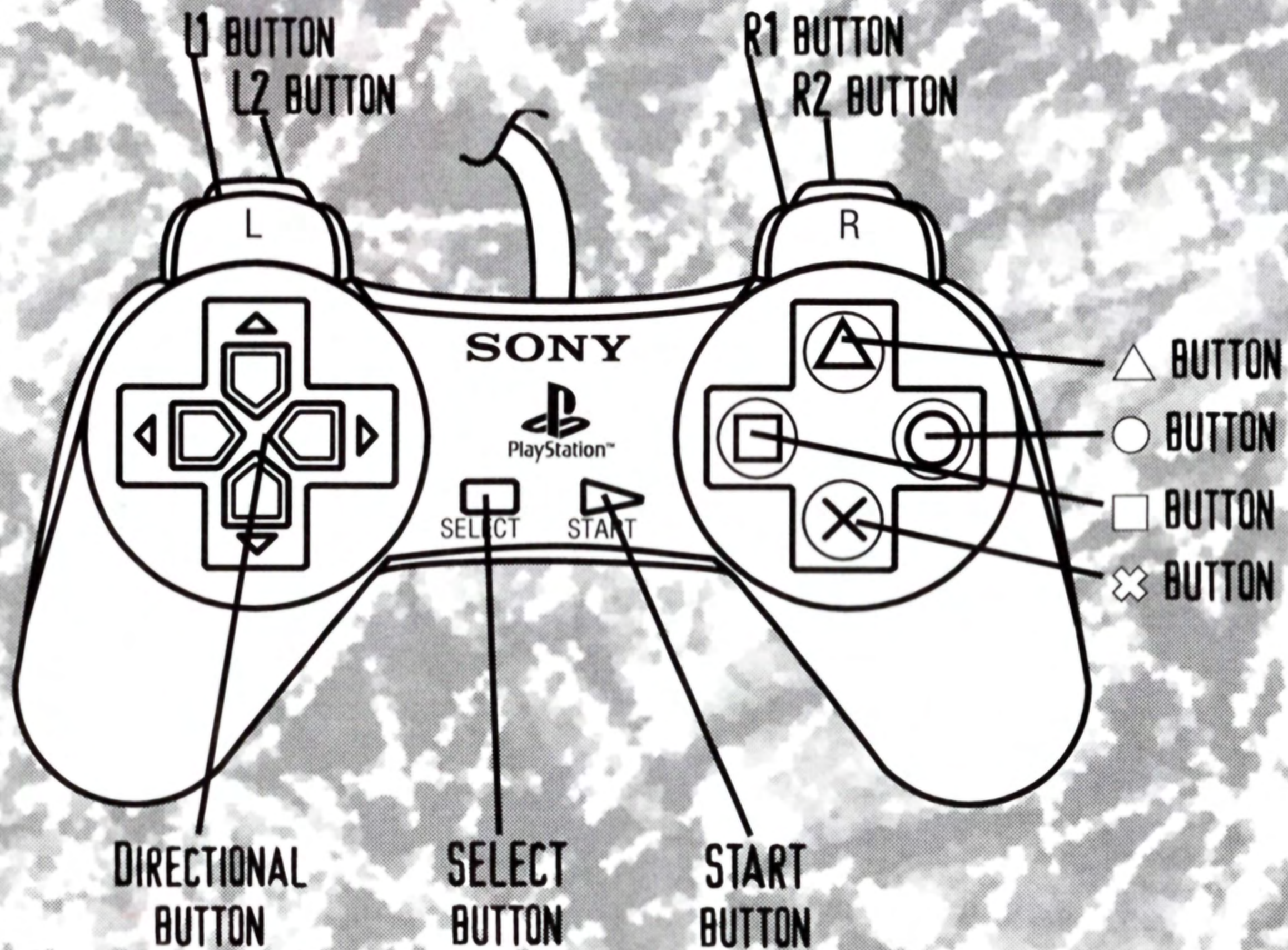
× BUTTON: SET YOUR CHOICE AND PROCEED

○ BUTTON: CHANGE THE SELECTED ITEM TO ANOTHER

START BUTTON: TO CANCEL A SELECTION AND RETURN TO THE PREVIOUS SCREEN.
(ONCE YOU HAVE STARTED PLAYING THE GAME, YOU CAN'T RETURN TO THE PREVIOUS SELECTION SCREENS.)

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PROJECT OVERKILL



USING THE CONTROLLER IN GAME PLAY

DIRECTIONAL BUTTONS: MOVE THE CHARACTER.

○, △, □, AND × BUTTONS: FIRE WEAPON

IN THAT DIRECTION

L1 BUTTON: SELECT AN ITEM FROM INVENTORY

L2 BUTTON: USE INVENTORY ITEM

R1 BUTTON: SELECT A WEAPON

R2 BUTTON: SET OFF DETONATION

DEFAULT SETTINGS

(USE THE OPTIONS MENU FOR CHANGING THE DIFFICULTY SETTING AND LOADING & SAVING GAMES—SEE PAGE 22 FOR MORE INFO ON LOADING & SAVING GAMES)

PROJECT OVERKILL

Find this leak
and seal it.

Now

Tolerance = \emptyset

I don't have much time to go into details, so, in a nutshell, here is what I know:

Terracom's using its status as a premiere corporate entity to try to isolate the more desirable planets in this sector of the galaxy for development. Their Off-World Colonization Division (O.W.C.D.) grabs the rights to unincorporated planets before some of their competitors can get a foothold. Sure, this kind of planetary settling is nothing new, and well within the federal guidelines for off world development, but things are heating up now like never before.

You may remember reading about the "tragic accident" that took place when Terracom's construction frigates failed to negotiate the space outside of the RAO-730 asteroid belt, right? Terracom was investigating a nearby planetary site as a possible shipping hub. Well, I know for a fact that it was no accident. A certain Euro-Asian company just happened to be interested in the same planet

site. They developed plans to set up a resort planet there. When they realized Terracom was going to get there first, they sent out a group to "slow down" the Terracom ships. Of course, Terracom found out, but rather than go public, they decided to play the same game.

I have good sources that say there is an O.W.C.D. file marked "PROJECT OVERKILL" that reveals an ugly twist in the grab for new planetary sites. Apparently Terracom is now hiring Terran and alien mercenaries to land on developed planets and clean house, so to speak. Since Federal law prohibits corporate planetary development claims of established, populated planets, Terracom has decided that they will "unpopulate" a few desirable locations. After all, unestablished or abandoned colonies have always been considered fare game, but no corporation has ever had the nerve to try a stunt like this.

For obvious reasons, this must be stopped. I have tried to warn the proper authorities, but if you are reading this, then I have failed. Please help. Horrors like PROJECT OVERKILL must be stopped...

Your mission

LET'S CUT TO THE CHASE: YOU WILL BEGIN AT A PREDETERMINED DROP SITE. YOU HAVE NO CHOICE—THIS SECURITY OUTPOST MUST BE KNOCKED OUT BEFORE FURTHER MISSIONS CAN BE CONDUCTED.

ONCE ANY GIVEN MISSION IS COMPLETED, NEW MISSIONS WILL BECOME AVAILABLE. YOUR MISSION OBJECTIVES ARE REVEALED TO YOU ON A NEED-TO-KNOW BASIS. DON'T GET AHEAD OF YOURSELF. YOU'RE BEING PAID TO FIGHT, NOT THINK. GET IN, GET THE JOB DONE, THEN MOVE ON. ONCE THE FINAL OBJECTIVES ARE CLEARED YOU WILL BE FREE TO MOVE ON WITH YOUR LIFE. UNTIL THEN, YOUR BUTT IS OURS.

HERE ARE A FEW THINGS YOU MAY FIND HELPFUL:

- * ONCE A MISSION IS COMPLETE AND NEW POINTS ARE ACCESSIBLE ON YOUR MAP, YOU ARE FREE TO PROCEED FORWARD, OR TO BACKTRACK THROUGH PREVIOUSLY CLEARED POINTS. YOU MAY PASS THROUGH A CLEARED LOCATION WITHOUT OPPOSITION.
- * TO GET THROUGH GROUND RADAR WE HAVE HAD TO KEEP YOUR TRANSPORTATION CUT TO THE BARE MINIMUM. FOR THAT REASON, YOU'LL HAVE TO RELY HEAVILY ON "DISPATCHED" TROOPS FOR YOUR WEAPON AND AMMO SUPPLY.
- * YOU MAY FIND THAT YOU ARE SKILLED ENOUGH TO TAKE THE SHORTEST PATH TO COMPLETING YOUR FINAL OBJECTIVES. JUST KEEP IN MIND THAT "SHORT" IS NOT ALWAYS SYNONYMOUS WITH "EASY".
- * WE RECRUITED FOUR SOLDIERS FOR THIS PROJECT—EACH WITH UNIQUE TALENTS. CERTAIN SKILLS MAY BE BETTER THAN OTHERS ON CERTAIN MISSIONS, BUT WE FEEL THAT EACH SOLDIER HAS WHAT IT TAKES TO GET THE JOB DONE. A PROFILE OF EACH FOLLOWS...

NAME: ALTHEA TIMMERON

RACE: TRANSHUMAN

CLASS: DEMOLITIONS EXPERT

PLANETARY TYPE: TYPE III - DESERT PLANET

HIGHLIGHTS: TIMMERON HAS SPENT MOST OF HER CAREER WORKING FOR VARIOUS TERRORISTS GROUPS DURING THE HEIGHT OF THE OFF-WORLD COLONIZATION MOVEMENT. AS THE CONFLICTS AROSE BETWEEN MANY OF THE CORPORATIONS FEUDING OVER OFF-WORLD RIGHTS, TIMMERON FOUND HER SERVICES WERE IN GREAT DEMAND. HER SKILLS WENT TO THE HIGHEST BIDDER-TO THE EXTENT THAT SHE WAS EVEN HIRED TO DESTROY A FORMER EMPLOYER'S COLONY BASE. SHE IS LOYAL TO HER EMPLOYERS UNTIL THE JOB IS COMPLETED. WHEN THE NEXT JOB COMES ALONG, THE PAST IS FORGOTTEN.

PSYCHOLOGICAL NOTE: SHOWS SIGNS OF PYROMANIACAL TENDENCIES.



Althea Timmeron

LANSLOW KREEG

Earthling
Armsman

PROFILE:

- Origin: Early Earth colony
- Reputation from Hive Wars as a man of little moral fiber. (Apparently he was one of the main elements in the extinction of the insectoid race.)
- Administered mind-altering drugs during his tour of duty to increase aggression. Remains unstable.
- Prone to excessive violence
- Well trained in native and alien weaponry
- Extensive history with several military operations (overt and covert)



NOTE:

I saw this guy in action on Rylux 7.
We want him for this operation!

-NAN

N.A.N.-

Jendryk epsilon is the tykarian assassin i was telling you about. some call him "The Incubis", after the legendary demon that used to kill its victims in their sleep

he is known for his well-calculated, stealthy strike ops there is evidence supporting the stories that he can sneak into hostile zones and wipe-out all key personnel before his presence is even detected

i have heard other reports hinting that his methods are (for lack of a better description) somewhat dark

i do not have any supporting proof of this and i still believe he is the type we need for project overkill attached is a fairly recent, and rare photo.

-almak



Jendryk Epsilon

Weapons

EACH TROOP IS EQUIPPED WITH INDIVIDUALIZED WEAPONS. EACH OF THESE WEAPONS HAVE BEEN ADAPTED TO ACCEPT THE FOUR STANDARD CLASSES OF AMMUNITION. THIS ALLOWS THE TEAM TO RESUPPLY PLANET-SIDE, THUS REDUCING THE WIEGHT CAPACITY FOR THE DROP SHIP.

- * CLASS 1 AMMO—STANDARD SHELL-BASED PROJECTILES.
- * CLASS 2 AMMO—ENERGY-BASED AMMO. INCORPORATES THE FORMATION AND DIRECTION OF AN INTENSE ENERGY FIELD (E.G. ION, LASER, GAMMA).
- * CLASS 3 AMMO—DEMOLITION/EXPLOSIVE ROUNDS FOR HEAVY COMBAT SITUATIONS.
- * CLASS 4 AMMO—"INTELLIGENT" AMMO; USUALLY HEAT SEEKING, BUT MAY HAVE OTHER TARGET LOCATING TECHNOLOGY. COMMONLY COUPLED WITH POWERFUL EXPLOSIVE OR HEAVY DAMAGE ORDINANCE.

LOOK FOR THESE TYPES OF AMMO THROUGHOUT YOUR MISSIONS:

	<u>Class 1</u>	<u>Class 2</u>	<u>Class 3</u>	<u>Class 4</u>
Quogg	Auto chain gun	Blast pulse	Frag grenade	Recoilless rocket
Mr. Kreeg	Burst; Semi-auto	Ion pulse	AUTO-TURRET	Mobile Robotic Mine (M.R.M.)
Jendryk	Semi-auto silencer	Laser	Concussion grenade	Anti-matter smart bomb
Althea	Semi-auto high-powered	Heavy flamer	Incendiary grenade	Phosphorous rocket



Terracom surveillance update:

Be aware of medi-kits and ammo upgrades on site.

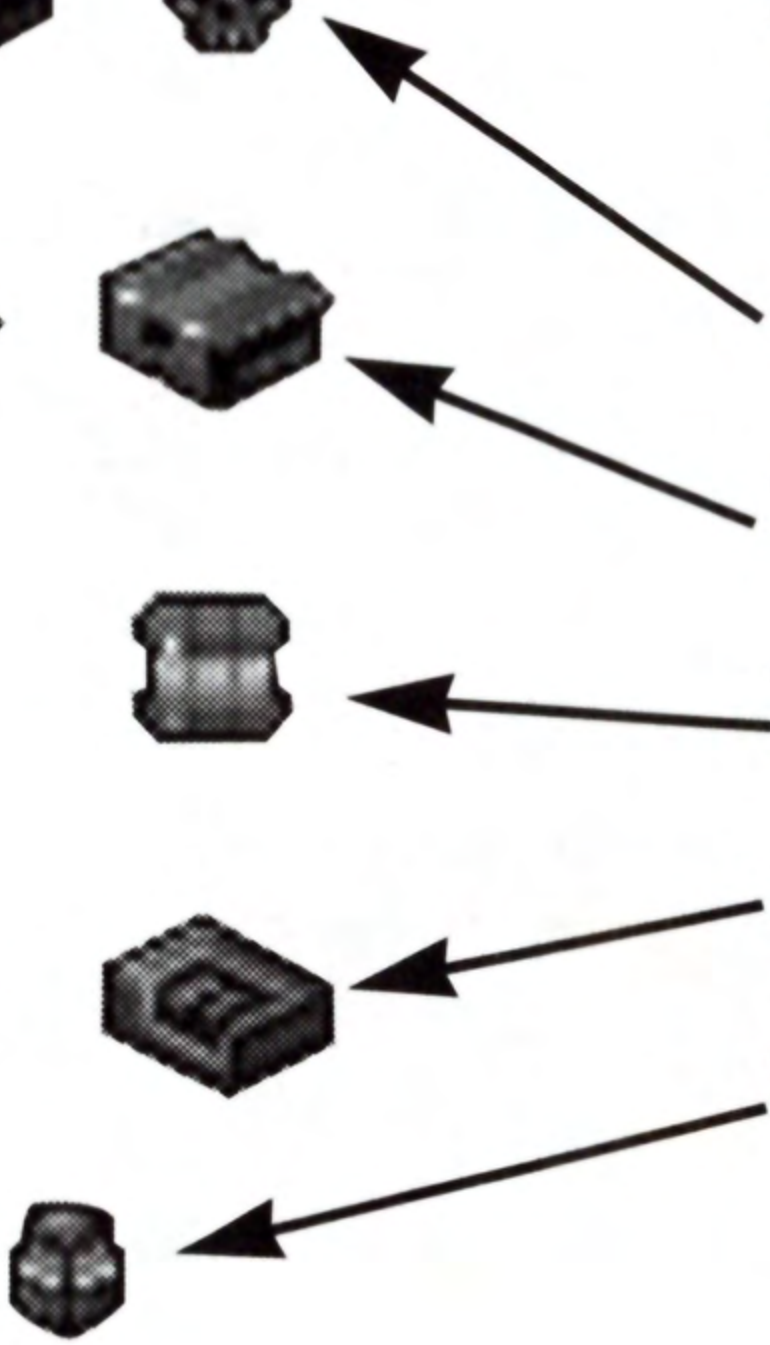
+1, +10 and FULL HEALTH upgrades

Type I ammo upgrades: +10 and +50 units

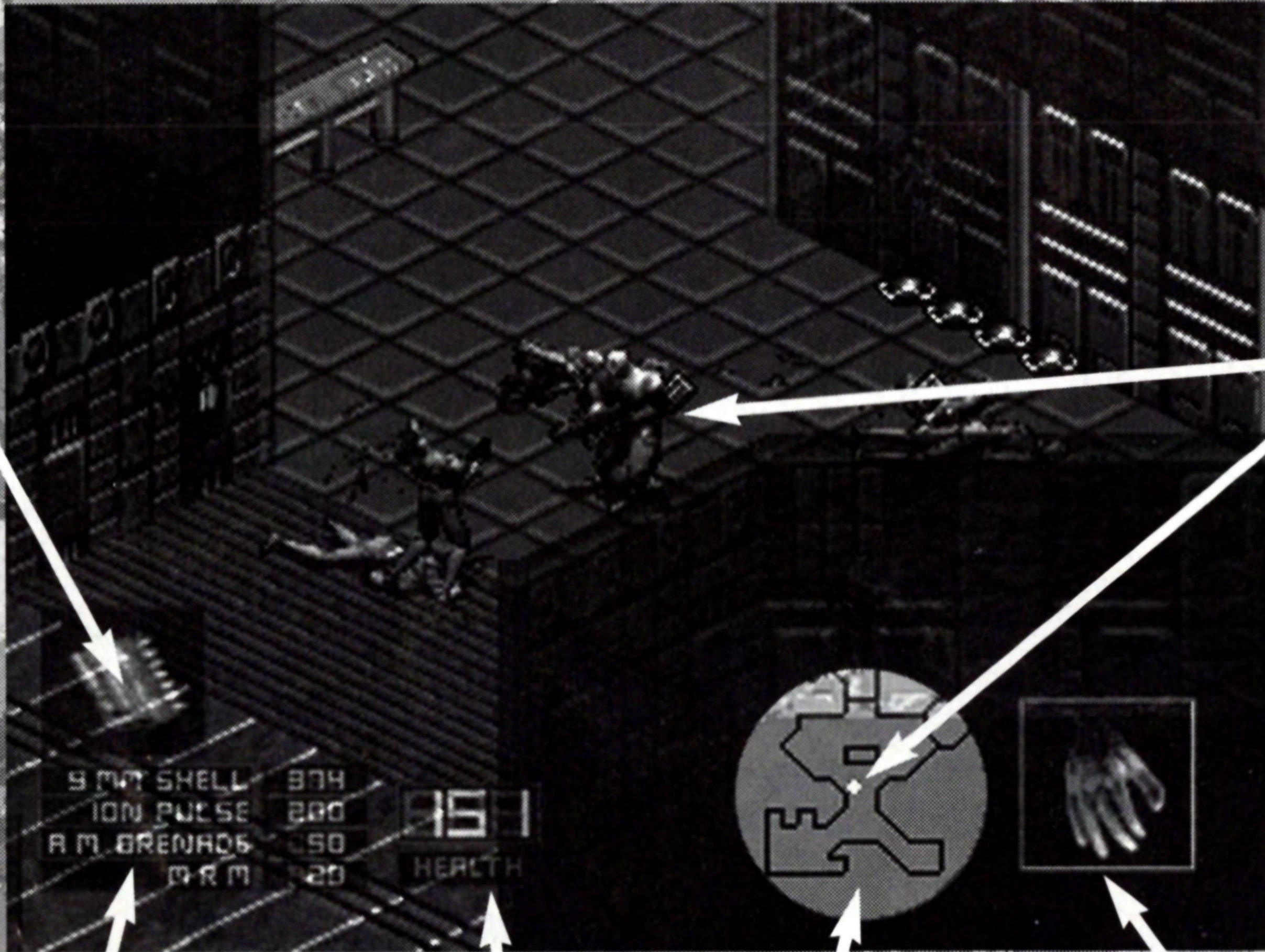
Type II ammo upgrades: +5 and +50 units

Type III ammo upgrades: +1 and +5 units

Type IV ammo upgrade: +1 unit



Your display



ammo
in use

you

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ammo
available

radar

inventory
item available
for use

health

PROJECT OVERKILL

MAP SCREEN



MISSION BRIEFING:
SELECT THIS OPTION
WHEN YOU NEED TO
KNOW WHAT WILL BE
EXPECTED OF YOU.

AGENT SELECT:
CHOOSE WHO YOU
WISH TO SEND IN.

SAVE/LOAD GAME:

THE SELECT BUTTON TOGGLES
THROUGH THE SELECTIONS. PRESS
●, ■, ▲, OR ✕ TO ACTIVATE.

SELECT MISSION:

USE L1, L2, R1, OR R2 TO
SELECT A PATH, AND PRESS
●, ■, ▲, OR ✕ TO
MOVE ALONG THAT PATH

START MISSION:
SELECT TO ENTER
THE MISSION ZONE.

Power ups



WALL SWITCHES—
CONTROL VARIOUS
FUNCTIONS



ELEVATOR
CONTROL



DOOR LOCK AND
KEYCARD



RETINAL
SCANNER
AND EYE



CLOAK—TEMPORARY INVISIBILITY



ADRENAL BOOST—TEMPORARY
SPEED BOOST



PERSONAL BATTLESCREEN—
TEMP. INVULNERABILITY



TIMED EXPLOSIVE



HERMETIC CONTAINER



DATACHIP



POWER
GENERATORS—
SOME PROVIDE POWER TO
ENERGY WALLS/BRIDGES.
THEY CAN BE DESTROYED.



DIGIPRINT
READER
& HAND

HAZARDS

WE HAVE IDENTIFIED AT LEAST THREE HAZARDS ON THE PLANET SURFACE WHICH YOU SHOULD AVOID. THERE MAY BE MORE. THE THREE IDENTIFIED ARE:

Pits: LETHAL—FALL IN AND DIE.

Hazardous floors: ENERGY CHARGED—AVOID CONTACT

Red Energy walls: THESE ARE ALIEN—MADE AND EXTREMELY DANGEROUS. THERE ARE ALSO BLUE WALLS WHICH ARE FORCE—FIELD SHIELDED, BUT WHICH CAN BE TURNED OFF.

VISCERIAN SENTRIES

UNIFORM COLOR INDICATIVE OF RANK
AND RELATIVE POWER. FROM WEAKEST
TO STRONGEST:
GRAY>BLUE>GREEN>ORANGE>RED



SKELLIN

KNOWN FACTS ABOUT THIS RACE:

- * SKELLINS LIVE A LONG TIME
- * SKIN TONE ALTERS WITH AGE
- * COLOR INDICATIVE OF STRENGTH & EXPERIENCE:
GREY>RED>GREEN>YELLOW>WHITE

SENTINAL 1 DROID

THERE ARE MANY DEFENSE DROIDS DETECTED, BUT LITTLE INFO IS AVAILABLE. WE DO KNOW THE TYPE 1 IS USED BY VISCERIANS AND SKELLINS. THIS HOVERING DROID IS FAIRLY COMMON.

PSI-RACHNIDS (PHOTOS UNAVAILABLE)

RUMORED TO BE EXTREMELY DEADLY, ALTHOUGH CONFIRMATION OF THEIR EXISTANCE IS STILL IN DEBATE.

(EXTREMELY DIFFICULT TO FIND SURVIVORS OF PSI-RACHNID ATTACKS)

THROGG

KNOWN FACTS ABOUT THIS RACE:

- * RAZOR SHARP CLAWS ARE THEIR ONLY WEAPON, BUT THAT IS USUALLY ENOUGH
- * LOW INTELLIGENCE
- * VORACIOUS KILLERS

More Loading and Saving Info

1. WHEN YOU ARE ON THE MAP SCREEN, CHOOSE THE "SAVE/LOAD GAME" OPTION.
2. HIGHLIGHT AN OPTION (SWITCH GAME; SAVE GAME; LOAD GAME; DELETE GAME) BY PRESSING THE DIRECTION KEYS OR TAPPING THE SELECT BUTTON
3. PRESS THE X BUTTON TO SET YOUR CHOICE AND PROCEED

WHEN YOU ARE IN A MISSION, YOU WILL BE FIGHTING FOR YOUR LIFE. EXTERNAL COMMUNICATION IS KEPT TO A BARE MINIMUM. THEREFORE YOU WILL NOT BE ABLE TO SAVE OR LOAD GAMES DURING YOUR MISSIONS.

Pause and Mission Review

YOU CAN PAUSE THE GAME AT ANY TIME BY PRESSING THE START BUTTON

WHEN PAUSED, YOU CAN REVIEW YOUR MISSION BY SELECTING "REVIEW MISSION". YOU WILL ALSO SEE ON-SCREEN IMAGES OF KEY OBJECTIVES, SUCH AS ITEMS YOU NEED TO FIND, THINGS YOU NEED TO DEMOLISH, OR PEOPLE YOU NEED TO EXTERMINATE

Consumer support

IF YOU FEEL STUCK IN THE GAME, OR JUST NEED A BOOST, DON'T WORRY! YOU CAN CALL THE KONAMI GAME HINT & TIP LINE FOR HELP ON THIS SOFTWARE AND ALL THE FINE KONAMI PRODUCTS.

KONAMI GAME HINT & TIP LINE
1-900-896-HINT (4468)

- 85¢ PER MINUTE CHARGE
- \$1.15 PER MINUTE SUPPORT FROM A GAME COUNSELOR
- TOUCH TONE PHONE REQUIRED
- MINORS MUST HAVE PARENTAL PERMISSION BEFORE DIALING

HINTS ARE AVAILABLE 24 HOURS A DAY. LIVE SUPPORT MONDAY-FRIDAY 8:30 A.M. TO 5:00 P.M. CST ONLY. PRICES AND AVAILABILITY ARE SUBJECT TO CHANGE. U.S. ACCESSIBILITY ONLY.

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REACH US ON THE WORLD WIDE WEB AT: www.konami.com

E-MAIL US AT 76004.3530@compuserve.com

Warranty Services Number

IF YOU EXPERIENCE TECHNICAL PROBLEMS WITH YOUR PROJECT OVERKILL™ GAME PACK, TRY OUR WARRANTY SERVICES NUMBER:

(847) 215-5111

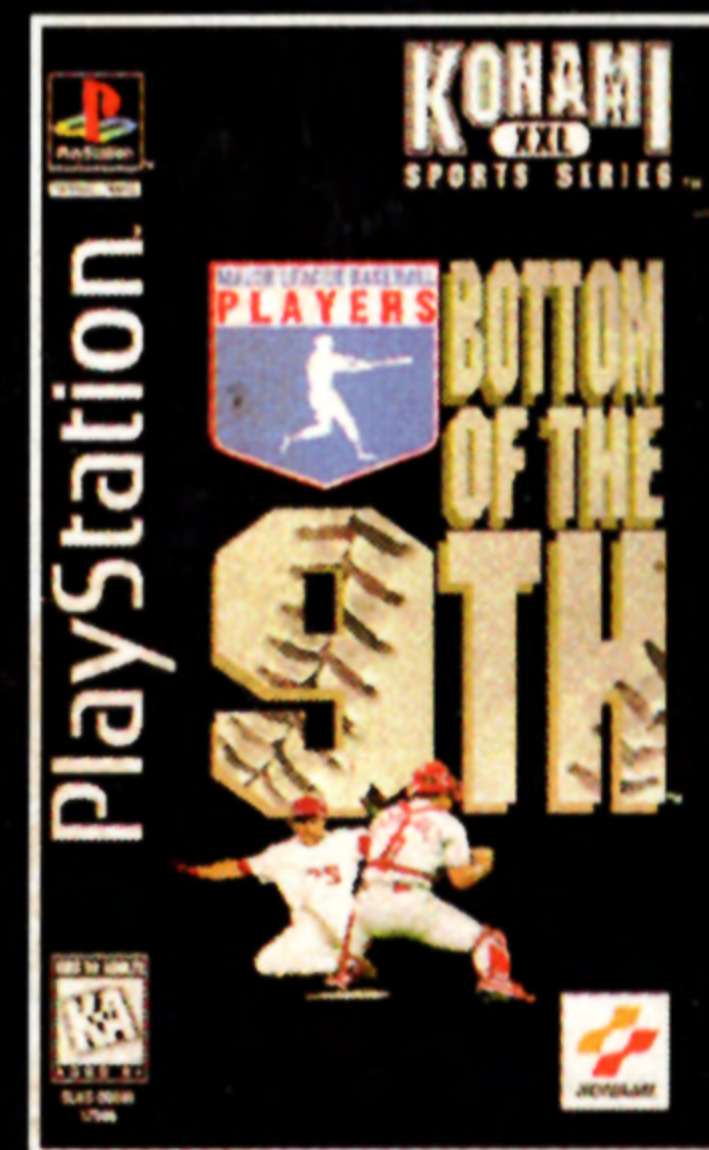
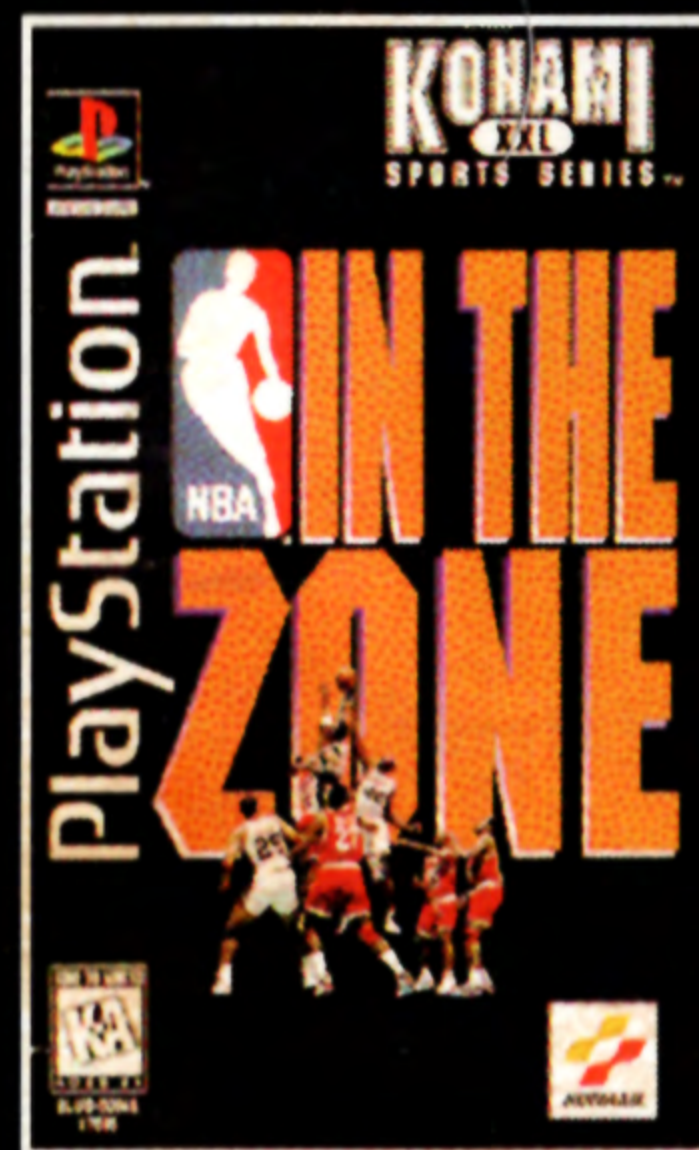
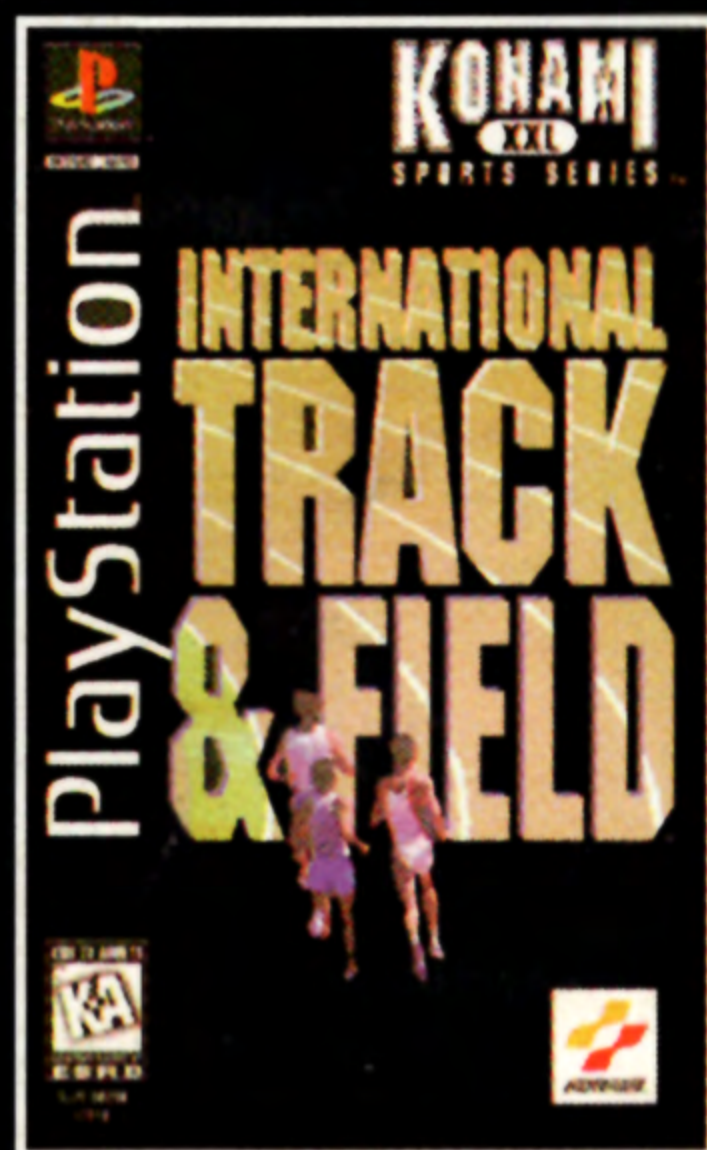
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