

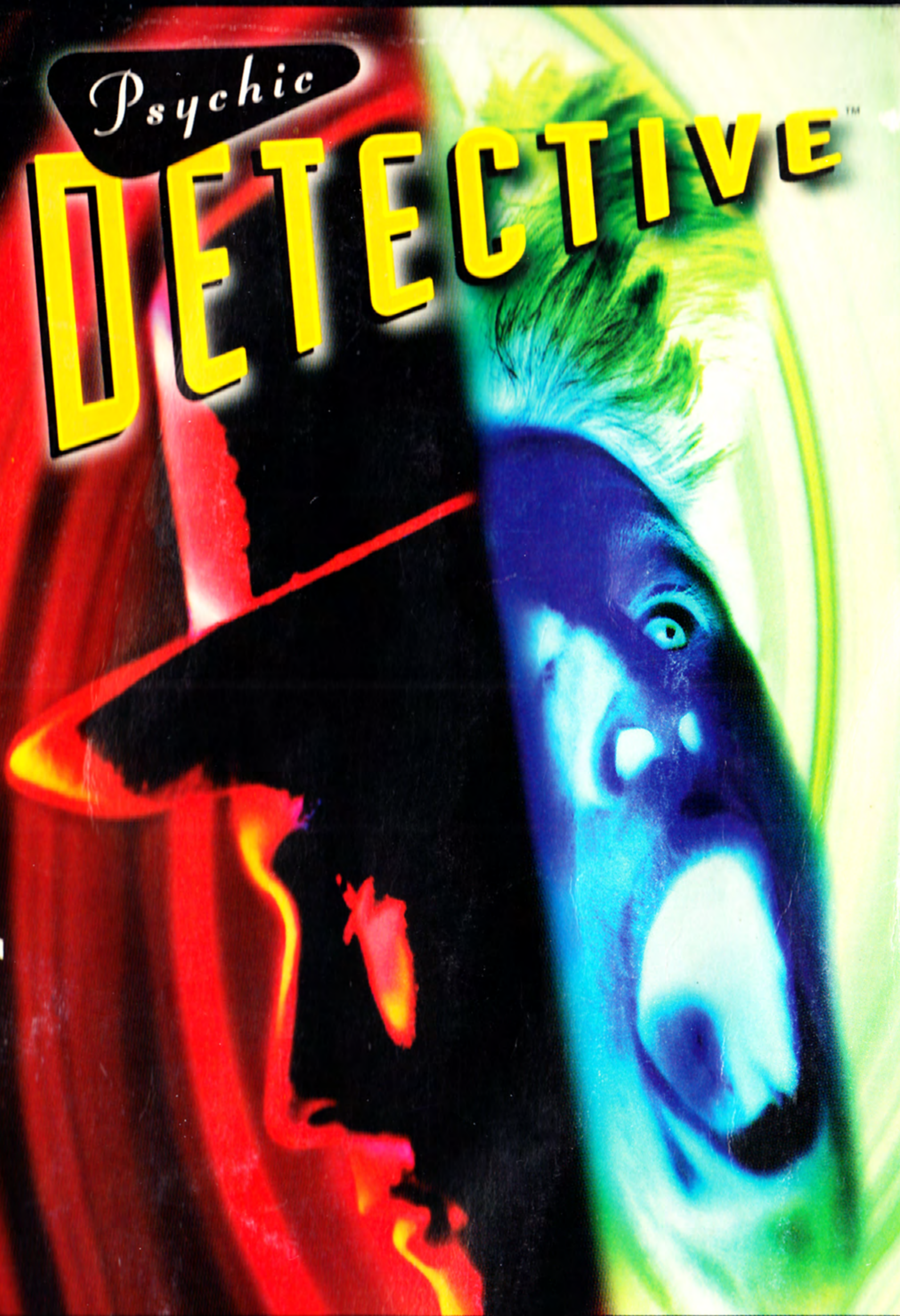
KINKY CLAIRVOYANT POWERTRIPS, VIOLENT MURDERS, WICKED DECEPTION



NTSC U/C

PlayStation™

Psychic
DETECTIVE™



(Colossal)Pictures®



Psychic

DETECTIVE

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 manuals for more details.

HANDLING YOUR PLAYSTATION DISC

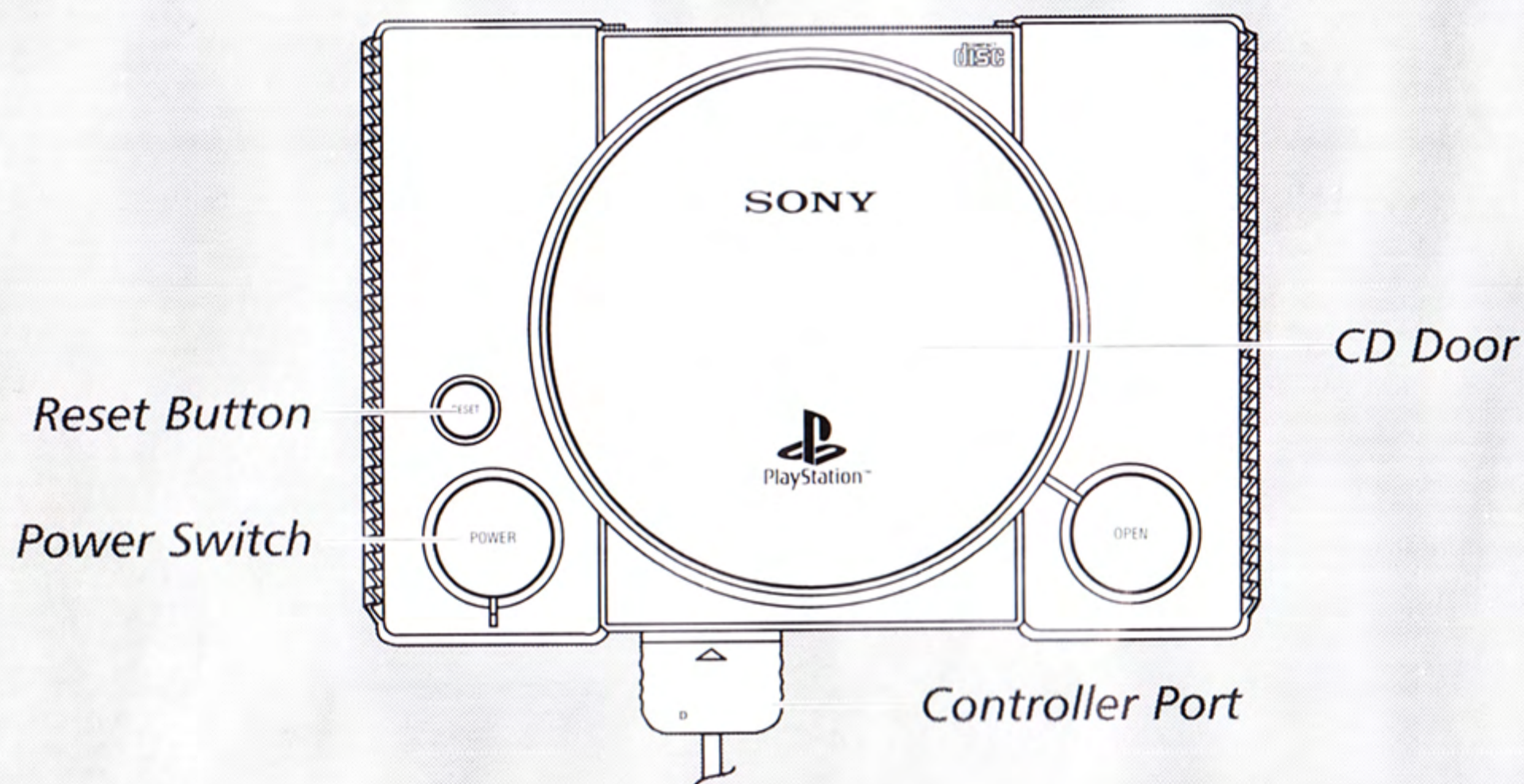
- ◇ This compact disc is intended for use only with the PlayStation game console.
- ◇ Do not bend it, crush it, or submerge it in liquids.
- ◇ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ◇ Be sure to take an occasional rest break during extended play.
- ◇ Keep this 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.

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.

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The Curtain Rises



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 *Psychic Detective*™ movie disc labeled #1 into the disc tray (label side up) and close the CD door.
3. Insert game controllers and turn on the PlayStation game console. The PlayStation™ logo appears. (If you don't see it after a few moments, turn OFF the player and begin again at step 1.)
4. After the opening title screens, a prologue introduces you to Eric Fox. Be sure to watch the prologue the first time you play to get the skinny on the characters you'll be meeting. After that, you can skip the prologue by pressing **START**.

Control Summary

Game Play

Select a character to transmit

D-Button ←→, then press ■, ▲, ✕, or ●

Select an object to touch/read

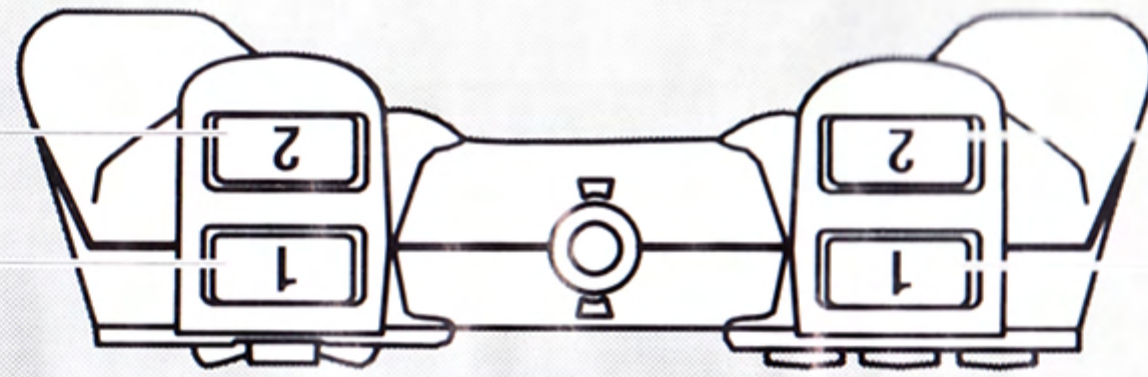
D-Button ←→, then press ■, ▲, ✕, or ●

Select an action/behavior to perform

D-Button ←→, then press ■, ▲, ✕, or ●

L2 button

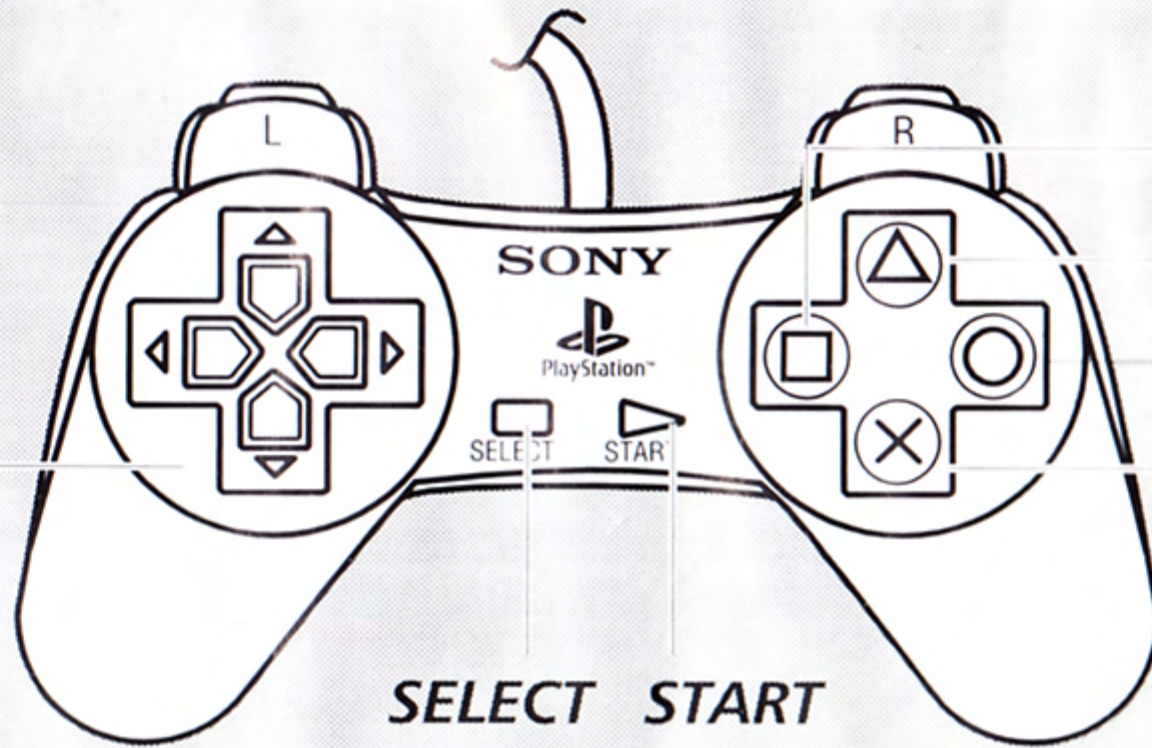
L1 button



R2 button

R1 button

Directional Button (D-Button)



■ button

▲ button

● button

✕ button

SELECT START

Psychic Battle

Select a game piece for the Black Diamond game

D-Button ←→, then press ■, ▲, ✕, or ●

Move a game piece around the Black Diamond game board

D-Button ←→

Drop a game piece onto the board

■, ▲, ✕, or ●

Movie Control

Pause the movie

START

From the Pause menu:

Restart game at the beginning

✕

Resume movie

START

Set Bookmark

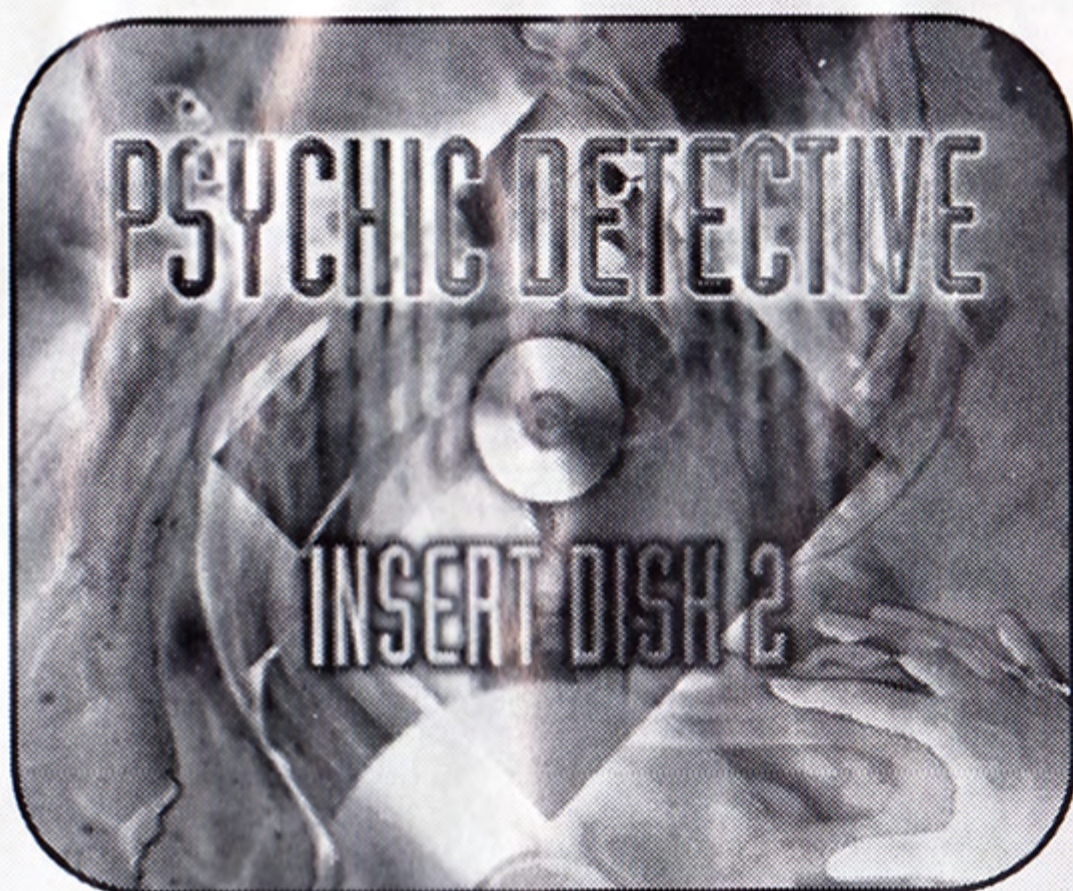
■

Skip the prologue

START

Intermissions

There are three movie discs in *Psychic Detective* labeled 1, 2, and 3. Insert disc 1 first, then press **START**. Continue through to the next disc as prompted by the instructions on the game screen. You initiate each disc by pressing **START**. After disc 3, you are prompted to reinsert disc 1 for the conclusion of the movie.

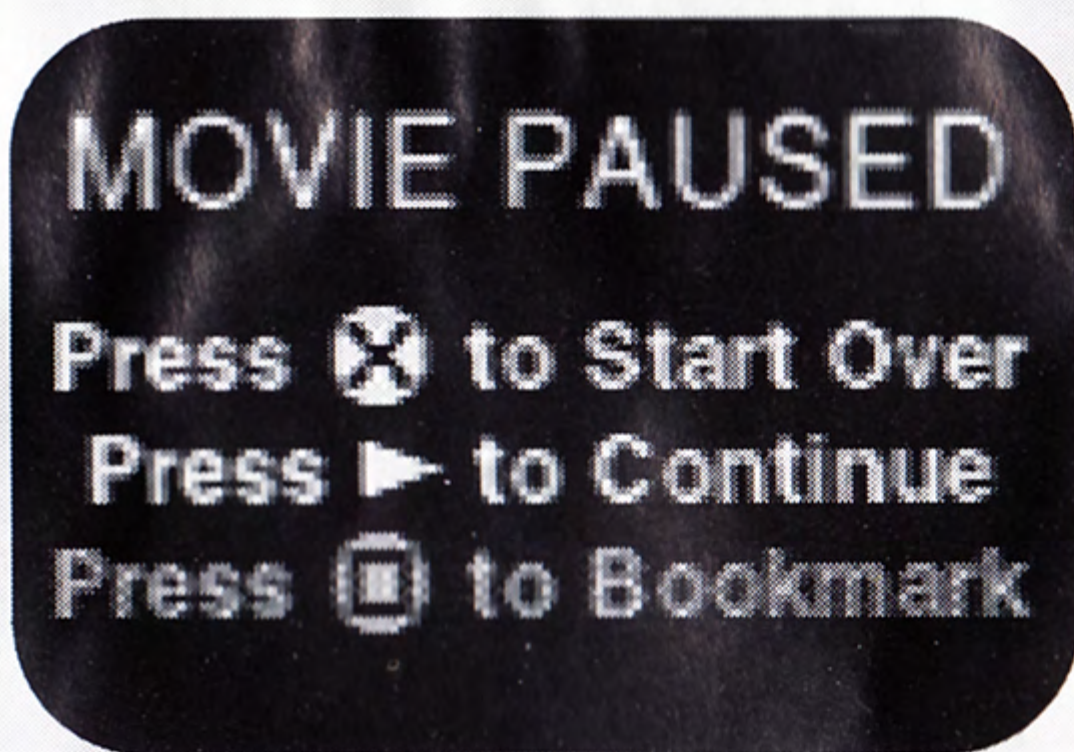


Cut! Pausing the Movie

- To pause the movie, press **START**. Press **START** again to resume the movie.

From the Pause menu you can restart the movie at the very beginning or from your set bookmark. See Bookmark on p. 5.

1. To restart the movie at the beginning or at your bookmark, press **X** from the Pause menu.
2. "Do you really want to start over?" From here, press **START** to return to the movie, or press **X** to either restart the entire game, or begin the movie at your last set bookmark.
3. After pressing **X**, press **START** to begin a new movie, or press **■** to return to your bookmark.



Bookmark

From the Pause menu, you can also set a Bookmark. A Bookmark saves your place in the movie—when you like, you can return to that place and start again. You can set one Bookmark at a time.

- To set a Bookmark from the Pause menu, press ■.
- When you set a new Bookmark, the previous Bookmark is replaced.
- When activating your Bookmark, if applicable, you are prompted to insert the proper disc.

After you set a Bookmark, each time you start *Psychic Detective* you view the following screen:

NOTE: If “Bookmark Failed” appears, be sure the memory card has available memory and is properly inserted into Memory Card Slot 1. For more information on the memory card, please consult your PlayStation game console documentation.

Bookmark detected.

**Press ► to Start
New Movie**

**Press □ to Start
At Bookmark**

Eric's First Case

Psychic Detective is a fresh approach to the evolving form of the interactive movie. In the Case of Black Diamond, you take the role of Eric Fox, who calls himself “The Psychic Flash.” You are employed by the mysterious Laina Pozok to discover the truth behind her father’s death. But you’ll find there’s more to this case than you realize. Whom can you trust? What is the Black Diamond? What is a psychic collector? And just how deeply can you delve into this mystery before you go stark raving mad?

Eric is a bit of a sleaze and a slacker when you first make his acquaintance, but Laina reveals to him a startling psychic power. With Laina’s guidance, Eric



can “transmit” his psychic self into others, to see through their eyes and hear through their ears. He can also gather clues from the past by touching certain objects, revealing their psychic history. He can even influence the behavior of other characters.

There are many different paths, and many different conclusions to this twisted tale. Unlike more traditional games that ask the player to point and click (or press a button) to guide their protagonist through the game’s narrative, *Psychic Detective* uses the plot device of psychic power to manipulate the movie. You ride around in Eric’s head, and though you don’t physically steer him through the movie, you do guide what he does and how the plot develops. There are a few set video sequences, but you’ll soon find out how deep and diverse the story can be when you choose different paths for your main character.

Dramatis Personae

Eric Fox: The Psychic Flash. You’ve spent too much time wasting your gifts and squandering your talents. Are you really as shallow as you seem, or are there depths to you that you’ll discover in your new sleuthing career?

Laina Pozok: Daughter of Vladimir Pozok, famed Soviet researcher of the paranormal.

Max Mirage: Charismatic leader of Miragequest, crusader of the downtrodden, and builder of self-esteem.

Sylvia Bourget: Max Mirage’s hard-working colleague.

Monica Pozok: Monica is Laina’s little sister, and she really misses the good times. Can you say “spoiled?”

Madam Tikunov: How did the mysterious old family retainer get to be this way?

Moki Valdez: Moki may need you more than you need him, but have you seen him dance?

Sergei Nosenko: Some people just get all the bad luck.

Vladimir Pozok: Laina’s and Monica’s father. There’s truth in the old saying—to find a murderer, know the victim.

Chad Bitalski: Laina’s cousin. Don’t get too attached.

When the story begins, you meet the lovely and enigmatic Laina Pozok. She needs your help, and you, being the chivalrous kinda guy you are, and eyeing the wad of cash and bit of leg she exposes, jump at the chance to help her. Laina shows you how to “transmit,” then asks you to psychically snoop around the Pozok mansion during a family gathering.

But watch out—in classic film noir tradition, not all is what it seems. Including this dame.

Basic Psychic Sleuthing

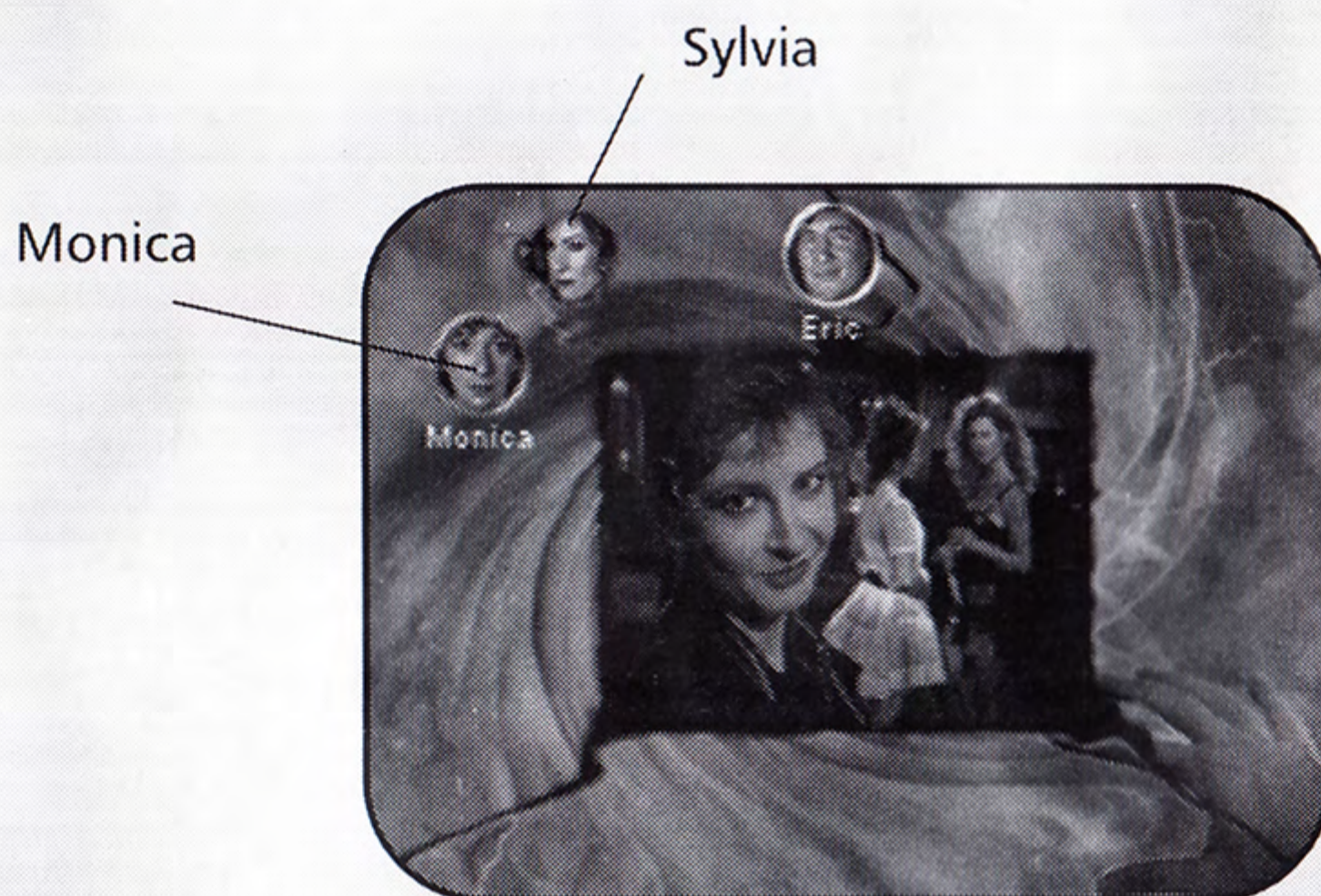
Head Hopping

The game screen changes when you enter the Pozok mansion. You are now looking at the world through Eric’s eyes.



You’ll see Eric’s character icon in the border at the top of the game screen, highlighted by a yellow ring. That yellow ring around a character icon indicates that you’re currently in that person’s head.

You are first introduced to two women standing at the foot of a staircase. Check them out and watch what happens to the game screen—two new character icons appear in the border.



Now comes the interesting part: you’re not going to just talk to these people, you’re going to sneak into their private lives through a mental back door. As a psychic, you can gather information and view the action in rooms where your body is not, by transmitting through, or jumping into, another charac-

Psychic DETECTIVE

ter's head. Your entire point of view changes when you transmit: this is your primary means of gathering the clues you need to solve this mystery.

When a character becomes available for you to transmit through, their circular character icon appears in the left area of the game screen. The character's name appears under the icon. Usually you must be near a character to transmit through them. However, once you jump into their head, you can travel with them, and head-hop from character to character.

NOTE: Occasionally you can transmit through a character far away. See *Operating the Psychic Collectors* on p. 10.

Whom shall you choose? How about that tall blonde in the plastic dress? She looks as if she could give you some heady information.

To transmit through a character:

1. When the character icons appear on the upper left border, they are now available for transmitting. D-Button → to move the highlight clockwise around the movie border. D-Button ← to move the highlight counter clockwise. A green highlight ring indicates a choice you can activate.
2. When the character you want is highlighted by the green ring, press ■, ▲, ✕, or ● to select that character.
3. The scene shifts, and you're now occupying the new character's psychic space. That character's icon has a yellow highlight ring, so you know whose head you're invading.

NOTE: Eric keeps moving and talking to characters even if you decide not to choose any character to transmit through. Like a movie, the story flows whether you act or not.

- ◇ Each time you jump into a different character's head, not only does the information you hear change, but you change the way the movie turns out. The choices you make have many subtle and complex effects on the flow of the story and the outcome.
- ◇ Keep in mind that when you've transmitted to another character, Eric is still walking around and functioning. When you return to his mind, you may be in a place you don't know. You're literally in two places at one time. This

can be disorienting, but is extremely helpful for gathering information.

- ⇒ Every once in a while another character shakes you out of a transmission, and you snap back into Eric's head. What a trip! Don't worry, you'll get used to it.

Touch if You Must...

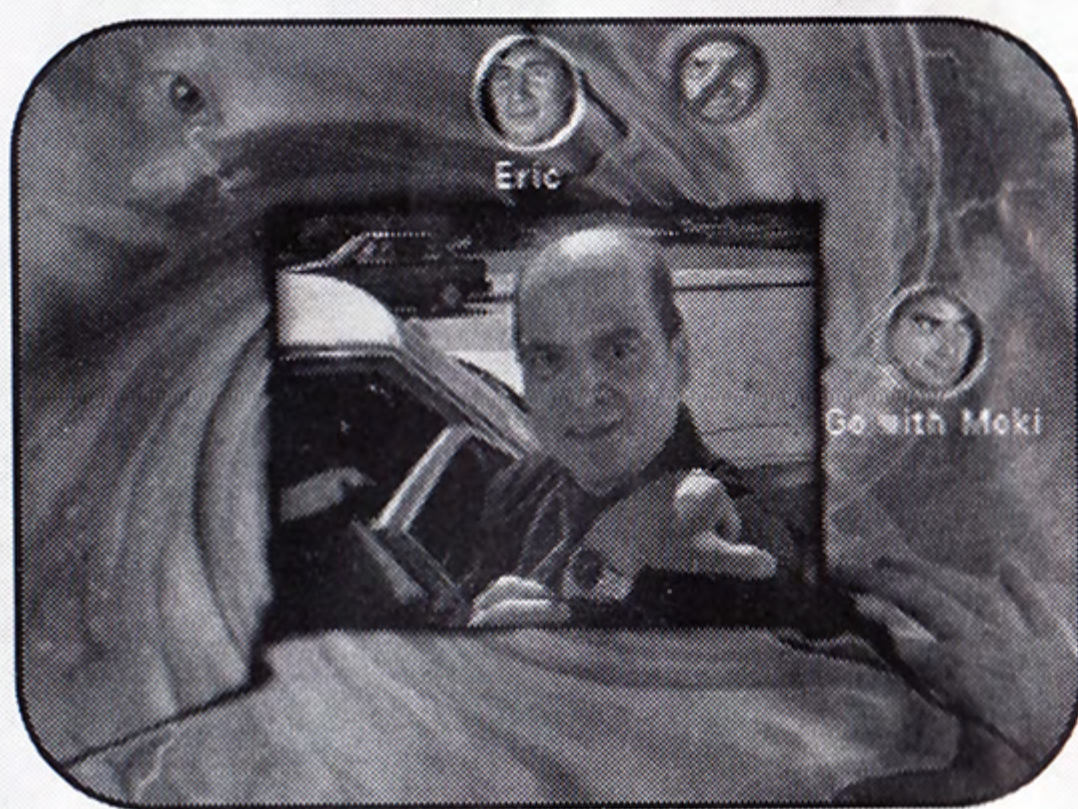
When you see an icon of an object appear along the bottom of the game screen, you can select that object to "touch" it. The name of the object appears below the image. When you select an object, it gives you a psychic jolt of insight—a retro-cognitive flash. These jolts are like musical leitmotifs; they are symbolic, presage some one or thing, and are recurring. You must use your interpretive skills to determine the meaning they hold. They may contain clues to the past, but they can also give you information about the future.



• To select an object to touch, D-Button ← → to move the highlight. Press ■, ▲, ✕, or ● to select the object.

Sudden Urges—The "Act" Prompts

When you see an icon of an object appear in the upper right of the game screen, you can select that "action" for Eric to pursue. The name of the action (e.g., "Go WITH MOKI") appears below the image. These represent a sudden call to action that pops into Eric's head. You must decide if he

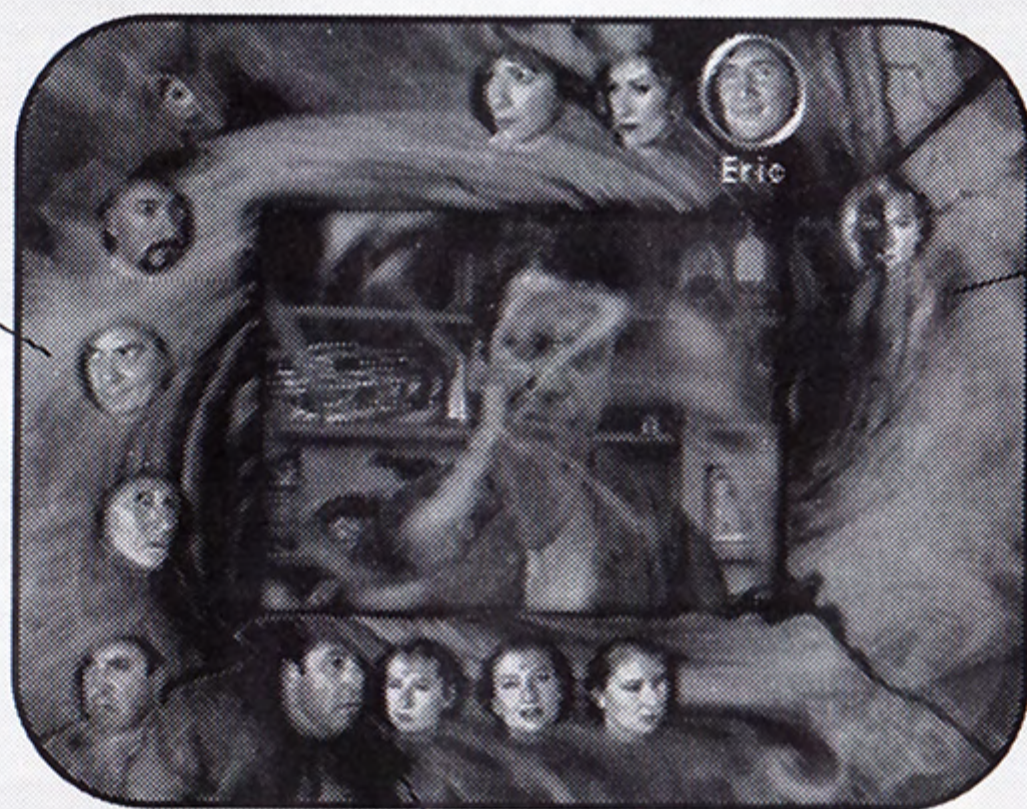


takes that action or not. Sometimes several possible actions arise, and you must decide which Eric should pursue. These will change depending upon how you've played the movie up to that point.

- To choose an Act option, D-Button ← → to move the highlight. Press ■, ▲, ✕, or ● to choose the behavior.

Operating the Psychic Collectors

Icons in this section of the screen are for transmitting.



Icons in this section are reading and acting prompts.

Icons that appear along the bottom of the screen are for throwing thoughts

Transmitting

We don't want to give away too much, but a psychic collector—technically a psychotronic generator—can magnify a psychic's gifts to amazing levels, even introducing new powers. When a collector is activated, Eric can transmit through the heads of people who are far away. The collector increases his powers, but it can also exact a terrible psychic price.

- ◇ You'll know when one is activated when the game screen swirls in a vortex of color, and then resolves with a bewildering quantity of choices.
- ◇ When the collector's power wanes (or when the collector is deactivated), you are forced out of a character's head and return to Eric's mind. You normally require a few moments to re-acclimate yourself after this trying experience.
- ◇ If you use the collector three times, or for too long, you run the risk of getting psychically fried. You lose transmission and pop back into Eric's head—sometimes smoothly, and sometimes woozily.

Reading Another Character's Psyche

Choosing this option allows you to jump into a character's head and get a flash of clairvoyance into their past, or their emotional and mental state. The character icon tips you off to this possibility. For example, it displays text which reads: "READ PSYCHE SYLVIA."



Many of these flashes are traumatic and highly graphic. It's up to you to interpret the meaning and significance behind these bursts. Everything you see and hear might be of vital importance.

Throwing Thoughts



Aggression



Affection



Submission

Mind control is an awesome power, and you have the ability to influence a character's response. When this power becomes available, think about the situation you're in and the character you wish to control. Remember, you will change the movie and its outcome based on the behavior you choose. When available, behavior icons appear at the bottom of the screen. They are captioned with the behavior they represent—Aggression, Affection, or Submission.

- To choose a behavior or action, D-Button ← → to move the highlight. Press ■, ▲, ✕, or ● to choose the behavior.

Playing The Black Diamond Game

"You take their fears, traumas, nightmares, to destroy their psyche..."

Two players engage in a game, or "psychic battle." Each player gets four game pieces. Before you begin, you, as Eric, must select your game pieces.

- ◇ Eric always selects his four game pieces first, with his opponent taking the remaining four. Eric's pieces are blue. Your opponent's game pieces are red.
- ◇ Each game piece has an iconic image on its face. These iconic images and their power are dependent upon the path you have taken through the movie: these images differ each time you play. Their measure of strength is also dependent upon Eric's actions and behavior throughout the movie. For example, an icon of a character may be worth more if that character is alive. You must choose the ones that will be the strongest for you.
- ◇ To select a game piece for the Black Diamond game, D-Button $\leftarrow \rightarrow$, then press \blacksquare , \blacktriangle , \blacktimes , or \bullet . After you select a piece, it is placed on the pulsing blue space on the game board. Continue selecting pieces until you have chosen four.

Now begins the battle. Eric must make the first move by selecting one of his pieces and attacking one of his opponent's. Eric always makes the first move.



To mount your attack:

1. The game board has a built-in pulsing highlight to let you know which piece is active. D-Button ← → to move the highlight to the blue piece you want. Press ■, ▲, ✕, or ● to select.
2. The chosen piece rises from the board; you must now move it clockwise or counter-clockwise to attack one of your opponent's pieces. You may only attack those pieces to your nearest left or right. You may not jump over any pieces to get to another piece.
3. D-Button ← → to move your game piece to the position you want. To place your game piece on the board, press ■, ▲, ✕, or ●.

If you make the correct choice, your piece will take your opponent's piece, just as in a game of chess. If two pieces are of equal power, they cancel each other, and both are removed from the board. You and your opponent take turns until one of you is the victor.

Needless to say, the one with pieces remaining at the end of the game wins, but there are different outcomes and different levels of winning and losing based on what has happened in the story. If no pieces remain, the game ends in a draw, but there may be a rematch.

The Curtain Falls

After you've finished the Black Diamond game, you'll see the conclusion of the movie you have just created.

There are fourteen different conclusions in *Psychic Detective*, fourteen thrilling, perplexing, and sometimes silly solutions for your viewing pleasure. Some conclusions are definite losers; you screwed up somehow along the way, or maybe didn't get enough information. Some endings are more ambiguous; you haven't really lost all, but you definitely haven't saved the free world as we know it. And finally, there are the victories, with one of these being the big payoff, the psychic Grand Slam.

After you play the Black Diamond game, a list of the conclusions appears on the screen. The conclusion to the movie you just created will be highlighted in blue. Use the checklist on the next page to keep track of the conclusions you've seen.

- | | |
|---|---|
| <input type="checkbox"/> Moki's Playmate | <input type="checkbox"/> Change Heads |
| <input type="checkbox"/> The Village Idiot | <input type="checkbox"/> No Third Chances |
| <input type="checkbox"/> This Little Piggie | <input type="checkbox"/> Pretty Bracelet |
| <input type="checkbox"/> Maximum Eric | <input type="checkbox"/> The Healing |
| <input type="checkbox"/> Double War | <input type="checkbox"/> Hot Head |
| <input type="checkbox"/> Puka Lounge Blues | <input type="checkbox"/> The Big Kiss |
| <input type="checkbox"/> Lexi's Last Laugh | <input type="checkbox"/> The Grand Slam |

- To exit the Conclusion checklist, press **START**.
- When you exit the Conclusion checklist, one of many random teaser questions appears, testing your knowledge of the *Psychic Detective* story. There are some subtle hints hidden in some of these questions.
- Press **START** again to exit the Teaser screen and scroll the credits.
- To play the movie again, press **✕**. By making different choices, you'll be making a completely different movie.
- To pause the credits, press **START**. From here, press **START** to return to the credits, or **✕** to play the movie from the beginning.

Psychic Flashes: Tips from the Masters

Just in case your psychic powers are a little weak, here are some insights to help you. All of these "insights" are revealed in the movie (in one form or another). Hard-core psychic sleuths be forewarned: some of these hints may make the game easier to win, and you wouldn't want that, would you? We've listed them from the most obvious to the dead giveaways. Dare ya not to read a one of 'em.

- ⇒ Everything you need to know is revealed to you through the dialogue and the psychic images that flash on the screen. After you play through a few times, you'll sense the patterns emerging and you'll know what the images mean.

- ⇒ Trust your subconscious to figure out the significance of the game pieces in the Black Diamond game.
- ⇒ Search out explanations of all psychic visions. Crucial insights can be gained.
- ⇒ Some players feel the need to memorize and map the paths they take. The first few times you play, you may just want to relax and feel the flow of the story—get to know the characters. Once you have a real feel for the story, you'll be amazed at how much you already know.
- ⇒ Naturally, the first choice that pops on the screen—a person to transmit, an object to “read,” or an action to take—may not be the best choice, but it takes a special patience to resist all those urges and wait for Eric to come up with some particular opportunities.
- ⇒ If Eric doesn't know that someone is in the room, he won't know they are available to transmit (their icon won't appear). Just by hopping into the head of a person with a different view of the room gives you access to new transmission opportunities.
- ⇒ A transmission breaks if you are in the head of a person that approaches Eric. You automatically snap back to Eric's head. There *is* one exception—let Madame Tikunov explain it to you.
- ⇒ Powerful psychics can usually detect when you're transmitting them; sometimes right away, sometimes not for a while.
- ⇒ Think about what has happened to the characters in the *current* movie when making your selections for the Black Diamond game. Their physical, mental, and emotional condition is critical to the quality of your power.
- ⇒ Max can learn your fear if you transmit him too much. This gives him an edge in the psychic battle. But sometimes it's the only way to get what you need.
- ⇒ If you use the collector too long or too many times, you get fried. This can weaken you in the psychic battle.
- ⇒ If you're in the presence of an activated collector and Max is there too, **WATCH OUT!** You can get really fried. This, too, can weaken you for the battle to come.

The Making of Psychic Detective

Producer's Note:

As you can see from the following credits list, this was a big project. But it was just as ambitious in its form of collaboration as it was in its scope.

By combining the audiovisual virtuosity of (Colossal)Pictures with EA's decade of game experience, I knew we would be producing a game unlike any other. I also knew from first-hand experience the perils of putting together teams from different disciplines. Engineers building authoring tools for film makers, editors providing pseudo-code for programmers, everybody adapting their work methods to accommodate new types of colleagues. I won't say the sailing was all smooth, but it was very gratifying to see everyone doing the extra work of learning from each other in the service of this project.

The concept of interactive movies is in its infancy. Through the efforts of these kinds of collaborations, we can invent the interactive forms of tomorrow. My thanks go to Drew Takahashi and (Colossal)Pictures for helping make this project a reality.

—Jim Simmons

(Colossal) Pictures

(Colossal) Pictures has produced award-winning films in virtually every genre and technique. Besides producing a wide variety of music videos, television commercials, CD-ROM titles, and on-line advertising and navigational systems, they are the creators of MTV's "Liquid Television" and subsequent spin-off series "Aeon Flux", the special effects wizards for *The Right Stuff*, *Top Gun* and *Bram Stoker's Dracula*; and the producers of the animated sequences seen in Oliver Stone's *Natural Born Killers* and Universal's *Tank Girl*. As pioneers in interactive entertainment, Colossal is proud to present *Psychic Detective*, the first original interactive movie shot entirely on location in the San Francisco Bay Area.

About the Artists

Jim Simmons

Jim Simmons has produced interactive entertainment projects for Hasbro Electronics, Warner New Media, Philips Interactive Media, Walt Disney Computer Software, and Electronic Arts.

After studying photography and experimental film at California Institute of the Arts, Jim worked as a newspaper photographer, graphic designer, and motion picture special effects technician.

In 1978 he and a partner built the film industry's first PC-controlled optical printer. Following screenwriting graduate studies at Stanford University, Simmons started his first Silicon Valley job—designing games to play with Nolan Bushnell's robotic cats.

Michael Kaplan

Michael Kaplan has emerged as one of the most inventive writer/designers working in the multimedia community. Apart from the 450 page script for *Psychic Detective*, Michael has contributed much to the burgeoning new technology of interactive software. As a contributor to *Meet MediaBand*, he created the structure and interlocking scenarios for *Undo Me*, an interactive music video which was awarded Grand Prize at the Quicktime Film Festival in 1994.

Michael received a B.A. in English Literature and Playwriting from Yale University, then spent several years in Hollywood working with his partner, John Levenstein. They formed a creative alliance with Michael Nesmith and became head writers on the ground-breaking NBC series *Television Parts*. Working with "unknown" stand-up comedians, Kaplan shaped short films out of their nightclub routines. The show's alumni include Garry Shandling, Whoopi Goldberg, Jay Leno, Arsenio Hall,

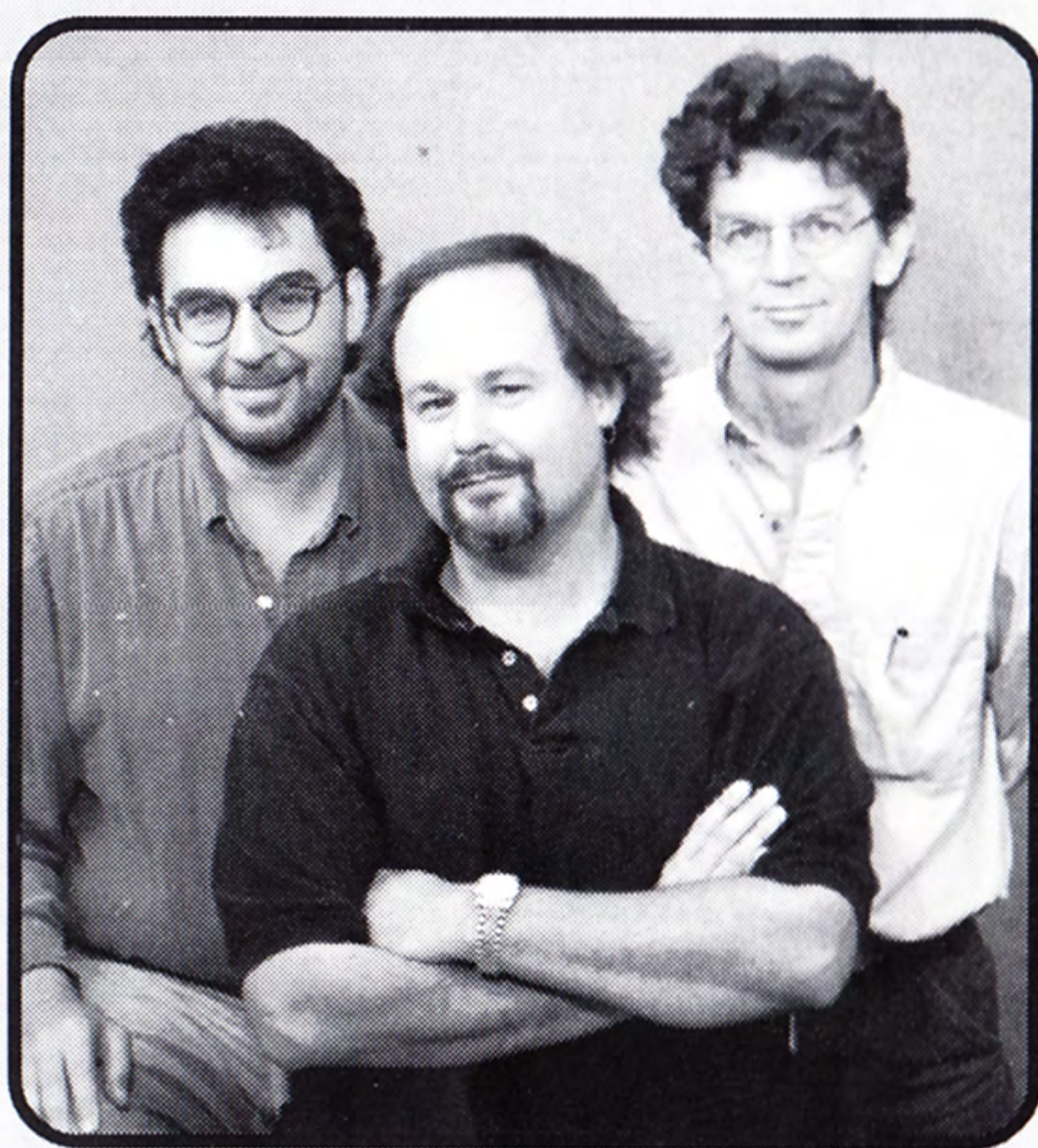


PHOTO: ROSALIND DELIGATTI

Michael Kaplan

Jim Simmons

John Sanborn

Jerry Seinfeld, and Bobcat Goldthwaite.

John Sanborn

A man considered by *Vogue Magazine* to be “the acknowledged genius” in the field of video art, takes on the innovative task of directing *Psychic Detective*. John Sanborn is an artist whose range of talent is underscored by his eye for the accessible. The variety of projects and talent he has worked with illustrates his broad interest and understanding of video exhibition as an art form. He’s directed music videos for artists from Van Halen to Grace Jones, worked on “Alive From Off Center,” an acclaimed PBS series, created “Infinite Escher” (in High Definition Television) featuring Sean Ono Lennon, and joined forces with musician, composer, producer Todd Rundgren to form NUtopia, a joint venture with NewTek (inventors of the “Video Toaster”).

John’s work has been broadcast globally on almost all major networks and has been displayed worldwide in forums such as Film Festivals in New York, Berlin, London, and Venice, the Museum of Modern Art, the American Film Institute, the Japanese “Media Art Museum,” and much more. Currently his work is available on home video in a collection called “The World of John Sanborn.”

In 1994, John Sanborn and Michael Kaplan formed *LaFong*—a creative partnership devoted to writing, directing, and producing the next level of content for new technologies.

Cast and Crew

CAST

Laina Pozok: **Beata Pozniak**
Eric Fox: **Kevin Breznahan**
Sylvia Bourget: **Marcia Pizzo**
Max Mirage/Lexi Golitsyn: **Jarion Monroe**
Monica Pozok: **Zachary Barton**
Madam Tikunov: **Sharon Lockwood**
Moki Valdez: **Luis Oropeza**
Sergei Nosenko: **Eric Beavers**
Vladimir Pozok: **Rob Nilsson**
Bouncer: **Steven A. Jones**
Chad Bitalski: **William Hall**
Jeanine, the Miragequester: **Allison Chase**
Bobby, the Bar Patron: **Matt Mengarelli**
Officer Griggs: **Ralph Peduto**
Officer O'Brien: **Tony Haney**
Exotic Dancer: **Meaghan Gannett**
Pawnshop Owner: **David E. Kazanjian**
Skateboard Kid: **Darrin Lee Roe**
Bag Lady: **Adele Proom**
Anna Slaznowicz: **Monica Baber**
Cleaner: **Michael Halton**
Cleaner's Partner: **Ross Martineau**
Courier: **J. Stephen Coyle**
Delivery Man: **Robert Ernst**
Bag Man: **Ben Gardner**
Male Reporter: **Paul Ghiringhelli**
Female Reporter: **Megan Dodds**
Drunk Inmate: **Scott Beach**
Miragequester: **Alysoun Quinby**
Karelian Woman: **Michelle McHall**
Mansion Guests: **Eileen Finn, Holly Laddia, Leroy Kopp III, Mary Mackey, Blake Torney**
Waiters: **Greg Cala, Ron Kaell**
Arabian Sheik: **Dennis Poppolaro**
Hong Kong Businessman: **Peter Soe**
Macho Woman: **Kristen Kuehn**

Trio of Musicians: **Peter Divono, Robert Garver, Norbert Stachel**
Brick Guests: **Erin Champion, Kathleen Dunne, Paula Edwards, Lygia Serra, Julie Taylor, Michael Crate, Scott McClain, Ron Rogge, Chip Wasson, Jon Scaman**
Little Lexi: **Oliver Kane**
Eric's Father: **David Rosenthal**
Little Eric: **Ian Conklin**
Little Laina: **Amber Joy Smith**
Lexi's Mom: **Bronwyn Smith**
Anna's Little Brother: **David Bills**
Eric's Mom: **Kathleen Turco-Lyon**
Little Monica: **Alicia Jamarillo**
Little Anna: **Megan Doherty-Baker**
Man with Pocket Watch: **Scott Devenney**
Laina's Mother: **Jeanne Peters**
Customer: **Diane Washington-Shepard**
Dog Walker: **Bob Sibilis**
Old Man: **Sheldon Tromberg**
Parking Attendant: **Don Rosenberg**
Stranger: **Joe Peer**
Kid Scaring Moki: **Ryan Ashford**
Lounge Audience: **James Cotton, Karen Jennings-Bauer, Bill Jones, Ramona Scott, Jerry Mark**
Pedestrians: **Carol Hodges, Lisa Sarrail, Ken Steimetz, Eddie Jesse, Johnetta Shearer, Wesley Watkins, Ed Hanson, Becky Roy, William Boyd**
Jailer: **Brian Danker**
Jogger: **Jennifer Okabe**
People Staring: **Gary Pettinger, Elaine Thomas**
Miragequesters: **Colin Andrews, Steve Bakunas, Michael Bellino, Dan Belzer, Dena Bikerstaffe**
Myki the Dog: **Mykonos Phelan-McKee**

Psychic DETECTIVE

WRITER
Michael Kaplan

GUI/Interface Art:
Jim Collins/Smoke and Mirrors

PRODUCTION
(Colossal) Pictures
in association with
Electronic Arts Productions, Inc.

Director: **John Sanborn**
Producers: **Don Howe, Sally Bentley**
Assistant Director: **Michael Kitchens**
Director of Photography: **Skip Sweeney**
Camera Assistant: **Hrafnhildur Gunnarsdottir**
Lighting Director: **Darrell Flowers**
Production Manager: **Kelly Courtney**
Script Supervisor: **Mindy Rodman**
Production Coordinator: **Eileen McKee**
2nd AD: **Paul Lowe**
2nd 2nd AD: **Curt Butz**
Key Grip: **James Childers, Hue Freeman**
Best Boy: **Paul Meise**
Grip: **Joe Victoria, Bruce Thompson**
Utility: **Phil Stockton, Michael Knight, Joel Bach, Paul Scherman**
Grip Truck Drivers: **Luke Hock, Jimmy Stewart, Bruce Jones**
VTR: **Mia Lor Houlberg**
Sound: **Steve Balliet**
Boom Operator: **Reed Maidenberg**
Locations Manager: **Laurie Noll**
SF Casting: **Nancy Hayes Casting**

LA Casting: **Nicole Arbusto & Helen Joy Dickson**
Background Casting: **Wesley Watkins**
Production Design : **Sterling Storm**
Set Decorator: **Bill McGirr**
Set Dressing: **Kim Nies, Suzy Skaggs**
Make-Up Artist: **Steve Anderson**
HairStylist: **Pamela Harris**
Makeup Assistant: **Richard Battle, Marianna Defina**
Prop Master: **Craig Patterson**
Wardrobe Mistress: **Carolyn Tyler**
Dancer's Costume: **Jennifer Jensen**
Property Assistants: **Scott Barrett, Dean Zingus, Liz Campana,**
Art Assistants: **Wendi Lynd, Sue Chan**
Wardrobe Assistants: **Kathleen Blake, Stephanie Schneider, Casandra Carpenter, Esmerelda Kent, Ashley Gibbs**
Weapons & Effects: **Bill Curtain**
Pyrotechnics: **T. Hunter McCann**
Still Photographer: **Melissa Mullin**
Production Assistants: **Mary Mathaisell, Joel Bach, Guy Coussement, Doug Kieffer, Darius Milne, Cheyenne Milne, Deborah Phelan, Peter West, Sherry Russell, Bruce Ready, Van Kindel, Dianne Child**
Production Accountant: **Sue Long**
Craft Service: **Jennifer Long**
Stage Facility: **Studio (Colossal)**
Stage Managers: **Tim Lloyd, Ruben O'Malley, Michael Hardwick**
Set Construction: **Scene II**
On-Set Construction: **Dean Zingus**

Art Assistant: **Sean Hennessey**
Russian Translator: **Lena Piselskaia**
Motorhome Drivers: **Mark Fraizer, Jerry Winston, Rosie Malley**
Talent Wrangler: **Stacy Holmes**
Welfare: **Renie Guimond, Donnell Barnes**
Security: **C&F Motion Picture Security**
Logo Design: **Michael Brunsfeld**
Storyboard Artist: **Tom Holloway**
Video Equipment: **Video Free America**
Caterer: **Zocalo**
Neon Art: **Aargon Neon**
Collector Fabrication: **James Belvins**
Limousine: **Courtesy-A Chauffeured Limousine**
Black Diamond Vortex Art: **Andrew Guevara**
Miragequest Signs: **Landmark Signs**
Photo Prints: **Skylab**
Photo Blow Ups: **Blow Up Lab**
Hotel Accomodations: **Hotel Prescott**
Motorhome Rental: **Swift-Leslie CW1: Ed Souza**
Prop Autos: **Atlas Auto Rental**
Production Truck: **Ranahan Rents**
Automobile Rental: **Bay Area Rental**
Travel Agent: **Valle Travel Service**
Walkies: **Brickley**

SPECIAL THANKS

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City of Berkeley
Sgt. Bud Stone of the Berkeley Police
City of Oakland
Alameda County Sheriff's

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Dunsmuir House and Gardens
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Falore Chrysler
Sarah Cahill
Susan Hoffman
Leslie Simmons

POST PRODUCTION

Post Facility: **Video Free America**
Special Thanks: **Sue Marcoux**
Editors: **Hrafnhildur Gunnarsdottir, Steve Jensen, Leda Maliga**
Technical Support: **Skip Sweeney, Larry Repp**
Post Production Supervisors: **Shawn Cuddy, Sally Bentley**
Authoring: **John Sanborn**
Composer: **Pat Gleeson**
Sound Designer: **Jeff Roth**
Mixed at: **Focused Audio, San Francisco 1995 FOCUSED AUDIO. All rights reserved.**
Additional Sound Design: **Al Nelson**

For Electronic Arts

Executive Producer: **Jim Simmons**
Assistant Producer: **Ric Neil**
Authoring System Software Engineers: **Tim Learmont, Randy Moss**
PlayStation Version: **Jeffrey Litz, Kenneth Dyke**
Director of Development: **Keith McCurdy**
Project Managers: **Lucy Bradshaw, Stephen Barry, Irene Lee, Peter deVroede**
Technical Director: **Jim Rushing**
Business/Legal Affairs: **Carol T. Contes**

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Business Affairs Coordinator:

Sheri Burgos-Sarkis

Digital Audio Engineers:

**Ken Felton, Marc Farly,
Jim Sproul, Don Veca**

Video Colorist: **Frederique Guette**

Video Compression:

Eric Kornblum

Additional Code & Graphics

Processing: **Charles Cafrelli,
Ken Dyke, Margaret Foley,
Eric Kornblum, Ric Neil**

Product Manager: **Lisa Higgins**

Documentation: **Andrea**

Engstrom, Valerie Hanscom

Documentation Layout:

Tom Peters

Package Design: **Zimmerman**

Crowe Design

Package Art Direction:

Nancy Fong

Lead Tester: **Michael Lubuguin**

Product Tester: **Jason White**

Quality Assurance Testers:

**Paul Niehaus, Bobby Lew,
Anthony J. Crouts**

Quality Assurance Manager:

Kurt Hsu

Artist Photos: **Rosalind Delligatti**

Special Thanks to: **Tim Brengle,**

**Keith Francart, Jeff Glazier,
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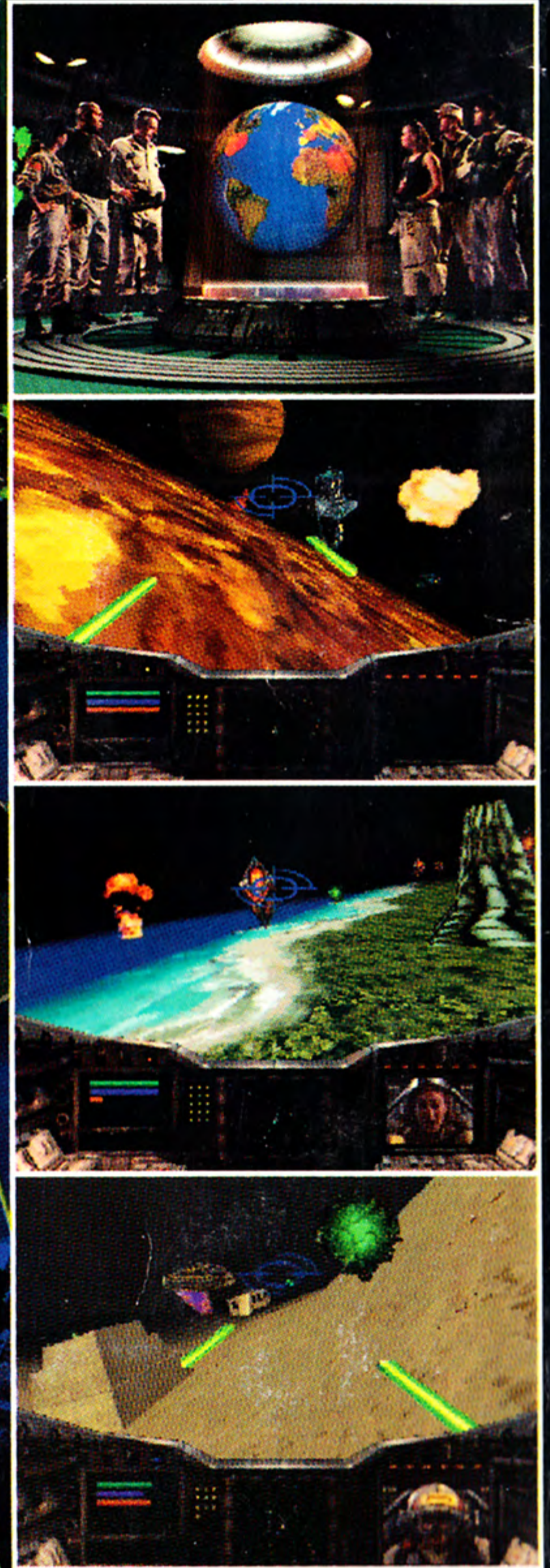
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