



NTSC U/C

PlayStation™

**"THE NEXT GREAT
PLAYSTATION FIGHTING
GAME HAS ARRIVED!"
-GameFan**



PSYCHIC FORCE



SLUS-00419
#21093

Taito®

Acclaim®
entertainment, inc.

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 users manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

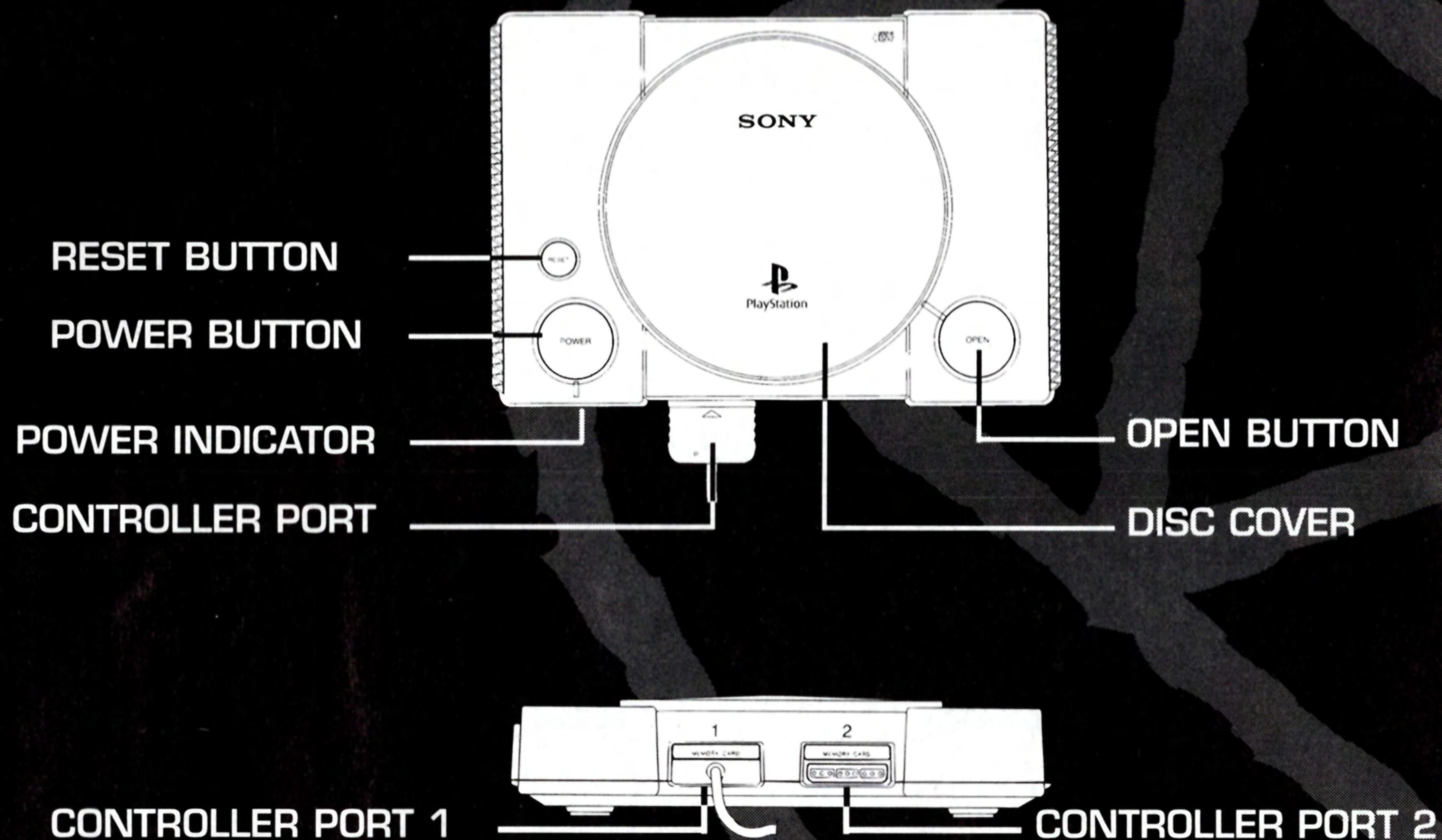
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact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

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 Psychic Force™ disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow the on-screen instructions to start a game.



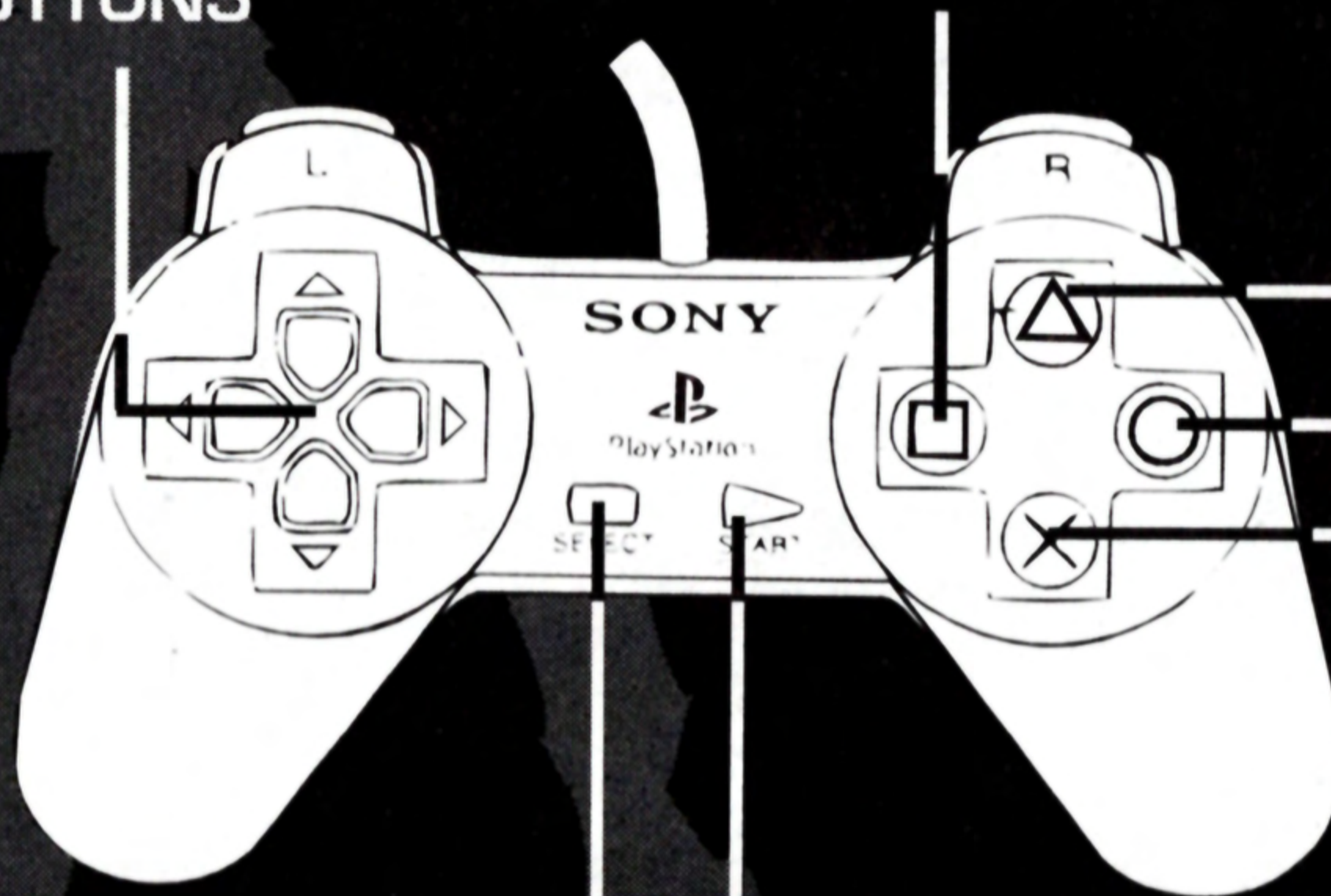
**DIRECTIONAL
BUTTONS**

□ BUTTON

△ BUTTON

○ BUTTON

× BUTTON

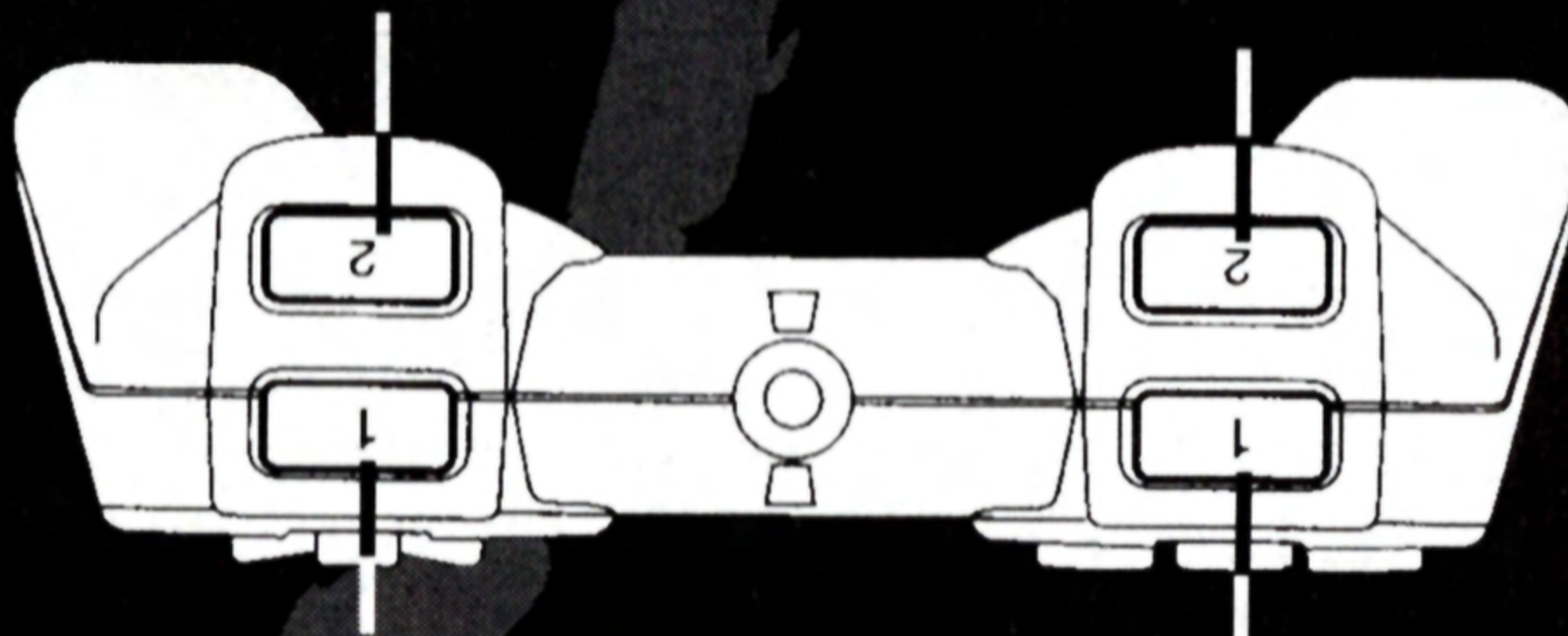


**SELECT
BUTTON**

**START
BUTTON**

L2 BUTTON

R2 BUTTON



L1 BUTTON

R1 BUTTON

STORY

Some believe that there are Psychic Warriors among us with specialized ESP powers -- powers which normal people do not possess. These dream-like super-human powers are thought to be derived from psycho-kinetic, clairvoyant, and telepathic forces. However, the individuals possessing these powers sometimes curse their very existence.

In the year 2010, the general public remains skeptical about psychic powers. The very existence of these forces is often questioned, and those who believe in them are thought to be naive and perhaps even dangerous lunatics. Nevertheless, behind the scenes, many shadow organizations aggressively engage in psychic research, sometimes carefully administered by top secret government agencies with a view toward military potential.

Many people thought to possess psychic powers are "restrained" by government authorities and forced to participate in government administered psychic research tests where they are treated as sub-humans. Day after day, their minds and bodies are probed and manipulated like common lab rats. In order to ensure secrecy, many research laboratories forbid these "subjects" to return to their prior lives. Those who have psychic powers experience a living hell.

Finally, they unite and rebel under the leadership of an all-powerful psychic known only as "Keith." It was Keith who promised them a new world, a utopia where they could live in peace and prosperity. However, the ideal becomes twisted as their leader declares war on mankind, swearing to destroy those who would dare oppose him! Now the Psychic Warriors must battle for the future of mankind -- the very people who once sought to destroy them!

USING YOUR CONTROLLER

DEFAULT CONTROLS

	TITLE/OPTION SCREEN	IN GAME*	SELECTION SCREEN
DIRECTIONAL BUTTONS	Game mode selection	Player Movement	Character & Guard Selection
	Option Selection	Psychic Attack input	Handicap/Stage selection (VS mode)
□		BLOCK (Defense)	Selects character
△		LIGHT ATTACK	Selects character
○		HEAVY ATTACK	Selects character
⊗	Selects options	CHARGE	Selects character
		Quit game in Quit menu	
START	Bypass intro screens	Pauses/ resumes Game	Selects character
	Selects options	Join in game	Select Yes or No on Save Data screen
SELECT		Sub menu when game is paused	
		In Training mode: Returns CPU character to starting position/ Returns to Main Menu	

- In-game control configuration can be modified in the OPTION mode.
- R2/L1/L2 are not used in the initial control configuration.

GAME MODES

ARCADE (One - or Two - Player Game)

Coin-Op conversion. A second player can join-in during gameplay.

STORY (One - Player Game)

Features in-game intro and ending sequences for each character. No time-attack or high score name entry features available in this mode.

TRAINING

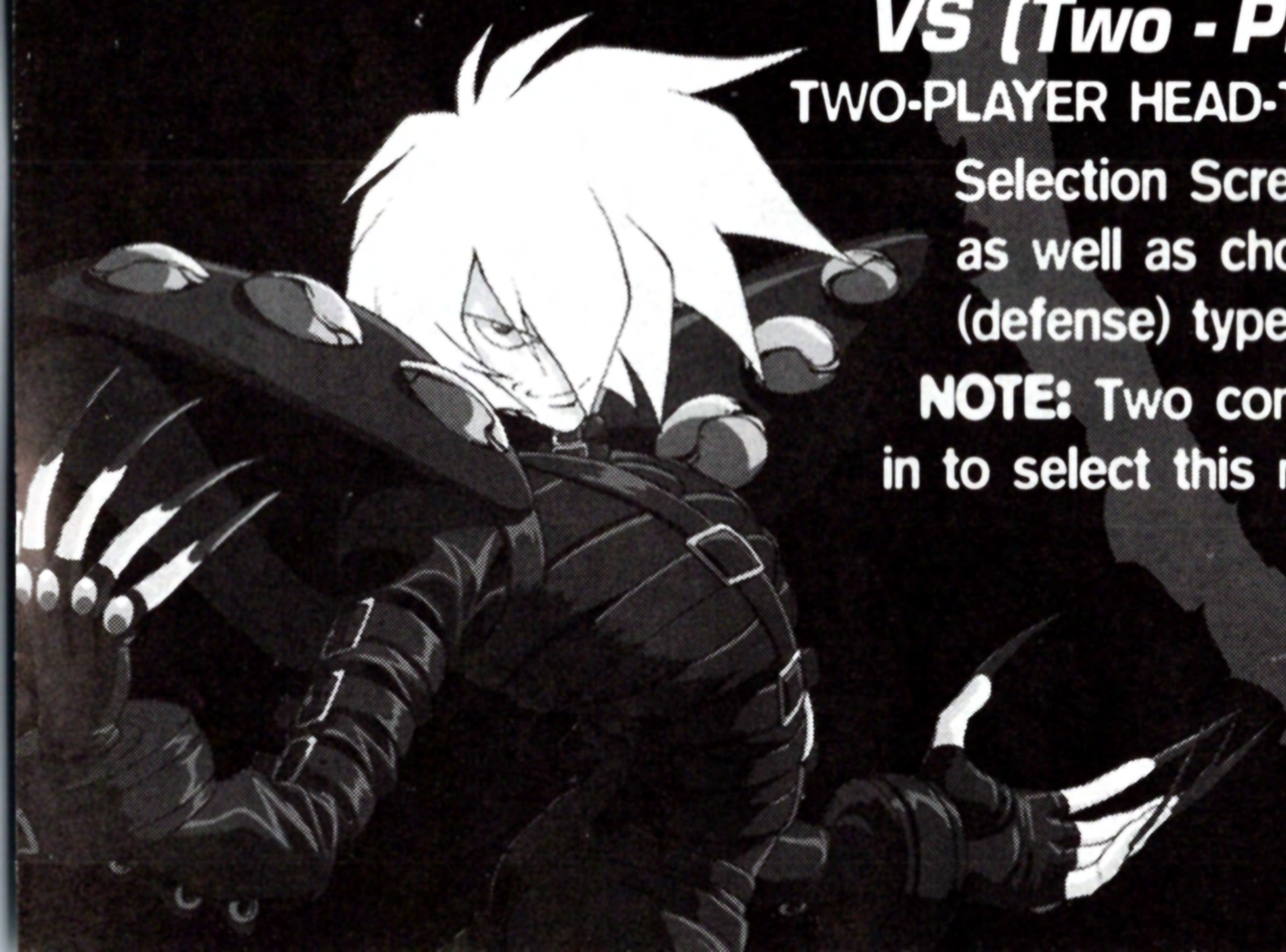
Allows you to practice your moves against a stationary character. Hit/damage values and other meaningful hints are displayed on-screen.

VS (Two - Player Battle Mode)

TWO-PLAYER HEAD-TO-HEAD COMPETITION.

Selection Screen allows you to set handicaps as well as choose the battlefield, guard (defense) type, and other parameters.

NOTE: Two controllers must be plugged in to select this mode.



OPTION

Allows you to set up controller button configurations, difficulty levels, and other basic game parameters.

HOW TO PLAY

Basic Game Flow

START GAME: Select Character and Guard (Defense) Type.

VICTORY CONDITIONS: Reduce your opponent's Health Meter to empty and you'll be declared the winner of the round.



AUTO GUARD

- Automatically guards character for a limited number of times.
- Automatically charges up your character's Psychic Meter when there's no control input.

MANUAL

- Player must manually execute Guards and Psychic Meter recharges.

TOTAL HIT
POINTS (Combo)

AUTO-GUARD COUNT
(Only displayed when
Auto Guard is selected)

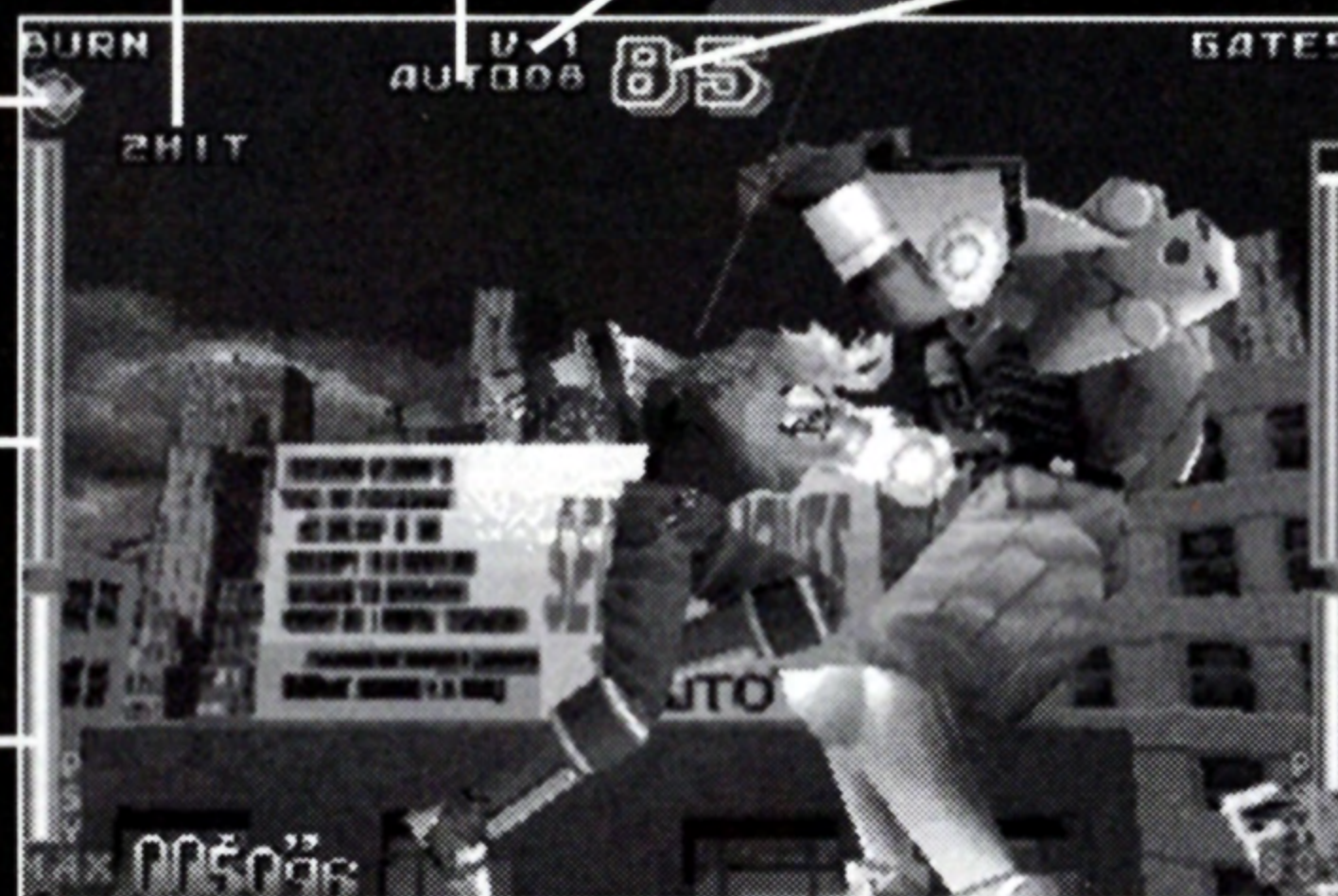
TOTAL WINS

TIMER

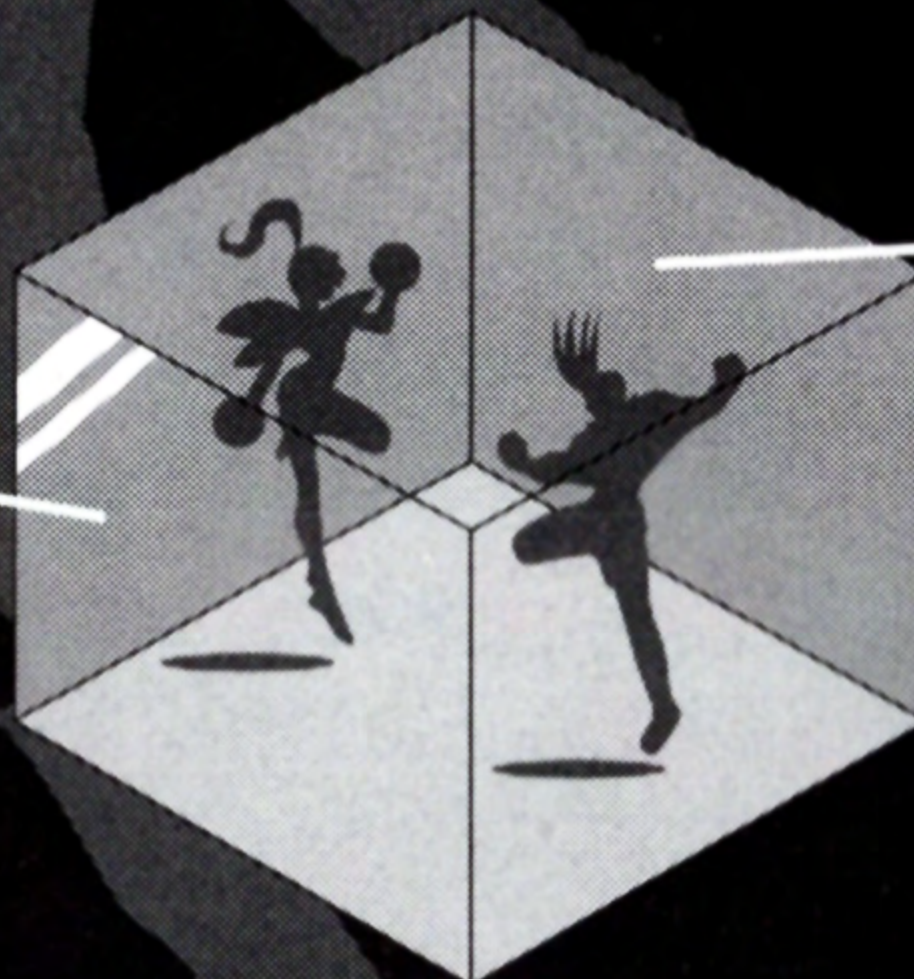
VICTORY
COUNT

HEALTH
METER

PSYCHIC
METER



PSY-ARENA
(Movement is limited
within this area)



PSYCHIC
WARRIORS
FACE OFF IN
A PSY-ARENA

RULES

ARCADE/STORY MODE



- Choose a character and battle it out with eight opponents.

- Each time you defeat an opponent in Story Mode, you'll face a new enemy in a new episode.
- You can continue a game all you want in these modes. However, you cannot change characters in the Story Mode.
- When the timer clock runs out during a round, the character with more health is declared the winner.

In the Story Mode, there is no time limit.

- In Story Mode, the game is over if you draw in the final round of an episode.
- If you continue a game, your Time Score points will carry over.

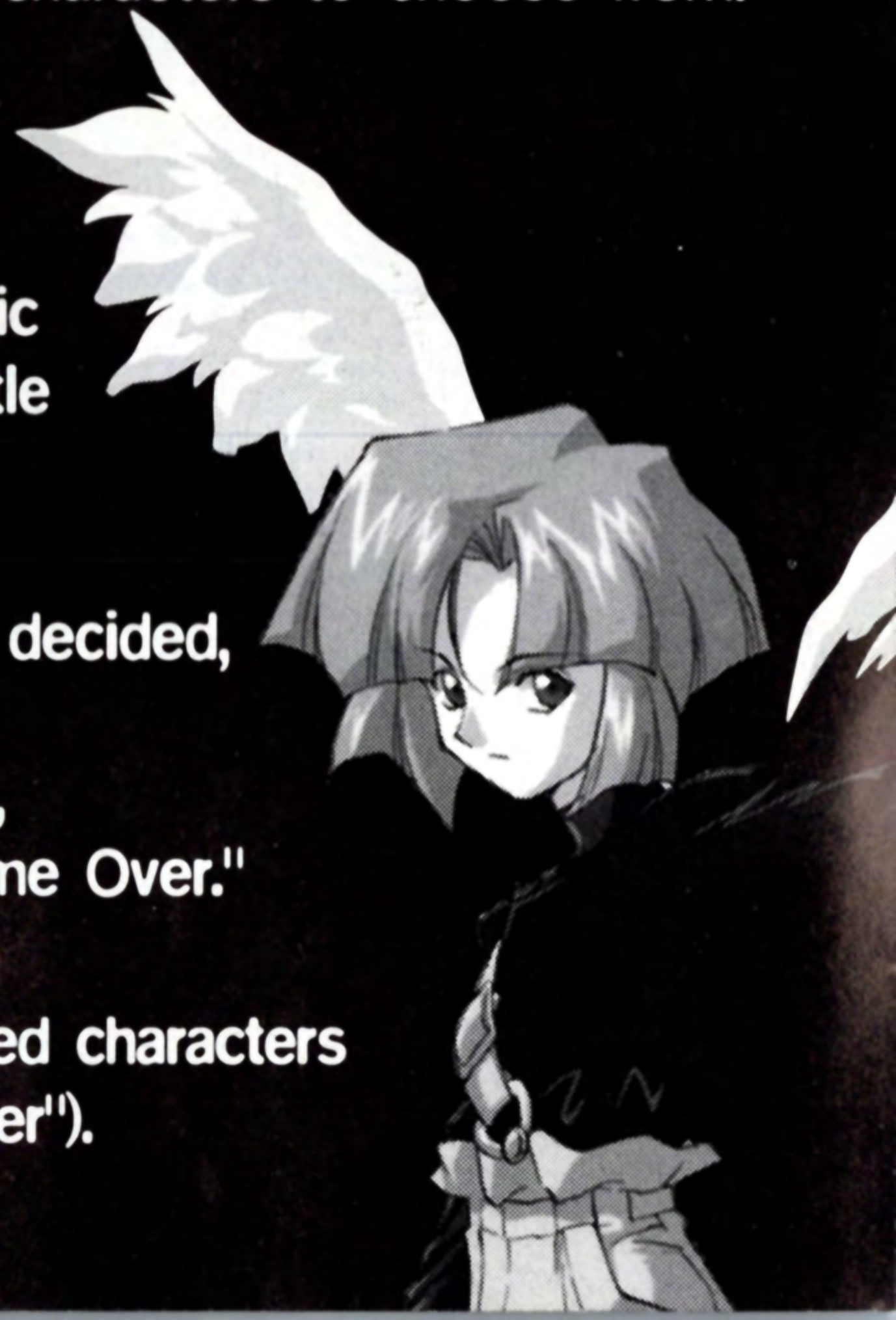
VS (HEAD-TO-HEAD)/JOINING A GAME-IN-PLAY

- Two players select a character of their choice for battle. A second player joining a game-in-play will be offered a selection of characters to choose from.
- When the timer clock runs out, the battle will carry over into a sudden-death round within a smaller Psy-Arena.

NOTE: In a sudden-death round, the Health and Psychic Meters of both players will be reduced to '0'. The battle will commence from that point and whoever inflicts the first blow will be declared the winner.

In a final round where the winner of a battle is to be decided, a double-knockout will be declared a draw. In a case where the second player joined a game-in-play, a double-knockout in the final round will result in "Game Over."

In a two-player game where the second player joined a game-in-play, the winner continues battling CPU-controlled characters while the loser is eliminated from gameplay ("Game Over").



BASIC CONTROLS



MOVEMENT

Press keys in the desired direction to move your character.



GUARD/BLOCK

Your character will be able to guard against attacks from the direction he/she faces. However, guarding against psychic attacks will only result in about 50% damage.



LIGHT ATTACK

Move close to your opponent and press the  button.

Although the damage inflicted is minimal, you can execute rapid-fire attacks while leaving very little room for your opponent to retaliate.



HEAVY ATTACK



Move close to your opponent and press the  button.

Although you can inflict heavy damage, this form of offense leaves you wide open to your opponent's attacks.



NOTE: All control explanations are based on the initial key configuration of the game.





NORMAL BLAST

Press either  or  buttons when your opponent is at a distance.

Used for long-range attacks, the effects of a Normal Blast depends on the button pressed.

-  Fires a blast towards your opponent.
-  Fires a homing blast towards your opponent. However, it leaves you wide open for retaliation.



GRAB

Close in alongside your opponent and press both the  and  buttons at the same time.

 +  Allows you to grab your opponent and inflict a damaging close-range blast. You can also penetrate an opponent's "Guard" and grab him/her.



PAUSE

CONTINUE/QUIT

When you press the SELECT BUTTON in any mode while the game is paused (press START to pause), you will see two options, CONTINUE (the default) and QUIT. To quit the game and return to the title screen, highlight QUIT and press the . You will be asked to confirm. Highlight YES or NO and press  to quit or continue play.



SPECIAL MOVES

DASH

Input direction and press R1, or  and  (at the same time). This move is extremely useful for avoiding attacks and for rushing up to close the distance between you and your opponent.

NOTE: While in mid-dash, you can input combinations for a special Psychic Power Move. Upon completion of the dash, your character will execute the special move.

QUICK DASH

With the directional released, press  and  at the same time.

This move is much faster than the standard Dash and has the following advantages:

- Automatically homes in on your opponent.
- Allows you to pass through your opponent's Normal Shots without incurring any damage.
- Allows you to input Light/Heavy Attacks and Grab moves in mid-dash.

PSY-ARENA



In order not to damage surrounding infrastructure, Psychic Warriors conduct their battles within the confines of a giant cube-shaped venue called a Psy-Arena.




This psychic barrier is comprised of the coalesced spiritual energy of gathered psychic possessors. By blowing your opponent against the Psy-Arena, you can inflict grave damage to your him/her while leaving your opponent dangerously exposed to further offensive thrusts. Remember this fact, and use it wisely as you proceed into battle.




PSYCHIC METER AND PSYCHIC ATTACKS

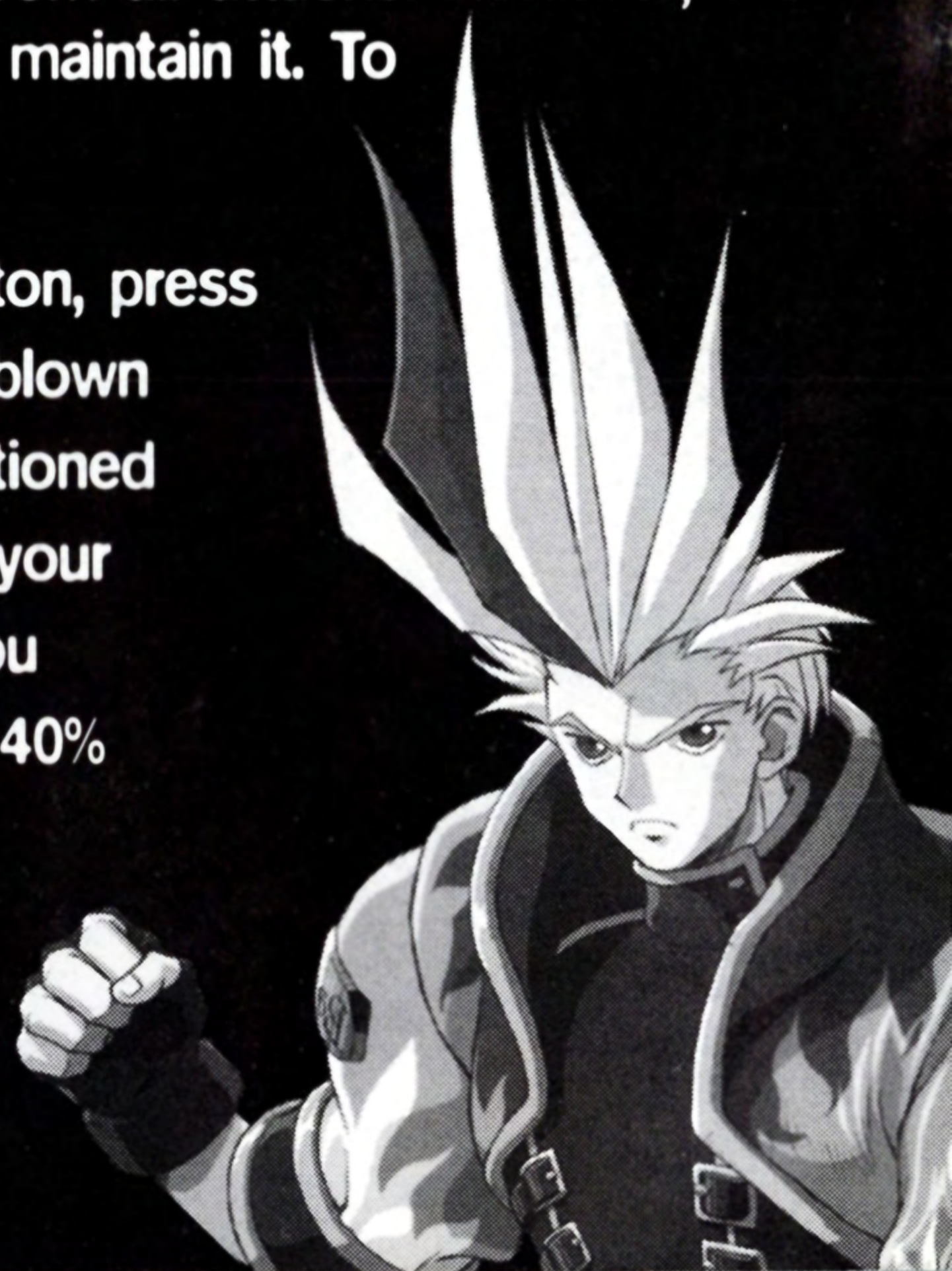
PSYCHIC ATTACKS: Input combinations with the directional and trigger buttons to execute special Psychic Attacks.

A Psychic Attack will drain a character's psychic power percentage displayed on the Psychic Meter. Furthermore, you cannot execute a Psychic Attack if the psychic power percentage required for the move exceeds the remainder shown on the Psychic Meter.

BARRIER: Holding down the  button, press all points on the directional in a circular motion. A barrier will shield your character from all attacks. However, the barrier will drain your Psychic Meter as long as you maintain it. To drop your barrier, simply release the  button.

EMERGENCY BARRIER: Holding down the  button, press  -  on the directional. Immediately after being blown back from an opponent's attack, input the aforementioned combination and you can call up a barrier to shield your character from any subsequent attacks. However, you should note that this move will cost your character 40% on the Psychic Meter.

PSYCHIC RECHARGE: Holding down the ,  and  buttons at the same time will speed up the recovery of your psychic power on the Psychic Meter.






PSYCHIC TACTICS





COMBOS

By quickly inputting various moves in a certain order, you can unleash a series of devastating combinations. The following Combos apply to all the characters in the game:

QUICK COMBO:  ,  ,  , 



SHORT COMBO:  , 

MID-COMBO:  ,  , 

LONG COMBO:  ,  ,  , 

SPECIAL COMBO

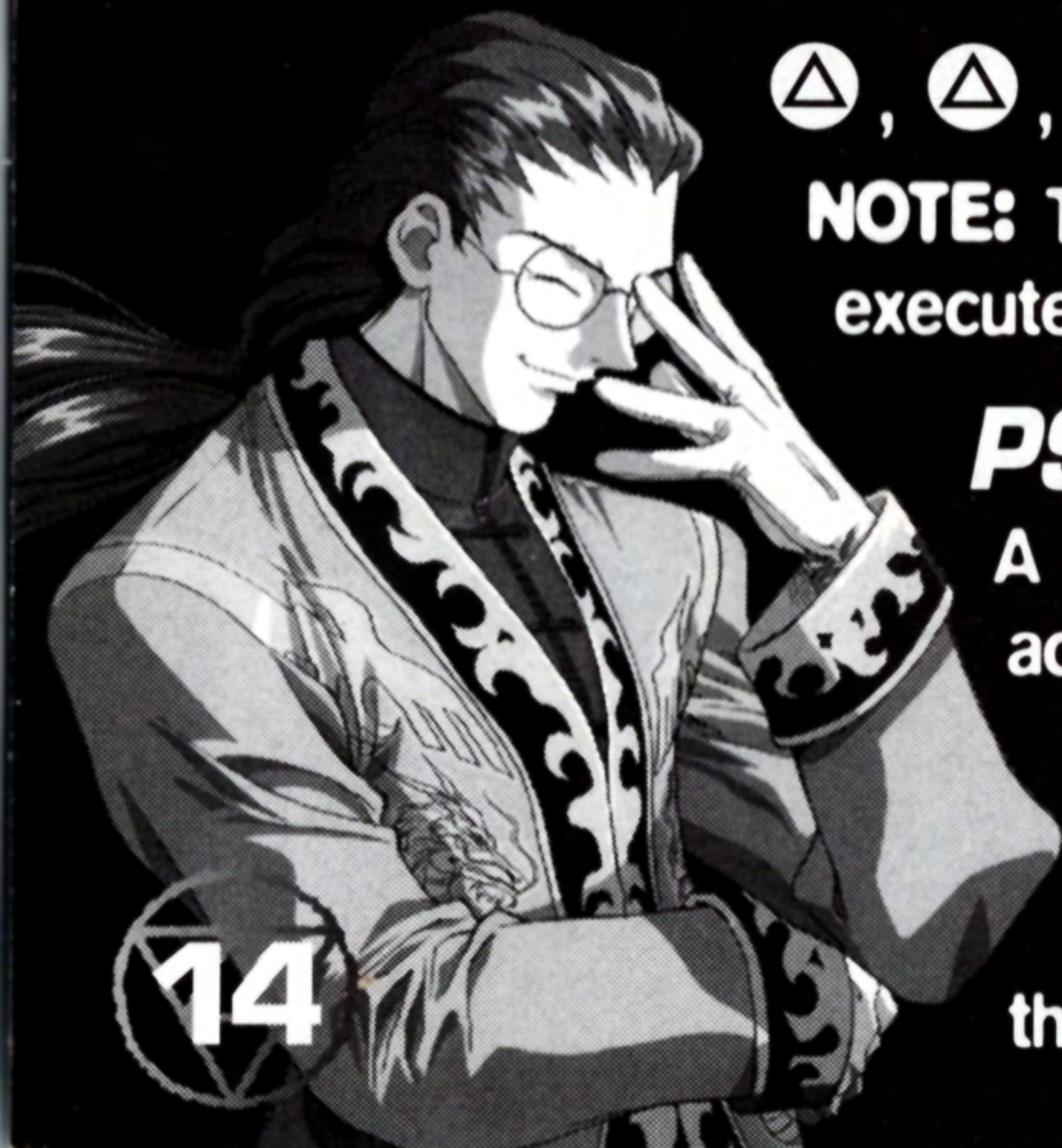
 ,  Psychic Attack

 ,  ,  Psychic Attack

NOTE: There are certain Psychic Attacks that cannot be executed with combos.

PSYCHIC ATTACKS

A psychic attack can be executed regardless of your character's facing or your opponent's location. In addition, the directional inputs are not strictly restricted to the displayed directions, similar input actions will trigger the same moves. Just input the move in whatever direction that you feel comfortable with.



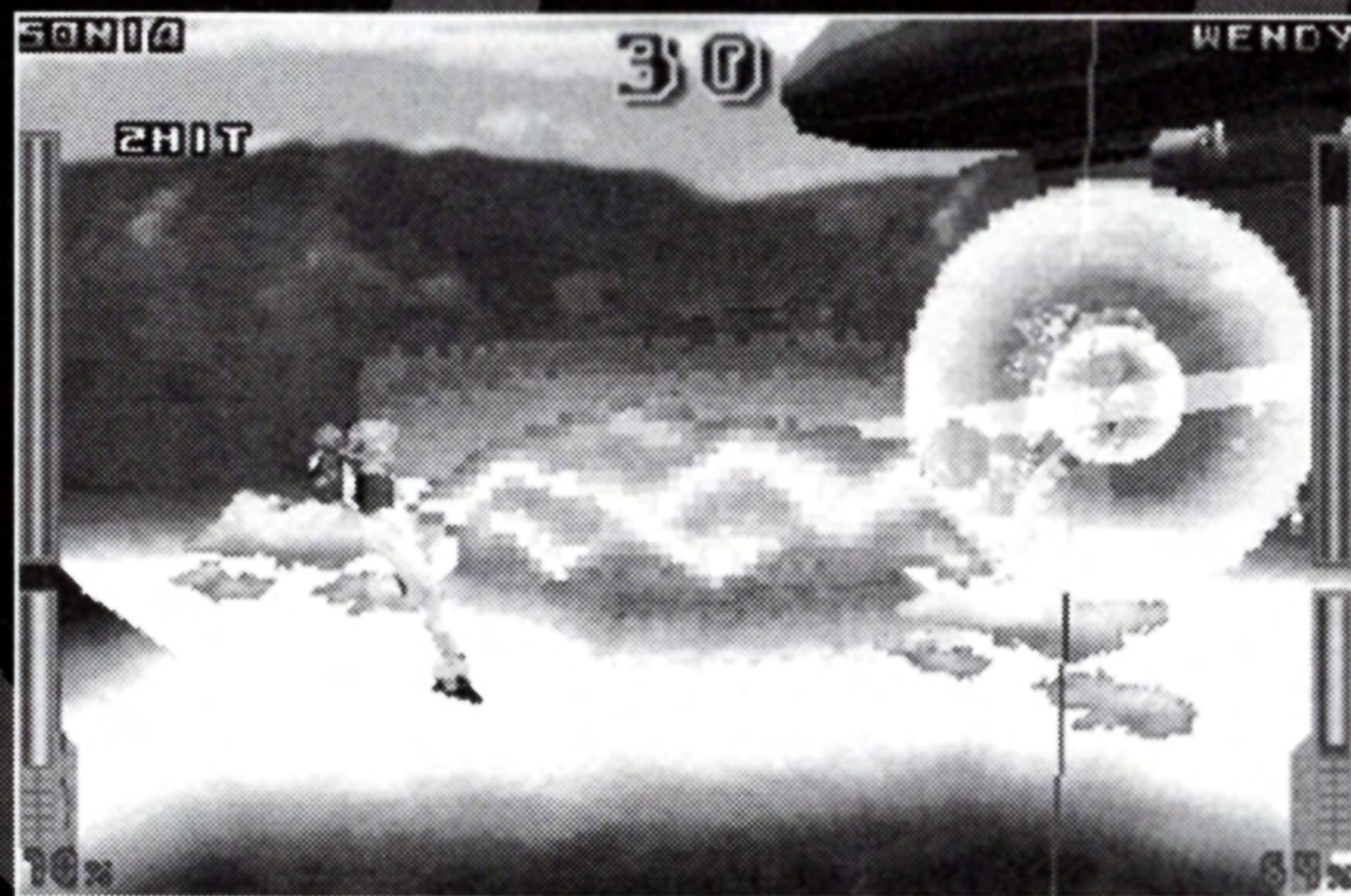
SUDDEN DEATH (SPECIAL RULE)

When a sudden-death round is initiated during game-in-play participation or two-player head-to-head battle, the Psy-Arena will remain reduced throughout a battle until a winner is decided.

PSY-ARENA DAMAGE

A character thrown against the Psy-Arena will suffer a certain amount of damage. In addition, the character will be briefly paralyzed and wide open for follow-up attacks. Hence, cornering your opponent against the zone is an important key to victory.

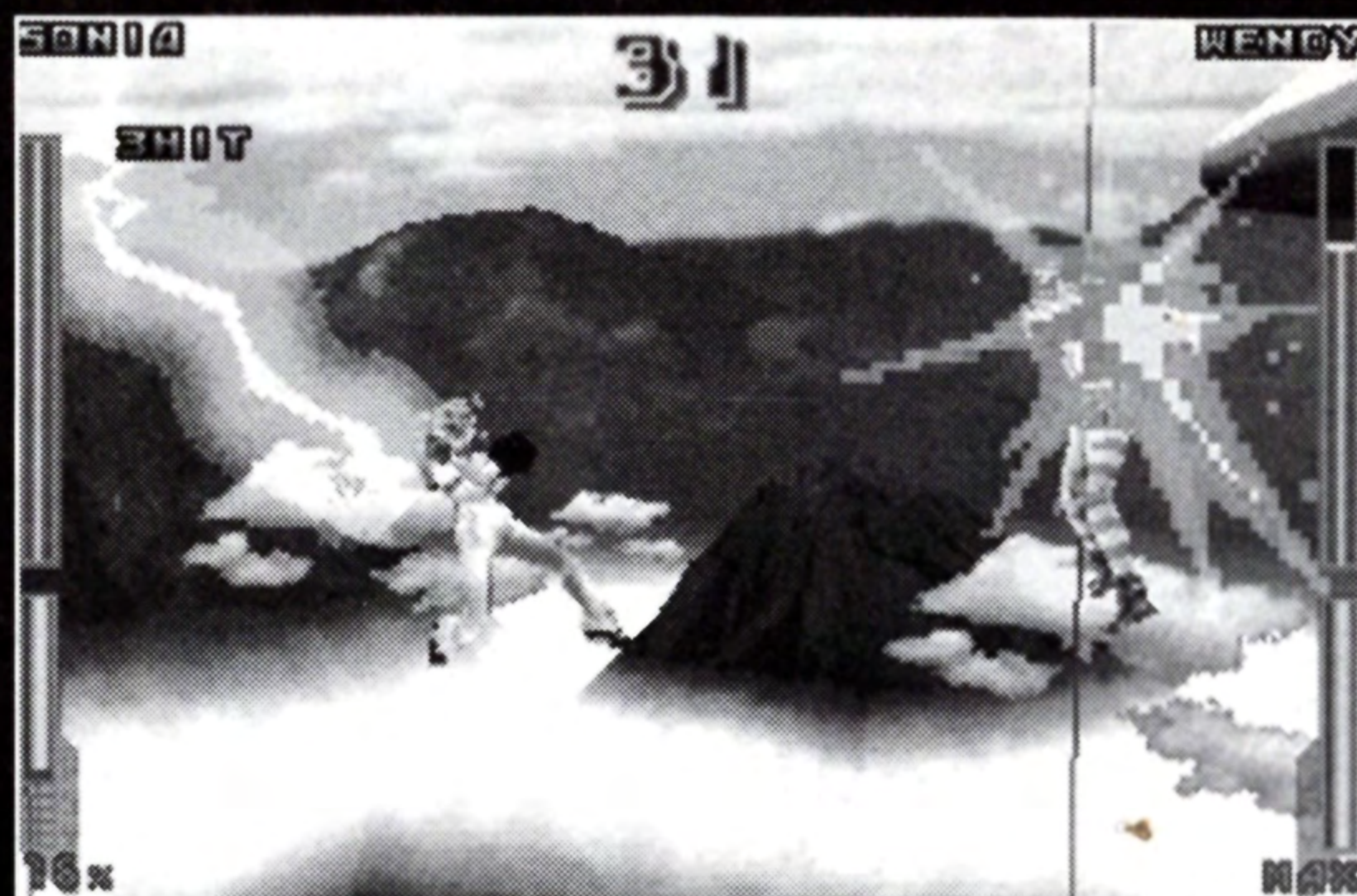
Wendy successfully throws up an Emergency Barrier to block Sonia's follow-up attack.



Sonia executes a combo, grabs Wendy and blasts her against the Psy-Arena.



Wendy is thrown against the Psy-Arena's barrier and is briefly paralyzed.



TRAINING MODE

THE OPPONENT

- In the Training Mode, your opponent does not move or initiate attacks.
- Basically, your training opponent doesn't block your initial attacks. However, upon suffering damage, your opponent will attempt to throw up a barrier. The success or failure of your combo attacks can be determined by whether your opponent manages to block your attacks.
- You can position your opponent in the center of the screen by pressing SELECT.

DAMAGE COUNT

The amount of damage you've inflicted on your opponent is displayed numerically on-screen.

The total damage value is displayed for combos.



VS (HEAD-TO-HEAD) MODE

1. CHARACTER SELECTION

Select the character of your choice with the directional button.

2. GUARD MODE

Select either Manual or Auto with the directional button.

3. HANDICAP

You can handicap your characters by either increasing or decreasing the * with the directional button. The more *s, the stronger your character. Handicap settings range from a maximum of 8 (the default) to 1 (the minimum).

NOTE: You must have two controllers plugged in to use the handicap function.

4. STAGE SELECT

You can choose your field of battle with the directional button.

After setting up the various parameters, press START to begin.

Following a battle, the total wins and losses are displayed on-screen. In addition, you're offered the following choices:

CONTINUE This selection allows you to commence battle with the same characters.

EXIT This selection returns you to the Character Selection screen.



OPTION MODE

Choosing OPTION on the MAIN MENU takes you to the Option screen.



1. KEY CONFIG: Allows you to customize your controller.

- To change your controller's button configuration, simply select a function with your directional button and press the button which you wish to assign for that function.

NOTE: You can assign functions to the R1, R2, L1 and L2 buttons.

- "COMMAND TIME" allows you to modify the game's button-input read time. There are three settings: LONG, MIDDLE and SHORT. The longer the time setting, the easier it is to execute special moves.

2. GAME SETTING: Allows you to set the parameters for a match. (See page 19)



3. SOUND SETTING: Allows you to customize the game's sound output.

- **BGM VOLUME** You can set the music output from 0 (minimum) to 127 (maximum).
- **S.E. VOLUME** You can set the sound effect output from 0 (minimum) to 127 (maximum).
- **SPEAKER OUT** You can choose between Monaural or Stereo output.

4. DATA SAVE/LOAD: Allows you to save or load various game data.

- **SAVE DATA** Saves data to the memory card.
- **LOAD DATA** Loads saved data from the memory card. Normally this process is done automatically upon startup.
- **AUTO SAVE** Automatically saves various game data when this function is "ON."

NOTE: The data saved includes modifications such as custom button configurations, game and sound settings, and Best Scores.

NOTE: Choosing "EXIT" on any menu allows you to quit that particular screen.

GAME SETTING

The functions that can be modified for each mode are as follows:

	ARCADE	STORY	VS	TRAINING
GAME RANK	✓	✓	X	X
TIMER	✓	X	✓	X
ROUND	✓	✓	✓	X
PLAYER SELECT	✓	X	X	X



- 1. GAME RANK:** Allows you to set the difficulty level of a game. The choices are EASY, NORMAL, HARD, VERY HARD.
 - 2. TIMER:** Allows you to set the time limit for a round. The choices are 99SEC, 80SEC, 60SEC, 45SEC and infinity (no limit).
 - 3. ROUND:** Allows you to set the number of rounds for each match. The choices are 1SET, 2SET, 3SET and 4SET.
 - 4. PLAYER SELECT ON/OFF:** When this function is "ON," you can re-select characters before continuing a game. When "OFF," the game continues without offering you the opportunity to re-select characters.
- NOTE:** Choosing "EXIT" on any menu allows you to quit that particular screen.

BURN



Name: Burn Griffith
Gender: Male
Age: 18
Occupation: High school student
Birthplace: USA
Ability: Blaze

PSYCHIC POWER TRICKS

NAME	COMMAND	GAUGE CONSUMPTION PERCENTAGE
Flame shoot:	← → + ▲	30%
Exploder:	← → + ○	30%
Triangle heat:	← → ↓ ↘ → + ○	40%
Burning Rail:	→ → + ▲	45%
Guard Phoenix:	← → → + ○	60%



Name: Wendy Ryan
Gender: Female
Age: 15
Occupation: High school student
Birthplace: Australia
Ability: Wind

WENDY

PSYCHIC POWER TRICKS

NAME	COMMAND	GAUGE CONSUMPTION PERCENTAGE
Air crescent 1:	↓ ↘ → + ▲	30%
Air crescent 2:	↓ ↘ → + ○	30%
Sillfeed dance:	← → + ○	35%
Vortex Stream:	→ → + ▲	45%
Earth Gale:	← → → + ○	50%

EMILIO



Name: Emilio Michaelov
 Gender: Male
 Age: 14
 Class: Subject for ESP development
 Birthplace: Russia
 Ability: Light

PSYCHIC POWER TRICKS

NAME	COMMAND	GAUGE CONSUMPTION PERCENTAGE
Shining arrow:	← → + ▲	30%
Prism reflector:	← → + ●	20%
Seeker rays: (can be reflected by a reflector)	↓ ↘ → + ●	40%
Prism seal:	← ↘ ↓ ↘ → + ▲	40%
Arch angel:	← → → + ●	60%



Name: Sonia (spirit is Chris Ryan)
 Gender: Female
 Age: 17 (externally)
 Real self: Artificial life object
 Birthplace: None
 Ability: Electricity

SONIA

PSYCHIC POWER TRICKS

NAME	COMMAND	GAUGE CONSUMPTION PERCENTAGE
Electrigger:	← → + ▲	30%
Magnet anchor:	← ↘ ↓ ↘ → + ▲	40%
Gigantic drill:	→ → + ▲	40%
Teledist charge:	← → + ●	50%
Execution:	← → → + ●	50%

WONG



Name: Richard Wong
 Gender: Male
 Age: 34
 Occupation: President
 of a trading company
 Birthplace: Hong Kong
 Ability: Time

PSYCHIC POWER TRICKS

NAME	COMMAND	GAUGE CONSUMPTION PERCENTAGE
Dimensional Wink:	← → + △, ○, △ ○	30%
Destiny Selection:	↓ ↘ → + △, ○	30%
Illusory Imagery:	→ → + △	30%
Baptism of Admonition:	→ → + ○	40%
Perfect World:	← ↘ ↓ ↘ → ↘ ↑ ↘ + ○	100%



BRAD

PSYCHIC POWER TRICKS

NAME	COMMAND	GAUGE CONSUMPTION PERCENTAGE
Meteor Hammer:	← → + △	30%
Mega Pressure:	→ → + △	40%
Gravity Infinity:	← → → + ○	50%
Asteroid Belt:	← ↘ ↓ ↘ → + ○	60%
Satellite Fall*:	← ↘ ↓ ↘ → + ○	0%

Name: Brad Kirsten
 Gender: Male
 Age: 24
 Occupation: Unknown
 Birthplace: Germany
 Ability: Psychokinesis
 to move objects

*Must be used with the Asteroid Belt Attack

GENMA



Name: Genma Rikudoh
 Gender: Male
 Age: 53
 Occupation: Monk
 Birthplace: Japan
 Ability: Magic

PSYCHIC POWER TRICKS

NAME	COMMAND	GAUGE CONSUMPTION PERCENTAGE
Renenufu:	← → + △, ○, △ ○	20%
Onibidama:	→ → + △	30%
Korajyu	← ↘ ↓ ↙ → + △	40%
Fugoju:	← ↘ ↓ ↙ → + △ ○	50%
Jyubakusatsu:	← → → + ○	60%



Name: Gates Oltman
 Gender: Male
 Age: 37
 Occupation: Soldier
 Birthplace: USA
 Ability: Weapons

GATES

PSYCHIC POWER TRICKS

NAME	COMMAND	GAUGE CONSUMPTION PERCENTAGE
Boost Arm:	← ↘ ↓ ↙ → + ○	30%
Pile Banker:	← ↘ ↓ ↙ → + ○	30%
Stanko Radar:	← → + △	30%
Plasma Cannon:	← ↘ ↓ ↙ → + △	45%
Orange Missile:	← → → + ○	60%



KEITH

Name: Keith

Gender: Male

Age: 34

Occupation: Head of NOAH (Psychic group)

Birthplace: USA

Ability: Freezes Objects

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