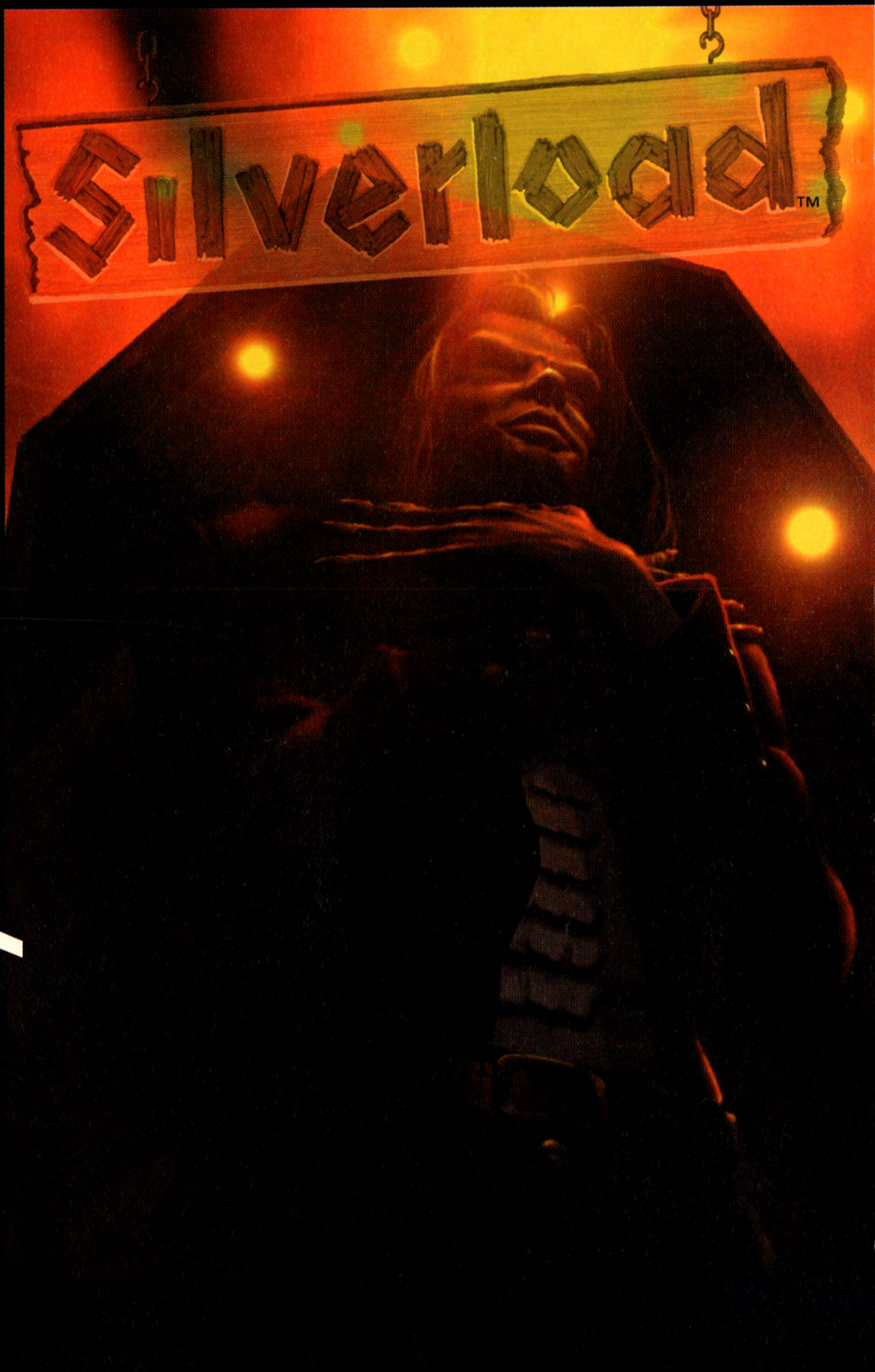




NTSC U/C

PlayStation™



SLUS-00050
00050



VIC TOKAI INC.

**WARNING: READ BEFORE USING
YOUR PLAYSTATION GAMES 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 games - 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.

SILVERLOAD

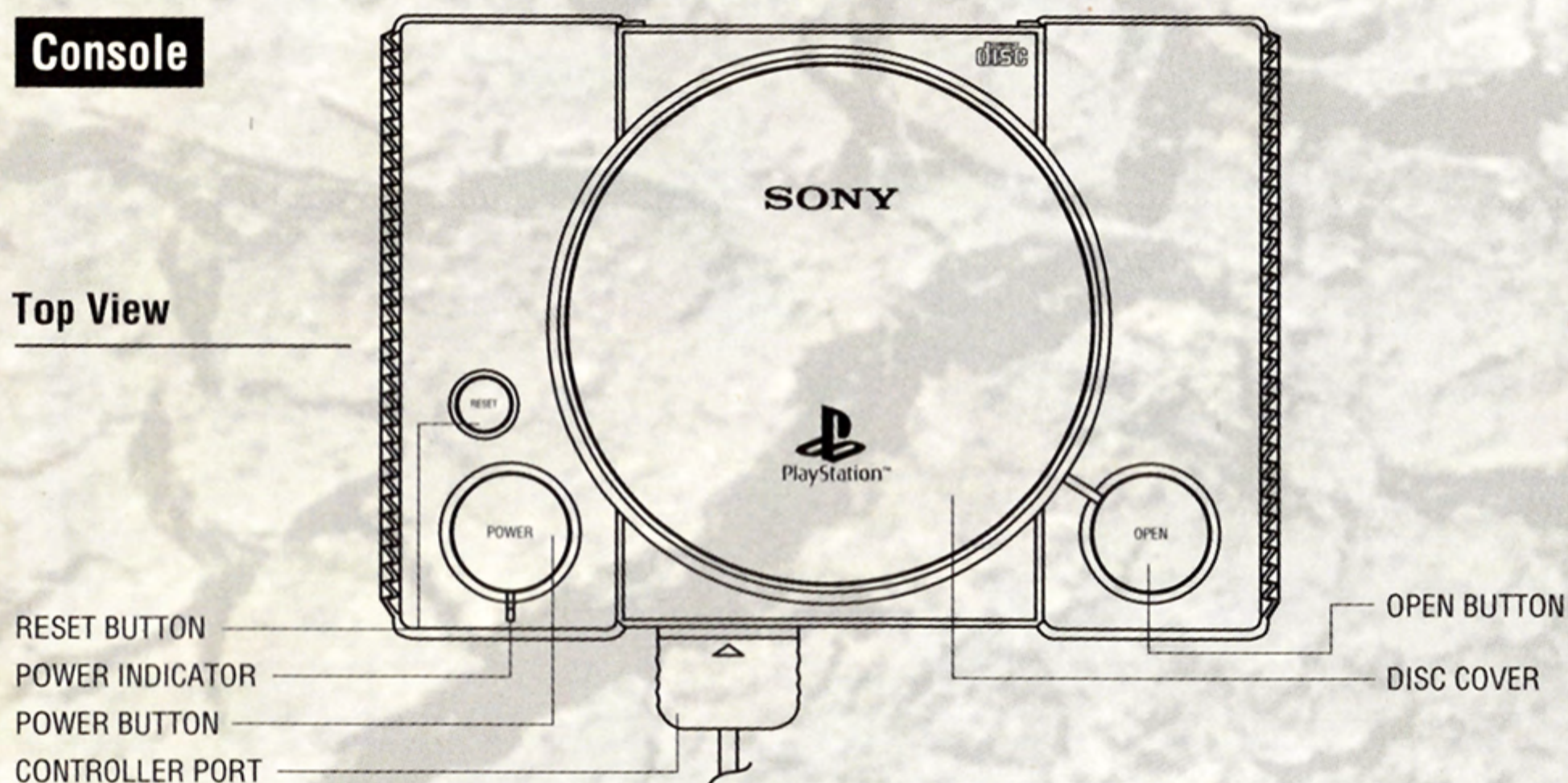
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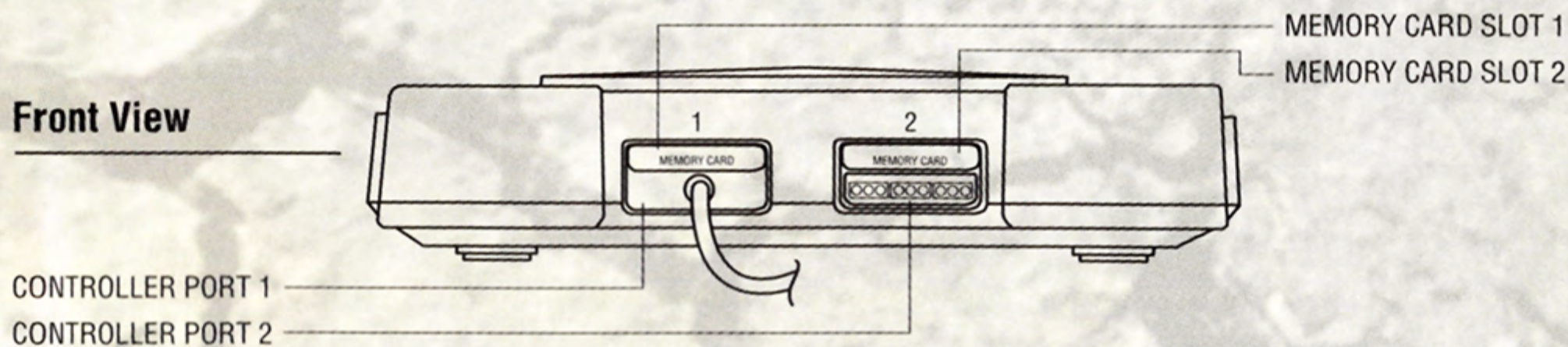
Game Start-Up Information

Console

Top View



Front View



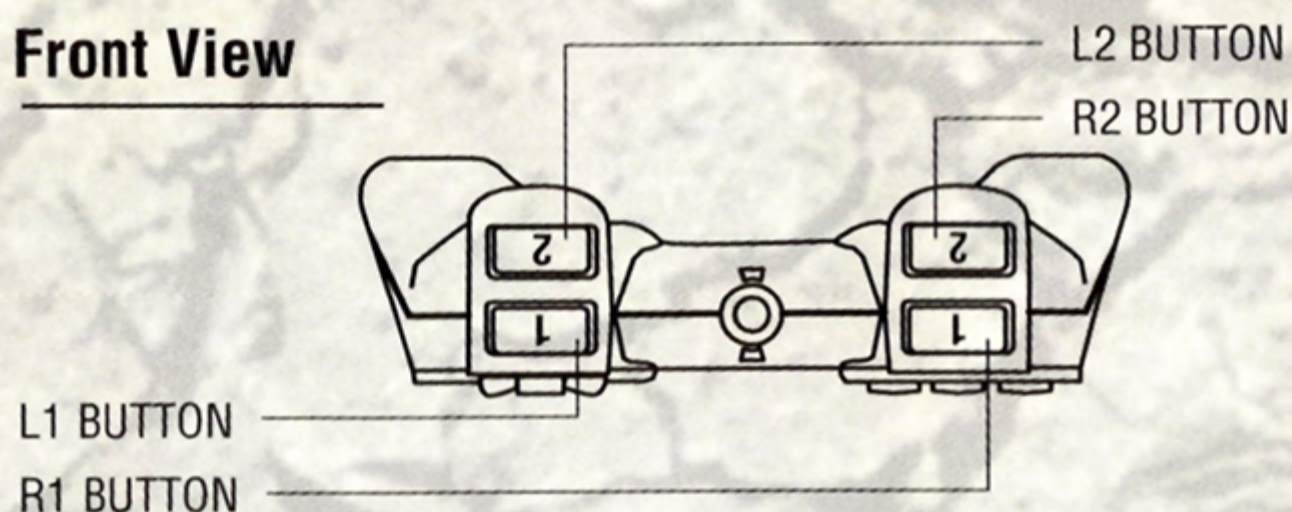
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the PlayStation power is off before inserting or removing a compact disc. Insert the SILVERLOAD disc and close the CD door. Insert game controllers and turn on the PlayStation. Follow on-screen instructions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

NOTE: To return to the title screen *at any time*, press and hold the Select button, then press and hold the Start button for 2 seconds.

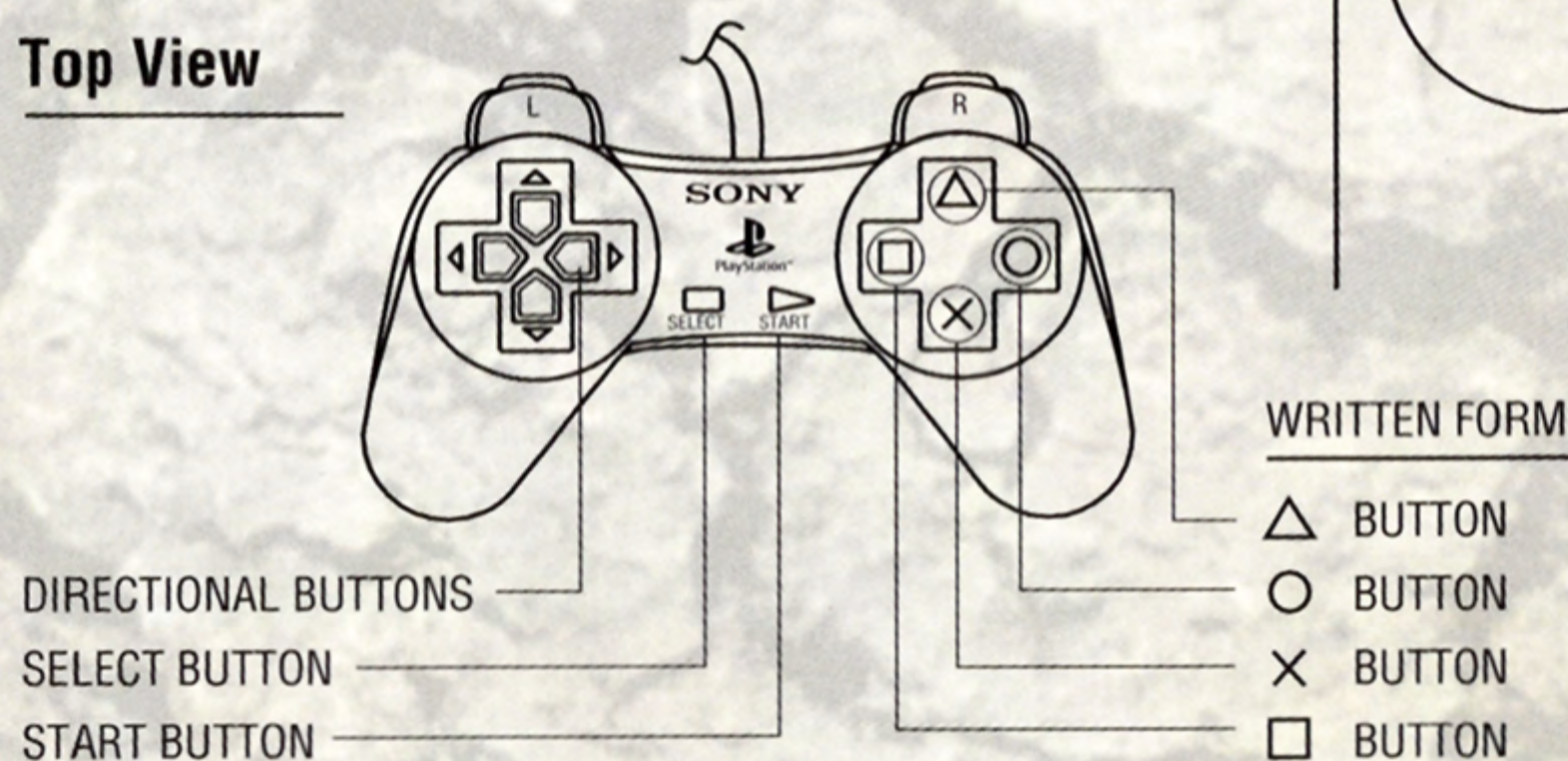


Controller

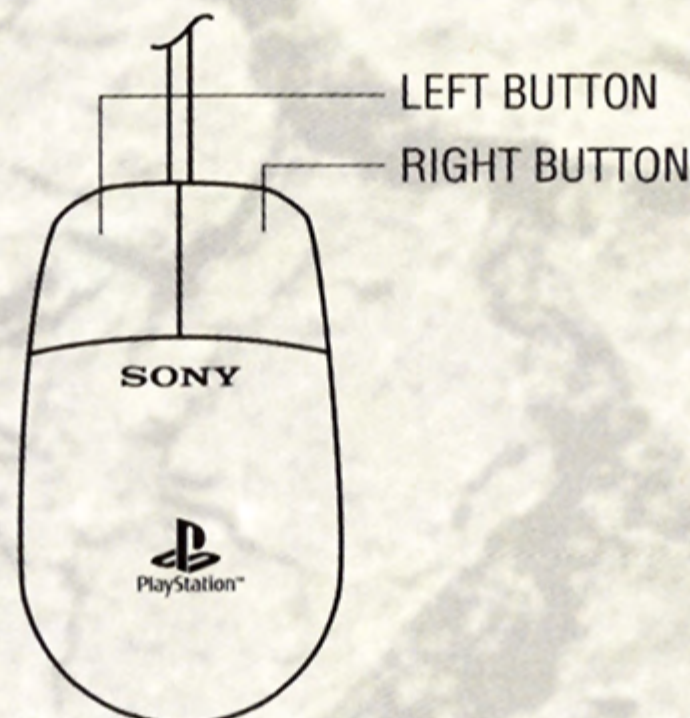
Front View



Top View



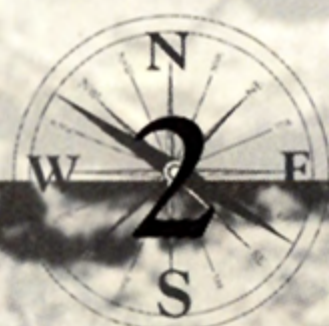
Mouse



- △ : TOGGLE BETWEEN TAKE AND SPEAK.
 ○ : OPERATE AND SLEEP.
 □ : WALK TO AND LOOK AT.
 × : ACTIVATE ACTION.
- MOUSE :** RIGHT = CYCLING OPTION, LEFT = ACTION

ICONS

BOOT		Walk To	<i>Moves Player about the game.</i>
GEARS		Operate	<i>Activates Objects/Unlocks/Presses/Opens.</i>
SMALL HAND		Pick Up	<i>Picks up Objects.</i>
MOUTH		Talk With	<i>Communicate with Characters.</i>
HOUR GLASS		Sleep	<i>End of day.</i>
EYEBALL		Look At	<i>Looks at an item in detail.</i>

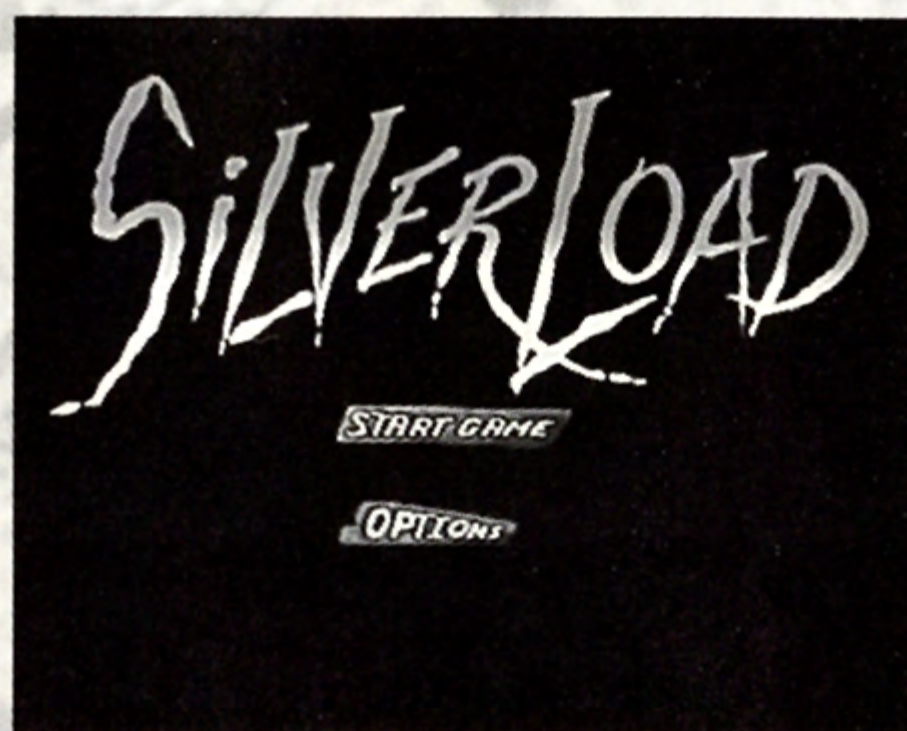


Main Menu



To bypass the introduction, press either start on the controller or the left button on the mouse.

Please note, when instructed to highlight, the highlighted selection will appear in white.

Use the directional buttons to highlight Start Game or Options, then press the X button.

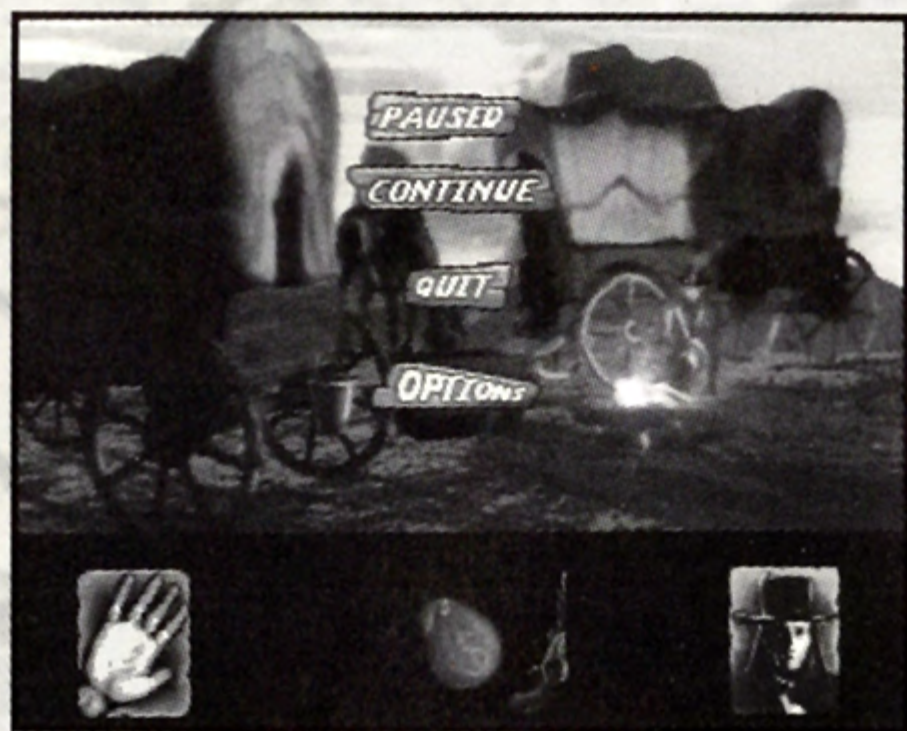


If you are using a Mouse, move the Boot icon over Start Game or Options, then press the left Mouse button.

Whenever you are presented with a question, highlight  for No and  for Yes.

Pause Screen





To pause game, press select. To continue game, highlight Continue and press the X button. To quit game, highlight Quit and press the X button. To go to the Options screen, highlight Options and press the X button.

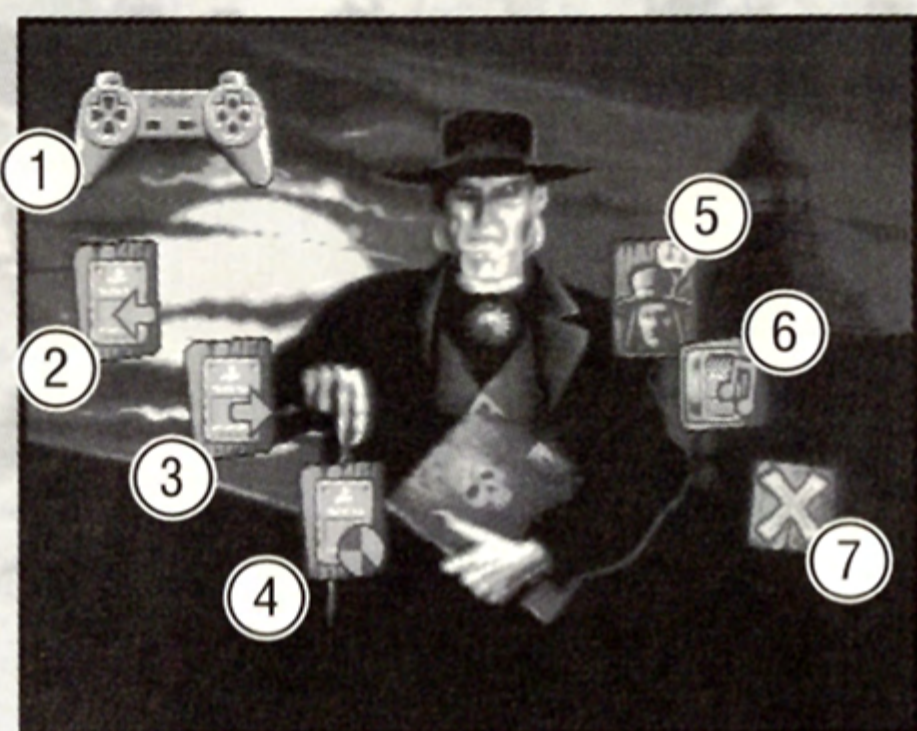


Please note, if you are using the mouse accessory, push both mouse buttons simultaneously to access the Pause screen.



Options

- 1) Controller Selection*
- 8) Mouse Selection*
- 2) Save to Memory Card**
- 3) Load from Memory Card**
- 4) Format Memory Card (*This will erase all previously saved data*)**
- 5) Sound Off  Sound On 
- 6) Text Speech On  Audio Speech On 
- 7) Exit Options screen



**The game will default to the device in Port 1, but the Controller and the Mouse can be plugged in simultaneously and switched at the Options screen. To switch to the Mouse, press the X button on the Controller. To switch back to the Controller, press the left Mouse button.*

***If you have both Memory Cards plugged in, you will be asked which card you would like to use.*



Introduction

Somewhere in the west, deep in the desert and surrounded by perpetual storms, is a town called Silverload. Once a prosperous boom town, it hasn't produced any silver in years. The town's decline started with a disastrous earthquake, and a strangely persistent drought that turned the land into a desert. Some talked about an Indian curse that said the mine was built on land sacred to the Skaedi tribe. The tribe opposed the mine and were massacred as a result. Now the town has a bad reputation, and few go there except by chance. Those that do, never stay longer than they have to. Those who have tried, were never seen again.

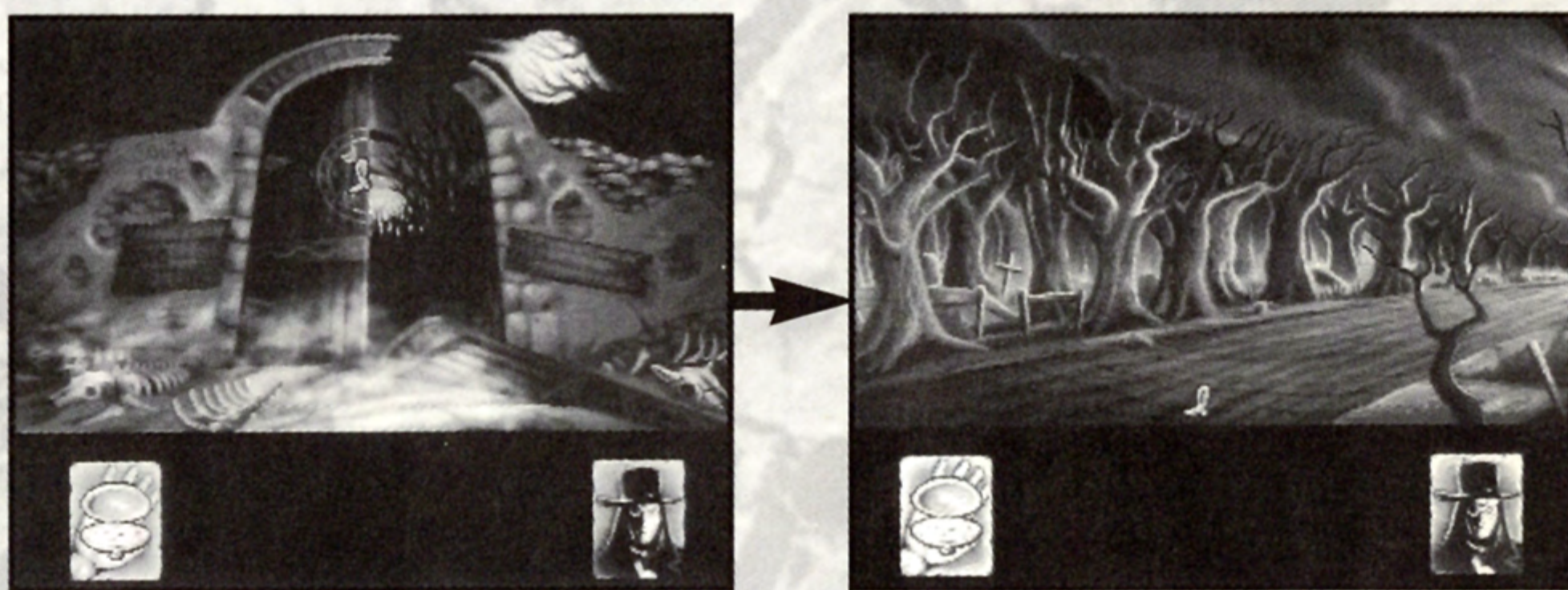
You are a bounty hunter who has been hired by some settlers to rescue one of their children. They claim that their son was kidnapped by the monsters of Silverload. In town, you will discover its dreadful secret, and how it's connected to the settlers. You must survive long enough to prevent the mysterious Preacher from carrying out his sinister plan, and spreading the evil that has so far been contained. If you don't however, you will become one of the many we'll never see again.



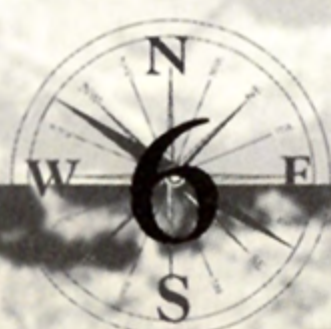
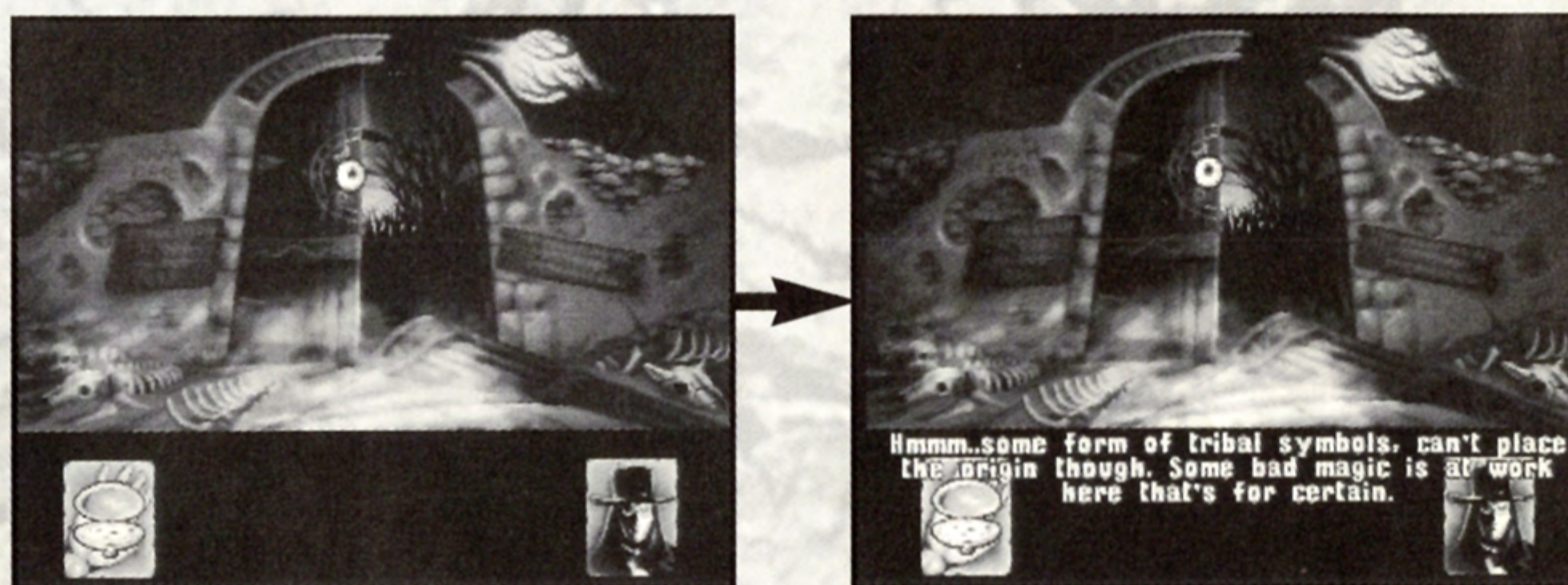
Interface Descriptions

The Silverload interface is Cursor Icon driven and is simple to use. Movement of the Cursor Icon is via the Joypad or Mouse. The Cursor Icon actions can be changed to carry out an action with the relevant Icon.

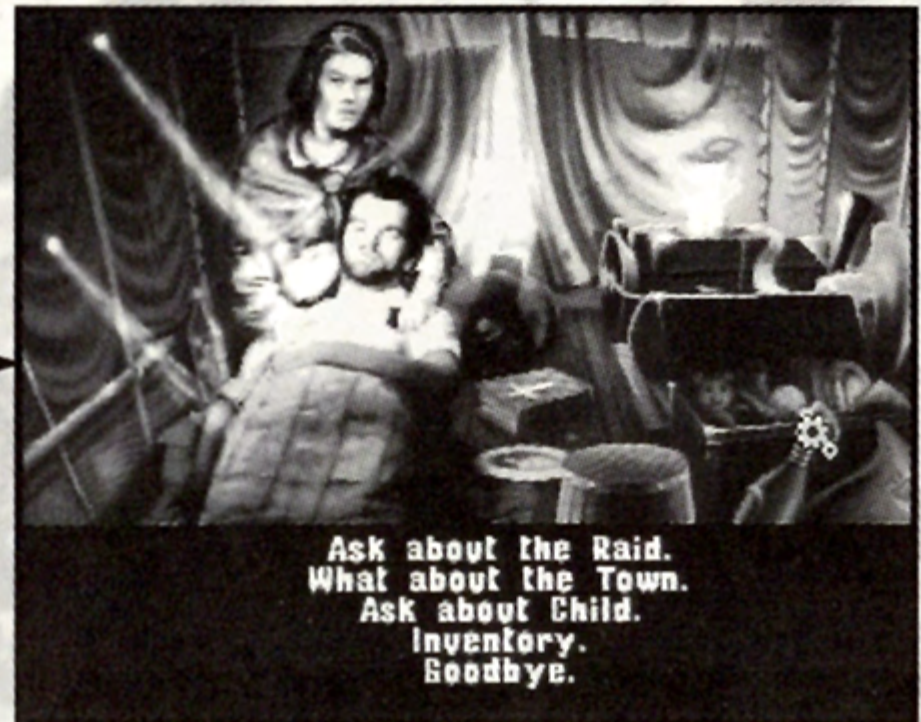
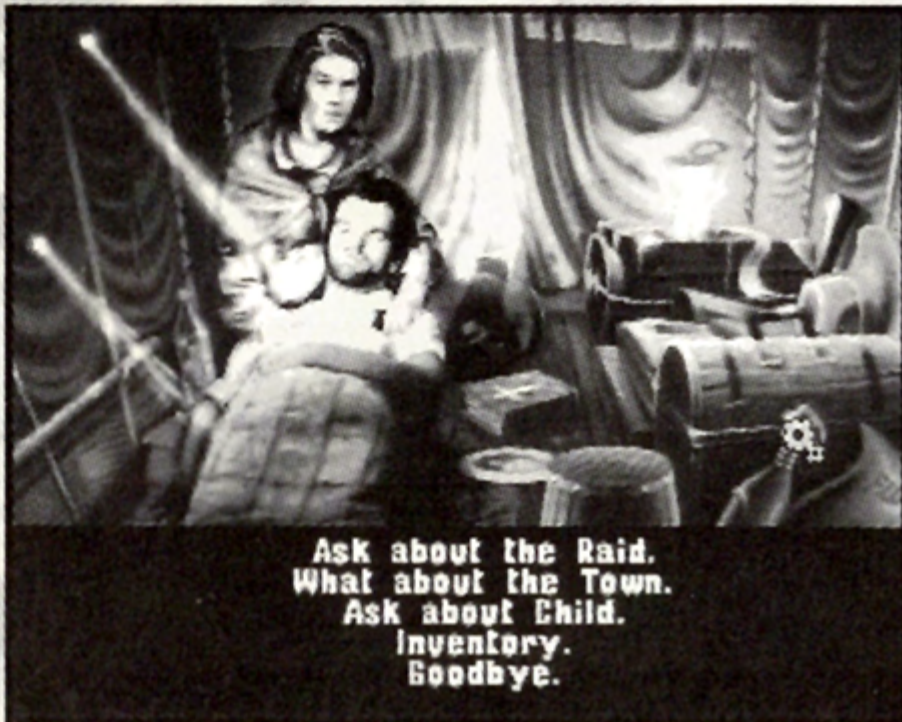
For example, if you are near a gate, use the Boot icon, walk to the gate.



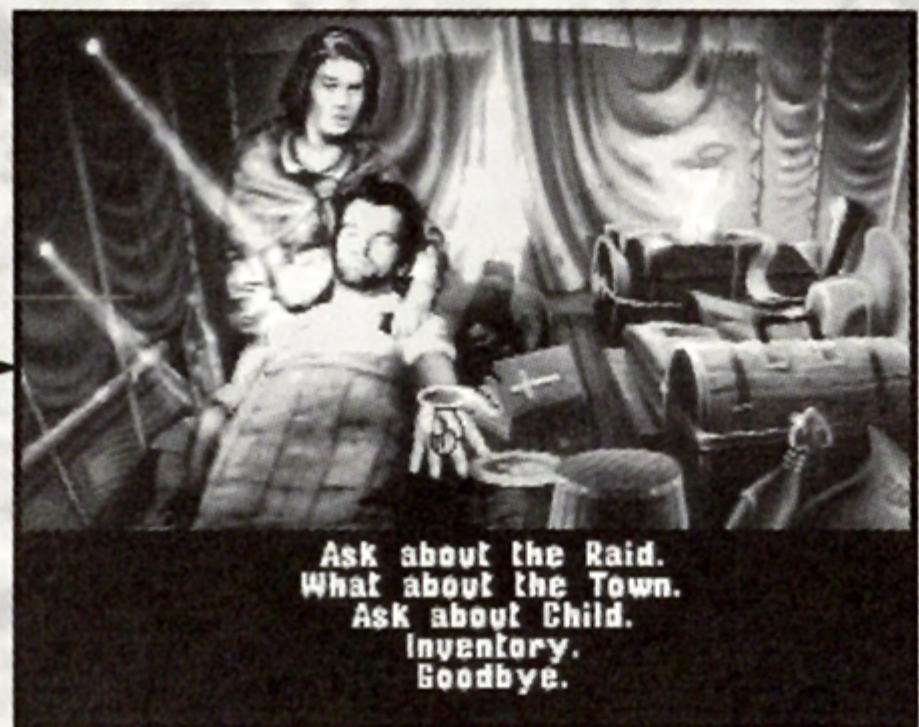
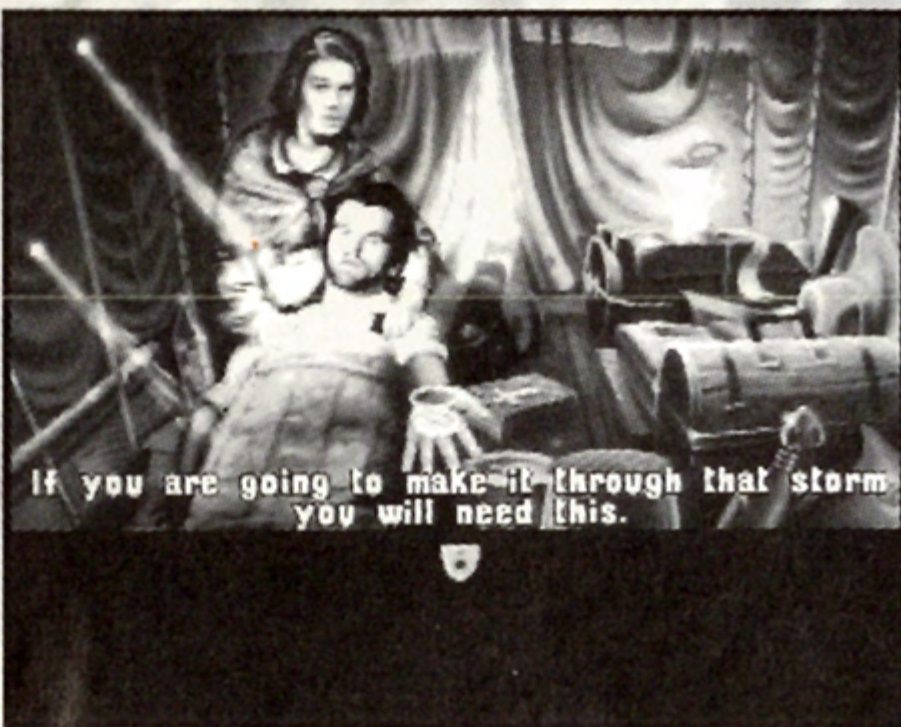
To look at the gate, use the Eyeball icon.



To operate an object, use the Gears icon.

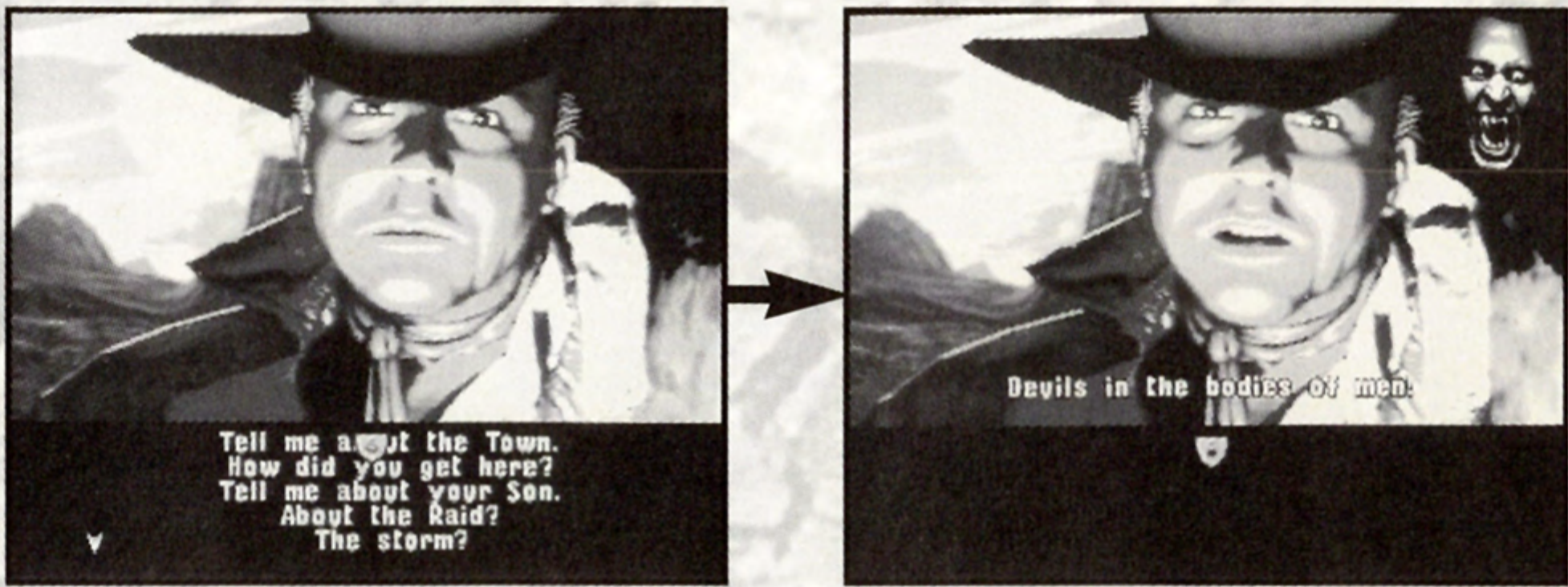


To pick up an object, use the small hand icon. All actions can be performed on the same screen.



Communication

Communication can begin in one of two ways. When a location is entered, a character may start speaking with you, or you may move the Cursor over the character and use the Mouth icon to talk.



The lower portion of the screen will display various text prompts. Each prompt can be triggered by selecting the relevant highlighted text which will then cause the character on screen to respond. Just as in real life, asking a character the same question several times, or giving the same answer more than once, may lead to a negative response.

On occasion, questions to or answers from a character may cause further questions to appear. This represents the conversation branching off into new directions. For instance, asking a character about the saloon may lead to further questions about the saloon and its customers.



Manipulation Icons

Objects can be manipulated by placing them into one of the two static Manipulation Icons to the left and right of the lower portion of the screen.

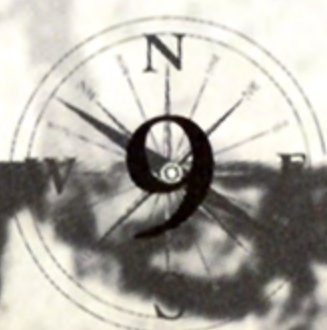


A. Large Hand Icon

The large Hand icon on the left represents objects you are currently holding. For example, to light your way through a dark tunnel, place the Lantern in the large Hand. An object can be manipulated with other objects while it is in the hand. For instance, combining the Lantern with the Matches will light the Lantern. To do this, place the Lantern in the large Hand Icon, then place the Matches over it. Clicking the Lantern will ignite it.

B. Gunslinger Icon

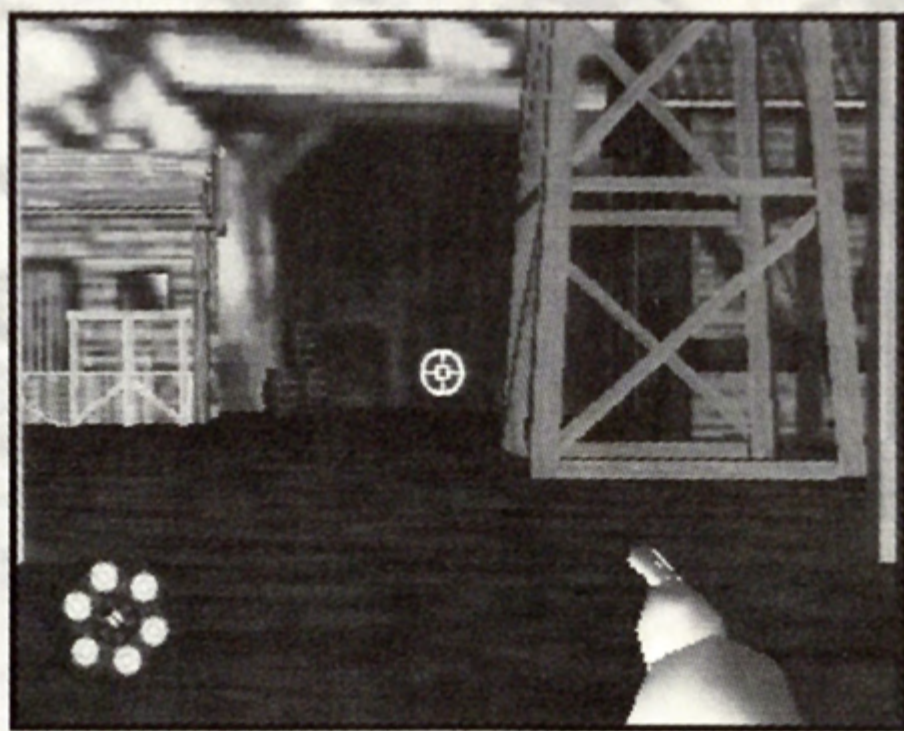
The large Gunslinger icon on the right represents general interaction with objects such as looking, eating, or wearing. To perform any one of these actions, the object must be placed over the Gunslinger icon. Clicking the icon will trigger the relevant action to take place.



For example, to wear the Goggles, place it over the Gunslinger and click the icon. He will now be wearing the Goggles. **Shortcut (Controller only):** Pressing L1 or R1 will take selected items from inventory directly to the large Hand icon (L1) or the large Gunslinger icon (R1).

Gunfight Sequence

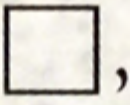


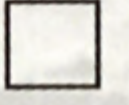
At certain points in the game, the Player will be required to take part in a Gun Fight. These sections of the game take place in a 3-D environment depicting the current location. The computer controls the Gunslinger's path as he moves through the scenery. Computer controlled gunfighters will fire on the Player. If using the Controller, use the Directional buttons to direct the cross hair (target), pressing the X to fire and to reload. If using the Mouse, the Mouse itself will direct the cross hair. Click the left button to fire and the right button to reload. The Player's energy is represented as the Gunslinger's face deteriorating into a skull. The Gunfights are over when all enemy Gunfighters are killed or the Player's energy is depleted.



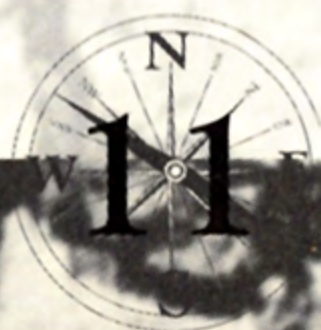
Good luck!



Getting Started

When the game begins, you will find yourself in the middle of a Settlers Camp. Move the Cursor around the screen (via the Joypad) and various hotspots will become apparent. To interact with these Hotspots, press the ,  or  button to change the current action. Once the desired action is selected, press the X button to execute. Move the cursor over the Horse, then press the  button until the Eyeball icon appears. Press the X button and you will see a response. Now place the cursor over the Wagon to the left of the screen, and change the cursor to the Boot icon. The Catlins will speak to you and the lower portion of the screen will display various questions. By moving the Cursor up and down, various questions will be highlighted. By selecting a question (via the X button) an appropriate response will be given. "Ask about the Raid" and John Catlin will tell you about it. When the additional question, "Ask about the Storm" appears, click on it.

This question will lead to John Catlin handing you the Compass (this will be necessary to get through the Storm). Take the Compass by placing the cursor over the Compass, selecting the small Hand icon and pressing the X button. The cursor will then become the object. Move the object down to the lower part of the Screen between the large Hand icon and the Gunslinger icon, and your inventory will be displayed. To place an object into inventory, press the X button. To leave the inventory, move the cursor away from Inventory. Now end the conversation by selecting "Goodbye." Place the cursor over the Chest, and



select the Gears icon to open the Chest. Take the Teddy Bear and place it into Inventory. Move the cursor back to where the Toy was found and select the Eyeball icon. This will lead you to the old Goggles. Now select the small Hand icon and place the Goggles into Inventory. Leave the wagon by moving the cursor to the foot of the wagon and selecting the Boot icon. Once you are back outside, put the Goggles on. To do this, move the cursor to Inventory and press the X button to take the Goggles when they are in the center. Now place the Goggles over the Gunslinger Icon and press the X button again to wear the Goggles. Your view will become tinted. To put the Compass in your hand, place it over the large Hand Icon. You can now safely head into the storm. A short sequence showing you moving into the Storm will follow. Once in the storm, notice that the Compass is displayed to the lower left of the screen. To move through the storm, you must follow the Compass needle. Once through the Storm, the plot begins in earnest. You are now on your own. Good luck and trust no one in the town of Silverload!

Tips

SPECIAL INVENTORY ICONS:

Dropping each of the listed inventory items onto the large Gunslinger icon will give you the following information.



Percentage of game completed.



Amount of money left.



Number of bullets left.



Credits

Storyline and Design: *Jason Wilson.*

Produced by: *Jason Wilson, Mike Ball.*

Programmed by: *Gary Richards.*

Shoot out Programmed by: *Mike Ball.*

Additional Programming by: *Dean Ashton, Tim Closs.*

Art design: *Jason Wilson.*

SGI sequences and *Jason Riley.*
effects designed by:

In-game art: *Jason Wilson,*
Tony Heap, Jason Riley,
Colin Swinbourne,
Mitch Phillips.

3-D shoot out graphics: *Dave Mee, Steven Teague.*

Image processing: *Stephen Loughran.*

Music by: *Andrew Barnabas.*

Sound effects mixed by: *Andrew Barnabas.*

Script writer: *Jason Wilson.*

Voice recording and edited by: *Pete Murphy.*

Voice over actors: *Gary Shayle.*

Assistant Development: *Katie Lea.*

Q.A. Testing by: *Richard Edwards,*
Dean Miller.

Thanks to: *Kevin Mullard,*
Steven Player,
Adrian Curry,
The Cambridge Arms.



Notes



Notes



WARRANTY INFORMATION

90-Day Limited Warranty

VIC TOKAI, INC. warrants to the original purchaser only that the product provided with this manual will perform in accordance with the descriptions in this manual for a period of 90 days from the date of purchase. If the product is found defective within 90 days of purchase, it will be repaired or replaced, at our option. Simply return the product, postage paid to VIC TOKAI, INC. along with dated proof-of-purchase. Repair/replacement of the product free of charge to the original purchaser (less the cost of returning the product) is the full extent of our liability. This warranty does not apply to damage due to normal wear and tear. This warranty shall be void if the defect to the product is determined to have arisen through abuse, unreasonable use, mistreatment or neglect at which time the product may be deemed irreparable, leaving the owner liable for repair/replacement costs.

This warranty is in lieu of all other warranties, whether oral or written, express or implied. All implied warranties, including those of merchantability and fitness for a particular purpose, if applicable, are limited in duration to 90 days from the date of purchase of this product.

VIC TOKAI, INC. shall not be liable for the incidental and/or consequential damages for the breach of any express or implied warranty, including damage to property and, to the extent permitted by law, damages for personal injury, even if VIC TOKAI, INC. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

This warranty shall not be applicable to the extent that any provisions of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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