



PlayStation

NTSC U/C

PlayStation™

KIDS TO ADULTS



CONTENT RATED BY ESRB

SLUS-00080

# SLAMSCOPE™

**HIGH SPEED, HIGH STAKES ACTION GAME**

Featuring  
the music of  
GOD LIVES  
UNDERWATER  
as seen on  
MTV



AN



VIACOM  
newmedia™

PRODUCTION

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**WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation™ game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**HANDLING YOUR PlayStation™ DISC:**

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

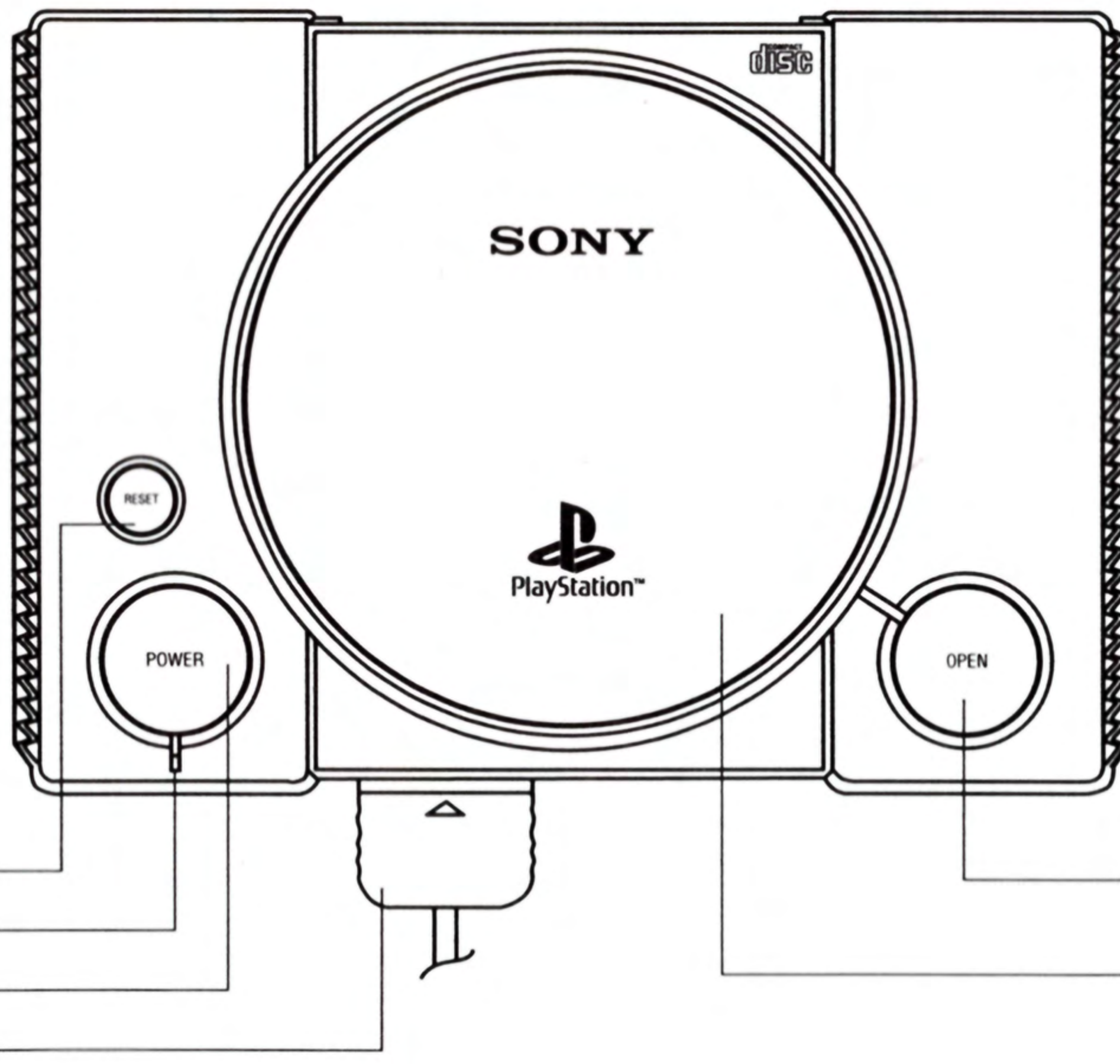


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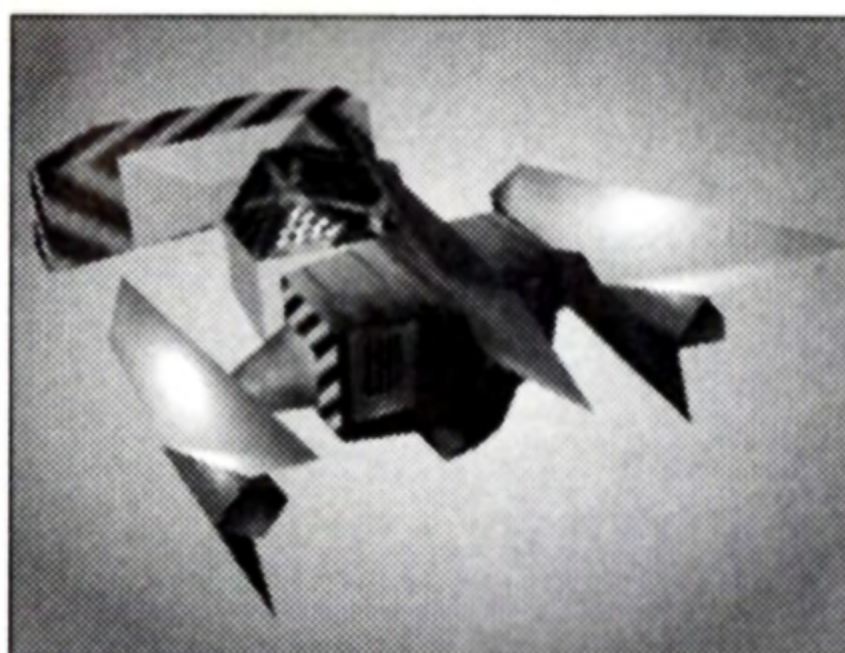


# STARTUP INFORMATION



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

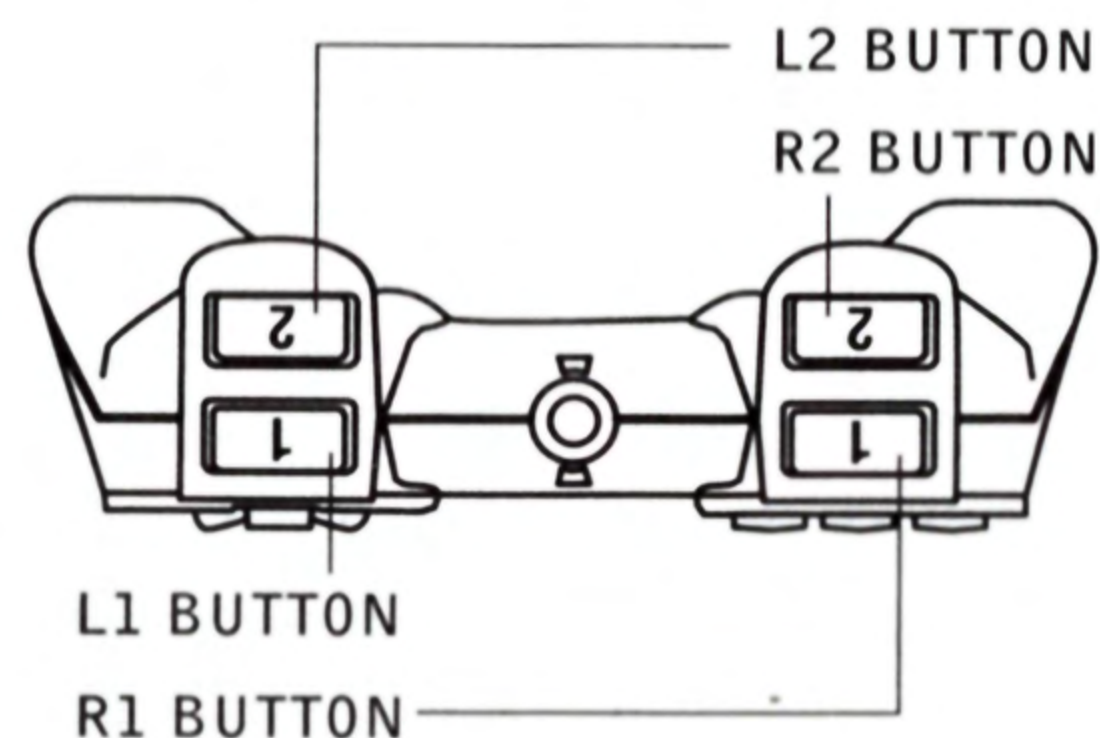
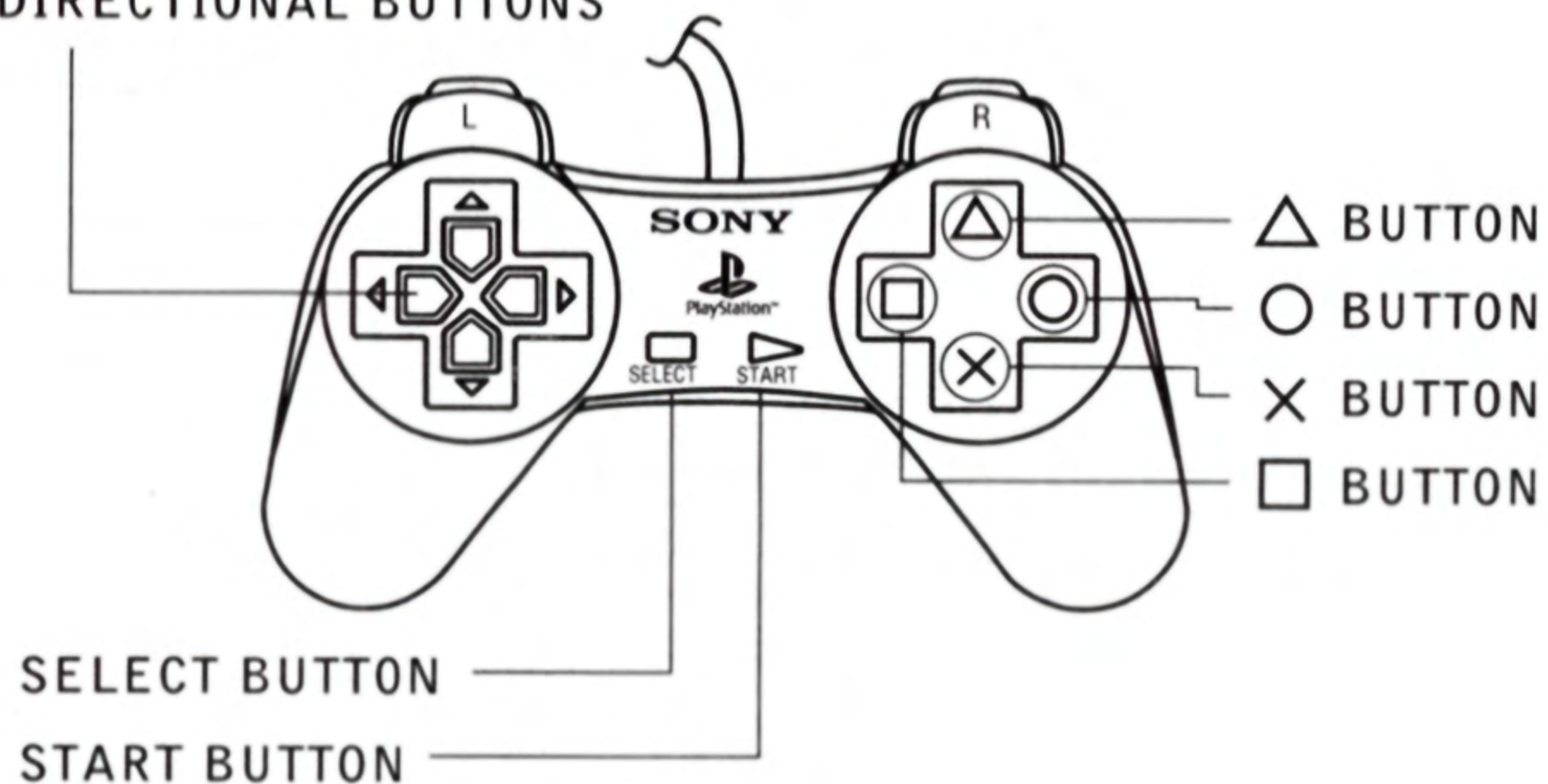




## YOUR SLAMJET

A rocket-mounted piledriver with just enough room for a seat. Classic-styled fins give aerodynamic elegance to its movement as it skims, blasts, and hops across the virtual horizon. An easy-to-use weapon comes standard - the Shockaball.

### DIRECTIONAL BUTTONS



**D-PAD** - Forward, Back, Left, Right  
**MENU FUNCTIONS OF D-PAD** - Scroll Up/  
 Scroll Down/Left/Right

**SQUARE** - Brake

**CIRCLE** - Shoot Shockaball

**TRIANGLE** - Weapon Status

**CROSS** - Jump

Use these buttons to enter Passwords.  
 Passwords are revealed at the completion  
 of a Region.

**L1** - Torp

**L2** - Fastblaster

**R1** - Ripstar

**R2** - Minetrap

**SELECT+FORWARD** - Zoom camera in

**SELECT+BACK** - Zoom camera out

**START**- Start game/Pause game/Bypass  
 screen



# INTRODUCTION

YOU'RE NOT ASLEEP, BUT UNFORTUNATELY YOU'RE NOT DEAD, EITHER ...

Sorry to hear about your accident. We can make it better. Step away from your mind; let it go and no one gets hurt. The intimidating piece of junk we've hard-wired into your optic nerves is a cute little pet we like to call the SlamScape Remulator. It seeks to provide an entertainment experience like no other. But for now it's 100% Hell on Earth.

In here you're eye-to-eye with everyone's worst enemy: the hidden subconscious. The Remulator is totally thought-powered. The electricity criss-crossing your brain powers the VR engine and provides it with the twisted imagery from the Hyde side of your clueless conscious mind. No cutesy plumbers, no blue rodents, just whatever's been gnawing at your nightmares trying to get out. SlamScape is the key to that well-guarded door.

Slight problem, we're afraid to admit. We're still beta-testing, and have finally run up against our first really nasty bug. The 16 twenty-nothings who volunteered to help us out with the unit are now in danger of losing the Psych credits they hoped they'd earn in exchange for their valuable time (and lives). SlamScape is in a chaos-loop; all 16 psyches have interlaced. It's very technical, and really sucks.

Since we don't want anyone to find out and get the jump on our hot little secret, we've had to break a few laws by "transplanting" people from their natural surroundings. Nothing serious, not like kidnapping (we think). Anyway, we've got lawyers for that. We just take promising, coordinated souls like you and put them to the task of fixing Slamscape; it'll also get us off the hook with the people who fronted the cash to put it together. We can't guarantee you won't end up in some veggie state if for some reason you fail us, but if that happens there's always the cold-storage room (a.k.a. "The Salad Crisper").

Don't cry - we've got the best doctors trying to put you back together while we occupy your mind. But screw it up and we'll have to forget this whole encounter ever happened. Death in SlamScape is just like it is in reality. That means disposal of the evidence. These are very thorough doctors we have.



Since the psyches of your 16 newfound friends have melded and brought the whole engine to a grinding halt, we ask that you play the role of "our hero" and shut down the system from inside. Please? Oh, and there's also the issue of getting our four "backers" out of the VIP Virtual Lounge; unfortunately, that nut will have to be cracked much later.

The goal is straightforward. Kill and avoid whatever you have to in order to free the four Orb-Ids in each Region to shut it down; it will no longer have anyone's thoughts to provide power to it. Some of our creations are bloodthirsty destroyers; some just want to drain your brain by exhausting you with their complex puzzles. We said your goal would be straightforward. Straightforward doesn't equal "easy". If it was easy, do you think we'd need you?

Again, sorry to divert you from the Intensive Care Unit, but we're sure you'll find this much more entertaining than being fussed over by a bunch of road rash menders.

## **GAME GOAL IN PLAIN ENGLISH**

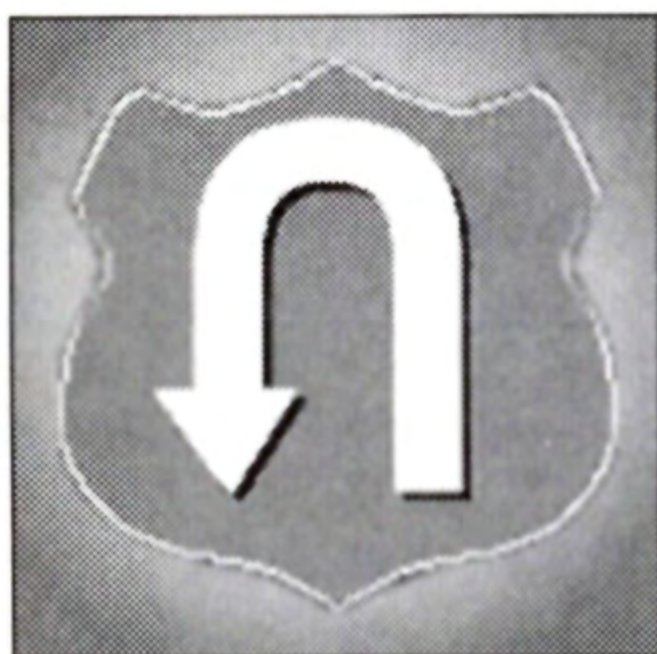
In each Region, there are four glittering Orb-Ids. Blast, jump, smash, and shoot into anything and everything to somehow find and then touch the Orb-Id to set it free from the Regeneral so it can go back to the Orbhead in the center of the Region.

To do this, you will need to maintain your energy level by accumulating the colored Power Nodes that connect to the back of your Slamjet. You have a small amount of energy in reserve when you first enter the Region, but you'll need all the energy you can find in order to successfully complete the goal. Once all Orb-Ids have been freed, you must exit through the Orbhead gate in the center of the Region.



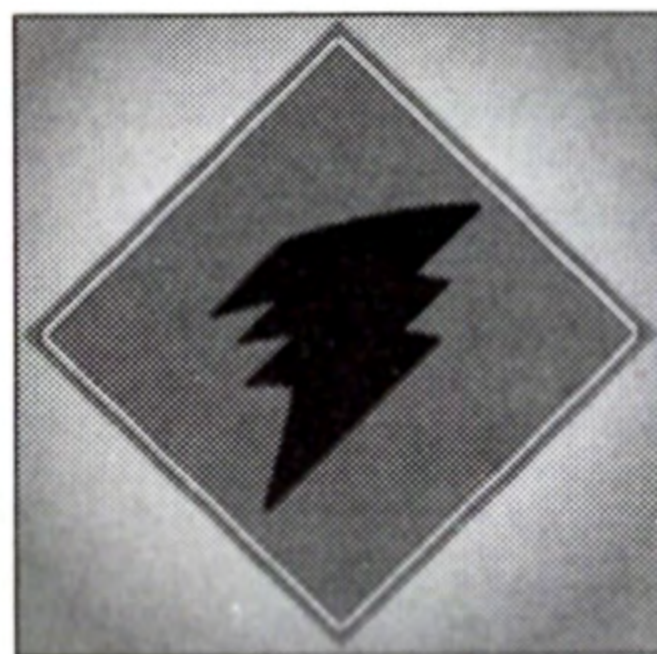
## 1. SIGNS OF IMPROVEMENT

Spinning road signs that give the Slamjet various talents. There are a limited number of them in each Region, so beware. When you jump into a sign, it is added to your inventory at the bottom of the screen. Their positions correspond to your left and right buttons.



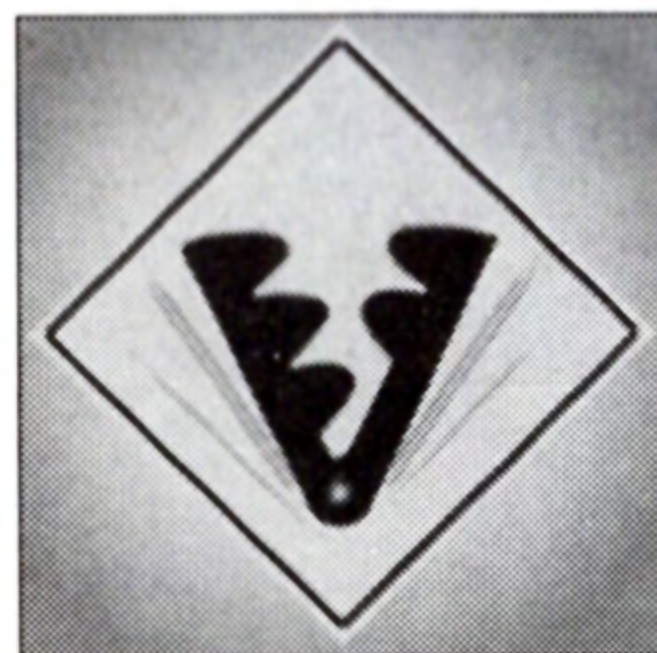
### U - TURN

Gives you an intense vertical burn, returning you to the Orbhead at the center of the Region. Hint: If you're lost outside the main play area, continue forward in a single direction. U-Turns will begin to appear before you automatically to help you get back.



### FASTBLASTER

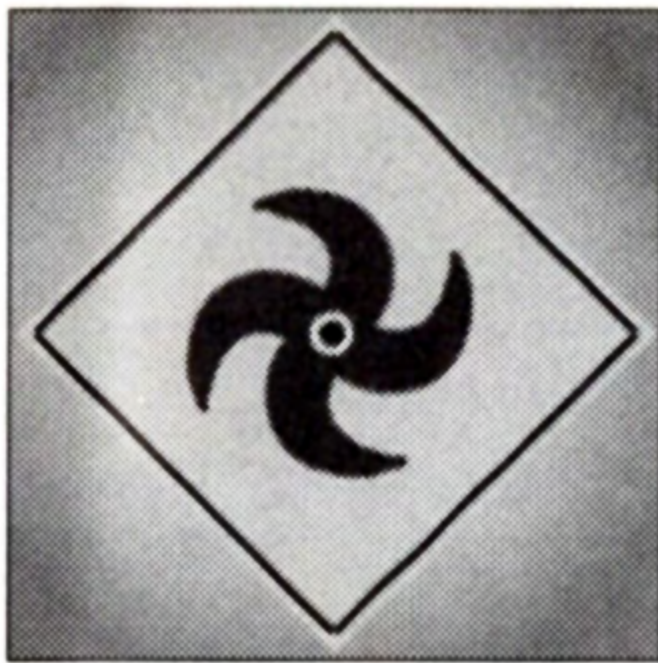
Rocket fuel. It's got a lot of uses, and no, you can't use it to burn up stuff behind you.



### MINETRAPS

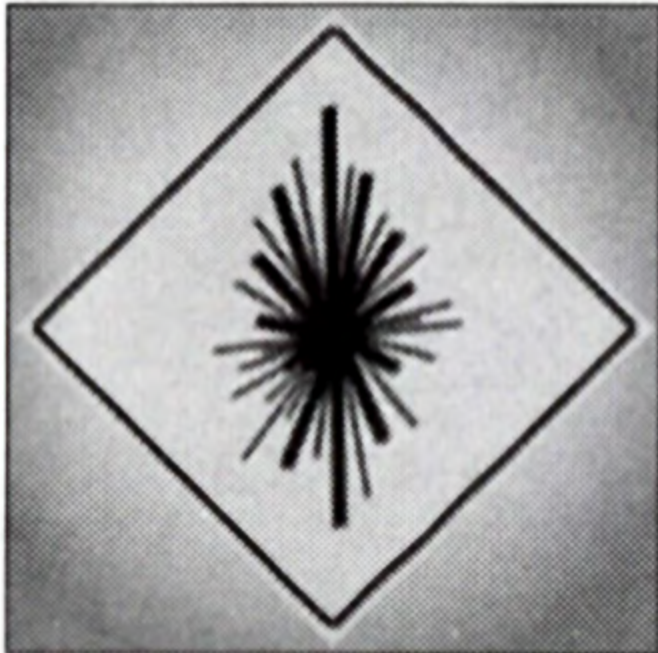
Lay 'em down and watch the fun!





### RIPSTAR

Rapid-fire repeater weapon. Very useful as a spread weapon, too - just spit and spin.



### TORP

The ultimate persuader. Very powerful, and very limited.

## 2. POWER NODES

Happy shiny power crystals that lay hidden along the landscape. They pump up your energy reserves and help you stay in the game as well as add accents to the interactive soundtrack. Since everything you slam into is going to suck energy from your Slamjet, you want to keep these attached as often as possible.

There are four flavors of Nodes - Quadprong, Triprong, Duoprong, and Spike. They'll only attach in a 4-3-2-1 configuration (you have to pick up a Quad in order to pick up the Triprong, etc...).

After hard and heavy ramming and slamming, you'll begin to notice them grow darker - they're becoming depleted, so you need to refill them with NRG's.

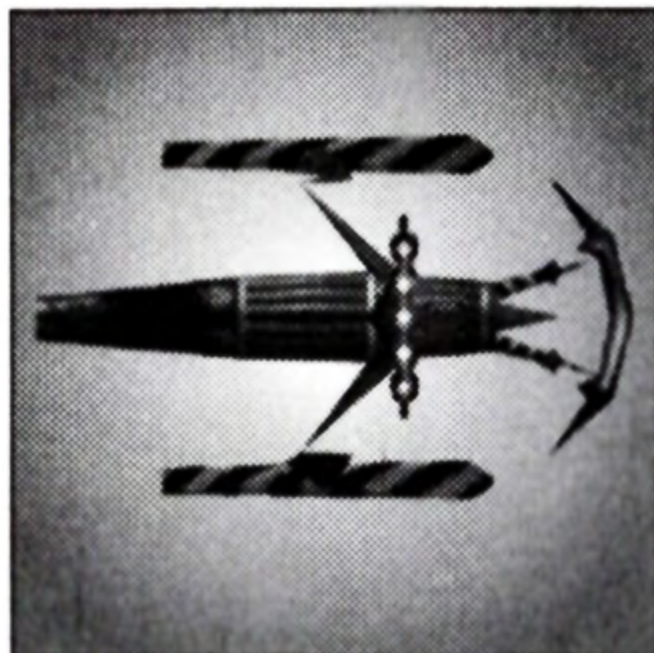
## 3. NRG'S

Flashing strobe-like light globules that are absorbed into the Power Nodes and channeled into the Slamjet. If you notice your Nodes beginning to dim, it's time to start chowing down.



## GENERAL SLAMSCAPE WILDLIFE

These vermin live throughout almost all of the Regions within SlamScape.



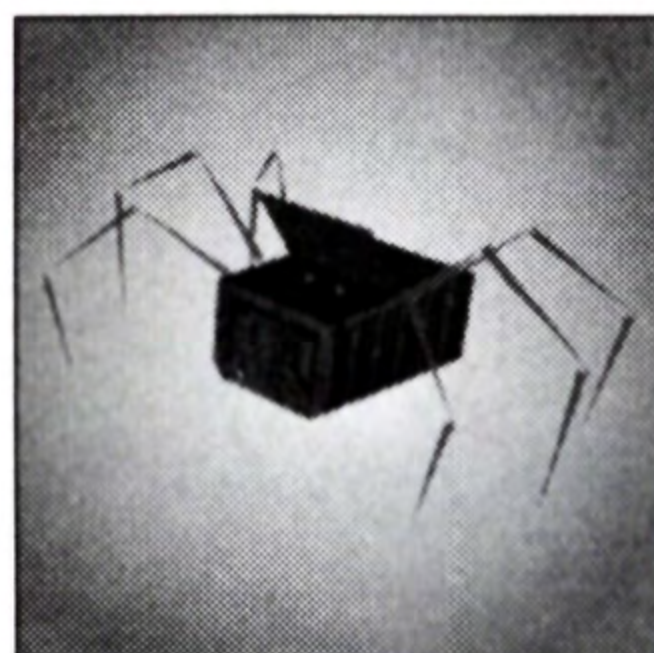
### DANGER RANGER

The bully (or does he just really, really, really like you and can't bear a single moment alone?)



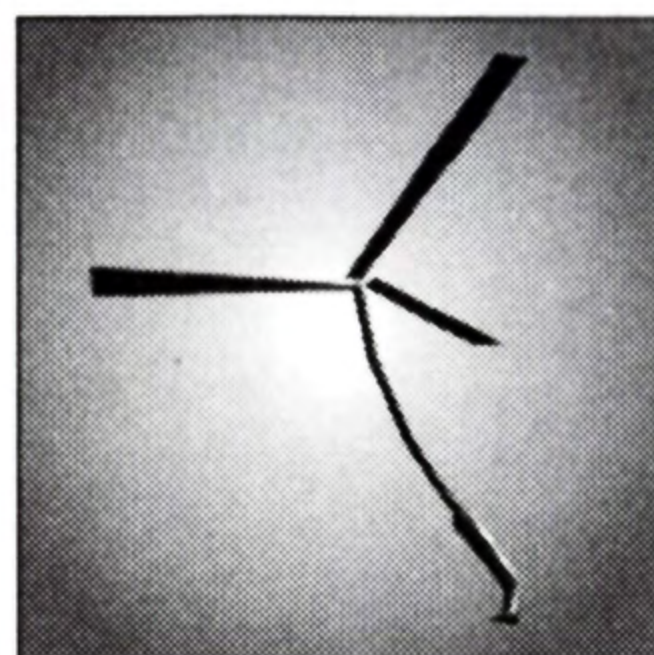
### SHREDDY BEAR

Deceptively deadly. He'll send your Nodes flying with a single swipe, but don't take our word for it.



### DUMPSTER LONGLEGS

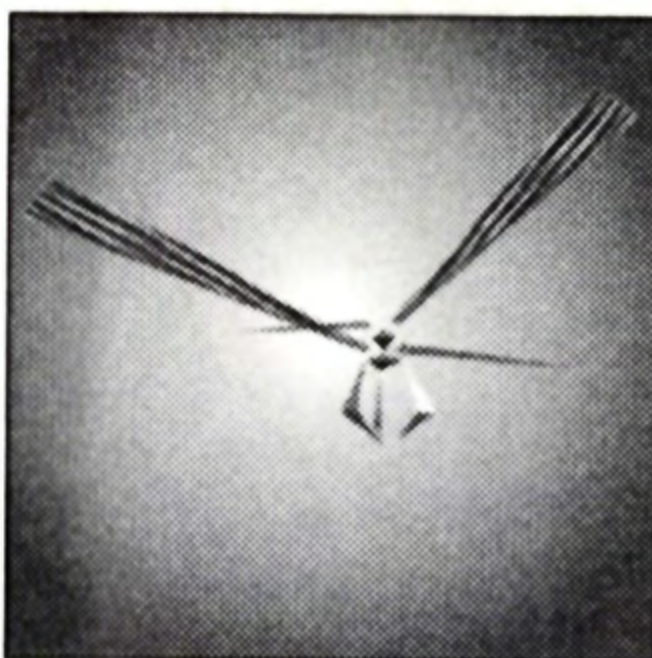
An alloy arachnid with an appetite for everything. He feeds himself whatever is in his path, good (Power Nodes) or bad (Shreddy Bears). Blow him apart to get a peek at what he's eaten.



### NODESNAGGER

The name says it all, but you can also snag your Power Nodes back. Figuring out the secret to their annoying behavior will make your life infinitely easier.





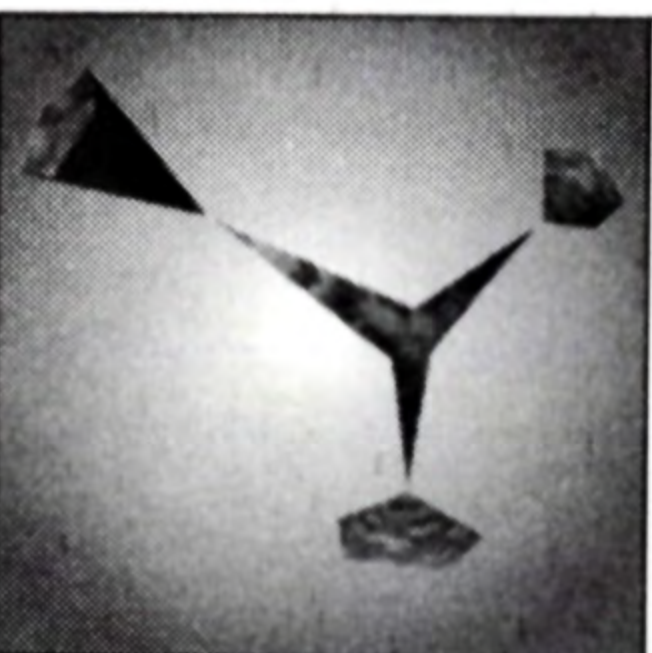
### THE QUEEN SNAGGER

She's the girl who wants it all, and can take it whenever she chooses. Even if the "it" is you. She can be your best friend in times of dire need, or your worst enemy by dropping trouble right into your lap.



### METROGNOME

He leads a simple life, just bouncing up and down to the beat. Shooting him turns him into something a little more useful, like a ground-to-air missile. Push him around to position him.



### POWER LEECH

What part of "Power Leech" don't you understand?

### TUMBLEBLEEDS

Round tangles of free range electricity that blow across the ground. The shock treatment they administer is enough to deliver a fair amount of pain to the Slamjet.

### RHOMBO-REFLECTOID

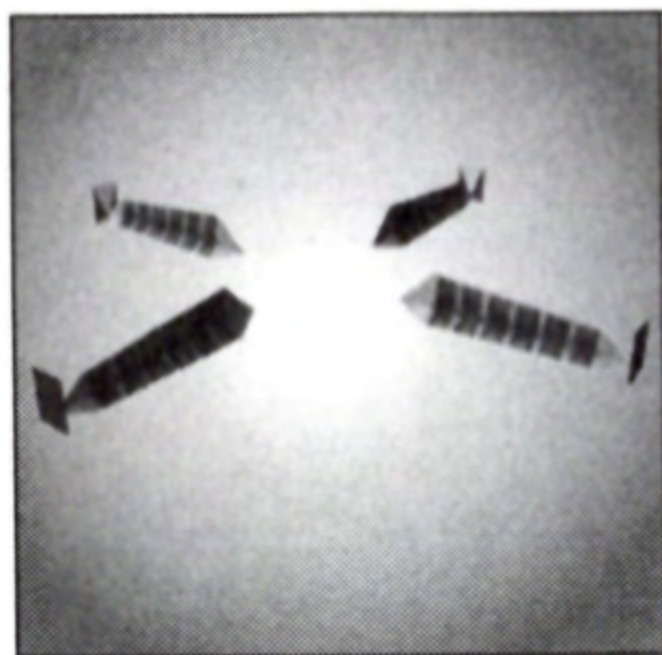
Spinning holographic mirrors like these make it easy to shoot around corners and even behind you.



## CARNIVALHALLA

Region ONE

Step right up to this twisted, push-your-luck desert attraction and take on these thrill-kill monstrosities to free the Orb-Ids:



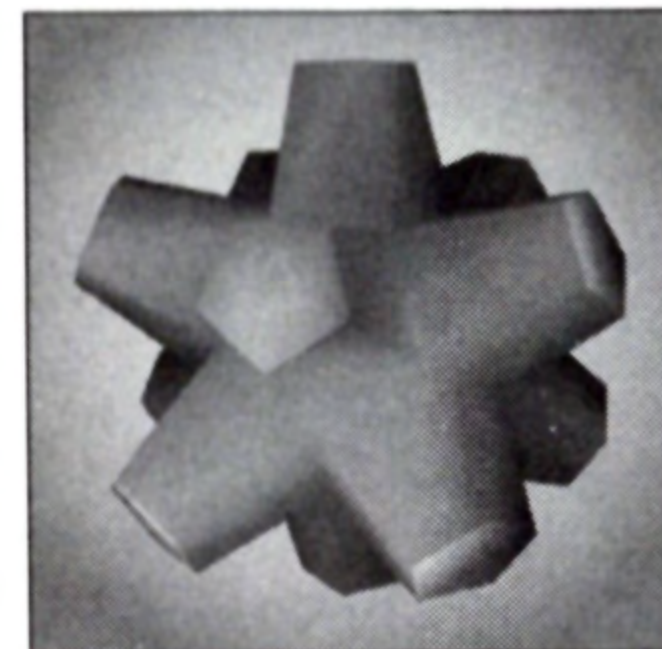
### ROTOSPOKE

Slip into the middle, jump up and touch the Orb-Id to free it. Simple!



### SCARY-GO-ROUND

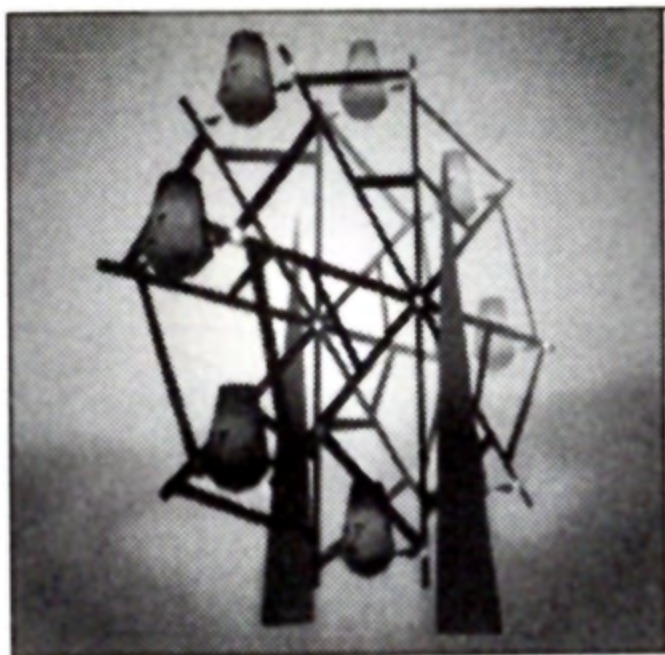
What's the matter - Never seen three axe-laden carousels square-dancing before? Now's your chance.



### ELELUMPH

Love a good sideshow? How about a five-ton freak composed entirely of elephant feet?





### FURIOUS WHEEL

Shoot the Cannonheads and squeeze inside the Furious Wheel to free the Orb-Id.



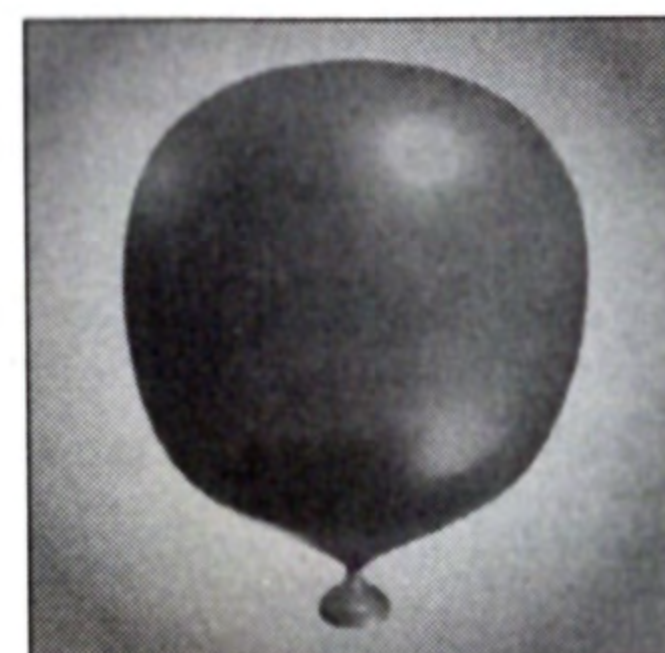
### STILTBOMBERS

You can drag them down to your level by slamming into their stilts. Then feed them a steady diet of death to get them off your tail.



### SHOOTY BOOTHS

Hey, the dang carnies got the rifles aimed the wrong way!



### RED HYDROGEN BALLOONS

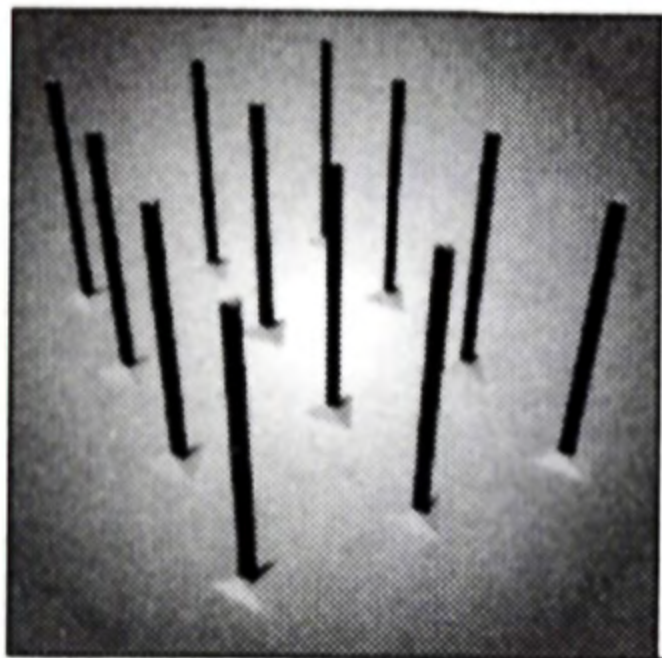
In a word: Bang.

### CLOWN BALLOONS

Very agreeable if you keep your distance. Their mood changes the more you invade their personal space.

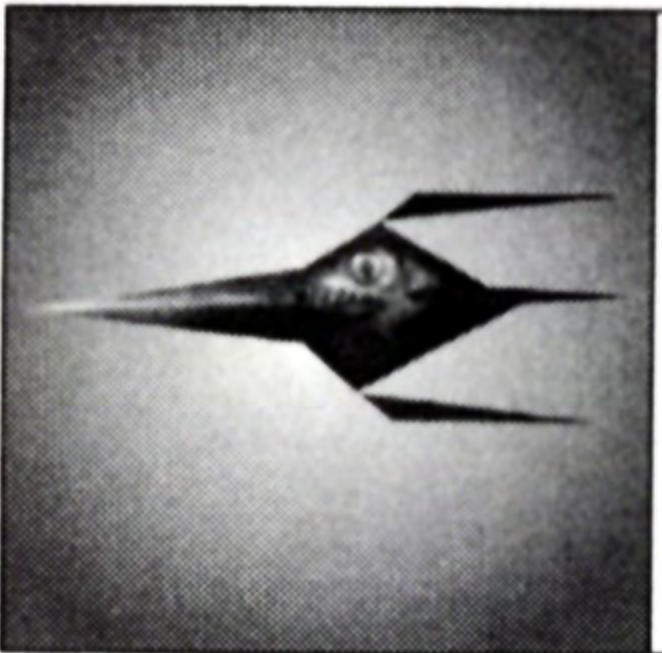


Welcome to the Nuclear Age. Slight problem. It's doing just fine without us. Its evolution has efficiently wiped human control right out of the equation. Look who's in charge:



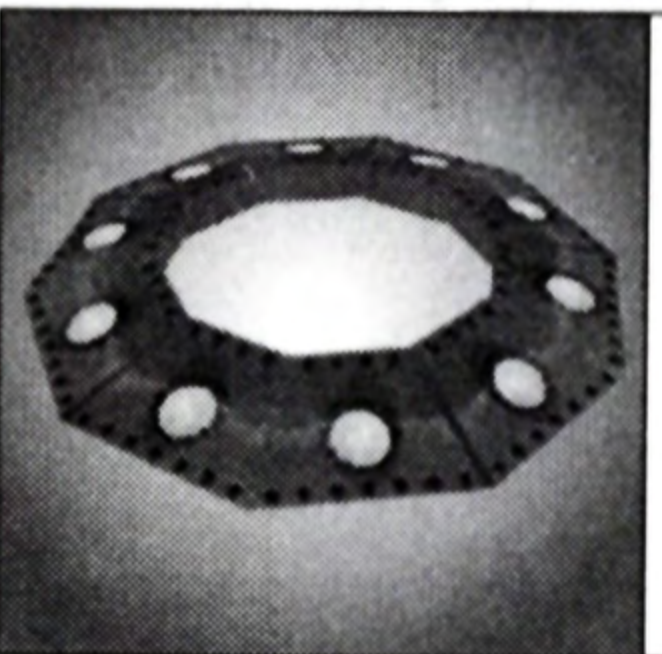
### ELECTROCARBON SPIKES

A shot will cause them to retreat into the ground. The Orb-Id is at the center.



### SWARMONGER HIVE

The Orb-Id is squirreled away inside. How you get in is your business. Avoid the Swarmer stings whenever possible (duh). The hive makes for a nice box to keep stuff in when you're done, if you don't blow the door off.



### METROGNOME MOTHERSHIP

The Orb-Id is held captive by alien Metrognomes, and the trick is how to destroy the ship to free the orb. Hint: It will drop batches of Metrognomes down on you, and won't drop anymore until those are destroyed.





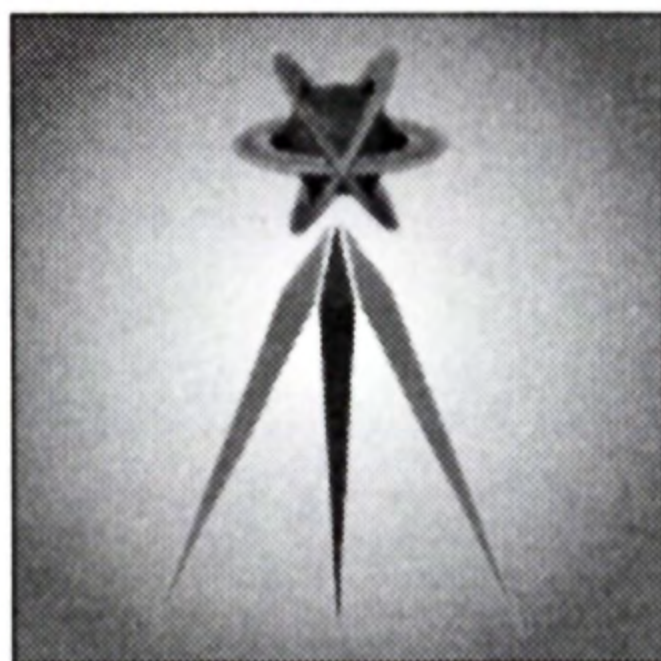
### THE MIGHTY ATOM

All hail The Mighty Atom (if you can get close enough to it). Try anything and everything to touch the Orb-Id at its center. Wiping out the orbiting green electrons will diminish its repulsive force.



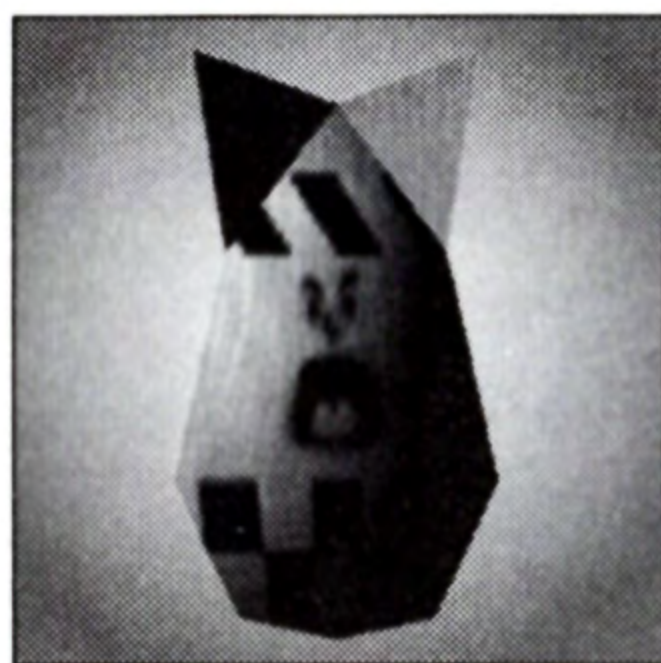
### BRAINFISH BOWLS

Electricity-spewing bottled brains on unicycles; now there's a mutation to write home about. Their casing is highly protective, and they are intent on keeping their tasty wasteland Slamjet-free.



### VENTOPODS

Emit poisonous radiation clouds at you. Rude!

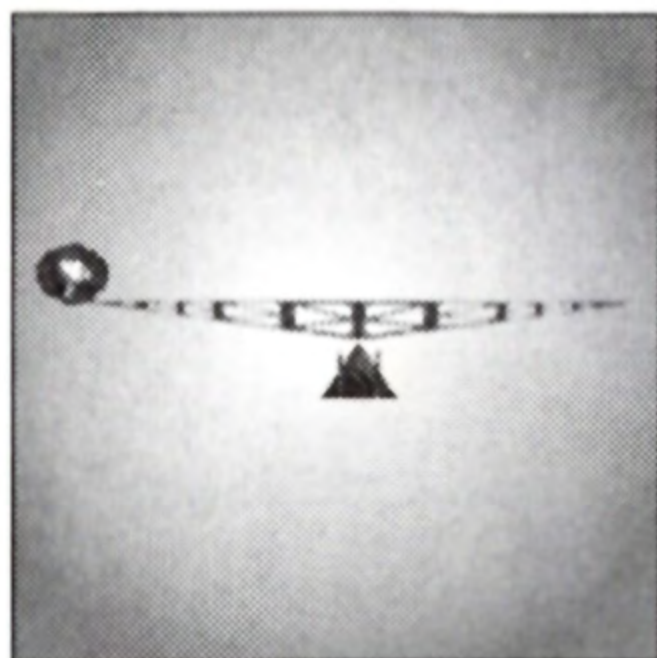


### MAGNATOMIC BOMBS

The Fastblaster is the one thing that will help you steer clear of these deadly magnets. Unless you have Torps, the only way to dispose of them is to bite the bullet and slam into the bombs. Choke down some NRG's prior to attempting this at home.



For those of you who can never throw anything away, we've cleared a spot for you in SlamScape's Repsychler Region. Old technology never dies, it just gets even. And what better target for revenge than the cutting edge Slamjet? Are you mechanically inclined, or about to be thrown on the scrap heap?



### KEEPAWAY CRANE

It's got what you want, you just have to be persistent (and smarter than it is).



### ORB FORGE

One of the Orb-Ids is being slow-roasted to the boiling point. A shot can cause it to emerge from the flames up through the smokestack, but how do you get at it before it falls back into the fire?



### MAGNA CRANES

Distant cousins of the Magnatomic bombs. Swing from crane to crane across the invisible magnetic bridge to reach the Orb-Id held captive above. Try to choke down your high anxiety.





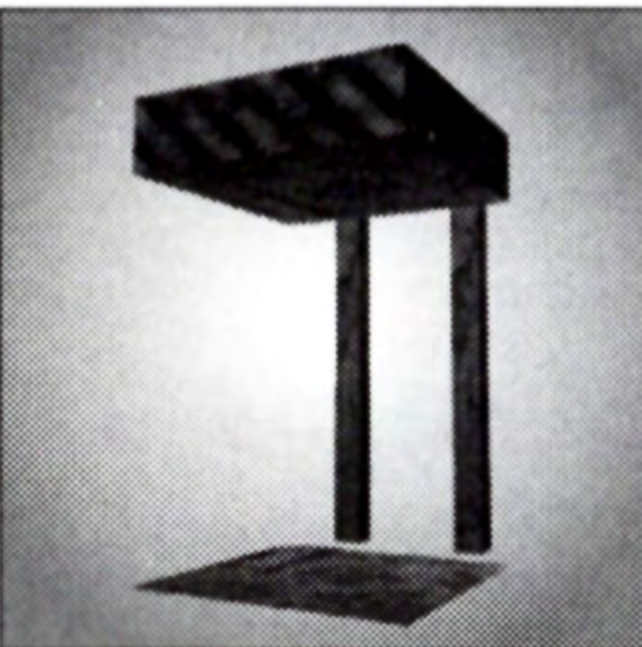
### BEYOND TOASTERDOME

An Orb-Id is imprisoned inside a guarded dome of electric heating coils. Short circuit the coils to free it.



### COG NATIVE

Patrols the Toasterdome. A lot more useful than he looks...



### THE FIXER

Bring all your problems to him - he'll flatten them.

### SCRAPSPOT

Watch your Power Node tail, because this dog is bored with chasing his own.

### ARCWELDERBEAST

Industrious pig with a spark-slinging snout.



Life's a beach, and then you die. The sands of time run down, dragging you under no matter how much you kick and scream. Your last stop is Endless Bummer, hotspot of the dead (some call it Hell). All those yummy vacation memories are drying brittle in the scorching sand. Care to join them?



### **VOLLEYBEASTS**

Looks like the Pro Am VolleyOrb Tournament is in town, and it's three-on-one net-hopping action as you try to intercept the Orb-Id being tossed back and forth.



### **CRABZILLA**

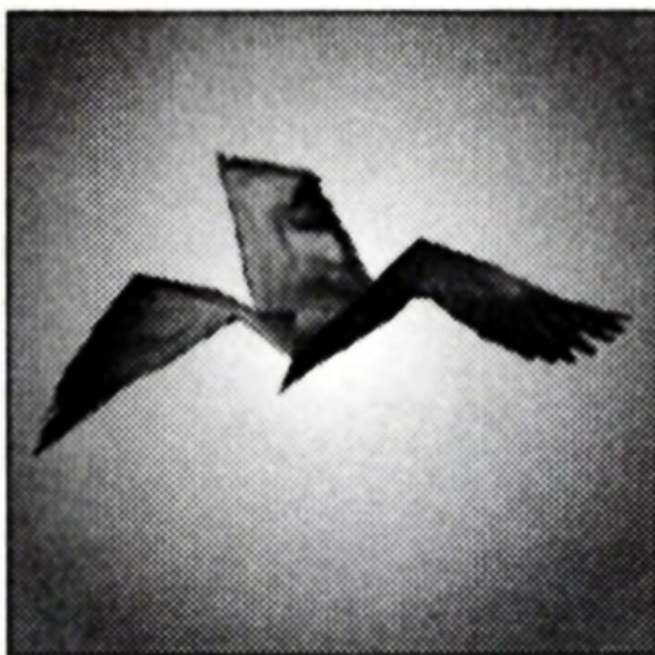
Only you can turn him into steaming crab's legs and retrieve the Orb-Id. Watch that big starfish-shooting conch-cannon in his hand. Save your Torps for this one.



### **CLAMBAKE**

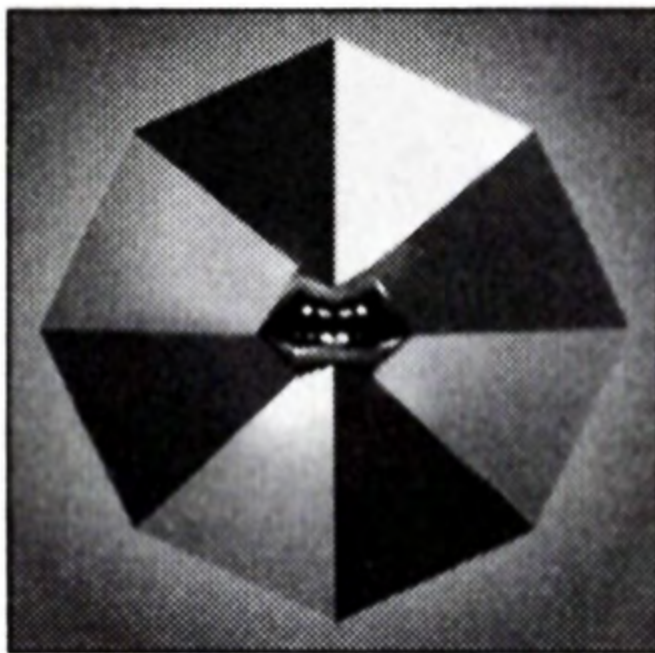
The Orb-Id's inside, methodically being pearlified. Pry open the clamshell with your shots to expose it and set it free.





### GULLICOPTER

Three-winged spinning seagull. It's not important how it flies, but rather **WHAT** it drops on you?!



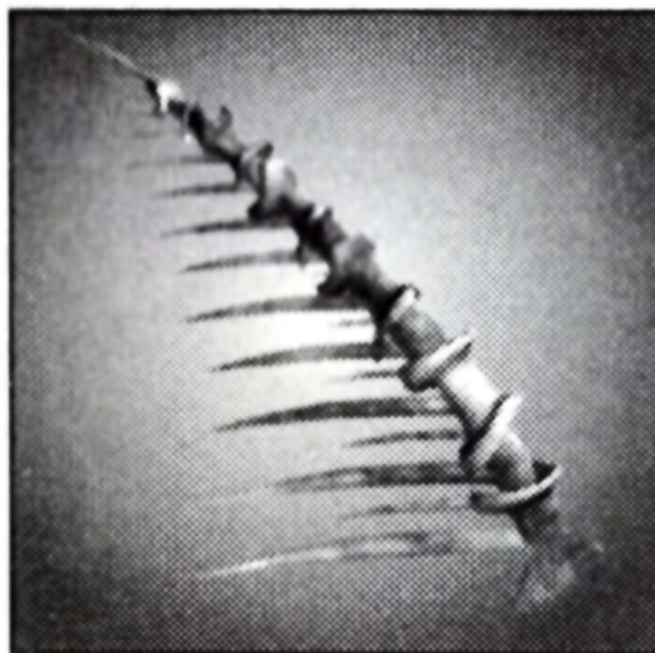
### UMJELLA

Remember the time that jellyfish bit you, the beach umbrella that ate your parents, and the lawn dart that stuck you in the eye? Well, they're all here in one inconvenient package.



### BOMB PALMS

Slamming into a Bomb Palm will launch a nasty Spineapple from it. The harder you hit it, the further the Spineapple flies. Great for using against pursuing critters.



### FINITO

Yes, that **IS** a shark fin cleaving and weaving through the sand. And no, this is not a joke.

### HAILFIRE ZONE

The shortest distance between two points is also the most painful. The Orb-Id you want is at the eye of the storm. Remember, speed kills.



## HINTS

- Spinning and shooting makes for an effective spread-fire maneuver.
- Once you learn the properties of a particular enemy or obstacle, you'll find that in SlamScape, even an action is a weapon.
- Double-tapping the Jump button will help you gain extra air.
- Being able to thumb-dance on the brake and D-Pad is the key to expert marksmanship and survival.
- If you have to ask what rhythm is, y'ain't got it.



## SLAMSCAPE

an original title for mtv interactive by viacom new media

- featuring an interactive soundtrack by : jeff turzo & david reilly of *god lives underwater*  
all rights controlled and administered by EMI Blackwood Music Inc.  
god lives underwater appears courtesy of American Recordings  
the album Empty and self titled ep both available on American Recordings
- producer : andrew pines
- programming : todd squires, eddie gaul
- design & art direction : todd papaleo
- Alias/Wavefront® models, animations, & textures : matt gilmore, tom zehner, ken mcall
- audio producer : michael henry
- audio programming : martin wilde, david grace
- mtv interactive: allie eberhardt-creative director, tony calandra-associate producer  
mark kirschner-director of marketing, lisa hackett-rights and clearances

the music in this game was written almost entirely in a big bus during god lives underwater's 1996 national tour using a Novation® bass station, Nord® lead, Kurzweil® 2000 sampler, Macintosh® Quadra, and Macintosh® Powerbook.

- assistant to the VNM team : tina malyj
- assistant to the MTVI team : paige wolfson







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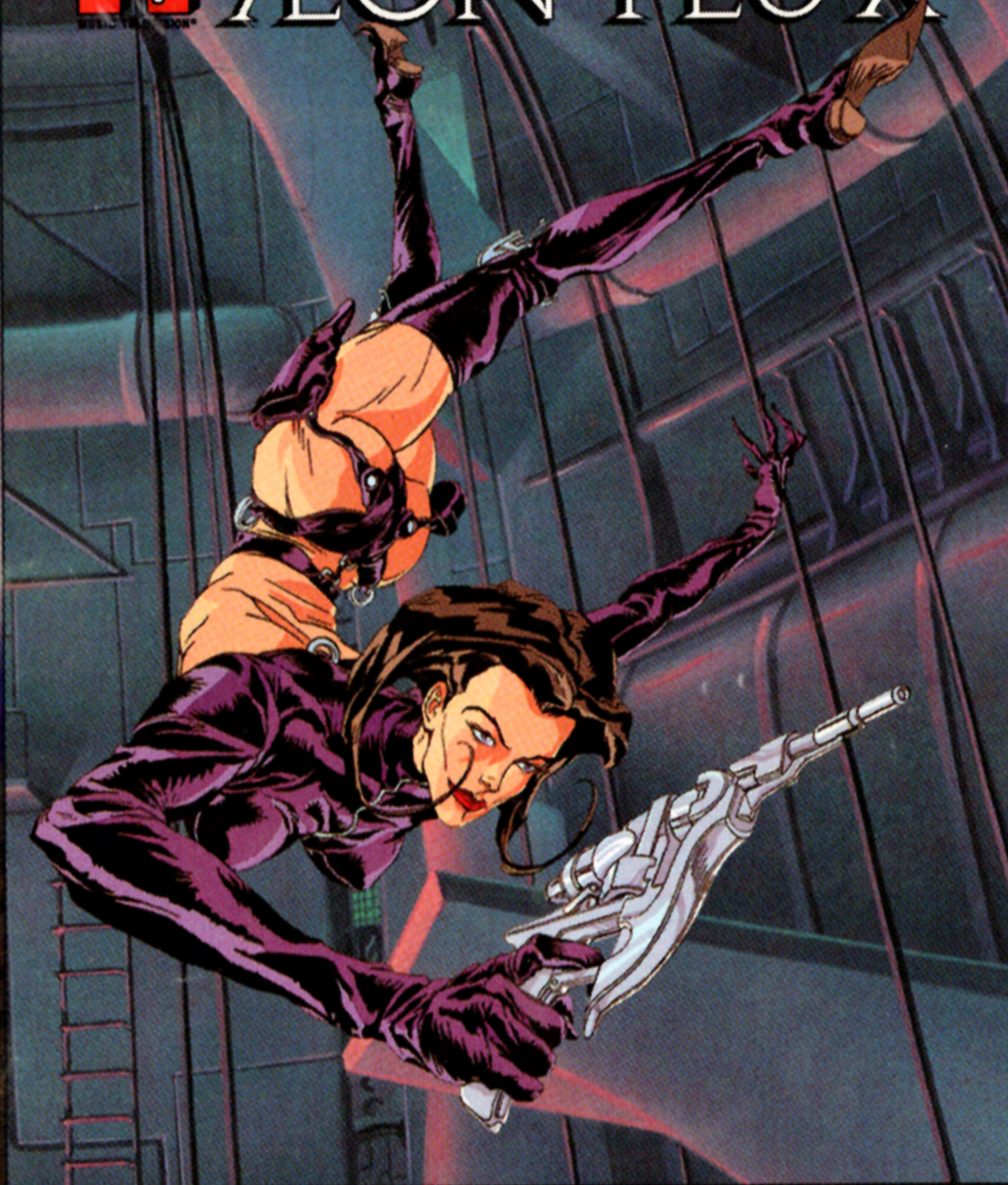
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