

VIEWPOINT VIEWPOINT



NTSC U/C

PlayStation



By Visual Concepts and High Score Entertainment



SLUS-00033



ELECTRONIC ARTS®

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 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 (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR PLAYSTATION DISC

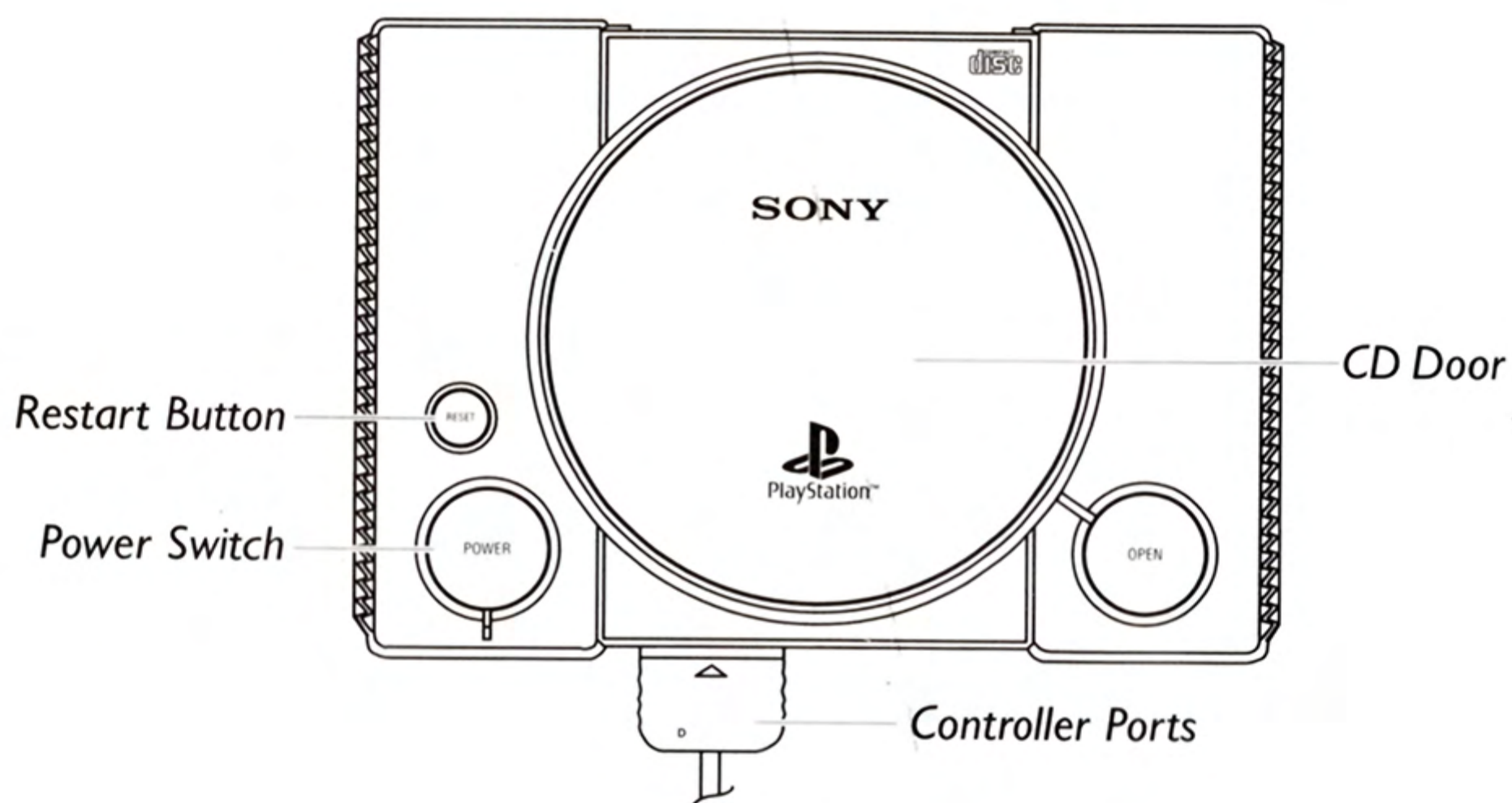
- ✦ The compact disc is intended for use only with the PlayStation game console.
- ✦ Do not bend it, crush it, or submerge it in liquids.
- ✦ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ✦ Be sure to take an occasional recess during extended play.
- ✦ Keep this compact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



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 *Viewpoint* disc and close the CD door.
3. Insert game controllers and turn ON the PlayStation game console.
4. The Electronic Arts introduction sequence begins. (If you don't see it, turn the power OFF and begin again at step 1.) Follow the on-screen instructions to start a game.

VIEWPOINT™

Rising in the western sky like an ashen star casting its macabre beam of shadow across the face of Earth, the gigantic death orb *Ralfrëdacç* (“direktor of the dark”) returns from banishment to the 31st sector and provokingly settles into orbit about the peaceful planet.

The inhabitants of *Ralfrëdacç*, bent on revenge, have designed and stockpiled an arsenal of alien robot-weaponry poised for an unmitigated attack on the people of Earth in retaliation for their part in the expulsion of the violent starbase some four hundred years ago.

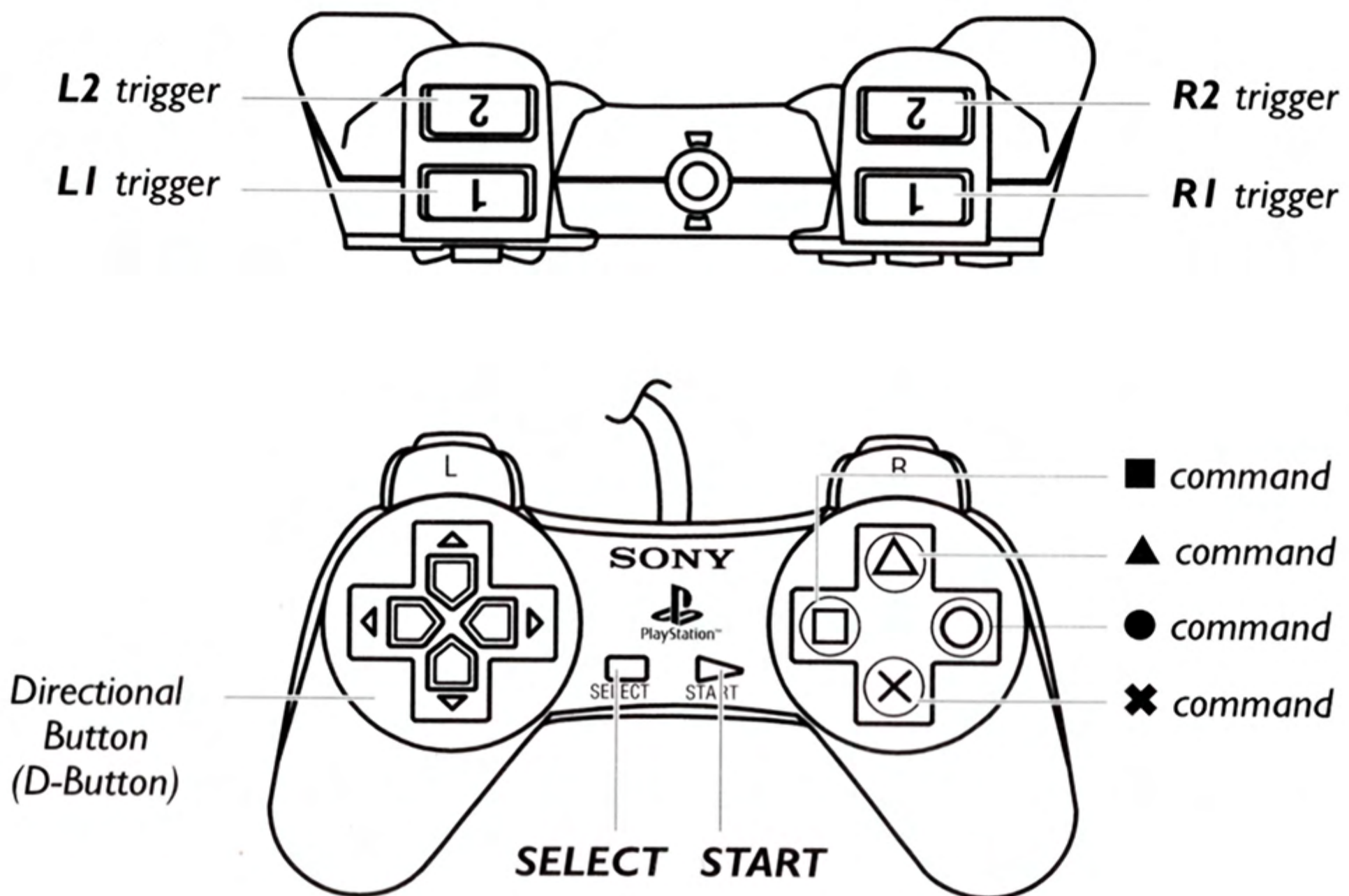
Our only hope for survival is to assume the role of aggressor and conquer the *Ralfrëdacçians* before they initiate their attack. We’ve orchestrated a battle plan and divided it into six *Viewpoint* stages. What we need now is a top-notch Byupo probe pilot with a quick trigger finger and the grit to see this thing through.

Viewpoint... you’ve got the weight of the world on your shoulders!

VIEWPOINT FEATURES INCLUDE:

- ⊕ Six intense, action-packed stages—with increasing peril and complexity as you progress.
- ⊕ Hundreds of SGI™ 3-D rendered enemies and explosions.
- ⊕ Multiple levels of difficulty add to game depth.
- ⊕ 3-D digital music and sound effects draw you into the battle.
- ⊕ All-original soundtrack featuring custom tunes for each stage.
- ⊕ Three super weapons of mass destruction. As if rapid-fire, multiple-fire, and power wave shots weren’t enough—now, the real fun begins!

CONTROL SUMMARY



NAVIGATING THE OPTIONS MENU

ACTION	COMMAND
Highlight Menu Option	D-Button \updownarrow
Cycle Through Choices	D-Button \leftrightarrow
Accept/Continue	Highlight EXIT, then press any button

DEFAULT PROBE CONTROLS

ACTION	COMMAND
Move Probe Forward (to edge of screen)	D-Button ↗*
Move Probe Back (to edge of screen)	D-Button ↙
Move Probe Left/Right	D-Button ↶/↷
Fire Button	✕
Rapid-Fire Shots	✕ (repeatedly)
Fire Power-Wave Shot	Hold ✕ to raise power level, then release
Special Weapon Button	●
Cycle Forward/Back through Special Weapons	LI/RI (with more than one special weapon)
Pause/Resume Game	START

* GENERAL FLIGHT

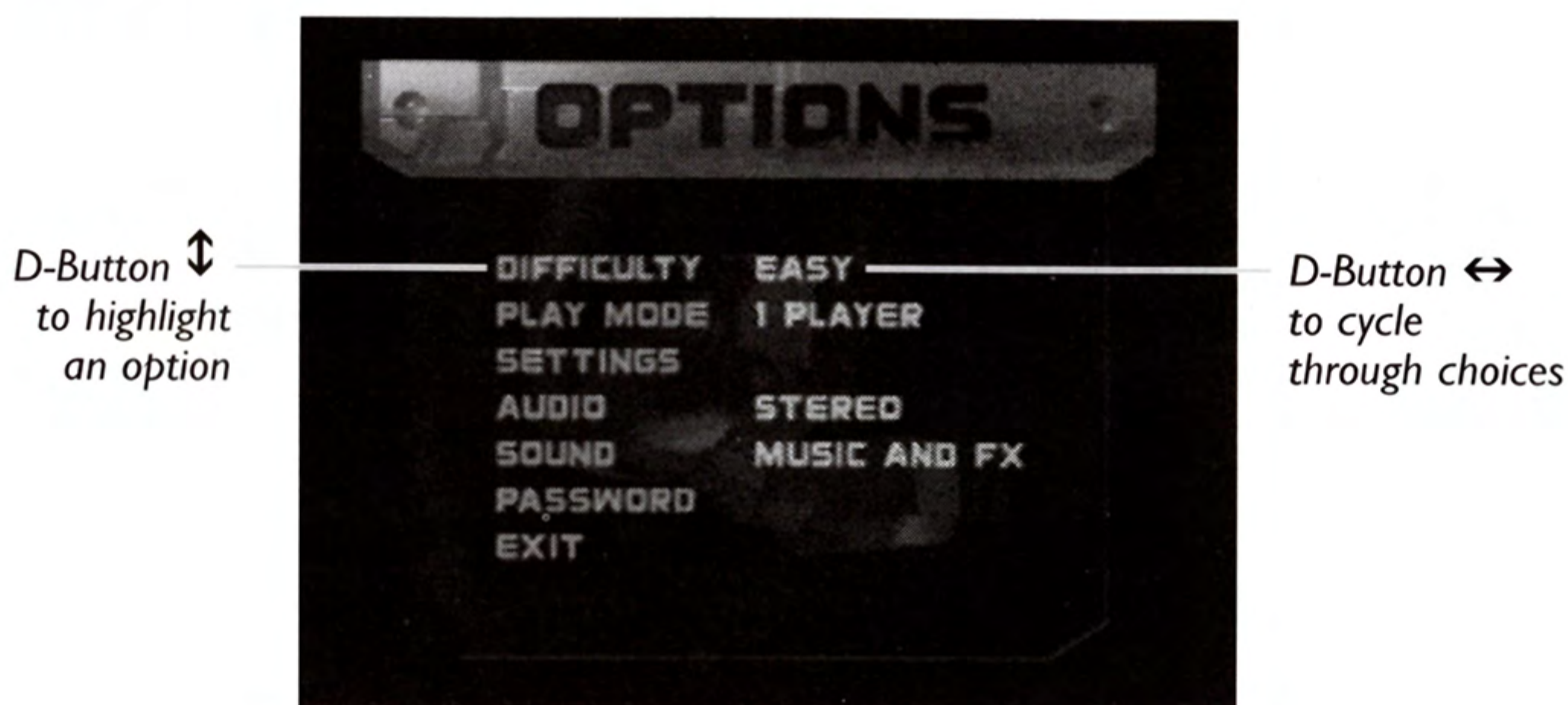
Due to the diagonal scrolling angle of the *Viewpoint* screen, there is no absolute up, down, left, or right. As a result, when using the default game controls, you always press the D-Button in diagonal directions. For example: moving the probe forward (↗) is an equal combination of ↑ and →. See *Settings* on p. 7 for information on adjusting game controls.

TAKING CONTROL OF A BYUPO PROBE

This time, exile is not an option—*Ralfrëdacç* must be eliminated! As a Byupo probe pilot, your mission objective is clear: complete the six *Viewpoint* stages, thus paving the way for the vaporization of *Ralfrëdacç* without threat of retaliation.

OPTIONS MENU

From the OPTIONS menu, you can tailor the *Viewpoint* options and settings to the style of game you want to play. Default options are listed below in **bold** type.



- To exit the OPTIONS menu, highlight EXIT, then press any button.

DIFFICULTY: **Easy**, Normal, Hard, Very Hard, or Too Hard.

SETTINGS: Go to the SETTINGS screen. See *Settings*, p. 7.

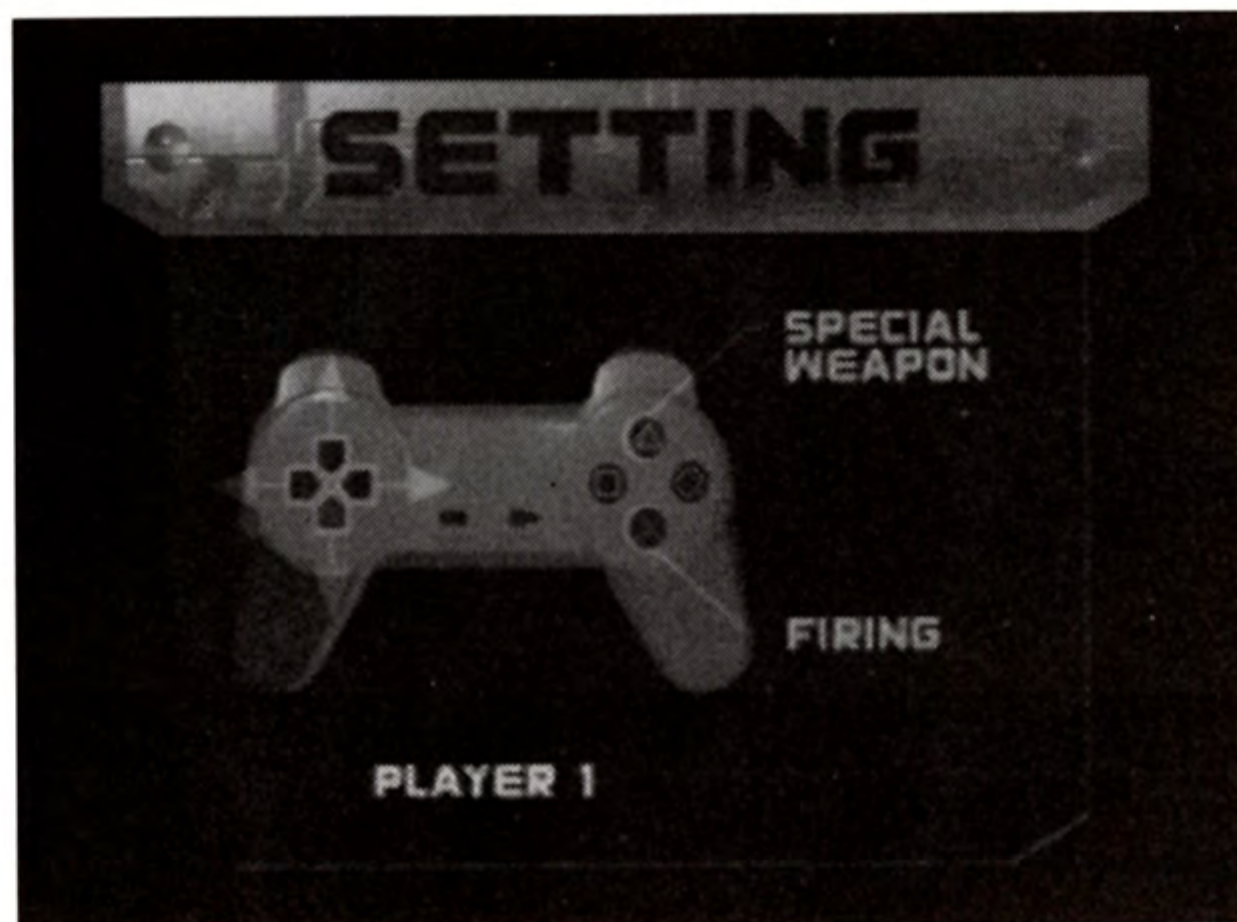
AUDIO: **Stereo** or Mono.

SOUND: **Music and FX**, Music Only, FX Only, or No Sound.

PASSWORD: Go to the Password screen. See *Saving and Loading a Game-in-Progress* on p. 16.

SETTINGS

If you don't feel comfortable with the default *Viewpoint* game controls, you can adjust them at the SETTINGS screen.



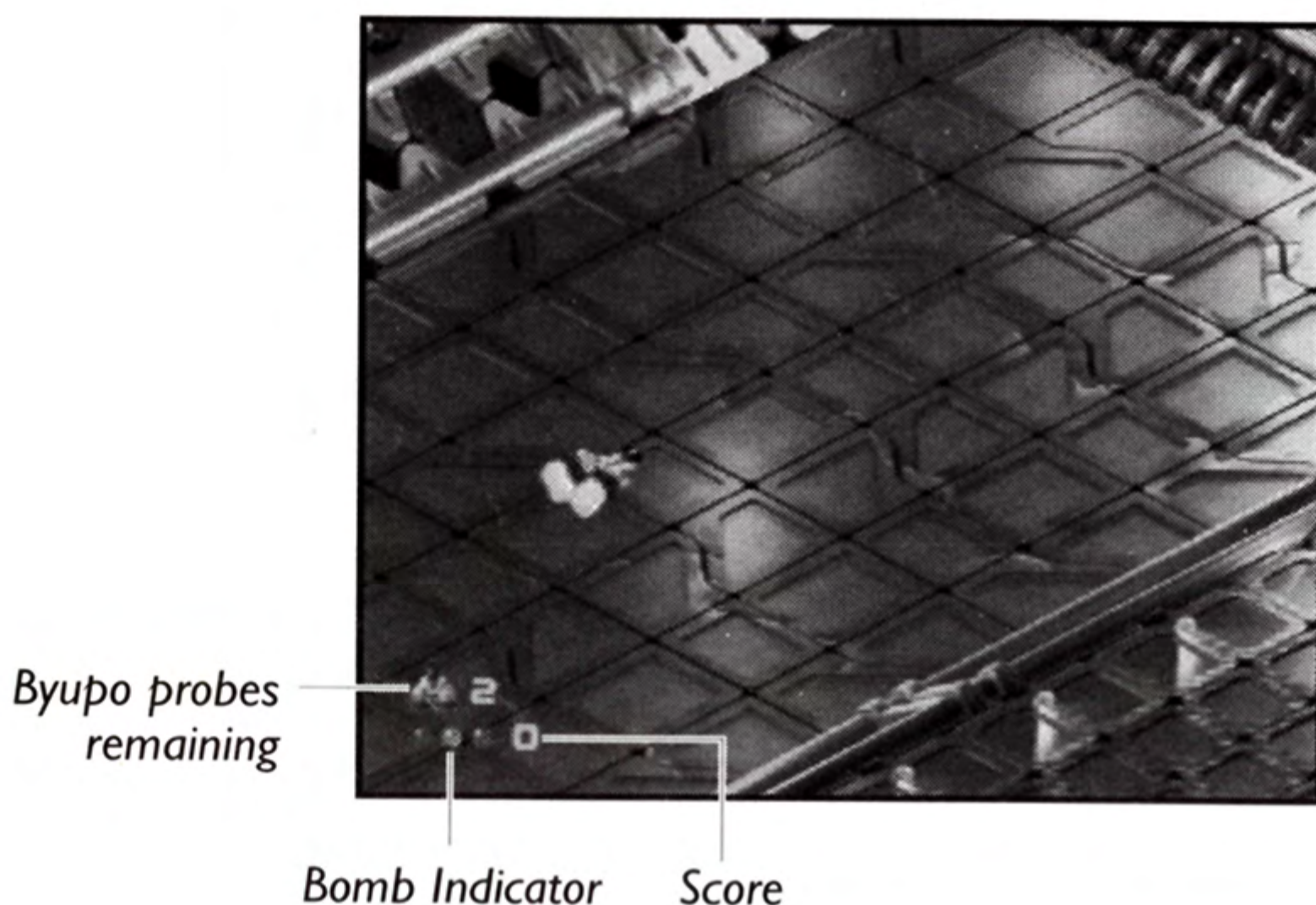
- To toggle between 'True' flight and Compass mode (where D-Button → is always forward), D-Button in any direction.
- To change your Fire button, press the button you want to designate as the Fire button, and continue pressing it to cycle the Special Weapon button.
- To return to the OPTIONS menu, press START.

FIGHT AND FLIGHT

You begin each game with three Byupo probes, the one you start out with and two reserves. When the *Ralfrëdacçians* blow up your probe (and they will blow up your probe), play resumes with one of your reserves.

When you lose your last probe (and you will lose your last probe), the game is over. However, you have ten seconds to continue the game with three new probes. You can continue up to three times.

The *Viewpoint* screen continually scrolls from right to left, providing your probe with a consistent level of thrust throughout each stage. You can maneuver in any visible area of the screen using the D-Buttons as your flight stick.



- To move forward to the upper-right edge of the screen, D-Button in the forward direction.
- To move backward to the lower-left edge of the screen, D-Button in the backward direction.
- To move left to the upper-left edge of the screen, D-Button in the left direction.
- To move right to the lower-right edge of the screen, D-Button in the right direction.

The *Ralfrëdacçians* are unyielding in their attack. If you're to have any chance at survival, you must maintain an active trigger finger, constantly pumping rounds of ammunition into your enemies.

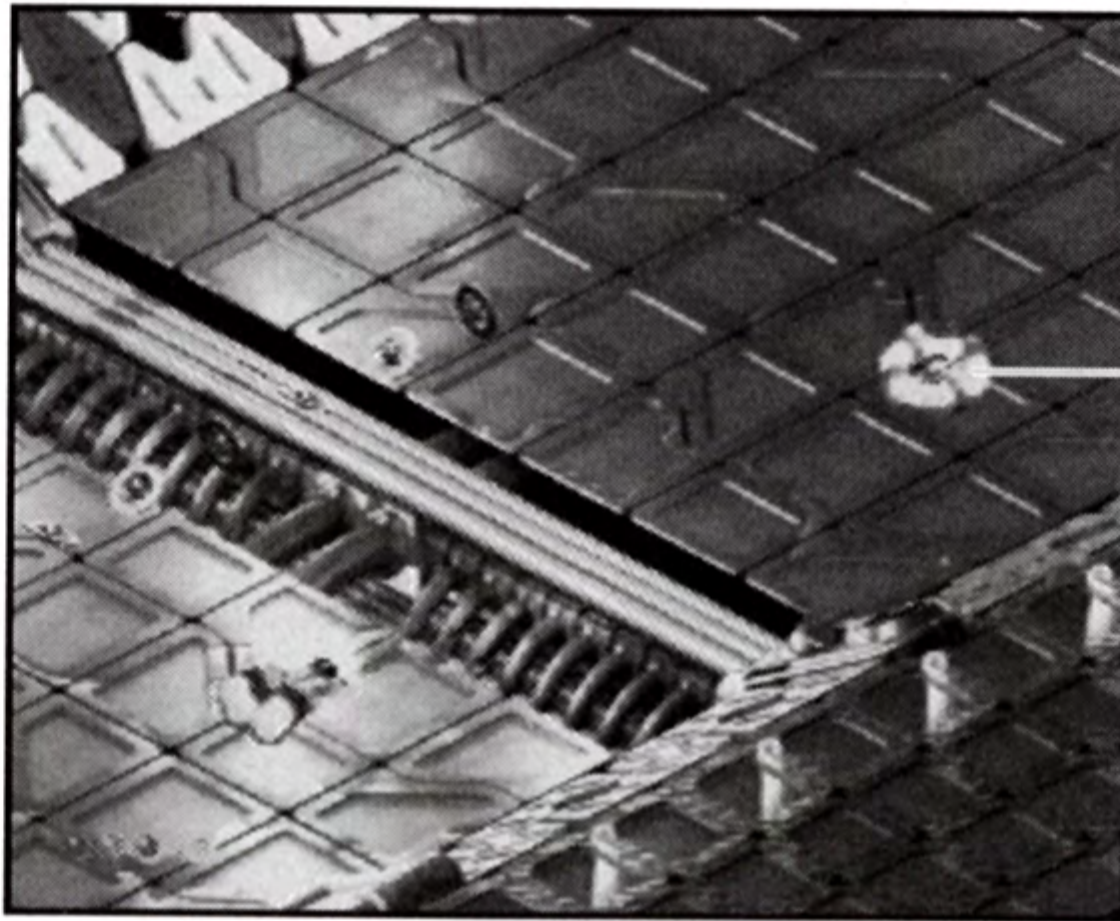
- To fire a single laser round, press the Fire button.
- For a rapid-fire barrage, press the Fire button repeatedly.
- To fire a Power-wave shot, hold the Fire button until the wave builds (the longer you hold the button, the stronger the wave), then release.
- To drop a bomb (with a bomb stored), press the Special Weapon button.

⊕ Bombs are dropped in the order they appear on the Bomb Indicator (left to right). When you have more than one bomb stored, you can press **L/R** to shuffle the order in which they're dropped.

ESSENTIAL ITEMS

When you board a Byupo probe and set out on your mission, your cannon is stocked with unlimited laser rounds. Lasers can be fired off as single shots, repeatedly in rapid-fire succession, or built up into more potent Power-waves.

Not that there's anything wrong with this degree of firepower, but as you fly through each stage, you'll discover several items that will make your little probe more powerful than you can imagine.

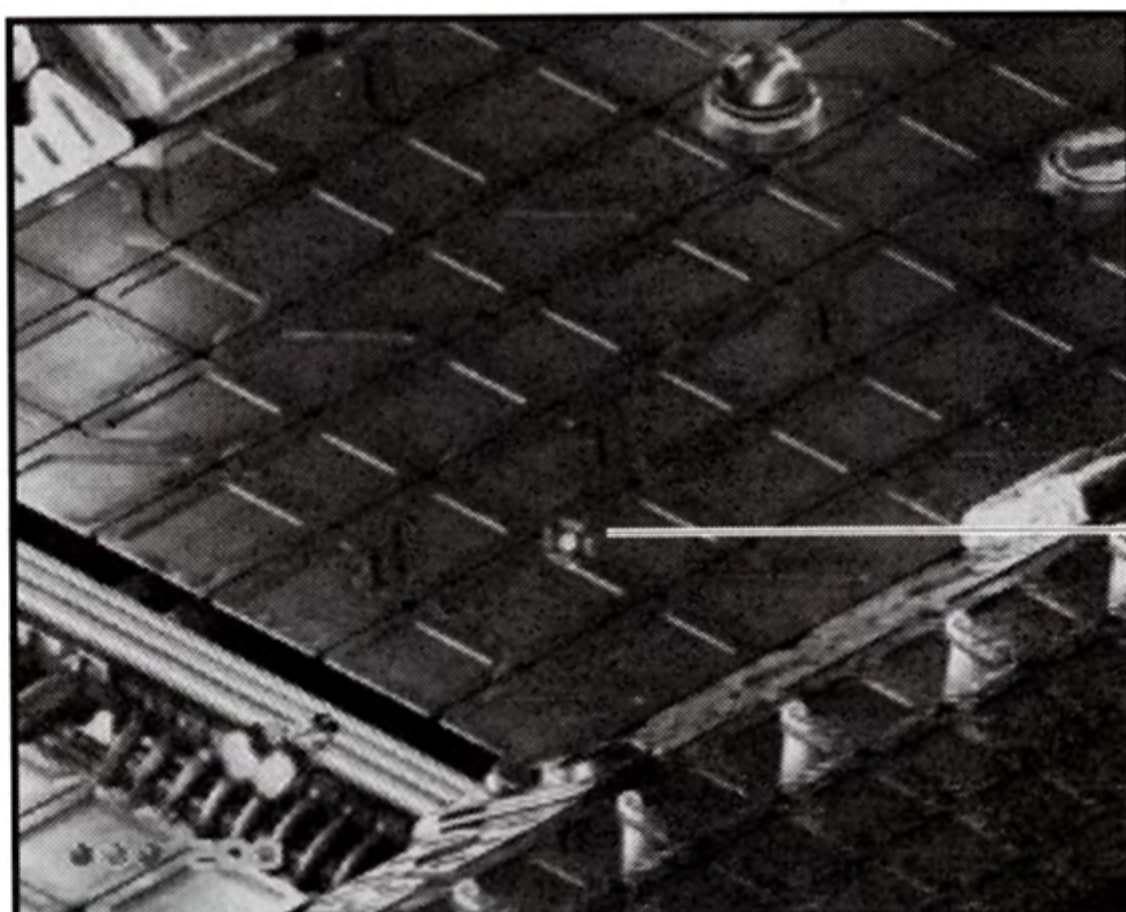


*Sidecar item
with shield*

⊕ Essential Items are protected by shields. Blow away the shield to reveal the item, then fly over it to pick it up.

EA TIP Pick up as many of these items as possible, even if they're out of your way. You'll need them when you face the really, really bad guys.

SIDECARS



Sidecar item
without shield

Obtaining the Sidecars is key in your quest for *Viewpoint* success. The Sidecars attach to either side of your probe giving you multiple firing power (3 to 1), a buffer against walls and other obstacles, and the ability to ram enemies.

HOMING BOMB (GREEN)



When you drop the Homing Bomb, a dozen separate missiles are released. Each bomb homes in on, then destroys a separate target (if 12 targets are on the screen, otherwise some may team up on a single target). Use the Homing Bomb when the sheer number of enemies overwhelms you.

FIRE BOMB (RED)



The Fire Bomb unleashes a wall of flame stretching from one end of the screen to the other, incinerating every low and intermediate defense enemy in its path, and causing serious damage to any high defense enemies. Drop the Fire Bomb from the bottom edge of the screen for the greatest benefit.

WAVE BOMB (BLUE)



Releasing the Wave Bomb initiates a fierce shock wave, agitating every object on the screen. Low and intermediate defense objects are swiftly pulverized by the force of the shock wave; high defense objects are weakened to the brink of collapse. Detonate the Wave Bomb to give yourself a moment of sanity in the game.

POWER BUBBLE



The Power Bubble temporarily shields you against enemy fire, allowing you to absorb three blasts without damage. The bubble changes color with every hit on its way from blue to red; after the third hit the Power Bubble disappears leaving you vulnerable once again.

BONUS BYUPO

The Bonus Byupo appears as a yellow ball on the screen. Pick up the Bonus Byupo to increase your fleet of probes by one. An additional Byupo icon appears at the bottom of your screen.

SCORE GALORE

The Score Galore appears as a yellow star on the screen. This little goodie increases your score dramatically. If you're lucky, it will assist you in earning an extra probe or clearly define you as the high score leader.

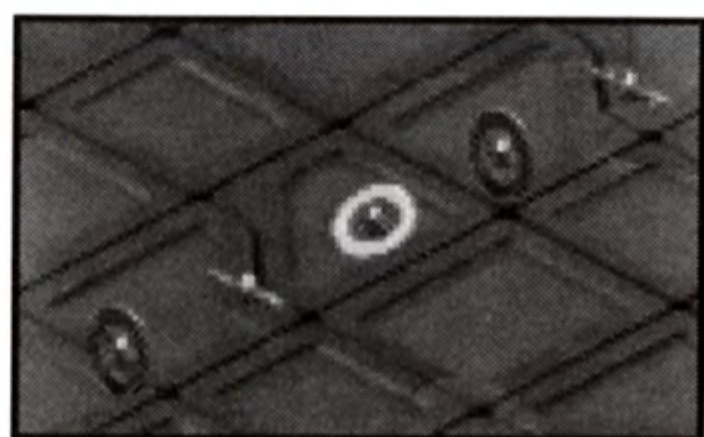
WHAT TO EXPECT IN THE FIRST STAGE

Although we're sending you down in the probe without a co-pilot, we don't expect you to go blindly into battle. Here's a preview of the enemies you'll face in the first stage of *Viewpoint* along with some suggestions for taking them out.

STAGE 1: TRENCH

Your enemies in *Viewpoint* have varying degrees of defense: Low, Intermediate, and High. The amount of fire-power you must use to destroy them increases along with their level of defense. However, the "boss" you meet at the end of a stage is far more powerful than any of the dupes preceding it. The defense level of a "boss" is too great to be measured in degrees.

CHERRY BOMBZ (LOW DEFENSE)



Cherry Bombz fly toward you in columns. Their low defense means that one blast of your laser will eliminate one bomb. But, thanks to their strict flight formation, you can send a well-placed Power-wave shot at the leader and sneer as it rips through the entire line.

TRACKING CANNON (INTERMEDIATE DEFENSE)



We're kind of hoping you noticed the Sidecars and picked 'em up by this point—although it's not necessary to take out the cannon. Each Tracking Cannon is vulnerable to a single Power-wave shot. Remember to dodge their discharges while you're loading up.

GREENBACKS (LOW DEFENSE)



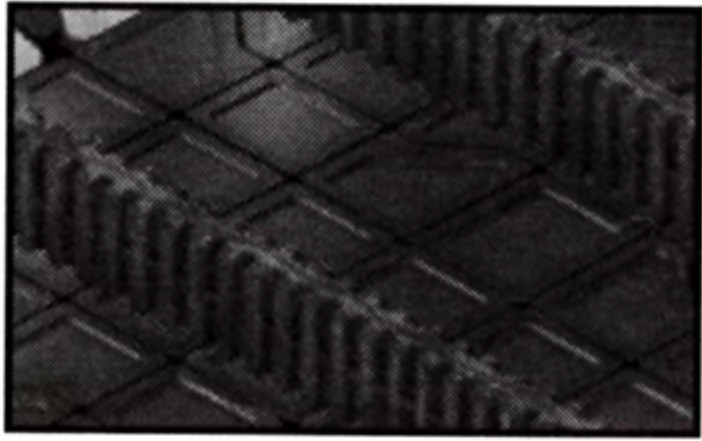
Similar to the Cherry Bombz in many ways, these more lethal foes blend into the Cherry Bombz' flight pattern to take you by surprise. Be prepared for a quick change of direction; the Greenbacks' more mobile attack allows them to come at you from either side or to slip in behind you.

PROP 'BOT (HIGH DEFENSE)



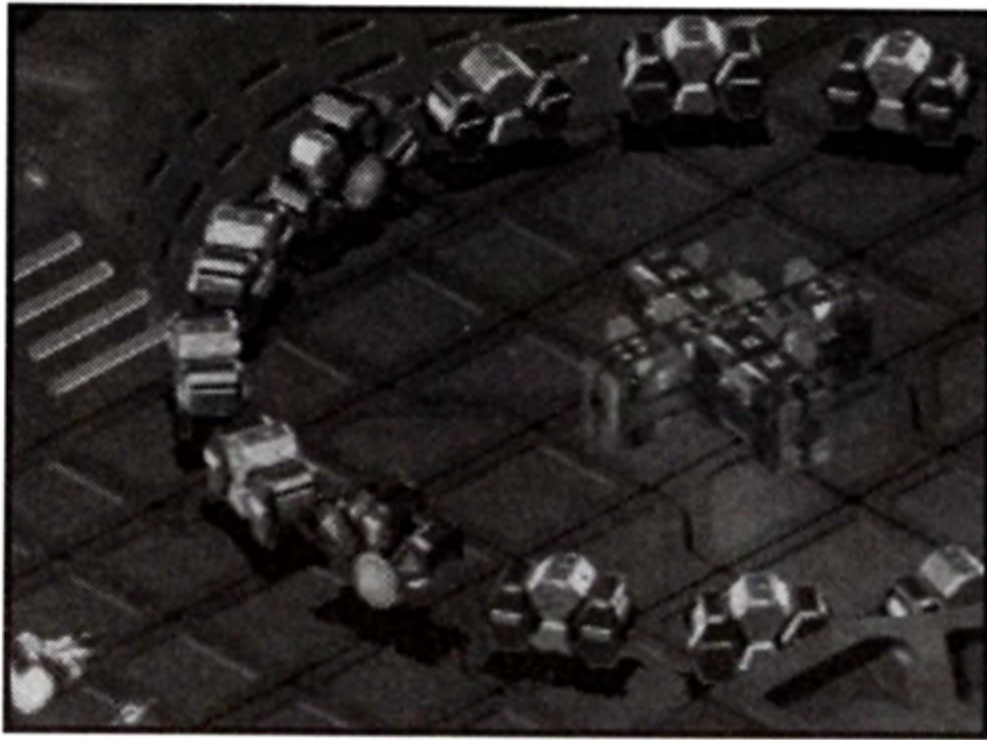
Menacing but not aggressive, the Prop 'bot fires shots in flurries while constantly backtracking up to a point where it initiates a full-blown retreat. You can dodge shots 'til the 'bot retreats, or take it down—three to five Power-wave shots should do it (depending on how long you build the wave).

DRAW GATES (INVULNERABLE)



You must open the Draw Gates to pass through this zone. Luckily, the locks are designed like paddle-wheels, so some precision firing will turn the locks and draw the gates.

CAROUSEL OF DEATH (INTERMEDIATE DEFENSE)



The Carousel of Death contains four weak links (the red cars with the green orbs). To get past the carousel, you must vaporize one of these links and fly through the gap. Exit through the same hole on the other side, or blast another link to create a new opening.

FLAP TRAP DOORS (INVULNERABLE)



Flap Trap Doors are merely obstacles to be dodged. Avoid them and concentrate on the many enemies in the area. If you happen to get slapped by a Flap Trap, your remains could be packed in a knapsack.

GEARS OF GORE (HIGH DEFENSE)



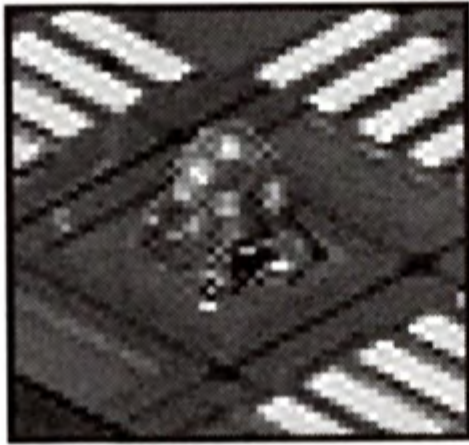
Due to their mobility and high degree of defense, the Gears of Gore are extremely threatening. The only advantage you have over the gears is the track that confines their movement.

STATIONARY TANKS (LOW DEFENSE)



The Stationary Tanks don't fire off many rounds but when they do you can bet your probe is locked in their sights. A couple of single shots will take them out; go ahead and waste 'em.

REMOTE DROIDS (LOW DEFENSE)



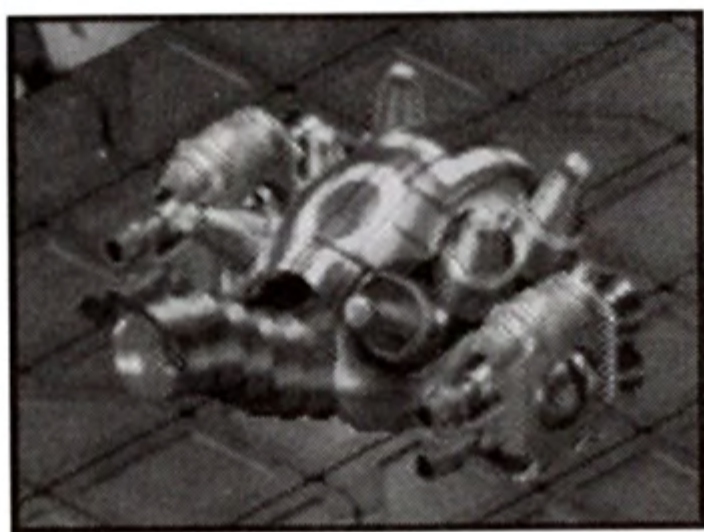
These pesky little Remote Droids are more of a nuisance than a threat. Unarmed and easy to avoid—do with them what you will.

SPRING-A-LONGS (INTERMEDIATE DEFENSE)



The methodical course of the Spring-a-Longs' attack makes it easy to predict their next move. But, because of their size and numbers, you'll want to eliminate a few to carve a comfortable path. Just build up a minor Power-wave shot and watch the fun.

STAGE 1 BOSS: LE FALUCÉ



It'll take all the firepower you can muster to beat Le Falucé (being a boss and all). If you watch his movements carefully, you'll know exactly when to dodge his attacks and when to counter with yours.

Hopefully, you saved a bomb or two in anticipation of this moment. Le Falucé's double-cannon arms can be taken out one at a time, but your safest bet is to go straight for the eye.

EA TIP The lasers fired by Le Falucé's double-cannon arms are invulnerable to all weapons and bombs.

EA TIP A well-placed fire wall ignited by the Fire Bomb will quickly rid the sector of this rogue.

STAGE TWO AND BEYOND

Once you've conquered Stage 1, you're ready to fly solo through the remaining *Viewpoint* levels. The techniques you learned and mastered in the Trench can be applied throughout the game, but you'll need to develop some additional methods as well because your foes become more complex as you progress.

You'll face new enemies...



Steer clear of the Spawning Bass' exploding eggs in Stage 2



Watch out for the massive adults of the Slug Clan in Stage 3

as well as familiar enemies with improvements.



The Cherry Bombz incorporate shooting and weaving into their arsenal



A mobile version of the Stationary Tank scopes you out and tracks you down

SAVING AND LOADING GAMES-IN-PROGRESS

When you're playing *Viewpoint*, your progress is saved with passwords generated by the game. Each stage has three points of completion where a new password is available, so you don't have to start from the beginning every time.

To save your game with a password:

1. Any time you press **START** to pause the game, a password appears on the screen corresponding to the point of completion.
2. Write the password down carefully. This is your key back into the game.

To load a game saved with a password:

1. From the MAIN screen, press **SELECT** to go to the OPTIONS menu, then choose PASSWORD.
2. From the PASSWORD screen, D-Button \updownarrow to enter the first letter in your password.
3. D-Button \rightarrow to advance to the next letter in the password, and so on.
4. When your entire password is entered correctly, press **START** to accept. The OPTIONS menu reappears.
5. EXIT to the MAIN screen, then press **START**. The game resumes from the last point you saved it.

CREDITS

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Greg Thomas, Jazon Zarubin, Dave O'Connor, David Li,
Mark McCubbin, Ben Walshaw
SEATED: Julian Liao, Fred Wong, Rima Litonjua, Victor Gerth,
Nelson Wang, Ray Wong

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