
PlayStation
NTSC U/C
PlayStation
TEEN
AGES 13+
CONTENT RATED BY
ESRB
SCUS-94412
94412
BLASTO

**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.

## *Blasto™ Tips and Hints*

**PlayStation™ Hint Line**

Hints for all games produced by SCEA are available:

**Within the US:** **1-900-933-SONY (1-900-933-7669)**
$0.95/ min. auto hints. $1.40/ min. live. $6.95 - $16.95 for tips by mail. $5.00 - $20.00 for card recharge

**Within Canada:** **1-900-451-5757**
$1.50/ min. auto hints

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week. Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

**Consumer Service/Technical Support**
**1-800-345-SONY (1-800-345-7669)**

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 8AM-5PM Pacific Standard Time.

**PlayStation Online** **www.playstation.com**

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation game console.

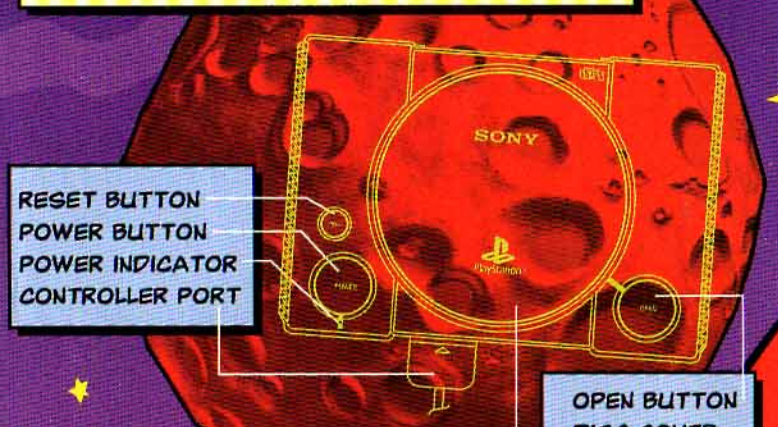
# CONTENTS


GETTING STARTED . . . . . 2
BASIC CONTROLS . . . . . 3
SAVE URANUS! . . . . . 6
WEAPONS . . . . . 8
SPECIAL PICKUPS . . . . . 12
ENEMIES . . . . . 14
EPISODES . . . . . 20
BABE . . . . . 23
CREDITS . . . . . 24
WARRANTY . . . . . 25




BLASTO™

# GETTING STARTED

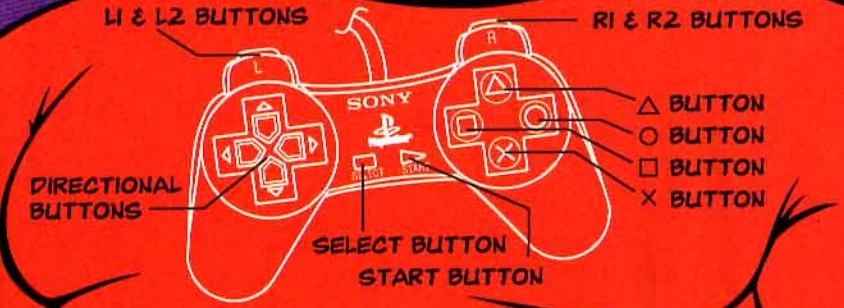



SET UP YOUR PLAYSTATION™ GAME CONSOLE ACCORDING TO THE INSTRUCTIONS IN ITS INSTRUCTION MANUAL. MAKE SURE THE POWER IS OFF BEFORE INSERTING OR REMOVING A COMPACT DISC. INSERT THE BLASTO™ DISC AND CLOSE THE CD DOOR. INSERT GAME CONTROLLER(S) AND TURN ON THE PLAYSTATION™ GAME CONSOLE. FOLLOW ON-SCREEN INSTRUCTIONS TO BEGIN.



# CONTROLS

GET A GRIP, MAN!




## BASIC CONTROLS

- ← TURN LEFT
- → TURN RIGHT
- ↑ MOVE FORWARD
- ↓ MOVE BACKWARD
- ↑↑ JUMP BACK
- ↓ + ⊗ BACK FLIP
- ▣ FIRE WEAPON
  HOLD TO CHARGE POWER BLAST
- ⊗ JUMP UP AND GRAB ONTO LEDGES, WALLS AND RAILS. PRESS ⊗ AGAIN OR ↑ TO PULL BLASTO UP, OR PRESS ←/→ TO MOVE LEFT/RIGHT. MOVE UP CLOSE TO AN ENEMY AND PRESS ▣ TO PISTOL WHIP 'EM.

## BASIC CONTROLS CONT.

○ FIRE SPECIAL WEAPON

△ ACTION/THROW SWITCHES/KAY EFCEE'S SPECIAL MOVE, ETC.

L1 PRESS AND HOLD L1 AND USE THE DIRECTIONAL BUTTONS TO CONTROL CAMERA. HIT L2 WHILE DOING THIS TO LOCK THE CAMERA DOWN TEMPORARILY. PRESS L1 AGAIN TO RETURN THE CAMERA BACK TO THE DEFAULT POSITION.

L2 SIDE STEP LEFT

R1 + L2 WHILE HOLDING DOWN R1 PRESS L2 TO SLOWLY SIDE STEP LEFT

R1 WALK/HOVER

R2 SIDE STEP RIGHT

R1 + R2 WHILE HOLDING DOWN R1 PRESS R2 TO SLOWLY SIDE STEP RIGHT




## SWIM MODE

✕ HOLD DOWN OR TAP TO SWIM

R1 FLOAT/TREAD WATER/BRAKE

L2 OR R2 QUICK PADDLE LEFT OR RIGHT

↑ DIVE

↓ RISE

↓ + ✕ QUICK TURN AROUND

WHEN TREADING WATER, USE THE DIRECTIONAL BUTTONS TO MOVE AROUND.






COLLECT SPECIAL JETPACK FUEL PICK-UPS TO KEEP BLASTO FLYING HIGH AND MIGHTY!




## JET-PAK MODE

L1 STABILIZE/ENGAGE SNIPER MODE

R1 STABILIZES THE JET-PAK IN MID AIR

L2 OR R2 THRUST LEFT OR RIGHT

↑ DIVE

↓ RISE


MEANWHILE, ON URANUS (THE PLANET) TWISTED RULER BOSC ADDRESSES HIS MINIONS...
LONG HAVE THE HUMANS SAT FAT AND SAFE ON THEIR SHINY BLUE PLANET... WHILE WE - THE TRUE MASTERS OF THE UNIVERSE HAVE BEEN BANISHED TO THIS HELL-HOLE KNOWN AS THE 5TH DIMENSION!!
WELL, NOW IT'S PAYBACK TIME!




AT THE MOMENT, THE ONLY HOPE THE HUMAN RACE HAS FOR SURVIVAL RESTS ON THE VERY WIDE SHOULDERS OF BLASTO-SPACE EXPLORER, WEAPON FREAK AND ALL-AROUND ALIEN ERADICATOR. HE'S JUST WHAT THE WORLD NEEDS: A UNIVERSAL PATRIOT WHO WANTS NOTHING MORE THAN TO RID THE UNIVERSE OF SLIMY GREEN ALIENS. PSYCHOLOGICALLY UNSTABLE? MAYBE. TRIGGER HAPPY? POSSIBLY. EARTH'S LAST CHANCE? DEFINITELY! URANUS IS ON THE LINE AND BLASTO'S HERE TO SAVE IT!
USING OUR PAN-DIMENSIONAL MALLET, WE WILL PUNCH A HOLE IN THE SPACE-TIME CONTINUUM, CREATING A BRIDGE TO EARTH! AND NO ONE WILL DARE STAND IN OUR WAY!!
BLASTO WE NEED YOU!
AS A FAMOUS WEB-SLINGER WOULD SAY, "MY SPIDER SENSE IS TINGLING!" EITHER THAT, OR I'VE GOTTEN ANOTHER LEECH BETWEEN MY BUTT CHEEKS!!




# WEAPONS

## BLAST-O-MATIC™: 100 TETRA-WATT BLASTER

BLASTO'S TRUE LOVE IS HIS STANDARD ISSUE 100 TETRA-WATT BLAST-O-MATIC PISTOL. WHEN FULLY CHARGED, THIS SLEEK LITTLE NUMBER IS CAPABLE OF BURNING A HOLE THROUGH ANYTHING LIVING IN JUST ONE SHOT.

PICK UP BLAST-O-MATIC POWER UPS TO INCREASE YOUR FIREPOWER. THEY COME IN TWO CONVENIENTLY PACKAGED VARIETIES, INCLUDING THE TRULY INSANE 200 TETRA-WATT, AND THE REALLY INSANE 300 TETRA-WATT VERSION. EACH SUCCESSIVE COLOR CODED LASER GIVES YOU MORE POWERFUL SHOTS.

BESIDES ITS BASIC FUNCTIONS, THE BLAST-O-MATIC HAS A SPECIAL WEAPONS FEATURE WHICH ALLOWS A MULTITUDE OF ACCESSORIES TO BE ADDED. YOU WILL FIND A VARIETY OF WEAPON ADD-ONS THAT ARE GUARANTEED FOR HOURS OF ALIEN FRYING FUN AND FROLIC.





## ATOMDICER™: RAPID FIRE PLASMATIK

THIS POWERFUL LITTLE ADDITION FIRES POWERFUL ROUNDS FASTER THAN ANY OTHER GUN. A PERFECT WEAPON AGAINST GROUPS, THIS IS DESTINED TO BE THE WEAPON OF CHOICE OF THE NEXT GENERATION.

## KRISPI 500™: FLAMESPITTER

HOLD THE SPECIAL WEAPON BUTTON DOWN WHEN BLASTO IS IN POSSESSION OF THIS "TOY", AND A WHITE-HOT PLUME OF FIERY DEATH WILL SPOUT FORTH. DOUBLE-TAP ◉ TO UNLEASH A BALL OF FIRE WHICH EXPLODES ON CONTACT WITH ANYTHING, SENDING OUT A WAVE OF FIRE CAPABLE OF TORCHING GROUPS OF ALIENS IN ONE SHOT.






## NUKE-O-MATIC™: ATOMSCATTER 9000

A GREAT WAY TO START THE DAY. THE NUKE-O-MATIK™: ATOMSCATTER 9000 FIRES A NUCLEAR PROJECTILE THAT DESTROYS ANYTHING WITHIN ITS DESTRUCTION RADIUS. MAKE SURE BLASTO HAS PLENTY OF ROOM TO MANEUVER AND GET AWAY BEFORE THE WARHEADS DETONATE.

## LOKENBURN™: HEATSEEK 360

THIS BLAST-O-MATIK™ ADD-ON FIRES GUIDED MISSILES AT ANY ALIENS IN YOUR VICINITY. SHOTS WILL LOCK-ON TO THE ENEMIES CLOSEST TO BLASTO, THEN RAIN DOWN SLIME-SEARING EXPLOSIVES. IF YOU SWEEP THE GUN OVER A GROUP OF ALIENS WHILE HOLDING DOWN ◉, THEY ALL BECOME "LOCKED ON" TARGETS, WHICH CAN BE ERADICATED WITH A SINGLE SHOT.

## XENOMATIC™: INSTANT ALIEN GENERATOR

WATCH OUT FOR THIS ONE! THIS ADD-ON LOOKS LIKE ANY OTHER SPECIAL WEAPON. CREATED IN BOSC'S WEAPONS DEPOT, IT IS DESIGNED TO SHOOT OUT ALIENS AND COULD PUT BLASTO IN JEOPARDY FASTER THAN YOU CAN SAY OVERPOPULATION.

## FISSION™ "ONE SHOT" MEGA BLAST

APTLY NAMED FOR ITS ABILITY TO TAKE OUT ANYTHING IN "ONE SHOT", THIS RARE WEAPON IS GUARANTEED TO TOAST EVERYTHING THIS SIDE OF ZANTAX 5. THE ONLY ONE OF IT'S KIND, THE PROTOTYPE IS HIDDEN DEEP WITHIN BOSC'S FORTRESS. THIS GUN SHOULD NOT BE TAKEN LIGHTLY.






## CHILCO 350™: ICE-BLASTER

THE CHILCO 350™ HAS A SHORT AND LONG RANGE ATTACK. HOLDING DOWN ◉ SPRAYS OUT A STREAM OF ICE BOLTS WHICH FREEZES AND IMMOBILIZES AN ENEMY. IF LEFT ALONE, THE ENEMY WILL SLOWLY MELT INTO A PUDDLE OF ALIEN SLIME. HOWEVER, IF SHOT WITH THE BLAST-O-MATIK BEFORE MELTING, THE ENEMY WILL SHATTER. FOR LONG RANGE ATTACKS, DOUBLE-TAP AND HOLD ◉. THE CHILCO WILL "CHARGE-UP" AND LAUNCH AN ICE-BOLT THAT WILL FREEZE ANYTHING WITHIN ITS EXPLODING RADIUS. BECAUSE THE ATTACK IS SPREAD OUT, FROZEN ALIENS WILL DEFROST AND RESUME THEIR ATTACK IF NOT SHATTERED WITHIN A FEW SECONDS.

# SPECIAL PICK-UPS



## INVINCIBILITY

AFTER ACQUIRING THIS SPECIAL PICK-UP, BLASTO'S SUIT WILL TAKE ON A GOLD METALLIC SHEEN AND REFLECT ITS SURROUNDINGS LIKE A MIRROR, PROTECTING HIM FROM DAMAGE. BLASTO CAN STILL BE KILLED BY FALLING OFF THE EDGE OF A PLATFORM BUT WILL RECEIVE NO DAMAGE FROM ENEMY FIRE OR ATTACKS.

## INVISIBILITY

BLASTO WILL BECOME TRANSLUCENT WHENEVER HE ACQUIRES THIS SPECIAL PICK -UP AND IS COMPLETELY INVISIBLE TO ENEMY EYES AND CAN AVOID ATTACK. HOWEVER, IF BLASTO FIRES UPON AN ENEMY, HIS LOCATION WILL BECOME KNOWN AND NEARBY ENEMIES WILL RETURN FIRE.





## HEALTH

THE HEALTH PICK-UPS RESEMBLE LARGE VITAMIN PILLS AND COME IN A VARIETY OF DOSAGES:

GREEN RESTORES 50% OF YOUR HEALTH

BLUE RESTORES 100% OF YOUR HEALTH

RED RESTORES 150% OF YOUR HEALTH

(RED ALSO INCREASES YOUR TOTAL HEALTH STORAGE CAPACITY).







## KAY EFCEE

KAY EFCEE IS A ZENUBIAN SCUDDLEWOMP (AN 8-FOOT TALL, BLUE, PLUCKED CHICKEN TO YOU AND ME). BLASTO RIDES KAY EFCEE TO HELP HIM OVERCOME SOME TRICKY SITUATIONS AS KAY EFCEE CAN JUMP HIGHER AND FARTHER THAN BLASTO. UNFORTUNATELY KAY EFCEE IS PRETTY USELESS AT CLIMBING SO BLASTO MAY HAVE TO DISMOUNT FROM TIME TO TIME. THIS IS DONE BY EXECUTING A BACKFLIP OFF OF THE CHICKEN (SORRY, SCUDDLEWOMP). SCUDDLEWOMPS HAVE A LITTLE KNOWN TALENT FOR DEFENDING THEMSELVES. ER, JUST PRESS △ AND YOU'LL SEE.

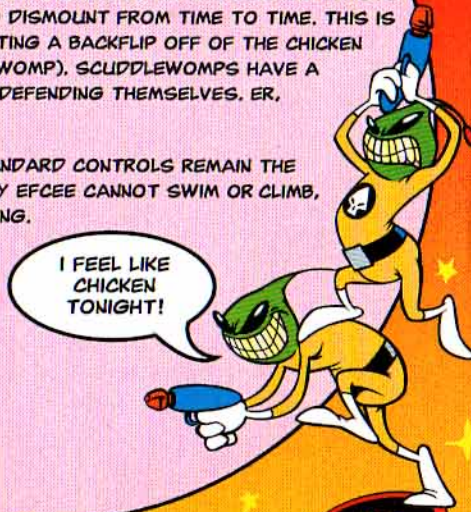
WHILE RIDING KAY EFCEE, THE STANDARD CONTROLS REMAIN THE SAME, BUT KEEP IN MIND THAT KAY EFCEE CANNOT SWIM OR CLIMB, AND REACTS SLOWLY WHEN TURNING.





## EXTRA LIVES

EVEN THE STRONGEST SUPER HERO GETS DEFEATED ONCE IN A WHILE. RED EXTRA LIFE PICK-UPS REWARD YOU WITH ONE LIFE, AND THE BLUE PICK-UPS GIVE YOU SEVERAL LIVES.



# ENEMIES



## PEAR TROOPS

THE PEAR TROOP IS THE MAIN FORCE OF BOSC'S ARMY.

### MARK I (PINK)

MARK I'S CARRY A STANDARD ISSUE BLASTER AND ARE THE LOWEST RANKING.

### MARK II (ORANGE)

THESE GUYS ARE NASTIER, MORE CUNNING AND MORE HEAVILY ARMED THAN MARK I'S.

### MARK III (RED)

MARK III'S ARE KNOWN AND FEARED THROUGHOUT THE GALAXY. THEY ARE THE MOST INTELLIGENT OF THE PEAR TROOPS, CARRY LARGE BLASTERS, AND CAN TAKE A GREAT DEAL OF ABUSE.




### AQUA DIVISION

THEIR AQUANAUTIC TRAINING, BREATHING APPARATUS, POWERFUL SPEAR GUNS AND UNDERWATER FIGHTING TACTICS COULD POSE A SERIOUS THREAT IN WATER.

### HOV-BOARD DIVISION

THESE AERIAL ATTACK TROOPS STAND ATOP HOV-BOARDS, RIDING THEM LIKE SURFBOARDS.



## PEAR: XV6 ATTACK SAUCER

BOSC'S AIR FORCE, THE MOST POWERFUL IN THE GALAXY, IS LEAD BY THE XV6 ATTACK SAUCER–THE PRIDE OF HIS FLEET. THESE SHINY METAL CRAFT REPEL STANDARD LASER FIRE AND ONLY A FULLY-CHARGED SHOT WILL INFLICT ANY DAMAGE ON THEM.

### PEAR: XV6.I ATTACK SAUCER WITH HEADSWELL RAYGUN

THE "XV6.I" COMES WITH THE STANDARD LASER ATTACK BUT ALSO HAS THE SECRET "HEADSWELL RAY." THIS CRAFT IS FAST AND FORMIDABLE; AND THE FEARED "HEADSWELL RAY" ISN'T TOO PLEASANT. A SURVIVOR ALLEGEDLY STATES THAT ONLY BY BACKFLIPPING OUT OF RANGE DID HE MANAGE TO SHAKE LOOSE THE RAY.



## BOSC'S ELITE GUARD

THE ELITE GUARD ARE COLD, CALCULATING KILLERS TRAINED IN THE JUNGLES OF ZORTARE 3. AS BOSC'S PERSONAL GUARD, THEY ARE HIGHLY INTELLIGENT, DEXTEROUS AND CARRY BIG GUNS.THEIR MOTTO "XLUVV LUXX MESTAXUM," SAYS IT ALL–"TO DIE IS HONORABLE; TO KILL YOUR WIFE AND EAT YOUR CHILDREN IS GOOD FOR A LAUGH."

## CENTAUR COP

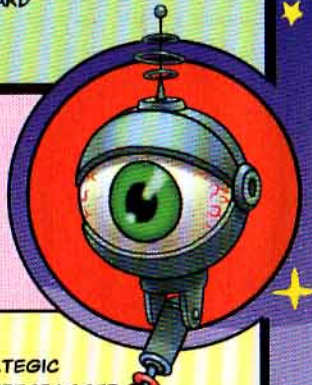
CENTAUR COPS ARE FAST, HIGHLY MANEUVERABLE, AND REALLY BIG. THEY WIELD AN "ELECTRO-BATTON" THAT FRIES EVERYTHING IT COMES INTO CONTACT WITH. THEY ALSO LAUNCH "FREEZE-BOLTS" CAPABLE OF FREEZING BLASTO AND RENDERING HIM AN EASY TARGET.





## URANIAN RED ANTS

INHABITANTS OF CLIFFS AND FINE SUBTERRANEAN DWELLINGS, THE RED ANTS RULE THE MORE INHOSPITABLE AREAS OF URANUS. BEING AMBIDEXTROUS, RED ANTS PREFER TWIN PISTOLS THAT CAN FIRE QUICKLY. THEY DEFEND THEMSELVES BY CROUCHING DOWN SO LASER FIRE JUST REFLECTS OFF THEIR HARD OUTER SHELL.



## EYE-BOT

EYE-BOTS ARE REMOTE GUARD UNITS LEFT AT KEY LOCATIONS TO DEFEND AND RELAY INFORMATION BACK TO BOSC'S STRATEGIC COMMAND. ARMED WITH A RAY-GUN AND HEAVY ARMOR, THEY ARE EVASIVE AND CAN FIRE UPON UNSUSPECTING VICTIMS WITH GREAT SPEED.

## GROUND BURST TURRETS

BURIED BENEATH THE GROUND, THEY DEFEND STRATEGIC AREAS AND BURST OUT OF THE GROUND ONCE A TRESPASSER IS WITHIN RANGE. NOT ONLY DO THEY EVOKE UNDERWEAR-STAINING RESPONSES, BUT THEY ALSO LAUNCH AN ONSLAUGHT OF SMART BOMBS ONTO THE TERROR-STRICKEN FOOL WHO DARES TO TRESPASS.

## WALL SPITTERS

WALL SPITTERS ARE SMALLER, WALL-MOUNTED VERSIONS OF THE GROUND BURST TURRETS.



## URANIAN NOMADS

URANIAN NOMADS TAKE GREAT PLEASURE IN KILLING ANYONE WHO DARES TO TREAD ACROSS THEIR LAND AND PREFER LONG-BARRELED RIFLES WHICH, ALTHOUGH ANTIQUE, ARE CAPABLE OF GREAT RANGE AND ACCURACY.



## LESSER SPOTTED ZARGON JELLY BEAN

A GENETICALLY ALTERED ORGANIC CREATION WITH A RAY-GUN SPROUTING FROM ITS HEAD. IT CAN HOVER AROUND, EVADING LASER FIRE, AND DEAL OUT ITS OWN HEALTHY PORTION OF GLOWING DEATH.




## SHEIK RAGHHKK DE CASSBAH

SHEIK RAGHHKK DE CASSBAH IS THE LEADER OF THE NOMADIC TRIBES OF URANUS AND QUITE A FEARSOME SIGHT. ALTHOUGH HE'S A PRETTY FAT GUY, RIDING A SCUDDLEWOMP GIVES HIM ENOUGH SPEED AND AGILITY TO DODGE LASER FIRE. LIKE THE REST OF HIS TRIBE, HE CARRIES A LONG-BARRELED RIFLE CAPABLE OF FIRING VERY ACCURATELY, EVEN AT GREAT RANGE.



## TINY THE 12-FOOT TALL MAN-EATING SNARF

12-FOOT MAN-EATING SNARFS COME FROM THE PLANET PINTO 4. THEIR HIDES ARE REPUTEDLY THICKER THAN ANYTHING THIS SIDE OF ZANTAX 5, SO YOUR STANDARD BLAST-O-MATIK JUST WON'T CUT IT THIS TIME.





## EVIL BLACK CREATURE WITH SPOOKY RED EYES

IN THE DARK FORGOTTEN UNDERGROUND PASSAGES OF BOSC'S FORTRESS LIVES A TWISTED CREATURE OF THE NIGHT–THE EVIL BLACK CREATURE WITH SPOOKY RED EYES! THESE CREATURES CAN SUMMON POWERFUL MAGIC AND CAST EVIL SPELLS FROM THEIR FINGERTIPS, ER, LONG FINGER-LIKE APPENDAGES.

## EVIL BLASTO CLONE

SOMEWHERE DEEP WITHIN BOSC'S FORTRESS IS HIS TOP-SECRET LABORATORY. THIS IS THE PLACE WHERE ALL OF BOSC'S MOST DASTARDLY EXPERIMENTS ARE CONDUCTED. HERE HE HAS SUCCESSFULLY CLONED NONE OTHER THAN OUR INTREPID HERO HIMSELF, BLASTO! HE IS SMART, FAST, TOUGH, ARMED TO THE TEETH, AND THE ROOM IS TOO SMALL FOR BOTH OF THEIR EGOS.



# EPISODES

## URANIAN SPACE PORT

BLASTO'S THRUSTMASTER XMP SKYROCKET LANDS AT A HIDDEN STRUCTURE SOMEWHERE IN THE URANIAN ASTEROID BELT. THIS 3 LEVEL SPACE-PORT IS BEING USED AS A FORWARD COMMAND POST FOR BOSC AND HIS HORDE OF ALIEN SCUM.

***OBJECTIVE:***

BLASTO DOESN'T WANT TO SCRATCH UP HIS THRUSTMASTER'S NEW PAINT JOB, SO THERE IS ONLY ONE WAY DOWN TO URANUS FROM HERE–AND THAT'S IN BOSC'S PERSONAL ESCAPE POD (E-POD), CUNNINGLY HIDDEN NEAR A LARGE "EXIT" SIGN.

## URANIAN DUNES

RED SAND DUNES DISAPPEAR INTO THE DISTANT HAZE, WHERE THREE ALIEN MOONS SIT LOW IN THE SKY. THERE IS NOTHING AROUND FOR MILES... EXCEPT THAT 10 FOOT, BLUE, PLUCKED, ALIEN CHICKEN...

***OBJECTIVE:***

CAPTURE AND BEND "KAY EFCEE" TO YOUR WILL, WHILE TRYING TO FIND HOW BOSC IS GETTING HIS TROOPS TO AND FROM URANUS.



## ALIENVILLE

ALIEN TOWERS AND GENERATOR TUBES GREET BLASTO AS HE EMERGES FROM THE "PAN-DIMENSIONAL CROSSING MACHINE." ALIENVILLE IS PART ALIEN BARRACKS, PART MASSIVE GENERATOR, AND PRODUCES THE HUGE POWER NECESSARY TO PUNCH A HOLE THROUGH SPACE AND TIME.

***OBJECTIVE:***

FIND THE JETPAK HIDDEN SOMEWHERE IN THIS ALIEN WARREN, AND USE IT TO GAIN ACCESS TO THE UPPER LEVELS. YOU'RE ON THE RIGHT TRACK– BOSC IS JUST AROUND THE CORNER. BUT HOW THE HECK DO YOU GET PAST THAT DARNED SNARF?

## THE SPIRE MAZE

TWISTED SPIRES REACH IMPOSSIBLY INTO THE SKY WITH PRECARIOUSLY-BALANCED PLATFORMS ARE PERCHED AT THE TOP. LEAP FROM ONE PLATFORM TO THE NEXT, ALL THE WHILE KEEPING YOUR TRUSTED BLAST-O-MATIC BLAZING AND YOUR TEETH GLEAMING.

***OBJECTIVE:***

REACH THE END OF THE SPIRES AND FIND AN ANCIENT VOLCANO REPUTED TO HOUSE BOSC'S FORTRESS.

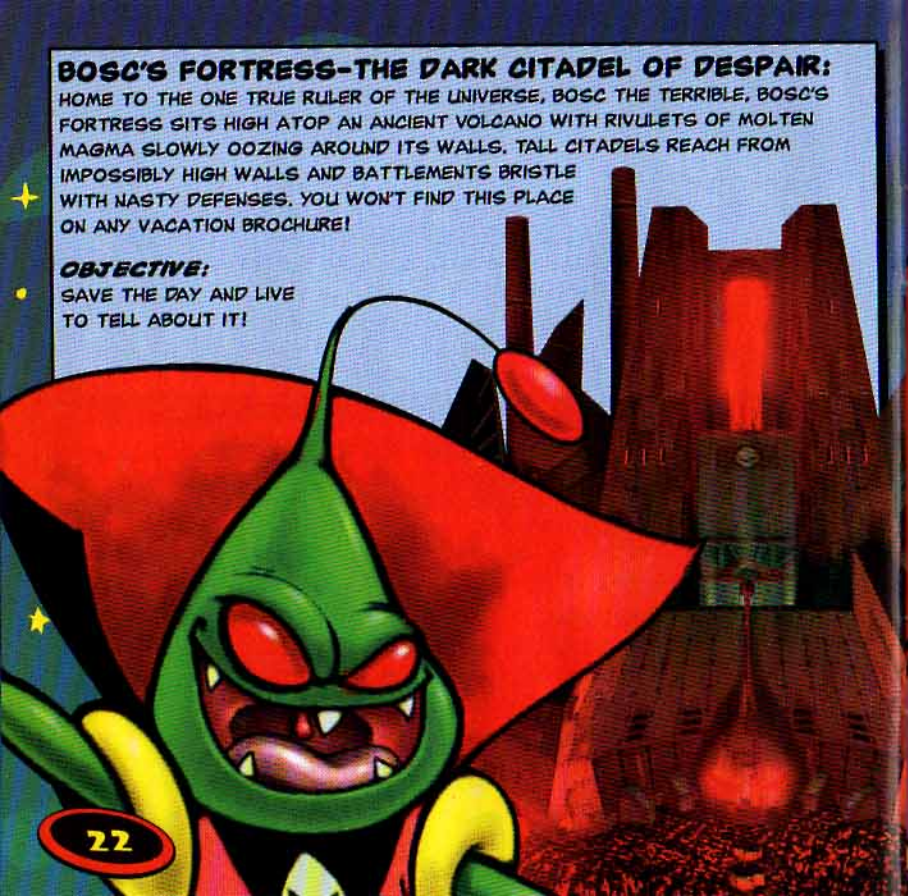


## BOSC'S FORTRESS-THE DARK CITADEL OF DESPAIR:

HOME TO THE ONE TRUE RULER OF THE UNIVERSE, BOSC THE TERRIBLE, BOSC'S FORTRESS SITS HIGH ATOP AN ANCIENT VOLCANO WITH RIVULETS OF MOLTEN MAGMA SLOWLY OOZING AROUND ITS WALLS. TALL CITADELS REACH FROM IMPOSSIBLY HIGH WALLS AND BATTLEMENTS BRISTLE WITH NASTY DEFENSES. YOU WON'T FIND THIS PLACE ON ANY VACATION BROCHURE!

***OBJECTIVE:***

SAVE THE DAY AND LIVE TO TELL ABOUT IT!





## BABE

LET'S FACE IT-EVEN A HERO DOESN'T GET THE GIRL EVERY TIME. BUT RESCUE BABE, AND YOU WILL REGAIN ALL YOUR HEALTH, YOUR WEAPON WILL BE FULLY CHARGED, YOUR JETPACK (IF YOU HAVE ONE) WILL BE REFUELED, AND YOU WILL EARN TWO EXTRA LIVES!



# CREDITS

| | |
|---|---|
| EXECUTIVE PRODUCER | ALLAN BECKER |
| PRODUCER(S) | JONATHAN BEARD, DAVID POE |
| ASSISTANT PRODUCER | DAN MUELLER |
| GAME CONCEPT | DAVID POE, JONATHAN BEARD, BEN HARRISON |
| GAME DESIGN | JONATHAN BEARD |
| ADDITIONAL DESIGN | KEITH BACHMAN, DYLAN CUTHBERT, BEN HARRISON, DAN MUELLER, TIM NEVELL, TOM TOBEY |
| LEAD ARTIST/ BLASTO CHARACTER DESIGN | BEN HARRISON |
| LEAD ENGINEER/PROGRAMMER | DYLAN CUTHBERT |
| ANIMATORS | TOM TOBEY, DEAN RUGGLES |
| PROGRAMMERS | MATT DUNCAN, STEVE THOMPSON, DAVE "RATDOGG" WILLIAMS, BUZZ BURROWES |
| ARTIST | TIM NEVELL |
| MODELING/TEXTURE MAPPING | KEITH BACHMAN, JOE BRISBOIS, HONG HOANG, TIM NEVELL, DAVE POUNDERS |
| CHARACTER ANIMATION | TOM TOBEY, DEAN RUGGLES |
| ADDITIONAL ART | JEFF GARSTECKI, ALAN PASHLEY, JULIUS WILLIS III |
| CHIEF AUDIO ENGINEER | BUZZ BURROWES |
| MUSICAL SCORE/COMPOSER | CHUCK DOUD |
| SOUND EFFECTS EDITOR | NATHAN BRENHOLDT |
| SHELL ART | BILL YEATTS |
| ADDITIONAL ENGINEERING | DAVE MARSHALL |
| DIALOGUE | JONATHAN BEARD, BEN HARRISON, TOM TOBEY, MATT WICKLINE |
| VOICE OF BLASTO | PHIL HARTMAN |
| VOICE OF ADMIRAL BIGSHOT | KEN GRANTHAM |
| VOICE OF BOSC | DAN MUELLER |

| | |
|---|---|
| SENIOR DIRECTOR OF MARKETING | PETER DILLE |
| SENIOR MARKETING MANAGER | AMI MATSUMURA-BLAIRE |
| SENIOR PROMOTIONS/PR MNGR | JEFFREY FOX |
| SENIOR PUBLIC RELATIONS MNGR | MOLLY SMITH |
| SENIOR CREATIVE SERVICES MNGR | HOWARD LIEBESKIND |
| PRODUCT MARKETING COORDINATOR | NEMER VELASQUEZ |
| VOICE OF BABES | MARIA HERNANDEZ, SANDY KAY, MISAKO USUI |
| TEST MANAGER | MARK PENTEK |
| LEAD TEST ANALYST | TOBIN RUSSELL |
| TECHNICAL COORDINATOR | NEIL MUSSER |
| ASSISTANT LEAD TEST ANALYSTS | BEN BRIONES, TOM WHITE |
| TEST ANALYSTS | CHRISTIAN ARENDS, MIKE BENTON, JOSE CRUZ, CHARLES DELAY, MICHAEL DOBBINS, AL DUTTON, NICHOLAS FALLS, CHRIS JOHNSON, RYAN JOSEPH, CHRISTOPHER KEITH, DAVE KINEL, IVAN KOUGAENKO, CHRISTOPHER LEVIE, CHAD LOWE, IAN MCGUINESS, HEATHER MEIGS, ERIC MOLINA, RODDY MCNEVIN, SEAN SHIMODA, COREY STROCK, SAM THOMPSON, MARK VALLE, GARY WARD, JESSIE WILSON |
| PACKAGE | STEVEN WRIGHT, BEELINE GROUP, INC. |
| MANUAL DESIGN | GREGORY HARSH, BEELINE GROUP, INC. |
| CHARACTER RENDERINGS | MIKE KRUMMHOEFNER |

**SPECIAL THANKS**

KELLY FLOCK (PRESIDENT SONY INTERACTIVE STUDIOS), ANDREW HOUSE, NINA NISENHOLTZ (WILLIAM-MORRIS AGENCY), HEIDI ADAMS, DONNA ARMENTOR, SHELLEY ASHITOMI, MAGGIE BAQUERO, KIM BARDAKIAN, GARY BARTH, THERESA BOTTENHORN, CHRISTA CARTER, JOYCE CLEMENT, BRIAN DIMICK, CHRISTY FAVROW, PEGGY GALLAGHER, BOB GAYMAN, JERRY GENTILE, DAVID GREENSPAN, ANGUS GUSCHWAN, BETSY HAMILTON, KERRY HOPKINS, KIM HORNECKER, GRACE KAO, COLIN MACLEAN, NIKKI MCGRATH, ALEXANDER NEFF, MIMI NGUYEN, DENNIS O'MALLEY, FRANK O'MALLEY, TERRI RAGO, RILEY RUSSELL, YVONNE SMITH, JACK TRETTON, MICHELLE VERCELLI, MARILYN WEYANT, MICHELLE WHITMER, TONEY WONG



# WARRANTY

SONY COMPUTER ENTERTAINMENT AMERICA (SCEA) WARRANTS TO THE ORIGINAL PURCHASER OF THIS SCEA PRODUCT THAT THIS SOFTWARE IS FREE FROM DEFECTS IN MATERIAL AND WORKMANSHIP FOR A PERIOD OF NINETY (90) DAYS FROM THE DATE OF PURCHASE. SCEA AGREES FOR A PERIOD OF NINETY (90) DAYS TO EITHER REPAIR OR REPLACE, AT ITS OPTION, THE SCEA PRODUCT. YOU MUST CALL 1-800-345-SONY TO RECEIVE INSTRUCTIONS TO OBTAIN REPAIR/REPLACEMENT SERVICES.

THIS WARRANTY SHALL NOT BE APPLICABLE AND SHALL BE VOID IF THE DEFECT IN THE SCEA PRODUCT HAS ARISEN THROUGH ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS AS TO HOW LONG AN IMPLIED WARRANTY LASTS AND/OR EXCLUSIONS OR LIMITATIONS OF CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSIONS OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.