
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-00642
94016
BLAST RADIUS™
FROM THE COMPANY THAT BROUGHT YOU
COLONY WARS
PSYGNOSIS™

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You are Kayne, the sole surviving member of the legendary Wolf Squadron. This group of fearless warriors once defended the outer rim of the galactic empire against alien incursion. Brutally massacred after an act of imperial betrayal, the squadron is no more. Angry and alienated you wander the void as a mercenary, for where life has no value sometimes death has its price...

Recently you have been approached by the Vorn, an intelligent and benign race whose worlds are besieged by the fleets and battle stations of the brutal Kotan - Kai. Defend the Vorn against the tyranny of the Kotan - Kai and they will reward you well and afford you access to their most advanced craft and weapons systems. Fight for them as you are their only hope.....

STARTING BLAST RADIUS

To play Blast Radius on your PlayStation™ game Console:

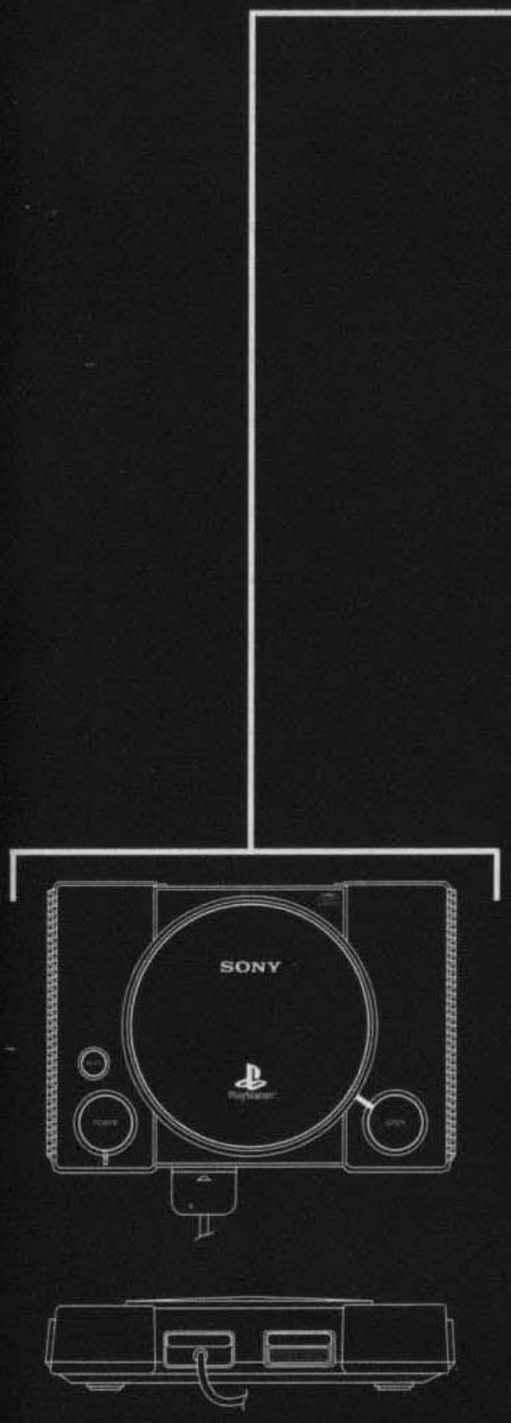
1. Set up your PlayStation™ game Console in accordance with the instruction manual supplied with the system.

2. Follow your system directions to open the Disc cover and place the Disc onto the bed of the drive, ensuring the printed side faces upwards.

3. Close the Disc cover. If the unit is switched off, press the POWER button to begin play. If the unit is already on, press the RESET button.

To skip through intro screens, press the ⊗ button on the Controller.

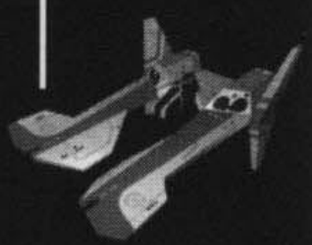
WARNING! Do not insert or remove Controllers, Memory cards or other peripherals during the game.

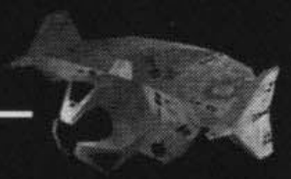


WHAT YOU DO

Firstly, you must decide which of the 4 available assault craft are best suited to successfully completing your mission brief. Choose from the:

C3 Cougar
Hammerhead 56
Stealthshadow
or the customised retro craft Starski Gruv-77.









Each craft features particular strengths and weaknesses from the attributes of top speed, acceleration/braking, manoeuvrability, strength and style.

There is an upgraded performance version of each craft which will be awarded when you reach a particular point in the game. There is also a secret prototype 'super fighter' to be gained in the later stages.

Once behind the controls of your chosen hardware you must engage the enemy craft as briefed by your paymasters. When enemy craft are destroyed they release their energy cores. Fly towards the energy cores to pick them up and you will be given one of 8 different power ups.



Each energy core is colour coded as follows:

BLUE	RED	PURPLE	GOLD	MULTI COLOURED
Shield	Ammo	Fuel	Bonus Points Credits	Double Shield Double Fuel Instant Target Lock Hull Repair

A high kill ratio will bring rewards in the form of points and credits which you may use in the armoury to purchase add-ons for your chosen ship.

It is essential that you regularly upgrade your craft. Failure to do so will seriously compromise your ability to achieve outlined mission objectives.

DEFAULT CONTROLS

Press R2 / L2 simultaneously
Turbo Speed

Press L1 / L2 simultaneously
Scale radar out

L2 button
Decelerate

R2 button
Accelerate

Press R1 / R2 simultaneously
Scale radar in



L1 button
Roll anti-clockwise

R1 button
Roll clockwise

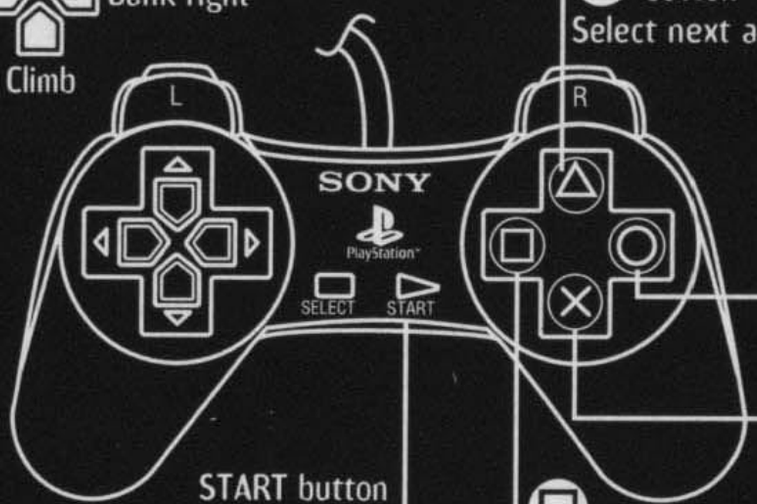
Press R1 / L1 simultaneously
Toggle between forward and rear views

Dive

Bank left

Bank right

Climb



△ button
Select next available secondary weapon

✕ & ○ buttons together
Charge up the primary weapon boost.

○ button
Fire secondary weapon

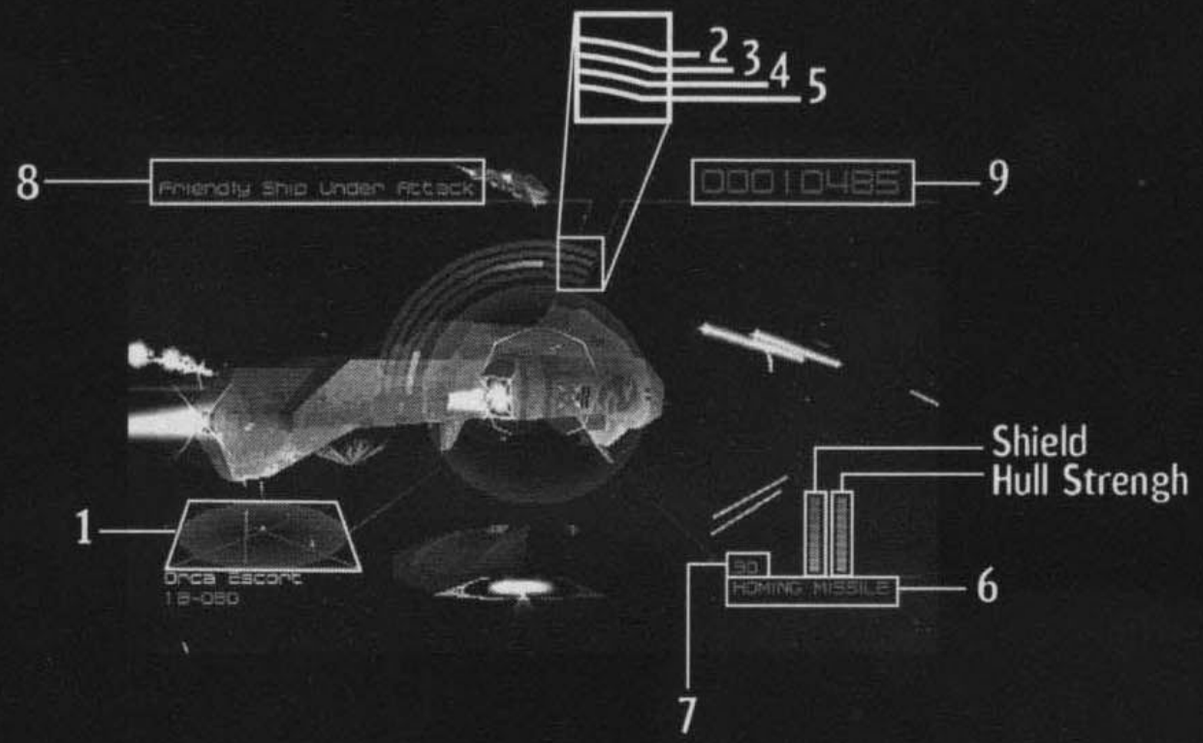
✕ button
Fire primary weapon

START button
Pause game and bring up in game menu.
(Select CONTINUE and press the
✕ button to resume play.)

□ button
Pressing the □ button will scroll
through each ship visible on the radar.

By holding down the □ button,
the targeting system will target the ship
directly ahead. This will lock on when the
crosshairs turn green and the □ button
is released.

THE HUD



During combat the following information can be accessed from the head up display unit on your selected craft.

1. RADAR

The ship that you are piloting is always at the centre of the radar. Targets will always be shown in relation to this point. Vertical lines above the horizontal plane show that the enemy are above you. Vertical lines below the horizontal plane show that the enemy is below you.

2. PRIMARY WEAPON CHARGE INDICATOR

Simultaneously press the ◯ button and ⊗ button on your Controller to charge up the weapon . The bar will display a bright pink strip. The longer the strip, the higher the charge.

3. LOCK ON LASER
When locked on to an enemy ship, this bar displays the time remaining for firing this weapon at full charge. Once the bar reaches the top, the weapon will only fire short bursts. Allow the bar to reduce to fully re-charge the weapon.

4. FUEL
Displays current fuel level.

5. TURBO SPEED
Starts to flash when turbo speed is activated.

6. SECONDARY WEAPON
Shows currently selected secondary weapon.

7. AMMO
Shows ammo level of current secondary weapon.

8. INFORMATION
Any bonuses that you collect are displayed here, as well as any warning messages and general mission information.

9. SCORE
Displays your current score.

NAVIGATION AND SCANNING SYSTEM

All craft are fitted with a standard long range 3D scanner. This is linked to a sophisticated identification system that is able to distinguish between thousands of different craft from their emission signatures. It is also able to identify what weapons that craft may be carrying and display range and target type.

WEAPON I.D. CODES

AT	Attack Torpedoes
RX	Rockets
SM	Seeker Missiles
LSR	Locking Laser
NUK	Fusion Nukes

SECTORS

There are 10 sectors in Blast Radius. Each sector consists of four missions, all of which must be completed before you can progress to the next sector. You may choose the order in which you do the first three missions of a sector (except on sectors one, five and eight where you must always start on the first mission). Upon successful completion of the first three missions you can SAVE your progress, before attempting the final mission of that sector.

Upon successful completion of Sector 4, you will be rewarded with an upgraded version of your chosen ship. An FMV sequence will be shown and then the game will return to the MAIN MENU. Select the ONE PLAYER option in order to access your upgraded ship and the later sectors.

NOTE You must choose your upgraded ship in order to start sector 5.

Once you have completed sector 7 you will be rewarded with a brand new ship which must be used to complete the final sectors of the game. Again, you will be shown an FMV sequence and returned to the MAIN MENU. Select the ONE PLAYER option to access the new ship and final sectors.

NOTE In order to preserve your upgraded or new ship, you should SAVE your progress as soon as you have returned to the MAIN MENU. This can be done by selecting the MEMORY CARD option on the MAIN MENU and highlighting the SAVE option. Press the ⊗ button to confirm. Your save game will be called either ENHANCED or WRAITH. Once your save has been successfully completed, return to the MAIN MENU and choose the ONE PLAYER option to continue the game with your improved craft.

BLAST RADIUS MENUS

THE MAIN MENU



Use the Up and Down Directional buttons to highlight an option. Press the ⊗ button to select.

ONE PLAYER
Leads to **SHIP SELECT** screen.

TWO PLAYER
Leads to **TWO PLAYER** set up screen.
(Only available when Link cable is set up, see below.)

MEMORY CARD
Leads to the **MEMORY CARD** options screen.

OPTIONS
Leads to the **OPTIONS** screen.

HIGH SCORES
Leads to the **HIGH SCORES** table.

SUB MENUS

SHIP SELECT SCREEN (1 PLAYER ONLY)



Use the Left and Right Directional buttons to scroll through the available craft. Press the ⊗ button to make your selection.

TWO PLAYER SET UP SCREEN

Set up a new two player game via the Link cable.

2-PLAYER NOTE: In order to play Blast Radius with two players, you will need 2 PlayStation™ game Consoles connected by a Link cable. Both consoles will need to be running a copy of Blast Radius.

Playing two player games:
Read these instructions before you attempt to play a Blast Radius two player game.

1. One of the PlayStation™ game Consoles will need to be MASTER. The player at this machine will be able to select global two player game options, such as missions and deathmatch options.

2. On the PlayStation™ game Console that you would like to be MASTER, please skip all of the intro movies and go straight to the MAIN MENU screen.

3. Skip all intro movies on the other PlayStation™ game Console and go straight to the MAIN MENU screen.

Your two PlayStation™ game Consoles should now be linked and ready to start a two player game.

If a successful link has been established you should see a different message blinking on each end of the link - **MASTER LINK** on one and **SLAVE LINK** on the other. If for any reason these messages should both be the same or not appear at all, you will need to reset both PlayStation™ game Consoles and go back to step 2.

TWO PLAYER GAMES TROUBLESHOOTING GUIDE

INVALID LINK - CHECK MANUAL

Both your machines have been assigned the same priority and one of them should be changed. Press the ○ button on one Controller only. This action will toggle the link. Then both players should press the △ button on their Controller to return to the **MAIN MENU** and try again.

LINK LOST – RECONNECTING

There was an error in the data transfer. Check that the Link cable is still inserted properly. If it isn't, re-insert it and the game should continue automatically.

TWO PLAYER GAME TYPES

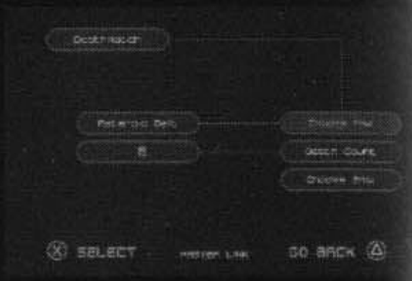
CO-OPERATIVE

This allows you and a friend to play all the missions and make a combined assault on the Kotan Kai. You are given the choice of **CHOOSE SHIP** and then **PLAY BRIEFING**, (only the **MASTER** player can make this selection) or **BEGIN MISSION**.



DEATHMATCH

The option enables you and a friend to go head to head until the death in one of four specially designed Deathmatch areas. The **MASTER** can set the Death Count (amount of kills required to win) and choose which map the combat will take place in. Then, after choosing your ship, all that remains is to power up and turn your 'friend' into space dust.



There is no option in 2 player mode to save your progress, and you will not be awarded any of the upgrade ships upon completion of sectors 4.4 or 7.4. If you wish to play the later sectors in 2 Player mode then each player must load up a saved game which they have from the 1 Player mode. Preferably this would be a save entitled either **ENHANCED** or **WRAITH**. If either player loads up an in-game save they will be taken to that point in the game in 1 Player mode only. You may also use upgraded craft in the Deathmatch mode.

MEMORY CARD OPTIONS SCREEN

Blast Radius only supports Memory card slot 1.

To load or save a game, make sure that you have a Memory card inserted according to the system instructions. Blast Radius allows you to make 15 saves per Memory card. Each save requires one Memory card block.

This screen shows the 15 Memory card blocks on the standard Memory card. Any previously saved games will be shown by an appropriate icon. Use the Left and Right Directional buttons to scroll between LOAD, SAVE and DELETE. Press the ⊗ button to select.

LOAD

Allows you to load a previously saved game. Use the Directional buttons to move the highlighting effect over the saved game of your choice. Press the ⊗ button to select. The game will then be loaded from the Memory card.



SAVE

Allows you to save a current game. Use the Directional buttons to move the highlighting effect over SAVE. Press the ⊗ button to select. The game will then be saved to the next available block on the Memory card. It will be represented by a Blast Radius icon.

DELETE

Allows you to delete a currently saved game. Use the Directional buttons to move the highlighting effect over the saved game that you wish to delete. Press the ⊗ button to select. A prompt screen will appear. Use the Directional buttons to highlight YES or NO and press the ◎ button to select. Choose YES and the contents of the selected block will be deleted. Choose NO and you will be free to choose again from the MEMORY CARD OPTIONS SCREEN.

OPTIONS

Use the Up and Down Directional buttons to move the highlighting effect over **SOUND**, **SCREEN** or **CONTROLLERS**. Press the ⊗ button to select.

SOUND

Use the Directional buttons to move the highlighting effect over the following choices. Press the ⊗ button to select.

Music Select

Use the Left and Right Directional buttons to scroll through the ten available music tracks and one Random. Press the ⊗ button to hear your choice and set it for the game to come.

Mono/Stereo

Use the Left and Right Directional buttons to switch between Mono or Stereo sound. Press the ⊗ button to select.

Music Volume

Use the Left and Right Directional buttons to turn the music volume up or down.

FX Volume

Use the Left and Right Directional buttons to turn the sound effects volume up or down.



SCREEN

Use the Directional buttons to centre the screen to your satisfaction. Press the ⊗ button to confirm.

CONTROLLERS

Use the Up and Down Directional buttons to move the highlighting effect over Analog Calibration (only present if the Analog Controller is connected) or Controller Config. Press the ⊗ button to select.

Analog Calibration

This allows you to calibrate the Analog Controller. Follow the on-screen instructions to set the sensitivity to your specific requirements.

NOTE: When using an Analog Controller (LED display:RED) during a game the Left stick controls the movement of your assault craft.

Controller Config.

Use the Left and Right Directional buttons to switch between through the 3 pre-set Controller configurations. Press the ⊗ button to select.

HIGH SCORES

Top eight scores on the board. You should try and get on there.

IN-GAME SCREENS

Press the **START** button on your Controller during a game to pause the game and bring up the **IN- GAME** menu screen. Use the Up and Down Directional buttons to move the highlighting effect over the following choices:

QUIT GAME

Quit out of current game and return to **MAIN MENU**. Press the ⊗ button to select and then use the Left and Right Directional buttons to scroll to **YES** or **NO**. Press the ⊗ button again to implement your choices.

CAMERA

Use the Left and Right Directional buttons to scroll between the 3 in game views of **Near**, **Far** and **Inside**.

MUSIC VOL

Use the Left or Right Directional buttons to alter the music volume.

FX VOL

Use the Left or Right Directional buttons to alter the **FX** volume.

CONTINUE

Will allow you to continue your game.



MISSION SELECT SCREEN

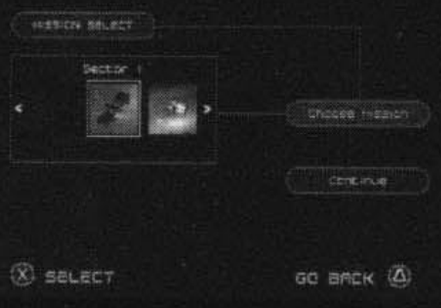
Following the completion of a mission you are taken to the debriefing screen which provides you with the statistics from the previous mission. Press the ⊗ button to continue to the **MISSION SELECT SCREEN** where you can use the Directional buttons to highlight the following choices:

CHOOSE MISSION
Use the left and right Directional buttons to cycle through the missions and then press the ⊗ button to receive the relevant mission briefing.

SAVE DATA
Press the ⊗ button to select. This option is only available after completing the first three missions in a sector and it allows you to save your current position.

Continue
Press ⊗ to go to the next screen where you can choose from **WEAPONS** or **BEGIN MISSION.**

Use the Up and Down Directional buttons to switch between **WEAPONS** and **BEGIN MISSION.** If you choose **WEAPONS**, use the Left and Right Directional buttons to scroll through the available weapons. Every upgrade has a value displayed alongside it. If you have amassed enough credits you can buy the upgrade by pressing the ⊗ button. When you have made your purchases, scroll down to **BEGIN MISSION** and press the ⊗ button to start your next mission.



PRIMARY WEAPONS

Press the ⊗ button to fire.

LASER

This is the standard weapon of most Vorn fighters, and while it is not as destructive as some of the more advanced weapons, its inexhaustible capabilities are useful to fall back on. Upgrades for range and power are available.

ECM PODS

These devices are fired from the rear of your craft. When you press the ⊗ button twice in quick succession they are released. Electronic Counter Measures are designed to act as a decoy to incoming homing missiles.



LASER
Approx. Range: 170



ECM PODS

SECONDARY WEAPONS

Press the ◉ button to fire.



TORPEDO
Damage: Medium
Approx. Range: 350

TORPEDO

Low speed projectiles, that are especially useful for taking out slow moving or static enemies from a good distance. Hit without being hit!

ASSAULT ROCKETS

A faster moving version of the torpedoes, but lacking the range and power.

HOMING MISSILES

These high speed, long range missiles let you just sit back and watch the destruction. Unless the enemy have ECMs that is.....

In order to use this weapon you must first target an enemy ship and keep it in the centre of your HUD for a period of 1 second to achieve a target lock. This is indicated by your HUD colour changing to red if you are within firing range and orange if you are not. The target on the enemy ship will also spin round. You are then able to fire.



ASSAULT ROCKETS
Damage: Light
Approx. Range: 140



HOMING MISSILES
Damage: Medium
Approx. Range: 300



ETD MINE
Damage: Light-Medium

ETD MINE

Released from the rear of your craft, these mines detonate after a few seconds sending explosive waves into any craft unfortunate enough to be following you.

CLUSTER BOMB

This slow moving explosive device releases a payload of smaller bombs when it hits its target.

LOCK-ON LASER

Fires a laser charge that locks onto an approaching ship and just keeps hammering away.

In order to use this weapon you must first target an enemy ship and keep it in the centre of your HUD for a period of 1 second to achieve a target lock. This is indicated by your HUD colour changing to red if you are within firing range and orange if you are not. The target on the enemy ship will also spin round. You are then able to fire.

This weapon is prone to over-heating after 3 seconds of continuous use. This is monitored through the temperature gauge on the HUD.



LOCK-ON LASER
Damage: Light
Approx. Range: 90



CLUSTER BOMB
Damage: Medium-Heavy
Approx. Range: 120



NUKE
Damage: V. Heavy
Approx. Range: 300

NUKE

This is the ultimate weapon. Its lack of speed is made up for by its range and the fact that anything it hits becomes instant toast. You don't want to be in the vicinity when this thing blows.....

In order to use this weapon you must first target an enemy ship and keep it in the centre of your HUD for a period of 1 second to achieve a target lock. This is indicated by your HUD colour changing to red if you are within firing range and orange if you are not. The target on the enemy ship will also spin round. You are then able to fire.

SHIELDS

Your shield comes in three classes: basic, upgrade 1 and upgrade 2. It is there to stop your hull from taking damage. In this war, damage can come from many sources. Collisions with space stations and other ships, explosions, burn up in a planet's atmosphere and, of course, from all the weapons the enemy can throw at you. Survive all that with your hull intact and you might just make it out alive. Unless you run out of fuel that is.



SHIELDS

GOOD LUCK.
YOU'LL NEED IT.



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