
PlayStation
NTSC U/C
PlayStation
KIDS TO ADULTS
CONTENT RATED BY ESRB
SLUS-00543
94004
COLONY WARS
PSYGNOSIS

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:

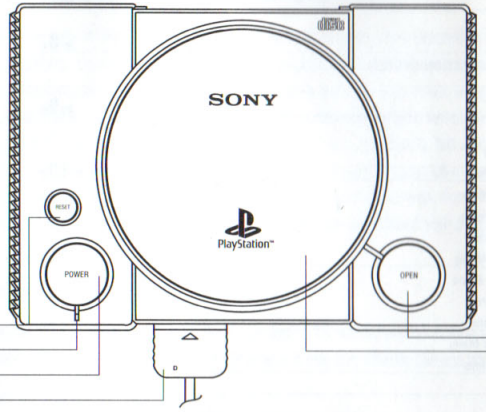
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact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

DIRECTORY

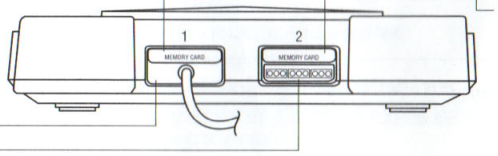
STARTING THE GAME .00/ 7.0
DEFAULT CONTROLS
COCKPIT HUD .00/ 8.0
USING THE LEAGUE INFORMATION SYSTEM
Main Menu
Log On Menu .00/ 9.0
Options Menu
Demo Mode Menu
Restart Game Menu .00/ 10.0
Mission Briefing Menu
Pilot Statistics Screen
Craft Database Menu
System Database Menu .00/ 11.0
Training Missions Menu
Audio Options Menu
Video Options Menu .00/ 12.0
Controller Options Menu
Memory Card Options .00/ 13.0
Password Menu .00/ 14.0
In-Game Menu .00/ 15.0
LEAGUE OF FREE WORLDS COMBAT PROTOCOL
MISSION BRIEFINGS
TRAINING MISSIONS
CAMPAIGN
DEBRIEFING .00/ 16.0
FLYING YOUR CRAFT
USING COCKPIT INFORMATION .00/ 17.0
USING THE HOLO-RADAR .00/ 18.0
IDENTIFYING CRAFT
USING PRIMARY WEAPONS
USING SECONDARY WEAPONS .00/ 19.0
WEAPON DATA
Basic Weapons .00/ 21.0

Console

Top View



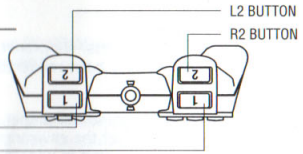
Front View



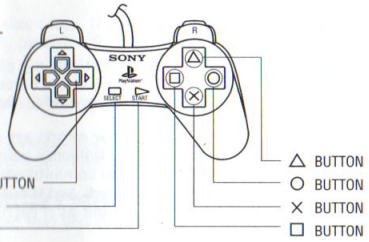
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Colony Wars disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen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

Controller

Front View



Top View



All files extracted from databases held by the League Of Free Worlds. This information is classified under Protection Order LFW/345.z and is confirmed as suitable for distribution amongst recruit level pilots.

EXTRACT 32.32.4 - RECRUITMENT/LFW.INTRODUCTORY

Since 3095 AD, the Earth Empire has spread throughout the universe like a sickness. No planet or lifeform is immune to this disease; indeed, vast tracts of the universe have already been rendered sterile by its progress.

The Empire's power is formidable. Dedicated to sustaining life on Earth, it has colonised planet after planet with scant regard to the freedom of the local population or the well-being of the environment. Vicious methods are employed in pursuit of this relentless expansion; this has resulted in widespread famine, drought and death.

The League Of Free Worlds exists to offer resistance and hope.

We find ourselves at a key moment in our history; the battle of Bennay proved that meticulously planned attacks can harm the Empire and its colonial Navy. As a result, the movement has grown far beyond our imagination; it will not be long before you are able to join the war and add your contribution to the struggle.

There will no doubt be many occasions when you lose all hope and conclude that our efforts are doomed to failure. These feelings will be understandable. However, to allow such doubts to influence your actions will be a failing of colossal proportions. NEVER offer anything less than your total commitment. NEVER assume the war is over until all the battles are won. And NEVER forget the hundreds and thousands and millions who have suffered at the hands of the Empire. The League trusts you to fight as if each moment were your last; you can be expected to do no more.

THE LEAGUE OF FREE WORLDS COUNCIL FOR RECRUITMENT
ISSUED BY INTERNAL BINARY DISTRIBUTION NET

EXTRACT 32.32.7 - DISCIPLINARY/LFW.TRAINING

All recruits are instructed to read this training guide and to complete the League Of Free Worlds training program before reporting for battle duties.

The careless actions of unprepared pilots will place the League in jeopardy; such a situation is not acceptable.

THE LEAGUE OF FREE WORLDS DISCIPLINARY COMMITTEE
ISSUED BY INTERNAL BINARY DISTRIBUTION NET

To play Colony Wars 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 Disc 1 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.

4. Colony Wars will prompt the insertion of Disc 2 when required.

There are a number of animated sequences throughout Colony Wars. These can be skipped by pressing the × button or the START button on the Controller.

WARNING!

It is advised that you do not insert or remove peripherals or Memory Cards once the power has been turned on.

Make sure you have enough free blocks on your Memory Card before commencing play. Colony Wars uses 1 Memory Card Block.

CONTROLS

Left Directional button	Bank left
Right Directional button	Bank right
Up Directional button	Dive
Down Directional button	Climb
△ button	Select / disarm secondary weapon
□ button	Select primary weapon
× button	Fire primary weapon
○ button	Arm / fire secondary weapon
L1 button	Reverse thrust
R1 button	Forward thrust
L2 button	Roll left
R2 button	Roll right
L2 button + R2 button together	Reverse view
START button	Pause
SELECT button	Change view

COCKPIT HUD



1. Shield/Hull Integrity
2. Speed
3. Primary Weapon Temperature
4. Shield/Hull Integrity Of Targeted Craft
5. Sensor Integrity Of Targeted Craft
6. Secondary Weapon Availability
7. Current Primary Weapon
8. Current Secondary Weapon
9. Holo-Radar

USING THE LEAGUE INFORMATION SYSTEM

Navigate through menu screens using the Directional buttons. Press the × button to select an item. Press the △ button to return to the previous menu.

MAIN MENU

LOG ON
Access the Log On Menu.

OPTIONS
Access the Options Menu.

DEMO MODE
Access the Demo Mode Menu.

RESTART GAME
Access the Restart Game Menu.

LOG ON MENU

BEGIN / CONTINUE CAMPAIGN
Begin your campaign or continue with your next mission via the Mission Briefing Menu.

PILOT STATISTICS
Access the Pilot Statistics Screen.

CRAFT DATABASE
Access the Craft Database Menu.

SYSTEM DATABASE
Access the System Database Menu.

TRAINING MISSIONS
Access the Training Missions Menu.

OPTIONS MENU

AUDIO OPTIONS
Access the Audio Options Menu.

VIDEO OPTIONS
Access the Video Options Menu.

CONTROLLER OPTIONS
Access the Controller Options Menu.

MEMORY CARD OPTIONS
Access the Load/Save Game Menu.

PASSWORD
Access the Password Menu.

DEMO MODE MENU

INTRO
Access the introductory sequence.

GAME
Access game demos.

CREDITS
Access Colony Wars production credits.

RESTART GAME MENU

YES
Quit current game and restart first mission.

NO
Continue with current mission.

SOFT RESET METHOD
In order to perform a soft reset (i.e. take the user back to the main menu during gameplay), press Start and Seclect simultaneously for a few seconds.

LAUNCH CRAFT
Begin the mission.

REVIEW BRIEFING
Review the mission briefing text.

PILOT STATISTICS SCREEN

Displays your current pilot statistics. Pilots must have fought at least one mission to activate this screen.

CRAFT DATABASE MENU

FIGHTER CRAFT
Access League and Navy fighter craft data. (Encountered craft only.) Technical data will appear on screen while other information is relayed verbally. Use the Left and Right Directional buttons to cycle through the available craft.

FLEET CRAFT
Access League and Navy fleet craft data. (Encountered craft only.) Technical data will appear on screen while other information is relayed verbally. Use the Left and Right Directional buttons to cycle through the available craft.

SYSTEM DATABASE MENU

Choose between the five solar systems before accessing the following databases.

GENERAL DATA
Access general information on the current solar system.

HISTORICAL DATA
Access historical information on the current solar system.

MILITARY DATA
Access military information on the current solar system.

PLANETS
Access data on planets within the current solar system. There is general, historical and military information available on each planet.

When you first access this menu, only the initial training mission will be available. Press the X button to select it. As each training mission is completed, the next one will become available on this menu. Use the Directional buttons to highlight the required mission and press the X button to select it. You can also return to previously completed training missions.

You are strongly advised to complete all training missions before commencing battle.

AUDIO OPTIONS MENU

Altering sound volumes within this menu will only affect the in- game and front end sound levels. It will not affect the sound levels in any movie sequences.

MUSIC VOLUME
Use the Left and Right Directional buttons to decrease or increase the volume of in-game music.

SFX VOLUME
Use the Left and Right Directional buttons to decrease or increase the volume of in-game sound effects.

SPEECH VOLUME
Use the Left and Right Directional buttons to decrease or increase the volume of in-game speech.

MODE
Use the Left and Right Directional buttons to choose between Mono, Stereo or Dolby Surround options. Selecting Dolby Surround on a mono sound system may result in the loss of some sound effects.

VIDEO OPTIONS MENU

DEFAULT VIEW
Use the Left and Right Directional buttons to choose from COCKPIT, INTERNAL or EXTERNAL views.

MOVIES
Use the Left and Right Directional buttons to turn in-game movies ON or OFF. NOTE: Even when this option is OFF, end-game movies will still be played.

SUBTITLES
Use the Left and Right Directional buttons to turn in-game subtitles ON or OFF. NOTE: You are advised to ensure that this option is ON if speech volume is set to 0.

SCREEN POSITION
Select this item, then use the Directional buttons to center the game screen on your TV. Press the X button to confirm the position.

CONTROLLER OPTIONS MENU

CONFIGURE
Select this item, then use the Left and Right Directional buttons to select your required Controller configuration. Press the X button to confirm.

CALIBRATE
Follow the on-screen instructions to calibrate the Analog Controller. (This option will only appear if the Analog Controller is inserted into the PlayStation Console.)

MEMORY CARD OPTIONS

LOAD
Allows you to load a previously saved game from a Memory Card. First make sure you have a Memory Card correctly inserted according to the Console's instructions. Do not insert or remove Memory Cards once the power has been turned on.

Once you have selected this option, wait for the Console to detect the Memory Card. If more than 1 Memory Card is inserted, use the Left and Right Directional buttons to highlight the correct one. Use the Directional buttons to highlight the required saved game, then press the X button to select it. Press the X button again to confirm the load is 'OK'.

SAVE
Allows you to save your current game position using a Memory Card. First make sure you have a Memory Card correctly inserted according to the Console's instructions. Do not insert or remove Memory Cards once the power has been turned on.

You may save a game at any time. However Colony Wars will always save games back to the beginning of the act being played. For instance, you may have played two out of three missions within an act and then decide that you wish to save your progress. Colony Wars will save the game back to the beginning of the act and you will effectively have lost the two completed missions. It makes sense then to only save games at the beginning of each act. If you attempt to save games at any other point within an act an on screen warning will be displayed to remind you of the risk involved.

Once you have selected this option, wait for the Console to detect the Memory Card. If more than 1 Memory Card is inserted, use the Left and Right Directional buttons to highlight the correct one. Use the Directional buttons to highlight the required free block, then press the ✕ button to select it. You will then need to enter a name of up to 8 characters. Use the Directional buttons to move the highlighter over the letters and press the ✕ button to select each one. When the correct name has been entered, highlight 'END', then press the ✕ button. Press the ✕ button to confirm the save is 'OK'.

COPY
To copy a saved game from one Memory Card to another make sure there are two Memory Cards inserted according to the Console's instructions. Use the Directional buttons to highlight the required saved game, then press the ✕ button. Assuming there is a free block on the other Memory Card, the block will then be copied. Press the ✕ button to confirm the copy is 'OK'.

DELETE
To delete a saved game from a Memory Card, use the Directional buttons to highlight the required block, then press the ✕ button. You will be prompted 'ARE YOU SURE?'. If you want to continue, press the ✕ button to delete the saved game. If you do not wish to continue, press the △ button.

Once the saved game has been deleted, you will need to press the ✕ button to confirm the deletion is 'OK'.

PASSWORD MENU

If you do not wish to use a Memory Card to record your progress, you may want to make a note of the current game password by coming to this menu between missions or when you have aborted a mission.

ENTER
Select this item to enter a new password. Use the Directional buttons to move the highlighter over the required letters, then press the ✕ button to enter each one. Please note that restoring a game from a password will result in the loss of all pilot statistics. When you have entered the password the number of the act to be restored will be displayed on screen.

ACCEPT
Select this item when you have entered your password. The game will then be restored to the beginning of the last act played.

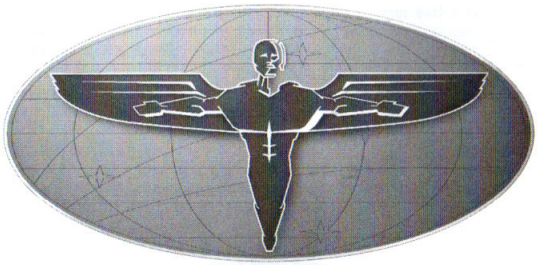
Access the In-Game Menu by pressing the START button while flying a mission. This will pause the game and bring up the menu.

CONTINUE
Return to the game.

MISSION BRIEF
Review the mission briefing.

AUDIO
Access the Audio Options Menu.

QUIT
Quit the current mission. NOTE: League command will regard such a request as a mission failure.



MISSION BRIEFINGS

All missions will be preceded by a briefing downloaded from Central Military Control via the Mission Briefing Menu. It is vital that all League pilots understand their mission objectives prior to accepting the mission; to do otherwise is to invite defeat and possible disciplinary action.

The X button can be pressed at any time during the briefing to launch your craft and begin the mission.

Once a mission has started, the mission briefing can be reviewed via the In-Game Menu.

TRAINING MISSIONS

In-flight training is available to all League recruits. It can be accessed via the Information System's Game Menu. All recruits are strongly advised to make full use of this training which is designed to develop flight and combat skills; verbal assistance will be given.

Pilots should bear in mind that the Colonial Navy regards training as its single most important activity. Do not imagine that the League can choose to ignore this fact.

CAMPAIGN

Full missions will see you on active service on behalf of the League. While the League Of Free Worlds is a democratic and open organization dedicated to the pursuit of freedom from tyranny, you should understand that in time of war, members are expected to be rigorously disciplined and committed to the cause: orders must be obeyed at all times.

If your craft is destroyed during a mission, on-board escape pod technology should enable you to escape.

DEBRIEFING

Once the mission is over, you will be taken to a mission debrief screen showing mission and war statistics. You can access the next mission from this screen. The option to save your progress will also appear here but only at the end of each act.

If you do not wish to use a Memory Card to record your progress, you may want to make a note of the current password between missions. Your password can be viewed by accessing the Password Menu via the Options Menu.

The type of craft you fly will depend on the circumstances of your current mission.

Ensure that you have completed sufficient flight training before submitting yourself for a full mission; 'Training' can be selected from the Log On Menu.

Controls referred to are those for the default control set up. In different set ups other buttons will perform the same functions.

FORWARD THRUST
Engage forward thrust by pressing the R1 button. Keep the button pressed to maintain forward thrust.

REVERSE THRUST
Engage reverse thrust by pressing the L1 button. Keep the button pressed to maintain reverse thrust.

Reverse thrust is particularly useful when involved in dogfight situations - using reverse thrust in conjunction with the Directional buttons will enable pilots to make tight turns in pursuit of enemy craft.

PILOTING YOUR CRAFT
Use the Left and Right Directional buttons to bank your craft left or right respectively. Use the Up and Down Directional buttons to point the nose of your craft down or up respectively.

ROLLING YOUR CRAFT
Use the L2 or R2 buttons to roll the craft left or right respectively.

USING COCKPIT INFORMATION
(see diagram page 8)

SHIELD/HULL INTEGRITY METER
Shows the strength of your craft's shield and hull. The blue bar represents your shield. When this meter turns red, your shield is down and your hull strength is critical.

SPEED
Indicates your craft's current speed.

PRIMARY WEAPON TEMPERATURE
Constant firing will cause primary weapons to overheat - this results in sporadic fire. When this occurs, release the X button to allow the laser to cool down.

SHIELD/HULL INTEGRITY OF TARGETED CRAFT
Shows the strength of targeted craft's shield and hull. The blue bar represents the targeted craft shield. When this meter turns red, the targeted craft's shield is down and the hull strength is critical.

SENSOR INTEGRITY OF TARGETED CRAFT
Indicates sensor value of currently targeted craft. When this meter turns red, the sensor value is critical. Ship sensors are affected by EMP weapons only.

SECONDARY WEAPON AVAILABILITY
Indicates availability of currently selected secondary weapon.

CURRENT PRIMARY WEAPON
Press the □ button to cycle primary weapons. A 3D icon is displayed of the currently selected weapon.

CURRENT SECONDARY WEAPON
Press the O button to cycle secondary weapons. A 3D icon is displayed of the currently selected weapon.

HOLO-RADAR
Refer to section headed 'Using The Holo-Radar'.

USING THE HOLO-RADAR

The main component of cockpit HUD is the 'Holo-Radar', or 'H-Radar'. This is projected upwards from the Central Holographic Unit (CHU) situated in front of the pilot. The H-Radar plots the position of enemy and friendly craft in relation to the pilot. The unit auto-scales to display the pilot's ship and the nearest enemy vessel as clearly as possible.

Your craft is located in the center of the holographic globe; other craft are located in 3D space around your craft. **Enemy craft appear as blue dots. Friendly craft appear as green dots.**

If a craft is behind you, it will be shown on the H-Radar as a hollow dot. If a craft is in front of you, it will be shown as a solid dot.

To aid tracking of enemy craft, the central targeting circle in the center of your HUD features an arrow device - this is trained to point in the approximate direction of the nearest enemy craft. This device has been designed as a supplement to your H-Radar.

It is essential that you are able to distinguish quickly between friendly and enemy craft. As you fly your missions, the craft types will become more familiar to you - of course, you can access the Craft Database from the Log On Menu to review encountered craft types.

Due to the Earth Empire's use of alternative engine technology, Navy craft can be identified by their distinctive orange engine flares, whereas League craft emit blue engine flares.

A recent innovation in League craft detection technology has enabled the H-Radar to detect the identity of targeted craft.. When a craft is within target range an identifying diamond is projected towards the center of the craft. This diamond is shown green for friendly craft and blue for enemy craft. The craft's identity is also displayed next to this diamond.

USING PRIMARY WEAPONS

Press the □ button repeatedly to cycle through your available primary weapons.

The selected weapon can be fired by pressing the X button. Remember that primary weapons do overheat and excessive use will result in temporary weapon shut down.

It should be noted that some League craft are equipped with rear laser weapons. If this facility is available on your current craft, these are fired by pressing the X button while using a reverse view (holding the L2 and R2 buttons together).

USING SECONDARY WEAPONS

Press the △ button repeatedly to cycle through your available secondary weapons.

MISSILES
Press the O button to arm the missile. When a target is in range it will be surrounded by a red targeting circle. You must then keep the target in an area towards the center of your HUD in order to obtain a lock. Once a lock has been obtained (indicated by the red circle changing to a diagonal crosshair) the missile can be fired by pressing the O button once more.

If a locked targeted craft flies too far out of range then the target will be lost and will have to be re-targeted. If you do not have a lock and you attempt to fire an armed missile it will fire straight out in front of the craft. Press the △ button to disarm the missile.

Missiles are carried in limited numbers. The availability of missile weapons will depend on the type of craft being flown.

TORPEDOES
Press the O button to arm the torpedo and begin charging. A torpedo will take approximately 2 seconds to charge. Press the O button again to fire the torpedo once it has charged. Press the △ button to disarm the missile.

Torpedoes are carried in limited numbers. The availability of torpedo weapons will depend on the type of craft being flown.

TRACTOR BEAM
Press the O button to arm the tractor beam. If you have a target in range, your HUD may then be able to obtain a target lock - this is indicated by a red cross with the target in the center. If you have a target lock, press the O button to use the tractor beam. A tractor beam is useless without a target lock. Press the △ button to disarm the beam.

MINES
Mines can be dropped to disrupt missile homing mechanisms - they will attract enemy homing missiles away from League craft. They are dropped by pressing and holding the L2 and R2 buttons together (which switches to a reverse view), then pressing the O button to release a mine. Mines should be released when the incoming missile alarm is activated. This requires fast reactions as missile flight times are short. However it is essential that you learn this skill if you are to survive as a League pilot.

BASIC WEAPONS

CONVENTIONAL LASER
An effective, rapid-firing weapon designed to cause damage to unshielded hull systems. It is a standard fitting on all fighters.

ANTI-SHIELD LASER
The anti-shield laser will break down shielding across a variety of craft types.

EMP GUN
Sends violent shock waves through a ship's hull wall, temporarily disengaging all craft electronics. This will inhibit the craft's ability to fire weapons until the EMP's effects have diminished. Continued use of EMP weapons against a temporarily disabled craft will eventually result in permanent sensor damage - the affected craft will then be unable to return fire.

SCATTER GUN
A devastating laser weapon only available on more powerful fighter craft. Fires rapid pulses of laser energy which cause devastation to both shield and hull of target craft. However, rapid fire technology sacrifices speed for accuracy and this weapon spreads it's fire over a small area. This anomaly can be put to good use when targeting small, fast moving fighter craft.

PLASMA CANNON
The Plasma Cannon is primarily used for assault on fleet craft. The comparatively slow moving plasma balls are devastating against all targets but are harder to aim against fast moving fighters. The energy based nature of the the Plasma Cannon means that while it is devastating against the shield of a large craft, some damage is done simultaneously to the hull.

MOTION MISSILE
A standard missile which tracks the motion of enemy craft. However, if the targeted craft drops below detectable speeds, the target may be lost.

TRACKER MISSILE
Increased accuracy makes the tracker more effective than the motion missile, although its method of targeting the heat from a ship's engine gives it a shorter life.

ANTI-SHIELD MISSILE
Able to strip small ships of all shielding in a single hit.

EMP MISSILE
A missile based EMP weapon designed to disable enemy craft.

PLASMA TORPEDO
This weapon's high collateral damage capability makes it suitable for heavy engagement scenarios.

ANTI-SHIELD TORPEDO
A torpedo version of the anti-shield missile giving added speed and power.

BURST TORPEDO
This weapon shoots from a ship before fragmenting into separate bolts after approximately 5 seconds. It is devastating to large ships or tightly bunched fighter groups.

GRAPPLE GUN
A fighter based tractor beam which allows craft to hold a targeted craft in position. Once the target is locked and the weapon fired, the gun will join ship and target with an arcing energy field.

MOLE MISSILE
A 'tag' weapon used for auto-location and aiding tactical analysis. Once the targeted ship is 'tagged', a continuously flashing beacon transmits precise location and core ship data to League central command. Tagged ships appear on radar as flashing targets.

HINTS
1-900-976-HINT

($.95 per min) Live Operator Assistance ($1.15 per min) $4.95 for mail-out tips. Live support is available 9am-5pm M-F PST. Automated support is available 24 hours a day-7 days a week. Must be 18 years or older, or have a parent's permission to call. Prices subject to change without notice. This hint line supports games produced by Psygnosis Limited. No hints will be given on our Technical Support or Order lines. This service requires a touch-tone phone.

TECHNICAL SUPPORT

Phone: (650) 655-5683 **Fax: (650) 655-8031**

Technical support representatives are available at the numbers listed above M-F, 9am-5pm, PST. You may also send your questions or technical problems via e-mail to: psygtech@psygnosis.com or by writing:

Psygnosis Technical Support
919 East Hillsdale Blvd.
Foster City, CA 94404

For questions regarding PlayStation game console and its peripherals, please call:

1 (800) 345-SONY (1-800-345-7669)

Representatives are available M-F, 8AM-6PM, PST

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