
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-00722
94027
COLONY WARS™
VENGEANCE
"A Spectacular Game"
Next Generation
PSYGNOSIS

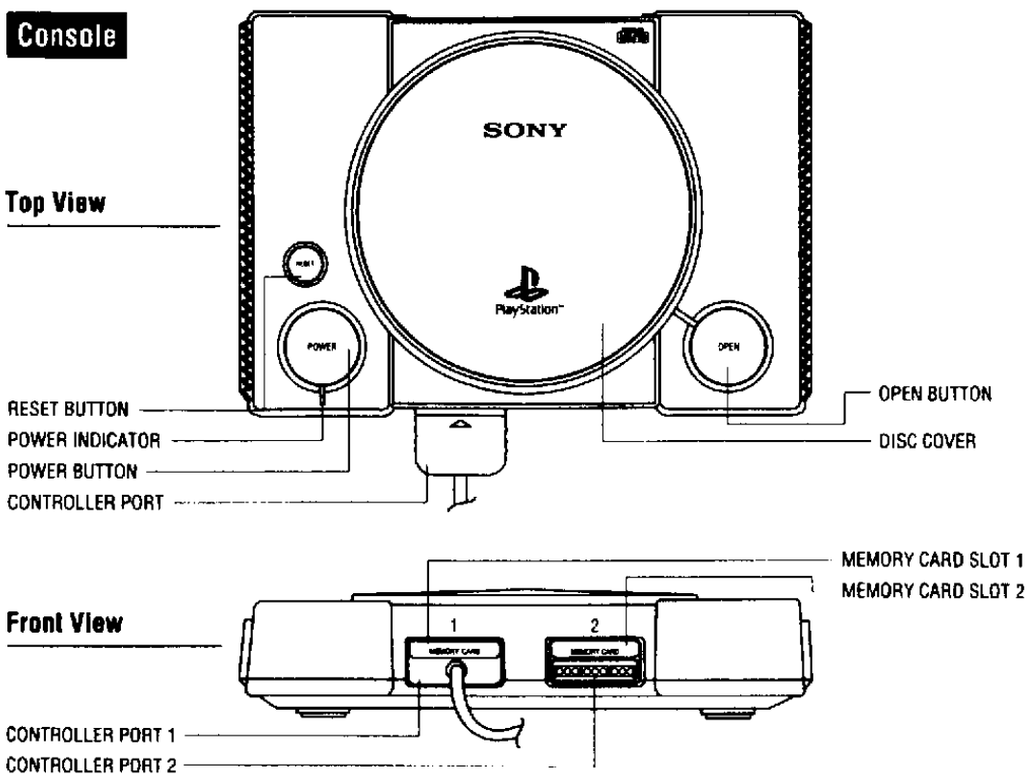
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To play **Colony Wars: Vengeance** on your PlayStation® game console:

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 console is switched off, press the POWER button to begin play. If the Console is already on, press the RESET button.
4. Now follow on-screen instructions to start the game.

**Console**



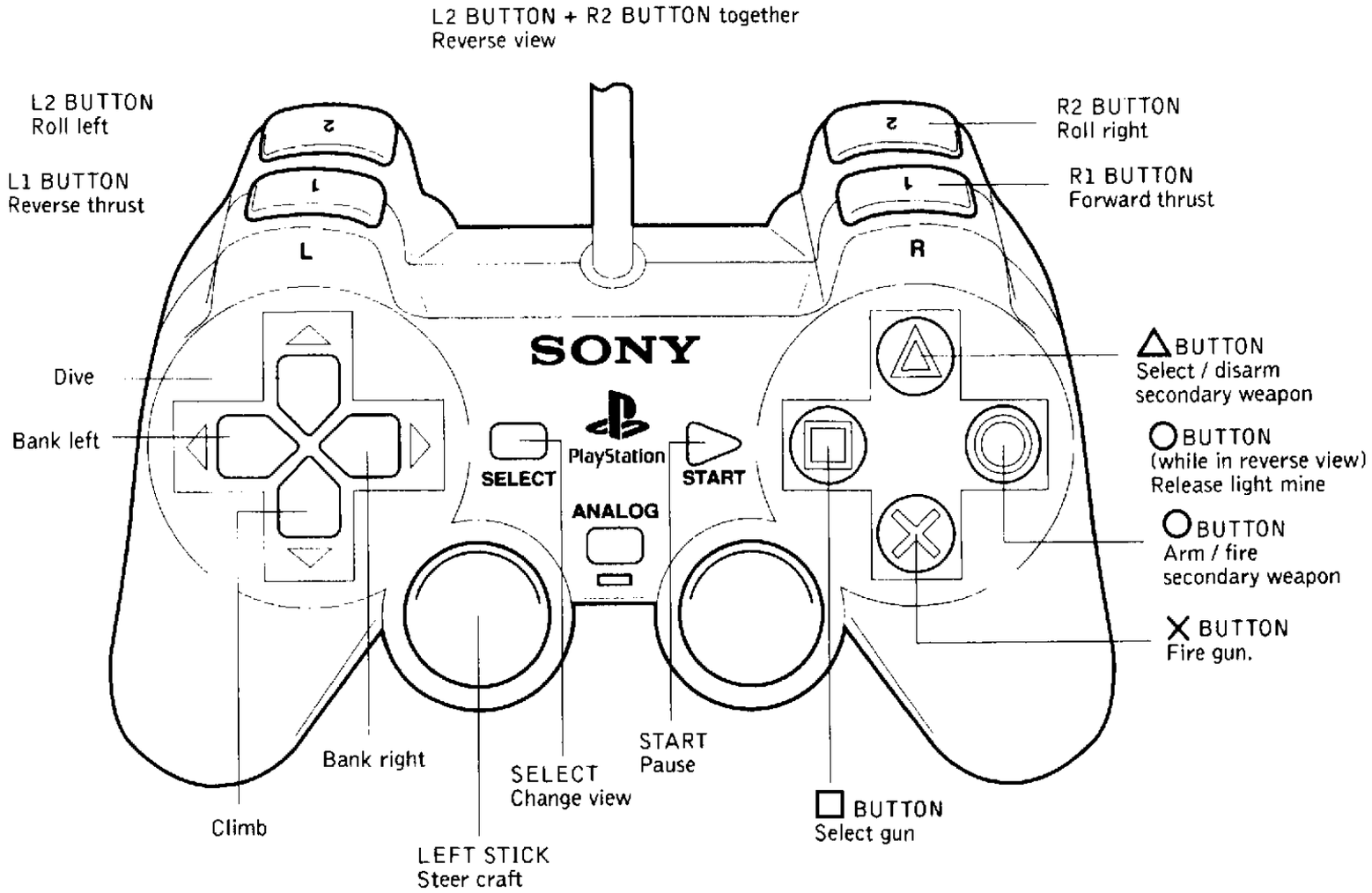

There are a number of animated sequences throughout Colony Wars: Vengeance. These can be skipped by pressing the ⊗ button or the START button on the Controller.

## 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 starting play. Colony Wars: Vengeance uses 1 Memory card block.

# CONTROLLING YOUR CRAFT

All controls referred to in this booklet are default settings. If you choose a different Controller configuration, you will need to allow for this when referring to the manual.



# PERSONAL RECRUITMENT INFORMATION

Files held in this document are essential reading for all pilots. However, novice pilots should pay particular attention to the section headed 'BASIC COMBAT'.

This file remains the property of the Navy Sector for Human Resources. The pilot whose details appear below is registered with the Navy and has been granted temporary possession of this file, though it can be reclaimed at any time and without prior notice.

**NAME:** Mertens

**STATUS:** Fighter pilot

**PERSONAL WAR CREDENTIALS:**

- Member of underground anti-tribe grouping committed to the end of civil war in Sol. Charged with non-military responsibilities.
- Received training in guerrilla combat from Decco Watt, organizer of the unofficial Force For Unity on Earth.
- Upgraded to Unit Leader within the FFUoE. Successfully defended a large farm compound under attack from tribe warriors. Attended Kron's first public speaking engagement on Earth and signed up for the new Navy.
- Undertook reconnaissance duties for the nascent Navy. The success of these operations led to full military accreditation being awarded and Mertens entered the Navy as a fully briefed combatant.
- Trained in air warfare and was privileged to receive early notice of the intended warp hole opening.
- Currently involved in the clearance of remaining tribe elements from Sol, Mertens is likely to be a member of initial raids on the League of Free Worlds should the Sol warp hole be opened successfully.

The Colony Wars were over, and the mighty Empire of my ancestors was finished.

Crushed at the hands of the tiny League Of Free Worlds, it scarcely seemed possible that such a huge force, based on Earth but governing colonies stretched right across the universe, could be defeated by a small army of rebels.

But after years of bitter struggle, the League sealed the Empire into its own solar system, Sol, and sentenced the Earth, Mars, Venus and the rest to an eternity of darkness.

Or so they thought.

Imprisoned within Sol, those who were left split into warring tribes and foraged for food, somehow managing to sustain themselves despite the misery and death around them. We are their children, and we remain here even now, hungry, angry and vengeful, acclaiming a new leader who can carry us out of the darkness.

His name is Kron.

He is our inspiration and salvation and we live by his words - "The time for suffering is over. The time for vengeance is now."

Beyond Sol, the League Of Free Worlds is as powerful as the Empire once was. It doesn't know that war is about to engulf the universe again. But I, Mertens, am ready to take my place in Kron's new Navy. The League imprisoned us like criminals, but together, we will make them pay. Together, we will crush them forever.

# BELIEVE IN THE LEADER



## KRON, SUPREME NAVY COMMANDER

All Navy pilots are reminded that they should be familiar with the background of Kron, our force's Supreme Commander. Without Kron, there would be no resistance to the League's dictatorship and no possibility of breaking their grip. Without Kron, the descendants of Earth would remain trapped within this Sol system for ever more, killing each other over time until nothing but planets and gases remained.

His history remains classified, but his dedication to the cause is an inspiration to all those who believe in freedom from oppression. Who amongst us can believe that there would be any future for our people without Kron? Who can doubt that Kron offers us the chance to liberate not only ourselves, but all the peoples of the universe?



Pilots are reminded that this personnel file may be subject to appropriation by Navy security staff without prior notice. You should also be aware that entries in your personal Vodex Notator are monitored.

## BECKS

Becks is a committed and valuable member of the Navy, clearly anxious to bring the Sol system civil war to a close in order to launch an attack on the League. It has been noted that her enthusiasm frequently borders on zealotry, although Kron's view is that such feelings are to be encouraged amongst Navy recruits. For this reason, Becks is regarded as an extremely promising pilot.

A native of the Mars colony, Becks often cites the League's bombardment of the pyramid cities as her earliest memory. She also holds the League directly responsible for the murder of her parents in the civil war. They were attempting to guard a food compound from tribe raiders, and were ambushed while on night duty. Becks was fortunate to be taken into the home of passionate Navy veterans - they taught her the history of the Colony Wars and enrolled her in an underground Empire loyalist group at an early age. Her belief in Kron and the Navy remains strong.



## KLEIN

Klein is an associate of Becks and Mertens – it has been noted that they congregate together whenever circumstance permits. Such an informal grouping is to be encouraged, particularly as Becks' political education is extremely advanced and she is able to indicate historical facts and points of analysis which may be missed by her colleagues.

Klein's traumatic childhood on Pluto was dominated by the loss of his mother and his role in caring for her prior to her death. He was forced to take a responsible position in the family as his father was frequently absent due to work commitments. To the family's credit, they were willing to relocate to Saturn in order for the father to take up employment at Pro-sec Chemical Purification, though unfortunately, the subsequent coup on Saturn in which a rogue grouping taking political control resulted in the persecution of the immigrant community. The remaining members of Klein's family were killed.

Unfortunately, the loss of a close knit family in such circumstances has left Klein with a tendency toward depression. He remains loyal to the Navy and is an excellent pilot, but he has been found to experience emotional problems at times of great stress. Those who fly with him should be aware of this.

Your initiation into the new Navy will be swift – an intro sequence will play and once complete, you will find yourself at the Main Menu.

All menus are navigated using the Up and Down Directional buttons to highlight a selection followed by the ⊗ button to confirm. Press the △ button to return to the previous menu, or the ◉ button to return to the Main Menu.

To begin the task of ridding the solar system of the treacherous tribes, select 'LOG ON'. This takes you to the Game Menu where you should select 'COMMENCE GAME'. To begin mission briefing procedures, select 'START BRIEF'. Once the brief has been issued, select 'LAUNCH'.

Your craft will be launched and you will carry the hopes of the Navy with you. Do not disappoint us.

## BASIC COMBAT

The Basic Combat files are property of the Navy Training Archive. They are intended for use by novice pilots. All recruits should be aware that the information will enable them to increase their combat ability at a time when they remain extremely vulnerable to enemy activity.

- Make use of the targeting arrow in the center of your HUD when looking for the nearest enemy craft. The arrow will point in the correct direction.
- It is essential to distinguish quickly between Navy and League craft. The Info Lock will appear blue for friendly craft, green for enemy craft.

- Reverse thrust is particularly useful when involved in a dogfight; when used in conjunction with the Directional buttons, it enables you to turn quickly without the enemy craft flying past.
- Most enemy craft will be protected by shields. Use anti-shield weapons against them until the shields are down, then switch to other weapons which will damage the hull. Make use of the shield/hull integrity gauge which appears on the Info Lock – it turns from yellow to red when the shields are down.

## USING A DUAL SHOCK™ANALOG CONTROLLER

In our struggle for vengeance against the League Of Free Worlds, we expect our pilots to control their craft with precision and expertise. This can be greatly enhanced by use of a DUAL SHOCK™Analog Controller which not only delivers the accuracy of analog control, but also lets you feel the impact of space battle when used with the vibration function turned ON.

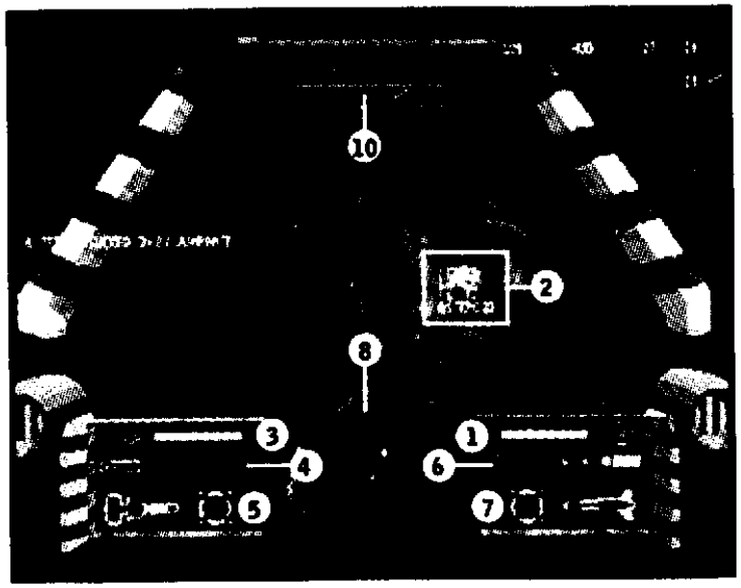
## CONTROLLING THE GAME WITH A DUAL SHOCK™ ANALOG CONTROL

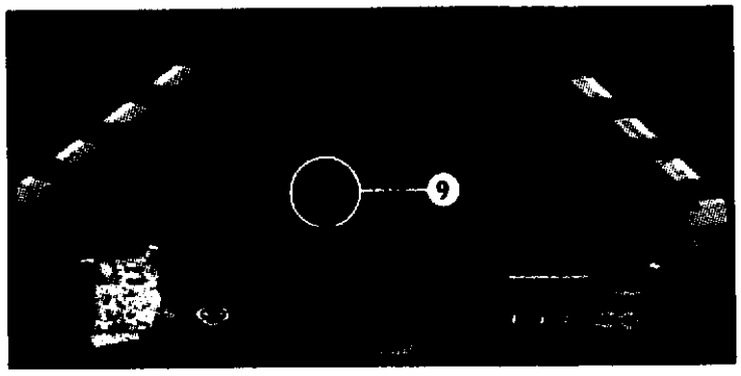
In addition to the regular game controls, the following controls apply to the DUAL SHOCK™ Analog Controller.

| | |
|---|---|
| **LEFT STICK** | Steer left and right |
| **RIGHT STICK** | Push the Right stick forwards to accelerate.<br>Push the Right stick backwards to brake and reverse. |

# COCKPIT HUD

The cockpit is the default viewpoint. Other viewpoints can be selected by using the SELECT button while in-game.



## 1. SHIELD/HULL INTEGRITY

Your craft's hull is protected by shields which will be weakened each time you are hit by a weapon. When the gauge turns from yellow to red, your shields have been destroyed and your hull is taking direct hits. Once the hull is destroyed, the craft will explode, although on-board escape pods should enable you to eject to safety.

## 2. INFO LOCK

The Info Lock will appear blue for Navy craft or green for League craft - it can display name or fighter ID data. It also includes a gauge showing shield/hull integrity – when the gauge changes from yellow to red, the craft's shields are down and it is close to destruction.

## 3. SPEED

Indicates your craft's current speed.

## 4. GUN TEMPERATURE

We have been unable to improve the rapid fire technology found in most gun weapons. This means that constant use of guns will cause them to overheat and fire will become sporadic. This gauge indicates your gun's temperature – once the gun overheats, rapid fire can be regained by allowing the weapon to cool.

## 5. CURRENT GUN

Indicates your currently selected gun weapon. Cycle through available guns using the ◘ button.

## 6. SECONDARY WEAPON AVAILABILITY

Quantity of currently selected secondary weapon.

## 7. CURRENT SECONDARY WEAPON

Indicates your currently selected secondary weapon. Cycle through available secondary weapons using the △ button.

## 8. HOLO-RADAR

A holographic radar device indicating the location of other craft in relation to your current position; your craft is in the center of the globe. Enemy craft appear as green dots while friendly craft appear blue. If a craft is behind you, it appears on the holo-radar as a hollow dot while craft in front of you appear as solid dots.

## 9. TARGETING ARROW

In addition to the holo-radar, pilots benefit from the targeting arrow which points in the approximate direction of the nearest enemy craft.

## 10. MULTI FUNCTION DISPLAY

Information shown on the MFD will differ according to the current mission objectives. The different displays show the following data:

- Distance – Displays the distance from your craft to the craft detailed in the Info Lock.
- Time – Displays the mission's elapsed time in seconds.
- Scan Progress – Probe pods can be fired at craft to scan them for data. They will then return when the scan is complete.
- Radiation Level
- Noise

# MISSION BRIEFINGS

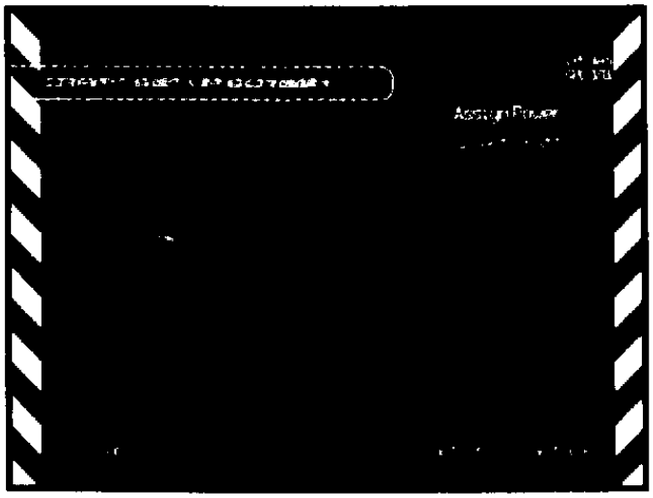
Mission briefings are issued prior to each active mission – you must understand your objectives before engaging in combat.

The Briefing Screen is reached by choosing 'COMMENCE GAME' from the Game Menu. 'START BRIEF' will download the current briefing while 'LAUNCH' will engage the launch procedure immediately.

The briefing will contain information regarding the struggle's current status and your precise objectives will be detailed at the briefing's end. These objectives will also be displayed once your craft has commenced its launch procedure.

# SELECTING AND UPGRADING YOUR CRAFT

In order to select craft and upgrade their capabilities, choose 'ENTER HANGAR' from the Briefing Screen. This will take you to the Craft Setup Screen.



## USING TOKENS

Navy craft technology is improving rapidly, although years of isolation within the Sol system have taken their toll on our hardware stocks. Only the most experienced pilots will have a full choice of craft or be able to implement maximum upgrades; these privileges must be earned in battle. You will earn tokens as you complete missions successfully – these can then be exchanged for craft upgrades in the Hangar.

## SELECTING CRAFT

As resources remain scarce, only the most experienced pilots will be permitted to select the most powerful craft. You must earn the right to pilot these craft by proving yourself in battle. Once there is more than one craft available to you, choose 'SELECT CRAFT' from the menu, then use the Left and Right Directional buttons to cycle through them. When the craft you wish to use is displayed, press the ⊗ button to confirm.

## UPGRADING CRAFT

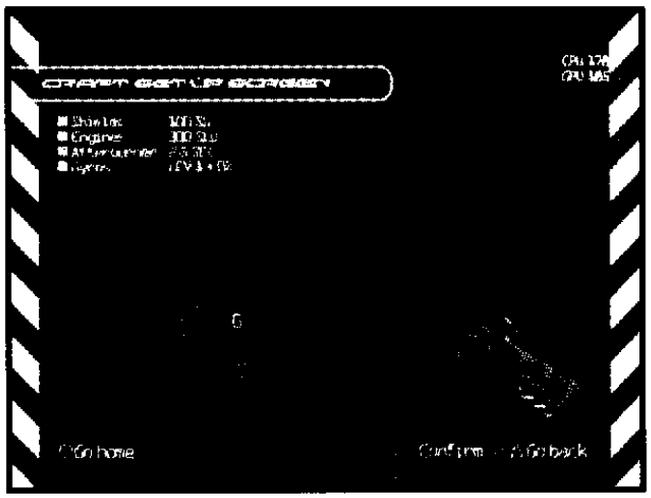
Choose 'ASSIGN POWER' from the menu, then use the Left and Right Directional buttons to cycle through the 4 upgradeable craft attributes. They appear in the form of a circle divided into 4 sections:

Shields (Yellow) – Increases your craft's resistance to damage.

Engines (Red) – Increases your craft's basic top speed.

Afterburner (Blue) – Increases the afterburner's maximum duration.

Gyros (Green) – Increases your craft's maneuverability.



Craft upgrades are exchanged for tokens – your current token balance appears in the center of the circle. Rotate the circle until your chosen attribute is at the top, then use the Up and Down Directional buttons to increase or decrease the attribute's power. When all attributes are set correctly, press the ⊗ button to confirm. Once they have been confirmed, the tokens cannot be retrieved.

## FORWARD THRUST

Forward thrust is engaged using the R1 button.

## REVERSE THRUST

Reverse thrust is engaged using the L1 button.

## AFTERBURNERS

Engage maximum forward thrust very rapidly by holding the L1 and R1 buttons together. Afterburners cut out with constant use. Afterburner status is shown by a blue bar which replaces the red weapon temperature gauge while they're in use. NOTE: You cannot fire any weapons while using the afterburner.

## PILOTING YOUR CRAFT

Use the Left and Right Directional buttons to bank your craft left or right. Use the Up Directional button to dive and the Down Directional button to climb. The L2 and R2 buttons will roll your craft to the left and right respectively.

## USING GUN WEAPONS

Press the ▢ button repeatedly to cycle through your available gun weapons. The selected weapon can be fired by pressing the ✕ button.

## USING SECONDARY WEAPONS

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

## MISSILES

The missile is armed by pressing the ○ button. The weapons lock will appear yellow while the targeting system attempts to lock onto an enemy craft – you will need to keep your target towards the center of the screen. Once the missile is locked and ready to fire, the weapons lock will turn red. Press the ○ button again to fire.

If a lock is lost, the craft will have to be re-targeted. If a missile is fired without a locked target, it will fire straight out in front of your craft. Press the △ button to disarm the missile.

## TORPEDOES

Torpedoes need to charge up before they are fired. Press the ◉ button to arm the torpedo and begin charging – the secondary weapon icon on the HUD will change from blue to yellow when the weapon is charged. Press the ◉ button again to fire the charged torpedo. Press the △ button to disarm the torpedo.

## GRAPPLE GUN

The grapple gun shoots straight ahead from the front of your craft when you press the ⊗ button.

## MINES

Disrupt enemy homing missiles by using mines – they will draw the enemy weapons away from your craft. Drop mines by holding the L2 and R2 buttons together to give a reverse view, then pressing the ◉ button to release a mine. This operation should be carried out when the incoming missile alarm is activated, though you will have to respond quickly if the mine is to disrupt the enemy weapon effectively.



## AS MISSILE

A homing weapon used to destroy a fighter's shields – it causes no damage to a target's hull. Should be used for stripping shields from fighters.



## PLASMA TORPEDO

Its effects are similar to the plasma missile, but it has no homing system. It has a reduced effect when used against shields, and is best used for finishing off battleships or installations.



## AS TORPEDO

The AS torpedo's effects are similar to the AS missile, but without the homing system. The weapon causes no damage to a target's hull. It should be used for stripping shields from battleships and installations.



## OFFENSE POD

A small-scale fighter used to attack enemy targets when you find yourself outnumbered in combat.



## DEFENSE POD

A small-scale fighter used to defend weak friendly forces.

## PROBE POD



A small-scale fighter used to gain data on enemy targets.

## REPAIR POD



A small-scale fighter used to repair weak friendly forces.

## LIGHT MINES

Drop these mines behind your craft to distract incoming missiles. They should be used whenever the incoming missile alarm is activated – a rapid response is vital.

At the end of each mission, you will receive a full debriefing from Navy Command. The progress of our struggle will be reported – it is your responsibility to remain aware of the current war status as there are likely to be hostile forces attempting to spread misinformation and untruths.

To continue the game, select 'EXIT DEBRIEF' – this will take you to the Game Menu where you can select 'CONTINUE GAME'. Other options available on the Debrief Screen are 'PAUSE DEBRIEF', 'UNPAUSE DEBRIEF' and 'RESET DEBRIEF' which allows the debrief to be repeated.

# MEMORY CARD OPTIONS

The Memory Card Options Screen is reached by selecting 'MEMORY CARD' from the Game Menu.

## 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 ⊗ button to select it. Press the ⊗ 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.

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'.

You may save a game at any time. However, Colony Wars: Vengeance 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: Vengeance 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.

### 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'.

## USING PASSWORDS

The Password Menu is reached by selecting 'PASSWORD' from the Game Menu.

If you do not want to use a Memory card to record your progress, make a note of the current password when it is displayed at the end of an act. Alternatively, visit the Password Menu screen between missions to see the current password.

### ENTER

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

# OPTIONS

The Options Menu is reached by selecting 'OPTIONS' from the Game Menu. It allows you to alter a number of the game settings.

## CONTROLS

Selecting 'CONTROLS' will allow you to choose an alternative Controller configuration. Choose 'CONFIGURE', then use the Left and Right Directional buttons to cycle through the different configurations, though remember that instructions in this manual refer only to the default configuration.

## AUDIO

Selecting 'AUDIO' allows you to alter the game's audio settings. 'MUSIC VOLUME', 'SFX VOLUME' and 'SPEECH VOLUME' can be altered by highlighting the appropriate option then using the Left and Right Directional buttons to decrease or increase the volume. 'SOUND MODE' can be altered by highlighting the option then using the Left and Right Directional buttons to cycle through 'MONO,' 'STEREO' or 'DOLBY'.

## VIDEO

Selecting 'VIDEO' allows you to alter the game's video settings. Choose 'CENTER SCREEN' to move the position of the game screen on your TV – use the Directional buttons to move the picture then press the ⊗ button to confirm. 'GAME SUBTITLES' and 'MOVIES' can be altered by highlighting the appropriate option then using the Left and Right Directional buttons to switch between 'YES' or 'NO'. Change 'DEFAULT VIEWPOINT' by highlighting the option then using the Left and Right Directional buttons to switch between 'COCKPIT', 'INTERNAL' or 'EXTERNAL'.

BF

# NOTES