
PlayStation
NTSC U/C
PlayStation
The Future Is About
To Become History
E CALIBUR
2555A.D.
TEEN
AGES 13+
CONTENT RATED BY
ESRB
SLUS-00541
FF16712000
SIRTECH
TELSTAR
Electronic Studios

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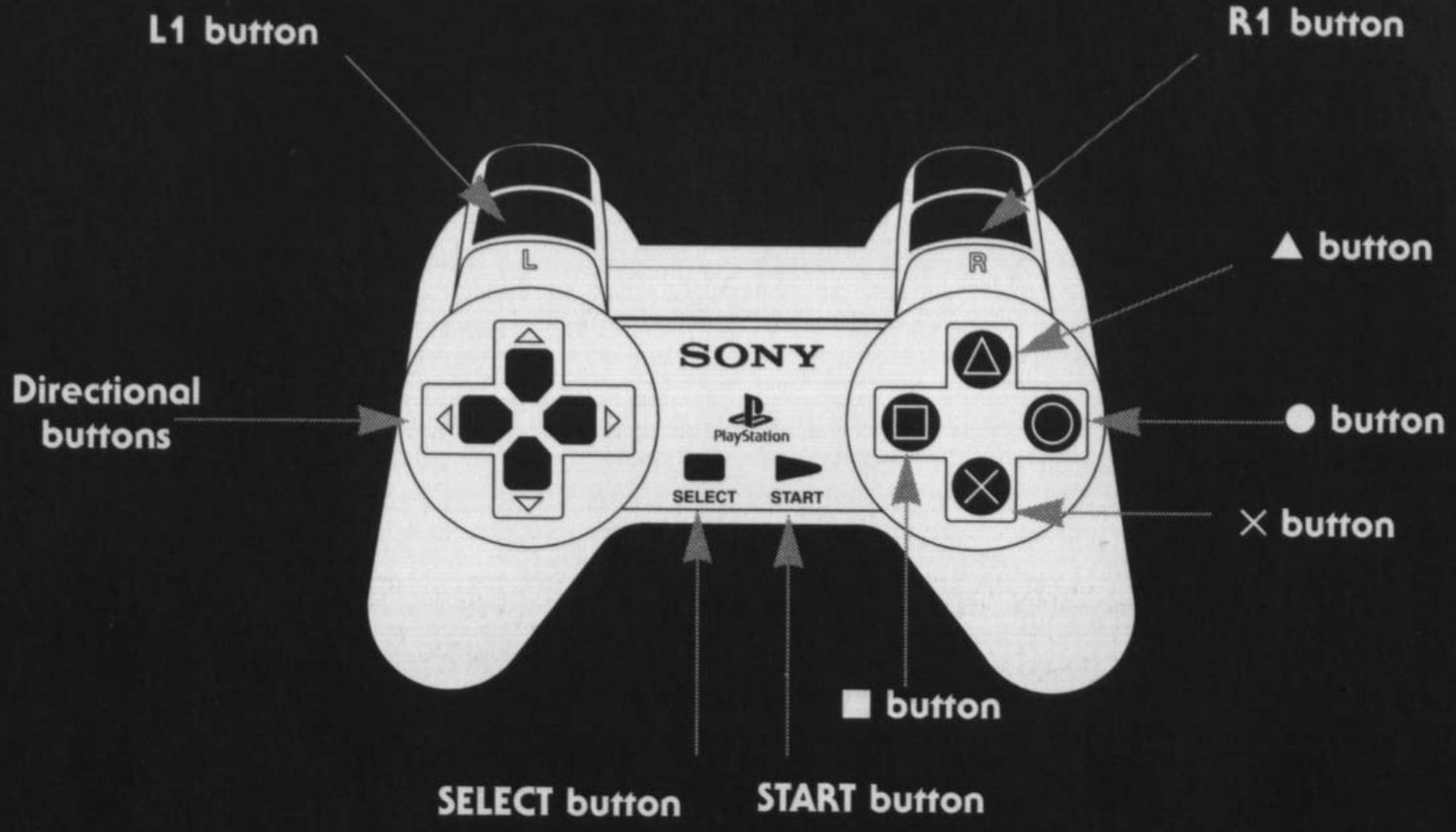
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Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the "Excalibur" disc and close the disc cover. Insert game Controllers and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

It is advised that you do not insert or remove peripheral or Memory cards once the power is turned on.



Introduction

The legend of Excalibur, the magical sword known for uniting men and bringing peace to mankind. The legend is centred around King Arthur and Camelot. It was used by Uther Pendragon to make peace and declare him King, also by his son Arthur who pulled Excalibur from the stone where Uther had placed it moments before his death. Arthur used it as an icon of peace for his people by which it was greatly revered and respected. The sword now lies deep at the bottom of a still pool, somewhere in England.

A meteor was spotted by an amateur astronomer, 18 months before it was to hit earth. A massive evacuation attempt was started, to save the human race from certain extinction, shipping millions of people from the impact area to the opposite side of the world. This was not enough. The impact would send such an enormous shock wave around the world, that life on the surface would be impossible. Hundreds of shafts were dug, with arms reaching out for hundreds of miles, forming small underground cities.

Never in the history of the human race had such a massive operation been undertaken. Many areas couldn't be evacuated in time and hundreds of millions of people were left to face the impact in their makeshift underground shelters - they did not survive.

450 years after the meteor hit earth, Salto, by far the largest of the underground cities, became home to millions of people. Their unique society, made up of three distinct levels, ranged from the uneducated and very poor, to the all powerful Elysians.

With their advanced technology the Elysians' leader, the megalomaniac Delavar, built a time transporter to go back in time and steal Excalibur to use its mystical powers to increase his domination.

Delavar's men, the Kala, were sent back in time to steal the sword. They stormed Camelot with a barrage of laser cannons and other technologically superior weapons. Many of Arthur's men were killed in the futile attempt to stop the Kala knights. Excalibur was stolen and the Kala returned to their own time before the portal closed.

Merlin the magician was furious, he spent many hours concocting a spell to enable a one way time leap to the location of the stolen sword. King and country were depending on him. His niece Beth had reluctantly volunteered to be the spell's subject, no one else trusted Merlin's frantically botched experiment to work. Armed with her trusty sword, Beth was sent to find Excalibur and somehow return, using the same technology as the Kala knights, not just for the sake of the King of England and his people, but for what the future might hold with the power of Excalibur in the hands of the Kala.

The Game



In the game you will play the part of Beth after she has been transported to the future. You will know nothing about where you are or who you will meet. Using your skill and patience, you must find Excalibur and return to the time from which you left.

You will be able to collect a number of items along your travels, which can help solve the problems you will face. You must try and obtain as much information as to the whereabouts of Excalibur as you can from the people you meet. Some may be more willing than others. Some may ask you for trades or perform tasks before giving you the information or object.

Game Controls

MENU CONTROLS:-

Directional buttons,

Up	Move the menu highlight up
Down	Move the menu highlight down
button ×	Select the highlighted menu option
button ▲	Return to the previous/main menu

STANDARD CONTROLS:-

Directional buttons,

Up	Walk Forward
Down	Back away
Left	Turn Left
Right	Turn Right

button ✕	Interact: press when in front of another character to interact with them or to pick up objects and activate switches.
button ■	Run: hold down in conjunction with the Directional buttons
button ●	Use: Beth will use the item which she is currently holding, provided that she is in Fight Mode.
L1 button	Zoom camera: press to set the level of zoom on the automatic camera
L2 button	Change camera: press to change between the available camera views
R1/R2 button	Fight mode: press to enter or leave fight mode (see below)
START	Pause/Unpause
SELECT	Display the Inventory (see page 10)

FIGHT MODE CONTROLS:-

Upon entering Fight Mode, by pressing the **R1/R2** button, the Controller buttons change to the following:-

Directional Buttons,

Up	Creep forward
Down	Step back
Left	Turn left
Right	Turn Right

button ✕	Block
button ■	Back-handed slice
button ●	Fore-handed slice
button ▲	Overhead slice/chop

All of the other buttons remain unchanged. To leave fight mode and return to the Standard Controls, press the **R1/R2** Button.

Main Menu

Begin Press button ✕ to start game.

Password To continue the game from a different level, select this option. On the password screen use buttons ✕,■,●,▲ to enter the code. Press **START** when you have entered the desired code. You will be informed if the code is correct.

Options From this screen, you can change several of the in-game options. You can also toggle between a number of different pre-defined Controller set-ups. Use the Directional buttons **Up** and **Down** to select the different options, then use Left and Right to alter them.

The Game Screen

Energy Your energy is shown by the sword icon at the top left of your screen. As you sustain injuries from fighting, or by any other means, the sword will fade from the tip. You can replenish your energy by picking up food or water on your travels.

The more injuries you sustain, the less energy you will have. When your energy reaches critical levels, the sword will start to flash red. Finally, when you have no energy left, you die, the game is over and you have failed in your quest.

Compass In the top right corner of the screen, there is a compass which will tell you the direction in which you are facing.

The Inventory

Whilst in-game, press **SELECT** to enter and leave the inventory screen.

The inventory screen is split into 4 main sections. Clockwise, from the top left corner, these are **The Items Box, The Map Box, The Spell Book** and **The Combination Box**. You can switch between the first three sections by pressing button ■. The active section is shown by a coloured border.

The bar on the bottom of the screen shows what is currently selected.

THE ITEMS BOX:-

Directional buttons	Use these to scroll between the available items.
button X	This will move the currently selected item to The Combination Box.
button ●	This will place the currently selected item into Beth's hand so that she can use it. The item will now spin to indicate this.
button ▲	This will remove the currently selected item from The Combination Box.

THE MAP BOX:-

Directional buttons	Use these to scroll the map. Only areas which have been explored will be shown.
L1/R1 buttons	These will zoom the map in.
L2/R2 buttons	These will zoom the map out

Beth is shown as a white block. Other characters are shown as red blocks. Locked doors are purple and unlocked doors are green. Pink rooms indicate that there is a puzzle, object, task or character to still interact with .

THE SPELL BOOK:-

Directional buttons, Up and Down	These will scroll the list of known spells up and down.

THE COMBINATION BOX:-

It is possible to combine two items together to form a new one. When you place two objects from The Items Box into The Combination Box they will automatically be combined to produce a new object. Press button X to move the new object to The Items Box. If a new object is not created, then the items you have selected cannot be combined together.

Pickups

Along your travels you will come across many different objects, which you may find on the floor, on the tables, or will be given to you by people you meet. These people will try to help or even hinder you on your travels. To pick up objects press button X. Here are a few things that you might find:-

Food — You will have a limited amount of health (displayed in the top left corner of the screen) which you will be able to replenish with the aid of food pickups such as fruit, bread or water.

Keys — Doors will normally open automatically, but some will be locked, requiring a key to open them. Other doors will be electronic and will need to be opened with an electronic security pass.

Spell Ingredients — In order to concoct some of the spells you have in your spell book, you will need to find the ingredients e.g. bones, crystals, coins, feathers, frogs, etc.

Spell Recipes

After you had gone, Merlin managed to create some spells, which he sent off into the future at random locations, in the hope that you would find them. If you come across these, and assuming you have the ingredients, you can create them.

Enemies

The Upper Level - Ort Peasants



The Ort Peasants are a large group of scavengers living together in the Upper Realms of Salto. They are very independent people who fend for themselves most of the time. The Upper Realm is also used as a place to contain criminals from the Lower Levels. It is a home for many untrustworthy and often violent types. The Orts have also been known to attack and kill each other as a means to survive, food and water being very scarce.

The Mid Realm - Fabians

The majority of people living in the underground warren, Salto, live in the Fabian Realm (named after the Roman general Quintus Fabius Maximus because of the tactics employed by him against Hannibal around 200BC in the 2nd Punic war). These people are the normal hard working people that are willing to fight together for their future. They are righteous, friendly and polite, but very mistrusting. They generally keep themselves to themselves and maintain a peaceful, crime free society. Their leader is a man named Oscar Lamei, alter ego of the head of the FFF (Fabian Freedom Fighters), a group of resistance fighters with a policy of demolishing the cruel hierarchical society that exists in Salto. Overall, the Fabians are good people who can be relied upon when needed and would fight for a good cause.



The Low Level - The Elysians

The Lower Realm of Elysaan has evolved from just a handful of megalomaniacs into an ignorant demonic race of powerful wizards. The most powerful being the Kala knights and their leader Delavar. The rest of the population of Elysaan are minions to the Kala, being unknowingly subdued by their own drinking water, which has been contaminated by the Kala with Hedonica, an elixir of pleasure. The aim of the Kala is to overthrow the Fabians and take control of the whole of Salto in order to prepare an assault on the nearby underground city of Xeo-5, with a view of world domination.



Credits

Programming
Bill Pullan
Pete Featherstone
Alan Latham

Graphics
Geoff Wilson
Russ Daff
Karl Riley
Andrew Crawshaw

Producer
Ben Tuszynski

Music by
Paul Simmons

Sound Effects by
Chris Denman

Manual
Graham Morley

Lead Tester
Ian Gray

Testers
Danial Belcher