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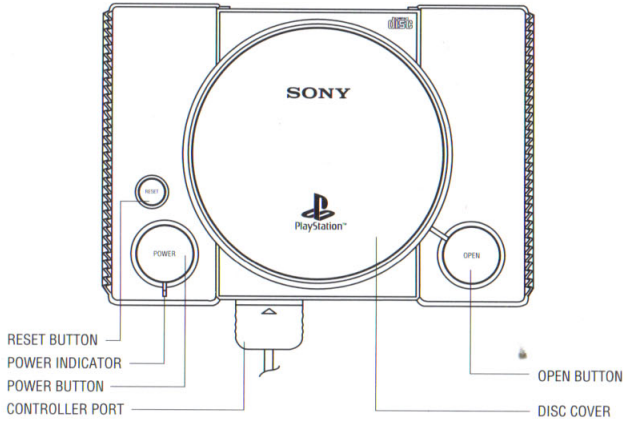
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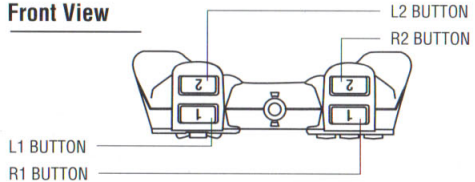
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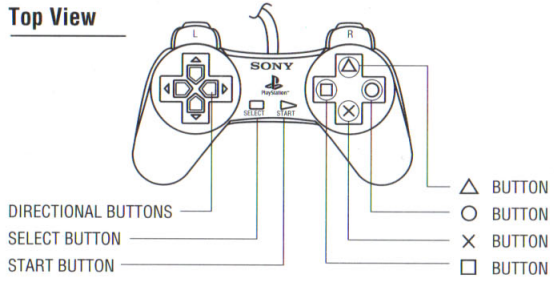
1. Set up your PlayStation™ console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the Perfect Weapon™ disc and close the disk cover.
3. Insert game controllers and turn on the PlayStation™ console.
4. Follow on-screen instructions to start the game.

Control Summary

Front View



Top View



The Story

Captain Blake Hunter, Earth Command Defense Force's top agent and world champion martial artist, has seen it all and beat them all...
A man transported into an unfamiliar dimension without cause or reason. Is the enemy unaware of Blake's exceptional skills or was he hand-picked because of them?

Blake is now facing the fight of his life – and facing it alone. While he doesn't know what lurks in the world that surrounds him, he does know one thing – *the ultimate battle is the one you fight alone.*

"Captain Blake Hunter recording.
Current date...unknown.
Current location...unknown.
I am utterly lost, and utterly alone.
Time and place mean nothing to me in this alien land.
As for my abductors, they are nowhere to be seen.
For now, my only enemy is this strange world that lies before me.
I now venture out in search of shelter – and answers."

And so, in a magnificent world gilded by beauty, reality is not as it appears, for survival lies cloaked in deception.

The Characters and the Moons

Blake Hunter: Blake Hunter is an Earth Command Defense Force special agent and the world's top martial arts expert. His specialty is kickboxing, a technique that involves a variety of fast, very high kicks, and a number of punches designed for maximum impact and effect.

Ice Moon

For all of its sub-arctic beauty, the ice moon of Actreon is a menacing and deadly environment. Only those creatures native to such brutal conditions can survive here.

The Species:

Alopex: A cruel climate has made this beast savage; the brutal treatment it has received at the hands of the Icemen has made it fierce. The Alopex attacks ferociously, charging and tearing its prey to pieces with its razor-sharp claws.

Icemen: Their low intelligence has made them unquestioning drones. They use a combination of Sumo and Ju Jitsu techniques, relying on their incredible strength to subdue their opponents.

Toran: Toran has been trained purely as a thug, and is responsible for "weeding out" those kidnapped combatants from whom little can be learned.

Garden Moon

The garden moon of Sanctum is composed of a complex of monasteries, gentle waterways, and picturesque gardens. Immense walls, originally built to contain the contemplative inhabitants, are now used to trap those who dare to venture in.

The Species:

Shumeis: These once passive and harmonious felines no longer take kindly to strangers. Their small size, sharp claws and quick reflexes make them quite annoying.

Monks: Their Shaolin Kung Fu techniques are punishing and allow them to adapt to any combat situation. Their unpredictable style includes: brutal kicks, quick punches, and highly developed reflexes.

Shiro: Known as the "Enlightened One," Shiro is the unchallenged leader of the monastery complex. Shiro is master of Shaolin Kung Fu.

Forest Moon

Disease and deadly creatures lurk in the awe-inspiring forest of Callisto.

The Species:

Aloutta: The Aloutta's agility, speed, and punishing attacks have overwhelmed many "visitors" to this moon.

Panthera: The dynamic techniques of Capoeira are the chosen means of attack for the Panthera. Lightning-fast kicks are the trademark of this deadly form of martial arts.

Renza-Fi: Renza-Fi was the creature least affected by the warfare that ravaged this moon. Renza-Fi has mastered the art of Capoeira.

Desert Moon

Mosasaur: The Mosasaur is genetically engineered for combat. This once plodding and herbivorous creature has been turned into a highly sensitive beast that can detect the presence of an enemy at great distances.

Gota: These creatures are perfectly adapted to their unforgiving environment, fighting at full strength even in the blistering sunlight. The Gota have mastered the art of Monkey Kung Fu.

Sacra Ja: Sacra Ja was chosen to oversee this moon because of his military might. His punishing and lightning-quick style has been carefully developed. Sacra Ja is the Monkey Kung Fu Master.

Proteus Moon

Proteus is a genetic and technological playground and laboratory filled with a vast and impressive array of alien technology.

The Species:

Babazar: These genetically altered chimps are very protective of Proteus. You never know where they may be hanging around.

Sphenodon (Guavamac): The Sphenodon is an expert at the Snake style of Kung Fu. His quick, serpentine movements enable him to dodge all but the most well-timed blows.

Who brought me here?

You'll just have to find out for yourself, if you dare…

Menu Options

Adventure:

New Game	This will start a new game.
Load Game	If you own a memory card, this will load a previously saved game. It will also load all collected items and save functions such as music, sound effects, and controller configurations. Up to five games can be saved on one memory card.
Password	This will allow you to insert a password, which will bring you to the beginning of the corresponding level.

Options Menu:

Level	Degree of difficulty.
Easy	Need we say more?
Normal	Major butt-kicking skills needed.
Perfect	So, you think *YOU'RE THE WEAPON.*

Sound Options

Sound Effects	Will let you adjust the sound effects volume.
Sound Test	Will let you sample sound effects in the game.
Music	Will let you adjust the music volume.
Controller 1	This will let you choose from four different configurations. Wow!!!
Credits	Roll'em!

Basic Movement and Attacks

Using the default configuration of the controller:

EXPLORATION MODE

On D-PAD -

Press up: . . . . . Walk forward
Press down: . . . . . Walk back
Press left:. . . . . Turn left
Press right: . . . . . Turn right
Press and hold up + ✖ . . . . . Run
L2 . . . . . Relax or explore
R2 . . . . . Combat stance/practice moves

Note: when confronted by enemies Blake will automatically assume combat position. During a breather, it's a good idea to check out your moves. As the game progresses through the moons, you may learn something.

COMBAT MODE

Double tap up . . . . . Dash
Triple tap up and hold . . . . . Run
Double tap down . . . . . Back Flip
Double tap up and hold . . . . . Back flip with 180 degree turn

Attacks/Reactions

Top buttons:

R1 . . . . . Jump
L1 . . . . . Crouch

Basic Movement and Attacks Continued . . .

● . . . . . Right kick

▲ . . . . . Right punch

■ . . . . . Left punch

✖ . . . . . Left kick

Note: the (+) sign indicates buttons pressed simultaneously, the (,) indicates buttons pressed in order.

L1 + ✖ or ● . . . . . Sweep kick

hold L1 + ▲ + ■ . . . . . Palm strike

hold L1 while letting go press ✖ . . . . . Scissor kick

press R1 + ✖ . . . . . Jump kick

▲ + ● . . . . . Knee Grapple (must be near opponent)

Dash + ■ + ✖ . . . . . Tackle

D-Pad Forward + ■ . . . . . Uppercut

D-Pad Down + ▲ . . . . . Spinning back punch

D-Pad Down + ✖ . . . . . Back kick

D-Pad Down + ✖, ✖, ✖ . . . . . Side kick combos

■ + ✖ . . . . . Grapple throw

▲, ● . . . . . Jab side kick combo

✖, ● . . . . . Round House combo

Blake has nearly a hundred moves and combos for you to discover. The moves will increase as you progress through the moons.

Special alignment setup:

During battle, quick taps on the D-pad left button will align you with the opponent on the left. Quick taps on the D-pad right button will align you with the opponent on the right.

To fine tune your direction use L2 and R2 during combat. Turning your character with these buttons will enable you to navigate towards an open area and run.

Also try double tap down and hold during combat. You will perform a back flip and turn 180 degrees, then you can run away and escape. After you run away and escape, press L2 to get back to Exploration Mode.

Save game:

A memory card is recommended to save the game in progress. You cannot save a game during combat. You may only save your game during exploration.

To save a game:

Press start, then select. Go to memory card, choose a slot, press ✖. If you want to overwrite a game, then choose ✖ = Yes, ▲ = Abort.

To load a saved game:

Go to *Adventure*, then to *Load Game*. Your saved game will be listed. Go to that line and press ✖. Your saved game will now continue.

Passwords:

If you do not have a memory card, choose *Save game* and you will receive current level password. Passwords will only take you to the beginning of a moon. Inventory items and progress will not be maintained. That requires a memory card (see *memory card* under *Save* game).

Icon Descriptions



1. The Detector: Locate this item to reveal hidden power-ups and/or secret icons. This unit is timed -- so be quick!



2. Power Gloves: Grab and activate to do some real damage. Blake's hands will glow purple when unitized. Time limited.



3. Keys: Unlock secret doors and passageways.



4. Armor: Blake's clothes will change to the color purple. Less damage can be inflicted on Blake when activated. Time limited.



5. Health: This will replenish Blake's health when activated. Be aware that Blake can only carry four health icons among his inventory.



6. Map Beacon: There are four in each moon. Each one will open 1/4 of the map area. Find all four to navigate the entire moon more easily.



7. Transmitter: Disables lasers that may be blocking doors or other access routes. Item must be dropped in front of lasers.



8. Metabolic Adjusters (Blue): On certain moons, the environment will have a detrimental effect on Blake's health. Find this as soon as possible to stabilize your health.

Note: You will know that Blake is either dying from the environment or by poisoning when his life bar flashing.



9. Essence Energy: When a fighter has been defeated, its essence can be absorbed by Blake. It is essential that Blake absorb as much as possible. Its effect on Blake will be revealed as you progress through the game.

There are many other items and traps that you will encounter – some will help, some will create more danger. We would tell you more...but then we would have to *absorb* you.

Health Bars:



Blakes Health Bar (Green)

This will deplete as Blake takes hits during battle. Health icons will replenish it. A flashing Bar that is slowly reducing indicates that Blake is either dying from poison from the creatures or that the hostile environment is slowly killing him. The appropriate item must be found to stabilize him.



Alien Health Bar (Multi-colored)

This Bar will indicate the energy levels of the enemies. Up to 4 lines can be displayed within this bar reflecting the amount of enemies Blake is fighting.

Map Access and Usage.

Press the "*Select*" button and the map will overlay on the screen. The game is active while you are looking at the map so don't study the map while distracted in the middle of a fight. The extent of the map will be determined by how many map icons you have collected per moon. Also, a detector will highlight hidden items while it's active.



Screen Navigator:

This will help you determine where you are going, as well as where you have been. When the navigator turns red – be aware: something or someone may be lurking!

Inventory Control:

To pick up an icon, place Blake over it and he will automatically add it to his inventory.

To display your inventory press the *Select* button. This will bring up your inventory which is located beneath the overlay map.

To use an icon: press the *Select* button, choose item with L1 or R1, then press ✖ to use.

To drop an item, follow above, then press ▲ to drop. Use this to store items in strategic locations.

Note: Health icons are maxxed out at four at one time. Health icons may not be dropped once they are added to your inventory.

Note: Blake can only carry up to four types of icons at once.

Note: Be aware that if you are in "combat mode" and you wish to use an item in your inventory you must bring up the inventory screen, this will disable the combat functions of the ✖ and ▲ buttons. Once you leave the inventory screen, the combat functions will be restored.

ASC Credits

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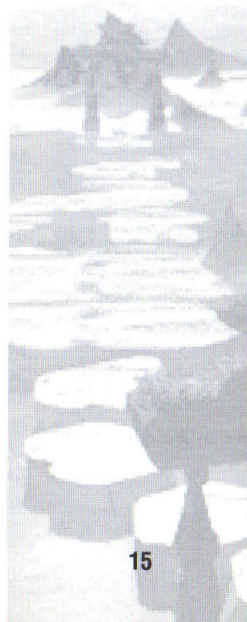
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