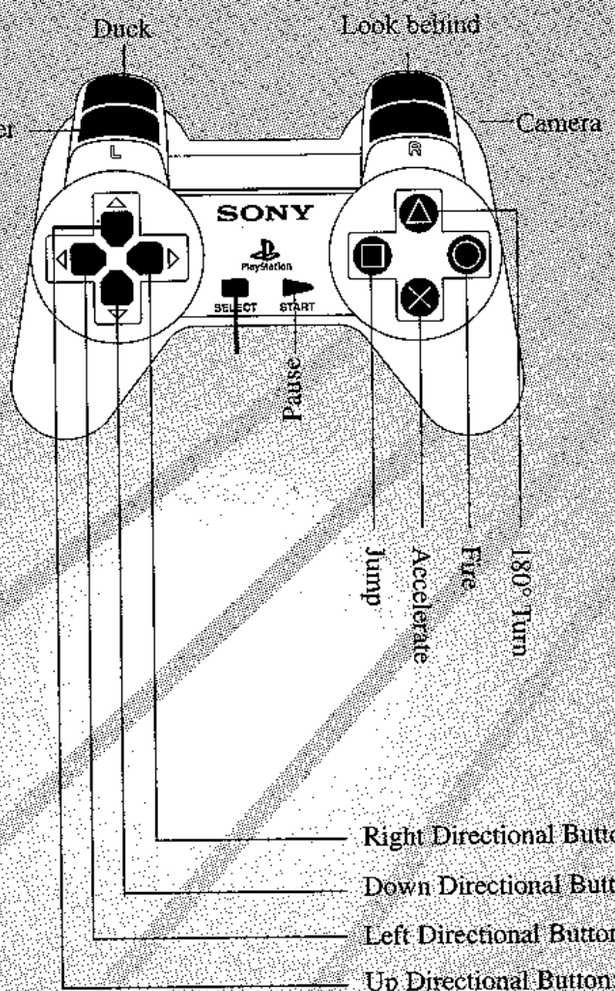

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PSYGNOSIS

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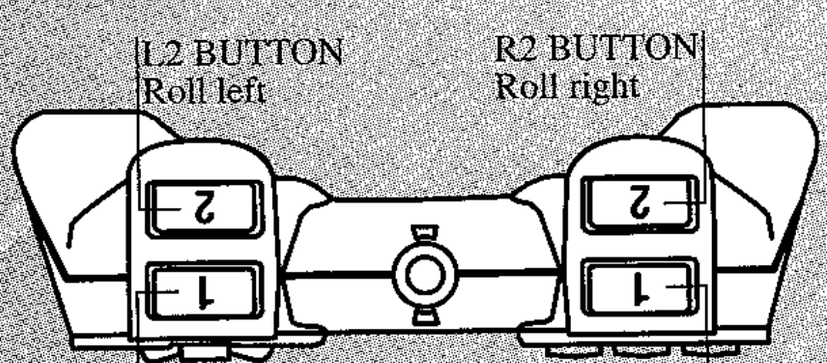
In-Game Controls



*see PLAYING THE GAME:
In-game cursor

**see PLAYING THE GAME:
The Jump to Hyper-Space

L2 BUTTON + R2 BUTTON together
Reverse view



FULL DEK! VIBRATIONS FROM THE HOVERDEK UNDERGROUND

DEKS WASHED HERE
HOVER DEKKING FOR PLEASURE AND PROFIT

At last, a dek manual with a wobbly mind and a right cheeky grin. One of those you don't want to throw out with yesterday's Daily Up-Chuck, and do you know why? Because it speaks to you deeply about the way you live your life today. Fanfare please:

We've got advice: mow the lawn, wipe your feet, turn up the bass and dance dance wherever you may be.

We've got fashion tips: green is the new green, in is out, and clothes are back back back!

And we've got pure knowledge in liquid form: send a couple of bucks worth of stamps for a test tube full. Tastes like mango and sends you crazy. Booyacka.

Plus the full-on hoverdek wisdom you're going to need by the bucket full. Edited by the guiding hands of Xako and Mia, hoverdek masters and, hmmm, lovers too...?

Xako

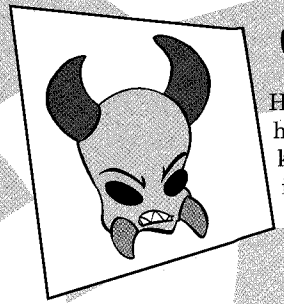
You know what? This kid loves dekking so much, he hasn't put his feet on solid ground since the day the earth stood still. And that's going back a bit. He develops his stunts in a special isolation tank and tests them on mice.





Mia

Used to paint delicate water colors. Now paints the sky with her legendary hoverdek skills. It's like painted poetry in hoverdk form. Performs new dek stunts for an invited audience of schoolchildren and elderly citizens - boy oh boy, they just love 'em!



Krakken

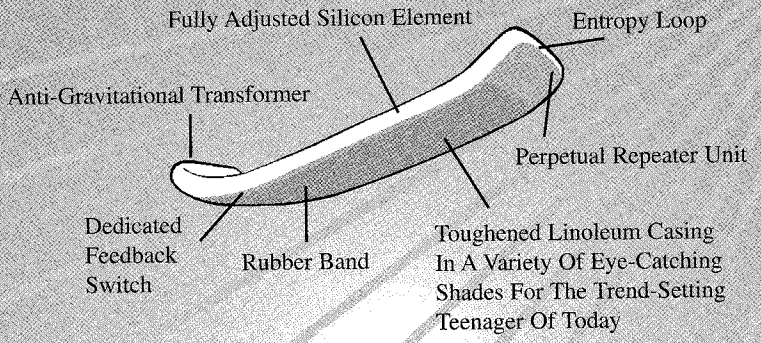
Huh?! How'd he get in here? He's a bad man, full of hate and always ranting and raving. He kidnaps dek kids and tries to invade our world. Why? Because it's so much funkier than his. And he's got a bad smell. Like stinky cheese.

DEK SCIENCE

A "Brainiac" writes:

The modern hoverdek was created during a wet lunch break by a team of particle physicists from Tokyo. However, although the high specification hoverdeks we use today benefit from mind boggling technology which only scientists can understand, an early version of the sport was played in prehistoric times by slovenly youths too lazy to go out hunting. We know this because we guessed.

The aerodynamic principles of the hoverdek are based on Schwarzkopf's 3rd Law Of Gravitationally Enhanced Matter. Far too tedious to reproduce in its entirety, the Law basically states that an opposite equal attracts an equally diverse reaction when combined with an opposing force of equally opposite application. And the result? Cool stuff that floats!



USING A DUAL SHOCK™ ANALOG CONTROLLER

It takes practice and many long hours studying arcane texts to perfect the fine art of hoverdekking, but your dek control can be boosted by use of a Dual Shock™ Analog Controller which delivers analog control and lets you feel the impact with the vibration function turned ON.

In addition to the regular game controls, the following controls apply to the Dual Shock™ Analog Controller.

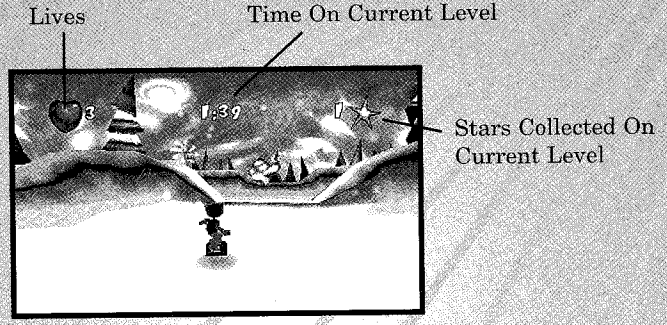
Left stick – Control your characters in the same fashion as the directioal buttons

GET ON BOARD!

Once the intro movie's over, you'll end up at the Main Menu. Use the Directional buttons to highlight menu items and the ⊗ button to confirm. The △ button takes you back to the previous menu.

To get straight into the game, select 'START' from the Main Menu. Decide which character you want to play, then you'll be warped down to the dek park where you can practice riding that hovering slab of technological innovation till your legs go knock-kneed. And remember, this isn't about fun. This is about saving your friends and sending Krakken back to villain school with an F minus on his report card. Dekkers across the globe are watching. Do not disappoint.
(If you're really lazy, you can even use a sneaky 'QUICK START' trick to get straight into the game with default settings, skipping all the other menus. At the end of the intro movie, press the L1 button, the L2 button, the △ button and the ⊗ button together.)

GAME SCREEN



LIVES

Indicates how many lives you've got left. You begin with three, but each time you get clonked by one of Krakken's weirdoes, you'll lose a life and when they're all gone, YOU LOSE! If you find a bonus life, for dek's sake, PICK IT UP!

TIME

Indicates the time taken on the current level, while also reminding you of the hours, days and years as they slip away, never to return. The time you take to complete a level contributes to your bonus score, so get a move on.

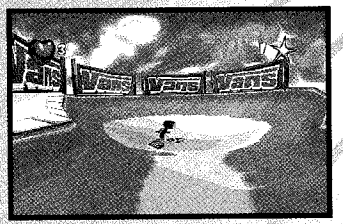
STARS COLLECTED

Stars can be seen each night as they twinkle down from the night sky, forming great constellations such as Orion's Vest, The Extractor Fan and The Bavarian Oompah Band. Stars can also be found littered around the Psyba-Zone and you should collect as many as you can. Each one collected adds to your bonus score, and you never know what might happen if you get a big bonus.

HOW TO RIDE THAT THING YOU'RE STANDING ON

When you warp into the game, you'll pop out in the dek park where you can get used to the way your dek handles before you go anywhere near Krakken and his army.

Whatever you do, don't head for the swirly warp holes just yet – they take you into the game itself.



BASIC DEKKING

Feel the dek beneath your feet. Feel it hover, feel it pulse with controlled energy. Does it feel good? Do you feel at one with its advanced gravomorphic enhancer facility and non-generative movement inhibitor? If you answer yes, then read on. You are surely the chosen one.

Use the ⊗ button to accelerate forwards and the Left and Right Directional buttons to steer your hoverdek.

If you need a little extra speed to get up a high ridge or slope, press the Up Directional button as you accelerate.

You can jump up in the air by pressing the ▣ button – you can do this either while standing still or accelerating.

You can hover backwards by pressing the Down Directional button.

SLIGHTLY MORE ADVANCED DEKKING

The ways of the hoverdek are many, yet your brain cells remain empty. Spend time filling them up with the following data:

To flip your dek round 180 degrees, press the △ button – it gives you chance to speed off in the opposite direction.

You'll also need to be able to power up your dek – this gives you the speed burst you need to whizz up steep slopes and collect bonuses in out-of-the-way places. Just press and hold the Down Directional button at the same time as the ⊗ button, then release the Down Directional button. Yowza! That's mean dekking my friend!

If you need to duck down while you're dekking, press the L2 button. Try it in combination with some other moves, such as in mid-jump or while swooping down a slope.

If you don't have eyes in the back of your head, press the R2 button to look behind you. Wow… it's reality, but BACKWARDS!

STUNTS

Just because you can ride the ol' hoverdek just like a-ringin' a bell, it doesn't mean you're going to be any good at rescuing the gang. Krakken has all the powers of darkness at his disposal as well as a substantial investment in the forces of evil, and you're never going to beat him if you can't do dek stunts.

You'll only be able to do one stunt right away - you'll learn the others as you dek your way through the Psyba-Zone. Each time you rescue one of the gang, they'll give you a new stunt - if you don't use them, you may as well go back to bed with a cup of coffee and a bag of cookies. Without stunts, you're a nothing. Really, I mean it. Now get out of my sight. You make me sick.



PERFORMING STUNTS

First of all, you need to remember that you can only perform stunts from a jump or leaping off a ramp. Got that? Good. Then I'll begin...

Use the L1 button to bring up the stunt meter, then keep it held to cycle through your available stunts. They're color coded so keep the L1 button held down until your chosen color is at the top of the stunt meter, then release the L1 button.

Next, press the ● button. If everything goes according to plan, you'll pull off a mind-boggling stunt that could zap any enemies in your vicinity, or maybe give you a bit of extra lift to clear a really wide gap. Experiment and see what you can do. But don't expect to be able to do this the first time you try. You're going to need practice, so don't think you're going out on bikes with your so-called 'friends' after dinner. No chance.

If you wait too long after selecting your stunt, the stunt meter will disappear and you won't be able to do the stunt - you'll need to select it all over again.

TYPES OF STUNTS

In order of strength...

SuperStomp

You'll have this one up your sleeve right from the start. When I first felt the full belly rumble of a perfectly executed SuperStomp rattling the earth's crust, I thought to myself, "That feels mighty good, my friend." But Krakken's gang won't agree after they end up being shaken in their tracks.

360

A 360 degree spin that charges up the hoverdek's cohesional generator, spitting out four energy balls and demolishing the hopes and dreams of weaker enemies in one delicious display of wanton destruction.

Firewall

Double the range of the 360 and hotter than a chilli in a thermal vest. Do a spine-bending back flip and send out a curvy wall of flame from your heat-shielded hoverdek. Don't perform this stunt while eating ice-cream as immediate melting will occur.

720

A back flip and 720 degree spin results in a torrent of plasma spewing forth from the hoverdek. However, if you're dekking immediately behind someone performing this stunt, it's worth bearing in mind that a back flip and 720 degree spin after eating a greasy cheeseburger & fries has much the same visual effect as the 720 degree spin.

Fire-Ring

The Fire-Ring was invented by Mia, inspired by the ancient art of 'Fire-Ringing' as practiced by the Fallopian Indians with their flaming sticks. Spin a 360 barrel roll to scorch a flame circle in the air, then finish the roll and thrill to the sight of hot vengeance descending on the baddies. Keeps you warm too.

Chopper

According to Brains from Wyefront University (as published in the journal 'Science Made Patronizing')... the tower of energy generated by this marvellous stunt is powerful enough to make several billion rounds of delicious toast! Mmmmm!"

Elektra Storm

Full-on weather distortion. Whacked-out storm cloud engineering. Pure 'n' solid electrical dissemination. Plug and play with the large loud lightening. Eat that stuff.

Powerblast

Stuff of legends, man. The spectacular spinning leap that the Powerblast involves demands such a well-honed body that only the finest examples of youth can hope to master it. To date, only two young dekkers have reached such levels of suppleness and dek dexterity. Their names? Are you stupid or what??

USING TOW WEAPONS

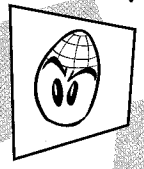
Peace, love, unity and respect are pretty much the best things in the world. But let's face it, there's nothing quite like squaring up to one of Krakken's killer penguins with a dek full of tow weapons and an itchy trigger finger.

Tow weapons are exactly that – weapons that you tow behind your dek. Pick them up by dekking through them when you see them – they'll attach to the back of your dek via the on-board inter-matter adhesion unit. You can carry a maximum of 4 at once.

To fire a weapon, press the ◉ button – the weapon will shoot out from the front of your dek and hopefully zonk the enemy back where it came from. Yeah, and don't forget to aim.

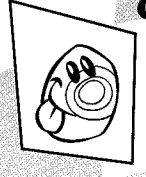
There are 3 types of tow weapons available:

MISS ILE



Made from purest anti-matter fused with a hardened titanium core, the Miss Ile delivers a stout fisticuffs-type punch to the solar plexus. It shoots in a straight line with a minimum of fuss and bother.

C. KING



"Booyaa" cry the homeboys as this keg of non-brewed condiment and highly unstable plastic explosive locks onto its target in a frenzy of ugly violence and mayhem. Do you wanna make something of it, huh??

BALLISTIC BOGEY BOMB



Infants suffering from acute nasal dribble are paid in sherbet to provide intensively farmed quantities of their nose product. When mixed with some kind of, you know, gelignite-type thing and launched into the air, it kicks a large one. Pick this beauty and stand well back.

KRAKKEN KIDNAPS DEK KIDS!

Reg Ramsbottom, The Voice Of Hate, writes:

"...Now I hear that Evil Krakken has been seen causing havoc at a local 'hoverdek' park where so-called 'dekkers' do tricks and other activities I don't understand. This current sighting coincides with the disappearance of a number of 'dek kids' from Xako's and Mia's gang. Krakken is believed to be involved.

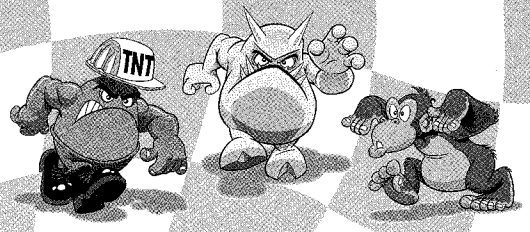
He just wants to live somewhere nice for a change, somewhere with green grass and ice cream and a wonderful feeling of peace and contentment. He's fed up with his evil domain and its evil aura – he wants to live where WE live! Are we going to let him?? NO CHANCE!

How do we stop this insanity? I tell you what, someone with stupendous dek skills is going to have to get in there fast and sort it out. SORT IT OUT I SAID. But first, they'll have to deal with freaks like this:

Krakken's dopiest creeps, killer penguins for example, can be beaten by performing a jump and landing on top of them. Other enemies are a bit more sneaky – you'll need to watch them and work out when they're most dangerous. For instance, spiky porcupines can be jumped on, but only when their spikes are down.

If a baddie can't be jumped on, you can always try blowing them away with a tow weapon. And how about trying one of those stunts you spent so long practicing?

There are other obstructions that will squash you into



the dirt such as rolling snowballs and boulders. There's only one thing you need to remember when you come across these, and that's GET OUT OF THE WAY.

Then there are Krakken's special weirdoes, the big bosses that rule each world. They're extra tough – only the best stunts will do..."

ENTERING THE PSYBA-ZONE

The Psyba-Zone is Krakken's kingdom, crammed full of dangers and definitely no place to go without a hoverdek.

The Psyba-Zone consists of 4 worlds – Ice World, Jungle World, Desert World and the Underworld. Each world is entered through a warp hole from the dek park – just dek up to the tunnel and it'll suck you in. When you emerge, you'll be in a chamber with access to all the world's levels, though they won't be available until they've been opened.

Each world's split into eight levels plus a bonus level, but they need to be conquered one by one before you can get anywhere near Krakken. And his security's tight - the only way in is through the first level of the Ice World and you'll have to get right the way through that before you can dek on.

If you successfully reach a level's exit warp hole, you'll be transported back to the level access chamber where you can go on to the next level. Complete a world's final level, and you'll be able to enter the next world, right up until the final showdown with Krakken. Of course, you could always replay the last level to improve your bonus score...

BONUS KEYS

Each level has a Bonus Target. Collect as many stars and clock up the fastest time you can to build up your Bonus Score – if you reach the Bonus Target, you'll win a Bonus Key. "Great," you might say. "Where can I go with a Bonus Key? Perhaps it unlocks matron's mucky underwear cupboard...?" Not quite. Win a Bonus Key on each level and you'll open up the Bonus Level, which gives you the chance to win a World Key.

WORLD KEYS

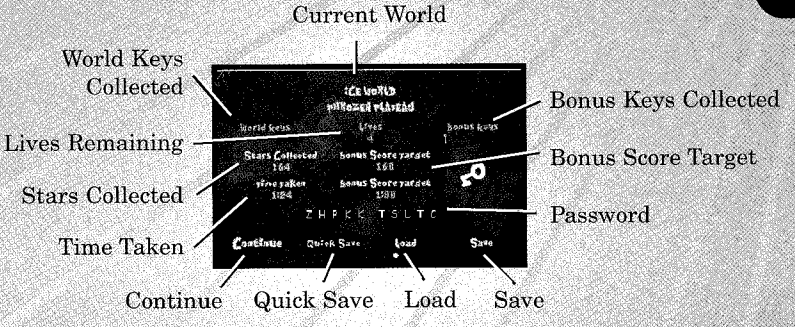
You'll win a World Key if you beat the Bonus Target on all levels in a world, including the Bonus Level. Win all 4 World Keys and... You know, I don't know what happens. Ain't that the craziest darned thing?

LEVEL START SCREEN

Each level begins with a text message. It may contain hidden levels of meaning, so study it carefully and ponder on its words before pressing the ⊗ button to get stuck into the serious dek stuff.

LEVEL END SCREEN

When you reach the end of a level, dek through the warp hole to reach the Level End screen.



CONTINUE
Select this option to continue your journey into the Psyba-Zone.

QUICK SAVE
This option updates the last saved Psybadek slot on your Memory card, if there is one. If no Psybadek game has been saved on your Memory card, you won't be able to use the 'QUICK SAVE' option.

LOAD
This option takes you to the 'LOAD GAME' screen.

SAVE
This option takes you to the 'SAVE GAME' screen.

SAVE GAME STUFF

If you've gone shopping and forgotten what you were meant to buy, a Memory card won't prove any use at all. However, if you want to save a current game of Psybadek so you can carry on later, a Memory card will be very handy.

Remember not to insert or remove Memory cards when the power is on.

The first time you save a game of Psybadek, all the used blocks (if any) on your Memory card will be visible on-screen. The next free block can be used to save up to eight games of Psybadek.

Once there is a saved game of Psybadek on the Memory card, you will only see the eight available slots on-screen.

Use the Directional buttons to highlight the slot to which you wish to save, then press the ⊗ button to confirm. If you've chosen to overwrite a used slot, you will be prompted to confirm your choice.

Once the save is complete, press the ⊗ button to return to the game.

LOAD GAME STUFF

Once you've saved games on a Memory card, you need to be able to load them again. Choose 'CONTINUE' from the Main Menu to reach the 'LOAD GAME' screen, then choose 'LOAD GAME'.

Remember not to insert or remove Memory cards when the power is on.

If there are saved Psybadek games on the Memory card, the used slots will be displayed on-screen. Use the Directional buttons to highlight the one you want to load, then press the ⊗ button.

http://www.psxmanuals.com

USING PASSWORDS

Just in case you don't want to use a Memory card to save your progress, you will be given a password when you complete a level. Write it down somewhere convenient (if you write it on your hand, make sure you DON'T WASH!) then when you want to return to the game, enter the password on the 'PASSWORD' screen.

Choose 'CONTINUE' from the Main Menu to reach the 'LOAD GAME' screen, then choose 'PASSWORD'.

Use the Directional buttons to highlight letters, then press the ⊗ button to confirm. If the password is valid, you will return to the game.

It's often the case that games such as Psybadek use recognizable words in order to access special cheat modes. However, please don't think for one moment that any recognizable words are used as cheats in this game. It would therefore be a real waste of time to try and discover words that activate cheats wouldn't it? Because ABSOLUTELY NO real words are used. No sir. What a crazy notion. You kids, you just kill me.

OPTIONS

Life is full of choices. And just to complicate matters, here are some more:

CONTROLLER

Use the Directional buttons to switch between the default Controller configuration or the 3 alternatives. If you're using an DUAL SHOCK™ Analog Controller, you can switch the vibration function on or off by highlighting 'VIBRATION' then using the ⊗ button to toggle between the two settings.

AUDIO

Switch between 'MONO' and 'STEREO' sound by highlighting the option, then pressing the ⊗ button to toggle between the 2 settings. To change the volume of 'SFX' or 'MUSIC', highlight the appropriate option then use the Left and Right Directional buttons to decrease or increase the volume.

SCREEN

Use the Directional buttons to move the screen until it's centered on your TV. Press the ⊗ button to confirm the correct screen position.

CLASSIFIED ADS



WANTED: Uplifting dance compilations, especially 'Yes Clubba Volume 7', 'Big Up Dance 2 (mixed by Pink Sister)' and '40 Fluffy Dance Smashes (not available in the shops)'. Please contact Jade (the one with the green eyes), care of Xako and Mia's gang.

FOR SALE: Large collection of expensive sneakers, mostly unused. Includes extremely rare 'Sportec Mattress' (with revolutionary squeaking bedspring support), a pair of size-enhanced 'Donkey Toe' foot pods, and the solid titanium 'No Comfort' sprint shoe from Leg It. Reason for sale: new shipment of even rarer sneakers arriving in my bedroom this weekend. Contact Troy at the very big house on the Hill.



URGENTLY REQUIRED: Chooby Bars for, um, taste research purposes. All other kinds of chocolate also considered. Send your candy to Saris, (friend of Xako and Mia).

LEARN TO SPEAK DOG: No need to be embarrassed in the company of poodles, spaniels or terriers. Now you can join in their chat with phrases such as 'Please remove your waste from my fashionable footwear', 'Do not sniff my rear so vigorously' and the essential 'No, my leg does not love you.' Contact Xako (on behalf of Cerberus).



DISCREET CAT SERVICES in the privacy of your home. Milk lapped, cushions clawed, stuff knocked over. I do not disappoint. Contact Kite-Tail (care of Mia).

SIZE OF AN ELEPHANT! – My extra-thick specs make everything look bigger. Put 'em on and be amazed. Breaks the ice at parties, beach gatherings and family get-togethers where nakedness is not an issue. Respond to Merit, (Xako and Mia's shortsighted friend).

HELP ME! My baggy combat pants make me a target for underground guerrilla movements who think I'm one of them. If you are the secretary general of the United Nations (or you know him), please supply immediate armed protection. Contact Silva (Xako and Mia's gang).

DO YOU ENJOY having a high-fat dinner and then picking a fight with rednecks at your local bar? Do you eat brussel sprouts for breakfast and wash them down with apple juice? I used to be like you, until I started hoverdekking. Now I'm extremely cool and fashionable. For advice on being cool and fashionable, contact Troy (care of Xako and Mia).


STICK IT FOR FREE!
with six limited edition stickers from selected games stores nationwide
Discover the Joy of safe deks
Psyboadek
Vans @ JD SPORTS
Features tracks by
Bentley Rhythm Ace
and David Holmes
PlayStation