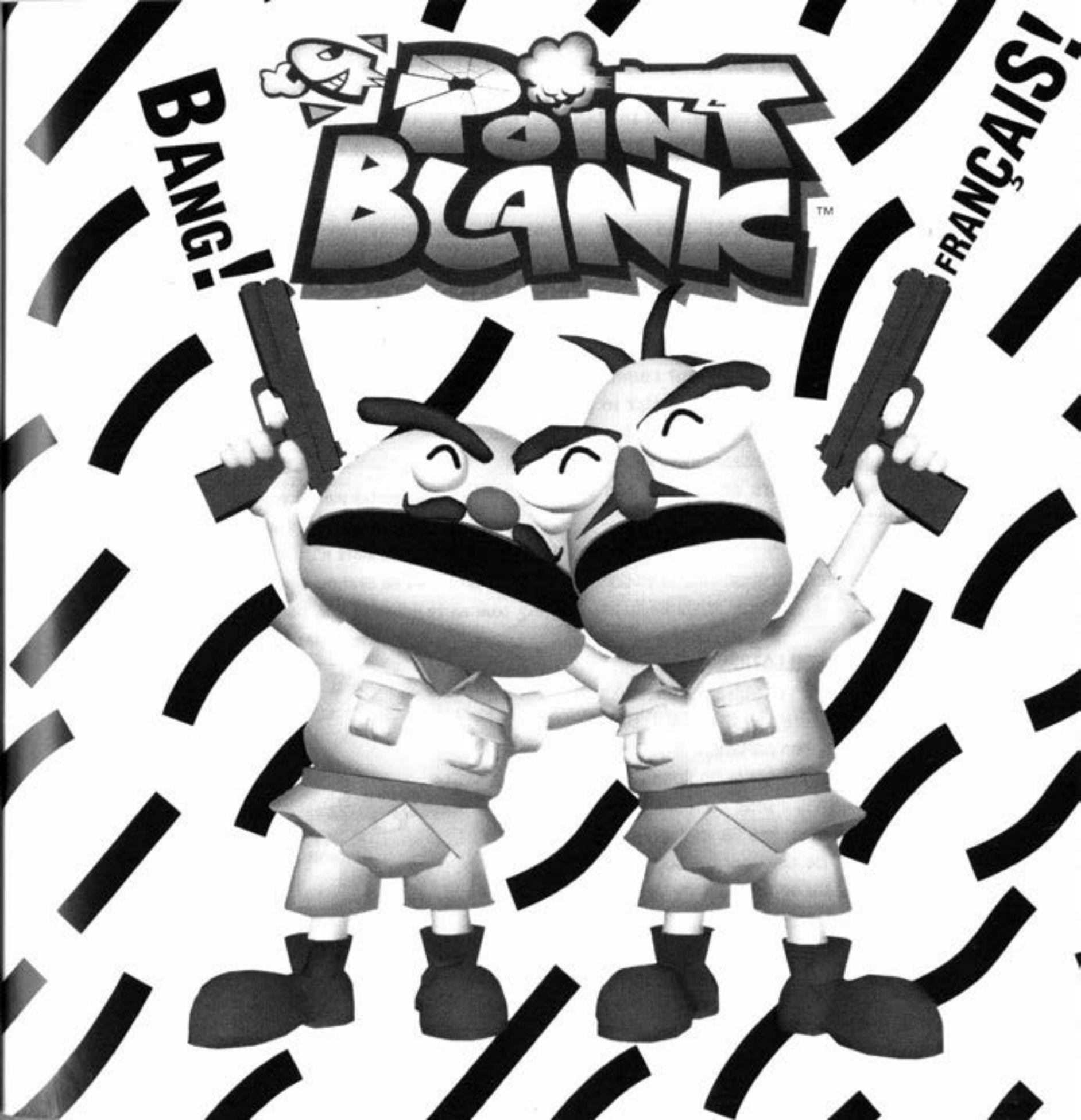

PlayStation
NTSC U/C
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AGES 13+
CONTENT RATED BY
ESRB
SLUS-00481
POINT BLANK
namco


POINT BLANK™
BANG!
FRANÇAIS!

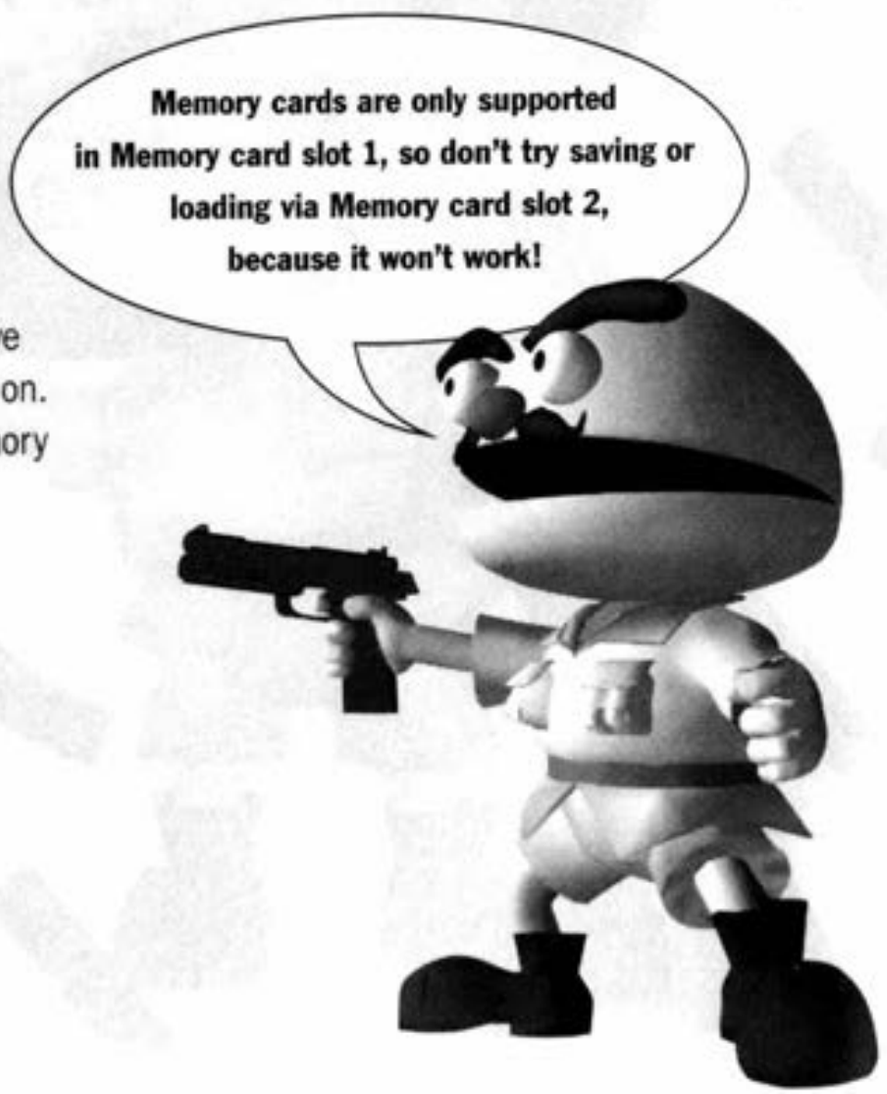
WELCOME TO POINT BLANK™

So you want to join Dr DAN and Dr DON on their wild and crazy hunting trip? You sure you're good enough? Don't worry, because in this PlayStation™ exclusive version of POINT BLANK™ there are five different modes of play, including a training mode to get you on target. You can also enjoy all the stages of the ARCADE mode (a conversion of the original arcade game) and the SPECIAL mode (which has all-new stages for the PlayStation™ version of the game), both of which are for two players. Then there's the insane PARTY PLAY mode (where you can play against up to seven friends - or enemies), and the QUEST mode, a Role Playing Game for one person featuring the brave, the heroic, the awesome DR. DON and DR. DAN!!

Over the next few pages you will learn how to get the most from POINT BLANK™ by using either a Controller or the G-CON45™, the fastest, most accurate light-gun ever. There's a lot to take in, but if you pay attention to the instructions on how to set up your game and peripherals you'll be shooting away in no time. So hurry up and turn the page!!

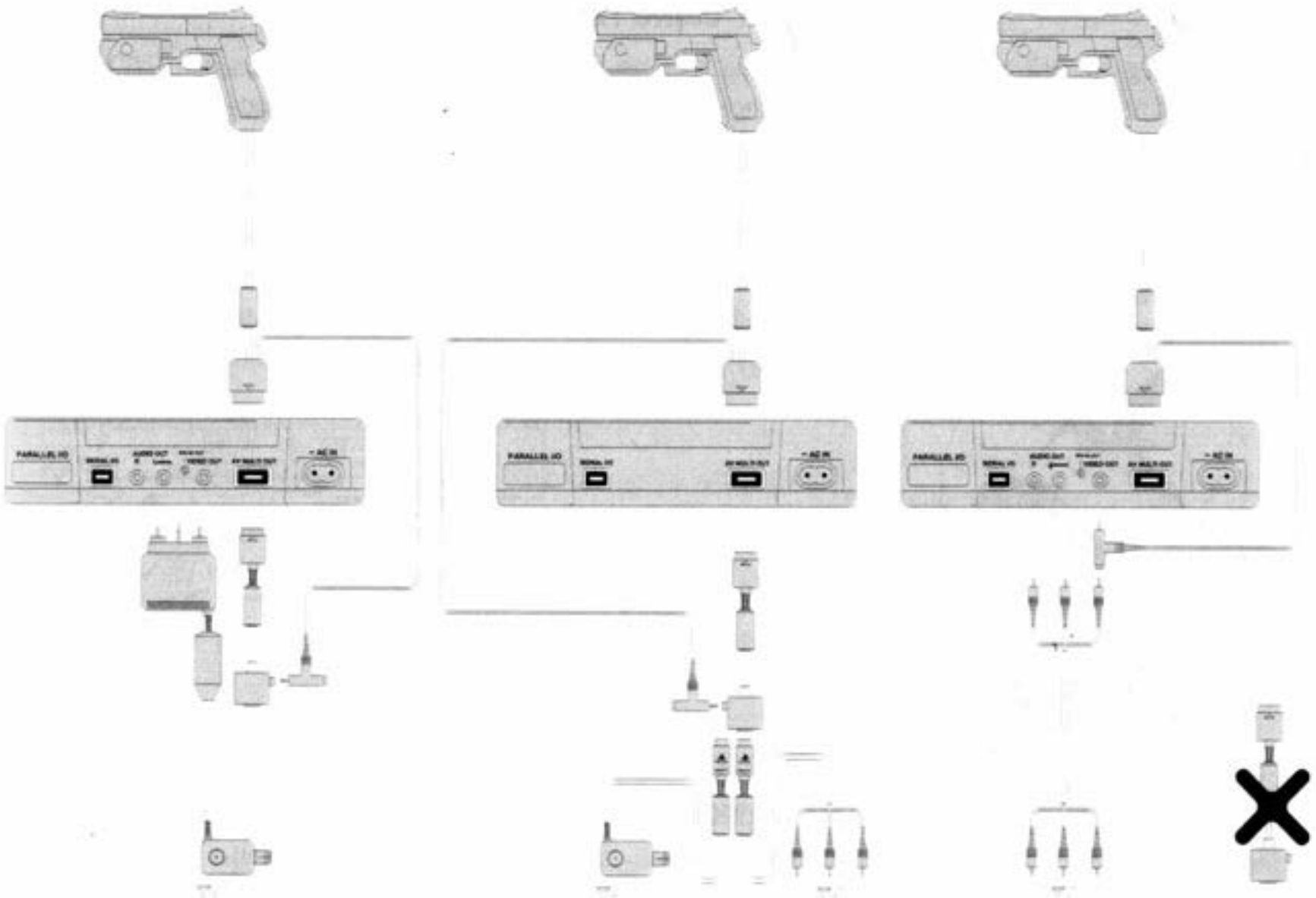
SETTING UP

Set up your PlayStation™ according to the instructions in its Instruction Manual. Insert the POINT BLANK™ disc and close the Disc cover. Turn the PlayStation™ ON at the POWER button. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on. Make sure there are enough free blocks on your Memory card before commencing play.



HOW TO CONNECT A G-CON45™ TO YOUR CONSOLE

The G-CON45™ comes with an adapter to enable the connection of the G-CON45™ light gun to your PlayStation™. NOTE: When connecting the G-CON45™ light guns, you need to connect the yellow video-input plugs in series to the VIDEO OUT port at the back of your Console. Please see the diagram below for connection information.



If you experience any problems in connecting or using your G-CON45™ please call your country PlayStation™ customer service care line listed in the back of this software manual.

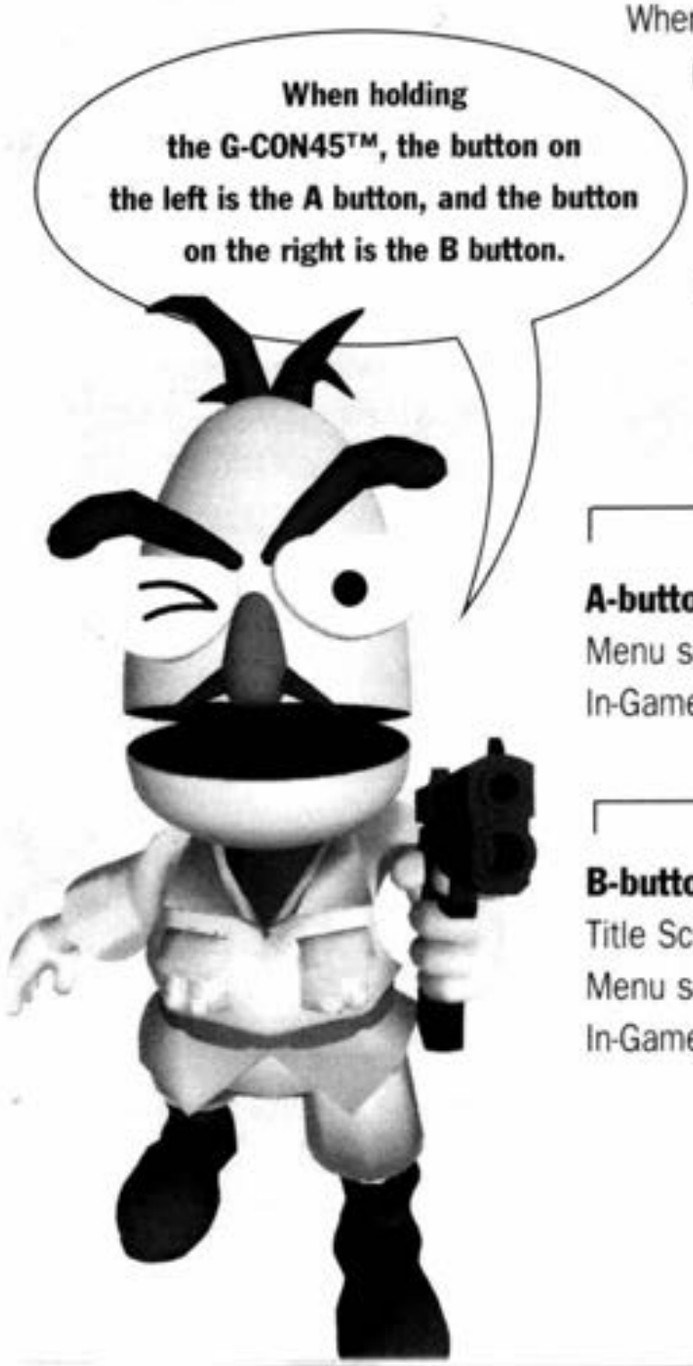
CHOOSE YOUR LANGUAGE

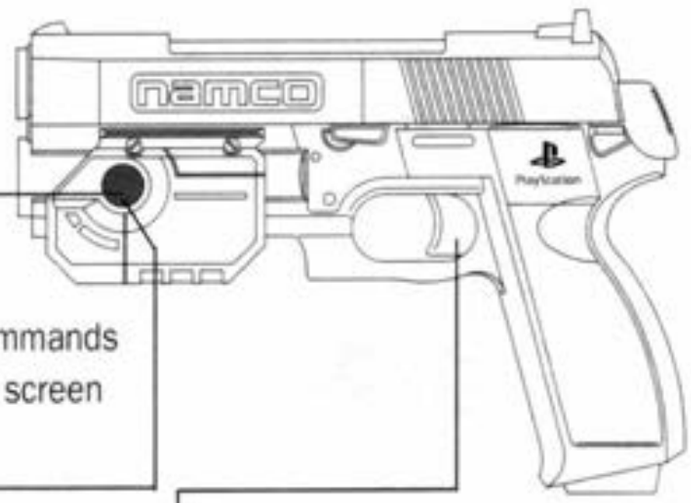
When you start up POINT BLANK™, you can choose which language you wish to be displayed. To select a Language with the G-CON45™, pull the Trigger to scroll through the available Languages (English/German/French) and press the A or B button to confirm the selection. Using a Controller, press the ✕ button to scroll through the available languages, then press the □ or △ buttons to confirm the selection.

HOW TO PLAY USING THE G-CON45™

NAMCO; using all their technological and gaming know-how, have developed the highly accurate G-CON45™ light-gun, so now it is possible to enjoy the unprecedented realism of arcade-style games inside your own home.

When you want to exit the game, press the B button to access the PAUSE menu and then press the A-button, B-button and the TRIGGER all together. The screen display will then ask you if you want to exit or not. You should simultaneously press all three buttons again to confirm that you wish to leave the game or else press the B button again to return to the PAUSE menu.





A-button (LEFT SIDE)
Menu screens: Cancels commands
In-Game: Advances to next screen

B-button (RIGHT SIDE)
Title Screen: Start
Menu screens: Cancels commands
In-GamePause

THE TRIGGER (SHOOT AT THE SCREEN)
Menu screens: Confirm selections
In-Game: SHOOT!

WARNING!

The G-CON45™ is not a weapon; it is a highly sensitive light peripheral for use exclusively with PlayStation™. NAMCO accepts no liability for damage if this product is used with anything other than a TV game.

CARE WHEN USING THIS EQUIPMENT WITH A TELEVISION

This product cannot be used with the following TV equipment (please check the details with the manufacturer of your television set):

- TV monitors with a LCD display (LCD TV, LCD Projector, etc.)
- Hi-Vision TVs, Hi-Vision Easy Reproduction TVs, Hi-Speed TVs, 100 Hz
- TVs which have been magnetised (altering the colours), and some old-type TV sets
- small-screen TVs (less than 10") and some wide-screen TVs
- projection TVs (the screen may burn)
- TVs which have a screen-memory function

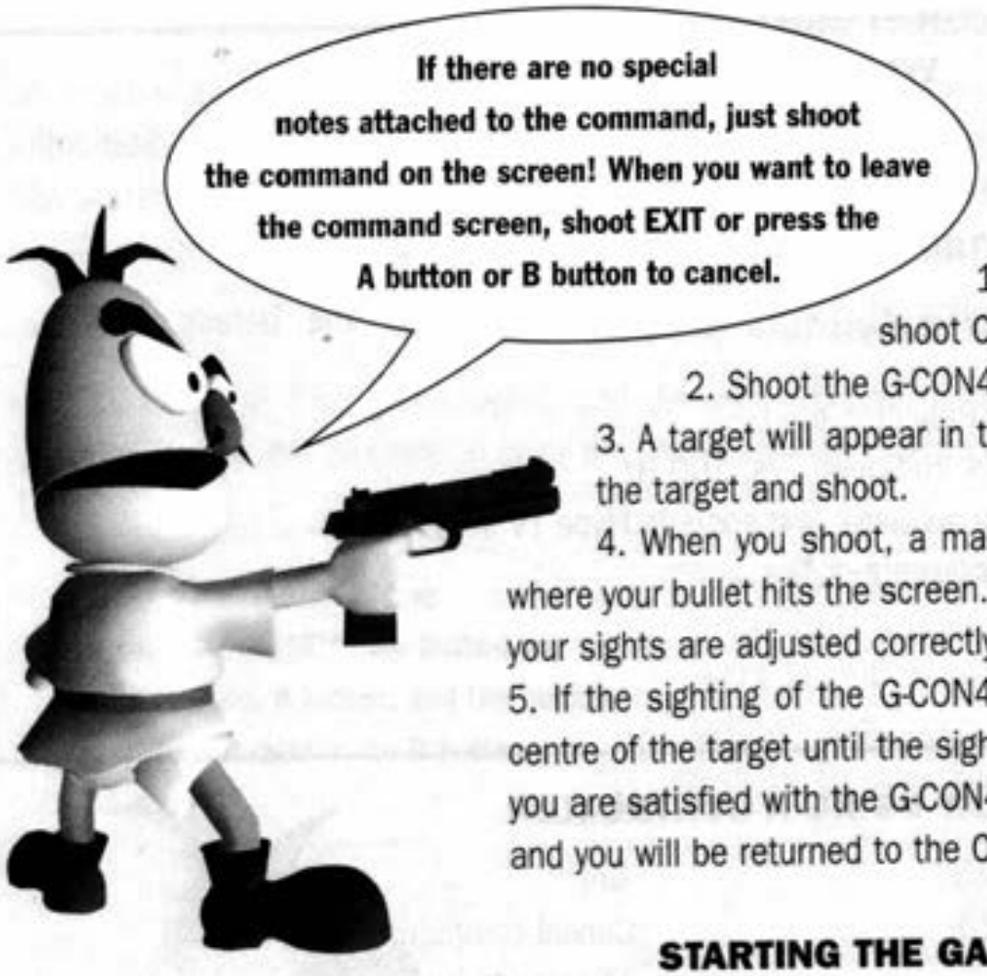
HOW TO PLAY USING A CONTROLLER

Directional buttons:	ON ALL SCREENS:	Aim
✕ button	MENU SCREENS:	Cancel commands
	IN-GAME:	Advance to next screen
	TITLE SCREEN:	START
○ button	MENU SCREENS:	Confirm commands (Shoot)
	IN-GAME:	Shoot
START button	TITLE SCREEN:	START the game
	IN-GAME:	PAUSE the game

SET YOUR SIGHTS!

When starting a game, you need to set the G-CON45™ sights. There are two ways to do this: On the G-CON45™ SETTINGS screen when you first begin, and through the G-CON45™ SETTINGS screen in the CONTROLLER option on the OPTION menu. If you start a game without first setting the sights, you may find that your aim is off, so it is always better to check beforehand.

Please refer to the information about the G-CON45™ CONTROLLER screen (below) for information about how to adjust the G-CON45™ sights.



USING THE G-CON45™ SETTINGS SCREEN

1. Turn on the game and shoot OPTION, then shoot CONTROLLER
2. Shoot the G-CON45™ graphic in the upper part of the screen
3. A target will appear in the middle of the screen. Aim at the centre of the target and shoot.
4. When you shoot, a mark appears (1P = red mark, 2P = blue mark) where your bullet hits the screen. Using these marks as a guide, make sure that your sights are adjusted correctly.
5. If the sighting of the G-CON45™ is still not correct, keep shooting at the centre of the target until the sights are adjusted the way you want them. When you are satisfied with the G-CON45™ sights, press the A-button or the B-button and you will be returned to the CONTROLLER screen.

STARTING THE GAME

TITLE SCREEN

When you reach the Title Screen, press the A-button or the B-button to display the MODE SELECT screen.

MODE SELECT SCREEN

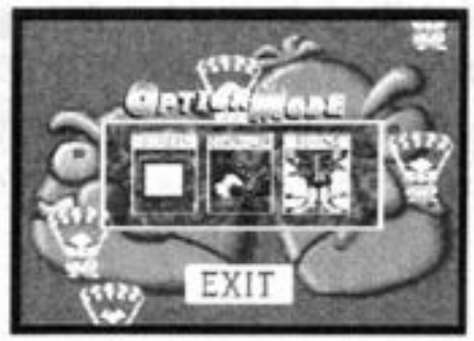
When the MODE SELECT screen is displayed, shoot the mode you wish to play or shoot OPTION. There are two different modes: the ARCADE mode and the ARRANGE mode.

THE STRUCTURE OF EACH OF THE PLAY MODES

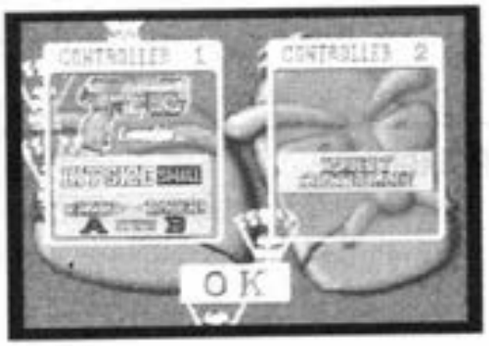
ARCADE	START	TRAINING	
	CREDIT	BEGINNER	
	SYSTEM	EXPERT	
		VERY HARD	
ARRANGE	SPECIAL	START	TRAINING
		CREDIT	BEGINNER
		SYSTEM	EXPERT
		VERY HARD	
	TRAINING	STAGE SELECT	
		LIFE LIMIT	
		CATEGORY	
		SYSTEM	
	PARTY PLAY	SCORE BATTLE	
		TOURNAMENT	
		TEAM PLAY	
	QUEST	NEW GAME	
		CONTINUE	
OPTION	SCREEN		
	CONTROLLER		
	SOUND		

OPTION MODE

On the OPTION screen, you can adjust things like the screen position and the Controller settings.



SCREEN: This function allows you to set the position of the game screen. You do this by shooting ⬆,➡,⬇ and ⬅. Shooting RESET returns the screen settings to their original settings. Shooting EXIT returns you to the OPTION MODE screen.



CONTROLLER

Allows both players to initialise their G-CON45™ controls, or to adjust things like the Controller cursor speed settings. Shooting the G-CON45™ graphic takes you to the G-CON45™ sight adjustment screen.

G-CON45

G-CON45™ icon: Adjust G-CON45™ settings
HIT SIZE: Toggle the hit size from SMALL to WIDE
SKIP/PAUSE: Toggle the A/B button settings

CONTROLLER

CURSOR SPEED Controls the cursor speed of the Controller
HIT SIZE Toggle the hit size from SMALL to WIDE

SOUND

Allows you to change between STEREO and MONAURAL sound. Simply shoot the option to toggle between the two, then shoot OK to return to the OPTION MODE screen.

ARCADE MODE

STARTING THE ARCADE MODE

The ARCADE Mode is a conversion of the arcade hit, POINT BLANK™.

START

First of all a demo of the ARCADE version of POINT BLANK™ will be displayed. Pressing the B-button begins the game. There are 4 different courses, depending on the level of difficulty selected (TRAINING, BEGINNER, EXPERT, VERY HARD), and your score will be graded (5 levels) at the end of the game.

CREDITS AND LIVES

You can select the number of credits available from 1-5, or FREE PLAY which gives you unlimited credits. You can also select the number of lives your character has, again from 1-5.

SYSTEM

Save and load data with a Memory card.

LOAD: Highlight the save you wish to load. Select OK to load the game or CANCEL, then YES, to return to the SYSTEM screen.

SAVE: Highlight the data block you wish to save onto. Select OK to save the game or CANCEL, then YES, to return to the SYSTEM screen.

EXIT

You should select EXIT when you want to return to the previous screen.



You need credits in order to continue a game. And your character's lives are represented by little heart marks - they are the number of times your character can come back to life again during a game. If your character dies and comes back to life again, one of the heart marks disappears. When all the heart marks have gone, it's GAME OVER!

Don't be careless with your lives!!!

ARCADE RULES

There are a number of different stages on each course. There are 4 stages in TRAINING, and 16 in each of BEGINNER, EXPERT & VERY HARD. When you select a particular course, the stages in that course are selected automatically, and you should then choose the stage you wish to play from among those displayed. However, you may sometimes find a stage from the VERY HARD mode in the BEGINNER and EXPERT levels just to keep you alert.

If you cannot complete a stage, or if you shoot a target which has DO NOT SHOOT displayed on it, you lose a life. If you lose all your lives, it's GAME OVER! A BONUS STAGE appears part way through the game.



At the beginning of the stage you are given the number of targets required, your time limit and the number of bullets you have available.

2-PLAYER MODE

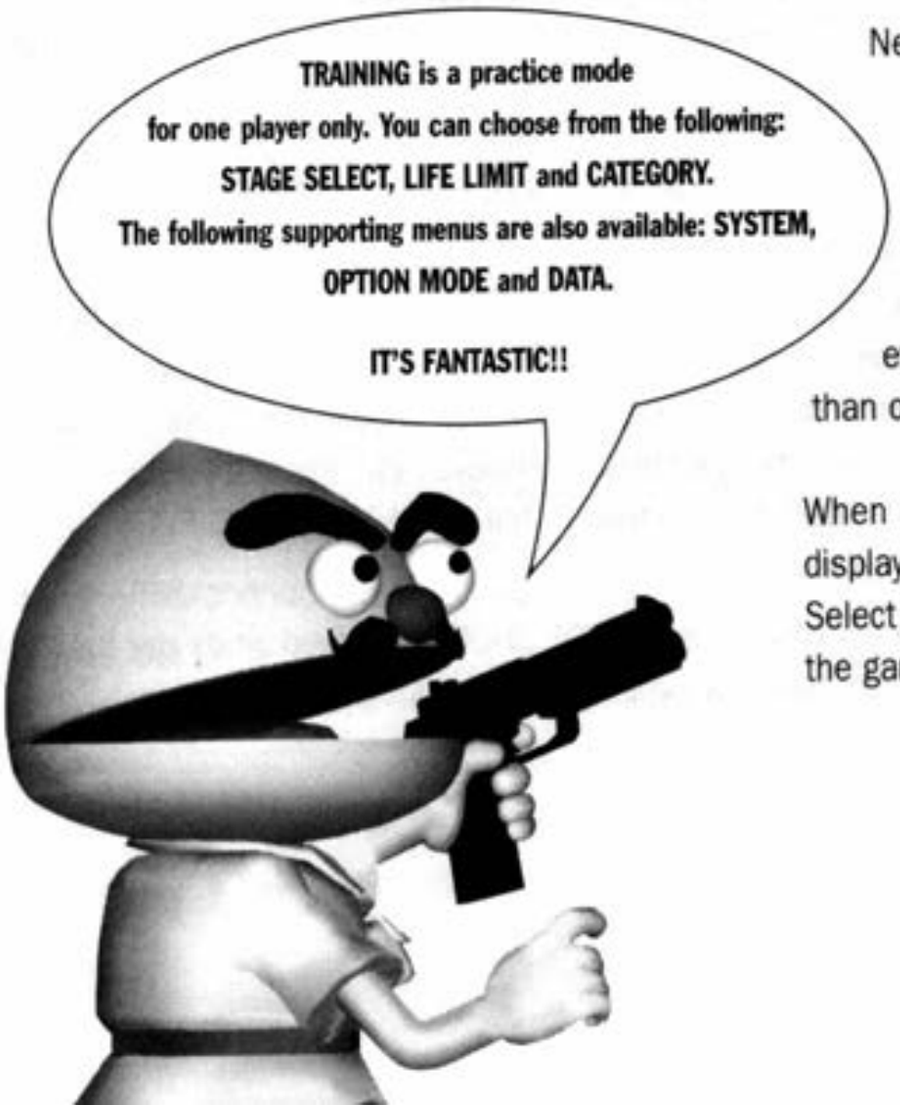
POINT BLANK™ has a 2-player mode in which a second player can join in at any time. If a second player decides to join the game part-way through a stage, that stage is replayed again from the beginning for both players.

In the 2-player game mode, both players play the same stage with the same conditions, but, depending on the game, the players may or may not play together on the same screen. You win by getting a higher score than your opponent's. Each time a stage is over, the result of that stage is displayed on the screen.

ARRANGE MODE / TRAINING

New stages have been added to the ARCADE version of the game to produce the ARRANGE Mode, a special, feature-packed mode of the game designed only for PlayStation™. The ARRANGE Mode has a number of new features, including training for each stage, player evaluation for the stage, PARTY PLAY (for more than one player) and the RPG, QUEST.

When you select the ARRANGE MODE, a menu is displayed.
Select the game you wish to play from the menu and start the game.



STAGE SELECT

You can select your favourite stage to play. If you complete the stage, your results are displayed on a graph so you can see how your skill is improving.

When you wish to play a particular stage again, select RETRY. You can check on your results for each stage by selecting EVALUATION.

LIFE LIMIT

This is an endurance mode in which you keep shooting until you run out of lives.

CATEGORY

Each stage in POINT BLANK™ is divided into categories so that a player can concentrate their practice sessions on areas in which they are weak. For example, if you are not a good gunfighter at the RESCUE XXX stage, you can select that category and practice to improve your gunfighting skills.

SYSTEM

For saving and loading data. See the earlier section detailing SYSTEM.

PLAYER EVALUATION



Here you can check your results and overall evaluation of your efforts

- STAGE SELECT
- LIFE LIMIT
- CATEGORY
- SYSTEM
- OVERALL EVALUATION

ARRANGE MODE / SPECIAL

Some new stages have been added to the ARCADE version of the game to produce the SPECIAL Mode for PlayStation™. This is essentially the same as the ARCADE Mode. When you select SPECIAL on the MODE SELECT screen, a menu is displayed. Then, when you select START, POINT BLANK™ starts. CREDIT, SYSTEM and OPTION MODE screens are exactly the same as in the ARCADE Mode.



ARRANGE MODE / PARTY PLAY

This multi-player game mode allows you to play the game with between 2-8 players. When you select PARTY PLAY, a menu screen appears and you have the chance to select from the following: SCORE BATTLE, TOURNAMENT and TEAM PLAY.

CHARACTER SETTINGS

When you select a mode, the explanation screen for that mode appears. If you want to play that mode, select OK. Each player then needs to select a character - select your favourite character by shooting one of the eight character pictures available on the screen. If you wish to change the character you have selected, select cancel. When you are satisfied with your selection, shoot END.

HANDICAP SETTINGS

You can set handicaps using the HANDICAP SETTINGS. You can set a SCORE handicap, increasing the score for hitting targets. When you shoot SCORE, the display then changes to LIFE (set between 1 and 5 lives).

You can even set up a penalty game too in POINT BLANK™. Set the PENALTY box to ON or OFF, depending on whether or not you wish to use penalties.

When you are satisfied with the settings you have chosen, select END. The next screen will then be displayed.

Finally, select the Controller you wish to use and select OPTION to adjust the Controller settings. When you have adjusted all the settings to your satisfaction, go to END.

PARTY PLAY MODES

Each mode has 4 stages and the winner is decided by the final score.

SCORE BATTLE

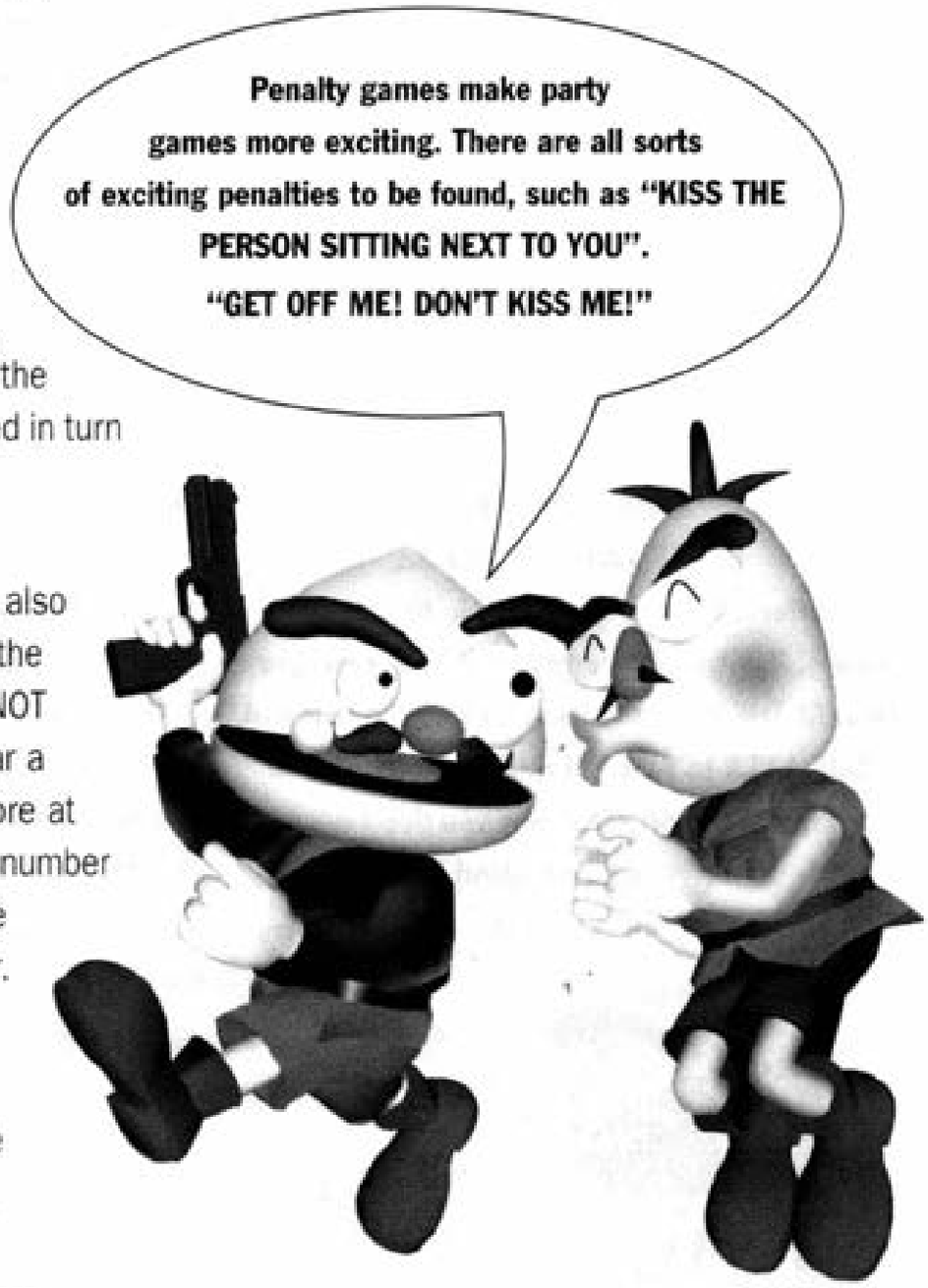
Each player plays the same four stages in turn, selected automatically. The winner is the one with the highest score at the end. The same G-CON45™ is used in turn by each player up to a maximum of four players.

TOURNAMENT

This is a sudden death tournament. If a Controller is also connected to the 2P side, two players can both play the game at the same time. If you shoot one of the DO NOT SHOOT targets (such as bombs) or if you cannot clear a stage, you lose a life. The player with the highest score at the end of the game is the winner, regardless of the number of lives remaining. If both players fail to complete the stage, the player with the highest score is the winner.

TEAM PLAY

Each team plays four stages. Players with lives remaining at the end of the four stages go on to face the next member of the opposing team. The winning team is the one with members still alive at the end. Each of the two teams can consist of up to four players, making a possible total of eight players altogether.



In the TOURNAMENT and TEAM PLAY mode, if you also connect a Controller to Controller port 2, two players can both play the game together. When a G-CON45™ and a normal Controller are both connected, the game can be split between the 1P and 2P sides using the Controller settings. So, if you've only got one G-CON45™, no problem! You can use the Controller settings to split the game so you can each play the same game in turn.



ARRANGE MODE / QUEST

DR. DON and DR. DAN are the heroes in this RPG mode. This is a 1-player game.

PROLOGUE

One day, when intrepid explorers DR. DON and DR. DAN were dining together, a man appeared. It was the world-famous millionaire QUICKBUCK, and he had come to ask them to search for the legendary gun, GUNBALL. He offered them a reward of one million gold pieces for finding the gun, and they accepted the challenge.

The daring duo decided to head for Point Blank Island, on which the five pieces of the smashed GUNBALL were rumoured to be scattered.

Will they really be able to find all the pieces of GUNBALL and come back alive?

Saving data in the QUEST mode is a little bit different from saving data in the other modes. You have to go to THE INN to save game data. At THE INN you should talk to the landlord. Select YES to save data. It is a good idea to save data often - that way you don't need to worry so much about losing all your lives.



STARTING QUEST MODE

When you select this mode, the screen changes to the menu screen. If you wish to play the QUEST mode from the beginning, select NEW GAME.

When you have saved data on a Memory card, you can continue a previously saved game if you select CONTINUE.

OPERATING THE FIELD SCREEN

To move DR. DON and DR. DAN, shoot the area of the screen you wish them to move to. The same applies to moving when you want to move in the town. When you go into town, or when you go into a building (e.g., a shop) in the town, position the doctors at the entrance to the building and they will go inside automatically.

STATUS SCREEN AND EXITING THE GAME

If you shoot DR. DON when he is moving, the game pauses and a menu is displayed. When DR. DON is stationary, the menu is displayed by pressing the B-button on the G-CON45™.

STATUS

The STATUS screen appears. Select CONDITION when you want to check each doctor's health, select ITEM when you want to see or use the items you have collected, and select EXIT when you want to leave the STATUS screen.

PAUSE CANCEL

Cancels PAUSE and returns you to the field screen.

GAME END

Select GAME END to leave the game. Select YES if you want to finish the game, and select NO if you want to continue.

BATTLES

Enemy characters appear as you move around the field. You have the chance to FIGHT them or RUN AWAY. When you select FIGHT, the doctors fight, and when you select RUN AWAY, the doctors run away. However, they may not always be able to escape in time.

The battles are challenges, which are set by the enemy characters. The rules for the battles on Point Blank Island are very simple. If you complete the challenge you win Gold (#G) and receive Experience Points as a reward. Your game LEVEL will also increase gradually as you play. If you fail, you lose Life Points. When your life points have run out, it's GAME OVER!

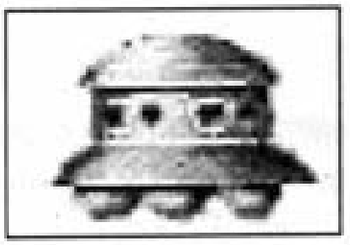
You can use some of your items to restore your lives and increase the maximum number of life points you can have.

THE CHARACTERS

DR. DAN and DR. DON: Thanks to their formidable gun-skill, they have been asked to go on a QUEST. Their mission is to find the legendary GUNBALL on POINT BLANK ISLAND.

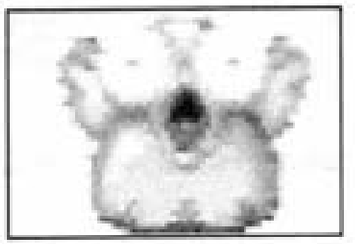
ENEMY CHARACTERS

As the adventure on Point Blank Island progresses, the enemies you come across will present you with more and more difficult challenges, so the difficulty of the game will increase the further you go in the adventure.



The Adamski flying saucer makes a sudden appearance. SHOOT IT OUT OF THE SKY!

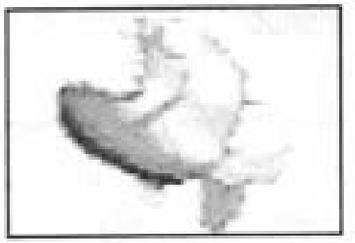
Bird encounter - this is like having a showdown with a cuckoo clock.





A rather dopey-looking lion. This is kind of a target practice round.

Whoa! Here comes a school of piranha!! SHOOT 'EM! SHOOT 'EM! SHOOT 'EM!



INTRODUCTION TO ITEMS

In their search to find the elusive GUNBALL, DR. DAN and DR. DON have a number of items at their disposal during the game, without which their task would be extremely difficult. Here we will introduce a few of the items they may find useful during their adventure. Items can be purchased from shops, but you may also come across them left on the ground as you're wandering around. Please make the best use of the items.

NEW CLOTHES

Changing your clothes will make you feel refreshed. Plus, you'll find that, if you walk around town in dirty clothes, no one will like you.

MACHINE GUN

The machine gun is very useful when you need to shoot continuously. But be warned - you need quite a lot of skill to handle a gun like this.

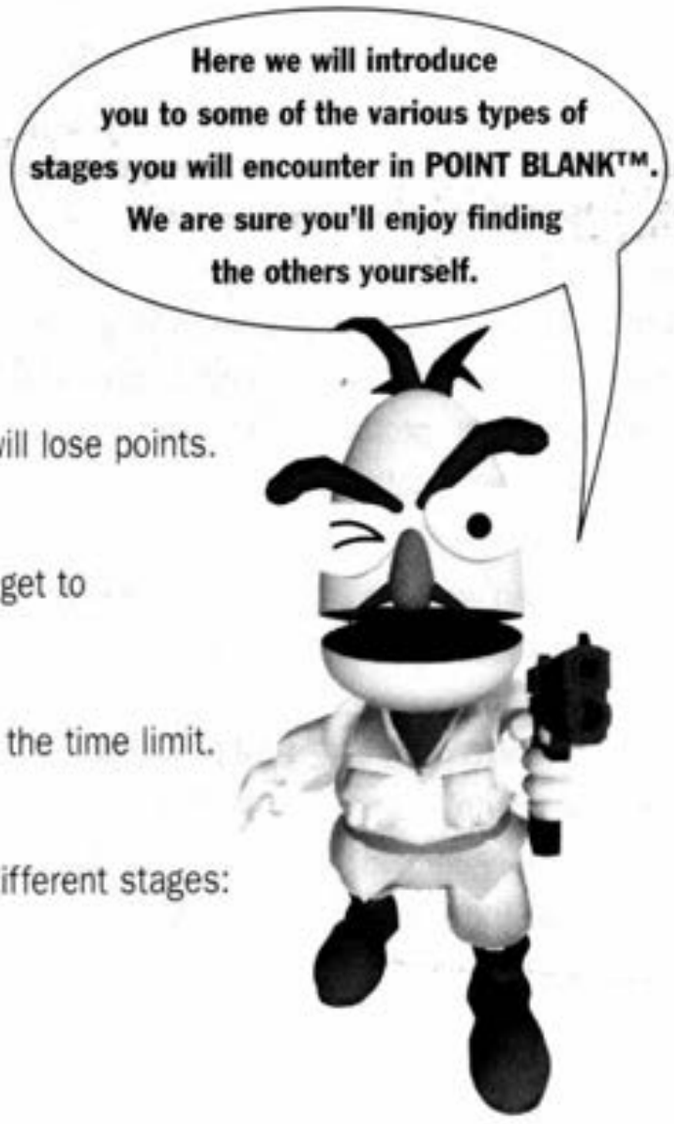
COOKIES

Cookies increase your life by 10 points. Each set of cookies can be used only once.

MAPS

If you have a map, you will be able to see the various conditions on the island at a glance. You will find it an invaluable piece of equipment during your adventure.

INTRODUCTION TO THE STAGE TYPES



SINGLE SHOT

In these stages you have to shoot a very small target with a single shot.

RESCUE THE DOCTORS

In these stages you have to help DR. DON and DR. DAN out of a sticky situation. Shoot the targets as quickly as you can.

SHOOT THE CRIMINALS

Shoot the ugly criminal targets. If you shoot ordinary people you will lose points.

SHOOTING GALLERY

This is like going to the shooting range, and sometimes you even get to shoot cows too.

RAPID FIRE

On these stages you have to shoot as many bullets as you can in the time limit.

VARIETY SHOW

As its name suggests, the VARIETY SHOW contains a number of different stages:

COLOUR MATCH

On this stage you have to shoot the marked targets, so quick judgement is necessary.

ROUND TARGET

All you have to do on this stage is shoot the targets on the screen. Once in a while you may come across a bomb among the targets.

ADVICE FROM DR. DON & DR. DAN

G-CON45™ TECHNIQUES

Okay, here are some handy hints on how to improve your shooting technique. The one thing you must definitely NOT forget is to set your G-CON45™ sights correctly. SO MAKE SURE YOU DON'T FORGET, OKAY?! Eh? What's that? You want to know how to set the sights? You've obviously not read the manual properly, have you? You'll find the instructions further back so go back and READ THEM!



Next, you need to know how to pull the G-CON45™ trigger. Try not to pull the trigger too hard: you'll end up moving the G-CON45™ as you shoot and you'll miss the target. The important thing is to try to keep it steady, and you'll find that your aim improves dramatically if you do. You'll probably find that holding the G-CON45™ with both hands will help you achieve greater steadiness.

Bear in mind what we've told you, and before long you'll be shooting as well as us!

ENJOYING THE PARTY MODE

The more people playing the PARTY MODE the better. So if you go to someone's birthday party, for example, try playing the game in the PARTY MODE there - you'll have loads of fun!! And, for even more fun, don't forget that there are PENALTY GAMES in POINT BLANK™ too!


POINT BLANK
TM