

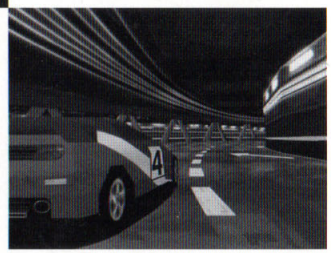
Battle Arena Toshinden™
←



Mortal Kombat® 3
→



Twisted Metal™
←



Namco's® Ridge Racer®
→

PlayStation

SONY
COMPUTER ENTERTAINMENT

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PlayStation™

NTSC | U/C

PlayStation™

KIDS TO ADULTS
K-A
AGES 6+

SCUS-94402
94402

THE RAIDEN PROJECT™



SONY
COMPUTER ENTERTAINMENT™

WARNING: Read BEFORE USING YOUR SONY® PlayStation™ GAME CONSOLE

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

Handling Your PlayStation DISC

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Hint Line

Hints are available:
Within the US: **1-900-933-SONY** $0.95 per minute
(1-900-933-7669)

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Automated support available 24 hours a day, 7 days a week. Representatives available Monday-Friday 9am-5pm Pacific Coast Time. This hint line supports games produced by Sony Computer Entertainment of America. No hints will be given on our Consumer Service Line. Long-distance charges are included in the above rates. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. You must have a touch-tone phone to use this service.

Hints are also available free of charge by writing to:

Sony Computer Entertainment of America
Consumer Service Department
P.O. Box 25147
San Mateo, CA 94402

Consumer Service/Technical Support/Order Line
1-800-345-SONY
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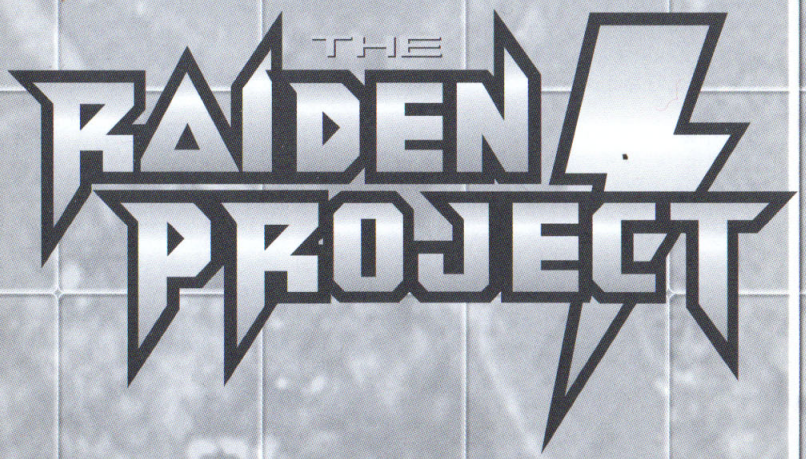
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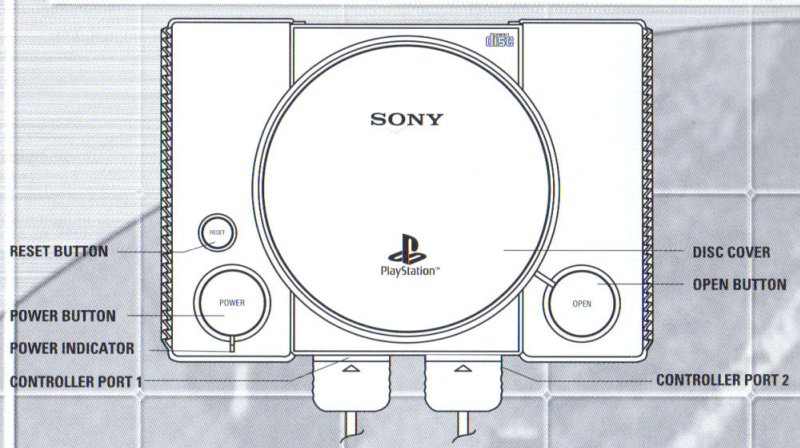
Our news is always hot! Visit our website and find out what's happening at Sony — new titles, new products and fresh tidbits about the Sony PlayStation game console.

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STARTING UP



1. Set up your Sony PlayStation game console according to the instructions in its Instruction Manual. Insert a Memory Card if you want to save your game settings and high scores.

2. Insert THE RAIDEN PROJECT™ disc and close the CD door.

Note: Make sure the PlayStation game console's power is off before inserting or removing a compact disc.

3. Plug in one or two game controllers and turn the PlayStation game console ON. After a few moments, the Title Screen/Main Menu will appear.

4. Press the Direction Buttons on your controller UP or DOWN to mark your selection. Then press any symbol button or the Start Button to continue.

LAUNCH RAIDEN: Fly a super-high altitude fighter/bomber to save the Earth from fierce alien takeover!

LAUNCH RAIDEN II: Blast through even worse sky-and-ground scorching battles with an even more powerful fighter and fiercer weapons as the savage aliens renew their attack!

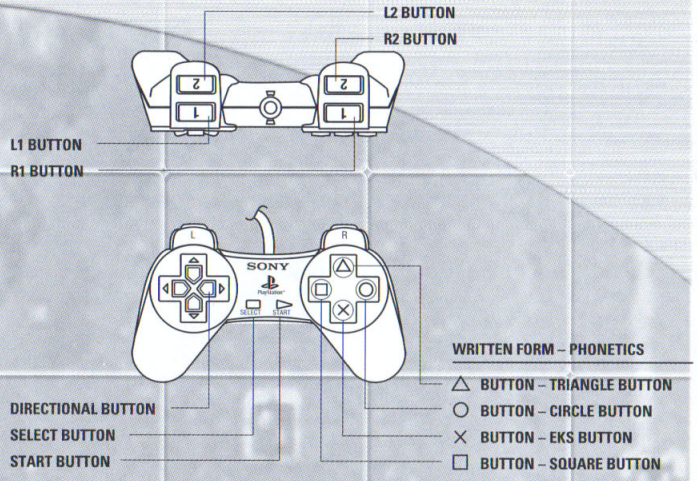


ADJUST SETTINGS: Customize a wide range of game settings to your liking (see pages 4 - 6).

PERUSE SCORES: Check out your game's high scores. You must be playing with a Memory Card to use this option (see page 6).

Note: Press the ⊗ key to clear the Main Menu from the Title Screen and enjoy the game demonstrations to their fullest. Press any button to redisplay the menu.

GAME CONTROLS



IMPORTANT

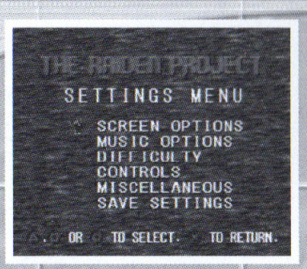
The following game controls are based on the default settings. Your controls will be different if you've chosen another set (see page 4).

ACTION	BUTTON
Move fighter	Direction Buttons
Fire standard guns & enhanced weapons	□, L1 or R1
Rapid fire	△
Drop bombs, if available	○ or ×.
Start game, pause/resume	Start Button
Start Player 2	Start Button on controller 2
Display Interception Menu	Select Button

Note: The L2 and R2 Buttons are not used during battle.

SETTING GAME OPTIONS

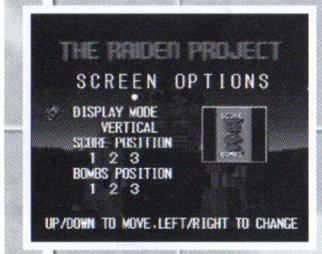
WHEN YOU SELECT "ADJUST SETTINGS" ON THE MAIN MENU, THE SETTINGS MENU APPEARS.



- Press the Direction Buttons up or down to select an option.
- Press □, ○, △ or the Start Button to confirm your choice and go to its submenu.
- Press ✕ to return to the Main Menu.

ON ANY SUBMENU:

- Press the Direction Buttons LEFT or RIGHT to change the setting.
- Press the Start Button or any symbol button to return to the Settings Menu.



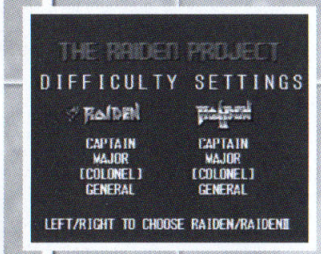
SCREEN OPTIONS

Change your view of the battle to VERTICAL (default), HORIZONTAL (arcade look) or PANORAMA (wide-screen effect), and adjust the positions of your Score and Bombs displays.

MUSIC OPTIONS

Choose the ORIGINAL arcade music (default) or REMIXED music that takes full advantage of the PlayStation's stereo capabilities.





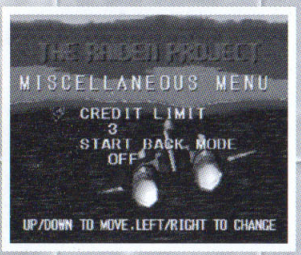
DIFFICULTY

Adjust the skill level from CAPTAIN (rookie) to GENERAL (hardcore fire-eater) to suit your ability. (COLONEL is the default.)

CONTROLS

Adjust the game controls to your liking by setting every button individually. (See page 3 for the default setting.)



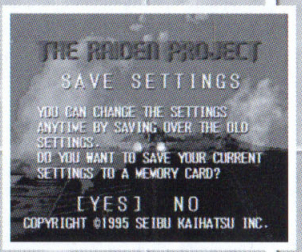


MISCELLANEOUS

Set the number of credits (the default is 3), which you can use to continue the game. Toggle START BACK MODE between ON and OFF. When ON, your downed fighter will resume the battle at a previous point, so that you can repeat the challenge. When OFF (the default setting), you resume the battle just after the point where your fighter was destroyed.

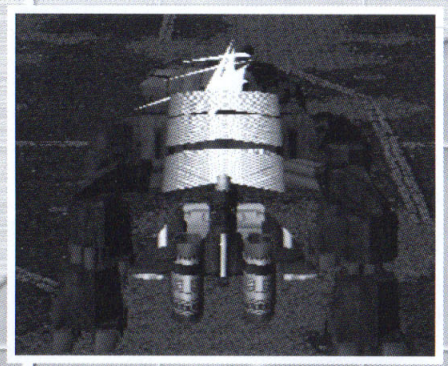
SAVE SETTINGS

If you are playing with a Memory Card, you can select this option to save your game settings and high scores. Press ○ or the Start Button to read the second screen of the submenu, and select "YES" to save your game data. The next time you play THE RAIDEN PROJECT, you will have the same game settings, as long as the Memory Card is plugged into the PlayStation game console. Use SAVE SETTINGS again any time you want to change your saved game data.



USING A MEMORY CARD

- If you're not using a Memory Card, you'll see an error message when you try to save your game data.
- If you see the message "Not enough room left on Memory Card to save to," you must erase a block of memory from the card before you can save your game data.
- If you see the message "Problem with data in Memory Card," you should either save over the old settings or erase that block from the card.
- Never remove a Memory Card while game data is being saved. Doing so will result in the data being corrupted.



THE CREATION OF RAIDEN

The year is 2090. The Earth is suddenly under attack by hordes of technologically advanced, alien "exobiological" beings. The invaders are from a galaxy so far distant from our planet that Earthlings never even suspected their existence!

The global wars for galactic dominance rage on, in the sky, on the ground and over the oceans. But the fierce firefights are beginning to take their toll. It looks like Earth is losing!

Resistance leaders gather the world's top scientists, engineers and thinkers. Their orders are to dissect and replicate a downed alien fighter. As humanity's last shreds of hope are vanishing, the team unveils its creation. It is RAIDEN, aka Lightning Thunderbolt, a super high-altitude fighter/bomber of untested but awesome power, packed to the skin with devastating firepower.

But only a few airmen are masterful and daring enough to fly this superior craft. You are one of the only pilots left on Earth who can even hope to control this incredible machine — and save the world!

RAIDEN MISSION CODE NAMES

STAGE	NAME
1	Tranquil Countryside
2	In the City
3	On the High Seas
4	Mysterious Ruins
5	Enemy's Earth Base
6	Floating Continent
7	Space Station
8	Enemy Space Battleship

RAIDEN II

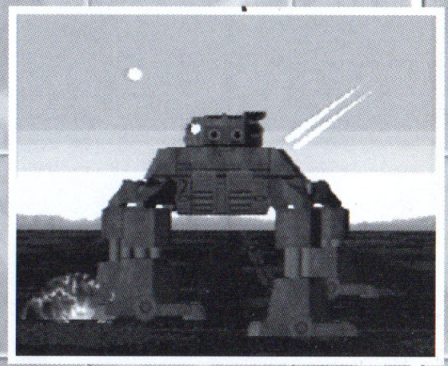
Three years ago, you utterly destroyed the alien forces and sent the survivors packing. But the angry stragglers, bent on revenge, returned to their planet and raised a vicious army. Now they're back, tougher, meaner and better armed than before. The aliens are tightening their stranglehold on Earth!

To turn the tide of battle, the members of Earth's Think Tank regroup, and develop an even more powerful and maneuverable fighter craft. RAIDEN II has all the advanced technology of its predecessor. In addition, it's equipped with a chilling new weapon, the Plasma Laser, and frightening new Cluster Bomb capabilities. These unique defenses make it nearly invincible against what we know about the aliens. But what about the things we don't know . . .

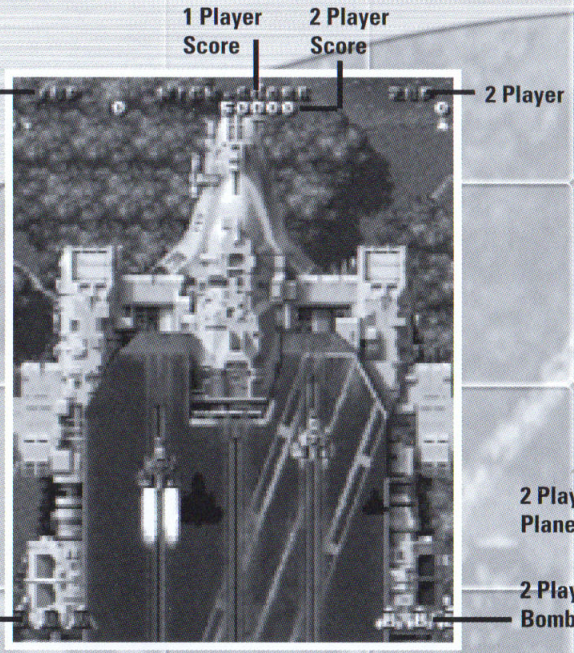
You again take the controls. The fate of the human race awaits the outcome of battles where the sky's the limit! Find out if you have the grit, the guns and the guts to win?

RAIDEN II MISSION CODE NAMES

LEVEL	NAME
1	The Rural Zone
2	Go to Town
3	Enemy Naval Base
4	Ruins of the Ancients
5	Enemy Relay Base
6	Floating Crystal World
7	Enormous Galactic Battleship
8	The Final Target



THE RAIDEN MISSION SCREEN



1 PLAYER: Your aircraft, the red fighter/bomber.

1 PLAYER SCORE: Your current point total.

1 PLAYER PLANES: You start with 3 fighters. If you're hit, you immediately lose a plane, but you'll return to battle as long as you have planes left. If you lose your last plane, you'll get the chance to continue, if you have credits left. When you run out of credits, the mission's over. (See "Miscellaneous" on page 5 to set the number of game credits.)

1 PLAYER BOMBS: The bombs you have left to drop. You start with 3, and you can pick up more as they're released by conquered enemies.

STARTING A SECOND PLAYER

A second player can enter the battle by pressing the Start Button on the second controller. Starting a second player adds more credits to your current number.

2 PLAYER: The second player's aircraft, the blue fighter/bomber.

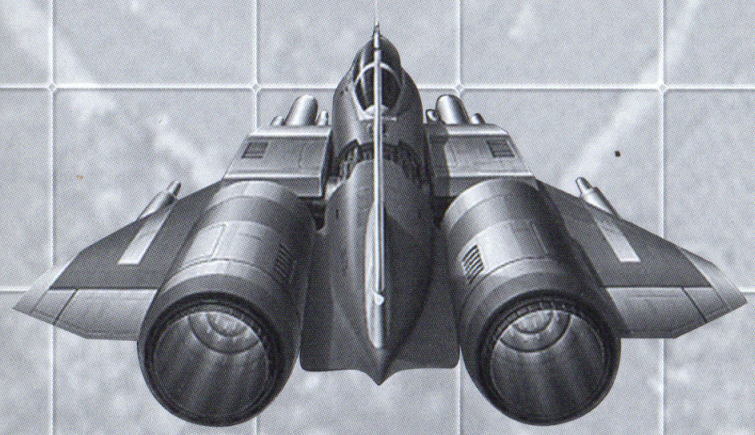
2 PLAYER SCORE: The second player's current point total.

2 PLAYER PLANES: The second player's remaining planes.

2 PLAYER BOMBS: The second player's remaining bombs.

ADJUSTING YOUR SCREEN

If you cannot see all the Mission Screen features, try repositioning your screen with the Interception Menu's ADJUST DISPLAY option (see page 13). You can also move the Score and Bomb counters closer to the center of the screen with SCREEN OPTIONS (see page 4).



RAIDEN POWER-UPS

Certain airborne enemies and ground targets, when destroyed, release ammunition and weapons boosters. Collect these items to power up your fighter. Get as many as you can — this is war!

RAIDEN & RAIDEN II



RED VULCAN BULLETS: Fire a spray of bullets in an expanding semi-circle. Can be powered up to 8 times.



BLUE LASERS: Launch a concentrated dose of firepower straight ahead. Can be powered up to 8 times.



NUCLEAR MISSILES: Explode on impact with concussive force. Deadly! Can be powered up to 4 times.



HOMING MISSILES: Tracks down enemies and blows 'em sky high! Can be powered up to 4 times.



THERMONUCLEAR BOMBS: Massive explosions envelope enemies and their shots, rendering them harmless for a short time.



FULL POWER: Powers up your current weapon to its maximum level.



BLUE SKY FAIRY: Comes to your aid when your fighter is destroyed.

Note: Collect Medals for bonus points.

RAIDEN II ADVANCED WEAPONS

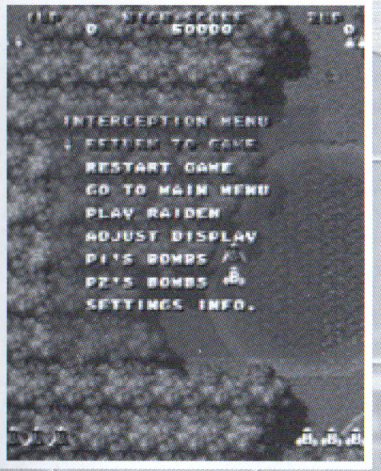


PURPLE PLASMA LASERS: With steady firing, becomes a deadly guidable laser beam that knocks everything out of the sky. Can be powered up to 8 times.



CLUSTER BOMBS: When dropped, scatter over a wide area, muffling enemies and their bullets.

THE INTERCEPTION MENU



Press the Select Button at any time, and you'll see the Interception Menu.
- Use the Direction Buttons to mark an option.
- Press any button to select the marked option.

RETURN TO GAME: Resume the action.

RESTART GAME: Reload the game without saving any game data.

GO TO MAIN MENU: Return to the Title Screen/Main Menu without saving any game data.

PLAY RAIDEN: Start RAIDEN from its Title Screen, without going through the Main Menu. Appears in RAIDEN II only.

PLAY RAIDEN II: Start RAIDEN II from its Title Screen, without going through the Main Menu. Appears in RAIDEN only.

Note: If you choose "PLAY RAIDEN" or "PLAY RAIDEN II" in the middle of a game, your current score will not be saved.

ADJUST DISPLAY: Reposition or resize the screen display, using the Direction Buttons. Press R1 or R2 to stretch or shrink the display in VERTICAL or PANORAMA display mode. Press ⊗ to reset any adjustments back to the default setting. Press the Start Button to return to the Interception Menu.

P 1'S BOMBS: Choose which type of bombs each player starts with.
P 2'S BOMBS: The default is 1 Player – Thermonuclear Bombs and 2 Player – Cluster Bombs. Available for RAIDEN II only.

SETTINGS INFO.: Review your game settings, see your Credits and Bombs Left status, and the number of the mission you're currently playing.

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