
PlayStation
NTSC U/C
PlayStation
EVERYONE
E
CONTENT RATED BY ESRB
SLUS-00542
94009
SALOON
RASCAL
JIM HENSON'S CREATURE SHOP
LONDON
Traveller's Tales
PSYGNOSIS

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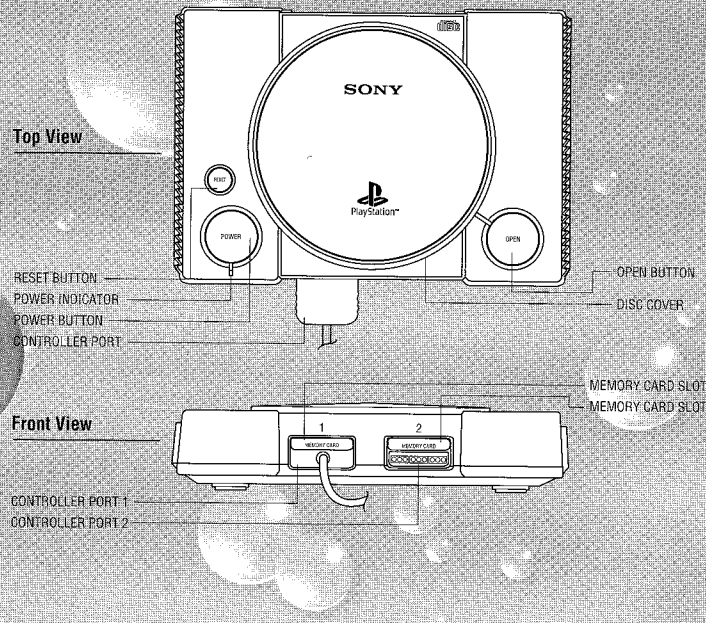
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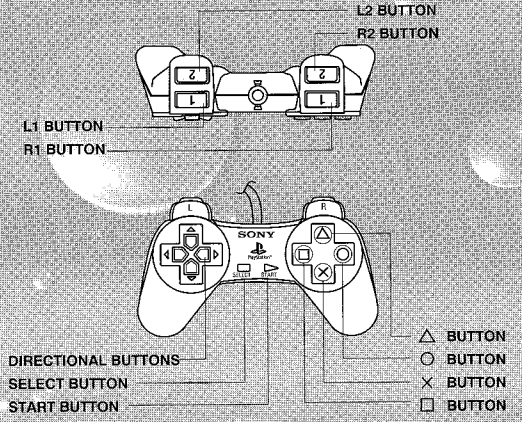
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CONSOLE



IN-GAME CONTROLS



□	Fire
×	Jump (then press × again, while in mid-air to perform a mighty Slam Attack)
LEFT	Turn Left / Rotate (if stationary)
RIGHT	Turn Right / Rotate (if stationary)
UP	Move Forwards
DOWN	Move Backwards
R1	Turn the on-screen icon display ON or OFF
L1	Skid stop
L2	(press and hold) Lower camera view
R2	(press and hold) Change camera angle
START	Pause and access the In-Game Menu
SELECT	Access Map Screen

SET-UP

RASCAL™

To play Rascal on your PlayStation™ game Console:

1. Set up your PlayStation™ game Console in accordance with the instruction manual supplied with the system.
2. Follow your system directions to open the Disc cover and place the CD onto the bed of the drive, ensuring the printed side faces upwards.
3. Close the Disc cover. If the unit is switched off, press the POWER button to begin play. If the unit is already on, press the RESET button.
4. Now follow on-screen instructions to start the game.

WARNING: It is advised that you do not insert or remove peripherals or Memory cards once the power has been turned on.

Make sure you have enough free blocks on your Memory card before commencing play.

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COUNTDOWN TO OBLIVION

Chronon, the Evil Time Overlord, is meddling with the past.

Having kidnapped Professor Casper Clockwise, scientific adviser to N.A.T.O., Chronon has stolen his plans for a time-travelling vessel. The E.T.T.A.S. machine (Exploration Through Time And Space) will give Chronon powers that will set him up among the Gods.

However, the Professor's teenage son, better known as Rascal, has other ideas.

He's had his hi-NRG, Isotonic Nutri-Vibe drink, so he's fired up to take on Chronon's henchmen, pistol-packing gun-slingers, cut-throat pirates, ferocious guard-dogs and fire-breathing metal dragons to rescue his father and his planet - and get his homework in on time!!!

Armed only with the Professor's latest invention, the Bubble Gun, Rascal time travels through adventure after adventure including the Wild West, the land of the Aztecs and the Corridors of Time. But Chronon wants rid of his arch-enemy, and be it in the past, present or future, well... time is ticking for Rascal...

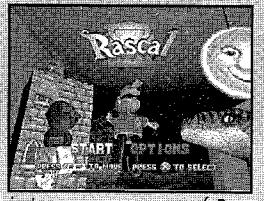


MENUS

USING MENU SCREENS

Use the Directional buttons to highlight required options. Press the ✕ button to confirm. Press the △ button to return to the previous menu.

MAIN MENU



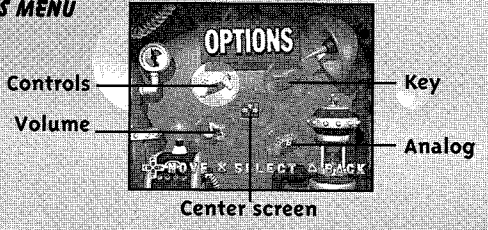
Once the loading sequence has ended, the Main Menu will be displayed.

START - launches directly into a new game of Rascal.

OPTIONS - accesses the Options Menu.

Use the Left and Right Directional buttons to switch between START and OPTIONS and press the ✕ button to confirm.

OPTIONS MENU



Controls - go to Controller Bubble

Key - go to Key Bubble

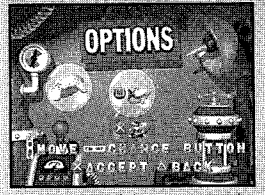
Center Screen - go to Center Screen Bubble

Volume - go to Volume Bubble

Analog - go to Analog Controller Bubble

Use the Directional buttons to switch between the Controls, Key, Center Screen, Volume and Analog Bubbles and press the ✕ button to confirm.

Press the △ button at any time to return to the Main Menu.



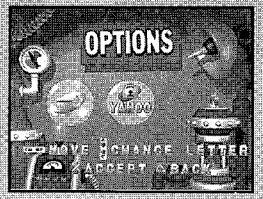
CONTROLLER BUBBLE

Reconfigure your controls on this screen.

The Bubble Gun icon will begin to vibrate. This is the "Fire Bubble Gun" function and is set to the □ button as default. It can be reconfigured by pressing the Left and Right Directional buttons. The new button will now appear alongside the Bubble Gun icon.

Now press the Down Directional button and the icon of Rascal will begin to jump up and down. This is the "Jump" function and is set to the ✕ button as default. It can be reconfigured by pressing the Left and Right Directional buttons. The new button will now appear alongside the icon of Rascal.

Press the ✕ button to confirm the new settings or the △ button to cancel the changes. Either way, the Options Menu will then be displayed.



KEY BUBBLE

If you are smart enough to work out Rascal's secret password then you can enter it here to reveal a wicked cheat mode for the game. The cheat mode screen displays five slots for a five-letter word.

Use the Left and Right Directional buttons to access each slot. Use the Up and Down Directional buttons to scroll through the alphabet. Repeat this process until happy with your selection and press the ✕ button to confirm. If you have entered the correct password you will be able to access the secret cheat mode or modes. The following on-screen message will be displayed:

"Valid Password"

If you have entered an incorrect password, the following on-screen message will be displayed:

"Invalid Password"

Either way, you will be returned to the Options Menu. So, think carefully about what the password could be. Remember, it has something to do with Rascal's home-life...

Press the START or ✕ or △ button at any time to return to the Options Menu.

CENTER SCREEN BUBBLE

Use the Directional buttons to position the screen to your satisfaction. Then press the ✕ or △ button to return to the Options Menu.



VOLUME BUBBLE

The Sound Effects function is represented by a yellow explosion icon. The Music function is represented by a musical note icon.

Use the Up and Down Directional buttons to choose between Sound Effects and Music. The chosen icon will flash. Then use the Left Directional button to decrease and the Right Directional button to increase the volume.

Press the START, ✕ or △ button to return to the Options Menu.

ANALOG CONTROLLER BUBBLE

When using an Analog controller make sure it is switched to Analog mode (LED display: Red). Rascal does not support the Analog mode (LED display: Green). The Analog controller, when inserted, can be calibrated from within this screen. Use the Left stick and follow the on-screen instructions to calibrate the Analog controller. Once calibration has been completed successfully, an on-screen message will be displayed to that effect. Press the ✕ button to return to the Options Menu.

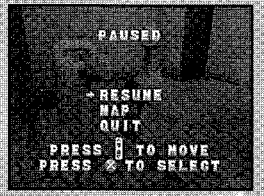
If calibration is unsuccessful, an on-screen message will advise you to press the ✕ button to recalibrate the Analog controller.

Press the △ button at any time to cancel your selection, and return to the Options Menu.

The action buttons can not be configured within the Analog controller Bubble (see Controls Bubble).

NOTE: the Analog controller can only be used in Controller port 1.

IN-GAME MENU



Press the START button to pause the action.

The options RESUME, MAP or QUIT will be displayed.

Use the Up and Down Directional buttons to switch between RESUME, MAP and QUIT and press the ✕ button to confirm.

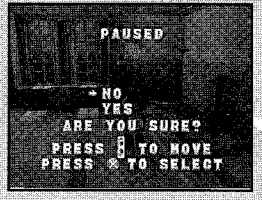
Choose RESUME to return you to the point of the game at which you left it.

Choose MAP to access the MAP screen (see page 18).

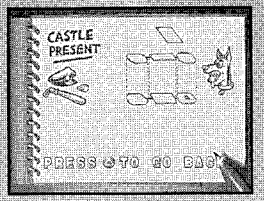
Choose QUIT and the following message will be displayed:

No Yes
Are You Sure?

Use the Up and Down Directional buttons to select YES or NO. Then press the ✕ button to confirm. Choose NO to return to the point of the game at which you left it. Choose YES to return to the MAIN MENU.



Press the START button at any time to return to the game.



MAP SCREEN

Press the ""SELECT"" button during a game. The game-screen will fade and the Map Screen will be displayed. Press the △ button to return to the game. The Map Screen displays the name of the current level and a diagram too. The diagram displays the rooms/corridors/arenas that you have already discovered. Use the Map to re-trace your steps, work out where you are and work out where you must get.

The Map is your guide throughout the Rascal world - so use it wisely!

Press the START button at any time to return to the game.

GAME OVER

When Rascal's lives run out, you will be returned to the Main Menu to try to complete the rescue mission again. But hurry, for the Sands of Time are falling...



USING THE MEMORY CARD

NOTE: when using a Memory card, make sure it is inserted into Memory card slot 1.

Professor Clockwise's mansion has many rooms. The Master Bedroom boasts a king-size four-poster bed, a washbasin and a roaring open fireplace. However, as any estate agent will tell you, the dominant feature of the Master Bedroom is the six-foot high "Memory Machine" (as the Professor calls it). You can't miss it! It has seven light-beams, arranged in a circle, and holds in its center a rotating Memory card.

SAVING A GAME

Guide Rascal towards the Memory Machine. The screen will fade and the following on-screen message will be displayed:

"Please Wait"

In due course, the following on-screen message will be displayed:

□ Save
× Quit

To return to the Master Bedroom and, in effect, cancel the save, press the × button.

To continue with the save, press the □ button. The Memory card screen will then be displayed. Use the Left and Right Directional buttons to choose a Memory card block to make the save to, then press the □ button. The following on-screen message will be displayed:

Confirm save
Press □ to confirm
Press × to quit

To return to the Master Bedroom and, in effect, cancel the save, press the × button. Press the □ button and the save will then be carried out.

Remember, upon completing a level, return to the Memory Machine in the Master Bedroom to save your progress.

LOADING A GAME

If you have saved your progress, you can then load previously saved games. Guide Rascal towards the Memory Machine. the screen will then fade and the following on-screen message will be displayed:

"Please Wait"

In due course, the following on-screen message will be displayed:

△ **Load**
□ **Save**
× **Quit**

To Save or Quit, follow the instructions as described in the section SAVING A GAME (pg 19). To Load a previously saved game, press the △ button. The following on-screen message will be displayed:

Press □ to Load
Press × to Quit

Use the Left and Right Directional buttons to select a Memory card block displaying an icon of Rascal. Press the □ button and the following on-screen message will be displayed:

Confirm Load
Press □ to confirm
Press × to quit

Press the □ button and the following on-screen message will be displayed:

Now Loading

In due course, the following on-screen message will be displayed:

Game Loaded

The game will then continue from the point at which it was saved.

HANDY HINTS

Power-ups can be obtained from randomly located bubbles within the game:

Red heart	**= energy**
Green Bubble Gun	**= ammunition power-up**
Red Bubble Gun	**= homing ammunition with 10 second duration**
Peaked cap	**= extra life**
Red Skull 'n' Cross Bones	**= Chronon's gift**

However, your main aim is to rebuild the Time Clock - the pieces of which are scattered haphazardly through time and space and guarded tightly by Chronon. Find all the pieces to activate a Time Bubble - a secret time-tunnel connecting the past, present and future. Jump into a Time Bubble to access the next level.

Remember, not all of the pieces of the Time Clock are visible on-screen.

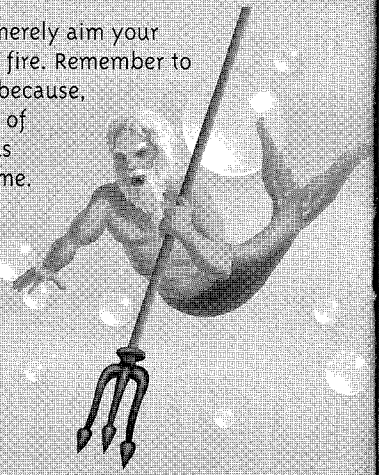
Various items and a time-bubble will appear containing pesky rats, spiders, bats or crabs. These beasties are persistent in their pursuit of your ankles, but by jumping on their backs you can beat them at their own game!

Underwater and running out of oxygen? Find an air-bubble!

Locked door blocking your progress? A color-coded key may help you.

Want more homing ammunition? Fill the on-screen Bubble Gun icon with normal ammunition pick-ups.

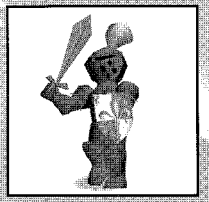
To "remove" Chronon's cohorts, merely aim your Bubble Gun in their direction and fire. Remember to study their attacking moves first because, rumor has it, you may meet some of them again in Chronon's notorious future-world - the Corridors of Time.



So get going, hero, delve into the past to save all our futures...

CHARACTER PORTRAITS

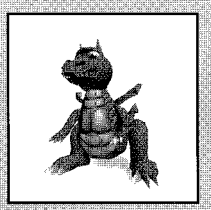
CASTLE HACKALOTT



SIR HACKALOTT

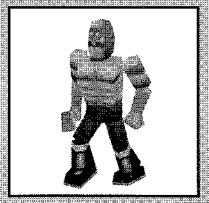
Eighth Lord of Huntingdonshire and thirty-first in line to the Crown, Sir Axel Hackalott was a kindly, benevolent gentleman. At Christmas-time, he would donate funds and vast baskets of food to the local orphanage and encourage his subjects to copy his goodwill. Castle Hackalott was renowned for its famous dragon.

GORDON THE GOOD-NATURED

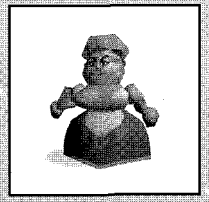


Folk from far and wide would come to Huntingdonshire to see this gentle beast. Stroking its prickly main was reputed to bring good luck, but not so for Sir Hackalott. The hole in the fabric of Time was wide enough for the spindly form of Chronon, the Evil Time Overlord, to slide through. Faced with such a phenomenon, Sir Hackalott drew his sword, but Chronon's evil magic wove its spell on the brave knight and his pet dragon. They were now under Chronon's command...

STOKES THE BLACKSMITH



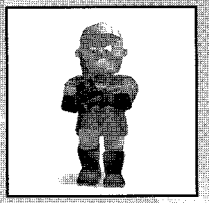
Gabriel Stokes was never one to shirk a job. Be it tending the furnace or fixing the portcullis at Castle Hackalott, he would turn his hand to anything. Stokes labored night and day, carrying out his master's orders in return for bed, board and an honest supper. But one day, a trip to the cellar to feed Gordon the Good-Natured, resulted in him meeting his new master - Chronon. And his career took a turn for the worse...



MRS. WASHBOARD

As cook at Castle Hackalott, Mrs. Washboard would keep a spotless kitchen and pride herself on her loyalty to the castle. If a foreign army were ever spotted advancing on Huntingdonshire, she would stand by her motto: "At least Sir Hackalott's forces would meet the invaders head on with full stomachs." Chronon's invaders, on the other hand, came from another world, in another time zone, a place she could never comprehend. Full stomachs or not, the defenders of Castle Hackalott were now possessed by Chronon and provided the perfect fortress to guard his stolen secrets of Time.

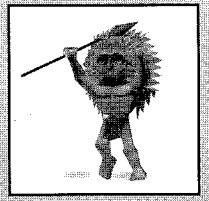
AZTEC TEMPLE AT CHICHIMECA



TOM O'GOTCHY

When Tom O'Gotchy started work at the Mexica tree-processing factory in Chichimeca, he paid no attention to the gossip. The local villagers were rumored to have called on Techlotl, the Aztec God of the Underworld, to put a curse on the factory, in order to stop the destruction of the rain forests. Many of his lumberjack colleagues had fled the factory in terror. Tom, however, did not fear such a threat and continued to cut trees down day in, day out. Until one evening, as night fell, a god-like figure mysteriously appeared...

"Techlotl?" trembled Tom, "Can it really be?"

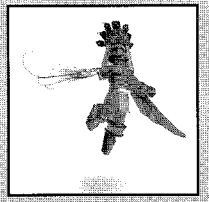


PAYNAL

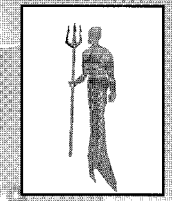
Paynal, the Messenger God, guards the sacred Aztec temple at Chichimeca. Anyone who gets in his way had better be quick on their toes!

CAMAXTLI

Camaxtli, Lord of the Chase, is a winged warrior-god. Hurling down mighty balls of fire, he likes to perfect his aim on mischievous trespassers!

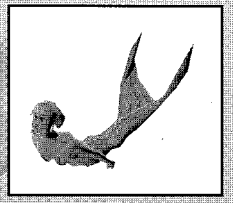


ATLANTIS



DELPHINUS

Delphinus, king of the dolphins, successfully courted Amphitrite on behalf of Poseidon, God of the Sea. Poseidon visited Delphinus in Cyprus to thank him in person, but he was not to be found. For Delphinus, it turns out, was already in the company of Poseidon (or so he thought), far across the ocean in Atlantis. As everybody knows, Gods constantly changed their shape, and Delphinus felt "Poseidon" looked particularly ethereal in his splendid purple robes. However, this was not the real Poseidon at all, but a different kind of god, for Chronon was now a God of Time, "Do my bidding, Delphinus, and you will be well rewarded."

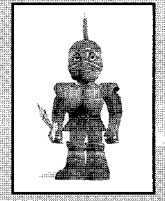


MERMAID

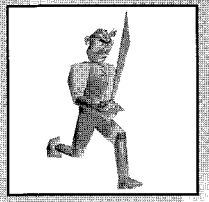
As attendants to Delphinus; Mermaids go where he goes, swim where he swims and guard what he guards. Chronon's stolen secrets of Time are safe beneath the sea...

ARMANDO GILLETTI

Armando Gilletti was a wealthy courtier of Atlantis. A noble warrior, he would advise King Atlas on military matters. Decorated for his heroic defense of the citadel from the marauding Athenians, Gilletti was a born protector. When Chronon stole his mind, the Evil Time Overlord's army gained a valuable new recruit.



THE JOLLY RAIDER PIRATE SHIP



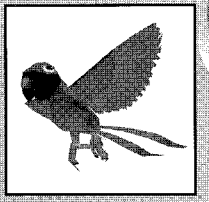
PEG LEG PETE

The Jolly Raider was known in every port as the most fearsome pirate ship on the high seas. The ship's captain went by the name of Peg Leg Pete - not because he had a wooden leg (he didn't), but because he was a worthy cribbage player. He was also the finest swashbuckling swordsman in the world and could slash a ship's sails to shreds in the blink of an eye. His crew, on the other hand, were the most cowardly bunch of scurvy-faced, mutinous seadogs you ever did see. And when the evil Chronon emerged on deck through a hole in the fabric of time, the crew jumped ship, leaving Peg Leg Pete very much alone...

JASPER PARROT

Peg Leg Pete's pet parrot Jasper squawked his last "pieces of eight" that fateful day.

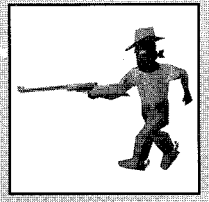
Now he patrols the Jolly Raider, helping the pirate guard Chronon's secrets of Time



DODGY CITY

SHERIFF VIRGIL CLANCY

Sheriff Virgil Clancy was a fair lawman. Hard but fair, he ran Dodgy City with a rod of steel and was reputed throughout the state as having the highest cowboy clean-up rate around. Few cattle-rustlers or gun-slinging outlaws stayed around long enough in Dodgy City to alter those statistics. But visitors from out of town (from out of this world to be precise), were to turn Dodgy City into a den of crime. And before Sheriff Clancy could go for his Colt 45, the Evil Time Overlord, known only as Chronon, had added him to his motley crew of possessed henchmen...



DEPUTY WARREN NASH

When Deputy Nash reported for work, the Sheriff's offices were in chaos. The cells were unlocked and the doors were open and all the criminals that had been there the night before were gone. All had gone but one - a kooky kind of stranger, with a sinister glint in his eye and a sly, thin smile. The stranger looked deep into his eyes and he knew. As a deputy, he would always follow orders...

WILD NED MEREDITH

The "Wanted" sign welcomed Wild Ned Meredith into Dodgy City that morning. Fed up with seeing his picture all over the state, he ripped the poster down - it wasn't a very good likeness of him anyhow, and the puny reward insulted his reputation as an outlaw! Tying his horse up at the saloon doors, he strode down the dirt track into the town center. But where was everyone? He'd not heard of any gold rush in that area, but the place was like a ghost town. At last, a local appeared, walking towards him, slowly but surely.

"Howdy partner" called Ned, right hand poised above his holster.

"I am nobody's partner," growled the local, "I am Chronon, Lord of Time. Bow down before me..."

