
PlayStation
NTSC U/C
PlayStation 2
RAYSTORM
WIN
$10,000
DETAILS INSIDE
Signature Series
KIDS TO ADULTS
CONTENT RATED BY
ESRB
SLUS-00482
SPAZ
WORKING DESIGNS

Story

In the year 2119, space travel became a reality. With all of the nations on Earth working together, humanity expanded throughout our solar system, setting up colony after colony. To maintain a reasonable level of peace and security, the governments of Earth established a "Star Federation." This Federation would be responsible for controlling all of the colonies local governments.

It is now 2219. In the past one hundred years Earth quickly expanded its colonies all the way to Orion. However, the Star Federation has found it increasingly difficult to keep security in all colonized sectors. Therefore, the Federation heavy handedly put all of the twenty space colonies under strict martial law. As the Federation continued to tighten its iron grip, the space colonies mutinied.

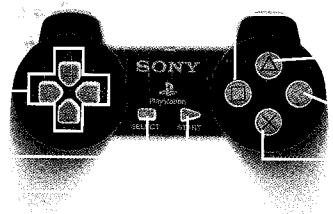
On the planet Secilia, the strongest of the colonies, the rebels established the "Secilia Federation," and began their fight for freedom. They won sweeping victories, and finally defeated Earth and its Star Federation.

Not content with winning the war, the Secilia Federation transferred all of Earth's inhabitants to the colonies and announced its intention to destroy the Earth. After suppressing the opposition from the colonies, a special strike force was sent to destroy the Earth.

However, hidden deep within the Balca section, a new spacecraft, developed under the code-name R-Gray, had been completed. It was built from thirteen different Secilia ships and featured a highly experimental weapon system. This is the only ship capable of stopping the Secilia Federation from destroying the Earth. With all mankind's future at stake, the time has come to attack the Secilia Federation in a desperate assault to gain reprieve from Earth's death sentence - OPERATION RAYSTORM.

Know Your Controller

There are two different preset configurations for the controller. *Auto Configuration* allows missiles and lasers to be fired by pressing only one button; whereas with *Manual Configuration* missiles and lasers are each assigned their own buttons. By pressing both the "SELECT" and "START" button at the same time, the game will reset to the Main Title Screen. *NOTE: The button assignments can be changed by going to "CONFIGURATION" in the Option Mode.*



DIRECTIONAL BUTTONS

SELECT BUTTON

START BUTTON

□ BUTTON

● BUTTON

○ BUTTON

× BUTTON

Auto Configuration

Directional Buttons	Used to move the spaceship on the screen.
● Button	Special Attack.
○ Button	Fires missiles and lasers.
× Button	Special Attack.
Select Button	When game is paused, displays Game Menu.
Start Button	Starts a new game or pauses the game.

Manual Configuration

Directional Buttons	Used to move the spaceship on the screen.
○ Button	Fires missiles.
× Button	Fires lasers.
● Button or □ Button + × Button	Special Attack.
Select Button	Same as Auto Configuration.
Start Button	Same as Auto Configuration.

Modes of Play



RayStorm has three different modes of operation: Arcade Mode, Extra Mode, or Option. To choose one of these modes, first use the Directional Buttons to move the cursor to the desired mode. Then press the ⊗ button. The desired mode will then begin.

Arcade Mode

Original Arcade version. Experience the game as it originally appeared in the arcade. This direct translation of the arcade game allows all of the original enemies and bosses to be fought in arcade-perfect fashion.



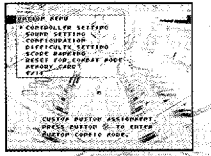
Extra Mode

Extra Edition. The Extra Mode is based on the Arcade Mode; however, there are quite a few changes made to it. It features increased difficulty, new enemies, somewhat different boss attacks, and of course, enhanced visual effects.



Option

Change game configuration. The following game settings can be accessed: controller setup, sound settings, number of ships, automatic fire, game difficulty, top score display, and Memory Card manager.



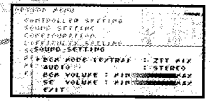
Option Mode

Controller Setting



Change button arrangement. The spaceship's weapons can be assigned to different buttons. To change a weapon to another button, use the Directional Buttons to move the cursor to the button that needs to be reassigned. To assign the function to that button, simply press the button. If the button is already in use by another attack, the button will be assigned to the selected attack; while the other attack will be assigned to another button. To go back to the Option Screen, choose "EXIT." *NOTE: There must be a controller plugged into both controller ports in order to change the button configuration for Controller 2 (DUH!).*

Sound Setting



Changes BGM, Audio, and Volume levels. BGM (background music) Mode determines which music will be played. AUDIO determines whether or not the game will be in MONO (spanks! The bad kind!) or STEREO (spanks! The good kind!). BGM and SE volume determines whether or not the background music and sound effects will be kept to a minimum, or if they'll be maxed out beyond belief. To change one of these settings, first use the Up or Down Directional Buttons to move the cursor to that option. Next, use the Left or Right Directional Button to change the setting. To go back to the Option Screen, choose "EXIT."

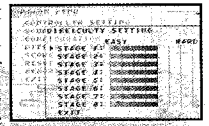
Configuration



Changes the number of ships and turns on or off rapid fire. "PLAYER STOCK" determines how many ships will be allowed. A spaceship can be equipped with or without "RAPID FIRE." To change one of these settings, first use the Up or Down Directional Buttons to move the cursor to that option. Next, use the Left or Right Directional Button to change the setting. To return to the Option Screen, choose "EXIT." *NOTE: If the number of ships is increased to six (6) or more the game will be put into Training Mode.* *See Page 15.*

Option Mode

Difficulty Setting



Changes a stage's difficulty setting. There are eight different stages in RayStorm. The difficulty of each stage can be set from easy to hard. To change the difficulty of a stage, first use the Up or Down Directional Buttons to move the cursor to that stage. Next, use the Left or Right Directional Button to increase or decrease the difficulty. To return to the Option Screen, choose "EXIT." *Note: If the difficulty of any stage is set below four (4), the game will be put into Training Mode.* *See Page 15.*

Score Ranking



Check the high score in each mode. After pressing the ⊗ button on the controller, the high scores for the Arcade Mode will be displayed. Press the ⊗ button again to view the high scores for Extra Mode. To exit and go back to the Option Screen, press the ⊗ button.

Reset for Combat Mode



Restores the game settings to Combat Mode. By decreasing the difficulty of any stage to less than four, or if the number of ships is more than five, the game will be put into Training Mode. Training Mode allows only the first four levels to be played. After successfully completing the fourth level, the game will reset to the Title Screen. To play any of the other levels the game must be reset to Combat Mode. To reset the game to Combat Mode, first select RESET FOR COMBAT MODE on the Option Menu. Press the ⊗ button. To reset the settings for Combat Mode, select "YES." To cancel and return to the Option Menu, select "NO." *Note: See page 15 for further information on Training and Combat Mode.*

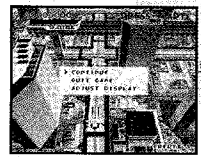
Memory Card



Save or Load games. Allows the game's configuration and high scores to be saved or loaded. To save the game, select "SAVE DATA." Press the ⊗ button. To confirm the decision to save the game, select "YES." To cancel, select "NO."

To load a game, select "LOAD DATA." To confirm the decision to load the game, select "YES." To cancel, select "NO." *Please do not remove the Memory Card during a save or a load.*

Game Menu



To access the Game Menu, first press the "START" button to pause the game, then press the "SELECT" button. The Game Menu displays the following options: Continue, Quit Game, and Adjust Display. These options are described below.

Continue

Returns to the game. After selecting, "CONTINUE" the gameplay will begin from where it was paused.

Quit Game

Ends the Game. To end the game, or to start over, select "QUIT GAME." The game will end, and return to the Title Screen.

Adjust Display



Changes the screen display. Allows the screen to be adjusted so that it better fits the television, if necessary. The options are described below.



Direction Key. Press the Direction Buttons to move the screen to the desired position.



□ **Button.** Resets the display to its original setting.



⊗ **Button.** Exits the Adjust Display Menu and returns to the Game Menu.

Starting the Game



After the beginning animation (which can be cancelled by pressing START) the Title Screen will be displayed.



To begin playing RayStorm, choose which mode (Arcade or Extra) to play. After selecting a mode, press the × button. The Title Screen for the correct mode will be displayed.

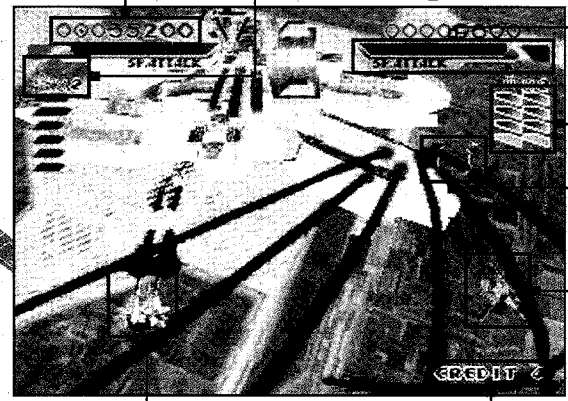


Next, decide which spaceships to pilot: R-Gray 1 or R-Gray 2. Each ship has its own strengths and weaknesses. The laser and laser-guided missiles are also different for each spacecraft. Use the Left or Right Directional Buttons to select a fighter. Once a decision has been made, press a button.



Finally, choose how the R-Gray's weapons will operate. "MANUAL" lets the laser-guided missiles be fired by the pilot. "AUTO" lets the computer control when the laser-guided missiles will be fired. Use the Left or Right Directional Button to select "MANUAL" or "AUTO." Once a decision has been made, press a button. The game will begin.

Understanding the Game Screen



Score

Player's score. Every time something is destroyed, the player's score will increase.

Player Stock

Number of ships remaining. Once all the ships are destroyed, the game will be over. If there are still credits available, press "START" to continue the game.

Special Attack Gauge

Gauge for special attack. The gauge will be filled when enemies are destroyed by using the lock-on system. Once the gauge is full, the special attack can be used. One attack depletes the gauge.

Lock-on Gauge

Displays the number of enemies that can be locked-on by laser-guided missiles.

Target

Lock-on target. To target an enemy for lock-on attack, simply move the target over the enemy.

Player 2

Player 2's (operated by Controller 2) ship will be blue.

Player 1

Player 1's (operated by Controller 1) ship will be red.

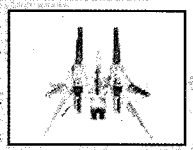
Credits

Number of credits remaining. The game will be over when all of the credits have been used.

Using Laser-Guided Missiles

R-Gray 1

The R-Gray 1 is a perfect ship for beginners since it has a good balance between its laser and missile system. The number of lock-on missiles can be increased from five to eight with special power-ups. The maximum attack bonus is 128X.



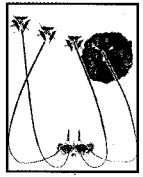
Lasers



The lasers are dispersed into short blasts. The width of the blast will increase with power-ups.

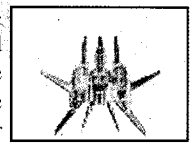
Laser-Guided Missiles

Missile speed is normal. After the missiles destroy their target, it is once again possible to select targets.



R-Gray 2

This aircraft was designed for experienced pilots. The lasers are more powerful than the R-Gray 1. The number of lock-on missiles can be increased from eight to sixteen with special power-ups. The maximum attack bonus is 256X.



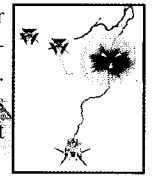
Lasers



The lasers are focused into a long, narrow beam allowing them to reach the selected target quickly.

Laser-Guided Missiles

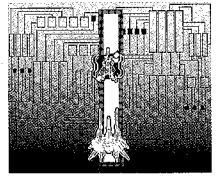
Missile speed is fast. After the missiles destroy their target, it will disappear briefly. Once it has reappeared, it is once again possible to select targets.



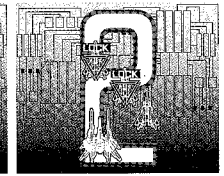
The lock-on for the laser-guided missiles is different if the weapon systems is set to "MANUAL" or "AUTO." The different lock-on missile systems are described below.

Auto

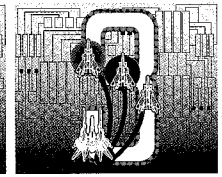
For beginners. By pressing the □ button (same as the lasers) the laser-guided missiles will be fired automatically once an enemy has been targeted.



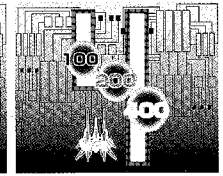
Target the enemy.



Missiles are locked on.



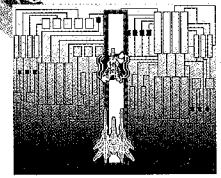
Missiles fire automatically.



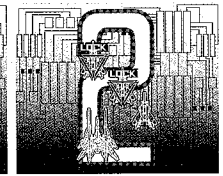
The enemy is destroyed.

Manual

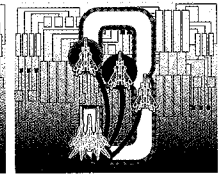
For advanced players. With the lasers assigned to the □ button, the laser-guided missiles will be assigned to the ✕ button. Press the ✕ button to fire the missiles once an enemy has been selected.



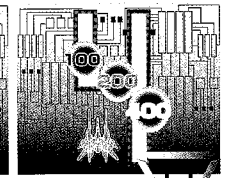
Target the enemy.



Missiles are locked on.

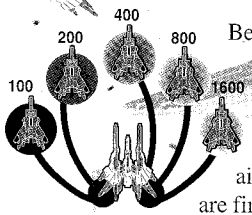


Press the ✕ button to fire the missiles.



The enemy is destroyed.

Using Laser-Guided Missiles



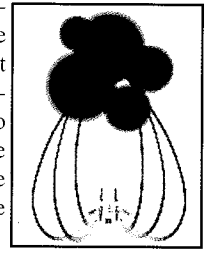
Become familiar with the lock-on laser-guided missiles. By using them, enemies can be destroyed faster. Enemies can actually be destroyed before they become a threat. Use the lock-on missiles to destroy tanks and other ground weapons before they fire. Also, enemy aircraft can be destroyed before they are even airborne. The more enemies that are locked-on before the missiles are fired, the higher the bonus points. The bonus points double with each target destroyed in a single lock-on attack.

Hyper-Laser Assault

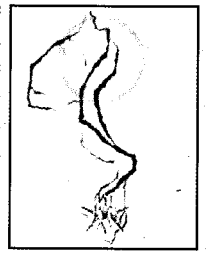
The enemy can be attacked with the hyper-laser by first locking-on all available targets, and then targeting one object for attack. This attack will be more powerful than an ordinary lock-on attack and will inflict greater damage on the enemy. The hyper-laser assault is 64 times greater than the normal lock-on attack.

R-Gray 2

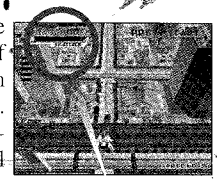
By creating several explosions around the lock-on area, it will not only destroy the selected enemy, but also any enemies that are around the center of the explosion.



By creating a black hole around the lock-on area, it will not only cause the selected enemy to implode, but those enemies near the center of the black hole as well.

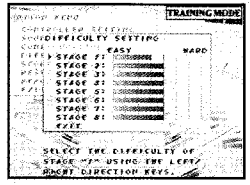


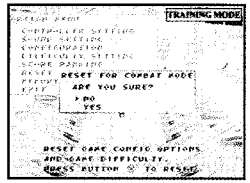
Special Attack



The Special Attack is a wide range attack that will cause severe damage to the enemy while making the R-Gray invincible for a brief period of time. The Special Attack Gauge must be at maximum power in order to be used. The power is only good for one attack. The gauge will be replenished when enemies are destroyed by using the lock-on system. Once the gauge is replenished, the special attack can once again be used. If the weapon system for the R-Gray is set to "AUTO," simply press the ✕ or ● button to activate the special attack. Or if the configuration is set to "MANUAL," simply press the ● button or press both □ and ✕ button at the same time.

Combat/Training Mode





RayStorm can be played in two different modes: Training Mode which allows only the beginning four levels to be played, or Combat Mode which allows the game to be played in its entirety. To change between Training and Combat Mode, the Difficulty Setting or Configuration must be changed (see pages 7 and 8). If the difficulty of any stage is set below four (4), or if the number of ships is more than five (5), the game will be put into Training Mode. If the game is in Training Mode, after successfully completing Stage 4. the game will be reset to the Title Screen. To change the settings to Combat Mode, select RESET FOR COMBAT MODE under OPTION on the Title Screen (see page 8). The game must be played in Combat Mode in order to qualify for the contest.

Power-Up Items

The weapon systems on the R-Gray 1 and the R-Gray 2 can be powered up by collecting special power-up items. After certain enemies are destroyed, the power-up items will be displayed on the screen. Make sure to collect these items. These items along with a brief description is shown in the chart below.

Laser Power-ups



Red Power-up

Collect three red power-up items to increase the lasers by one level.



Green Power-up

Collect just one of these power-ups to increase the lasers one level.



Missile Power-up

By collecting one of these power-up items, the lock-on missiles will be increased one level.

Special Power-up



Special Power-up

This is the most sought after power-up item in the whole game. By collecting this little blue beauty, both the lasers and the lock-on missiles will increase to maximum power.

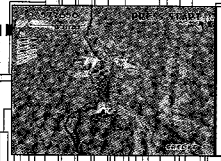
Mission Briefing



Stage 1
August 4, 2219
Albion D.U.
(Albion Union Special Area)
Earth



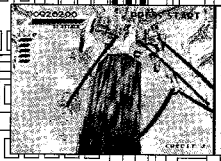
Stage 5
August 6, 2219
Carthage Base
(The Carthage Base)
Secilia Orbit



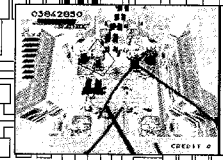
Stage 2
August 5, 2219
Old Gaul City
(Old Gaul City)
Earth



Stage 6
August 6, 2219
Etruria
(The Sky of Etruria City)
Secilia



Stage 3
August 5, 2219
Palmyra Valley
(Palmyra Canyon)
Earth



Stage 7, 8
August 4, 2219
Juda Central System
(Juda Central System)
Secilia



Stage 4
August 5, 2219
3rd Fleet
(The Third Fleet)
Earth Orbit