PlayStation™

NTSC | U/C

PlayStation™

KIDS TO ADULTS

CONTENT RATED BY ESRB

SLUS-00283
MN-PSX-289-0

TEMPEST™ X3



An Inter-Galactic Battle Zone

Interplay™

BY GAMERS. FOR GAMERS.™

TEMPEST X3

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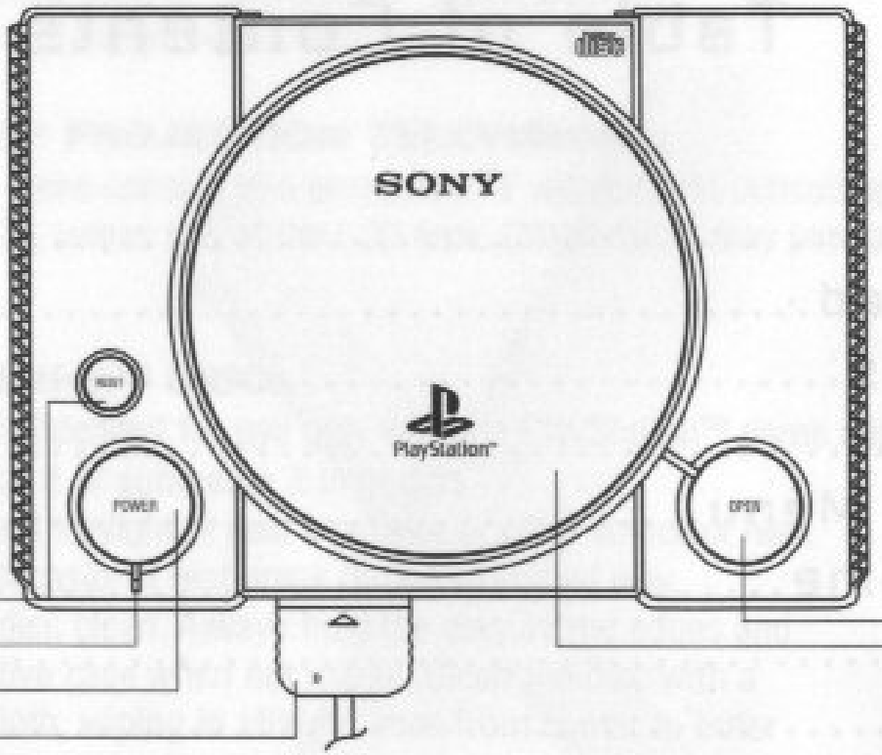
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Playstation Console setup

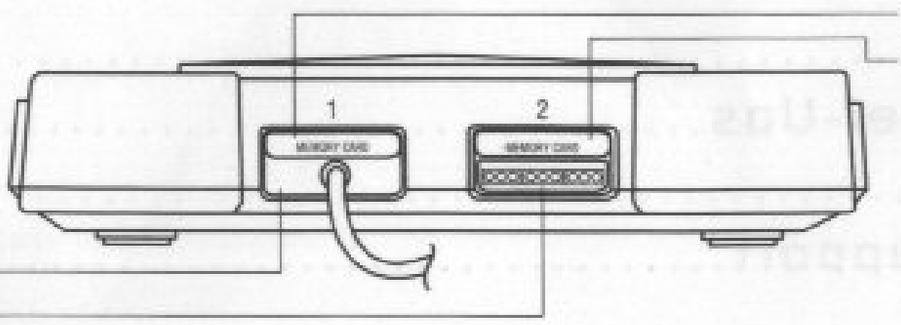
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the PlayStation power is off before inserting or removing a compact disc. Insert the Tempest X3 disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

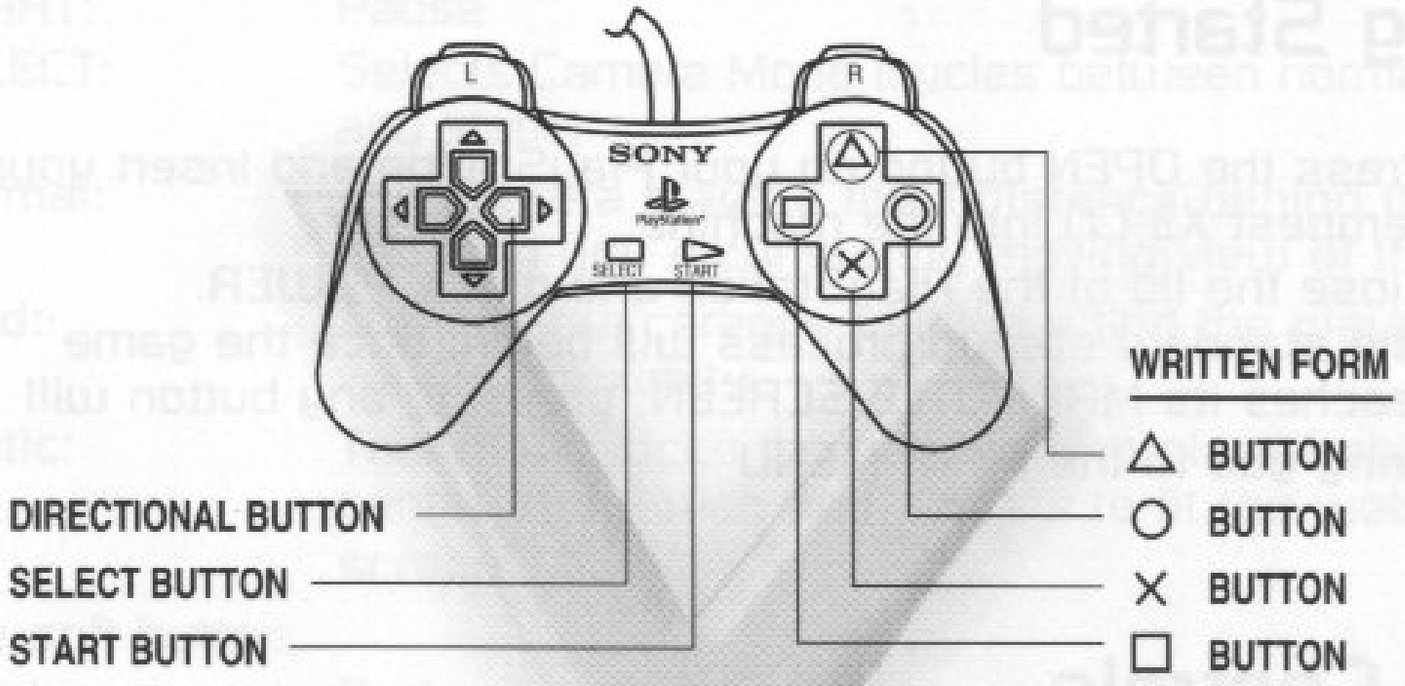
Console

Top View



Front View





Introduction

Tempest X3 for the Sony Playstation brings home the arcade classic of the early '80s with all of the original elements of the game updated with a new 32-bit power-packed punch!

Tempest X3 allows you to play the classic arcade version of Tempest, and a new two-player competitive mode (Tempest DuelX Mode) that you can play against a friend, and the action-packed, adrenaline-pumping Tempest X3 mode itself.

Getting Started

1. Press the OPEN button on your PlayStation and insert your Tempest X3 CD into the machine.
2. Close the lid of the PlayStation and press POWER.
3. The standard startup process will begin; once the game reaches its MAIN TITLE SCREEN, pressing any button will bring you to the MAIN MENU

Game Controls

The game controls of Tempest X3 are re-configurable from the CONFIGURATION MENU, but the following is a brief description of the standard, default settings.

D-PAD:	LEFT or RIGHT will rotate your CLAW around the web. UP and DOWN are only used when selecting options from any of the MENU screens and when navigating through the BONUS LEVELS.
X BUTTON:	Fire/Enter your selections under the various MENU screens.
O BUTTON:	SuperZapper (one per level)
SQUARE:	Jump (available only after power-up in Tempest X3 Modes)

START:	Pause
SELECT:	Selects Camera Mode (cycles between normal, wild, and static)
Normal:	The camera stays a fixed distance behind the CLAW, allowing you a constantly moving view of the web.
Wild:	The camera careens wildly behind the player in varying proximity.
Static:	This mode locks the camera into place behind the center of the web and adjusts to fit the web to the screen
The soft button reset:	During gameplay, if the user holds down the "select" button and the holds down the "start" button for two seconds, the user will return to the TempestX3 title screen.

Main Menu

Press any fire button to bypass the title screens and game demos and reach the MAIN MENU. To make a selection in the MAIN MENU, press the D-PAD UP or DOWN to scroll through the available options and press the "X" button to select.



Configuration Menu



To access the CONFIGURATION MENU, select the "CONFIGURATION" item at the MAIN MENU. To make a selection in the CONFIGURATION MENU, press the D-PAD UP or DOWN to scroll through the available options. Enter your selections then EXIT to return to the MAIN MENU. While in the CONFIGURATION MENU you may change the GAME CONTROLS, set the game volume levels under AUDIO MIXING, and pick from pre-selected or random tunes to play during your game.

The BUTTON SELECT OPTION allows you to change the current key assignments and their functions on the PlayStation joypad. By pressing the desired button after highlighting a feature you may assign new controls.

The RANDOM/PRESET tunes option lets you chose between the preset songs made for each level or have songs randomly selected from the entire soundtrack, using the D-Pad to move left and right after selecting CD volume or sound effect volume will adjust the corresponding volume level.

Starting a Game



To start any of the three games (from the Main Menu screen) you must choose one by moving the D-PAD UP or DOWN and pressing X to select the game you want to play.

When you begin the game you will be presented with a new screen that will allow you to choose the level you wish to play on. You will be given Bonus Start points for completing the level you start on. Bonus Points are based on the difficulty of that level. Press the D-PAD UP or DOWN to select a level. Press X to start the game.

Save Games

Tempest X3 uses a system of keys to allow you to resume your game near where you last ended. Every other web past the seventeenth web is a selectable level. By completing a selectable level, you enable the generation of a key. If you started from the beginning of the game, your key will be updated with the new selectable level at the end of the game. When a key or a higher score has been updated or obtained, Tempest

X3 will prompt you to save the key at the end of your game if a memory card is inserted in the first port. If you do not have a card inserted, but wish to insert one later, you may do so and select the "Save game option" from the configuration menu.

If you would like to start a game using your keys, go to the configuration menu, and select the "Load game option". This will enable you to use your keys when starting a game of Tempest X3. Once you select Tempest X3 in the start game menu, the game will ask whether you would like to "Use a key" or "Just start". Selecting "Use a key" will allow you to access the available keys, and start using your saved games.

Game Modes

There are three game modes in TempestX3: CLASSIC TEMPEST, Tempest X3, and TEMPEST DUEL.

CLASSIC TEMPEST

CLASSIC TEMPEST is the training ground for all other Tempest games. Here you can learn to move on the web, and target your enemies. Plan your moves carefully, as constant spinning and shooting will only work in the early levels. Concentrate on precise Claw control and try to destroy the most dangerous enemies first, namely the Tankers and Pulsars. And don't forget to use your SuperZapper. The first webs are easy and allow you to ease into the action. Use these webs to learn,

because soon you'll need to move and fire with split-second timing to survive.

Tempest X3

Welcome to the 32-bit-enhanced 90's version of Tempest! Here again you're going to have to keep up with the fast-paced action, but now you'll also have your hands full trying to keep your eyes from popping out of their sockets with the new enhanced visuals - not to mention all the new enemies. New features include a new jumping ability, a variety of weapon power-ups, and A.I. Droids to help you in your fight.

TEMPEST DUEL

In TEMPEST DUEL you face off against a friend as you both try to destroy one another from the opposite sides of a web. This would be simple enough if it weren't for the fact that all the while you still have to deal with THE GENERATOR - an endless source of enemies. Shoot the generator to push it toward the other player and he'll have to deal with the enemies appearing right in in his face!

Playing the Game

The following explains what the on-screen items are and what they mean in a typical Tempest X3 game.

CLAWS REMAINING
[1] You begin the game with one Claw and three remaining Claws. The Remaining Claws are used when the active Claw is destroyed. Bonus Claws can be gained every 20,000 points.

SCORE
[2] This displays your current score.

WEB
[3] This is the surface upon which all the action takes place. It can be open or closed. Allowing end-to-end shuffling or 360-degree mayhem.

LIP
[4] The lip of the web is where you launch all of your attacks from.

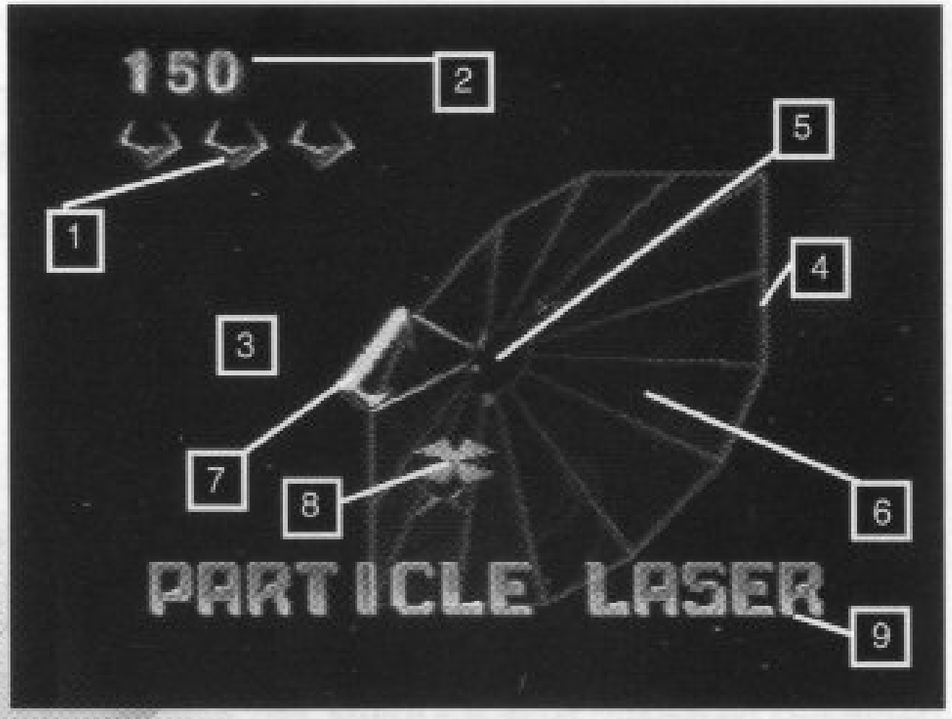
CORE
[5] Enemies emerge from here.

LANE
[6] These are the slots in the web from which enemies climb up from the core to attack.

CLAW
[7] This is you!

ENEMY
[8] Your enemies ascend toward you, from the core to the lip. Some fire at you, others can destroy you by grabbing you and dragging you down to the core.

POWER-UPS
[9] Collect Power-Ups to activate the jump button, increase weapon power, and score bonus points.



Enemies

FLIPPERS
Flippers are bowtie shaped aliens that arise from the core and move toward the lip. Flippers can move from one lane to the next by flipping over a lane boundary, firing along the way. Should they reach the rim, Flippers will flip towards you and can grab your Claw.

SPIKERS
Spikers produce Claw-crushing Spikes that whirl in from the core along the center of a lane. The Spiker builds a Spike, then rides the spike back down to the core and continues the process in another lane, launching missiles along the way.

SPIKES

Spikes are dangerous rods that lie along the centers of lanes that can destroy your Claw when you warp from the lip through the hole. Destroying a Spike takes several shots as you must break it down piece by piece.

FUSEBALLS

Fuseballs are balls of energy. Fuseballs are not constrained by the lane's boundaries but move outward or inward within the lanes. Fuseballs are constrained by the lip but will descend off the rim back through the web when along a lane boundary. Fuseballs can be destroyed by a shot or Super Zapper, but cannot be shot when riding a lane boundary. If a Fuseball touches your Claw, you're history.

PULSARS

Pulsars are expanding and contracting lightning bolts that transform from a straight line into a zig-zag. Pulsars move from the core toward the lip and can move between lanes by flipping in a manner similar to Flippers. Beware! Pulsars are harmless as a flat line. But when a Pulsar pulses, like a switch that closes an electrical circuit, it will electrify the entire lane. When this happens the lane will flash as a warning. If you are on the lane, you will fry.

TANKERS

Tankers are diamond-shaped objects that move from the core toward the lip and are constrained to a single lane. Tankers contain other objects and, depending on the level, contain Flippers, Fuseballs, Pulsars; the type of object can be determined by the appearance of the

Tanker. When a Tanker is hit by fire from your Claw or approaches the rim of the web, the contents of the Tanker are released. No points are scored for the destruction of the Tanker if it self-destructs upon reaching the lip.

ROCKETS

Rockets are dangerous missiles launched at your Claw from the bottom of the web. They build up power and then bolt up the web at your Claw. Avoid these at all costs.

SPAWNERS

These enemies continually spawn flippers. A spawner allowed to climb the web unchecked can cause a real mess.

Flippers:	150 pts.
Spikers:	50 pts.
Spikes:	10 pts./hit
Fuseballs:	250, 500, 750 pts.
Pulsars:	200 pts.
Tankers	100 pts.
Flipper Tankers:	100 pts.
Fuseball Tankers:	100 pts.
Pulsar Tankers:	100 pts.
Rockets :	750 pts.
Spawners:	25 pts.
UFOs:	500 pts.

Weapon Power-Ups

You will find a host of different weapons scattered throughout each level. They fly from enemies you destroy. To collect a Weapon Power-Up, simply move your Claw into it. The following is a list of the different items you can collect.

PARTICLE LASER
More powerful than standard shots.

A.I. DROID
Gives you an A.I. Droid to help you defend the web.

JUMP ENABLED
Gives you the ability to jump up off of the lip of the web. You can continue to steer while airborne.

SUPERZAPPER
Destroys everything on-screen. You can use the Zapper for a second shot which will destroy only one of your enemies. You get one SuperZapper per Web.

MEGADROID
This makes your droid move more intelligently and fire particle laser shots.