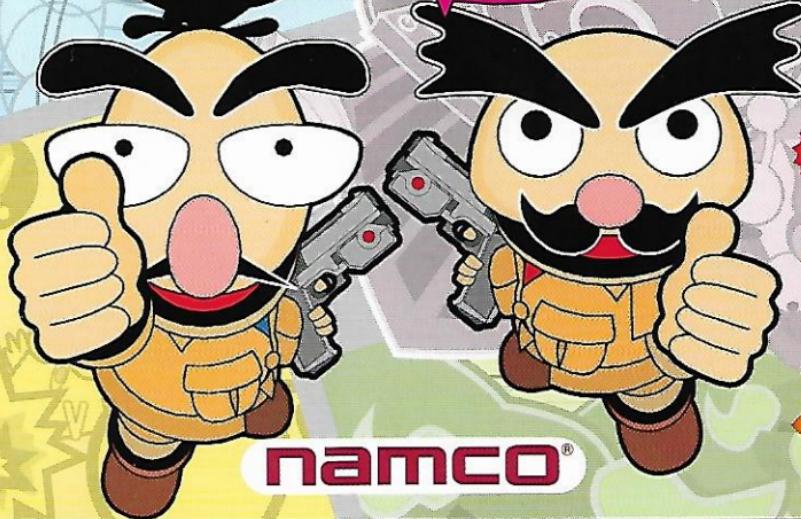




PAL

POINT BLANK 3



namco®

SONY



COMPUTER
ENTERTAINMENT

PlayStation.®

Precautions

- This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it.
- This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®.
- Read the PlayStation® Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®, always place it label side up.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

See back page of this manual for Customer Service Nos. and **POWERLINE** Nos.

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1 or 2
Players



Memory Card
1 block



Analog Control
Compatible



Optional Controller
SLEH-00007

namco® G-Con45

SCES-03383

POINT BLANK



ENGLISH

Dr Don and Dr Dan are back so get ready for some crazy sharp shooting action! There's a whole host of brand new stages for you to play and a variety of gaming modes that will have your trigger finger aching in no time. Reckon you can take on the ultimate challenge of Endurance mode? Ready for a one-on-one Versus showdown? Why not get all your friends together for some hilarious Party Play mode action? Grab your weapon of choice and prepare for some serious fun – it's time to start shooting!



SETTING UP

Set up your Console according to the instructions in its Instruction Manual. Insert the **Point Blank 3™** disc and close the disc cover. Turn the Console ON at the POWER button. **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 and that it is inserted into MEMORY CARD slot 1 before commencing play.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

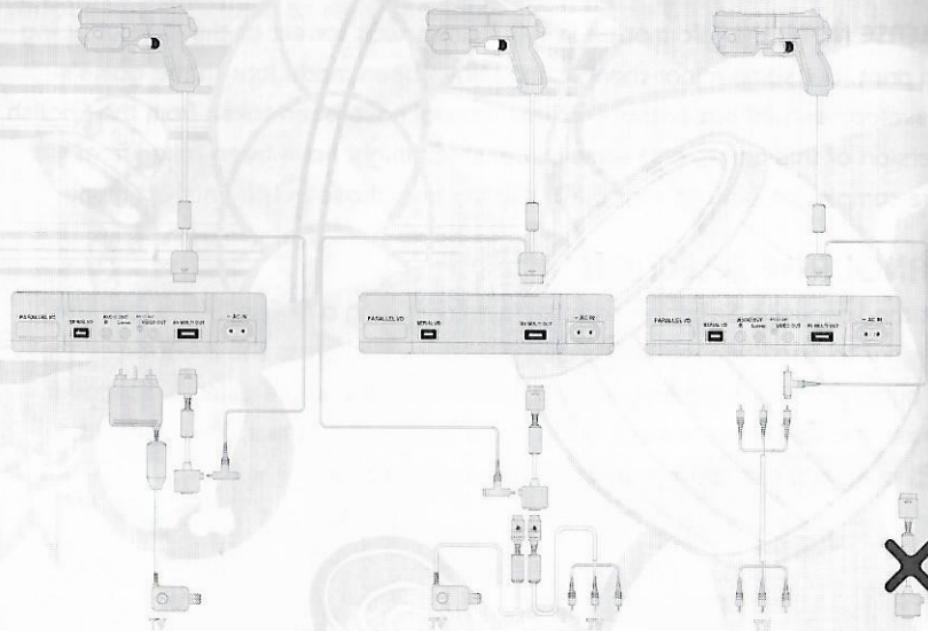
LANGUAGE SELECTION

At the Language Selection screen, if you are using a G-Con45™, press the Trigger to scroll through the language options and press the A button or the B button to select the language of your choice. If you are using a Controller, press the  button to scroll through the language options. Then press the  button or the  button to confirm your selection.

SETTING UP A G-Con45™

In Point Blank 3™, you can connect two G-Con45™s so that two players can play simultaneously. To play with two G-Con45™s, connect the video-input plugs to each other, then insert the G-Con45™ to each Controller port.

NOTE: if you are using the Sony AV Adapter (SCPH-1160), connect the video-input plugs in the same way.



USING THE G-Con45™



A BUTTON: (left side)

During the game Scroll through on-screen text

B BUTTON: (Right side)

During the game Pause the game

TRIGGER: (Shooting at the screen)

On the Title Screen Start the game

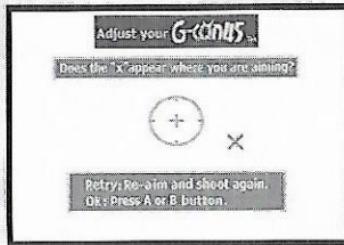
On Menu Screens Select option

During the game Shoot

NOTE: to quit, pause the game, press and hold the A button and the B button and press the Trigger.

HOW TO CALIBRATE YOUR G-Con45™

Before you start playing, you will need to calibrate your G-Con45™. You can do this on the G-Con45™ Calibration Screen that appears after the Title Screen, or by selecting GUN SETUP in the Option Menu. If you start playing without calibrating your G-Con45™, you may find it difficult to aim accurately.

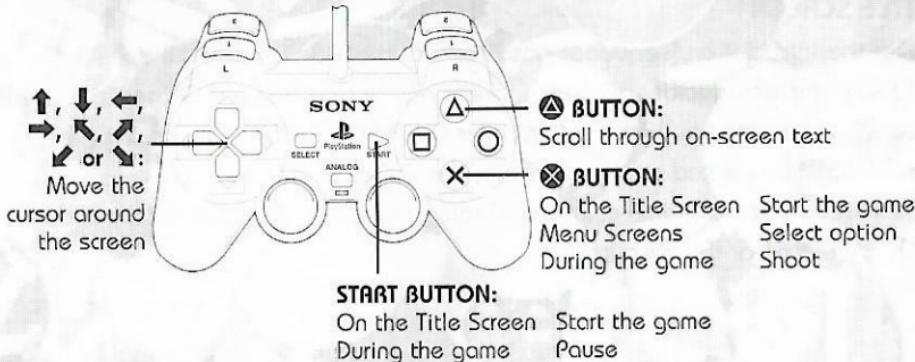


A target will be displayed in the centre of the Calibration Screen. Aim for the centre of the target and shoot. An X will appear on the screen. If the X appears in the spot you are aiming at, the G-Con45™ is calibrated correctly. If the X does not appear in the right place, recalibrate the G-Con45™ by aiming and shooting at the target again. When you are happy with the calibration, press the A button or the B button. If the Calibration Screen appeared after the Title Screen, this will display the Mode Select Menu. However, if you accessed the Calibration Screen from the Option Menu, pressing the A button or the B button will return you to the previous screen.

NOTE: if there are two players and both are using a G-Con45™, Player 1 must calibrate their controller first. Player 2 will then be given the opportunity to calibrate their G-Con45™. Player 1 will be displayed as a red cross and Player 2 will be displayed as a blue cross.

USING AN ANALOG CONTROLLER (DUALSHOCK®)

NOTE: if you are using an Analog Controller (DUALSHOCK®), Point Blank 3™ can be played using the directional buttons or the left stick. When using the left stick, ensure the Analog mode switch is on (the LED will light up Red). In this manual, **↑**, **↓**, **←**, **→** etc. are used to denote the direction of both the directional buttons and the left stick.



NOTE: to quit, pause the game, hold down the **△** button and press the **X** button.

GETTING STARTED

AUTO LOADING

If a Memory Card containing previously saved **Point Blank 3™** game data such as sound settings, screen position and high scores is inserted into MEMORY CARD slot 1, the data will be loaded automatically before the Title Screen appears.

TITLE SCREEN

After the introductory sequence has finished, the Title Screen will appear.

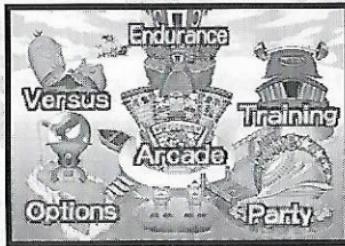
(To skip the introductory sequence, press any button on your G-Con45™, or the  button on your Analog Controller (DUALSHOCK®).) If there is a G-Con45™ connected to your Console, the Calibration Screen will be displayed. If you are only using the Analog Controller (DUALSHOCK®), press the  button or the .

MODE SELECT SCREEN

This screen displays the six different modes you can choose from. When you aim at each area, the name of the mode will be highlighted and a short description of it will appear in the message window. Shoot the area you want to enter and Dr Don and Dr Dan will lead the way!



TIP: if you see any UFOs or balloons floating around on the Mode Select Screen, shoot them down! Other things might appear from time to time, so keep your eyes peeled...



OPTION MODE

Go into Option Mode when you want to adjust the game settings, or to save and load data. Shoot Back when you are happy with any changes you have made and want to return to the previous screen.

NOTE: your Memory Card must be inserted in MEMORY CARD Slot 1 if you want to save or load anything!

GETTING STARTED

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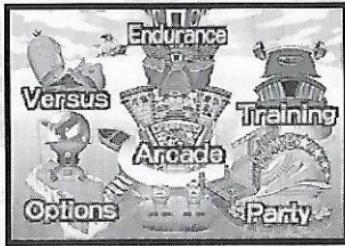
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SAVE

Use this option to save your high scores and game settings to Memory Card. If you don't, you'll lose them when the game is reset! Shoot Save on the Option Menu and you will be asked if you want to save your data. If you have previously saved data to the Memory Card, you will be asked if you want to overwrite it. Shoot Yes to confirm the save. If you shoot No, you will be asked if you are sure you want to cancel the save. Shoot Yes to return to the Option Menu.

LOAD

To load data previously saved to Memory Card, shoot Load on the Option Menu. Then shoot Yes to confirm. To cancel, shoot No. Then shoot Yes to confirm that you want to return to the Option Menu without loading any data.

SETTINGS

- | | |
|-------------------|---|
| GUN SETUP | Shoot this option to access the Calibration Screen, explained elsewhere in this manual. |
| CONTROLLER | On this screen you can choose between two shot sizes – shoot Hit Size to toggle between Small or Wide. If you are using the G-Con45™, you can also change the functions of the A button and the B button. If you are using the Analog Controller (DUALSHOCK®), shoot the Cursor Speed bar to select the speed at which the cursor can move around the screen. |

SOUND	Toggle between Stereo and Mono by shooting the Doctor in the centre of the screen.
SCREEN	Shoot at the arrows to adjust the position of the screen. To return the screen to its original position, shoot Default.

ARCADE MODE

Get ready for some super sharp shootin' arcade action! There are four different difficulty levels in Arcade Mode, and you're going to need some serious practice if you're going to master all the crazy challenges Dr Don and Dr Dan have lined up for you!

BASIC RULES

When you have selected Arcade Mode, the Basic Rules screen will be displayed. When you are ready to continue, press the A or B button on the G-Con45™, or press the  button if you are using the Analog Controller (DUALSHOCK®), to register the players.

NOTE: Arcade Mode supports Versus Play so that two players can play against each other. The second player can enter while a game is already in progress. When the second player presses the B button on the G-Con45™, or the  button on the Analog Controller (DUALSHOCK®), the current stage will end, and Versus Play will begin. Depending on the type of stage, both players may use the same screen, or the screen may be split. The player who ends up with the highest score is the winner.

DIFFICULTY LEVEL

Choose one from four difficulty levels: Practice, Beginner, Advanced and Insane. There are four stages in Practice game, and sixteen in each of the others. Look out for some Insane stages that might pop up in Beginner and Advanced games just to keep you on your toes!

STAGE SELECT

Once you have selected your difficulty level, four stages will be displayed. Shoot the stage you want to play to accept the challenge.

STAGE CONDITIONS

Before each stage begins, the screen will display your task, the number of bullets you have and the time limit. Then get ready to start shooting!

STAGE SCREEN



The Stage Screen will vary from stage to stage. However, in all stages, the number of bullets you have left and your remaining Lives are shown in the bottom left corner of the screen (or in the bottom right corner, in the case of Player 2). There is also a countdown timer. When the time remaining falls to zero, the stage will end.



TIP: in some stages, you will lose a life if you shoot the wrong target, so watch out! If you find yourself running low, look out for bonus stages in Beginner, Advanced and Insane mode. Aim carefully at the treasure chests and you might get a reward...

JUDGEMENT SCREEN

At the end of each stage, the Judgement screen will display the number of lives you have left, whether you cleared or failed the stage, the speed and accuracy of your shooting and the number of points scored.

HIGH SCORES SCREEN

If you lose all your lives, you will be asked if you want to continue. Shoot the Continue bar to carry on with a new set of lives. If you choose not to continue, or if you clear all the stages, the High Scores screen will be displayed. If you managed to rack up a lot of points, you'll be able to enter your name by shooting the letters. To view the High Scores for the different modes, shoot the arrows.

ENDURANCE MODE

In this mode, you have to complete as many stages as possible before you run out of lives. There's over 80 insane stages to complete for each level...are you sure you're up to the challenge?

DIFFICULTY LEVEL

Select the difficulty level by shooting the signboard in the centre of the screen, and then shoot OK to continue. Or, to see the High Scores screen, shoot High Score. To return to the Mode Select screen, shoot Back.

COMPLETING THE CHALLENGE

Dr Don and Dr Dan move from stage to stage by climbing up the Endurance Tower. (They'll climb faster if you press and hold down the A button on the G-Con45™ or the **A** button on the Analog Controller (DUALSHOCK®).) The tower is eighty-seven stories high and you can't continue when you've lost all your lives, so you've got some serious shooting to do!



TIP: there's a bonus stage after every ten levels you complete, so you can boost your number of lives and increase your chances of making it to the top of the tower!

VERSUS MODE

In Versus Mode, two players go head to head. This town ain't big enough for the both of you...

DIFFICULTY LEVEL

Select the difficulty level by shooting the signboard in the centre of the screen, and then shoot OK to continue. Or, to see the High Scores screen, shoot High Score. To return to the Mode Select screen, shoot Back.

STAGE SELECT

Select a stage by shooting the one you want to play. In Practice and Beginner mode there are eight stages to play, and in Advanced and Insane mode there are sixteen stages. The player who wins the most matches is the winner.

TIP: on the Stage Select screen, try to choose the stage before your opponent does, so you can pick one that you're good at and get a better shot at beating them!



PARTY PLAY MODE

This mode will really make your party go with a BANG! Two to eight players can take part in either a Tournament or a Team Battle. There are four stages in each mode, and victory is determined by the final scores.

GAME SELECT

Shoot either Tournament or Team Battle. These modes are explained below. Or, to see the High Scores screen, shoot High Score. To return to the Mode Select screen, shoot Back.

TOURNAMENT There are two types of Tournament: Play Together, where two players compete in the same stage, and Take Turns where the players play one after the other. Victory will be awarded to the highest scorer, regardless of the number of lives each player has left at the end of the round. If players draw and a tiebreaker is needed, they will have to play the four stages again. Up to four players can take part in a Tournament.

TEAM BATTLE In this mode, players form teams which compete against each other. Players will get knocked out during the course of the game and the team with the most players left at the end is the winner. Each team can consist of up to four players, so with two teams up to eight players can take part. You can choose to Play Together or Take Turns, as explained in the Tournament section above.

ENTERING PLAYERS

Once you have selected one of the play modes you'll need to enter the players taking part in the game. By shooting at the three pictures on the screen, you can choose the character and handicap for each player. With Score Handicap, you can reduce or increase the player's final score by up to twenty per cent. Life Handicap sets the number of lives the player begins with (up to a maximum of five).

Once you have entered all the players and selected OK, all the chosen characters will be displayed. If you are happy with the selection, choose whether you want to Play Together or Take Turns and the game will begin. Or shoot Back to return to the previous screen.



TIP: even if you only have one G-Con45™ or one Analog Controller (DUALSHOCK®), you can still have fun in Party Play Mode by selecting Take Turns!

TRAINING MODE

You can hone your skills in Training Mode by selecting your favourite stages to practice on. Or choose the stages you find most difficult so you can master your technique.

ENTERING PLAYERS

To select the number of players entering Training Mode, shoot either Practice for 1 Player or Practice for 2 Players.

STAGE SELECT

Now select the stage you want to play. They are divided into ten categories, and each category contains between five and ten stages. Shoot a stage to select it and the Play Data screen, explained below, will be displayed. Select Play, choose your difficulty level and the game will begin.

PLAY DATA

After each stage, the Judgement screen will be displayed, and then the Play Data screen will be shown. If you are playing alone, this screen displays a graph of your progress, allowing you to see how your skills are improving. To continue playing, shoot Play. To view the High Scores for the stage you have just completed, select High Scores.

INTRODUCING A FEW OF THE STAGES

Here are some of the categories you can play in **Point Blank 3™**. Remember, there are lots of other stages to master besides these!

RED AND BLUE TARGETS

Shoot the targets of your own colour. These stages will test your ability to make split second decisions.

BLACK AND WHITE TARGETS

Try to shoot these targets as they appear, but keep an eye out for bombs...

SHOOT THE BAD GUY

Your targets are the shady looking guys who pop up from out of the shadows. Make sure you don't shoot a civilian by mistake, or you'll lose a life.

SINGLE-SHOT!

You've got one bullet and one chance to hit your target. Can you handle the pressure?

HINTS AND TIPS FROM DR DON AND DR DAN

DR DON SAYS:



Ok, it's time to teach you some of our top techniques!

The most important thing is this: don't forget to calibrate the G-Con45™. If the gun sight mark isn't properly aligned, the G-Con45™ won't shoot where you're aiming, so you won't be able to hit anything. Make sure you read the How to Calibrate Your G-Con45™ section elsewhere in this manual.

During the game, hold the G-Con45™ firmly so that it doesn't jiggle around and spoil your aim. Instead of just holding it with one hand, it's better to use the other hand to steady the gun-barrel. If you pull the trigger too hard, the gun sight will move, so it's better to pull the trigger gently, and use a steady, rhythmical action.

DR DAN SAYS:

Make sure you understand the rules of each stage. Before a stage begins, the number of bullets you have, the time limit etc. will be displayed. Don't be tempted to skip this part: read it carefully, and make sure you know exactly what you have to do.

If you want to become a real expert, your best bet is to get to know each stage in Training Mode. By playing each stage over and over, you'll learn the tricks that help you clear the stage. As with anything else, practice makes perfect, so you'd better get down to it!









Customer Service Numbers

POWERLINE

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- Australia 1 902 262 662*

(*Calls charged at \$1.65 per min. inc. GST. Get parents' OK to call.)

- Österreich 0820 500 535**

(**Der Anruf unter dieser Nummer kostet 2 ATS/Min.)

- Belgique/België/Belgien 011 516 406

1 902 262 662*

(*Calls charged at \$1.65 per min. inc. GST. Get parents' OK to call.)

0900 970 111*

(Der Anruf unter dieser Nummer kostet max. 41 Groschen/Sek.)

- Danmark (+45) 33 26 68 20

Aben Man-Fres 16.30-19.30

(+45) 33 26 68 20

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- Suomi 0600 411 911

0600 411 911

4,70 fin/min + ppm avoinna ark 17-21

- France 0803.843.843

08 36 68 22 02*

(2,23 F la minute)

- Deutschland 01805 / 766 977

(0,48DM/min.)

0190 578 578*

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- Ελλάδα (00 301) 6777701

090 2322 00*

* Χρέωση κλήσης 184 δρχ το λεπτό συν ΦΠΑ. Παρακαλούμε πριν καλέσετε τον αριθμό αυτό ζητήστε την έγκριση του προσώπου που πληρώνει το λογαριασμό Η τηλεφωνική σύνδεση υποστηρίζεται από τη Mediatel

- Ireland 0818 365065

(*All calls charged at National Rate.)

1550 13 14 15 (R.O.I. only)*

(*Calls cost per min. .58p (inc.VAT))

- Israel 1-800-390-900

1-800-390-900

ל 17:00 בכל יום מלבד ימי שישי וערבי וג' כוויי התמיכה פעילים בין השעות 12:00 ל 12:

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Details of call costs apply only to PowerLine Game Help numbers.

For Game Help, please call your local PowerLine number.

Customer Service Numbers

POWERLINE

FOR GAME HELP

• Italia	848 82 83 84*	848 82 83 84* *(Al costo di una chiamata urbana da tutta Italia)
• Malta	344700	344700
• Nederland	0495 574 817	09 09 9000 000* *(0.99 Hfl./ min.)
• New Zealand	(09) 415 2447	0900 97669* *(Before you call this number, please seek the permission of the person responsible for paying the bill. Call cost \$1.50 (+ GST) per minute).
• Norge	2336 6600	820 75 050* Apen Man - Fre: 18.00 - 21.00 *(Kr. 12,- pr. min.)
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• España	902 102 102	902 102 102
• Sverige	08-587 822 25	0179 310 311
• Schweiz/Suisse	0900 55 20 55	0900 55 20 55/Ein Anruf kostet* (SFr. 1. -/min.) Kinder und Jugendliche sollten vor die Eltern oder Erziehungsberchtigla um Erlaubnis fragen. (SFr. 1. -/min.) Les enfants et les adolescents doivent se procurer l'accord de leurs parents ou de la personne chargée de leur éducation.
• UK	08705 99 88 77 <i>Calls may be recorded for training purposes</i>	09064 765 765 (incl. NI)* *Touch Tone activated service. Calls charged at 60p per minute. (*Correct at October 2000). Please seek permission from the bill payer before calling. Service provider - Telecom Potential, P.O. Box 66, Clevedon, BS21 7QX.

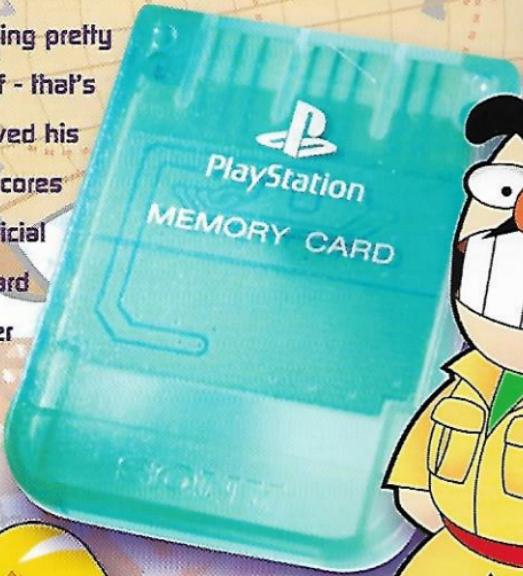
Please call these Customer Service Numbers only for PlayStation Hardware Support.
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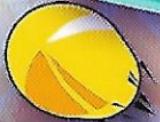
Memory Card



Dr Dan's looking pretty pleased with himself - that's because he's just saved his latest set of high scores with an official Memory Card from Sony Computer Entertainment Europe.



Memory Card
15 blocks



www.scee.com

SCES-03383



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