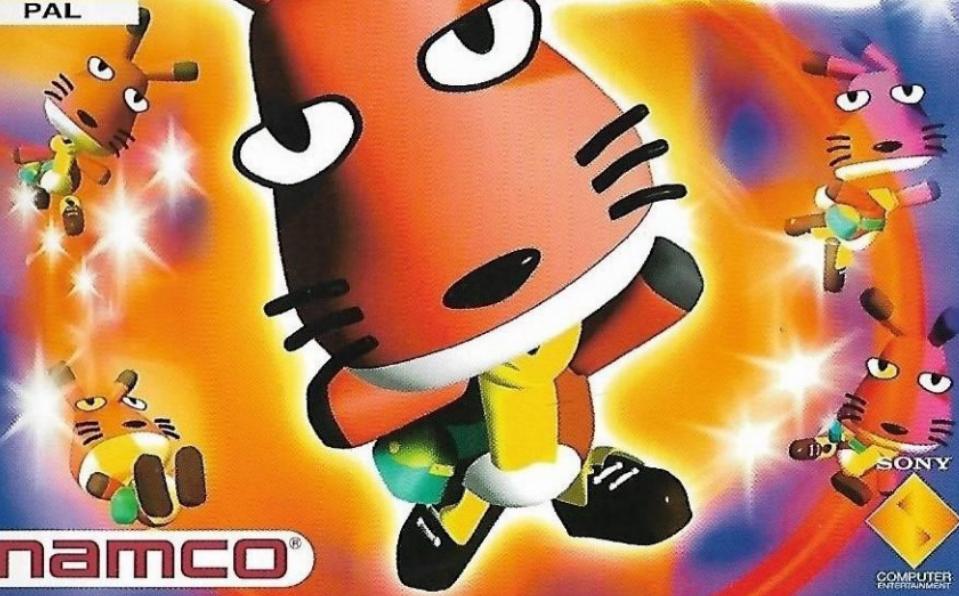




RESCUE SHOT™

PAL



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.

"DUAL SHOCK" is a trademark of Sony Computer Entertainment Inc. FOR HOME USE ONLY Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or other telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Rescue Shot™ & © 1999 NAMCO LTD. All rights reserved. Namco is a registered trademark of NAMCO LTD. G-Cor45™ and © 1996 NAMCO LTD. Published by NAMCO LTD. Distributed by Sony Computer Entertainment Europe. Library programmes © 1993-1999 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe.



1 or 2
Players



Memory Card
1 block



Analog Control
Compatible



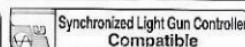
Vibration Function
Compatible



Optional Controller
SLEH-00007



Mouse
Compatible



Synchronized Light Gun Controller
Compatible

DUAL SHOCK G-Cor45™

RESCUE SHOT™



namco®

ENGLISH





SETTING UP

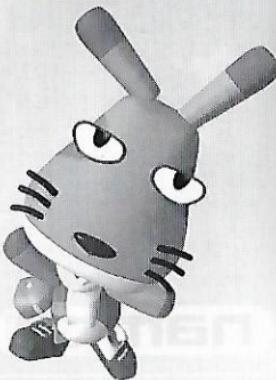
SET UP YOUR CONSOLE ACCORDING TO THE INSTRUCTIONS IN ITS INSTRUCTION MANUAL. INSERT THE RESCUE SHOT™ DISC AND CLOSE THE DISC COVER. TURN THE CONSOLE ON AT THE POWER BUTTON. IT IS ADVISED THAT YOU DO NOT INSERT OR REMOVE PERIPHERALS OR MEMORY CARDS ONCE THE POWER IS TURNED ON. MAKE SURE THERE ARE ENOUGH FREE BLOCKS ON YOUR MEMORY CARD 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.

THERE ARE A NUMBER OF CINEMATIC SEQUENCES THROUGHOUT RESCUE SHOT, WHICH CAN BE SKIPPED BY PRESSING THE **B** BUTTON OR THE **O** BUTTON ON A CONTROLLER, OR THE **A** BUTTON ON A G-CON45™.

LANGUAGE SELECTION :

AT THE LANGUAGE SELECTION SCREEN, IF YOU ARE USING A G-CON45™, PRESS THE TRIGGER TO SCROLL THROUGH THE LANGUAGE OPTIONS AND THE A OR B BUTTON TO SELECT THE LANGUAGE OF YOUR CHOICE. IF YOU ARE USING A CONTROLLER, PRESS THE **X** BUTTON TO SCROLL THROUGH THE LANGUAGE OPTIONS, THEN PRESS THE START BUTTON TO SELECT.





SETTING UP A G-CON45™

IN RESCUE SHOT™, YOU CAN CONNECT TWO G-CON45™'S SO 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 AV ADAPTER (SCPH-1160E), CONNECT THE VIDEO-INPUT PLUGS IN THE SAME WAY.

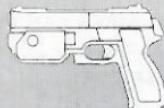
HOW TO CALIBRATE YOUR G-CON45™

BEFORE YOU START PLAYING, YOU NEED TO CALIBRATE YOUR G-CON45™.

- 1) START THE GAME, AND ENTER OPTIONS, THEN SHOOT CONTROLS, THEN RECALIBRATE.
- 2) A TARGET WILL BE DISPLAYED IN THE CENTRE OF THE SCREEN. AIM FOR THE CENTRE OF THE TARGET AND SHOOT.
- 3) AFTER YOU SHOOT, AN X APPEARS ON THE SCREEN (RED FOR PLAYER 1, BLUE FOR PLAYER 2). COMPARE THE X'S POSITION ON THE SCREEN TO WHERE YOU ARE AIMING, TO MAKE SURE THE G-CON45™ IS CALIBRATED CORRECTLY.
- 4) REPEAT STEPS 2 AND 3 UNTIL YOU ARE SURE THE G-CON45™ IS CALIBRATED CORRECTLY. THEN, PRESS THE A OR B BUTTON ON THE G-CON45™. THIS WILL RETURN YOU TO THE OPTIONS SETTING SCREEN.



HOW TO PLAY USING A G-CON45™



THE BUTTON ON THE LEFT SIDE OF THE G-CON45™, WHEN YOU HOLD IT BY THE HANDLE, IS THE A BUTTON, AND THE BUTTON ON THE RIGHT SIDE IS THE B BUTTON.

TRIGGER (PULL TO SHOOT AT SCREEN)

TITLE SCREEN:	START
MENU SCREEN:	CONFIRM COMMAND
EVENT SCREEN:	SCROLL MESSAGE
DURING GAME:	SHOOT

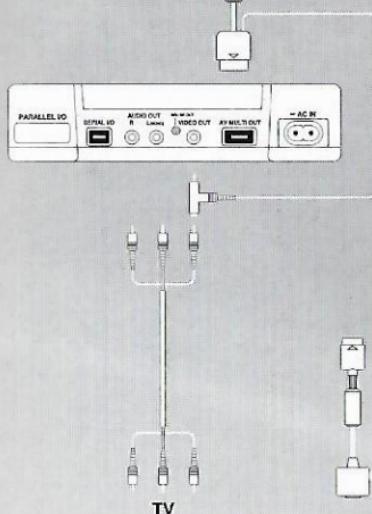
A BUTTON (LEFT SIDE)

TITLE SCREEN:	START
MENU SCREEN:	GO BACK TO PREVIOUS SCREEN
EVENT SCREEN:	SKIP MESSAGE
DURING GAME:	SWITCH BETWEEN NORMAL BULLETS AND ACORN BULLETS

B BUTTON (RIGHT SIDE)

TITLE SCREEN:	START
EVENT SCREEN:	SCROLL MESSAGE
DURING GAME:	PAUSE / CANCEL PAUSE

NOTE: TO QUIT WHILE PLAYING A GAME, FIRST PAUSE THE GAME, THEN PRESS AND HOLD THE TRIGGER, THE A BUTTON AND THE B BUTTON.





ANALOG CONTROLLER (DUALSHOCK™)

X BUTTON

TITLE SCREEN: START
MENU SCREEN: CONFIRM COMMAND
EVENT SCREEN: SCROLL MESSAGE
DURING GAME: SHOOT

△ BUTTON

TITLE SCREEN: START
MENU SCREEN: GO BACK TO PREVIOUS SCREEN
EVENT SCREEN: SCROLL MESSAGE
DURING GAME: SHOOT

□ BUTTON / **○** BUTTON

TITLE SCREEN: START
MENU SCREEN: GO BACK TO
PREVIOUS SCREEN
EVENT SCREEN: SKIP MESSAGE
DURING GAME: SWITCH BETWEEN
NORMAL BULLETS
AND ACORN BULLETS

START BUTTON

TITLE SCREEN: START
EVENT SCREEN: SCROLL MESSAGE
DURING GAME: PAUSE / CANCEL PAUSE

ANALOG MODE
LEFT STICK
MENU SCREEN: SELECT COMMAND
DURING GAME: MOVE GUN SIGHT

THE BUTTON FUNCTIONS DESCRIBED ABOVE APPLY WHEN THE ANALOG CONTROLLER (DUALSHOCK™) IS IN ANALOG MODE (THE LED WILL LIGHT UP RED).

NOTE: TO QUIT WHILE PLAYING A GAME, FIRST PAUSE THE GAME,
THEN PRESS AND HOLD THE **△** AND **□** BUTTONS AND THEN THE
START BUTTON.





MOUSE

TO MOVE YOUR GUN SIGHT, MOVE THE MOUSE ITSELF. HOWEVER, TAKE CARE WHEN YOU DO THIS, BECAUSE PRESSING THE RIGHT AND LEFT BUTTONS AT THE SAME TIME WILL BE INTERPRETED AS A COMMAND. NOTE ALSO THAT YOU CAN RESET THE GAME BY FIRST PAUSING AND THEN PRESSING THE LEFT AND RIGHT BUTTONS SIMULTANEOUSLY.

RIGHT BUTTON

LANGUAGE SCREEN:	SCROLL OPTIONS
TITLE SCREEN:	START
MENU SCREEN:	CONFIRM COMMAND
EVENT SCREEN:	SCROLL MESSAGE
DURING GAME:	SHOOT

LEFT BUTTON

LANGUAGE SCREEN:	SELECT LANGUAGE
TITLE SCREEN:	START
MENU SCREEN:	GO BACK TO PREVIOUS SCREEN
EVENT SCREEN:	SKIP MESSAGE
DURING GAME:	SWITCH BETWEEN NORMAL BULLETS AND ACORN BULLETS. CANCEL PAUSE

LEFT AND RIGHT BUTTONS SIMULTANEOUSLY

EVENT SCREEN:	SKIP MESSAGE
DURING GAME:	PAUSE

HOW TO START THE GAME

WHEN THE OPENING MOVIE FINISHES, THE TITLE SCREEN WILL APPEAR. IF YOU THEN PRESS THE A OR B BUTTON OR PULL THE TRIGGER, YOU WILL BE TAKEN TO A SCREEN WHERE YOU CAN ADJUST YOUR G-CON45™.

IF YOU ARE USING THE ANALOG CONTROLLER (DUALSHOCK™) OR THE CONTROLLER, YOU CAN GET TO THE TITLE SCREEN BY PRESSING THE \circlearrowleft , \square , \triangle OR \times BUTTON.



ADJUST YOUR G-CON45™

WHEN YOU ENTER THE ADJUST YOUR G-CON45™ SCREEN, A TARGET WILL BE DISPLAYED IN THE MIDDLE. AIM AT THE CENTRE OF THIS TARGET AND SHOOT THE G-CON45™. WHEN YOU DO THIS, THE GUN SIGHT MARK (A CROSS) WILL APPEAR ON THE SCREEN, AND YOU CAN CHECK WHETHER IT IS LINED UP CORRECTLY WITH THE POINT YOU ARE AIMING AT. IF IT ISN'T, SHOOT THE G-CON45™ REPEATEDLY UNTIL THE MARK IS LINED UP CORRECTLY. WHEN THE GUN SIGHT MARK IS JUST RIGHT, PRESS EITHER THE A BUTTON OR THE B BUTTON ON THE G-CON45™.

IF YOU ARE USING A CONTROLLER OTHER THAN THE G-CON45™, YOU WILL BE TAKEN STRAIGHT FROM THE TITLE SCREEN TO THE MENU SCREEN (THIS WILL ALSO HAPPEN WHEN YOU CHOOSE TO CONTINUE AFTER A GAME OVER).

MENU SCREEN

ON THE MENU SCREEN, FOLLOW THE ON-SCREEN INSTRUCTIONS AND CHOOSE A MENU. DO THIS BY LINING UP YOUR SIGHTS WITH THE DESIRED MENU ICON, AND THEN SHOOTING.

HOW MANY PLAYERS?

THIS MENU ALLOWS YOU TO SELECT THE NUMBER OF PLAYERS. SELECT EITHER 1 PLAYER OR 2 PLAYERS, THEN SHOOT. HOWEVER, IF ONLY ONE CONTROLLER IS CONNECTED TO YOUR CONSOLE, THE OPTION 2 PLAYERS WILL NOT BE SELECTABLE.

START GAME

THIS MENU ALLOWS YOU TO SELECT WHETHER TO START THE GAME FROM THE BEGINNING, OR TO CONTINUE FROM WHERE YOU LEFT OFF LAST TIME. THE OPTIONS ARE NEW GAME AND CONTINUE. SHOOT AT ONE OF THEM.





IF YOU SELECT CONTINUE, YOU CAN START THE GAME IN ANY AREA YOU HAVE ALREADY PLAYED. SELECT THE AREA YOU WANT, THEN SHOOT.

DIFFICULTY LEVEL

THIS MENU ALLOWS YOU TO SELECT THE DIFFICULTY LEVEL. MAKE YOUR CHOICE FROM AMONG THE OPTIONS EASY, NORMAL AND HARD, THEN SHOOT. THE GAME WILL THEN START.

OPTIONS MENU

DISPLAY :

THIS MENU IS WHERE YOU ADJUST THE SCREEN POSITION BY FIRING AT THE ARROWS ON THE SCREEN. IF YOU WANT TO RETURN TO THE INITIAL SETTING, SELECT THE RESET OPTION. WHEN YOU SELECT END, YOUR SELECTION IS CONFIRMED AND YOU ARE RETURNED TO THE OPTIONS MENU.

CONTROLS :

THIS MENU IS USED TO CHANGE THE BUTTON FUNCTIONS AND ADJUST THE G-CON45™ SIGHT. TO SWITCH THE BUTTON SETTINGS, SHOOT AT THE APPROPRIATE PICTURE. IF YOU ARE USING A CONTROLLER OTHER THAN THE G-CON45™, YOU CAN ALSO SET THE CURSOR MOVEMENT SPEED TO FAST, NORMAL OR SLOW, AS WELL AS SWITCHING THE BUTTON SETTINGS. IF YOU ARE USING THE ANALOG CONTROLLER (DUALSHOCK™), YOU CAN ALSO SWITCH THE VIBRATION FUNCTION ON OR OFF. TO RETURN TO THE OPTIONS MENU, SELECT OK AND THEN CONFIRM.

SOUND :

THIS MENU ALLOWS YOU TO SWITCH THE SOUND BETWEEN STEREO AND MONAURAL. TO RETURN TO THE OPTIONS MENU, SELECT OK AND THEN CONFIRM.

HIGH SCORES :

THIS MENU ALLOWS YOU TO VIEW THE TOP SCORES. PLAYERS' NAMES AND GAME RESULTS FOR POSITIONS 1 TO 7 ARE DISPLAYED. TO RETURN TO THE OPTIONS MENU, EITHER



PRESS THE G-CON45™'S A BUTTON OR B BUTTON, OR PRESS THE **A**, **B** OR **X** BUTTON ON THE ANALOG CONTROLLER (DUALSHOCK™) OR THE CONTROLLER, OR ALTERNATIVELY, SHOOT AT THE CHARACTER HOLDING THE SIGN SAYING BACK.

SAVE / LOAD :

THIS MENU ALLOWS YOU TO SAVE OR LOAD GAME DATA. GAME DATA INCLUDES THINGS LIKE TOP SCORES, CLEARED LEVELS AND OPTION SETTINGS. THIS DATA IS NOT SAVED AUTOMATICALLY, SO REMEMBER TO SAVE IT YOURSELF. THE SAVE PROCEDURE IS DESCRIBED IN DETAIL LATER ON IN THIS MANUAL.

IF THE MEMORY CARD CONTAINING YOUR GAME DATA IS INSERTED IN YOUR CONSOLE WHEN YOU START UP THE GAME, THE DATA WILL BE LOADED AUTOMATICALLY.

HOW TO PLAY THE GAME

WHEN THE GAME STARTS, BO IS WALKING ON HIS WAY TOWARDS HIS GOAL. YOUR MISSION IS TO WATCH OVER HIM, TRYING TO ENSURE THAT HE DOESN'T SUFFER ANY DAMAGE ON THE JOURNEY.

GAME SCREEN

NUMBER OF DREAM FRAGMENTS :

THIS IS THE NUMBER OF DREAM FRAGMENTS HELD BY BO.
THIS INDICATOR IS DISPLAYED ON THE PAUSE SCREEN.

SCORE :

THIS SHOWS THE SCORE DURING THE GAME.



NUMBER OF ACORN BULLETS :

THIS SHOWS THE NUMBER OF ACORN BULLETS YOU HAVE IN STOCK. THE MAXIMUM NUMBER IS 99.



NEW-PLAYER MESSAGE :

THIS IS ONLY DISPLAYED IF THE GAME IS BEING PLAYED IN 1-PLAYER MODE, AND A CONTROLLER IS INSERTED IN CONTROLLER PORT 2 (OR WHICHEVER CONTROLLER PORT IS NOT ALREADY IN USE).

A SECOND PLAYER CAN JOIN IN THE GAME WHILE IT IS ALREADY IN PROGRESS. IF THE SECOND PLAYER IS USING A G-CON45™, HE/SHE CAN SIMPLY PULL THE TRIGGER (OR PRESS THE A OR B BUTTON) TO JOIN IN, OR, IF USING AN ANALOG CONTROLLER (DUALSHOCK™) OR A CONTROLLER, HE/SHE SHOULD PRESS THE \triangle , \circ , \times OR \square BUTTON.

BO'S LIFE GAUGE :

THIS SHOWS HOW MUCH PHYSICAL STAMINA BO HAS LEFT. BY COLLECTING DREAM FRAGMENTS, HE CAN ACQUIRE EXTRA LIFE UNITS UP TO A MAXIMUM OF 20. THE GAUGE CAN DISPLAY A MAXIMUM OF 10 UNITS IN A SINGLE ROW. IF BO HAS 11 OR MORE LIFE UNITS, THE GAUGE CHANGES COLOUR AND DISPLAYS TWO ROWS.

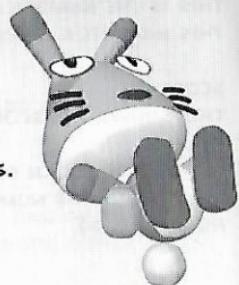
BASIC RULES

RESCUE BO

BO, THE HERO OF THE GAME, WILL KEEP WALKING TOWARDS THE GOAL, OF HIS OWN ACCORD. THE PLAYER HAS TO HELP BO REACH THE GOAL BY SHOOTING AT THE ENEMIES AND TRAPS THAT APPEAR, SO THAT BO DOES NOT GET DAMAGED ON THE WAY. WHEN BO SAFELY REACHES HIS GOAL, YOU HAVE CLEARED THE CURRENT AREA.

GAME OVER

EACH TIME BO IS DAMAGED BY AN ENEMY ATTACK OR BY GETTING CAUGHT IN ANY OF THE TRAPS ON THE COURSE, HIS LIFE DECREASES. IF HIS LIFE GAUGE GOES DOWN TO ZERO, A GAME OVER OCCURS.





RESTORE BO'S LIFE

BO CAN RECOVER LIFE UNITS BY EATING FOOD HE COMES ACROSS. WHEN BO FINDS A FOOD ITEM, HE WILL PICK IT UP BY HIMSELF, BUT BEAR IN MIND THAT THERE ARE CERTAIN FOOD ITEMS WHICH WILL ACTUALLY DECREASE HIS LIFE UNITS IF HE EATS THEM.

BASIC ACTIONS

AVOID TRAPS AND ENEMIES

BO WILL KEEP WALKING AHEAD EVEN WHEN ENEMIES OR TRAPS APPEAR. YOU HAVE TO TRY AND PROTECT BO FROM DAMAGE BY DEFEATING THE ENEMIES AND DESTROYING THE TRAPS.

ACQUIRE ITEMS

WHEN YOU SHOOT CERTAIN OBJECTS, ITEMS SUCH AS FOOD, ACORN BULLETS OR DREAM FRAGMENTS WILL POP OUT. BO WILL PICK UP ANY FALLING FOOD ITEMS OF HIS OWN ACCORD, BUT HE WILL NOT PICK UP OTHER ITEMS. IF YOU WANT TO ACQUIRE AN ITEM, SHOOT IT.

THERE ARE CERTAIN FOOD ITEMS THAT WILL DAMAGE BO IF HE EATS THEM. IF YOU DON'T WANT BO TO EAT A PARTICULAR FOOD ITEM, YOU CAN GET RID OF IT BY SHOOTING IT.

MAKE BO JUMP

BY SHOOTING AT BO'S LOWER BODY, YOU CAN MAKE HIM JUMP UP IN THE AIR. REMEMBER THIS, BECAUSE YOU WILL NEED TO DO IT WHEN YOU WANT TO MAKE BO REACH A HIGH PLACE OR AVOID A TRAP THAT CANNOT BE DESTROYED.

MAKE BO FALL OVER

BY SHOOTING AT BO'S HEAD, YOU CAN MAKE HIM FALL OVER. DON'T HESITATE TO DO THIS WHEN YOU WANT TO BRING HIM TO A STANDSTILL OR SLOW HIM DOWN FOR SOME REASON. THIS ACTION CAN ALSO BE USED TO MOVE HIM QUICKLY OUT OF THE WAY OF ENEMIES ATTACKING FROM ABOVE.



BOSS FIGHTS

AT THE END OF EACH AREA, THERE'S A BOSS LURKING, JUST WAITING FOR BO TO COME ALONG. WHEN THE BOSS'S LIFE GAUGE REACHES ZERO, YOU HAVE CLEARED THE AREA. HOWEVER, YOU WILL NEED TO LEARN A FEW TECHNIQUES BEFORE YOU CAN MANAGE THIS.

SHOOT THE BOSS'S BULLETS BACK

IF THE BOSS IS SHOOTING FROM LONG RANGE, AND IT ISN'T POSSIBLE FOR BO TO GET NEARBY, TRY SHOOTING THE BOSS'S BULLETS. DOING SO WILL SEND THEM RIGHT BACK AT THE BOSS.

AVOID MINIONS WHILE YOU SHOOT THE BOSS

SOME OF THE BOSSSES BRING A WHOLE LOT OF MINIONS WITH THEM. HOWEVER, IF YOU GET TOO PREOCCUPIED WITH HANDLING THE MINIONS, YOU WON'T BE ABLE TO DEFEAT THE BOSS.

THE BEST APPROACH IS TO CONCENTRATE ON THE BOSS, AND ONLY SHOOT AT THE MINIONS IF THEY GET TOO CLOSE.

AIM AT THE BOSS'S WEAK POINT

MOST OF THE BOSSSES CAN BE DAMAGED BY SHOOTING ANY PART OF THEIR BODY, BUT THERE ARE SOME BOSSSES WHO CAN ONLY BE DAMAGED BY SHOOTING A PARTICULAR BODY PART.

FOR EXAMPLE, DUCKBILL HASSY'S WEAK POINT IS HIS NAVEL, SO YOU CAN DAMAGE HIM BY SHOOTING HIM IN THE NAVEL.

PAUSE SCREEN

DURING A GAME, YOU CAN PAUSE BY PRESSING THE B BUTTON ON THE G-CON45™ OR BY PRESSING THE START BUTTON ON THE ANALOG CONTROLLER (DUALSHOCK™) OR THE CONTROLLER.



VIBRATION FUNCTION SETTING (ON/OFF)

THIS ONLY APPEARS IF YOU ARE USING THE ANALOG CONTROLLER (DUALSHOCK™). PRESSING THE **L1** BUTTON SWITCHES VIBRATION ON, WHILE PRESSING THE **R1** BUTTON SWITCHES IT OFF.

EVENT SCREEN

MESSAGE WINDOW

THIS MENU ALLOWS YOU TO VIEW THE TOP SCORES, PLAYERS' NAMES AND GAME RESULTS FOR POSITIONS 1 TO 7 ARE DISPLAYED. TO RETURN TO THE OPTIONS MENU, EITHER PRESS THE G-CON45™'S A BUTTON OR B BUTTON, OR PRESS THE **A**, **B** OR **X** BUTTON ON THE ANALOG CONTROLLER (DUALSHOCK™) OR THE CONTROLLER, OR ALTERNATIVELY, SHOOT AT THE CHARACTER HOLDING THE SIGN SAYING BACK.

GAME OVER :

CHOOSE BETWEEN THE OPTIONS QUIT AND RETRY. IF YOU SELECT QUIT, YOU WILL BE TAKEN TO THE SAVE SCREEN. IF YOUR SCORE IS ONE OF THE HIGHEST SO FAR, YOU WILL BE TAKEN TO THE NAME INPUT SCREEN FIRST, AND THEN TO THE SAVE SCREEN. IF YOU SELECT RETRY, YOU WILL BE ABLE TO RESTART THE GAME FROM THE AREA YOU WERE IN WHEN THE GAME OVER OCCURRED. IF THE GAME OVER OCCURRED IN THE MIDDLE OF A BOSS FIGHT, THE GAME WILL RESTART FROM THE BOSS FIGHT.

NAME INPUT SCREEN

PLAYER NAMES CONSISTING OF UP TO THREE CHARACTERS CAN BE INPUT HERE. INPUT ONE LETTER AT A TIME, BY AIMING AT THE DESIRED LETTER AND THEN SHOOTING. TO DELETE THE LETTER YOU HAVE JUST INPUT, SHOOT AT CLR. WHEN YOU HAVE FINISHED INPUTTING, SHOOT AT END IN THE BOTTOM LEFT CORNER OF THE SCREEN.



SAVE SCREEN

YOU CAN SAVE YOUR GAME SCORE HERE. YOU WILL NEED ONE FREE MEMORY CARD BLOCK, AND YOU CAN ONLY SAVE IF YOU HAVE A MEMORY CARD INSERTED IN MEMORY CARD SLOT 1 OF YOUR CONSOLE. YOU ARE ALSO RESTRICTED TO ONE SAVE FILE ON ANY GIVEN MEMORY CARD. IF YOU USE A MEMORY CARD ALREADY CONTAINING A SAVE FILE, THE OLD FILE WILL BE OVERWRITTEN BY THE NEW ONE.

TOP SCORES

THIS SCREEN LISTS THE NAMES OF THE PLAYERS WHO HAVE ACHIEVED THE HIGHEST SCORES SO FAR. POSITIONS 1 THROUGH 7 ARE DISPLAYED.

EVALUATION SCREEN

WHEN YOU CLEAR AN AREA, THE FOLLOWING EVALUATION SCREEN APPEARS. AGAIN, WHEN YOU CLEAR A STAGE, YOUR SKILLS FOR THAT STAGE WILL BE ASSESSED ON THE BASIS OF YOUR RESULTS FOR EACH AREA. YOU CAN SKIP THIS SCREEN BY PRESSING THE G-CONG45™'S A BUTTON, OR BY PRESSING THE □ OR ○ BUTTON ON THE ANALOG CONTROLLER (DUALSHOCK™) OR THE CONTROLLER.

SCORE : NUMBER OF POINTS SCORED DURING THE GAME

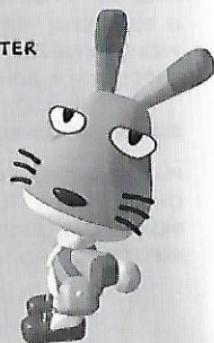
ACCURACY : ACCURACY FOR BULLETS FIRED BY PLAYER. THE BETTER YOUR ACCURACY, THE BETTER YOUR ASSESSMENT.

ENEMIES SHOT : NUMBER OF ENEMIES DEFEATED

BONUS TARGETS : NUMBER OF HIDDEN ITEMS ACQUIRED DURING THE GAME. THE MORE ITEMS YOU HAVE ACQUIRED, THE BETTER YOUR ASSESSMENT.

HITS TAKEN : NUMBER OF TIMES PLAYER HAS SHOT BO'S HEAD. THE LOWER THIS NUMBER, THE BETTER YOUR ASSESSMENT.

TIME : TIME TAKEN TO CLEAR THIS AREA.





ENEMY CHARACTERS

AS BO WALKS ALONG, VARIOUS ENEMIES COME AND ATTACK HIM. THE FIRST ENEMIES BO WILL ENCOUNTER ARE INTRODUCED ON THIS PAGE, SO READ IT CAREFULLY.

BULLY BATS

THESE ARE THE MINIONS OF THE FIVE BULLY BROTHERS. THEY FLY AROUND IN A PACK AND SMASH INTO BO. SOMETIMES THEY JOIN TOGETHER AND TRANSFORM THEMSELVES INTO ONE OF THE FIVE BULLY BROTHERS.

TREE SPINNERS

TREE SPINNERS HANG FROM TREES AND THEN DROP DOWN. IF YOU SHOOT THEM WHEN THEY'RE DROPPING, THEY RETREAT TO THE TOP OF THE TREE. SOMETIMES AN ITEM WILL FALL FROM A TREE ALONG WITH A TREE SPINNER.

PINK FLOWERS

THESE ARE FLOWERS THAT SHOOT THEIR SEEDS OUT IN FRONT OF THEM. IF BO GOES UP TO ONE OF THESE FLOWERS, HE COULD GET DAMAGED, SO SHOOT BEFORE THAT HAPPENS.

LITTLE BRATS

LITTLE BRATS ARE CHILDREN WHO LIKE MAKING MISCHIEF. THEY HIDE IN THE SHADOWS AND THROW STONES. WHEN YOU SEE THEIR HEADS POKING OUT FROM THE SHADOWS, AIM AND SHOOT. IF YOU SHOOT THE STONES THEY THROW, THEY SHATTER.



SHOOTABLE OBJECTS & ITEMS

THERE ARE A NUMBER OF DIFFERENT OBJECTS ON THE SIDE OF THE ROAD BO WALKS ALONG. MANY OF THESE CAN BE SHOT, REVEALING VARIOUS ITEMS. BELOW ARE SOME OF THE FIRST SHOOTABLE OBJECTS THAT YOU WILL ENCOUNTER IN THE GAME.

RED TOADSTOOL

IF YOU SHOOT A RED TOADSTOOL THREE TIMES, IT MAY RELEASE SOME FRUIT OR A DREAM FRAGMENT.

BLUE FLOWER

IF YOU SHOOT A BLUE FLOWER TWICE, IT MAY RELEASE A DREAM FRAGMENT. THESE FLOWERS BLOOM ALONG THE SIDE OF THE ROAD, SO IF YOU SEE ONE, SHOOT IT AND SEE WHAT HAPPENS.

BOMB TOADSTOOL

THIS IS A HORRIBLE GADGET THAT DISGORGES BOMBS WHEN YOU SHOOT IT. AFTER A WHILE, THE BOMBS EXPLODE. OBVIOUSLY THIS IS DANGEROUS TO BO, SO BE CAREFUL NOT TO SHOOT ONE OF THESE THINGS BY MISTAKE.

TREASURE CHEST

THIS IS FOUND BY THE SIDE OF THE ROAD. IF YOU SHOOT IT, THE LID OPENS AND DREAM FRAGMENTS AND OTHER THINGS COME OUT.

ITEMS

WHEN YOU SHOOT CERTAIN OBJECTS, ITEMS SUCH AS THE FOLLOWING SOMETIMES APPEAR. IF YOU SHOOT A FRUIT BEFORE BO EATS IT, YOUR SCORE GOES UP. IF BO EATS A FRUIT WHEN HIS LIFE GAUGE IS ALREADY FULL, HE GETS A BONUS.



STRAWBERRY

WHEN BO EATS A STRAWBERRY, HIS LIFE GAUGE GOES UP 1 UNIT.

MELON

WHEN BO EATS A MELON, HIS LIFE GAUGE GOES UP 3 UNITS.

POISONOUS MUSHROOM

WHEN BO EATS A POISONOUS MUSHROOM, HIS LIFE GAUGE GOES DOWN 1 UNIT.

ACORN BULLET

ACORN BULLETS CAN INFILCT DAMAGE ON ENEMIES OVER A WIDE AREA. YOU CAN ONLY FIRE AS MANY TIMES AS YOU HAVE ACORN BULLETS.

APPLE

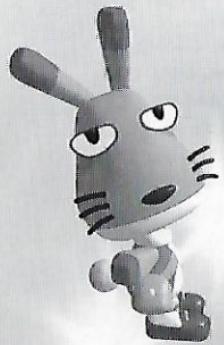
WHEN BO EATS AN APPLE, HIS LIFE GAUGE GOES UP 2 UNITS.

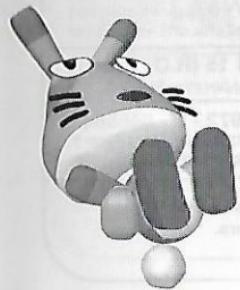
WATERMELON

WHEN BO EATS A WATERMELON, HIS LIFE GAUGE GOES UP 5 UNITS.

DREAM FRAGMENTS

DREAM FRAGMENTS ARE STRANGE ITEMS SAID TO GRANT WISHES WHEN GATHERED TOGETHER. THERE ARE TWO KINDS: LARGE (BLUE) AND SMALL (RED). ONE LARGE IS WORTH 5 SMALLS. WHEN YOU COLLECT 10 SMALLS' WORTH OF DREAM FRAGMENTS, BO GETS AN EXTRA LIFE GAUGE.





Customer Service Numbers

POWERLINE

FOR GAME HELP

• Australia	1 902 262 662*	1 902 262 662*
	<i>(*ITM Calls charged at \$1.50 per min. Get parents' OK to call.)</i>	<i>(*ITM Calls charged at \$1.50 per min. Get parents' OK to call.)</i>
• Österreich	0990 970 111*	0900 970 111*
	<i>(*Der Anruf unter dieser Nummer kostet max. 41 Groschen/ Sek.)</i>	<i>(*Der Anruf unter dieser Nummer kostet max. 41 Groschen/ Sek.)</i>
• Belgique/België/Belgien	011 / 301 306	0900 000 00*
		<i>(*6.05 Bfr. 20 sec/ 40 sec)</i>
• Danmark	(+45) 33 26 68 20 Åben man-tors 16.00-19.00	(+45) 33 26 68 20 Åben man-tors 16.00-19.00
• Suomi	0600 411 911 4,70 fin/min + ppm avoinna ark 17-21	0600 411 911 4,70 fin/min + ppm avoinna ark 17-21
• France	0803.843.843	08 36 68 22 02* <i>(*2,23 F la minute)</i>
• Deutschland	01805 / 766 977	0190 578 578* <i>(*1, 21DM/min. Kinder und Jugendliche sollten vor dem Anrufen der PlayStation-Hotline die Eltern/Erziehungsberechtigen um Erlaubnis fragen.)</i>
• Greece	(00 301) 6777701	090 2322 00* <i>* Χρέωστα 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</i>
• Ireland	(01) 4054022	1550 13 14 15 (R.O.I. only)* <i>*Calls cost per min. 58p (inc. VAT)</i>
• Israel	972 - 3 - 6465643	972 - 3 - 6465643 <i>ל כל ווט מלבד ימי שישי וערבי חג קווי התמיכה פעילים בין השעות 12:00</i>

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

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	147 828384*	166 814 814*
	* (al costo di una chiamata urbana)	(*Se minorenne chiedere il permesso ai genitori. Il costo della telefonata è di Lit. 1.524 al minuto + IVA - ISICOM S.r.l. - Roma)
• Malta	344700	344700
• Nederland	0495 574 817	09 09 9 000 000*
• 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 85 050 Åpen 24 timer NOK *8,75 pr. min.
• Portugal	0707 23 23 10*	0707 23 23 10*
	Número único nacional -22500 por minuto única e exclusivamente. Antes de ligar peça autorização a quem paga a conta de telefone	Número único nacional -22500 por minuto única e exclusivamente. Antes de ligar peça autorização a quem paga a conta de telefone
• España	902 102 102	906 333 888*
		Sólo para mayores de 18 años. *(Tarifa punta: 57,84 pts/min + IVA de lunes a viernes de 8.00h a 14.00h. Tarifa normal: 47,04 pts/min + IVA de lunes a viernes de 17.00h a 22.00h. Tarifa reducida: 37,025pts/min + IVA de lunes a viernes de 22.00h a 8.00h. Sábados de 4.00h a 24.00h. Domingos y festivos las 24h del dia).
• Sverige	08-587 610 00	0719-310 311*
		Öppet månd-frd 17.00-21.00 *5-/samtal
• Schweiz	0900 55 20 55	0900 55 20 55 / Ein Anruf kostet
	(*Fr. 1. -/min.) Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigten um Erlaubnis fragen	(*Fr. 1. -/min.) Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigten um Erlaubnis fragen
• 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 6p per minute. (*Correct at December 1998). 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.

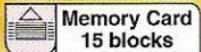
Details of call costs apply only to PowerLine Game Help numbers.

For Game Help, please call your local PowerLine number.

MEMORY CARD



SAVE BO FROM THE DANGERS AROUND
HIM, THEN SAVE YOUR GAME TO
THE OFFICIAL MEMORY CARD
FROM SONY COMPUTER ENTERTAINMENT.



www.playstation-europe.com

SCES-02569

PlayStation and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. © is a trademark of Sony Corporation.

711719168324