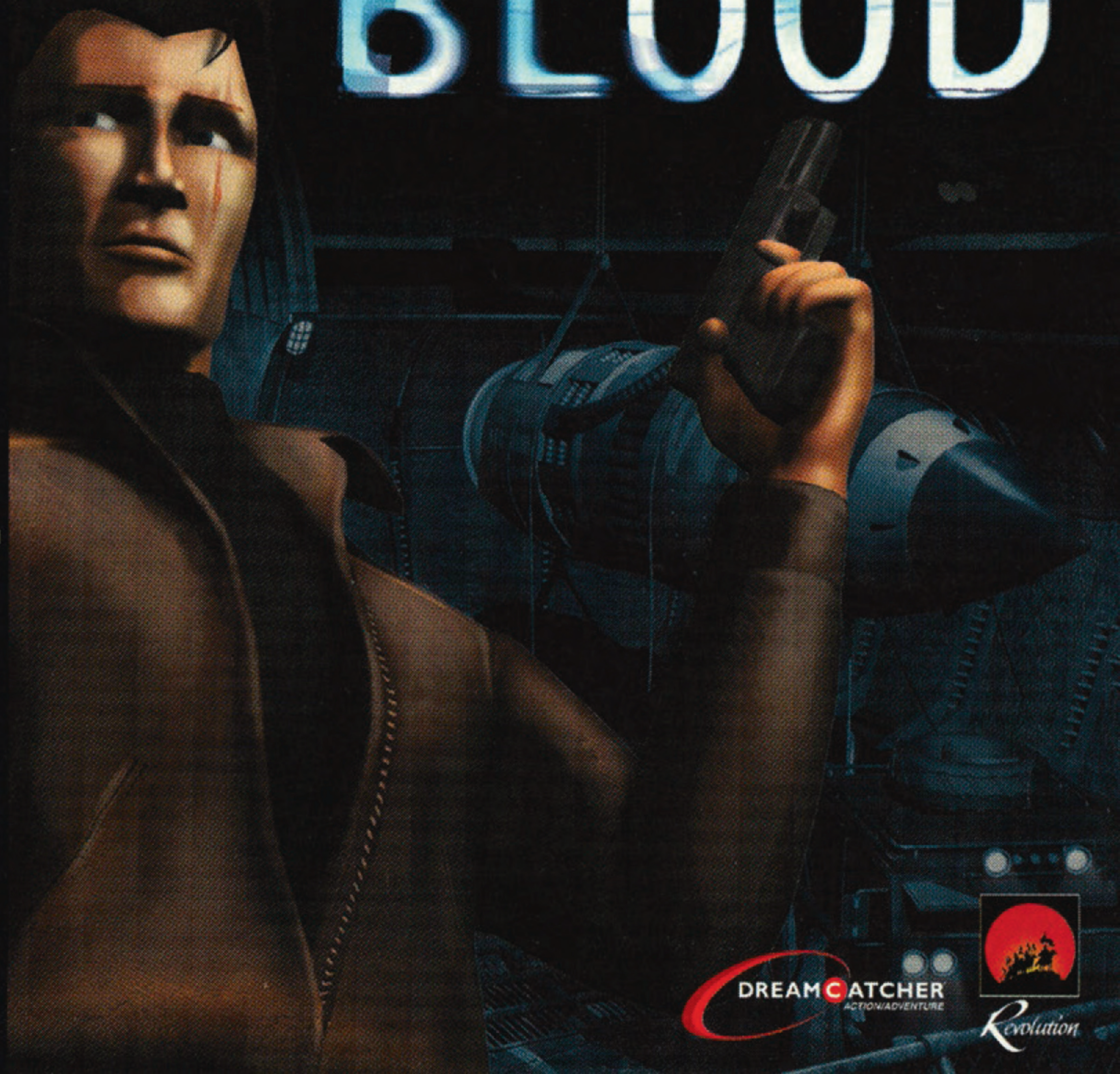
PlayStation®

NTSC | U/C

PlayStation® Plays

IN COLD BLOOD™



TEEN

CONTENT RATED BY ESRB

SLUS-01294
SLUS-01314

DREAMCATCHER
ACTION/ADVENTURE

Revolution

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

SETTING UP 2

OBJECTIVES 3

CONTROLS - Movement, Basic Actions, Movement and Stealth, Combat, The Remora 4

INTERACTION - Conversations, Using the Inventory . . . 10

IN GAME MENUS - Main Menu, Options Menu, Pause Menu, Memory Cards 12

CREDITS 16

LICENSE AGREEMENT 20

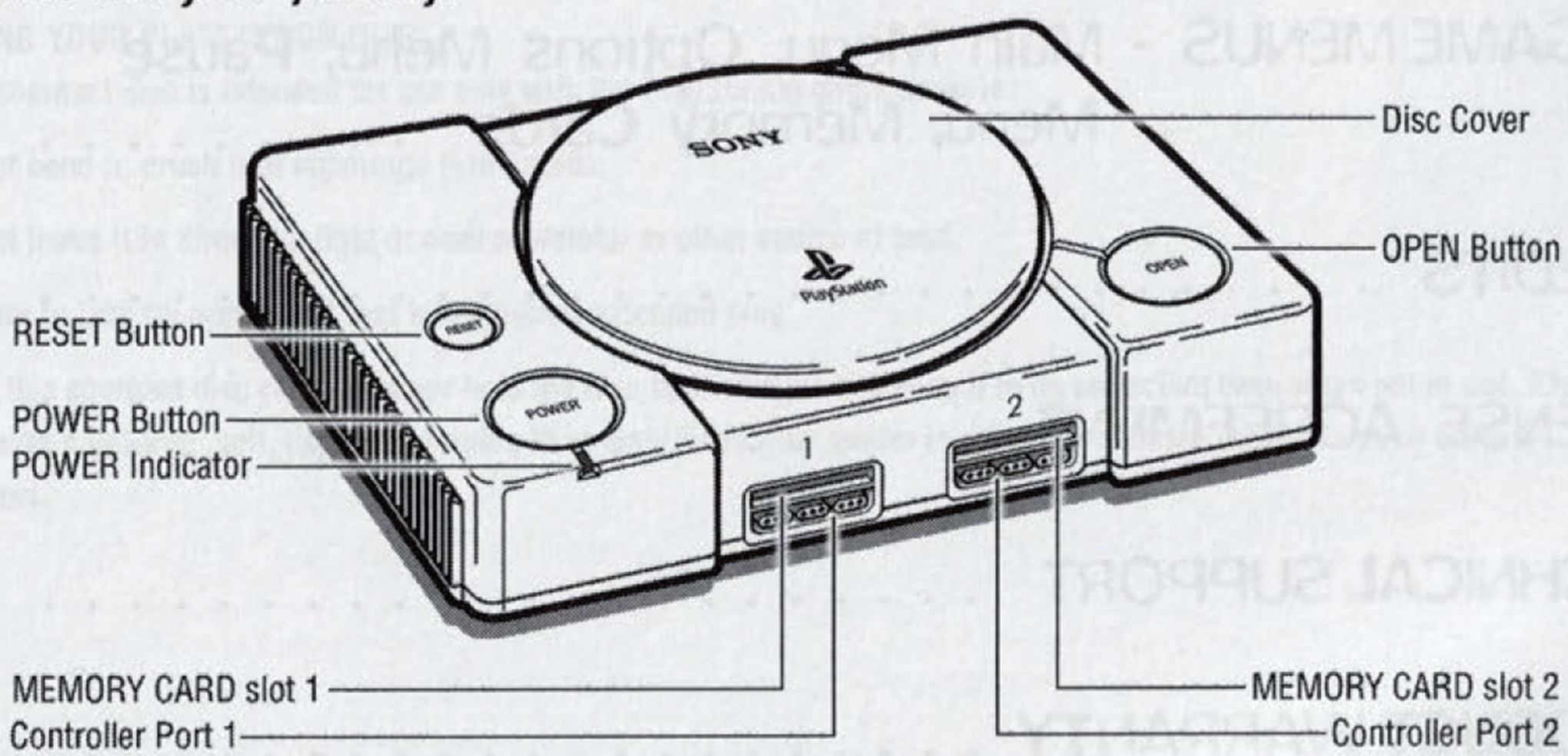
TECHNICAL SUPPORT 21

PRODUCT WARRANTY 22

SETTING UP:

1. Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc.
2. Insert the IN COLD BLOOD disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console.
4. Follow on-screen instructions to start a game.

CHANGING DISCS:
At the end of disc 1 of IN COLD BLOOD, a screen will appear instructing you to insert disc 2. WITHOUT turning the console OFF, open the disc cover and replace the disc currently in use with the next disc. Close the disc cover and continue on your journey.

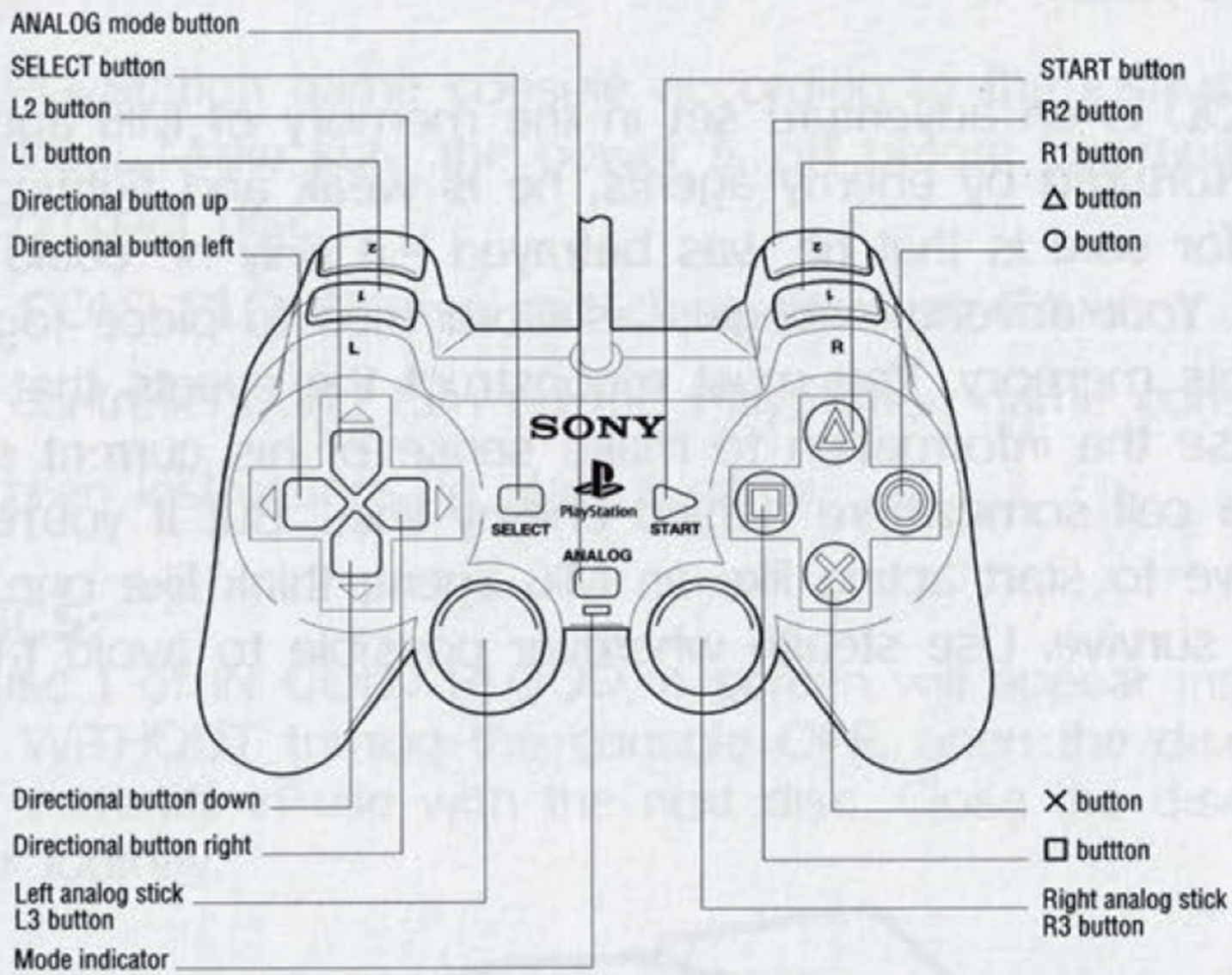


OBJECTIVES:

IN COLD BLOOD is an adventure set in the memory of MI6 agent John Cord. Captured and tortured by enemy agents, he is weak and fighting for his sanity. All he knows for sure is that he was betrayed – if only he could remember by whom or why. Your adventure begins as Cord tries to piece together the fragments of his memory. You must reconstruct the events that led to Cord's capture, and use the information to make sense of his current situation as he languishes in a cell somewhere behind enemy lines. But if you're going to help Cord, you'll have to start acting like an MI6 agent; think like one, fight like one; and above all, survive. Use stealth wherever possible to avoid raising the alarm.

You're no use to us dead.

CONTROLS:



If you are using a DUALSHOCK™ analog controller, this game can be played using the directional buttons or the left analog stick. When using the left analog stick, ensure the ANALOG mode button is on (the mode indicator will light up Red). PLEASE NOTE: The vibration function of the DUALSHOCK™ analog controller is not supported in this game.

1. DIRECTIONAL BUTTONS – MOVEMENT:

In this manual, ⬆, ⬇, ⬅ and ➡ are used to denote the direction of both the directional buttons and the left analog stick. These are the default controls. You can reconfigure the controls of the left analog stick of the DUALSHOCK™ analog controller to your preferred settings via the CONTROLLER CONFIGURATION option in the OPTIONS menu.

There are two different "modes" of movement in this adventure: "Character-relative", in which the directions are in relation to the direction the character is facing; and "Screen-relative", in which the directions are relative to the location onscreen.

CHARACTER RELATIVE MODE (digital or analog modes):

- Press ⬆ to walk forward. If pressing R2 button, Cord will run forward.
- Press ⬅ / ➡ to turn. When holding down the L1 button, Cord will side step.
- Press ⬇ to step backwards.

SCREEN RELATIVE MODE (analog mode):

- Press ⬆ to walk into the screen.
- Press ⬅ to move to the left of the screen. Hold the L1 button and press ⬅ relative to Cord's screen position and Cord will side step left.
- Press ➡ to move to the right of the screen. Hold the L1 button and press ➡ relative to Cord's screen position and Cord will side step right.
- Press ⬇ to walk out of the screen. Hold the L1 button and press ⬇ relative to Cord's screen position and Cord will step backwards.

2. BASIC ACTIONS:

⊗ BUTTON - INTERACT:

- Interact with objects.
- Confirm / accept menu selections.
- Examine objects.
- Use the Remora on computer consoles.
- Talk to people.

Use the ⊗ button to explore the environment. Useful items might be concealed inside crates, on shelves or obscured in some way. Cord can also explore the bodies of terminated enemies. Simply hold down the L2 button to make him crouch, then press the ⊗ button to search.

△ BUTTON – INVENTORY

- Open / Close the inventory in the bottom left corner of the screen.
- Exit menus.

START BUTTON – PAUSE

- Pauses the game and opens up the PAUSE menu (see later on in this manual for more information).

3. MOVEMENT AND STEALTH:

Cord has three ways of moving around: his usual walk, which gives him time to respond to threats; running, which is swift but noisy; crouching, which is slow but stealthy. Evaluate the situation and choose the most appropriate.

L1 BUTTON – SIDE STEP

Pressing the directional buttons will cause Cord to side step.

L2 BUTTON – CROUCH

Pressing the direction buttons will cause Cord to creep around.
This is useful when sneaking up on Guards.

R2 BUTTON – RUN

Pressing the directional buttons will steer Cord as he runs.

4. COMBAT:

Cord should try to avoid combat wherever possible – he may be a trained agent but he isn't bullet-proof and he is only one man. Sometimes, however, it is unavoidable. His two methods of dealing with threats are silent, short-ranged unarmed combat attacks and using his sidearm where stealth isn't important or is not appropriate. Deliver a knock-out martial arts blow by hitting the attack button; use the gun by first pressing and keeping down the arming button, then hitting the attack button. Cord's gun has limited ammunition so be careful and always remember to check guards' bodies for reloads and medical boost packs. Provided he has additional clips, Cord will automatically reload his gun when he runs out of bullets. Reloading takes time and you might consider that it is better to reload from the inventory by selecting the clip icon and pressing the ⊗ button, although this wastes any bullets in the current cartridge. Note that Cord can carry a maximum of five clips and will not be able to take more from dead guards. In this case it is worth considering returning to the guard when ammunition runs low later in the mission.

◎ BUTTON – ATTACK

- If pressing the R1 button, Cord will fire his gun, if enough ammo is available.
- If not, pressing the R1 button, Cord will punch.

R1 BUTTON – ARM / DISARM

- Pressing the R1 button will make Cord take out his weapon; releasing the R1 button, Cord will replace his weapon.

While in armed mode, the following is displayed:

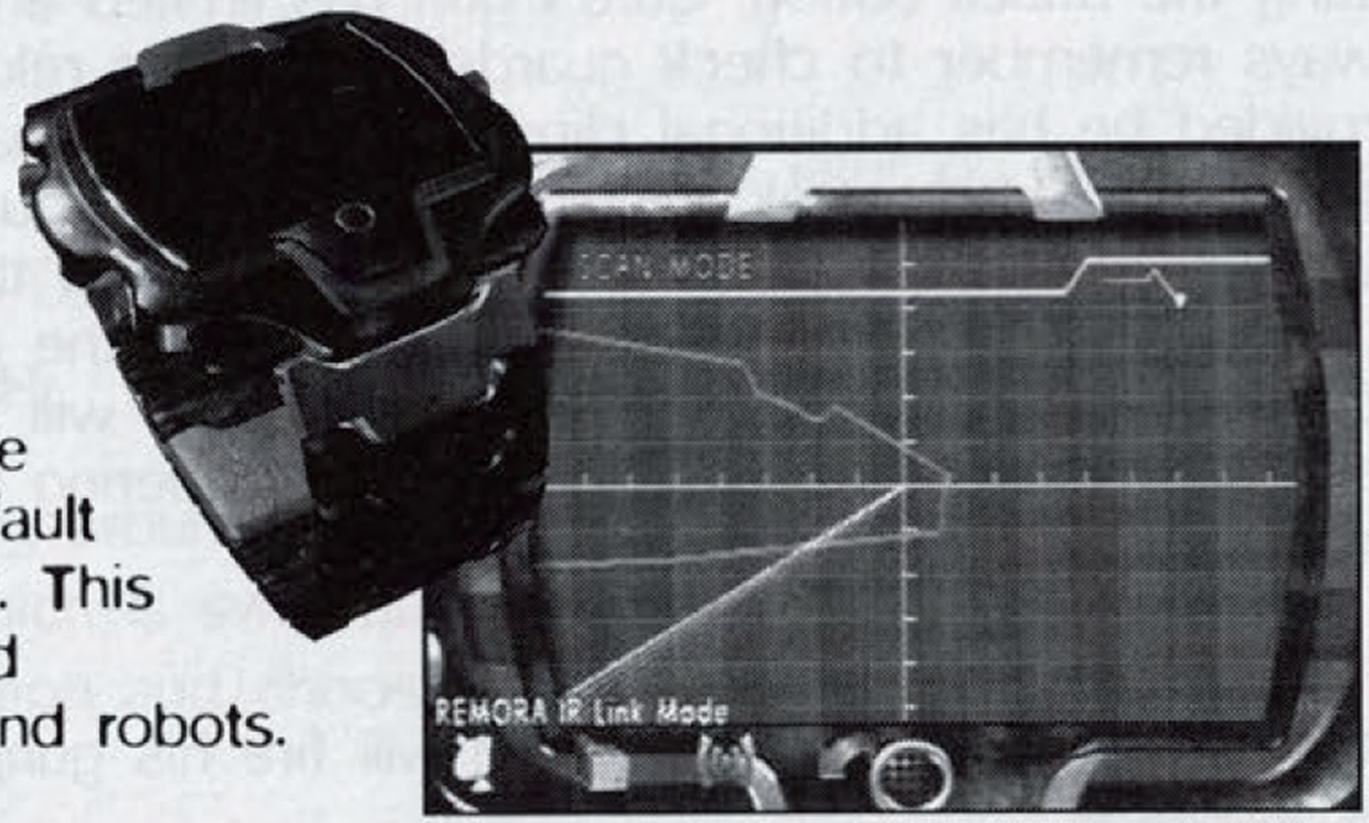
- Health bar. This shows how much damage Cord has sustained. Health can be restored by using a medical boost pack. This is done by selecting the boost pack in the inventory and pressing the ⊗ button.

- Number of bullets in the gun. Each time a clip is changed, nine bullets are loaded into the breach.
- Number of spare clips. Each clip holds nine bullets.

If Cord is speaking to someone and is not getting the desired answer he can threaten them by talking to them while armed. Just remember not to fire, or getting an answer may be difficult... impossible, even.

5. THE REMORA:

The REMORA is Cord's wrist mounted communications and data storage device.



◉ BUTTON

- Press the ◉ button to activate the REMORA device. The default display is the motion scanner. This displays the area around Cord specifically tracking humans and robots.

  The motion scanner detects:
- People – displayed in blue (dark blue when dead).
- Robots – displayed in orange (dark orange when destroyed).
- Recharge points – displayed in dark green (light green when EMP mine inserted).
- Doors – displayed in orange.

Once the REMORA is active, the following options can be selected by pressing the ⊗ button:

- Infra Red link: This prompts the REMORA to search for a computer with an IR device with which to interface. If a computer is in range then it will be interrogated by the REMORA and the available options displayed. If Cord interacts with a computer console then the IR link will be automatically triggered. Enemy computers can provide information which is vital to success in the mission.
- Database: The database holds the mission objective and information that Cord has about a range of subjects. As more information is discovered, the database is automatically updated. Don't confuse the Volgian database which is accessed through the IR link (shows the communications symbol in the right corner), and the REMORA's own database (shows the heart beat symbol in the right corner).
- REMORA communications: This prompts the REMORA to search for compatible REMORA units. It can only communicate with REMORA systems that are in range and turned on.

The REMORA

"I really need my REMORA right now. When the scientists first showed them to us we all laughed. 'It's like a big, fat watch,' one of the guys joked. 'The REMORA,' the scientist noted, somewhat sternly, 'is your life-line. This wrist-mounted gadget acts as both a database and hacking device, the name being an acronym for Remote Entry Mainframe Override and Recall Assistant.'

He went on to show us how we could use it to hack into 'Secure' computer terminals or any electronic device with an infra-red interface port. That way we could download information, steal data, track enemy operatives or just get a fix on our location. He also demonstrated how it can be used to communicate with fellow operatives; pass on information, call for back up, that sort of thing.

Back then I never thought I'd ever use one. Now I'm lost without it."

INTERACTION:

1. CONVERSATIONS:

During IN COLD BLOOD there'll be plenty of occasions when Cord will need to extract information from other characters. In these instances, walk Cord over to the character and press the ⊗ button.

When it's Cord's turn to speak, a selection of discussion topics will appear at the bottom of the screen. Some of these might be specific people or they might be regarding objects or other events going on in the game, such as a football match. When selecting the discussion topic, it's worth remembering that some of the characters Cord will be talking to will be strangers. It's often much better to ease into the conversation gently before asking them directly about your mission. The subtlety with which you handle strangers can often make the difference between success and failure – ever thought of pointing your gun at someone to get them to co-operate?

2. USING THE INVENTORY

As with conversations, Cord's inventory is displayed at the bottom of the screen. Think laterally as some objects might seem useless, but are far from it. However, be resourceful; Cord only has limited storage space in his pockets so keep a check on what he's carrying.

The Briefing

" 'Above all, avoid conflict unless absolutely necessary'. That was the last thing they warned me. This wasn't an assault mission, I was to use stealth as much as possible. That meant that if there were enemies in my path I had to eliminate them as quietly as possible (a swift punch to the base of the neck usually did the trick). Only in the rarest of situations was I to use my gun; for one thing the sound might alert enemy agents nearby and then things would get really difficult. No, if I was to get anywhere I was to use my brain, not my gun.

Also, if at all possible I should try to get to know people. Just asking the right questions to the right people can often get me information that might prove crucial to my mission. Again, they warned me that only if a subject was proving particularly uncooperative should I resort to violence. We were, after all, supposed to be a peace-keeping operation."

IN GAME MENUS:

1. MAIN MENU

Press the ⊗ button to select.

NEW GAME: Begin your adventure from the beginning.
LOAD GAME: Load a previously-saved game from a MEMORY CARD (see the MEMORY CARD section later in this manual for more information).
ARTWORK: Here you may view design sketches and movie sequences for the game.

Select VIEW MOVIES to view any movie sequence you have already seen in-game. This serves as a handy reminder for the story so far. Highlight the 'thumbnail' image, then press the ⊗ button to view the movie; press the ⊗ button again to quit and return to the movie menu. As you progress further through the game, you can use the L1 and R1 buttons to scroll through each page of thumbnail images and select the movie you wish to view.
Select VIEW PICTURES to see a selection of design sketches for the characters and locations from the game. Press ⬅ or ➡ to scroll through the images, or press the △ button to return to the ARTWORK menu.

OPTIONS: Reconfigure your game using a selection of options.

2. OPTIONS MENU

GAME OPTIONS
Press the ⊗ button to select one of the following three submenus, or press the △ button to cancel the selection and return to the Main Menu.

AUDIO / VISUAL

EFFECTS VOLUME: Press ⬅ / ➡ to move the slider and increase / decrease the volume of the sound effects in-game.

MUSIC VOLUME: Press ⬅ / ➡ to move the slider and increase / decrease the volume of the in-game music.

SPEECH VOLUME: Press ⬅ / ➡ to move the slider and increase / decrease the volume of the in-game speech.

SCREEN OFFSET: Press the ⊗ button to select SCREEN OFFSET, then use the directional buttons or left analog stick to adjust the screen display. Press the ⊗ button again to confirm the selection, or press the △ button to cancel and return to the GAME OPTIONS menu.

CONTROLLER CONFIGURATION

On this screen you'll see the default configuration for both the CONTROL METHOD and for CHARACTER INTERACTION. To change the configuration, use the directional buttons or left analog stick to highlight a button operation (the operation currently highlighted will be labelled in the bottom left corner of the screen), then press the ⊗ button. Now press the button you wish to assign the operation to (for instance, the ⊗ button is the default INTERACT button, but you could reassign this operation to the △ button if you wished). If you wish to cancel the selection, press the START button.

To return to the default configuration, select RESET CONTROLS and press the ⊗ button. Once you've finished making your selection, press the △ button to return to the GAME OPTIONS menu.

TUTORIAL

To help you get to grips with the IN COLD BLOOD interface, there's a tutorial to guide you through. Press ⬆ / ⬇ to scroll through the tutorial, or press the △ button to return to the OPTIONS menu.

3. PAUSE MENU

Press the START button during gameplay to pause the game and open up the Pause Menu. Press ⬆ / ⬇ to highlight an option on the Menu.

CONTINUE:	Unpause the current game and continue with the mission.
LOAD:	Load in a previously-saved game.
SAVE:	At certain points in the game, you will be able to use this option to save your current position. (See the section on 'Saving your game' later on in this manual for more information).
OPTIONS:	Customize your game via this selection of options. (See the OPTIONS section earlier on in this manual for more information).
RESTART MISSION:	Quit your current game and return to the beginning of the current Mission.
QUIT:	Quit the current game and return to the Title Screen/Main Menu.

4. MEMORY CARDS – SAVING AND LOADING

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: MEMORY CARDs are supported in MEMORY CARD slot 1 only.

SAVING YOUR GAME

Select SAVE from the Pause Menu, then choose a save block – you can either save NEW SAVE GAME or overwrite an existing save. Press the ⊗ button to save. Once the save is completed you'll be returned to the Pause Menu.

LOAD A SAVED GAME

Select LOAD from the Pause or Main Menu. Highlight the save you wish to load and press the ⊗ button.

CREDITS:

In Cold Blood
by Revolution Software

Director:	Charles Cecil
Producer:	Steve Ince
System Design:	Tony Warriner
Technical Programming:	Jake Turner
System Programming:	Tony Warriner, Jake Turner, Patrick Skelton, John Payne
Tools Development:	David Sykes, Pete Ellacott, Andrew Boskett, Jake Turner
Character Animation:	Steve Oades, Michael Ryan, Steve Gallagher
Location Design:	Andi Forster, Andrew Proctor, Richard Bluff
Location Creation:	Richard Bluff, Andi Forster, Andrew Proctor
Location Animation:	Andrew Proctor, Richard Bluff, Andi Forster
Character Modelling:	Sucha Singh, Andy Gibson
Implementation:	Steve Ince, Dale Strachan, Ben McCullough, Jonathan Howard, Steven Porritt, Tony Warriner, Patrick Skelton, David Britnell, Karl Naylor
Sequences:	Image Fx, Bob Keen, Steve Gallagher, Steve Oades, Mike Ryan, Richard Bluff, Andrew Proctor, Andi Forster, Nana Nielsen
Sound Effects:	Hackenbacker, Ben McCullough, Jonathan Howard
Storyboards:	Image FX, Bob Keen, Andy Gibson
Character Design:	Lee Hong, Matt O'Toole
Story/Design:	Charles Cecil, Neil Richards, Tony Warriner, Steve Ince, Jonathan Howard, Dale Strachan

Script Editor:	Neil Richards
Project Co-Ordination Producer:	Stewart Gilray
Animation Director:	Steve Oades
CGI Sequence Director:	Steve Gallagher
Audio Director:	Ben McCullough
Story Consultant:	Noirin Carmody
Location Roughs:	Steve Ince
Technical Consultancy:	Nick Pelling, Chris John Jordan
Script and Actor Director:	Edward Hall
Marketing:	Noirin Carmody
Recorded at:	Flying Dutchman Studios
Business Affairs:	Noirin Carmody
In-house Testing:	Dale Strachan, Charles Cecil, Jake Turner, Steve Ince, Jonathan Howard, Steven Porritt, Tony Warriner, Patrick Skelton, John Payne, Ben McCullough, David Britnell, Karl Naylor, David Ince, Jason Ince, Sucha Singh, Stewart Gilray, Andrew Gibson, Andi Forster, Andrew Proctor, Richard Bluff, Andrew Boskett, Pete Ellacot, Daniel Barker, Sam Turner, Thea Turner, Dave Sykes, Louisa Denison, Robert Overmann, Katy Boskett, Stewart Boskett, Claire Payne, Becca Gilray
Thanks to:	Matt Riggall, Dan Barker, Mat Topham, Kristian Berry, Rob Myers
Researcher:	Nana Louise Nielsen
Story contributions:	Neil Richards, Steve Jelley, Michael Judge, Jo Dever

Cast

John Cord:	Nikolas Grace
Chi-Ling Cheung:	Rhonda Miller
Alpha:	Patricia Hodge
Gregor Kostov:	Constantine Gregory
Nagarov:	David Calder
Tolstov:	David Acton
Alexandra:	Rhonda Miller
Lukyan:	David Wrigglesworth
REMORA:	Issy Van Randwyck
Female Technicians:	Patricia Hodge, Issy Van Randwyck
Male Technicians:	Nikolas Grace, David Wrigglesworth, David Acton, David Calder, Constantine Gregory

Music composed and conducted:	Barrington Pheloung
Music Supervisor:	Heather Pheloung
Music assistant:	Darrin Campon
Performed by:	London Metropolitan Orchestra 'In Cold Blood' song written and performed by Pat Treacy
Attract mode music:	Jason Page

Published by DREAMCATCHER INTERACTIVE, INC.

Product Manager:	Byron Gaum
Public Relations:	Susan Lusty
Packaging & Design:	Sean Thompson
	Byron Gaum
	Marshall Zwicker

SONY COMPUTER ENTERTAINMENT EUROPE

Manual Writer:	Jim Sangster
QA Manual Approval:	Lee Travers, Peter 'Jen-Head' Gawthorne

©2001 Revolution Software Ltd. All Rights Reserved.

In Cold Blood is a trademark of Revolution Software Ltd.

LICENSE AGREEMENT

By using IN COLD BLOOD, you agree to the terms of the Software License located on the CD-ROM IN COLD BLOOD

Packaging Copyright ©2001 DreamCatcher Interactive, Inc.
Software Copyright ©2001 Revolution Software Ltd.

PLEASE NOTE:

DREAMCATCHER Interactive, Inc. and its licensors make no warranties, express or implied, including without limitation the implied warranties of merchantability and fitness for a particular purpose, regarding the software. DreamCatcher Interactive, Inc. and its licensors do not warrant, guarantee or make any representations regarding the use or the results of the use of the software in terms of its correctness, accuracy, reliability, currentness or otherwise. The entire risk as to the results and performance of the software is assumed by you. The exclusion of implied warranties is not permitted by some jurisdictions. The above exclusion may not apply to you.

In no event will DreamCatcher Interactive, Inc. or its licensors, and their directors, officers, employees or agents be liable to you for any consequential, incidental or indirect damages (including damages for loss of business profits, business interruption, loss of business information, and the like) arising out of the use or inability to use the software even if DreamCatcher Interactive, Inc. and its licensors and their directors, officers, employees or agents have been advised of the possibility of such damages. Because some jurisdictions do not allow the exclusion or limitation of liability for consequential or incidental damages, the above limitations may not apply to you.

TECHNICAL SUPPORT

If you require technical assistance with this product, call us at (416) 638-1170 Monday through Friday between 9am - 9pm EST.

HOW TO REACH US ONLINE

Internet E-mail: pssupport@dreamcatchergames.com
Online Support: http://www.dreamcatchergames.com

PRODUCT WARRANTY

DreamCatcher will replace any CD found to be non-operational due to manufacturing defects. Furthermore, for a period of one year after the purchase, DreamCatcher will replace that disc no matter how it was damaged.

Simply send the IN COLD BLOOD disc and a check or money order for $12.00 U.S. (to cover postage and handling) to:

DreamCatcher
1658 N. Milwaukee Ave., Suite #450
Chicago, IL
60647

Under copyright laws, this manual may not be copied, either in whole or in part, without the written permission of DreamCatcher.

Printed in Canada

NOTES:

NOTES:

NOTES:

NOTES:

DreamCatcher Interactive, Inc., 5000 Dufferin St., Toronto, ON, Canada M3H 5T5
Copyright ©2001 Revolution Software Ltd. Package design copyright ©2001 DreamCatcher Interactive, Inc.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PlayStation

DREAMCATCHER