



NTSC U/C

PlayStation™



SLUS-00020
71050



CRYSTAL
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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

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

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.

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For more OFF-WORLD INTERCEPTOR EXTREME game hints, call

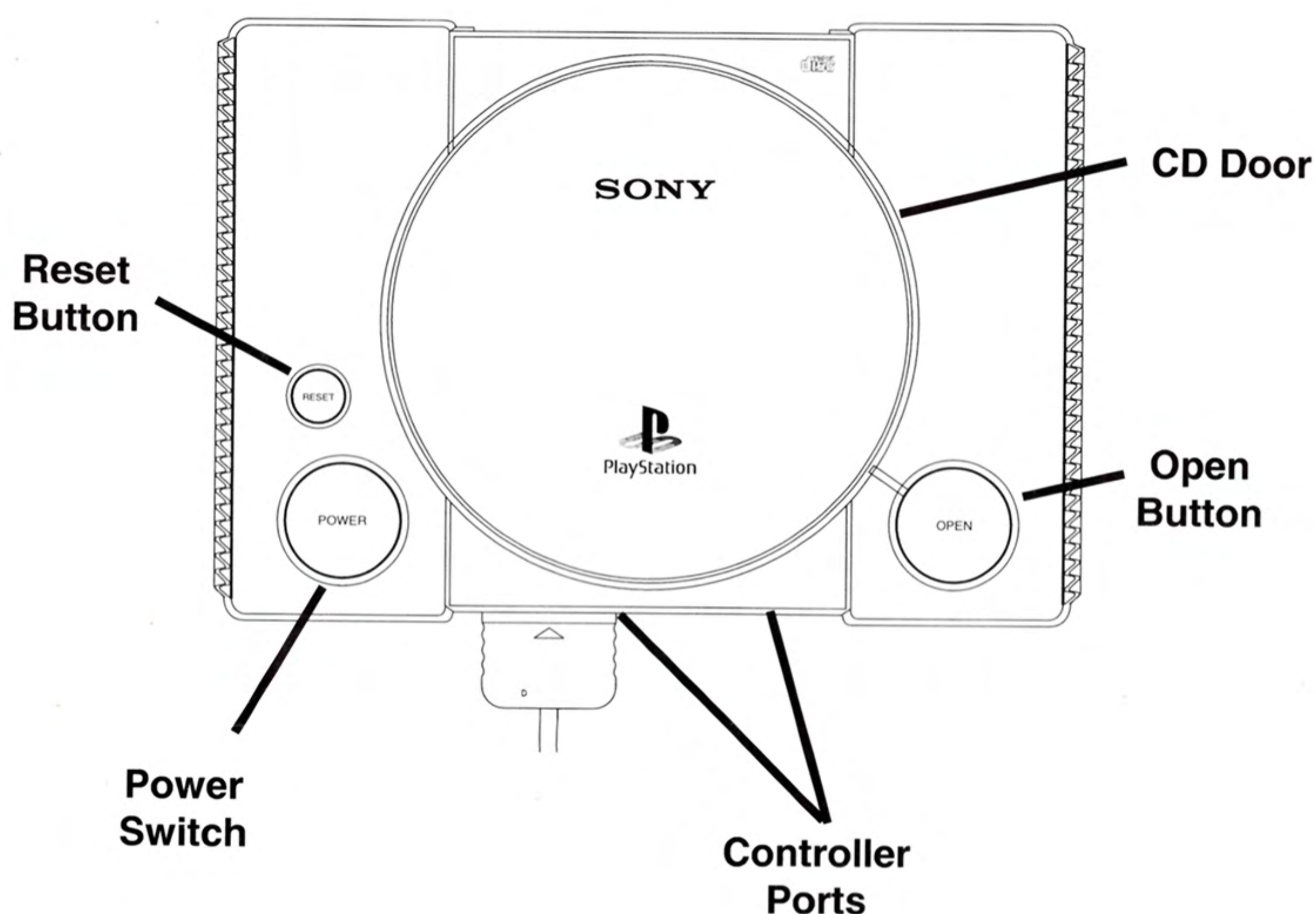
1-900-737-4SOS (4767)

\$0.85/minute – 18+ – Touch Tone Only

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For information about the ESRB rating or to comment about the appropriateness
of the rating, please contact the ESRB at **1-800-771-3772**.

SETTING UP

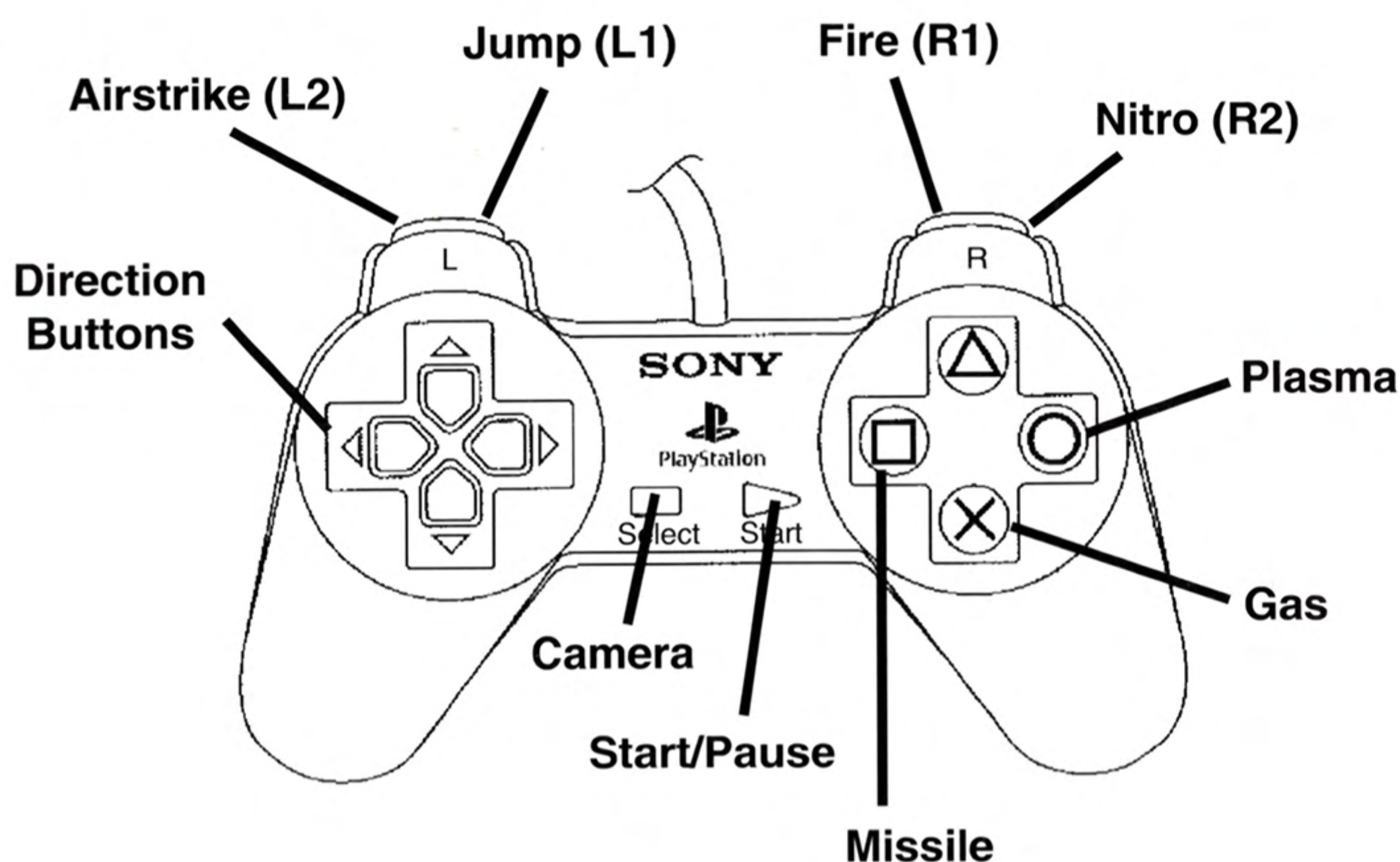


1. Set up your PlayStation game console according to the instructions in its Instruction Manual. Connect a memory card if you want to save your games (Story Mode only; see page 19).
2. Insert the OFF-WORLD INTERCEPTOR EXTREME disc and close the CD door.

NOTE: Make sure the PlayStation game console's power is OFF before inserting or removing a compact disc.

3. Insert a game controller and turn the PlayStation game console ON.
4. Press the **Start Button** on the controller to start the most intense, butt-pounding 4X4 combat experience of your life!

GAME CONTROLS



NOTE: To change the default controls shown here, use the Game Mode screen's Option menu (see page 6).

DIRECTION BUTTONS Press left/right to steer; press down to fire at airborne targets. Also, use to highlight menu options.

JUMP Jump; when airborne, press and hold to hover (see pages 12-13).

FIRE Fire your primary weapon, the on-board cannon.

GAS Accelerate: hold down to travel, release to slow down. Press  (regardless of control settings) to start play and confirm highlighted options.

CAMERA Toggle between Battle Cam and Cockpit views, on the fly. In Battle Mode, the loser can press between races to visit the Chop Shop.

START/PAUSE Pause/resume game.

AIRSTRIKE Call in an airstrike for support (see page 16).

NITRO Inject an immediate shot of nitro for a speed boost.

PLASMA Drop plasma bombs on tail-gaters.

MISSILE Fire missiles, when you've got 'em.

NOTE: For special weapons (Airstrike, Nitro, Plasma and Missile), press the button once to select, and again to fire.

WAYS TO PLAY

The game demos begin soon after you turn on the game. After watching the demos, press (X) to display the Game Mode screen. Use its menu to select your play options:



1. Press the **Direction Button** up/down to highlight the option bars.
2. If an option has different settings, press the **Direction Button** left/right to highlight the one you want.
3. Press (X) or **Start** to start the game or go on to the next menu.

TRAINING

One player.

Check out the off-worlds — without enemy butt-ins. Get used to your button controls in a no-guns environment. Use Training Mode often, and you'll be gratified when the 4X4 combat reaches kill-fest intensity!

STORY

One player.

Watch the totally amped full-motion video. Snicker at the smack-talkin' goofballs! (They hate cheesy videos as much as we do.) Then, confront the worlds in a set pattern, from mere brutality to massive carnage. You must defeat each new challenge to advance.

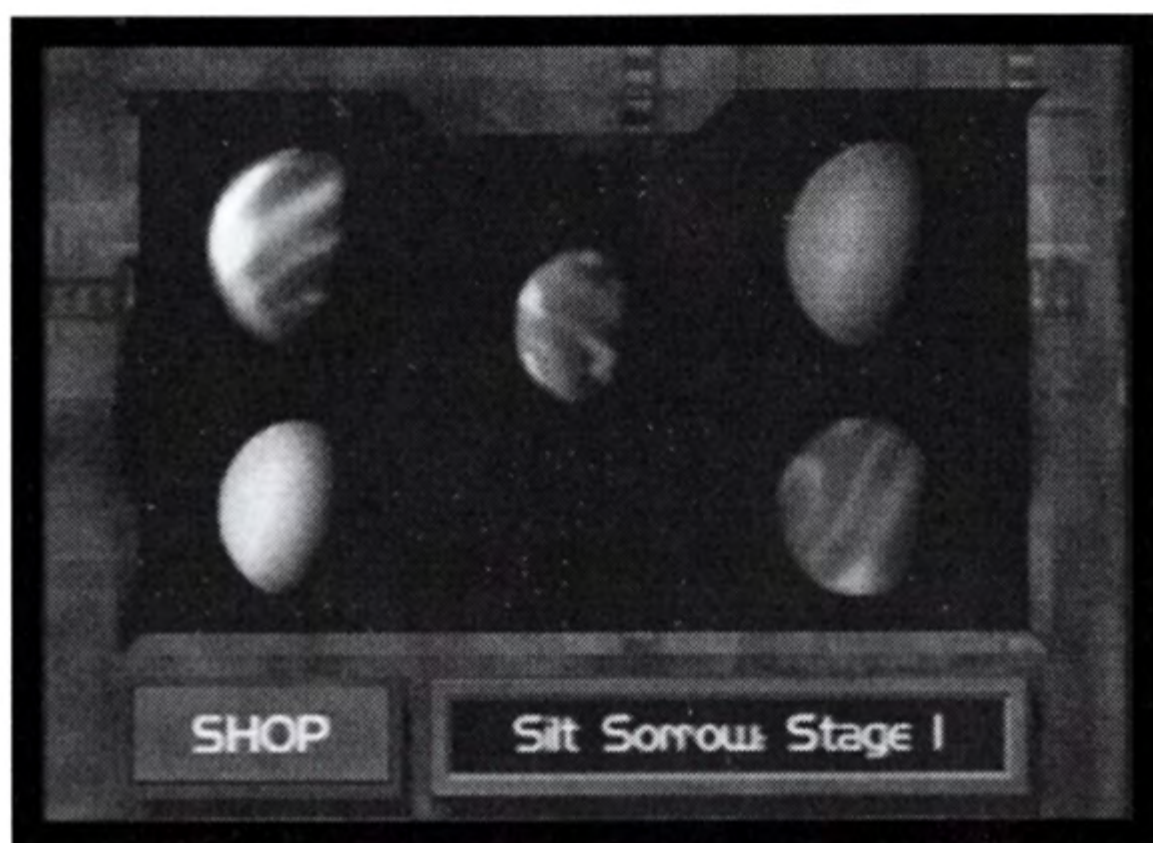
Story Mode gives you a password when you beat each boss. You can save these passwords on a memory card, and use them later to resume a game at the last saved point or replay any previous world. See page 19 for details.

ARCADE

One player.

Challenge the worlds in any order.

- A Planet menu appears, showing five worlds. Choose a planet with the **Direction Button**, and then press (X) to begin.
- In each chase, you must reach the waypoint before your quarry. If you succeed, you return to the Planet menu, where you can choose to continue on the current world, or warp to a different planet. If you don't succeed, you must run the course over.
- If you choose a different planet before conquering the world you just left, you lose all progress on that world.
- Each planet harbors a different desperado. After beating him on all courses on the planet, you must destroy him in the final chase!
- Here's the kicker: you gotta be driving the right vehicle to bust each boss. And you gotta figure out which one it is. We're not telling.



BATTLE

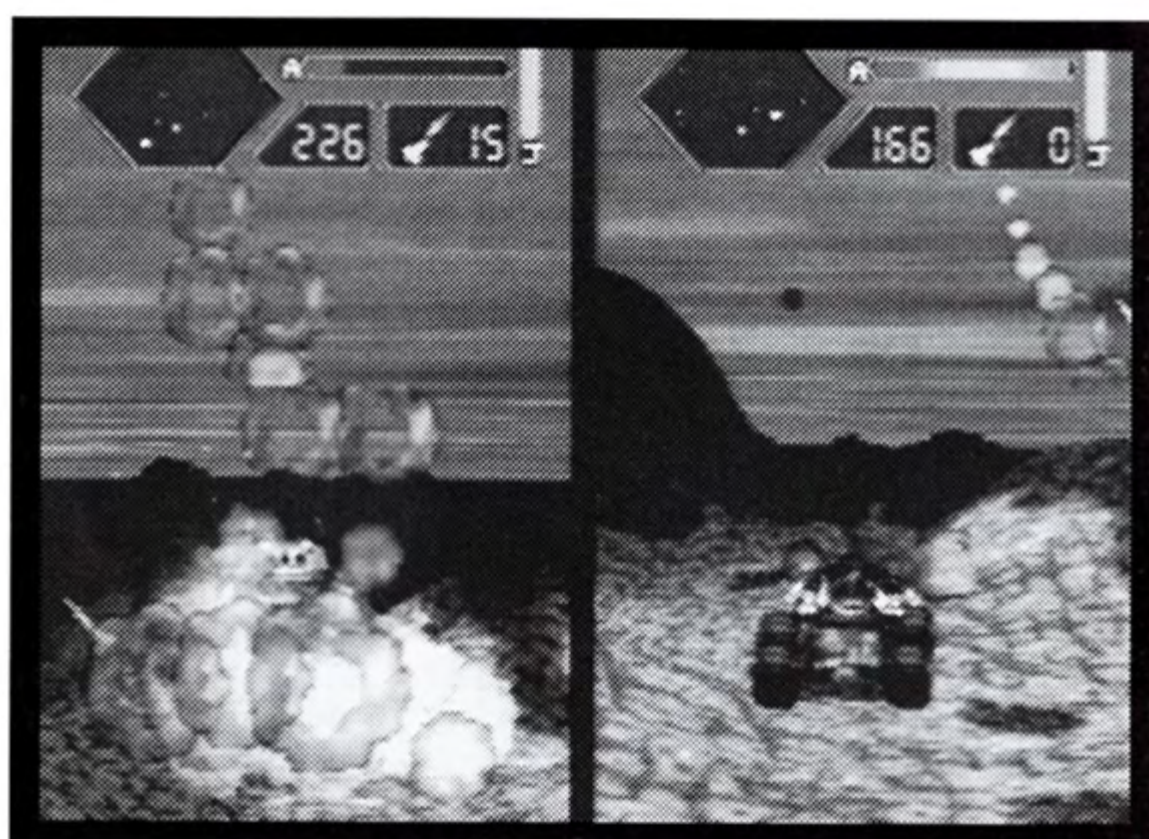
Two players.

Drive head-to-head against a former buddy for all-terrain domination.

- Press the **Direction Button** left/right to display your vehicle of choice and its weapons system.
- Press the **Direction Button** up/down to adjust the handicap feature, shown by the highlighted bars. Light up all the bars for maximum power. Use this feature when one of you is awesome and the other guy sucks.
- Press (X) to lock in your settings and advance to the Satellite menu. Use the **Direction Button** to choose one of the three satellites of any off-world, and press (X) to begin.



- Your goal in each competition is to destroy your friend. If he's pounding you, drive through a teleporter to get directly behind him. Now it's YOUR turn to beat HIS tail.
- When the contest ends, the Satellite menu records the winner with a blue flag for Player 1 and a red flag for Player 2. The latest winner chooses the next satellite.
- The latest winner can also go to the Chop Shop, where both players can acquire new vehicles. (The loser can force a trip to the Chop Shop by pressing the **Select Button**.)
- Defeat your pal in two out of three races to win the satellite. Collect two out of three satellites and win the world. Win all the worlds to beat your buddy at the game.



OPTIONS

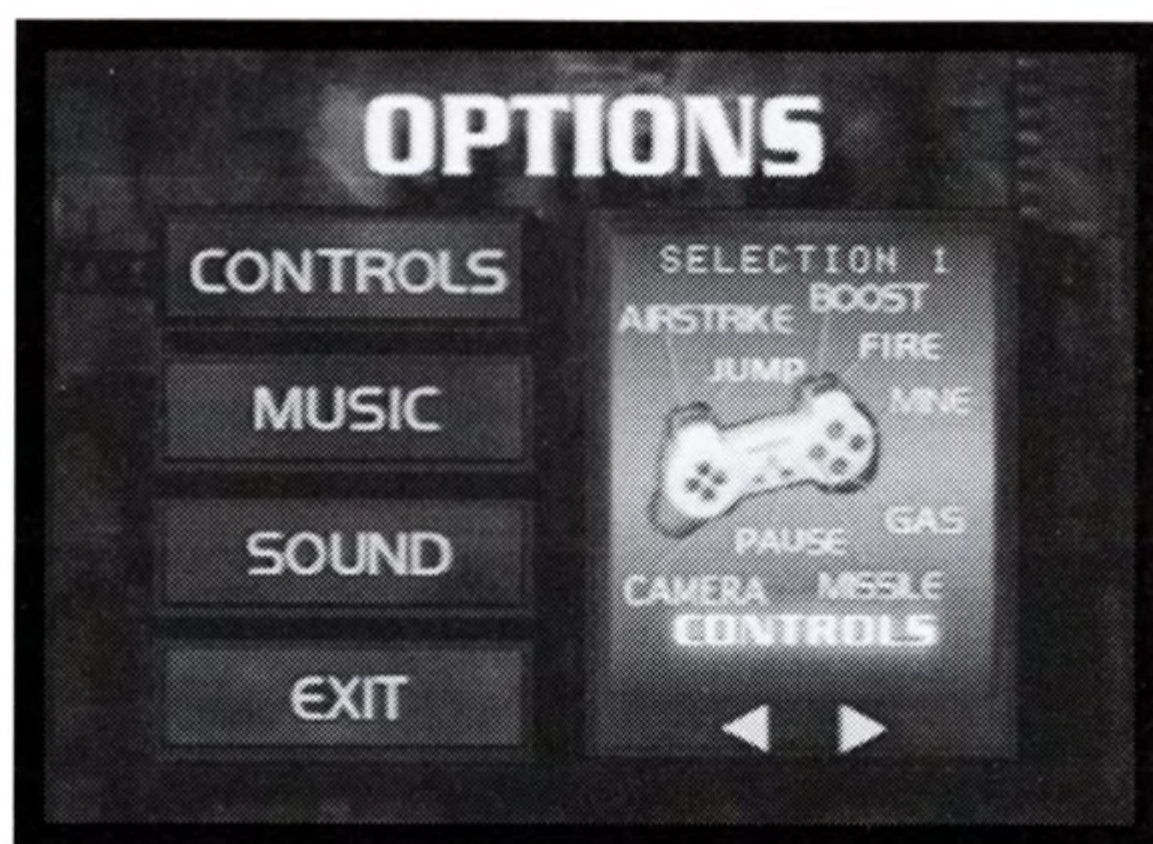
Go to the Options menu to change the following settings:

Controls Rearrange the play controls.

Music Toggle the music on/off.

Sound Toggle sound effects on/off.

Exit Return to the Game Mode screen.





DEATH CHASE!

You're a Trashman. You dig smearing a planet's surface with outlaw scum. You're a bounty hunter with blood-lust on the brain. And dollar signs in your eyes.

Your mission is to rid the universe of fugitives, felons, swindlers, two-timers, terrorists and other trash that infest the off-world colonies.

Suffer through the brain-boiling climates of alien planets as you pound at searing speeds over treacherous terrain.

Crash nose to tailgate with metal-crushing 4x4s and dodge deadly road obstacles. Skim through enemy attacks. Live for stomach-dropping ramps!

Reach each target waypoint before your prey. Extreme carnage is your SOP. You crave speed, explosions, firestorms and crunching chassis!

You are a predator.

Definitely not for wussies.

OFF-WORLDS

SCORCH 7

An arid planet with laser towers studding its desolate plains. Good for greenhorn bounty hunters.

ATLANTIA POINT

A tropical water-world that's SLIPPERY WHEN WET, but those stone-heads are cool.

BASTION

Mean, evil, ugly. Let's just say the information superhighway took a wrong turn. Picture L.A. freeways in Death Valley.

LAS LUNAS

Barren landscape with deadly craters, laser cannons and sliding steel walls. Blast the palm tree pods to p.o. the environmentalists.

SILT SORROW

Giant tesla coils and flame throwers. A mining disaster! Perfect for busting caps on criminals!

MORPHOUS MOORS

Few drivers reach this undulating, infected world. Even fewer leave it alive.

TWO RETINA-RIPPING VIEWS

OFF-WORLD INTERCEPTOR EXTREME gives you two eyeball-popping views of the carnage. Press the camera button at any time to change views on the fly.

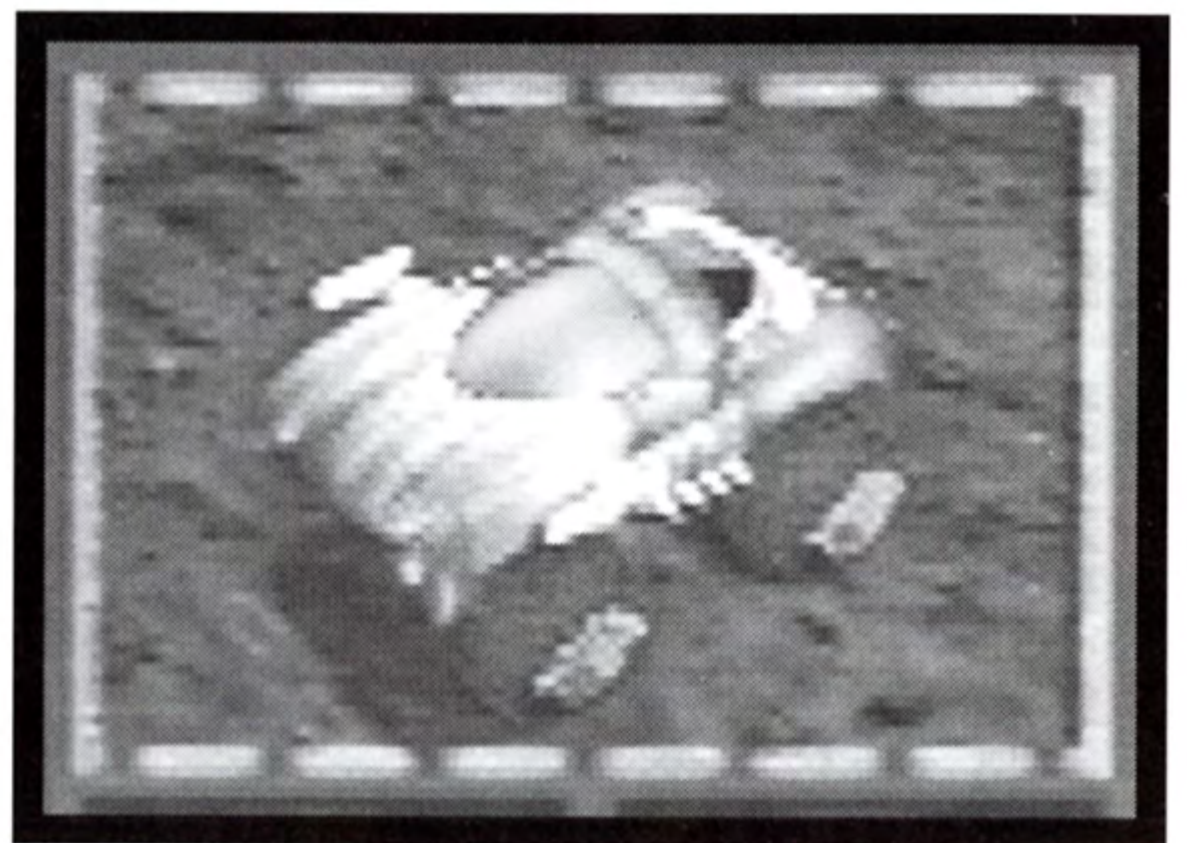


Battle Cam follows behind and slightly above your vehicle for an eye-witness scan of the action.



Cockpit sticks you in the driver's seat.

VEHICLES



VINDICATOR

Main Weapon: Crimson Carnage Pulse Laser

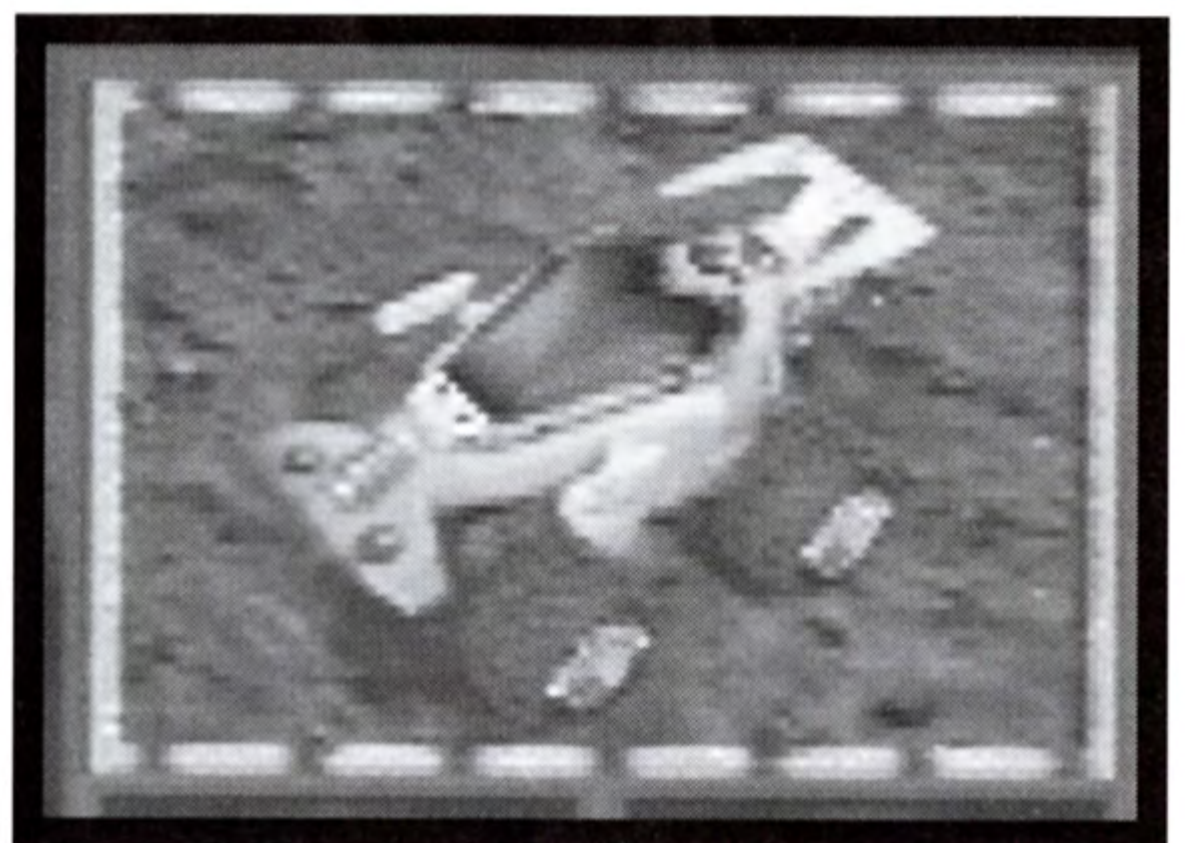
Press the fire button to shoot a standard military spec laser cannon. Hold down the button for rapid fire.

Powered-Up Main Weapon: Crimson Fan Pulse Laser

Shoots four pulses: two straight forward; two forward and angled.

Missile: Snub-Nosed Intruder

Forward-firing unguided missile packed with high explosives.



ORION INTERCEPTOR

Main Weapon: Shiva Pulse Laser

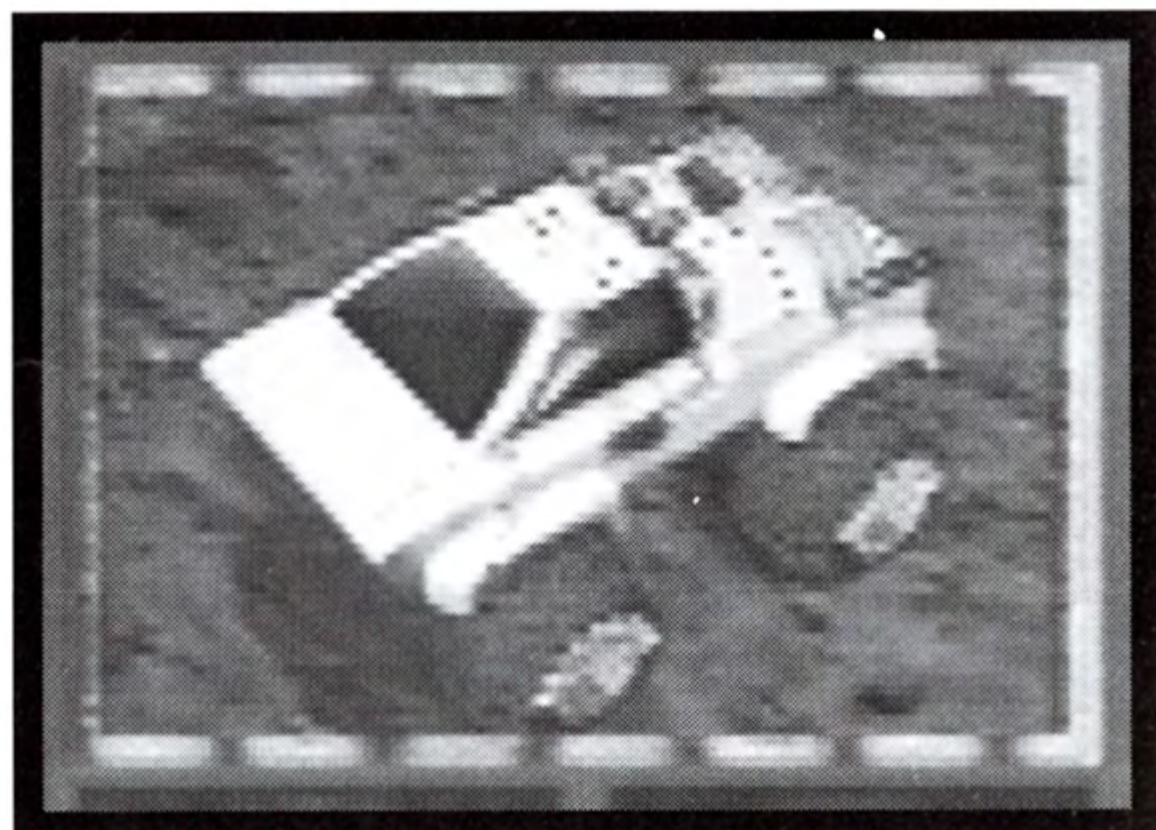
Press the fire button to shoot a heavy mil spec laser cannon. Hold down the button for rapid fire.

Powered-Up Main Weapon: Thule Freeze Cannon

Hold down the fire button to power up; release to shoot freeze ray. Freezes everything it hits.

Missile: Happy Pup

Forward-firing terrain-following missile packed with high explosives.



ROADKILL 409

Main Weapon: Banshee Sonic Cannon

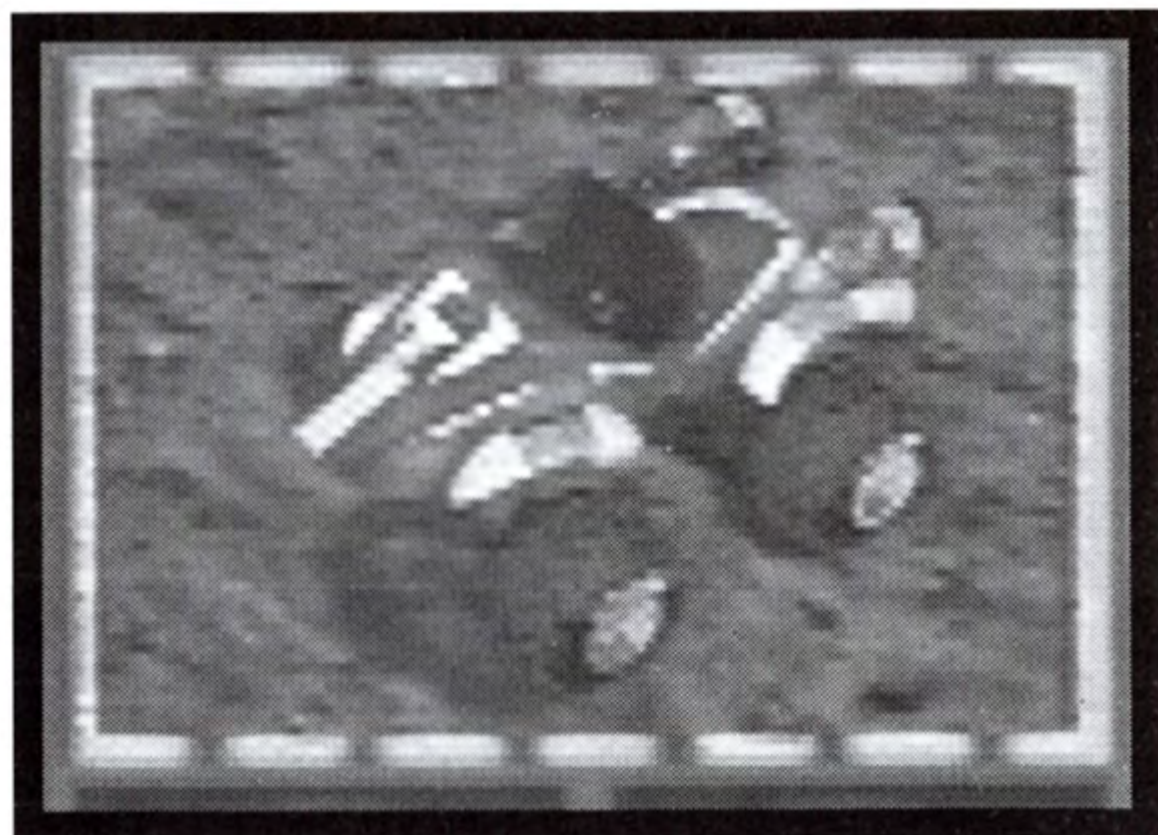
Press the fire button to unleash waves of sonic energy capable of destroying hardened targets. Hold down the button for rapid fire.

Powered-Up Main Weapon: The Shredder Sonic Shield

Hold down the fire button to power up; release to form The Shredder. Plow into enemy vehicles for instant sushi.

Missile: Thumper

Seismic missile. Flies into the air and lands with an earth-shaking thump! Use to flip over and damage any vehicle touching the ground.



VIOLATOR

Main Weapon: Thor Tesla Cannon

Press and hold the fire button to unleash lightning on nearby targets.

Powered-Up Main Weapon: Double Thor Tesla Cannons

Press and hold the fire button to unleash double lightning on targets.

Missile: Love Tap Tracker

Guided missile. Flies into the air and locks on to enemy vehicles. Death usually follows.



ABDUCTOR

Main Weapon: Vulcan Napalm Cannon

Press and hold the fire button to lob napalm bombs. Release to let them fall. The longer you hold down the button, the farther the bombs will travel.

Powered-Up Main Weapon: Little Dragon Flame Thrower

Press and hold the fire button to spot-weld foes.

Missile: Red Carpet Napalm

Unguided missile. Flies into the air and lands with the searing fury of ignited gasoline. Don't be around when it happens.



VV SECTOR

Main Weapon: Behemoth Photon Cannon

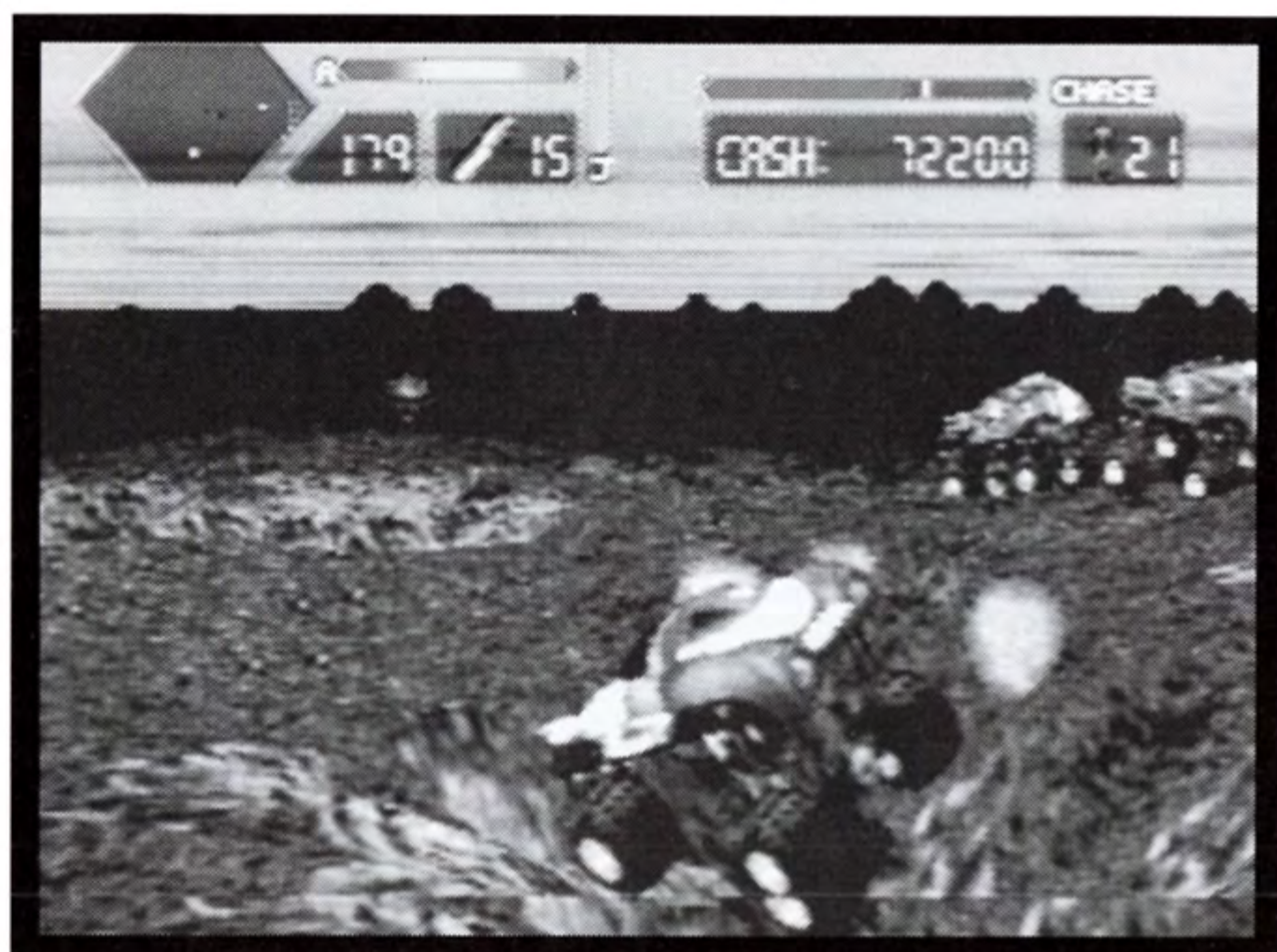
Press the fire button to shoot rounds of photon-shrouded death. Hold down the button for rapid fire.

Powered-Up Main Weapon: Behemoth II Antimatter Cannon

Twice the fire rate of the Behemoth "hoses down" opponents with a refreshing spray of destruction. Press and release the fire button for a single pulse.

Missile: Triple Shot

Guided MIRV missile. Splits into three vehicle-tracking missiles filled with incendiaries and high explosives. Great for bonfires!



SMOKE 'EM!

Your goal is to race the planet's crime boss through peril-packed terrain. You must reach each waypoint, marked by green signal standards, before your prey. If you do, you'll block that route and trap him on the planet. If you don't, he'll escape and you'll have to do it all over again. In the last race of each world, you must destroy him!

The faster you complete each world, the more bounty you will earn. With all those greenbacks, you'll be able to upgrade your vehicle to even higher performance capabilities for the next leg.

In one-player games, you speed through a gamut of enemy fire, road obstacles and attacking vehicles.

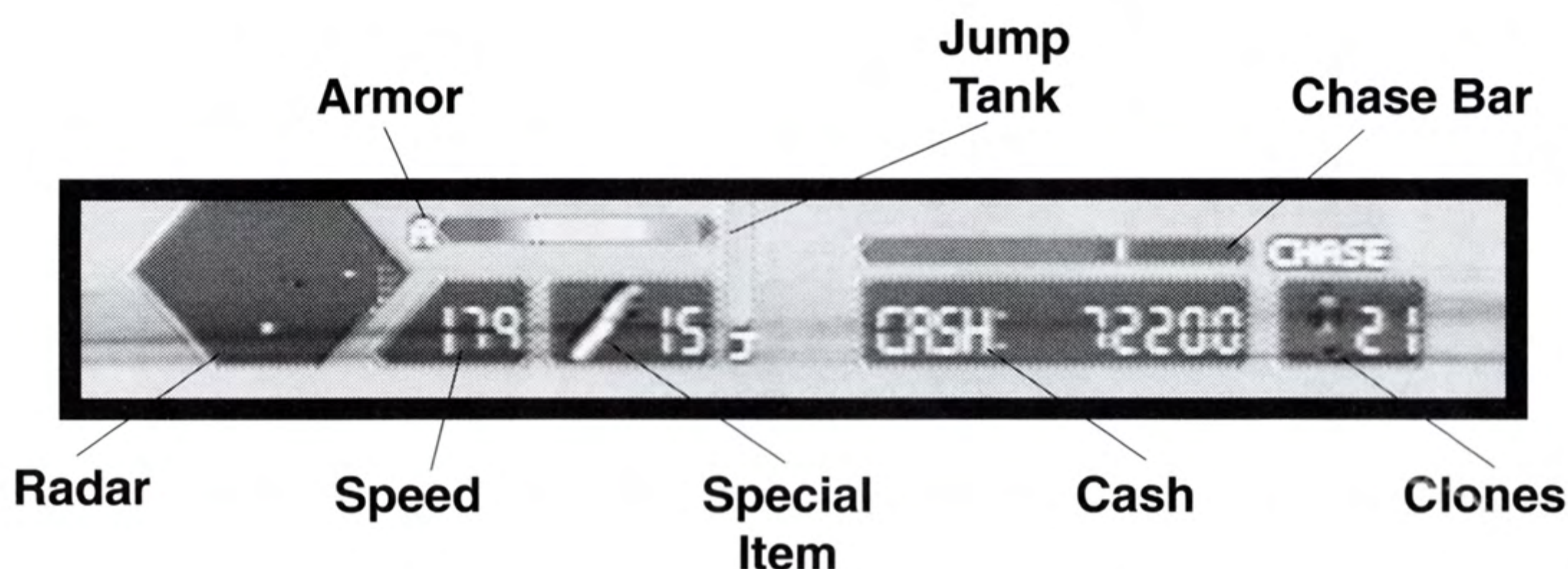
In two-player games, your job is to beat the other guy at all cost. You compete on a split screen, and you can teleport through a special gate to a position directly behind your buddy, where you can pepper his tail with firepower!

One final detail: Kill everything!

JUMPING & HOVERING

Pressing the jump button fires your Jump Jets. The longer you hold down the button, the higher and farther the vehicle jumps. Once airborne, pressing and holding the button engages your Hover Jets. You can hover in place, or use the **Direction Buttons** to move left, right and forward. You can engage the Hover Jets as long as the Jump Tank (marked "J" on the Heads-Up Display) has power. The Jump Tank re-charges automatically over time (see page 13).

HEADS-UP DISPLAY



ARMOR The color bar decreases to show increasing damage as the vehicle bashes into terrain and takes enemy hits. Green is top condition; yellow is good; red is danger. When the bar disappears, you lose.

JUMP TANK When you hover, the color bar begins to decrease. When it runs out, you drop back to the surface. To hover, press the jump button to jump, and then press and hold the same button. You can hover in place, or direct your flight with the **Direction Buttons** left or right.

CHASE BAR Shows the relative positions of your vehicle (white bar) and the criminal you're pursuing (red bar). As the chase continues, the bars move toward the waypoint at the far right. Make sure you reach the finish line before your prey or HQ will commence Purge Overkill.

RADAR Watch this display for enemy vehicles (blue dots), stationary obstacles (red dots) and power-ups (green dots). Your position is shown by the white box.

SPEED Your velocity.

SPECIAL ITEM Shows the special item currently selected, and how many you have.

CASH Your bank balance. Pick up cash power-ups to increase your stash. You'll earn a cash bonus for time when you clear a round, and a cash bounty when you destroy a planet boss.

CLONES The number of times you can continue after shredding all your armor or losing the race.



CHOP SHOP

Go to the Chop Shop before each chase for equipment and upgrades.

1. Use the **Direction Buttons** to highlight an item. The number in the box shows how many of that item you already have. You'll also see:

Cost – What the highlighted item costs.

Cash – Your cash. The cost of each item you buy is deducted from this total.

ID – The name of the highlighted item.

2. Press (X) to select the highlighted item. The "EXIT" option changes to "BUY/DON'T" with "BUY" highlighted.
3. Press (X) to buy the item, or highlight "DON'T" and press (X) to continue making selections.
4. Highlight "EXIT" and press (X) or **Start** to start the action.

NITRO

Increases your engine power and top speed temporarily with each use. Load up on these babies for that extra "winning edge."

CLONES

Bits of yourself (scraped from the dirt) are transformed into expanded DNA replicas, complete with regenerated memory. Clones will continue the mission, should your original body be mangled in battle. The more skilled you become, the fewer of these you'll need.

MISSILES

Long-range offensive weapons.

SHOP

Select this item to access a sub-menu of vehicles and upgrades. Cycle through the six vehicles to compare their on-board cannons and select one to buy. (For more information on the vehicles, see pages 9-11.)



Upgrades:

- Jump Jets** – Launch your vehicle faster on jumps, and increase the height and length of your flight.
- Shields** – Protect your vehicle from damage.
- Engine** – Increase your acceleration power.
- Gyros** – Keeps your vehicle balanced and prevent rolling on steep terrain.
- Tires** – Improve a vehicle's road-handling and traction.

You are limited to the number or quality of the upgrades you can pack into each vehicle. The maximum you are allowed is indicated by the vertical bars in the boxes. The red bars show how many you have. The black bars show how many more you can acquire.

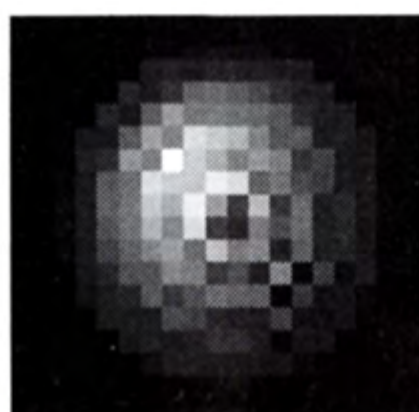
NOTE: You can only upgrade the vehicle you own.

SPECIAL WEAPONS



Nitro temporarily increases your engine power and maximum speed. Use it to muscle you way out of situations where regular engine power isn't enough, or for that final mad dash past the waypoint markers.

Call in an **airstrike** for mass destruction.



Drop glowing **plasma** to transform tailgaters into dazzling fireworks displays.

Launch **missiles** to obliterate long-range targets.



POWER-UPS



Repairs some damage.



Gives you a small wad of bonus cash.



Repairs all damage.



Gives you a big wad of bonus cash.



Increases the destructive power of your cannon.

METHODS FOR MAYHEM

DRIVING



Zig-zag to avoid enemy fire.



Master the “jump and hover” trick to get the goods that are floating high up. It’s also a good trick to pull on a buddy in Battle Mode if you slow down at the same time.



As your car approaches a ramp, use a nitro to get a quick speed burst and some serious hang time.



Practice your driving in Arcade Mode before tackling the Story Mode.



The acid terrain in Morphous Moors damages your vehicle. Avoid it by jumping over it.

BATTLE



Know your weapons and vehicles. In Battle Mode, it also helps to know your opponent’s weapons and vehicles.



Your cannon is your best friend. Try to shoot enemies while they’re still far off. Keeps ‘em from getting within bashing range.



Save missiles for the boss levels. They are your only long-range attack weapons.



It’s better to nitro out of a bad situation than to use an airstrike, because nitro is easier to replace. Save airstrikes for the last level, Morphous Moors.

VEHICLES, SHOP UPGRADES & PICK-UPS

-  Money makes the worlds go round. More, more, more! Every little bit helps!
-  Upgrade to the versatile Roadkill 409 as soon as possible. It handles all types of terrain well and is effective against enemies.
-  The best Shop upgrades are shields and engines. Shields boost your vehicle's armor rating, and engine upgrades let you reach top speeds more quickly.
-  Avoid buying missiles and nitro upgrades. Instead, pick them up as special weapons, and save your money for better cars and Clones.
-  Explore each level. You'll find some great pick-ups in remote areas.

OTHER GAME FEATURES

PAUSING A GAME

Press **Start** to pause the action. Then choose to resume play, go to the Options screen to adjust the game settings, or quit the game.

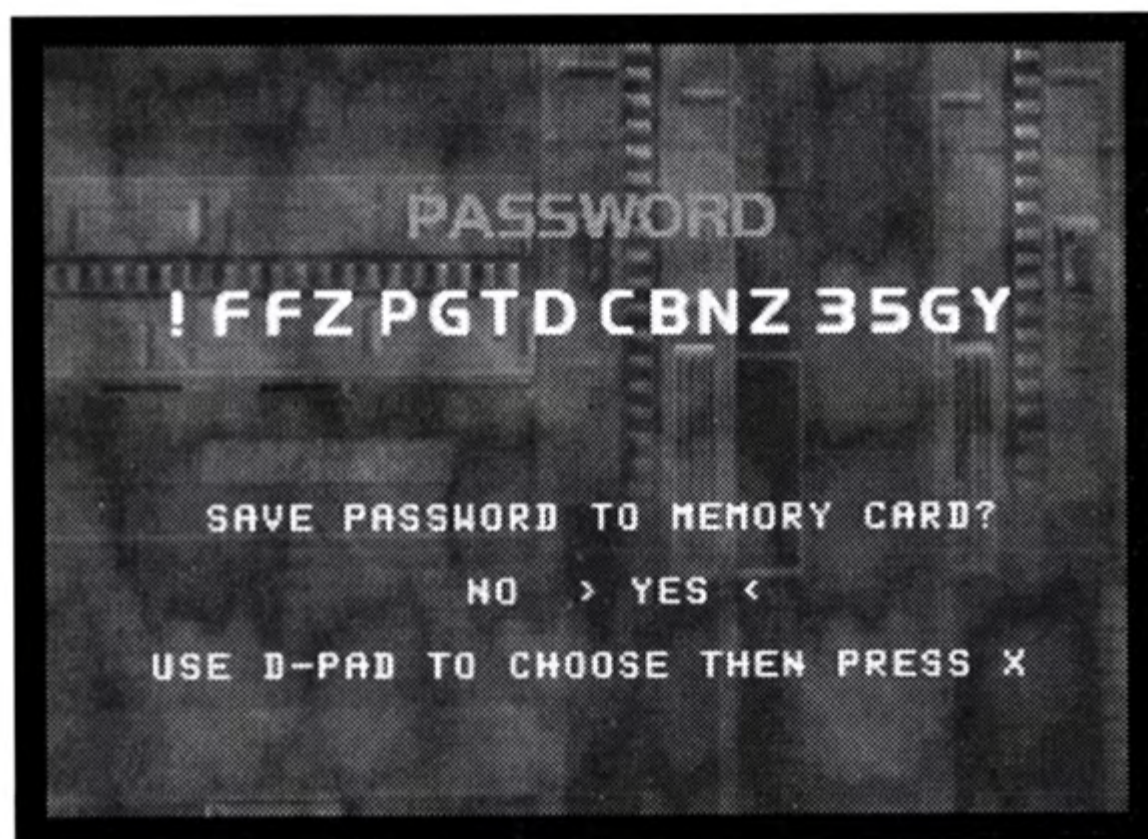
END OF ROUND

When you clear a round, your Course Time is recorded, and determines your Time and Cash Bonuses.

CONTINUES

If you lose your vehicle, you lose the game — unless you have Clones. If you do, you can continue the game by selecting “Yes” on the Continue screen.

This screen shows you the number of Clones you have left. You can buy more before each round if you have enough cash.



USING PASSWORDS & MEMORY CARDS

In Story Mode, passwords appear for each world after you defeat the boss. You can save the passwords onto a memory card, and use them later to resume the game at the saved point or replay any previous world.

1. Insert a memory card into the memory card slots.

NOTE: If the memory card (or cards) is full, you won't be able to save. To avoid this, delete old data before starting play.

2. Power up the game, select the "STORY" option at the Main Menu, and begin play.
3. When you defeat a boss, you'll receive a password, with the option to save it onto the memory card. Select "YES" and press (X) to save it. Also be sure to write down the password.
4. The next time you start up the game in Story Mode, the last saved password will automatically appear. To resume the saved game, highlight "GO" and press (X) .
5. If you want to play a previous world, enter a different password on the password screen. Use the **Direction Buttons** to highlight the password letters in turn. Press (X) at each letter to place it on the password line. Then highlight "GO" and press (X) .
6. To clear a password, highlight "RESET" and press (X) .
7. To start a new game, highlight "EXIT" and press (X) .

NOTE: In order to avoid read/write conflicts, please ensure that only one memory is installed at any one time.

OFF-WORLD INTERCEPTOR EXTREME

CREDITS

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To replace defective media after the 90-day warranty period has expired, send the original disc(s) to the Crystal Dynamics address given above. Enclose a statement of the defect, your name, your return address, and a check or money order for \$10.00.

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