



NTSC U/C

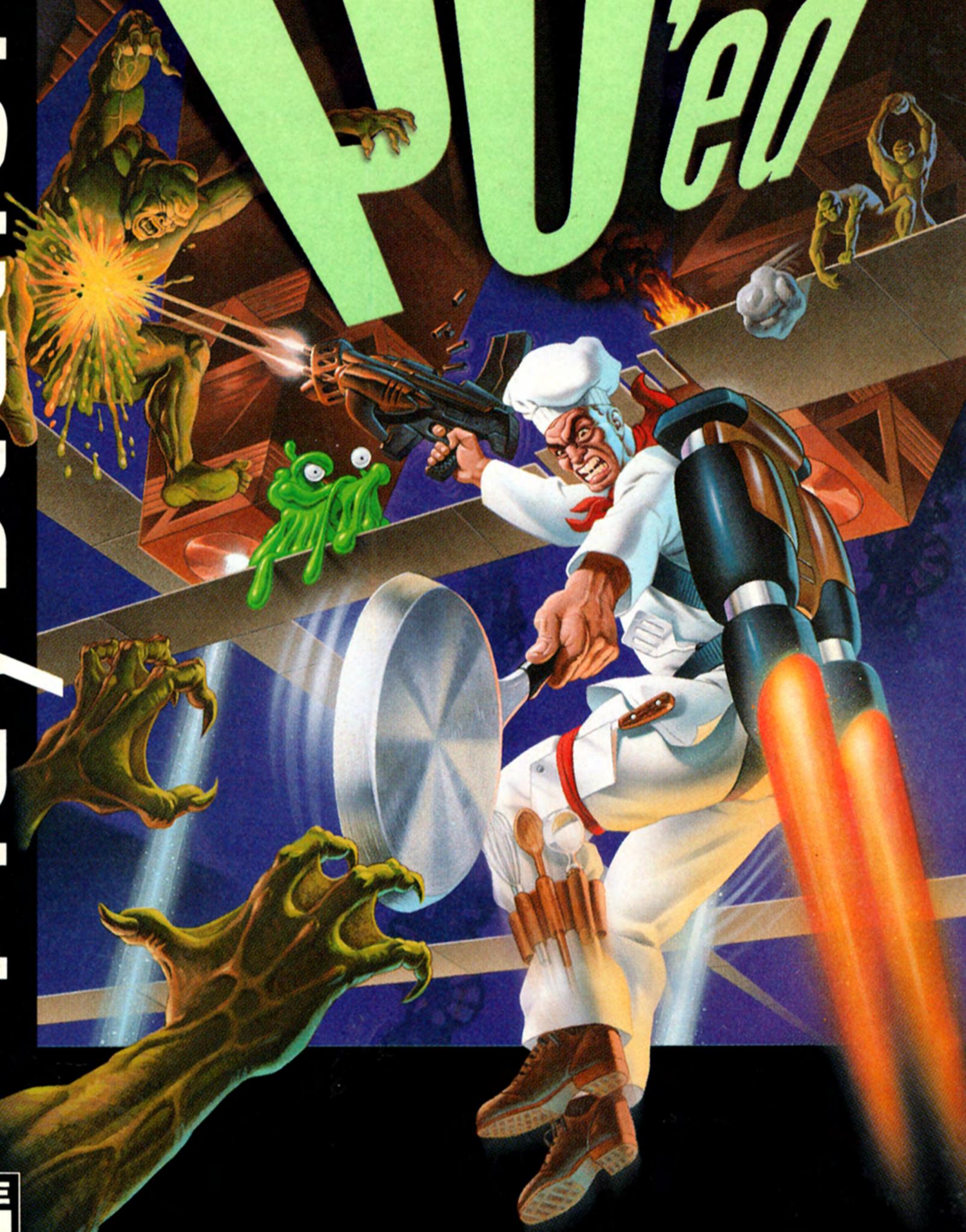
PlayStation™

FRIGGIN' ALIENS!

THEY HIJACKED YOUR SHIP AND KIDNAPPED YOUR SHIPMATES

IT'S ENOUGH TO GET A GUY...

PO'ED™



MATURE
M
AGES 17+

SLUS-00097
PO'ED-75004

ACCOLADE™

ANY
CHANNEL

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 TELEVISION

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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.



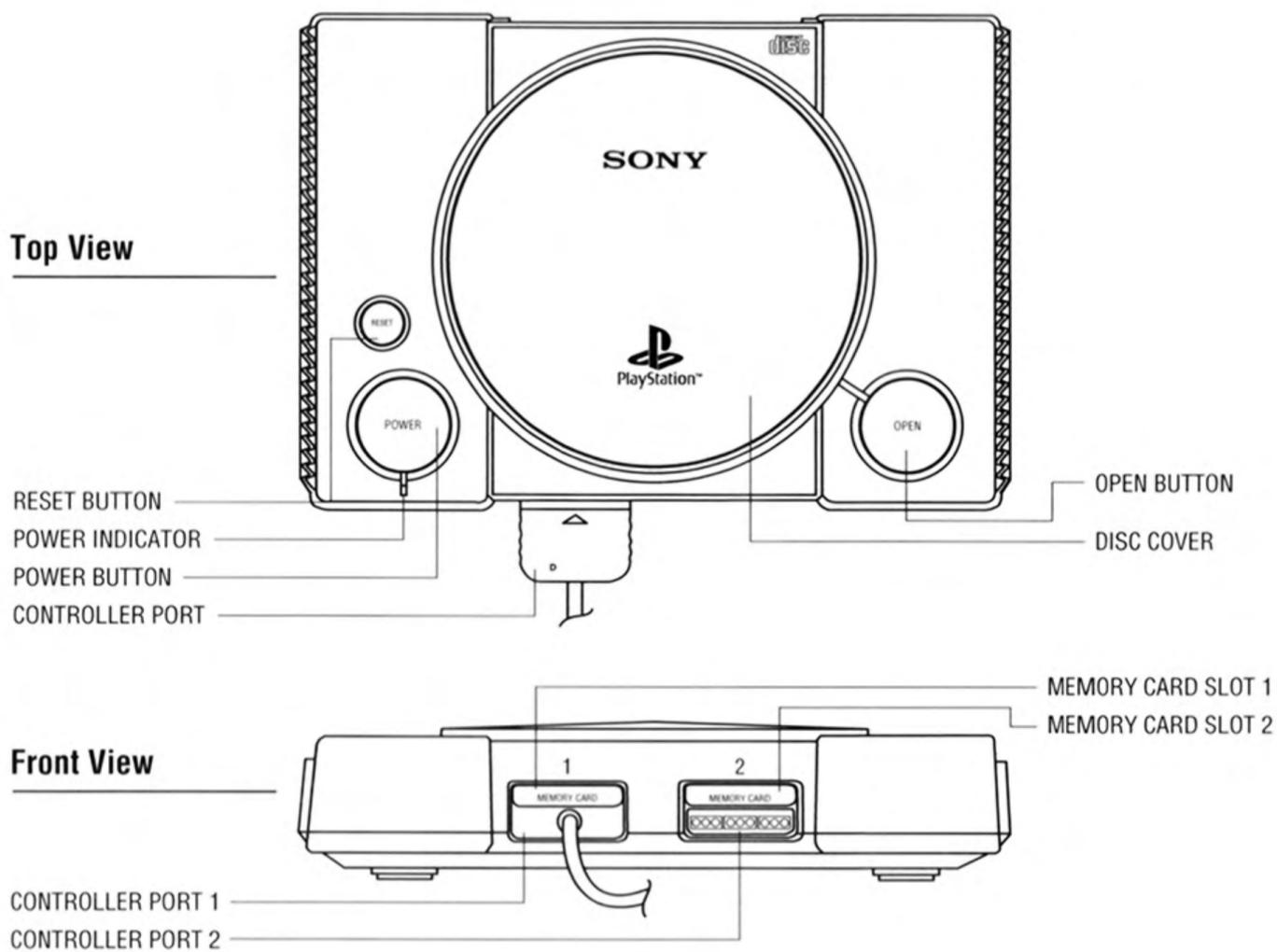
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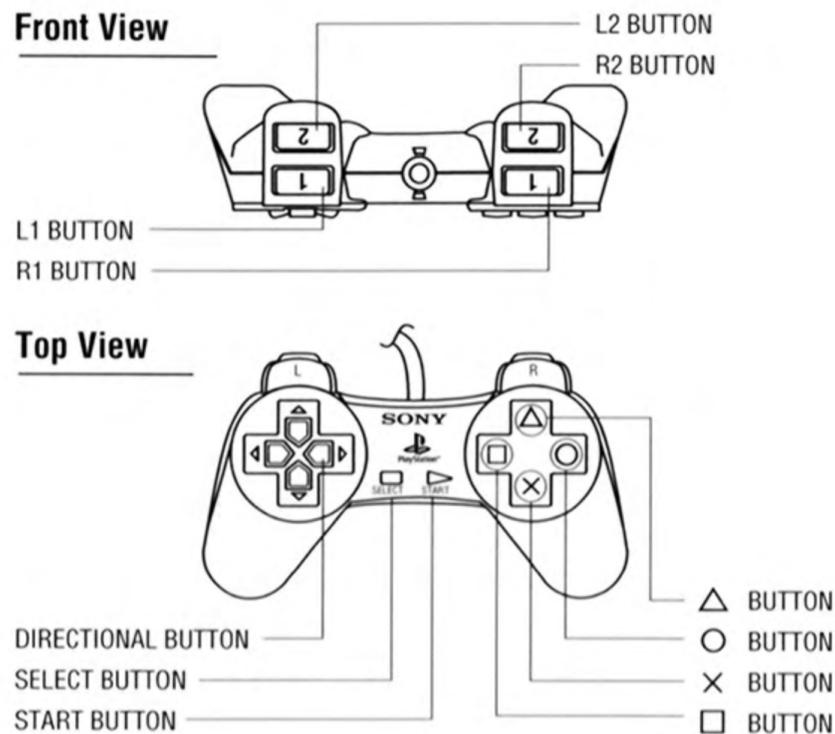


SETUP

- 1 Set up your PlayStation game console according to the instructions in its instruction manual.
- 2 Make sure the power is off before inserting or removing a compact disc.
- 3 Insert the PO'ed disc and close the CD door.
- 4 Insert game controllers and turn on the PlayStation.
- 5 Follow on-screen instructions to start a game.



CONTROLS.



Control Button:

	NORMAL	WITH COMBO BUTTON
■	Combo Button Doubletap to Toggle Foot/Jetpack	
Up	Move forward	Look down; cancel look up
Down	Move backward	Look up; cancel look down
Left	Turn left	
Right	Turn right	
●	Jump/Thrust	
×	Fire Weapon	
L1	Weapon Selector	
R1	Weapon Selector	
L2	Sidestep left	Backflip
R2	Sidestep right	Open door / flip switch
Start	Pause/Save game	
Select	Toggle Normal/Turbo	3D Map mode
▲	Weapon Select: ▲ to bring up the weapon selection menu. Use L1/R1 to highlight the desired weapon and press ▲ to select it	

ADDITIONAL CONTROLS

	3D MAP MODE	MISSILE CAM
Directional Button:		
Up	Rotate view up	Turn down
Down	Rotate view down	Turn up
Left	Rotate view left	Turn left
Right	Rotate view right	Turn right
■	Lighten	
●	Darken	—
×	Reset to default brightness	Detonate missile
L1 Button	Zoom out	Roll left
R1 Button	Zoom in	Roll right
Select	Return to game	—

Indicates your current level of fuel used by the jetpack and the flame thrower.

Indicates your current level of health. The shorter the bar, the less life you have! Longer is better!

Indicates your travel mode (either jetpack or foot). The jetpack icon displays varying levels of thrust to indicate whether you are ascending, hovering, or descending. The foot icon indicates that you are traveling on foot.



Indicates how much ammo remains in your current weapon.

Displays your current weapon.

PROLOGUE

Call me PO'ed.

The ship rocked violently as though we had been tossed into a tornado. Emergency lights were flickering on and off while the red alert sounded. Things were getting crazy. My soufflé was ruined for sure.

"What the hell is going on?"

Rocky came staggering into my kitchen with his hand pressed against his head. I could see some bleeding; he didn't seem to notice.

"Something big is going on, Ox," he said. *"We received a transmission from Zeta sector, and the next thing we knew. . . it was unbelievable, like something ripped a big hole in space and sucked us in . We're being pulled through and there's nothing we can do about it. Hey, that soufflé smells pretty good!"* "Thanks", I muttered as I looked for something to hold on to. I could see fear in Rocky's eyes, something I hadn't seen since our raid on the Drago system when we lost Apollo squadron. The crew of the U.S.S. Pompous was the best space marine squad in the Union, and we were in a lot of danger if Rocky was this spooked. Then, as suddenly as it all began, the ship stopped. Rocky fainted.



"Captain, I need an update!" I shouted into the intercom. These guys liked the shouting. It got their appetites going. "Ox," the captain blurted, *"you'd better put dinner on the backburner because it looks like we're gonna be working late tonight. Radar shows we've got ships approaching, and they look like they want to board us. Lock down and secure yourself in the kitchen; we're gonna be starving when we're done with them. And send Rocky back up here. We're gonna need him. Captain out."*

Following orders, I pushed Rocky out of the kitchen and locked the door. Safe. My kitchen was my castle and no one got in there unless I said so. But I wanted to see what was going on, so I turned on my monitor to view the ship's tactical. Oh boy.

What I saw was ninety, or maybe a hundred aliens boarding the ship, and these things were ugly! Our Baker's Dozen squad had faced worse, but I had a bad feeling about this one. One by one, I saw our guys go down . . . Cobra, Arnold, Clubber . . . they dropped like flies. The worst part? We only got two of the uglies.



Moments passed and things finally fell silent as the red alert alarm switched off. I heard some banging on the kitchen door but not much more. Nothing got in here unless I said so, I reassured myself. Suddenly, the ship lurched. We were being towed.

It seemed like hours before anything changed, but finally we came to a stop. I switched my monitor to the event status program which gave me more bad news. It looked like the battle on the Pompous caused some pretty extensive damage to the ship. How would I get back home? But still, I was alone on a broken ship with no crew in an unknown part of the galaxy. I was angry.

At that moment, the door to my kitchen blew open, and this butthead of a monster charged through. Instinctively, I picked up my frying pan and tenderized its butt (or its head?) into a bloody pulp. My castle had been invaded, but I wasn't going to give up. I've got my frying pan to protect me. Look at my soufflé . . . flattened by a walking butt. I'm not angry.



I'm PO'ed.



WHAT TO DO...

Your goal is to get through the levels and escape this alien world. Find the teleporter on each level and use it to escape to the next.

Get past the creatures with the equipment you have and the tools of destruction you will find along the way. Ammo, power-ups, medical supplies and more weapons are along your path. Fight through each level, running and flying, to reach the teleporter that will take you closer to your goal.

TRAVEL MODES

You have two ways to travel around the alien worlds of PO'ed: Foot and Jetpack. To toggle between the two modes, doubletap ■.



Foot: This is your basic travel mode. You can change your foot speed between normal and **TURBO** modes by pressing **SELECT** while in foot mode. In addition, foot mode gives you two action moves:

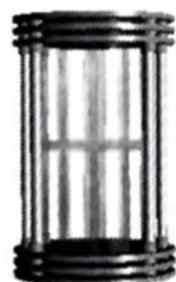
- **Jump:** Press ● to jump; hold ● for multiple jumps. Use this action while moving to jump over things or while standing still to avoid enemy fire.
- **Backflip:** Press ■ + L2 to do a backflip with a half twist. This move turns you around 180 degrees quickly to confront cowards that attack you from behind. Bruce Lee would have been proud!



Jetpack: Once you strap on your jetpack, you can take to the skies! You can change your jetpack speed between normal and **TURBO** modes by pressing **SELECT** while in jetpack mode. To use the jetpack, use the following keys while in Jetpack mode:

- To **ascend**, press and hold ●
- To **hover**, release ● after ascending
- To **descend**, tap ● after hovering

The Jetpack uses petroleum as its fuel source, so you must find petroleum power-ups. The jetpack can only climb so high. Some levels extend beyond this height, so you'll need to find another way to the top!



Teleporter: Find this device and teleport to the next level! However, the teleporter must be active; it must be in its “fluxing” mode. If you find a static teleporter, then you still need to do something or find something in the level to activate it. There are other teleporters, usually purple, that you have to walk through to get to other areas of the map.

WEAPONS



Frying pan: As your most trusted friend, the frying pan is your hand-to-hand weapon when you have run out of ammo and energy. Damage is light, but goes to heavy as your health drops. After all, you're getting PO'ed!



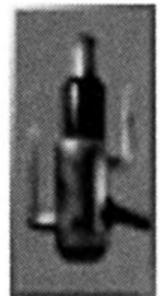
Butcher Knife: The knife is another good weapon when ammo and energy are at a minimum. Up close, you can chop enemies with the knife. If a monster is further away, you can throw the knife. Damage is light, but like the frying pan, goes to heavy as your health drops.



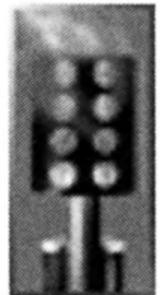
Drill: Also an up-close weapon, the drill is a power tool. Give it a try... you won't be disappointed! Damage is heavy.



BFD90: This weapon fries your enemy with a high-energy laser bolt. Monsters can't avoid its beam when accurately aimed. Damage is medium.



Flame Thrower: The flame thrower spews forth flaming petroleum. It is an ideal choice for barbecuing hordes of monsters at once. Damage is medium.

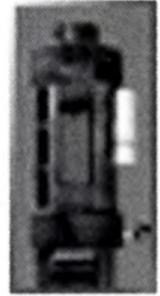




Wailer: A rapid-firing Gatling gun, the Wailer is an effective air combat weapon. Its tracer bullets travel at high speeds, but its spread over long distances limits its usefulness. Damage is medium.



Rocket Launcher: The rocket launcher has long-range capability and its explosions have an “area” effect...you don’t need to actually hit the enemy to hurt it. But be careful! If a rocket explodes close to you, it’ll hurt you too! Damage is heavy.



Pulse Gun: Your best weapon. The pulse gun fires a high-energy plasma stream, inflicting a world of pain on whatever it hits. ’Nuff said!



Meat Seeker: Christened ages ago by the military for its ability to ricochet off walls, this weapon fires “meat balls” that only detonate when they make contact with metal or flesh. Each ricochet sounds like the weapon discharging. Watch out where you aim and keep in mind that you, the player, count as flesh!



Missile-cam: A multiple-warhead missile with a special trait... you can steer it! Take the point of view from the nose of the missile when launched and seek out your target first hand... lots of pyrotechnics on impact!



MONSTERS



Butthead: The ugliest of creatures and the one who flattened your soufflé. Butthead smells bad and shoots worse! Go kick some butt!



Ralph: Man's best friend... not! Kicked one too many times, this red dog gets wild for blood. Ralph is quick, hard to hit and travels in packs.



Amazon: This lovely sweetheart is double-trouble. With double-barreled arms, all she wants to do is shoot!



Blob: Mean and green, the Blob has split personalities that will just kill you! Shoot it and it splits into two. Run from it and it'll slime you. What do you do?



Arnie: This guy rocks! A muscle-bound troll who wants to get you stoned! Arnie digs down deep to grab a fistful of rocks and hurls them at you in a wide spread. Dangerous at long range, and brutal up close.



Turbo: A quick and dirty flying robot, Turbo is an ace dogfighter. Sometimes, he'll taunt you by bumping into you before letting loose with his twin cannons. Other times, he'll just let loose. Either way, you're in for something nasty!



Incubus: The Incubus is the natural antidote to your jetpack. This bat-like creature can take to the air and dogfight with the best of them. Its small body makes it hard to hit, and its firepower is deadly.



Bow: Bow is a little rover that is part robot, part Volkswagon, and all PO'ed! All revved up and ready to shoot you!



Claw: Another flying monster, but Claw is more direct. Instead of twisting and turning in the sky, Claw flies straight at you for a deadly game of chicken.



Cyclops: Feel like you're being watched? Don't wait around too long... if Cyclops gets too close, you'll be in for a big bang! A floating eye with a jagged shell, this air-mine is a danger in any airspace.



Torque: Torque is small but fast, and if you aren't careful, it'll get under you to do lots of damage. Keep at a distance or it'll throw you for a loop.



Demon: The first thing you'll notice about Demon is his eyes... because the rest of him is invisible! If you are lucky enough to damage him, Demon will start to reveal his true colors and become more visible.



Manta: A devilish red creature that cruises the skies, Manta doesn't talk much. Instead, he shoots off his jaws at you... literally! Just when you thought it was safe to take to the skies again!



Max: Max doesn't transform into anything, but he doesn't need to! A giant human-shaped mechanoid, Max roams the world like the king of the Jungle. Take him head on, though, and you may just change his disposition.



Gun Turret: Well, not really a monster, but dangerous nonetheless!



Cypider: The ultimate and final monster, Cypider is a giant arachnid that roams the final world. It is the last obstacle between you and freedom (and the end of the game!). It's extremely tough... 'Nuff said!

POWER-UPS

Find power-ups to replenish health, energy, and ammo. These items are placed in various locations throughout the alien worlds to help you make it through the day... and you will definitely need them! You can only pick up power-ups if you are at less than 100% of your capacity for the item found. For ammo, you can only pick up the ammo power-up if you possess the weapon using the ammo.



Health



Energy



Petroleum



Missiles



Tracer Bullets



Meat Balls

In addition to individual pickups, there are infinite power stations to be found. Simply come into contact with one of these stations to charge to 100%.



Infinite Health



Infinite Energy



Infinite Petroleum

Your capacity for ammo and health can be extended by collecting Extender power-ups. Each Extender will increase your ammo or health capacity by 100 units.

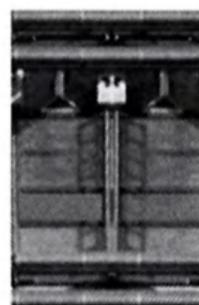


Ammo Extender



Health Extender

Switch Box: The standard switch box is usually used for opening doors and starting elevators, but can also serve other purposes. Be alert though, just because there's no switch box doesn't mean there isn't a door there!



Switch Box

OTHER STUFF

Load game

From the **Main** menu, press **X** to select **Load Game**. At the **Load Game** menu, pressing **Select** will alternate between memory cards, if you have more than one inserted. Press the **Directional Pad** up or down to select the game you wish to load. Press **X** to load the highlighted saved game.

To return to the **Main** menu, press **▲**.

To access the **Password** screen, go into the **Load** menu (press **X** at the **Main** menu). In the **Load** menu, press **●** and use the **Directional Pad** up or down to select letters or numbers, right or left to select position. Pressing **■** will delete the last letter of the full password (not the last letter entered). When the sixteen character password is entered, press **X** to load the game. Pressing **▲** will take you back to the **Load Game** screen.

Save game

Press **Start** during gameplay to bring up the **Pause** menu. At the **Pause** menu, press **X** to bring up the **Save** screen. If you want to overwrite a previously saved game, use the **Directional Pad** to highlight the game you want to overwrite and press **X**. The game will prompt you to press **Start** to confirm or **▲** to cancel and return to the menu.

If you want to save a game on a new save slot, press **●**. To name your saved game, use the **Directional Pad** up or down to select the character you want, and right or left to select the character position. Saved game names are six characters long without numbers or spaces. Press **■** to delete the last letter entered. When you are satisfied with the name of your saved game, press **X** to save.

To delete a saved game, use the **Directional Pad** up or down to highlight the game you want to delete and press **■**. You will be prompted to either press **Start** to confirm the deletion or **▲** to cancel the deletion and return to the **Save** menu.

Return to the **Pause** menu by pressing **▲**.

Optional Control Configuration

At the **Main** menu, press **▲** to go to the **Control Configuration** selection menu. Use the **Directional Pad** to select the control settings you want and press **X** to make the selection. Press **▲** to return to the **Main** menu if you do not make a selection.

CLUES & HINTS

In Combat:

- When in foot mode, use the Jump action to avoid enemy fire.
- When in foot mode and being attacked from behind, use the Backflip to quickly turn around and face your enemies.
- Line your aim at a monster down the center of the screen.
- Hold X down to fire continuously.
- Flying monsters are very difficult to hit with projectile weapons, and are best engaged with the BFD90 or Wailing Gun.
- Some monsters are immune to certain weapons.
- Save often -- it will make it easier for you to complete the game.

Exploring levels:

- Dead monsters usually have something to give you. Move over their dead bodies to gain power-ups.
- Look for unique markings or moving patterns on walls and other objects.
- Some levels change as a result of your action. Pay attention to what you've done and where you've been.
- If you are stuck, try *everything*! Jump up and down. Shoot the walls. Check the Map Mode. Do something.
- If you find a teleporter to the next level before fully exploring the current level, think twice before jumping in. There may be power-ups that you'll need for the next level.

Difficulty settings:

	Easy	Medium	Hard
Monster intelligence	Dumb	So-so	Cunning
Monster toughness	Gimp	Average	Way tough
Auto-targeting	Generous	Normal	Normal
Map mode freezes game	Yes	Yes	No
Weapon selection suspends monster fire	Leisurely	Somewhat	Not!
Falling damage	Light	Medium	Heavy
Jetpack fuel usage	None	Partial	Full

CREDITS

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Check out our butts at <http://www.anychannel.com>

THE DEVELOPERS

ACCOLADE™

Left to right (standing): Kurtis Matthews, David Fung, George MacDonald, Zander Collier, Chris Downend; (crouching) Alex V. Cabal, France Tandiado, Kraig Horigan



ANY CHANNEL



Any Channel with Greg Williams (Greg is the guy crouching in front with the ugly shirt).

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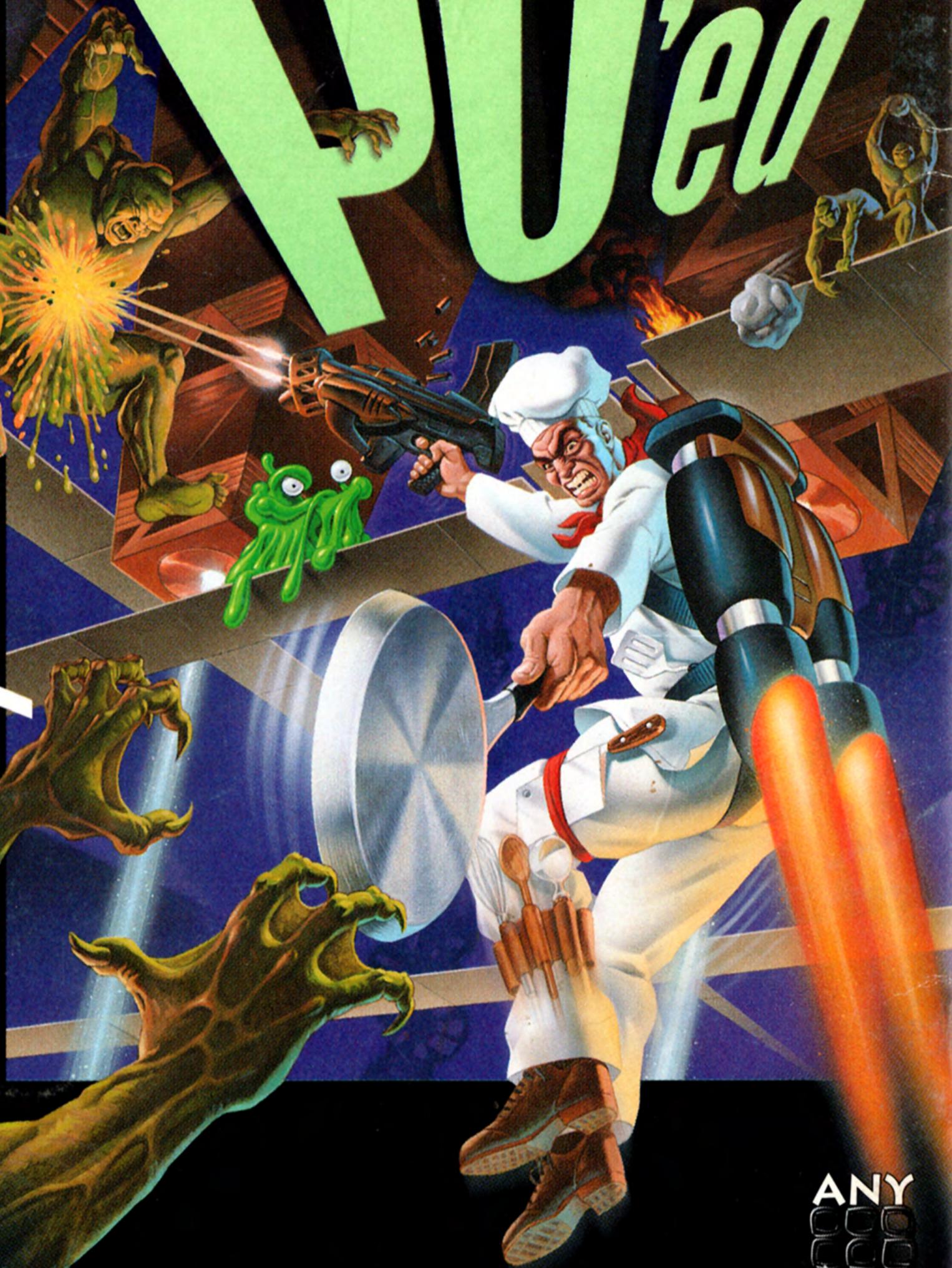
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