



NTSC U/C

PlayStation

MATURE



AGES 17+

CONTENT RATED BY  
ESRB

SLUS-00382  
MN-PSX-315-0



Interplay™

BY GAMERS. FOR GAMERS.™

## **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.

## **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.



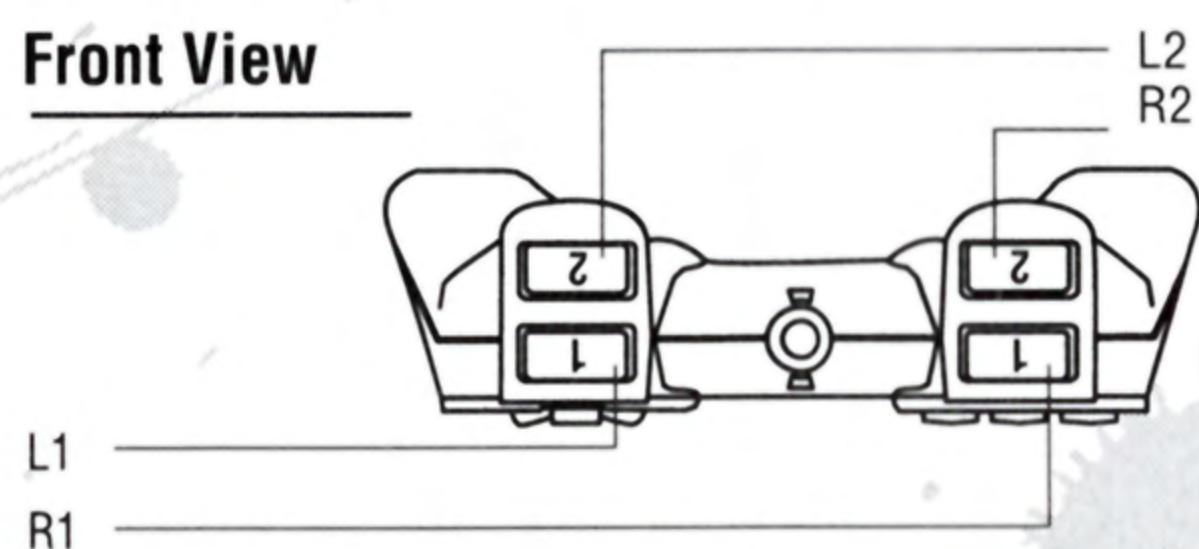
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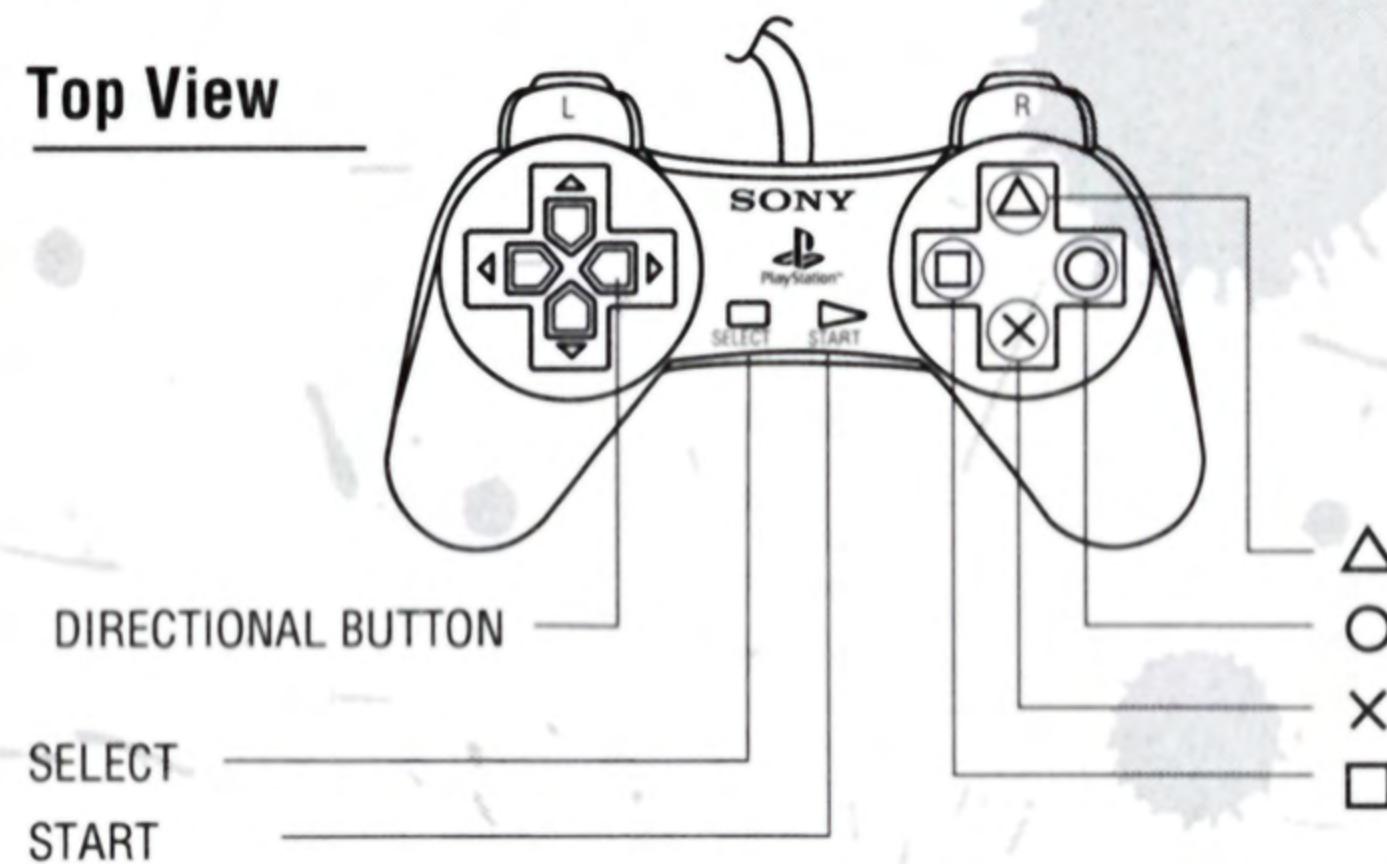
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## Controller

### Front View



### Top View



# Starting the Game

To play Re-Loaded on your PlayStation™

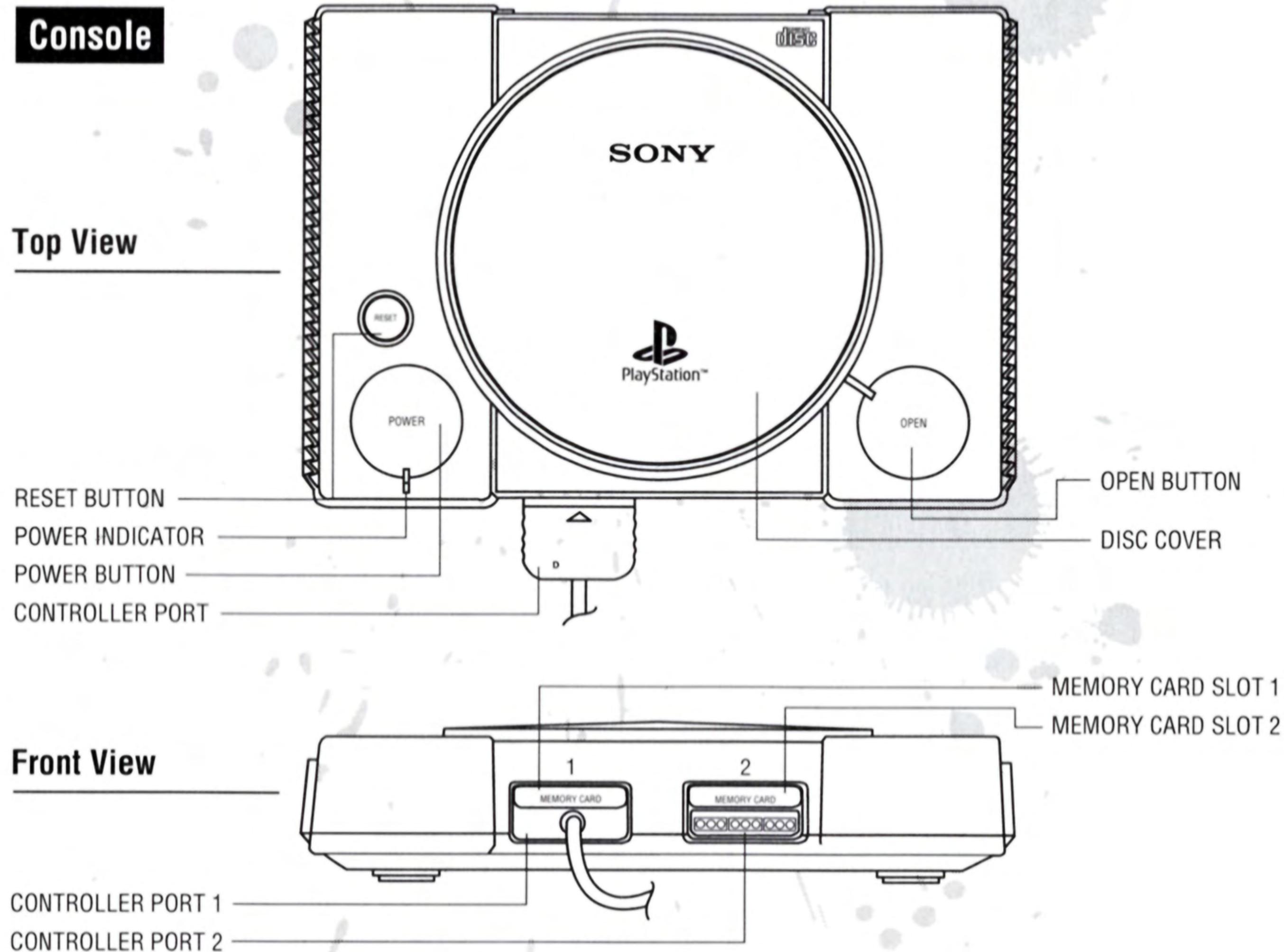
1. Set up your PlayStation in accordance with the instruction manual supplied with the system.
2. Follow your system directions to open the Disc cover and place the CD into the Console, ensuring the printed side faces upwards.
3. Close the Disc cover and press the POWER button to load and play the game.

Warning: It is advisable that you do not insert or remove peripherals or Memory cards once the power is turned on.

# Controls

## SET UP

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. Insert the ReLoaded disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.



# Menu Screen Controls

To select an item from the Menu screens use the Directional buttons to move sliders and highlight any options required, pressing the **X** button to select where necessary, if you want to move back to the previous screen press the **▲** button.

## The Plot

FUB as we all know made a daring and surprising escape at the end of the original game. His brain pod fled the scene and ploughed across the galaxy at light speed. Finally it chanced across a planet, heating up as it fell into the midst of a desert commune, populated by around 1000 striving, starving artists. FUB's brain pod crashed into the hot sand, drawing the attention of one Manuel Auto, a strapping chiselled bronzed god of a bloke. Manuel was an artist and had the tousled hair and beard to prove it. In his altered state of consciousness he mistook the brain pod for an interesting molten comet, he emptied the contents of his recycled wine onto the steaming mass to try and cool it down. FUB was not too grateful at this point, he'd had a very boring trip and did not appreciate this young man doing that to his brain, it may have cooled down his hot head, but it had left him bitter. Manuel decided to climb inside with his trophy and bunk down for the night. FUB was steaming, vowing that as soon as he found himself a new consciousness receptacle he would take this tanned sort on a world tour of pain. It turned out to be an eventful night, Manuel awoke suddenly, he did not feel himself at all. A plan was at the forefront of his mind, a terrible plan, artistic yes, creative yes, but still terrible. It was something that he would never have thought of ordinarily. He also let it be known that he no longer wished to be known as Manuel Auto, but C.H.E.B. (Charming Handsome Erudite Bastard). Everyone who populated this Desert commune awoke to discover all of their meagre savings and grants were missing, if they had looked closer they would also have discovered that a page listing all of the Plastic Surgeons in that sector had also gone missing. This could only mean one thing C.H.E.B!

C.H.E.B planed to wreak havoc using his matter manipulation powers and dark raving wastes of this unbalanced mind, to transform whole planets into Works Of Art and Genius . C.H.E.B could piss an awful lot of people off with his unique taste in decor, people from all over the quadrant from idiots to psychopaths.

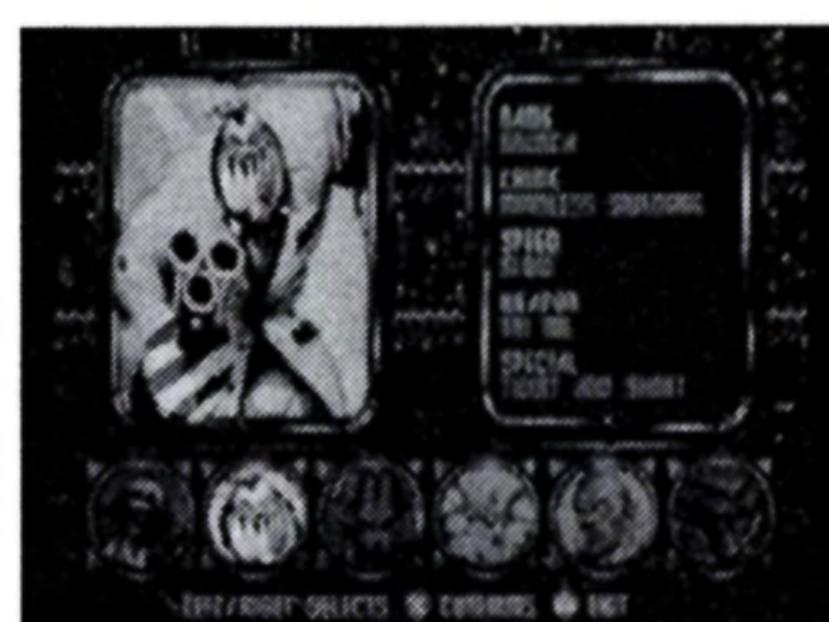
## Character Assassinations

### Mamma



Our favorite mother-less son is back in new garb, a pastel blue romper suit and cute panda slippers. No one really knows any more than before about this enigmatic walking baby faced leviathan, except that he seems a little happier. A friendly hug or back slap off of this pea brained giant can dramatically rearrange a skeleton, and leave it not as nature intended.

### Bounca



The galaxy's "thickest" doorman is back, this time he is wearing a suit and hairstyle which just dare you to laugh, he has honed his anti social attitude even further, so it now encompasses every living thing, whether it crawls, swims, walks or flies. A shiny new weapon now sits in Bounca's grip the aptly named "Tri-me" triple barreled shotgun which has a formidable spread pattern, making its bite far worse than its bark.

# Magpie



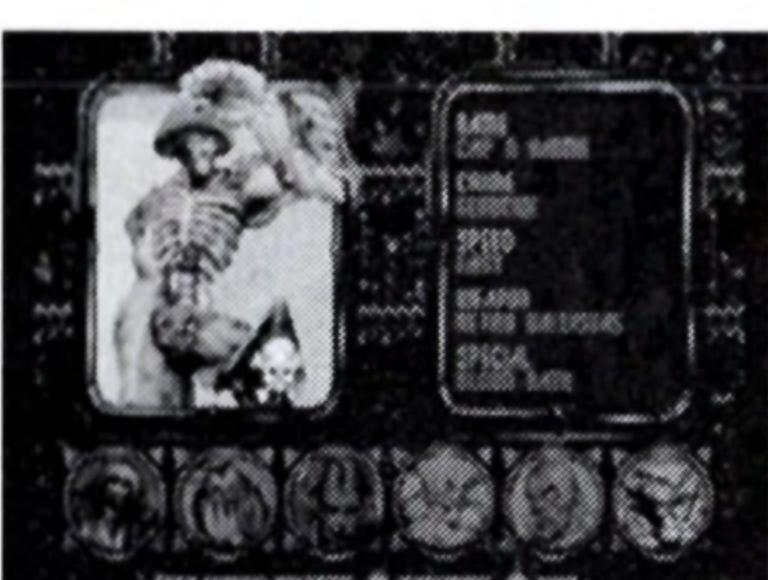
Sister Magpie is a roving Cyber Nun from an ancient and threatened nunnery. Her original programming sent her into the galaxy collecting funds for a new roof. Unfortunately she malfunctioned a few millennia ago, due to a couple of undesirables putting a bullet through the back of her armored wimple, before making off with enough money to retire a major portion of the quadrangle. Sister Magpie had herself one MOTHER [superior] of a gun fitted, after this episode using it on anyone who crosses her path, whether they be willing or not.

## The Consumer



Her teeth have been enhanced so they can shear through bone with a single bite. Rocket pods have also been fitted to her shoulders and are set on a neural hair trigger. Consequently The Consumer has to concentrate hard to make them NOT go off. There is one advantage to them though, with their unique Agent I orange explosive, the meat that they blow up is cooked, bite sized and has a delicate orangy flavor subtle enough to please even Lloyd Grossman.

## Cap'n Hands



Cap is still about as approachable as a starving grizzly, the glowing ember of his universal hatred has been further fanned by the fact that his body has been ruined. This occurred when he broke out of a prison transport craft, believing it was just a few meters off the floor, in fact it was just going out of orbit. Cap plummeted to the ground passing straight through the fragile crust of the planet AFRAY-BEN-2 and discovered what scientists had been speculating about for years, it's core was still molten.

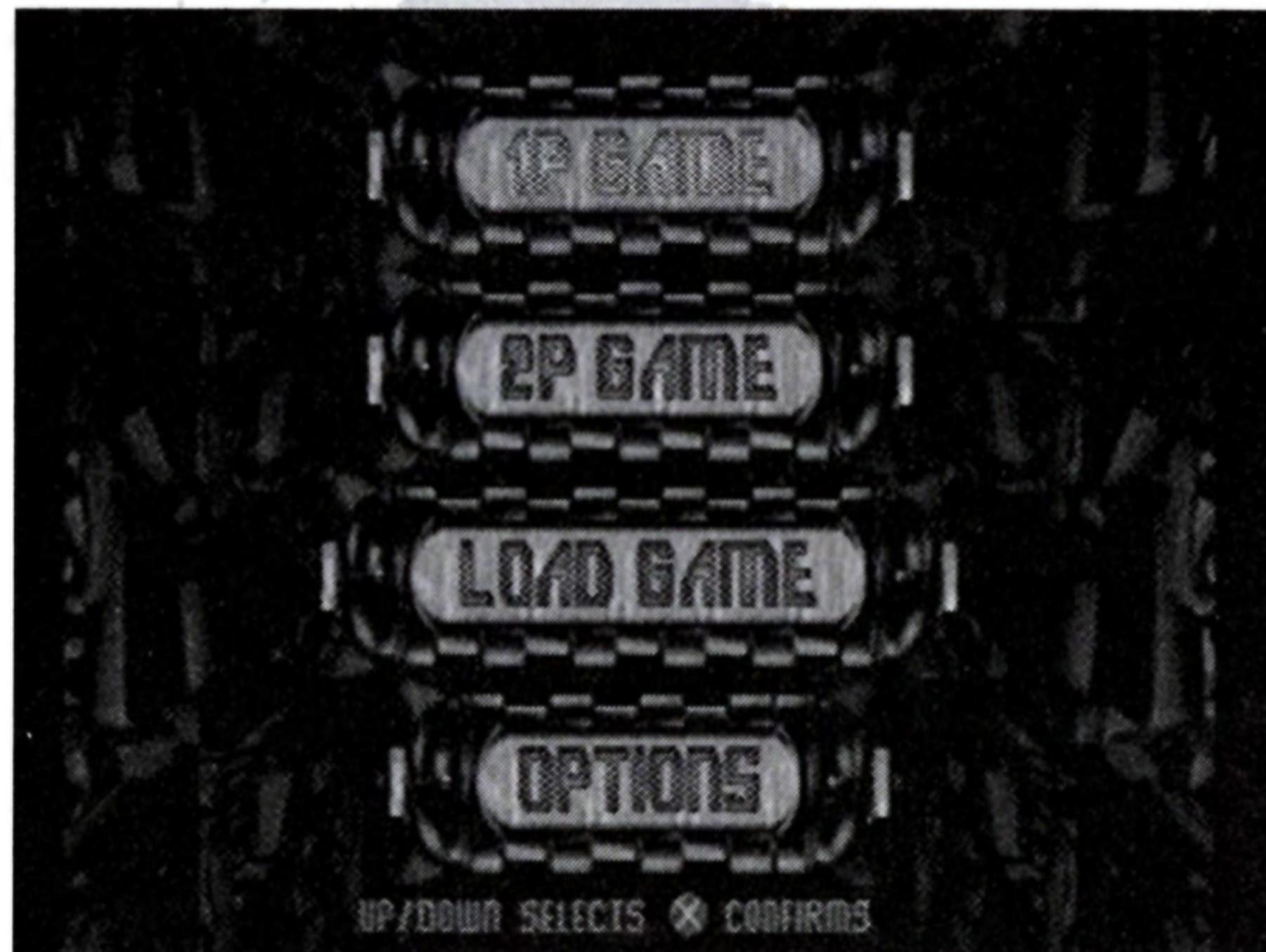
# Butch



At first glance Butch appears to be fully "Pam-ed" up, wearing beach attire due to his last daring, legendary escape from incarceration. He managed to swim almost 3000 miles from his island prison, ending up in a popular tourist resort. He buried a lifeguard up to her neck in sand [head first] and made off with her costume. I think you will agree that Butch too has a curvy body, though some of them are in places which make your food rise, he believes that when his tan evens out he will "blend in like dog chutney on a brown carpet".

## Main Menu Screen

After the game has loaded the Main Menu screen will be displayed. From this menu you will set-up your options for the game. Four options are available for you to select from, 1P Game, 2P Game, Load Game and Options.



# 1P Game and 2P Game



1P or 2P Game modes effectively Start the game, taking you into further screens where you are required to select a character of your choice to play. 1P Game will load a 1P Game. 2P Game will load a 2P Game, ensure that you have inserted two Controllers into the Console before selecting the 2P Game option. When you have selected a 2P Game, both players cannot play the same character, so be ruthless it's first come first served.

# Load Game



Make sure that Memory cards are inserted into the Console before the POWER is switched On, ensuring there are enough free blocks on your Memory card before commencing play. To Load a game you have saved previously. Highlight the required saved game slot, and select to Load. All the settings will be Loaded for example:- 1P Game or 2P Game, your Character choice and the Level reached etc. Once you have loaded the saved game it will automatically start the game at the point of saving.



# Options

Before you have selected your game play mode highlight and select the Options menu bar from the Main Menu screen. This menu screen allows you to configure your Re-Loaded game options to your personal taste.

## Redefine Controls

To change the default settings, simply highlight the required button and press the button you want the operation to change to on your Controller. If any of the default keys are changed and you want to change them back, select the Default option to reset all of the settings. Select Exit to confirm and load all selections.

# Game Options



## Lives

You should not be allowed to own a computer game if you need to set the Lives any higher than three, up to five may be selected.

## Continues

If you're having trouble progressing, select more Continues with this option. Up to five Continues may be selected.

# Music and Sound



## SFX

Highlight this volume bar to increase or decrease the volume of the Sound Effects.

## Music

Highlight this volume bar to increase or decrease the volume of the Background Music.

## CD Track

Use this to select the way the music is to be used in game, your choices are Official, Random and Tracks up to 12.



# Select a Character

After configuring your game options highlight and select either the 1P or 2P Game modes, you will be presented with the Character Selection screen. In a 2P Game mode the Character Selection screen will display your choice, on the left is player one's choice, on the right is player two's choice. Both players cannot choose the same character to play so it is a case of first come first served, but make your choice quickly or you might miss out on the real bad asses! The game will automatically load after you have confirmed your character selections.

## Game Play

Let your gun do the talking, remember shoot it before it shoots you, and clear the level quick.

## Objectives

Before each new level begins you will be briefed on what you have to achieve to complete the level and proceed. Read this carefully and watch out for the pictorial clues or you could end up perishing. To speed up the text in the briefing, press the **X** button.

# Character Control

Controlling your character couldn't be easier, the default controls for moving around the levels are as follows:

- x button -** Fire
- ▲ button -** Ultra Bomb
- button -** Run
- L1 button -** Strafe Left or Right
- button -** Toggle Map
- R2 button -** Zoom
- L2 Button -** Warp [2P]  
[L2 Button double tap]

Enables a stuck player to warp to the other player in a two player game.



# Status and Map Display



## Map

Use the map to find your way around C.H.E.B's reconditioned hell.

## Status Display

This displays vital information on your current status.

a. Health Status and Lives: Once this has depleted you are dead and lose a life. Lives are indicated at the end of the Health

## Status bar.

- b. Ammunition: Try to keep your weapon well stocked with ammo, this is your only protection from C.H.E.B's faithful followers, if you find yourself with no ammo just RUN!
- c. Ultra Bombs: Each small lightning flash represents one Ultra Bomb.

## Key Cards

To complete some of the levels you must first collect four colored Key Cards, each opens one door of a corresponding color, revealing Enemies, Power Ups etc. In addition to the four colored keys, there is also a White Key Card. This is a pass key and opens doors of all colors on the level.

## Power Ups

There are various different types of Power Ups to collect on many of the levels, some of the more common types are as follows:

## Weapon Power Ups

You start off the game with a basic gun enough to kill your enemies. The more weapon Power Ups you collect the more fire power your gun will pack. So if you see one of these lying around pick it up.

## Ammunition

Throughout the game your ammunition will decrease as you shoot your way through the levels. Pick up Ammunition Power Ups to keep your ammo stocks full.

## **Health**

One of these will replenish your health to maximum. Try not to waste these if you have only used up 10% of your health then a health pick up will only replenish 10%. Your health rating can never be higher then 100%.

## **Ultra Bombs**

You only have three of these to start off with, when you use one of these anything living will die a horrible death.

## **Extra Lives**

Pick these up to gain an extra life.



# IN GAME COMPONENTS

## Sprinklers

Some of the levels will require you to activate sprinklers. To operate these simply walk up to the sprinkler arch, when the click is heard the sprinkler has activated and will cool an area, enough to walk on. Once the Sprinklers have been activated it will stay on.

## Teleporters

Many of the levels include platforms and sections you need to access. To use a Teleporter walk over the Teleport, and your character will materialize safely in another part of the level. Some of the Teleporters send you to a location with no return Teleporter, others will send you to a location with a return Teleporter.

In a two player game both players must be on the Teleport for it to function.

## Lifts

Lifts are a good means of accessing higher platforms on a level, to use a lift simply walk onto it. It moves perpetually up and down, so time it well.

## Boulders and moving Objects

Some levels include objects that can be moved by pushing,

## Conveyors

These will be found on some levels, they are as wide as a normal corridor. The direction of the conveyor belt will be obvious to you once you step on one. Transport Buckets of molten gold are suspended on chains above the moving surface. These buckets can be a real pain in the arse. You will not incur any damage by travelling on a conveyor unless you collide with the buckets.

## Grinder Cogs

Large nasty cogs lurk in apertures in the floor. They either stay above the line of the floor or spin occasionally raising up above surface level for a short time. Move your character around these carefully as anything that comes in contact with these, quickly turns into ground beef.

## Mission Breakdown Screen

After successfully completing a level you will be presented with the Mission Breakdown screen. You get points, percentages and even a prediction of your future career prospects.

## Body Count

Total number of bodies you take out.

## Accuracy

How accurate you are with your weapon.

## Efficiency

Is a ratio of bullets to bodies on the level.

## Prospects

A measure of your skill on all the other categories. The end result will determine your predicted job prospects for the future. This screen also displays the options to Save Game or Continue through the levels. When Continue has been selected you will progress through the levels un-saved.

## Save game

To save your progress choose to save your game after completing a level. You will have twelve Save slots to record your progress too. Highlight an empty save slot and select it to save your character and level reached. If you want to overwrite a game that has been saved, simply highlight the required slot and select it saving the game over top of the previous one.

# In Game Menu



To access the In Game Menu screen press the START button on your controller, this will effectively pause the game until the START button is pressed again. Highlight the Music and FX Volume to alter the volumes Up or Down. To Quit the game, highlight the Quit game option a warning message will appear. Select Yes to Quit, or No to continue. If Yes was selected you will return to the Main Menu screen.

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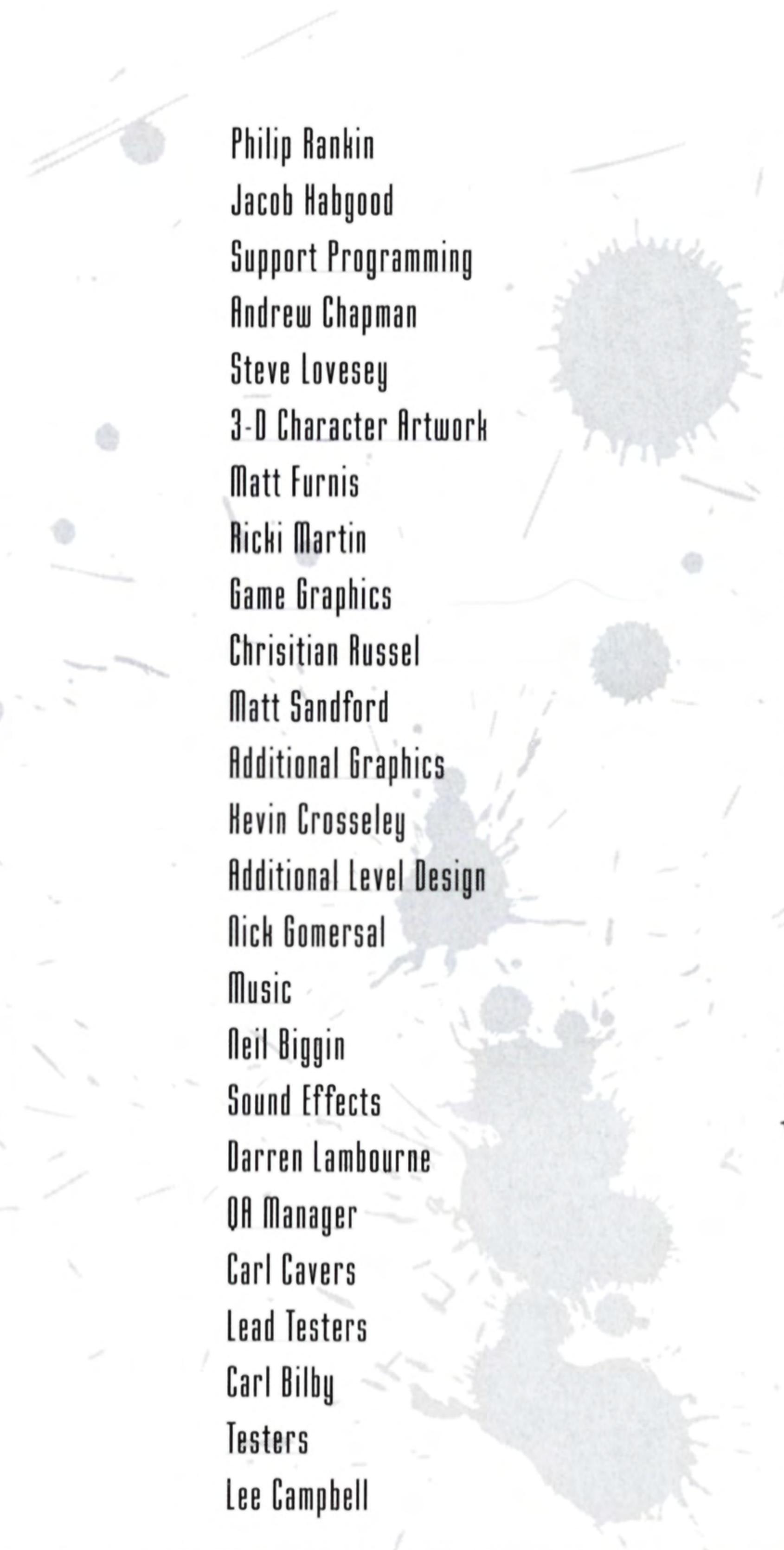
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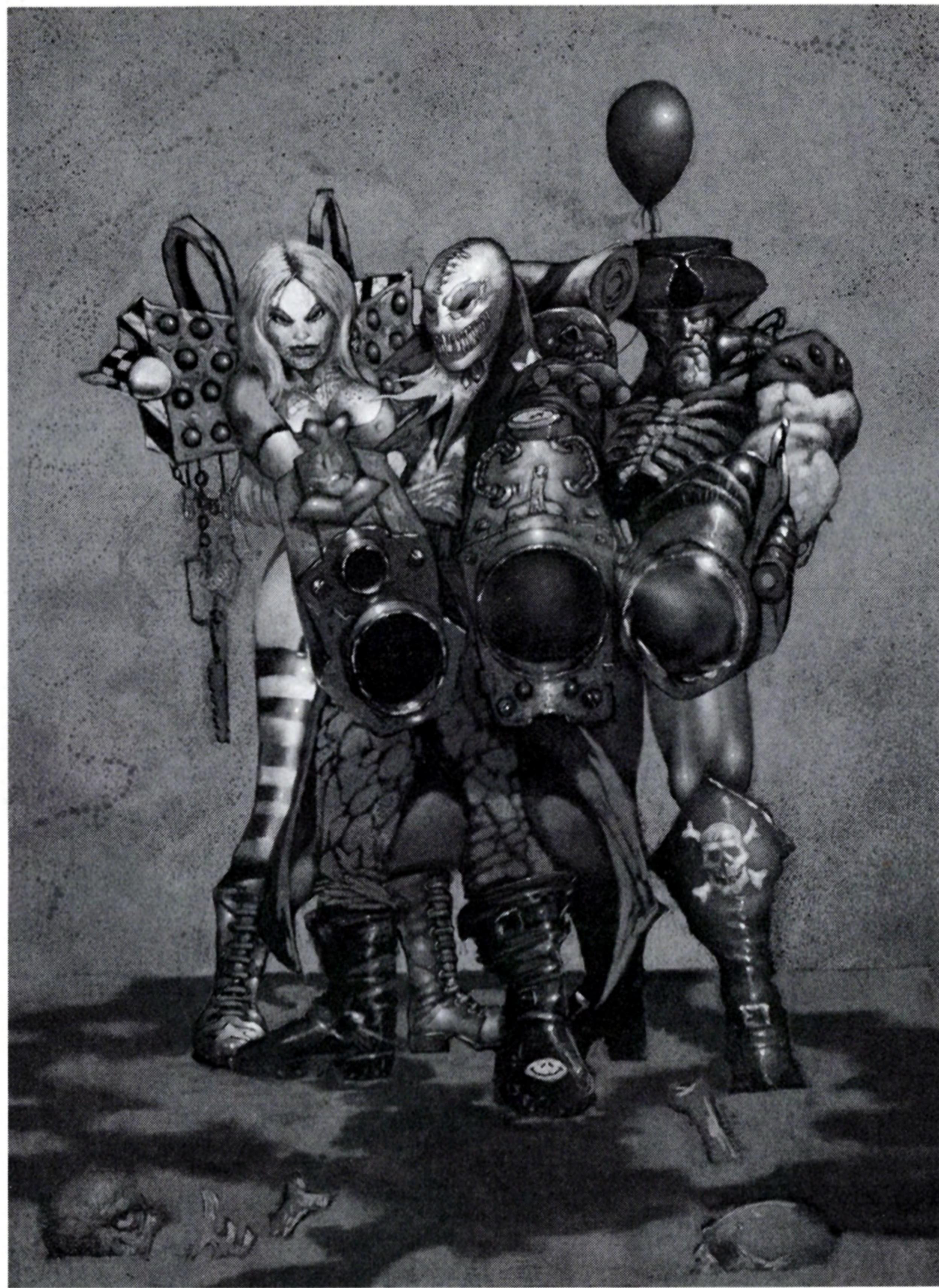
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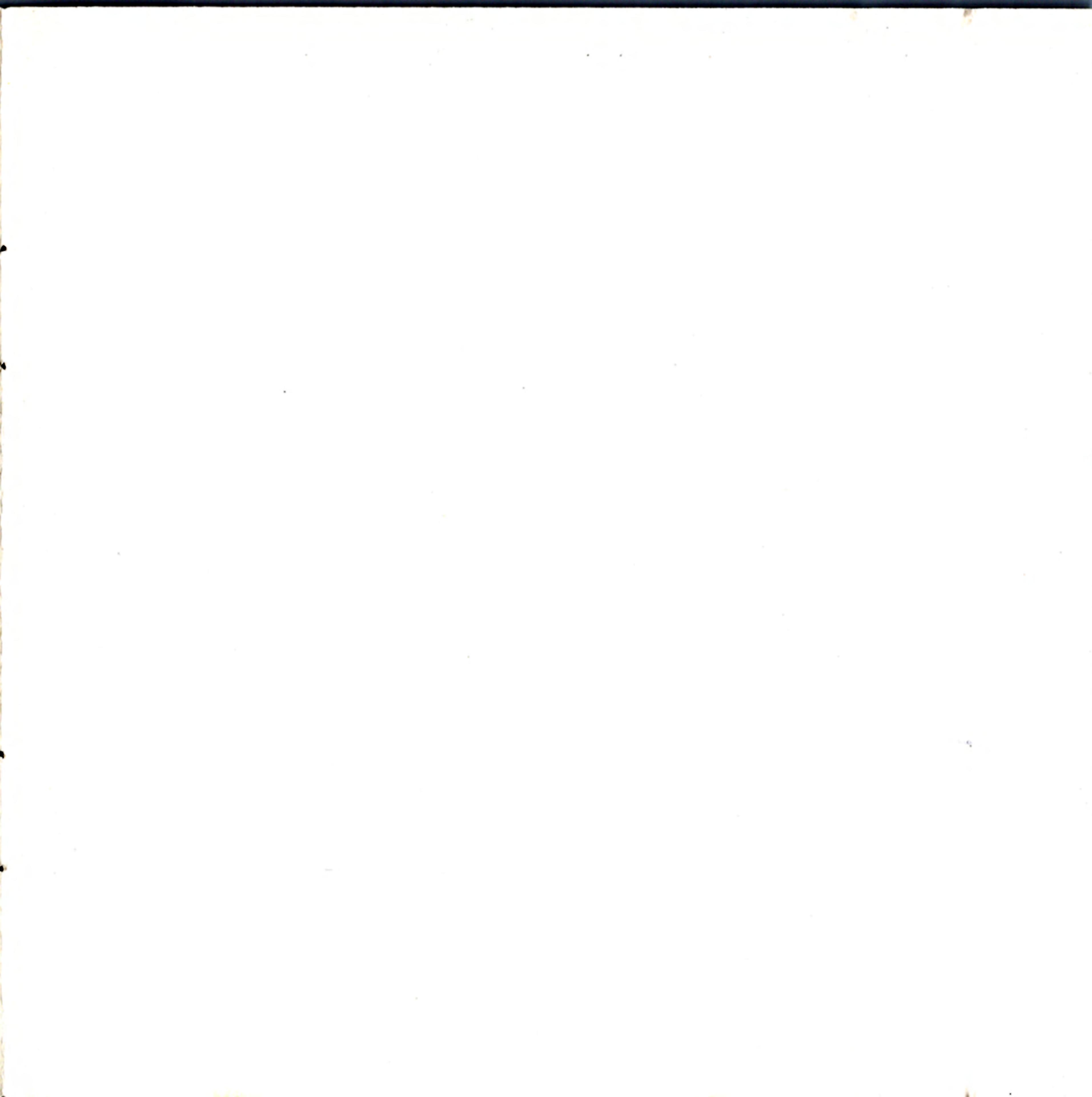
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