PlayStation™

NTSC U/C

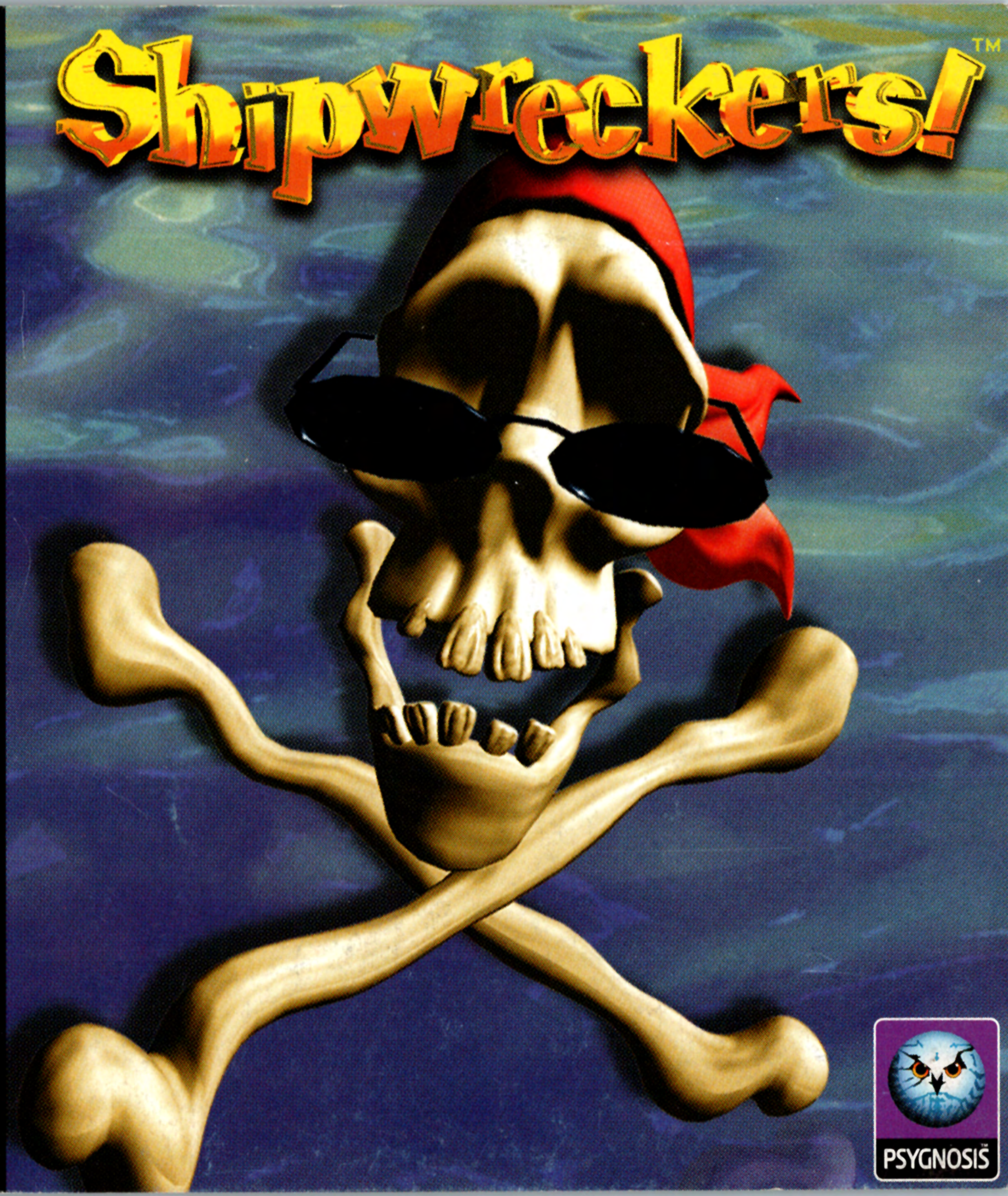
PlayStation™

KIDS TO ADULTS

CONTENT RATED BY ESRB

SLUS-00558
94008

Shipwreckers!™



PSYGNOSIS™

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

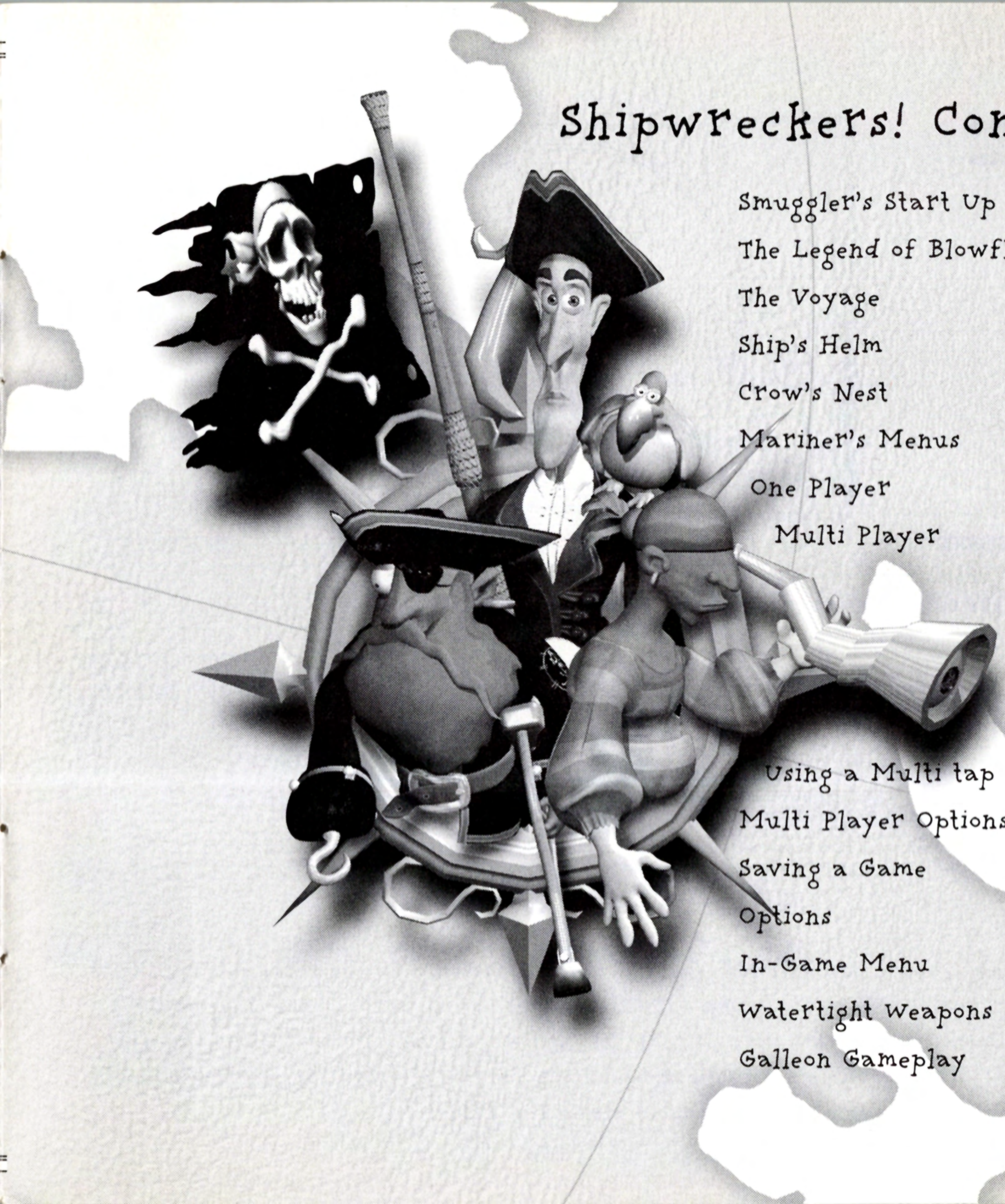
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic 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.

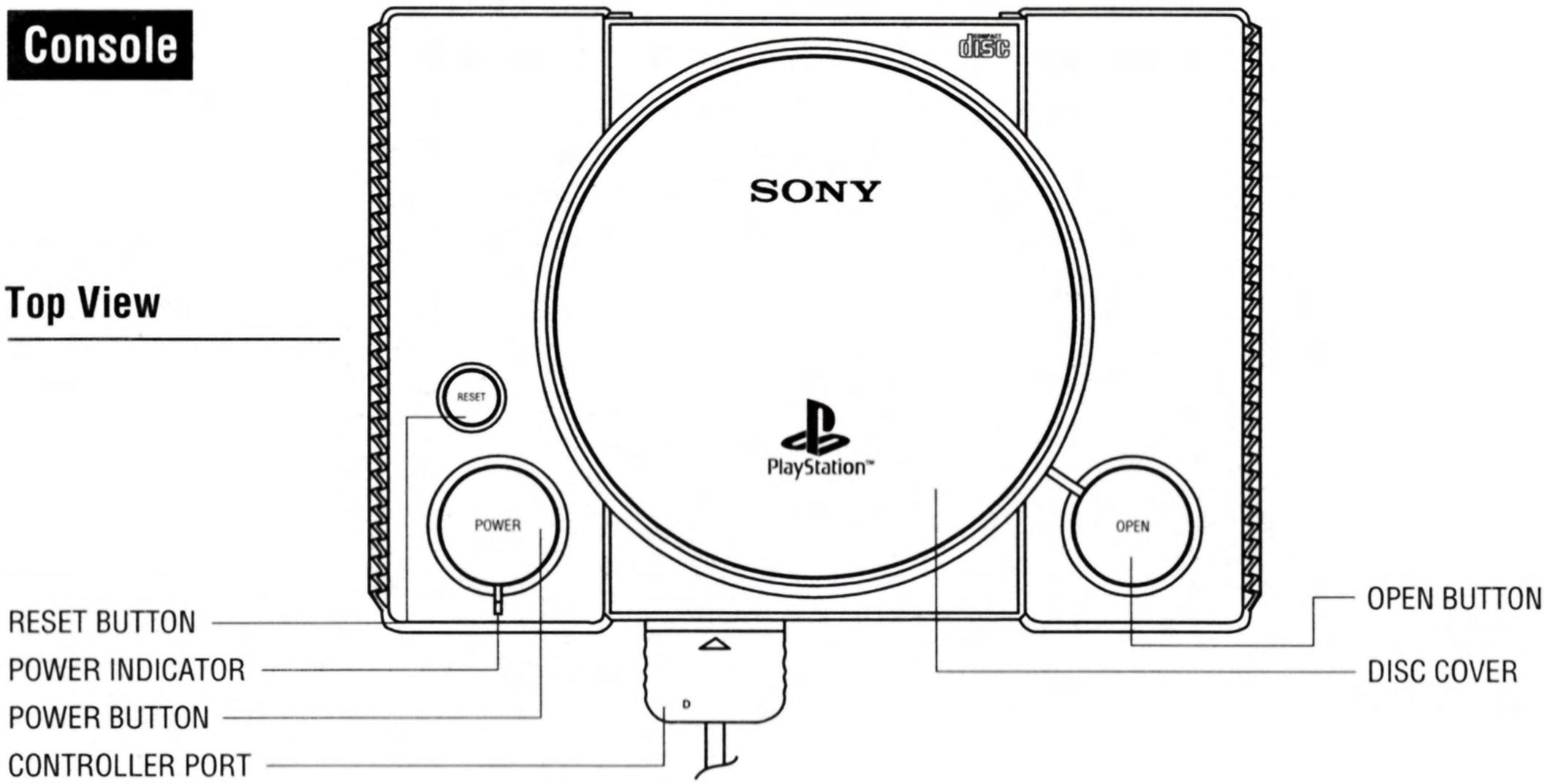


Shipwreckers! Contents

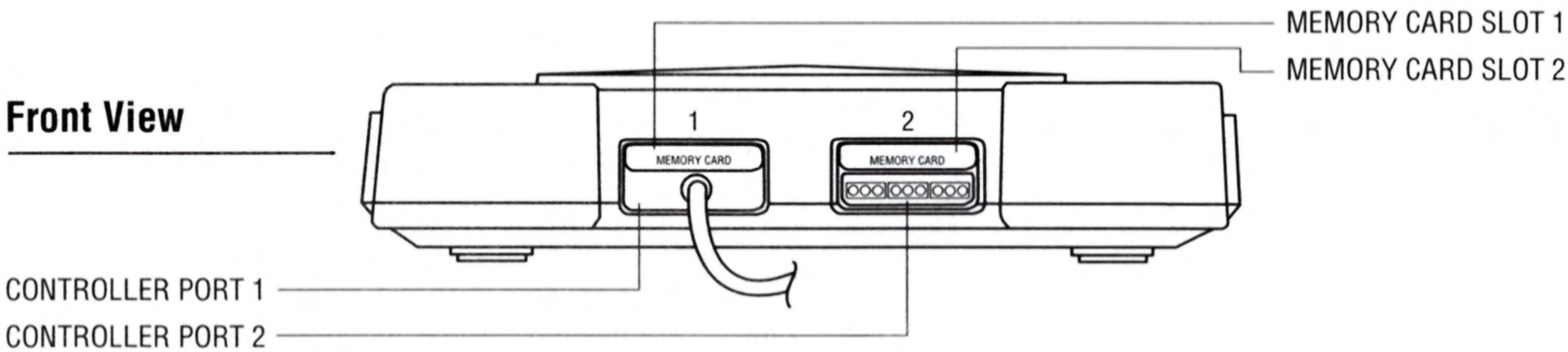
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Console

Top View



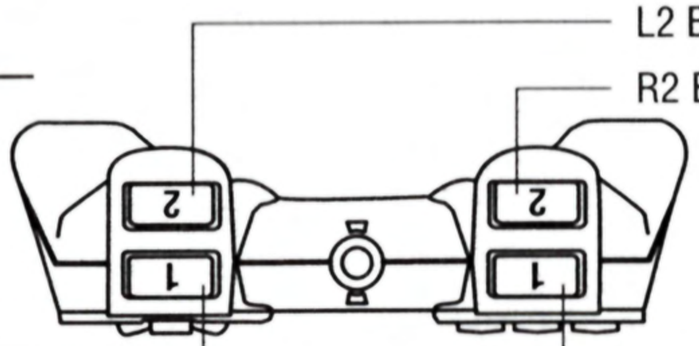
Front View



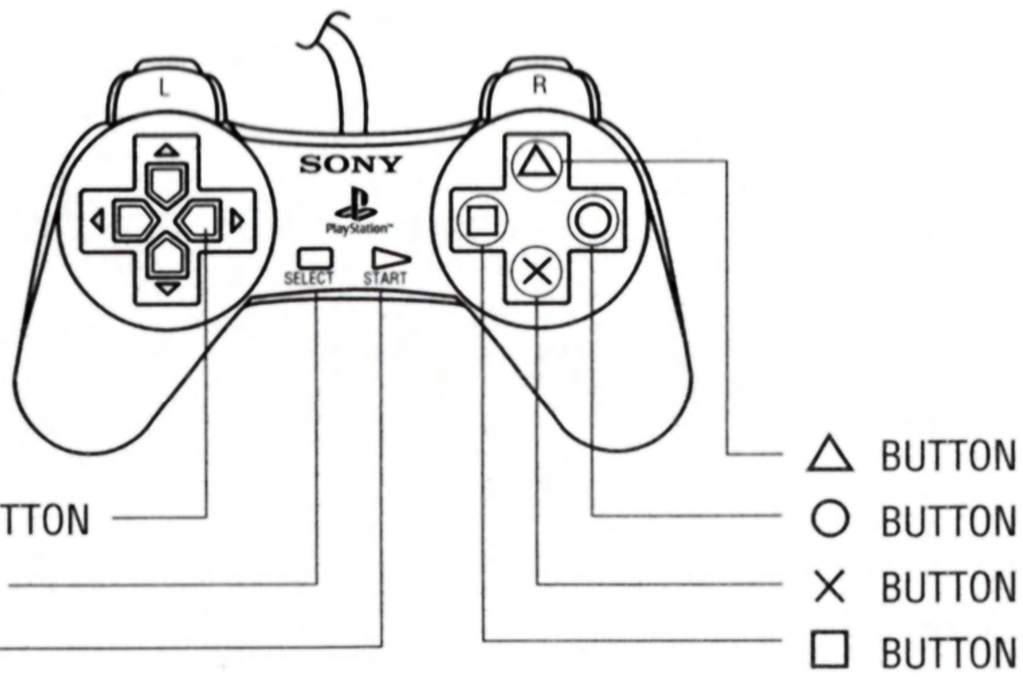
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Shipwreckers! disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start the game.

Controller

Front View



Top View



SMUGGLER'S START UP

To play Shipwreckers! on your PlayStation™ game console:

1. Set up your PlayStation™ game console in accordance with the instruction manual supplied with the system.

2. Follow your system directions to open the disc cover and place the CD onto the bed of the drive, ensuring the printed side faces upwards.

3. Close the disc cover. If the unit is switched off, press the POWER button to begin play. If the unit is already on, press the RESET button.

4. Now follow on-screen instructions to start the game.

Warning!

It is advised that you do not insert or remove peripherals or Memory Cards once the power has been turned on. Make sure you have enough free blocks on your Memory Card before commencing play.



THE LEGEND OF BLOWFLEET

"Gather round 'n' hear the legend.

Cap'n Blowfleet never lost a crewman to th' scurvy, nor a tsunami, nor a creature from th' depths. In truth, his pirates were feared thru' each o' the seven seas. From th' Windies to th' Polars, thar weren't a port nor anchorage which were safe from his plund'rers 'n' it be foolish to challenge 'em.

Legend says they were guided by Egyptian enchantment, so only th' bravest mariner would be foolish enough to risk a salty death.

But for one pirate, Davy Jones's locker held no dread.

That pirate commandeered a vessel of high repute 'n' mustered a crew of strong-n'-th'-arm sea-dogs.

That pirate took up Blowfleet's gauntlet.

That pirate set sail to pillage 'is strongholds, plunder 'is loot, 'n' capture 'is scalp.

That pirate be you."

THE VOYAGE

This ain't a journey for the lily livered, powdered an' perfumed boys that you see a loiterin' down the harbor inns. No, you filthy swabs, this indeed be a journey for a real man.

Sail over the seven seas and collect all the bottles that be bobbin' about on the brine. Use your map to find out where they be hidden. Pick up the booty that be floatin' in the sea but make sure you keep someone in that crow's nest - 'cos on the way you'll have to do battle with pox 'ridden crews from every corner o' the world, find a way around infernal fire-belching machines and put your cannon to work on harbor defenses. An' that's just to get you out o' th' first port!

When you finds a harbor that ain't flyin' the skull n' crossbones, go on in and claim it for yourself. The risks is high but then so are the rewards!



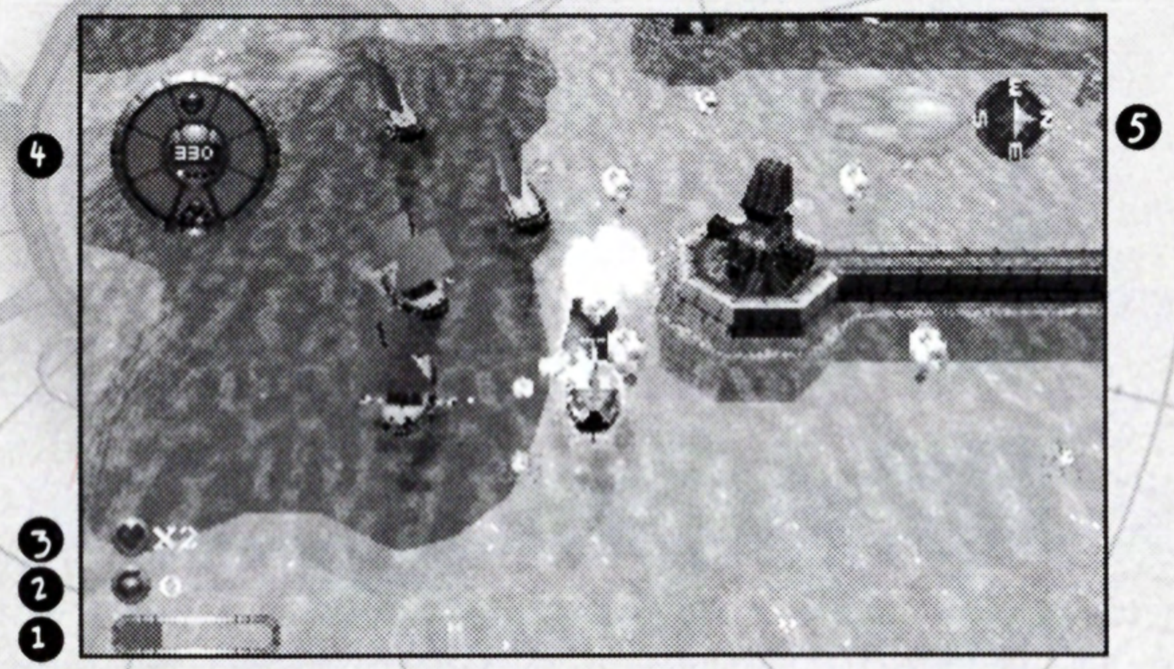
SHIP'S HELM

R1 button	Accelerate
Up Directional button	Boost
Down Directional button	Quick Brake
Left Directional button	Rotate ship anti-clockwise
Right Directional button	Rotate ship clockwise
✕ button	Fire
	Fire Left (certain weapons only)
○ button	Fire
	Fire Right (certain weapons only)
□ button	
(with Directional button)	Quick Weapon Select
L2/R2 buttons	Weapon Select
SELECT button (during game)	Toggle in game view (Standard, Follow Cam & Top Down)
L1 button	Map

You can reconfigure the in-game controls using the Control option within the OPTIONS screen.

CROW'S NEST

The view from the crow's nest looks like this.



1. **HEALTH** - Replenish your crew's health by picking up the health chests scattered throughout each level.

2. **TREASURE CHESTS** - Try and collect all the treasure chests in each level. Shows the total number of chests in the level and the amount you have collected.

3. **LIVES** - Start each game with 3 lives.

4. **WEAPON SELECT SYSTEM** Weapon level <<yellow dots>>
   Ammo count <<numeric>>

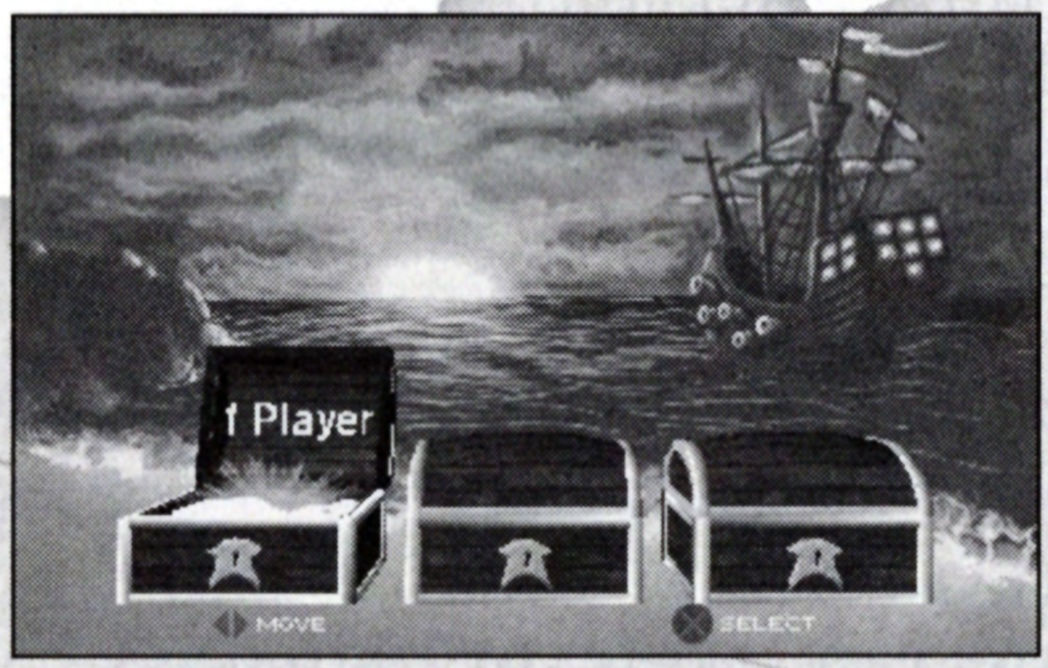
5. **SHIP'S COMPASS** - Useful instrument for plottin' courses 'n' navigatin' th' seven seas.

MARINER'S MENUS

Title Screen

Press the X button on your Controller to take you to the Main Menu.

Main Menu



Thar be three treasure chests upon this 'ere screen, each one containing diamonds, dubloons 'n' vast riches beyond imagination... Oh, 'n' three choices for you, shipmate. Use the Left and Right Directional buttons to move the highlighting effect over 1 Player, Multi-Player or Options.

Press the X button to confirm your selection. Aye, as ever 'X' marks the spot.

ONE PLAYER

This 'ere screen gives you the options to Start Game, enter a Password or access a Memory Card. Use the Left and Right Directional buttons to move the highlighting effect over your choice and press the ✕ button to confirm. Listen up sailor, 'ere be your choices.

Start Game

This'll take you into the game proper. Go on me hearty, go Shipwreckers!

Password

This'll take you to the Password Screen, where you can level hop via secret codes. To trigger the passwords you must first arrange the six powder-kegs in the correct sequence. Use the Left and Right Directional buttons to highlight a keg 'n' it'll begin to bounce. Now press the Up and Down Directional buttons to spin th' keg around in mid-air to reveal one of th' four maritime symbols - a fish, a ship, an anchor and a skull.



When happy with your selection, press the ✕ button to confirm. If it be correct you'll be transported to th' corresponding level, if it be incorrect you'll have to walk the plank and try again!

Memory Card

Allows you to load in a previously saved game, erase a Memory Card Block or save your Controls and Options configuration. Note that you cannot save a game at this point. See section SAVING A GAME for information about saving games. When you save Configurations or a game for the first time, Shipwreckers! will create a dedicated Shipwreckers! block on your Memory Card. This block has twenty save slots - one for each level of the game and one for a saved configuration (see Saving Controls and Options Configuration).

Saving Controls and Options Configuration

To save Controls and Options configurations before play, make sure that you have a Memory Card inserted according to the system instructions. If you have a Memory Card inserted into each Memory Card slot then use the Left and Right Directional buttons to switch between them. Use the Down Directional button to access the commands and then use the Left and Right Directional buttons to highlight SAVE and press the ✕ button to confirm. This information will be saved within the Shipwreckers! Memory Card Block as a skull and crossbones icon. You can load this information back in (for example, if you reset the machine) by using the same process as above to highlight LOAD before pressing the ✕ button to confirm. Then use the Directional buttons to highlight the appropriate icon and press the ✕ button to confirm your choice. The saved controls and configuration will then be loaded.

Loading a Game

To load a previously saved game from a Memory Card make sure you have inserted the Memory Card according to the system instructions. If you have a Memory card inserted into each Memory Card slot then use the Left and Right Directional buttons to switch between them. Use the Down Directional button to access the commands and then use the Left and Right Directional buttons to highlight LOAD and press the ✕ button to confirm. This will reveal the 20 save slots within the dedicated Shipwreckers! Memory Card Block. Use the Directional buttons to highlight the game you wish to load - a message will be displayed stating the level that you are highlighting. Press the ✕ button to confirm and the game will be loaded from the Memory Card.

Erasing a Memory Card Block

To erase a Memory Card Block follow the same procedure as above to highlight ERASE in the commands menu. Press the ✕ button to confirm. This will reveal the 15 Memory Card Blocks on your Memory Card. Use the Directional buttons to highlight the block of your choice and press the ✕ button to confirm. That Memory Card Block will then be erased.

Multi Player

Ocean going mayhem for up to five players across 10 specially designed arenas. Take control of your ship, collect the weapons and try to defeat your opponents. Last ship afloat or, if the timer option is switched on, the ship with most energy left when time runs out, wins the round. First

skipper to three rounds wins the match. (This is a default setting and can be redefined within the MULTI PLAYER options screen.)

If you choose MULTI PLAYER with a Controller inserted into Controller Port 1 and Controller Port 2, Shipwreckers! will set up a two player game. Both players can reconfigure their controls by using the Up and Down Directional buttons to highlight the Control option before pressing the × button to confirm. Player 1 must then press the START button on their Controller to access the multi-player Controls screen. To change the control set up use the Up and Down Directional buttons to select which controls you wish to alter. Now press the × button. The control icon will fade to grey allowing you to reconfigure it by pressing the button of your choice. Player 1 can also access the OPTIONS menu and make any necessary changes (see **MULTI PLAYER OPTIONS**). When both players are happy with their choices, they must highlight START and press the × button to confirm. Player 1 must then press the START button on their Controller to begin the game.

Using A Multi Tap

NOTE: Do not insert/remove peripherals into your PlayStation™ game console during a game.

A Multi tap allows up to four players to join a game. Connect the Multi Tap to Controller Port 1 on the PlayStation™ game console. Make sure that there is always a Controller inserted into Controller Port 1-A. It is

recommended that any additional controllers are inserted sequentially (1-A, 1-B, 1-C etc.) Up to four Controllers can be connected to the Controller Ports on the Multi Tap. With the fifth Controller inserted into Controller Port 2 on the PlayStation™ game console, Shipwreckers! lets five players join in the game.

Once all the Controllers are inserted correctly, Player 1 (Controller port 1-A) must select Multi Player from the Main Menu. The instructions for creating a game are then identical to those outlined above for a two player game.

Multi Player Options

Select from Wins, Timer, Survival, Overlays, Arenas and Weapons. Player 1 is the only player able to make any necessary changes to the MULTI PLAYER OPTIONS. Use the Directional buttons to highlight an option. Then use the Left and Right Directional buttons to toggle on/off or press the × button to enter a sub-menu where further choices can be made.

Wins

Lets you decide how many rounds you want the Multi Player game to run over. Use the Left and Right Directional buttons to cycle through the rounds from 1 to 9.

Timer

Select how long you want the game to last by using the Left and Right Directional buttons to cycle through the choices. If you wish to have

unlimited time then set the timer to OFF. Beyond that, the minimum time is one minute which increases in 30 second intervals to a maximum of four minutes. This timer has a default setting of 3 minutes.

Survival

Use the Left and Right Directional buttons to toggle on/off. If you turn this option on, the amount of energy your ship has left at the end of the round is carried over to the next one and not restored to full. If this option is turned off energy levels are restored to full between rounds.

Overlays

Toggle on/off. Turn on to show player indicators i.e. 1P, 2P etc.

Arenas

Lets you select which of the 10 available arenas you'd like to play. Use the Left and Right Directional buttons to cycle through the arenas. Press the △ button to return to the previous menu.

Weapons

Use the Left and Right Directional buttons to select the weapon that you wish to configure. Then use the Up and Down Directional buttons to cycle through Weapon, Weapon Level and Ammo. Then use the Left and Right Directional buttons to alter these values on an increasing scale of 1 to 5 or turn individual weapons off. Press the △ button to return to the previous menu.

SAVING A GAME

At the end of each level, there is a teleport on the water's surface. Sail into it and the level will end. A scroll will appear with the following choices. CONTINUE, QUICK SAVE, MEMORY CARD, and QUIT. It will also display a PASSWORD which you can write down and use if you do not have a Memory Card handy. Use the Directional buttons to highlight your choice, press the ✕ button to confirm.



CONTINUE

Carry on with the game.

QUICK SAVE

The QUICK SAVE option allows you to save games without having to enter the Memory Card management section every time. However, before you start playing, the QUICK SAVE option has to be set up. And this is how you do it.

Make sure you have a Memory Card inserted according to the system instructions and that there are enough free blocks on your Memory Card before commencing play. Shipwreckers! requires one free Memory Card Block. The game will auto-create an Shipwreckers! block containing 20 available save slots.

From within the one player menu, use the Directional buttons to highlight

the Memory Card option. Press the ✕ button to confirm. If you have not yet created an Shipwreckers! save icon, use the Down Directional button to highlight Save. Press the ✕ button to confirm and an Shipwreckers! block will be created. If you wish to make use of QUICK SAVE, use the Directional buttons to move the highlighting effect over the QUICK SAVE option. Press the ✕ button to confirm. Upon reaching the end of a level, the QUICK SAVE option will be available allowing you to QUICK SAVE your game without having to access the Memory Card management screen again.

If you do not set up QUICK SAVE and designate a block, you will have to enter the Memory Card management section at the end of each level in order to save your game.



MEMORY CARD

Make sure you have a Memory Card inserted according to the system instructions and that there are enough free blocks on your Memory Card before commencing play. Use the Directional buttons to move the

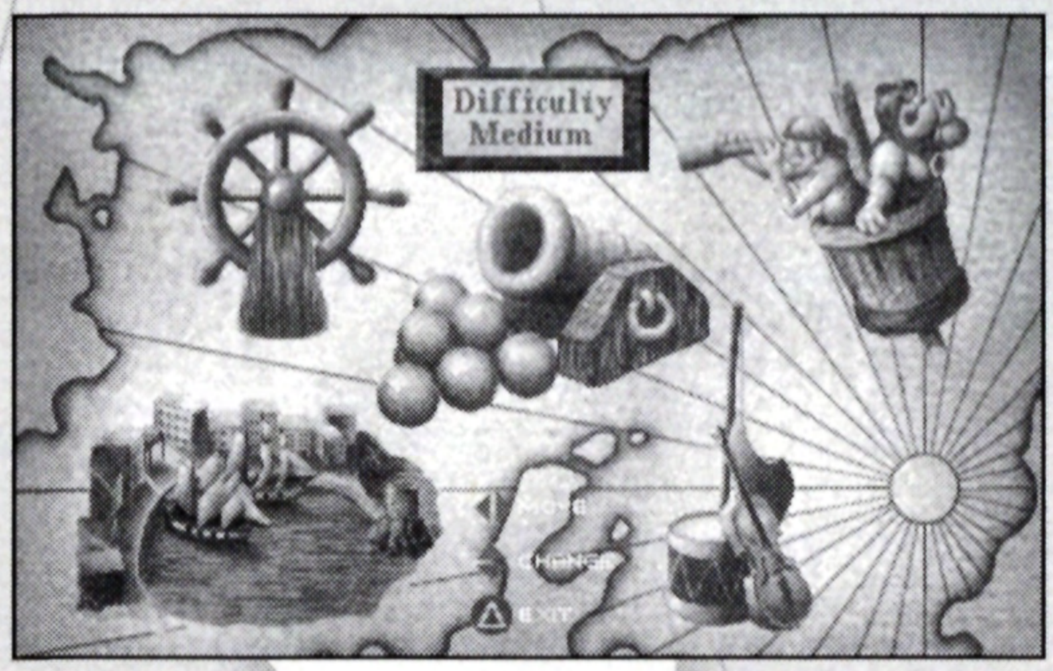
highlighting effect over the MEMORY CARD option and press the X button to confirm. The Memory card screen will be displayed. You may now LOAD, SAVE or ERASE games as outlined above and in the earlier Memory card section.

QUIT

Quit out of the current game and return to the Main Menu.

OPTIONS

This screen be a treasure map full of OPTIONS. Shipmates can select from Difficulty (Harbor), Controls (Ship's Helm), SFX Volume (Ship's Cannon), Music Volume (Ship's Flag) and SFX Mode (Crow's Nest). Simply use the Left and Right Directional buttons to choose a category, and the notice board due north of the screen will display the selection.



Difficulty

Use the Up and Down Directional buttons to choose your naval ranking.

Easy - for lily-livered land-lubbers.
Medium - for treasure-seekin' captains.
Hard - for pirates who truly have th' sea in thar blood.

Controls

To change the control set up use the Up and Down Directional buttons to select which controls you wish to alter. Now press the ✕ button. The control icon will fade to grey allowing you to reconfigure it by pressing the button of your choice.

SFX Volume

Stack the cannonballs using the Up and Down Directional buttons to decrease or increase the volume of the in-game Sound Effects. The higher the pile, the louder the explosive mayhem.

Music Volume

Hoist the green flag using the Up and Down Directional buttons to decrease or increase the volume o' the in-game music. The higher the flag, the louder the shanty.

SFX Mode

SFX Mode ahoy! Use the Up and Down Directional buttons to choose between Mono, Stereo or Dolby Sound.

In-Game Menu

Press the START button. A messenger's scroll will appear allowing you to select from the following options; Continue, Restart or Quit. Use the Directional buttons to move the highlighting effect. Press the ✕ button to confirm.

Continue

Pick up the game from the point you left it.

Restart

Return to the start of the current level.

Quit

Select Quit and a YES/NO prompt will appear. Use the Directional buttons to highlight YES, press the ✕ button to confirm and you will set sail out of the current level. Use the Directional buttons to highlight NO, press the ✕ button to confirm and you will return to the IN-GAME options menu.

WATERTIGHT WEAPONS

In one player mode the player starts each new game with the lowest grade of weapon. (In MULTI PLAYER mode the weapons are configurable.) As you collect the bounty of the seven seas, more powerful weapons will be added to your stockpile. Collecting power ups in the shape of floating ammo crates will replenish the ammo levels of your current weapon. Other power

ups will add to the selection of weapons available and still others will increase weapon range and power. There even be very strong power ups that might have the most amazin' effect on your ship. But you'll just have to find those out for yourself.

The weapon level is indicated on-screen by a row of yellow dots in the center of the Weapon Select System. The values of the weapon level range from 1 to 5 with 5 being the most powerful level. The three figure number in the center of the Weapon Select System relates to the ammo count for the selected weapon.

Use the L2 and R2 buttons on your Controller to move the dial over the weapon of your choice. Press the ✕ button to fire.



Cannon

Yer single-shot, front-firing cannon is for turnin' sea-dogs into driftwood.



Rockets

Get rid of yer airborne annoyances with these beauties.



Broadsides

Four of these from either side o' the ship. Any swabie gets in the way, he'll be sunk for sure.



Mines

A trail of spiky death for yer enemy.



Depth Charges

Get rid of yer underwater annoyances with some power charge.



Oil Slick

Dump one of these behind you and let any pursuin' enemies get caught in its explosive wake.



Lightning

Summon up a mighty bolt and light up your enemies. Neptune himself owns nothin' so powerful.



Flame Thrower

Watery graves? Bah! In Shipwreckers! we prefers cremations. Burn yer enemies sails to a crisp with a blast from the devil's fire pump.

GALLEON GAMEPLAY

Can't get that gate open? Try killing all the surrounding enemies and it may just trigger off something.

The town's defenses have been crushed! To conquer the town, you must dock at the jetty and wait until the skull and crossbones flag waves high above the houses. This will save you some time in the future.

Red is off, green is on. Simple as that.

Use your map to collect the map bottles in order. Stray from the path and you may find yourself in all kinds of trouble and very much lost at sea!

Smuggling is an important part of pirate's life. Pick up the barrels and drop them off at the newly created points indicated on the map. Smuggling runs are often vital to the completion of a level.

Ship on fire? Find something to douse the flames with!

When low on energy, try setting enemy ships alight. Then simply rescue the struggling pirates to boost your power level.

Master the art of oil slicks. Build a barrier of fire around your ship to protect it from any onslaught.

Looking for hidden treasure? You'll have to find the secret caves!

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Psygnosis Technical Support
919 East Hillsdale Blvd.
Foster City, CA 94404

For questions regarding PlayStation game console and its peripherals, please call:

1 (800) 345-SONY (1-800-345-7669)

Representatives are available M-F, 8AM-6PM, PST

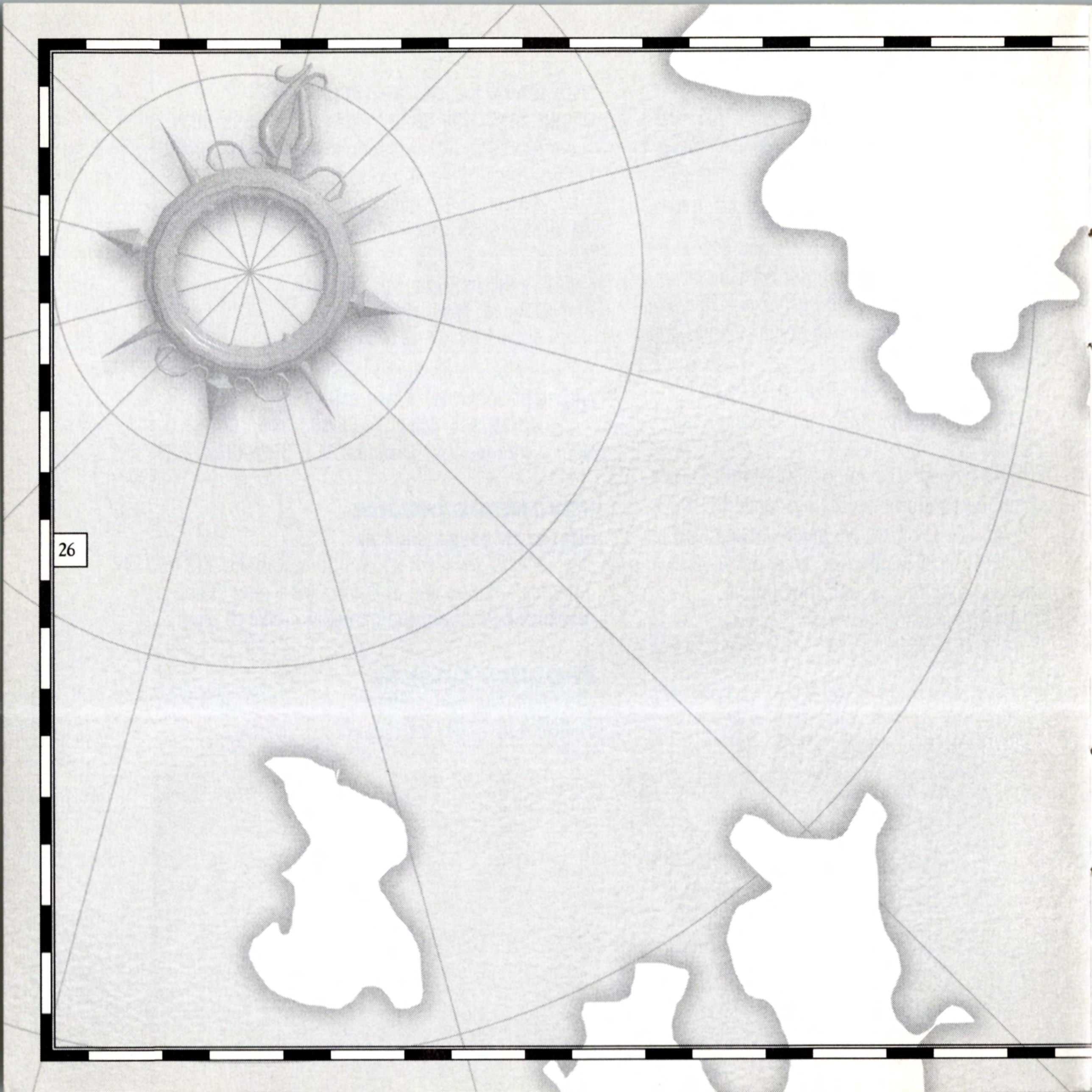
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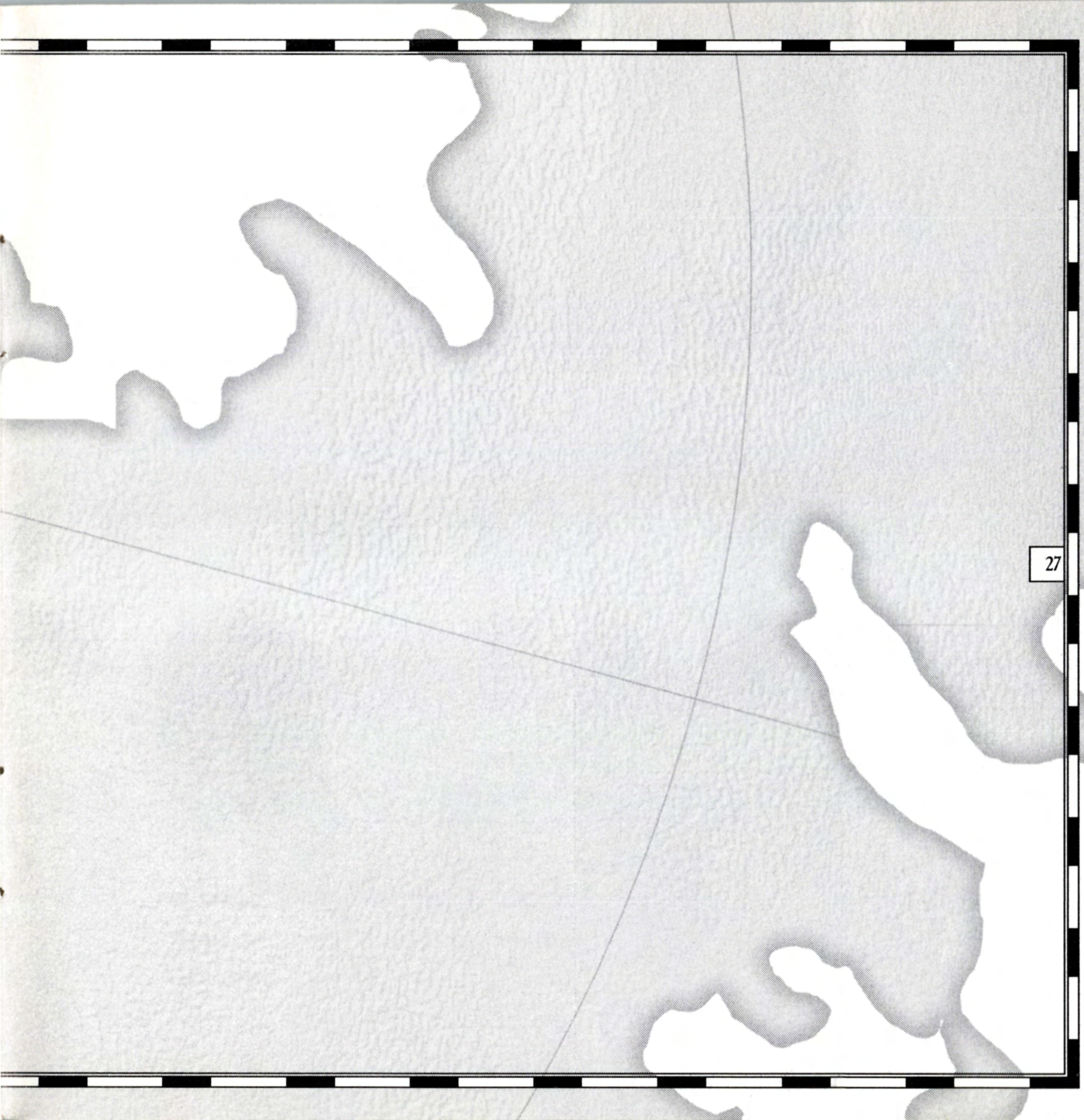
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$1.15 per minute live representive assistance
$4.95 for mailed out tips

Within Canada: 1-900-415-5757
$1.25 per minute (US Dollars)

For US callers, game counselors are available Monday-Friday, 8AM-6PM, Pacific Standard Time. Automated Support is available 24 hours a day. 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week. Live support is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America and Psygnosis Limited. No hints will be given on our Consumer Service line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE

1-800-345-SONY
(1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation™ game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

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