



NTSC U/C

PlayStation™

KIDS TO ADULTS



SLUS-00094

Starwinder™

THE ULTIMATE SPACE RACE



MINDSCAPE®
ENTERTAINMENT

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 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 store it in its protective case when not in use. Clean the disc with a soft, dry, lint-free cloth, wiping in straight lines from the center to the outer edge. Never use solvents or abrasive cleaners.

ESRB RATING

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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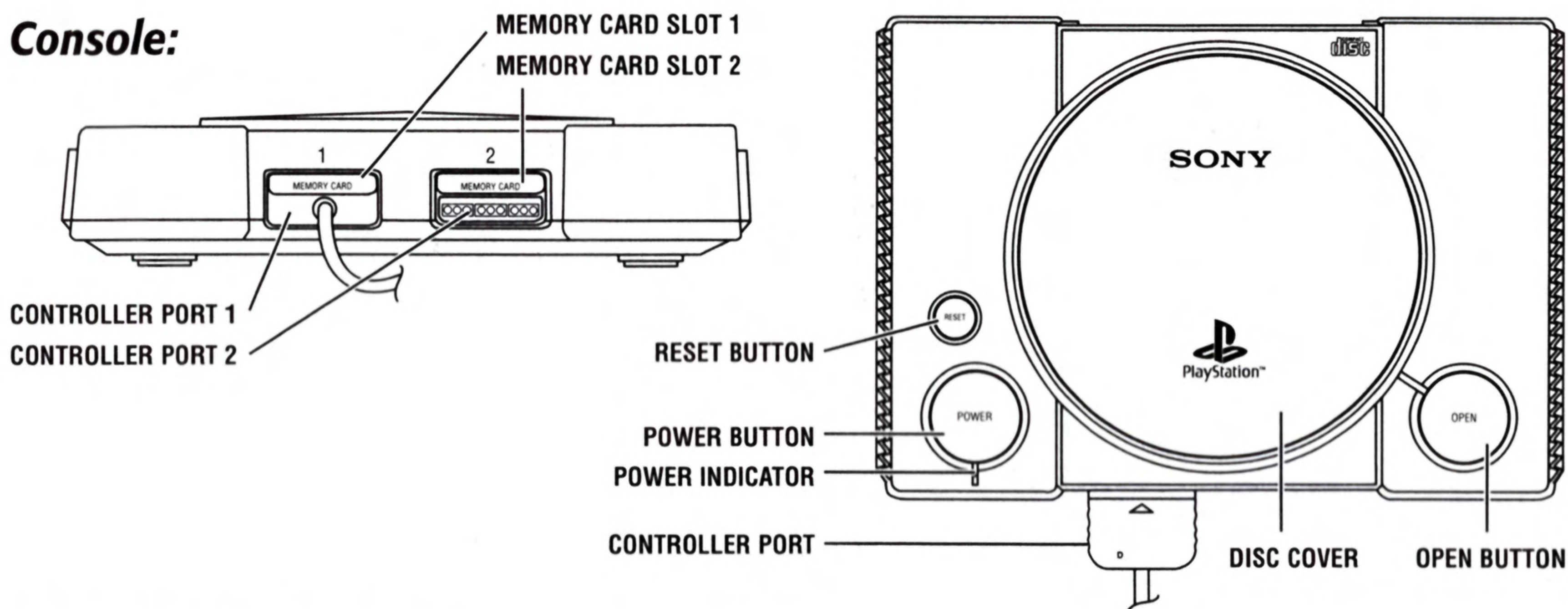
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STARTING UP

Console:



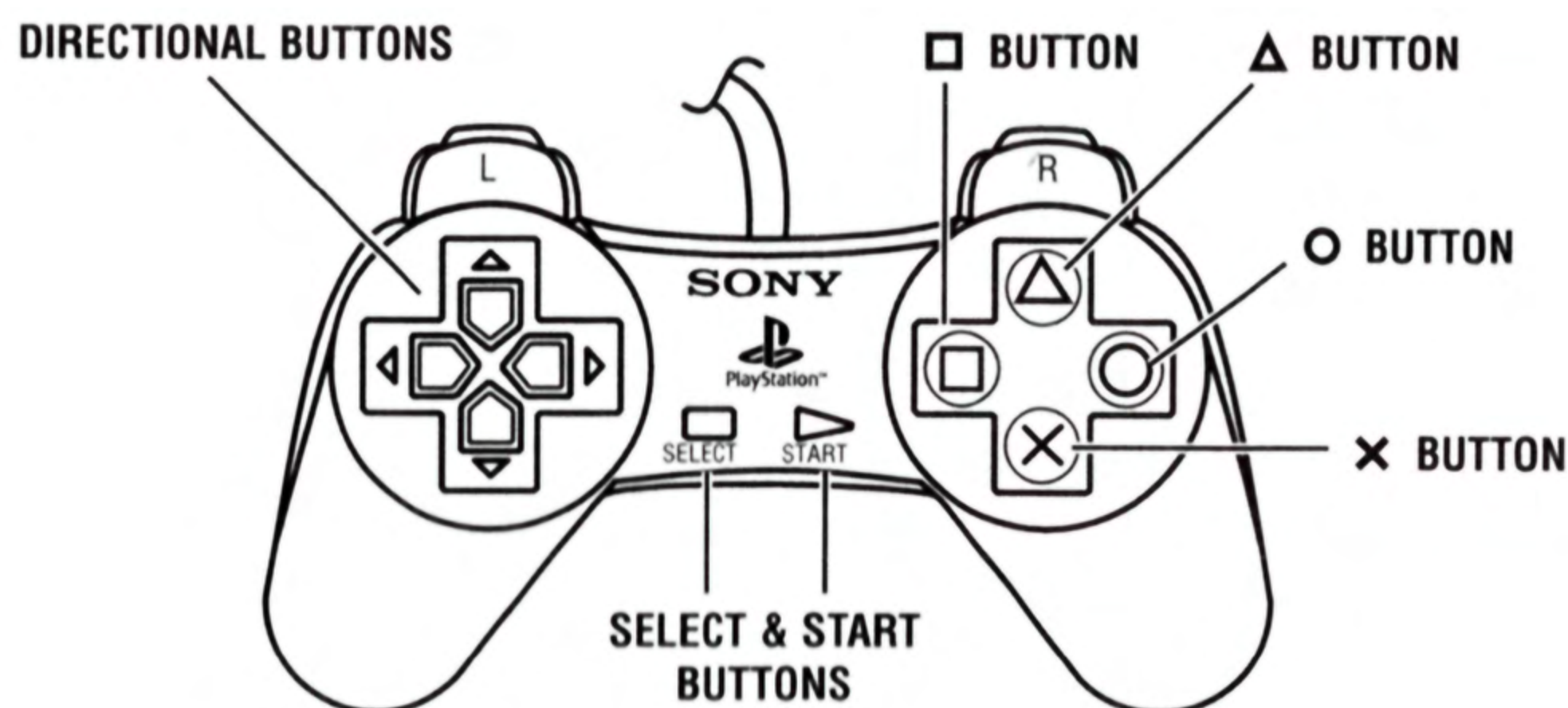
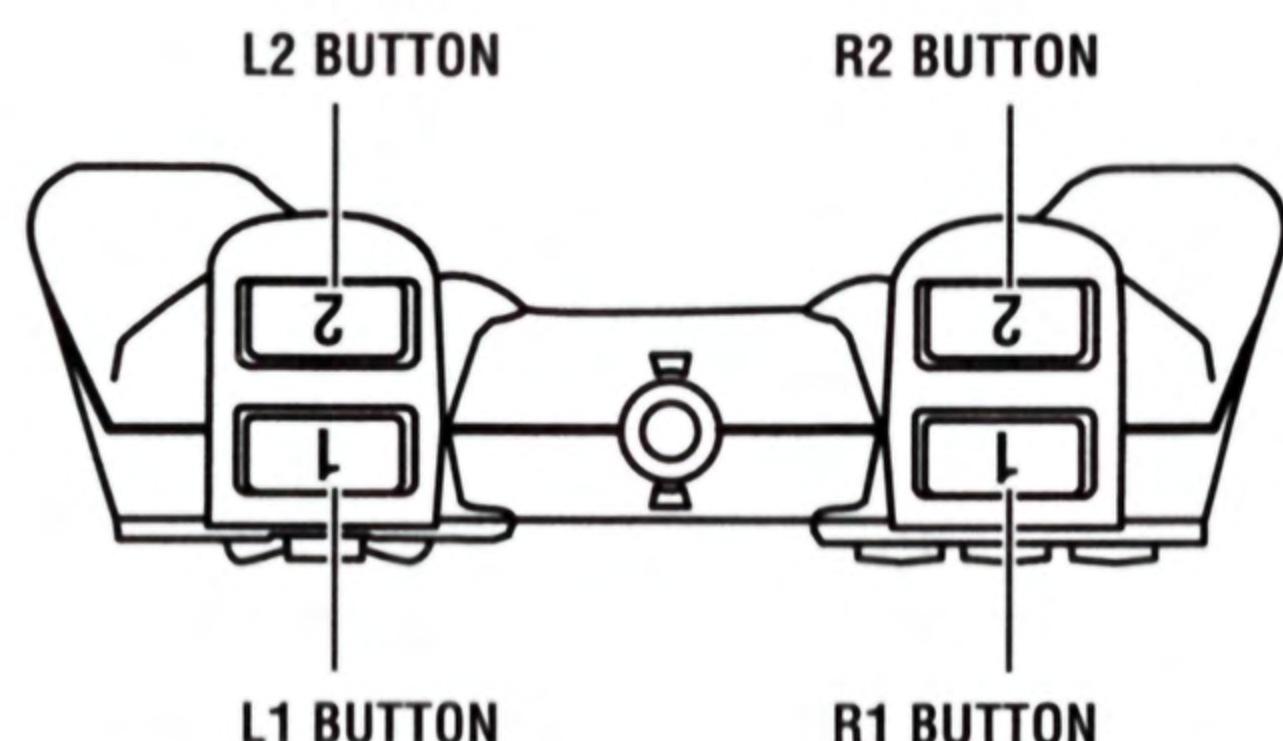
Rev up your engines, Rookie.

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

1. If you want to save and load games, be sure to insert at least one memory card. See your PlayStation owner's manual for setup instructions.
2. Press the Open button and insert the Starwinder disc, then close the CD door.
3. Press the Power button to turn the game console ON.
4. You have three choices. Watch the opening animations until the title screen appears. Press **×** to skip animations one at a time. Press Start to skip right to the title screen.
5. Press **×** to begin. (See *Flying Start*.)

GAME CONTROLS

Controller:



Nine Controller configurations are available to accommodate alien preferences, including yours. See *Options, Options, Options* for details.

Here are the default controls designed for human pilots:

- | | |
|------------------|--|
| □ Forward Thrust | R1 Roll Right |
| ○ Reverse Thrust | R2 Select weapon: Heat Seekers, Standard Missiles, Trench Missiles, Stun Missiles |
| × Fire Weapon | L1 Roll Left |
| △ Brake | L2 Autopilot – Returns you to a Rail when you're lost (automatic in some ships) |

Start Pause and open Pause menu. Use the Directional buttons to select a Pause menu command (Continue, Quit, Restart), then press Start or ×.

Directional Pad (the controls are similar to a plane NOT a car):

- | | |
|---|-------------------------------------|
| ▲ Move ship down toward the track Rails. | ▶ Move ship to right side of track. |
| ▼ Move ship up away from the track Rails. | ◀ Move ship to left side of track. |

NOTE: You have the option of choosing nine different Game Controls. (See *Controller Setup*.)

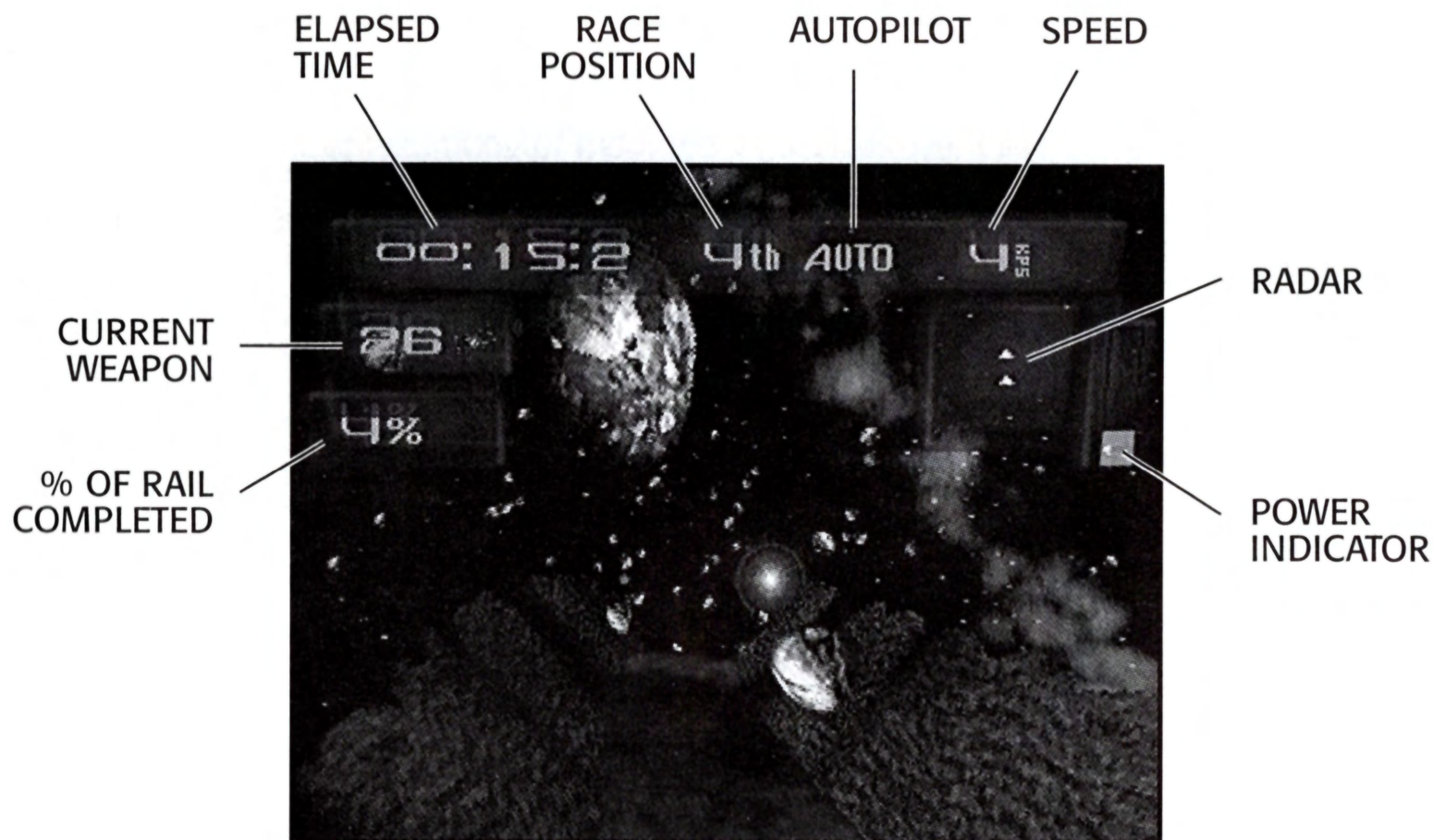
FLYING START

If you are evolved enough to need speed, you may be ready for *STARWINDER*. Take these basic training steps:

1. Start up Starwinder and go to the title screen, which is also the main menu.
2. The menu defaults to Start. Press **×** to begin. (You can also press **▲** or **▼** to select Options or Race, then press **×** to choose that command. See *Options, Options, Options, and Time for Flight School?*)
3. You see descriptions of the Quadrant and its tracks as you travel through space/time to that domain. Your journey includes an update from our host. Press Start or **×** to skip to the Quadrant screen.
4. At the Quadrant screen, press **×** to Race. (You can also press **○** to select Options or **▲** to Quit. Press **◀ ▶** to preview other tracks.)
5. At the Ship Selection screen, press **×** to pick that ship. (You can also press **▲** to go back to the Quadrant screen. Press **◀ ▶** to preview other ships. Press **□** and **○** to zoom in and out.)
6. While the galaxy is waiting for your race, you can solve puzzles. To solve a puzzle, press **×** to pick up a piece, use the Directional Pad buttons to move it, then press **×** again to drop the piece.
7. Wait for the countdown and the explosion. Then go! Keep **□** depressed and use your Directional Pad. Press **×** to fire your weapon.

HEADS UP DISPLAY

Your ship's Heads Up Display gives you important information about your ship, weapons, the time elapsed, and your position in the race. The Radar shows the position of the other racers relative to your ship. On the Radar, the white triangle is you. Green triangles indicate ships above you and yellow triangles indicate ships below you. The Power Indicator shows how much energy the Rail sends to your ship. The closer to the Rail you are, the more power you get. More power equals more speed. There is an autopilot feature for those of you who can't find the track. Some vehicles have an Active Autopilot that kicks in by itself. Others have a Passive Autopilot which you must activate. When the indicator is lit, you can use it. When it's flashing, you *are* using it. Easy enough.



THE ULTIMATE SPACE RACE

Ready for the ride of your life? Strap on your brain, hold on to your stomach, and don't swallow your tongue. This is *STARWINDER – THE ULTIMATE SPACE RACE*.

You, Connor Rhodes, are Earth's first emissary to the biggest race the other side of Pluto. A tradition for over a millennium, the 43 known civilizations in the Milky Way galaxy race the elimination heats. As the new guys' (Earth's) finest pilot, you are invited to race the seven best pilots in the galaxy for a chance to win the ultimate prize – the Starsphere.

First Contact

Sometime 34 years in the past of the distant future, Earth's deep space program made first contact with alien civilizations inhabiting the Milky Way galaxy. These 43 civilizations discovered each other long before Earth made contact. They found that located near each civilization is a Rail. Finding no other purpose for the existence of these Rails, they put them to good use: racing.

Many in the galaxy believe that a large asteroid belt between Mars and Jupiter is Earth's destroyed Rail. Because of this, you have been invited to test your wits against the best of the best. Do you have the right stuff to keep from getting blown into star stuff?

Ride the Rail

Found only near intelligent life, the Rails are thousands of miles long. No one knows who built them, or why. But they found that each of these Rails has a peculiar property - the nearer a ship ventures to the Rail, the faster it flies. With a need for speed like our own, the civilizations transformed the Rails into mammoth racetracks, creating an invitational tournament for the top eight Rail riders in the galaxy. This is for galaxy-wide bragging rights, Rookie. Are you ready?

The Tournament

Each of the 44 Rails in the galaxy is used in the race to Epsilon Indi. The Rails are divided into 10 Quadrants. Each Quadrant contains four Rails. Game starts after 3 Rails (time trials) have already been completed. You, Connor Rhodes, only have to race 40 Rails, plus the 41st race at Epsilon Indi. In the first 2 Quadrants, you race against the clock. This is where your test begins. Are you fast enough to hang with the big guns? In Quadrants 3 through 9, the real competition begins. Here you race 3 other competitors plus drone ships. To advance, you need to win at least two races in each Quadrant. No time to fool around. In Quadrant 10, if you get that far, you race against the four top pilots for the right to go head-to-head on the final Rail – Epsilon Indi.

Epsilon Indi

Discovered 500 years ago near a burned-out solar system, the 44th Rail in the galaxy is Epsilon Indi. Why no civilization is located near this Rail is a mystery. Regarded by the best pilots as the most challenging Rail in the galaxy, it is the ultimate test for any pilot. And you've got a lot of work to do to get there, Rookie.

The Prize

The prize you fight for is the Starsphere. Assembled from 44 interlocking gems found embedded in the Rails of the galaxy, it is a nearly perfect globe. Only one piece is missing. When the Rail at Epsilon Indi was discovered, many thought the final gem would be found to complete the Starsphere. It wasn't. The purpose of the Starsphere is as unknown as the location of the missing gem, but it'd look mighty nice on your mantle.

CONNOR VS. THE COMPETITION

Ready to kick some intergalactic a\$\$? Maybe you are. Maybe you aren't. Your fellow racers have plenty to say about that.

Name: Connor Rhodes

- ▶ Species: Human
- ▶ Gender: Male
- ▶ Home Planet: Earth



Bio: A former asteroid prospector, Connor Rhodes is the first racer from Earth to race to Epsilon Indi. Rookies don't get much respect. You get none. The other racers know nothing about you. Use that to your advantage and take 'em down.

Name: KO-AXE

- ▶ Species: Humanoid/Cyborg
- ▶ Gender: Male
- ▶ Home Planet: Baiten Kaitos
(Zeta Ceti III)



Bio: Half man/half machine, Ko-Axe hates both. In fact, Ko-Axe hates everything. Except racing and winning. He hugs the Rail and runs over or through his competition. If he's on your tail, you might want to step aside. This cyborg is all business.

Name: G'thul Gl'Hurg

- ▶ Species: Triceratops Sapiens
- ▶ Gender: Male
- ▶ Home Planet: Regor
(Gamma Velorum I)



Bio: According to legend, the inhabitants of G'Thul's planet of Regor think they may be the descendents of the dinosaurs that "disappeared" from Earth eons ago. Seems they got smart and found a new home. G'Thul thinks Earth, called "The First World" by Regor's inhabitants, went downhill after his ancient ancestors left. You need to prove to him that you're no evolutionary fluke.

G'thul plods along in his indestructible ship. In the fashion of the tortoise and the hare, G'thul is definitely the tortoise. He's a five-time champion of the Epsilon Indi, so his style works. Don't be surprised to see him lumber past as you sit smashed up on the Rail.

Name: Tianna Stone

► Species: Misuran

► Gender: Female

► Home
Planet: Sirius (Alpha Canis
Majoris III)



Bio: Tianna races to avenge her discharge as a pilot from her planet's special forces. She disobeyed the orders of her commander by entering a battle zone to rescue injured soldiers in her detachment. Her commander, injured during the rescue attempt, decided to give her the boot. Rumors link Tianna with G'Thul Gl'Hurg. Don't ask. Don't even think about it. Calm, cool, and calculating, Tianna would love to humiliate the new guy.

Name: Dextor - The Terrible

► Species: Oculous Astigmas

► Gender: Parthenogen

► Home
Planet: Naos (Zeta
 Puppis (XI))



Bio: Dextor will tell you he's the greatest thing since sliced bread. He'll tell you he is the most intelligent creature in the galaxy. He'll tell you he's the baddest racer ever to run for Epsilon Indi. If you believe all that, Earth boy, you'll believe anything.

Dextor is the returning champion. Last year he won The Race for Epsilon Indi after hosting a prerace buffet where the other competitors developed food poisoning. If you avoid the food and wait for Dextor to make a mistake, you should have no trouble.

Name: Engon

- ▶ Species: Delta Chamaeleontis
- ▶ Gender: Androgynous
- ▶ Home Planet: Unknown

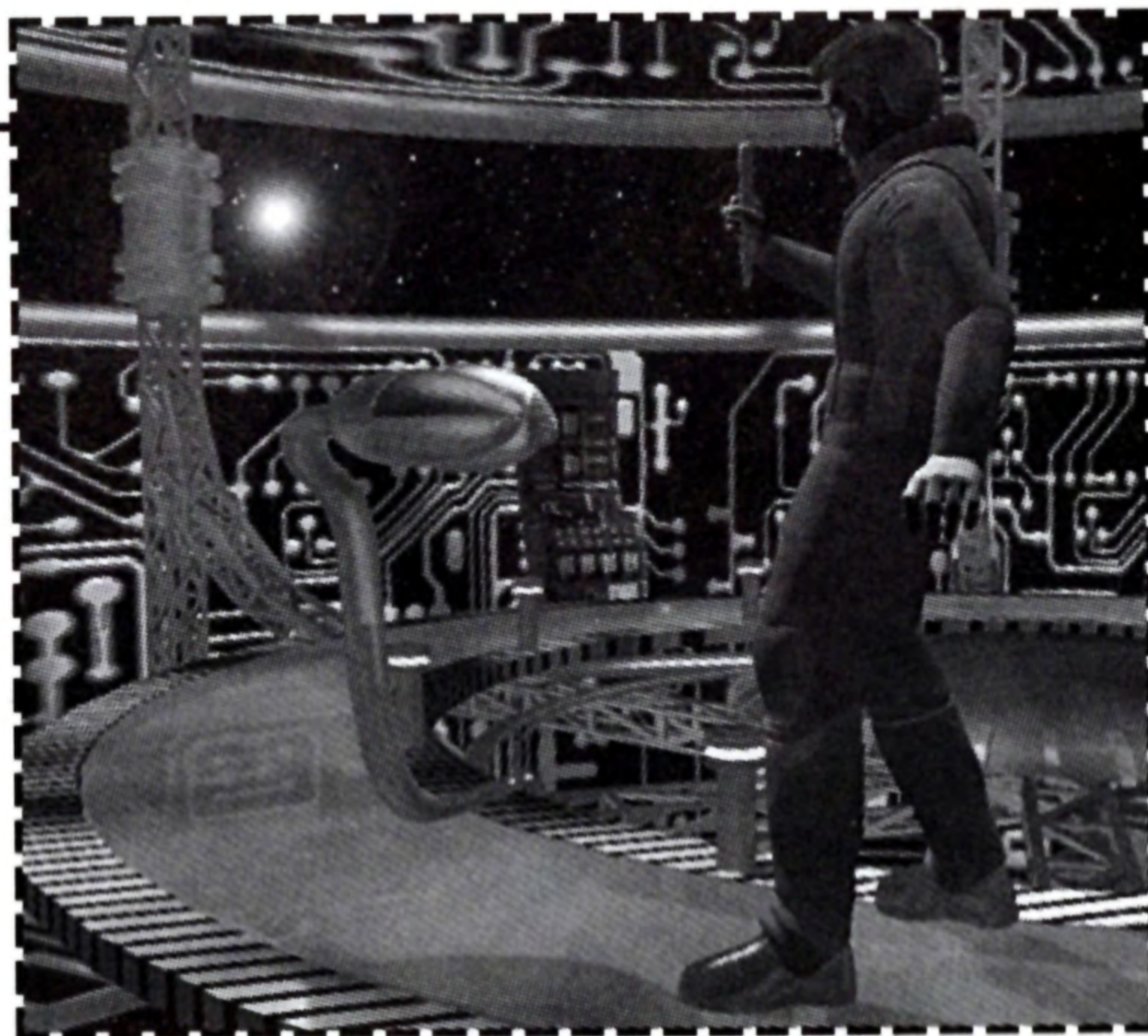


Bio: The only known factoid about Engon is that he is a shape shifter. He takes the form of anything, living or dead, that matches his mood. Unlike most of the other racers, Engon shows surprising regard for the other racers, sacrificing position to save someone from injury.

Though Engon is not feared by most of the other competitors, be careful. He does his homework and has what it takes to win.

Name: Nuron IX

- ▶ Species: Neural
Upload/Retrieval
OmniNetwork
- ▶ Gender: Machine
- ▶ Home
Planet: None. Home Star:
Beta Mensae



Bio: Nuron IX doesn't just fly a ship; he IS a ship. Eons ago, his "ancestors," life forms similar to those of Earth, created machines capable of imitating the brain. To achieve immortality, Nuron IX's ancestors transferred their consciousness to these machines. But nothing's immortal. After years of accidents and the loss of its home planet by the explosion of a supernova, Nuron IX finds itself the last of its kind.

Nuron IX has never won the Epsilon Indi. He tends to be cautious and calculating, often forgetting that the other competitors are unpredictable. In his eyes, you're worth less than your ship.

Name: Zack Kilmer

- ▶ Species: Human
- ▶ Gender: Male
- ▶ Home Planet: Atria
(Alpha Trianguli IV)



Bio: With an ego the size of his home planet, Zack Kilmer used to race to punish the other competitors. He used to prefer blowing you into stardust rather than winning the Epsilon Indi. But that's all changed. Zack believes he has discovered the secret of the Starsphere and will do anything to win it.

When Zack's in front, he shows a breakneck disregard for the obstacles on the course. But when he's behind, he'll bump and grind. If he's near, steer clear.

Name: Barlow Lenz

- ▶ Species: Humanoid
- ▶ Gender: Male
- ▶ Home Planet: Vega (Alpha Lyra VII)



Bio: Host of the galaxy's most popular sporting event, nothing phases Barlow Lenz. Not even stressful interviews with losing racers. He claims he's a humanoid, but his delivery seems suspiciously mechanical.

CHOOSE YOUR WEAPON

In Quadrant 1, you can choose one of two ships. Additional ships are available after the time trials. Each ship has various strengths and weaknesses. During some races, top speed may be important, while in others, handling or strength may be more important. Review the properties of each of your ships on the Ship Selection screen and decide which is best for the current race.

The quickest way to slow your opponents down is to hit them with every weapon you've got. So blast away! They'll be doing the same to you. When you exhaust a weapon, the next one kicks in.

Each competitor carries these weapons:



Standard Missiles – Use these to blast obstacles, such as drone ships and mutant materials.



Stun Missiles – Stuns enemy opponent for three seconds. Fires in a straight line.



Heat Seekers – These bad boys lock on to the closest target's engine exhaust. Fire and forget.



Trench Missiles – Follows a Rail until its power runs out or it hits an obstacle, such as a hunk of mutant material.

Watch for these power ups and speed bumps on the Rails:



Green Spiral – Get a boost to warp speed. You can pick this up and save it for later.



Mine – These nasty little surprises are scattered about – just waiting to ruin your day.



Blue Spiral – Wormholes. A space/time portal that can send you backward or forward on a Rail.

OPTIONS, OPTIONS, OPTIONS

Starwinder offers a variety of game options. At the title menu, press ▼ to select Options, then press ✕. At the Quadrant screen, press ○. The Options menu appears with the default Controller Setup selected.

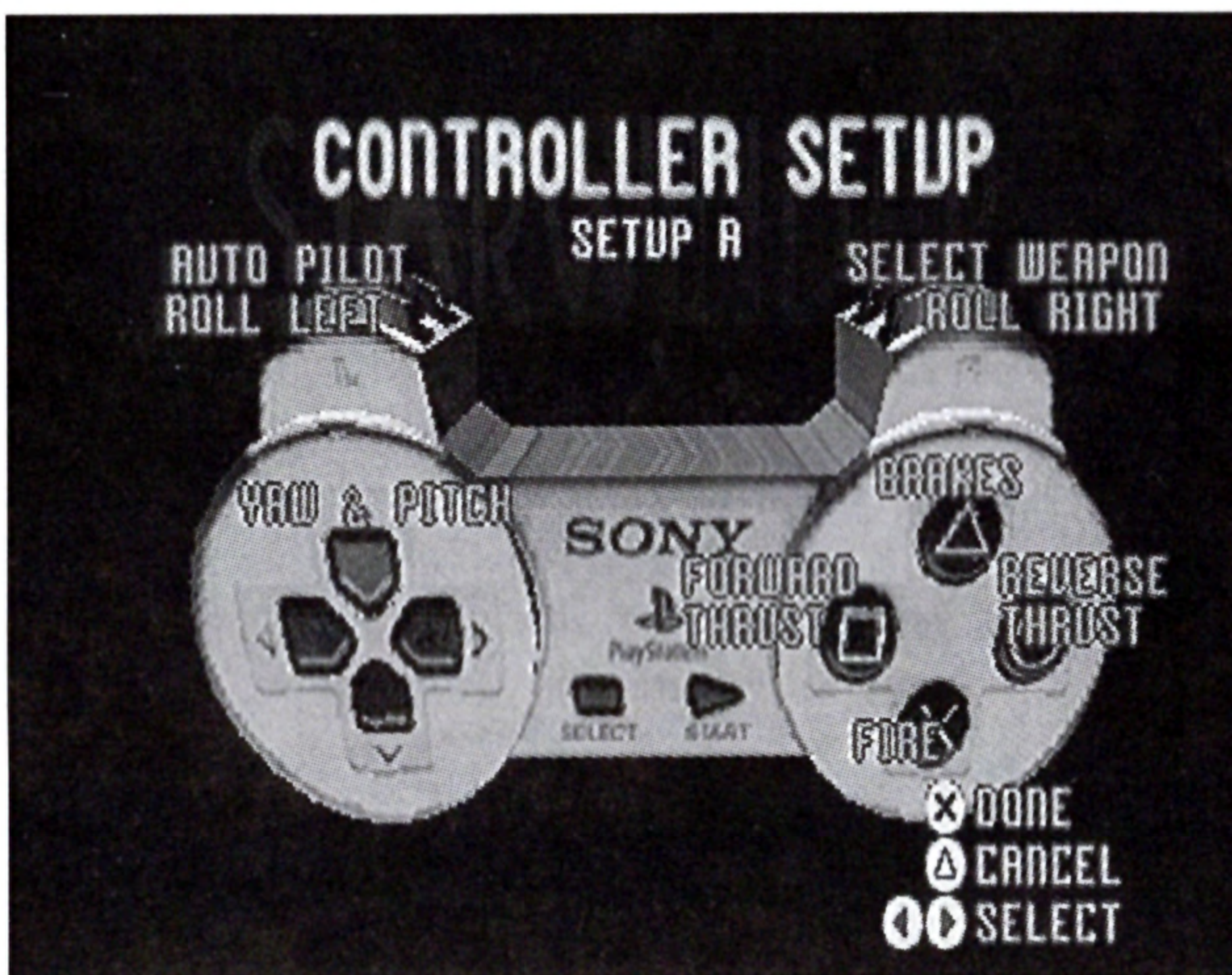


Press Directional Pad buttons to select the game option you want, then press ✕. Options are described in the following sections, including:

- Controller Setup
- Audio Setup
- Load
- Save

Press ▲ to exit the Options menu and return to the previous screen.

NOTE: If you change your Controller Setup or Audio Setup then Save, that configuration loads automatically the next time you want to use your PlayStation.



Controller Setup

The Controller default setup is Setup A. Press ◀ ▶ to select one of nine possible Controller configurations. Press X to set a configuration. Press ▲ to return to the Options menu without changing your Controller configuration.



Audio Setup

Press ▲ ▼ to select one the three sound effects:

Music Volume: Press ▶ ◀ to increase or decrease volume.

Sound Effects Volume: Press ▶ ◀ to increase or decrease volume.

Stereo/Mono: Press ▶ ◀ to set Stereo or Mono.

Press X to accept the new Audio setup. Press ▲ to return to the Options menu without changing your Audio setup.

Load

To load a saved game, you must have the memory card with that game inserted into the Game Console. Press ▲ ▼ to select the game you want, then press ✕ to open the Load Game screen.

NOTE: If you have two memory cards, press ○ as needed to change from Card 1 to Card 2 and back.

Press ▲ ▼ to select a game name, then press ✕ to load it. Press ▲ to return to the Options menu without loading a game.

Save

To save a game, you must have a formatted memory card inserted into the Game Console.

NOTE: If you have two memory cards, press ○ as needed to change from Card 1 to Card 2 and back.

Press ▲ ▼ to select an Empty game or an existing game name, then press ✕ to call the Enter Filename prompt. (If you want to overwrite an existing game, a prompt appears asking if you really want to save. Select Yes or No and press ✕ to open the Enter Filename screen.)

Press ▲ ▼ to select a slot, then press ▲ ▼ to select a letter. Press ✕ to save. Press ▲ to exit without saving.

TIME FOR FLIGHT SCHOOL?

Need a little practice, Rookie? Well, just select Race from the main menu and press **X**. This nifty little feature lets you race against time to practice alone on a track. You can select a practice race before you start in Quadrants 1 and 2. After that you practice any track you've already run.



At the Race screen, press **X** to open the Ship Selection screen. Press **X** again to choose the current ship. You may solve the puzzle or wait for the countdown. At the explosion — go!

After your practice, you may press **△** to view an Instant Replay of your flight from outside the spacecraft.

HINTS

- ▶ The closer the bottom of your ship is to the red Rail, the faster your ship will go.
- ▶ Watching the replays can give you valuable information on the location of warps and weapon pickups.
- ▶ Watching the interview and update cinematics will help you to solve the puzzles before the races. Solving a puzzle will give you extra weapons and warps.
- ▶ Shoot as many drone ships as possible. If they get behind you, they will shoot you!
- ▶ Shoot the buildings along the tracks. Some of them hold valuable items.
- ▶ When you hear or see the gun turrets shooting, try to fly under the track. That way, it will be harder for them to hit you.
- ▶ Look for short cuts on various tracks.
- ▶ Keep your foot on the gas pedal even when you are shooting.
- ▶ Eat your fruits and vegetables.
- ▶ Play Starwinder often and tell all your friends about it!

STARWINDER CREDITS

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