



PlayStation

NTSC U/C

PlayStation

EVERYONE



CONTENT RATED BY
ESRB

SLUS-01217

RAYCRIS

SERIES TERMINATION



We are delighted that you have chosen **RayCrisis™** for play on your PlayStation® game console. We hope that you will continue to enjoy this and all of our games for the PlayStation game console. Due in part to the numerous requests we've had for expansion into new game genres, this game now rests in your hands. Please continue to tell us what **YOU** want, because we are always interested in what **YOU** think of our games, and what games **YOU** would like to see released in this country.

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.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

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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PlayStation® Game Console

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 **RayCrisis™** disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

CONSOLE



PlayStation® Controller

DUALSHOCK™ ANALOG CONTROLLER

L1 button

Changes the color of the Wave Rider to red on the Player Select screen.

L2 button

Changes the color of the Wave Rider to yellow on the Player Select screen.

R1 button

Changes the color of the Wave Rider to blue on the Player Select screen.

R2 button

Changes the color of the Wave Rider to silver on the Player Select screen.

Select button

When the game is paused, press the Select button to open the Game menu.

Directional buttons

Controls the Wave Rider. Moves cursor on boxes that require a response.

Left Stick

Controls the Wave Rider. Moves cursor on boxes that require a response.

Analog Mode Switch

Enables the use of the Left Stick.

Start button

Pauses the game.

○ button

Returns to the previous screen on menus.

● button

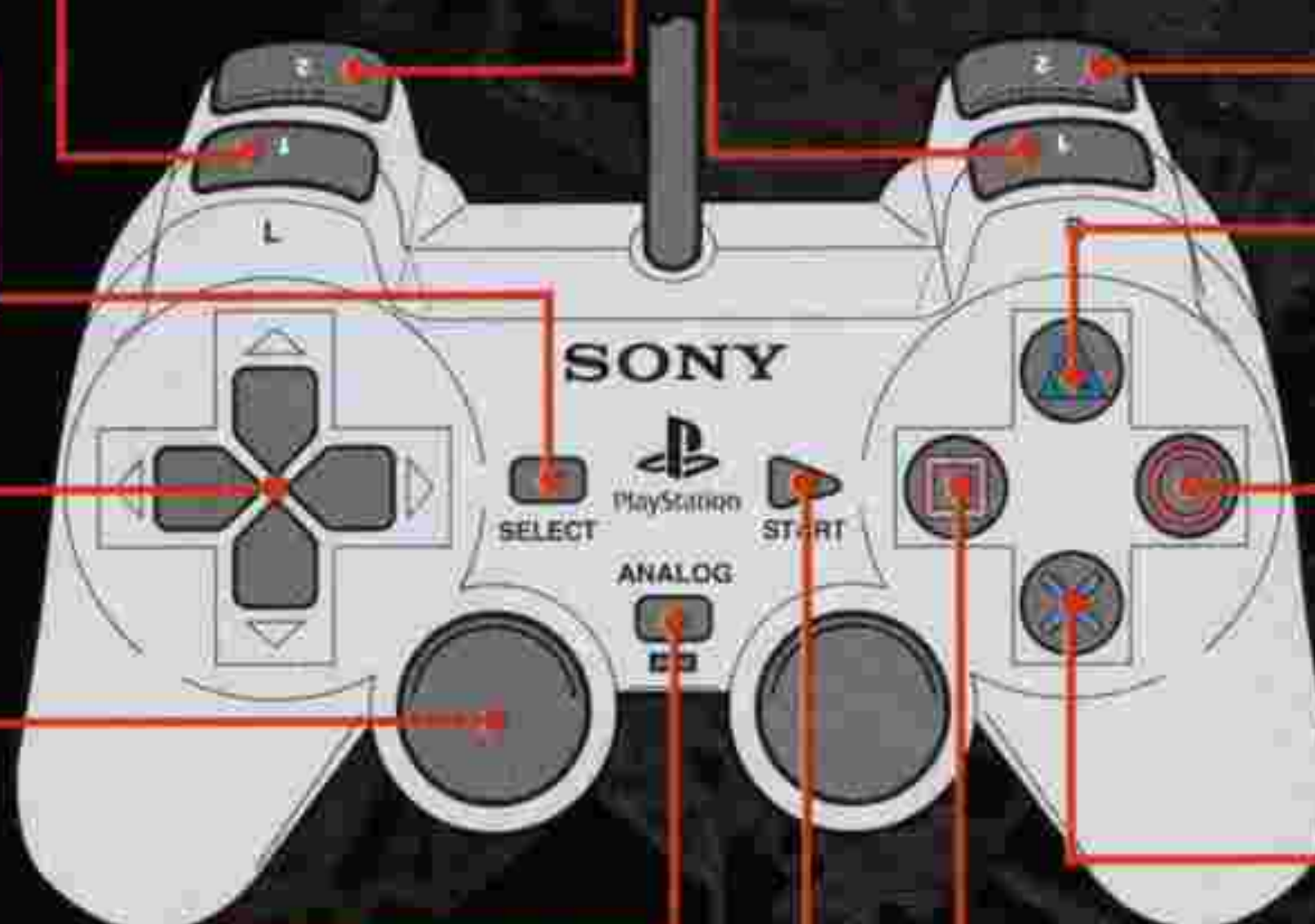
Fires the Wave Rider's special attack.

⦿ button

Fires the Wave Rider's homing weapons.

⦿ button

Fires the Wave Rider's homing weapons.



NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

To exit a game, press and hold the Select and Start buttons while pressing and holding down the L1, L2, R1, and R2 buttons. The Title screen will then be displayed.



Mission Briefing

The elimination of the human race began as a malfunction of the worldwide Con-Human Network. A rogue scientist named Leslie McGuire, determined to create the ultimate neural interface between man and machine, cloned herself (directly violating the Genetic Sanctity Law of 2119) and hardwired the clone's mind directly into Con-Human. McGuire didn't anticipate what happened next; Con-Human's AI took over the clone's consciousness, and somehow achieved sentience.

Unfortunately, Con-Human was entirely unable to comprehend the emotions of humanity or the mysteries of existence, and the Network was driven "insane." Lost in the maze of its "mind," Con-Human soon decided to seize control of the Earth's weaponry and destroy the beings that had cursed it with self-awareness. Within weeks, all but a few million of the Earth's 13 billion citizens had been slaughtered. The remaining population escaped into a series of subterranean cities, which had been constructed to guarantee human survival in the unlikely event of a collision between Earth and a giant asteroid.

Once underground, the remaining humans formulated a plan to colonize nearby planets and escape Con-Human's control. With the Deep Space Allied Armies providing assistance, humanity gained air superiority over the Network, and began shuttling human cargo across the solar system. After 20 years of hard-fought battle, all the humans who wished to leave had been evacuated from the ravaged planet they once called home. In all, over 500 colonization vessels and 260 orbital vessels escaped the steel vise of the Network.

The idealistic humans who remained on Earth believed that they had the ability to disable Con-Human and regain control of their mother planet. The struggle against the Network was difficult, and progress was impossible to gauge because of Con-Human's constantly evolving powers. The futility of attempting to disable the Network soon became evident, and it was decided that its very existence posed a threat to the future of mankind anywhere in the universe.

An assault, code-named Operation Meteor, was mounted. It was a massive failure: over 70% of the assault vehicles were destroyed, the Network core remained intact, and Earth's remaining population was surrounded by Network-controlled vehicles of destruction.

 You are the last hope to destroy the Con-Human Network and save Earth. Fasten your safety restraint. This is only the beginning....

Starting The Game

Press the START button during the opening animation and the Title screen will be shown. The Title screen displays the following three choices: **Original Mode**, **Special Mode**, and **Option Mode**.



ORIGINAL MODE

Original Arcade version. Experience the game as it originally appeared in the arcade. This direct translation of the arcade game allows all of the original enemies and bosses to be fought in arcade-perfect fashion.



After selecting **Original Mode** from the Title screen, the Map select screen will appear. Now select three maps in which to play. Use the Left or Right Directional button to select a map. Press the **X** button. Continue selecting maps until all four maps are chosen.

Once all of the maps have been chosen, it is necessary to confirm the map arrangement. To confirm the setup, select **"YES"** and press the **X** button. The Player Select screen will then be loaded. Choose **"NO"** to cancel the current arrangement. The screen will return to the beginning.



Starting The Game

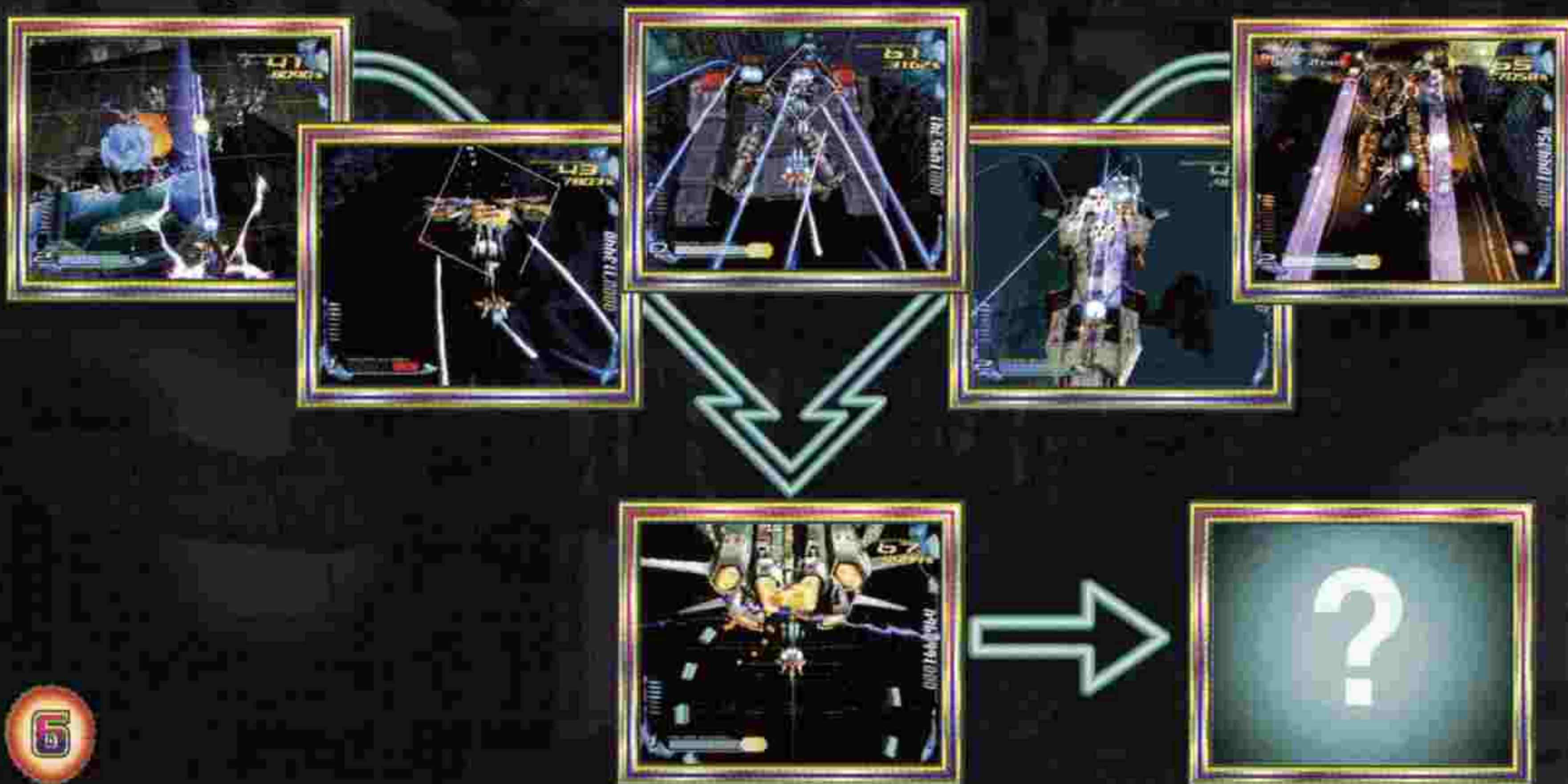
ORIGINAL MODE (Continued)

The Player Select screen allows the player to select which ship, WR-01R, WR-02R, or WR-03, to pilot. Each ship has its own capabilities and special weapons. To change the color of the ship, press the L1, L2, R1, or R2 button. The various color assignments are as follows: L1=red, L2=gold, R1=blue, and R2=silver. After deciding which ship to use, press the $\times$ button. The game will then begin.



MAP SELECTION

Below is a list of maps that can be chosen on the Map Selection screen. There are five different maps; however, only three can be selected.



Starting The Game

SPECIAL MODE

The Special Mode is based on the Arcade Mode; however, there have been a few changes to keep things interesting. For example, the player's ship will be fully equipped, and a player's score will decrease when the encroachment reaches 100%.



After selecting **Special Mode** from the Title screen, the Player Select screen is loaded. Use the L1, L2, R1, or R2 button to change the color of the ship. The color assignments are as follows: L1=red, L2=gold, R1=blue, and R2=silver. After deciding which ship to use, press the $\times$ button. The game will then begin. *Note: There is no map selection for Special Mode.* There are seven levels in Special Mode (shown below).

LEVEL PREVIEW



LEVEL 1



LEVEL 2



LEVEL 3



LEVEL 4



LEVEL 5



LEVEL 7



LEVEL 6

Option Mode

OPTION MODE

Change system settings. The following system settings can be accessed: **Key Configuration**, **Game Configuration**, **Memory Card**, **Sound Configuration**, **Material**, and **Exit**. These settings will be described below, and on the following pages.



KEY CONFIGURATION

Change button assignments. The spaceship's weapons can be assigned to different buttons. There are four types of settings for each button: **Shot**, **Laser**, **Special**, and **Not Used**. To change a button's setting, simply press that button until the desired weapon is assigned to it. If a mistake is made during the setup, use the Select button to reset all of the buttons to their original settings. After reconfiguring the controller, and/or to return to the Options screen, press the Start button. The new settings will be confirmed and the screen will return to the Options screen.

GAME CONFIGURATION

Change game settings. The following game settings can be modified: **Player Stock**, **Difficulty**, **Vibration**, and **Flash Effect**. To change any of these settings, use the Up or Down Directional buttons to move the cursor to that option. Next, use the Left or Right Directional button to change the setting.

 To exit and return to the previous screen, press the  button. These settings will be described on the following pages.



Option Mode

GAME CONFIGURATION (Continued)

PLAYER STOCK

Changes the number of ships. Determines how many ships will be set aside for use during the game. The minimum number is one and the maximum is nine.

VIBRATION

Activate or deactivate vibration for the DUALSHOCK™ analog controller. Select “OFF” to turn off the vibration. “Soft” will minimize the vibration, while “Hard” will set the vibration to its maximum setting.

DIFFICULTY

Changes the game’s difficulty setting. The game can be played in the following difficulty modes: **Easy**, **Normal**, **Hard**, **Maniac**, and **Max**.

FLASH EFFECT

Changes the intensity of the screen flashing. “Normal” will leave the flash effect at the default setting, while “Soft” will decrease the intensity of the flashing.

MEMORY CARD

Save or load games. The following options are available: **Load Data**, **Save Data**, **Memory Card Manager**, **Player Name**, **Auto Save**, and **PocketStation**. These settings will be described below and on the following page.



LOAD DATA

Load in the game data from a Memory Card. To load in data from a Memory Card, select “Yes.” Press the **×** button. The data will then be loaded. To cancel, select “No.” The data will not be loaded. *Please do not remove the*

Option Mode

MEMORY CARD (Continued)

SAVE DATA

Save the game's current settings. To save the game's settings to a Memory Card, select "Yes." Press the $\times$ button. If there is existing RayCrisis data, the decision to save the game must be confirmed. To overwrite the data on the Memory Card, select "Yes." The data will then be saved. To cancel, select "No." The data will not be saved. *Please do not remove the Memory Card during a save or load.*



MEMORY CARD MANAGER

Delete other game saves from the Memory Card. To delete saves on a Memory Card, select "Yes." Press the $\times$ button. All of the data on the Memory Card will be displayed. Move the cursor to select which save to delete. Press the $\times$ button. To confirm the decision to delete the data on the Memory Card, select "Yes." The data will then be deleted. To cancel, select "No." To exit the Memory Card Manager screen, select "Exit," or press the Δ button.



PLAYER NAME

Allows eight different player names to be entered. To enter a player's name, select "No Name." Press the $\times$ button. The top of the screen displays the best score, and the total play time. At the bottom of the screen, a player's name, initials, or other identifying information can be entered; the information can also be confirmed or deleted.



Option Mode

MEMORY CARD (Continued)

PLAYER NAME (Continued)

To enter a player's name, simply press the Up or Down Directional buttons to select a character. Once a character has been chosen, use the Right or Left Directional buttons to move to the next character. After all of the characters have been chosen, choose **"OK"** to save the changes. Press the $\times$ button. The screen will then return to the Memory Card menu.



To erase a player's file, choose **"DELETE"** from the Player Name screen. Press the $\times$ button. To confirm the decision to delete the player's name, select **"Yes."** The information will then be deleted. To cancel and return to the previous screen, select **"No."** The file will not be deleted.

AUTO SAVE

Automatically save game settings and high scores. To turn on the Auto Save feature, select **"On."** Press the $\times$ button. Game settings and high scores will be automatically saved. If you do not want to automatically save to the Memory Card, select **"Off."** If the Auto Save feature is not used, go to the **"Save Data"** option. Follow the instructions listed there in order to save information. To exit the Auto Save screen, press the $\triangle$ button.



Option Mode

MEMORY CARD (Continued)

POCKETSTATION™

PocketRay requires the PocketStation™ personal game unit, which may not be available for purchase outside of Japan. To download the PocketRay mini-game onto a PocketStation, select “PocketStation” from the Memory Card menu. Press the **X** button. To download the game, select “Yes.” Press the **X** button. The game will be downloaded. PocketRay requires 14 free blocks on the PocketStation. To cancel, select “No.” The game will not be downloaded. *Please do not remove the PocketStation during a save or load.*



UNDERSTANDING THE POCKETSTATION CONTROLS

Directional buttons

Moves the target on the Game screen.



Enter button

After targets are locked on, press the Enter button to destroy the enemies.

Option Mode

MEMORY CARD (Continued)

UNDERSTANDING THE GAME SCREEN

ENEMY



LOCK-ON TARGET

SHIELD GAUGE

PLAYING THE GAME

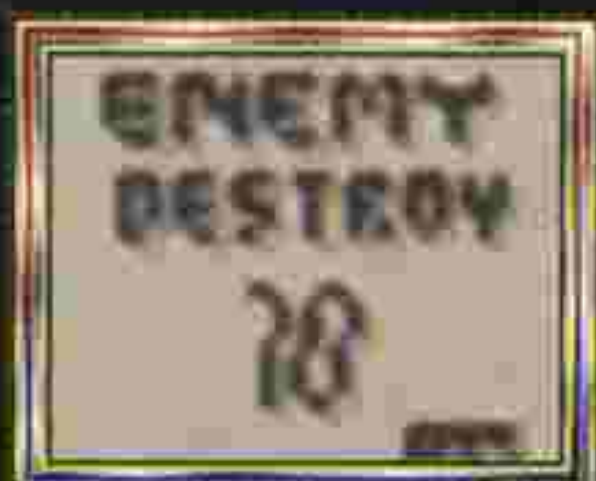
When playing PocketRay it is important to remember that the maximum number of lock-ons is eight (8), lock-ons are ineffective after four (4) seconds, if an enemy escapes outside the screen, or if they are missed, the shield will be decreased, and finally, when the shield is depleted, it's "Game Over."



Move the target to lock-on to the enemies.



To get a high score, lock-on to as many enemies as possible before firing.



When the weapons are fired, the score for the number of enemies you destroyed is displayed.



Try not to let any enemies escape; otherwise, the all-important shield gauge will decrease.



When the shield gauge is fully depleted, it's all over.



Option Mode

SOUND CONFIGURATION

Change sound settings. The following game settings can be modified: **SE Test**, **BGM Test**, **SE Volume**, **BGM Volume** and **Sound Mode**. To change any of these settings, first use the Up or Down Directional buttons to move the cursor to select which option to change. Next, use the Left or Right Directional buttons to change the setting. To exit and return to the previous screen, press the  button. These settings are described below.



SE TEST

Listen to sound effects. All of the sound effects that can be heard during the game can be heard by using the SE Test. To listen to a sound effect, use the Left or Right Directional buttons to select a number, and then press the  button to play the effect.

SE VOLUME

Volume at which the sound effects will be played.

BGM VOLUME

Volume at which the background music will be played.

BGM TEST

Listen to background music. All of the game's background music (BGM) can be played. Use the Left or Right Directional buttons to select a song. Once a song has been chosen, press the  button to play the song.

SOUND MODE

Changes how the sound is heard. The sound can be heard in either "**MONO**" (nothing more than a whisper really!) or "**STEREO**" (intense ear bleeding).

ART GALLERY

View game artwork. To unlock all of the pictures, both game modes, Normal and Special, must be finished using all three of the wave riders. To change pictures, use the Left or Right Directional buttons to scroll through the pictures. To exit and return to the previous screen, press the  button.



Understanding The Game Screen



ENCROACHMENT

Determines the amount of suckage. When the encroachment value remains below 20%, more enemies and mini-bosses will appear during the level. If the encroachment value is high, then the level will be shortened, and so will the game. For a detailed explanation of encroachment, go to page 21.



ROUND DIVIDER

Annihilate all enemies and their shots. Use the Round Divider by pressing the  button. All of the enemies and their shots will be destroyed. In order to achieve a top score, wait until the screen is filled with enemies before unleashing this special attack.



Game Menu

Adjust the display, quit the current game, or change the vibration. The Game menu can only be accessed during the game. To open the Game menu, first press the Start button, and then press the Select button. The Game menu displays the following options: **Display Adjust**, **Return To Main Menu**, **Vibration**, and **Exit**. These options are described below.



DISPLAY ADJUST

Changes the screen display. Allows the screen to be adjusted to better fit a television, if necessary. The options are described below.



Directional buttons. Press the Directional buttons to move the screen to the desired location.



SELECT

Select button. Press the Select button to return the screen to its default setting.



START

Start button. Exits the Adjust Display screen and returns to the Game Menu.

RETURN TO MAIN MENU

Ends the game. To end the game, or to start over, select "Return To Main Menu." The game will end, and return to the Title screen.

VIBRATION

Activate or deactivate vibration for the DUALSHOCK™ analog controller. Select "OFF" to turn off the vibration. "Soft" will minimize the vibration, while "Hard" will set the vibration to its maximum setting.

EXIT

Return to the game.



Power-up Items



ITEM CARRIER

Increase the power of the Wave Rider.

Each level is packed with power-up items; the key to receiving them is to destroy item carriers. After an item carrier is destroyed, power-up items will be released. Use the Wave Rider to fly over and pick up these very useful items. There are different power-up items available for Original and Special mode. These items are described below.



ORIGINAL MODE



Increases the power of the shot by one level.

The maximum number of lock-ons will increase.



Increases both the level of the shot and the number of lock-ons.



SPECIAL MODE



Decreases the percentage of erosion by 10%.

Increases the player's stock by one.



Doubles the player's current score.



WR-01R Wave Rider

WR-01R

LOCK#1	#2	#3	#4	#5	#6	#7	#8
x2	x4	x8	x16	x32	x64	x128	x256

This well-balanced aircraft is great for beginners. It is capable of locking on to eight different enemy targets. The number of points gained will increase from two times up to a maximum of 256 times.

WIDE ANGLE AREA ATTACK

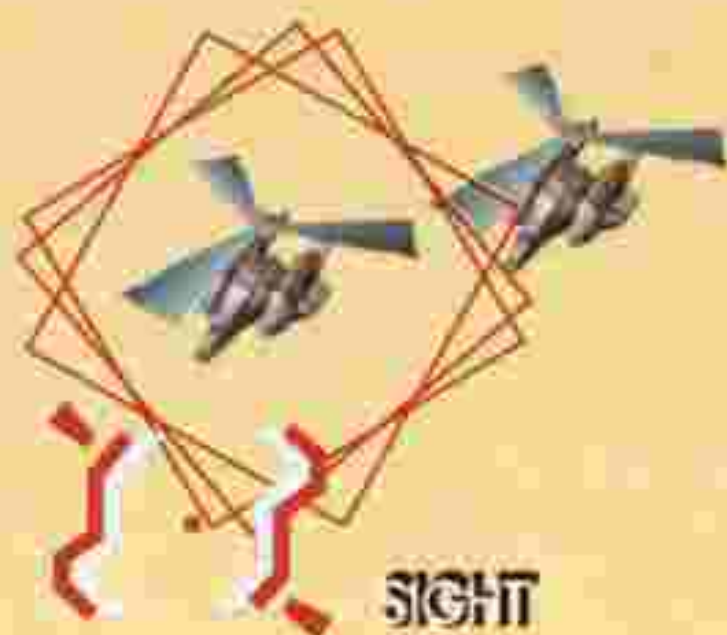


WIDE SHOT

8 TARGET LOCKS



HOMING LASER



1



2



3

18

To lock-on to targets, first set the target on the enemy.

The target will automatically lock-on to the enemy ship.

Fire the Homing Laser! Get eight lock-ons for a high score.

WR-02R Wave Rider

WR-02R

LOCK#1#2 #3 #4 #5 #6 #7 #8 #9 #10 #11 #12 #13 #14 #15 #16
 x2 x4 x8 x16 x24 x32 x48 x64 x80 x96 x112 x128 x160 x192 x224 x256

This aircraft requires more skill and is recommended for advanced pilots. It is capable of locking on to 16 different enemy targets. The number of points gained will increase from two times to a maximum of 256 times.

FORWARD IMAGING ATTACK



LASER

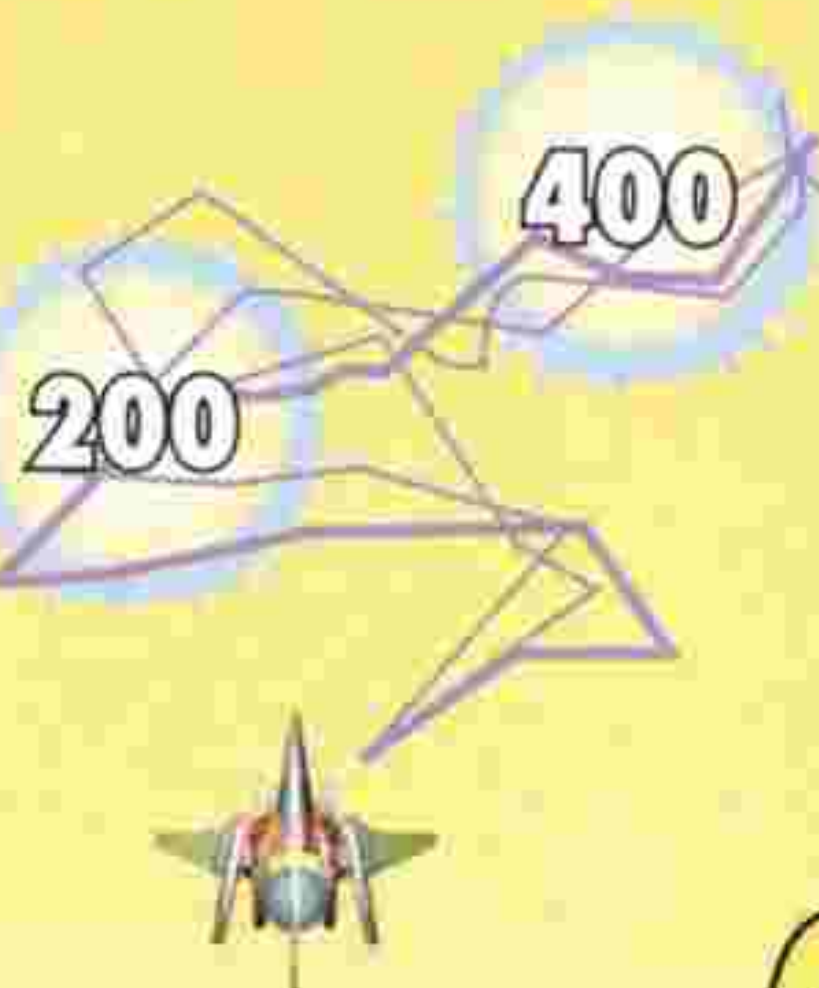
16 TARGET LOCKS



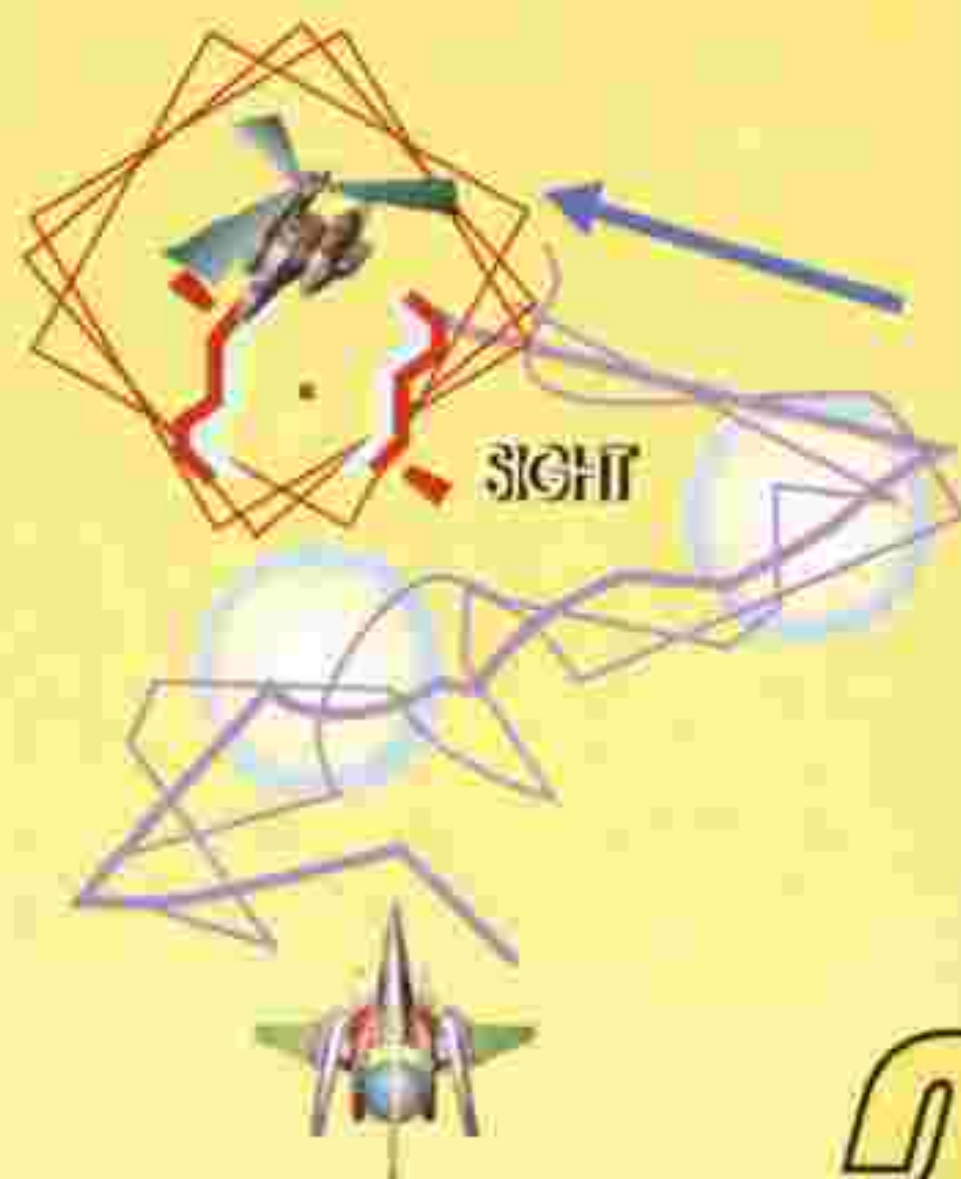
THUNDER LASER



1



2



3

To lock-on to targets, first set the target on the enemy.

The enemy ships will be destroyed in the order of their being locked-on.

After the attack has begun, enemy ships can still be locked-on.

WR-03 Wave Rider



LOCK#1	#2	#3	...	#64	...	#128	...	#255
x1	x2	x3	...	x64	...	x128	...	x255

This aircraft is recommended for expert pilots. It is capable of locking on to 24 different enemy targets. The number of points gained will increase up to a maximum of 255 times, depending on the number of continuous attacks.

MULTI-DIRECTIONAL GUIDED ATTACK

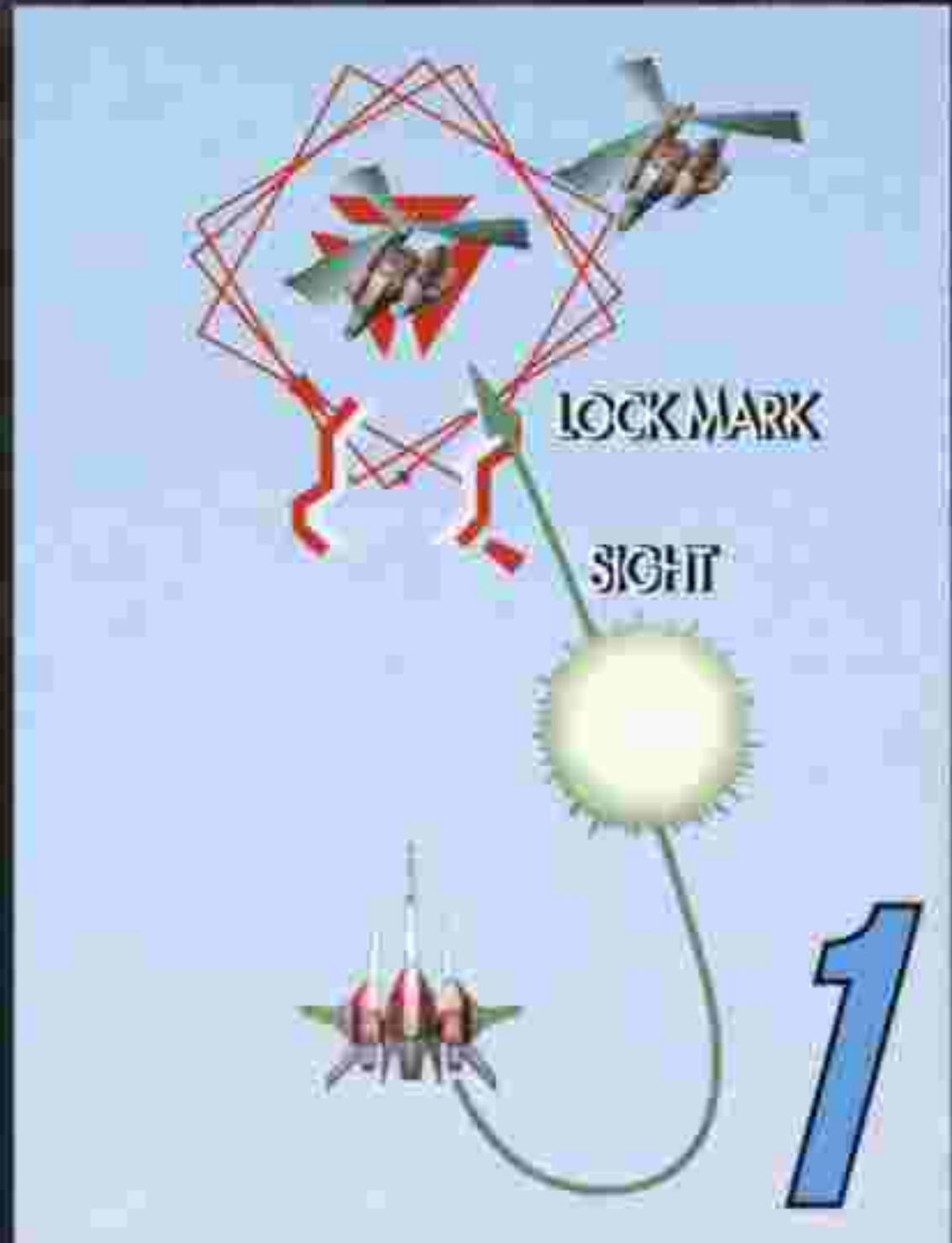


HOMING MISSILE

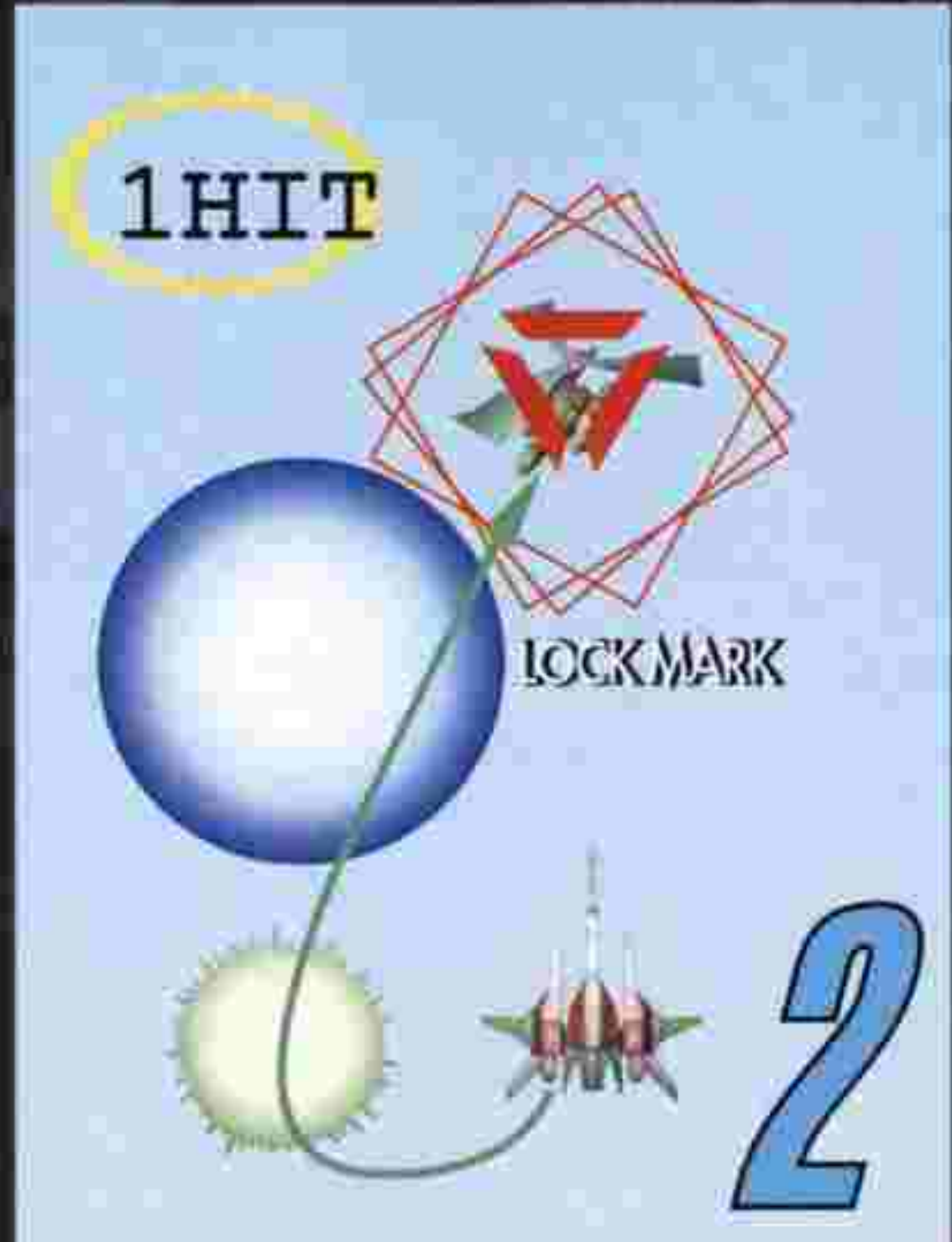
24 TARGET LOCKS



PHOTON TORPEDO



Lock-on to enemy targets by continually pushing the button.



After an enemy is locked-on, the Photon Torpedoes will be fired immediately.



Lock-on to the next enemy, before the explosion disappears.

Survival Strategies

UNDERSTANDING ENCROACHMENT

The encroachment percentage value determines how many enemies will appear on the screen at any given time. The percentage values are as follows: 0%-20%, maximum number of enemies will be displayed on the screen; 21%-40%, an average number of enemies will be displayed; and 41%-100%, will produce a minimal number of enemies on the screen. In order to obtain a high score and have the chance at winning the contest it is necessary to keep the encroachment below 20%. There is only one way to keep the encroachment percentage low, that's by destroying all of the enemies on the screen.



Also, the length of the level is determined by the percentage of encroachment. When the encroachment value is 20% or less, the level will be longer than if it is over 40%. This is because there will be more enemies on the screen, requiring more time to defeat them as well as mini-bosses and bosses. However, by having a high encroachment value the length of the level will be shortened because there are less enemies and bosses to destroy. The game will adjust based on the encroachment percentage. Therefore, if the game seems too short, watch the percentage of encroachment. It may just be that more practice is in order.

HOW TO ENTER THE CONTEST

To enter the contest, select "**Normal Mode**" from the Title screen. Watch the encroachment. The lower the encroachment, the more enemies you'll be able to destroy, resulting in even higher scores. Also, the game must be played with only *three* ships. If the number of ships is set to more than three, you'll be disqualified. See pages 22 and 23 for the contest rules.



RayCrisis™ Contest

Grand Prize (1): Full-Size Revenge from Mars Arcade Pinball Machine!

First Place Prize (1): Portable DVD Player!

Second Place Prizes (5): Home DVD Players!

Runner-up Prizes (10): MC-P10 MP3 Music Clip Units!

Entry Deadline: January 30, 2001



To Enter:

Send a legible photograph or a video tape showing the final status summary screen from the Arcade Mode (sample depicted at left) of the PlayStation game RayCrisis™, along with a 3x5 card or paper containing your name, address, age, and phone number to: RayCrisis™ Contest c/o Working Designs, P.O. Box 494340, Redding, CA 96049-4340.

Rules:

Enter as often as you wish, but only the single highest score submitted by any one individual will be entered for final consideration. Limit one submission per game save. Duplicate game screens derived from the same save data source submitted by different individuals will be disqualified. Times and finish percentages gained by using software modification codes and/or hardware will be disqualified. Winner may be required to demonstrate via videotape skill used to gain winning time in order to claim grand prize. Entries must be received by January 30, 2001. All entries become the property of Working Designs, Inc., and will not be acknowledged or returned. Working Designs, Inc. assumes no responsibility for lost, mutilated, late, ineligible, incomplete, postage-due, or misdirected entries. Unclaimed prizes will not be awarded. Limit one prize per family, organization, or household.

Prizes:

One (1) Grand Prize: Full-Size Revenge From Mars Arcade Pinball Machine (approximate retail value \$4,000). One (1) First Place Prize: Portable DVD Player (approximate retail value \$1,200). Five (5) Second Place Prizes: Home DVD Players (approximate retail value \$300). Runner-up Prizes (10): MC-P10 MP3 Music Clip Units (approximate retail value \$200). Winners will be determined on the basis of the highest score (as reported on the status screen sent as an entry requirement). Judges' decision to be made the week of February 1st and winner will be notified on or about February 15th. In the event of a tie, tied players will be required to play-off by video tape. All judges' decisions are final.



RayCrisis™ Contest

Grand prize winner will be notified by Federal Express once entry has been verified as eligible. Runner-up prize winners will be notified by mail. Results will be published on Working Designs' web page (<http://www.workingdesigns.com>). No substitution of prizes is allowed, except at the discretion of Working Designs, Inc., should one of the featured prizes become unavailable. Limit one (1) prize per household. Limit one (1) Grand Prize per household in any Working Designs contest in a twenty-four (24) month period. Limit one (1) First place, Second place, or Runner-up prize per contest.

Eligibility:

Contest open to residents of United States and Canada only. Noncompliance with the rules of the contest, and/or the return of the prize notification will be grounds for disqualification. In the event of a disqualification, the Grand Prize will be awarded to the next eligible entry. In the event of a disqualification, First and Runner-up prizes will not be reassigned. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. By acceptance of prize, winner(s) agrees to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Employees of any US console software publisher, Working Designs, Taito, Sony Computer Entertainment Inc. and their affiliates are not eligible. Neither Working Designs nor Sony Computer Entertainment Inc. is responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. Winner accepting prize(s) agree that all prize(s) are awarded on the condition that Working Designs, Inc. and Sony Computer Entertainment Inc. and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession, or use of the prize(s). Winner further acknowledges that Working Designs, Inc. has neither made nor is in any manner responsible or liable for any warranty, representation or guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to its quality, mechanical condition, or fitness.

List of Winners:

For a list of winners, send a self-addressed, stamped envelope to RayCrisis™ Winners c/o Working Designs, P.O. Box 494340, Redding, CA 96049-4340. Requests for winners must be received by March 2, 2001. Allow four weeks for delivery of winners list.

Restrictions, Etc.:

Void where prohibited or restricted by law. All federal, state, and local regulations apply. This contest is sponsored by Working Designs, Inc. Sony Computer Entertainment Inc. is not a sponsor. "RayCrisis" is a trademark of Taito Corp., licensed by Working Designs. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.



Translation Notes

*RayCrisis*TM is the final chapter in the “Ray” shooting series that started at home on one of the first 32-bit consoles. In Japan, the original game was to be called *RayForce* but had to be changed to *Layer Section* for legal reasons. It came to the U.S. as *Galactic Attack*. The second game in the series, *RayStorm* for the PlayStation[®] game console, was the first one we published. We brought it out under our new SPAZ label, which was created to instantly differentiate the non-RPG products we published. And now, here is the final game in the series, which is a prequel of sorts; its storyline takes place before *RayForce*.

The one thing we lobbied hard for when getting this game ready for the U.S. audiences was to keep the PocketStationTM support. The PocketStationTM is a special memory card in Japan with an LCD screen and simple controls. You can download simple games to it and play them on the go. It was never released outside Japan, but is a pretty keen little gizmo, for what it is. Since *RayCrisis* already supported it, and had high score tables for the PocketStationTM game *PocketRay* tightly integrated into the main game, we felt it was essential to keep it in. Fortunately, on the condition that we added a disclaimer to the manual, Sony Computer Entertainment America agreed. And so, U.S. users fortunate enough to have a PocketStationTM can play *PocketRay* on the go.

Finally, I thought I’d mention that this title is our last game to use the SPAZ label. As I said, the label was originally created to differentiate our RPG product from our (generally) arcade shooting games—but by doing SPAZ, we retired “Working Designs Ultra Series,” which was an umbrella label of sorts that said “this is good stuff, buy it!” After having SPAZ for a while, we found that we missed the ol’ Ultra Series thing, and decided that Working Designs’ fans generally know the difference between a shooter and an RPG. So, Ultra Series is back and SPAZ is taking its final bow. Enjoy the game, and we hope to see you on the PlayStation^{®2} computer entertainment system with our new Ultra Series titles, *Gungriffon Blaze*TM and *Silpheed*[®]: *The Lost Planet*. Keep the cards, letters, and E-mails coming with your thoughts on our games and on games in general. ***Remember, we really are nothing without you!***



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