



PlayStation

PAL

B-MOVIE

THEY CAME FROM
OUTER SPACE!



PlayStation®

FLYING SAUCERS, LITTLE GREEN MEN, ALL THE INVADER FLICK CLICHES ARE HERE IN B-MOVIE. DOMINATE THE SKIES AND PROTECT THE EARTH FROM ALIEN DOMINATION AND THEN TRY YOUR LUCK ON THEIR PLANET.



- ACCESS NEW CRAFT, WEAPONS AND SKILLS AS YOU TAKE DOWN ENEMY FIGHTERS AND TRANSPORT CIVILIANS TO THE SAFETY OF MILITARY BASES.
- YOUR ACTIONS INFLUENCE THE ALIENS' INTELLIGENCE, SO YOUR TACTICS CONTROL THE WHOLE GAMES PROGRESS.
- DETAILED MAPS AND LANDSCAPES OF EARTH, TOGETHER WITH DESTRUCTIBLE MATTER ENSURE NO LEVEL WITH PLAY THE SAME TWICE.



PS and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

© 1997 King of the Jungle Limited, ALL RIGHTS RESERVED.

FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product are prohibited. King of the Jungle™ and the King of the Jungle logo are trademarks of King of the Jungle Limited. B-Movie uses Quick3D technology. B-Movie™ is a trademark of GT Interactive Software (Europe) Limited. Published and distributed by GT Interactive under licence. GT™ is a trademark and the GT Logo © is a registered trademark of GT Interactive Software Corp. All other trademarks are the property of their respective owners.

¡EN B-MOVIE ENCONTRARÁS PLATILLOS VOLANTES, HOMBRECITOS VERDES Y TODAS ESAS OTRAS COSAS QUE CARACTERIZAN A LAS PELICULAS SOBRE INVASIONES ALIENIGENAS! ¡CONVIÉRTETE EN EL AMO Y SEÑOR Y DE LOS CIELOS Y PROTEGE LA TIERRA CONTRA EL DOMINIO ALIENIGENA! ¡Y LUEGO PRUEBA SUERTE EN SU PLANETA!

- ¡TOMA EL CONTROL DE NUEVAS ARMAS Y NAVES, Y PON A PRUEBA TU EXPERIENCIA Y HABILIDAD A LA VEZ QUE PERRIBAS CAZAS ENEMIGOS Y TRASLADAS A LOS CIVILES A SALVO A LAS BASES MILITARES!
- ¡HAZTE CON LA TECNOLOGIA DE LOS ALIENIGENAS Y CONSTRUYE 12 NAVES TOTALMENTE NUEVAS Y HASTA 15 ARMAS DEVASTADORAS!
- ¡LAS VISTAS DE LA TIERRA Y LOS MAPAS SUPERDETALLADOS, JUNTO CON UN MEDIO COMPLETAMENTE DESTRUCTIBLE, ASEGURAN QUE NINGUN NIVEL QUE VUELVAS A JUGAR SERA IGUAL QUE LA PRIMERA VEZ!



COMPACT
disc



MADE IN AUSTRIA

DISCHI VOLANTI, OMINI VERDI... IN B-MOVIE TROVERAI PROPRIO TUTTI I CLICHE DEI FILM DI FANTASCIENZA SUGLI INVASORI EXTRATERRESTRI. CONQUISTA IL DOMINIO DEI CIELI, PROTEGGI LA TERRA DALLE INVASIONI DEGLI ALIENI E TENTA POI LA FORTUNA SUL LORO PIANETA.

- ACCEDI A NUOVE NAVICELLE, ARMI E ABILITA MAN MANO CHE DISTRUGGI I NEMICI E METTI AL SICURO I CIVILI TRASPORTANDOLI IN BASI MILITARI.
- IMPADRONISCITI DELLA TECNOLOGIA DEGLI ALIENI E COSTRUISCI FINO A 12 NUOVE NAVICELLE E 15 ARMI DEVASTANTI.
- MAPPE E PAESAGGI TERRESTRI ESTREMAMENTE DETTAGLIATI ED AMBIENTI DA DISTRUGGERE COMPLETAMENTE GARANTISCONO UN'AZIONE DI GIOCO SEMPRE NUOVA.



For Ages - Pour Ages - Para Años - Für Jahre - Für Alter

3-10 ✓

11-14 ✓

15-17 ✓

18+ ✓



COPYRIGHT © 1994. EUROPEAN LEISURE SOFTWARE PUBLISHERS ASSOCIATION. ALL RIGHTS RESERVED

1 Player
Memory Card 1 block
Analog Controller Compatible
Vibration Function Compatible



This software is only compatible with hardware displaying "PS" and PAL

PSIG-BMO2.2



© 1997 King of the Jungle Limited, ALL RIGHTS RESERVED. FOR HOME USE ONLY. Unauthorized copying, adaptation, rental, lending, re-sale, arcade use, changing for sale, broadcast, cable transmission, public performance, distribution or exhibition of this product or any part thereof is prohibited.

B-MOVIE



PlayStation

PAL

disc



King of the Jungle™ and the King of the Jungle logo are trademarks of King of the Jungle Limited. B-Movie™ and the B-Movie logo is a trademark of ST Interactive Software (Europe) Limited. Publisher and distributor for ST Interactive (Europe) Limited is ST™ B-Movie™ and the ST Logo © is a registered trademark of ST Interactive Software Corp. All other trademarks are the property of their respective owners.

copy only

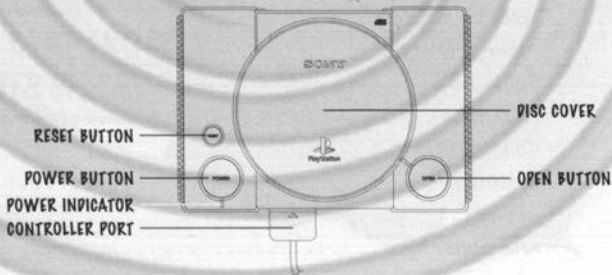


CONTENTS

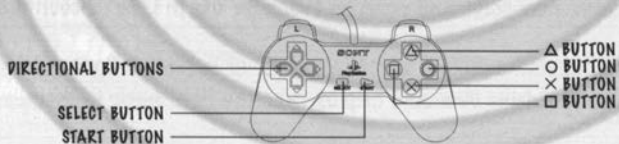
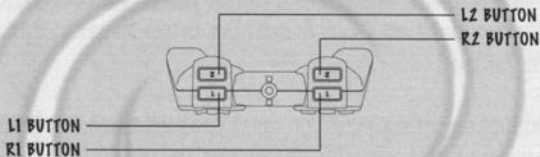
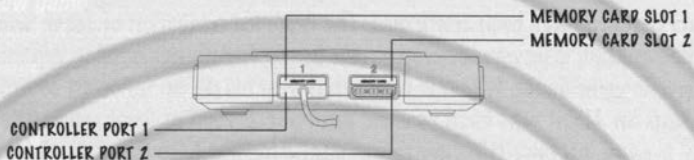
<i>Getting Started</i>	1
<i>Message from Earthlink Command</i>	3
<i>Main Menu</i>	4
<i>The Ship Hangar</i>	4
<i>Main Hangar Section</i>	5
<i>Research & Design</i>	5
<i>Weapons</i>	6
<i>Equip Ship</i>	7
<i>Initial Ships & Their Pilots</i>	8
<i>In Game</i>	
- <i>Controls</i>	11
- <i>Mission Briefs</i>	11
- <i>Your Ship</i>	12
- <i>Radar</i>	12
- <i>Cargo Hold</i>	13
- <i>Weapon Mounts</i>	13
- <i>Aiming Reticule</i>	13
- <i>Suck-o-Matic</i>	14
- <i>Your Base</i>	14
- <i>Components</i>	14
- <i>Scientists</i>	15
- <i>Aliens</i>	15
- <i>AAA Guns</i>	16

GETTING STARTED

- SET UP YOUR 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 B-MOVIE DISC AND CLOSE THE DISC COVER.
- INSERT GAME CONTROLLERS AND TURN ON THE GAME CONSOLE. FOLLOW ON-SCREEN INSTRUCTIONS TO START A GAME.
- MAKE SURE THERE ARE ENOUGH FREE BLOCKS ON YOUR MEMORY CARD BEFORE COMMENCING PLAY.
- IT IS ADVISED THAT YOU DO NOT INSERT OR REMOVE PERIPHERALS OR MEMORY CARDS ONCE THE POWER HAS BEEN TURNED ON.



GETTING STARTED



MESSAGE FROM EARTHLINK COMMAND

Our worst fears have been confirmed. The reported abduction of farm workers and the resulting discovery of crop circles in the farmlands outside Washington DC, were no coincidence. It seems that what started as an innocent country fete, 'Slap an Alien' -the local peoples' annual exorcism of local superstitions, quickly became an unwitting invitation party for our Martian friends.

In the skies above TinyTown, many hundreds of silhouettes are being reported on an almost hourly basis. The Eastern United States has experienced two full solar eclipses in the last two days. Something extra-terrestrial is afoot! We have moved to DefCon 1.

As a fully qualified Earthlink pilot you must take on the Alien Invasion. With the aid of America's finest scientific brains and the unrivalled Earthlink research and development labs, you will follow the direct orders of the internationally acclaimed defence force. Pilot the latest developments in aircraft technology research and build new ships and weapon types for use in later encounters.

Manipulate the awesome ground based firepower of Earthlink Command, prevent the Martian take over and help us take the fight back to them.

Watch the skies Pilot and good luck!



MAIN MENU

Start new game

This will take you to the ship hangar where your first and subsequent missions will start.

Load game

Load a previously saved game of B-Movie.

OPTIONS

Sound/Music Volume

Alters sound and music volume levels.

Controller Configuration

In this screen you will be able to change the default control configurations to better suit your piloting preferences.

B-Movie supports the standard Controller and the Analog Controller (Dual Shock). (You must hit the Analog control switch until you see a red LED).

Abort Game

Aborts your current game and returns to the B-Movie main menu. You will be prompted for confirmation.

THE SHIP HANGAR

HANGAR MENU

Enter Mission

Begin the first or next mission.

Save Game

Save your game progress. B-Movie takes one memory card block to save.

Enter Simulator

Take your new ships and weapons on a test-drive in Earthlink's latest VR environment.

MAIN HANGAR SECTION

For each mission Earthlink Command has the base facilities for you to take three ships into action at any one time. At the start of the game you will only have three ships available for selection (these are listed below), but bare in mind pilot, as you research and build new ships (to a maximum of 12) you will only ever be allowed three ships per mission.

Choose your aircraft wisely, each has it's own individual pilot, handling characteristics, cargo space and weapon slots.

The panel on the left of the hangar screen displays the current three ships selected for service in the next mission. To change any of these ships, move the green cursor so that it points at the craft you wish to replace. Move through the hangar from left to right until the new ship you want to take in to active surface is displayed in the main viewing window, and hit **X**. The old will be replaced with the new.

As a visual reminder, the bay in which selected ships reside will also have open launch doors, red siren flashes and green runway strip lights activated.

RESEARCH AND DESIGN

Hit **□** to go into Research and Design.

To research, design and build new ships and weapon types tap **□** in the main hangar screen.

During missions, aside from your primary mission objectives and Earthlink guidelines, you must also collect and steal alien components, rescue scientists and bring them all back to base as often as you can. (Instructions on how to do this later)

When you destroy certain alien saucers, components are dropped to earth and many scientists roam the ravaged landscapes awaiting rescue. On completion of a mission you return to your hangar where you can implement these salvaged items and professors to build and produce your new arsenal. Once you have built new ships and weapons, you can test them out in the Earthlink simulator. Select this option from the hanger menu. Fly your new aircraft and test your new weapons against dummy alien saucers in the Earthlink VR environment.



Components are used to build new ships and weapons. The relative costs of each are displayed in the R&D screens on selection.

They look like this:



Scientists rescued can be used to increase the firepower, power level and cooling rate of your existing weapons.

They look like this:



WEAPONS

In the hangar you will initially be given two weapons, they are:

Machine Gun



Auto-targeting chain gun.
Spits rapid lead at the aliens.

Pummel Rocket



Unguided rocket. Takes out smaller UFOs
with one shot but you have to be accurate.

There are over 12 more weapons for you to build as the game progresses. This all depends on the number of components you collect during missions. If you're a conscientious pilot you should find yourself building around a weapon per level. Once you have built a weapon it can be allocated to any one of your ships.

Because some weapons are more powerful than others, some have a maximum number you can attach to any one ship. However you are not limited to the number of your ships you attach them to.



EQUIP SHIP

You will regularly need to monitor your fleet's power and technology increases. Once you have built and researched new weapons you're going to want to clamp them on to your alien stomping airforce, your new and old ships.

Highlight the ship you want to equip by moving it in to the main viewing window of the hangar. Hit **O**. The camera will switch to an overhead position and automatically reveal the weapon slots available for that craft. The weapons currently available for selection are displayed in a window above the ship.

Simply highlight the desired weapon and tap **X**, move the flashing cursor to the required weapon slot (vacant or used, it does no matter) and hit **X** again. You can use this method to load new weapons or replace previous selections. Old revisions of the same weapon will automatically be upgraded with the new. Use the blank weapon icon to remove any unwanted weapons from your ship.

Weapon information is listed in the descriptive window to the right of the ship. This gives details of the weapon type, effect and power. This will also relay information concerning any minimum and maximum numbers of the selected weapon allowed on the same ship at any one time.

Hit **Δ** to return to the hangar main view.

If you make modifications to any of your ships, you will be prompted by Earthlink command as to whether or not you want to select this ship for active service.

Don't forget the ships you have currently selected for combat can be seen in the window on the left of the hangar screen.



INITIAL SHIPS AND THEIR PILOTS.

Viewing from left to right in the hangar area the first three ships are:

Silverfish

Ship data: The first candidate in the UN fleet for front-line duty against the Alien invasion. A highly manoeuvrable and durable aircraft. Perfect for the newly qualified pilot.



Pilot

Name: Irwin Stryker

Age: 28

Birthplace: Denver, Colorado

Biog: After a brief, but unsuccessful career in vacuum sales Irwin moved on to the US Air Force. He achieved the ultimate honour, the Purple Helmet, for successfully stealing a secret aircraft from the Russians – the Silverfishski.



Red Devil

Ship data: A fast and responsive aircraft, the Red Devil is the ideal fighter for close range UFO destruction. Tight turns and good acceleration, for when a pilot really needs to get in, do the job and get out in one piece.

Pilot

Name: Dominique Dallas

Age: 18

Birthplace: Houston, Texas

Biog: After an unsuccessful career in Hollywood, spent mostly on the tinsel town casting couches, Dominique applied for Earth-link pilot status and found her true vocation – she passed first time.



Whiplash Mk.II

Ship data: The name for the ship comes from the test pilots most frequent injury. Pilot this ship for only a matter of seconds and you'll understand. It's low on cargo space and weapon slots but the Whiplash more than makes up for these weaknesses with sheer speed and manoeuvrability.



Pilot

Name: Clark Cable

Age: 41

Birthplace: Plumstead, England

Biog: Piloting the breakneck Whiplash Mk.II is no mean feat. Clark is the perfect man for the job. After suffering a life threatening crash in a Go-Karting event, Clark's spine has been replaced by a solid titanium core. Perfect for the 0 to 200 mph and back to 0 in 3 seconds performance level of the new Whiplash model.



There are nine new ships for you to build and discover.

Enter the Hangar Menu to enter the mission.

Select 'Start Mission' to begin...



IN-GAME

Controls

- X** Accelerate
- Fire
- △** Reverse
- Engage Suck-O-Matic
- L1** Switch between suck / blow mode and cycle through cargo inventory
- L2** Bank Left
- R1** Cycle through weapon slots to select desired weapon.
- R2** Bank Right

The above key configurations can be changed in the Controller configuration screen, which can be found in the options menu, accessible from the Main menu.

Note: In Analog mode (LED display: RED) the left stick controls the movement of your ship during the game. The vibration function is only available in Analog mode using an Analog Controller (DUAL SHOCK).

Select Display in-game mission briefs. Hitting select over base displays your current mission plus a detailed description of your current base contents: including components and scientist rescued as well as the ships stored in your base hangar.

Start Pause and Un-Pause the game.

Mission Briefs

Your prime directive is to annihilate all invading alien forces. But whenever Earthlink commands require specific objectives and sub-missions completed, you will be notified via a flashing communications icon and a sonic Morse code warning. Hit select and your current mission brief will be displayed.

You can also scroll back to older briefings to monitor your progress. If you are in the thick of battle when the icon appears don't worry, if you have any unread messages the icon will stay on-screen until it is read.



Important: All current primary objectives are marked in white on your radar and indicated using a green arrow in the level.

Your Ship

The ship you are currently piloting is in the centre of the screen (but you already knew this, right?) All the ships in the Earthlink fleet move and operate in much the same way, but all have their own quirks and characteristics. All ships accelerate forwards, decelerate and reverse, strafe to the left and right and tip their nosecones up or down to aid you with targeting.

You will also find your ship closely hugs the landscape and all its undulating surfaces. This auto altitude tracking means you can concentrate on pointing your weapons at the Invaders, rather than piloting your ship. The plasma trail behind your ship also indicates its overall condition. If the trail turns black and begins to billow smoke you're in trouble and need to get back to base for a much needed re-charge.

Radar

The radar in the bottom left of the screen displays your current position in the game world. Your ship is dead centre. The angles pointing forward represent your field of vision.

Other Sonar blips on the radar are:

- | | |
|-------------------|----------------------------|
| Red | Aliens |
| Orange | Alien ground troops |
| Dark Blue | AAA Guns |
| Yellow | Your base |
| White | Current mission objective. |
| Purple | Human Civilians |
| Cyan | Ground vehicles (Human) |
| Large Cyan | Aircraft (Human) |



On the left is your Ship's damage bar. On the right is your Ship's energy bar.

Cargo hold

This indicates the number of slots available in your cargo hold for collecting people and items from the landscape. The number of slots varies from ship to ship. Once you collect an object or person, an icon will be displayed relevant to the object gathered.

A green arrow points up towards your next vacant cargo slot. Hitting **L1** switches the arrow to red and faces down. This indicates the object selected for ejection from your cargo.

Weapon mounts

Shows the number of weapon slots available for the current ship and which weapon you are currently using.

Aiming Reticule

The reticule moves in front of your ship and operates in different way depending on your current weapon selection. The more powerful weapons in the game along with most projectile weapons have manual targeting systems. Weapons like the chain-gun, laser weapons and guided missiles lock-on to your selected target automatically. Essential for tracking fast moving targets.

The aiming reticule also indicates the location of your Suck-o-Matic teleport column. To suck up objects and people from the landscape, place the target over your intended cargo and hit **O** to start the vacuum. Switching the Suck-o-Matic to blow places your intended ejection item in the location indicated by your target. A small icon will be a further guide as to what item you are about to eject.

Suck-o-Matic

An experimental device attached to all ships by default. You will use the Suck-o-Matic a lot during the game. This teleport device sucks and blows items, in and out of your ships cargo hold. Bear in mind that if you swap ships during a mission whilst over your base the ships contents will remain in the ship while it is repaired.

The Suck-o-Matic is an absolutely essential piece of kit for collecting alien debris for building items back at your hangar, rescuing scientists for weapons research, civilians for evacuation / rescue, AAA Guns for defence purposes, object placement for mission directives and aliens for research.

Your Base

When your ship takes too much damage and / or your weapons and shield energy is depleted, an alarm will sound. When this does happen, return to your base as soon as possible, where your ship's energy will be recharged. At the same time, any components, scientists and aliens collected since your last visit will be automatically deposited in your base storage.

Components

When certain alien saucers are destroyed extra-terrestrial components will fall from the debris. These pieces can be salvaged, in to your cargo hold and deposited back at base. You can use these components later on in your ship's hangar to build new ships and weapons.

Components look like this:



Scientists



All Earth scientists have been instructed by the US Government to help their country in the technological fight against the Alien invaders. However, as the Alien attack bombers destroy our buildings many of the Universities and labs used by the boffins are destroyed. This leaves them wandering the landscape desperately trying to avoid the invading forces attentions.

Rescuing these scientists using your Suck-o-Matic is of enormous advantage to your battle against the Martians. Once you rescue rogue scientists, take them back to your base where they will be safely deposited. In your post-mission hangar screens you can allocate these scientists to improving the technology of you current weapon selection. This affects your weapons accuracy, firepower, cooling and fire rate.

Aliens



Earthlink are aware of at least 20 different types of alien saucer and attack aircraft spotted on radar. All will undoubtedly have different attack methods, movement strategies and objectives. Fighters, Bombers, Abductors and Landers are just a few you will encounter.

As well as the Aircraft and Saucers from Mars you will also have to deal with Alien ground troops from time to time. These small, fat, green aliens will walk the landscape attacking buildings, killing civilians and attacking your base. Destroy them on sight !



Aliens can also be sucked up into your cargo and taken back to base. Here Earth scientists will begin various experiments and psychological profiles, the results of which you will no doubt discover later on in the campaign! Don't keep them in your hold for too long however, they will eat any people in storage and then move on to your engine room with their spanners and wreak havoc.

AAA Guns



In some areas AAA Guns are already in place, other will be delivered during your mission. These artificially intelligent, automatic gun-turrets fire at will when they sight any inbound alien aircraft. But you can also move them, as and when you see fit to aid you in your mission objectives. This is achieved in the same way as any object by using your Suck-o-Matic. AAA Guns are especially effective when defending prime alien targets, such as your base and civilian safe houses.

In the first few missions you will have a few medium strength AAA Guns at your disposal. As the missions increase in difficulty and more alien craft are captured you will have as many as 14 new AAA Gun types for your defence purposes.

Here ends the pilot briefing. Take it to them pilot, and remember – If it's saucer shaped, floats and annoying, take it down!

Good Luck Earthlink Pilot!

TECHNICAL ASSISTANCE

B-MOVIE™



**THEY CAME FROM
OUTER SPACE!**

