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BLAST CHAMBER™

The 3-D Rotatable Deathmatch

SEGA SATURN™



T-13003H

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FOR PLAY ON THE SEGA SATURN™ SYSTEM.

WARNINGS

Read Before Using Your Sega Saturn

Epilepsy Warning

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 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

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Sega Saturn Video Game Use

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- 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 recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth, wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

ESRB Disclaimer

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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GETTING STARTED

1. Press the **Open** button to open the CD door. Place the Blast Chamber CD in the CD drive and close the door.
2. Press the Power Switch on your Sega Saturn system to turn the power ON.
3. Your system will automatically load *Blast Chamber*. After the introductory sequence, the *Blast Chamber* title screen will appear. (You can skip the introductory sequence and bring up the title screen by pressing the **Start** button on your Control Pad.

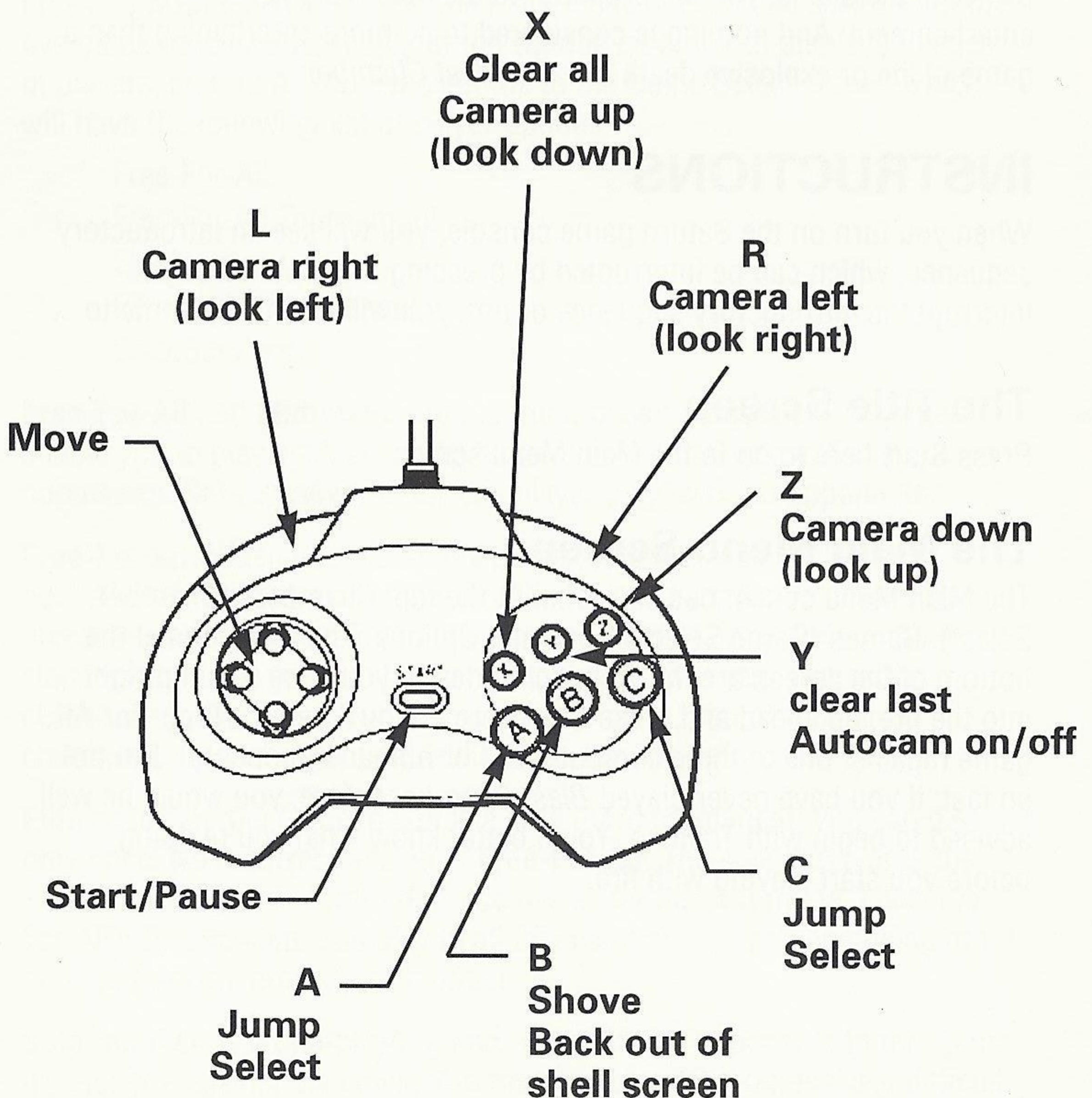
To begin the game immediately, press the **Start** button on your Control Pad.

USING THE SEGA SATURN CONTROL PAD

6Player™ Multi-Player Adapter

To play with more players than just yourself and a friend, attach a 6Player Multi-Player Adapter to Control Port 2. Connect Control Pads to ports 1P, 2P and 3P of the 6Player, and to Control Port 1. A maximum of four Control Pads can be used to play Blast Chamber.

Note: Game will not function properly if there is no Control Pad plugged into Control Port 1.



Note: This is the default control configuration. Users can select from one of three other configurations.

2096...

In a twisted, amoral future, you are not like normal people. Genetically engineered to be the ultimate athlete, you were raised from birth with others like yourself in training complexes called stables. Isolated from the rest of the world, you exist for only one purpose: to win a competition known to you only as The Game. After years of specialized development and skillfully applying yourself, you are finally awarded the honor to represent your stable in The Game. Once you arrive, however, you discover the horrifying truth...the real reason for your total isolation from the outside world. What you called The Game is known to the rest of the world as Blast Chamber. The rules are the same, but the consequences of defeat are lethal. Your life has suddenly become worthless. Because to the owner of the stable, you are property; to the masses, you are entertainment. And nothing is considered to be more entertaining than a game of life or explosive death in...the *Blast Chamber*.

INSTRUCTIONS

When you turn on the Saturn game console, you will see an introductory sequence, which can be interrupted by pressing **Start**. Whether you interrupt the introductory sequence or not, you will eventually come to...

The Title Screen

Press **Start** here to go to the Main Menu screen.

The Main Menu Screen

The Main Menu screen has six icons. At the top: Chambers (Chamber Select), Games (Game Select), Load and Options. The two icons at the bottom of the screen are the Training modes. If you want to jump right into the fire, go ahead and press **Start** here — you'll begin a **Free-For-All** game (against one to three computerized or human opponents). But not so fast; if you have never played *Blast Chamber* before, you would be well advised to begin with Training. You'd better know what you're doing before you start playing with fire.

Training Modes

There are two training modes: one for the multi-player games, and one for **Solo Survivor**. To enter one of the training modes, highlight a **Training** icon and press **A**. You'll find yourself in a training chamber. Throughout the session, the computer voice will instruct you on the basics of *Blast Chamber*. Learn and obey, and you'll live through the training session; it's that simple. When you've either failed spectacularly or completed the chamber successfully, the training mode ends, returning you to the Main Menu. Ready to play now?

To Select A Game

You could jump right in and start playing the **Free-For-All** mode by pressing **Start** when you're on the Main Menu, or you can select from the five game modes. Just highlight the **Games** icon, which displays images of players, and hit **A**. You'll then come to the Game Select screen which will have the following list of player options:

- Free-For-All
- Free-For-All Tournament
- Eliminator
- Eliminator Tournament
- Solo Survivor

Free-For-All and **Eliminator** are the multi-player games. These games enable you to play against one to three other human or computer opponents. **Solo Survivor** is for one player only, with no opponents.

Free-For-All: When you die in this game (note that we said "when," not "if"), you instantly come back to life for more explosive action. The objective in this game is to die the least number of times before the game clock winds down to zero. In the regular mode, you only play in the chamber(s) you select. But in Tournament mode, you play in all 20 chambers, each of which is deadlier than the one before it.

Eliminator: In this game, death is a little more permanent: you can die only once. No resurrections as in **Free-For-All**. The sole survivor is the winner of the game. **Eliminator** also has a Tournament mode. Like Free-For-All's Tournament, you play in all 20 chambers — each one being more difficult than the preceding chamber.

Solo Survivor is a one-player game. There are no opponents in this game; it's just you against the clock. You must survive 40 progressively difficult chambers.

To Select A Chamber

If **Free-For-All** or **Eliminator** is selected on the Games menu, you can select a chamber to play in. (If **Solo Survivor** is selected, you can't select

a chamber, unless you have saved a previous game or have a password.) On the Main Menu, highlight the **Chambers** icon and press **A**. This takes you to the Chamber Select screen, which offers 20 different chambers to choose from. Each is special in its own way and will make your multi-player experience as lethal as possible. You can choose one, or as many as all 20 chambers, to play in. Once you've selected your chamber(s), press **Start**. This will return you to the Main Menu screen.

Loading a Saved Game

In **Solo Survivor**, you play through 40 progressively challenging chambers. Every 5th chamber you are given the opportunity to save your progress in the system memory or on your cartridge memory (you are also given a password which you can use instead). To load a saved game, simply go to the **Load** icon on the Main Menu screen. You can save the following information:

- Up to ten **Solo Survivor** games. Not only is the last chamber saved, but also your score and your number of lives at that point in the game.
- The top ten high scores for **Solo Survivor**, the **Free-For-All** tournament, and the **Eliminator** tournament. Select **Update High Scores** on the Load screen before turning off your Saturn.
- Preferences such as your favorite controller configurations, volume settings and difficulty level. Select **Save Config** on the Load screen.

Options Menu

When you select the **Options** icon on the Main Menu screen, you can adjust the level of difficulty, configure your Control Pad, view game statistics, and balance the volume of sound effects and music.

The Levels Of Difficulty

The four difficulty levels determine several factors, both in **Solo Survivor** and in the multi-player games.

In **Solo Survivor**, the number of lives that you start with depends on the difficulty level (see below).

In the multi-player games, putting a crystal in your reactor adds ____ seconds (fill in the blank according to the chart below) to your kill-clock, while putting a crystal in an opponent's reactor subtracts ____ seconds (fill in the blank according to the chart below) from his kill-clock. In **Free-For-All** (FFA), your kill-clocks start with different initial amounts of time. The A.I. (Artificial Intelligence) level of the computer opponent varies as well. And a very insidious feature called "Blow-up-yer-buddy" (BUYB) comes into play in the higher skill levels; with Blow-up-yer-buddy, when you explode, if an opponent is standing a little too close, you'll take him out with you!

Level	Name	Lives	Add	Sub.	FFA	A.I.	BUYB
Beginner	"Low Burn"	5	0:30	0:15	1:00	Easy	NO
Normal	"Medium Boil"	4	0:25	0:20	0:55	Med.	NO
Advanced	"Conflagration"	3	0:20	0:25	0:50	Hard	YES
Expert	"Thermonuclear"	2	0:15	0:30	0:45	Expert	YES

Configuring Your Control Pad

From the Options menu, highlight the **Config** icon and press **A**. You can choose from several standard Control Pad configurations. Scroll through the choices and press **A** to select your favorite.

Viewing Game Statistics

From the Options menu, highlight the **Stats** icon and press **A**. You can scroll through all 40 of the **Solo Survivor** chambers and see the best times recorded. Wanna see your initials up in lights?

Balancing Audio Levels

From the Options menu, highlight the **Volume** icon and press **A**. You can slide the Sound Effects control and the Music control until it's at the balance that you like.

To Start Play

Simply press **Start** when you're at the Main Menu screen. If you have not selected a game mode, you'll be playing a **Free-For-All** game; otherwise, you'll be playing the game mode which is selected on the Game Select screen. If you are starting a **Solo Survivor** game, you'll go straight to the first chamber. If you are starting a multi-player game, you'll first stop at the Player Select screen where you (and your friends, if they're there) choose a player color. You can also select colors for any desired computer opponents. Follow the on-screen directions to select colors for human and computer players. You have to have a minimum of two (and a maximum of four) human and/or computer players selected before you can start playing. Once your players are all selected, you won't need to set them up again as long as the Saturn game console is turned on. Once you've finished selecting, press **Start**. And get ready to cook.

FREE-FOR-ALL & ELIMINATOR— THE MULTI-PLAYER GAMES

At Start Of Play

Two to four players appear at the floor of the chamber. Each player has a device strapped securely to his body. This device is a Blast Pack. The Blast Pack is a very lethal time bomb. The detonated bomb will completely disintegrate its victim. This is to prevent the possibility of any debris from littering the chamber and interfering with the remaining players' gameplay.

Free-For-All

There's a white clock at the top center of the screen. This shows the overall time for the game. The colored clocks in the corners of the screen are the players' kill-clocks; the color of each kill-clock matches the player's color. The kill-clocks show how many minutes and seconds each player has until his Blast Pack explodes. Under each kill-clock is a death counter for each player, which counts the number of times the player has been vaporized.

Goal: Be the player who has died the least (or who has more time left on his clock than anyone with the same number of deaths) when the white game clock hits zero.

Free-For-All Tournament: In the Tournament mode, you'll play 20 Free-For-All games. The player with the best overall Tournament score wins.

Scoring: When the game clock hits zero in a chamber, the player who got torched the least in that chamber gets 500 points, 2nd place gets 400, 3rd place gets 300, and 4th place gets 200. In case of ties, tied players get equal scores. For example, winner gets 500, 2nd-place winners tie for 400 points each, and the player who died the most still gets 200 points. At the end of the tournament, scores are added up. The player with the most points is not only the least "well-done," but also the winner.

Eliminator

Because death is final in this game, there is no game clock or death counter. Just kill-clocks. Let your kill-clock run down, and you're a goner.

Goal: To be the last one alive after all the others have detonated.

Eliminator Tournament: In the Tournament mode, you'll play 20 games of Eliminator, in all 20 of the multi-player chambers. If you die in one chamber, you are revived for the enjoyment of the masses in the next.

Scoring: In **Eliminator Tournament**, the player still standing takes first place. The slow player who dies first takes last place, and so on. First place gets 500 points, second place gets 400, 3rd place gets 300 and 4th place gets 200. In case of ties, tied players get equal scores (just as in **Free-For-All**).

The Crystal

This glowing orb is the only way you're going to live through *Blast Chamber*, whether in a multi-player game or a **Solo Survivor** game. You can put the crystal in your reactor to lengthen your kill-clock or you can put the crystal in your opponent's reactor and shorten his kill-clock. In multi-player modes, once a player holds the crystal, he starts flashing and his kill-clock temporarily stops counting down. When you have the crystal, do your best to keep the crystal from opponents until you can deposit it in a reactor. When your opponent has the crystal, do whatever it takes to take it away from him (see Possession of The Crystal). To put the crystal into a reactor, simply walk onto the reactor.

Possession Of The Crystal

One can never stress enough how important it is in this deathmatch to obtain, hold and use the crystal. If an opponent has the crystal, you have several ways to take it away from him.

Push The Sucker Down: Run to him and press the **B** button (assuming you have your controls set at the default configuration) — this pushes him down, and he will drop the crystal.

Rotate The Chamber And Make The Loser Fall: Doing this will cause your opponent(s) to fall; the opponent holding the crystal will lose possession of it. If you are holding the crystal and you initiate a chamber rotation, you do not drop the crystal.

Play The Waiting Game: The lazy thing to do is simply wait until he puts it into a reactor, at which time a new crystal will appear somewhere in the chamber.

Offensive vs. Defensive Play

In this game, there are two ways to survive: give yourself more time or give your opponent less time. When you put the crystal in your own reactor, time on your kill-clock is extended. If you put the crystal in an opponent's reactor, time on the poor fellow's kill-clock is shortened. The amount of time added or subtracted depends on the difficulty level (see "The Levels of Difficulty," elsewhere in this manual).

Rotating The Chamber

It took hundreds of scientists and engineers to create the technological marvels that are called Blast Chambers. These unique chambers are specially built arenas that can rotate clockwise and counterclockwise. To turn a wall into a floor, go to one of the flashing green arrows ("Kickers"). The direction that the arrows are pointing to is the direction you walk when the chamber turns and the wall in front of you becomes a floor. The arrow must be pointing up the wall, and flashing, in order for it to work.

When an arrow is on the floor, it is inoperable. Once you are at one of these flashing arrows, face the arrow, and walk into it. This will cause the chamber to rotate 90 degrees in the opposite direction of the arrow.

In the multi-player games, once the chamber is rotated, the kickers are de-activated for a few seconds (they stop flashing).

SOLO SURVIVOR— THE ONE-PLAYER GAME

At Start Of Play

You are beamed into the chamber with a Blast Pack strapped on your body. Unlike the multi-player games where you have to worry about your opponents, in this game the chambers themselves are your primary concern. You have to figure out how to put the crystal in the reactor before time runs out. The kill-clock at the top of the screen shows how much time you have to put the crystal in the reactor. For your convenience, when your kill-clock has five seconds remaining, the computer voice will begin a countdown. As a further reminder of impending doom, your Blast Pack will start to burn quite robustly—to move things along. When the kill-clock reaches zero, you die a very fiery death.

Each chamber has its own way of making your life difficult, and they only get harder. In all, there are 40 chambers. The 40th chamber has been known to cause grown men to weep profusely.

You start the game with a limited number of lives, depending on the level of difficulty (see “The Levels of Difficulty,” elsewhere in this manual). Unless you changed the settings, you start Solo Survivor with 4 lives. You can earn more lives along the way, if you play really really well.

The Crystal

This glowing orb is the only thing that will prevent you from blowing up into burnt fragments of flesh...provided you put it in the reactor in time. You can automatically pick it up by simply walking over it.

Rotating The Chamber

To turn a wall into a floor, go to one of the flashing green arrows (“Kickers”). The direction that the arrows are pointing to is the direction you walk when the chamber turns and the wall in front of you becomes a floor. The arrow must be pointing up the wall, and flashing, in order for it to work. When an arrow is on the floor, it is inoperable. Once you are at one of these flashing arrows, face the arrow, and walk into it. This will cause the chamber to rotate 90 degrees in the opposite direction of the arrow.

The Reactor

Somewhere in the chamber there's a colored square zone called a reactor, with a revolving pyramid floating over it (the reactor is the same color as your player and your kill-clock). You must place the crystal in the reactor as soon as possible. To automatically place the crystal in the reactor, simply walk onto it. This completes the level. As your reward, you'll be taken to the next, more difficult chamber. (Hey, you lived, didn't you? What were you expecting, cookies and milk?)

Scoring

When you finish a chamber, all remaining seconds on your kill-clock are counted, then multiplied by 100. This is your score for that chamber. At the end of the game, all your chamber scores are tallied for your overall game score. If you die, you still have a slim chance at immortality, since high scores are entered on the Top Ten list, which is seen in the intro sequence of the game.

OBSTACLES, DEATH TRAPS AND OTHER SURPRISES

- The small yellow-and-red squares are triggers. Stepping on these squares activates something somewhere in the chamber. Most likely you'll always need to use them. But watch out when you do!
- Hazard pits. You can run or stand over them when they're closed. If you're running or standing over them when they're open, you're dead.
- The spikes are razor-sharp. Don't fall on them unless you're feeling suicidal. If the crystal gets destroyed by spikes, you lose in **Solo Survivor**. In multi-player games if the crystal gets spiked, it re-appears somewhere in the chamber.
- The glowing plasm clouds and laser-like streams are very deadly. You have to time your moves so you don't get fried!
- The moving platform will take you for a ride. Just hop on.
- The fans will either give you a lift or push you around.
- The dark gray boxes are hydraulic launchers. These devices propel you high in the air. You can use them to leap to otherwise unreachable spots in the chamber. You can control your movements in the air while leaping.
- Crumbling platforms can only be run across once.
- 180's: Jumping on these small platforms will turn the chamber 180 degrees.
- Ladders are for climbing up and down.
- The large metal boxes are cages. Gravity makes them fall. Just make sure one doesn't fall on you.

POWER-UPS

The blue-and-red spheres that appear at various times are power-ups. You can take one by simply running through it. The computer voice will then announce the name of the power-up. To prevent your life from becoming too easy, if you already have one power-up you can't pick up another.



Mag Boots

Allows you to run on walls and the ceiling.



Gravity Bomb

Reverses opponents' gravity, forcing them to run on the ceiling.



Paralyzer

Freezes all opponents.



Psy-bomb

Reverses your opponents' controls.



Hi Jumps

Allows you to jump high.



Mercuries

Allows you to run very fast.



Time Bomb

Subtracts time from opponents' kill-clocks.



Crystal Disruptor

Makes the crystal warp to another location.



ViseGrip

Allows you to hold onto the crystal during rotation or when you get pushed.



Crystal Magnet

Draws the crystal to you.



Reactor Swap

Makes the reactors change colors.



Extra Time

Gives your kill-clock more time.



Crystal Bomb

Makes the crystal explode with deadly force.

CAMERA MOVEMENT

The “camera” or POV (point of view) automatically tracks your movements in the chamber. You can use the camera to help you see around obstacles, to get a grip on the 3D positioning of objects, and to get a better view of a wall or the ceiling. You can override the autocam at any time and change the POV by using the left and right shoulder buttons and the X and Z buttons.

- | | | |
|---|-------|--|
| X | Up | (Improves your view of the floor) |
| Z | Down | (Improves your view of the ceiling) |
| L | Right | (Improves your view of the left wall) |
| R | Left | (Improves your view of the right wall) |

To turn off the autocam and perhaps zoom in a little, press the **Y** button. Press it again to turn the autocam back on.

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