

LEGO Rock Raiders PSX Manual

(Names of vehicles and equipment need to be checked for consistency with PC game)

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CHIEF - Pic (Clinic - please supply)

LET'S ROCK!

Welcome to an exciting action adventure game in which you command the roughest, toughest gang of dirt-diggers in the universe - the Rock Raiders! Due to a freak accident the Rock Raiders are lost in space – and it's up to you to help them get back home! Join Axle, Jet, Docs, Sparks and Bandit as they explore bizarre other-worldly caverns beneath an alien planet, searching for the precious Energy Crystals which will power their space ship home. You'll drive and fly amazing futuristic vehicles, encounter strange alien lifeforms, discover incredible secrets and much, much more! Read this booklet carefully, as it will tell you all you need to know about how to play the game and ensure that you get maximum enjoyment from it. Play well!

GETTING STARTED

Set up your PlayStation® game console by following the instructions in the Instruction Manual. Make sure the power is **OFF** before inserting or removing the disc. Insert the LEGO Rock Raiders disc and close the CD door. Insert the game controllers (note: you will need to insert two controllers to play a two-player game) and turn **ON** the PlayStation® console. Follow the on-screen instructions to start a game.

CONTROLLING THE ACTION

Here is a list of the default controls. You can change these controls at any time from the **Options** menu, which you can get to from the **Main Menu**. (see **Options** on **page 00** for more about this).

"PSXpad" - Pic

ON FOOT

Directional Buttons	Move Rock Raider "Cross" - Pic
X	Jump; Get in vehicle (if one is nearby and highlighted). "Triangle" - Pic
Triangle	Use Power Drill "Triangle" - Pic
Square	Use currently-selected tool "Square" - Pic
Circle	Change tool "Circle" - Pic
R1	Activate GeoScanner "R1" - Pic
R2 + Directional Buttons	Move without changing facing direction "R2" - Pic
L1	Toggle radar on/off "L1" - Pic
L2 + Directional Buttons	Rotate camera "L2" - Pic

IN A VEHICLE

Left/Right Directional Buttons	Rotate vehicle
Up Directional Button	Accelerate
Down Directional Button	Brake MAKES IT GO IN REVERSE.
X	THIS DOES BRAKE then press again to Get out of vehicle (if vehicle is not moving); Pick up/drop vehicle/scoop/Rock Raider (if in Tunnel Transport)
Triangle	Use drill (if vehicle is fitted with one)
Square	Use laser (if vehicle is fitted with one)
R1	Activate GeoScanner
L1	Toggle radar on/off
L2 + Directional Buttons	Rotate camera

DUAL SHOCK™ Analog Controller

The DUAL SHOCK™ Analog Controller will let you control how fast the Rock Raiders and their vehicles move. You can turn the [we don't have this option in the menu yet!](#) **Vibration** On or Off from the **Options** menu which you can get to from the **Main Menu** (see **Options** on [page 00](#) for more on this).

THE STORY SO FAR...

Onboard the huge mining ship LMS Explorer, the Rock Raiders are returning home after a long expedition through the outer rim of the galaxy. Everything is going fine.... until the ship accidentally sails into a giant asteroid field! The crew struggles bravely to guide the ship through the storm of tumbling rocks, but the endless bombardment quickly damages the ship's shield and puts the crew in danger.

Just when the Rock Raiders think things can't get any worse, the ship's sensors detected a vast wormhole at the centre of the asteroid field - and it's sucking them in! With the ship low on power and listing badly, there's little the crew can do but accept their fate and hang on!

Miraculously the badly damaged ship, now running on emergency power, emerges from the wormhole in one piece. However, the crew's initial relief soon turns to horror when they realise that the wormhole has flung them right across the universe and into the heart of a distant alien galaxy!

Chief, the captain of the Explorer, decides to set course for the nearest planet, gambling that the emergency power will hold out long enough for the ship to get there safely. Time is of the essence: if the Rock Raiders are to stand any chance of getting home, they must make emergency repairs to the Explorer and, more importantly, stock up on energy crystals which are running dangerously low.

As the Explorer goes into orbit around the strange alien world, a geological scan shows that there are rich seams of energy crystals beneath the planet's surface – but can the sensors be trusted? The only way to find out is to send in the Rock Raiders!

ONE-PLAYER GAME ["1p2p" – Screen shot](#)

The one-player game challenges you to 18 action-packed missions set in the caves and tunnels beneath the alien planet's surface. In each mission you'll be asked to achieve an objective, such as find Energy Crystals or rescue trapped Rock Raiders. Depending on how well you perform your task you could earn special rewards like medals or even secret missions! But take care, as danger lurks in every cavern! Good luck!

Starting a One-Player Game ["Menu1" – Screen shot](#)

This is the **MAIN MENU** screen. Use the **directional buttons** to highlight **NEW GAME** and press the **X button**

["Startgame" – Screen shot](#)

Now use the **directional buttons** to highlight **ONE PLAYER** and press the **X button**. (Note: unless you have two controllers inserted into your PlayStation, you won't be able to select **TWO PLAYERS**.)

["Level Select" – Screen shot](#)

Selecting a Mission

This is the **SELECT MISSION** screen, which shows the core of the alien planet. The core consists of three rock 'layers' - the deeper you dig, the more difficult the challenges will become. When you first play the game, you'll only be allowed into missions in the easier top layer.

In each layer you'll see five caverns, each of which leads to a mission. Use the **directional buttons** to highlight the mission you want to play and press the **X button**.

In each layer there's a sixth cavern which is sealed up and cannot be selected. This contains an extra tough **Special Mission**. You can only play the Special Mission once you've achieved five **Bronze Medals** (or their equivalent - see **Winning Medals** on **page 00** for more about this) on the other missions in the layer.

Once you earn at least a Bronze Medal in the Special Mission, keep pressing down on the **directional buttons** and you'll be taken to the next deeper, tougher layer.

"Briefing" - Screen shot

Mission Briefing

Each mission begins with a briefing from Chief on the bridge of the LMS Explorer. He'll explain exactly what you have to do to complete the mission with the aid of a holographic screen. Use the **directional buttons** to scroll through the on-screen text and press the **X button** to accept the mission.

You'll now be asked to choose which of the Rock Raiders you want to try and complete the mission with. Use the **directional buttons** to highlight the Rock Raider you wish to control and press the **X button**.

Meet the Rock Raiders!

Each Rock Raider can run, use tools, pick up items and perform massive jumps thanks to a rechargeable jetpack.

How to Jump

Each Rock Raider's jetpack is activated by pressing the **X button** and allows them to perform super-human leaps! While in the air the Rock Raider is still controllable with the **directional buttons**, The jumps are fixed, length and time, but the Rock Raider is controllable while in the air.

But make sure you use the jetpack carefully, as you must wait for it to recharge before you can use it again! The bar below the Rock Raider's Shield Power Indicator tells you how much energy there is in the jetpacks. You should only attempt a jump when the bar is green!

Deleted: and the longer the X button is held down the higher and longer the jump will be.¶

Drilling for Fun & Profit

The Rock Raiders start each mission with just one piece of equipment - the **Power Drill**, a small mining tool. To use it, simply move adjacent to a wall and press the **Triangle button** (the drill doesn't work while pushing and drilling at the moment, we are trying to change this but if you just say move adjacent to the wall and press the triangle it will be correct whatever happens). The Power Drill is only capable of drilling through Dirt or Loose Rock, not Hard or Solid rock (see **Know Your Rock** on **page 00** for more about this).

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Moving Without Changing Direction

It's possible to move your Rock Raiders and keep them facing in one direction, which is very useful for aiming at moving targets. To do this hold down the **R2 button** - you can now move as normal, but your Rock Raider will stay facing in the 'locked' direction.

"Charsel" - Screen shot

Choosing the Right Person for the Job

Each Rock Raider has different abilities. While it's possible to complete every mission with any Rock Raider, some will be easier if you choose your team member carefully. They might even help you get those precious Silver and Gold medals!

I thought you might want to add more character into these (re SONY response).

"Docs1" + "Doc2"- Pics

Name: Docs

Role: Geologist

Ability: Carries a wide-range radar and can use the GeoScanner at all times. Doc's cool scanners first picked up the power crystals deep inside the alien planet. As his scanners are more finely tuned he will make it easier to help you locate everything.

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"Sparks1" + "Sparks2"- Pics

Name: Sparks

Role: Engineer

Ability: Can make tools and equipment perform faster and more often, e.g. a Pusher Beam will fire twice as much and twice as fast. A born mechanical genius, always fiddling with his tools, he has modified his pusher beam to fire at twice its usual rate, he will make more use of everything that he picks up! Use him if supplies are limited or hard to find.

"Axel1" + "Axel2"- Pics

Name: Axle

Role: Driver

Ability: Can make ground vehicles travel faster and automatically repairs any vehicle while controlling it. Always tinkering under the hood of the mega Rock Raider vehicles, he has tuned all his vehicles to automatically repair themselves, this could be awesome protection if your vehicle keeps getting damaged.

"Bandit1" + "Bandit2"- Pics

Name: Bandit

Role: Sailor

Ability: Is able to swim and can make the Rapid Rider travel faster. Due to a serious shark injury while saving the lives of small children whom were drowning, he has a slight limp, which sometimes slows him down, but his swimming ability more than make s up for this.

"Jet1" + "Jet2"- Pics

Name: Jet

Role: Pilot

Ability: Has a fast recharge jet-pack and can make flying vehicles travel faster. Supersonic Jet is fast and nimble, a born acrobat, she can travel faster and further than any other Rock Raider, if you find it hard to leap over a pool of lava without getting your boots burnt then Jet is the Rock Raider for you.

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STARTING A MISSION

When you start your mission, you'll see a screen that looks something like this:

"Start Game" - Screen shot

Radar

Shield Power

Jetpack Status

GeoScanner Power

Currently-Selected Tool

Energy Crystals Collected

LEGO Ore Collected

Rock Raiders Rescued

Radar

The radar indicates the location of any vehicles in the vicinity with a blue dot and any buildings with a white dot. If you collect certain radar boosters the radar display will also show the location of alien lifeforms or items (see 'Collecting & Using Items' on **page 00** for more on this). or other Rockraiders!

Shield Power

Each Rock Raider is equipped with a Shield, a powerful invisible forcefield, which protects the wearer from being harmed by flying debris or falling rubble. It can also help protect them from attack by any hostile alien lifeforms they might come across.

As the Rock Raider's Shield takes damage the spinning coloured streams will turn from green to red. If the Shield Power falls to zero the Rock Raider will be beamed automatically back to the LMS Explorer, to prevent them from being physically harmed, and the mission will end.

Jetpack Status

Remember that you can only use the jetpack when this bar is green (see **Meet The Rock Raiders: How To Jump** on **page 00** for more on this).

GeoScanner Power

This indicates how many times you can use the GeoScanner. Remember that you cannot move or do anything else while scanning, so choose your moment carefully. (See 'Collecting & Using Items: Tools: GeoScanner' on **page 00** for more on this.)

Currently-Selected Tool

Once you find a tool it will appear here, along with a number next to it indicating how many times it can be used. Tools can be activated by pressing the **Square button**. If you've collected more than one tool, you can cycle through them by pressing the **Circle button**. (See **Collecting & Using Items: Tools** on **page 00** for more on this.)

"greencrystal" + "redcrystal" - Pics

Energy Crystals Collected

As you explore the caves and tunnels beneath the alien planet you'll often find glowing **Green Energy Crystals**. If you do, pick them up - chances are, you'll need them to complete the mission!

Occasionally you'll find special Energy Crystals that are red instead of green. **Red Energy Crystals** are extremely powerful (five times more than green ones!) and very rare, and are usually found only in the hardest-to-reach places. Red Energy Crystals are not essential to completing the mission to a Bronze medal standard, but they will help you win **Silver** or **Gold medals**.

"ore"- Pic

LEGO Ore Collected

LEGO Ore is a special rock substance that can be found beneath the alien planet. Once collected it can be beamed back to the LMS Explorer and used to build vehicles that will help you complete your mission - see **Building Vehicles** on **page 00** for more on this.

"RescueGenericFigure" - Pic

Rock Raiders Rescued

In some missions you'll be asked to rescue Rock Raiders who have got lost or trapped beneath the alien planet. To do this, either walk up to them and touch them (this allows the LMS Explorer's Teleport System to get a lock on their position) or winch them to safety onboard the Tunnel Transport.

KNOW YOUR ROCK!

The walls of the caves beneath the alien planet are made up of four types of rock: 'dirt' is referred to as soft earlier on **Dirt**, **Loose Rock**, **Hard Rock** and **Solid Rock**. It will really help you to know which is which, as each vehicle and drilling tool will only affect a certain type of rock.

Dirt and Loose Rock Can be drilled at different speeds by every vehicle or drilling tool.

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Hard Rock

Only the most powerful vehicles or drilling tools can tackle this. Can also be blasted away with dynamite.

Solid Rock

Impossible to drill or blast - you have to find a way to get around it.

If you're having trouble telling which rock is which, you'll find the GeoScanner very useful - see **Collecting & Using Items: Tools: GeoScanner** on **page 00** for more on this.

COLLECTING & USING ITEMS

In the caves and tunnels beneath the alien planet's surface you'll often come across items left behind by previous Rock Raider expeditionary teams. Feel free to pick them up and use them however you like. To collect an item either walk or drive over it, although remember that some items can only be collected when on foot and others only when in a vehicle. You'll need to experiment to find out what can be collected on foot and what can be collected in a vehicle. You want want to leave some items to use later. If your vehicle isn't damaged then collecting a vehicle shield recharge item will use it up, but not give your vehicle any additional shield energy, but may have been useful if left for later.

"tools" - Pic

TOOLS

Items like the **Pusher Beam** and the **GeoScanner** are classed as tools and can be used several times. The When you select a tool it is shown on-screen just beneath the Shield Power indicator. The number next to the tool shows how much power it has left - if the power runs out, you can't use it! To use a tool, first select it by pressing the **Circle button** and then activate it by pressing the **Square button**.

"Pusher" - Pic

Pusher Beam

A device which projects a forcefield. It can protect you from alien lifeforms. Once collected it can only be used 20 times.

"Pusherammo" - Pic

Pusher Beam PowerCell

Recharges the Pusher Beam so that it can be used an additional 20 times.

"Freeze" - Pic

Freezer Beam

A coolant device which can be used to freeze alien lifeforms for a short while. Once collected it can only be used 10 times.

"Freezeammo" - Pic

Freezer Beam PowerCell

Recharges the Freezer Beam so that it can be used an additional 10 times.

"Laser" - Pic

Laser Beam

A powerful device which can cut through hard rock in a second. Once collected it can only be used 5 times.

"Laserammo" - Pic

Laser Beam PowerCell

Recharges the Laser Beam so that it can be used an additional 5 times. It an also be used to power the Laser Beams mounted on some vehicles.

"Dynamite" - Pic

Dynamite

An explosive charge, which is useful for clearing away hard rock. Once collected it can only be used once.

"Scanner" - Pic

GeoScanner

Lets you scan the area and find out what the different rock types are. The hardness of the rock is shown by the shade of green - darker green means that the rock is harder, while lighter green means it is softer. To activate it, press the **R1 button**.

Deleted: Once collected it can only be used 10 times.¶

EQUIPMENT

Items such as the Shield Recharge and the Lifeform Radar Booster are classed as equipment and are activated as soon as you pick them up.

“ShieldRecharge” - Pic

Shield Recharge

Recharges some Shield Power. Once collected it recharges straightaway.

“FullShieldRecharge” - Pic

Full Shield Recharge

Recharges ALL Shield Power. Once collected, it recharges straightaway.

“VehicleShieldRecharge” - Pic

Vehicle Shield Recharge

Recharges some of a vehicle's Shield Power. Once collected, it recharges straightaway.

“FullVehicleShieldRecharge” - Pic

Full Vehicle Shield Recharge

Recharges ALL of a vehicle's Shield Power. Once collected, it recharges straightaway.

“LifeformRadar” - Pic

Lifeform Radar Booster

Makes the radar detect alien lifeforms, which show up as red dots. Once collected, detects aliens straightaway.

“MinifigRadar” - Pic

Rock Raider Radar Booster

Gives the radar the ability to detect lost Rock Raiders, who show up as yellow dots. Once collected, it detects Rock Raiders straightaway..

“itemRadar” - Pic

Item Radar Booster

Gives radar the ability to detect items, crystals and ore, which show up as green dots. Once collected it detects items straightaway.

DRIVING & USING VEHICLES

Vehicles can be found in many of the caves beneath the alien planet. To use one, walk up to it until pulsing green arrows appear around the vehicle and then press the **X button**. Note that when driving a vehicle the controls are slightly different - instead of holding the directional pad in the direction you want to go, you must now **rotate left and right** and **accelerate forwards and backwards**.

Some vehicles come fitted with giant drills (activated by pressing the **Triangle button**) and even laser beams (activated by pressing the **Square button**).

Chrome Crusher **“Chrome Crusher” + “Chrome Crusher ingame” - Pics**

One of the most powerful vehicles in the Rock Raiders fleet, which can clear vast swathes of Dirt, Loose Rock or Hard Rock with either its front drill or laser beam. Remember that the laser needs a Laser Beam PowerCell to work!

Hover Scout ["Hover_Scout" + "Hover_Scout_ingame" - Pics](#)

A fast, easy to handle scout vehicle which first-time pilots might find a little tricky to control. It's able to float over all solid surfaces but cannot cross water or lava.

Large Mobile Laser Cutter ["LM_laserCutter" + "LM_laserCutter_ingame" - Pics](#)

This is not the fastest of beasts, but its twin laser beams can easily cut through Dirt, Loose Rock and Hard rock. Note that the lasers need Laser Beam PowerCells to work!

Loader_Ddzer ["Loader_dozer" + "Loader_dozer_ingame"](#)

The Loader Dozer's front-mounted bucket can be used in many different ways. Not only can it smash through Dirt and Loose Rock it can also sweep away spider's web and seal geysers or lava plumes.

Rapid Rider ["Rapid_Rider" + "Rapid_Rider_ingame"](#)

This is the only water-going vehicle in the Rock Raiders fleet. It's fast and easy to handle, and is mainly used as a one-man transport.

Small Digger ["Small_digger" + "Small_digger_ingame"](#)

Although the Small Digger can only drill through Dirt and Loose Rock, its speed and handling make it a popular choice for most Rock Raiders.

Small Mobile Laser Cutter ["SM-laserCutter" + "SM-laserCutter_ingame"](#)

This has very similar abilities to the Large Mobile Laser Cutter but is lighter and faster. As with the LMLC, the laser cutter needs a Laser Cutter PowerCell to work!

Tunnel Scout ["Tunnel_Scout" + "Tunnel_Scout_ingame"](#)

Designed as a one-man scout vehicle, the Tunnel Scout's flying height and turbo jets make it very difficult for monsters to attack in flight.

Tunnel Transport ["Tunnel_Transport" + "Tunnel_Transport_ingame"](#)

This is the workhorse of the Rock Raiders fleet, which has the unique ability to fly anywhere. Due to its great weight it can only land and take-off from a landing pad. Note that you will only be safe to land when the lights on the pad are green, not red.

The Tunnel Transport can be used to airlift Rock Raiders and even vehicles through the underground caves. To pick up a Rock Raider or vehicle, simply hover above it. When you see arrows appear, press the **X button**. To drop a vehicle back on the ground, press the **X button** again. When ferrying a vehicle, take care not to smash it into the tunnel walls!

Finally, the Tunnel Transport can pick up water and carry it from place to place in a specially designed scoop. To pick up the scoop, hover above it until arrows appear then press the **X button**. To drop it, press the **X button** again. To pick up water, simply find an underground lake and drop the scoop into it. The water-filled scoop can then be picked up again and dropped onto lava to form a temporary bridge.

BUILDING VEHICLES

["teleport" - Screen shot](#)

It's possible to build vehicles using the LEGO Ore you've collected. First you have to find a Teleport Station, like the one shown here. To enter the Teleport Station, press the **X button**.

["teleportout" - Screen shot](#)

A picture will appear on-screen showing you the vehicle you could build, along with a picture of some LEGO Ore and a number by it. This shows the amount of Ore you need to build the vehicle.

“teleport2” – Screen shot

If you have enough LEGO Ore to build the vehicle, press the **Triangle button**. The vehicle will now be beamed down. If you want to leave the Teleport Station, press the **X button**.

CHANGING THE VIEW

When your Rock Raider is travelling around on foot, it's possible to change the view. To do this, hold down the **L2 button** and press **left** or **right** on the **directional buttons**. You'll now see the view rotate in 45° steps.

FAILING A MISSION

Should a Rock Raider fail a mission, either by their Shield losing power or by not completing the mission objectives, they will be beamed back to the LMS Explorer and sent for rest and more training. You may now attempt the mission again using any of the remaining Rock Raiders on 'active duty'.

Rock Raiders on leave stay out of action for five mission attempts. If all your Rock Raiders are on leave and you have no-one left to attempt a mission, the game ends.

WINNING MEDALS

If you manage to complete the mission you'll be rewarded with a medal depending on how well you did. If you did the minimum required, you'll get a **Bronze Medal**. If you exceeded expectations, you'll get a **Silver Medal** or even a **Gold Medal!**

Although it's not easy, it's well worth trying to get the tougher medals. Silver Medals are equal to two Bronze Medals. Gold Medals are equal to three Bronze Medals. This means you'll be able to access the Special Missions more quickly (for example, one Gold Medal and one Silver Medal is equal to five Bronze Medals, which would be enough to open the Special Mission).

So remember:

- 1 Silver Medal = 2 Bronze Medals
- 1 Gold Medal = 3 Bronze Medals
- 1 Silver and 1 Gold Medal = 5 Bronze Medals = Special Mission

When attempting to win a Silver or Gold Medal, be sure to drill every wall and keep a look out for hidden secrets!

Secret Missions

There are three extra-special Secret Missions to find, which will test the skills of even the greatest Rock Raider. To reveal the first Secret Mission you must get at least a Bronze Medal in **EVERY** mission. To reveal the second Secret Mission you must get at least a Silver Medal in every mission. To reveal the third and final Secret Mission you must get a Gold Medal in every mission. Can you do it?

Win these Medals	Reveal this Mission
1 or more Bronze Medals	First Secret Mission
1 or more Silver Medals	Second Secret Mission
1 Gold Medal	Third Secret Mission

Passwords

No matter whether you succeeded or failed a mission, you'll be given a special password that records your progress so far. If you want to restart a game from where you are now later on, note down the password and enter it from the **Main Menu**. (See **Entering a Password** on **page 00** for more on this.)

Alien Lifeforms

Many mining crews have reported sightings of weird creatures lurking in the caverns beneath the planet's surface. Here's the lowdown on the ones currently known about, but be warned there could be even nastier horrors waiting in the deeper caverns...

Spiders ["Spider" + "Spider ingame" - Pics](#)

Take care not to drive into any of the spiders' sticky webs or your vehicle will get stuck fast! Luckily, a blast from a Pusher Gun will clear away the cobwebs...

Scorpions ["Scorpion" + "Scorpion ingame" - Pics](#)

Scorpions will track your movement and attempt to drain your ShieldSuit's power with blobs of poisonous plasma.

Slimy Slugs ["Slug" + "Slug ingame" - Pics](#)

These critters may look cute but once disturbed they behave like battering rams, slamming at high speed into any Rock Raiders or vehicles nearby.

Rock Monsters ["Rock Monster" + "Rock Monster ingame" - Pics](#)

These are the most dangerous lifeforms yet encountered. If you happen to see a Rock Monster then it's probably best to RUN!

Rock Whale ["Rock Whale" + "Rock Whale ingame" - Pics](#)

The Rock Whale is a lumbering creature, which often stops for a sleep in the most awkward of places. It can be lured out of your way by a blast from the Pusher Beam - for some reason, they're attracted to the energy they produce. They have also been known to jump into water, forming makeshift bridges.

NATURAL HAZARDS

It's not just the lifeforms you've got to watch out for - the planet itself poses a few problems too...

Water

Try to avoid falling or driving into water - it will short-circuit your Shield's circuitry and drain its power.

Lava

Lava is extremely dangerous! If you get too close Chief will have no choice but to teleport you home pronto!

Geysers ["geyser" - Pic](#)

These jets of scalding steam are very dangerous and can surprise you so - take extreme care!

Lava Plumes

Like geysers but even nastier - one blast from these can knock even a Tunnel Transport out of the sky.

PAUSING THE GAME

If you want to take a break from the action, simply press the **Start** button on your controller - this will pause the game. You may now select from a menu of options - use the **directional buttons** to highlight the option you want then press the **X button**.

Continue Mission

Allows you to continue playing from where you left off.

Mission Brief

Gives you a reminder of what Chief said in the mission briefing room. Use the **directional buttons** to scroll through the text and the **X button** to return to the **Pause Menu**.

Music Volume

Allows you to change the volume levels of the music. Use the **directional buttons** to alter the volume, the **Square button** to reset the music to its original setting and the **X button** to return to the **Pause Menu**.

Effects Volume

Allows you to change the volume levels of the sound effects. Use the **directional buttons** to alter the volume, the **Square button** to reset the sound effects to their original settings and the **X button** to return to the **Pause Menu**.

Restart Mission

Allows you to restart the mission from the beginning. If you select this option you'll be asked to confirm that you're sure you want to restart – if you are, use the **directional buttons** to highlight the **Yes** option then press the **X button**. If you select the **No** option you'll be returned to the **Pause Menu**. Note that you can only restart a mission twice, giving you a total of three attempts to complete it.

Quit Mission

Allows you to abort the mission and return to the bridge of the LMS Explorer. If you select this option you'll be asked to confirm that you're sure you want to quit - if you are, use the **directional buttons** to highlight the **Yes** option then press the **X button**. If you select the **No** option you'll be returned to the **Pause Menu**. Note that if you quit a mission Chief will note this mission as incomplete, so the Rock Raider you have selected will be sent on leave.

TWO-PLAYER GAME

LEGO Rock Raiders features a two-player mode in which you and a friend can team up and go searching for Energy Crystals and Ore together. So what are you waiting for? Grab a friend and get digging!

Starting a Two-Player Game

Before attempting to play a two-player game, first ensure that two controllers are inserted into your PlayStation!

Then on the **Main Menu** screen highlight the **New Game** option and press the **X button**.

"2Up" – Screen shot

Now highlight the **Two Player** option and then press the **X button**.

Selecting a Mission

As in the one-player game this is the **Select Mission** screen. When you first play the game you'll see three caverns, each of which leads to a mission. To play a mission, move the **directional buttons** until the mission you want is highlighted then press the **X button**.

Unlike the one-player game the two-player missions are all one-off adventures, designed just for fun. Whether you complete or fail a mission, it doesn't affect the overall outcome of the game. In all there are nine two-player missions to enjoy, with the six more difficult missions only becoming available as you open up the deeper layers in the one-player game.

"Briefing"- Pic

Mission Briefing

Once a mission is selected you'll receive a briefing from Chief on the bridge of the LMS Explorer. Scroll up or down through the text on the screen with the **directional buttons**, then press the **X button** to accept the mission.

Both players will now be asked to choose a Rock Raider. Move the spotlights with the **directional buttons** then press the **X button** to select a Rock Raider. Note that it is not possible for both players to control the same character.

ENTERING A PASSWORD

After each attempt to complete a mission in the one-player game, you'll be presented with a special password that records your progress up to that point in the game. If you note these passwords down, you can enter them at a later date and continue playing from that point. To do this, follow these steps...

"Password" – Screen shot

On the **Main Menu** screen, highlight the **Enter Password** option and press the **X button**.

If you want to enter a password, press the **X button** again.

Enter the password, using the buttons on your controller. If you make a mistake, press **R1** and **L1** to position the cursor over the incorrect symbol and enter a different one. If you want to clear all the symbols and start again, press the **Select** button. If you want to enter the password, press the **Start** button.

If the password was recognised you'll be asked whether you want to play a one-or two-player game. If it wasn't you'll get the opportunity either to enter the code again or to return to the **Main Menu**.

OPTIONS

It is possible to customise LEGO Rock Raiders in many ways from the **Options** menu. To access this menu, first go to the **Main Menu**. Use the **directional buttons** to highlight **Options** then press the **X button**. You'll now see a menu of customisable options. Each option is selected or changed by highlighting it and pressing the **X button**.

Movement

This option allows you to change how your Rock Raider is controlled when on foot. Press the **X button** to toggle between one of two choices: **Directional** or **Rotational**.

Directional movement is the default setting, and makes your Rock Raider move in the direction that you push the **directional buttons** on your controller.

Rotational movement, on the other hand, makes your Rock Raider behave in a similar way to a vehicle, i.e. you push up on the **directional buttons** to move forward and push left and right on the **directional buttons** to rotate.

Vibration

If you are playing the game with a DUAL SHOCK™ Analog Controller, you can turn the vibration function on or off with this option. Note that when you start the game this option is always turned **OFF**.

Controller

Use the **directional buttons** to choose between three different controller configurations. When you've found the controller configuration you're happiest with, press the **X button** to return to the **Options** menu.

Music Volume

Use **directional buttons** to alter the music volume, the **Square button** to reset the music to its original setting and the **X button** to return to the **Options** menu.

Effects Volume

Use the **directional buttons** to alter the sound effects volume, the **Square button** to reset the sound effects to their original settings and the **X button** to return to the **Options** menu.

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If you have any problems with LEGO Rock Raiders please contact Technical Support.

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EPILEPSY WARNING

Please read before using any video game or allowing your children to use it.

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or experience of epilepsy.

If you or a member of your family has ever shown epileptic symptoms (seizure or loss of consciousness) when exposed to flickering lights, consult your doctor before playing.

Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms – dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions – discontinue use immediately and consult your doctor.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES

Do not sit too close to the television screen; position yourself with the linking cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10-15 minutes per hour while playing video games.