



CASPER

SPIRIT DIMENSIONS



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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 UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

CASPER

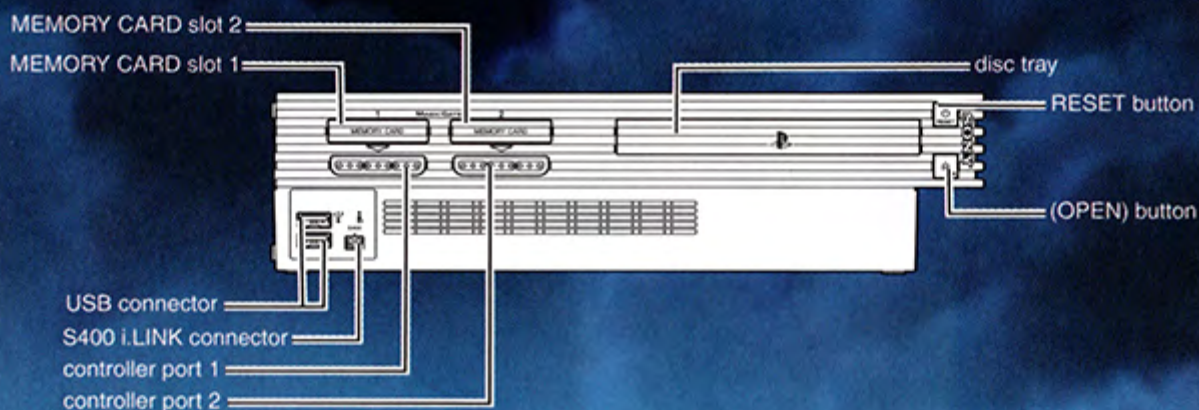
SPIRIT DIMENSIONS

Table of Contents

Getting Started	2
Default Controls	3
Main Menu	4
Options Menu	4
The Story	6
How to Play	8
Helpful Items	10
Pause Menu	12
Saving and Loading	14
Hints and Tips	15
Credits	16



Getting Started



Set up the PlayStation² computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Casper Spirit Dimensions disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



Default Control

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



- Left Analog Stick**Turning and Pitch Control
- Right Analog Stick**.....Move Forward, Move Back, Strafe Right, Strafe Left
- Right Analog Stick + R3 button**Move Up and Down

- ⊗Confirm Menu Selection
-Ethereal Shield
- △Talk, Cancel Menu Selection / Return to Previous Menu

- L1**Lock On To Target
- L2**Casper Comet
- R1**.....Quick Turn
- R2**Spirit Blast

- ↑Cycle Pickup Forward
- ↓Cycle Pickup Backward

These are the controls for Controller Setup 1. Throughout the manual, the default setup is assumed. You can change Controller Configurations in the Options Menu (see page 4).

Main Menu

From the Main Menu, you can begin a new game, load a previously saved game, or change the game options. Use the Directional Buttons to highlight an option, then press the **X** button to confirm.

Start Game

Casper's good friend, Wendy, sent him an urgent message requesting his help, but she didn't say what was wrong. When you select Start Game, Casper meets Wendy at his house to find out what has made his friend so upset. This is Casper's first stop in the world of Casper Spirit Dimensions!

Load Game

If you have previously saved a Casper Spirit Dimensions game onto your memory card (8MB) (for PlayStation[®]2), you can load it and continue on your quest! See Saving and Loading on page 14 for more information.

Options

This takes you to the Options Menu, which is detailed in the next section.

Options Menu

Here you will find all the settings that you need to tailor Casper Spirit Dimensions to your own tastes. Use the **↑** and **↓** directional buttons to highlight an option. Use the **←** and **→** directional buttons to adjust sound, music, subtitles, vibration and difficulty settings. Use the **X** button to access the Controller Configuration and Credits screens.

Controller Configuration

This screen will allow you to choose between 4 control layouts. Choose the one that is right for you with the **←** and **→** directional buttons. Confirm your choice with the **X** button, or cancel and go back to the Options Menu by pressing the **△** button. The default is Controller setup 1.

Sound

Choose Stereo or Mono with the **←** and **→** directional buttons. The default is Stereo.

Surround

Turn Surround sound On or Off with the **←** and **→** directional buttons. The default is On. Note that Surround sound only works with the Sound Option set to Stereo.



Subtitles

During the game, Casper meets many fascinating people. If you would like to see as well as hear what they have to say to Casper, turn Subtitles to On with the ◀ and ▶ directional buttons. If you would prefer not to have text on the screen, turn the Subtitle setting to Off.

Sound Volume

Use the ◀ and ▶ directional buttons to increase or decrease the volume of the scary sound effects that Casper is sure to hear during his journeys.

Music Volume

Use the ◀ and ▶ directional buttons to increase or decrease the volume of the spooky music that is in the Spirit Dimensions.

Vibration

Use the ◀ and ▶ directional buttons to turn the Vibration feature of the controller On or Off.

Difficulty

Use the ◀ and ▶ directional buttons to switch between Difficulty: Normal and Hard.

Credits

Highlight this option and press the ⊗ button to see a list of all the people who worked very hard to make this game for you.

Back

Highlight this option and press the ⊗ button to accept all of your changes and return to the Main Menu.



The Story

Casper must travel to four different Spirit Dimensions in a quest to free the spirits from the despicable Kibosh. These Dimensions are: The Medieval World, The Spirit Amusement Park, Kibosh's Factory, and The Spirit World. Within each Dimension there are multiple realms and within these realms Casper finds people in need of assistance. He also finds many of Kibosh's dark minions who are out to stop him.

Each of the sixteen huge realms is fully explorable through 360-degree full flight movement. They are filled with puzzles and hazards, but they also contain a wide assortment of special powerups that strengthen Casper and enhance his powers. Get ready, because in order to save the Spirit Dimensions, Casper is going to need a lot of courage and full mastery of his various ghostly abilities!

The Medieval World

Kibosh has reached back into medieval times to start building his army of evil warriors. While there, he imprisoned the good king and his royal court, and put multiple dragons in charge! Help Casper save the good spirits and defeat the dragons that dominate this dimension!



Spirit Amusement Park

The once-fun Spirit Amusement Park has been corrupted by Kibosh's lieutenant Krank and his Krazy Klowns. Here, they prepare for Kibosh's invasion of the human world as the terrified circus workers stand by in horror. The good spirits need Casper's help!



Kibosh's Factory

This is where Kibosh keeps his infernal machine - the one he uses to turn good spirits into monsters. The good scientist Professor Neutron is trying to devise a means to deactivate the machine... but Kibosh's nefarious assistant, Doctor Deranged, has his evil robots crawling all over the place. Find a way to help Neutron!



The Spirit World

The raw stuff of all spiritual manifestations is drawn from the Spirit World, at the center of the Spirit Dimensions. Kibosh has taken over the castle that guards the center of the Spirit World, and is bending all of the spirit energy to his dark purposes. Nobody has survived a direct confrontation with Kibosh... but somebody has got to try, or all is lost! Good luck!



How to Play

Although you may not have thought much about it before, being a ghost has many advantages over being a normal person. Here, we'll talk about the various abilities that Casper has. You need to master them all if you are to have any chance against Kibosh and his evil minions.

Flying

As a ghost, Casper can fly in any direction using the left analog stick and the right analog stick in conjunction with one another. Use the left analog stick to point Casper in the direction you want to go, and the right analog stick to move him forward, back and side to side. Press the right analog stick in (R3 button) and move it up and down to move Casper straight up and down in the air.

Quick Turn


You can help Casper turn faster if you hold the R1 button while moving the left analog stick.

Casper Comet

You can help Casper move quicker by holding the L2 button. This is called a Casper Comet, and it gets Casper where he's going very quickly. Casper can't do this forever, so you should watch the Casper Comet Meter in the lower left of the screen. The meter goes down when Casper is doing a Casper Comet, and refills when he is moving normally. If the meter is empty, Casper needs to rest a while before he tries to do another Casper Comet.

Remember that a Casper Comet makes Casper harder to hit if someone is shooting at him. The Casper Comet can also be used to blast through certain walls and rocks... you'll never know when that can come in handy. The Casper Comet is also used to attack and counter attack certain enemies. Finally, using the Casper Comet can help Casper pick up Gems more easily. If you see a ring of Gems around a central Gem of another color, Comet straight through the center Gem to grab them all.

Ethereal Shield

You can also help Casper avoid enemy attacks by pressing the  button if Casper gets in trouble. This is Casper's Ethereal Shield, and it turns his ghostly body into a gaseous substance for a few moments. During this time, enemy projectiles pass through him harmlessly. Also during this time, Casper is able to pass through grates or barred windows.

Every time Casper uses his Ethereal Shield, one Ghost Power Point is used up. These are the little green lights in the lower left section of the screen. We'll talk more about those in the next section, Helpful Items.



Spirit Blast

Casper can concentrate bits of ghostly particles in his hands and release them in energy balls called Spirit Blasts. He can use this power to defeat some of Kibosh's minions. Just point Casper in the right direction and tap the R2 button to fire a regular Spirit Blast, or hold the R2 button down to charge up the Spirit Blast into a more intense attack, then release it. That's a Super Spirit Blast!



Casper can throw as many Spirit Blasts as he likes. But every time Casper uses his Super Spirit Blast, one Ghost Power Point is used up. These are the little green lights in the lower left section of the screen. We'll talk more about Ghost Power Points in the next section, Helpful Items.

There are other kinds of Blasts, too, but Casper needs certain special items, called Enhancers, to use them. We'll talk about those in the next section, too.

Locking On and the Target Circle

When Casper looks right at something that he can shoot with his Spirit Blasts and/or Super Spirit Blast, a blue circle appears around them. This is Casper's Target Circle. It shows him where his Blast is going to go. Sometimes Kibosh's minions try to move out of the Target Circle, and that's where you come in. You can lock onto the target by holding down the L1 button.

Talking

Well, this may not be a very "special" ability, but it's still very important. You want to be sure that Casper Talks to the friendly folks he may find wandering about the Spirit Dimensions, as they may be able to help him a lot. The first time you meet someone, just fly up to him or her to see if they have anything to say. After this, you can talk to them again by moving close and pressing the  button. During conversations, press the  button to advance to the next statement.

Ghost Wave

The Ghost Wave is Casper's most powerful attack. Casper must have a double shot combined with a Super Spirit Blast in order to activate the Ghost Wave. The Ghost Wave shoots out from both Casper's hands in a stream of powerful ghost energy.

Helpful Items

Casper can keep various kinds of ethereal energy in his ghostly body. Sometimes they need to be replenished so that he can continue his crusade. Fortunately, the Spirit Dimensions are filled with these collectable spheres.

Ghost Speed

This sphere fills the Casper Comet meter.



Lifeforce

This sphere partially fills the Health meter.





Ghost Power

This sphere grants Casper one Ghost Power Point. The Ethereal Shield and the Super Spirit Blast use up Ghost Power Points.





Fire Enhancer

This sphere grants Casper a minimum of five and a maximum of twenty Fire Blasts, depending on the difficulty setting. The fire enhancer lets Casper's spirit blast affect a larger area and is essential to defeat some enemies. Casper can choose between Fire, Ice and Spirit Blasts with the  and  directional buttons.



Ice Enhancer

This sphere grants Casper a minimum of five and a maximum of twenty Ice Blasts, depending on the difficulty setting. The ice enhancer freezes an enemy in place for a short time and is essential to defeat some enemies. Casper can choose between Fire, Ice and Spirit Blasts with the  and  directional buttons.



Homing Enhancer

This sphere grants Casper five Homing Blasts, up to a maximum of twenty, depending on the difficulty setting. Casper cannot turn Homing Blasts off, but they may be used in combination with any of the other enhancers.





Double Enhancer

This sphere grants Casper ten Double Blasts, up to a maximum of twenty, depending on the difficulty setting. Casper cannot turn Double Blasts off, but they may be used in combination with any of the other enhancers.



Bounce Enhancer

This sphere grants Casper twenty Bounce Blasts, up to a maximum of forty, depending on the difficulty setting. Casper cannot turn Bounce Blasts off, but it may be used in combination with any of the other enhancers.

Rewards

Sometimes when Casper completes a quest he is able to choose a reward. There are three types of rewards to choose from: Speed, Health and Power. Choosing Speed increases the amount of energy Casper has in the Casper Comet Meter, choosing Health increases Casper's maximum health amount and selecting Power raises the amount of Ghost Power Points Casper has by one.

Gems

Gems are well known for their metaphysical healing properties. Casper will gain an additional life for every one hundred gems collected. Some gems are worth more than others.



1 point



2 points



5 points



10 points

Chests

Often gems are hidden in chests, which may be opened by Spirit Blasting the lock.



Other Items

The Spirit Dimensions are strange places full of strange things. Some places are locked with powerful magics and can only be opened with the right kind of keys. Some people might ask Casper to find certain things for them. Remember that Casper is a very friendly ghost, and always helps out when he can.

Pause Menu

While in the Spirit Dimensions, you can press the **START** button to pause the game. At the top of the screen, you can see how many extra lives Casper has left, i.e. "Casper x 3." The Pause Menu appears, which has many useful functions. Use the **↑** and **↓** directional buttons to highlight an option. Use the **←** and **→** directional buttons to adjust sound, music, subtitles and vibration settings. Use the **⊗** button to activate the Continue, Exit Level or Quit Game functions, or to access the Load Game, Save Game, or Journal submenus. Press the **△** button to resume play without accepting any of the changes you have made. Press the **START** Button to accept changes and resume play.

Continue

Press the **⊗** button to resume play. Any changes you may have made are accepted.

Quit Game

Press the **⊗** button to return to the Main Menu. You will lose any game progress that you have not saved to a memory card (8MB) (for PlayStation®2). (See Saving and Loading on page 14.)

Load Game

Press the **⊗** button to access the Load Game submenu. (See Saving and Loading on page 14 for more information.)

Save Game

Press the **⊗** button to access the Save Game submenu. (See Saving and Loading on page 14 for more information.)

Subtitles

If you want to see text on the screen when characters are speaking, turn the Subtitles option to On. If you prefer not to have text on the screen, turn this setting to Off. Use the **←** and **→** directional buttons to make your selection. This setting cannot be adjusted during a conversation.

Sound Volume

Use the **←** and **→** directional buttons to increase or decrease the volume of the scary sound effects that Casper hears during his journeys.

Music Volume

Use the **←** and **→** directional buttons to increase or decrease the volume of the spooky music that permeates the Spirit Dimensions.

Exit Level

Press the **⊗** button exit the level at any time. Casper retains any Gems that he has collected, and any tasks that he has completed in the Spirit Dimensions remain completed. However, if Casper leaves a task unfinished, he has to start again from the beginning when he returns to it. You cannot use this function to exit Casper's House.

Journal

Casper's Journal is a valuable tool for keeping track of his progress through the Spirit Dimensions. At the top, Casper's overall progress percentage is noted. Next is the total number of Gems that Casper has collected in the game.

Below this is a page that shows more details about the realm that Casper is in. It shows all of the tasks that Casper can perform in that realm, and how Casper is doing in each task. Remember that if Casper exits a realm with a task unfinished, he has to begin again from the beginning when he returns. The Journal also shows how many Gems Casper has collected in that realm, as well as how many total Gems the realm contains.

Use the **←** and **→** directional buttons to view the pages from other realms. You need to visit the realm before you can see any information about it. Use the **△** button or the **⊗** button to return to the Pause Menu.

Vibration

Use the **←** and **→** directional buttons to turn the Vibration feature of the controller On or Off.



Saving and Loading

Casper Spirit Dimensions enables you to save data during a game with the use of a memory card (8MB) (for PlayStation®2) (sold separately). Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 of the PlayStation®2 before you attempt to save or load a game.

The Casper Spirit Dimensions file uses 170KB of memory on the memory card (8MB) (for PlayStation®2). This file accommodates eight saved games.

Saving

The Save Game menu is accessed from the Pause Menu. Once here, use the ◀ and ▶ directional buttons to select the MEMORY CARD slot to which you would like to save. If there is no Casper Spirit Dimensions file you are asked if you would like to create one. If this is OK, choose Yes.

Once you have a memory card (8MB) (for PlayStation®2) with a Casper Spirit Dimensions file selected, choose a Save Game Block with the ◀ and ▶ directional buttons. You can overwrite an existing game, or, if you have an empty Save Game Block, you can create a new one. Once you have chosen a MEMORY CARD slot, press the ⊗ button.

Loading

The Load Game menu can be accessed from the Main Menu or the Pause Menu. Once here, use the ◀ and ▶ directional buttons to select the MEMORY CARD slot from which you would like to load from. If there is no memory card (8MB) (for PlayStation®2) with a Casper Spirit Dimensions file you are prompted to provide one.

Once you have a memory card (8MB) (for PlayStation®2) with a Casper Spirit Dimensions file selected, choose a Save Game Block with the ◀ and ▶ directional buttons. Once you have chosen a MEMORY CARD slot, press the ⊗ button.

Note that when you Load a game from within the Spirit Dimensions, you lose all progress in the current game, unless you Save it first.



Hints and Tips

- Pay attention when people are speaking to Casper. Their statements may contain valuable clues.
- The ice blast is particularly effective against flying enemies, who fall to the ground and shatter after only one hit.
- Keep moving in combat! Move Casper to the side, shoot a few times, then move back before enemy fire can find him.
- Save your game often, especially after completing particularly difficult quests.
- If Casper is having trouble eliminating a foe with Spirit Blasts, start looking around for something with more punch. Powerful Blast Enhancers are often hidden near places where he might need them.
- If Casper gets stuck on a puzzle, try looking closely at the environment for clues. Also, try talking to people again. Usually they have some more information for him.





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Attn: Product Support

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