

# F.R.I.E.N.D.S

THE ONE WITH ALL THE TRIVIA™



THE GAME BASED ON THE HIT TV SERIES



## **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:**

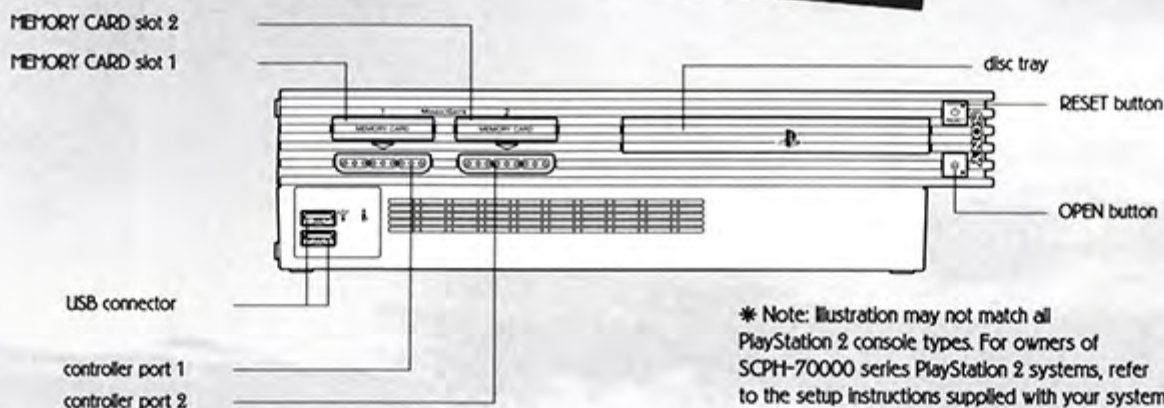
-  This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
-  Do not bend it, crush it, or submerge it in liquids.
-  Do not leave it in direct sunlight or near a radiator or other source of heat.
-  Be sure to take an occasional rest break during extended play.
-  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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit [www.esrb.org](http://www.esrb.org).

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    your *Friends*?.....4
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# GETTING STARTED



Set up your PlayStation®2 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 **FRIENDS: THE ONE WITH ALL THE TRIVIA™** 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.

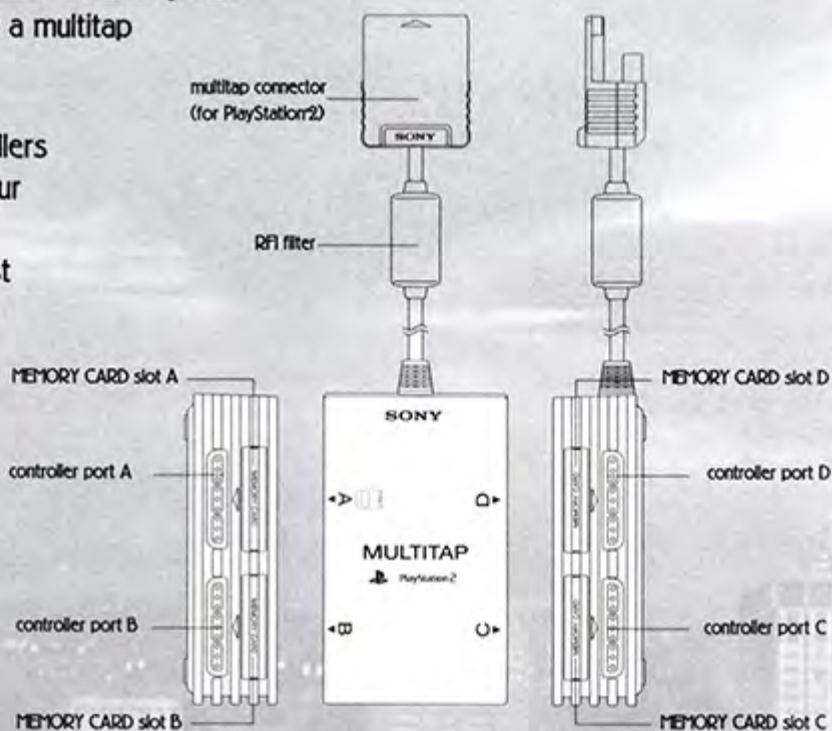
## MEMORY CARD (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system before starting to play. You can load saved game data from the same or any memory card (8MB)(PlayStation®2) containing previously saved games.

## MULTITAP (FOR PLAYSTATION®2) FRIENDS: THE ONE WITH ALL THE TRIVIA

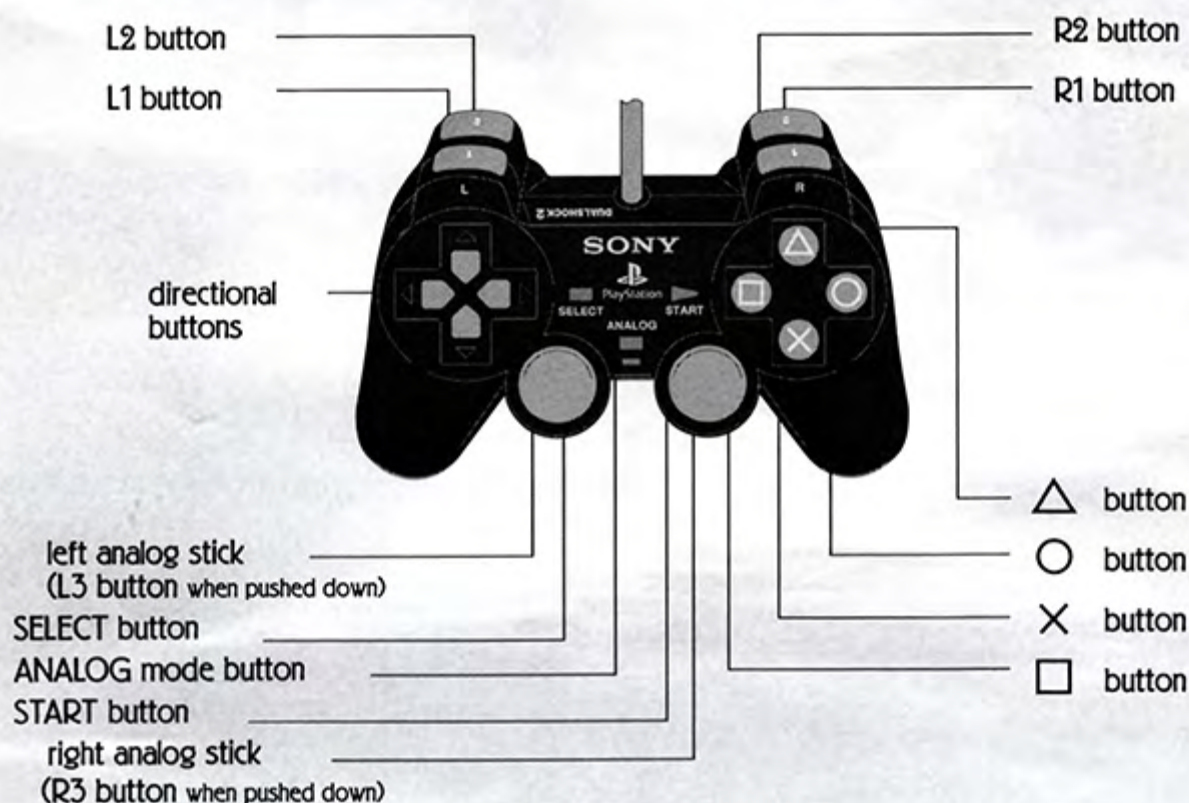
supports up to four players using a multitap (for PlayStation®2).

To connect more than two controllers to your PlayStation®2, connect your multitap (for PlayStation®2) to controller port 1. A controller must be connected to port 1-A of the multitap (for PlayStation®2) and your memory card (8MB) (for PlayStation®2) must be inserted into MEMORY CARD slot 1-A of the multitap (for PlayStation®2). Refer to the instructions that came with your multitap (for PlayStation®2) for additional instruction.



# CONTROLS

## DUALSHOCK<sup>2</sup> ANALOG CONTROLLER CONFIGURATIONS



## MENU CONTROLS

Scroll through menu items

Change or toggle menu item value

Select menu item

Return to previous screen

Directional buttons or left analog stick  $\updownarrow$

Directional buttons or left analog stick  $\leftarrow\rightarrow$

× button

Δ button

## IN-GAME CONTROLS

### ALL GAMEPLAY MODES

Choose a question answer

Activate PAUSE MENU

Assigned ×, □, Δ or ○ button

START button



### MULTI-PLAYER BUZZ-IN MODE

Buzz-in to answer question

× button

**Y**ou've seen them laugh and cry, dump and get dumped, move-in and move-out, fight and make up. The list could go on forever. But through years of watching their lives go by, the question still remains, "How well do you know your *Friends*?"

**FRIENDS: THE ONE WITH ALL THE TRIVIA** is here to answer that very question! Get ready to play the videogame designed to put your *Friends* knowledge to the test!

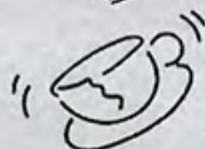
-  Claim to be the *Friends* expert of your group? Find out in the head-to-head competition of the **all play** and **buzz-in** multi-player modes.
-  All alone and miss your *Friends*? Two single-player modes, **decaffeinated** and **caffeinated**, are sure to cure your loneliness.
-  Throughout gameplay, count on your funny and familiar character hosts — Janice, Gunther and Jack & Judy Geller — to keep you company! They'll walk you through menus, gameplay and all 3,000+ trivia questions.

## QUESTION CATEGORIES

Question Categories let you know what the upcoming question is about.



**relationships** – Between acquaintances, work, love lives and more... can you keep your *Friends*' relationships straight?



**shake-ups and make-ups** – How many times did Chandler dump Janice? Six *Friends* plus 10 years equals a lot of conflict and resolution.



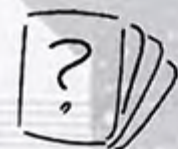
**work and play** – Follow Monica from the restaurant straight to the foosball table...questions about the professional and recreational lives of your *Friends*.



**memorable moments** – Ross and Rachel's first kiss, the boys' winning the girls' apartment and Phoebe getting married, relive your favorite moments from the show.





















**friends of *Friends*** – Between guest stars, supporting characters and even pets, you never know who will pop up in this category!



**wild card** – Just like when Rachel started waitressing at Central Perk, you never know what you're getting. Variety is the name of the game.

## QUESTION TYPES

Question Types tell you the format and sequence of the upcoming question.

-  **next line please** – Watch a video clip and select the next line of dialog to complete the sequence.
-  **says who?** – View the quote displayed on-screen and identify which character was speaking.
-  **what happens next?** – Watch a video clip and select what happens next.
-  **who are they talking about?** – Watch a video clip or listen to an audio clip and guess *which character* is being talked about.
-  **what are they talking about?** – Watch a video clip or listen to an audio clip and guess *what* is being talked about.
-  **where does this scene take place?** – Watch a video clip or listen to an audio clip and determine *where* the discussion took place.
-  **clip and a question** – Watch a video clip and answer a related question. Be sure to pay attention!
-  **the one with...** – Watch a video clip and guess which *Friends* episode it came from.
-  **props** – Questions about various character props used throughout the 10-year run of the show.
-  **quote me** – View the still image and select the quote uttered by the *Friend* shown.
-  **useless information** – View the question displayed on-screen and select the correct answer.
-  **timeline** – Who kissed whom first? Who dated whom first? Questions about the major events of *Friends* history.
-  **which Friend?** – Match the *Friend* with his or her obscure "fun fact".
-  **where does?** – Location-specific questions about the characters' adventures.
-  **real name** – Real-life trivia questions about the actors on the show.
-  **the Friends** – Character-based questions about one of the specific *Friends*.
-  **who is?** – Random and fun questions about various secondary characters.
-  **aka** – Questions about the nicknames, digs and other one-liners the various *Friends* characters made up for each other and their friends and family.

## OBJECT



**FRIENDS: THE ONE WITH ALL THE TRIVIA** takes place in the famous *Friends* apartment building. Your goal is to be the first player to make it to Central Perk and correctly answer the final, game-winning question.

## GAMEPLAY

**FRIENDS: THE ONE WITH ALL THE TRIVIA** challenges you to answer a series of multiple-choice questions based on the characters and events from all 10 seasons of *Friends*. At the start of each game, your player is assigned to a floor of the *Friends* apartment building. As you answer questions correctly throughout the game, the windows on your floor light up. Once your floor is completely lit, you move into Central Perk where you must answer a final, game-winning question.

### WINNING THE GAME

Once you reach Central Perk you're given a final question. If you answer correctly, you win the game! However, if you answer incorrectly, you're bumped from Central Perk back to your floor where you must answer another question correctly before returning to Central Perk.





## GAME

## MENUS

### MAIN MENU

The MAIN MENU is your default menu and will appear at the start of every game.

**quick start** – Need a quick *Friends* fix? Skip the hassle of game setup and immediately start a single-player decaffeinated or multi-player buzz-in game. Keep in mind that player performance statistics from quick start games will not be saved to player profiles.

**start game** – Customize your **FRIENDS: THE ONE WITH ALL THE TRIVIA** game to match your mood. Choose your game mode, length and difficulty. Select players from existing player profiles or create new ones (see GAME OPTIONS section in the manual for more details).

**profiles** – View existing player profiles and check out your overall **FRIENDS: THE ONE WITH ALL THE TRIVIA** player performance. See your lifetime percentage of correctly answered questions and find out which *Friends* question category you know best.

**options** – Adjust your in-game sound and controller vibration settings (see OPTIONS MENU below).

**view credits** – Say hello to all the *Friends* who helped make this game.

**view trailer** – Get a sneak-peek of the trailer for **FRIENDS: THE COMPLETE 10TH SEASON** on DVD.

### OPTIONS MENU

The OPTIONS MENU gives you access to your sound and controller vibration settings. You may access this menu via the MAIN MENU or the PAUSE MENU.

**host volume** – Adjust the audio volume for the *Friends* character hosts.

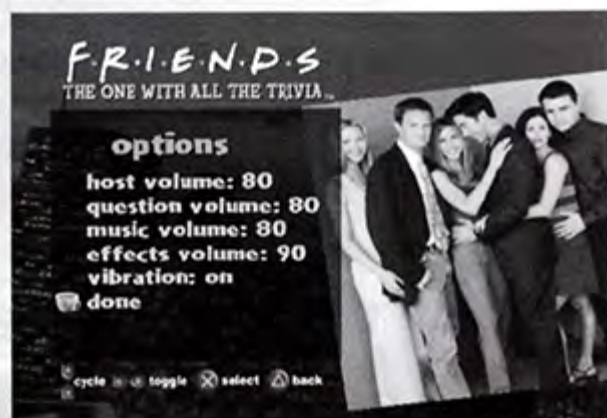
**question volume** – Adjust the audio volume for the *Friends* video and audio clips and reward content.

**music volume** – Adjust the background music volume.

**effects volume** – Adjust the sound effects volume.

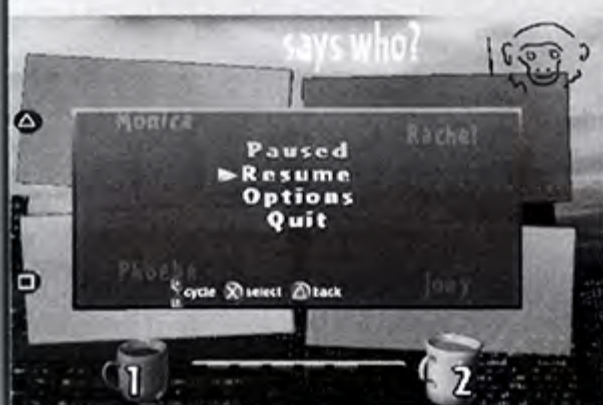
**vibration** – Turn the controller's vibration function on or off.

**done** – Save your changes and return to the previous menu.



## PAUSE MENU

Pause your game to access the PAUSE MENU. Please note that you will not be able to pause your game in the middle of a *Friends* episodic clip or while playing in caffeinated mode.



**paused** – The current game is paused.

**resume** – Return to the game in progress.

**options** – Adjust your in-game sound and controller vibration settings (see OPTIONS MENU previous page).

**quit** – Quit your current game.





**NOTE:** If you press the SELECT button while in the PAUSE MENU, you will be immediately taken to a QUIT GAME screen.





## GAMEPLAY OPTIONS

### MULTI-PLAYER MODES





#### ALL PLAY

Want a fast-paced, all-out race to Central Perk? Select the **all play** mode in which players answer questions simultaneously. All play is the quintessential party mode since everyone gets to participate throughout the entire game.

In all play mode, 2-4 players can play using separate controllers. After a question is revealed on-screen, another screen appears revealing four multiple-choice answers each assigned one of the , ,  or  controller buttons.

Players select their answer by pressing the , ,  or  controller button assigned to the response they think is correct. Once all players have answered or time is up, the camera cuts to the apartment building to reveal the player results. Any player whose corresponding window lights up answered the question correctly. Any player whose window status remains the same answered the question incorrectly. Play continues in this fashion as windows light from right to left.

The first person to light all of his/her windows moves on to Central Perk to receive the final, game-winning question. If answered correctly, he/she wins the game. If answered incorrectly, he/she is sent back to the apartment where he/she must answer another question correctly before moving back into Central Perk.






If more than one player moves into Central Perk at the same time, both receive the final, game-winning question simultaneously. The player/s to select the correct answer by pressing the assigned , ,  or  controller button win/s the game (more than one person can win). If all players answer incorrectly, all players are bumped back to their respective floors where they must answer another question correctly before moving back into Central Perk.





## BUZZ-IN

If you need a real competition to determine the best of the best, then **buzz-in** mode is your style. In this cut-throat mode, the *Friends* apartment building functions as a game board, and you can only move forward if you have control of the board. Watch out because any player can steal control of the board at any time!

In buzz-in mode, 2-4 players can play using separate controllers. There are two components to buzz-in mode: the question and answer process and controlling the board.

### **question and answer process**

After a question is revealed on-screen, the first player to buzz-in by pressing the  button on his/her controller gets to view four multiple-choice answers each assigned one of the , ,  or  controller buttons.

The player selects his/her answer by pressing the , ,  or  controller button assigned to the response he/she thinks is correct. If the player answers correctly, the question is complete and play continues with a new question. If the player answers incorrectly, he/she is penalized by losing a lit window and the other players in the game get a chance to buzz-in and select an answer. In the event that no player buzzes-in and selects the correct answer or no player buzzes-in at all, the question is dead and play continues with a new question.

**NOTE:** If a player tries to prematurely buzz-in before all players' coffee cup icons appear on-screen, that player will lose his/her initial chance to answer the question.

### **controlling the board**

During buzz-in mode, one player is always in control of the board. It is only when a player is in control of the board that he/she may advance in the game. At the start of a new game, the first player to control the board is selected at random.

If the player in control of the board buzzes-in and selects the correct answer, a window on his/her floor lights up. He/she maintains control of the board and play continues with the next question. However, if another player buzzes-in and provides the correct answer, that player steals control of the board. A window will not light up on his/her floor; however, this player has gained control of the board and prevented the opponent from lighting a window. In the event that no player buzzes-in and selects the correct answer or no player buzzes-in at all, control of the board remains the same. Play continues with a new question.





The first person to light all of his/her windows moves on to Central Perk for the final, game-winning question. If he/she buzzes-in and selects the correct answer, he/she wins the game! Nevertheless, competition is fierce in buzz-in mode and he/she will be bumped out of Central Perk back to his/her floor under four different circumstances: he/she buzzes-in and selects the incorrect answer, another player buzzes-in and selects the correct answer, no player buzzes-in and selects the correct answer or no player buzzes-in at all. Once a player is knocked out of Central Perk, he/she cannot return until he/she answers another question correctly while in control of the board.





## GAMEPLAY OPTIONS

### SINGLE-PLAYER MODES

#### DECAFFEINATED

Need an easy Cup of Joe and some *Friends* to ease your mind? Order a round of **decaffeinated** mode for some leisurely *Friends* trivia.

Decaffeinated mode is designed for one player. After a question is revealed on-screen, another screen appears revealing four multiple-choice answers each assigned one of the , ,  or  controller buttons.





Select your answer by pressing the , ,  or  controller button assigned to the response you think is correct. The camera cuts to the apartment building to reveal your results. If one of your windows lights up, you answered correctly. If one of your previously lit windows becomes dark, you answered incorrectly. Play continues in this fashion as your windows light from right to left.





Once you've lit up all your windows, you move on to Central Perk to receive your final, game-winning question. If you answer correctly, you win the game. If you answer incorrectly, you're sent back to the apartment building where you must answer another question correctly before moving back into Central Perk.

#### CAFFEINATED

Take a shot of **caffeinated** mode if you need a strong dose of *Friends* to wake you up in the morning. This race against the clock is sure to give your *Friends* genius a jolt!

Caffeinated mode is designed for one player and is the only gameplay mode that does not use the apartment building or include a final Central Perk question. Instead, you're given a series of rapid-fire, **useless information** questions and challenged to correctly answer as many questions as possible in a set period of time.

After a question is revealed on-screen, another screen appears revealing four multiple-choice answers each assigned one of the , ,  or  controller buttons.

Select your answer by pressing the , ,  or  controller button assigned to the response you think is correct. Another question will promptly follow. When time is up, you will be told the percentage and number of questions you answered correctly. Your challenge is to increase these statistics every time you play!

## GAME OPTIONS

Select the following options from the START GAME menu.

### GAME LENGTH

Have 15 minutes or two hours? Select how long you'd like your *Friends* game to last.

**single** – This game will last as long as Ross and Rachel's first marriage.

**double** – If you have time to watch an episode of *Friends*, you have time for a double shot of *Friends* trivia!

**triple** – 10 seasons equals 10 years of trivia, how much time do you have?

### GAME DIFFICULTY

Are you a novice or an expert? Select your game difficulty based on your *Friends* knowledge.

**light roast** – Could this BE any easier?

**medium roast** – The One with the Medium-Difficulty Questions.

**dark roast** – You don't have to be a paleontologist to answer these questions correctly, but it helps!

### ADD PLAYERS

You are the company you keep. Decide who gets to play in your game of **FRIENDS: THE ONE WITH ALL THE TRIVIA**.

**pick existing profile** – Playing with old *Friends*? Load an existing player profile.

**create new profile** – Playing with new *Friends*? Create a new player profile.

**delete a profile** – Not speaking to your *Friends*? Delete their player profile.

**use guest profile** – Not sure if they're your *Friends*? Load the guest profile.

## FREQUENTLY ASKED QUESTIONS

### **WHY DO I OCCASIONALLY GET REPEATED QUESTIONS WHILE PLAYING IN QUICK START MODE?**

Since gameplay and player statistics are not saved while playing in quick start mode, there is no way for the game to track what questions have and have not been used. Questions in quick start mode are completely drawn at random meaning that by chance, you may occasionally get repeated questions.

### **WHY DO I NEVER GET QUESTIONS WITH CLIPS WHILE PLAYING IN CAFFEINATED MODE?**

Caffeinated mode is designed for quick-paced, rapid-fire gameplay. Clip-based questions — which often take a long time to play through — are never used in this gameplay mode to maximize the total number of questions you can get and answer in a set period of time.

### **WHAT DO I DO WHEN I ENCOUNTER THE ERROR: "MULTI-PLAYER MODE REQUIRES ONE CONTROLLER PER PERSON"?**

Return to the ADD PLAYER menu and make sure the second, third and/or fourth player/s each have different numbers assigned to their controller icons displayed on the right side of the screen. Use the directional buttons or left analog stick  $\leftarrow$  to assign a different controller (1-4) to each player.

## NOTES

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# END-USER LICENSE AGREEMENT

## FRIENDS: THE ONE WITH ALL THE TRIVIA END-USER LICENSE AGREEMENT

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