

# GARFIELD

LASAGNA WORLD TOUR



## **WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES**

### **READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

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#### **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
  - Avoid large screen televisions. Use the smallest television screen available.
  - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
  - Avoid playing when you are tired or need sleep.
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Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

#### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation®2 system 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.

#### **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.





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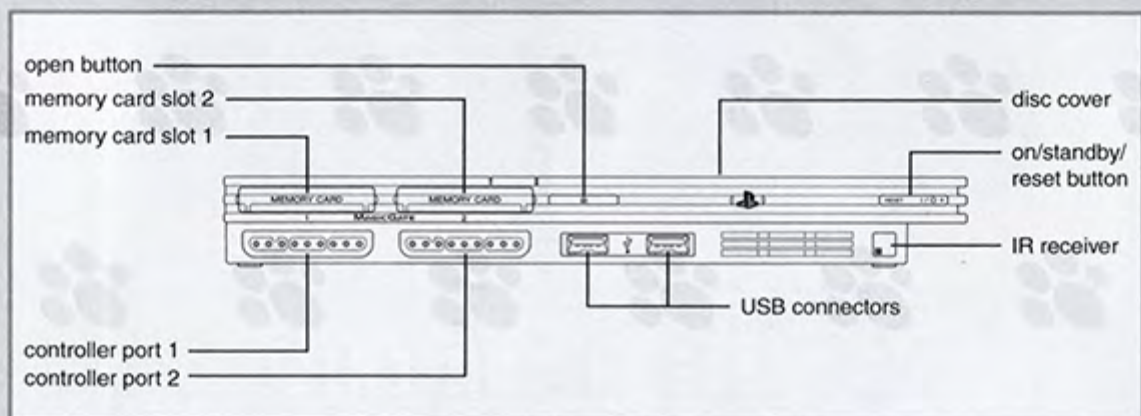
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## **INTRODUCTION**

Night gently falls on Garfield's house and, as the TVs in the town are switched on one by one for the news program, a special bulletin interrupts the monotony of the usual items: a massive treasure hunt is being organized by the TV channel Paws TV. The prize: a reward that Garfield could never have imagined in his wildest dreams: a lifetime of free lasagna from the local lasagna factory and, as the owner has no heir, he is also giving away the key! This is a chance Garfield could only pray for and for Odie too, who is still waiting to be forgiven for his latest show of dumb behavior. But the battle is going to be tough, as the competition is fierce and Machiavellian. You will have to confront your rivals and survive by traveling through various countries with hostile environments: from ancient Egypt, with its traps and curses, to arid Mexico with its rocky valleys full of obstacles, passing through Venice and its dark mysteries...! The world tour promises to be eventful for our two companions, who will always be able to count on each other to get out of the most perilous situations!



# GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green).

Insert the **GARFIELD - Lasagna World Tour** disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.



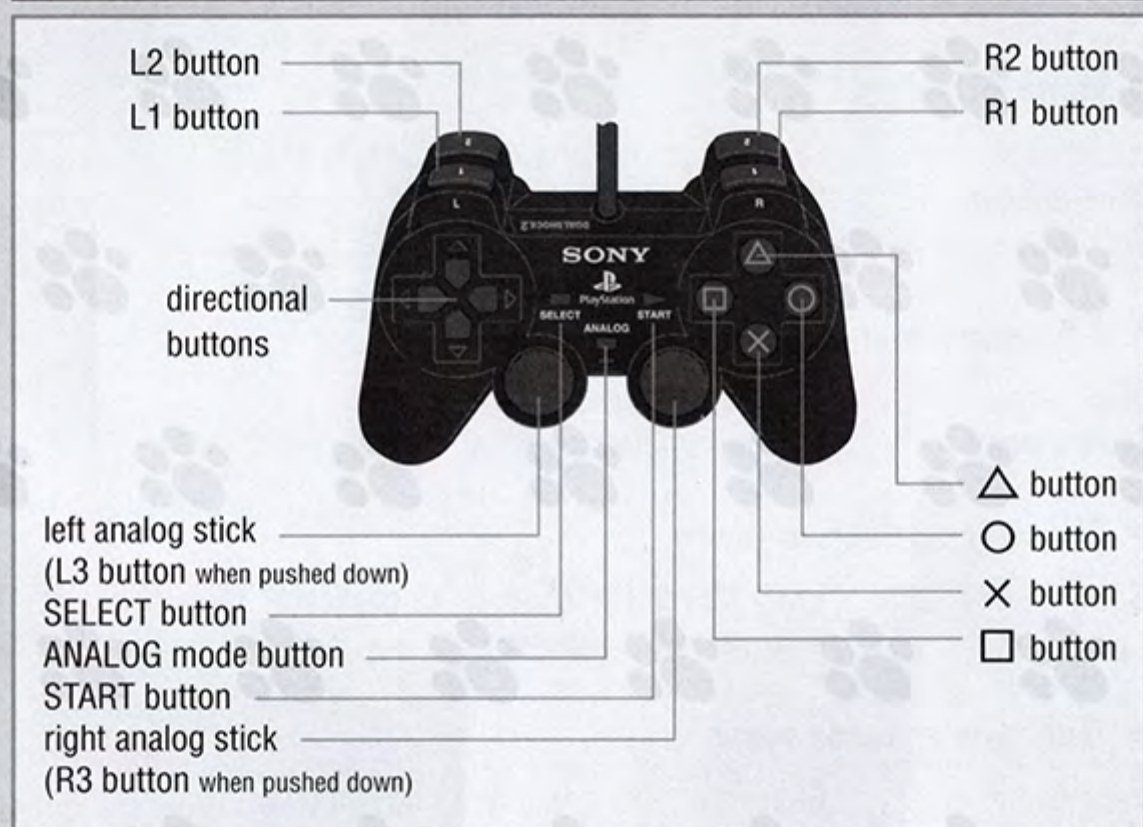
## Memory Card (8MB) (for PlayStation®2)

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






# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS










# GAME CONTROLS

## Controls in the Menus

-  Start / Return to game
-  Cancel the selection or return to the previous menu
-  Confirm the selection / accept

Left analog stick:  
Select a menu / set the options

## In-game Controls

-  Select the previous Power/  
Reduce the strength of the kick
-  Pause
-  Select the next power/  
Increase the strength of the kick
-  Activate/deactivate a power
-  Kick or strike using the tail
-  Whistle for Odie
-  Jump / Use a Power

Left analog stick: Move Garfield  
Right analog stick: Move the camera



# MENUS

The following menus will help you navigate in the game.

- **Menu principal**

Adventure: Start or continue a game. Single player.  
Multiplayer: Start a 2-player game.  
Options: Set the game options.

- **Adventure menu**

New game: Start a new adventure.  
Load game: Load a saved game.

- **Character selection menu**

Select a character: Each player can choose the character he will use to play the mini-games.


- **Multiplayer mode menu**

Free game: Choose a mini-game and start playing.  
Championship: Start a championship.

- **Mini-game selection menu**

If you have selected the free game mode, you can choose the mini-game you want to play.

- **Pause menu**

Press the  button to pause the game during the gameplay.

Continue: Return to the game.  
Options: Display the options menu.  
Quit: Return to the start screen.

- **Options menu**

Music: Set the music volume.  
SFX: Set the sound effects volume.  
Adjust screen: Adjust the screen position.  
Vibration: Activate or deactivate vibration.



# SAVE AND LOAD

## Save

At the end of each level in Adventure mode, the game will ask if you want to save your game. A memory card (8MB) (for PlayStation®2) must be inserted into MEMORY CARD slot 1.

## Load

The load menu for an adventure can be accessed in the Adventure menu. If the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 contains saved games, you can select one using the load screen. Use the left analog stick to select a saved game and press the  $\otimes$  button to load it.

## Game screen



## Garfield's actions

The various actions Garfield can carry out are:

- Jump.
- Climb onto Odie: Garfield can jump onto Odie's back and ride him. This enables him to move more quickly to avoid traps or to arrive at certain places on time.
- Use special powers: see below on how to use these powers.
- Whistle for Odie: Odie returns to Garfield.
- Attack: Garfield can kick to defend himself. Note: Garfield can also strike Odie.



## Odie's actions

You will have to control Odie during your adventure.

Odie's abilities are limited:

- Jump: same as for Garfield.
- Swim: this is the huge advantage Odie has over Garfield, so use it as much as possible.

## GARFIELD'S "POWERS"

Garfield uses different special "powers" or "moves" to advance through the game, which he will unlock as he progresses in the adventure. When several powers are available, use the **L1** and **R1** buttons to select the one you would like to use.



### Fancy dress

Garfield wears fancy dress to carry out certain special actions. He must pick up the costume he requires (he can only possess one costume at a time). You must then select the power "fancy dress" and press the **X** button to activate and deactivate it.

### The footballer

Garfield kicks Odie and can make him climb onto a platform, break an object, activate a switch, etc. Press the **△** button to prepare the kick. You can adjust the direction the using the left analog stick and the strength using the **L1** and **R1** buttons. Then press the **X** button to perform the kick.



### The fakir

Garfield can float in the air to cross large gaps, water, etc. etc. Press the **X** button to jump and the **△** button to activate float.





### The cowboy

Garfield can use his arrow gun to shoot at balls and certain switches. Press the  $\Delta$  button to activate or deactivate the scope and press the  $\times$  button to shoot.

### The chef

Garfield drinks the chilli sauce and spits flames! This enables him to light the fuses of the explosive barrels. Press the  $\Delta$  button to spit flames.



### Throwing Odie a bone

To throw a bone, select the power "Bone" using the  $L1$  and  $R1$  buttons and press the  $\Delta$  button. An arrow indicates the trajectory of the bone. You can adjust the direction of the throw with the left analog stick and the strength using the  $L1$  and  $R1$  buttons. Use the  $\times$  button to throw the bone. The power is very useful for sending Odie to a specific spot. Remember that you climb onto his back when he enters the water to retrieve his bone.



### Making Odie dig

Garfield can use the radar to guess the location of buried objects. The radar flashes and beeps when Garfield approaches a buried object and, as he gets nearer, the radar will flash and beep more urgently. Select this power using the  $L1$  and  $R1$  buttons and press the  $\Delta$  button to call Odie and make him dig.

## Bonuses

You can collect different types of bonus during the game:



**Pookie:** you must collect 10 Pookies to earn Garfield an extra life.



**Key:** certain doors can only be opened with a key.



**Food:** Garfield will win back a life heart if he picks up a plate of food.



## TIPS

Garfield hates water and can't swim, so use Odie as a "platform" to cross stretches of water.

The keys are sometimes buried underground. Remember to use your radar to command Odie to dig.

Even if your radar detects nothing, try digging from time to time, as Odie may unearth a surprise!

Use your attack on certain dEcor objects like vases; you may find things hidden inside.

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## CONSPIRACY ENTERTAINMENT 90-DAY WARRANTY

CONSPIRACY ENTERTAINMENT warrants to the original purchaser only that the disc provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specific equipment for a period of 90 days from the date of purchase. If the program is found defective within 90 days of the purchase it will be replaced. Simply return the disc to CONSPIRACY ENTERTAINMENT or an authorized retailer along with the dated proof of purchase. Replacement of the disc, free of charge to the original purchaser (except for the cost of replacing the disc) is the full extent of our liability.

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