



Jim Henson's
Muppets
PARTY CRUISE



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.

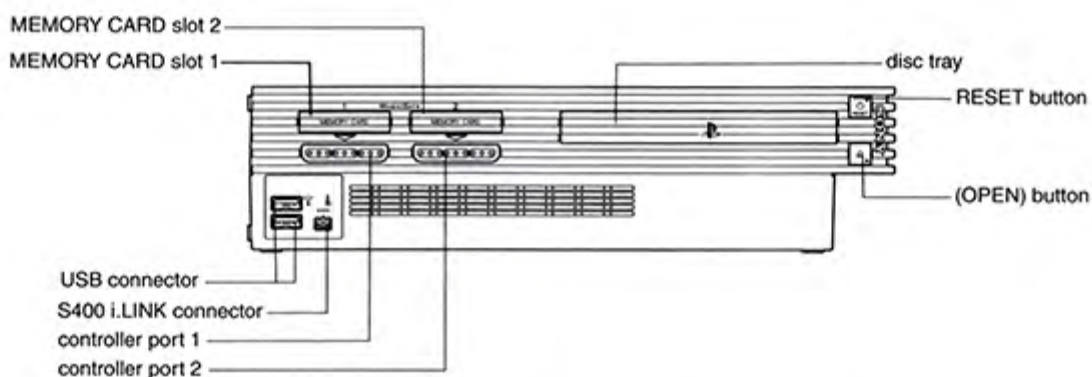
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

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GETTING STARTED



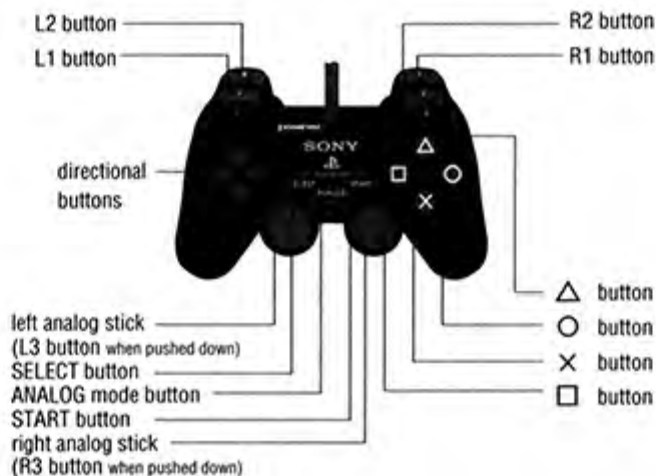
Set up the PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place The Muppets™ Party Cruise 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.



CONTROLS

Quick controls to guide you as you begin playing *The Muppets™ Party Cruise*.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

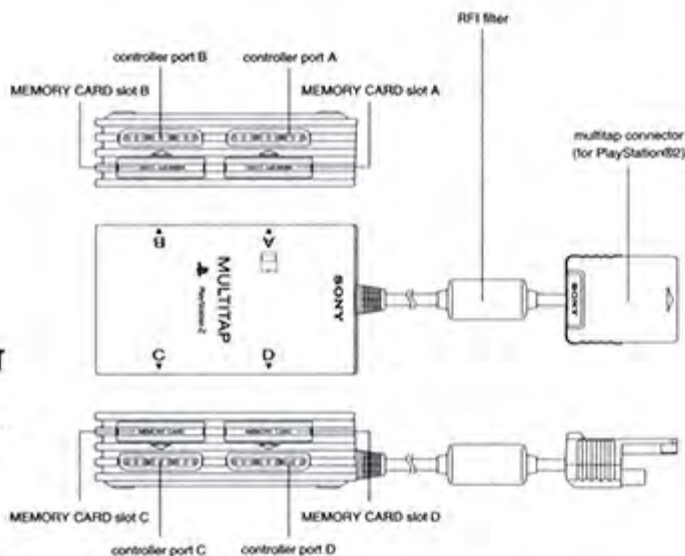


Multitap Connection

For one player, the controller should be connected to the PlayStation®2 computer entertainment system through Controller Port 1. For two players, the controllers should be connected to Controller Ports 1 and 2.

MULTITAP (FOR PLAYSTATION®2)

Up to four players can compete simultaneously using the Multitap for PlayStation®2 (sold separately). When more than two players are competing simultaneously, you must connect a Multitap for PlayStation®2 to Controller Port 1 before turning on the console. Always connect a controller to Controller Port A on the Multitap first, then connect the remaining controllers to ports B, C, and D. (For additional information on using the Multitap, please refer to its Instruction Manual.)















THE STORY

Kermit™, Miss Piggy™ and all of your other favorite Muppets™ are off on their long awaited party cruise! But as fate would have it, our

magnificent Muppets™ find themselves stuck on the bottom deck of the boat.

But don't worry; the Muppets™ have a plan... They set up fun mini-games in their cabins to earn party favors! Use the party favors to battle your way up five decks to first class and on to victory!

BOARD GAME CONTROLS



START button	Pause
SELECT button	Not Used
directional buttons	Choose Direction
left analog stick	Choose Direction
right analog stick	Pan Camera
 button	Pull Plunger/Move
 button	Not Used
 button	Zoom in and Out
 button	Center Camera on Player
 button	Rotate Camera Left/Bump Moving and Grooving Machine
 button	Not Used
 button	Rotate Camera Right/Bump Moving and Grooving Machine
 button	Not Used

MENU SCREENS



MAIN MENU

From the Main Menu, you can select one of the following options:

- Long Cruise – Select this option to play a full game.
- Short Cruise – Select this option to play just the open mini-games.
- Settings – Select this option to adjust the various game settings.
- Press  – To view the trailer for the “It’s a Very Merry Muppet™ Christmas Movie” DVD.
- Press  – To view the game credits.


CRUISE STATUS (Long Cruise only)

If you have a saved game or just step out to take a short cruise, when you come back you’ll be given the option to resume your long cruise or start a new one. Muppets™ Party Cruise automatically saves the name entered by the players, high scores, and option settings. Please make sure that a memory card (8MB) (for PlayStation®2) is properly inserted and has the available space needed to save your game.

SIGN-IN (Both Long and Short Cruise)

Press up or down on the directional pad to select A-Z, 0-9, SPC, DEL, and END.

Press right on the directional pad to enter your current A-Z and 0-9 selection in the slot.

Press left on the directional pad to go back a space. Press the  button when “END” is selected to confirm your entry. You can enter up to eight characters as your sign-in name.

PLAYER CHARACTERS (Both Long and Short Cruise)

You can select to play as Kermit™, Miss Piggy™, Animal™, Gonzo™, Fozzie™, or Pepe™. Use the directional buttons to move your star under the Muppet™ you would like to be. Press the **X** button to select that Muppet™.



DECK SELECTION

(Long Cruise only)

The Muppet™ Party ship has five decks. Each deck is its own game board. You can always select deck one. The rest of the decks you need to unlock through gathering party favors

and opening up new mini-games! Use the directional buttons to select an available deck. Press the **X** button to confirm your selection. For decks that are unlocked, you can view a short Muppet™ video. Press the **□** button to view the video.




MINI-GAME SELECTION (Short Cruise only)

You can select a mini-game from the ship's postcard rack. Use the directional buttons to look up and down and spin the rack. There are thirty mini-games in all. You can always select fifteen of them to play at anytime. The other fifteen you can unlock by applying the points you earn by playing the Long Cruise game. For each mini-game that you unlock, you can play a short Muppet™ movie. Press the **□** button to play the movie.





MINI-GAME PAUSE MENU (Both Long and Short Cruise)

Pressing the START button while on deck or playing a mini-game will bring up the pause screen. While on deck, the pause screen displays the pertinent button prompts. While in a mini-game, the pause screen displays the pertinent mini-game text. To return to the deck or mini-game, press the START button again. To exit completely, press the  button. You will be asked to confirm your exit with the question "Are you sure you want to quit?" Use the directional buttons to select "No, cancel" and press the  button to return to the pause screen. Use the directional buttons to select "Yes, quit" and press the  button to return to the previous menu.

GAME PLAY

STEPPING OUT ON DECK (Long Cruise only)

The deck is where you hunt for party favors and other special objects so you can win the overall cruise. The deck is played in turns.



MOVING AND GROOVING MACHINE

The Moving and Grooving Machine determines how many squares your Muppet™ can move. When it is your turn a picture of your Muppet™ will be displayed in the moving and grooving machine. Press the **X** button to pull back the plunger and let go to fire. As the ball bounces about the machine, you might be able to pickup some cruise credits by rolling through a cruise credit icon. The slot in which your ball lands will determine the number of squares you can move. You can press the **R1** and **L1** buttons to bump the machine and possibly bounce your ball into a better slot. Don't bump more than twice or all the slots will become a score of one.

CRUISING ON DECK

It's best to get your bearing before you start moving about the deck.

- Use the **○** button to zoom the camera in and out.
- Use the **△** button to center the camera onto your Muppet™.
- Use the **L1** button to rotate the camera to the left.
- Use the **R1** button to rotate the camera to the right.
- Use the right analog stick to move the camera around the deck.

Once you have an idea where you'd like to go, use the directional buttons to select an adjacent square and the **×** button to move you there. In this manner you can select a string of squares and keep moving until you run out of movement points or reach an objective.

DECK FUN

The deck is populated with lots of Muppets™, pickups, hazards, and mysterious doors!



Muppet™ Interactions

Kermit™, Miss Piggy™, Animal™, Gonzo™, Fozzie™, and Pepe™

When you move your Muppet™ next to another player's Muppet™, choose that Muppet's™ square to activate a game of rock, paper, scissors. The winner gets half of the loser's cruise credits. This ends your turn.



Statler™ and Waldorf™

They're out to "tag" your Muppet™ with a curse (it appears in the HUD). When your Muppet™ is cursed, you can't use your cruise credits to buy game points before a mini-game. You can pass along the curse to another Muppet™ by moving next to him and selecting his or her square. When you have the curse, you give it instead of playing rock, paper, scissors.



Rowlf™

He roams around the deck collecting cruise credits. Catch him by moving next to him and selecting his square, and he'll give you all the cruise credits he's collected.



Rizzo™

He roams around the deck collecting tele-portholes. Catch him by moving next to him and selecting his square, and he'll give you the last tele-porthole he picked up.



Swedish Chef™

He shoots various items out of the air. Each one of these items has a special effect:

- Drumstick - Doubles the players remaining movement points (pick it up).
- Penguin - Freezes you in your tracks. Your turn is over (it affects a group of 9 squares).
- Head of lettuce - Doubles the number of cruise credits you pick up during your turn (pick it up).
- Meat cleaver - Cuts your movement points in half on your next turn. This lands on the player closest to the Swedish Chef.



Sam™ the Eagle

He's out to catch you! If he does, you lose a turn as you just have to stop and listen to one of his long-winded speeches.



Bunsen™ and Beaker™

They've come up with a great formula! It doubles your cruise credits when buying game points before a mini-game. Move next to Bunsen or Beaker and select their square to gain the formula. But watch out! If they catch up with you, they'll take their formula back! Anyone else can take it too, so be careful!

On Board Events



Trading Game

Here you can trade party favors and credits with other players by making an offer which the other player can accept, refuse, or make a counter-offer!



Hypno-Disk

Pick this up, and you'll take over another player's turn. You'll control the Moving and Grooving Machine and his or her movement!



Quicksand

Move into a quicksand square and you lose a turn!
Hint: This is a good place to move a hypnotized player.



Grooving Plunger and Ball

Pick this up and you'll get to pull the plunger and roll again at the end of your turn.



Cruise Credits

Pick them up and gain anywhere from 25 to 75 cruise credits. You will also gain two additional movement points by picking them up.



Tele-portholes

Pick up one of these and instantly be transported to a door of the same color. The changing one will take you to a random door matching the color you've selected.



Life Preservers

Pick this up, and it makes your Muppet™ safe from the next Danger Square they find.



Night Vision Goggles

Pick these up, for the rest of your turn you'll see clearly what Danger Squares you need to avoid.



Lost & Found

Here's where all of the lost cruise credits and dropped party favors go! Land on this square and collect them all!



Seasick Square

Land on this square and in the next mini-game you suffer with seasickness. That's to say, your directional controls will be reversed - right is left, up is down!

Danger Squares

Fish Tail

Watch out for the porpoise. He'll splash you back to where you started.

Water Spout

This will toss you high in the air and drop you somewhere else squares away taking away some cruise credits and maybe even a party favor.

Whirlpool

This will suck you through the floor and take away up to 50% of your cruise credits. Next turn you'll reappear at a random square in a pool of water.

Typhoon

If you run into this, you and all characters within the four squares of you will be blown 1 to 3 squares in the direction of the wind.

ATM (Automated Trouble Machine)



- For 1000 Cruise Credits, swap all of your party favors with someone else.
- For 500 Cruise Credits, buy a specified colored party favor from someone.
- For 250 Cruise Credits, swap places with someone.
- Buy someone's credits for half price.
- For 100 Cruise Credits, send a player to a Quicksand or Seasick Square.



Mystery Doors

Each door is color coded. Behind blue, green, and red doors are party favors of the corresponding color. Behind yellow doors are micro-games. You can open any door except a door where you were the last player to visit that room. When no one owns a party favor it floats above the door. When a player owns a party favor, that player's balloon floats above the door. There are two ways of winning a party favor. A few doors call for an auction. The highest bidder wins the favor. Most doors lead to a mini-game hosted by one of the Muppets™. The winner of the mini-game gains the party favor. Collect enough party favors of the same color and you'll end the game and trigger the Bonus Party Favor Round!




- 3 Party Favors for deck 1:
Engine Rooms
- 4 Party Favors for deck 2:
Crew's Quarters
- 5 Party Favors for deck 3:
Quality Cabins
- 6 Party Favors for deck 4:
Star Suites
- 7 Party Favors for deck 5:
Royal Staterooms




MINI-GAMES

Unlocked


Beach Speeders

Use the left analog stick to race your car around the course. Press the  button to accelerate. Press the  button to brake. Press the  button to reverse. Pick up a boost for instant acceleration. Score points per lap. Total high score wins!


Bunsen's™ Burners

Use the left analog stick to move. Press the  button to shoot a blast from your burner. Hit as many molecules as you can to score the most points and win! Avoid the falling electrons!




Cannon Fodder

Press the  button to fire your cannon when the marker is in the center of the target. Use the left analog stick to nudge your Muppet™ towards the center while in flight.

Crustacean Crush

Pickup and throw crabs into the mouth of your fish (the crab will be automatically thrown when you are close enough to your fish). Press the  button to slap an adjacent character and make him drop his crab.

Dune Buggies

Hit and push as many balls as you can over the edge with your dune buggy to score the most points. Use the left analog stick to steer. Press the  button to accelerate. Press the  button to use the hand brake. Press the  button to reverse.



Looney Unicyles

Pickup as many green balls as you can while avoiding the red ones to score the most points and win the game. Use the left analog stick to steer.

Outta Gas

When you're driving use the left analog stick to steer.

When you're pushing, alternate between pressing the

⊗ button and the ⊙ button to gain speed.

The one who performs best wins!

Pigsty Party

Use the directional buttons to keep a tally of the number of pigs in the room.

The one who keeps the closest tabs on the correct number wins!

Rhythm Mayhem

Bang the correct drums by pressing the corresponding buttons on the beat. The player who matches best wins!

Shuffle Chalk

Shoot the puck into the scoring zone to rack up points. Press the ⊗ button to select a trajectory. Hold the ⊗ button to determine the amount of force. Let go when ready. Use the left analog stick to nudge the puck left or right. The player who scores the most points wins!

Slippery When Wet


Pickup as many gems as you can and avoid the dynamite! Use the left analog stick to steer. The player who scores the most points wins!






Speed Bingo

Use the directional buttons to move from square to square.

Press the  button to mark a square when its number has been called. Complete a line of marks across your card to score big points! The player who scores the most points wins!

Stage Fright

When throwing tomatoes at Muppets™ on stage, watch your star cursor and press the  button to throw. When on stage, dodge tomatoes by moving with the left analog stick. Get points for hitting other Muppets™ and avoiding being hit! The player with the most points wins!

Stinky Cheese

Rollover as many pieces of cheese as you can to collect them. Use the left analog stick to steer. Pick up the magnets to pull pieces of cheese to you. The greener the cheese, the more points it's worth.

Avoid the holes. Spin your player to get out of a hole quickly. The player with the most points wins!

Tug 'O War

Press the directional buttons that appear above your Muppet™. The quicker you press the correct direction the more points you score. Keep going until a Muppet™ falls into the spa or time is up. The player with the most points wins!

Locked Mini-Games

Aeroplane Island

Use the left analog stick to fly your plane around the course and pick up boost engines. Press the **X** button to activate a boost. Score points per lap. Total high score wins!

Asteroid Belt

Use the left analog stick to aim. Press the **X** button to fire and blow up as many asteroids as you can. Picking up the purple energy power up will increase your firepower. Picking up the missile and pressing the **○** button will fire it at the leading player. Total high score wins.

Chemical Imbalance

Match the direction with the directional buttons to fill the beakers. Press the **X** button to test the mixture. If the mixture isn't accurate enough, it will blow up. The more accurate you are, the more points you'll score. The player with the most points wins!

Fish Flingers



Hold down the **X** button to aim and let go to throw. Score points by tossing fish into the various receptacles. Only one fish is allowed in a receptacle at a time. The player who scores the most points wins.

Food Fight


When you're driving use the left analog stick to steer. Press the **X** button to go forward. Press the **○** button to reverse. When you're throwing use the left analog stick to aim at the other Muppets™ and press the **X** button to throw. The player who scores the most points wins.





Gumball Drops

Consecutively line up as many of the same colored gumballs in the corresponding color slot with no other color between them and then move one to the bottom to open the gate to drop the string. The longer the string the more points you'll score. Use the left analog stick to move about. Press the  button to swap gumballs. Press the  button to jump to the bottom. The player with the most points wins!



Lights Out

Use the left analog stick to rotate the lights. Use the  button to start and then stop the colors from cycling. You have to match all 5 lights to earn points. Locked wildcards will count as matches. Use other wildcards to blast other player's lights, swap with them, or blow yourself up! The player with the most points at the end of the time wins.




Natural Disaster

Use the left analog stick to steer. Press the  button to accelerate. Press the  button to reverse. Tag as many of your colored lights as possible to score points. The player with the most points at the end of the time wins.

Power Boatin'

Use the left analog stick to steer. Press the  button to accelerate. Press the  button to reverse. Pop as many balloons as you can by jumping off the ramps to score points. Going through the center ring is worth the most points. The player with the most points at the end of the time wins!

Scuba Driving

Use the left analog stick to steer. Press the  button to kick. Use the  or  buttons to reverse. Swim through looped tentacles to score points. The player with the most points at the end of the time wins!



Short Circuit

Use the left analog stick to steer. Close as many circuit boxes as you can while keeping the other players from doing the same. The bigger the box, the more points you will score. Enclose the multiplier in a box to double that box score. The player with the most points wins!

Sling Ball

Use the left analog stick to move. Use the right analog stick to turn. Press the **R1** button to fire. Hit as many of the other Muppets™ with paintballs as possible. Use pickups to get more paintballs. The player with the most points at the end of the time wins!

Spinball

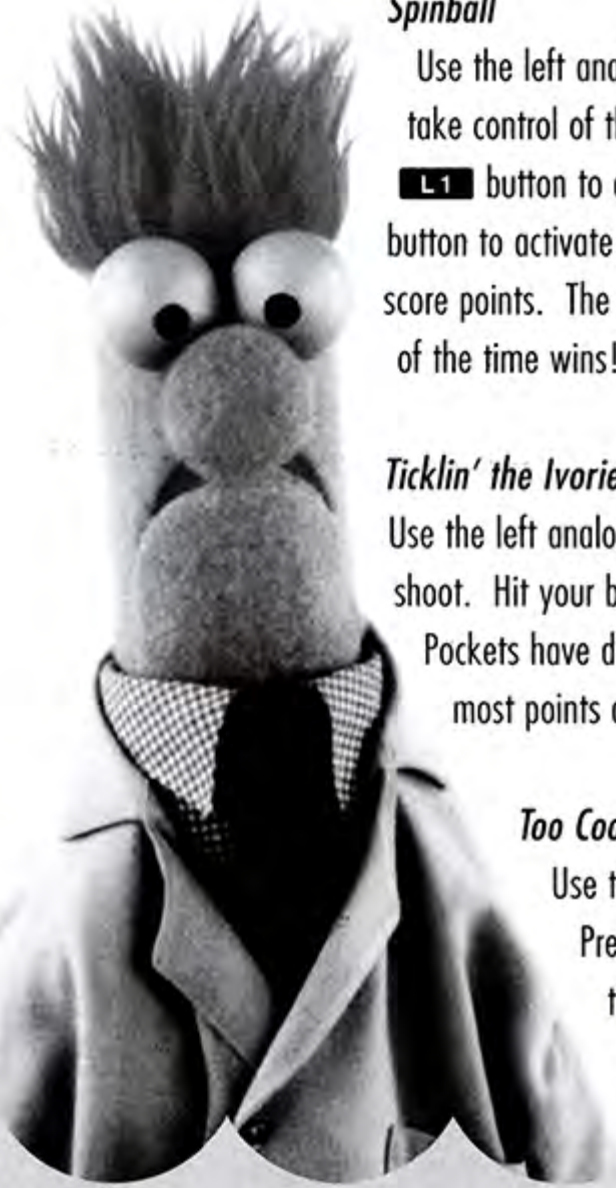
Use the left analog stick to move. Hit the kickers to take control of the flippers. When in control, press the **L1** button to activate the left flipper and the **R1** button to activate the right. Hit the various targets to score points. The player with the most points at the end of the time wins!

Ticklin' the Ivories

Use the left analog stick to aim. Press the **X** button to shoot. Hit your balls into the pockets to score points. Pockets have different point totals. The player with the most points at the end of the time wins!

Too Cool

Use the directional buttons to move about. Press the **X** button to select a cube. Use the directional buttons to select the direction of the swap. Move the cubes into their same colored rack to score points.



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Andrew Nagel, Michele Cuomo, Michael Polis,
Craig Allen, and Muppet™ Fans around the world.™

NOTES

NOTES

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4373 Park Terrace Dr
Westlake Village, CA 91361
Attn: Product Support

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