

SHONEN JUMP'S

ONE PIECE

PIRATES' CARNIVAL



EVERYONE
E
CONTENT RATED BY
ESRB

BANDAI
NAMCO
Games

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.

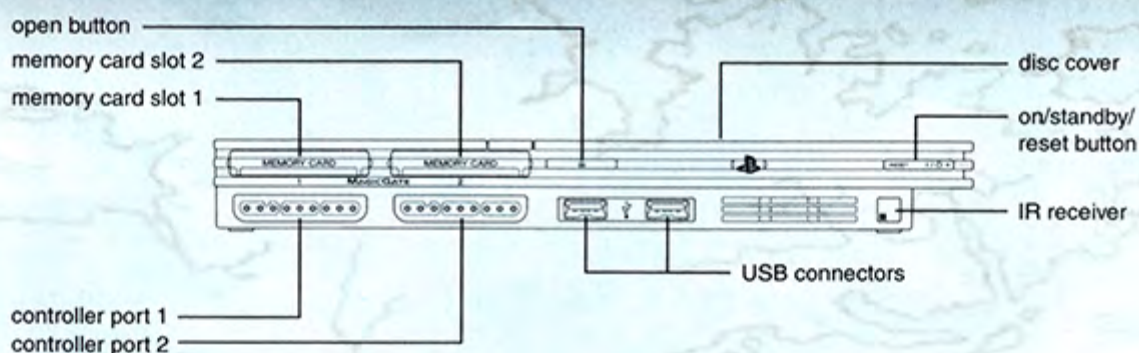
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

Table of Contents

| | |
|------------------------------------|----|
| The Characters | 4 |
| Basic Controls | 6 |
| Starting and Saving The Game | 8 |
| The Main Menu | 9 |
| Playing With Multiple Players..... | 11 |
| The Board Game | 12 |
| Parts Of The Screen | 13 |
| The Board Game System..... | 16 |
| VS Games..... | 20 |
| Playing VS Games | 22 |
| Online Support..... | 29 |

Getting Started

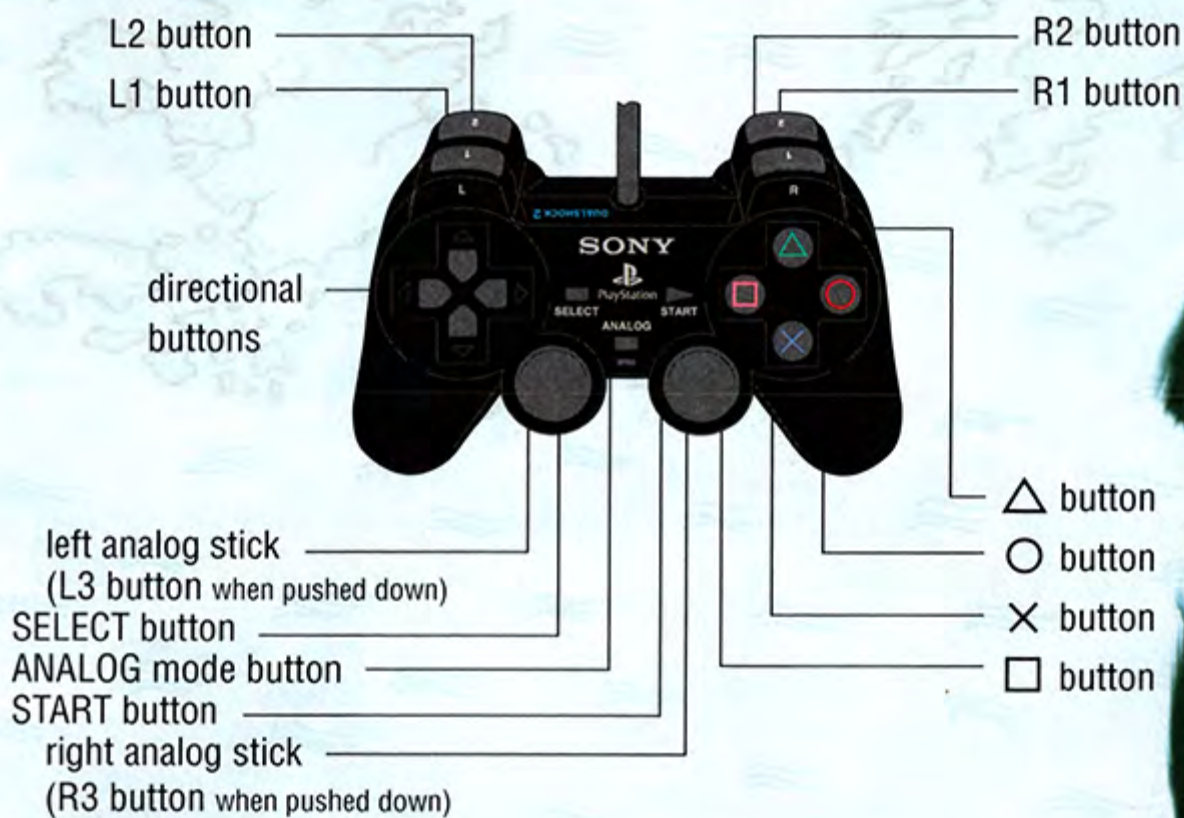


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the One Piece™: Pirates' Carnival™ 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.

*This game requires a memory card (8MB)(for PlayStation®2) with at least 144KB of open space. If you'd like to be able to save while you play, please insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1. *Upon playing for the first time, you will start by creating new game data. *Caution: Do not remove the memory card (8MB)(for PlayStation®2) while data is being read. This could damage the saved game data.

Starting Up

DUALSHOCK² ANALOG CONTROLLER CONFIGURATIONS



The Characters



LUFFY is the Captain of the Straw Hat Pirates, but his dream is to become King of the Pirates. He gained the ability to stretch his body like rubber after eating a gum-gum fruit.



NAMI is a young girl with a talent for navigation. Her dream is to complete a map of all the seas in the world. She is a graceful fighter who uses a pikestaff both to fight and read the weather.



ZOLO is a world-famous pirate hunter. His goal is to become the world's greatest swordsman. He uses a three-sword technique, fighting skillfully with a sword in each hand and one in his mouth.



DORRY THE GIANT AND BROGY THE GIANT are rival warriors trying to always best each other in combat. They don't hate each other...they just love the valor and honor involved between two great warriors. (Not playable characters.)

The Characters

USOPP befriended Luffy in the hopes of becoming a great pirate like his father. He is known for talking twice as much as any normal person, and often sets the tone in any situation. He uses a slingshot and a hammer as weapons.



SANJI is the crew's chef, and is a Sea Restaurant Baratie known for his amazing cooking skills. He fights only with his feet so as to protect his hands, the most important tool for his cooking. He has a weakness for beautiful women.



ROBIN is an Archaeologist and was once the second-in-command officer of Baroque Works. Having eaten a Cursed Fruit, she is now able to grow arms from any part of her body.



CHOPPER is a reindeer who, having eaten a special fruit, is now able to talk to humans. He is able to change the form of his body, and the punch he can give after morphing into a muscle-bound body is quite amazing!



The player can choose to play with any of these seven characters. None of the characters have any advantages or disadvantages, so feel free to choose any character you like.

Basic Controls

CHOOSE THE MODE YOU WISH TO PLAY

Warning: This game is for 1-4 players. Single player games can be played with a DUALSHOCK®2 analog controller plugged into controller port 1 of the PlayStation®2. When playing with two players, insert a second DUALSHOCK®2 analog controller into controller port 2. When playing with three or more players, you will need a PlayStation®2 multimap (for PlayStation®2). See page 8 for instructions on how to connect the multimap.



Basic Controls

- Directional buttons
 - Move the cursor
- Left Analog Stick
 - Move the cursor
- Right Analog Stick
 - Not used
- ⊗ button
 - Confirm command / message
- ⊙ button
 - Cancel command
- △ button
 - Not used
- button
 - Not used
- L1 button
 - Change mini-game page in VS Game
- R1 button
 - Change mini-game page in VS Game; Toggle camera zoom in the Board Game mode
- L2 button
 - Not used
- R2 button
 - Toggle camera zoom in the board game mode
- SELECT button
 - Toggle panel berry display in board game mode
- START button
 - Start the game when at the Title Screen

*This game is designed for use with the DualShock®2 analog controller. It is not compatible with any other game controller.

*The DualShock®2 analog controller's mode indicator should always be lit red. You can turn the controller's vibration mode on or off by selecting "Options" from the Main Menu, or from the options given while playing in the board game mode (see page 7). The default setting is "on."

STARTING A GAME FROM THE BEGINNING

Turn on the PlayStation®2 power, correctly insert the One Piece: Pirates' Carnival disc, and insert a memory card (8 MB) (for PlayStation®2) into MEMORY CARD slot 1. Press the (on/standby)/RESET button to start the opening movie and display the Title Screen. Press the START Button to go to the Main Menu.

ENDING THE GAME

You can save game data for this game to a memory card (8 MB) (for PlayStation®2). Saving requires a memory card (8 MB) (for PlayStation®2) with at least 144 KB of memory available. There are two types of game saves: an "Automatic Save" which saves the state of game progress each time the mode changes, and a "Quitting Save" which can occur at any time while playing in the board game mode.

To perform a "Quitting Save," choose "Options" from the Main Screen menu, select "Quit", and then select "Save and Quit." Three file locations will be displayed. Choose the location where you wish to save the data, and confirm to complete the save. Be careful, as any data contained in the file slot that you select will be overwritten.

Re-Starting from Saved Data

When the game is started and a memory card (8 MB) (for PlayStation®2) containing game data is detected in MEMORY CARD slot 1, after choosing "Board Game" from the Main Menu "Continue" will be displayed if previously the game was saved on quit. Choose the save data you wish to load from among the three files displayed.

*Never press the MAIN POWER switch or the (on/standby)/RESET button, or remove the memory card (8 MB) (for PlayStation®2) from MEMORY CARD slot 1 while data is being saved or loaded. Doing so may corrupt the save data, causing it to become unusable.

*Data can only be saved to and loaded from a memory card (8 MB) (for PlayStation®2) that is inserted into MEMORY CARD slot 1. MEMORY CARD slot 2 is not supported.

The Main Menu

CHOOSE THE MODE YOU WISH TO PLAY



1. BOARD GAME

This is the main mode for this game. In this mode, you fight your rivals for board territory by playing the various VS Games that appear under panels that you flip over. There are many maps with varying terrain, and each map will have varying difficulty and a different set of appearing games. This mode supports 1-4 players.

New Game

Play the game from the beginning

Continue

Start from where you last saved and quit

Show Game Rules

Guides you through how to play the board game

2. VS GAME

This allows you to play the mini-games and middle-games that appeared while playing the board game mode. The games available are determined by the state of the board game mode, so at first you can only choose the "Straw Hat Pirates Member's Games". This mode supports 1-4 players.

Mini Game

Choose a Captain Game, a Normal Game, or a Straw Hat Pirates Member's Game

Middle Game

This allows team battles of two players against two other players

The Main Menu

3. Collection

Cards and character voices that have appeared in the game are summarized under this mode. Here, you can look at the cards of your favorite characters and listen to their best lines. You'll need to play both the board game and the VS mode in order to collect everything.

Card Collection

Here you will find all of the cards collected in the board game mode. The cards contain an illustration of a character and that character's profile.

Music Collection

This item appears after you have completed the VS mode game. Here you can listen to all of the music used in the game.

Voice Collection

This allows you to listen to the spoken dialogue of characters that appeared in the VS Game and the Captain game.

4. Options

Selecting this allows you to change game settings related to sound and controller vibration. Default settings are for the sound to be set to stereo and for controller vibration to be set to ON. Make any changes that you wish, and then return to the Main Menu.

Sound

You can set the sound to either stereo or monaural.

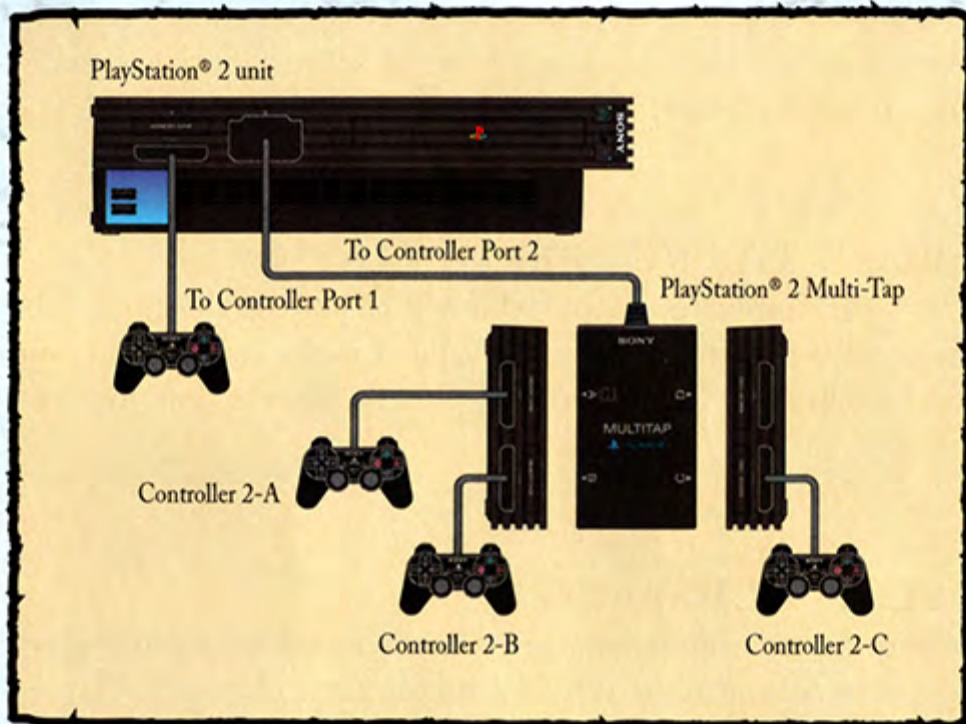
Vibration

You can turn controller vibrations on or off.

Playing with Multiple Players

This game can be played by three or four players by using a multitap (for PlayStation®2). To do so, connect the controllers as shown below, and then turn on the PlayStation®2 MAIN POWER switch.

Ex: Using four controllers for four-person play



When using a multitap (for PlayStation®2), be sure to use one that is designed to work with your PlayStation®2 unit.

- 1.** Insert a DualShock® 2 analog controller into controller port 1. The controller labeled "Controller 1" in the diagram should be used by Player 1. During the game, Player 1 will act for the other players when making selections from the Main Menu or choosing mini-games.
- 2.** Connect the multitap (for PlayStation®2) to controller port 2. Next, connect the DualShock® 2 analog controller to be used by Players 2, 3, and 4 to the multitap (for PlayStation®2) controller port 2-A, 2-B, and 2-C, respectively.
- 3.** You are now ready to play the game with four players. Insert an a memory card (8 MB)(for PlayStation®2) into MEMORY CARD slot 1, and turn on the power.

The Board Game

Before playing the board game, you need to select or choose various settings such as the number of players and the character they will use. Settings are performed as shown below, and all actions other than character selection are performed by Player 1 (only Player 1 will be able to use his controller). After all settings have been performed, press the START button to begin the game.

1. SELECT THE NUMBER OF PLAYERS

This sets the number of people who will be playing the game. The board game is played by four players, but you can have the computer (CPU, below) fill in for any missing players, allowing you to even play alone.

2. SELECT A CHARACTER

Here you choose from among seven characters that you may play as. Two players are not allowed to choose the same character. Player 1 chooses the characters that any CPU players will play.

3. CPU SETTINGS

If you will be playing with any CPU players, choose the character they will play, and their difficulty level. There are four difficulty levels: "Easy", "Normal", "Hard" and "Very Hard."

4. STAGE SELECTION

You can select the stage that you will play on. At first there is only one stage to choose from, but new stages will appear when you meet certain requirements. Different stages will have different maps, terrain and different difficulty levels.

Parts of the Screen

INFORMATION FOUND ON THE SCREEN



Board Game Commands

Immediately after a game is started, the map is covered with a grid. When these grids are selected, hidden panels appear and all four players compete for that panel. Players take turns turning up panels, starting on the left and in the character order. A command is shown over the data of the player whose turn it is. The following table lists the available commands:

Select

Move the cursor to select a panel that you wish to turn over

Map

Change the point of view so that the entire map is visible

Options

CPU difficulty level is displayed, turn controller vibrations on or off, or quit the game

Viewing Player Data

Winning or losing a game is determined by the amount of money a player has. The total amount of money is determined by the money won in the mini-games plus the amount of money held by characters who become friends by turning over panels.

1. Number of panels held
2. Amount of money held by player
3. Amount of money held by allies

Darts of the Screen

PANEL TYPES

In order to efficiently increase your holdings and increase your treasure, you must be aware of the types of panels available. This section explains the different types of panels, and what happens when each type is turned over.

Blank

This is an area that hasn't yet been claimed by anyone. You won't know what will happen until you turn it over.



Darts of the Screen

Home panels

This is a panel that has been marked with a player color. This panel cannot be chosen or stolen from a player.



Normal panels

Various character cards will appear here. Anyone winning a mini-game on these panels will take possession of it, and the character pictured will become an ally.

Event panels

Various events can occur on these panels, including special mini-games and random events that may have either good or ill effects.

Captain panels

Any player turning over one of these panels will gain control of the captain, and can challenge another player to a Captain Game. The winner of that game will take possession of this panel. There will be another panel somewhere on the board with the same illustration, and taking possession of one panel will automatically reveal the second, letting you get two panels at once.

The Board Game System

PLAYING AND WINNING THE GAME

The goal of the game is to increase your influence on a map made up of numerous panels, and thereby becoming rich. Generally speaking, winning a mini-game will result in adding one panel to your holdings. Below is an outline of the process by which you gain panels.

1. CHOOSE THE SPACE YOU WISH TO ADD TO YOUR AREA

When it is your turn, move the cursor to a panel on the map that you wish to add to your area. Choosing panels begins with the player who wins an initial mini-game, and then each of the other four players each take turns in order. On the first turn only, the panel in the middle of the map is automatically chosen.

2. MINI-GAMES AND EVENTS

When a specified panel is revealed, various types of mini-games or game-altering events will occur. You will not know exactly what will happen until the panel is uncovered. When a mini-game starts, you will need to beat your opponents.

3. THE WINNER TAKES THE PANEL

The winner of a mini-game takes control of that panel, and the turn is over. When a player wins a panel, the amount of money that it represents is added to their holdings. The next turn then starts with the next player choosing a space, and the next mini-game begins.

VICTORY CONDITIONS

The game ends when all of the panels have been uncovered. The player with the most money at that point wins.

THE CAPTAIN SYSTEM

In normal mini-games, all four players compete under the same conditions. When a Captain panel is uncovered, however, a different type of game of three versus one starts. The player who uncovered the panel controls the Captain and tries to defeat the other three players. The other three players try to beat the Captain.

1. DRAWING A CAPTAIN PANEL STARTS A 1-ON-3 BATTLE

When a Captain panel appears as a result of someone choosing a panel from the map, a Captain Game of 1-vs-3 begins. The player who uncovered the Captain Panel will control the character represented by the card appearing with the panel, and compete against the other players in the game.

2. CONTROL THE CAPTAIN CHARACTER

The player who selected this space controls the Captain character, trying to prevent the other characters from completing the game. Note that though everyone plays the same game, the Captain and the other players will be playing it in different ways. Be sure to read the rules displayed before the game starts so that you know what controls to use.

3. THE WINNER TAKES THE PANEL

The Captain wins the game and takes the panel if he can defeat all of the other players. If any other player succeeds in defeating the Captain, that player gains control of the panel. Possession of the panel is awarded to the winner of the mini-game in any case.

★ The Board Game System ★

THE DAVY BACK FIGHT SYSTEM

When an event panel causes a Django character card to appear, a Davy Back fight begins. The fight will be over a panel that belongs to some player other than you. Possession of that panel is put up for grabs, and a mini-game with the character owning that panel begins. The winner of the game takes possession of the panel, with ownership not changing if the game is won by the original owner. If there are no panels that can be stolen, then the Davy Back fight will not take place.

THE REVERSE SYSTEM

If an opponent's panel is trapped between one that you own and one that you newly obtained, then ownership of that panel will switch to you. Panels can be trapped not only horizontally and vertically, but also diagonally. Captain panels exist in pairs on the map and will change ownership simultaneously, resulting in the possibility of huge comebacks.

Even From Two Panels Away

Sandwiching both ends with your panels will cause even multiple panels to fall under to your ownership. Sandwiching panels of differing colors will not cause them to change ownership.

Use your Home Panel, Too

Your home panel belongs to you from the start, and you can never lose ownership of it. Be sure to take advantage of the fact.

The Board Game System

EVENTS

There are two types of events: those like Davy Back Fights that occur as a result of uncovering a panel and those that occur spontaneously between turns. The former type is usually beneficial, with the appearing character card becoming an ally and increasing your territory and your cash. The latter, however, can take the form of bad happenings such as having your panels revert to their original status, panels being randomly exchanged, etc. Even if you are currently winning the game, a sudden event could result in you losing territory.

EVENT CARDS AND THEIR EFFECTS

Mihawk

Choose one of your rivals panels and destroy it

Trace

Changes ownership of an adjacent panel belonging to an opponent to you

Lapin

For several turns, a panel of your choice cannot be stolen

Marines

Lose 5,000,000 Berries

Friend

Gain 5,000,000 Berries

THE BONUS SYSTEM

When you win a normal game you can gain various bonuses:

* Get bonus

This bonus increases based on how well you played mini-games, such as the amount of treasure gained, time remaining, etc.

* Victory bonus

As a bonus, you win half of the monetary value of character cards that you played with

The VS Game

SETTINGS BEFORE THE GAME

The VS Game mode allows you to choose any game that you have previously played in the Board Game mode. You must select several settings before you start playing. Be careful, because the settings are a little different than those performed before a Board Game mode game. After all of the settings have been performed choose Start Game to proceed. When playing a mini-game, you can press the START button to pause the game. Some games cannot be paused.

1. SET THE NUMBER OF PLAYERS

Choose whether you wish to play a mini-game or a middle game, and set the number of players who will take part in the game. If you don't have enough players, you can set additional players as computer (CPU, below) opponents.

2. SELECT A MINI-GAME

Choose the game you wish to play from the list of playable games that is displayed. When playing mini-games, you can use the R1 button or L1 button to toggle between Straw Hat Pirates Member's Games, Captain Games, and Normal Games.

3. CHOOSE A CHARACTER

Choose one of the seven characters to control. Two players cannot select the same character. When playing a Captain Game, the Captain is chosen first, and then the characters.

4. COMPUTER SETTINGS

When CPU opponents will be playing, Player 1 selects the CPU characters. Player 1 also selects "Easy", "Normal", "Hard", or "Very Hard" as the CPU difficulty level.

The VS Game

THE FOUR GAME TYPES

There are four game types available under the VS mode: Straw Hat Pirates Member's Games (mini-games), Captain Games (mini-games), Normal Games (mini-games), and Middle Games. Below is a simple explanation of the differences between these game types.

Game 1. Straw Hat Pirates Games (mini-games)

This is a mini-game where one of the Straw Hat Pirates becomes a Captain, and you control that Captain. Players who have chosen non-Captain characters use "Player controls", and the player who has chosen the Captain uses the "Captain controls." Be sure to note which kind of controls you need to use.

Game 2. Captain Games (mini-games)

This is a mini-game where one player operates the Captain, playing against the other players. Players who are playing normal characters use the "Player controls", and the player who chose the Captain character uses the "Captain controls". Be sure to note which kind of controls you need to use.

Game 3. Normal Games (mini-games)

This is a mini-game where all players compete under the same conditions and compete in the same way. These games will have players fighting each other, trying to prevent the others from winning. Enemies controlled by the CPU will also sometimes appear. All participants will use the "Player controls".

Game 4. Middle Games

Middle Games are games that are played only once during Board Game halftimes. The four participating players will break up into teams of two players each, and the teams will compete against each other. All players will use the "Player controls," but controls will differ for the Barrel Boat Race game depending on which position you play. Be sure to read the game rules carefully.

Playing The VS Game

A WARNING ABOUT GAME CONTROLS

The VS Game is filled with mini-games that use simple controls, but as there are many types of games contained within this mode the effects of pressing the directional buttons and other buttons will differ from game to game. This section introduces some of the main games, and starting with the next page we explain the parts of the screen, how to use the controllers, and the rules of each game.

Player Controls

These are the standard controls used to move the character that you chose before the game started.

Captain Controls

These are a set of controls used only to move the Captain character.

Top Marks and Top Effects

Taking first place in a mini-game or coming close to reaching a point goal will cause a ★ mark to be displayed above the character's head, and cause that character's icon to flash.

GAME END

In the VS Game mode, when a game ends a menu appears on the screen. Choose "Retry" if you wish to play the same game again, or choose "Select game" if you wish to play another one. If you are playing a Middle Game and wish to switch to a Captain Game, choose "Main Menu" to return there.

Retry

Replay the game that you were just playing.

Select Game

Return to the game listings to choose a different game.

Main Menu

Stop playing games and return to the Main Menu.

Playing The VS Game

STRAW HAT PIRATES MEMBER'S GAME

Gum Gum Carnival A memory and rhythm game

Screen

Each player's points and power
Timing bar to press button
Number of times button pressed



Rules

This is a rhythm action game where the Captain (Luffy) attacks, and the players (other characters) evade him. The Captain can make three types of attack by pressing the ○ button, × button, and □ button on the timing bar. The players must copy his button presses in order to guard themselves from his attacks. The Captain and the players take turns pressing buttons.

Player controls

Guard-×, □, and ○

Captain Controls

Bluff-△
Attack-×, □, and ○

Victory conditions

Players: Live to the end of all turns
Captain: Reduce all players to zero power

STRAW HAT PIRATES MEMBER'S GAME

Rogue Town Treasure Chase A chasing race

Screen

Distance to goal
Each player's points and power



Rules

This is a straight-line race between the Captain (Nami) and the other players (all other characters). Nami can attack with her "Cyclone Tempest" and "Thunderbolt Tempest" in order to block the other players. The players can tackle Nami to steal one of her treasures. Be careful, however, as tackling reduces your stamina and could result in you falling away from the course.

Player controls

Dash-○
Move left/right-Directional buttons/left analog stick
Tackle-×

Captain Controls

Thunderbolt Tempest-○
Cyclone Tempest-×

Victory conditions

Players: Tackle Nami and steal three of her treasures.
Captain: Make it to the goal in the boat.

Playing The VS Game

CAPTAIN GAME

Screen

Full map
Bomb stock
Shell gauge
Player gas resistance
Player health

Rules

This is a game where the Captain Don Krieg attacks the players (all other characters), who try to evade the attacks. The captain can use two different types of bombs to try to keep the players away. When no shells are fired the shell gauge fills up, allowing for up to twelve rapid shots when firing begins again. The players must catch the falling gas masks as they make their way up the screen to where Krieg is.

Player controls

Move-Directional buttons/left analog stick
Jump-○

Captain Controls

Throw Bomb-×
Throw Spear-○

Move-Directional buttons/left analog stick

Victory conditions:

Players: Reach Don Krieg.
Captain: Reduce all players to zero power.

NORMAL GAME

Screen

Time limit
Player health

Rules

This is an action game where all four players compete to be the last one standing on a boat. Chests will appear here and there on the deck, and opening them will allow you to obtain a variety of items. Items include a pirate flag that allows you to perform a spinning attack for a limited time and a bomb that does huge damage, so be quick to grab them before your opponents do!

Player controls

Move-Directional buttons/left analog stick
Jump-×
Attack-○

Victory conditions:

Be the last player alive.

Beware the MH5! Obstacle race



Ship Battle Royale Battle Royale



Playing The VS Game

NORMAL GAME

Screen

Time limit

Distance to goal

Course completion

Player power gauge

Supersonic Ledge Race
A rapid button-pressing
and timing race



Rules

This is a race where players ride a mount and race up a cliff. Power to make your mount run is saved up by pressing the **○** button and the **□** button. The Supersonic Ducks will run using the saved-up power, with more power equaling more distance (power does not increase while the ducks are running). If your Supersonic Duck gets tired, press the **×** button to hold on to the cliff while the power gauge fills up again.

Player controls

Power up (press rapidly)- **○**/**□**

Run / hold on- **×**

Victory conditions:

Be the first player to climb the cliff and make it to the goal at the top.

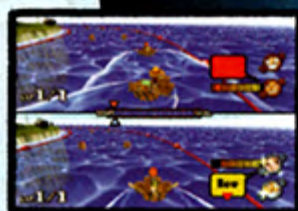
Playing The VS Game

MIDDLE GAME

Screen

Team laps
Course completion
Team obtained items
Oar-paddling power gauge

Barrel Boat Race A tag race



Rules

This is a race game where teams of two players each board a rowboat and try to beat the other team. Teams have two jobs: one person is the steersman and determines the direction that the boat travels in, and the other is the paddler, who keeps the power gauge filled (team positions can be switched by pressing the \triangle button). If you paddle the boat too much you will overheat, so be sure to watch the power gauge as you paddle your rowboat. It is important that teams learn to work together with compatible steering and rowing.

Player controls

Brake - \odot
Change places - \triangle
Item - \odot
Orders for COM (single-player only) - left analog stick
Steer - Directional buttons/left analog stick
Row - rotate right analog stick

Victory conditions

Reach the goal faster than the other team.

Playing The VS Game

MIDDLE GAME

Screen

Team points
Goals
Time limit
Full map

Rumble Basketball

A tag sports battle



Rules

This is a sports action game with teams competing for points on half a basketball court. Characters go unconscious after being attacked three times, becoming mindless zombies. During this time their opponents can use them as balls, shooting them into the hoop. You need to attack your opponents, while making sure that neither you nor your teammate becomes zombies yourself.

Player controls

Switch character (single player games only)-△
Attack / shoot-○
Move-Directional buttons/left analog stick
Attack / pass-□
Jump-⊗

Victory conditions

Attain more points than the other team.

Credits

ONE PIECE™: PIRATES' CARNIVAL™

Original Story and Art

Eiichiro Oda

Weekly SHONEN JUMP

DEVELOPED BY

h.a.n.d.

PRODUCED BY

NAMCO BANDAI Games Inc.

Producer and Project Leader

Yoshiya Tanaka

Marketing Coordinator

Rachel Lee

PUBLISHED BY

NAMCO BANDAI Games America Inc.

Production

Senior Vice President

Naruo Uchida

Senior Product Manager

Atsushi Minowa

Localization Manager

Brian Glazebrook

Associate Localization Producers

Yoshinobu Matsuo

Sammy Matsushima

Marketing & PR

Marketing Director

Yoko Nakao

Product Marketing Manager

Tara Samuels

Marketing Translator

Thomas Huston

Senior PR Manager

Mika Kelly

PR Specialist

Robert Cogburn

Quality Assurance

Director of Product Services

Glen Cureton

QA and Customer Service Manager

Chuck McFadden

QA Supervisor

Daryle Tumacder

Senior QA Lead

Jesse Mejia

QA Testers

Jesse Bell

Gene Duenas

Leticia Duenas

Benjamin Gehrke

Sang Lee

Sean Phelps

Abelina Villegas

Special Thanks To:

Genichi Ito

Nobuhiro Kasahara

Garry Cole

Makoto Iwai

Taka Sasanoi

Brian Schorr

Jennifer Tersigni

Jae Chang

Ryan Chennault

Lisa Hiroshige

Special Thanks To:

Kohnke Communications

Moore Design Group

Tom Usher Designs

Supervised by:

Toei Animation Inc.

VIZ MEDIA, LLC

Weekly SHONEN JUMP Shueisha Inc.

Online Support

LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level? Having problems getting your game to work properly? Now you can get one-on-one help from NAMCO BANDAI Games America Inc. using your web browser!

Simply go to livehelp.namco.com for more details.

Live Counselors available from 9am-5pm Monday-Friday Pacific Time.

NAMCO BANDAI Games America Inc.

ATTN: Customer Service

4555 Great America Parkway, Suite 201

Santa Clara, CA 95054

Before returning any defective materials to us, please contact us for a Return Merchandise Authorization (RMA) number. You can reach us at the address above, via e-mail at support@namco.com or contact us directly at (408) 235-2222. Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and / or insured method of shipping the materials to us.

Namco Online: <http://www.namco.com>

Visit our Website to get information about our new titles.

LIMITED WARRANTY

NAMCO BANDAI Games America Inc. warrants to the original purchaser that this NAMCO BANDAI Games America Inc. game pack shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, NAMCO BANDAI Games America Inc. will repair or replace the defective game pack or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATION ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall NAMCO BANDAI Games America Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitation on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

To register product online go to
WWW.NAMCOREG.COM

SHONEN JUMP'S
ONE PIECE
PIRATES' CARNIVAL



NAMCO BANDAI Games America Inc., 4555 Great America Parkway, Suite 201, Santa Clara, CA 95054

© 1999 Eiichiro Oda/Shueisha, Toei Animation. Program © 2006 Bandai.

PIRATES' CARNIVAL is a trademark of Bandai. © 2006 NAMCO BANDAI Games America Inc. All Rights Reserved.

The ratings icon is a trademark of the Entertainment Software Association. Manufactured and printed in the U.S.A.