

PAC-MAN FEVER

TM



EVERYONE
E
CONTENT RATED BY
ESRB

namco®

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.

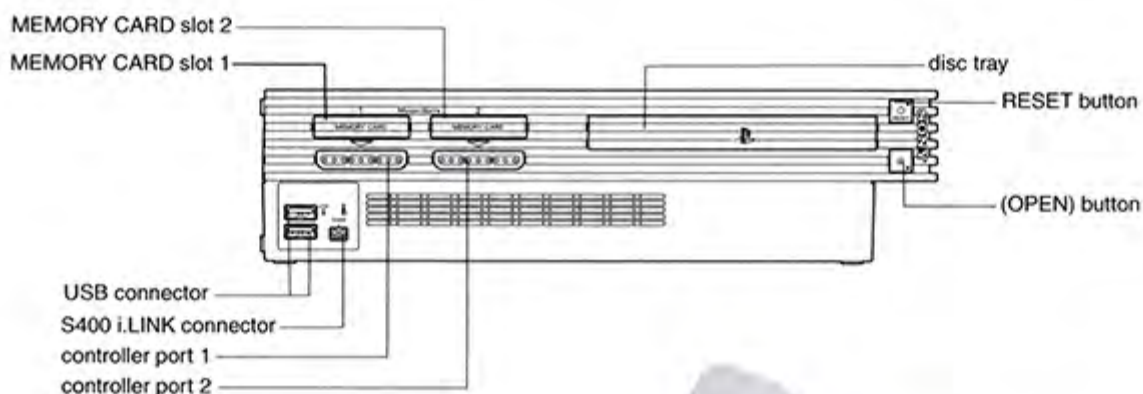
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GETTING STARTED



Set up 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 *Pac-Man Fever*™ 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 computer entertainment system. If you are using a multitap (for PlayStation®2), insert the card into MEMORY CARD slot 1-A.

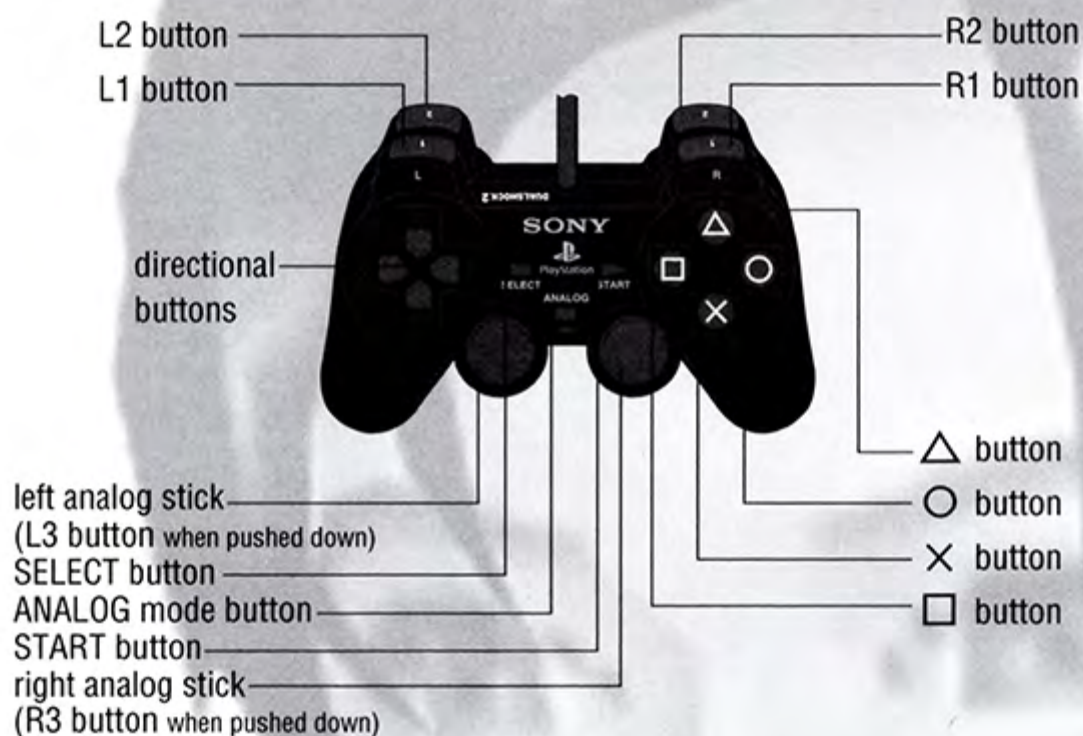
At least 120KB of free space must be available on the Memory Card (8MB) (for PlayStation®2) in order to save game data. If less than 120KB of free space exists, erase some older data before saving.

Do not remove the Memory Card or turn off the power on the PlayStation®2 computer entertainment system while data is being saved or loaded. Your game data may be lost if you do. See "Saving and Loading Game Data" on page 21.

CONTROLLER CONNECTIONS

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DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



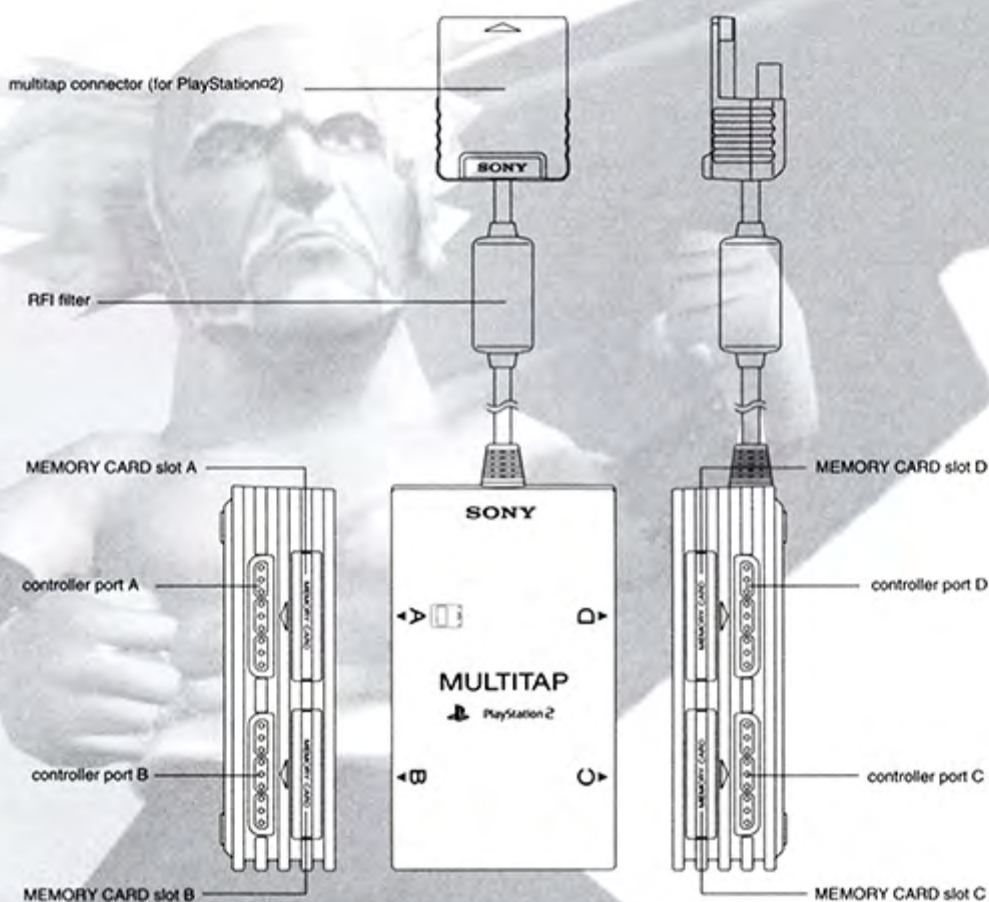
With the DUALSHOCK®2 analog controller, both the directional buttons and the left analog stick can be used for control. In *Pac-Man Fever*, the ANALOG mode button and red LED light are always set to ON, indicating that the controller is always in Analog Mode.

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.

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CONTROLLER CONNECTIONS

Multitap (for PlayStation®2)



Up to four players can play *Pac-Man Fever* simultaneously using the multitap (for PlayStation®2) (sold separately). For three or more players, you must connect a multitap to controller port 1 before turning on your PlayStation 2 computer entertainment system. Always connect a controller to controller port 1-A on the multitap first, then connect the remaining controllers to ports 1-B, 1-C and 1-D. (For additional information on using the multitap, please refer to its Instructions.)

CONTROLS

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Menu Controls

Highlight menu item/Move cursor.....left analog stick or directional buttons

Cancel/Go to previous screen.....△ button

View game instructions.....left analog stick or directional button
left/right

Confirm selection/Open.....× button

Pause gameSTART button

Game Controls

Move Character/Object/Cursor/Aim.....left analog stick or directional buttons

Take action/Shoot/Swing
(Action button 1).....× button

Jump/Shoot (some games)
(Action button 2).....○ button



THE GHOSTS JUST STOLE THE SHOW!

The Battle of the Namco Stars is about to get underway. Six of Namco's most famous personalities are about to compete in tough Mini-Game competitions.

There's superstar Pac-Man and of course, Ms. Pac-Man who have been on a strict diet of fruit while training intensely for the big day.



And look, there's Heihachi and cool dude, Tiger from **Tekken**. These guys are tough!

That axe-wielding Astaroth from **Soul Calibur** sure adds a bit of menace to the whole event doesn't he?



And there's that hot driver Reiko from **Ridge Racer 4**. She always looks like a winner. This promises to be a wild competition.

But wait! Just as our athletes are heading for the event, a gang of ghosts appears from nowhere and OH NO!...they're stealing the Mini-Games trophy in broad daylight! Hey, was this in the program? Ladies and Gentlemen, the ghosts are scampering into the VIP screening room! Pac-Man and the other contestants are locked out! No one enters here without a ticket. The only way to get a VIP ticket is to buy every Mini-Game. Trophy or no trophy, the Battle of the Namco Stars must go on.



MAIN MENU

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Use the left analog stick or press the directional button up/down to highlight a menu item and press the **X** button. (Any player can make this selection.)

FEVER

Compete in board games to win Redemption Tickets that you can use to buy all the Mini-Games. Boards each have special themes. Choose to play the one you want in Short, Normal or Long game versions.



MINI-GAME

Play the *Pac-Man Fever* Mini-Games. In order to play all the Mini-Games, you must win Redemption Tickets in the Fever Games and use them to buy Mini-Games.

OPTIONS

Press the left analog stick or directional button left/right to change the setting.

Press the left analog stick or directional button up/down to select the setting.

Audio Mode

Set the sound to STEREO or MONO.

Music Mode

Set the music volume.

SFX Mode

Set the sound effects volume.

Credits

View the list of game creators.

After you have selected to play either a Fever Game or Mini-Game from the Main Menu, the Join A Game Screen appears. To join the game, press the **X** button.

Note: For a 3 or 4 player game, a multitap (for PlayStation®2) (sold separately) must be attached to your PlayStation 2 computer entertainment system.



1. Select your player name or enter a new one.

- If you already have a name entered, use the left analog stick or press the directional button up/down to display the name and press the **X** button.
- If you want to enter a new name, press the **X** button while the words NEW NAME are displayed in your controller box to open the Name Screen. Use the left analog stick or press the directional buttons to highlight a letter and press the **X** button to enter the letter. If you change your mind, highlight the BACK ARROW and press the **X** button. When you are ready, highlight OK and press the **X** button.



2. Choose your character. Use the left analog stick or press the directional button left/right to select your character. If there are three or less players, remaining characters will be chosen automatically. There are always four characters competing in *Pac-Man Fever*.

JOIN A GAME



Keeping Track Of Your Game Progress

All the stats for your *Pac-Man Fever* games will be saved in a file with your name. When the Join a Game Screen appears, press the **X** button and use the left analog stick or press the directional button up/down to select your name. Trophies you have won, your current number of Redemption Tickets, and the number of Mini-Games you have purchased will appear.



Remember your color!

Each controller has been assigned its own color. It will always be the color you use in the Mini-Games. Look for your color in the Mini-Games to quickly identify your character, an object you must move, a target or a location where you must place things.

Player 1 = Blue

Player 2 = Purple

Player 3 = Red

Player 4 = Green

Compete in a board game trying to beat all the other players by advancing to the finish first and by winning Redemption Tickets to buy back the Mini-Games.

Select a Game Board Theme and Game Length

Before beginning a game, decide on a board type and game length on the Fever Options Screens.

- Use the left analog stick or press the directional button left/right to select MEDIEVAL, SPACE or TROPICAL and press the **X** button.
- Use the left analog stick or press the directional button up/down to select a SHORT, NORMAL or LONG game and press the **X** button. You can see the length of each highlighted game on the game map.



Fever Game Rules

- Four contestants compete in the board game to win the Redemption Tickets. The first person to reach the final square of the board wins.
- The winner receives the most Redemption Tickets, the 2nd place player gets half the tickets of the winner, the 3rd place contestant receives half of whatever the 2nd place player won. The last place wins nothing.



PLAYING THE FEVER GAME



- Before each move, players compete in a Mini-Game to determine how many squares each player can advance. The winner of the Mini-Game gets to move the farthest.
- Players make their moves in order, with Player 1 always going first.
- If you land on a square occupied by another contestant, you will automatically be moved forward to the next unoccupied square.

The Fever Game Screen



Current Action

This tells you who is moving, how many squares a character has moved, how many Tokens a character has won or lost, and when a move is complete. When "Move Complete" appears, the next player moves.

Tokens

Tokens are the money in *Pac-Man Fever*. Use Tokens to buy items or game actions on a Store Square.

- You can gain or lose Tokens depending on the square you land on.
- View how many Tokens you have next to your player icon on the Game Screen.
- Ghosts and other contestants can steal your Tokens.
- Redeem Tokens at the end of Fever Games for Redemption Tickets.

Fever Game Board Squares

**Token Square**

Win Tokens whenever you land on a Token Square.

You can win 5-20 Tokens.

**Ghost Square**

Land here and a Ghost takes half your Tokens.

**Revenge Square**

Steal half the Tokens from the player of your choice. Highlight the player you want to steal from and press the **X** button.

**Store Square**

Buy valuable game actions. The price for each selection appears next to the action. The number of Tokens you have is next to your character icon at the bottom of the screen. Only items you can afford are selectable.

- *Buy Character Movements.* You can select to move forward or send other players back.
- *Buy Multipliers.* Whatever number of squares you win in the next round are multiplied by the purchased multiplier number.
- *Buy Raffle Tickets.* Select this to open the Raffle Ticket Screen. Press the left analog stick or directional button up/down to highlight the ticket you want and press the **X** button. Buying Raffle Tickets increases your chances to win Redemption Tickets on Raffle Squares.
- *Gamble for Tokens.* This doesn't cost anything to play. Press the left analog stick or directional button left/right to set your wager. You can only gamble as many Tokens as you have.



PLAYING THE FEVER GAME

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Fruit Raffle Squares

Land on one of these for a chance to win Redemption Tickets in a raffle. You must have a ticket to win. The more tickets you have, the better your chances. Buy tickets when you land on a Store Square. Everyone who has a Raffle Ticket of the correct type is automatically entered in the raffle regardless of which contestant lands on the Raffle Square. The player who lands on the Raffle Square receives an extra ticket.



Spring Square

Bounce forward three to eight squares.



Return Square

Jump back one to five squares.



Surprise Square

Spin the surprise wheel. Who knows what will happen? You could move forward or backward, steal Tokens from other players, or lose your Tokens!



Token Game Square

Win big if you're fast enough and don't get hit by the anvil throwing monkey. Catch as many Tokens as you can in 15 seconds. Gold ones are worth twice the silver ones. Use the left analog stick or press the directional button left/right to catch the falling Tokens. Get hit with the anvil and lose all your winnings.



Challenge Game Square

Fight it out in a two-contestant micro-game for Tokens.

Playing Fever Mini-Games

Before a Mini-Game begins, the object of the game is displayed. Press the left analog stick or directional button right to view the controls for the Mini-Game and when you are ready to play, press the **X** button.

**The Mini-Game Results Screen**

The Mini-Game Results Screen appears after every Mini-Game. It shows player ranking, total points, and how many squares each contestant will move on the board. Press the left analog stick or directional button right to check out the High Scores Screen, which shows the top eight scores for the Mini-Game you just completed.

- In some Mini-Games, you will team up with another contestant. In that case you share the finishing position with your teammate receiving identical points and spaces won.

See *Playing the Mini-Games* on page 17 to learn more about Mini-Games.

High Scores	NAME	POINTS
1	PACMAN	56
2	BJ	40
3	JANRY	36
4	JD	32
5	JOHN	28
6	ALVYN	24
7	PAUL	20
8	MIKE	16

OK **Continue** -- Move OK OK

High Scores	NAME	POINTS
1	BUBBA/Tiger	38
2	BJ/SHANNA	25
3	ROB/LEE	23
4	BRIAN/ERIK	21
5	GREG/LUKE	20
6	TODD/JASON	18
7	DONALD/DAN	16
8	TOM/JERRY	15

OK **Continue** -- Move OK OK

PLAYING THE FEVER GAME

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Getting Stuck

When you see the alert that your contestant "is stuck", you will also see the requirement for where they must place in the next Mini-Game to become unstuck.



1st Staging Square - Cherry: Need to place 3rd or better to advance to the next square.

2nd Staging Square - Orange: Need to place 2nd or better to advance to the next square.

3rd Staging Square - Banana: Need to place 1st (ties don't count) to win the game.

The Current Standing Screen

After every player moves on the board, the Current Standing Screen appears to show everyone's position behind the leader. For example, if you are "2 squares back" you are two squares behind the leader.



Winning a Fever Game

The first player to reach the Finish Square wins the game. The win is saved to the memory card and in Decathlon Mode, appears next to the Trophy on the Join a Game Screen.



When a Fever Game is over, the Redemption Center Screen appears. If you have won enough Redemption Tickets, you can select a Mini-Game to buy. Check the top center section of the Redemption Center Screen to see how many tickets you have. Some Mini-Games cost more than others. The price appears over the selected Mini-Game. You do not have to buy a Mini-Game. You can save up your Redemption Tickets until you can afford to buy a more expensive game.



Once you own a Mini-Game, it will become available to play in the Mini-Games Mode of the game.

To buy a Mini-Game:

Use the left analog stick or press the directional button left/right to select the Mini-Game you want to buy and press the \times button. The cost of the Mini-Game will be subtracted from your Redemption Ticket account.

PLAYING THE MINI-GAMES

Play the Mini-Games that appear in the Fever Games.

The Mini-Games Options Screen

Select the type of Mini-Game you want to play. Use the left analog stick or press the directional button left/right to select the type of game you want to play and press the \times button.




PLAYING THE MINI-GAMES

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Single Game

Select any game you have purchased from the Fever Game or any of six Backlot Games.

1. Use the left analog stick or press the directional button left/right to select MEDIEVAL, TROPICAL, SPACE or BACKLOT Mini-Games.
2. Use the left analog stick or press the directional button up/down to select a Mini-Game and press the  button to begin. You can select any games from the BACKLOT even if you have not purchased any Mini-Games in a Fever Game. But you must have purchased a Mini-Game in the Redemption Center of the Fever board games before it becomes selectable for MEDIEVAL, TROPICAL or SPACE themes.



Pentathlon

Play five randomly chosen Mini-Games in a row. You can play for free.

Decathlon

Play ten randomly chosen Mini-Games in a row. You must have a Redemption Ticket won in the Fever Game to pay for a Decathlon Game. The Decathlon is only available once all the Mini-Games have been purchased.

Mini-Game Hazards

Some Mini-Games have hazards, which you must avoid. Example: In the game Tropical Tag, a nasty crab runs around pinching everyone. The hazard may also be other players in games where the object is to shoot at each other. You always recover or return to the game after getting shot or hit, but lose valuable time or Tokens.





Before each Mini-Game begins read the instruction pages. Use the left analog stick or press the directional button right to read all the instructions and tips for each game.




Button Matching Games

You must match the button control displayed on-screen with the correct button press on the controller. Examples are Bell Tower Climb and Raise the Flag.



Shooting Games

Shoot at targets or each other. Aim or move your character with the left analog stick or directional buttons and press the  or  button to shoot depending on the game.

- In some games such as Space Junk, press and hold the  button to power up the shot and fire at the target by releasing the  button.
- In Cannon Tac Toe, you use the left analog stick or press the directional buttons to move a cursor to where you want to shoot and press the  button to fire the cannon.



Collecting Games

Collect as many items as fast as you can. An example is Knightmares, where you chase down Knights as they scamper around. Catch them and throw them down your well.


**Sports Games**

Follow the on-screen directions for each Sports Game. Homerun Castle and 10-Pin Jungle are examples of the many Sports Games.

**Driving Games**

Race to the finish while collecting Fruit. Steer with the left analog stick or directional buttons to avoid obstacles and each other or swerve into valuable items.



Press the START button to pause the game. Use the left analog stick or press the directional button up/down to highlight QUIT and press the  button to return to the Main Menu. Select CONTINUE to return to gameplay.



WINNING THE WHOLE GAME

To win *Pac-Man Fever* you must:


- Buy back every Mini-Game and win a ticket for entry to the VIP screening room to recover the Mini-Games trophy from the Ghosts who stole it. This will unlock the Decathlon Mode.

Saving Game Data

Pac-Man Fever game data is automatically saved. Saved data includes:

- Trophies won
- Names entered by players
- Redemption Tickets won
- Mini-Games purchased
- High Scores
- Options Screen

Loading Game Data

If a memory card with saved *Pac-Man Fever* data is inserted in the PlayStation 2 computer entertainment system, the data will be available when you start your game. To load the data, press the  button when prompted to continue.

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