

MANUAL



**PIPPA
mania**

EVERYONE
E
CONTENT RATED BY
ESRB



⚠ 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.

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.
-

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.

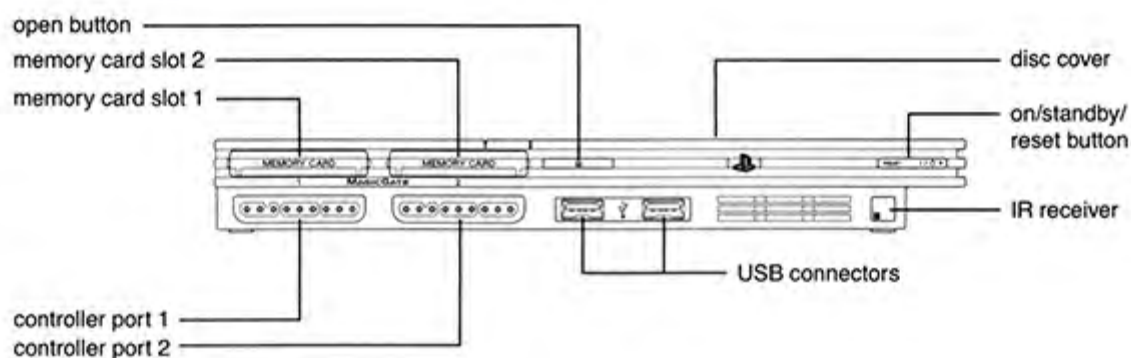


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GETTING STARTED



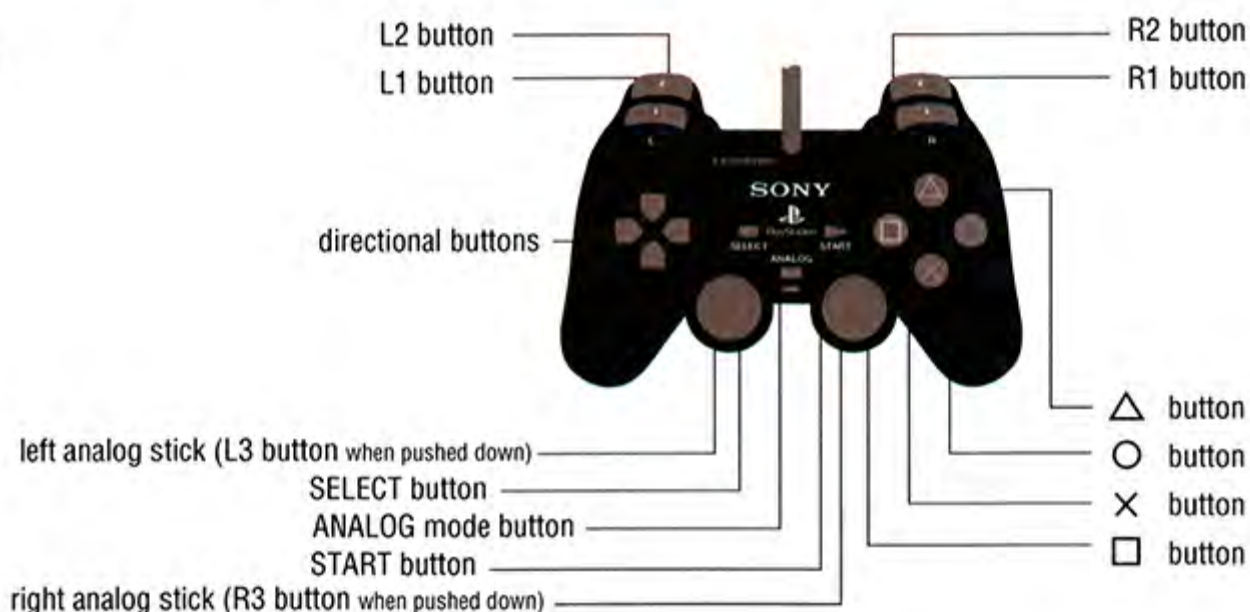
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the **Pipe Mania** disc in the system with the label side facing up. Attach game controllers and other peripherals 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.

GAME CONTROLS

Pipe Mania does not support a digital controller.



The following controls apply to the default control layout type:

Control	Game	Menu
Left Analog Stick	Move Cursor	Selection
Directional buttons	Move Cursor	Selection
× button	Place Pipe	
	Spin Anti-Clockwise (Bonus Mode only)	Confirm
⊙ button	Place Pipe	
	Spin Clockwise (Bonus Mode only)	-
△ button	Place Pipe	Back
■ button	Place Pipe	-
L1 button	Attack (Versus Mode only)	-
L2 button	Attack (Versus Mode only)	-
R1 button	Speed up Flooze	-
R2 button	Speed up Flooze	-
START button	Pause Menu or Skip Tutorial	-

Enter the world of the master plumber in **Pipe Mania**. Play through over 300 levels across 8 themes and multiple game modes. You will guide Junior and Fawcett helping them complete puzzles and challenges to defeat the evil cowboy plumber Buffalo Bonzo.

STORY



Alfonso Senior



Junior



Fawcett



Buffalo Bonzo

Alfonso Senior, having made his fortune and fulfilled his pipe dreams, is now a made man and has retired to his own private island paradise. There's just one problem! The Isle of Ducts is being ruined by cowboy plumbers. The BIGGEST of them all: Buffalo Bonzo is wreaking havoc all over the island.

Playing as Alfonso's children, Junior and Fawcett, it's up to you to take over the family business and stop Buffalo Bonzo. But before you can face him you must prove that you're up to the challenge.

Complete the challenges set by the inhabitants of The Isle of Ducts. Only then will you be ready to face Buffalo Bonzo.

MAIN MENU

From the main menu you can select from the following options.

Use the directional buttons to make your selection and **X** to confirm.

Single Player

- World Mode – Select this option to play through the world mode.
- Arcade – Select this option to play through the arcade levels.
- Bonus – Select this option to play the bonus levels.
- Classic – Select this option to play the classic levels.

Co-operative Play

Play with the help of a friend through World, Arcade or Classic mode. You get a Pipe dispenser each so you will need to work together to complete the levels.

Versus Play

Compete in a head-to-head Pipe Mania face-off!

Options

- Save / Load – As well as save and load options, you can toggle the tutorials on and off from here.
- Control settings – Select this option to adjust the control settings.
- Sound Options – Select this option to adjust the sound options.
- Profile Select – Select this option to create a new profile or load an existing profile.

Extras

- Statistics – Select this option to view your game statistics.
- Treasure Room – Select this option to view and open the collected Treasure chests.
- Credits – Select this option to view the game credits.

HOW TO PLAY

The goal of Pipe Mania is to lay down a set of pipes that will allow the Flooze to flow from the Start piece to the End piece of each level without spilling out.



On some levels there will be a minimum pipeline length that must be constructed in order to complete the level. The longer the pipeline, the more points will be scored. As you play, pipe pieces appear in a dispenser. The next piece to be placed appears at the bottom of the dispenser. You must play the pipes in the order that they come out of the dispenser.

You can place a pipe on any free tile. You can “Bomb” a previously laid pipe segment by placing a new piece on top of it. The old pipe will explode and be replaced by the new piece. This takes more time and incurs a score penalty.

Pipes filled with Flooze, Obstacles and Fixed pipes cannot be bombed.

Use the "Fast Flooze" control to speed up the Flooze and end the level quickly, while also scoring double points for each pipe piece the Flooze passes through. While Fast Flooze is active, no other moves can be made.

Each level has a certain level of Leakage that can occur without failing the level. Leakage occurs at the open end of Pipelines when the Flooze reaches it, or from Damaged Pipe Sections.

An on-screen Leak Meter shows the amount of leakage so far – if the Meter fills, you will fail the level. The Leak Meter is a persistent amount; it does not decrease with time or player actions.

THE GAME SCREEN



(1) **Pipe Dispenser** – Shows the next 5 available pipe pieces.

(2) **Time Limit** – Displays the remaining time.

(3) **Required Pipe Length** – Displays the current pipe length and goal pipe length required to successfully complete the level.

(4) **Character Picture** – Shows the picture of your chosen character.

(5) **Score** – Shows the current score.

(6) **Bonus Score** – Shows any bonus points earned in the level.

(7) **Leak Meter** – Displays the current amount of leakage.

(8) **Game Grid** – This is where the game play takes place.

GAME MODES



World

World Mode follows the story of Junior & Fawcett's quest to clean up the Isle of Ducts. Each Location on the map has its own theme and a variety of puzzle-based levels to complete. Select a Location and level to start. You are free to revisit old levels for a better score and will be able to choose from several levels at any one time.

Classic: Normal


Classic Mode is a reworking of the original Pipe Mania game. In this mode, there is no Leak Meter – once the Flooze reaches an open pipe, the game ends! The levels always have the same pipe pieces, but arranged randomly each time they are played. There are 8 Rounds each with 8 levels, getting progressively faster and more complex.

Classic: Hard

An additional 96 levels taken from original Pipe Mania versions, with a more puzzle based slant, can be unlocked.

Bonus: Match

In this Bonus Mode, you are shown an incomplete pipeline with pipe pieces removed from it and dropped into the Dispenser. You must solve the puzzle and place them back onto the grid to complete the pipeline before the timer runs out.



Bonus: Spin

In this Bonus Mode, you are shown a pipeline with certain pipe pieces randomly rotated. You must solve the puzzle by rotating the pipe pieces to complete the pipeline before the timer runs out. Speed scores points in this game.

Arcade: Normal

Arcade Mode levels scroll up, left, right or down at a constant speed once the Flooze has started. Keep the Flooze within the border of the screen; if it slides out of the border you lose. Build pipelines sideways to slow down the Flooze when near the forward edge. Use the Fast Flooze control to speed up the Flooze if it's close to the back edge. Keep the Flooze within the border and reach the End Piece to win!

Arcade: Hard

More complex and challenging scrolling levels make up Arcade Hard mode. It introduces more complex pipe pieces and challenging grid layouts.

Versus

Each player has their own grid and pipes. The winner is the player who survives or has the highest score at the end of the timed round.

Versus: Quick Clear

Make a complete pipeline to clear it from your own grid and drop it on your opponent. End Pieces are multi-directional in this mode.

Versus: Charge N Blast

Advance the Flooze quickly to charge up your Attack Meter and once enabled, launch attacks upon your opponent to hamper their construction efforts. There is no End piece in this game.

Versus: World Score / Classic Score

This is a competition for the highest score on a level.



SAVING AND LOADING

Note

You will need to have a memory card (8MB) (for PlayStation®2) inserted MEMORY CARD slot 1 with 51KB amount of free space, in order to save your progress.

In the Profile select screen you can create a new profile by selecting a slot and pressing the **X** button. In the next screen you can name your character using the on-screen keyboard and select which character you want to play as.

Once you have created you profile press the **X** button to confirm. There are 3 profile slots that you can use to save your game progress.

Saving game progress

Your game progress and high scores will be automatically saved to your current profile at the end of every level.

Loading a profile

To load a profile, simply select the profile you wish to load from the profile select screen.

This title autoloads data on boot up.



FLOOZE TYPES

There are three different types of Flooze in **Pipe Mania**.

Normal – Normal Flooze is a continuous flow, constantly growing and permanent.

Pulse – A Pulse type Flooze is a constrained Flooze length that travels down the Pipeline, much like a train on tracks. With this type of Flooze, you can re-use old Pipelines once the Flooze has travelled past them.

A Pulse type Flooze can grow in length, via the Grow Section. If the head of the Flooze meets the tail, then the level is instantly lost.

Jump - A Jump Type Flooze jumps across several Pipeline Sections in one instantaneous blast. It has to charge up at Reservoir Pipe Sections before blasting forward. It moves in big quick jumps as opposed to the gradual movement of the Normal and Pulse Type Flooze.

PIPE PIECES

You will encounter a variety of different pipes pieces as you progress:

Pipe Piece	Description
	Start The Start piece is where the Flooze flows from. It can face all four possible directions – up, down, left and right. The Start piece also shows what colour Flooze will come out of it.
	End The Flooze must finish here to win the level. The Flooze must enter it from a specific direction. The End piece also shows what colour Flooze must enter it.
	Basic Straight The Basic Straight piece can only be vertical or horizontal.
	Basic Elbow The Basic Elbow piece comes in all four possible directions, and allows the Flooze to turn corners.



Start

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The Flooze must finish here to win the level. The Flooze must enter it from a specific direction. The End piece also shows what colour Flooze must enter it.



Basic Straight

The Basic Straight piece can only be vertical or horizontal.



Basic Elbow

The Basic Elbow piece comes in all four possible directions, and allows the Flooze to turn corners.



Pipe Piece	Description
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Cross

This is a Cross piece. It allows the Flooze to pass over itself and is vital for creating Loops. Use Loops to build up your Bonus for big points when you complete the level!



Bonus

The Bonus piece is a Straight piece that rewards you with extra score when Flooze runs through it.



One Way

This One Way piece is a Straight piece that only allows the Flooze to travel only in the direction shown, otherwise it will leak.



Reservoir

This Reservoir piece is a Straight piece that slows down the Flooze as it flows through. It is vital for buying you more time.



Pump

This Pump piece is a Straight piece that speeds up the Flooze for a short time after it passes through.



Teleport

The Teleport piece comes in numbered pairs and can be in any of the paired Out piece.



Changer

The Changer piece is a Straight piece alters the appearance or colour of the Flooze. Some pieces will only accept Flooze of a certain colour – take note of the coloured connectors on the pieces.



Pipe Piece	Description
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Splitter

This Splitter piece can act like a Changer piece, but also splits the Flooze into two separate Floozes. It can appear in all four possible directions. The colours on the edges of the piece show what coloured Floozes are input and output.



Joiner

This Joiner piece can act like a Changer piece, but also combines two Floozes into one. The Flooze only comes out once both inputs are filled. It can appear in all four possible directions. The colours on the edges of the piece show what coloured Floozes are input and output.



Bridge

This is a Bridge piece. Use it to turn a Straight piece into a Cross piece, even if it has Flooze in it. It comes in one direction only. You can also place Basic Straight pieces underneath them.



Double Elbow

This Double Elbow piece allows you to squeeze that extra mileage out of the grid. There are two varieties - one is a mirror image of the other.



Grow

The Grow piece is a Straight piece that extends the length of a Pulse Flooze. Some levels require a Pulse Flooze to be a certain length to win. Use the Grow piece to make the length of the Pulse Flooze longer.



Points

Points can be used to direct the flow of the Flooze. They can be switched by the player by using the Place piece control, as long as there is no Flooze flowing through them.



Random

A Random piece is a constantly changing Pipe piece until placed. You must execute timing skill when placing it.



Pipe Piece	Description
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Obstacle

These objects on the grid cannot be removed or bombed – you'll have to work around them.



Tunnel

Tunnels allow the Flooze to flow off one side of the grid and reappear on the other side.

TREASURE ROOM

The Treasure Room is selected from the Extra's Menu and contains all the Treasure Chests found so far. All unlocks are listed and opened in the Treasure Room. You can highlight and open the Chests to show the Reward or view the Treasure it contains.

TIPS

- To earn a big score, don't be too eager to advance to the next level. Earn as many points as you can on each level.
- Think ahead. Learn how to visualise a completed pipeline and place pieces accordingly.
- If you don't need a piece right away, place it somewhere that it might be useful later. Bombing or wasting pieces costs time and loses points.
- Use Cross pieces wisely. These are key to loops and big Bonus points. Make sure you place them where there's enough room to loop back through.
- Build loops that flow through Tunnels and special pieces to increase your Bonus Multiplier.
- Even if you're way ahead of the Flooze, work fast. That way, you'll have time to figure out how to fill as much of the grid as possible.
- Don't forget that you also score double points for every pipe piece used after you have satisfied the distance requirement for the level, so it's worth building more complex arrangements further along the pipeline.

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