

IT'S YOUR WORLD,
EAT IT!

PAC-MAN WORLD 3



RATING PENDING
RP
ESRB
Visit www.esrb.org
for updated rating
information.

EmuMovies



COMING FALL 2005 TO:

- PLAYSTATION 2 COMPUTER ENTERTAINMENT SYSTEM
- PSP™ (PLAYSTATION PORTABLE) SYSTEM

namco®
www.namco.com

PAC-MAN WORLD™ 3 & © 1980 1990 2002 2005 NAMCO LTD. ALL RIGHTS RESERVED. PAC-MAN © 1980 2002 NAMCO LTD. ALL RIGHTS RESERVED. Manufactured pursuant to license with Namco Holding Corp. "PSP" is a trademark and "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of The Entertainment Software Association. All other trademarks belong to their respective owners.



namco MUSEUM 50TH ANNIVERSARY

800 94750
BOSCONIAN
DIG DUG
DRAGON SPIRIT
GALAGA
GALAXIAN
MAPPY
MS. PAC-MAN
PAC-MAN
POLE POSITION
POLE POSITION II
RALLY-X
ROLLING THUNDER
SKY KID
KEVIOUS



EVERYONE 10+
E
10+
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:

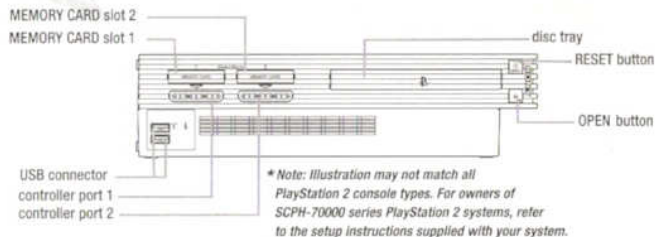
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.

namco MUSEUM

50TH ANNIVERSARY

Getting Started.....	2
Pac-Man®.....	6
Ms. Pac-Man®.....	8
Galaga®.....	10
Galaxian®.....	12
Dig Dug®.....	14
Rally-X™.....	16
Pole Position®.....	18
Pole Position®II.....	20
Xevious®.....	22
Dragon Spirit™.....	24
Bosconian™.....	26
Rolling Thunder™.....	28
Mappy®.....	30
Sky Kid®.....	32
Credits.....	34



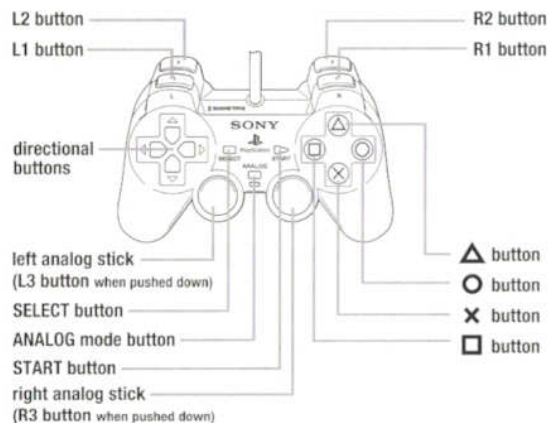


Set up your PlayStation[®]2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the **Namco Museum™ 50th Anniversary** disc on the disc tray with the label side facing up. Press the OPEN button again and 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 CARDS

To save game settings and scores, insert a memory card into MEMORY CARD slot 1. You can load saved game data from the same memory card or any memory card (BMB) (for PlayStation[®]2) containing previously saved games. A minimum of 80KB must be available in order to save game data.

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS



THE TITLE SCREEN

When the START button is pressed, the Main Menu appears



MAIN MENU

Controls on the Main Menu:

You can select a game by pressing the ← or → directional button. The games available are:

- Pac-Man
- Ms. Pac-Man
- Galaga
- Galaxian
- Dig Dug
- Rally-X
- Pole Position I
- Pole Position II
- Xevious
- Dragon Spirit
- Bosconian
- Rolling Thunder
- Mappy
- Sky Kid



• Pressing the **X** button starts the selected game and displays its Title Screen

• Pressing the **□** button will enter the Options Menu for the selected game

• Pressing the START button during any game will bring up the Pause Menu. You will then have the following options:

- **Resume Game:**
Resumes Gameplay
- **Controls:**
Displays Game Controls
- **Screen Size:**
Adjusts Screen Size
- **Exit Game:**
Exits to Main Menu



HOW TO PLAY THE GAME

The purpose of the game is to eat all the Pac-Dots from each maze while avoiding the four Ghosts. When all Pac-Dots are eaten up you can proceed to the next round.



RULES

- If Pac-Man touches a Ghost, he will lose one life.
- The game is over when all the lives are lost.
- An extra life is awarded by scoring 10,000 points.

POWER PELLETS

Chomp down on a Power Pellet and Pac-Man will have the power to eat Ghosts. When a Power Pellet is eaten, the Ghosts change to a dark-blue color for a short time. The Ghosts will start flashing before they turn back to their normal color, so watch out! After a Ghost has been eaten, its eyes return back to the Ghost Home and the Ghost is regenerated. The more Ghosts you eat in succession, the more points they are worth.

FRUIT

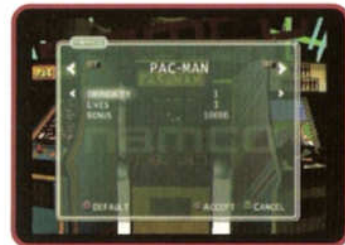
Fruit appears twice in each maze. Munch these for bonus points. The more mazes you complete, the more the fruit is worth.

WARP TUNNELS

Go through these tunnels and you'll shoot out on the other side of the maze. Use them to slow down a Ghost that's hot on your tail.

OPTIONS:

Before entering a game, you can press the **X** Button to enter the options menu. You have the following Options:



SETTINGS - This screen allows you to change the following settings:

Difficulty - 1 or 2

Lives - Choose to start with 1, 2, 3, or 5 lives

Bonus - Sets the point value that must be reached to earn an extra life

10,000 points

15,000 points

20,000 points

None

SAVE - Save game scores and settings

LOAD - Load game scores and settings

RESET SCORES - Resets High Scores

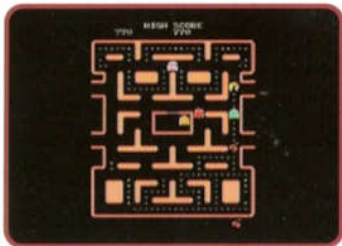
CREDITS - Displays List of Game Credits

CONTROLS:

Directional button or left analog stick Move

HOW TO PLAY THE GAME

The purpose of the game is to eat all the Pac-Dots from each maze while avoiding the four Ghosts. When all Pac-Dots are eaten up you can proceed to the next round.



RULES

- If Ms. Pac-Man touches a Ghost, she will lose one life.
- The game is over when all the lives are lost.
- An extra life is awarded by scoring 10,000 points.

POWER PELLETS

Chomp down on a Power Pellet and Ms. Pac-Man will have the power to eat Ghosts. When a Power Pellet is eaten, the Ghosts change to a dark-blue color for a short time. The Ghosts will start flashing before they turn back to their normal color, so watch out! After a Ghost has been eaten, its eyes return back to the Ghost Home and the Ghost is regenerated. The more Ghosts you eat in succession, the more points they are worth.


FRUIT

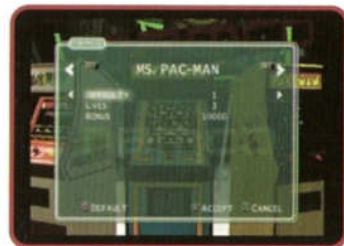
Fruit appears twice in each maze. Munch these for bonus points. The more mazes you complete, the more the fruit is worth.

WARP TUNNELS

Go through these tunnels and you'll shoot out on the other side of the maze. Use them to slow down a Ghost that's hot on your tail.

OPTIONS:

Before entering a game, you can press the  Button to enter the options menu. You have the following Options:



SETTINGS - This screen allows you to change the following settings:

Difficulty - 1 or 2

Lives - Choose to start with 1, 2, 3, or 5 lives

Bonus - Sets the point value that must be reached to earn an extra life

- 10,000 points
- 15,000 points
- 20,000 points
- None

SAVE - Save game scores and settings

LOAD - Load game scores and settings

RESET SCORES - Resets High Scores

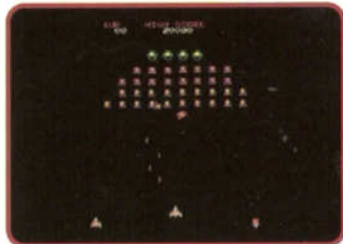
CREDITS - Displays List of Game Credits

CONTROLS:

Directional button or left analog stick Move

HOW TO PLAY THE GAME

When the game is started, the Galaga alien formation appears and assembles in the upper part of the screen. Soon after that, they start attacking. Your star fighter is operated by moving to the Left or Right. When Galaga troops come flying down to attack, you can defeat them with your missiles. When all the enemies have been defeated, you can proceed to the next round.



RULES

- You lose one star fighter when you are hit with an enemy's missile or when you touch the enemy.
- The game is over when all lives are lost.
- When two fighters are combined into one unit, your fighter has double the firepower. This fighter is called a dual fighter.
- After a Boss Galaga captures your fighter with his tractor beam, take your aim and fire! A single fighter will now change into a dual fighter!

TIPS

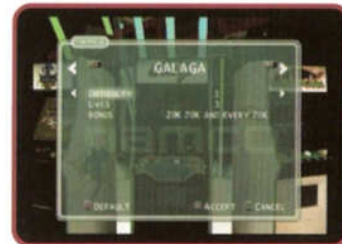
- If you shoot a captured fighter, the fighter will be destroyed. Be very careful and aim only at Boss Galaga!
- Be careful if there are no more fighters left and you are surrounded by a tractor beam; the game ends if your last fighter is captured.
- Attack Boss Galaga while he is flying! When a Boss Galaga with a captured fighter is attacked in formation, the captured fighter becomes your enemy!

YOUR CHANCE TO WIN BIG POINTS IN THE CHALLENGING STAGE!

The first challenging stage occurs on the third stage and on every fourth stage after that. Various types of Galagas will be flying in dancing formations. Since you can only obtain bonus points for the number of enemies that are defeated, you should shoot down as many as possible. Shoot down all enemies to get a perfect bonus.

OPTIONS:

Before entering a game, you can press the  Button to enter the options menu. You have the following Options:



SETTINGS - This screen allows you to change the following settings:

Difficulty - 1, 2, 3, 4

Lives - Choose to start with 2, 3, 4, or 5 lives

Bonus - Sets the point value that must be reached to earn an extra life
 20,000 points and 60,000 points and every 60,000 points after
 20,000 points and 70,000 points and every 70,000 points after
 20,000 points and 80,000 points and every 80,000 points after
 30,000 points and 100,000 points and every 100,000 points after
 30,000 points and 120,000 points and every 120,000 points after
 20,000 points and 60,000 points
 30,000 points and 80,000 points
 None

* These Values Change if the Lives Setting is 5

SAVE - Save game scores and settings

LOAD - Load game scores and settings

RESET SCORES - Resets High Scores

CREDITS - Displays List of Game Credits

CONTROLS:

Directional button or left analog stick Move

 **Button** Fire

HOW TO PLAY THE GAME

The enemy formations will attack you, one after another, when the game starts. Your mission is to destroy all the enemies to proceed to the next stage.



RULES

- You will lose one star fighter when you are hit with an enemy's attack or when you touch the enemy.
- The game is over when all star fighters are lost.
- An extra star fighter is awarded when scoring 7,000 points.

TIPS

- Destroy the escorts! – The boss with one escort is worth 200 points, with two is 300 points. Destroy both escorts first to get 800 points.
- If you take too long to destroy the formation, or there are only a few enemies left, they will start attacking very aggressively. Destroy the enemies quickly!

OPTIONS:

Before entering a game, you can press the **X** Button to enter the options menu. You have the following Options:



SETTINGS - This screen allows you to change the following settings:

Lives - Choose to start with 2 or 3 lives

Bonus - Sets the point value that must be reached to earn an extra life
 7,000 points
 10,000 points
 12,000 points
 20,000 points

SAVE - Save game scores and settings

LOAD - Load game scores and settings

RESET SCORES - Resets High Scores

CREDITS - Displays List of Game Credits

CONTROLS:

Directional button or left analog stick Move
X Button Fire

HOW TO PLAY THE GAME

Move Dig Dug and dig up the ground layers. Then use your pump to pop and eliminate the enemies or crush them with rocks, while avoiding their attacks.



RULES

- You lose a life if you are caught by the enemies, touch Fygar's fire or get crushed by a rock.
- The game is over when all lives are lost.
- An extra life is awarded when scoring 10,000 points and 40,000 points.

OPTIONS:

Before entering a game, you can press the **X** Button to enter the options menu. You have the following Options:



SETTINGS - This screen allows you to change the following settings:

Difficulty - 1, 2, 3, 4

Lives - Choose to start with 1, 2, 3, or 5 lives

Bonus - Sets the point value that must be reached to earn an extra life
 10,000 points and 40,000 points and every 40,000 points after
 10,000 points and 50,000 points and every 50,000 points after
 20,000 points and 60,000 points and every 60,000 points after
 20,000 points and 70,000 points and every 70,000 points after
 10,000 points and 40,000 points
 20,000 points and 60,000 points
 10,000 points

None

* These Values Change if the Lives Setting is 5

SAVE - Save game scores and settings

LOAD - Load game scores and settings

RESET SCORES - Resets High Scores

CREDITS - Displays List of Game Credits

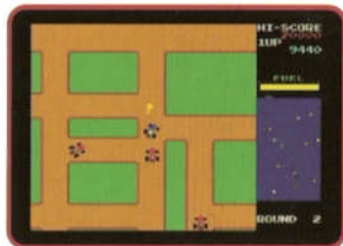
CONTROLS:

Directional button or left analog stick Move

X Button Pump

HOW TO PLAY THE GAME

Drive your car while avoiding rocks, dodging the red enemy cars and collecting flags. Once you have collected all the flags, you can proceed to the next round. Use the smoke screen to temporarily stun the enemy cars.

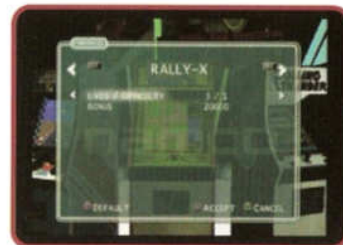


RULES

- You will lose one car each time you hit a rock or an enemy car.
- The game is over when all cars are lost.
- An extra car is awarded when scoring 20,000 points.
- You can receive bonus points for any fuel left over after capturing all flags.
- Special Flag - All points are doubled after obtaining the special flag.

OPTIONS:

Before entering a game, you can press the **X** Button to enter the options menu. You have the following Options:



SETTINGS - This screen allows you to change the following settings:

Lives	Difficulty	Bonus
2	1	5,000
3	1	20,000
1	2	10,000
2	2	5,000
3	2	20,000
1	3	10,000
2	3	15,000
3	3	20,000

SAVE - Save game scores and settings

LOAD - Load game scores and settings

RESET SCORES - Resets High Scores

CREDITS - Displays List of Game Credits

CONTROLS:

Directional button or left analog stick Move

X Button Smokescreen

HOW TO PLAY THE GAME

First you must qualify for the main race by completing one lap with a fast lap time. If successful, when you cross the Start/Finish line after completing the lap, you will receive your starting position for the main race. If you take too long you won't qualify for the main race, and the game will be over.



When starting the main race, you will begin from the position that you qualified. The race will start when the light turns green, and you must successfully complete four laps to finish the race. As the race progresses, you should avoid crashing into other cars, or obstacles on the sides of the racetrack. Also avoid driving over water puddles; since these slow you down. You will receive additional race time, for each lap that you complete by crossing the Start/Finish line. In the main race, if the time reaches zero before you cross the Start/Finish line, the game will be over.

TIPS

- Try to down shift into low gear, or let off on the accelerator, to slow down for sharp turns.
- When approaching traffic, try to drive between them by positioning the car in the center of the track. Beware of cars that change lanes!

OPTIONS:

Before entering a game, you can press the **X** Button to enter the options menu. You have the following Options:

SETTINGS - This screen allows you to change the following settings:

Laps - 3 or 4

Qualifying Lap Time - 90, 100, 110, 120 Seconds

Qualifying Rank - 1, 2, 3, 4, 5, 6, 7, 8

Extended Rank - 1, 2, 3, 4, 5, 6, 7, 8

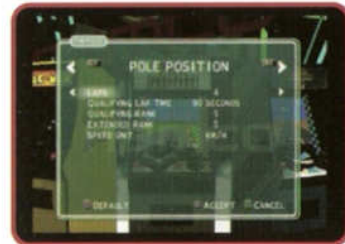
Speed Unit - KPH or MPH

SAVE - Save game scores and settings

LOAD - Load game scores and settings

RESET SCORES - Resets High Scores

CREDITS - Displays List of Game Credits



CONTROLS:

Directional button or left analog stick	Move
X Button	Gas
O Button	Brake
□ Button	Shift

POLE POSITION® II

HOW TO PLAY THE GAME

First you must qualify for the main race by completing one lap with a fast lap time. If successful, when you cross the Start/Finish line after completing the lap, you will receive your starting position for the main race. If you take too long on the qualifying lap, you won't qualify for the main race, and the game will be over.


When starting the main race, you will begin from the position that you qualified. The race will start when the light turns green, and you must successfully complete four laps to finish the race. As the race progresses, you should avoid crashing into other cars, or obstacles on the sides of the racetrack. Also avoid driving over water puddles, since these slow you down. You will receive additional race time, for each lap that you complete by crossing the Start/Finish line. In the main race, if the time reaches zero before you cross the Start/Finish line, the game will be over.

TIPS

• If you drive over water puddles at 370 kmh, you will have turbo charge power.



OPTIONS:

Before entering a game, you can press the  Button to enter the options menu. You have the following Options:

SETTINGS - This screen allows you to change the following settings:

Laps - 3, 4, 5 or 6

Qualifying Lap Time - 90 or 120 Seconds

Qualifying Rank - 1, 2, 3, 4

Extended Rank - 1, 2, 3, 4

Speed Unit - KPH or MPH

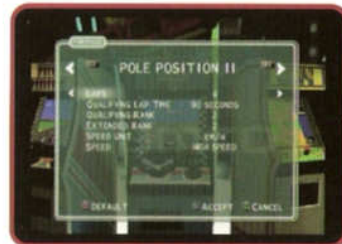
Speed - Average or High Speed

SAVE - Save game scores and settings

LOAD - Load game scores and settings

RESET SCORES - Resets High Scores

CREDITS - Displays List of Game Credits



CONTROLS:

Directional button or left analog stick	Move
 Button	Gas
 Button	Brake
 Button	Shift

HOW TO PLAY THE GAME


Your ship, the "Solvalou", will be operated by using the Directional Button or Left analog stick. Shoot the Zapper missile to destroy the flying enemies and Blaster bomb to destroy the enemies on the ground.



RULES

- You will lose one Solvalou when you are hit with an enemy's attack or when you touch the enemy. The game is over when all lives are lost.
- When you lose all your Solvalou, the game is over.
- An extra life is awarded when scoring 10,000 points, 40,000 points and each subsequent 40,000 points.

OPTIONS:

Before entering a game, you can press the  Button to enter the options menu. You have the following Options:



SETTINGS - This screen allows you to change the following settings:

Difficulty - 1, 2, 3, 4

Lives - Choose to start with 1, 2, 3, or 5 lives

Bonus - Sets the point value that must be reached to earn an extra life
 10,000, 40,000 and every 40,000 points
 10,000, 50,000, and every 50,000 points
 20,000, 50,000, and every 50,000 points
 20,000, 60,000, and every 60,000 points
 20,000, 70,000, and every 70,000 points
 20,000, 80,000, and every 80,000 points
 20,000 and 60,000 points

None

* These Values Change if the Lives Setting is 5

Special Flags Award - Bonus Life, 10,000

SAVE - Save game scores and settings

LOAD - Load game scores and settings

RESET SCORES - Resets High Scores

CREDITS - Displays List of Game Credits

CONTROLS:

Directional button or left analog stick Move

 Button Fire

 Button Bomb

HOW TO PLAY THE GAME

Princess Alisha has been spirited away by the King of Darkness Zavel to be offered up as a sacrifice. You, the good knight Amur, must transform into a blue Dragon to save her from her fate.



You can select which round in which to start. Move the Directional button or Left analog stick Left and Right to choose your round, and press the **X** button to enter selection.

RULES

- When the Dragon runs into the enemy or is hit by enemy attacks, the life gauge will go down (or, if you are powered up, you will then be powered down). When the life gauge reaches zero, one life is lost.
- The game is over when all lives are lost.
- Enemies will attack you from both ground and air. You can't use Dragon-fire meant for the air against enemies on the ground, and vice versa, so use them skillfully!
- Zavel's underling Bosses appear at the end of each area. When you destroy each boss, you clear the area.
- At a certain score level, or when three extends are collected, you will receive an extra life.

COLLECT ITEMS TO POWER UP

When you break the blue or red-colored eggs on the ground, or destroy the blinking white enemies, different kinds of power up items will appear. These items can help you clear the area you're in, don't miss them!

OPTIONS:

Before entering a game, you can press the **X** Button to enter the options menu. You have the following Options:



SETTINGS - This screen allows you to change the following settings:

Difficulty - 1, 2, 3

Lives - Choose to start with 2, 3, 4, or 5 lives

1st Bonus - Sets the point value that must be reached to earn an extra life
- 80,000, 100,000, 120,000 points

2nd Bonus - 180,000, 200,000, 250,000 points

Life Units - 2, 3

SAVE - Save game scores and settings

LOAD - Load game scores and settings

RESET SCORES - Resets High Scores

CREDITS - Displays List of Game Credits

CONTROLS:

Directional button or left analog stick Move

X Button Fire

O Button Bomb

HOW TO PLAY THE GAME

The object of the game is to attack and destroy the enemy's bases while flying your fighter and dodging enemy attacks. You can proceed to the next round when all the enemy bases are destroyed. You must also shoot down enemy fighters that get in your way, and avoid colliding with asteroids and space mines.



RULES

- You will lose one fighter every time you are touched by an enemy or an enemy's attack, or if you touch an obstacle.
- The game is over when all fighters are lost.
- One star fighter will be awarded by scoring 10,000 points and 50,000 points, after that, each star fighter is awarded for every additional 50,000 points.
- The Continue Screen appears when the game is over. You can continue playing the game by pressing the **L2** Button, or **R2** Button for 2 players, before the countdown reaches zero.

OPTIONS:

Before entering a game, you can press the **X** Button to enter the options menu. You have the following Options:



SETTINGS - This screen allows you to change the following settings:

Difficulty - 1, 2, 3, 4

Lives - Choose to start with 1, 2, 3, or 5 lives

Bonus - Sets the point value that must be reached to earn an extra life
 10,000, 50,000, and every 50,000 points
 15,000, 50,000, and every 50,000 points
 15,000, 70,000, and every 70,000 points
 20,000, 70,000, and every 70,000 points
 30,000, 100,000, and every 100,000 points
 15,000 and 50,000 points
 20,000 and 70,000 points
 None

* These Values Change if the lives Setting is 5

SAVE - Save game scores and settings

LOAD - Load game scores and settings

RESET SCORES - Resets High Scores

CREDITS - Displays List of Game Credits

CONTROLS:

Directional button or left analog stick Move

X Button Fire

HOW TO PLAY THE GAME

You play as a secret agent codenamed "Albatross". As a member of the Rolling Thunder team, your mission is to stop the criminal organization known as Geldra, rescue Agent Lelia Blitz and eventually overthrow Geldra's leader Maboo.



RULES

- You lose health if you are touched by the enemies, hit by the enemy fire, or the mission timer runs out.
- The game is over when all lives are lost.
- The Continue Screen appears when the game is over. You can continue playing the game by pressing the **L2** Button, or **R2** Button for 2 players, before the countdown reaches zero.

OPTIONS:

Before entering a game, you can press the **X** Button to enter the options menu. You have the following Options:



SETTINGS - This screen allows you to change the following settings:

Difficulty - 1, 2

Lives - Choose to start with 3 or 5 lives

Bonus - Sets the point value that must be reached to earn an extra life
70,000 and 200,000 points
100,000 and 300,000 points

Invulnerability - On, Off

Timer Value - 120 or 150 Seconds

Continue - 3 or 6 games Maximum

SAVE - Save game scores and settings

LOAD - Load game scores and settings

RESET SCORES - Resets High Scores

CREDITS - Displays List of Game Credits

CONTROLS:

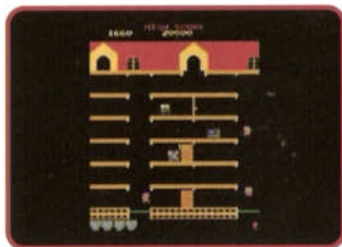
Directional button or left analog stick Move

X Button Fire

O Button Jump

HOW TO PLAY THE GAME

Take back the items stolen by Goro & Mewkies while avoiding their attacks. When you collect all of the stolen items, you can go to the next round.



UTILIZING THE TRAMPOLINES AND THE DOORS

Move Up or Down by bouncing on the trampolines. Press ← or → on the directional button or Left analog stick after bouncing on the trampoline to land of the floor. Open the door to temporarily stun the cats when they are close to the door. Doors open in the direction that the doorknob is facing.

STRIKE BACK WITH THE MICROWAVE DOOR

When you are in danger of being caught by the cats, run to the microwave door to give them a big surprise. Open the door, and the microwave will temporarily throw the cats outside.

RULES

- Every time you are caught by the cats or drop to the floor or below the floor, you will lose a life.
- The game is over when all lives are lost.
- You are safe when bouncing on the trampolines, but you can't avoid the CAT COIN that will appear if you take too long to clear the round.
- An extra life is awarded when scoring 20,000 points, 70,000 points, and each subsequent 70,000 points.

OPTIONS:

Before entering a game, you can press the ⊗ Button to enter the options menu. You have the following Options:



SETTINGS - This screen allows you to change the following settings:

Difficulty - 1, 2, 3, 4, 5, 6, 7, 8

Lives - Choose to start with 1, 2, 3, or 5 lives

Bonus - Sets the point value that must be reached to earn an extra life
 20,000, 70,000, and every 70,000 points
 20,000, 80,000, and every 80,000 points
 20,000 and 70,000
 20,000 and 60,000
 20,000 and 80,000
 30,000 and 100,000
 20,000 points

None

* These Values Change if the Lives Setting is 5

SAVE - Save game scores and settings

LOAD - Load game scores and settings

RESET SCORES - Resets High Scores

CREDITS - Displays List of Game Credits

CONTROLS:

Directional button or left analog stick Move
 ⊗ Button Open/Close Doors

HOW TO PLAY THE GAME

Dive and loop to avoid enemy fire as you fly through the skies. Be sure to grab the bomb and blow up the target.



RULES

- If you are shot down, rapidly press the **X** button while holding Up on the directional button or Left analog stick to recover.
- The game is over when all lives are lost.
- An extra life is awarded when scoring 20,000 points and 80,000 points and each subsequent 80,000 points.

BOMBS

Make sure that you grab the bomb and destroy the target in each level for extra points.

OPTIONS:

Before entering a game, you can press the **X** Button to enter the options menu. You have the following Options:



SETTINGS - This screen allows you to change the following settings:

Lives - Choose to start with 1, 2, 3, or 5 lives

Bonus - Sets the point value that must be reached to earn an extra life
20,000, 80,000, and every 80,000 points
30,000, 90,000, and every 90,000 points
20,000 and 80,000 points
30,000 and 90,000 points

SAVE - Save game scores and settings

LOAD - Load game scores and settings

RESET SCORES - Resets High Scores

CREDITS - Displays List of Game Credits

CONTROLS:

- Directional button or left analog stick** Move
X Button Fire
O Button Loop/Drop Bomb

CREDITS

Published by: **Namco Hometek Inc**
Developed by: **Digital Eclipse**

NAMCO HOMETEK INC.

PRODUCTION

Business Unit Director
Jeff Lujan

Producer
Peter Cesario

Assistant Producer
Ben Cole

MARKETING/PR

Sr. Marketing Manager
Sean Mylett

Sr. PR Manager
Mika Kelly

PR Specialist
Robert Cogburn

OPERATIONS

Senior Operations Manager
Jennifer Tersigni

QUALITY ASSURANCE

QA & Customer Service Manager
Glen A. Cureton

QA Supervisor
Daryle Tumacder

Senior QA Lead
Jesse Mejia

QA Assistant Lead
Mike Stevens

QA Testers
Scott Pendleton
Mike Brazil
James Barron
Chris Chen
Jason Rainwater
Adam Hansen
Mark Walker
Douglas Morrison
Rvi Morgan
Gene Duenas
Jesus Barragan
Phil Musil
Brian Ellak

Special Thanks To:
Nobuhiro Kasahara
Robert Ennis
Garry Cole
Yoshi Niki
Brian Schorr
Lee Hsiao
Raymond Chung
Toru Ogawa
Tak Hyodo

Shigeru Sato
Makoto Inoue
Yoshiaki Saito
Shin Mori
David Robinson
Mark Brown
Phil Cohen
Chester Vergara
Brent Coyle
Tom Usher Designs

DIGITAL ECLIPSE

Lead Programmers
Vernon Brooks
John Kowalski

Programmers
Chuck Chow
Jim Lao
Ringo Cheng

Additional Programming
Colin Fletcher
John Frohwein
Ryan Tom

Front-End Artists
Kate Freeman
Daniel Lam

Sound
Robert Baffy

Producer
Taylor Miller

Executive Producer
Joe Bonar

Technical Producer
Jeff Vavasour

Technical Director
George Phillips

Art Director
Ryan Slemko

Creative Director
Trent Ward

President
Andrew Ayre

Special Thanks
Donald Rayl
Luke Huang
Richard Rayl
Vance Naegle
Jeff Hanson
Dan White

Music Provided by **INgrooves**

NOTES

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 using your web browser!

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

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

Namco Hometek 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 Hometek Inc. warrants to the original purchaser that this Namco Hometek Inc. game pak 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 Hometek Inc. will repair or replace the defective game pak 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.

LIMITATIONS 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 Hometek 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 limitations 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