

PACMAN WORLD RALLY



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

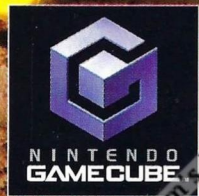
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PACMAN WORLD RALLY



INSTRUCTION BOOKLET



Vision & Lab

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



Vimm's Lair

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**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.**



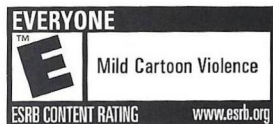
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MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**

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RACMAN WORLD RALLY

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Vinn's Lair

GETTING STARTED

SETTING UP

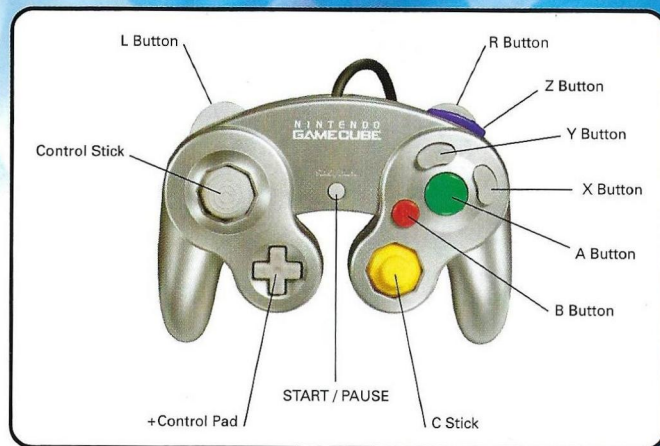
Set up your Nintendo GameCube™ system according to the instructions in the instruction manual. Make sure the POWER Button is turned on. When the power indicator lights up, press the OPEN Button and the Disc Cover will open. Place the **PAC-MAN WORLD RALLY™** Game Disc on the disc tray with the label facing up. Manually close the Disc Cover and the game will begin to load.

MEMORY CARDS

Insert a Nintendo GameCube™ Memory Card to load a saved game or create a new **PAC-MAN WORLD RALLY™** game file. One file and 19 blocks are required to create a new **PAC-MAN WORLD RALLY™** game file.

CONTROLS

NINTENDO GAMECUBE™ CONTROLLER



GAME CONTROLS

Control Stick or +Control Pad	Turning and Movement, Navigate
A Button	Acceleration
X Button	Guardian
Y Button	Pac-Mobile
B Button	Brakes/Reverse
Z Button	Guardian
L Button	Deploy Weapon
R Button	Hop (Hold button to Powerslide)
START/PAUSE	Pause Game

STARTING THE GAME

MAIN MENU SELECTIONS

RACE

Continue to the Race Menu

HALL OF FAME

View record times for Circuit races and Time Trials.

OPTIONS

Change game settings, view Controller functions.

- **Save Profile** – Save your game.
- **Load Profile** – Load a saved game.
- **Sound Settings**
- **Pac-Mobile Camera** – Turn the Pac-Mobile camera on or off.
- **Autosave** – Turn Autosave on or off.
- **Widescreen Mode**
- **Controller**
- **Gamelay Tips** – Learn useful tips for Race and Battle Modes.

SAVING YOUR GAME

Game data is automatically saved in the following situations:

- After finishing a Time Trial Race
- After finishing a Circuit race
- When you exit the Options Screen

PLAYING THE GAME

1. Select Race from the Main Menu.
2. Select 1 to 4 players.
3. Select a game mode.
4. Select a difficulty setting (Easy, Normal, Hard or Nightmare)
5. Select the cup or track you want to play.
6. Select a character. Each character has four different statistics:
 - Acceleration
 - Top Speed
 - Maneuverability
 - Weight Class

GAME MODES

CIRCUIT MODE

Includes the Cherry, Grape, Watermelon, Classic and Rally Cups. Go for the gold to unlock new characters and tracks.

QUICK RACE

Race on any unlocked track with any unlocked character.

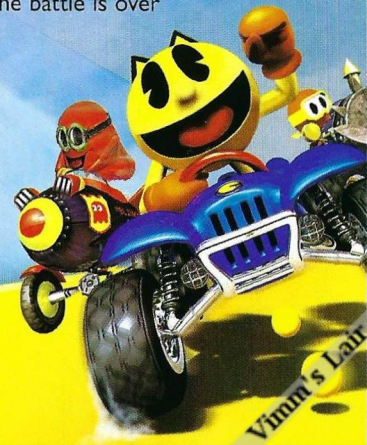
TIME TRIALS

Race against yourself for the best time around any unlocked track. Once you have completed a race, you can retry the level against a "ghost" version of that race.

BATTLE MODE

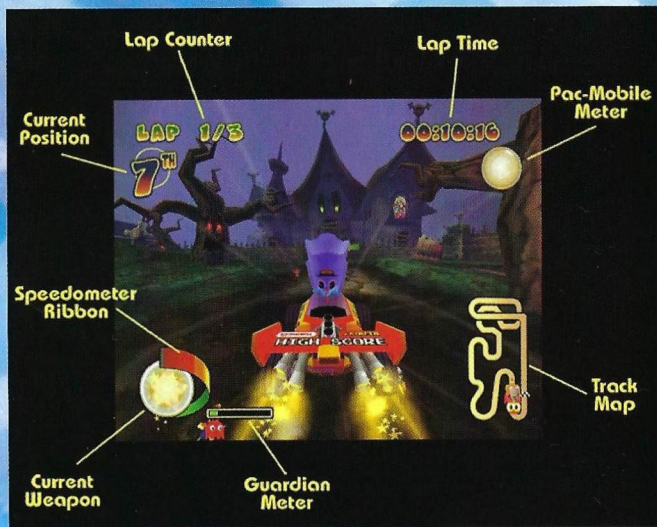
Vehicular combat with a completely new set of weapons! Karts have life bars and can use health and armor pick-ups strategically.

- **Deathmatch** – Set the number of eliminations and battle until someone earns the win.
- **Free For All** – Set the time of the battle and the player eliminates the most opponents at the end of the timer wins!
- **Last Kart Driving** – King of the mountain – survive the longest and you win!
- **Binge** – Collect the most fruit in the arena and establish your reputation as the best Binger.
- **Classic** – Pick up as many Pac-Dots as you can in this scramble to consume the most. The battle is over once the last Pac-Dot is gone.



GAME SCREENS

SCREEN INFORMATION



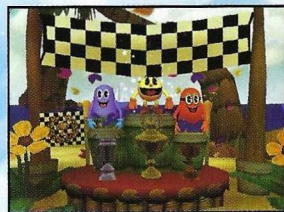
RESULTS SCREEN

After finishing a race, you will proceed to the Results Screen, where you can see your current race time and check what place you've taken in the race.

PL	CHAR	CIRCUIT	RESULTS	TIME	DIFF
1st	[Icon]	08:04:00	01		
2nd	[Icon]	08:04:20	01		
3rd	[Icon]	08:00:18	01		
4th	[Icon]	08:11:208	01		
5th	[Icon]	08:11:308	01		
6th	[Icon]	08:11:720	01		
7th	[Icon]	08:08:497	01		
8th	[Icon]	1 018 0:58	0		

AWARDS CEREMONY

When you take 1st, 2nd or 3rd place in a Circuit Cup, you will win a gold, silver or bronze trophy and proceed to the Awards Ceremony.



RACING TECHNIQUES

BOOST OFF THE STARTING LINE

Time your acceleration press at the start line and earn an added boost out of the gate. Press and hold the acceleration button on the second yellow light during the starting countdown. If you press/hold the button too early your tires will spin out and cost you valuable time.



PAC-DOTS AND THE PAC-MOBILE



Pac-Dots are released onto the track when the player makes contact with a **Power Pellet**.



Collect Pac-Dots by driving over them to fill your **Pac-Mobile Meter** (yellow arrow).



When your Pac-Mobile meter is full, you will be prompted to press the **Y Button** to activate the power-up (yellow arrow).

RACING TECHNIQUES

PAC-DOTS AND THE PAC-MOBILE (continued)



Once you transform into the **Pac-Mobile**, all other racers turn into **blue ghosts** and can be gobbled up to earn Ghost Currency (See page 16).



If another racer activates the Pac-Mobile, your character will turn into a **blue ghost** and you must try to avoid being eaten.

FRUIT SHORTCUTS

By collecting fruit off the track during a race, you can unlock Fruit Shortcuts. When you spot a door marked with a Cherry, Grape or Watermelon, you will need to collect the corresponding fruit to gain entrance to that shortcut.



To release fruit onto the track, make contact with a Fruit Key.



When triggered, the Fruit Key will release fruit onto the track in different locations.



When you have collected the required fruit, the Fruit Shortcut will open up for you as you approach it.

POWER SLIDING AND GUARDIANS

Press and hold the **R Button** to **Power Slide**. You will know you are **Power Sliding** when sparks shoot from the back of your kart.

Power Sliding will help you get around tight corners without slowing down by going into a controlled slide. You can control your drift with the **Control Stick** or **+Control Pad**.

If you make contact with a wall, the power slide will stop.

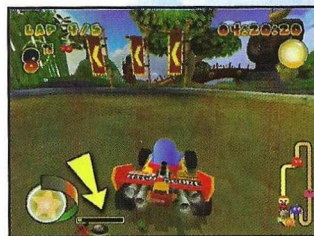
Your power slide will upgrade automatically the longer you hold it and will reward you with a short speed boost when you release the **R Button**. The color of the sparks will change as it upgrades. The longer you hold the slide, the longer the speed boost.



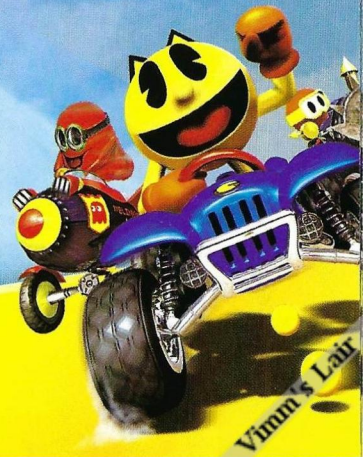
Inky Power Slides around a turn.



Inky gets a speed boost when coming out of the Power Slide.



Whenever you Power Slide, you are filling up your Guardian meter (Yellow arrow).



POWER SLIDING AND GUARDIANS

When the meter is full you will earn a **Guardian**. A **Guardian** gives you a boost in speed and invulnerability for a short time. Three **Guardians** can be held in inventory and used strategically, by pressing the **X Button**.



GUARDIAN ANGEL / DEVIL

There are 2 kinds of the Guardians, depending if the driver is a “good” or a “bad” guy. The good characters get a Guardian Angel that flies above their kart, creating a force field to protect them from harm. The bad guys get a Guardian Devil for the same purpose.

The Guardian is an extra bit of protection that you can use at any point to help protect you from hazards, power-ups and other dangerous situations.



Inky protects himself from obstacles and weapons by using a **Guardian**.

POWER-UPS: RACING

Power-ups are the items a player receives when they running into a **Pac-Box** during a race. The items you receive are determined randomly. There are standard power-ups and there are also special power-ups you can unlock by earning Ghost Currency (See page 16).

PAC-BOXES

There are two types of **Pac-Boxes**: **Blue Pac-Boxes** and **Green Pac-Boxes**.



Blue Pac-Boxes contain a single Power-Up.



Green Pac-Boxes contain three Power-Ups.



POWER-UPS: RACING



PAC-DORA BOX

The Pac-Dora box is the evil version of the regular Blue or Green Pac-Boxes, and will cause the player chaos.



GREEN PAC-BOMB

These little legged robots will run along the ground, and sprout wings to fly over gaps to seek out and destroy their targets. The Green Pac-Bomb is a non-homing weapon that explodes causing the opponent's kart to tumble.



RED PAC-BOMB

The Red Pac-Bombs are much more powerful than their green brothers. The Red Pac-Bomb will sniff out the closest opponent and race after them.



BLUE PAC-BOMB

The Blue Pac-Bombs are airborne and are programmed to track down and strike the leader of the pack while flying over anything in-between. Upon detonation, the Blue Pac-Bomb will deal out splash damage, which can affect any other racers nearby.



ATOMIC PELLET

Using an Atomic Pellet will cause the player's kart to get a burst of speed for a short time.



SNOWMAN

When a snowman is released on the track, he will start throwing snowballs at karts as they pass by, causing them to spin out. If a kart runs into a Snowman, it will be trapped in a block of ice and the player will need to mash on the **A Button** to get out.



STORM CLOUD

The Storm Cloud affects all the other karts in the race, and will perch above their heads when deployed. The cloud then starts to rain causing the kart to have a slippery surface and a reduced speed. Using a Storm Cloud is a great tool for catching up.

SPECIAL POWER-UPS



BLACK PAC-BOMB

The Black Pac-Bomb is a beefed up version on the Green Pac-Bomb. It is a very unique weapon in its abilities to hit up to three targets and cast an area of effect upon detonation.



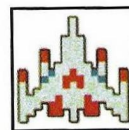
SIRIA THE ICE DRAGON

Siria takes a break from the Dragon Spirit™ series to have some harmless fun against the racers in **PAC-MAN WORLD RALLY™**. Siria breathes her cold breath behind a player to produce ice blocks that land behind the kart she's protecting. Unaware players who drive into the blocks will be frozen solid and have to button mash out.



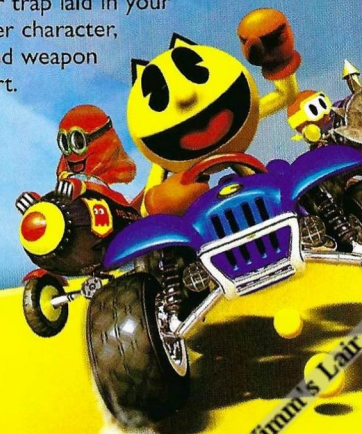
SIR PAC-A-LOT

Sir Pac-A-Lot is a very powerful defensive weapon, being the only Power-Up that can take multiple hits. He uses a large shield to deflect power-ups, and has a sharp sword he flattens his opponents with. He serves his master, and holds no alliances.



GALAGA SHIP

When deployed, the Galaga Ship will perch in front of the kart and act as an automated turret. The Galaga Ship will automatically shoot any weapon or trap laid in your path, shoot at another character, or shoot at an unused weapon on an opponent's kart.



WEAPONS

UNLOCKING WEAPONS WITH GHOST CURRENCY

Consume enough **blue ghosts** and you will unlock weapons:

LOCKED WEAPONS

REQUIREMENT

Black Pac-Bomb

Eat 6 Ghosts in Cherry Cup
Any Difficulty Setting

Siria (Ice Dragon)

Eat 8 Ghosts in Grape Cup
Any Difficulty Setting

Sir Pac-A-Lot

Eat 10 Ghosts in Watermelon Cup
Any Difficulty Setting

Galaga Ship

Eat 12 Ghosts in Classic Cup
Any Difficulty Setting

BATTLE WEAPONS



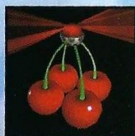
BANANA RAM (BATTERING RAM)

This weapon doesn't deploy, or shoot at opponents, but sticks a large banana on the front of the kart that can be used as a battering ram. Players must smash into their opponent with the front of their kart to inflict massive damage.



BLUEBERRY BLASTER (ROCKETS)

This weapon is front deployment only, which launches one rocket at a time. These rockets move very quickly, are non-homing, and they explode on contact.



CHERRY BOMBS (MINES)

Cherry Bombs are rear deployment only. Large cherry mines will be dropped behind the kart, which will cause massive damage if they are run over.



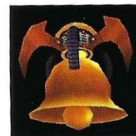
GRAPE GRENADES (GRENADE LAUNCHER)

This weapon is front deployment only, and shoots multiple 'bouncy' grape grenades that explode when their timer runs out. The bombs must bounce once before they explode, making them ideal to bounce off a corner wall, or toss down from a ledge.



PAC-DOT GUN (MACHINE GUN)

This weapon is for front deployment only and fires Pac-Dots in rapid succession.



SONIC BELL (SHOCKWAVE)

This weapon is an area effect deployment, which strikes all karts in the close proximity with a sonic blast inflicting them damage.



STRAWBERRY STRIKER (HOMING MISSILE)

This weapon is for front deployment only, and launches a single homing Strawberry missile. Upon detonation, it can hit multiple targets with splash damage.



WATERMELON SEED SPITTER (RAIL GUN)

This weapon fires seeds out of a watermelon. The seeds are very quick, and have a long range.

BATTLE PICK-UPS

Health pack (Repairs) + Pac-Shield (Invulnerability)

There are 2 pick-ups out in the world. The Health pack will replenish your life bar completely, and the Pac-Shield will shield the player from harm for 10 full seconds.



CREDITS

NAMCO BANDAI GAMES AMERICA INC.

**Director Internal/External
Development**
John Whitmore

Associate Producer
Mark Brown

Business Unit Director
Jeff Lujan
Executive Producer
Pierre Roux

Marketing Director
Yoko Nakao

**Product Marketing
Manager**
Bryan Chu

**Senior Public Relations
Manager**
Mika Kelly

Public Relations Manager
Kristin Calcagno

National Sales Manager
Brian Schorr

**Director of Publishing
Support**
Glen A. Cureton

**Senior Facilities and
Operations Manager**
Jennifer Tersigni

**Quality Assurance
Manager**
Chuck McFadden

**Quality Assurance &
Customer Support
Supervisor**
Daryle Tumacder

**Quality Assurance
Project Lead**
Matt Peterson

**Quality Assurance
Assistant Lead**
Y Pham

Quality Assurance Testers
Darren Agellon
Manny Asencio
Jeff Davis
Gene Duenas
Mohammad Harirsaz
Robert Hart

Luke Lajoie
Gil Oliva
Abelina Villegas
Josh Vincent
Mitch Zamara

Special Thanks
Genichi Ito
Nobuhiro Kasahara
Garry Cole
Makoto Iwai
Shuji Nakata
David Robinson
Myrna Dobron
Hideki Yoshimoto
Shinsuke Mori
Rachel Lee

Ai Hasegawa
Janna Smith
Dan Tovar
Benjamin Cole
Chester Vergara
Mike Morashita
Mitch Boyer
Peter Cesario
Heidi Brodie
Wayne Shiu
Sean Mylett
Tom Usher Designs
Kristin Minds
Petrol Advertising

SMART BOMB INTERACTIVE

President
Kris Johnson

Vice President
Clark Stacey

**Director of Product
Development**
Jeff Amis

Executive Producer
Clark Stacey

Technology Director
Kris Johnson

Producer
Jeff Amis

Game Designer
Jeff "JeLo" Robinson

Art Director
Rodney Olmos

Lead Programmer
Bruce Johnson

Engine Programmers
Peter Dalton
Shane Smit
Brian Stringham
Daryl Tung

Console Programmer
Kennett Galbraith

Console Programmer
Greg Roth

Console Programmer
Dak Babcock

Console Programmer
Brian Stringham

Network Programmer
Kevin Lin

**Animation and Physics
Programmer**
Daryl Tung

Tools Programmer
Joseph Hansen

Tools Manager
Wayne Healey

AI Programmer
Bruce Johnson

PC Installer Programmer
Darren Healey

Lead Scripter
Wayne Healey

Scripting
Joseph Hansen
Matt Nussbaum
Jason Shelton
John Tran

**3D Environment Artist
Lead**
Adam Howard

3D Environment Artists
Jason Anderson
Dave Laub
Scott Ligon
Rodney Olmos
Janssen Pangilinan

3D Character Artists
Paul Boyle
Peter Wagner

3D Vehicle Artist
Peter Wagner

3D Artists
Dave Laub
Scott Ligon
Dan Lyons

3D Texture Artists
Dave Laub
Jack Martin
Rodney Olmos

Interface Artist
Dan Lyons

Conceptual Artist
Dave Laub

Lead Animator
Nathan Riddle

Animator
Jett Attwood

QA Lead
TL Shelton

QA Team
Lars Comstock
Mike Jones
Matt Nussbaum
Jason Shelton
Niven Wofford

Sound Design
Tallarico Studios:
Joey Kuras
Tommy Tallarico

Music
Tommy Tallarico

IT Manager
Darren Healey

Office Manager
Joy Hawkes

Intro Cinematic
Silver Fish Creative:
D. Christopher Salmon

Additional Contributors
Chuck Carter
Preston Whitney
Dweezil Zappa

Special Thanks
Phil Cohen
Andreea Enache
Tim Huntsman
Dweezil Zappa

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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.

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