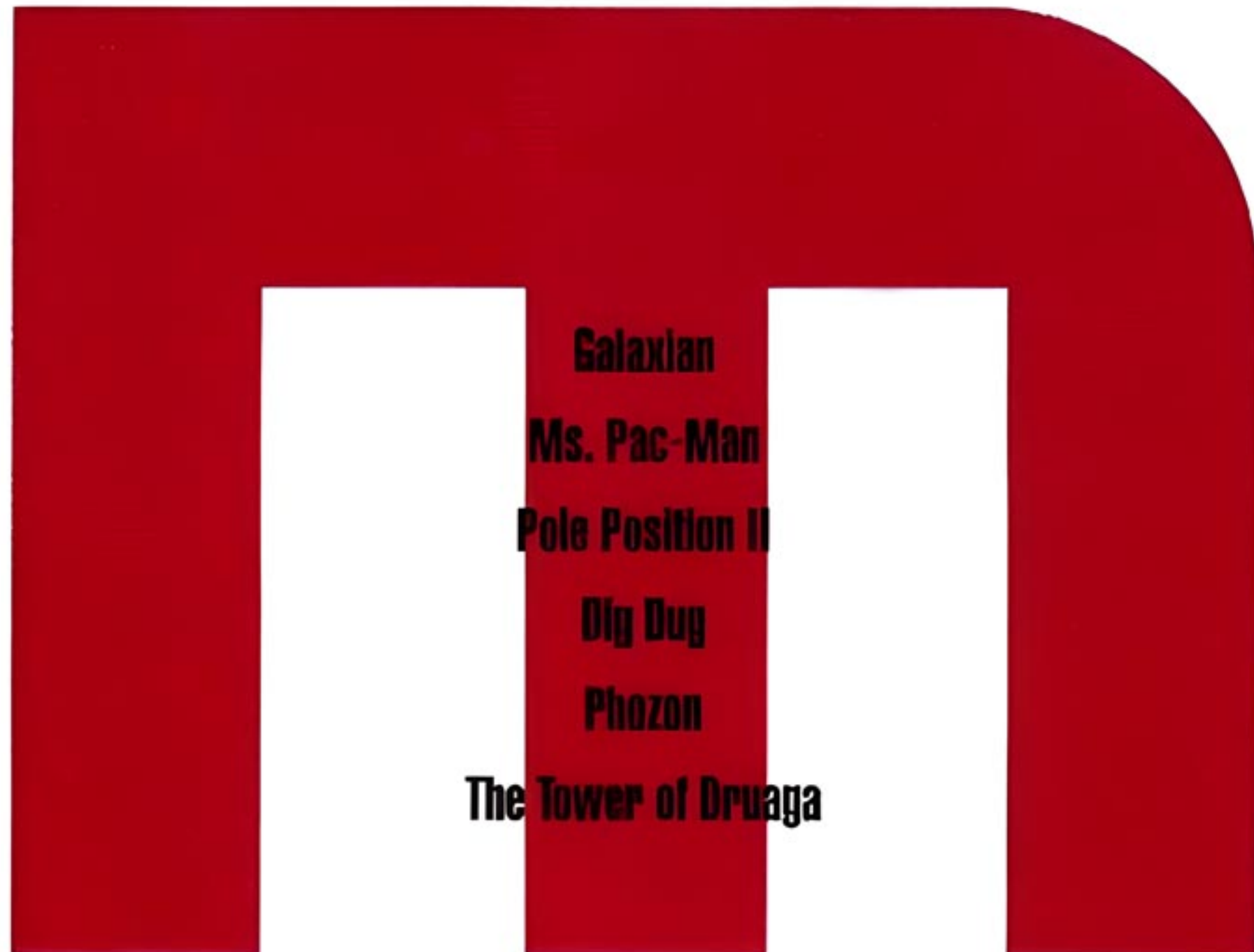




NTSC U/C

PlayStation®



Galaxian

Ms. Pac-Man

Pole Position II

Dig Dug

Phozon

The Tower of Druaga

N A M C O M U S E U M™

VOL. 3



WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

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 game 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 game 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.

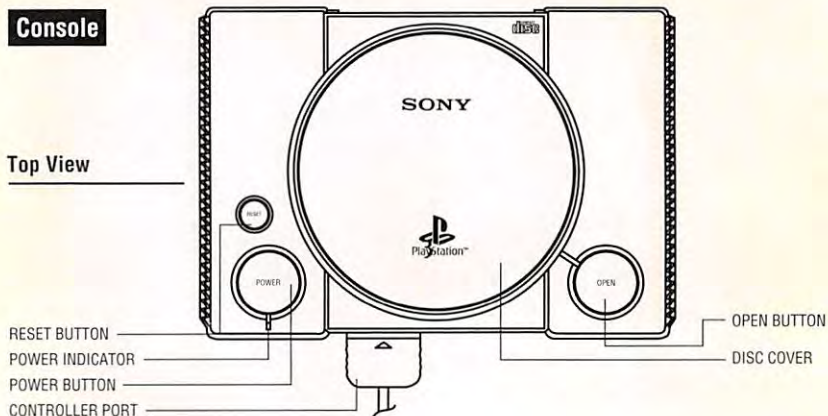
HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- 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.

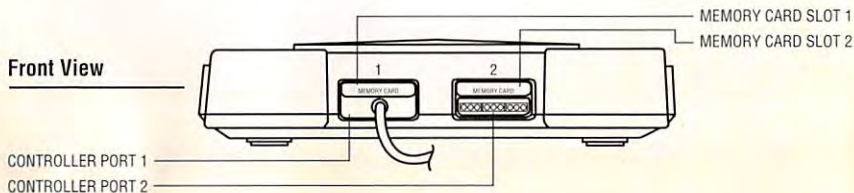
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Namco Museum Volume 3 disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

Console

Top View

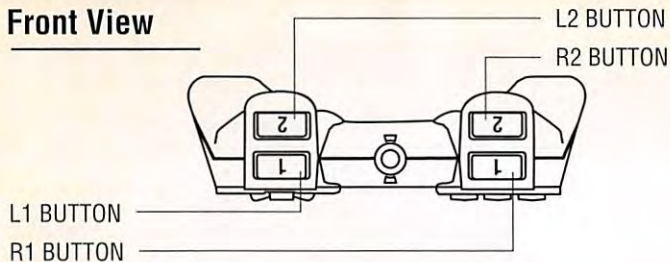


Front View

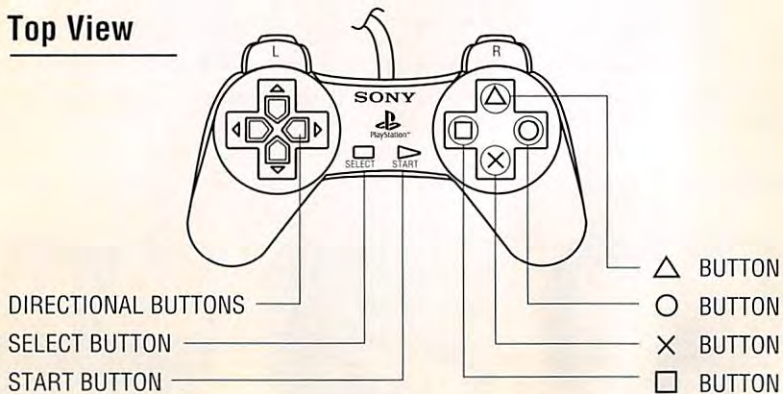


Controller

Front View



Top View



PRECAUTIONS WHEN USING THE ARCADE VERTICAL MODE

Normally, the arcade games can be played by using a normal monitor in the horizontal position, as well as a special type of vertical monitor designed for the arcade vertical mode. A horizontal monitor can be set on its side to achieve the arcade vertical position, but we don't recommend that you do this. The player should not play Galaxian, Ms. Pac-Man, Dig Dug, Phozon or The Tower of Druaga when a horizontal type monitor is set on its side in the vertical position. This could cause the monitor to fall and cause an injury, or it could also cause the monitor to malfunction.

These games should always be played when the monitor is in the normal upright position.

GREETINGS!

Thank you very much for visiting the NAMCO Museum today ! The NAMCO Museum is a place of fun and entertainment where you will experience a number of famous games as they were played during their glory years. It goes without saying that we have a lot of exhibits and other interesting materials showing the progress our company has achieved.

In this third volume of the NAMCO Museum series, the museum was remodeled, and the game options are easier to access. This new museum includes a theater and a library, enjoy !

first floor



RECEPTION AREA



INFORMATION



RECORD BOOK



LIBRARY



THEATER



GALAXIAN

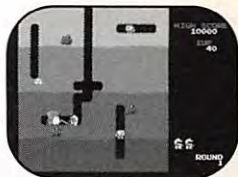
second floor



MS. PAC-MAN



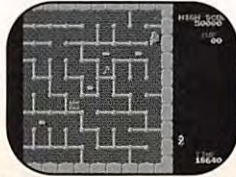
POLE POSITION II



DIG DUG



PHOZON



THE TOWER OF DRUGA



EXHIBITS

GETTING STARTED

Press the Start Button when the Title screen is displayed. You can use the Directional keys to switch between the icons displayed on the Menu screen. Press the **X** Button to determine your Mode Selection.

Museum

Select this icon to explore the museum. The screen will change to display the inside of the museum. The player can look at the items exhibited in the museum and select which of the six respective games to play.



MENU SCREEN

Games

Select this icon to play a game. The game can be played as soon as a game icon is selected from the Games Select menu. Selection is made with the Directional keys and confirmed with the **X** Button. **[RECORD BOOK]** will show you your game records. **[EXIT]** will return the player to the Title screen.



**GAMES SELECT
MENU**

Stereo / Mono

Select this icon with the **X** Button for Stereo or Mono mode.

BASIC COMMANDS INSIDE THE MUSEUM

The commands used inside the museum are explained below. Please read the explanation of the game controller provided on the pages relating to the respective games.

Standard Controller

Start Button -- Press to select the Games Select menu. (This can be used to start a game immediately from any location in the museum). Select a Game icon, then press the **X** Button to choose the game.

Directional keys -- Determines movements (walk forward or backward, and turning, by changing direction to the right or left); also used for menu cursor movements.

▲ button Use to look up towards the ceiling.

X button Use to select an exhibited object or a display switch.

● button Press and hold this button to speed up movement when walking forward or backward.

neGcon Controller

Start Button -- Press to select the Games select menu. (This can be used to start a game immediately from any location in the museum). Select a game icon, then press the **I** Button to choose the game.

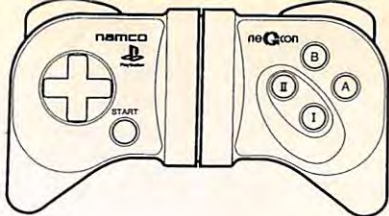
Directional Keys -- Determines movements (walk forward or backward and turning, by changing direction to the right or to the left); also used for menu cursor movement.

B Button -- Press to look up towards the ceiling.



I Button -- Use to select an exhibited object or a display switch.

A Button -- Press and hold this button to speed up movement when walking forward or backward.



* The Directional keys are used to view an exhibit. You can get closer to an exhibit by pressing the button upward and by adjusting the direction to the left or to the right. The **X** Button can be used for an even more detailed display (the **I** Button when the neGcon is used). In addition, after getting closer to the exhibited object, you will see Pac-Man in the lower right part of the screen and he will indicate by his gestures that an exhibited object is present.

neGcon Caution: Occasionally when you first start to play a game with your neGcon, you may find that the twist control function is either oversensitive or biased in one direction, e.g. in Pole Position II, the car may veer to one side even when you're not touching the controller. Don't worry, this is not a fault with the game or the neGcon and can easily be remedied by opening the options window and calibrating your neGcon following the instructions on the key configuration screen.

FIRST FLOOR

Reception Area / Saving High Scores

After you have selected the MUSEUM icon at the title screen, you will reach the reception area to register your name. You must insert a memory card in slot 1, and register your name at the front desk with the reception girl, in order to save high scores. Once a memory card is registered, saving is done automatically when you exit a game and

return to the museum. A maximum of five people can register their names.

NOTE: A memory card, sold separately, is needed to save a registered name and high scores.

How to register your name.

Use the Directional key to select the Registration Selection, then press the **X** Button. You can select the position of the letter with the Directional key, and enter your selection with the **X** Button.

* If you come to the reception area after registration, you can change your name or register more names.

Information

Game Room / Library / Theater

You can get some information on each room here.

Registration

Register your name.
A maximum of five people can register their names.

Name Change

Change your name.



RECEPTION AREA



NAME REGISTRATION



INFORMATION

RECORD BOOK

You can view the high score data saved in the memory card. To quickly get to this screen, press the Start Button then select RECORDS from the Game Select menu, and press the **X** Button. Next, highlight the player's name, the game icon, or the display switch. Make your selections by pressing the Directional key up, down, left, or right. When finished, select Exit and press the **X** Button.

← → -- Display switch

Library

You can view the "NAMCO Community Magazine" display and other materials on display. To view items displayed in front of you in more detail, press the **X** Button. Use the icons below to make your selections.

← →	Display switch.
SCOPE	Used to get a closer look.
Directional Buttons	For movement.
L1/R1	To change the text display to ON or OFF.
● Button	To exit.

Theater

Use the Theater when you want to hear music, sound effects or see the slide show. First, get close to the projection screen and press the **X** Button. Next, select a game icon from the menu then press the **X** Button. When the screen changes, you can select the

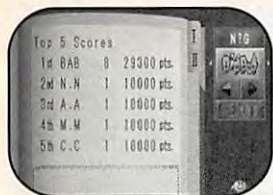
sounds, music or slides by pressing the Directional keys and then pressing the X Button. Select "EXIT" to return to the Theater.

←← →→ -- Selection Switch

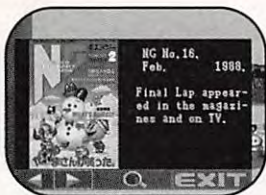
⇒ -- Play

■ -- Stop

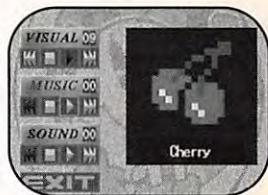
EXIT -- End



RECORD BOOK



VIEWING DISPLAYED ITEMS



MUSIC SELECTION

SECOND FLOOR

Main Hall

The exhibit entrances for the games Galaxian, Ms. Pac-Man, Dig Dug, Pole Position II, Phozon and The Tower of Druaga are located in the center of the Main Hall on the second floor. Walk through the hallway with exhibits to reach each game room.



Hallway with Exhibits

You can see game explanations and other materials on display. Basic commands are the same as the Library's.



GAME ROOM

Getting Started

You can switch to the Game screen by pressing the **X** Button while standing in front of the game machine, then select the registered players data file to load the game. (If there is only one file saved, it is automatically loaded). When a flow of random letters is displayed on the screen before a game is started, this doesn't mean that the machine is malfunctioning. This function re-creates the start up of each arcade game when the power is turned on. When this is finished, a so-called cross hatch screen will be displayed. If you press the **X** or Start Button at this point, you can skip this screen and switch to the title screen.



**WATCH MS.
PAC-MAN DANCE**



**CROSS HATCH
SCREEN**

Starting a Game

From the Title screen, enter the credits with the Select button on either controller. A one-player game can be started by pressing the Start Button. To select "**2 PLAYERS**" (when the game is played by 2 players), a second controller must be plugged into controller port 2. To select a two-player alternating game, set the credits to 2 and then press the Start Button on the controller plugged into controller port 2. Also, you can return to the museum by pressing the **▲** Button if you want to exit the game, but you must do this from the title screen. After pressing the **▲** Button, select **EXIT** from the menu and press the **X** Button then select yes to confirm your decision. During your game play you can reset the game by pressing the Start Button to pause, then press the **▲** Button. Next, select the reset command and press the **X** Button. **▲** Button -- Opens the Options Window, (see pages 13-14 for further reference) and allows you to adjust the settings for each game.

OPTIONS WINDOW

On the title screen of any of the games, press the **▲** Button to open this window. The Directional keys are used to make a selection from the menu and **X** Button is used to advance to the next window. To close a window, press the **●** Button. Close all windows to return to the title screen.



Note : Not all options are available for each game.

SCREEN	MODE	NORMAL or ARCADE.
	POSITION	Adjust the position of the screen.
	PICTURE	Game screen border picture ON or OFF.
	SCROLL	Switch the screen scrolling ON or OFF. (Dig Dug)
	CONTROL	NORMAL or ROTATE
	CONTINUE	ON or OFF. (Dig Dug)
	ATTRACT	Demo Sound / Music ON or OFF.
	EXTEND	Extra Time. (Pole Position II)
	PRACTICE	Level of qualify. (Pole Position II)
	TIME	Qualifying lap time. (Pole Position II)
	GOAL	Laps to goal. (Pole Position II)
	SPEED	kmh or mph. (Pole Position II)

KEYCONFIG Change the button settings. (Pole Position II)

OPTION	GALAXIP, MS. PAC-MAN, DIG DUG, CHEMICS & GIL	Lives in reserve.
	BONUS	Extra Life.
	RANK	Difficulty Level.
	PAUSE	ON or OFF.
	SOUND	ON or OFF.

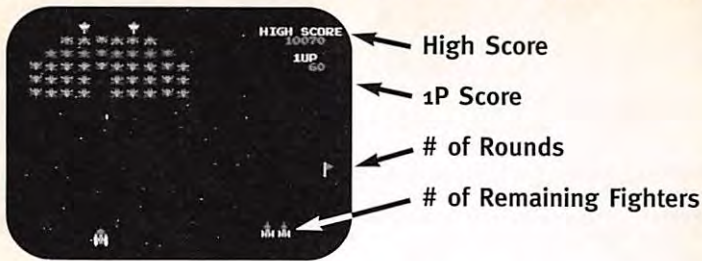
TEST	SCREEN	On this screen, you can listen to the sound test. Press the ▲ Button on the test mode screen to enter the dipswitch screen.
	DIP SW	Switch any switch with the Up or Down key to change the settings as you wish. Note : It's not really necessary to adjust the game options from here, since they are easily accessible through the Options Windows.
	GAME	Goes back to the Title Screen.
EXIT	Goes back to the museum.	
RESET	Reset the game.	



How to Use the Controller

Directional Buttons	Moves your fighter to the left or right.
▲ Button	Opens the Options Window (only from the Title screen).
Select Button	Enter credits.
Start Button	Use to start, pause or unpaue the game.
■ / X / ●	Buttons launch missiles.

How to Play the Game -- The formations will attack you, one after another, when the game starts. Your mission is to kill all the enemies to proceed to the next stage.



Rules

- You will lose one star fighter when you are hit with an enemy's missile or when you touch the enemy.
- When you lose all the star fighters, the game is over.
- One star fighter will be awarded by scoring 5,000 points. (This value is set in the initial setting and it can be changed with the Bonus option).

Tips

- Kill the escorts ! - The boss with one escort is 200 points, with two is 300 points. Kill 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. Kill the enemies quickly !

MS. PAC-MAN™

How To Use the Controller

Directional Buttons	Press to move Ms. Pac-Man through the maze.
▲ Button	Opens the Options Window (only from the Title screen).
Select Button	Enter credits.
Start Button	Use to start, pause or unpause the game.

How To Play the game - The purpose of the game is to eat all the pellets (•) from each maze while avoiding the attacks of the four ghosts. When all the pellets are eaten up, the player can proceed to the next round.



Rules

- If you touch a ghost, Ms. Pac-Man will lose one life.
- The game is over when all the lives are lost.
- An extra life is awarded by scoring 10,000 points. (This value is set in the initial setting and can be changed with the Bonus option).

Power Pellets - Chomp down a power pellet, and Ms. Pac-Man will have the power to eat ghosts. When a power pellet is eaten, the ghosts' color changes to dark blue 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 will return to the ghost zone, and the ghost will be regenerated. The more ghosts you eat in succession, the more points they are worth.

Fruit Treats - Fruit will appear 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 and lose a ghost that's hot on your tail.





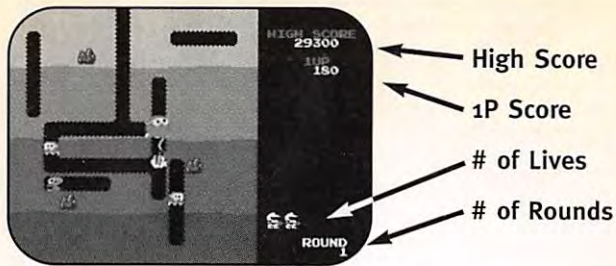
How to Use the Controller

Directional Buttons	Moves DIG DUG in one of four directions.
▲ Button	Opens the Options Window (only from Title screen).
Select Button	Enter credits.
Start Button	Use to start, pause or unpause the game.
■ / X / ●	Use your pump to pop and kill the enemies. Press multiple times to pop enemies.

How to Play the Game - Move DIG DUG and dig up the ground layers, then use your pump to pop and kill the enemies or crush them with rocks, while avoiding their attacks.

Rules

- You will 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 the lives are lost.
- An extra life will be awarded by scoring 20,000 points and 60,000 points. (This value is the default setting, it can be changed by adjusting the Bonus option).
- The continue screen will appear when the game is over. You can continue playing the game by holding any pump button, then press the Start Button before the countdown reaches zero. Make sure you enter a credit first.



Vegetable Treats - A vegetable treat will appear if you drop two rocks on each round. The more stages you clear, the more the vegetable treats are worth.



How to Use the Controller

L1/L2	Shift up (High Gear)
R1/R2	Shift down (Low Gear)

Directional Buttons	Steer car to the left or right.
▲ Button	Opens the Options Window (only from Title screen).
Select Button	Enter credits.
Start Button	Use to start, pause or unpause the game.
X Button	Accelerator
■ Button	Brake

How to Use the neGcon Controller

Twist controller	Steers car to the left or right.
Start Button	Use to enter credits, start, pause or unpause the game.
Directional Buttons	When pressed up, shifts down (Low Gear) When pressed down, shifts up (High Gear)
B Button	Opens the Options Window (only from the title screen).
I Button	Accelerator
II Button	Brake



How to Play the Game - After pressing the Start Button on the title screen, press the Directional Keys to the left or right to choose one of four different race tracks, then press Start. Use the controller as mentioned to control your car's steering, acceleration, braking, and the shifting of gears.

First, you must qualify for the main race (Grand Prix) 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, or crash 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. 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 charged power.



How to Use the Controller

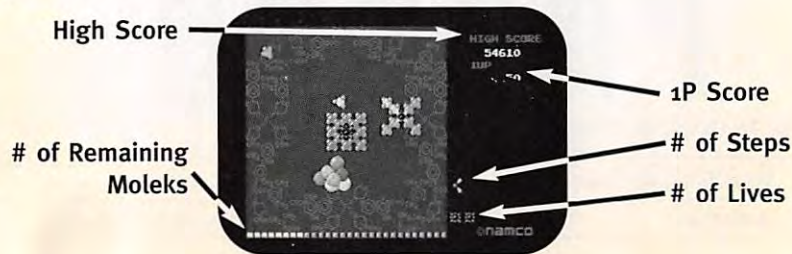
Directional Buttons	Moves the CHEMIC in one of eight directions.
▲ Button	Opens the Options Window (only from Title screen).

Select Button	Enter credits.
Start Button	Use to start, pause or unpause the game.
■ / X / ●	Use to release "MOLEK."

How to Play the Game -- Move the CHEMIC and catch the floating MOLEK to complete the formation to go to the next round. Each world consists of 3 stages. You will lose one life if you touch the ATOMIC. A limited number of MOLEK appear on each stage. The challenging stage will appear every 3 stages. If one or more MOLEKS are attached to your CHEMIC in the wrong position, you can shoot them away by pressing the ▲, X or ● Buttons. You can also shoot MOLEKS to destroy some of the enemies. You must complete the pattern like it is in the background to complete a stage.

Game Characters

- Chemic** The core used to make the formation.
- Molek** Catch the same color Molek to get more points.
- Power Molek** You can attack the Atomic for a short time.
- Atomic** Splitting or in one piece. If Chemic touches this, one life will be lost.
- α-ray** Destroy three pieces of Molek if touched.
- β-ray** Destroy one piece of Molek if touched.

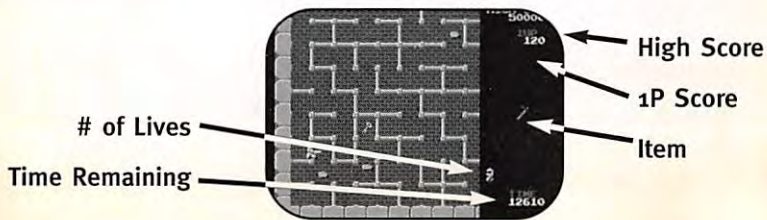




How to Use the Controller

Directional Buttons	Moves "GIL" in one of four directions.
▲ Button	Opens the Options Window (only from Title screen).
Select Button	Enter credits.
Start Button	Use to start, pause or unpause the game.
■ / X / ●	Swings the sword.

How to Play the Game - Attack the enemies with your sword and block spells with the shield. Find the key to unlock the door and exit the floor.



Rules

- You will lose a life if you are caught by the enemies, touch an enemy's projectile, etc.
- The game is over when all the lives are lost.
- One extra life will be awarded by scoring 50,000 points. (This value cannot be changed).

Continue (One player mode only) - After game over, enter the credits, then press and hold the ● / X or ■ Buttons, then press Start Button. When the message "SELECT START FLOOR" appears, select the floor that you want to play by using Up or Down Directional key, then press the ●/ X or ■ Buttons.

Block the spells with the shield ! - GIL can block the enemy's spells from the front in the normal position. When the sword is swung, he can block only the left side of his body from the enemy's spells.

Find the Treasure Boxes ! - There is a treasure box that will appear on each floor if you do a certain command. An item that is necessary to clear the game is inside each box. Please refer to the Item List inserted separately, which shows how to find each treasure, and tells you its special ability.

Note - The enemies rarely go over the outside wall during play and you might be forced to go back to the title screen. This was part of the original spec of the arcade version.

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Galaxian™

Die & Out™



DRUAGA™

MS. PAC-MAN™

PHOZZON™

POLE POSITION II™

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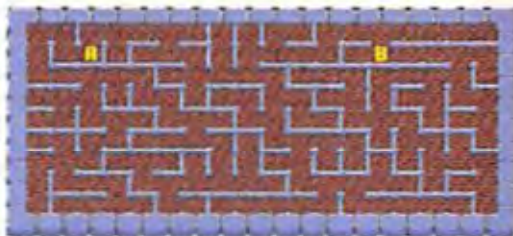


HINT BOOK

Druaga Floor Maps



floor 9



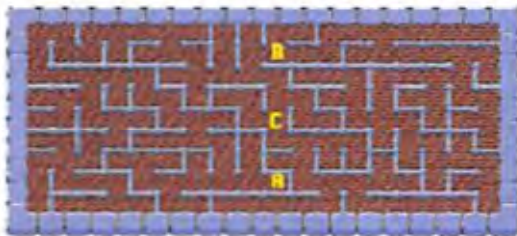
floor 30



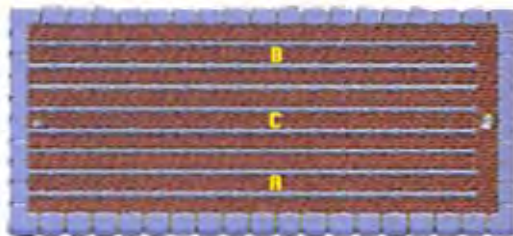
floor 53



floor 54



floor 58



floor 60

<u>Floor</u>	<u>Treasure</u>	<u>How To Find</u>	<u>Power</u>
1	Copper Pickax	Kill three Green Slimes.	Destroys walls. You are able to use it once. Recharge it by picking up the treasure box on each floor. You will lose it when used on the outside wall.
2	Jet Boots	Kill two Black Slimes.	Speeds up Gil.
3	Potion of Healing	Kill either Blue Knight.	One extra Life.
4	Chime	Walk on the Exit without having the key.	A Chime will ring at the start of each floor if Gil faces in the direction of the key.
5	White Sword	Block the Wizard's spell three times with shield during walking.	The power up is necessary to get the treasure on floor 18.
6	Candle	Touch the outside wall on top of screen, then press down.	You are able to see the ghosts until floor 10.
7	Silver Pickax	Lose Copper Pickax.	Destroys walls. You are able to use it 2-4 times before and 3-5 times after picking up the treasure on each floor. You will lose it, when used on the outside wall.

<u>Floor</u>	<u>Treasure</u>	<u>How To Find</u>	<u>Power</u>
8	Potion of Power	Swing the sword in a different column and row from the starting point.	Power up.
9	Potion of Energy Drain	Walk over Point A or B (See map on page 2.)	Power down.
10	Gauntlet	Block the spell from the Red Slime.	This power up is necessary to clear floor 26.
11	Candle	Touch the bottom outside wall, then press up.	You are able to see the Ghosts until floor 15.
12	Armor	Make the Druid appear at the bottom row on the floor.	This power up is necessary to get the treasure on floor 52.
13	Red Line Shield	Walk on the exit without the key, then kill all enemies.	This power up is necessary to get the treasure on floor 33.
14	Dragon Pot	Wait until the time becomes 5,000.	You can kill the dragon with one swing.
15	Green Necklace	Swing the sword when you are crossing the Blue Knight.	This power up is necessary to get the treasure on floor 27.

<u>Floor</u>	<u>Treasure</u>	<u>How To Find</u>	<u>Power</u>
16	Permanent Candle	Touch the left & right outside wall.	You are able to see the Ghosts.
17	Potion of Unlock	Wait until the Mage Ghost makes a tele-port five times.	You are able to open the treasure box on floor 18.
18	Dragon Slayer	Don't touch any outside walls for 8-12 seconds from the start.	The power up is necessary to get the treasure on floor 45.
19	Book of Light	Open the exit.	Makes floors 20-23 light up.
20	Potion of Power	Open the exit without killing any enemies.	Power up.
21	Green Ring	Don't move for 4-9 seconds.	No damage when touched by the Blue Will-O-Wisp. The power up is necessary to get the treasure on floor 27 & 39.
22	Potion of Energy Drain	Press the Direction Key to the right 7 times, left one time, right 7 times.	Power down.
23	Bible	Only kill all the Wizards.	Makes the floor light up.

<u>Floor</u>	<u>Treasure</u>	<u>How To Find</u>	<u>Power</u>
24	Balance	Swing the sword from the start.	If you don't have it, the Hyper Gauntlet treasure on floor 26 will become the Evil Gauntlet which makes Gil unable to swing the sword.
25	NO TREASURE ON THIS FLOOR		
26	Hyper Gauntlet	Kill one to three Druids, then open the exit.	Swing the sword faster.
27	Red Necklace	Cross the Blue Will-O-Wisp.	No damage from the Sorcerer's fire. This power up is necessary to get the treasure on floor 36 & 46.
28	Book of Gate Detect	Stop on the exit and swing the sword.	You can see the exits after floor 29.
29	Gold Pickax	Press each Direction Key in a circular clockwise motion 3 times from the Up key.	Destroys walls. You will lose it, when it is used on outside walls. This is necessary to get the treasure on floor 52.
30	Potion of Unlock	Walk on top of Point A or B three times. (See page 2.)	Opens the treasure box on floor 31.

<u>Floor</u>	<u>Treasure</u>	<u>How To Find</u>	<u>Power</u>
31	Pearl	Press 1P Start Button.	Freeze the Dragon.
32	Balance	Swing the sword twice.	If you don't have it, the Hyper Shield treasure on floor 33 will become the Evil Shield which is less powerful to block the spells.
33	Hyper Shield	Crossover the Silver Dragon.	Power up.
34	Book of Key Detect	Kill either Mirror Knight.	You can see the keys after floor 35.
35	Potion of Energy Drain	Crossover two Ropers.	Power down.
36	Balance	Crossover the Sorcerer's fire.	If you don't have it, the Hyper Helmet treasure on floor 37 will become the Evil Helmet which makes Gil's energy less.
37	Hyper Helmet	Kill all the Ghosts, then crossover the Roper.	Power up.

<u>Floor</u>	<u>Treasure</u>	<u>How To Find</u>	<u>Power</u>
38	Green Crystal Rod	Block the Wizard's spell with the shield by swinging the sword.	This power up is necessary to get to the treasure on floor 48.
39	Red Ring	Press the Direction Key up two times, down five times.	No damage when you touch the Red Will-O-Wisp.
40	Potion of Death	Crossover the Roper when the time is less than 10,000.	Time runs faster.
41	Potion of Cure	Kill the Quox.	If the time is running down very fast, it will return to normal.
42	Sapphire Mace	Crossover the Red Will-O-Wisp, pick up the key, and then crossover the Will-O-Wisp again.	Unknown.
43	Potion of Energy Drain	Kill the slimes in the order of: Green, Black, Red, Blue, Dark Green, Dark Yellow.	Power down.

<u>Floor</u>	<u>Treasure</u>	<u>How To Find</u>	<u>Power</u>
44	Balance	Kill the enemies in the order of: Druid, Mage, Sorcerer, Wizard.	If you don't have it, the Hyper Sword treasure on floor 45 will become the Evil Sword which will not damage the enemies.
45	(a.) Hyper Sword	It appears from the start.	Power up.
	(b.) Antidote	Kill the enemies in order of: Lizard Man, High Power Knight, Mirror Knight, Black Knight, Blue Knight.	You must have the Antidote before opening the (a.) treasure box. If not, the (a.) box will be empty. Also, if the time is running down very fast, it will return to normal.
46	Blue Necklace	Pass by all four corners, then go back to the corner that you passed by first.	No damage from the Quox and Dragon's fire.
47	Potion of Unlock	Kill one Roper.	This power up is necessary to get the treasure on floor 49.
48	Red Crystal Rod	Pass by all four corners.	This power up is necessary to get the treasure on floor 58.

<u>Floor</u>	<u>Treasure</u>	<u>How To Find</u>	<u>Power</u>
49	Potion of Energy Drain	Walk on the exit, then kill the Wizard.	Power down.
50	Potion of Power	Touch the top, bottom, left, and right side of the wall.	Power up.
51	Balance	Press and hold any direction key.	If you don't have it, the Hyper Armor treasure on floor 52 will become the Evil Armor.
52	Hyper Armor	Destroy four walls.	Take no damage from the spell one time.
53	Potion of Unlock	Destroy the wall at point A, then pass by point B. (See map on page 2.)	This power up is necessary to get the treasure on floors 54 & 56.
54	Blue Ring	Face down at point A. (See map on page 2.)	No damage when you touch the Will-O-Wisp.
55	NO TREASURE ON THIS FLOOR		
56	Empty Box	Block the Wizard's spell with the Armor.	Nothing.

<u>Floor</u>	<u>Treasure</u>	<u>How To Find</u>	<u>Power</u>
57	Ruby Mace	Kill the false Ishtar & Lizard Man. (False Ishtar will appear when walking on the exit.)	You can kill the Quox on floor 59.
58	Blue Crystal Rod	Walk through the points in the order A, B, C. (See map on page 2.)	If you don't have it, Druaga will not appear.
59		NO TREASURE ON THIS FLOOR	
60		NO TREASURE ON THIS FLOOR	

Tip for Floor 59

Kill the Hyper Knight, then kill the Wizard, Quox, then the Druaga.

Tip for Floor 60

Walk on the Ishtar, then face the bottom at point A, then Point B (see map on page 2). Walk on the Ki, then face the bottom at point C. Don't use the pickax or kill the Ishtar and Ki, or you will be forced to go back to an earlier floor.

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