IT'S YOUR WORLD, EAT IT!

Pac-Man World 3

Namco Museum 50th Anniversary.

Comming Fall 2005 To:
- PlayStation®2 Computer Entertainment System
- PSP™ (PlayStation®Portable) System

EmuMovies

Namco®
www.namco.com

Rated E10+

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.
GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the 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 (6MB) (for PlayStation®2) containing previously saved games. A minimum of 80KB must be available in order to save game data.
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 × button starts the selected game and displays its Title Screen.
Pressing the 0 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 PELETS
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 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 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
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
- 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 \* 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
- \* Button ........................................ Fire
DIG DUG

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 "×" button to enter the options menu. You have the following options:

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

<table>
<thead>
<tr>
<th>Lives</th>
<th>Difficulty</th>
<th>Bonus</th>
</tr>
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</tr>
<tr>
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<td>1</td>
<td>20,000</td>
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<td>15,000</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
<td>20,000</td>
</tr>
</tbody>
</table>

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 ........................................ 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 X 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
X Button........................................ Gas
O 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 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, 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
- X Button: Fire
- O Button: Bomb
DRAGON SPIRIT

HOW TO PLAY THE GAME
Princess Alisha has been spirited away by the King of Darkness Zaul 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 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!
- Zaul'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 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 Unite - 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
button Fire
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 & Meowlies 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 on 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 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, 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
- X Button: Open/Close Doors
HOW TO PLAY THE GAME
Dive and loop to avoid enemy fire as you fly though 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, 30,000, 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

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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
Avi Morgan
Gene Duenas
Jesus Barragan
Phil Musil
Brian Ellak

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

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

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