

PAC-MAN FEVER

TM



namco®

INSTRUCTION BOOKLET

EmuMovies



NINTENDO
GAMECUBE™

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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, 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
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
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

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

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

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- 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.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



**1-4 Player
Simultaneous**

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



**Memory Card
Uses 10 Blocks**

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

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



EVERYONE

Mild Violence

LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

Getting Started	4
Controls	5
The Ghosts Just Stole the Show!	6
Main Menu	7
Join a Game	8
Playing the Fever Game	10
Fever Game Screen	11
Fever Game Board Squares	12
The Mini-Game Results Screen	14
The Current Standing Screen	15
Winning a Fever Game	15
The Redemption Center	16
Playing the Mini-Games	16
Single Game	17
Pentathlon	17
Decathlon	17
Mini-Game Hazards	17
The Mini-Games	18
The Pause Menu	20
Winning the Whole Game	20
Saving and Loading Game Data	21
Credits	22
Notes	24

4

GETTING STARTED

Set up your Nintendo GameCube™ 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 Fever*™ 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 Fever* game file.

Memory Card Check

Before starting *Pac-Man Fever*, a Nintendo GameCube™ Memory Card check will occur. If there is no saved *Pac-Man Fever* data on the Nintendo GameCube™ Memory Card, then a new save file will be created automatically. If *Pac-Man Fever* game data already exists on the Nintendo GameCube™ Memory Card, the saved game will automatically load.

Please refer to the Nintendo GameCube instruction booklet (pages 18-20) for directions on how to format and erase Memory Card files.

NOTE: You can't save if the Memory Card is not inserted at the beginning.



Menu Controls

Highlight menu item/Move cursor	Control Stick or +Control Pad
Cancel/Go to previous screen	B Button
View game instructions	Control Stick or +Control Pad
Confirm selection/Open	A Button
Pause game	START/PAUSE

Game Controls

Move Character/Object/Cursor/Aim	Control Stick or +Control Pad
Take action/Shoot/Swing (Action button 1)	A Button
Jump/Shoot (some games) (Action button 2)	B Button

THE GHOSTS JUST STOLE THE SHOW!

The Battle of the Namco Stars is about to get underway. Six of Namco's most famous personalities are about to compete in tough Mini-Game competitions.

There's superstar Pac-Man and of course, Ms. Pac-Man who have been on a strict diet of fruit while training intensely for the big day.



And look, there's Heihachi and cool dude, Tiger from **Tekken**. These guys are tough!



That axe-wielding Astaroth from **Soul Calibur** sure adds a bit of menace to the whole event doesn't he?



And there's that hot driver Reiko from **Ridge Racer 4**. She always looks like a winner. This promises to be a wild competition.



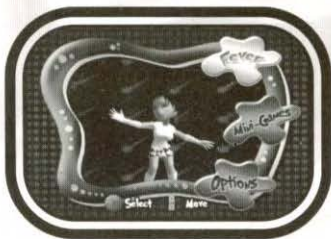
But wait! Just as our athletes are heading for the event, a gang of ghosts appears from nowhere and OH NO!...they're stealing the Mini-Games trophy in broad daylight! Hey, was this in the program? Ladies and Gentlemen, the ghosts are scampering into the VIP screening room! Pac-Man and the other contestants are locked out! No one enters here without a ticket. The only way to get a VIP ticket is to buy every Mini-Game. Trophy or no trophy, the Battle of the Namco Stars must go on.



Use the Control Stick or +Control Pad up/down to highlight a menu item and press the A Button. (Any player can make this selection.)

FEVER

Compete in board games to win Redemption Tickets that you can use to buy all the Mini-Games. Boards each have special themes. Choose to play the one you want in Short, Normal or Long game versions.



MINI-GAME

Play the *Pac-Man Fever* Mini-Games. In order to play all the Mini-Games, you must win Redemption Tickets in the Fever Games and use them to buy Mini-Games.

OPTIONS

Press the Control Stick or +Control Pad left/right to change the setting.

Press the Control Stick or +Control Pad up/down to select the setting.

Music Mode

Set the music volume.

SFX Mode

Set the sound effects volume.

Credits

View the list of game creators.

After you have selected to play either a Fever Game or Mini-Game from the Main Menu, the Join The Game Screen appears. To join the game, press the A Button.

1. Select your player name or enter a new one.

- If you already have a name entered, use the Control Stick or +Control Pad up/down to display the name and press the A Button.

- If you want to enter a new name, press the A Button while the words NEW NAME are displayed in your controller box to open the Name Screen. Use the Control Stick or +Control Pad to highlight a letter and press the A Button to enter the letter. If you change your mind, highlight the BACK ARROW and press the A Button. When you are ready, highlight OK and press the A Button.

2. Choose your character. Press the Control Stick or +Control Pad left/right to select your character. If there are three or less players, remaining characters will be chosen automatically. There are always four characters competing in *Pac-Man Fever*.



JOIN A GAME



Keeping Track Of Your Game Progress

All the stats for your *Pac-Man Fever* games will be saved in a file with your name. When the Join the Game Screen appears, press the A Button and use the Control Stick or +Control Pad up/down to select your name. Trophies you have won, your current number of Redemption Tickets, and the number of Mini-Games you have purchased will appear.



Remember your color!

Each controller has been assigned its own color. It will always be the color you use in the Mini-Games. Look for your color in the Mini-Games to quickly identify your character, an object you must move, a target or a location where you must place things.

Player 1 = Blue

Player 2 = Purple

Player 3 = Red

Player 4 = Green

Compete in a board game trying to beat all the other players by advancing to the finish first and by winning Redemption Tickets to buy back the Mini-Games.

Select a Game Board Theme and Game Length

Before beginning a game, decide on a board type and game length on the Fever Options Screens.

- Use the Control Stick or +Control Pad left/right to select MEDIEVAL, SPACE or TROPICAL and press the A Button.
- Use the Control Stick or +Control Pad up/down to select a SHORT, NORMAL or LONG game and press the A Button. You can see the length of each highlighted game on the game map.



Fever Game Rules

- Four contestants compete in the board game to win the Redemption Tickets. The first person to reach the final square of the board wins.
- The winner receives the most Redemption Tickets, the 2nd place player gets half the tickets of the winner, the 3rd place contestant receives half of whatever the 2nd place player won. The last place wins nothing.



PLAYING THE FEVER GAME

11

- Before each move, players compete in a Mini-Game to determine how many squares each player can advance. The winner of the Mini-Game gets to move the farthest.
- Players make their moves in order, with Player 1 always going first.
- If you land on a square occupied by another contestant, you will automatically be moved forward to the next unoccupied square.

The Fever Game Screen



Player Stats

The number of Tokens you have and your current position.

Current Action

This tells you who is moving, how many squares a character has moved, the kind of square landed on, how many Tokens a character has won or lost, and when a move is complete. When "Move Complete" appears, the next player moves.

Tokens

Tokens are the money in *Pac-Man Fever*. Use Tokens to buy items or game actions on a Store Square.

- You can gain or lose Tokens depending on the square you land on.
- View how many Tokens you have next to your player icon on the Game Screen.
- Ghosts and other contestants can steal your Tokens.
- Redeem Tokens at the end of Fever Games for Redemption Tickets.

Fever Game Board Squares

**Token Square**

Win Tokens whenever you land on a Token Square. You can win 5-20 Tokens.

**Ghost Square**

Land here and a Ghost takes half your Tokens.

**Revenge Square**

Steal half the Tokens from the player of your choice. Highlight the player you want to steal from and press the A Button.

**Store Square**

Buy valuable game actions. The price for each selection appears next to the action. The number of Tokens you have is next to your character icon at the bottom of the screen. Only items you can afford are selectable.

- *Buy Character Movements.* You can select to move forward or send other players back.
- *Buy Multipliers.* Whatever number of squares you win in the next round are multiplied by the purchased multiplier number.
- *Buy Raffle Tickets.* Select this to open the Raffle Ticket Screen. Press the Control Stick or +Control Pad up/down to highlight the ticket you want and press the A Button. Buying Raffle Tickets increases your chances to win Redemption Tickets on Raffle Squares.
- *Gamble for Tokens.* This doesn't cost anything to play. Press the Control Stick or +Control Pad left/right to set your wager. You can only gamble as many Tokens as you have.



PLAYING THE FEVER GAME

13



Fruit Raffle Squares

Land on one of these for a chance to win Redemption Tickets in a raffle. You must have a ticket to win. The more tickets you have, the better your chances. Buy tickets when you land on a Store Square. Everyone who has a Raffle Ticket of the correct type is automatically entered in the raffle regardless of which contestant lands on the Raffle Square. The player who lands on the Raffle Square receives an extra ticket.



Spring Square

Bounce forward three to eight squares.



Return Square

Jump back one to five squares.



Surprise Square

Spin the surprise wheel. Who knows what will happen? You could move forward or backward, steal Tokens from other players, or lose your Tokens!



Token Game Square

Win big if you're fast enough and don't get hit by the anvil throwing monkey. Catch as many Tokens as you can in 15 seconds. Gold ones are worth twice the silver ones. Press the Control Stick or +Control Pad left/right to catch the falling Tokens. Get hit with the anvil and lose all your winnings.



Challenge Game Square

Fight it out in a two-contestant micro-game for Tokens.

Playing Fever Mini-Games

Before a Mini-Game begins, the object of the game is displayed. Press the Control Stick or +Control Pad right to view the controls for the Mini-Game and when you are ready to play, press the A Button.

**The Mini-Game Results Screen**

The Mini-Game Results Screen appears after every Mini-Game. It shows player ranking, total points, and how many squares each contestant will move on the board. Press the Control Stick or +Control Pad right to check out the High Scores Screen, which shows the top eight scores for the Mini-Game you just completed.



- In some Mini-Games, you will team up with another contestant. In that case you share the finishing position with your teammate receiving identical points and spaces won.



See Playing the Mini-Games on page 17 to learn more about Mini-Games.

PLAYING THE FEVER GAME

15

Getting Stuck

When you see the alert that your contestant "is stuck", you will also see the requirement for where they must place in the next Mini-Game to become unstuck.



1st Staging Square - Cherry: Need to place 3rd or better to advance to the next square.

2nd Staging Square - Orange: Need to place 2nd or better to advance to the next square.

3rd Staging Square - Banana: Need to place 1st (ties don't count) to win the game.

The Current Standing Screen

After every player moves on the board, the Current Standing Screen appears to show everyone's position behind the leader. For example, if you are "2 squares back" you are two squares behind the leader.



Winning a Fever Game

The first player to reach the Finish Square wins the game. The win is saved to the Memory Card and in Decathlon Mode, appears next to the Trophy on the Join the Game Screen.



When a Fever Game is over, the Redemption Center Screen appears. If you have won enough Redemption Tickets, you can select a Mini-Game to buy. Check the top center section of the Redemption Center Screen to see how many tickets you have. Some Mini-Games cost more than others. The price appears over the selected Mini-Game. You do not have to buy a Mini-Game. You can save up your Redemption Tickets until you can afford to buy a more expensive game.

Once you own a Mini-Game, it will become available to play in the Mini-Games Mode of the game.

To buy a Mini-Game:

Use the Control Stick or +Control Pad left/right to select the Mini-Game you want to buy and press the A Button. The cost of the Mini-Game will be subtracted from your Redemption Ticket account.



PLAYING THE MINI-GAMES

Play the Mini-Games that appear in the Fever Games.

The Mini-Games Options Screen

Select the type of Mini-Game you want to play. Press the Control Stick or +Control Pad left/right to select the type of game you want to play and press the A Button.



Single Game

Select any game you have purchased from the Fever Game or any of six Backlot Games.

1. Use the Control Stick or +Control Pad left/right to select **MEDIEVAL**, **TROPICAL**, **SPACE** or **BACKLOT** Mini-Games.
2. Use the Control Stick or +Control Pad up/down to select a Mini-Game and press the A Button to begin. You can select any games from the **BACKLOT** even if you have not purchased any Mini-Games in a Fever Game. But you must have purchased a Mini-Game in the Redemption Center of the Fever board games before it becomes selectable for **MEDIEVAL**, **TROPICAL** or **SPACE** themes.



Pentathlon

Play five randomly chosen Mini-Games in a row. You can play for free.

Decathlon

Play ten randomly chosen Mini-Games in a row. You must have a Redemption Ticket won in the Fever Game to pay for a Decathlon Game. The Decathlon is only available once all the Mini-Games have been purchased.

Mini-Game Hazards

Some Mini-Games have hazards, which you must avoid. Example: In the game **Tropical Tag**, a nasty crab runs around pinching everyone. The hazard may also be other players in games where the object is to shoot at each other. You always recover or return to the game after getting shot or hit, but lose valuable time or points.



Before each Mini-Game begins read the instruction pages. Press the Control Stick or +Control Pad right to read all the instructions and tips for each game.

Button Matching Games

You must match the button control displayed on-screen with the correct button press on the controller.

Examples are Bell Tower Climb and Raise the Flag.



Shooting Games

Shoot at targets or each other. Aim or move your character with the Control Stick or +Control Pad and press the A or B Button to shoot depending on the game.

- In some games such as Space Junk, press and hold the A Button to power up the shot and fire at the target by releasing the A Button.
- In Cannon Tac Toe, you press the Control Stick or +Control Pad to move a cursor to where you want to shoot and press the A Button to fire the cannon.



Collecting Games

Collect as many items as fast as you can. An example is Knightmares, where you chase down Knights as they scamper around. Catch them and throw them down your well.



Sports Games

Follow the on-screen directions for each Sports Game. Homerun Castle and 10-Pin Jungle are examples of the many Sports Games.



Driving Games

Race to the finish while collecting Fruit. Steer with the Control Stick or +Control Pad to avoid obstacles and each other or swerve into valuable items.



Press START/PAUSE to pause the game. Press the Control Stick or +Control Pad up/down to highlight QUIT and press the A Button to return to the Main Menu. Select CONTINUE to return to gameplay.



WINNING THE WHOLE GAME

To win *Pac-Man Fever* you must:

- Buy back every Mini-Game and win a ticket for entry to the VIP screening room to recover the Mini-Games trophy from the Ghosts who stole it. This will unlock the Decathalon Mode.

Saving Game Data

Pac-Man Fever game data is automatically saved. Saved data includes:

- Trophies won
- Names entered by players
- Redemption Tickets won
- Mini-Games purchased
- High Scores
- Options Screen

Loading Game Data

If a Memory Card with saved *Pac-Man Fever* data is inserted in the Nintendo GameCube™ the data will be available when you start your game. To load the data, press the A Button when prompted to continue.

NOTE: Memory Card can only be loaded at initial boot-up.

Namco Hometek**Producer**

Jon Kromrey

Director of Marketing

Stacey Hirata

Product Marketing Manager

Jim Atkiss

PR Manager

Hugo Reyes

Quality Assurance Manager

Brian Schorr

Product Coordinator

James Guirao

QA Shift Supervisor

Bryan Brown

Lead Analyst

Josh Riemersma

Testers

James Barron

Mark Brown

Jason Cole

Anthony Duarte

John Hsia

Erick Lenfers

Eddie Lockhart

Saul Montes

Mike Stevens

Jason Stevenson

Dan Tovar

Package and Manual Design

Price Design Team

Special Thanks

Yoshi Homma

Jesse Taylor

Yas Noguchi

Roman Scharnberg

Special Thanks to**Namco Ltd**

Masaya Nakamura

Shigeru Yokoyama

Takefumi Hyodo

Mass Media**Executive Producer**

David Todd

Producers

Brett Bigley

John Santos

Paul Hoffmeier

Technical Guru

Ken Joran

Artists

Alvyn Ramirez

Bob Celardo

Brian Watson

Dan Santiago

David Forth

Eddie Jacob

Garrett Nguyen

Gary Sookedo

Jonathan Straw

Jamry Burns

Jay Jang

Jay Kang

Michelle Yegros

Mun Lee

Nick Jacob

Quinn Nguyen

Robin Karlsson

Rodney Walden

Mike Holcomb

Programmers

Bob Hickman

Chris Shrigley

Colby Koch

David Aldridge

Dan Pinal

Ian Sabine

John Goode

Ken Dullea

Larry Garwer

Lee Chidgey

Linh Ly

Mike Berro

Robert Toone

Seth Mayne

Steve Eitman

Music

Jim Andron

Chris Tilton

Cinematics

Super 78

Tester

Donald Mendoza

Technical Support

Mike DiGiacinto

Special Thanks

Charlene Bohnhoff

David White

Paul Mithra

Bernie Whang

Andrew Berg



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
2055 Junction Avenue
San Jose, CA 95131**

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) 922-0712. 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.

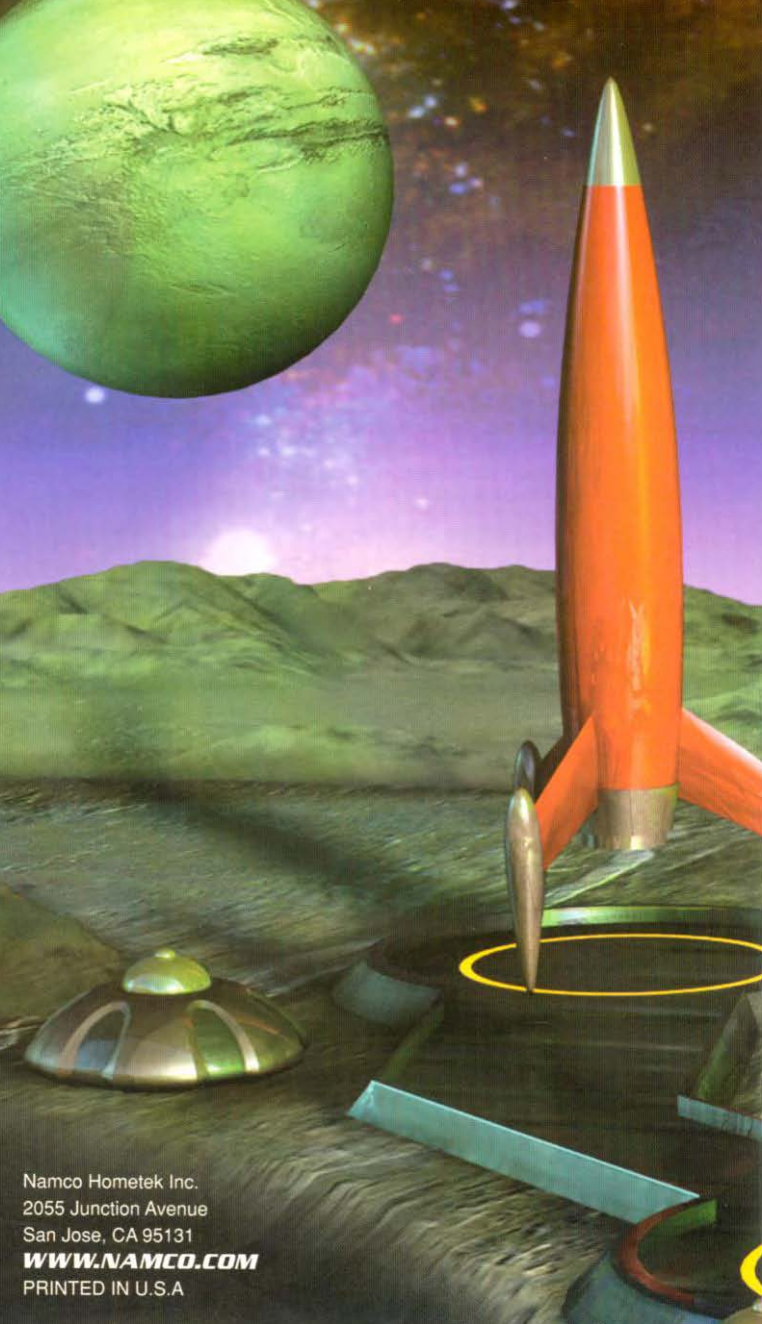
This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

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



Namco Hometek Inc.
2055 Junction Avenue
San Jose, CA 95131
WWW.NAMCO.COM
PRINTED IN U.S.A