



MOM'S OLD-FASHIONED
ROBOT OIL

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MOM

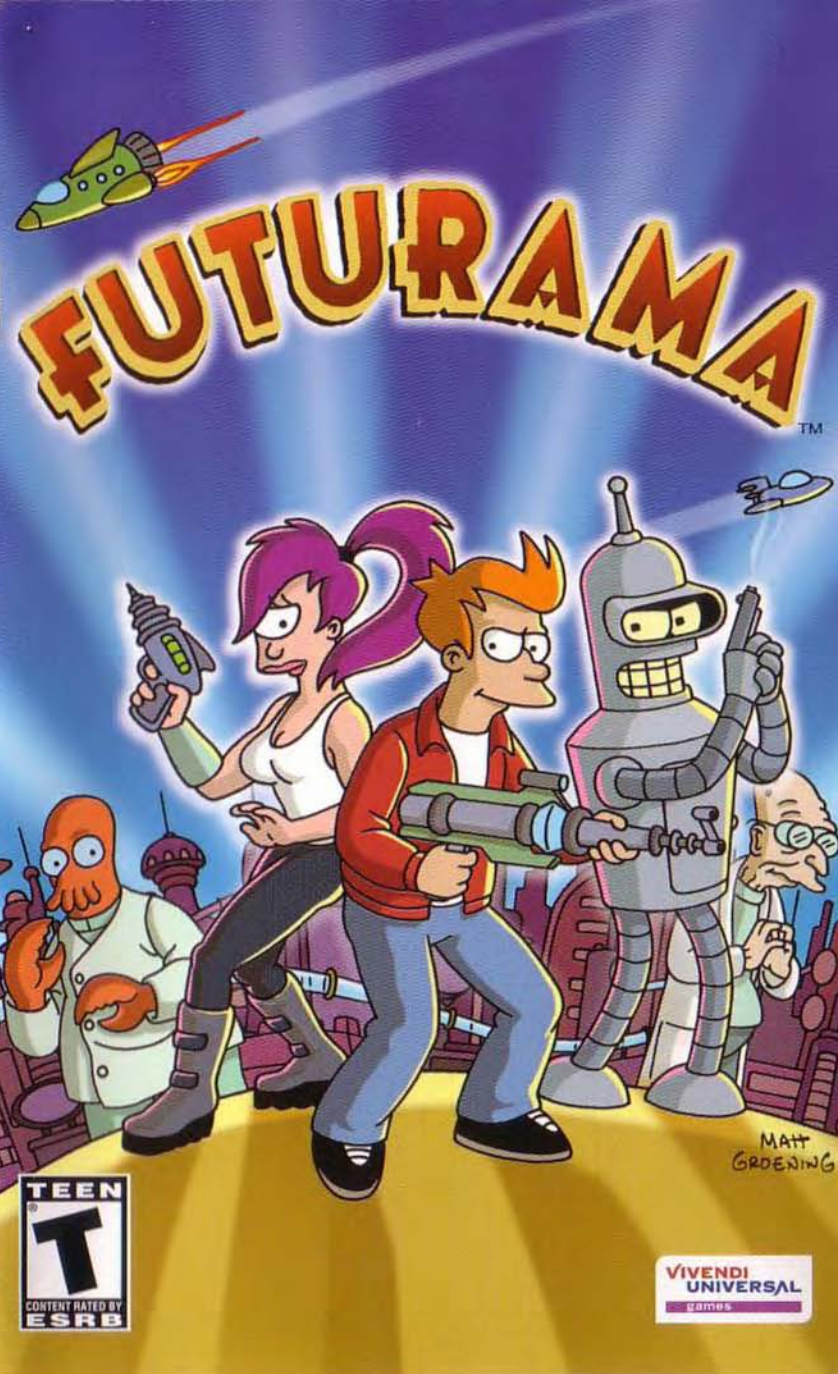
MATT GROENING

VIVENDI
UNIVERSAL
games

EmuMovies

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FUTURAMA™

MATT GROENING

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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.

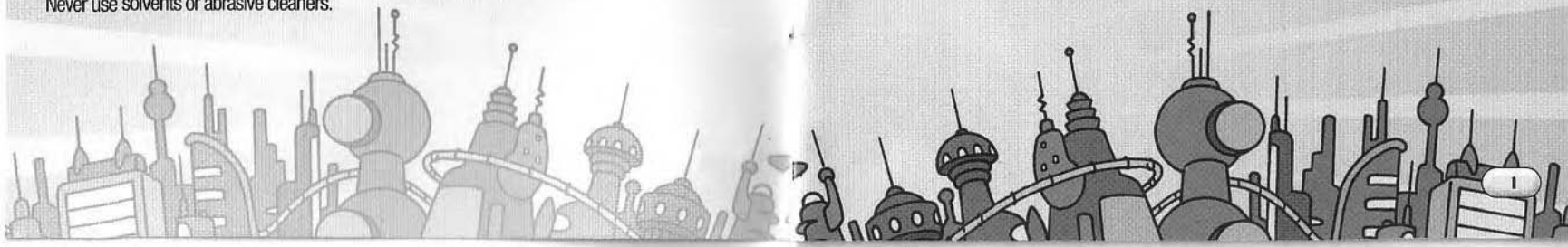
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

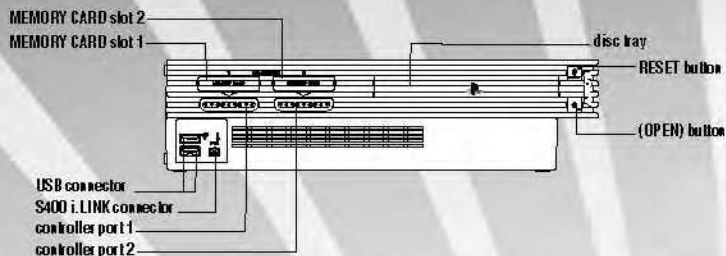
CONTENTS





- Contents**.....1
- Getting Started**.....2
- Controller**3
- Main Menu**.....4
- Pause Menu**.....4
- Game Screens**.....5-6
- Characters**7
 - Fry7
 - Fry (Chicken Walker)8
 - Bender.....9
 - Leela10
 - Dr. Zoidberg11
- Pick-ups and Collectibles**12-13
- Credits**14-15
- Customer Support**.....16

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GETTING STARTED



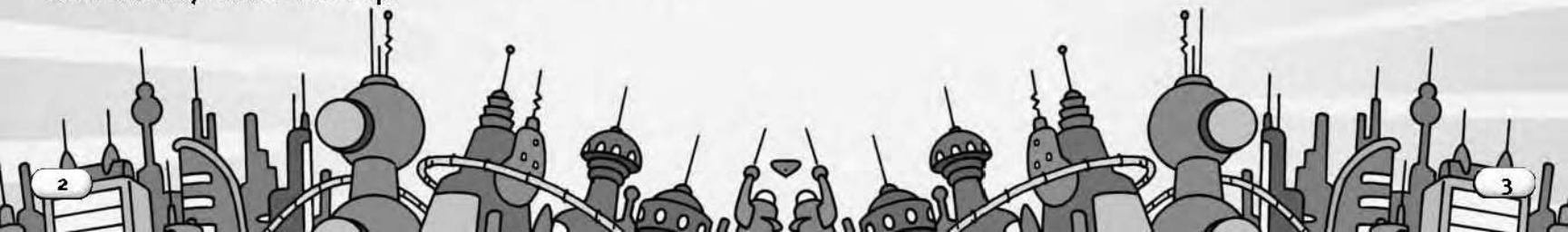
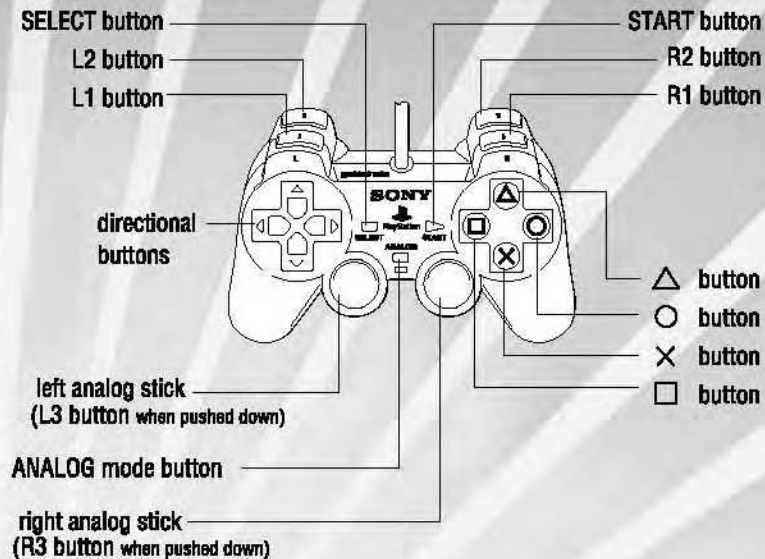
1. Set up your PlayStation®2 computer entertainment system according to the instructions in the instruction manual. Insert your game controller(s) and other accessories, as required.
2. Make sure the MAIN POWER switch (found at the back of the console) is switched ON.
3. Press the  / RESET button. When the  indicator is green, press the  button. The disc tray will open.
4. Place the Futurama disc on the disc tray (label side up).
5. Press the  button again and the disc tray will close.
6. Follow further on-screen instructions and refer to this manual for game information.

You are advised not to insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Note: Insert a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 before turning the power on. Game saves require 135KB of free space. Saved Options data will automatically load on start up.

CONTROLLER

DUALSHOCK®2 Analog Controller



MAIN MENU

CONTROLS:

UP/DOWN on the directional button/left analog stick:Select menu option
X button:.....Confirm menu option
Δ button:.....Cancel selection



OPTIONS:

New Game:Begin a new game
Options:.....Change the game parameters for music, sound, etc.
Load Game:Load a previously saved game
Extras:.....View any secret content you have unlocked

PAUSE MENU

CONTROLS:

START button:Activate Pause Menu
LEFT/RIGHT on the directional button/left analog stick:.....Select menu option
X button:.....Confirm menu option
Δ button:.....Return to game

OPTIONS:

Resume Game:.....Return to the action
Options:.....Change the game parameters
Load Game:Load a previously saved game
Quit Game:Return to the Main Menu

THE GAME SCREENS

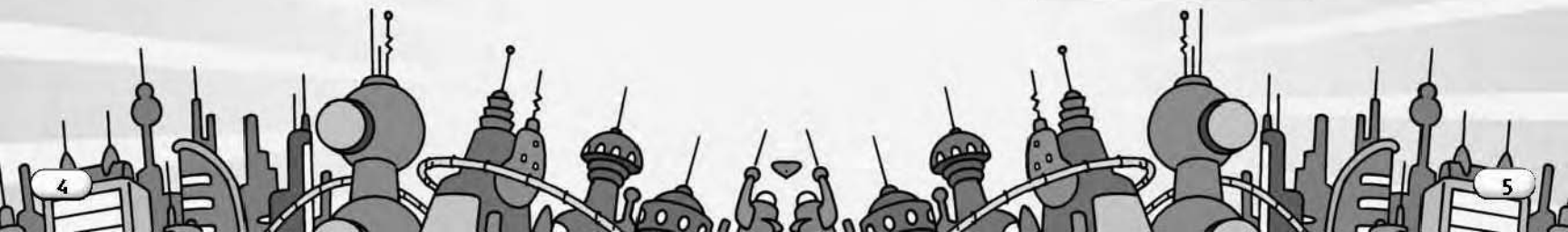
Fry



Fry (New New York)



Bender



THE GAME SCREENS (CONTINUED)

Leela



Dr. Zoidberg



Current character:

The member of the Planet Express team you are currently controlling.

Health bar:

How far you are from death. Being hit by enemies, falling too far or touching dangerous substances will damage your health.

Reanimator charges:

How much charge there is left in the Reanimator. When it runs out of charges, the game is over.

Special move charges remaining (Bender and Leela only):

How many special move charges you have remaining.

Current weapon (Fry only):

What weapon Fry is currently using.

Ammo remaining (Fry only):

How many shots Fry has left for his current weapon.

Nibblers collected:

Rumor has it that if all the Nibblers hidden within the level are liberated, special content will be unlocked within the game.

Valuables:

Picking up valuables will increase your Reanimator charges.

Armor remaining (New New York only)

When armor is low, the Chicken Walker will become extremely vulnerable to enemy fire.

Laser ammo (New New York only)

If the laser is overused, then it will overheat, resulting in reduced speed and frequency of fire.

FRY

NAME:	Philip J. Fry
OCCUPATION:	Intergalactic Delivery Boy; Formerly, Pizza Delivery Boy; Formerly, Boy.
GOALS:	Win Leela's heart, fit five pool balls in mouth, save universe.

CONTROLS

left analog stick:	Walk and run
right analog stick:	Rotate camera/ Look up and down
X button:	Fire weapon
□ button:	Charge fire
○ button:	Jump
△ button:	Interact
R1 button:	Lock on target - press and release to toggle target
L1 button:	Center camera
L2 button:	Previous weapon
R2 button:	Next weapon
R3 button:	Toggle first-person mode



TIPS

When Fry has a gun, holding down the **R1** button will automatically aim at the nearest enemy. If you want to change targets, tap the **L1** button until you are aiming at the desired enemy. You can also jump and dodge while using this function.

To climb up onto a ledge, press the **○** button so that Fry hangs on to the edge. Now push UP on the left analog stick for him to climb up. If you press down on the directional button/left analog stick while he is hanging on the ledge, he will let go.

FRY - NEW NEW YORK LEVEL

CONTROLS

left analog stick:	Aim Up/Down/ Left/Right
X button:	Fire laser
□ button:	Fire rocket
START button:	Pause



BENDER

NAME:	Bender
SPECIES:	Robot
OCCUPATION:	Locking busy
NEMESIS:	Magnets

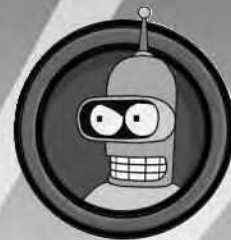
CONTROLS

left analog stick:	Walk and run
right analog stick:	Rotate camera/ Look up and down
X button:	Shoulder charge
□ button:	Spin attack
□ + X button:	Activate special move
○ button:	Jump
○ button followed by X:	Perform Butt Slam move
△ button:	Interact
L1 button:	Center camera
R3 button:	Toggle first- person mode

TIPS

Press X button while jumping to perform the Butt Slam move. This causes great damage to any enemy you land on, and may stun nearby enemies too.

Press X and □ buttons together to perform the Super-Spin attack. This causes great damage to any enemy it touches. However, it also uses a Special Move charge (these are indicated by the blue dots next to Bender's portrait). Pick up the Special Charge items to gain more charges.



LEELA



NAME: Turanga Leela
OCCUPATION: Captain and Pilot of the Planet Express Delivery Ship

DEPTH PERCEPTION: Poor

FAVORITE KUNG FU MOVIES: Crouching Tiger, Disembowelling Parrot

CONTROLS

left analog stick: Walk and run

right analog stick: Rotate camera/
Look up and down

X button: Kick

□ button: Punch

□ + X button: Activate Special Move

○ button: Jump

○ button followed by X: Perform Jumping Kick

△ button: Interact

L1 button: Center camera

R2 button: Toggle first-person mode



DR. ZOIDBERG



NAME: Dr. John Zoidberg

OCCUPATION: Planet Express Doctor

LIKES: Acceptance, Scavenging

DISLIKES: Invertebrates, Love rivals

CONTROLS

left analog stick: Move left and right only (no forward or backward movement)

○ button: Jump

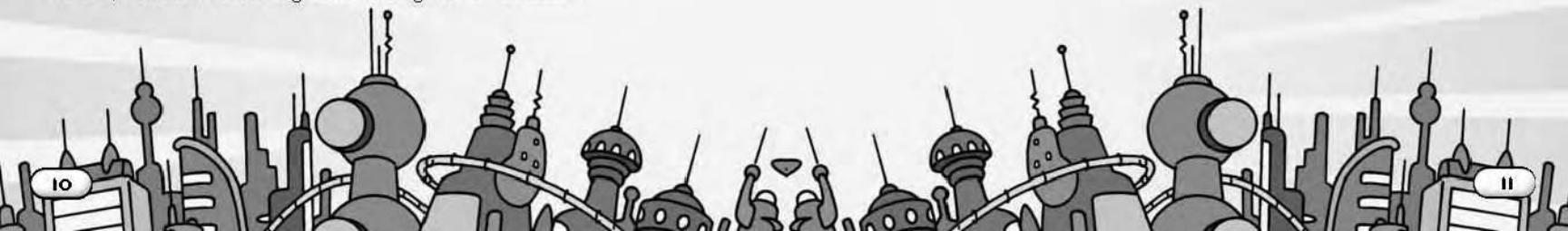
START button: Pause



TIPS

By holding down the **R1** button and pushing in a direction, Leela can perform rolls and flips. These allow her to dodge attacks and roll underneath dangerous obstacles.

If Leela connects with multiple consecutive hits, she can perform combo attacks, which cause much greater damage to her enemies.



PICK-UPS AND COLLECTIBLES

Health



Fry

Single cans of Slurm will boost Fry's health by 25%.
Six packs of Slurm will boost Fry's health by 100%.



Bender

Bottles of Old Fortran will boost Bender's health by 25%.
Cans of Mom's Old Fashioned Robot Oil will boost Bender's health by 100%.



Leela

Small bottles of vitamins will boost Leela's health by 25%.
Large bottles of vitamins will boost Leela's health by 100%.

Ammo



Picking up an Ammo item will give Fry 50 more rounds for his current weapon.

Charge-ups



Picking up a charge item will give Leela or Bender another use of their special move.

Valuables

Collecting 25 valuables for any character will get you another charge for the reanimator, in effect giving you an extra life.

Each character has his own valuables – they are as follows:



Fry

U.S. dollars



Bender

Robobium



Leela

Gold Bars



Dr. Zoidberg

Fish

Nibblers

As part of her evil plans, Mom has captured Nibblonians and imprisoned them in cages. If you free them, they will do a happy little dance and teleport away. If you free all the Nibblers on a level, you will receive a special reward.



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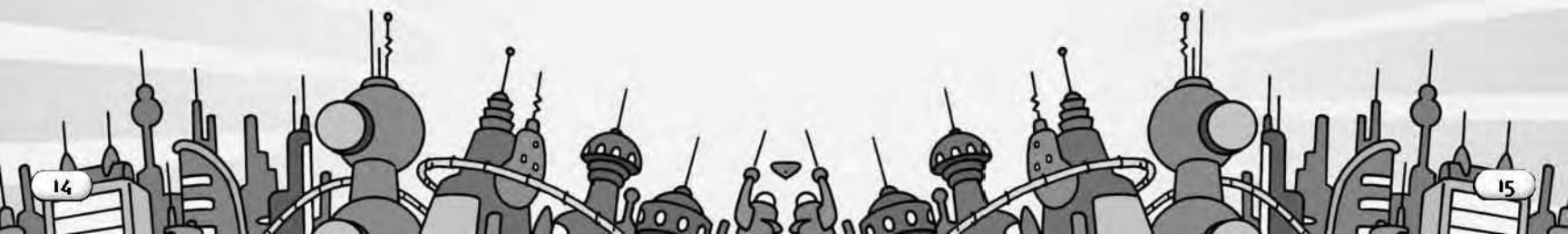
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This game uses
NDL Graphics Technology



This game was developed using
NDL's *NetImmerse* technology.

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