
PlayStation
NTSC U/C
PlayStation
EVERYONE
E
CONTENT RATED BY
ESRB
SLUS-00775
50012
IRRITATING
STICK
JALECO

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:

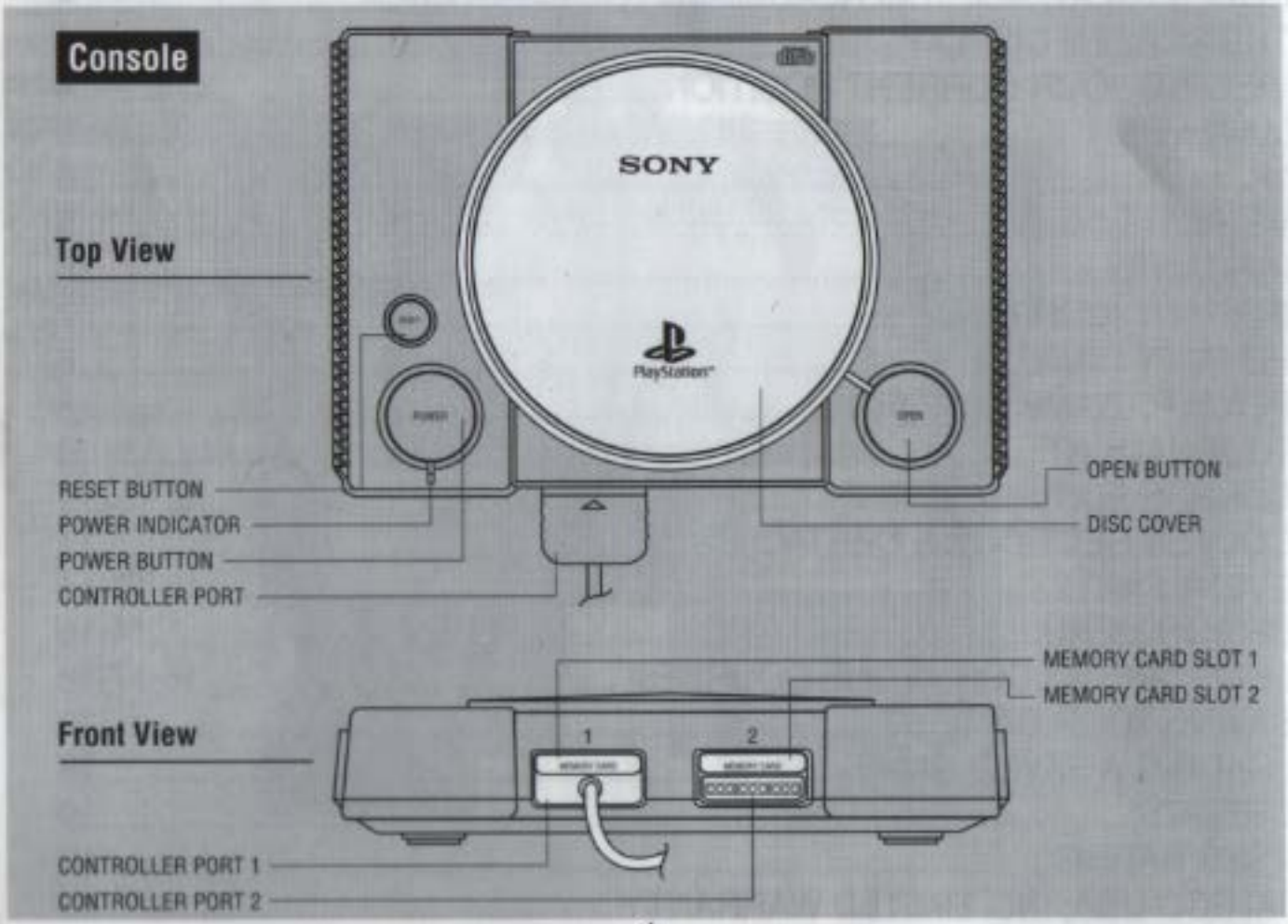
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc 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.

TABLE OF CONTENTS

SETTING UP YOUR GAME 1
CONTROLLERS 2
MENU CONTROLLER FUNCTIONS 2
GAME CONTROLLER FUNCTIONS 3
HOW TO PLAY: ARE YOU READY FOR THE CHALLENGE? 4
THE SCREEN DISPLAY 4
VIEWING YOUR CURRENT POSITION 4
MAIN MENU 5
1P 5
VS. PLAY 5
IRRITANTS 6
IRRITANT ICONS 7
PENALTY GAME 8
PENALTY GAME EDITOR 8
TOURNAMENT 9
COURSE EDIT 9
COURSE SECTIONS & OBSTACLES 11
EVENT PARTS 12-13-14
OPTION MENU 14-15
LET'S TAKE A LOOK AT THE COURSES! 16-17-18
SAVING YOUR GAME 18
LOADING A SAVED GAME 18
CREDITS 19
ESRB RATING 19
JALECO USA, INC. LIMITED WARRANTY 20

SETTING UP YOUR GAME

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 Irritating Stick disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.



CONTROLLERS

Compatible in Digital, Analog and Vibration mode. Using an Analog controller is recommended and will help you take full control of your stick. Make sure that the LED is on to ensure that the controller's Analog mode is active.



MENU CONTROLLER FUNCTIONS

DIRECTIONAL BUTTONS — scroll through options
ANALOG CONTROL — scroll through options
✖ — Confirm
▲ — Cancel decision/return to previous screen

GAME CONTROLLER FUNCTIONS

Analog Control — move stick

● — increase speed

✖ — reduce speed

■ — Irritant select (for Vs. Play mode)

▲ — change viewpoint (see Viewing Your Current Position)

L1/R1 — scroll through Course Edit parts menu

L2/R2 — scroll through Course Edit machines

START — pause

SELECT— when game is paused, use to quit

You may have a controller that looks like the one below, if so, please follow the digital instructions outlined on the right.

Directional Buttons — move stick

● — increase speed

✖ — reduce speed

■ — Irritant select (for Vs. Play mode)

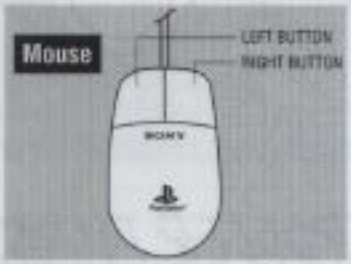
▲ — change viewpoint (see Viewing Your Current Position)

L1/R1 — scroll through Course Edit parts menu

L2/R2 — scroll through Course Edit machines

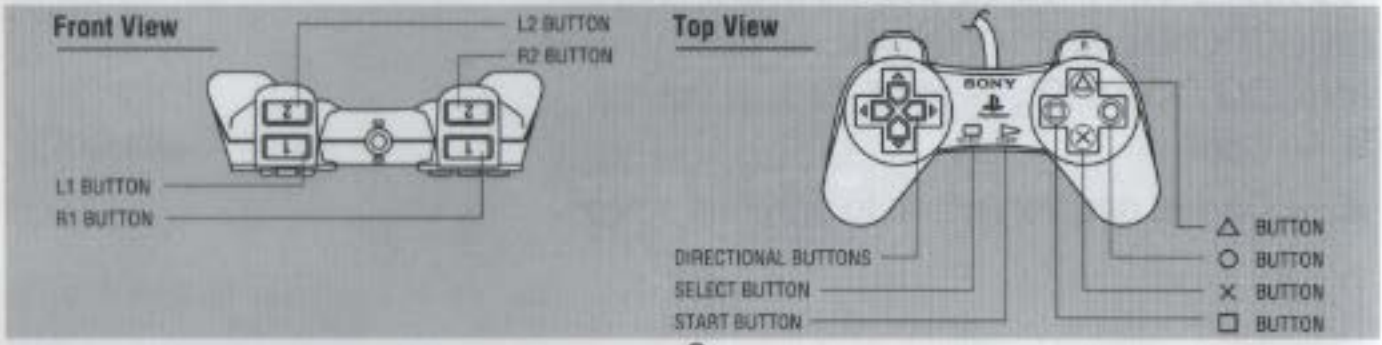
START — pause

SELECT— when game is paused, use to quit



MOVE — move stick

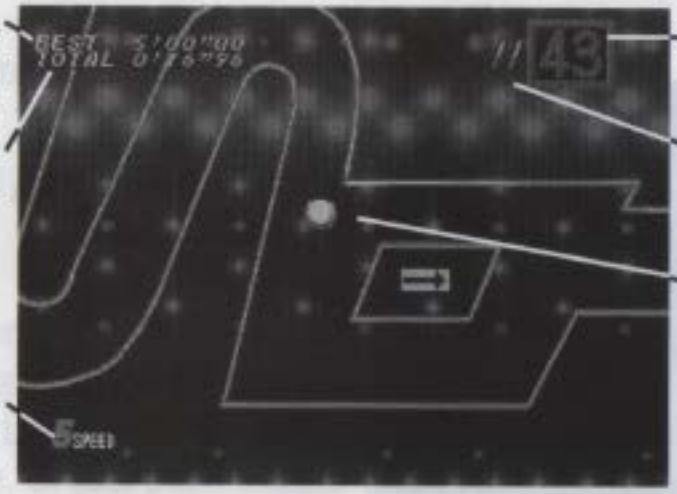
LEFT / RIGHT BUTTONS — Select Function



HOW TO PLAY: ARE YOU READY FOR THE CHALLENGE?

Based on the wildly popular segment of the Japanese television show, ***Uchan Nanchan's Blazing Challenger,*** the object of Irritating Stick is to traverse a three-dimensional labyrinth. Sounds easy, eh? Well think again! The maze is electrically charged and will deliver a good "shock" if you touch any of the edges. Keep in mind folks, just to make things really interesting we've placed a time limit on each of the mazes. Run out of time and you'll have to settle for mere consolation prizes.

THE SCREEN DISPLAY



VIEWING YOUR CURRENT POSITION

Press and hold the ▲ button and use the DIRECTIONAL buttons or left analog stick to view your current position from different angles. Just remember, the countdown clock is ticking so don't spend too much time looking around!

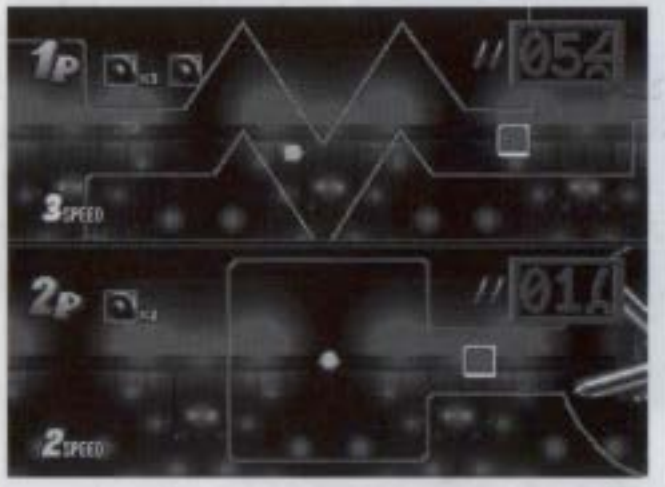
MAIN MENU

Choose from a variety of play modes: 1P PLAY, VS. PLAY (Two-player race), TOURNAMENT, COURSE EDIT, and OPTION.

1P PLAY

A single player mode where you can attempt to traverse over 100 courses including reproductions of actual courses used in the original Japanese television show. A second player can join in at any time by pressing the START button on Controller Two.

VS. PLAY



There's wonderful fun just waiting to be had! Vs. Play is a two-player "race" through the courses. The first contestant to complete the course wins! Lose all your sticks and it's "game over". Results are displayed at the end of each game. There are a few variations in Vs. Play. Let's take a look...

Handicap
Changes the diameter (size) of your stick and the number of sticks available.

Vs. Course Edit
When set to ON, courses can be edited exclusively for VS. Play. When Vs. Course Edit is set to ON, players design their opponent's course. Contestants can only select from a limited range of course sections. Earn points in 1P Play mode to unlock new course sections. Refer to Course Edit mode for additional information.

Irritant Select
Activate the use of Irritants. See Irritants for more information.

Irritant Icons
Actives the use of Irritant Icons. See Irritant Icons for more information.

Penalty Game
Activates the penalty game. See Penalty Game for more information.

IRRITANTS

In Vs. Play mode, Irritants can be your best friend or your worst enemy. To use Irritants set the Irritant option to ON, then select one of the four irritants: Hallucination, Spot Light, Inertia and Crazy Camera. Use these as weapons to slow down, confuse, or just plain irritate your opponent.

Hallucination
Wait! There's three sticks. No? Four? Watch the one in the middle.

Spot Light
Shut the lights off on your opponent. Only the immediate area around your victim's stick is visible.

Inertia
A stick in motion will stay in motion until its velocity is reduced by friction or an electrically charged wall.

Crazy Camera
With great power comes great responsibility! This is the most irritating and annoying of the Irritants.

IRRITANT ICONS

When switched ON, Irritant Icons appear throughout the course at random. Activate an Irritant Icon by touching it with your stick. Let's take a look at the four Irritant Icons you may encounter.



Time - 3
Three seconds are subtracted from your opponent's remaining time.



Big
Touch this icon and your opponent's stick becomes really big!



+1
Hey! You get an extra stick! Awesome.



Blank
Absolutely nothing happens.

PENALTY GAME

When set to ON, losers must suffer the consequences and follow the commands of the Wheel of Fate. Press the ✖ button to spin the wheel. Press the ✖ button a second time to stop the wheel. You're on the honor system here. We're appealing to your good nature as human beings to carry out your punishment properly.

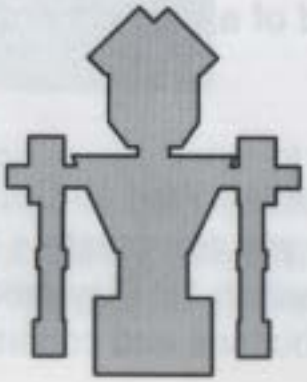
PENALTY GAME EDITOR

Customize the misfortune of others by selecting the Penalty Game Editor. Up to 32 alphanumeric characters can be displayed. New penalties can be saved to a Memory card.

Number Select
Press L1/R1 to select a penalty number.

Penalty
The penalty assigned to the number you chose at Number Select.

Characters
Enter your penalty message.



TOURNAMENT

A great way to have fun at parties! Up to eight courageous contestants vie for top honors. Tournament mode is identical to the play in Vs. Play mode except contestants are placed into "playoff brackets". When the Penalty Game is set to ON, the tournament will determine the worst player. If the Penalty Game is switched OFF, Tournament mode will determine a champion.

To begin Tournament play, enter the number of contestants. A minimum of three contestants is required. Up to eight contestants can play. After selecting the number of players, press the START button.

After entering the number of contestants, the Tournament Option Menu appears. The options are similar to the ones available in Vs. Play, and include: Irritant Select, Irritant Icons and Penalty Game. For an explanation of these options, refer to the Vs. Play section in this manual.

Select a course. After making your choice, the contestant's names are shuffled and placed into tournament brackets. If the Irritant Select mode was set ON, select an Irritant.

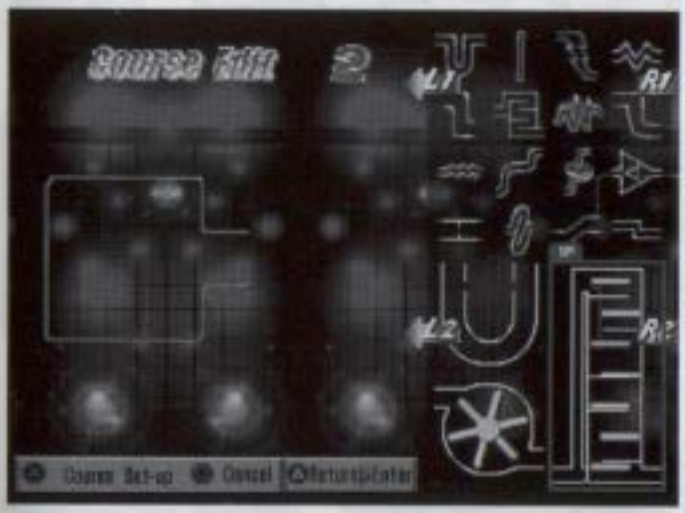
Results are displayed at the end of a tournament.

COURSE EDIT

Construct or modify up to four courses. With 40 Course Sections and Obstacles and over 20 amazing Event Parts you can create a huge variety of mazes. Earn new Event Parts by clearing courses in 1P Play mode. To begin editing, select a course using the DIRECTIONAL buttons and confirm your selection with the ✖ button.

Course Edit Controls

DIRECTIONAL BUTTONS — scroll through options
ANALOG CONTROL — scroll through options
✖ — select section of course
● — cancel previous selection
▲ — return to previous menu
START — end course edit
L1/R1 — scroll through course edit parts menu
L2/R2 — scroll through course edit machines



Located on the upper right hand corner of the screen is the course section menu. Use the L1 and R1 buttons to scroll through your wonderful choices. Below that menu are the amazing obstacles. Use the L2 and R2 buttons to scroll through selections. The edited course appears on the left-hand side of the screen.

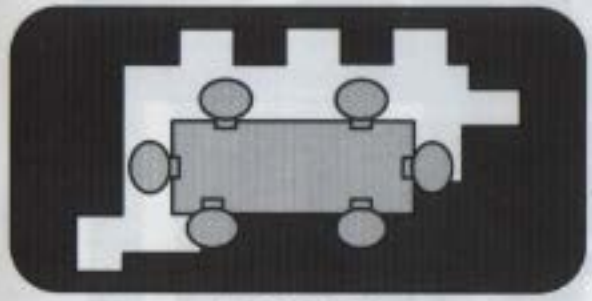
COURSE SECTIONS & OBSTACLES

Shown below are over 40 different course sections and obstacles, along with the number of points needed to access them.



EVENT PARTS

There are 23 Event Parts. Initially some Event Parts are not available, additional parts are made accessible after you clear each course in the 1-player mode.



ROLLER 50



FLAME OF FATE 40



MOVING PATH 20



TWISTER 20



3 WINDMILLS 20



LUCKY SEVEN 20



SERPENT 40



PISTON ZONE 25



CONVEYOR 30



RC MOUSE 20



FUNHOUSE 55



MR. ROBOT 60



?100



PUCKS 60



MRS. ROBOT 60



GONDOLA 60

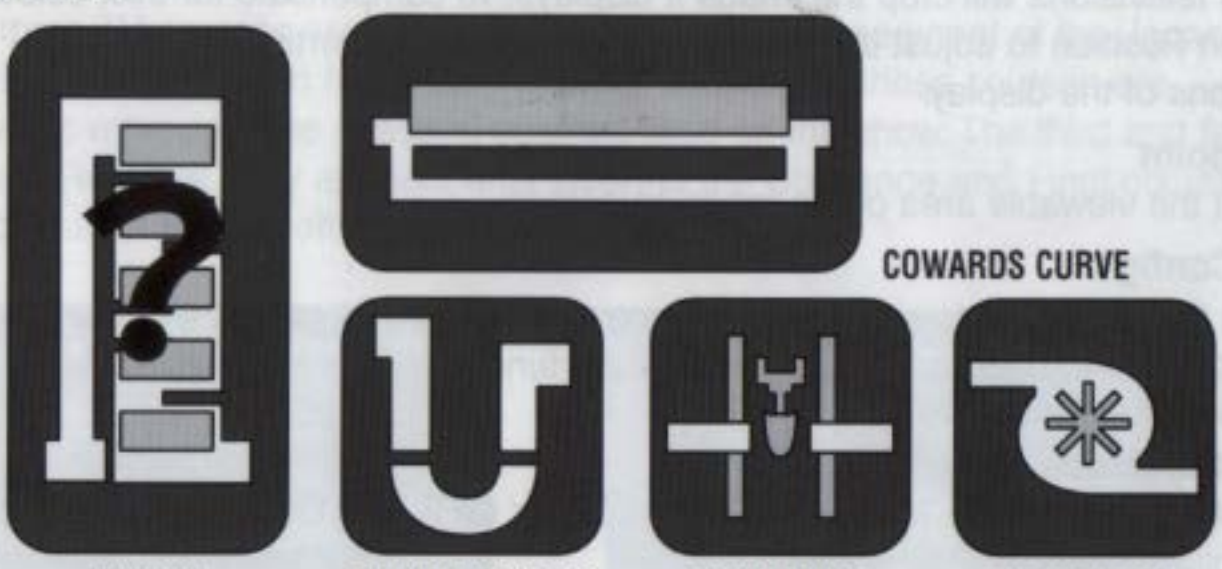


? 55



? 60

These Event Parts are not assigned a point value and cannot be used in Vs. Edit mode.



OPTION MENU

Difficulty
The Difficulty setting adjusts the time limit, as well as the diameter and number of sticks.

Sound
Select Sound to toggle between stereo and monaural output.

Announcer
Is he getting on your nerves? Select OFF to shut him up!

Volume
Adjust sound effect (SE) and background music volumes (BGM).

Screen Position
Some televisions will crop the image it displays. To compensate for this, select Screen Position to adjust the horizontal (Left/Right) and vertical (Up/Down) positions of the display.

Viewpoint
Adjust the viewable area of the maze on-screen.

Key Config
Press the ✖ button to configure the controller's button functions. Use the DIRECTIONAL buttons to scroll through the functions. Assign functions by pressing the desired button.

Vibration Mode
Select Vibration Mode to toggle vibration ON or OFF. (For Dual Shock™ controllers only.)

Penalty Game Editor
Use this editor to create your own penalties for the Wheel of Fate, when penalty mode is on. Use the DIRECTIONAL buttons to scroll through the alphanumeric characters. Press ✖ to enter a character. To view all of the penalties, use the ■ button. Penalties can be activated only in Vs. Play and Tournament modes.

Memory Card
Save and Load Irritating Stick game data. See the sections, Saving Your Game and Loading a Saved Game for additional information.

LET'S TAKE A LOOK AT THE COURSES!

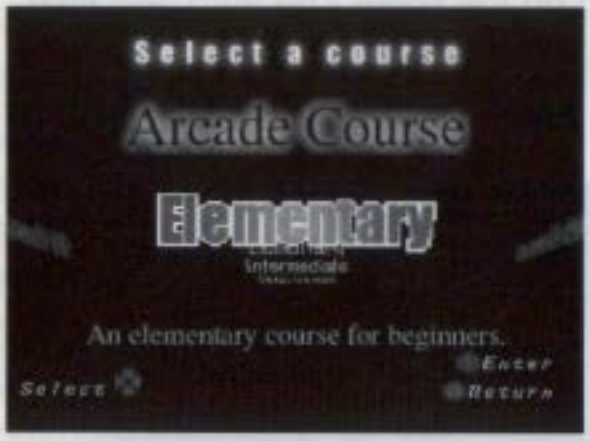
The three TV courses are based on the wildly popular segment of the Japanese television show, Uchan Nanchan's Blazing Challenger, these courses are authentic reproductions of actual courses used on the show. The third and final course, Revenge, only appears after clearing the Challenge and Final courses. Watch out for Mr. Robot!







The four Arcade courses are set at different levels of difficulty:
Elementary, Intermediate, Advanced, and Ultra.
The Ultra course appears only after the previous three courses are cleared.









See if you can complete courses of your own design in the Edit courses. See Couse Edit for more information.



The Artificial Intelligence courses adjust their degree of difficulty for your level of expertise.

SAVING YOUR GAME

You'll need a Memory Card (sold separately) to save your data. Make sure your Memory Card is properly inserted into Memory Card Slot 1. To save your game, press START, then follow the on-screen instructions.

LOADING A SAVED GAME

Make sure that the Memory Card with your Irritating Stick game data is properly inserted into Memory Card Slot 1. Select Memory Card from the Option Menu, then follow the on-screen prompts.

CREDITS

Jaleco USA, Inc.

President	Ken Nakata
Vice President	Greg Hasler
Japanese Translation	Yuki Tanaka
Product Manager	Shane Takahashi
Game Manual	Jarik R. Sikat
Special Thanks	Ed Manning
	Shirley Vega
	Haruo Hori
	Mitsuo Makise
	Hiroyasu Nozawa
	Ken Gratz
Announcer	Chris Agos
US Sound Engineering	Robert, Sound/Video Impressions
Packaging Design	Murrie Leinhart Rysner & Assoc.

ESRB RATING

This product has been rated by the Entertainment Software Ratings 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.

JALECO USA, INC. LIMITED WARRANTY

Jaleco USA, Inc. warrants to the original purchaser of this Jaleco software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Jaleco software program is sold "as is" without express or implied warranty of any, and Jaleco is not liable for any losses or damages of any kind resulting from use of this program. Jaleco agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Jaleco software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Jaleco software product has arisen through abuse, unreasonable use, mistreatment, or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE JALECO. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL JALECO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS JALECO SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Irritating Stick©1999 Saurus Co., Ltd.

©1998 Asahi National Broadcasting Co., Ltd.

Planning by Takara

Published by Jaleco USA, Inc. under license by Saurus Co., Ltd.

Jaleco and the Jaleco logo are registered trademarks of Jaleco Ltd.

JALECO USA, Inc.

225 Larkin Drive., Unit 4

Wheeling, IL 60090

www.jaleco.com

Irritating Stick©1999 Saurus Co., Ltd. ©1998 Asahi National Broadcasting Co., Ltd.
Planning by Takara. Jaleco and the Jaleco logos are registered trademarks of Jaleco Ltd.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. Dual Shock is a trademark of Sony Computer Entertainment. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION
U.S. AND FOREIGN PATENTS PENDING

PlayStation

JALECO®