

NTSC U/C

PlayStation™

KIDS TO ADULTS

CONTENT RATED BY ESRB

SLUS-00215

Pac-Man

Galaga

Pole Position

Bosconian

Rally-X

New Rally-X

Toy Pop

NAMCOMUSEUM™

VOL. 1

namco®

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.

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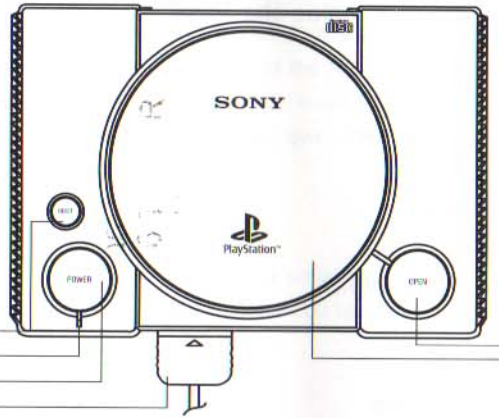
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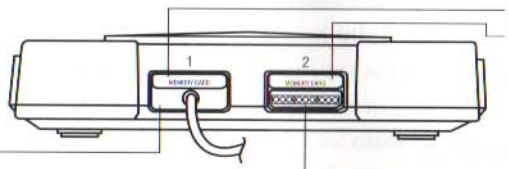
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Namco Museum Volume 1 disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

Console

Top View

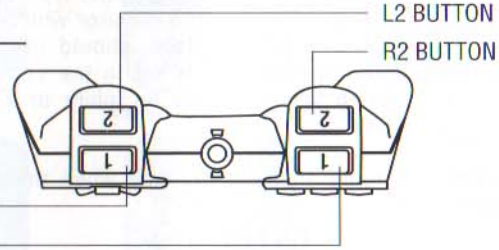


Front View

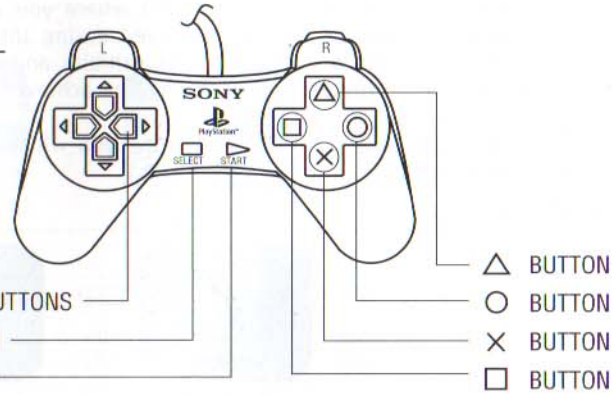


Controller

Front View



Top View



Precautions when Using the Arcade Vertical Mode

Normally, the arcade games can be played by using the upright position of the horizontal type of monitor, as well as a special type of vertical monitor designed for the arcade vertical mode, or a monitor which can be set in the arcade vertical position. However, the player should not play **Pac-Man** or **Galaga** when a horizontal type monitor is set in the vertical position. This could cause the monitor to fall and cause an injury, or it could also cause the monitor to malfunction.

Pac-Man and **Galaga** should always be played when the monitor is in the 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.

Well, that's about it. Take your time. We hope you will enjoy your visit to the NAMCO Museum.

First Floor



Warp Hall

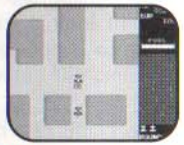


Reception Area

Second Floor



Pac-Man



Rally-X & New Rally-X



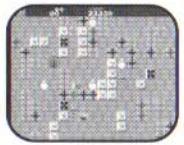
Bosconian



Galaga

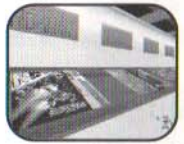


Pole Position



Top Pop

Lounge



Exhibits



Juke Box



Record Book

GETTING STARTED

Press the Start button when the Title screen is displayed. You can use the Directional buttons 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 inside the museum and select respective games to be played.

Games
Select this icon to play a game. The game can be played as soon as a game icon is selected from the Games menu. Selection is made with the Directional buttons and confirmed with the **X** button. [EXIT] will return the player to the Title screen.

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



Menu Screen



The Games Are Displayed After Selecting the Games Icon

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 menu display (this can be used to start a game immediately even if the action does not take place inside a game room). Select a Game icon, then press the **X** button to choose the game.

Directional Buttons -- 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.

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

NEGCON CONTROLLER

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

B Button Use 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 buttons 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.
Start Button -- Press to select the Games Menu display. (This can be used to start a game immediately even if the action does not take place inside a game room). Select a game icon, then press the **I** button to choose the game.

1ST FLOOR

Floor 1 is the reception area at the front entrance. This is where you can register your name and then proceed to the main hall on the second floor. You will be able to experience a number of enjoyable exhibits there.

Reception Area – Please register your name at the front desk with the "reception girl". You can select the position of the letter with the Directional buttons and register your selection by selecting OK with the X button. Canceling is done with the O button, or you can select "EXIT" and then press the X button. In addition, data can only be saved for the person who is currently registered.

Note: A memory card, sold separately, is required to save a registered name and game data.

Warp Hall – The museum is a building with two stories. We have to use the Warp Hall to get to the first floor and the second floor. When you enter, you will be transported automatically.



Reception Area



Name Registration



Warp Hall

2ND FLOOR

Main Hall – The exhibit entrances for the games **Pac-Man, Rally-X & New Rally X, Galaga, Bosconian, Pole Position**, and **Toy Pop** are located in the center of the Main Hall on the second floor. Also the lounge is on the second floor. Walk through the hallway with exhibits to reach each game room.

Hallway With Exhibits – We can now continue our way through the hallway with exhibits where one can see game explanations and other materials on display. You can view items displayed in front of you in more detail if you press the X button.

Use the icons below to make your selections.

⇦ ⇨	Display switch
SCOPE	Use to Zoom in or Zoom out
Directional Button	for movement
Start Button	to exit



Main Hall



Hallway with Exhibits



You can View the Displayed Items in More detail

LOUNGE

The items located in the lounge are listed below. You can switch between different screens by pressing the X button when standing in front of an item.

Displayed Items – You can view the "NG" display or chronological table of the games. Select an icon with the Directional buttons and press the X button. Select "EXIT" to return to the lounge.

Use the icons below to make your selections.

⇦ ⇨ ⇧ ⇩	Display switch
SCOPE	Use to Zoom in or Zoom out
Directional Button	for movement
Start Button	to exit

Juke Box – Use the juke box when you want to hear music and sound effects. First, select a game by pressing the X button. When the screen changes, you can select sounds by pressing the Directional buttons, and then pressing the X button. Select "EXIT" to return to the lounge.

Use the icons below to make your selections.

⇦⇦ ⇨⇨	Selection Switch
□	Stop
⇨	Play

Record Book – You can view the high score data saved in the memory card. First, select the upper or lower part of the Game icon by using the Directional

buttons to select the game. Next, select the left or right icon with the Directional buttons to select an item. Switching can be done with the X button.



Sound Selection


Save Data


Viewing Displayed Items

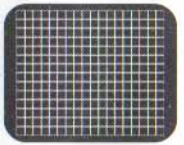

Music Selection

GAME ROOM

You can switch to the Game screen by pressing the X button while standing in front of the game machine. The screen will look corrupted when the game machine is connected for the first time to a power source, but 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.

▲ **Button:** Changes to the dipswitch screen, (see pages 12-13 for further reference) and allows you to adjust the settings for each game. To change to the dipswitch screen, simply press the ▲ button from the Title screen of any game.


The Galaga Game Room Looks Like a Spaceship


Cross Hatch Screen


This Is Not a Bug. This happens in the arcade version as well.

Note 1: 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 at the time when the power is turned on.

Note 2: To select "2 PLAYERS" (when the game is played by 2 players), a second controller must be used on the 2P side.

DIPSWITCH SCREEN

The Directional buttons are used to make a selection from the menu and the **X** button is used to confirm it.

1. After highlighting a dipswitch with the Directional buttons, the function and present status will be displayed. After switching the switch with the X button, you can change the settings as you wish.
2. Returns to the Game Mode screen, (this is the power switch for the game).
3. Changes the button setting (on certain games only).
4. Returns to the museum.

Note: The test switch should be **OFF** before a game can be started.



TEST SCREEN

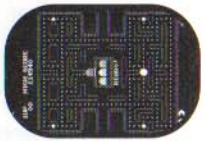
When the "test switch" is set to ON and the "power switch" is also turned on, the Test screen will be displayed. The Test screen provides a function which is used to check the response of the game controls and buttons like the real arcade game. Press the ▲ button (neGcon is button B) when you want to return to the Dipswitch Screen.
Note: This screen has limited functions.



ARCADE VERTICAL MODE

While in the Dipswitch screens of **Pac-Man** and **Galaga**, if you flip the "arcade vertical" switch to the **ON** position, you can experience the original Screen mode of how these games were played in the arcade. In addition, when the game is played in the arcade vertical mode, the player must always use the vertical monitor type or a monitor type that can be set to the vertical position.

This is how it looks when the Arcade Vertical Mode is on.



PAC MAN

"PUCKMAN" was the original name of this game when it was released in Japan years ago. The name was changed to **Pac-Man** which is now known worldwide.

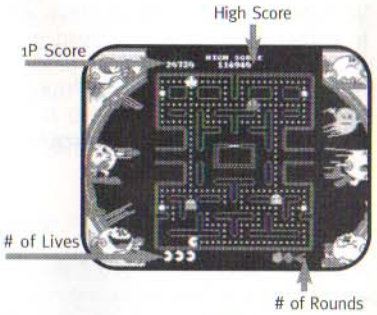
Getting Started – Enter the credits with the Select button on either controller. A one-player game can be started by pressing the Start button. To select a two-player alternating game, set the credits to 2 and then press the Start button on the second players controller. Also, you can return to the Dipswitch screen if you want to exit the game, but you must do this from the Title screen.

How to use the Controller	
Direction Buttons	Press to move Pac-Man through the maze
▲ Button	Returns to Dipswitch screen.
Select Button	Enter credits
Start Button	Use to start, pause or unpause the game.

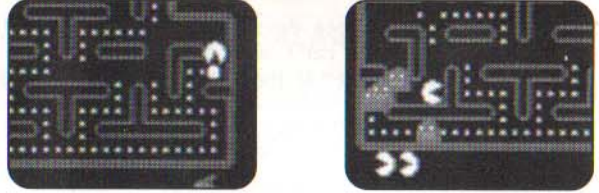
How To Play the game – The purpose of the game is to eat all the pellets (•) from each maze while avoiding the attacks of the four ghosts. When all the pellets are eaten up, the player can proceed to the next round.

Rules

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



Power Pellets – Chomp down a power pellet, and Pac-Man will have the power to eat ghosts. When a power pellet is eaten, the ghost will change to a 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 box, and the ghost will be regenerated. The more ghosts you eat in succession, the more points they are worth.



Fruit Treats – Fruits 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.

RALLY-X AND NEW RALLY-X

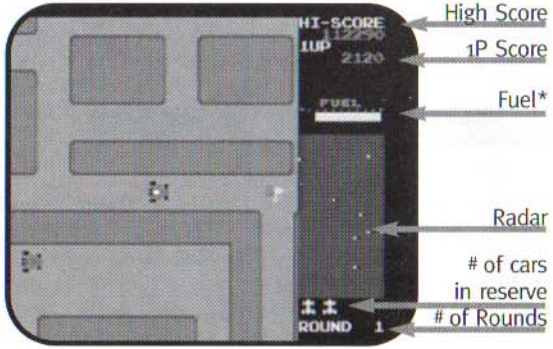
Getting Started – Enter the credits with the Select button on either controller. A one-player game can be started by pressing the Start button. To select a two-player alternating game, set the credits to 2 and then press the Start button on the second player's controller. Also, you can return to the Dipswitch screen if you want to exit the game, but you must do this from the Title screen.

How to use the Controller	
Direction Buttons	Press to move car through the maze
▲ Button	Returns to Dipswitch screen.
Select Button	Enter credits
Start Button	Use to start, pause or unpause the game.
X /O Button	Use to create smoke screen (**A** button when the neGcon is used)

How To Play the game – You have to drive "your car" while avoiding rocks, dodging the red car ("your enemy's car") 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" unit each time you hit a rock or the red car.
- When you lose all "your car" units, the game is over.
- An extra car will be awarded by scoring 20,000 points in Rally-X, 20,000 points and 100,000 points in New Rally-X. (This is the initial extra car setting. You can change this with the dipswitches).
- You can receive bonus points for your fuel when you get the lucky flag (only in New Rally-X).
- Special flag -- All the points obtained after the special flag are doubled.



* The amount of fuel will be reduced with the passage of time or when you use the smoke screen. When the fuel is depleted, "your car" will become slow, and it will be impossible to emit the smoke screen.

GALAGA

Getting Started – Enter the credits with the Select button on either controller. Press the Start button to start a one-player game. To select a two-player alternating game, set the credits to 2 and then press the Start button on the second player's controller. Also, you can return to the Dipswitch screen if you want to exit the game, but you must do this from the Title screen.

How to use the Controller	
Direction Buttons	Moves your star fighter to the left or right.
▲ Button	Returns to Dipswitch screen.
Select Button	Enter credits
Start Button	Use to start, pause or unpause the game.
□ /X /0 Button	Launches missiles (**A** button when the neGcon is used)

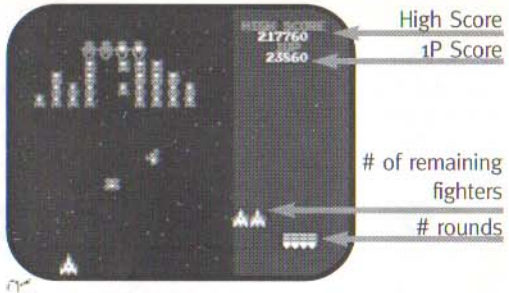
How To Play the game – When the game is started, the Galaga alien formation will appear and assemble in the upper part of the screen, after that it will start attacking. Your star fighter will be operated by moving to the left or right. When Galaga troops come flying to attack, you can defeat them with your missiles. When all the enemies have been defeated, you can proceed to the next round.

Rules

- You 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 20,000 points and 70,000 points, after that, each star fighter is awarded for every additional 70,000 points (it is possible to change the dipswitch setting when this is the initial setting).

Let's Fight with a Dual Fighter!

When two fighters are combined into one unit, your fighter will have double the firepower. This fighter is called a dual fighter. Let's start a major attack!



Tips

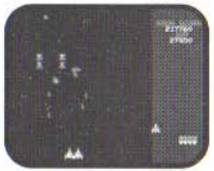
- If a prisoner fighter is attacked, the fighter will be destroyed. Be very careful and aim only at Boss Galaga!
- Be careful when there are no more fighters left and you are surrounded by a tractor beam, because the game will be over if your last fighter gets captured.
- Attack Boss Galaga while he is flying! When a Boss Galaga with a captured fighter is attacked in formation, the captured fighter will become your enemy!



First, Let Boss Galaga Capture Your Fighter With His Tractor Beam



A Fighter Has Been Captured and Boss Galaga Is Flying at You. Take Your Aim and Fire!



A Fighter Rescue Mission Was Successfully Completed. A Single Fighter Has Changed Into a Dual Fighter!

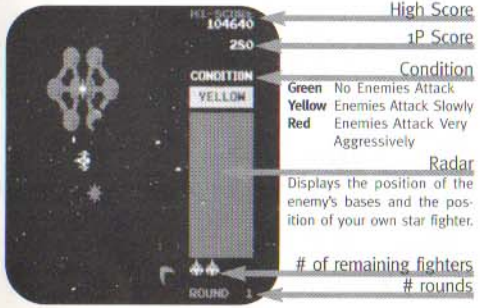
Your Chance to Win Big Points in the Challenging Stage!

The first challenging stage will be on the third stage, and on every fourth stage after that. Various types of Galagas will be flying while creating 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.

BOSCONIAN

Getting Started – Enter the credits with the Select button on either controller. Press the Start button to start a one-player game. To select a two player alternating game, set the credits to 2 and then press the Start button on the second player's controller. Also, you can return to the Dipswitch screen if you want to exit the game, but you must do this from the Title screen.

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 shootdown enemy fighters that get in your way, and avoid colliding with asteroids and space mines.



There are two methods of how to destroy an enemy base!

Destroy all 6 enemy gun batteries!

Launch a missile into the central part of the gun batteries! However, the missiles will not be effective when the energy core is closed!

How to use the Controller	
Direction Buttons	Moves your star fighter in one of eight directions.
▲ Button	Returns to Dipswitch screen.
Select Button	Enter credits
Start Button	Use to start, pause or unpause the game.
□ /X /O Button	Launches missiles (**A** button when the neGcon is used)

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 the fighters are lost.
- One star fighter will be awarded by scoring 20,000 points and 70,000 points, after that, each star fighter is awarded for every additional 70,000 points (it is possible to change the dipswitch setting when this is the initial setting).
- The continue screen will appear when the game is over. You can continue playing the game if you press the start button before the countdown reaches zero.

Tips

- Shoot down every enemy fighter, in an attack formation for bonus points.
- If you shoot a space mine, don't crash into it's explosion.
- Don't let the spy ship get away, or they'll know where you are.

POLE POSITION

Getting Started – You can enter credits with the Start or Select buttons. The game will start when the Start button is pressed one more time. Also, you can return to the Dipswitch screen if you want to exit the game, but you must do this from the Title screen. **Note:** Pole Position is only a one player game.

How To Play the game – 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 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. 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.



How to use the Controller	
L1 / L2	Shifts up (high gear)
R1 / R2	Shifts down (low gear)
Direction Buttons	Steer car to the left or right
▲ Button	Returns to Dipswitch screen.
Select Button	Enter credits
X Button	Accelerator
□ Button	Brake
Start Button	Use to start, pause or unpause the game.

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!

How to use the NeGcon Controller*	
Twist the controller to the left or right	Steers car to the left or right.
Directional Buttons	When pressed up, shifts down (Low Gear); when pressed down, shifts up (High Gear).
Start Button	Use to enter credits, start, pause or unpause the game.
B Button	Returns to Dipswitch screen.
I Button	Accelerator
II Button	Brake

*neGcon controller sold separately

TOY POP

The Characters

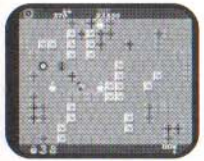
Pino -- A magical puppet made out of wood. He can move really fast and the bullets that he shoots are pretty fast, too.

Acha -- The only daughter of master Ekko. She moves kind of slow but her bullets are quite fast.

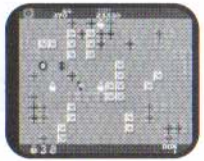
Getting Started – Enter the credits with the Select button on either controller. Press the Start button to start a one-player game. To select a two-player simultaneous game, set the credits to 2 and then press the Start button on the second player's controller. Also, you can return to the Dipswitch screen if you want to exit the game, but you must do this from the Title screen.

Note: Toy Pop can be played as a two-player simultaneous game.

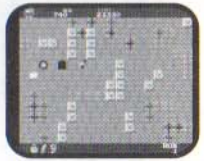
How To Play the game – The object of the game is to collect the hearts enclosed in certain bottles while defeating the enemies. Once you have collected four hearts, the door will open, and you will be able to escape and proceed to the next box.



Shoot at the bottle that has a heart in it! When you break the bottle, move the heart to the door by touching it.



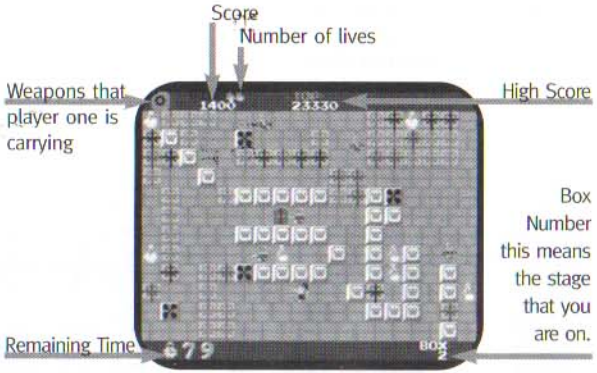
If you hit the bottle which you cannot see through with one shot, the contents of the bottle will be displayed. It's OK to shoot it one more time. But you will find some bottles empty.



If you have 4 hearts, the door will open. If you pass through this door, the box will be cleared!

How to use the Controller

Direction Buttons	Moves your character up, down, left, or right
▲ Button	Returns to Dipswitch screen.
Select Button	Enter credits
Start Button	Use to start, pause or unpause the game.
X / O Button	Use to fire bullets. Also used for opening the item boxes. (**A** button when the neGcon is used.)



Rules

- Every time you are touched by an enemy or an enemy's bullet, Pino's (or Acha's) upper garment will be taken off. If your character is hit one more time, you will lose a life.
- One blast of the time bomb will be a lost life.
- The game is over when all Pinos (or Achas) are lost.

- When the timer runs out, the box will start to fill up with blocks. Escape quickly, or lose a life.

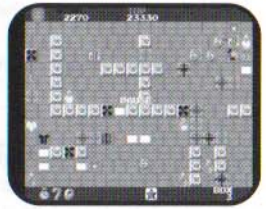
HOW TO DEFEAT THE ENEMY

The enemy has several different and effective weapons. If you find the "weapon icon" which is hidden inside of an item box, you will be able to confiscate the enemy's weapon.

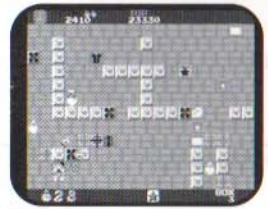
Weapons and the Enemies That They Defeat:

White Bullet	Soldiers
Tire	Car, Soldiers
Bomb	Tank, Soldiers
Pin	Balloon, Soldiers
Fire	Card soldiers, Soldiers
Electricity	Robots
Ultrasonic Waves	Monkey, Soldiers

* Electricity can cause paralysis except when it is used on robots.
* The White Bullet is the first weapon which is weak and can only defeat the soldiers.



Shoot the item box in this situation! The first shot can open the box to see inside, the second shot can break the box.



Your weapon can be changed if you walk over a different weapon icon.

Whirlwind & Star Bullet

The "7" or "★" icons are hidden inside certain item boxes. Each time you pick up one, they are stored on the bottom of the screen. After getting all three, they can be used as the special weapons below. Also, they are stored and shared in the two player game, whoever gets the third icon first, will get the special weapon.

777 (Whirlwind) – Your character will take no damage for a short period of time. You can defeat all enemies by touching them.

★★★ (Star Bullet) – This weapon can defeat all enemies.

Items

Candy	You will get bonus points if you can get this candy.
Lamp	All of the hidden weapon icons will be revealed.
Jet Boots	For a short period of time, your character's speed will be increased.
Fork	Will change your enemies into cakes.
Hourglass	Freezes your enemies and the timer for a short period of time.
Flower	For a short period of time it will make your character transparent. You will take no damage, even if an enemy shoots or attacks you.
Clothes	You should put some clothes on when you are naked. Pino has a blue shirt, and Acha has a red dress.
Special Flag	Once a certain number of points is reached, the following special flag will appear, and you will get an extra life if you pick it up.

Traps

Magic Undressing Hand	The hand will extend itself and take away Pino's and Acha's clothes.
Punch	The punch will hit your character if you are next to an item box that contains one, then open it. When hit, your character will be stunned for a short period of time.
Time Bomb	If you open an item box that contains this, it will explode in about 4 seconds. If you are hit, you will lose a life.

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