

Xevious
Gaplus
Super Pac-Man
Mappy
Grobda
Dragon Buster

NAMCOMUSEUM™

VOL. 2

namco®

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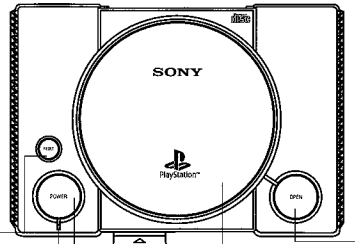
Grobda 22

Dragon Buster 24

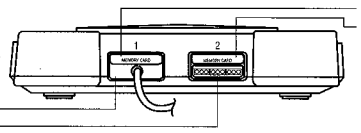
Set up your PlayStation" game console according to the instructions in its Instruction Manual. Ma sure the power is off before inserting or removing a compact disc. Insert the Namco Museum Volume disc and close the CD door. Insert game controllers and turn on the PlayStation" game console. Follo on-screen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

Console

Top View

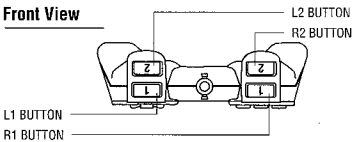


Front View

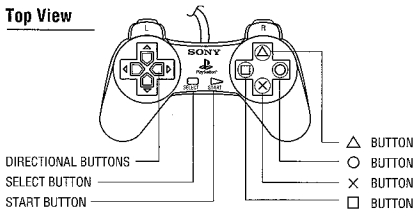


Controller

Front View



Top View



Precautions when Using the Arcade Vertical Mode

Normally, the arcade games can be played by using a normal monitor in the horizontal position, as well as a special type of vertical monitor designed for the arcade vertical mode. A horizontal monitor can be set on its side to achieve the arcade vertical position, but we don't recommend that you do this. The player should not play **Super Pac-Man, Gaplus, Grobda, Mappy** or **Xevious** when a horizontal type monitor is set on its side in the vertical position. This could cause the monitor to fall and cause an injury, or it could also cause the monitor to malfunction.

These games should always be played when the monitor is in the normal upright position.

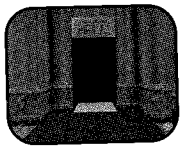
GREETINGS!

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.

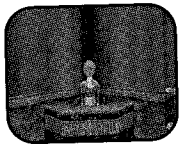
In this second volume of the Namco Museum series, we bring back some other great arcade classics for your enjoyment. Have fun!

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

First Floor

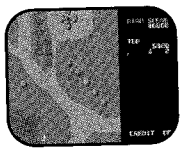


Warp Hall



Reception Area

Second Floor



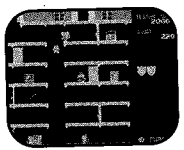
Xevious



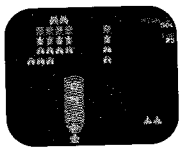
Super Pac-Man



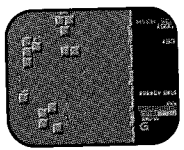
Dragon Buster



Mappy

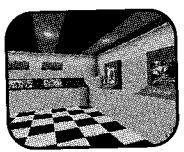


Gaplus

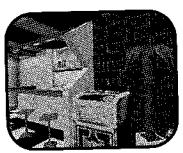


Grobda

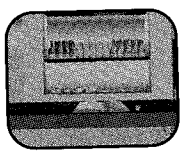
Lounge



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

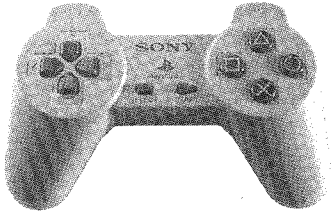
BASIC COMMANDS INSIDE THE MUSEUM

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.

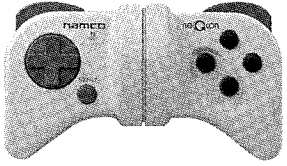
X Button Use to select an exhibited object or a display switch.

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

NEGCON CONTROLLER

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.

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 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.

neGcon Caution: Occasionally when you first start to play a game with your neGcon, you may find that the twist control function is either oversensitive or biased in one direction, e.g. in Ridge Racer Revolution, the car may veer to one side even when you're not touching the controller. Don't worry, this is not a fault with the game or the neGcon and can easily be remedied by exiting the game and calibrating your neGcon following the instructions on the key configuration screen.

FIRST FLOOR

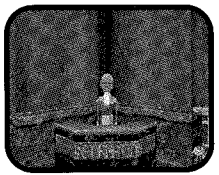
Floor 1 is the reception area at the front entrance. This is where you can register your name and then proceed to the main hall on the second floor. You will be able to experience a number of enjoyable exhibits there.

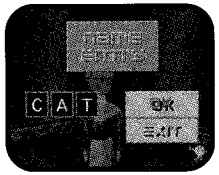
Reception Area / Name Registration / Saving High Scores

You must insert a memory card in slot 1, and register your name at the front desk with the reception girl in order to save high scores. Once a memory card is registered, saving is done automatically when you exit a game and return to the museum. 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

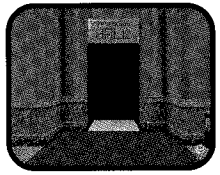
person who is currently registered. **Note:** A memory card, sold separately, is required to save a registered name and high scores.

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

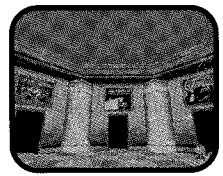
SECOND FLOOR

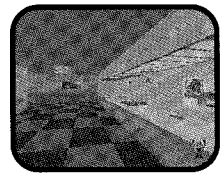
Main Hall
The exhibit entrances for the games **Xevious, Super Pac-Man, Dragon Buster, Mappy, Gaplus** and **Grobda** are located in the center of the Main Hall on the second floor. Also the lounge is on the second floor. Walk through the hallway with exhibits to reach each game room.

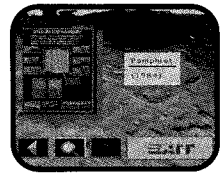
Hallway With Exhibits
We can now continue our way through the hallway with exhibits where one can see game explanations and other materials on display. You can view items displayed in front of you in more detail if you press the X button.

Use the icons below to make your selections.

⇦ ⇨	Display switch
SCOPE	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 "Namco Community Magazine" 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	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.

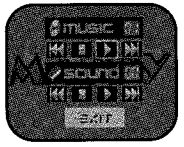
⇦ ⇨ Display Switch



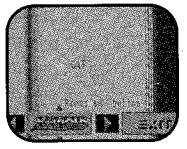
Viewing Displayed Items



Music Selection



Sound Selection



Save Data

GAME ROOM

Getting Started

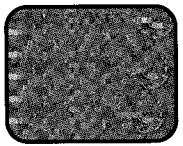
You can switch to the Game screen by pressing the X button while standing in front of the game machine. When a flow of random letters is displayed on the screen before a game is started, this doesn't mean that the machine is malfunctioning. This function re-creates the start up of each arcade game when the power is turned on. When this is finished, a so-called cross hatch screen will be displayed. The cross hatch screen can be moved to center the game screen on your TV with the Directional buttons. 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 page 12 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.

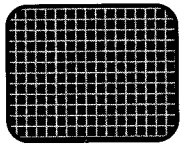
Starting a Game

From the Title screen, enter the credits with the Select button on either controller. A one-player game can be started by pressing the Start button. To select "2 PLAYERS" (when the game is played by 2 players), a second controller must be used on the 2P side. 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 by pressing the △ button if you want to exit the game, but you must do this from the Title screen.



This screen appears when the game is powered on.



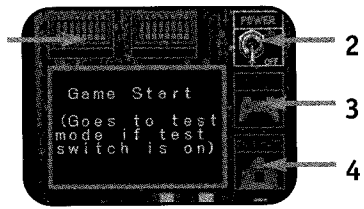
Cross Hatch Screen



Title Screen, showing the credits.

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. On this screen, you can select the Sound Test to listen to the game's music. You can also view some of the current game settings. Press the △ button (neGcon is B button) to return to the Dipswitch Screen.

Note: You can only select the Sound Test option on this screen.



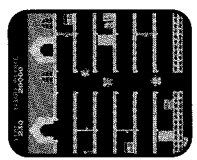
Test Screen

Arcade Vertical Mode

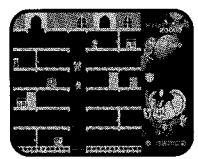
While in the Dipswitch screens of all games except for Dragon Buster, if you flip the "arcade vertical" switch to the ON position, you can experience the original Screen mode of how these games were played in the arcade. In addition, when the game is played in the arcade vertical mode, the player must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

Wide Mode or Simulated Arcade Mode

While in the Dipswitch screens of all games except for Dragon Buster and Xevious, if you flip either the "Wide Horizontal" or "Simulated Arcade Horizontal" switch to the ON position, you can enjoy changing the game screen boarder graphics. While playing the game, press the Start Button to pause the game, then press any Directional Button to change the boarder graphics.



This Is How It Looks When the Arcade Vertical Mode is on.



Cool Boarder graphics!

SUPER PAC-MAN™

How to use the Controller

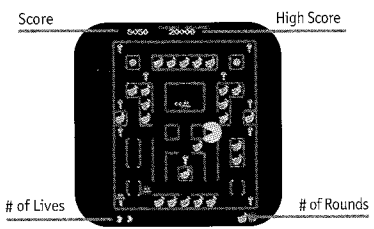
Direction Buttons	Press to move Pac-Man through the maze.
▲ Button	Returns to the Dipswitch screen (only from the Title screen).
X Button (Super Button)	To move faster when you are Super Pac-Man.
Select Button	To Enter credits.
Start Button	To start, pause or unpause the game.

How To Play the game

The purpose of the game is to collect all the keys to open the doors, then eat all the fruits and target items inside each maze while avoiding the attacks of the ghosts. When all the fruits and target items are eaten up, the player can proceed to the next round. Chomp down a power pellet, and Pac-Man will have the power to eat ghosts. When a super power pellet is eaten, Pac-Man will grow larger in size and will change into Super Pac-Man. Super Pac-Man can move faster when the Super button is pressed.

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.

Super Power Pellets

When Pac-Man eats the super power pellet, he temporarily becomes invincible to the ghosts' attacks. Pac-Man can extend the time he will remain as Super Pac-Man by eating the next super power pellet before the first one wears off. You can also extend Super Pac-Man's time by eating normal power pellets. Also it is possible to be Super Pac-Man through the whole round if you time it right, and don't forget to press the Super button to move faster.

Star & Lucky Target

Eat the Star when the Lucky Targets are spinning and the fruit on both sides match. Both Lucky Targets will spin on each round. When the left-hand side stops spinning, time the moment that it matches the fruit on the right-hand side and quickly eat the Star. If you make the fruit match, you are awarded bonus points.

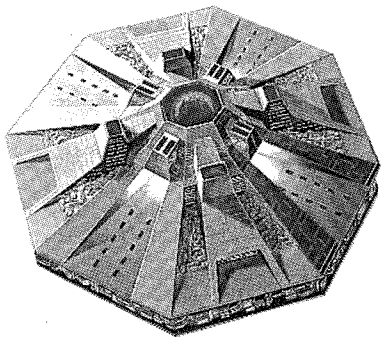
Warp Tunnels

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 is hot on your tail.

XEVIOUS™

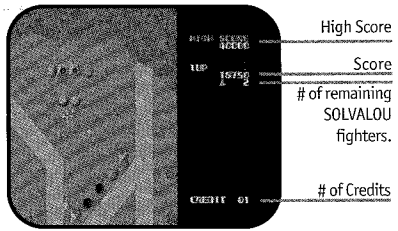
How to use the Controller

Direction Buttons	Moves your SOLVALOU in one of eight directions.
▲ Button	Returns to the Dipswitch screen (only from the Title screen).
Start Button	To start, pause or unpause the game.
Select Button	To enter credits.
■ / O Buttons	To launch a ZAPPER missile to destroy the flying enemies.
X Button	Use to launch a BLASTER bomb. (When your bomb sight is over a ground target, it will start flashing red).



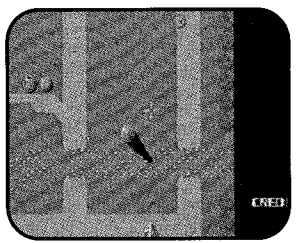
How to Play the Game

Your ship, the "SOLVALOU", will be operated by moving the Direction button. Shoot the ZAPPER missile to destroy the flying enemies and BLASTER bomb to destroy the enemies on the ground. You will lose one SOLVALOU when you are hit with an enemy's missile or when you touch the enemy. When you lose all your SOLVALOU, the game is over. An extra SOLVALOU will be awarded at certain point intervals.



Making the SOL (TOWER) appear!

You can get higher scores by making the Towers appear. When your bomb sight is flashing red on the ground, drop a BLASTER bomb to make the Tower surface, then drop a second bomb to destroy it.



Destroy the SOL for big points!

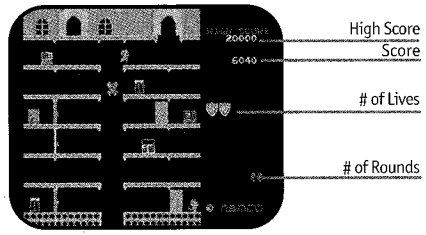
MAPPY™

How to use the Controller

Direction Buttons	Moves Mappy left or right.
▲ Button	Returns to the Dipswitch screen (only from the Title screen)
Start Button	To start, pause or unpause the game.
Select Button	To enter credits.
X / O / ■	To open or close the doors while facing them.

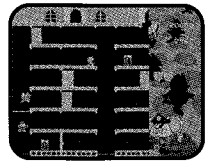
How to Play the Game

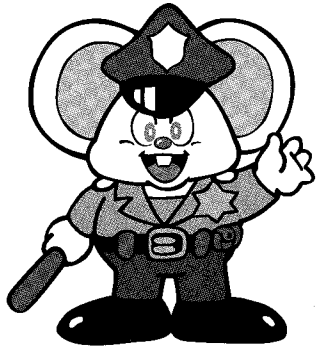
Take back the items stolen by NYAMCO & MEWKIES while avoiding their attack. When you collect all the stolen items, you can go to the next round. Every time you are caught by the cats or drop to the floor or below the floor, you will lose a life. You are safe when bouncing on the trampolines, but you can't avoid the CAT COIN that will appear if you take too long to clear the round. An extra Mappy will be awarded at certain point intervals.



Utilize the Trampolines and the Doors

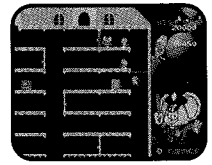
Move up or down by bouncing on the trampoline. Press the Direction button left or right after bouncing on the trampoline to land on the floor. Open the door to temporarily stun the cats when they are close to the door. Doors open in the direction that the doorknob is facing.





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.



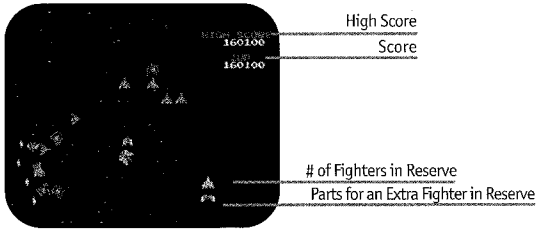
GAPLUS™

How to use the Controller

Direction Buttons	Move your fighter in one of eight directions.
▲ Button	Returns to the Dipswitch screen (only from the Title screen).
Start Button	To start, pause or unpause the game.
Select Button	To enter credits.
■ / X / O Buttons	Use to launch a missile.

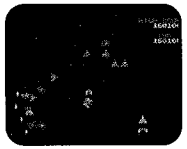
How to Play the Game

Your fighter will be operated by moving the Direction button. When the GAPLUS 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 parsec. You will lose one fighter when you are hit with the enemy's missile or when you touch the enemy. When you lose all the fighters, the game is over. An extra fighter will be awarded at certain point intervals.



Take back the parts!

Sometimes, the QUEEN will carry a piece of the fighter. Shoot down the QUEEN while she is flying, to get the piece. Collect three pieces, and you will receive an extra fighter in reserve.



Challenging Stage

On this stage, a few of these special enemies will appear at a time. You must shoot the same amount of shots as there are enemies, to juggle them. Try to juggle them from side to side as long as you can for big bonus points. If you shoot them too many times, they will fly off of the screen.



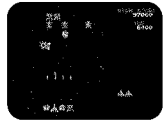
Strike back with the Blaster Head!

The QUEEN with Blaster Head appears on most parsecs. Shoot down the QUEEN carrying the Blaster Head, while she is flying, and the fighter is combined with the Blaster Head. If you shoot the Blaster Head while in formation, it will disappear.

Blaster Head power ups:

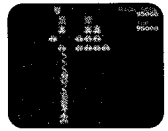


Hyper (Blue): The speed of both the fighter and missile get faster. The missile also gets doubled.



Phalanx (Red): Use the Phalanx Beam to capture up to six enemies. The captured enemies change into cloned fighters. The cloned fighters can give you extra firepower, until they are killed.





Cyclone (Green): Use the Cyclone Beam to capture the enemies. The more captured enemies you shoot, the higher you score.

Elephant (Pink): Slows down the enemies.

Side Winder (Blue Green): Control the missiles you fire by moving your fighter to the left or right.

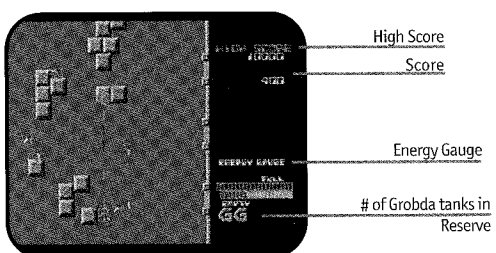
Note: Some Blaster Head power ups only appear on the higher stages.

How to use the Controller

Direction Buttons	Moves the "GROBDA" tank in one of eight directions.
▲ Button	Returns to the Dipswitch screen (only from the Title Screen).
Select Button	To enter credits.
■ / O Buttons	Fires the laser beam.
X Button	Use to shield tank from enemy fire.
Start Button	Use to start, pause or unpause the game.

How to Play the Game

The object of the game is to destroy all the enemies in the arena with your beam or shield, to advance to the next round. You will lose one "GROBDA" tank when shot by an enemy's beam or when you collide with a tank explosion.



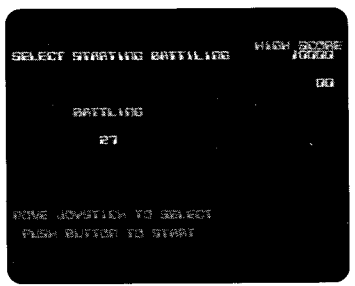
Utilize the Shield!

The shield will protect you from the enemy's beam or explosions. You consume energy by using the shield or the beam, and you cannot use it if the energy gauge is red. Your energy will recover if you don't move or use the weapon.

Shield Condition:

Blue Protects the player from both the enemy's beam and explosion.
Yellow Only protects the player from the enemy's beam.
Red The shield doesn't work.

Round Select: Set the Round Select switch to "ON" at the Dip Switch Screen. When the Title screen appears, press and hold the ■ / O / X Buttons then press the Start button twice. Follow the on screen instructions to make your selection.



DragonBuster™

How to use the Controller

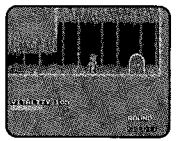
Direction Buttons	Moves "CLOVIS" left or right and controls jumping or crouching by pressing up or down, also used to climb up or down the rope.
▲ Button	Returns to the Dipswitch screen (only from the Title Screen).
Select Button	To enter credits.
■ / O Buttons	Swings the sword.
X Button	Launch the Fire Ball.
Start Button	Use to start, pause or unpause the game.

How to Play the Game

The object of the game is to control CLOVIS on his quest to find and kill the Dragon to save Princess CELIA kidnapped by the Dragon.

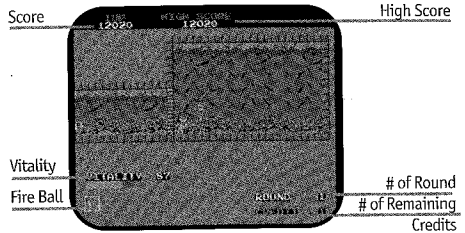


1. When getting started, the Round Map will be shown on the screen. Choose the way you wish to travel by moving the Directional Key to enter and explore the dungeon.



2. The dungeon is a maze of caverns. You must kill the room guardian to escape from the dungeon.

3. After you finish exploring all the dungeons on each round, you will reach the Dragon's mountain. Kill the Dragon with your sword or the magic items to go to the next round.



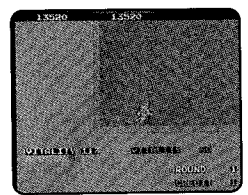
Master the attack technique to kill the Dragon!

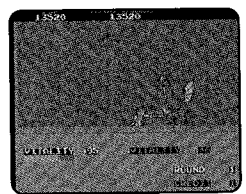
The following are special techniques that you need to master for survival.

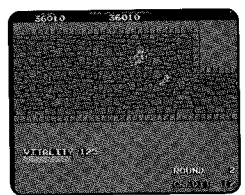
Running: Tap the Directional Key twice quickly in the direction you wish to run. *fig.1*

Thrusting: When jumping, hold the Directional key down and press the ■ or O buttons. Thrusting will give enemies twice as much damage as the normal attack. *fig.2*

Double Jump: While jumping, press up on the Directional key a second time, after reaching the peak from his first jump. *fig.3*


1


2


3

Items: The following are items you can obtain when you kill the room guardian.

Fire Ball Scroll
You can launch the Fire Ball.

Jem Stones
Awards you 3,000 points.

Potion (Blue)
Restores your vitality.

Potion (Red)
Poison. Drains your vitality.
Try to avoid this potion.

Cepter
This will help you save the Princess CELIA.

Shield
Protects you from the enemy's attacks.

Mushroom
Increase the maximum vitality.

Crown
If you obtain this, CELIA'S costume will be changed when you save her.

Super Sword
Gives the enemies twice as much damage than the normal sword. Lasts for a limited time.

