Also Available ...

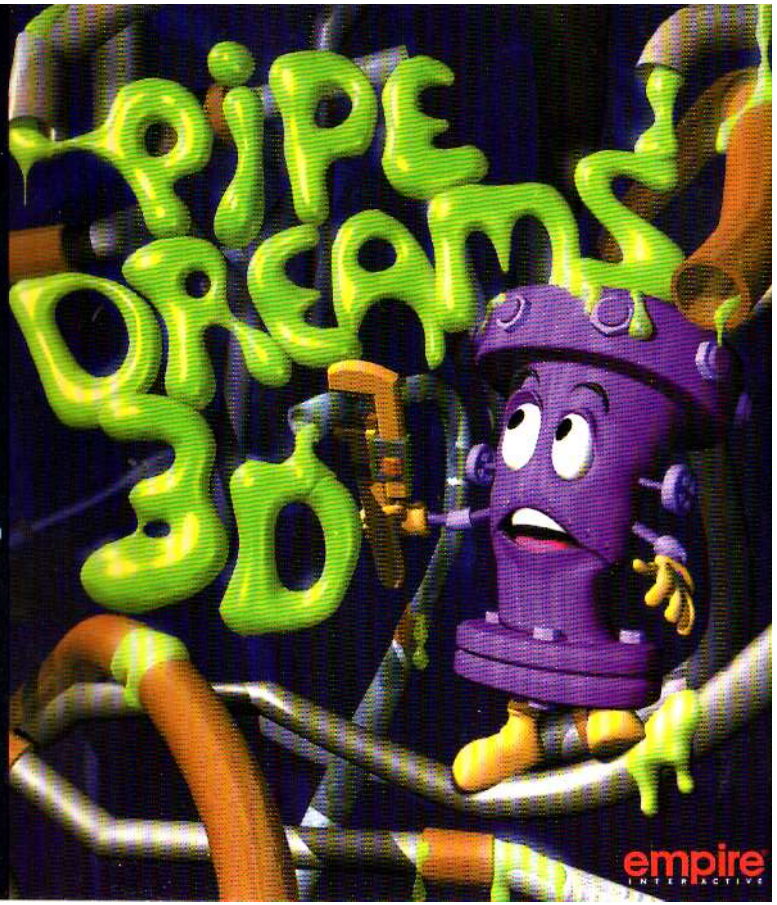


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empire

PlayStation
NTSC | U/C
PlayStation
EVERYONE
E
CONTENT RATED BY ESRB
SLUS-01409



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.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation® game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION® DISC:

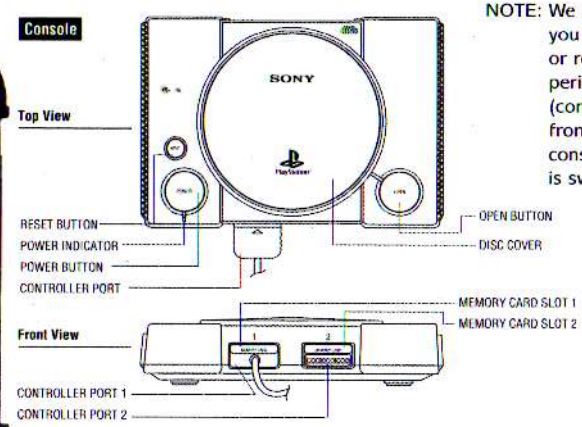
- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact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

Set-up

To play **Pipe Dreams 3D** on your console:

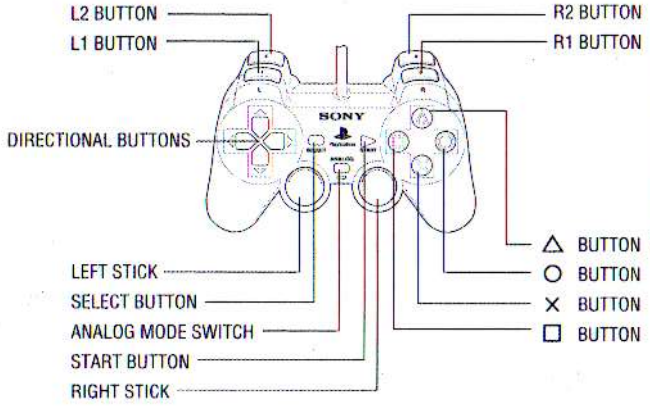
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **Pipe Dreams 3D** disc and close the Disc Cover.

Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

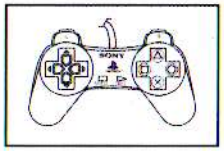


NOTE: We advise that you do not insert or remove peripherals (controllers, etc.) from your console while it is switched on.

DUALSHOCK™ analog controller



NOTE: Compatible only in Digital and Vibration mode



NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

Credits

Sick Puppies Studio

Studio Head / Creative Director
Gregg Barnett

Producer
Walt Bayer

Lead Programmer
Walt Bayer

Lead Artist
Dan Zelcs

Graphics Programmer
Andrew Jones

Programmer
Chad Goulding

Artists
Matthew Nightingale
Darren Hatton

Music / SFX
Paul Weir
Earcom

Empire Interactive

Producer
Mark Bevan

QA Manager
Dave Cleaveley

Lead Tester
Darren T Bennett

Testers
Chris Giggins
Phill Baldwin
Carlo Bush
Darren Bennett
Perry Simmonds
Simon Lewis
Lee Clarke
Edward Wilson
Mark Klocek
Chris Matlub
Florence Kum
John Murray
Gareth West

Design/Artwork/Web
Phil Goldfinch
Paul Flewitt
Jamie Young
Mark Cholerton
Tracy Brown
Sarah Lewington
Jamie Woodhead
Andie Catling

Product Manager
Steve Wickes

Special Thanks:
Jamie Leece
Jennifer Kolbe
Steve Robert
Kris Severson
Kevin Hopkins
Stanton Sarjeant

Getting Started

To play 'Pipe Dreams 3D' on your console:

1) Set up your console in accordance with its instruction manual.
2) Place the 'Pipe Dreams 3D' disc (printed side up) in the console.
3) Close the disc cover and press the POWER button to begin loading the game.

PLEASE NOTE that we advise you NOT to insert or remove peripherals (Controllers etc.) from your console while it is switched on.

After the Introduction Sequence, you will be taken to the Pipe Dreams 3D title screen. Press either the START or the O button to go to the main menu.

MEMORY CARDS

Please make sure you have enough free blocks on your MEMORY CARD before attempting to Save any data. If your MEMORY CARD is new it must be formatted before you can save. Pipe Dreams 3D will automatically detect whether your MEMORY CARD needs formatting when you choose the Save option. If it does need formatting, you will be prompted to do this. Saved options configurations will autoload on boot up. Please ensure that your MEMORY CARD is inserted in MEMORY CARD slot 1.

Controls

The following are the default controls used in Pipe Dreams 3D.

Menu Navigation

Use the directional buttons to navigate through the menu options. Press the X button to confirm your selection. Press the □ button at any time to go back one menu.

Controlling the Pipe Placer

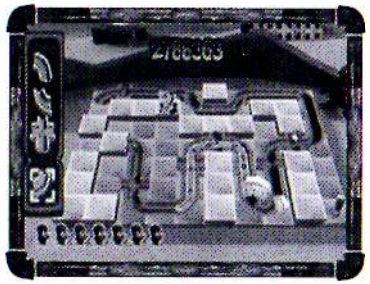


The Pipe Placer is the Small Red Square which you can see moving around on the game board. To assist you, the next pipe from your Pipe Inventory is also displayed over the Pipe Placer. It is moved by using the directional buttons.

Press the X button to drop the current pipe piece wherever the Pipe Placer is currently located. When it is a valid placement of the piece, the Pipe Placer will pulse in and out. However if you cannot place the piece there, then the Pipe Placer will not pulse and will be a dark red.



The symbol to the right will appear if you attempt to place a pipe piece in a location that is not applicable.



Press and hold the □ button to increase the flow speed of the Flooze. This can be useful for trying to get Stars before they disappear. Letting go of the □ button will return the flow to it's normal speed.

Introduction

A long time ago on a Planet, far, far away...

In the Inky Blackness of Space hangs the Pipe Planet. A small blue green planet inhabited solely by small Pipe people. The Pipes go happily about their daily piping just like all the other Pipe people before them. For the Pipe people life was good. Everyday was spent under the Pipe Sun, in the Pipe Sea, or on the Pipe Beach.

However one evil little Pipe was not happy. She didn't like the Pipe Sun, or the Pipe Sea or the Pipe beach, and she definitely didn't like the Pipe people. This ambitious little Pipe liked dirt, and grime and misery and she was determined to make sure that if she wasn't happy, no one else was going to be either.

One day without warning the evil little Pipe took off in her flying saucer filled with horrible green toxic waste and headed for the beach. A small little Pipe that had been enjoying a day on the sand suddenly found himself covered in a foul smelling Green Flooze.

The evil Pipe just chuckled to herself and sped across the world to the East. There, another Pipe happily practicing the martial art of Self Joining Tai-pipe, also received a deluge of the terrible liquid. On she went from continent to continent covering anyone and everything in green toxic waste. Even the Royal Pipe, Sheik Ali Pipe-bar was deluged in the poisonous concoction.

Finally the evil little Pipe landed at the center of the frozen North. Once there, giant legs spread out of the spaceship and started to pump millions of gallons of waste into the sea and the once happy Pipe planet started to die.

Then from a quiet sea side village far from anywhere a brave Pipe stepped forward to challenge this act of evil. Standing upon his beach, the brave Pipe looked North to see the huge evil spaceship sitting over the pole, foul Flooze flowing from it. Gathering every ounce of Pipe strength and determination, he vowed that he would not rest until he had cleared all of the Green Flooze from the Pipe Planet.

In doing so, the brave Pipe knew that he would face many challenges, across the different locations of the Pipe World, culminating in a challenge with the Evil Pipe Queen. The fight would be long and hard, but the brave Pipe was sure he would succeed.

Well, fairly sure.

Main Menu

New Game

Highlight this option and press the X button to start the Game.

Continue (Password)

Select this option to enter an end of level password and continue playing the game from that point on.

Continue (Saved)

Select this option to access the MEMORY CARD and continue a previously saved game.

Options

Highlight this option and press the X button to configure the various settings within Pipe Dreams 3D. When you have adjusted the options to their ideal settings, press the △ or □ button to go back to the previous screen.

Peripherals

CONTROLLER CONFIGURATION

Highlight the buttons you wish to configure and use the LEFT/RIGHT directional buttons or the X button to cycle through the available options.

Once you are happy with the configuration, use the UP/DOWN directional buttons to highlight other functions and choose which button you wish to assign to them. When you have selected the configuration that you wish to use, press the △

button to accept it and return to the previous menu.

Also on this screen, you can adjust the intensity with which the DUALSHOCK™ analog controller will vibrate. Setting the vibration setting to maximum will result in a strong vibration feedback, whilst setting it to minimum will disable the feature. To set the intensity, highlight the vibration panel and use the LEFT/RIGHT directional buttons to adjust the settings. As you adjust the settings, the Controller will vibrate to show your currently selected intensity setting.

LOAD AND SAVE FROM MEMORY CARD

In order to make full use of the MEMORY CARD Options, it is necessary to have a MEMORY CARD with 1 free block inserted into MEMORY CARD slot 1.

Use the UP/DOWN directional buttons to select whether you wish to Load or Save, then press the O button to confirm your selection. If no MEMORY CARD is present then MEMORY CARD options will be greyed out.

Information will be provided below the menu options as to the state of the MEMORY CARD. If there is enough free space available on the MEMORY CARD to save then a confirmation message will be displayed. If there is not is enough free space available on the MEMORY CARD a warning message will be displayed about its status.

View Settings

CAMERA CONFIGURATION

Use the LEFT/RIGHT directional buttons or press the X button

to adjust the camera position used in the game. The default setting is "Normal", which gives you a central view of the game board. You may alternatively select the "High" view, which gives you more of a top-down perspective of the game board, or the "Swing" view, which swings between both higher and lower camera positions in response to your cursor movement.

SCREEN ALIGNMENT
Use the directional buttons to adjust your screen. Press the △ button to accept and return to the previous menu.

Sound Settings

Use the UP/DOWN directional buttons to choose between Music Volume and Sound FX Volume. When either is highlighted press the LEFT directional button to decrease the volume or press the RIGHT directional button to increase the volume. The indicator bar will move as the volume increases or decreases. When you have set the volumes to the desired levels, press the △ button to return to the previous menu.

Difficulty

DIFFICULTY LEVEL
Use the LEFT/RIGHT directional buttons to adjust the difficulty level of the game. The default difficulty is Medium, press the RIGHT directional button to increase the difficulty of the game, or press the LEFT directional button to reduce the difficulty.

The higher the difficulty rating chosen the faster the flow, and the more special function and non-linear pieces are made available for you to use.

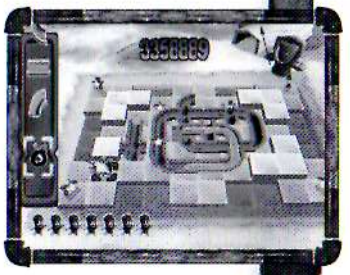


World Screen

When you start a game of Pipe Dreams 3D you will be presented with the World Screen as seen below.

This Screen shows the zones of the game which you must clear of evil Flooze, in order to save the whole of the Pipe Planet. By moving around on this screen you can select which level of the game you wish to play. Use the directional buttons to move the cursor between zones, and press the ✕ button to select that zone to play. You will then go to the game and play all three levels of that Zone.

At the start of the game, only the Zone on the first island of the game will be available. Once you have completed this Zone however, you will be returned to the World Screen where you will be able to use the directional buttons to choose a zone.



You may optionally use the **L1** and **R1** buttons to move between the islands which you have unlocked. This will let you alter the order in which you play the zones. You may also choose to replay any zone that you have previously completed in order both to increase your score and to earn extra lives.

The Main Game Grid

The main action in Pipe Dreams 3D takes places on the Main Game Grid, which looks like the picture below. There are various elements on this screen, which you need to be aware of to play Pipe Dreams 3D well.



The Score Indicator - This shows your current game score. Obviously the higher it is the better.



Pipe Inventory - This shows the next pipe piece that will be made available to you. The very bottom piece will be the next piece that you place, and new pieces are introduced at the top of this panel.



Count Down Timer - As the level begins, there is a pause before the Green Flooze begins to flow. This counter will slowly diminish; to show you how long you have left before the flow begins.



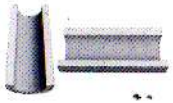
Pipe Pieces

The Flow Hole - This is where the Green Flooze will begin flowing from. When the counter reaches zero, the foul Green Flooze will begin to spill forth

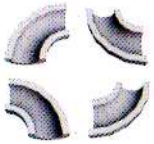
from here. Make sure that you have connected your pipes to this, before the time runs out, or you will be in trouble.



The Plug Hole - This is where you are aiming to dump all the evil, foul Green Flooze. If you can build a pipe to this Drain, then all the Green Flooze vanishes down it into some otherworldly place, leaving the Pipe Planet free of the icky blackness. As soon as a pipeline is built that connects to the Drain, the flow of the Green Flooze increases in speed as it is all sucked away.



Straight Sections - Straight Pipe Sections, good for long lines of flow.



Corners Sections - Turn the pipe around to steer the flow.



Cross Over Section - Allows the flow to cross over itself. The flow will always pass through in a straight line. Pass the flow through both Pipes for a Bonus Score.



One Way Pipe Sections - These pipe sections can only be used in the particular direction that is indicated by the arrow on them. Be careful not to attach your flow to the wrong end as this could have disastrous results.



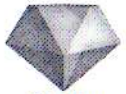
Blocking Pieces - Beware of these: No pipe piece can be laid on one of these, as they impede your path. Use Bombs to remove them.



Da Bomb - These are provided in the pipe inventory. Use them to destroy blocking pieces or any irregular pipes that are on the game grid.

Bonus Jewels

Bonus Jewels will appear on the board from time to time, when collected they will produce a variety of effects, depending upon their color. The following tables shows the color of the jewels that you will see in the game and their associated icons.



Light Blue

Freeze - When collected, this freezes all the flow that is currently on the board for a set time period. There will be audio clues to warn you this has happened, also listen out for the sounds that indicate that the effect is wearing off.



Red

Flow Reverse - Watch out this reverses the flow. Before you know it the flow is going back the way it came. This can sometimes be a good thing, however most times it is a bad thing to have happen.



Yellow

Flow Speedup - Does exactly what it says on the tin. Makes the flow go faster.



Blue

Flow Slowdown - Opposite of the Speedup, causes the flow to decrease in speed.



Black

Invisible Flow - When collected turns the flow invisible for a short period of time. Which as you can imagine, makes it rather difficult to work out where your flow is.



Clear

Invisible Jewels - When collected this turns all the stars that are on the board invisible for a period of time. Make sure that you have memorised where on the board those jewels were, as for a while you won't be able to see them at all.



Question Marks - When collected a Question Mark will trigger an unknown bonus.



Exclamation Marks - Beware of Exclamation Marks as they signify danger areas on the board. In these areas adverse effects may happen, and could destroy some or even all of your flow.



Stars – These are used as switches; when you collect a star it triggers changes to the game board. These could be useful in the case of raising lowered board sections, or harmful in that it could move a blocking piece in the way. Part of the challenge is learning which star does what!

Coins – Collect coins for bonus points. Each coin that you collect is worth a certain amount of points. Points means a higher score for each level, which can lead to more lives.



Notes

Notes

Notes

WARRANTY

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If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the disc to Take-Two or its authorized dealer along with a dated proof of purchase. Replacement of the disc, free of charge to the original purchaser (except for the cost of returning the disc) is the full extent of our liability.

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