
PlayStation
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PlayStation
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#21173
SOUTH PARK
TM
TOM'S RHINOPL
COMEDY CENTRAL
Acclaim

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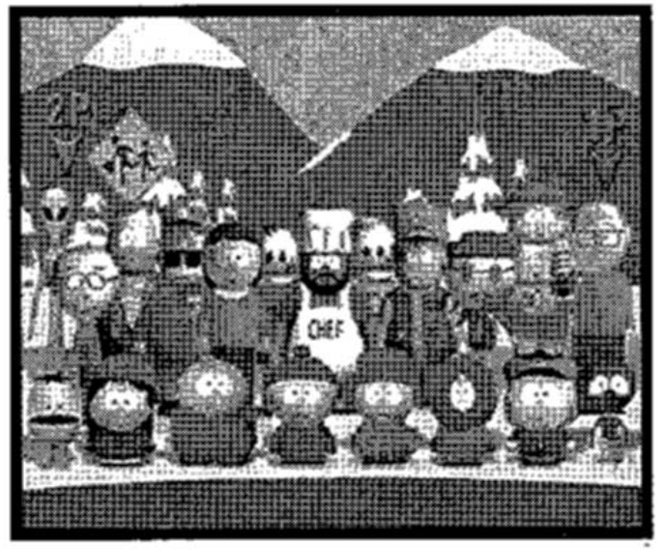
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INTRODUCTION



Welcome to the not-so-sleepy village of **SOUTH PARK, USA**. You're about to embark on a strange and bad smelling journey, an ordeal that will tax your wits, wisdom and ability to withstand insult. **SOUTH PARK** is not for the mentally balanced or for those with delicate sensibilities. When your home burg is under attack, you can't just sit back and eat Cheesy Poofs! Well, you CAN, but you'll probably be destroyed by the horrible hoards of invading Turkeys, Aliens and Evil Robots! Let the grownups quiver in their meatloaf-laden lairs. YOU'VE got to do something!

OBJECT OF THE GAME

In the one player Story Mode the kids must protect the town from all sorts of weird and wacky enemies who would like to see the town reduced to rubble!

The enemies have arranged themselves into a kind of army with soldiers or "Minions" and bigger enemies called "Tanks." Tanks are dangerous because they possess the power to destroy buildings AND create more minions! If you are to save the town you MUST destroy the tanks before they reach the town! If you do not, you will be taken to the penalty round at the end of the level you are on.

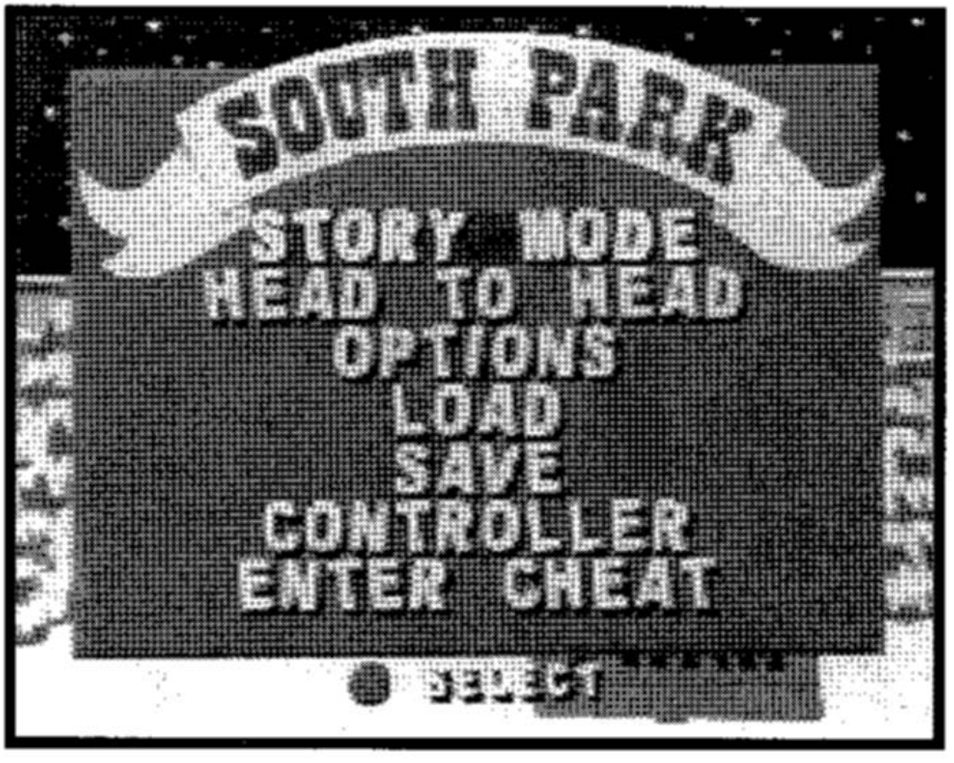
PENALTY ROUND

The Penalty Round is your last chance to save the town! You are now in downtown **SOUTH PARK**, and the tanks are damaging and destroying the buildings! You must destroy the tanks before the "Town Damage Bar" reaches zero. Once the bar reaches Zero, the town has been completely destroyed, and the game is over!

MAIN MENU

Press **START** at the title screen. You will come to the **MAIN MENU**, where you'll have these choices:

STORY MODE
HEAD TO HEAD
OPTIONS
LOAD
SAVE
CONTROLLER
ENTER CHEAT



GAME MODES

STORY MODE (1 PLAYER)

Choose this mode to endure five exciting **SOUTH PARK** episodes featuring such family favorites as The Visitors, The Evil Clones and the dastardly Turkeys, including the Mecha Turkey! It's Friday the 13th, and when that coincides with a full moon, a solar eclipse and the appearance after 666 years of the "Bad Luck Comet" known as Colossal Shoo Bop Titan Behemoth 299, Chef is aquiver with anxiety. You'll discover what you need to do to avert chaos and destruction as the episodes unfold.

Start New Game: Begin a fresh assault on the enemies of SOUTH PARK.

Load Saved Game: If you saved a game to your **Memory Card**, you can load it from this screen and resume play where you left off. When you load a saved game, you will also have access to any secret characters and features that you have unlocked in that saved file.

Return to the Main Title screen: If you wish to return to the Main Menu screen anytime during gameplay, press the **START BUTTON** to Pause the game, then press the **SELECT BUTTON** to access the Pause Menu, and select the **QUIT** option.

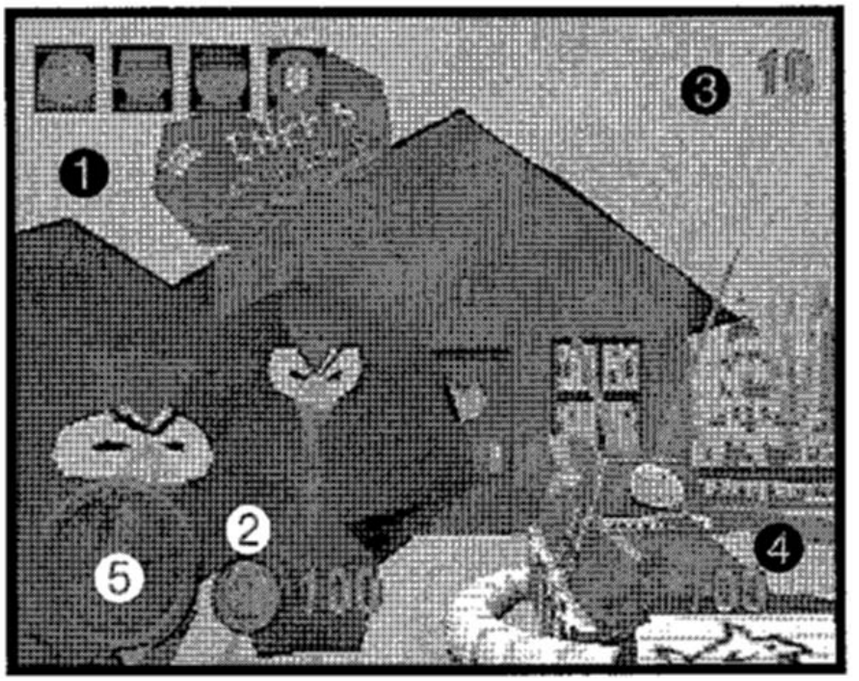
OPTIONS

KID SELECTION: Before you enter game play you need to choose your character. You can choose to play as **CARTMAN, KENNY, KYLE** or **STAN.** Press ◒ or ◓ on the **DIRECTIONAL BUTTONS** to highlight a character, then press the ⊗ **BUTTON** to select. Once you've selected your character, play begins. The first thing you'll want to do is find your friends. Once you've encountered a friend, you will have the ability to switch control to that character. That is, if you start off as **CARTMAN**, once you meet **KENNY, KYLE** and **STAN**, you can switch control to any of them (press the ◮ or ◉ **BUTTONS** to toggle through the kids/gadget sets). Since some gadgets can only be used by certain kids, toggling through gadget sets, in effect, toggles through the (available) kids.

NOTE: Until you collect gadgets a particular kid uses, you won't be able to switch to him.

ENERGY: Each kid has a limited amount of energy. Once your energy is completely depleted, the game is over.

PLAYING A GAME



❶ **Kid Selection:** All the kids you've met appear here. Your current Kid selection is highlighted.

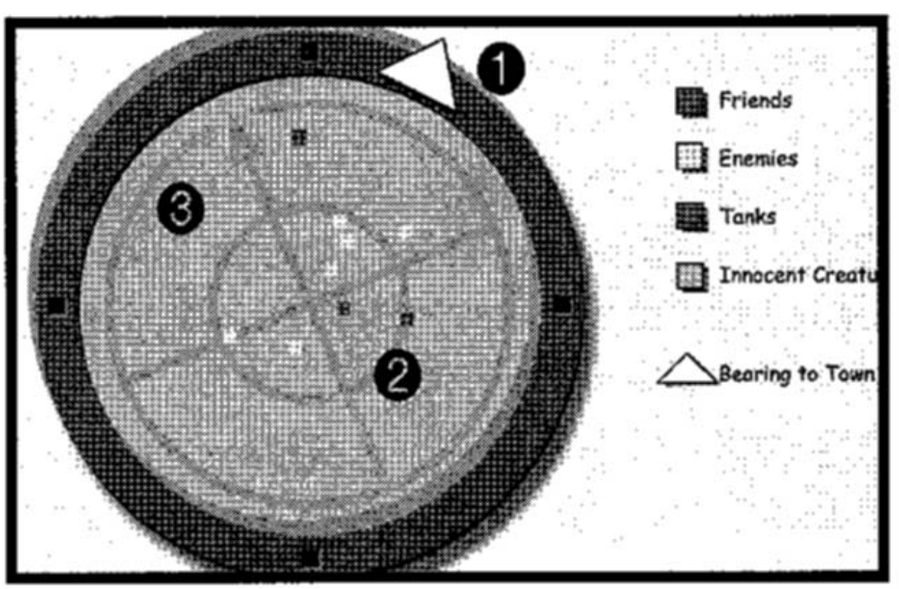
❷ **Health/Mood:** Your health appears here and is displayed digitally. As you take damage this counter decreases. You also have a "Mood Head" which changes as you take damage. If you take too much damage you will get so pissed off, your character will leave the game.

❸ **Score:** Your current score.

❹ **Toy Selection:** Your current arsenal. Press the △ or ◉ **BUTTONS** to toggle through Action Toys and Weird Gadgets.

❺ **Radar Display:** (See below)

THE RADAR DISPLAY



❶ **Bearing to Town:** This shows which direction to head to get to town. If you hear the kids telling you that a tank enemy is almost at the town, this arrow will show you the way to go!

❷ **Targets:** Tanks appear as Red blobs, while small Yellow blobs show the location of the awful minions. Your friends appear as Blue blobs, and goodies such as Cheesy Poofs appear as Green blobs.

❸ **N**: North.

TALLY SCREEN

At the end of each stage you'll see the tally screen, which gives you the lowdown on how many enemies you've destroyed, how many Tank Enemies got through to town, and any bonuses. Bonuses are awarded for not allowing ANY tanks to reach town, for discovering secret areas and for completing the stage in good time.

SAVING GAMES

You must have a Memory Card in order to save your progress in **SOUTH PARK**. The one player game is split into Episodes, each containing a varying number of "Stages" or "Levels."

At the end of an Episode "Stage" you will be given the chance to save your progress. Your saved game will contain your current progress, as well as any secret game features you have unlocked.

SAVING TO A MEMORY CARD

If a Memory Card is detected, you will be prompted to save to it. You will need one free block on your Memory Card to save. You will be asked to select a slot to save to. If all slots are full, you will be asked if you wish to overwrite (erase) a file to make room for a new save. Select **YES** to do so and confirm your choice, or select **NO**. Press the ⊗ **BUTTON**.

PASSWORDS

(UNLOCKING SECRET CHARACTERS)

At the end of an Episode stage, if you have performed well you will be given a secret code to unlock a new character in Head to Head mode. Please note: You must have a Memory Card to save your level progress; the password system only unlocks characters. If you have not saved your progress and unlocked characters to a Memory Card, you may enter this code in the Main Menu's "Enter Cheat" option via the Cheesy Poofs Secret Decoder Wheel. You may wish to write down your passwords in the **NOTES SECTION** for handy reference.

CHEESY POOFS SECRET DECODER

To input a cheat code or password, press ◀ or ▶ **Directional Buttons** to toggle through characters and press the ✕ **BUTTON** to confirm/input the highlighted character. Select **DEL** to delete a character, and **END** when you're through putting in a cheat code or password.



HEAD TO HEAD MODE

Challenge a friend, if you have any, to exciting Head to Head action set all over the wacky world of **SOUTH PARK**. Action Toys and homemade gadgets may be the only thing between you and a bad end.

- **CHOOSE THE GAME SETTINGS YOU LIKE, VIA THE HEAD TO HEAD OPTIONS.**

HEAD TO HEAD OPTIONS

In Head To Head mode, you have these options:

LEVEL: Select your desired Head To Head location.

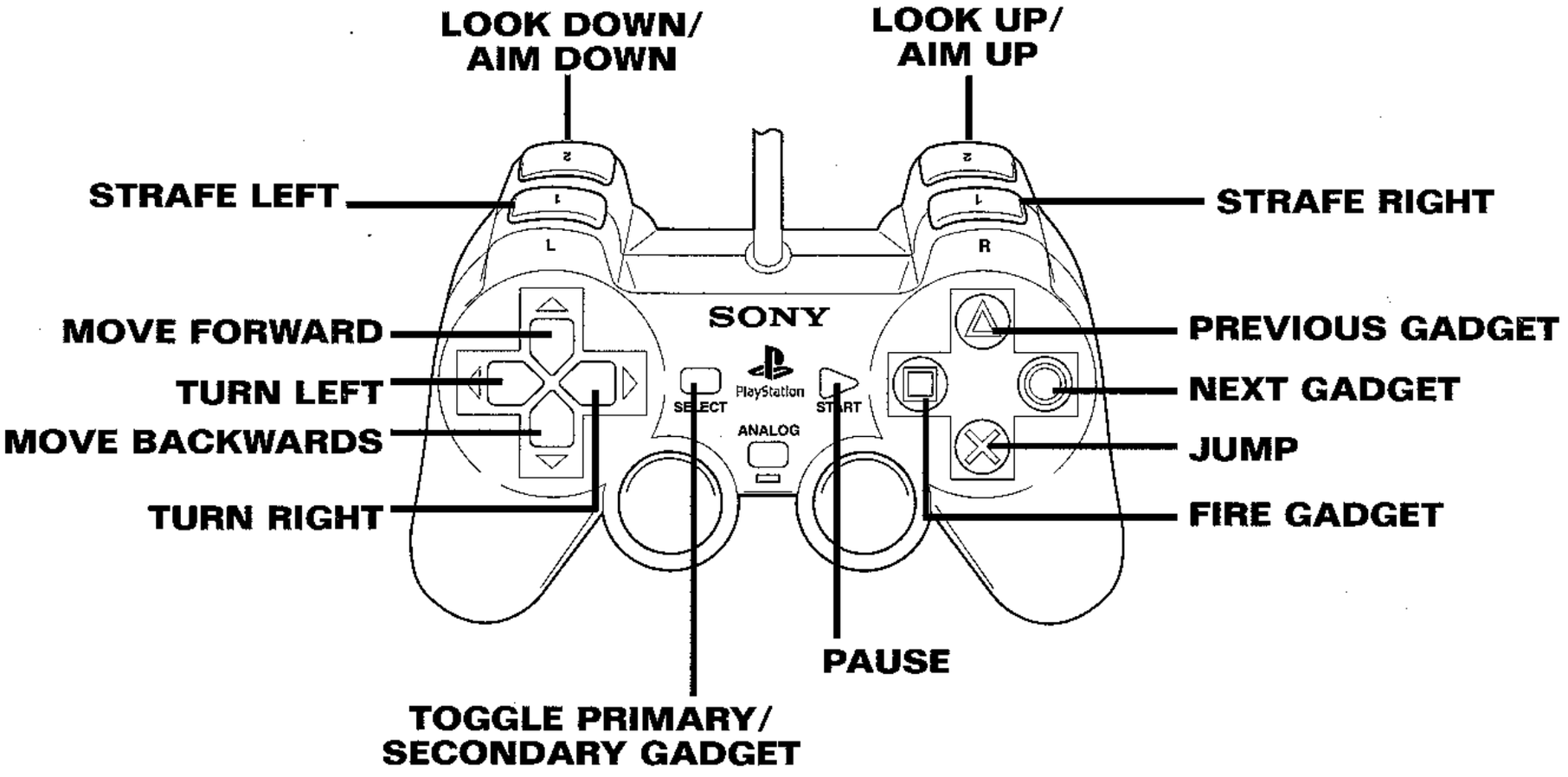
TIME LIMIT: Sets whether you want to have the game end after the timer expires or not. Set ON for times between 1-30 minutes. OFF gives you Unlimited Time.

WIN LIMIT: This allows you to set whether or not the game ends when one of the players has reached a Win Limit. Set ON for between 1-99 Wins. OFF gives you Unlimited Wins.

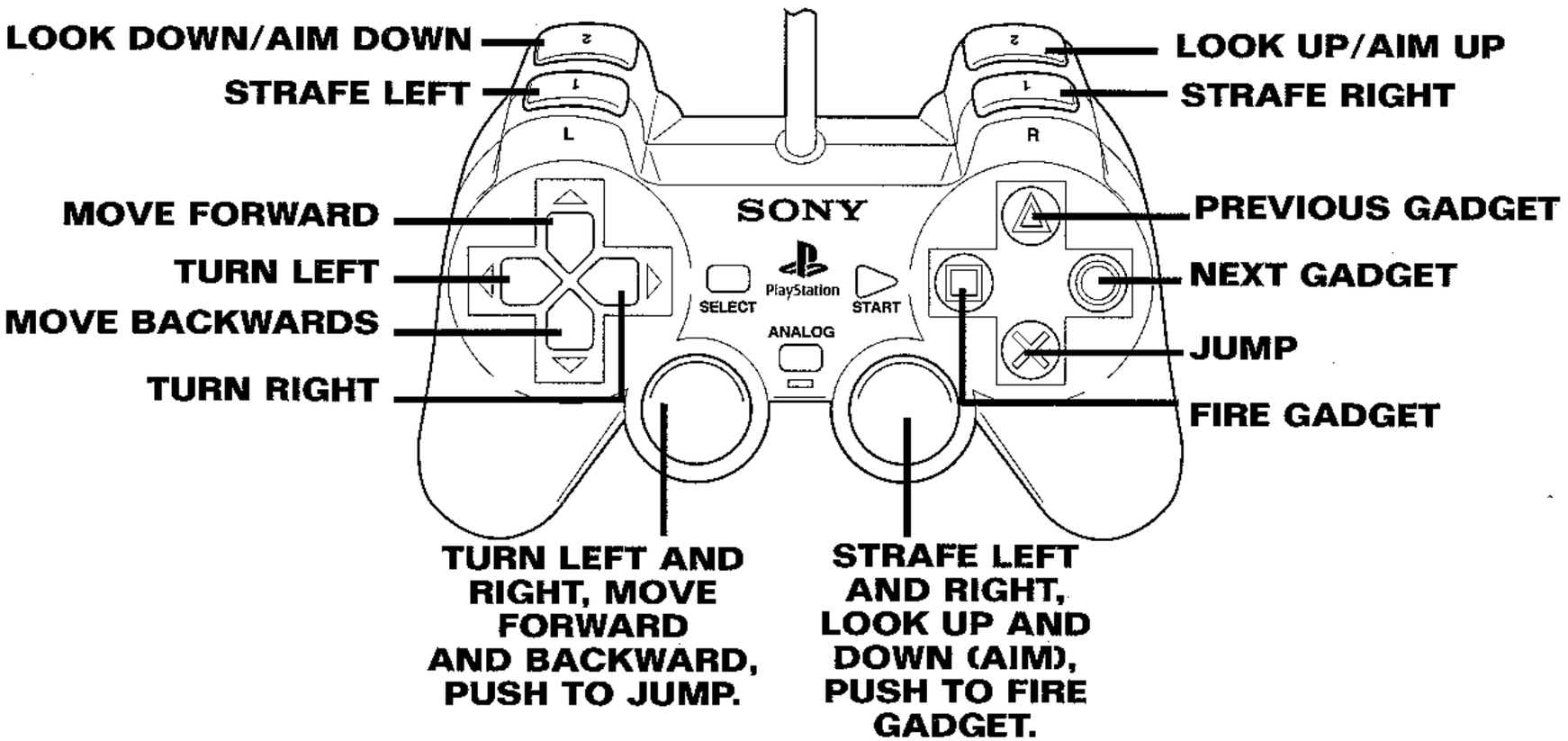
CHARACTER SELECT: Takes you to the character select screen where you can choose to play as any of the currently unlocked characters available.

START GAME: Select this to begin Head to Head mayhem!

CONTROLS


LOOK DOWN/
AIM DOWN
LOOK UP/
AIM UP
STRAFE LEFT
STRAFE RIGHT
MOVE FORWARD
TURN LEFT
MOVE BACKWARDS
TURN RIGHT
PREVIOUS GADGET
NEXT GADGET
JUMP
FIRE GADGET
PAUSE
TOGGLE PRIMARY/
SECONDARY GADGET
SONY
PlayStation
SELECT
START
ANALOG
L2
L1
L
R2
R1
R

DUAL SHOCK™ ANALOG CONTROLS



To Aim Gadgets: Gadgets are fired in the direction you are facing. Line yourself up with the target and press the desired Fire control.

PICKUPS

GADGETS

Gadgets are collected by walking into/over them and fired by pressing the ● BUTTON. Each kid can carry 2 gadgets at a time.

Gadgets Energy: Each gadget can be used a certain amount of time before it's used up.

Primary and Secondary Fire: The PRIMARY is the standard version of a given gadget. The SECONDARY is a more powerful version of the same PRIMARY gadget. Selecting the SECONDARY function of any given gadget will result in more damage to your enemies, but it will use more ammo or take more time to deploy.

Gadgets are listed in order of power, from lowest to highest. You will need to collect ammo for most of these gadgets.



SNOWBALLS: This is your first line of defense. It doesn't do much damage, but you have an endless supply! Aim with the Directional Buttons. **PRIMARY:** Throw a standard snowball. **SECONDARY:** Throw a yellow snowball. "Gross!" **AMMO:** N/A. The snowball is the standard gadget; your supply is unlimited.



DODGE BALL: This school yard favorite makes friends and foes flinch! Indoors, it will bounce off walls. **PRIMARY:** This will bounce up to 4 times. Uses 1 dodge ball per shot. **SECONDARY:** Charge it up and the dodge ball moves faster and bounces up to 8 times. Uses 1 dodge ball per shot. **AMMO:** Dodge Balls are found in various amounts.



TOILET PLUNGER LAUNCHER: When you fire a Plunger, it sticks to enemies or walls and does moderate damage. **PRIMARY:** Serve up some suction! **SECONDARY:** Three times the fun–and the damage!



TERRANCE & PHILLIP: The green, green gas of home is a potent gadget which damages those who unwisely venture through it! **PRIMARY:** Throw this Terrance action toy and enjoy the reaction when your opponent happens through a fantastic fart cloud. Uses 1 doll. **SECONDARY:** Throw this Phillip doll, and it will stick to walls or floors. It detonates when an enemy gets close to it or steps on it. Uses 1x Doll.



SPONGE DART LAUNCHER: Fire a fierce fusillade of foam projectiles. Heavy concentrations of fire leave your enemies cursing! **PRIMARY:** Fires large amount of foam darts that do low damage. **SECONDARY:** Pump the crank handle to fire the Bazooka Foam Missile, which does heavy damage and sends enemies reeling.



DR. MEPHESTO'S WARPO RAY: The diabolical Dr. Mephesto is at it again! He has created a "Warpo Ray" which has three functions. **PRIMARY:** Fire or Activate selected Function. **SECONDARY:** Toggle among the gadget functions.

WARPO RAY ACCESSORIES: Sure, it'd be nice to have the hat and shoes to match, but instead you get these entertaining Warpo Ray enhancements:



FUNCTION 1: PIRANHA LAUNCHER Fire a piranha at your enemy. They bite into the skin and keep biting!



FUNCTION 2: DIZZY RAY Reverse your opponents controls and send their world into a spin!



FUNCTION 3: WARPO RAY Turns your opponent into a ?????? (secret)



SUPER SNIPER CHICKEN: Eggsactly the gadget you need when it's time to fry your enemy! A very powerful gadget. **PRIMARY:** Fires one egg with deadly accuracy! Uses 1 egg per shot.

SECONDARY: Use the sniper scope magnifying glass to get a close up view of distant enemies, then let the feathers fly! Uses 1 egg per shot.



COW LAUNCHER: It's not every day you come across a gadget that fires cows. Extremely dangerous! The Cow Launcher has two firing modes. Locked and Un-Locked.

LOCKED - When you get a "Lock On" (cursor turns red) you can fire the cow so that it lands right on your opponents head!

UN-LOCKED - If you fire the cow launcher without a lock on, it will fly straight ahead like a missile and do heavy damage. **PRIMARY:** A mooing mortar means mayhem. Try for a direct hit, but even a miss may bounce and bowl over opponents. Uses 1 cow per shot.

HEAD TO HEAD GADGETS



ALIEN DANCING GIZMO: Make your target dance uncontrollably, then move in and let them have it! **PRIMARY:** Temporarily send your opponent into a dancing frenzy! **SECONDARY:** Use the Fire Secondary control to deploy the Gizmo as a mine. Great for leaving around corners for unsuspecting foes to stumble into! **AMMO:** N/A. This gadget has its own power source. Shooting it drains its battery, and when placing it as a mine, the blast size will depend on how much energy the device had when placed.

POWERUPS





Health: Restore your health! Collect Cheesy Poofs for 10% health boosts and "Snacky Cakes" for FULL Health.



Beefcake: Bulk up and take down enemies without fear! Collect this for temporary invulnerability.



Double firing rate: Temporarily increases your rate of fire.



MR. HANKEY THE CHRISTMAS POO: Once collected Mr. Hankey orbits the player and will cause "Poo" damage if it touches another player or enemy. He also acts like a shield and protects the player from incoming fire! Mr. Hankey can't last forever though, and when he has taken enough damage he gets "Pooped out" and vanishes.



ZIPP! COLA: Get a brief burst of speed. May allow you to get to secret areas!



FOOTBALL PADS: Acts like armor to temporarily lessen damage.

ENEMIES

Below are just some of the enemies you'll face. Believe me, there are plenty of others!

EPISODE 1



TURKEYS: You'd think some goofy gobblers wouldn't be much of a threat, but some of these battling Butterballs™ can fire eggs, or peck at you with deadly accuracy!



TANK TURKEYS: Much bigger and hell bent on leveling South Park!

EPISODE 2



HUGE EVIL CLONES: Science gone too far, and you get the benefit! Watch out for head butts, body slams and the biggest blob you ever battled!

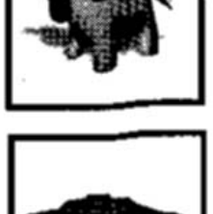


CLONE TANK: This two headed mutation is headed for downtown South Park and spawns clone armies to foil you.

EPISODE 3

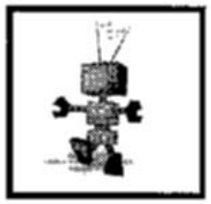


COWS: Watch out for stampeding herds of Alien controlled bovines! The Alien Visitors also like to drop them on you from their UFOs! Watch the skies!



UFO TANK: These hefty spaceships beam down Alien Visitors and drop Cows on your head !

EPISODE 4



EVIL ROBOTS: These mechanical house helpers have run amok! Watch out for their telescopic arms and legs!



TANK ROBOTS: huge trundling robots who manufacture MORE robots! Look for their weak spot!

EPISODE 5



EVIL DOLLIES: These demonic dollies like to barf at you! Watch out!



R/C CARS: These guys move fast and ram into you!

HINTS & TIPS

- Try to find all the kids quickly so you can carry more stuff!
- Keep your eyes peeled for arrows or signs that show you where to go.
- Keep your eye on the radar as enemies like to sneak up on you from behind!
- Remember, the object of the game is to stop the Tank enemies from getting to South Park! Take them out at all costs! If you don't, you will be forced to play the Penalty Round. If you lose that, the game is OVER!



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