



NTSC U/C

PlayStation



SLUS-00890  
99256



Glover



ATARI

## WARNING

### **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.

**TABLE OF CONTENTS**

Warning .....	2
Getting Started .....	4
The Game Controls .....	5
The Story of <i>Glover</i> <sup>™</sup> .....	6
Your Challenge .....	7
Controlling <i>Glover</i> .....	8
Camera Controls .....	12
Game Definitions .....	12
Playing the Game .....	13
The Enemies .....	14
The Magic Spells .....	15
Secrets .....	15
Troubleshooting .....	16
Hasbro Interactive's Web sites .....	17
Technical Support .....	18
License Agreement .....	19
Credits .....	23

### GETTING STARTED

**Important!** Do not insert or remove peripherals or memory cards once power is turned on. You will need a memory card to save your games.

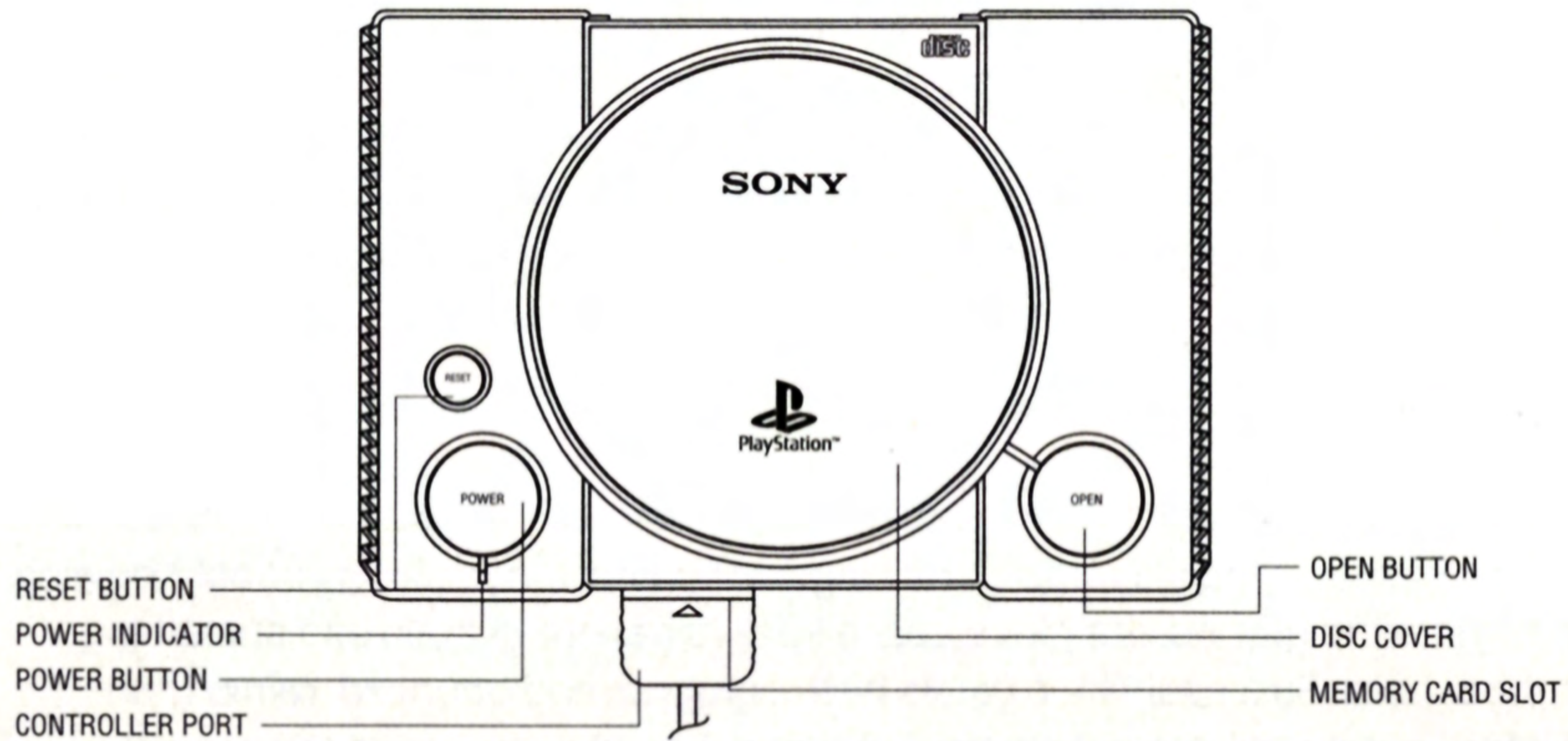
1. Set up your console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a disc.
3. Insert the *Glover* disc and close the disc cover.
4. Insert the game controllers.
5. If you want to load or save your progress during play, insert a memory card into memory card slot 1.
6. Turn ON the console and the introductory sequence will begin.

### MEMORY CARDS

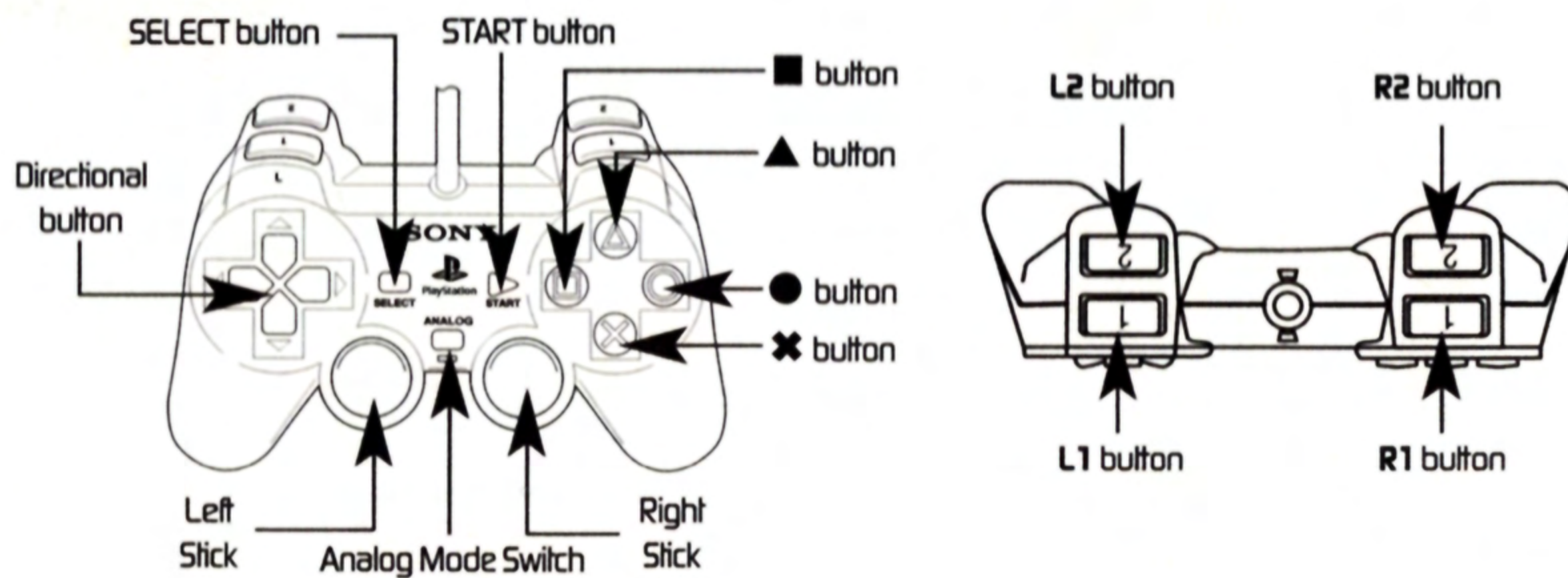
You will not be able to save your progress if you don't use a memory card. Make sure there is at least one free block on your memory card before beginning your game. You can not swap memory cards during play and you must leave the memory card in the memory card slot for the complete duration of play.

**Warning!** Don't forget to save your progress before you turn off the console.

## CONSOLE



## DUAL SHOCK™ ANALOG CONTROLLER



## THE STORY OF GLOVER

### HOW IT ALL BEGAN...

Long ago, in a magical land called the Crystal Kingdom lived a good wizard. Behind the walls of his Crystal Castle, the wizard used magic gloves to produce strange potions and magical spells. One day the wizard accidentally mixed the wrong potions and – KA-BOOM! A huge explosion sent the magic gloves flying, and turned the wizard to stone! One of the magic gloves flew out a turret window and landed safely on the ground. The other glove wasn't so lucky. It landed in a cauldron of pure evil...

### WHAT HAPPENED NEXT...

The safe glove, though stunned by the fall, looked up and was horrified. The explosion had dislodged the Castle's 7 turret crystals – the life force of the kingdom! Without them, total chaos! Knowing the crystals were about to smash into the ground, the glove cast a spell to transform them into something tougher – rubber balls. Success! The crystals hit the ground, and bounced, rather than shattered! Unfortunately, all was not saved – 6 of the 7 crystals bounced out of sight and into different parts of the Kingdom.

### A HERO IS BORN!

Realizing the gravity of the situation, the glove sprang into action. He knows the crystals must be brought back to the Castle if order is to be restored to the Kingdom! He is the Wizard's only hope. He is a new hero. He is *Glover!*



## YOUR CHALLENGE

Guide *Glover* and the rubber balls through 6 perilous worlds of danger and evil. Return all of the crystals to the Castle to restore the Wizard and save the Kingdom! To do this, you must control *Glover* to find and guide one crystal (turned rubber ball) through each world and back to the castle where it will transform back into a magic crystal.

## THE START SCREEN



After the introductory movie, you will be presented with the Start Screen. From here, you can choose from: **START**, **OPTIONS** and **HI SCORES**. If you do nothing for a while, you'll see a demo of *Glover* in action.

**START** – Will begin a **NEW GAME** or allow you to **LOAD A GAME** from the memory card.

**NEW GAME** – Will start a new game.

**LOAD GAME** – Will allow you to load a *Glover* saved game.

**OPTIONS** – Will allow you to change some **GAME SETTINGS** on further screens. Here are the options:

**SOUND OPTIONS** – Allows you to adjust the music and sound effect volumes.

**CONTROLS** – Allows you to view the control layout.

**CENTER SCREEN** – Allows you to center the display.

**SHOW INTRO** – Allows you to view the introduction movie again.

**VIBRATION** – Allows you to alter the Dual Shock™ vibration setting.

**HI SCORES** – Will allow you to view the **BEST SCORES**.

## CONTROLLING GLOVER

*Glover* can do lots of moves, both with and without the ball. When you start a new game, you'll begin near the castle. Use the on-screen control help guide in the castle grounds to help you become familiar with the many different things *Glover* can do on his own and with the ball.

### GLOVER WITHOUT THE BALL



**TIPTOE/WALK/RUN** - Use the directional buttons or left stick to move *Glover*.

**REGULAR JUMP** - Press the **X** button once to jump.

**DOUBLE JUMP** - Pressing the **X** button twice in rapid succession makes *Glover* jump higher. To jump extra high, wait until *Glover* is at the top of his first jump, then press the **X** button again.

**FIST-SLAM** - Pressing the **X** button, then the **■** button makes *Glover* perform his fist-slam move. Press the **X** button to jump as normal, then press the **■** button in mid-air to make *Glover* fist-slam down on whatever he is over. Use the fist slam to destroy or stun certain enemies, or to activate certain switches. The fist-slam move has a large damage radius.

**LOCATE BALL/NEXT LEVEL** - Hold the **●** button to make *Glover* point to the location of the ball (which is very helpful if you've lost it). This can also show you which level or levels are open for you to explore.

**GRAB BALL** - Tap the **●** button when *Glover* is next to the ball. This makes him grab it (which is extremely useful if the ball is on the edge of a platform).

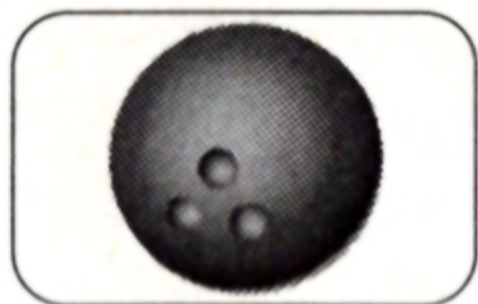
**TRANSFORM BALL** - The ball can be changed from the normal rubber ball into a bowling ball (useful for defeating enemies), a ball bearing, or the crystal. Press the **R2** button to change the type of ball.

*Glover* can transform the ball when holding it, standing near it or even while on top of it!





**RUBBER BALL** - The standard ball. It's the most versatile to bounce, throw and maneuver. It also floats in water.



**BOWLING BALL** - Very heavy and slow. It's great for smashing blocks, walls and defeating enemies. The bowling ball doesn't bounce very well and it sinks in water.



**BALL BEARING** - A small, light ball, with little bounce and is, of course, magnetic. It sinks in water and is faster to move.



**CRYSTAL BALL** - This is the ball's original state. It's extremely fragile, floats on water, and awards you with double-points for every card you pick up.

**CAST SPELL** - Press the **■** button to cast a spell. **To cast a spell you must pick up an appropriate potion.**

## GLOVER WITH THE BALL



**MANEUVERING WHILE HOLDING THE BALL** - When *Glover* encounters the ball, he will automatically grab it. Use the directional buttons or the left stick to maneuver *Glover* and the ball in the same way that you control *Glover* without the ball.

**Note:** With the rubber ball, you can move quicker over the terrain than you would with *Glover* alone!



**MANEUVERING WHILE STANDING ON THE BALL** - *Glover* can jump up on top of the ball, and use it to maneuver over water or land. If you want to stand on the ball, hold the **L2** button while holding the ball, and while holding the key down, press the **X** button. To hold the ball again, just press the **L2** button.

**SLAP BALL** - There are two ways of slapping the ball and many reasons for doing so!

The first way is to quickly tap the **■** button, aim with the directional buttons and then tap the **■** button again. *Glover* will slap the ball where you aimed it.

The second way is just to hold the **■** button and aim. When you let the **■** button go, *Glover* will slap the ball in the direction that you were aiming.

While you're aiming, you'll see a dotted line that shows where the ball will hit.

When you slap the bowling ball at enemies, you can defeat them. You can also slap the bowling ball at cracked walls to break them.

Slapping the ball is a great way of getting the ball from one ledge to another one nearby. Slapping the ball makes it go further than throwing it.

**TRAMPOLINE BALL** - When standing on the ball, jump up and then fist-slam it. You can get really high up onto otherwise unreachable areas with this move.

**THROW BALL** - Like slapping, there are two ways of throwing the ball. The first way is to tap the **●** button, aim with the controller and then tap the **●** button again. Alternatively, you can just hold the **●** button and aim. When you let the **●** button go, *Glover* will throw the ball in the direction that you were aiming. While you're aiming, you'll see a dotted line that shows where the ball will land. Throwing the ball is a great way of hitting wall targets.

Throwing the ball makes it go higher than slapping it.

**BOUNCE (DRIBBLE)** - Hold the **X** button to make *Glover* bounce the ball. Then use the directional buttons or left stick to maneuver. This is especially handy for going up stairs.

## ADVANCED MOVES WITH BALL

**LOB BALL** - Hold the **L2** button and while holding it, press the **●** button to make *Glover* lob the ball almost straight up. This is great for throwing the ball onto high platforms or checkpoints that are close.

**BOUNCE-THROW** - Hold the **✕** button to make *Glover* bounce the ball. Then tap (or hold) the **●** button at the top of the bounce to use the throw action. This is great for throwing the ball onto high ledges.

**BOUNCE-SLAP** - Hold the **✕** button to make *Glover* bounce the ball. Then tap (or hold) the **■** button at the top of the bounce to use the slap action.

**STAND ON BALL** - While holding the ball, you can hold the **L2** button and while holding it, press the **✕** button to stand on the ball.

## CANCELLING MOVES

You can cancel most moves by pressing the **L2** button.

## CAMERA CONTROLS

Press the **▲** button to change the zoom setting on the camera.

Use the **L1** button and the **R1** button to rotate the camera.

If you have a Dual Shock™ analog controller, the right stick allows you to aim the camera quite freely in most places.

## GAME DEFINITIONS



**CARDS** - For every 10 cards you collect, you get an extra health point. You will get an extra life if you collect all the cards on a level!



**CHECKPOINT** - Lob, or bounce the ball through a checkpoint. This will enable you to restart at this location, instead of at the beginning of the level, if you lose a life. Players can move between checkpoints that have been passed through. See "Pause Options" on page 14.

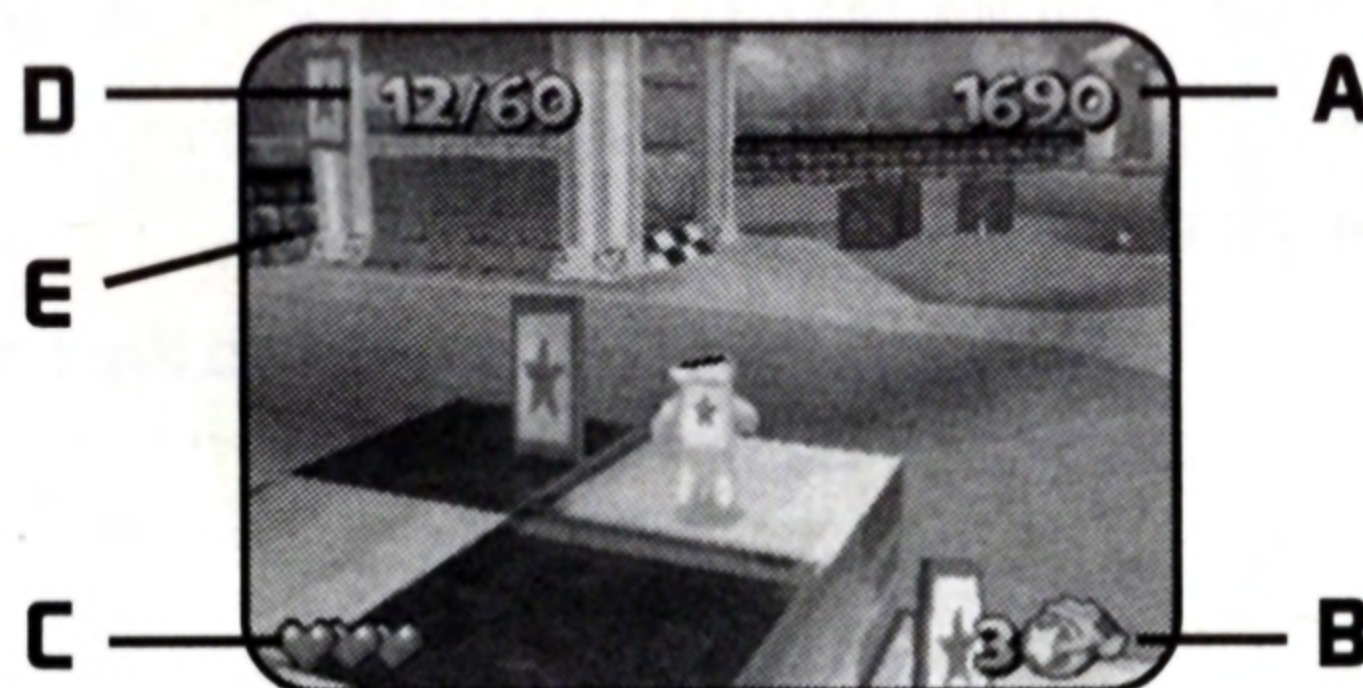


**TIPS** - Pressing the **●** button near one of these question marks will give you a valuable tip on how to play the game. These glowing question marks become dim once you have read them, so you don't have to remember if you've already read a tip.

Now that you're ready to play the game, let's get familiar with *Glover's* world...

After the Wizard's accident, *Glover* finds himself outside the Wizard's castle. Scattered around the castle are the entrances to the six worlds that the crystals have bounced in to. Each time *Glover* returns a crystal to the castle, the castle will regain its health. To open up more worlds, you need to bring back crystals (rubber balls) from the worlds. Find the crystal (rubber ball) that landed safely, just outside the castle, and take it inside.

## THE ON-SCREEN DISPLAY



### A. SCORE

Go for the high scores, so yours can be recorded. The higher the score, the more lives you will get. Every 10,000 points gets you an extra life.

### B. LIVES

This is the number of lives that you have left. Once the number reaches 0, the game is over.

### C. HEALTH

This indicates *Glover's* health. If he loses all three hearts, he loses one life.

### D. CARD COUNTER

This indicates how many magic cards you've collected. The second number shows how many can be collected in total. Collect all the cards on a level to get an extra life and collect all the cards in a world to get an extra heart!

### E. TEST TUBE

This will appear when you pick up a magic spell. The duration of the spell is indicated by the amount of potion in the tube.

## CONTROL HELP

Press the SELECT button during play to toggle the on-screen Control Help on or off.

## PAUSE OPTIONS



Press the START button at any time during gameplay to pause the game. This will bring up the following pause options:

**CONTINUE** - Allows you to continue where you left off.

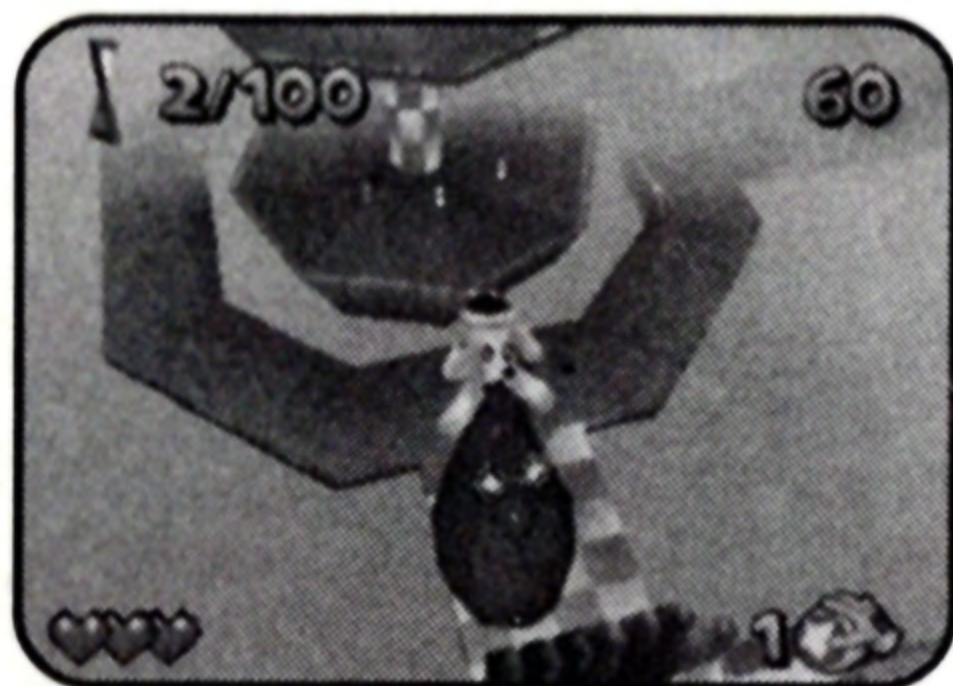
**HELP** - This can be toggled on or off. Turning this on displays context-sensitive control help on-screen.

**BACK TO CASTLE** - Allows you to return to the castle at any point. This will let you enter another world that is available to you.

**CHECKPOINT** - (This will appear only once you've activated a checkpoint.) Restart at a checkpoint that you've already passed. This will allow you to move quickly from point to point within the level. You will not lose any lives or cards if you do this. This is especially handy when trying to locate all the cards in a level.

**QUIT** - Takes you back to the beginning of the game (Start screen). You are given a chance to change your mind before you actually quit.

## THE ENEMIES



The enemies in *Glover* are very unusual. They can be both dangerous and helpful. For example, Dennis, the Space Hopper, can bounce your ball off a ledge! However, if you hop on top of him, you can ride and control him to get to places that you can't reach by yourself.

## THE MAGIC SPELLS



Magic Spells do a variety of things that allow you to either cast magic on enemies, the ball, or *Glover*. Once you collect a spell, a glass test-tube will appear indicating how much time is left before the spell disappears. The spell will either happen automatically, or you will have the ability to “cast” it by pressing the ■ button. The spells are useful in solving some of the tricky puzzles or problems.



**HERCULES** - Makes *Glover* big and strong.



**SPEED UP** - Makes *Glover* run like the wind.



**FROGGY** - Allows *Glover* to turn enemies into frogs.



**ROTOR BLADES** - Gives *Glover* the ability to fly.

**NOTE:** Spells cannot be cancelled once cast!

## SECRETS

Keep a careful eye out for secrets. These come in all forms, from breakable walls with prizes inside, to teleports and short cuts. Finding these will help you build up a super score, and find all the cards.

**Q:** *I can't see where I'm going, or where to go next!*

**A:** Try using the camera! Change view modes. Exploring your surroundings with the camera will sometimes show you areas you wouldn't normally see!

**Q:** *I can't aim properly!*

**A:** You might be trying the "Hold-throw" or "Hold-slap" moves. Try tapping the ● button or the ■ button instead, then you have time to get your aim just right. Finally, tap the same key again to shoot the ball!

**Q:** *I've lost the ball!*

**A:** Hold the ● button to locate the ball, and use the camera to explore your environment.

**Q:** *I don't know which level to go into next!*

**A:** After placing a ball in the cave, and going back outside, use the ● button to locate the entrance to the next open world.



Glover has exciting, full and active web sites dedicated to ensure you get the most out of your new game. You can visit us at:

<http://www.glover.com>

or

<http://www.atari.com>

Kids, check with your parent or guardian before visiting the sites.

Visit and you will discover that Hasbro Interactive web sites contain such things as:

- Technical Support
- Player contact Information
- Demos
- Interviews
- Chat and Community
- Hints and Tips
- Software Upgrades
- Interaction
- Competitions
- Downloadable Themes
- And much more

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

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Purchasers must be 18 years or older or have parent's permission.

If you are having technical difficulties with the *Glover* PlayStation game, and need to call Technical Support, please have the correct name of the game available (and be ready to take notes).

For telephone technical support, please call **(410) 568-2377**. Support hours are from 8:00 a.m. to 12:00 midnight, Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may communicate with our technical support directly from the Internet or through popular commercial online providers, such as America Online, Prodigy, and CompuServe. Direct any E-mail questions concerning the *Glover* PlayStation game to: **HI@hasbro.com**

To find out more about the *Glover* PlayStation® game, please visit:

**<http://www.glover.com>**

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All characters portrayed in this video game are fictional.

Any similarity to any gloves, living or dead is purely coincidental.

No gloves or wizards were harmed in the making of this game.

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