



PlayStation

NTSC U/C

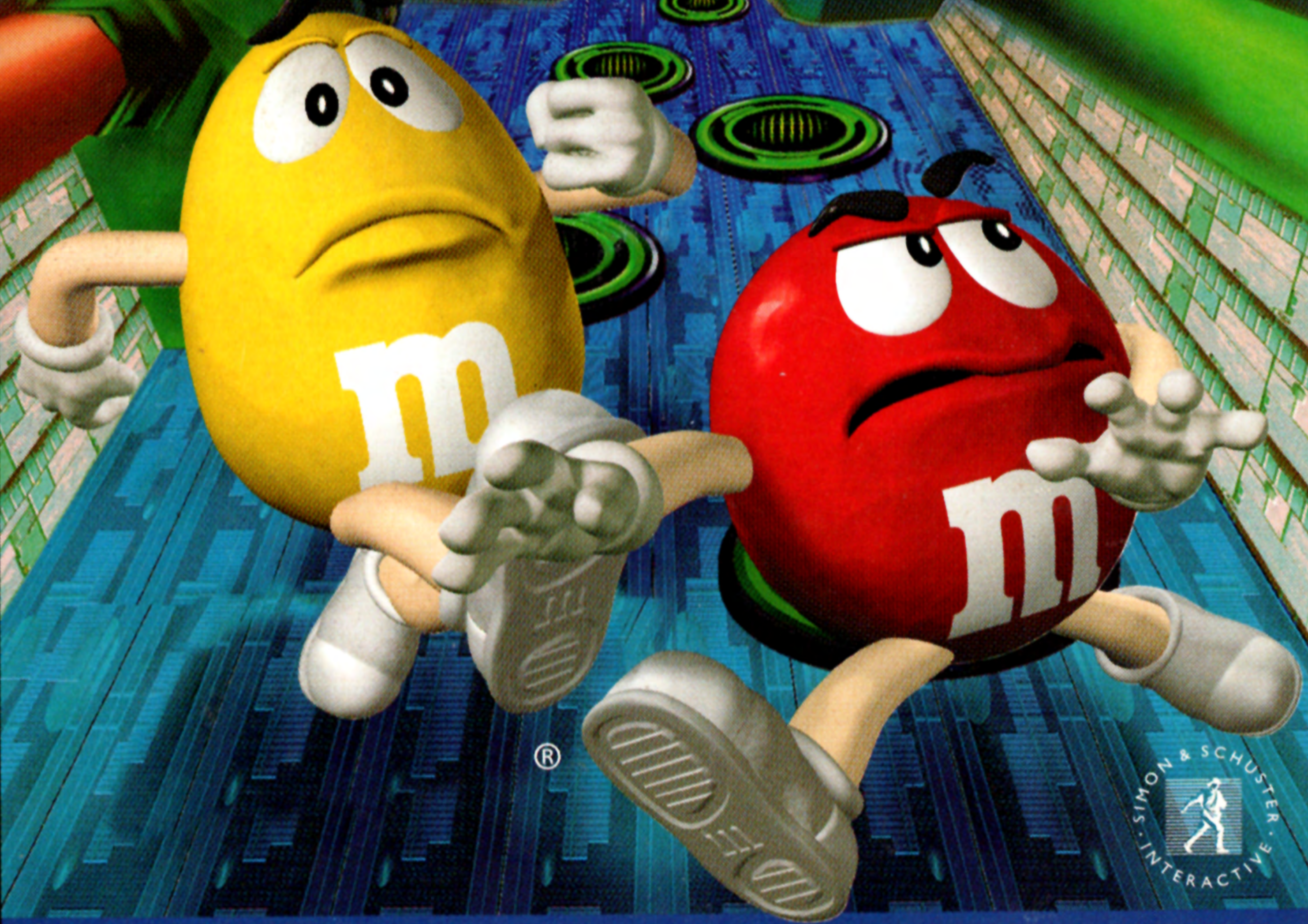
PlayStation



CONTENT RATED BY ESRB

SLUS-01306
PSRM 021210

m&m's BRAND SHELL SHOCKED



OFFICIAL LICENSED PRODUCT

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.

SHELL SHOCKED

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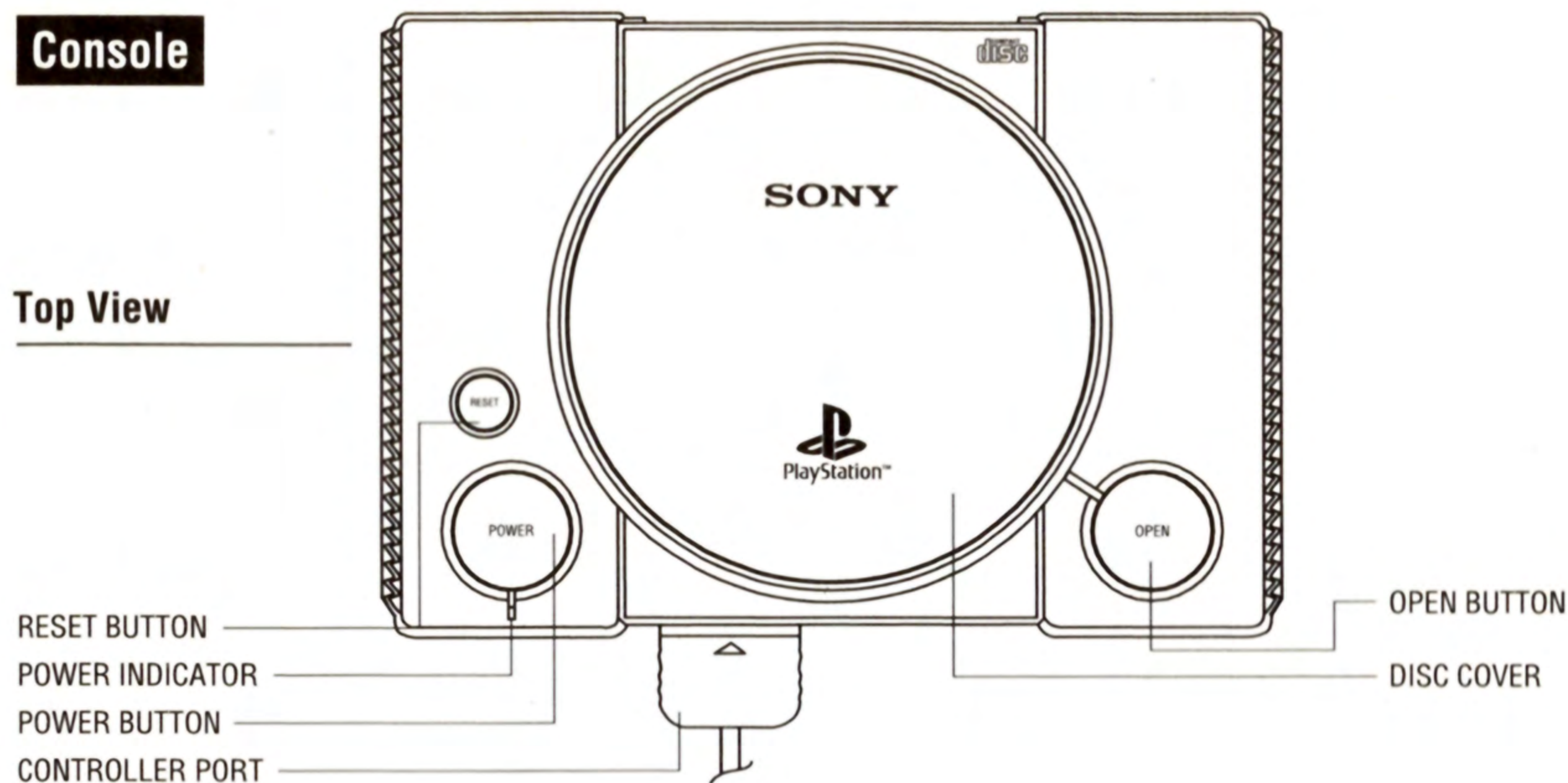
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START-UP INFORMATION

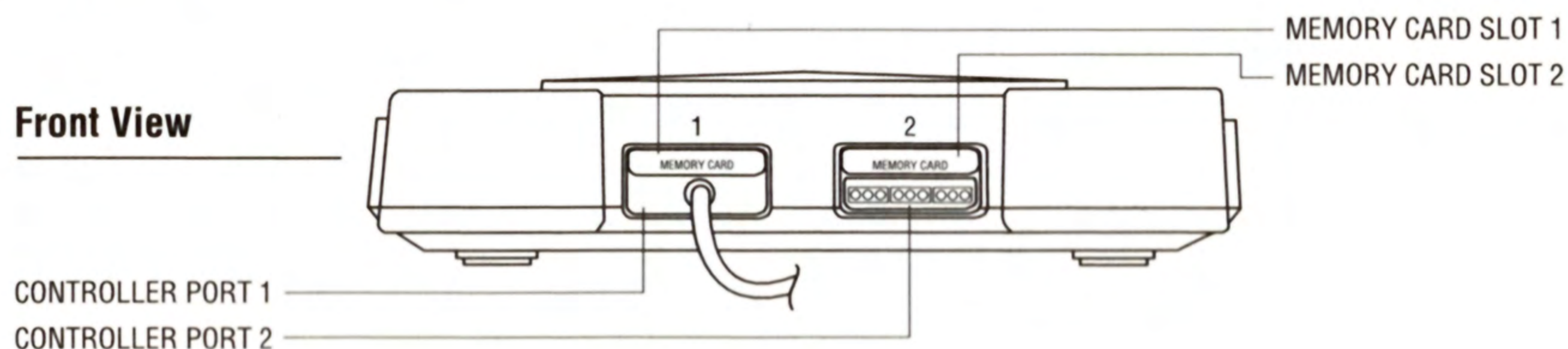
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *M&M's® Shell Shocked* disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Console

Top View



Front View



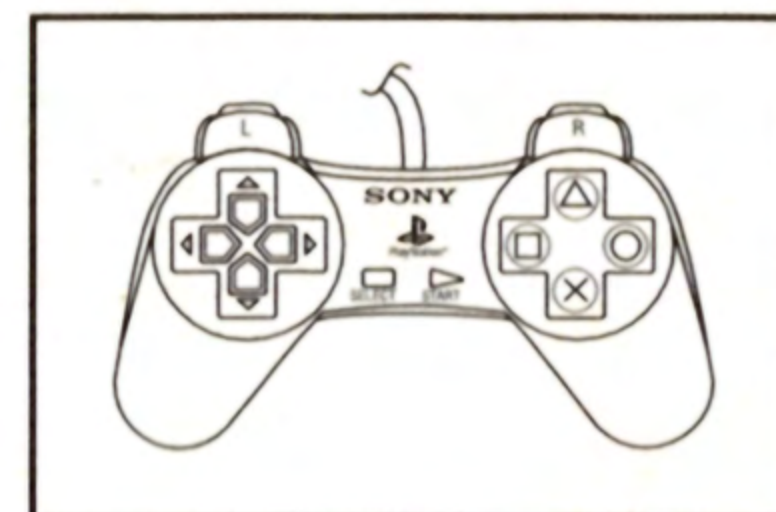
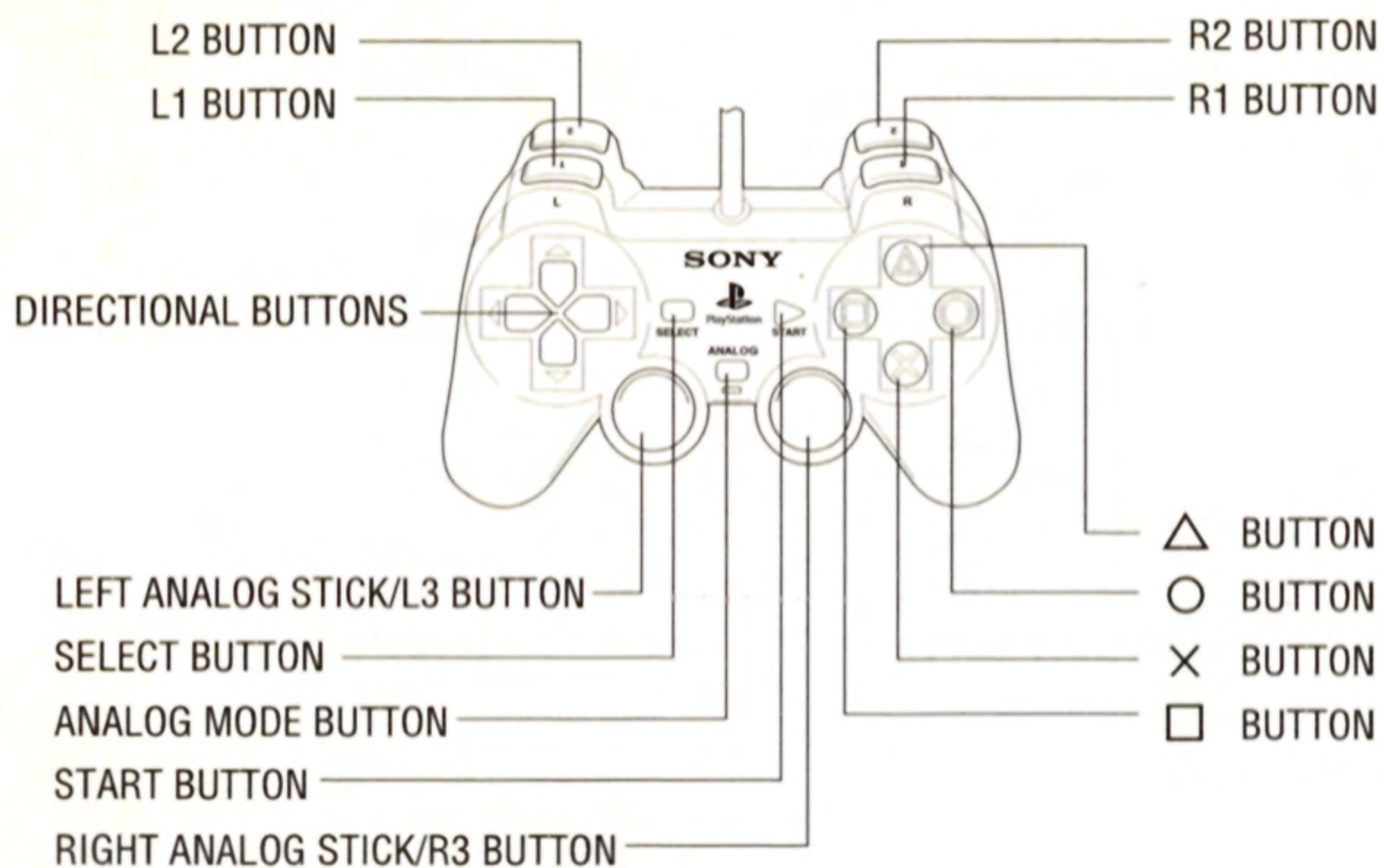
MEMORY CARDS

To save your game progress, insert a Memory Card into Memory Card slot 1 of the PlayStation game console before starting play.

NOTE: Do not insert or remove peripherals or a Memory Card once the power is turned on. Make sure there is at least one free block on your Memory Card before starting the game.

CONTROLS

Dual Shock Analog Controller



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



Move Forward



Move Backwards



Move Right



Move Left



START

Pause. Press X to continue.



Go Berzerk (Spin Attack)



Jump



Go Berzerk (Spin Attack)



Status Bar. Shows how many MINIs® and pieces of formulas you have collected, and the number of lives Yellow has left.



SELECT

In-game menu. Choose options. Load a saved game, or replay an old level.

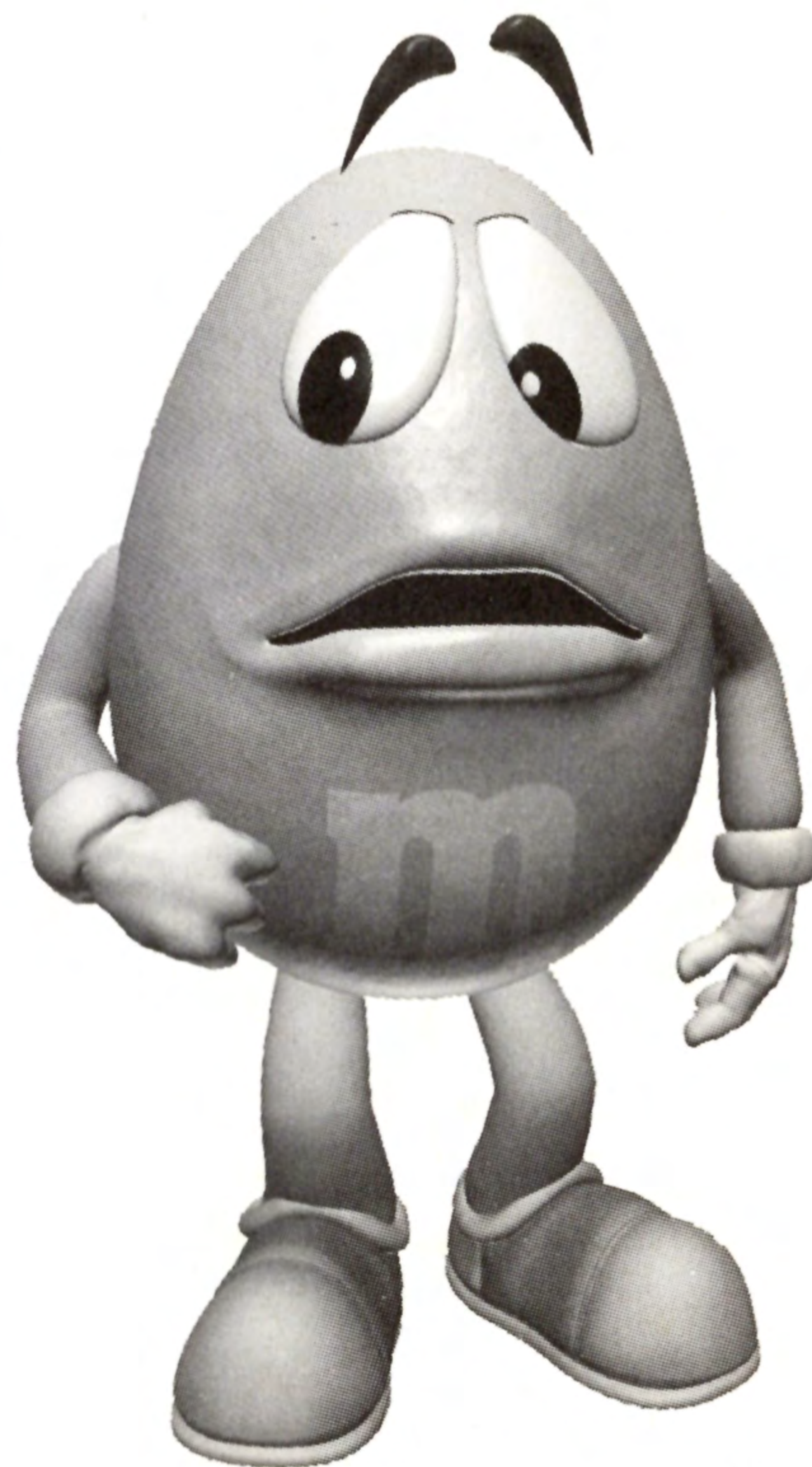
SO WHAT'S THE STORY?

Yellow has made the biggest mistake of his peanutty life—he left the M&M's® MINIs® in charge of the candy factory! Needless to say, it's a candy-coated catastrophe. In no time flat, the tiny, hysterical candies turned the factory upside down. All the M&M's® candy formulas have been lost. The factory robots have gone haywire. Churning chocolate, slippery sorting chutes, crazed candy sprayers, treacherous stampers, crossed wires, an out of control warehouse—everywhere you go it's MINIs® mayhem. Get to the factory and put things right before the Big Boss finds out!

THE GAME

First Yellow must drive through city and suburb back to the factory. But watch out for all those other crazy drivers! The MINIs® have scattered candy crates everywhere, which is a good thing, because you can smash these crates to collect MINIs® and earn extra lives.

Once Yellow reaches the factory, guide him through 7 levels of madcap manufacturing. Your goal is to rid the factory of the marauding MINIs® and find the missing pieces of the M&M's® candy formulas, hidden in crates throughout the factory.



CANDY CRATES & COLLECTIBLES

Most crates contain MINIs® and some are hiding places for power-ups and pieces of the lost formulas. Open up as many as you can to gather up all those madcap MINIs®. But beware: the MINIs® have also planted danger crates everywhere.



BLUE CRATES—Collect 100 MINIs® and gain an extra life.

YELLOW CRATES—Collect 10 MINIs®

ORANGE CRATES—Collect 5

RED CRATES—Collect 2



BROWN CRATES contain Power-ups and Formula Pieces.

- **RIC-O-SHELL** is Yellow's hard-hat of invulnerability, which shields him from one enemy attack or contact.
- **CRUISE SHOES** help Yellow run faster. Use 'em quickly before you lose 'em.
- **SUPER SPRINGS** give Yellow a super jump.
- **FORMULA PIECES** may be hidden here as well. Help Yellow collect all 3 pieces of a formula to open a Bonus Level. Look in the first two sections of each factory level.



RED AND GREEN CRATES

- **DANGER CRATES** are filled with explosives. Some blow up right away and some have a timed fuse. Be careful! But sometimes you can use these dangerous crates to your advantage.



BONUS LEVELS & LOST FORMULAS

- The only way to play a bonus level is to find all three pieces of a missing formula hidden by the mischievous MINIs®. Sometimes they are hidden in hard to find places.
- Extra lives earned in the bonus levels are counted separately. When you run out of “bonus extra lives,” the bonus level ends, but you don’t use up your regular lives in here. If you finish the bonus level with extra lives, they are added to your total life count.
- There are no formula pieces in Level 1; they are hidden only in the factory.

SECRET AREAS

Secret areas are a favorite place for MINIs® to hide formula pieces. Look carefully, explore everywhere, and you may find them all—but don’t expect any help from Yellow—if he knew where they were, they wouldn’t be secret!




BOSS LEVELS

In the last section of each level, Yellow meets an especially tricky boss robot. Sometimes you can reach the end of a level without beating the boss, but you won’t be able to exit the level until you defeat the boss.







MAIN MENU

- **Play**—Start a new game or Load a saved game.
- **Options**—Goes to menu which allows you to adjust sound and music volume. First, select either Music or SFX volume with the Up/Down Buttons. Adjust the volume to the desired level by pressing the  Buttons.

Press the  Button to return to the previous menu.

IN-GAME MENU

When you press the Select Button during gameplay the In-Game Menu pops up which lets you:

- **Continue**—Continue current level exactly where you left Yellow
- **Options**—Adjust sound and music volume.
- **Factory Map**—Goes to another menu where you can scroll through available game levels. You can also load and save games from this menu.
-  Buttons—Scroll through open levels of the game.
-  Button—Play selected level.
-  Button—Load a previously saved game.
-  Button—Save current game progress.



SAVING AND LOADING GAMES

Go to the Factory Map to Save and Load your games.

TO SAVE

You can save your game progress only when you complete a level.






Press the  Button to save to the Memory Card.

You can save up to 4 games on a single Memory Card, in one Memory Card block.

Select a save slot with the R/L Buttons. Use the  Button to confirm.

You can overwrite a previously saved game.

TO LOAD A SAVED GAME

- Press the  Button to load any saved game.
- Use the   Buttons to select the game you want to load.
- Press the  Button to load it.
- Once your saved game is loaded, you come to the Factory Map.
Now use the Buttons to select a level.
- Press the  Button to load it the level.

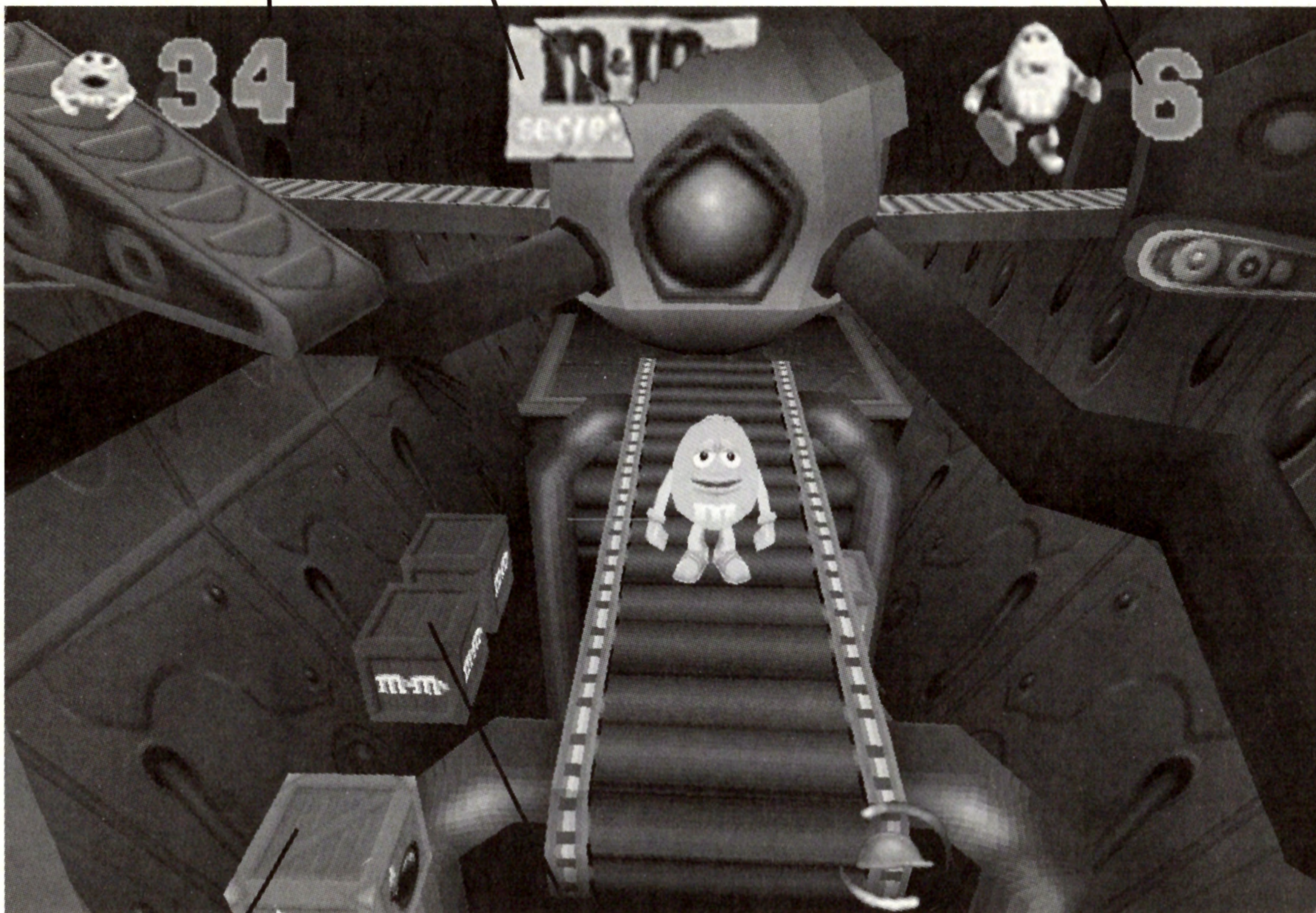


ON-SCREEN DISPLAY

MINIs® Collected

Pieces of Missing
Formulas Collected

Number of Lives



Danger Crate

Open these boxes for power-ups, missing formulas,
and Ric-O-Shell, which acts like a shield.

GENERAL GAMEPLAY HINTS

- If you're having difficulty getting through a new section, go back to an earlier/easier section and build up some extra lives.
- Yellow drives fastest when he drives straight ahead. A lot of side to side turning slows him down.
- Go Berserk sometimes gives Yellow a bit of invulnerability when he's hopping over chocolate pits and dangerous machinery.
- While it is sometimes tempting to get every crate and collect as many MINIs® as possible, remember to stay focused on the goal of getting through the level.
- After you've beaten a level, go back and find all the formulas; they're hidden in the Brown crates.
- Sometimes it's better to play defense with robots; you can't destroy them all.

BOSS LEVEL HINTS

- Level 1—Avoid the motorcycle mob and get Yellow to the factory—but no driving on the grass!
- Level 2 - Watch out for falling chocolate. And remember: these chocolate bombs are also hazardous to robots. Since this boss follows Yellow all over, use this to your advantage.
- Level 3—This boss chases Yellow down a dead-end corridor. You not only must escape this boss, you also have to defeat him. Make use of all those danger boxes - not even a boss robot can survive several of those explosions.
- Level 4—This boss has Yellow trapped in the candy coating room, and the exit door won't open until the boss is defeated. Watch out for that candy coating - although it's delicious, it can really make a mess out of robot gears and gizmos. Find some way that Yellow can turn the tables on this boss.
- Level 5—Yellow needs all his skill to evade the final robot and avoid the hazardous crate pushers. Look for Brown crates; they may come in handy for this candy.
- Level 6—The runaway trolley is careening down the storage tunnel and there are crates blocking the path. You must guide the trolley over the crates to avoid disaster. Good thing Yellow's on the trolley so he can try stepping on the correct button.
- Level 7—Yellow's forklift is stuck in drive behind this robot that is dropping and knocking crates off the shelves. Explosives block the exit to the warehouse and the robot is making a bee-line right for the door. Avoid the falling crates as you help Yellow follow behind (but not too close!) and let the boss open the exit door with a bang! Hint: since things are falling from the shelves, try staying close to the middle.
- Level 8—With this electrifying boss it's zap or be zapped. Jump on the platform in front of the boss to deliver a lightning bolt his way. But jump back quickly or it's you who's toast. Once the boss is defeated, Yellow can exit the factory and join his partner for a much-deserved reward.

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