



PlayStation

TM

NTSC U/C

PlayStation™

KIDS TO ADULTS

TM



CONTENT RATED BY  
ESRB

SLUS-00416

**Assault**

**Pac-Land**

**Ordyne**

**The Return of Ishtar**

**The Genji and The Heike Clans**

**N A M C O M U S E U M™**

**VOL. 4**

**namco®**

## **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.

## **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.

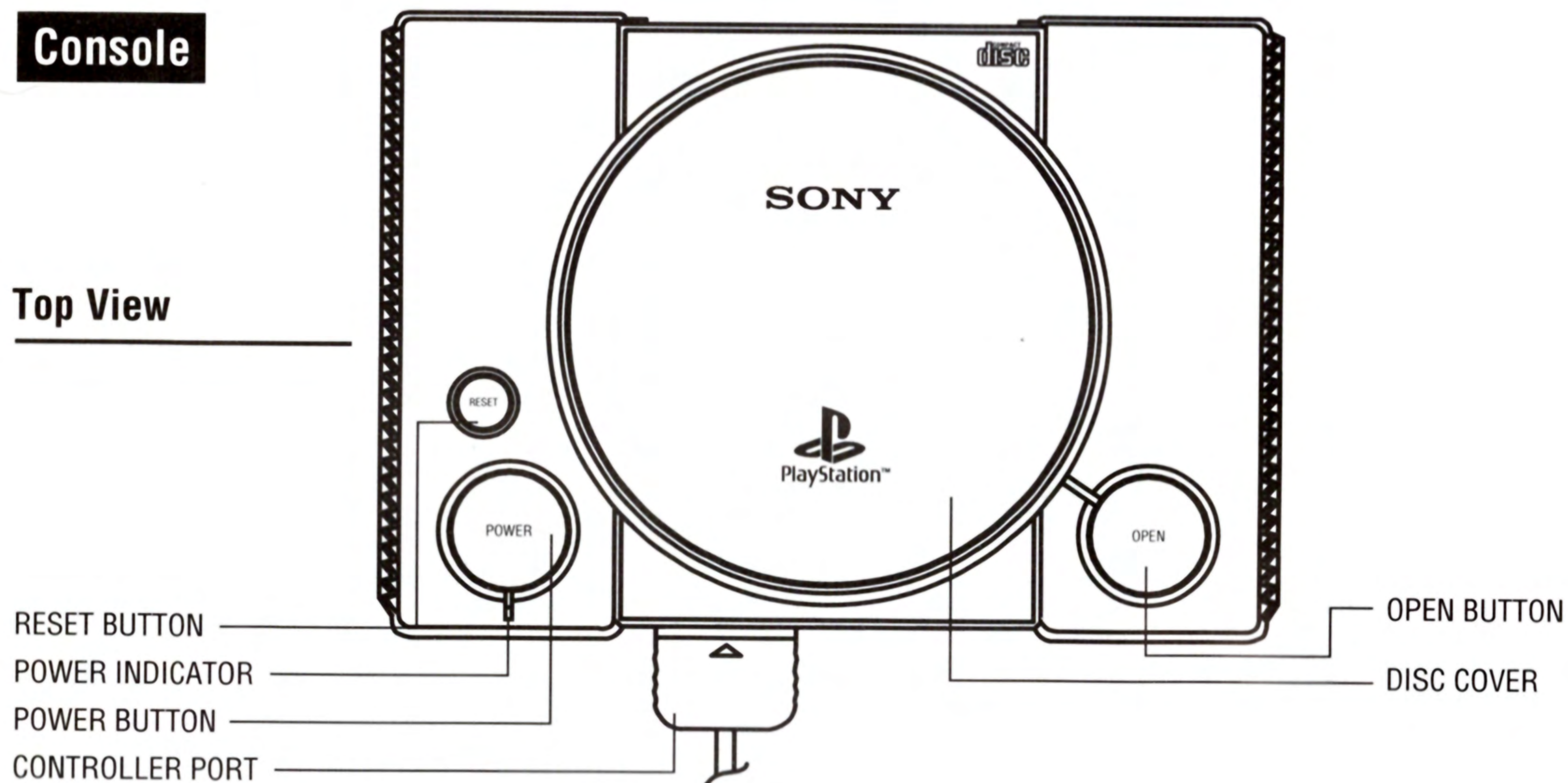
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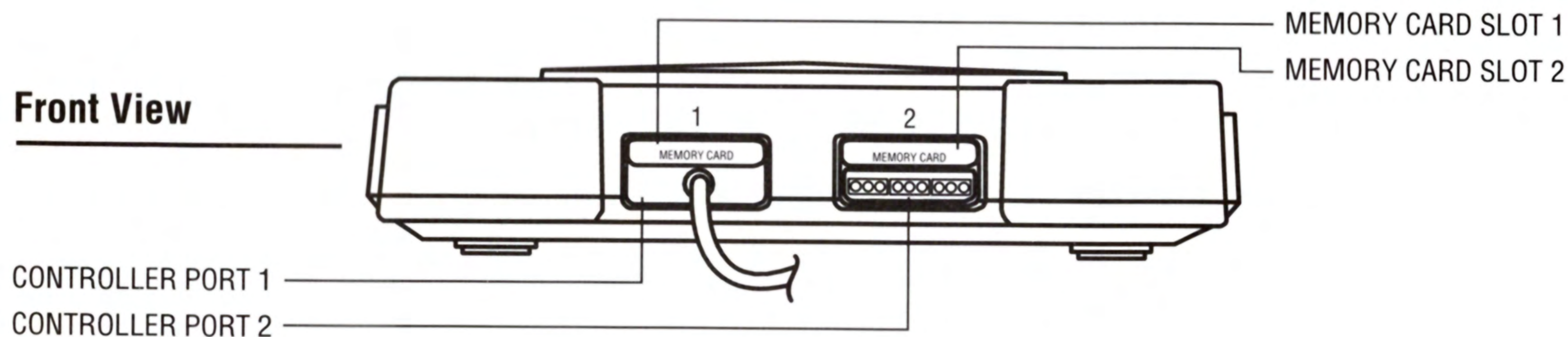
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Namco Museum™ Volume 4 disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

## Console

### Top View

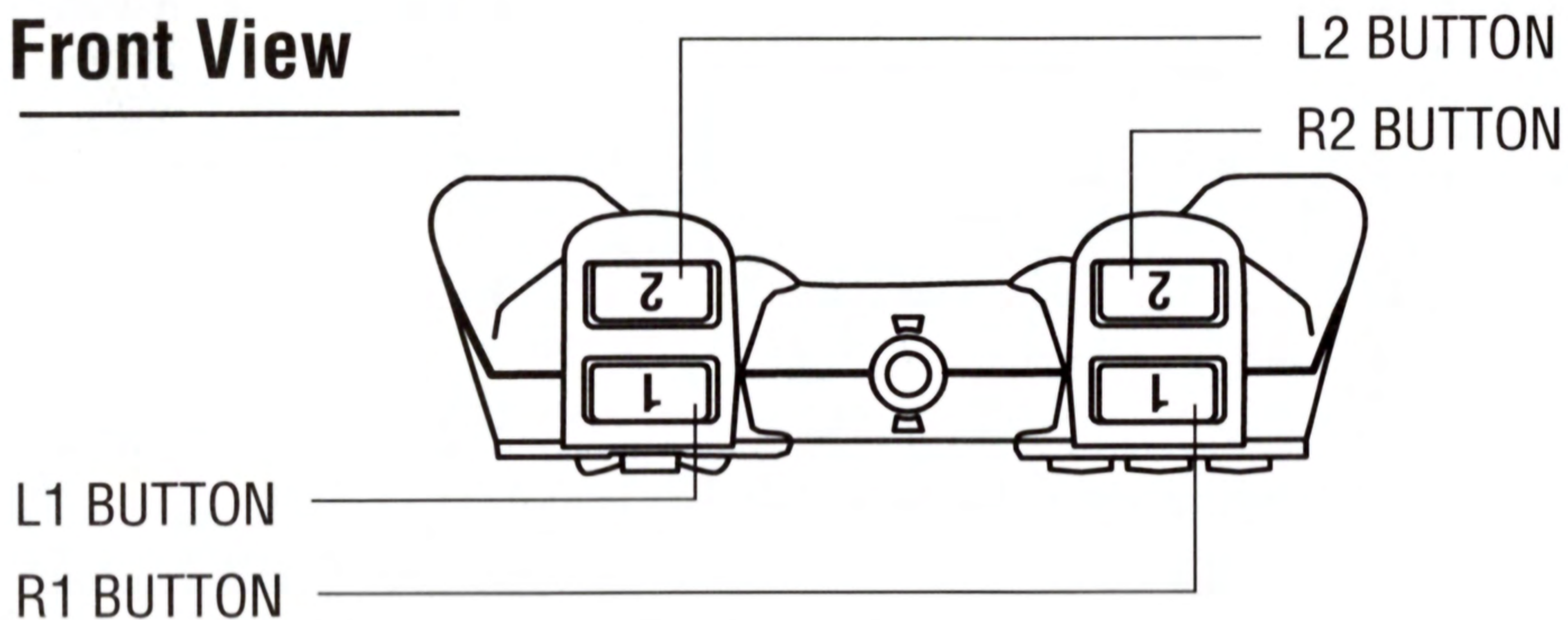


### Front View

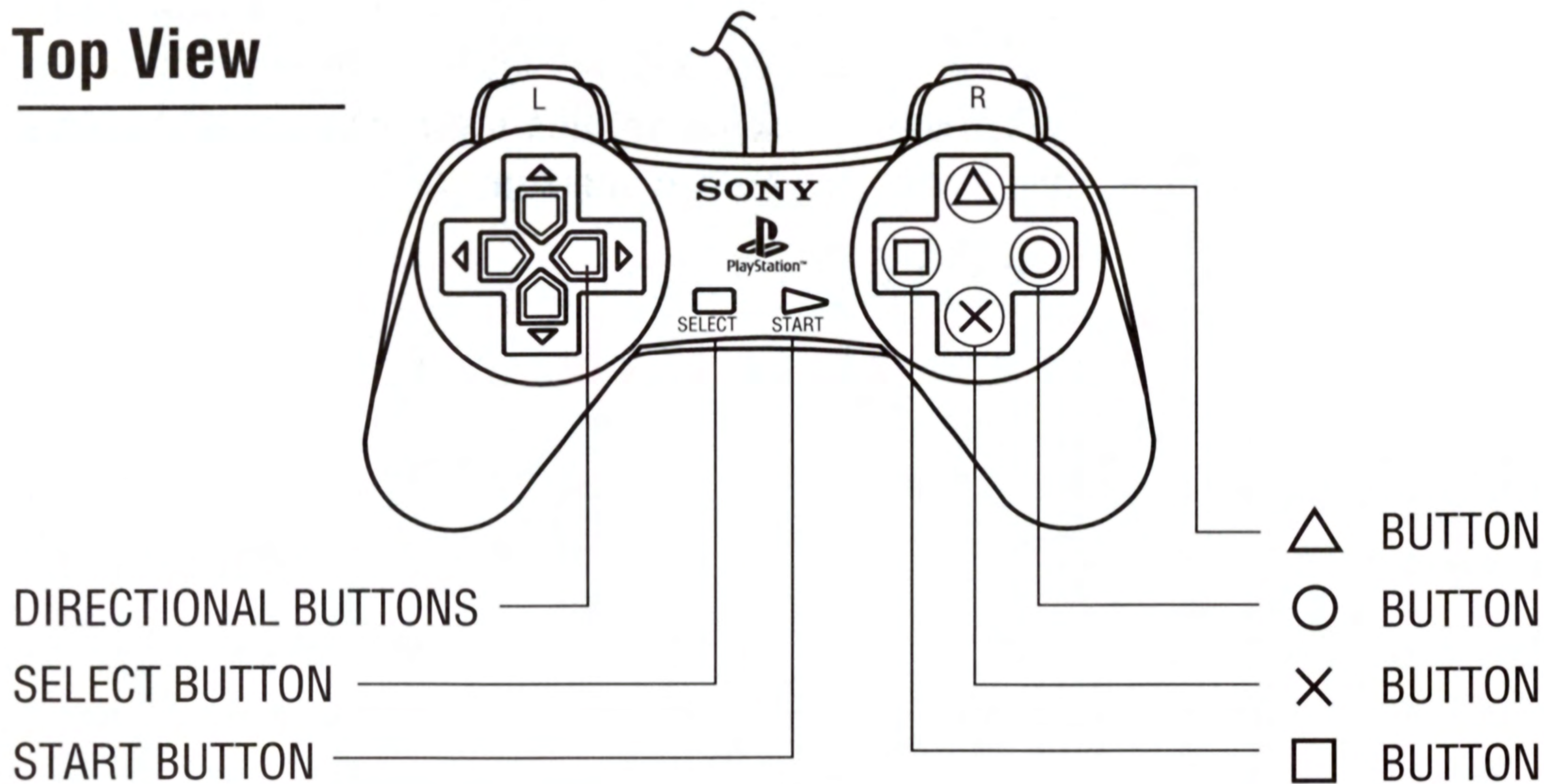


# Controller

## 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 **ASSAULT** 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.

THE MUSEUM GAMES SHOULD ALWAYS BE PLAYED WHEN THE MONITOR IS IN THE NORMAL UPRIGHT POSITION.

## GREETINGS!

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Thanks to all our fans, we are proud to introduce **Namco Museum Volume 4**. All of us at **Namco** are truly grateful to our fans and their support. This volume consists of fairly recent arcade games from 1984 to 1988. **Namco Museum Volume 4** can be enjoyed by old and new fans alike. Have a great time in our new **Namco Museum!**

## GETTING STARTED

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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

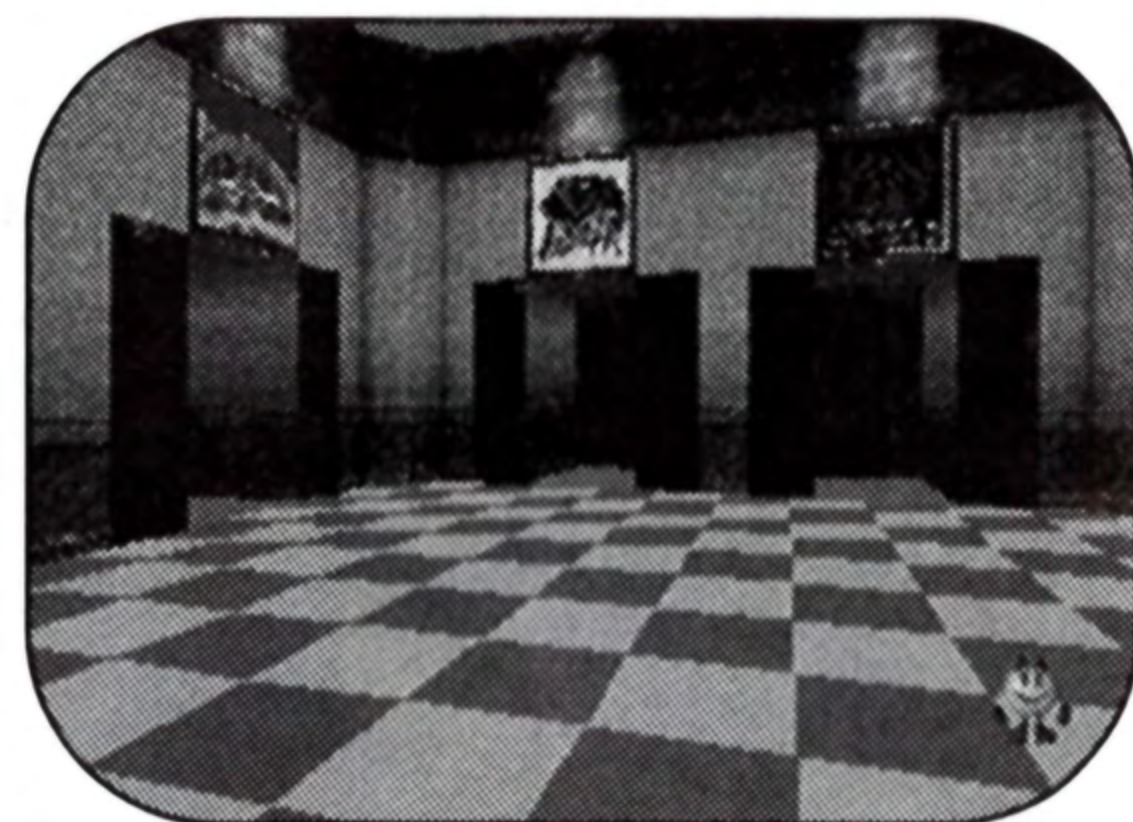
Select this icon to explore the museum. The screen will change to display the inside of the museum. The player can look at the items exhibited in the museum and select which of the five respective games to play.

## GAMES

Select this icon to play a game. The game can be played as soon as a game icon is selected from the **Games Select Menu**. Selection is made with the **Directional Buttons** and confirmed with the **X Button**. **RECORD BOOK** will show you your game records. **MUSEUM** will return the player to the **Title Screen**, or where they were standing when entering the menu. **INFORMATION** will give you some general information about the museum, and gives you the option to register your name.

## STEREO / MONO

Select this icon with the **X Button** for **Stereo** or **Mono** mode.



# BASIC COMMANDS INSIDE THE MUSEUM

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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 Select Menu**. (This can be used to start a game immediately from any location in the museum). 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.

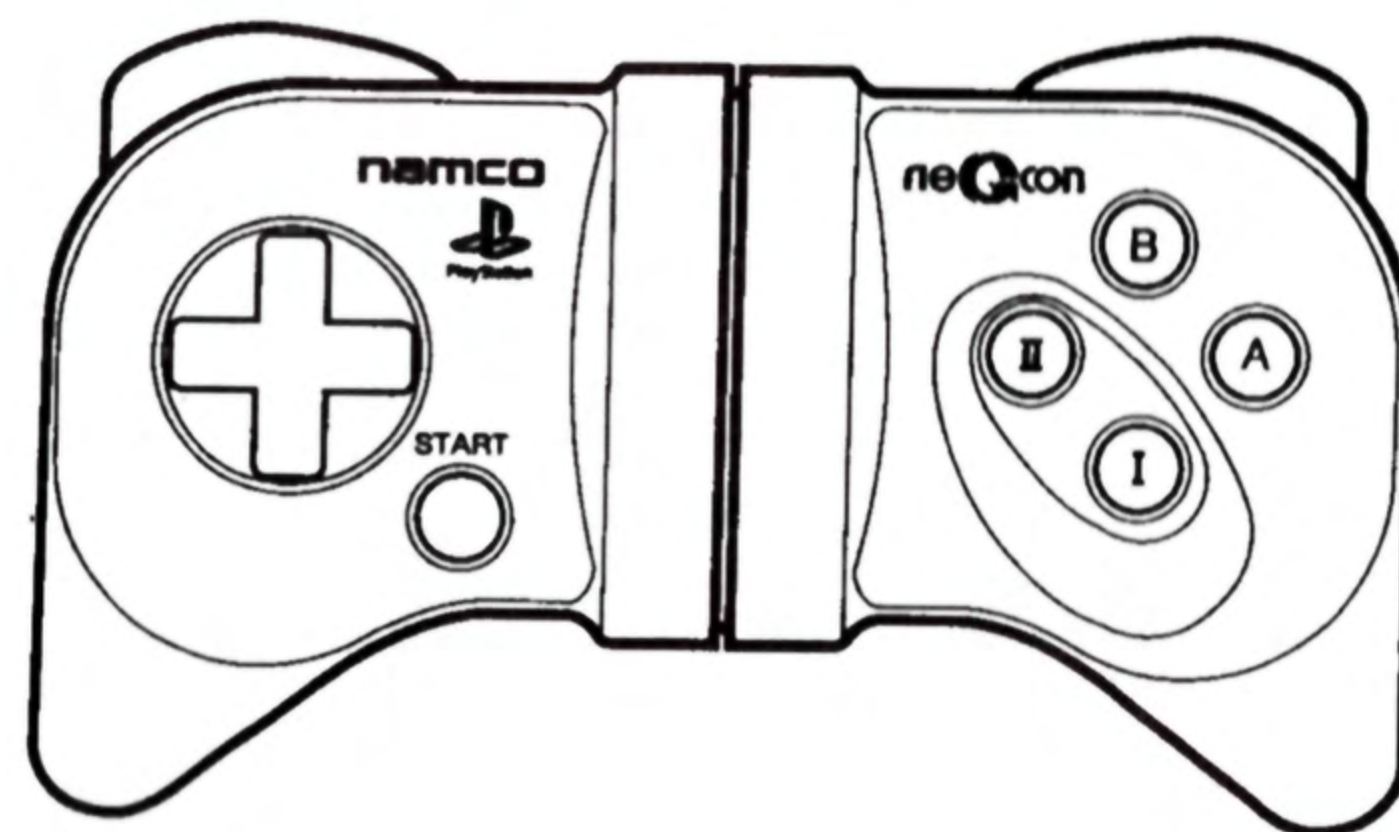
- |                      |                                                                                   |
|----------------------|-----------------------------------------------------------------------------------|
| <b>L1/R1 Buttons</b> | To sidestep to the left or right.                                                 |
| <b>▲ Button</b>      | Use to look up towards the ceiling.                                               |
| <b>■ Button</b>      | Use to return to the normal forward position.                                     |
| <b>X Button</b>      | Use to select an exhibited object or a display switch.                            |
| <b>● Button</b>      | Press and hold this button to speed up movement when walking forward or backward. |



## NEGCON CONTROLLER

**Start Button** — Press to select the **Games Select Menu**. (This can be used to start a game immediately from any location in the museum). Select a game icon, then press the **I Button** to choose the game.

**Directional Buttons** — Determines movements (walk forward or backward, and turn, by changing direction to the right or to the left); also used for menu cursor movement.



- L1/R1 Buttons** To sidestep to the left or right.
- B Button** Press to look up towards the ceiling.
- II Button** Press to return to the normal forward position.
- 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 to the 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.

# FIRST FLOOR

## RECEPTION AREA / SAVING HIGH SCORES

After you have selected the **MUSEUM ICON** at the **Title Screen**, you will reach the reception area to register your name. You must insert a **memory card** in **slot 1**, and register your name at the front desk with the **Receptionist**, 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. A maximum of five people can register their names.

**NOTE:** A memory card, sold separately, is required to save a registered name and high scores.

## HOW TO REGISTER YOUR NAME

Use the **Directional Buttons** to select the **Registration Selection**, then press the **X Button**. You can select the position of the letter with the **Directional Buttons**, and enter your selection with the **X Button**.

\*If you come to the **Reception Area** after registration, you can change your name or register more names.

## INFORMATION

**Game Room / Library / Theater** You can get some information on each room here.

**Registration** Register your name. A maximum of five people can register their names.

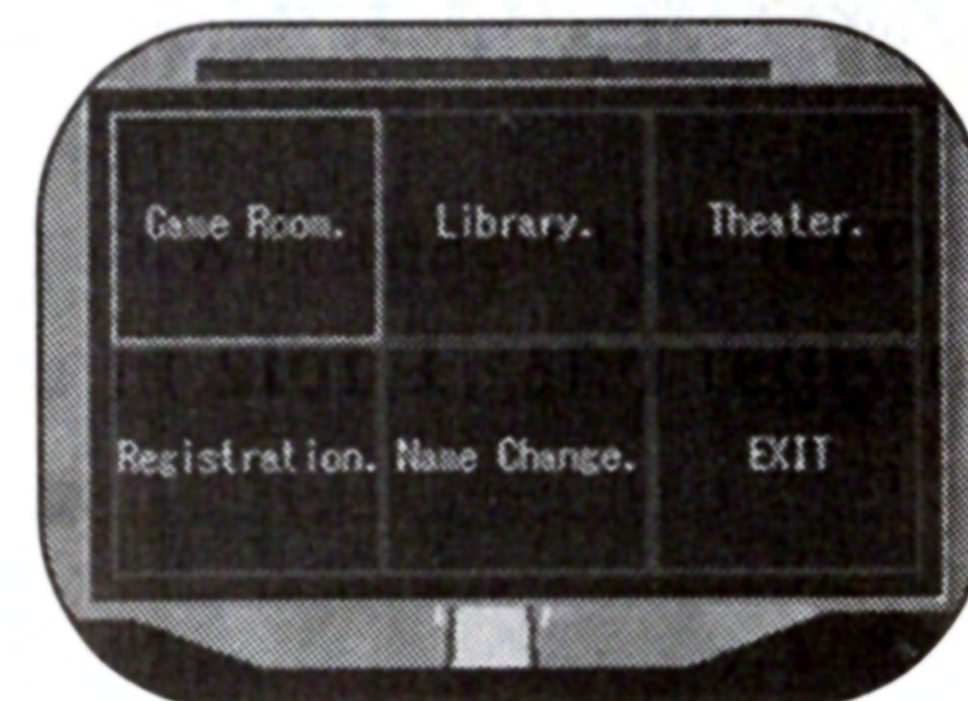
**Name Change** Change an existing name.



RECEPTION AREA



NAME REGISTRATION



INFORMATION

## RECORD BOOK

You can view the high score data saved in the memory card. To quickly get to this screen, press the **Start Button** then select **RECORDS** from the **Game Select Menu**, and press the **X Button**. Next, highlight the player's name, the game icon, or the page number icon. Make your selections by pressing the **Directional Buttons** up, down, left, or right. When finished, select **Exit** by pressing the **Start Button**.

**Directional Buttons** — Press left or right to flip through the selected icon.

## ELEVATOR

The elevator leads you directly to the library and to the theater. Stand in front of the panel and press the **X Button**. **NOTE:** There are two elevators.

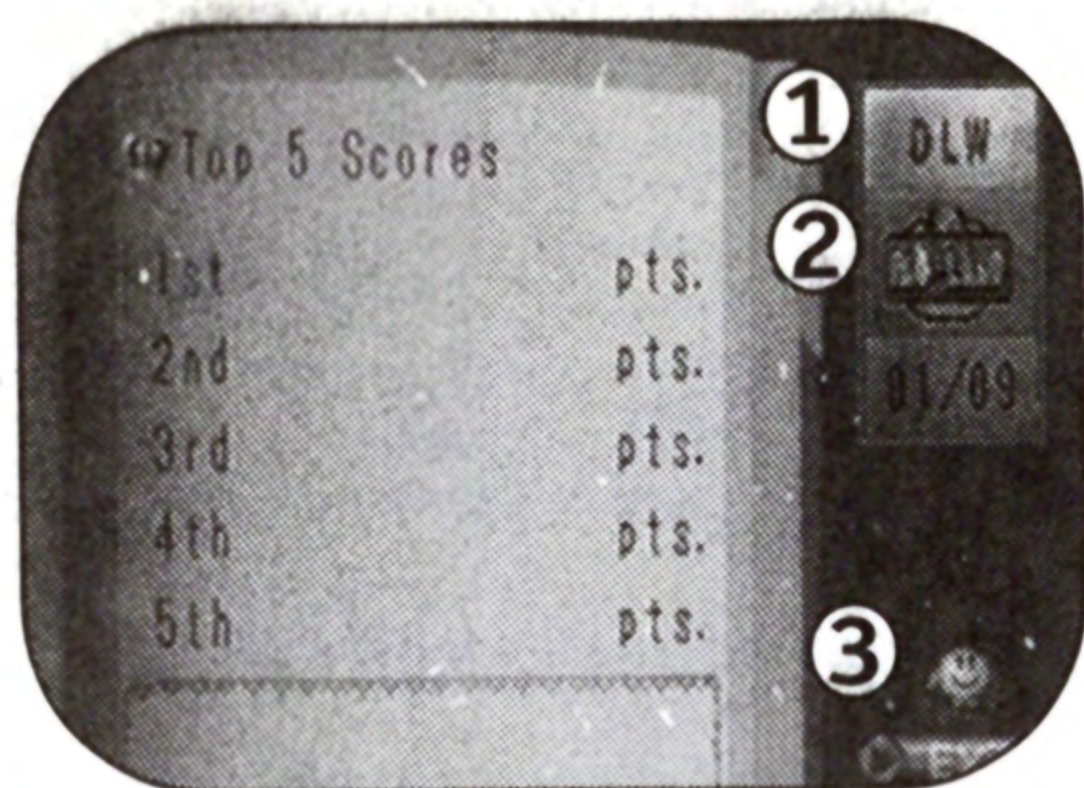
# SECOND FLOOR

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## THEATER

Use the Theater when you want to hear music, sound effects or see the slide show. First, get close to the stage and press the **X Button**. Next, press the **Directional Buttons** left or right to select the game, then press the **X Button**. When the screen changes, you can select the sounds, music or slides by pressing the **Directional Buttons**, and then pressing the **X Button**. Select **EXIT** to return to the **Theater**.

<b>Directional Buttons</b>	Press up or down to select vision, music or sound. Press right or left to change music, etc.
<b>X Button</b>	Play.
<b>● Button</b>	Stop.
<b>Start Button</b>	To exit.



**RECORD BOOK**



**VIEWING DISPLAYED  
ITEMS**



**MUSIC SELECTION**

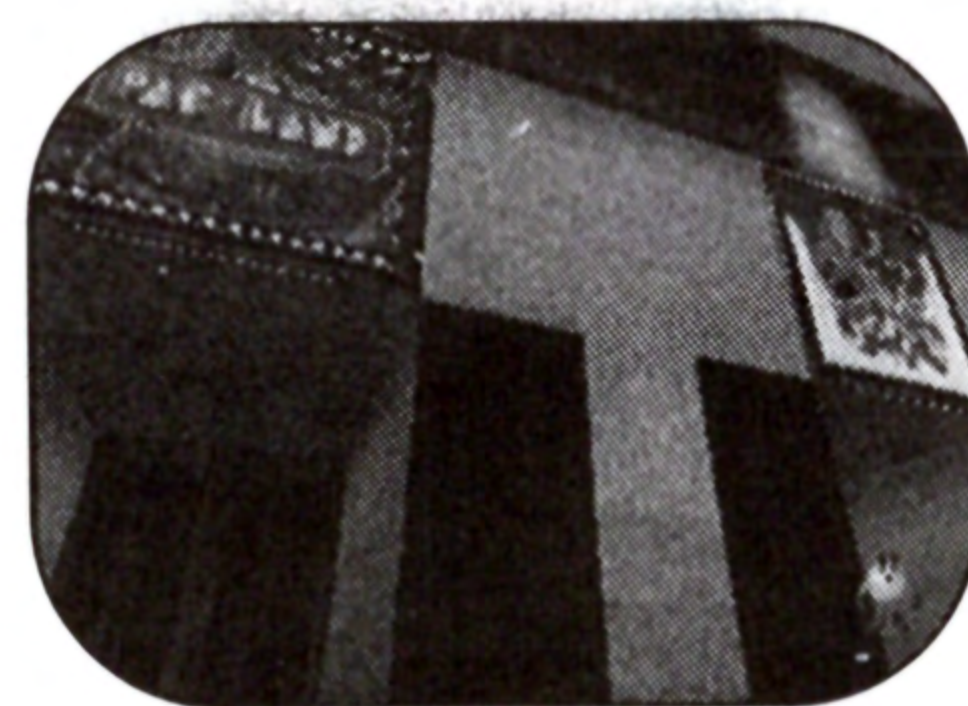
1. The name of the registered player.
2. The name of the game.
3. Indicates page.

## MAIN HALL

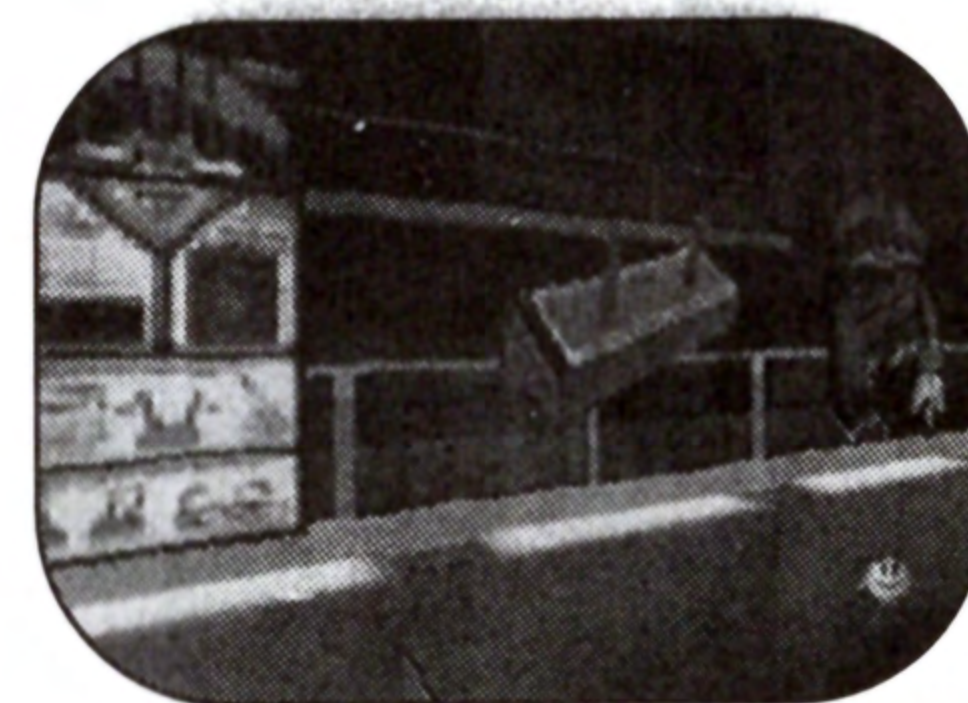
The exhibit entrances for the games **Assault**, **Pac-Land**, **The Genji and The Heike Clans**, **Ordyne**, and **The Return of Ishtar** are located on the outskirts of the **Main Hall** on the second floor. Walk through the **Hallway With Exhibits** to reach each game room.

## HALLWAY WITH EXHIBITS

You can see game explanations and other materials on display. Basic commands are the same as the Library's.



**MAIN HALL**



**HALLWAY WITH EXHIBITS**

# GAME ROOM

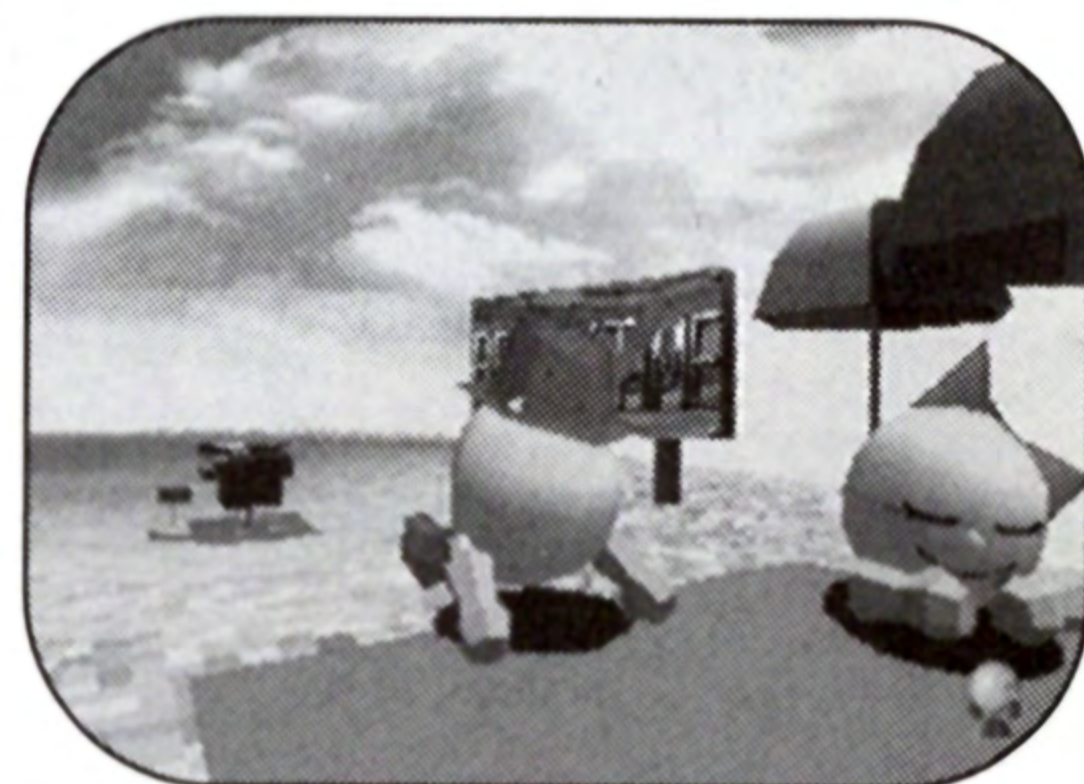
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## GETTING STARTED

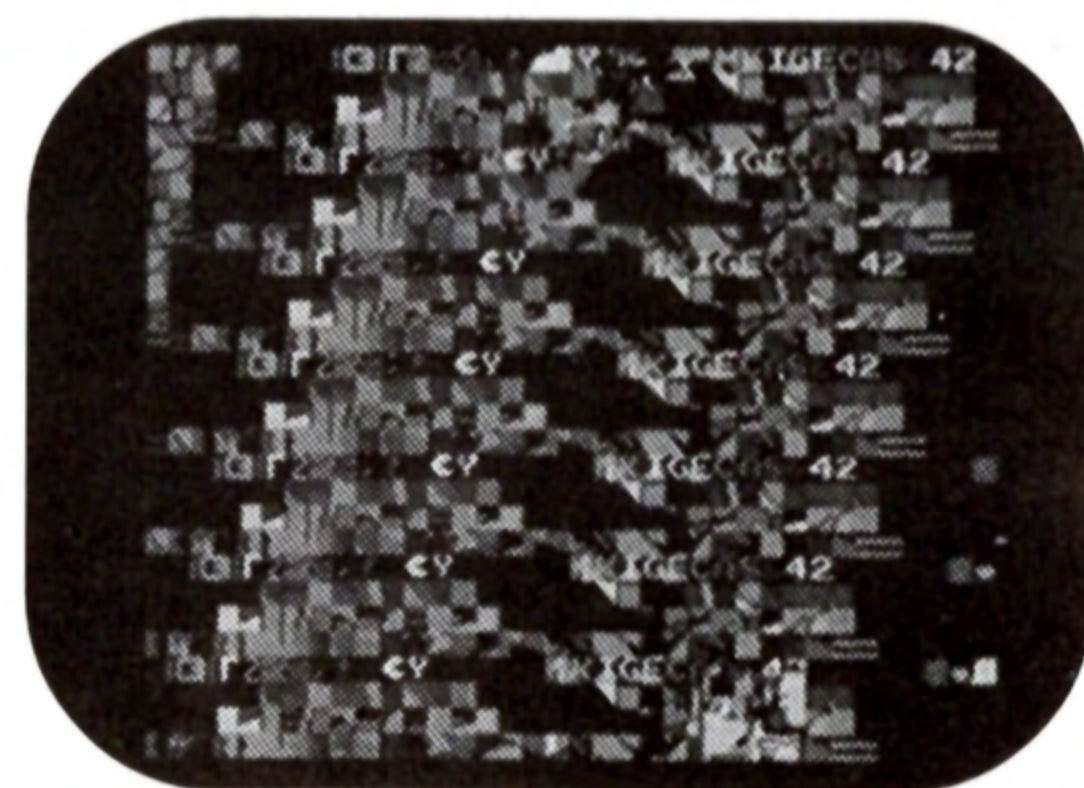
You can switch to the **Game Screen** by pressing the **X Button** while standing in front of the game machine, then select the registered player's data file to load the game. (If there is only one file saved, it is automatically loaded). When a flow of random letters is displayed on the screen before 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, the **Title Screen** will appear.

## 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 plugged into controller port 2. To select a two-player alternating game, set the credits to 2 and then press the **Start Button** on the controller plugged into controller port 2. Also, you can return to the museum by pressing **▲ Button** if you want to exit the game, but you must do this from the **Title Screen**. After pressing the **▲ Button**, select **EXIT** from the menu and press the **X Button** then select yes to confirm your decision. After automatically saving the high score data, a different **Games Select** menu will appear where you can go directly to the next game or return to the museum. Make your selection with the **Directional Buttons** and press the **X Button**.



**THE PAC-LAND  
GAME ROOM LOOKS  
LIKE THE BEACH**



**NORMAL PAC-LAND  
START-UP**

During your game play you can reset the game by pressing the **Start Button** to pause, then press the **▲ Button**. Next, select the reset command and press the **X Button**.

**▲ Button** Opens the Options Window, (see below for further reference) and allows you to adjust the settings for each game.



## OPTIONS WINDOW

On the **Title Screen** of any of the games, press the **▲ Button** to open this window. The Directional Buttons are used to make a selection from the menu and the **X Button** is used to advance to the next window. To close a window, press the **● Button**. Close all windows to return to the **Title Screen**.

Note: Not all options are available for each game.

**SCREEN** MODE.....NORMAL or ARCADE. (**Assault**)

POSITION.....Adjust the position of the screen.

**OPTION** KEYCONFIG 1P .....Change the button settings for player one.

KEYCONFIG 2P .....Change the button settings for player two.

- MYPAC, MYTANK,  
CANDLE, MYSHIP .....Lives in reserve, or life meter.
- EXTEND .....Set score for Extra Life.
- RANK/LEVEL.....Difficulty Level.
- PAUSE.....ON or OFF.
- ATTRACT SOUND .....ON or OFF.
- ROUND SELECT.....ON or OFF. (Pac-Land)
- CONTINUE .....ON or OFF.
- TEST SCREEN .....On this screen, you can listen to the sound test by pressing the **Directional Buttons** to select, then by pressing the **L1, R1, or ■ Buttons** to play the sounds. Press the **Select Button** to advance to the next screen. Press the **X Button** on the test mode screen to enter the dipswitch screen. Note: **Assault** and **Ordyne** don't have a dipswitch screen, only an options screen.
- DIP SW.....Switch any switch with the Up or Down Button to change the settings as you wish. Note : It's not really necessary to adjust the game options from here, since they are easily accessible through the Options Windows.
- GAME.....Goes back to the **Title Screen**.
- EXIT** Goes back to the museum.
- RESET** Reset the game.

# 源平討魔伝

## THE GENJI AND THE HEIKE CLANS

### HOW TO USE THE CONTROLLER

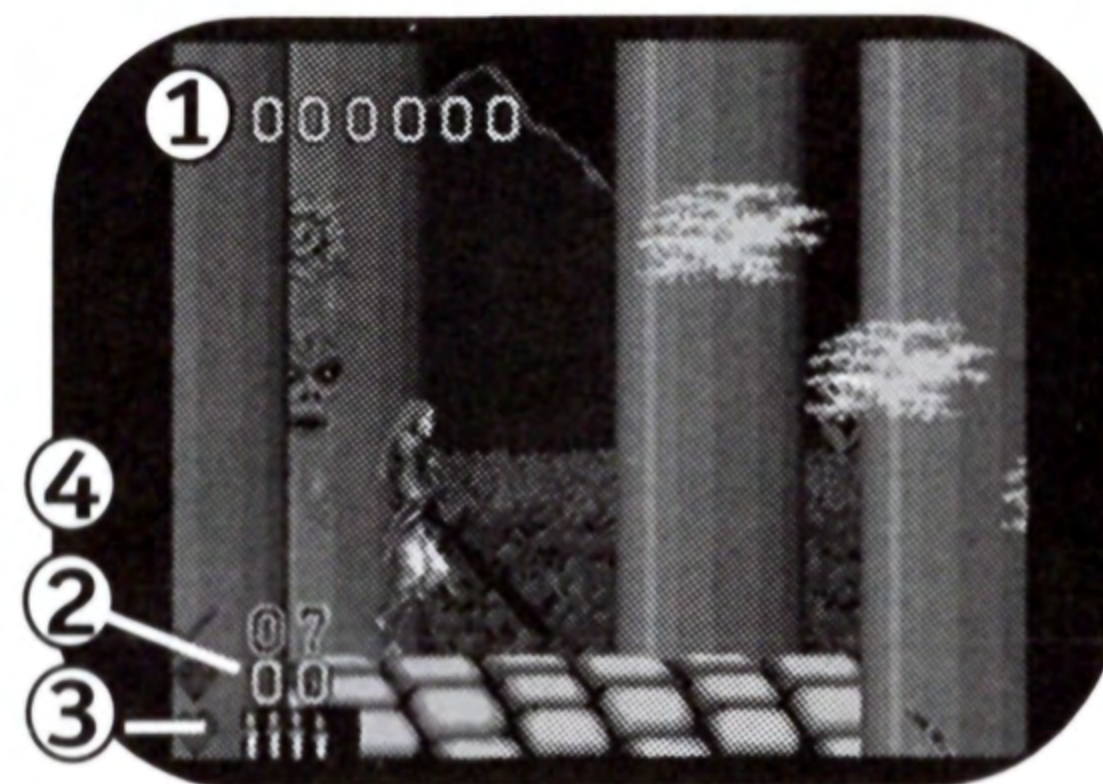
<b>Directional Buttons</b>	To move Kagekiyo, to strike from overhead (Big mode only), or to duck.
<b>▲ Button</b>	Opens the Options Window (only from the <b>Title Screen</b> ).
<b>Select Button</b>	Enter credits.
<b>Start Button</b>	Use to start, pause or unpause the game.
<b>■ Button</b>	Downward strike with the sword.
<b>X Button</b>	To jump.
<b>Overhead Strike:</b>	In the Big mode, press and hold up on the <b>Directional Buttons</b> then press the <b>■ Button</b> to swing the sword. You can also do this attack while moving to the left or right.



## HOW TO PLAY

Taira-no-Kagekiyo, the samurai, is resurrected from hell...to retrieve the evil Minamoto-no-Yoritomo. Your mission is to travel to his stronghold and assassinate him. The game will progress through three different modes: **Big mode**, **Side mode**, and **Plain mode**.

1. Indicates Score.
2. **Money**: Save up for the expensive tools.
3. Life Force.
4. **Sword**: Your weapon. Slashing on rocks or iron balls decreases its power.



**BIG MODE**

## RULES

1. Progress forward killing enemies on the way with the sword. Each stage is completed when you pass through the Torii arch.
2. Every time you touch the enemy, you lose some energy. The game is over when all of your Life Force is gone and the candles are out.
3. Falling into a pitfall on the Side mode leads you to the land of Yomi. Don't worry, you are not completely dead yet. Open the **BAM-BOO CASKET** that tells you if you live or die. If **LIFE** comes out of the trunk, you will revive to Kyoto. If **DEATH** comes out, you return to hell and the game is over.



**PLAIN MODE**



**SIDE MODE**

## THREE SACRED TOOLS

You must have these tools to defeat Yoritomo.

- Mirror of Yata:** It protects you from lightning and other special attacks.
- Sword of Kusanagi:** You won't lose your sword's power.
- Beads of Yasakani:** Antidote for the poisons.

## POWER UPS

These items can help you a great deal. Arm yourself well!

- Jewels:** Collect these to power up. Purple ones are for the sword, green for money, blue for life, and brown to increase your Life Force to its maximum.
- Bamboo Trunk:** Some increase the power of the sword, some restore your life, and some increase your money.
- Sword:** Power up for the sword. (Some require money.)
- Straw Rice Bag:** Restore your life. (A certain amount of money is required.)
- Candle:** Increases the number of candles and completely restores all Life Force.
- Scroll:** Senpoo Ken (Cyclone sword) becomes available in the Big mode and Hado Ken (Wave sword) in the Side and Plain modes.

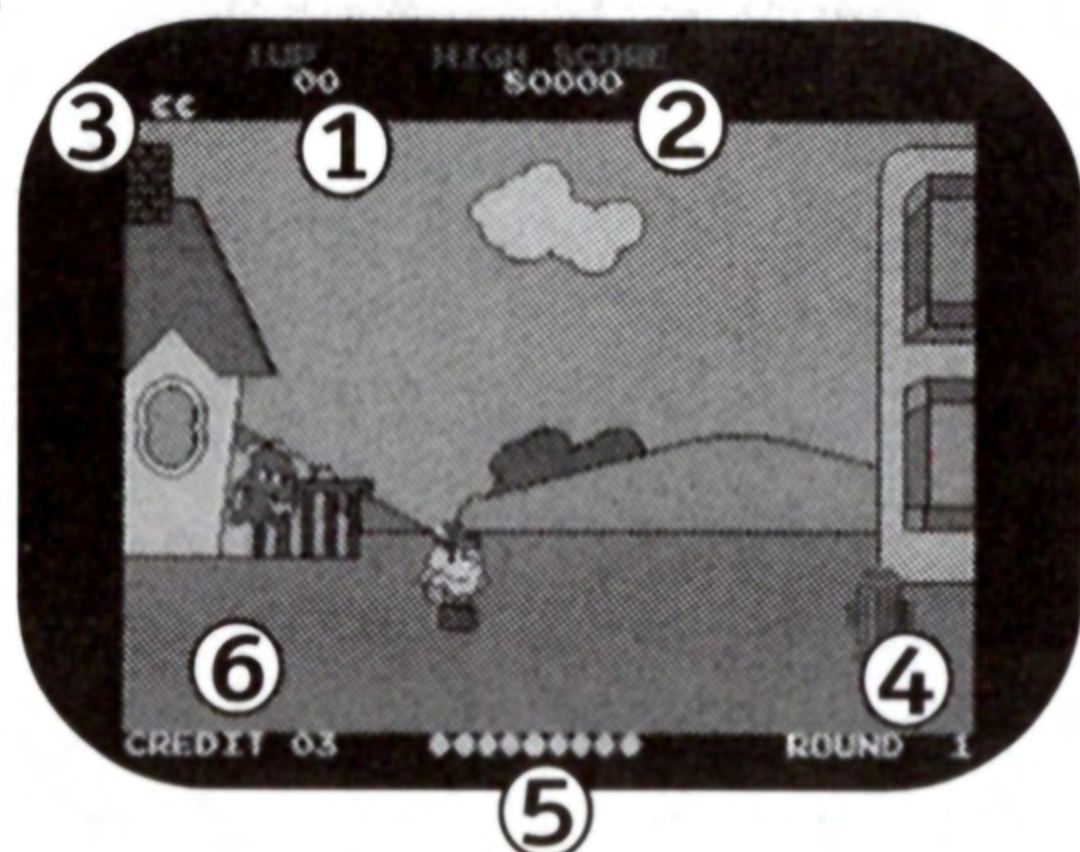


## HOW TO USE THE CONTROLLER

<b>Directional Buttons</b>	Press to jump, or to select the trip number.
<b>▲ Button</b>	Opens the Options Window (only from the <b>Title Screen</b> ).
<b>Select Button</b>	Enter credits.
<b>Start Button</b>	Use to start, pause or unpause the game.
<b>X Button</b>	Moves Pac-Man to the left.
<b>● Button</b>	Moves Pac-Man to the right.

\* By rapidly pressing the **X** or **● Buttons**, you can increase Pac-Man's speed. To maintain this speed, quickly hold down the **X** or **● Buttons** (except for when you are on a ghost).

**HOW TO PLAY THE GAME** - This is **Pac-Land**, where magical things happen. Your mission is to escort the lost Fairy back to Fairy Land. Select the trip number first, with the ● or X Buttons to move the cursor and press the **Directional Buttons** to select. Rounds one through three are the journey to Fairy Land. The fourth round is the return trip, which scrolls to the left and **Pac-Man** will have the ability to fly with the magic shoes. **Pac-Man** must complete five trips to finish his journey. Each trip is split up into four rounds.



1. 1P Score
2. High Score
3. # of Lives
4. # of Rounds
5. Time left
6. # of Credits

## RULES

1. If you touch a ghost, or fall into a bottomless pit, Pac-Man will lose one life.
2. The game is over when all the lives are lost.
3. An extra life will be awarded at certain point intervals.



**Power Pellets** - Chomp down a power pellet, and **Pac-Man** will have the power to eat ghosts. When a power pellet is eaten, the ghosts' color changes to dark blue for a short time. The ghosts will start flashing before they turn back to their normal color, so watch out! The more ghosts you eat in succession, the more points they are worth.

**Fruit Treats:** Fruit will appear in different areas, munch these for bonus points. The more fruit you eat in succession, the more points you will get.

**Keys:** Use these to open doors.

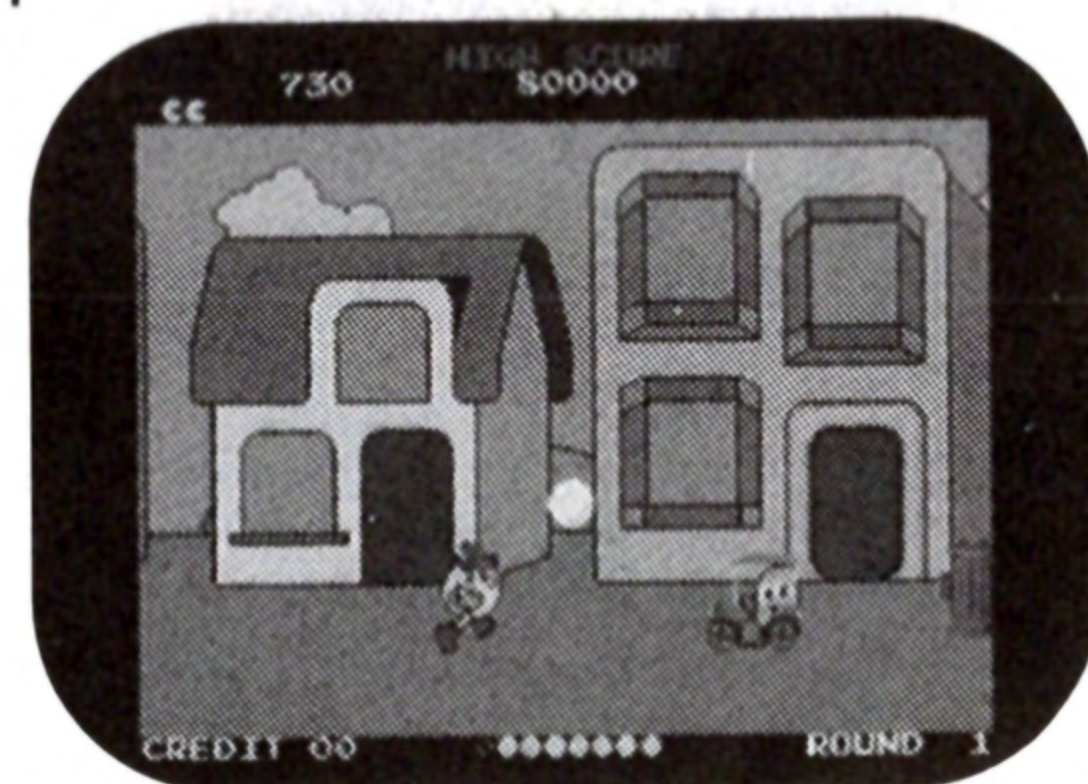
**Springboards:** Run and jump off one of these, then rapidly press the **X** or **● Buttons** while in the air to successfully clear the obstacle.

**Magic Shoes:** At the beginning of round four, you can fly with the magic shoes. By repeatedly pressing the **Jump Button** while running left or right will make **Pac-Man** fly when he has the magic shoes.

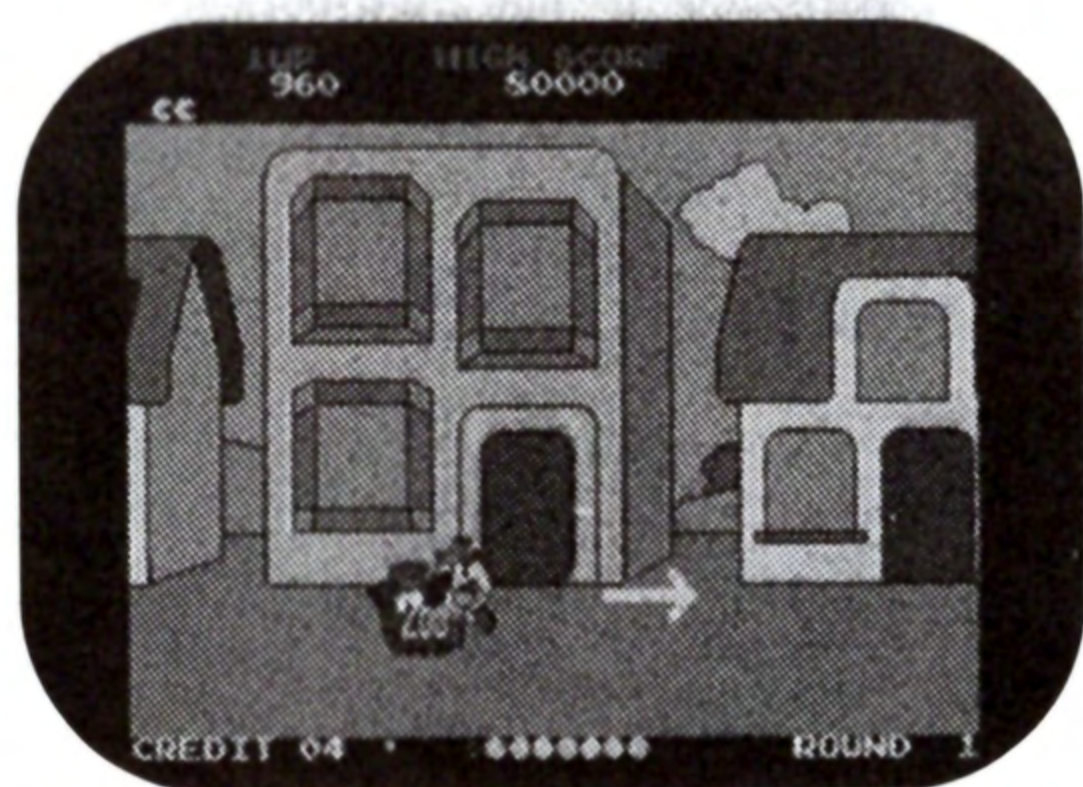
## FIND THE HIDDEN FEATURES!

There are many magical things in **Pac-Land** such as invincibility, hidden bonuses, etc.

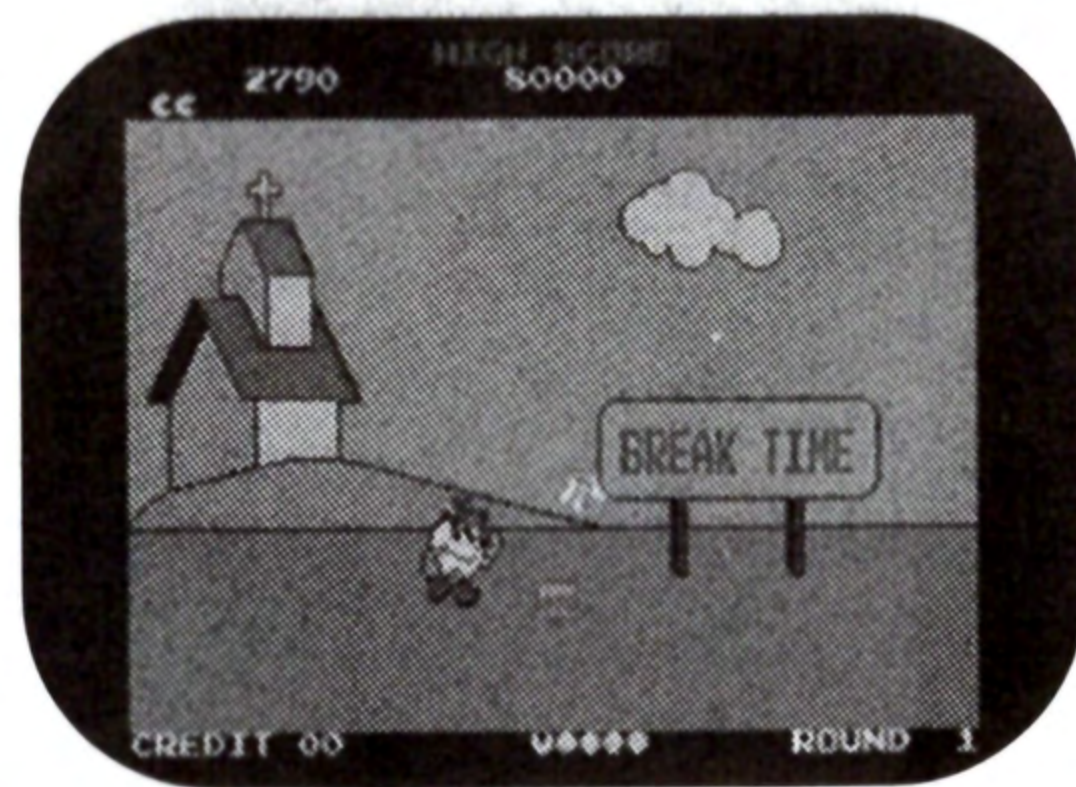
Try to jump, push, or get on top of tree stumps, fire hydrants, etc.



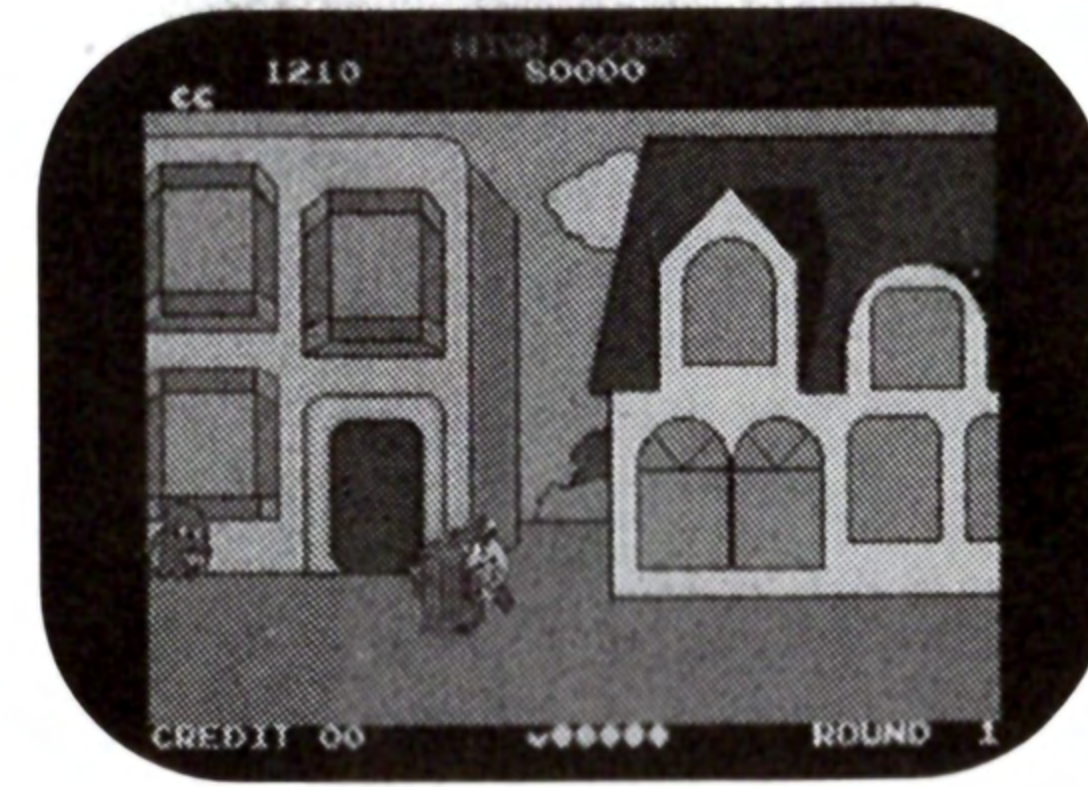
**Power Pellets will power up Pac-Man**



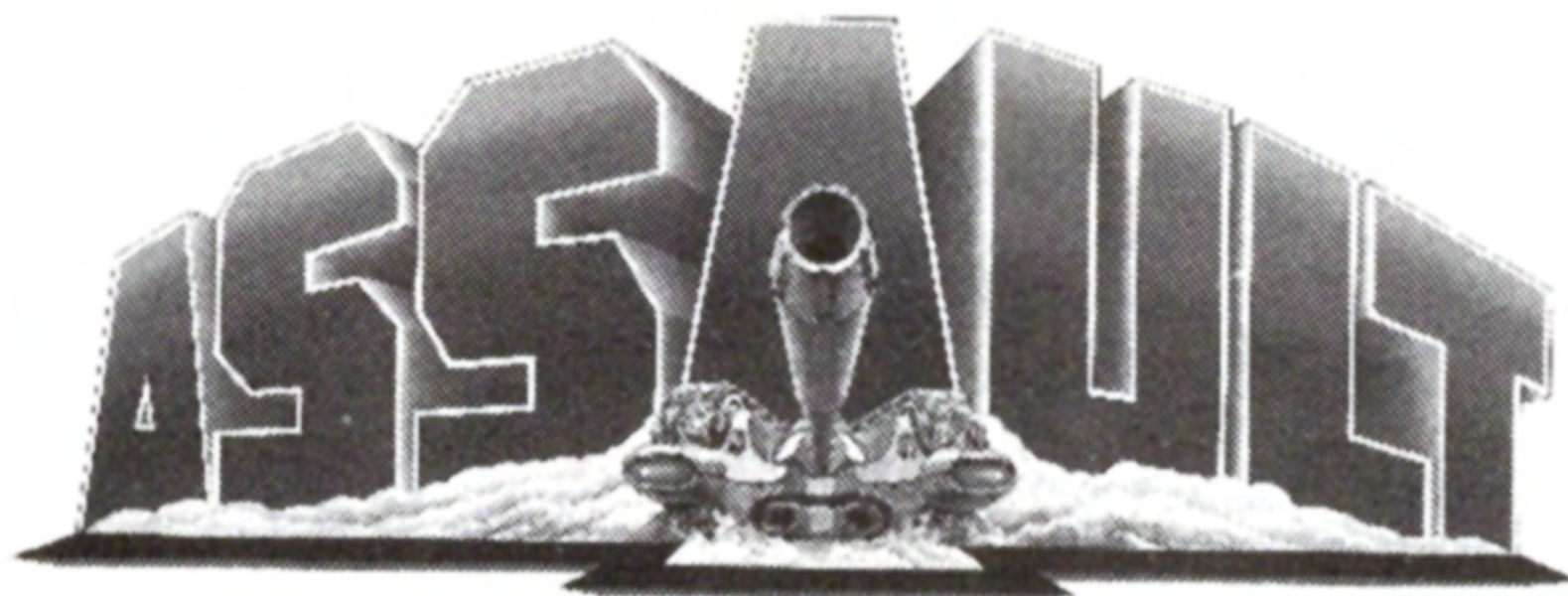
**Eat the ghosts when they turn blue**



**Jump right before the goal, and you will find a secret**



**Pushing objects also reveals surprises**



## HOW TO USE THE CONTROLLER

<b>Directional Buttons</b>	Controls the left tank tread.
<b>▲ Button</b>	Opens the Options Window (only from the <b>Title Screen</b> ).
<b>Select Button</b>	Enter credits.
<b>Start Button</b>	Use to start, pause or unpause the game.
<b>● / X / ■ / ▲ Buttons</b>	Controls the right tank tread.
<b>L1/L2/R1/R2 Buttons</b>	Fire/Shoot the normal shots.

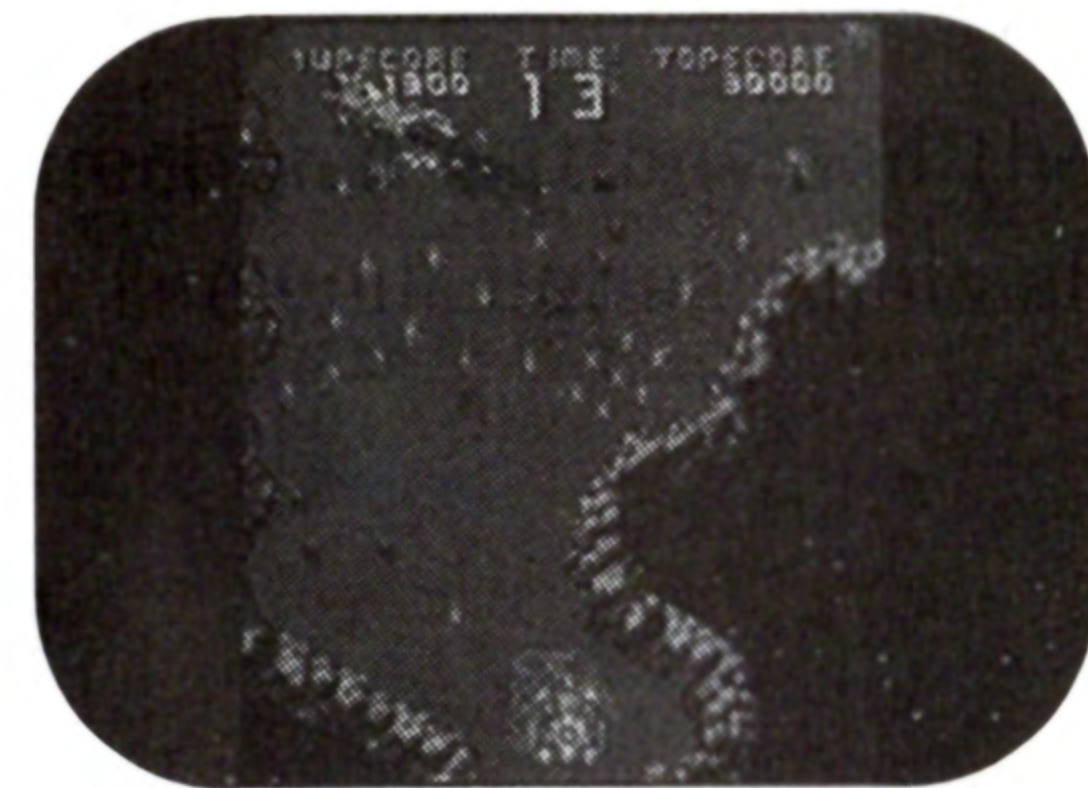
**HOW TO PLAY THE GAME** - You are a citizen of the floating continents. Fighting for peace, you are the only person that can save your people from the mighty military forces. Get in the tank and save the land!

1. High Score
2. 1P Score
3. # of Lives
4. Remaining time



## RULES

1. Drive your tank in the direction that the arrow indicates, killing the enemies along the way. Each round is completed when you destroy their fortress and main gun turrets.
2. When shot by enemy fire, or when you touch an enemy, or the time runs out you will lose one of your tanks. The game is over when you lose all of your tanks.
3. You can jump from the **Lift Zone** (pentagonal symbol) and survey the enemy's positions, or drop grenades on them.
4. The **Continue Screen** will appear when the game is over. You can continue playing the game by selecting yes, then press the **Start Button** before the countdown reaches zero. Make sure you enter a credit first.



**You can discover where the enemies are when you jump from the Lift Zone**

## OPERATION

Your tank moves by pressing different combinations of the **Directional Buttons** and the **●, X, ■, and ▲ Buttons**. Press the **L1/L2/R1/R2 Buttons** to fire your normal shots at the enemies.

	<b>Left Tank Tread</b>	<b>Right Tank Tread</b>
Forward	Up	<b>▲ Button</b> (up)
Backward	Down	<b>X Button</b> (down)
Right Turn	Up	<b>X Button</b> (down)
Left Turn	Down	<b>▲ Button</b> (up)
Forward right turn	Up	
Forward left turn		<b>▲ Button</b> (up)

Backward right turn	Down	<b>X Button</b> (down)
Backward left turn		<b>● Button</b> (right)
Right siderolling	Right	<b>■ Button</b> (left)
Left siderolling	Left	<b>● Button</b> (right)
Wheelie	Left	<b>■ Button</b> (left) * ( ) for analog joystick
Cancel wheelie	Right	

You can only use grenades when you do a wheelie or jump in the air from the **lift zone**. Grenades are good for launching over obstacles that block you from reaching the enemy.

You can also play **ASSAULT** with an **Analog Joystick**. As you can see on the left-hand chart, the left stick controls the left tank tread and the right stick controls the right tank tread.



## HOW TO USE THE CONTROLLER

<b>● / ■ Button</b>	Fire / shoot main weapon.
<b>R2 / X Button</b>	Drop bombs.



**HOW TO PLAY THE GAME** - Tomari Yuichiro, the scientific genius, had his atomic conversion device **Ordyne** stolen, and his fiancée Kana kidnapped by the evil Kubota! With his assistant, Sunday Chin, he must find and defeat Kubota.

## **RULES**

1. When your ship touches an enemy, their bullets or other obstacles, you lose a ship. The game is over when you lose all your ships.
2. Insert 2 credits and press the **Start Button** on the second player's controller. The game still continues when the game is over for one of two players. The player whose game has ended can join in at any time by inserting another credit and pressing the **Start Button**.
3. Even when the game is started with one player, a second player can join the game at any time. Just insert credits and press the **Start Button**.
  1. High Score
  2. The number of the ships left
  3. 1P score
  4. Weapon gauge
  5. The number of crystals
  6. This number indicates how many more times you can use the special bombs.



## **SAVE CRYSTALS AND POWER UP**

When you completely destroy an enemy formation, you earn crystals (money). Save up crystals, then enter the Airborne Inn to buy various weaponry. To buy a weapon, select with the **Directional Buttons** and press the **● Button** (one weapon per visit.) You can have both the shoot & bomb type weapons together but you cannot have two shoot or two bomb type weapons together at the same time.



This is the Airborne Inn. When you select a weapon, information about the weapon is displayed. Your weapon's fire-power will wear off when the weapon gauge is empty.

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If you pay a small fee you can play the bonus game. Press

the **● Button** when the **PUSH** icon is lit. You may win a prize. To store the weapon prize for later use, select **NO**.



## HOW TO USE THE CONTROLLER

<b>L1 Button</b>	Cast a spell.
<b>Directional Buttons</b>	Moves KI in one of eight directions.
<b>▲, X, ■, and ● Buttons</b>	Moves Gil in one of eight directions.
<b>R1 Button</b>	Press this button to select an incarnation/ spell with the <b>Directional Buttons</b> . Press the <b>Directional Buttons</b> up, down, left or right to make your selection.

**HOW TO START** — Insert the credits, then press the **Start Button**. Select the game mode with the **Directional Buttons**, then press the **Start Button**.

**New Game** — Enter your name and sex for KI and GIL. For KI, select the letter/sex with the **Directional Buttons** then press the **L1 Button**. For GIL, select the letter/sex with the **▲, X, ■, and ● Buttons**, then press the **R1 Button**.

**Last game continue** — Select this to continue the last game. The last game is automatically saved in the registered memory card when you exit the game.

**Password game continue** — Enter your name and sex for KI & GIL. This becomes part of your password. Now enter the password. Keep KI's data only for KI, GIL's for GIL, and KI and GIL's for both. Enter the room's password and the game starts.

**HOW TO PLAY THE GAME** — This is a sequel to **The Tower of Druaga**. Take the blue crystal rod with you and escape from the tower. Attack the enemies by using your spells and other weaponry.

## **RULES**

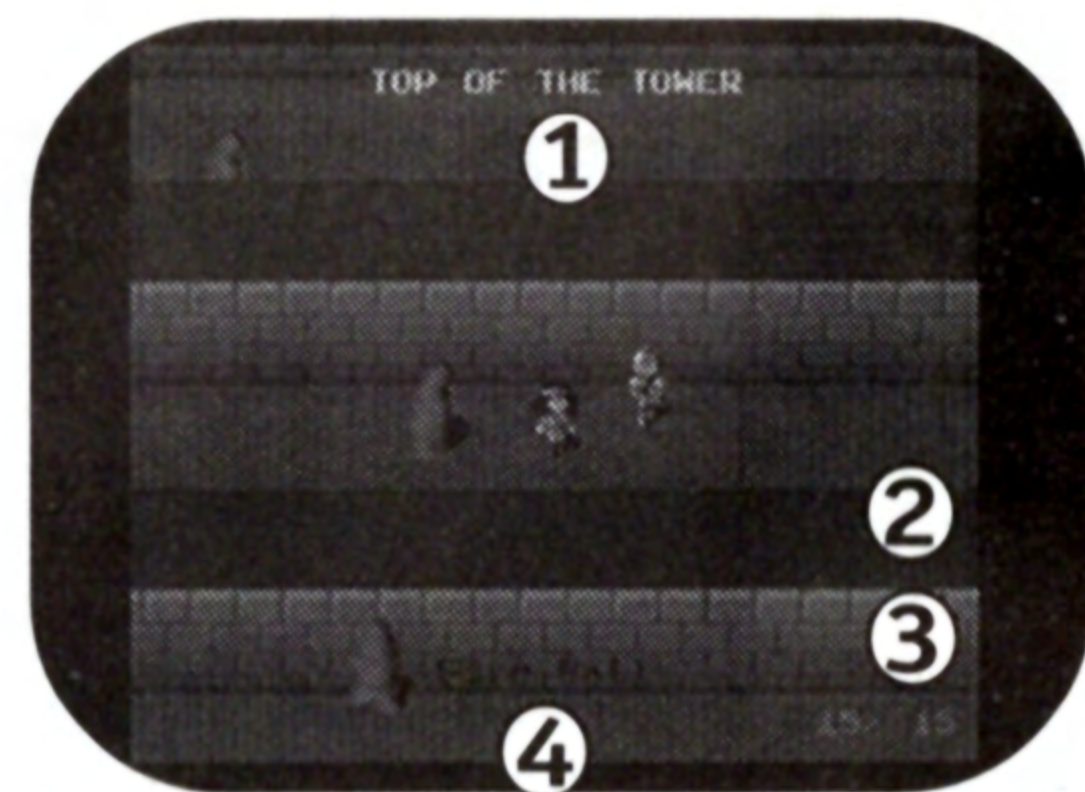
1. Find the key to unlock the doors and advance to the next room. You have to have both KI and GIL touching a doorway to leave the room. Your quest is completed when you safely escape from the tower.
2. When either KI or GIL dies, the game is over.
3. Use the password near the bottom of the screen to start from the same room again.
4. KI and GIL's characteristics are listed below. Remember to consider their mobility and physical strength. It is recommended to use KI as your main character.

**KI:** Moves with the **Directional Buttons**. Select a spell with the **R1 Button + Directional**

**Buttons**, then press the **L1 Button** to cast selected spell. If KI touches the enemy, KI dies.

**GIL:** Moves with the **▲, X, ■, or ● Buttons**. GIL automatically attacks enemies when he gets close to them. GIL's physical strength is shown on the bottom of the game screen. GIL dies when it reaches 0.

1. The name of the room.
2. Time left.
3. The physical strength of GIL.
4. Spells.



## SPELLS

These are the spells KI can use. KI's Magic Points are not displayed, so be careful not to overuse her magic. **Note:** Some enemies can only be killed with certain spells.

<b>Fire Ball</b>	MP:0	It doesn't consume any <b>MP</b> (Magic Points), so you can use it again and again.
<b>Flying Disk</b>	MP:2	Its power is 10 times stronger than the <b>Fire Ball</b> .
<b>Shield</b>	MP:1	Power up GIL's defense. Causes less damage.
<b>Protection</b>	MP:1	Barrier around KI. Duplicating the barrier makes it extra powerful.
<b>Sleep</b>	MP:1	Freeze all the slimy creatures in the room.
<b>Identify Monster 1</b>	MP:1	KI & GIL recognizes the name of the enemy once they touch them.
<b>Heal</b>	MP:2	Heal GIL and restore strength.

<b>Blue Crystal Rod</b>	MP:0	To open treasure boxes or to change back from solid stone.
<b>Call GIL</b>	MP:0	To call GIL. GIL warps back right next to KI.
<b>See Status</b>	MP:1	To see how much time you have left.

As you continue, Magic Points and power recover to full so develop GIL and KI by conquering as many enemies as possible. There are more spells to discover but you must find them on your own.

## THIRD FLOOR

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### LIBRARY

You can view the **Namco Community Magazine** display and other materials on display. To view items displayed in front of you in more detail, press the **X Button**.

**Note:** You can only zoom in, or out of certain exhibits.

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