



NTSC U/C

PlayStation



SLUS-01406

ONE PIECE MANSION™



CAPCOM

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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.

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

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- 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.



A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting ONE PIECE MANSION for your PlayStation® game console. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway, Sunnyvale, CA 94085

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Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m.

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SETTING UP

PLAYSTATION GAME CONSOLE

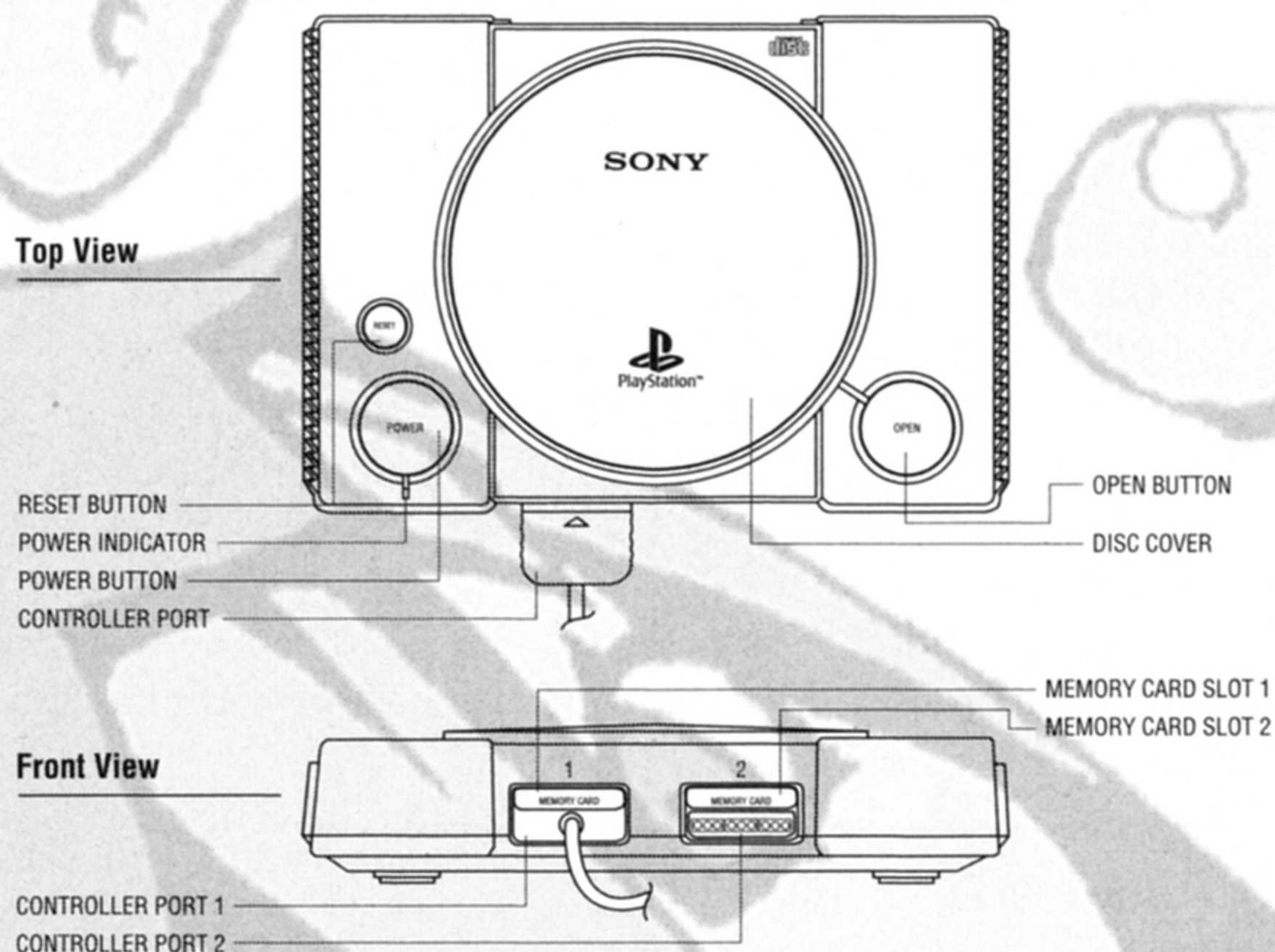
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc.

Insert the *ONE PIECE MANSION*™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

MEMORY CARDS

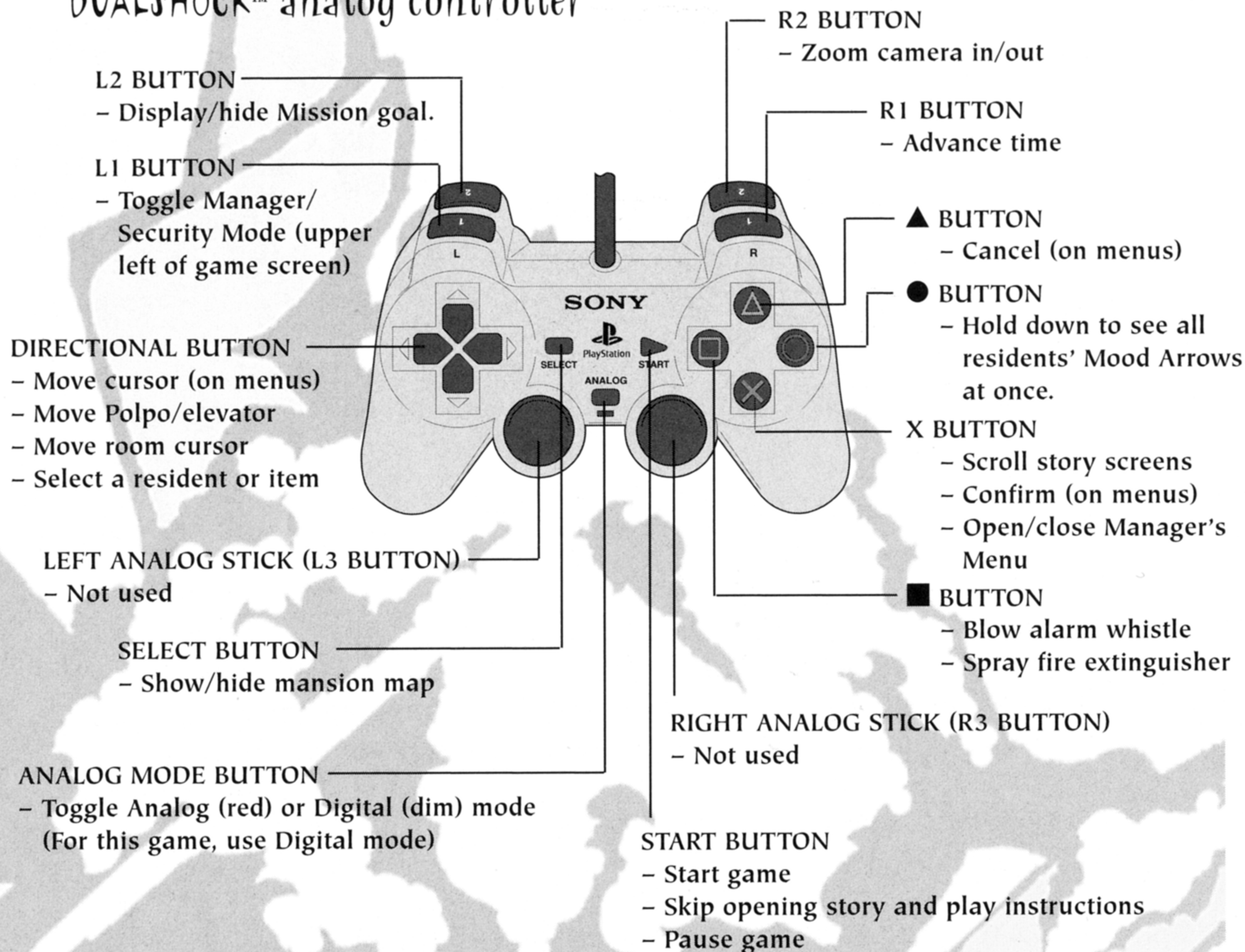
To save game settings and results and to continue play on previously saved games, insert a memory card into MEMORY CARD slot 1 of the PlayStation game console **BEFORE** starting play. (If you do not have a memory card, the game will allow you to play without saving game settings and results.)

See page 4 for more information on saving game data.



CONTROLS

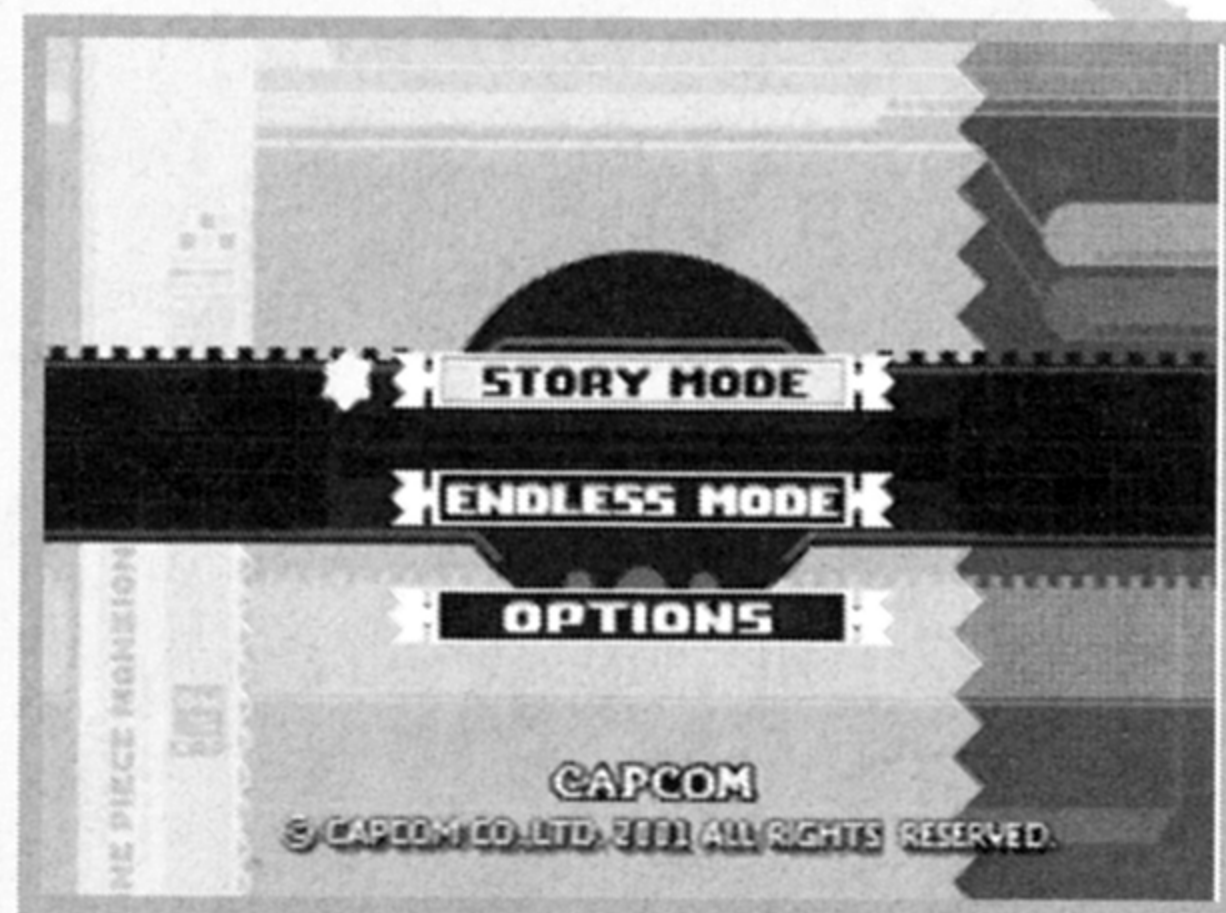
DUALSHOCK™ analog controller



- You can turn the DUALSHOCK™ analog controller vibration function ON/OFF in Options. See page 17.
- When playing on the PlayStation®2, set the PlayStation® Driver Texture Mapping to Standard.

STARTING THE GAME

Press the START button in the Title screen to display the Game Mode Select screen. Highlight a game mode with the directional buttons and confirm by pressing the X button.



STORY MODE - The game will unwind by following a story. You must complete 7 missions to win the game. (See page 14.) You can also load a previously saved game and resume play on it.

ENDLESS MODE - Play individual stages for as long as you want. (See page 16.)

OPTIONS - Adjust various game settings. (See page 17.)

SAVE DATA

Saving *ONE PIECE MANSION*[™] play data requires using an optional memory card with 1 free block. Use the SAVE option in Options to save your game (see page 15). You can also save after clearing a stage (see page 13).

To load a saved game, use the LOAD option in Options, or load the game when you begin Story Mode.

- You cannot save your play data in a Memory Card (8MB) (for PlayStation[®]2).
- Do not turn off your PlayStation[®], press the reset button or remove the memory card while saving or loading game data. Doing so may destroy saved data in the memory card.

MANSION PANDEMONIUM!

Welcome to *ONE PIECE MANSION*, a place where mysterious residents live, work and play ... and sometimes cause trouble!

You are Polpo, the mansion manager. Your job is to run a happy, harmonious mansion by protecting your residents from trouble and fending off any criminals who try to disrupt the peace.

Sometimes unexpected disasters will erupt. And from across the street, a rival mansion will often be the cause of your problems.

See what you can do to make *ONE PIECE MANSION* the best place in town -- and keep the roof from caving in!

MANSION MONEY

In *ONE PIECE MANSION*, you'll need money to accomplish many of your management tasks.

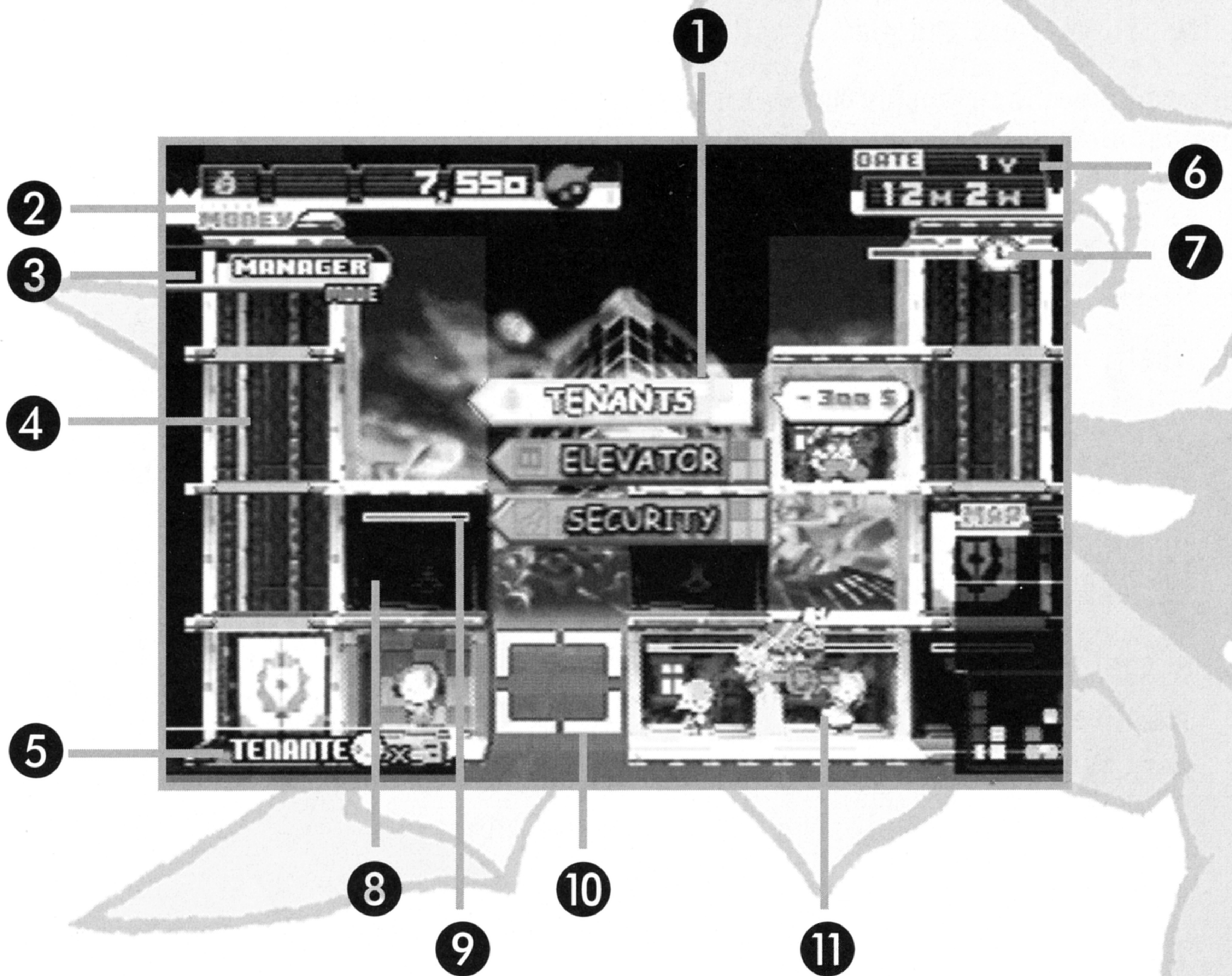
You gain money by:

- Collecting monthly rents.
- Completing building contracts.

You spend money by:

- Switching residents' rooms.
- Building rooms.
- Building elevators.
- Paying damage penalties when rooms explode.

INSIDE THE MANSION



- 1 **MANAGER'S MENU** - Displays options for managing your mansion. Press the X button to display the options, depending on where the room cursor is. For more information, see the Mansion Manager's Handbook, beginning on page 9.
- 2 **MONEY** - Your current money. It increases when you take in rent income and decreases when you pay out building costs.
- 3 **CURRENT MODE** - In Manager Mode, you move the room cursor. In Security Mode, you move Polpo. Change modes from the Manager's Menu.
- 4 **ELEVATOR** - Moves Polpo to different floors. You can build a new elevator by spending money.
- 5 **WAITING RESIDENTS** - Shows the number of characters waiting to move in. When you choose TENANTS from the Manager's Menu, it also shows pictures of the characters so you can choose who will move in next.
- 6 **DATE** - Shows the current game date: year/month/week.
- 7 **TIME GAUGE** - Shows the time. When the gauge fills up, a week has passed.
- 8 **TROUBLE RESIDENT ROOM (brown)** - A room in which a troublemaker resident sent by your rival mansion is living. You cannot switch trouble residents (but you can drive them out by stressing them out).
- 9 **STRESS GAUGE** - Shows a resident's stress level. Green at first, the color changes to red and finally blinks as the stress level increases. When the resident's stress level reaches the limit, the room explodes. Each resident has a different stress level.
- 10 **ROOM CURSOR** - Selects the room where you will take your next action, such as switching residents or building a new room or elevator.
- 11 **RESIDENT ROOM (yellow)** - A room in which a resident is living. You can switch residents freely and build new rooms by spending money.

MANAGING YOUR MANSION

All the residents living in *ONE PIECE MANSION* affect each other. You must arrange them comfortably in their rooms, or they could cause a lot of trouble.

STRESS

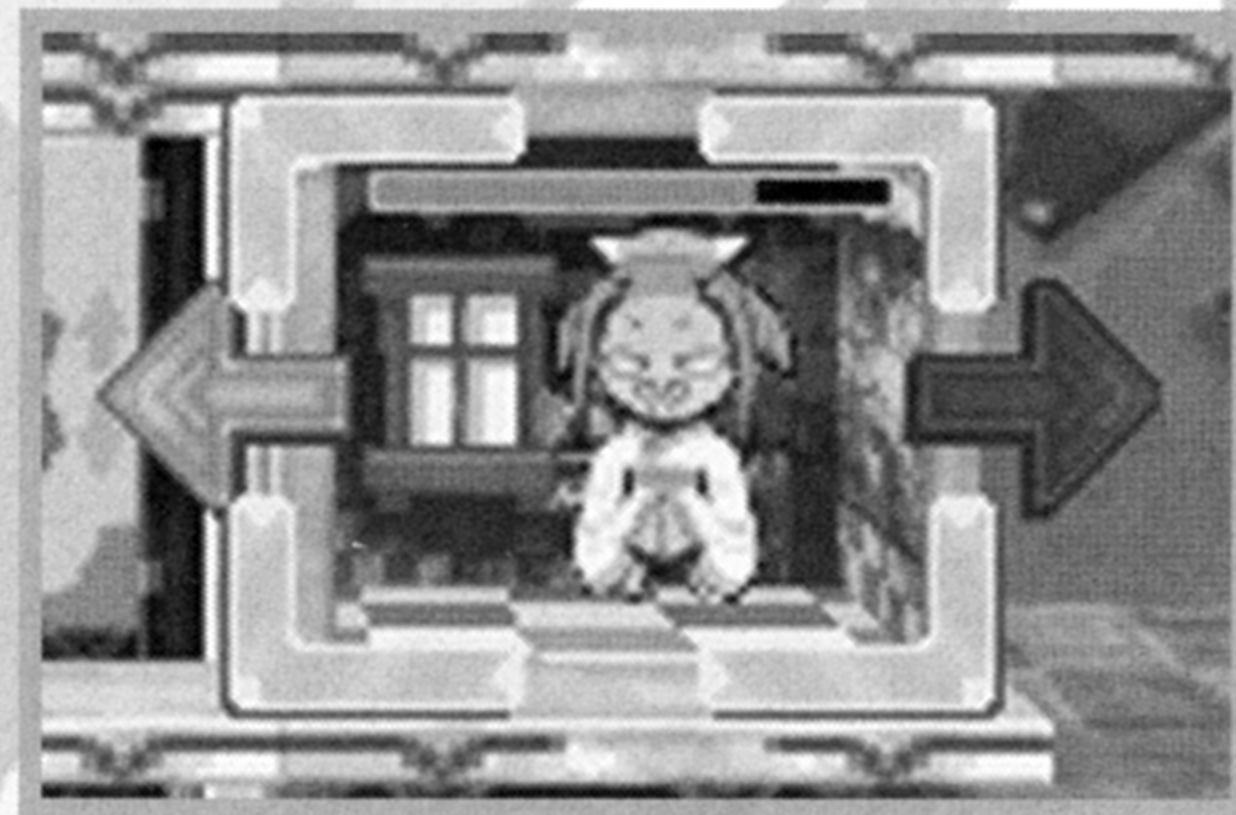
How are people getting along in your mansion? If a resident is too stressed out, he or she will move out and the room will explode. You'll lose your rental income and you'll have to pay to repair the damage.

On the other hand, if a resident spends two years in your mansion without any problems, the happy tenant will leave your mansion with a musical fanfare and you'll earn a huge bonus.

You can judge your residents' stress by looking at two things: Mood Arrows and the Stress Gauge.

MOOD ARROWS - Watch these to see how your residents are relating. A blue arrow means the tenant is having a positive effect to the direction; a red arrow means the tenant is causing stress to the direction.

STRESS GAUGE - The Stress Gauge at the top of a room shows the resident's stress level. As the stress level gets higher, it changes its color from green to yellow, and then to red. As it nears its critical point, it starts to blink, and finally the room explodes!



MANSSION MANAGER'S HANDBOOK

SWITCHING RESIDENTS

When residents have problems, your job is clear — switch their rooms so everyone can live comfortably. For example, Sodaigorou causes stress to rooms all around him because he makes lots of noise. To straighten out this situation, move Sodaigorou to a room away from everyone else:

- Place the cursor on Sodaigorou's room and press the X button to open the Manager's Menu.
- Use the directional buttons to select SWITCH, and press the X button.
- Select the room you want to move Sodaigorou into, and press the X button to complete the switch. If the second room already has tenants, they will move into Sodaigorou's old room.

Other ideas: Ai-chan radiates a healing aura that reduces the stress of everyone around her. So move Ai-chan to Sodaigorou's old room to ease the stressed residents. If you want a resident to leave, move a troublemaker (such as Sodaigorou) to a room nearby so the unwanted resident will stress to the max.

MANAGER'S ROOM

Polpo starts the game in the Manager's Room. As he roams around the mansion, you can return him to this room quickly by pressing the X button to open the Manager's Menu, selecting SECURITY, and pressing the X button again. This also changes your current mode to Manager Mode (shown in the upper left corner).

You can also move the Manager's Room to another location by using the SWITCH command, as explained above.

MOVING IN NEW RESIDENTS

The Waiting Residents number at the bottom left of the screen shows how many people want to move into your mansion. Since more people are constantly added to the list, you need to move them in quickly:

- Select an empty room you'd like to rent and press the X button.
- On the Manager's Menu, select TENANT and press the X button again.
- You'll now see a row of "cards" showing which characters are waiting to move in. This gives you the opportunity to choose the right personality to live in the new room. Highlight the character you want to move in, and press the X button.
- Highlight an empty room and press the X button to complete the move.



BUILDING A NEW ROOM

When all your available rooms are filled, it's time to build new apartments to make room for all the people waiting to move in. You can build a new room next to any existing room.

- Make sure you have the money to do the work . . . did you collect this month's rent?
- Select the location of the new room, and press the X button.

- On the Manager's Menu, select TENANT, and press the X button. A new room will appear in your chosen location with its new occupant.
- When a room explodes, the room above it will fall down, changing your residents' positions. Stay alert!

ALL ABOUT ELEVATORS

Elevators take Polpo to all the levels of *ONE PIECE MANSION*. To use an elevator, move Polpo into it and press the directional buttons  or  depending on where you want to go. When you reach the floor you want, move Polpo out of the elevator.

Building new rooms may also require renovating your elevator arrangement. You can build new elevators and tear out old ones. Remember: It costs money to build and remove elevators:

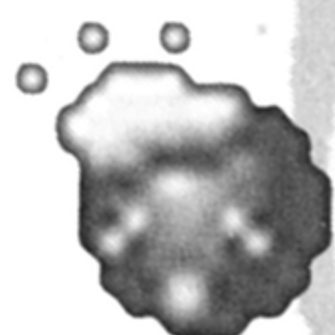
- To build an elevator, select an empty location with the cursor and press the X button.
- Open the Manager's Menu, select ELEVATOR and press the X button. A new elevator will be built in your chosen location.
- To remove an elevator, select it and press the X button. Select REMOVE from the Manager's Menu and press the X button again.

READING STATUS ICONS

Icons appear during gameplay to let you know that a resident is having temporary problems. Sometimes a resident will have two icons at the same time!



BROKE — The tenant cannot pay this month's rent.



SICK — The tenant cannot affect other residents for a short while.







FREEZE — The tenant cannot affect other residents for quite a while.







ON THE FRITZ — The robot tenant releases stress randomly to nearby tenants for a while.

PAUSE MODE

Press the START button during a game to pause and take advantage of the Pause Mode options. Press the directional buttons / to select an option, press / to change a setting, and press the X button to open a submenu.

EXIT - Return to gameplay.

VIBRATION - Turn the DUALSHOCK™ analog controller's vibration function ON/OFF (also available in Options; see page 17).

CHARACTER DATA - Browse through the character book. Press the directional buttons / to turn the pages, and / to change a character's attributes. New characters are added to the book when they appear in the game.

RETRY - Start the mission over from the beginning.

TO THE TITLE - Return to the Title screen.

STORY MODE

RESTORE PEACE IN THE MANSION!

In this mode, the game follows a story. Polpo's little sister has been kidnapped by a jealous landlord and is being held hostage until you complete 7 difficult missions. You must clear all the stages in order to rescue Polpo's sister!

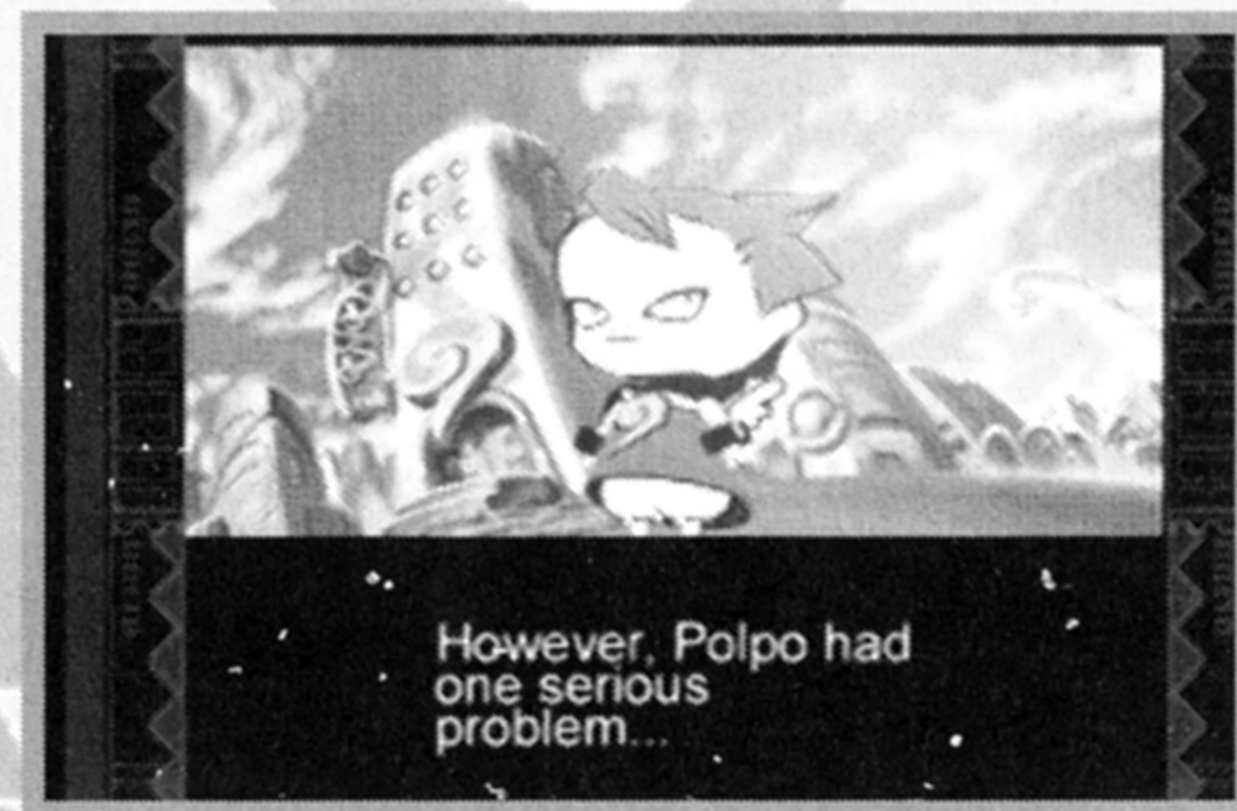
You'll see a series of play instructions before starting the game. These tell you how to keep your mansion in order. (You can press the START button to skip these steps and go directly to gameplay.)

In every few stages, a powerful rival character will appear. The rival character will move into your mansion when you kick out all the trouble residents. Now you have to take care of him.

TROUBLE RESIDENTS

Trouble residents will take over open rooms in your mansion one after another. Unlike regular residents, trouble residents cannot be moved to other rooms.

Getting rid of trouble residents is tricky — but not impossible. Put a character who causes stress in a room next to or near the trouble resident. If you've chosen the right personality, the tenant will stress out the troublemaker. If you ignore trouble residents, the stress they cause will ruin everything you've worked for!



DEFEAT CRIMINALS!

One of your most important jobs is to protect your residents from crime. A criminal group called *SYNDICATE 5* is operating in the vicinity of your mansion. Soon they will invade your property!

Defeat them by going into Security Mode and moving Polpo to the scene of the trouble. Then press the ■ button to:

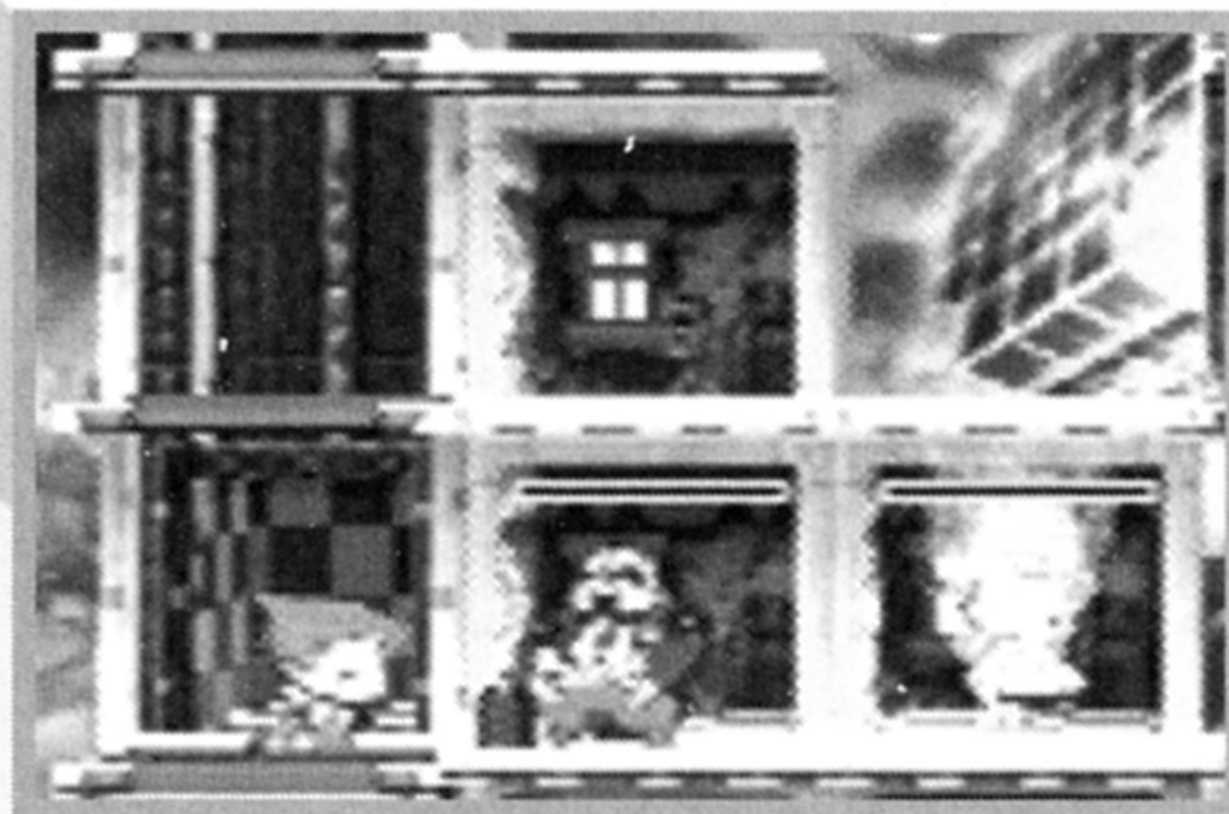
- Blow the alarm whistle when you see a criminal in action.
- Spray the fire extinguisher to put out a fire.

END OF STAGE SAVE

After each stage, you'll have the opportunity to save the game. If you save your game, you can select the current stage the next time you play. (You can also save your game in Options; see page 17.)

When you save, the characters who appeared in your game will be registered in the Character Book, which you can access in Pause Mode (see page 13).

After saving, you can either continue on to the next stage or return to the Title screen.



ENDLESS MODE

Run *ONE PIECE MANSION*[™] at your own pace, with no separation between stages and no ending. Try building a mansion in a unique shape or figuring out the ideal arrangement of residents.

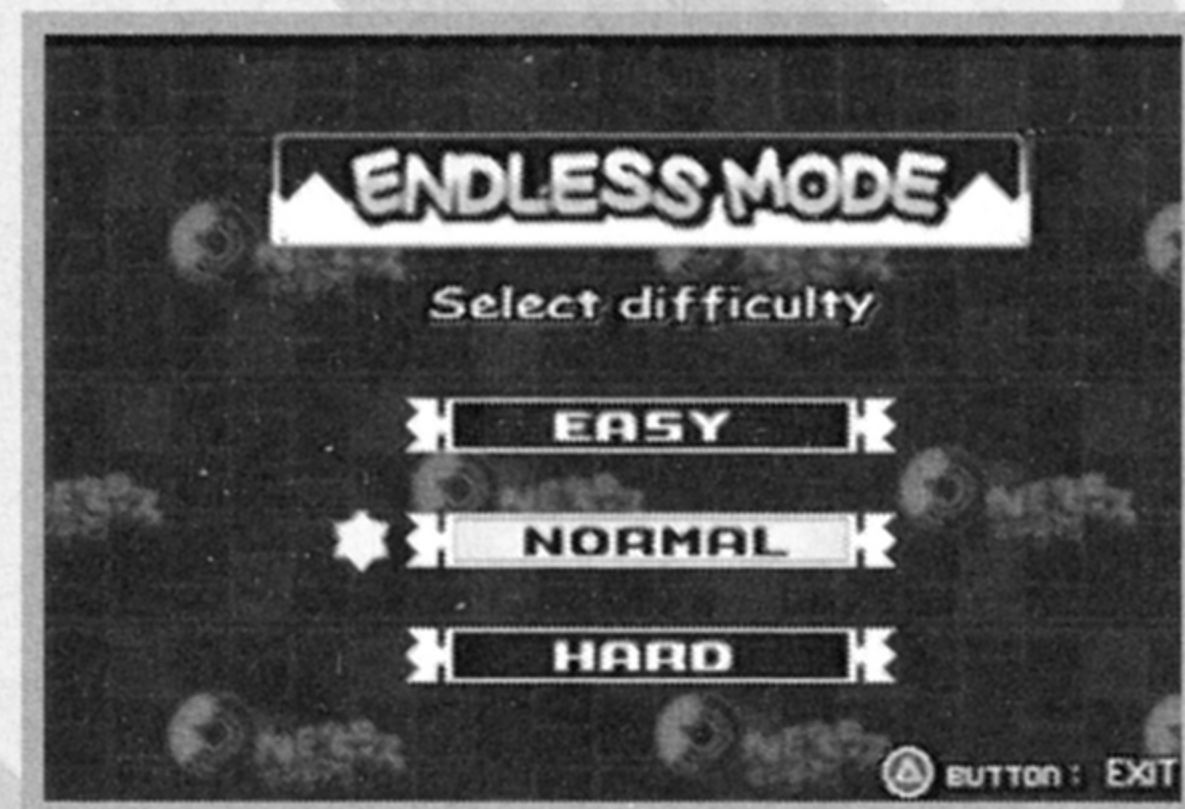
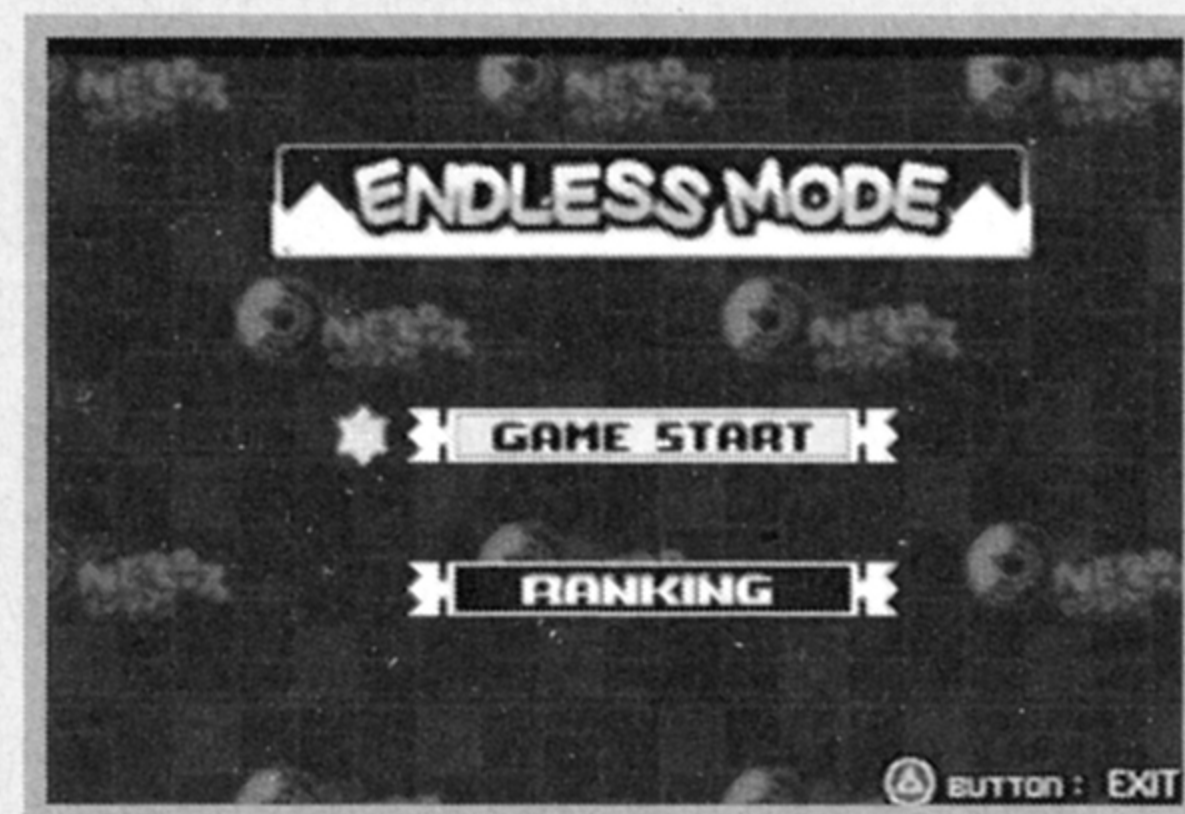
After choosing this mode, you can select **GAME START** to begin play, or **RANKING** to see the highest scores.

Before beginning play, you can also select your difficulty level:

EASY – Recommended for beginners.

NORMAL – Try this one when you get used to running the mansion.

HARD – Fast-paced game where residents' stress levels increase rapidly.



OPTIONS

Use Options to adjust various game settings. Press the directional buttons \uparrow/\downarrow to select an option and press \leftarrow/\rightarrow to change a setting.

GAME OPTIONS:

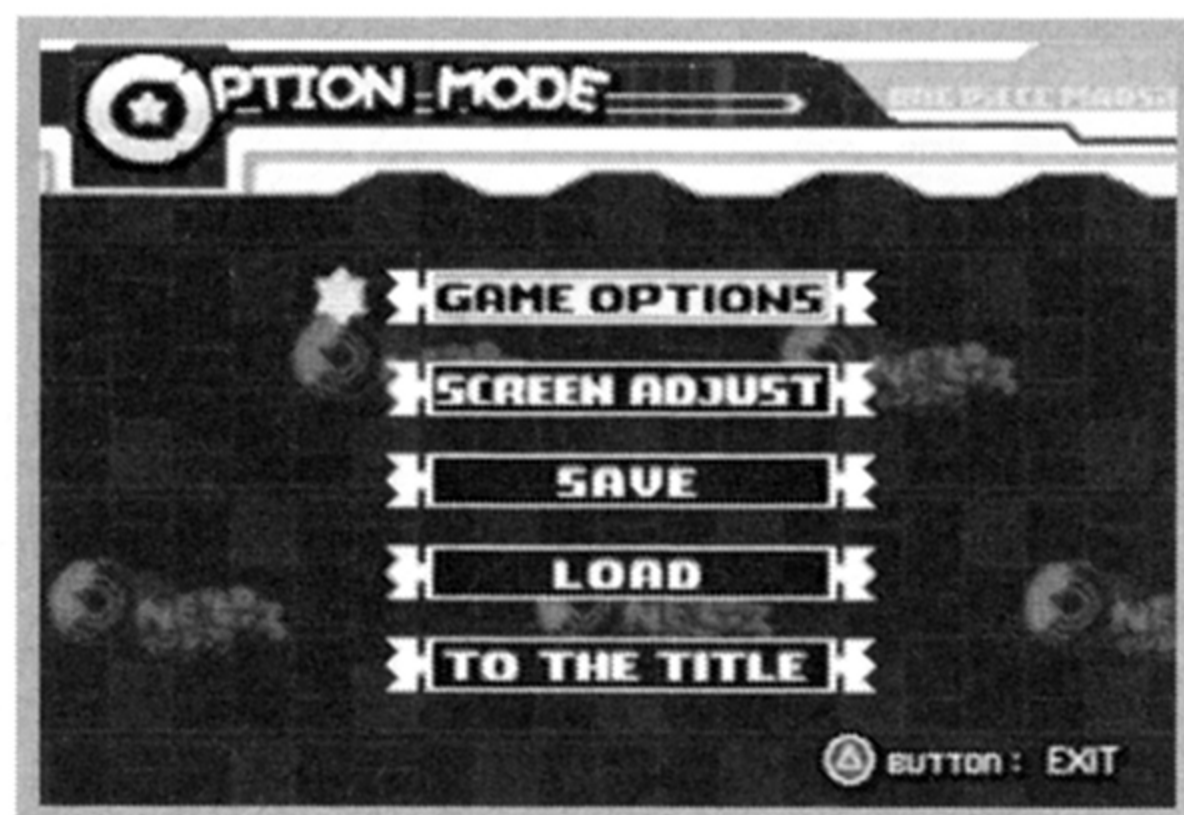
- **SOUND** – Select **STEREO** or **MONAURAL** depending on your speaker setup.
- **VIBRATION** – Turn the **DUALSHOCK™** analog controller's vibration function **ON/OFF**.
- **DEFAULT** – Restore the options to their original settings.
- **EXIT** – Return to the main Options menu.

SCREEN ADJUST – Center the game screen on your monitor. Press the **X** button to activate the adjustor, and then use the directional buttons to move the game screen left or right. Select **DEFAULT** to restore the original setting.

SAVE – Save your current game to a memory card in **MEMORY CARD** slot 1. (This game requires 1Kb of free space on the memory card.) See page 4 for more information.

LOAD – Load and resume play on your last saved game.

TO THE TITLE – Return to the Title screen.



MANSION HEROES

POLPO

The manager of *ONE PIECE MANSION*, Polpo stays busy solving residents' problems and defeating criminals. His troubles never seem to end.



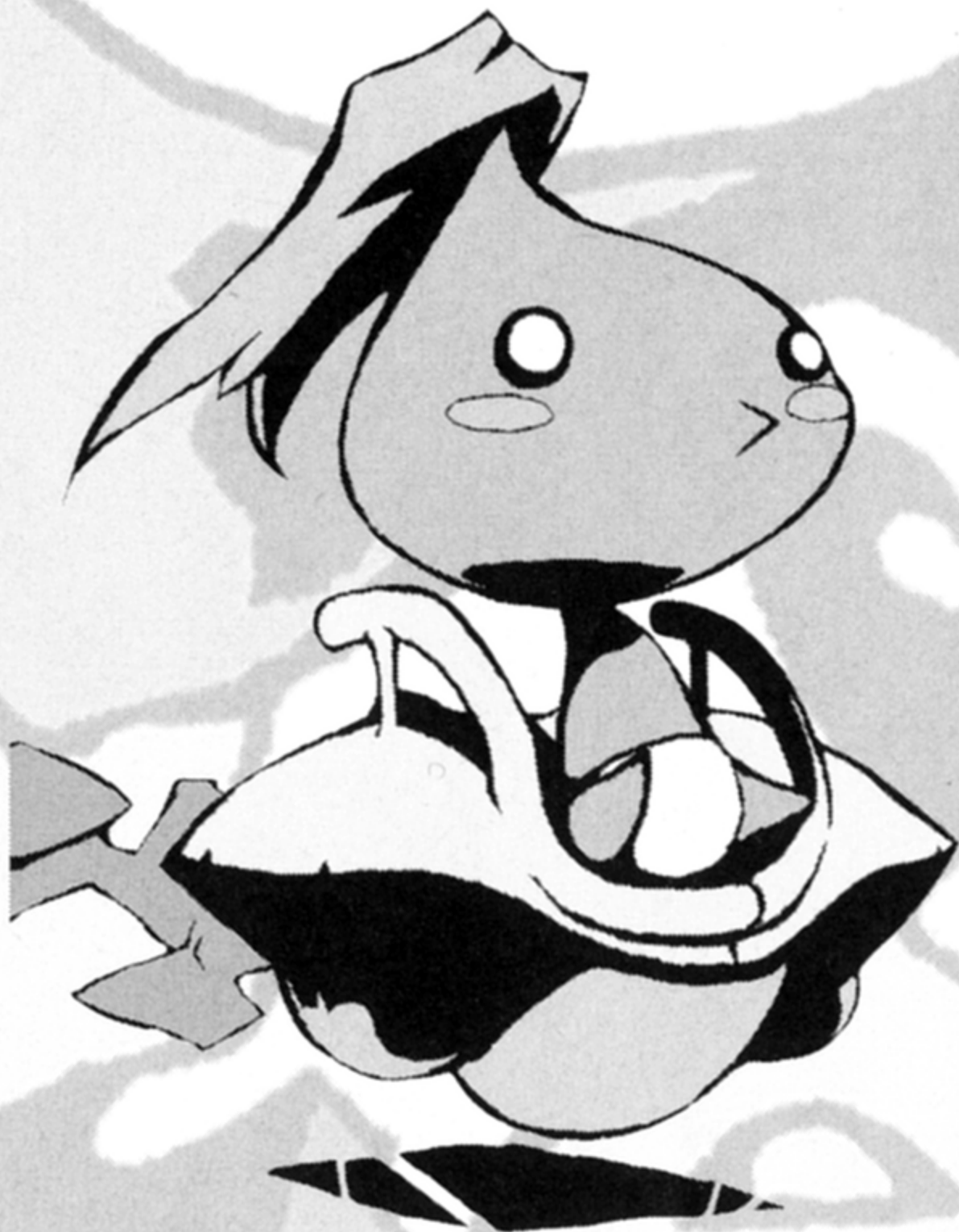
AI-CHAN

The sweetheart of *ONE PIECE MANSION*, Ai-chan's smile makes everyone happy.

RESIDENTS

MEE

An inquisitive alien, Mee bothers residents with his blinding laser.



OSUZU

Osuzu lives with her roomful of cats. Her pets' effects depend on who's living next to her.



OPE

A mysterious doctor, Ope eases residents' anxieties with his comforting medicines.





HEEBEE

Heebie is an obstinate bamboo craftsman. When he gets excited, the bamboo on his head sprouts and causes trouble to residents above him.

DRIMIMI

Drimimi is a dream devil whose dreams come true. Everything's great when she has a good dream, but if she has a nightmare ... watch out!



GARCHANKO

He is training intensely to be Yokozuna (a sumo champion), and the rumble of his gigantic body stresses out the people around him.



... find out how other residents affect **ONE PIECE MANSION.**

RIVALS

The rival mansion members want to take over your mansion. They send troublesome tenants to your mansion to wreak havoc ...

KIKUNOSUKE

Kikunosuke is a psychic who can create thunder by shaking his spoon. The thunder can shatter parts of your mansion.



... watch out for other rivals who'll show up at *ONE PIECE MANSION* to cause trouble!

SYNDICATE 5

SYNDICATE 5 is a criminal organization that is stalking *ONE PIECE MANSION*. Two of them are described here ...

KIWI

Kiwi is a thief who is always sneaking around. If you see him, kick him out with the alarm whistle.

DURIAN

Durian always holds a torch in his hand and sets fire everywhere. Use the fire extinguisher to cope with him.

... the other members of *SYNDICATE 5* are also extremely tough and nasty. Find them and figure out how to defeat them!



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NAME

ADDRESS

CITY

STATE

ZIP CODE

PHONE NUMBER

DATE OF BIRTH

PARENT'S SIGNATURE (IF UNDER THE AGE OF 18)

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ONE PIECE MANSION

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ONE PIECE MANSION

10 PTS.



ONE PIECE MANSION

10 PTS.

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ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



ONE PIECE MANSION

ONE PIECE MANSION

10 PTS.



ONE PIECE MANSION

10 PTS.



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