



NTSC U/C

PlayStation



SLUS-01389  
22678

FOR KIDS  
5-8



# PAJAMA SAM

YOU ARE WHAT YOU EAT  
FROM YOUR HEAD TO YOUR FEET™





**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, have 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 product or 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.



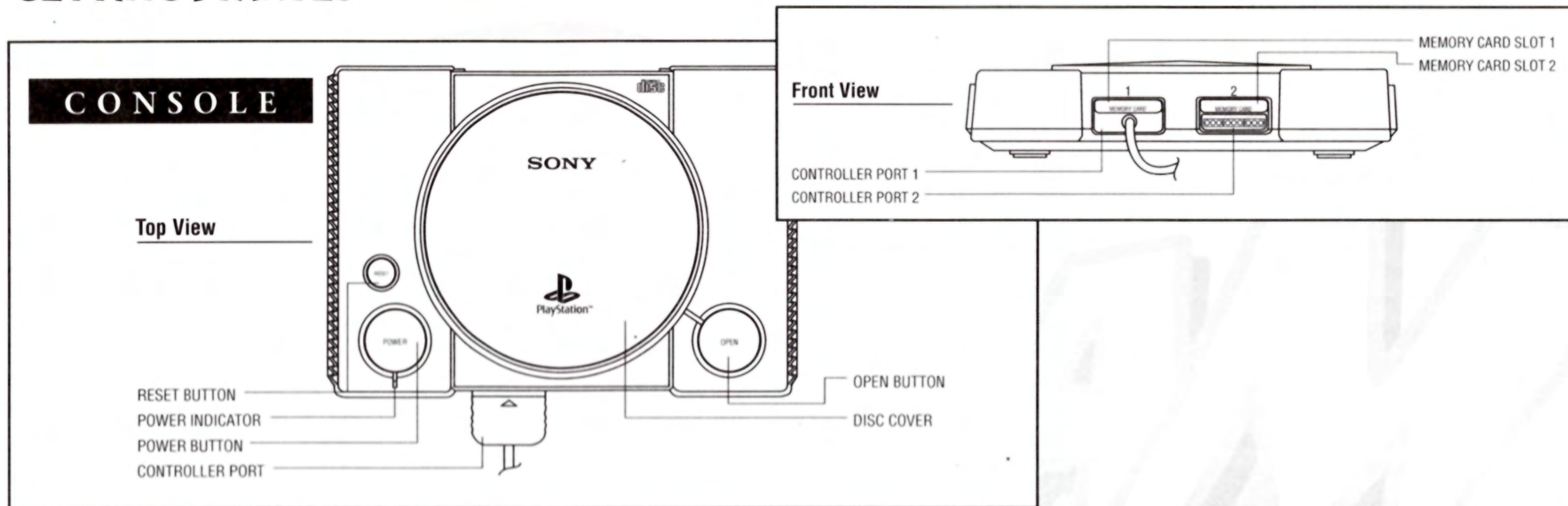


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# GETTING STARTED



**Important!** Do not insert or remove peripherals or memory cards once power is turned on. You will need a memory card in **MEMORY CARD slot 1** to save your games.

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert the *Pajama Sam®: You Are What You Eat From Your Head To Your Feet™* disc and close the disc cover.
4. Insert the game controller in controller port 1 (and insert a memory card, if you have one, into **MEMORY CARD slot 1**).
5. Turn ON the PlayStation® game console. The introductory sequence will begin. To skip this sequence and go directly to the Main Menu, press the **START** button.

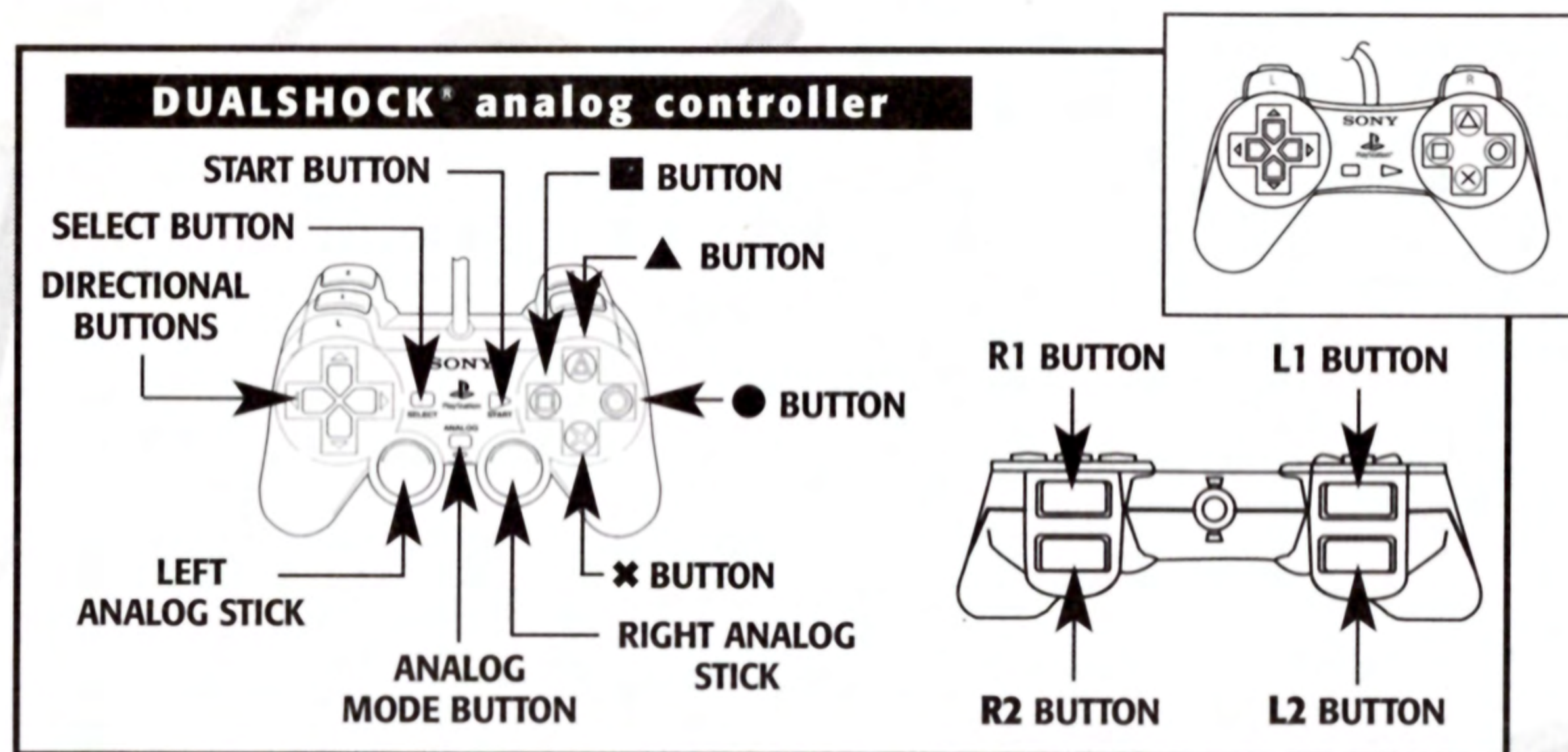
**Note:** You will not be able to save your progress or game information if you don't use a memory card. Make sure there is at least one free block on your memory card before beginning your game in order to save the status of your game. You should not swap memory cards during play and you must leave the memory card in **MEMORY CARD slot 1**.





# CONTROLLING SAM'S WORLD

The following is a general guideline of controls and buttons for *Pajama Sam: You Are What You Eat From Your Head To Your Feet*.



◀ **NOTE:** You may have a Controller that looks like this. If so, please follow the digital instructions outlined below.

Directional buttons

Move the cursor around the scene, and highlight menu items (also used to move Pajama Sam in certain mini-games)

✕ button

Confirm selections, pick up things, use things, interact with the world

▲ button

Return to the previous menu, or skip current non-interactive scene

● button

Not used

■ button

Bring up the inventory

START button

Pause and bring up the in-game Pause Menu

SELECT button

Not used

L1, L2, R1 and R2 buttons

Not used

**Note:** If you are using a DUALSHOCK® analog controller and the vibration feature is turned ON (see Vibration Function on page 11), you will feel vibrations at certain times in the game.



## THE WORLD OF PAJAMA SAM®

Sam is just your typical blue boy: helpful, courteous, inquisitive and with a healthy imagination. He's also a big fan of comic book hero Pajama Man™. Sam dreams of being a hero himself ... as Pajama Sam! As Pajama Sam, he's always ready for action or to help those in need.

In *Pajama Sam: You Are What You Eat From Your Head To Your Feet*, join Pajama Sam on an incredible adventure on MopTop Island where food can walk, talk and even tell jokes. Unfortunately, some of the foods are not getting along and an emergency Peace Conference has been called. But wait ... four food member delegates are missing! Now Pajama Sam needs you to help find them and bring peace to the island!

Pajama Sam must spring into action to find the missing delegates, put a stop to the sticky quarrels, and fix a few problems along the way. Will our caped hero be able to bring unity to the island and still make it home in time for dinner?

**Note:** There is more than one possible way for the story to unfold. Not only can you determine in what order you wish to solve puzzles or problems that Sam may encounter, but even the puzzles and problems themselves can change. New places can appear from game to game, and new items can be found. Some of these puzzles are under your control, if you wish — see the Game Setup (Customize) section on page 9.



## MAIN MENU

After the introductory screens, you will be presented with the Main Menu title screen. Navigate the menu by pressing the up and down directional buttons, and then pressing the **X** button to make your choice. The menu choices are:

### **Start Game**

Choose this option to select Game Options and start a brand new game. Delegate locations and puzzle options will be randomized. The mini-games included will be chosen at random, unless otherwise specified in Game Setup (see page 9).

### **Load Game**

Choose this option to load a previously saved game. Simply follow the on-screen instructions. **Note:** Loading can only be done from this menu.

### **Game Options**

Choose this option to access the Game Options screen. See the Game Options section on page 10 for more details on how to configure the game the way you want it.

### **Customize**

Choose this option to reach the Game Setup screen. See the Game Setup section on page 9 for more details.

### **Game Credits**

After 30 seconds of inactivity on the Main Menu, the game credits will be shown. Press any button to interrupt the credits and return to the Main Menu.

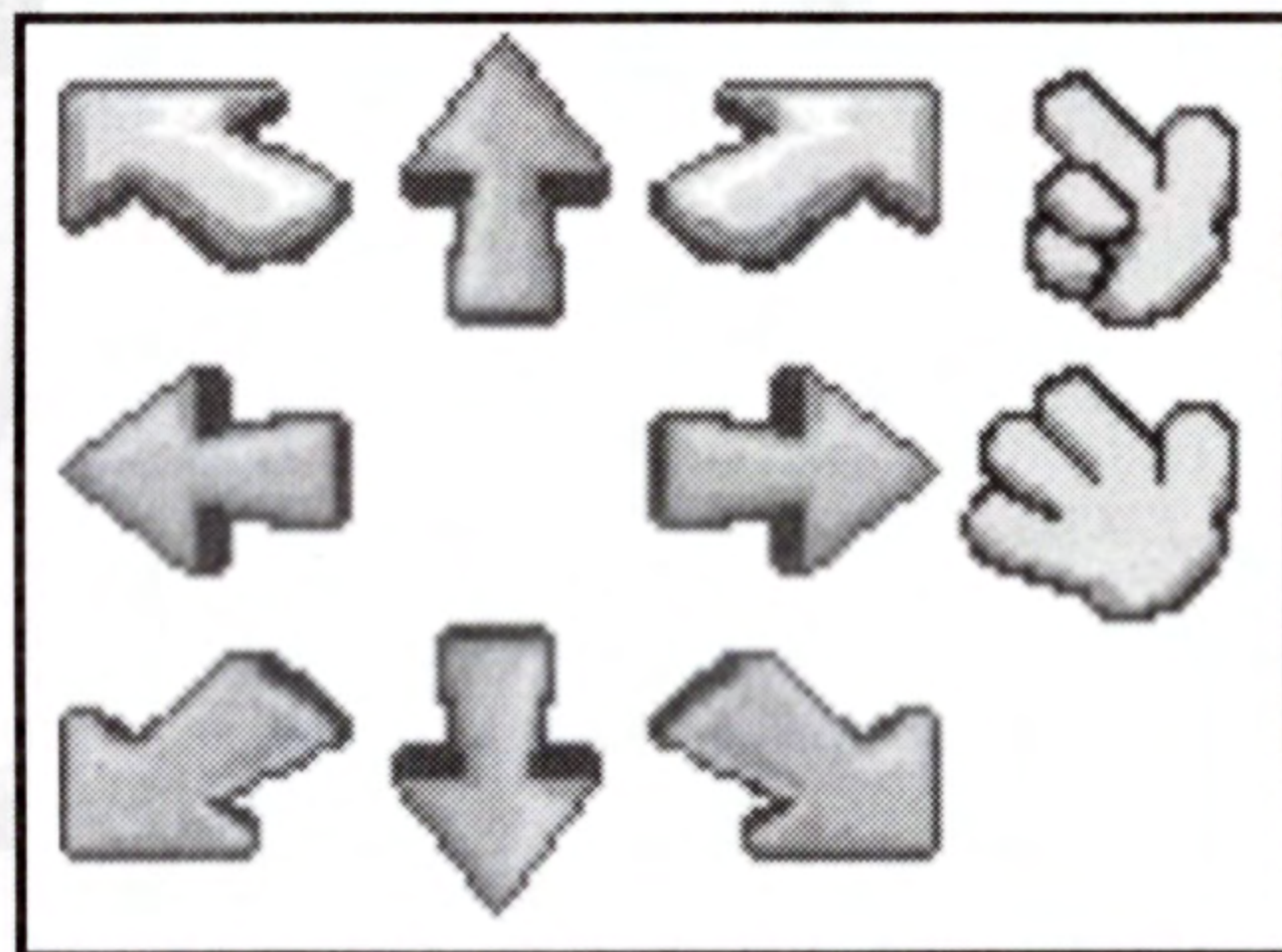




## PLAYING THE GAME

**Throughout gameplay, Sam and the other characters will talk, giving you important clues. Listen very carefully to what they say so you can figure out what to do next!**

The cursor is in the shape of Sam's hand, which changes to indicate something you can do or interact with. The open hand cursor means that you are not currently over an object that can be activated or picked up, or over someone Sam can talk to. If it changes to a pointing finger, Sam is encouraging you to click on that item. If it changes to a silver arrow, that means there's a path there that Sam can go down.



Typical actions you can perform when the cursor is a pointing hand are "talk to," "look at" or "pick up." As mentioned, the silver arrow means, "go there." To perform these actions, press the **✕** button. How do you know exactly what pressing the **✕** button will do? A Tooltip text bar will appear on the screen when you are highlighting something with which you can interact. **Note:** You can set the detail level of Tooltips from the Pause Menu (see page 9).

Pajama Sam has two easy-to-use control methods, which are set from the Game Options screen (see Cursor Type on page 11):

**SNAP** – Pajama Sam's hand jumps from one object to another quickly and easily using the directional buttons or left analog stick. This makes navigation around the screen simple and fun for younger children.

**FREE** – Pajama Sam's hand moves around the screen under the direct control of the directional buttons or left analog stick, allowing you to freely explore the entire screen! This is great for older children.





## GAME SETUP (CUSTOMIZE)

This screen allows you to choose some of the puzzle paths in the game, in order to customize your gameplay experience. Four of the delegates can be found in one of two different locations, which changes how you find and rescue them.

There are four pairs of squares at the top of the screen, each relating to how one of the delegates is rescued. Highlight your choice of puzzle by selecting a square from each pair and pressing the **X** button to confirm.

**Note:** The square you don't choose will turn dark.

### Randomize

This item allows you to let the game choose the delegates' locations. (Selecting Start Game from the Main Menu does the same thing.)

### Play

This item tells the game to accept the choices you've made and start the game. You can also press the **▲** button to go back to the Main Menu without any of your changes taking place.

## PAUSE MENU

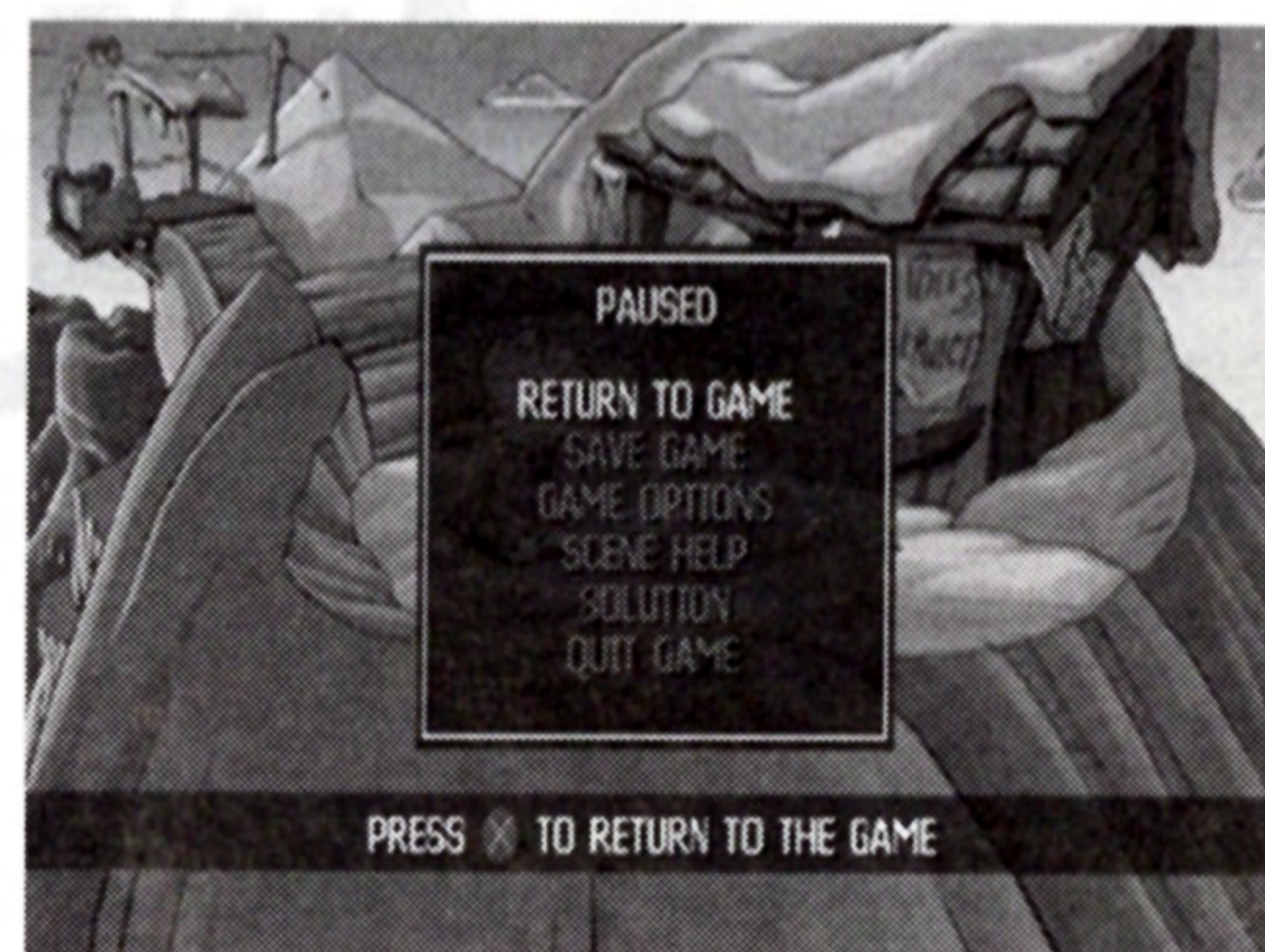
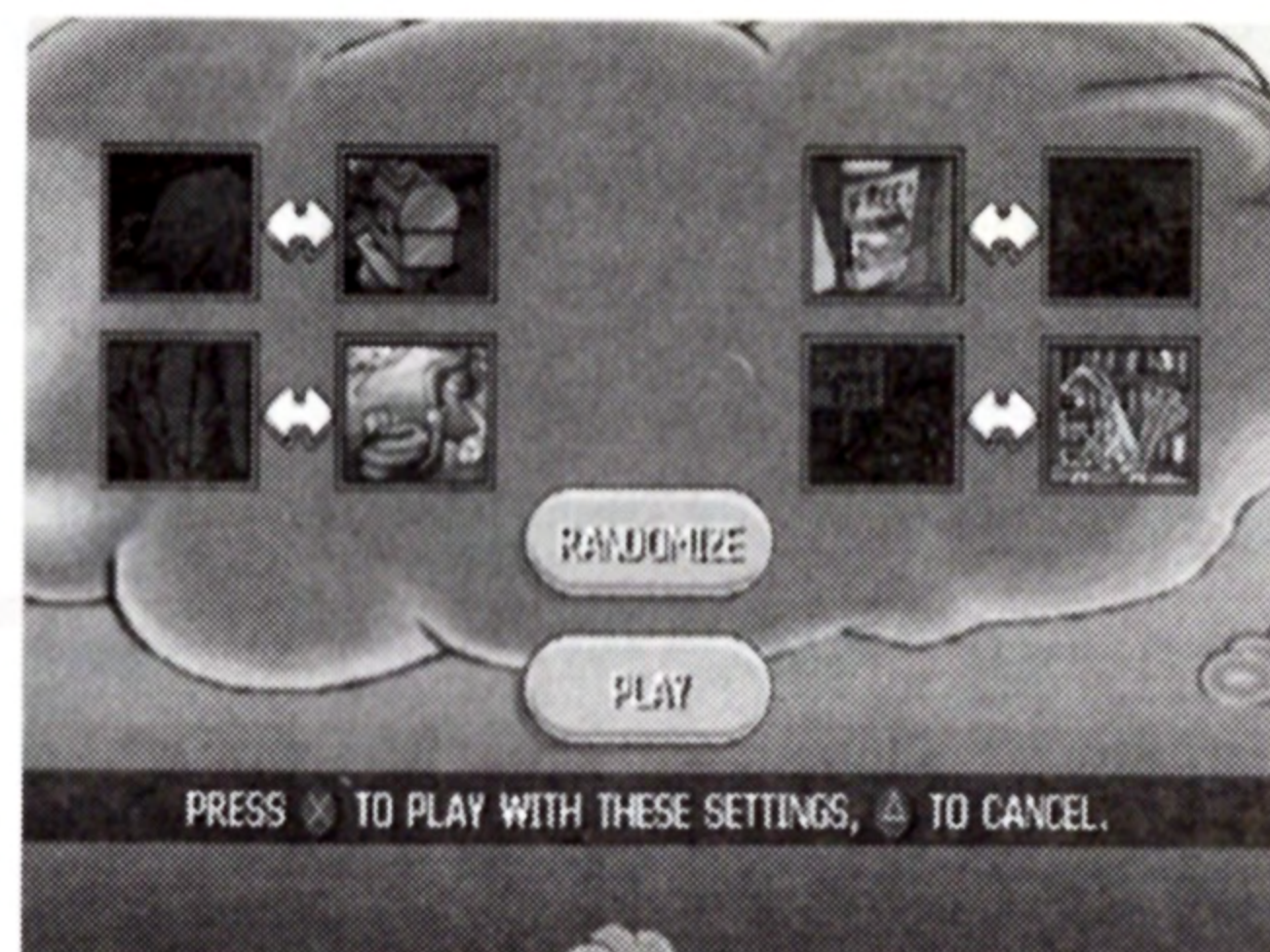
Pressing the START button pauses the game action and activates the Pause Menu, with the following options:

### Return to Game

Highlighting this option and pressing the **X** button will close the menu, unpause the game and return you to play. This may also be achieved by pressing the START button again.

### Save Game

Highlight Save Game and press the **X** button to save your game if you have a memory card. Follow the





on-screen instructions to do this. Unlike Loading, which can only be done at the Main Menu, saving can be done at almost any time within the game. See page 12 for more details.

## Game Options

Highlight Game Options and press the **X** button to go to the Game Options screen. See the Game Options section below for more details.

## Scene Help

Highlight this option and press the **X** button to get help for the current scene. See the Scene Help section on page 12 for more details.

## Solution Help

Highlight this option and press the **X** button to see help screens that will show you the game's solution. See the Solution Help section on page 12 for more details.

## Quit Game

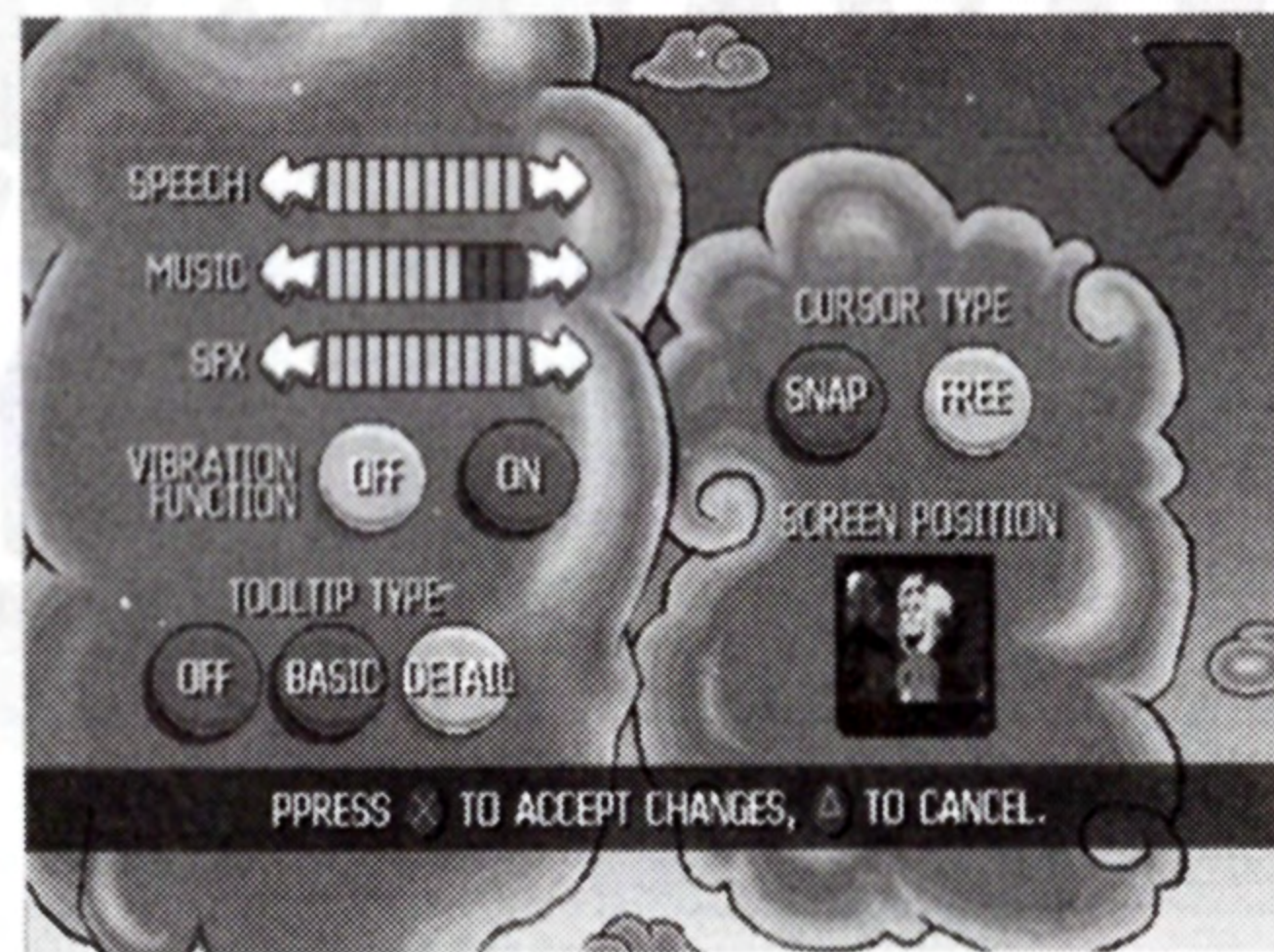
Highlight Quit Game and press the **X** button to end the game. You will be asked if you're sure you want to quit the game. Press the directional buttons to highlight "Yes" or "No," then press the **X** button to make your choice.

Confirming "Yes" will quit the current game and return you to the Main Menu. Choosing "No" will close the confirmation box and return you to the Pause Menu.

## GAME OPTIONS

### Volume Controls

All of the volume controls (speech, music and sound effects) work in the same way. Highlight the volume control you want to change — the left arrow to decrease the volume and the right arrow for increasing it — and press the **X** button. A sound effect indicator or speech





snippet will play for the appropriate volumes each time the setting is changed, so that you can hear the result. If the music volume setting is altered, the music playing in the background will be immediately affected.

### **Vibration Function**

To switch the controller vibration on and off, select your choice and then press the **X** button.

**Note:** This option is only available if you have a DUALSHOCK® analog controller connected.

### **Tooltip Type**

Select the Tooltips level that you want — OFF, BASIC or DETAIL — and then press the **X** button to confirm your selection. This adjusts the amount of on-screen text instruction and feedback that you are given during the game.

### **Cursor Type**

Highlight this option and press the **X** button to switch the free-floating cursor on and off. When FREE is chosen, the cursor will move smoothly around the screen according to your commands. When SNAP is chosen, the cursor will “snap” to the nearest active screen object, and as you press the directional buttons, it will jump from one object to another.

### **Screen Position**

Highlight Screen Position and press the **X** button. Next, press the directional buttons to move the screen position around. Pressing the **X** button accepts the new screen position. Pressing the **▲** button cancels the operation, returns you to navigation and resets the screen position to its previous position.

### **Arrow**

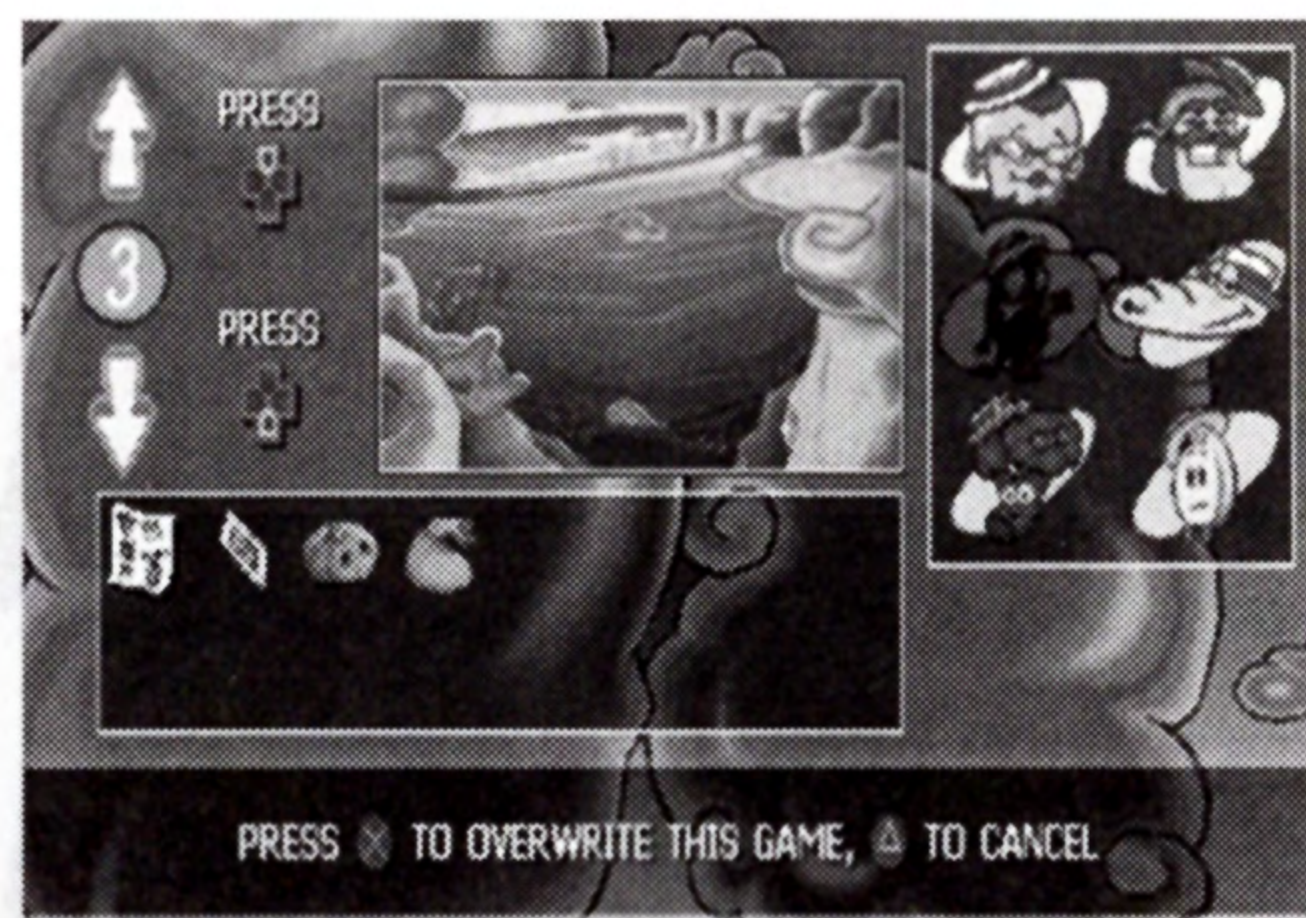
To accept all of the changes made in this screen, you must highlight the arrow icon in the top right of the screen and press the **X** button. (Press the **▲** button to return to the previous screen, which will cancel all changes made except for Screen Position.)



## SAVING YOUR PROGRESS

You can save a game at almost any time during gameplay. Simply press the START button to bring up the Pause Menu and select Save Game.

When you get to the Save Game screen and a game has already been saved, you'll see scroll arrows and several boxes. If there are any saved games, the box next to the arrows displays that saved file's screen image. Below that, the inventory for that file is displayed. On the right side is an image of each of the missing delegates. If the delegate's image is dark, then that delegate has not been found yet. To save, scroll down using the scroll arrows, select an empty entry or an existing entry, and press the **X** button. **Note:** If the entry already contains a saved game, a confirmation screen will appear to make sure you want to overwrite the current saved game.



Remember, you can only load a game from the Main Menu (see Load Game section on page 7).

## HELP

### Scene Help

This screen offers you help regarding characters with whom Sam has talked, and objects he is carrying. Press the left and right directional buttons to cycle through the different choices. Press the **X** button to see the help information on the current object. To leave this help screen, press the **▲** button.

### Solution Help

This screen offers you help on how to complete the game, just in case you ever get stuck! Press the left and right directional buttons to cycle through the different puzzles in the game. Press the **X** button to see the solution for the current puzzle. To leave this help screen, press the **▲** button.





# INVENTORY

Sam can carry several items with him, storing them in his Pajama Man cape. Items can be added to this inventory either by telling Sam to pick something up, or possibly someone else giving an item to Sam. As long as he has at least one item, you may access the inventory by pressing the ■ button. The inventory items will rise up from the bottom of the screen.

Press the directional buttons to highlight an inventory item, and press the ✕ button to select the highlighted item. The inventory item then replaces the image of Sam's hand that acts as the cursor. Press the directional buttons to move the item around the screen, and then press the ✕ button to use the item in the selected location. Or press the ▲ button at any time to put the item back into inventory without using it.

Press the ■ button again to close the inventory.

## The Inventory Items:



### Bag

Zak Zuke knows how to slip by the Sweet Troops — just hide under a bag! His bag may help a sharp delegate float to the ground.



### BCS-4000 Bean Sorter Manual

Somewhere on the library shelves lies Dr. Gizmo Flutewing's precious book. Little did he know that his book would hold the code to free someone from the masses.



### Bon Bon

If it looks like a rock, treat it like a rock. This candy might just get you off the hook!



### Candy Cane

Find the spot and this brittle candy cane may just give way! It might be a stretch, but this sweet tidbit may just set you free.



### Condiments

BBQ sauce, horseradish, ketchup, mayonnaise, mustard, relish, teriyaki sauce, hot sauce and vinegar. These sauces make food taste good! If you choose the right one, it may get you out of a jam.





### **Free Dance Lesson Card**

Visit the bulletin board in the library. Learn some steps yourself and quench a troupe's thirst for some new moves by getting a Free Dance Lesson Card.



### **Free Etiquette Lesson Card**

Who says that you shouldn't slurp your soup? Selma Celery will crisply set you straight on etiquette rules from where to put your fork to excusing yourself from the table (before making funny animal noises).



### **Hammer**

Resting next to the StrongBody Bell game, this wooden tool could ring release for someone.



### **Jail Key**

It's the key that will liberate Sam and Florette from their candied cage.



### **Peace Delegate List**

This is a list of all the Peace Delegates. Highlight it and press the ✕ button to see whom you have found and who is still missing.



### **Photo**

No library card, no book — that's the rule of the library. To get a library card (and check out a book or manual), you must have a photo.







### **Plunger**

To be a plumber, find a plunger. Keep an eye out before you slide right past it!



### **Pumpkin**

Mickey Hollandaise doesn't want it, but it might help to fool some guards!



### **Red Shoes**

They bring audiences to tears or grace to a certain celery stalk.



### **Ski Lift Ticket**

This old ski lift ticket that Paper the plumber doesn't need anymore may come in handy on the slopes.



### **Super Plunger**

With a telescoping handle, this super plunger can extract things that normal plungers can't! Caution: To be used by plumbers only.



### **Wrench**

This isn't just any old wrench. It's the Shaftman High Tensile Monkeyman 30-300 Autozoom. Every plumber has to have one! Great for fixing leaks or replacing pipes.



## MEET THE CHARACTERS



### **Sam**

Brave and bold, he's always ready for action or to help those in need. Four peace delegates are missing; Pajama Sam to the rescue!

## THE PEACE DELEGATES

How can you spot a Peace Delegate? There are four to be found and six in all, and the jaunty straw hat is the key. Look around! You'll find all those who are in need.



### **Luke Wigglebig**

Nary a speck of dust will you find on this well-dressed dandy lollipop. This Fats & Sweets Peace Delegate has already managed to find his way to the Peace Conference. Despite his tight manner, he's not interested in fighting.



### **Florette**

Don't take this Vegetable Peace Delegate's soft-spoken demeanor lightly — she's a floret of broccoli to be reckoned with! She helps Sam understand the Fats & Sweets' plot and speaks her mind at the Peace Conference.



### **Chuck Cheddar**

He's a sharp worldly adventurer and Dairy Peace Delegate who finds himself wedged on a ledge, or stuck up in a balloon. Nevertheless, he keeps his cool and waits for his rescue.



### **Granny Smythe**

It's Smythe with a "y" and don't you forget it! This crabby Fruit Peace Delegate may not like modern dances and doesn't care for caramel, but she is as spry as a sapling.



### **Pierre Le Pain**

This Bread & Grains Peace Delegate always seems to be caught in a lofty game! Try to win him back and he'll be very grateful.







### **Bean Number 47**

Despite his generic name and appearance, he's a bean that stands out in a crowd. He's the Meat, Nut & Legume Peace Delegate.

## **THE REST OF THE GANG**



### **Balloon Salesman**

Long-faced and droll, this salesman needs to shake a leg if he's going to get rid of any of his balloons.



### **Bean Foreman**

You know you've become top bean when you get to wear a mustache. This foreman is either worried about a strike or sorting his beans!



### **Carrot**

He's been a help to Pajama Sam before, and now he must keep General Beetfoot from boiling over and sending out the troops.



### **Cupcakes – Dot, Star & Cherry**

Baking and modeling are the professions of these beach beauties. They don't mind being sketched, just don't block their sun!



### **Deconstruction Workers**

There's a job to be done and these guys aren't going to stop until it's finished! The only thing to stop these instruments of destruction is an avalanche ... or break time.



### **General Beetfoot**

A squat general who is itching to initiate a campaign. The map room is his domain.



### **Gulp**

All this guy wants to eat is french fries! His choice of condiments may change, but he can help you out of a jam.





### **Jelly Beans**

All they really want is to be respected by the Kidney Beans! They may share the same last name, but they have very little in common. You might be able to trick them into respecting the other beans or sort them out.



### **Kidney Beans**

Kin to Bean Number 47, these beans are not to be confused with the Jelly Beans. When on strike or even when sorted, these two different bean groups refuse to mix.



### **Librarian**

A librarian who bravely confesses that she reads romance novels! She's a sensitive onion that adheres to the library rules.



### **Mickey Hollandaise**

His big shoes get the audience into hysterics, but his jokes are out of order! You may just find useful things in his dressing room.



### **Muffins – Bran, Corn & Wheat**

They are muscle-bound muffins with an eye for art. You'll find these Renaissance fellows sketching on the beach or lifting weights.



### **Plumbers – Rock, Scissors & Paper**

Rock does the heavy work. Paper does the deskwork. Scissors has got the smarts. They are all in the Plumber's Union and they won't tell you much until you are, too!



### **Selma & Selina Celery**

Selina is into dance and Selma knows etiquette rules. It's all about having the right certificate and maybe a new pair of shoes with these twin dynamos.



### **Sprinkle**

A gentle doughnut who savors swinging or swimming. She can help Sam find his way on the water.







### Syllabus the Sage

This inflated fortune cookie is the guru on the mountaintop. His Horn of Celebration might clear a path.



### Taylor & Pierce

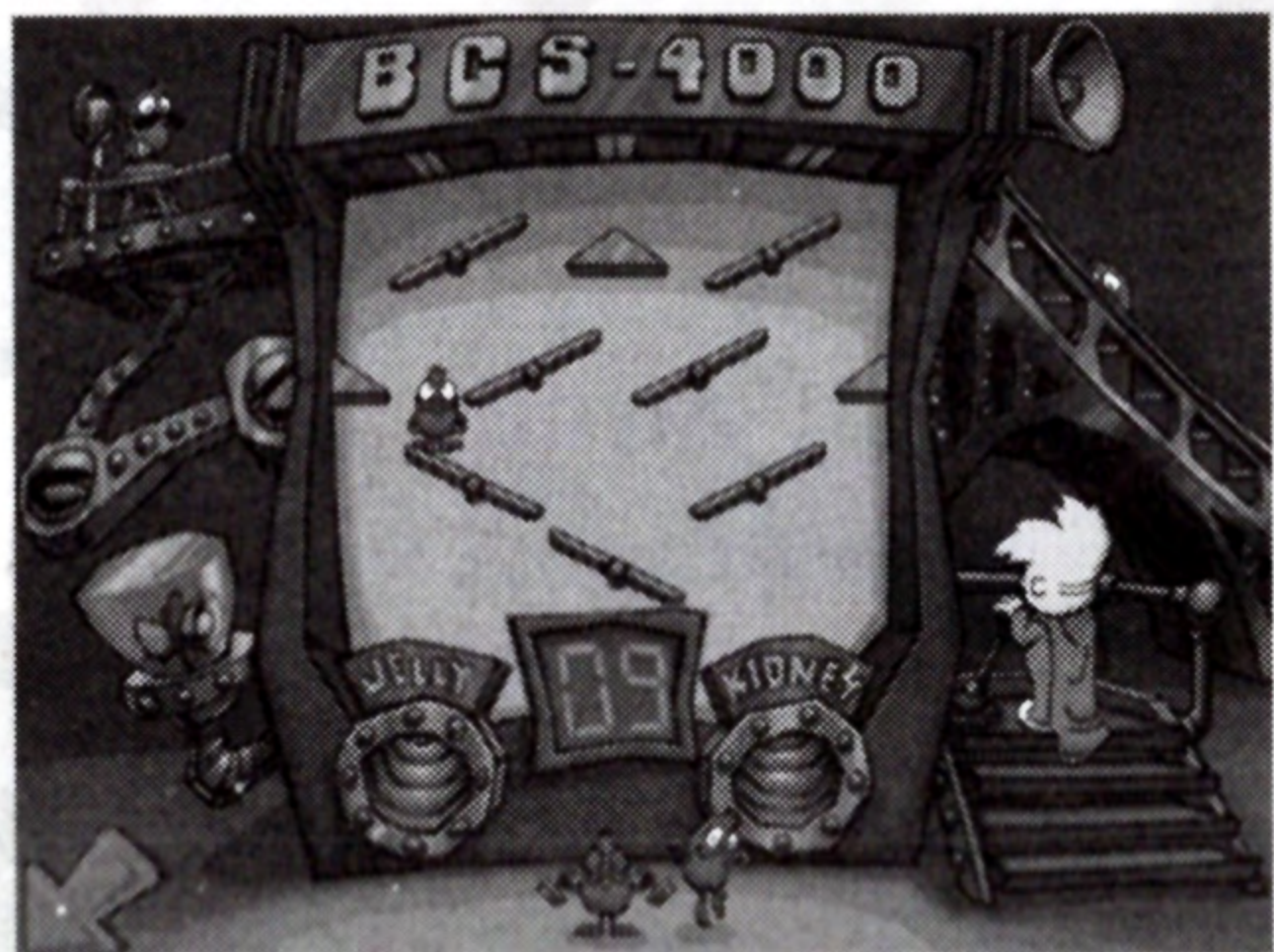
Two yams who have but one order: Nobody but gourds allowed. Pajama Sam may be able to fool these two pumpkin heads if he can find the right disguise.



### Zak Zuke

Whoa, man! This zucchini is cooler than a cucumber. His bag is all about guessing weights. He may be able to help you get a Peace Delegate down from a great height.

## MINI-GAMES



### BEAN COUNTING & SORTING MACHINE (BCS-4000)

If you need to sort out Bean Number 47, you'll have a chance to maneuver the Bean Counting & Sorting Machine (BCS-4000)! **Tip:** Position the ramps so that all of the beans are directed to the bottom-center ramp. Then adjust the bottom ramp correctly to sort the beans.



### CARAMEL PIT

If you need to rescue poor Granny Smythe from a pool of gooey caramel, you'll have to learn to quickly hop over floating walnuts! Figure out when to jump or you may just find yourself in the gooey pool. But you'll never get close enough to grab her. However, an extensible tool with a suction cup at the end might do the trick. A plunger might work, but only if it's a super plunger. Go ask a plumber.



## JUMBLED JOKES

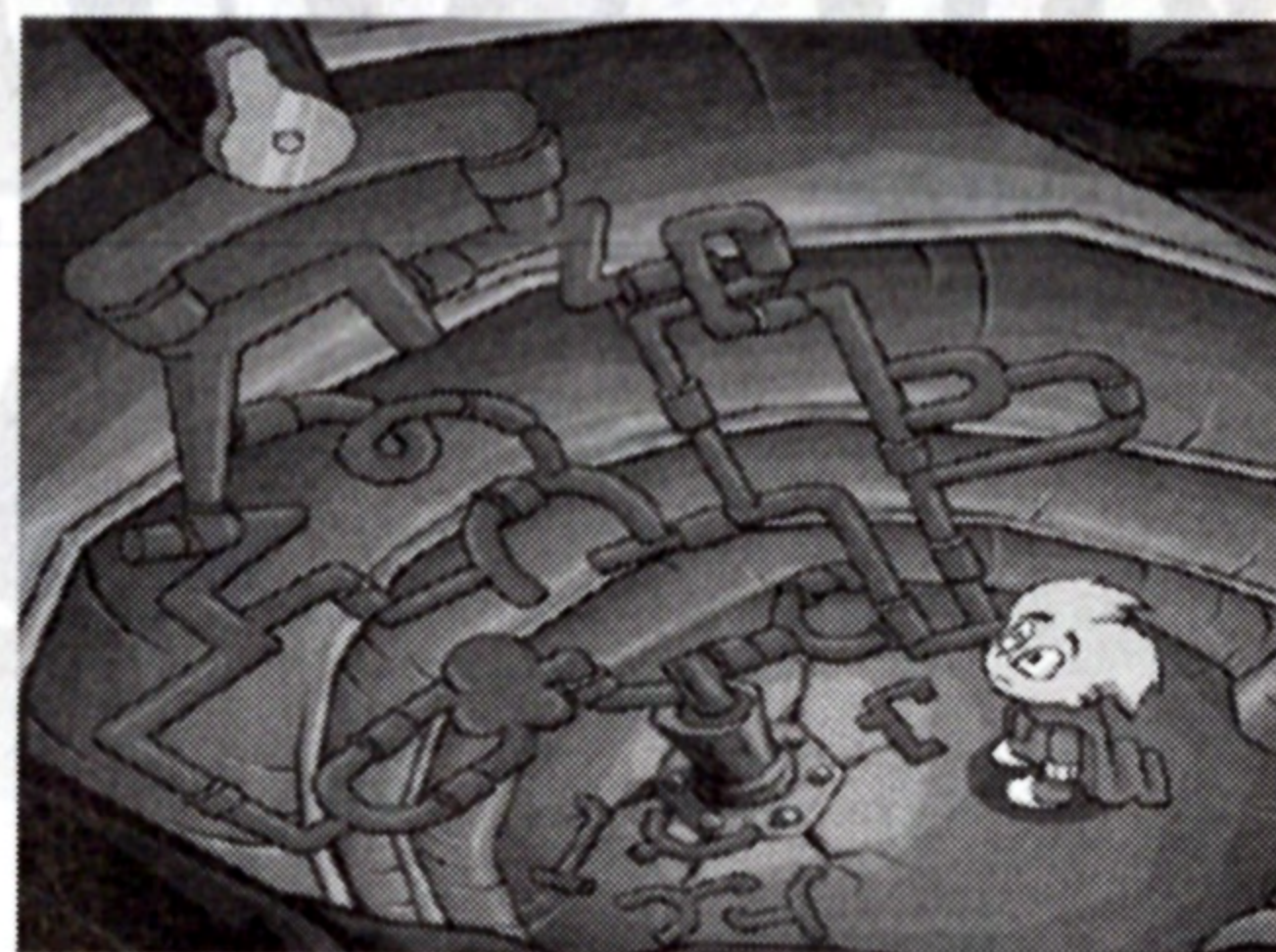
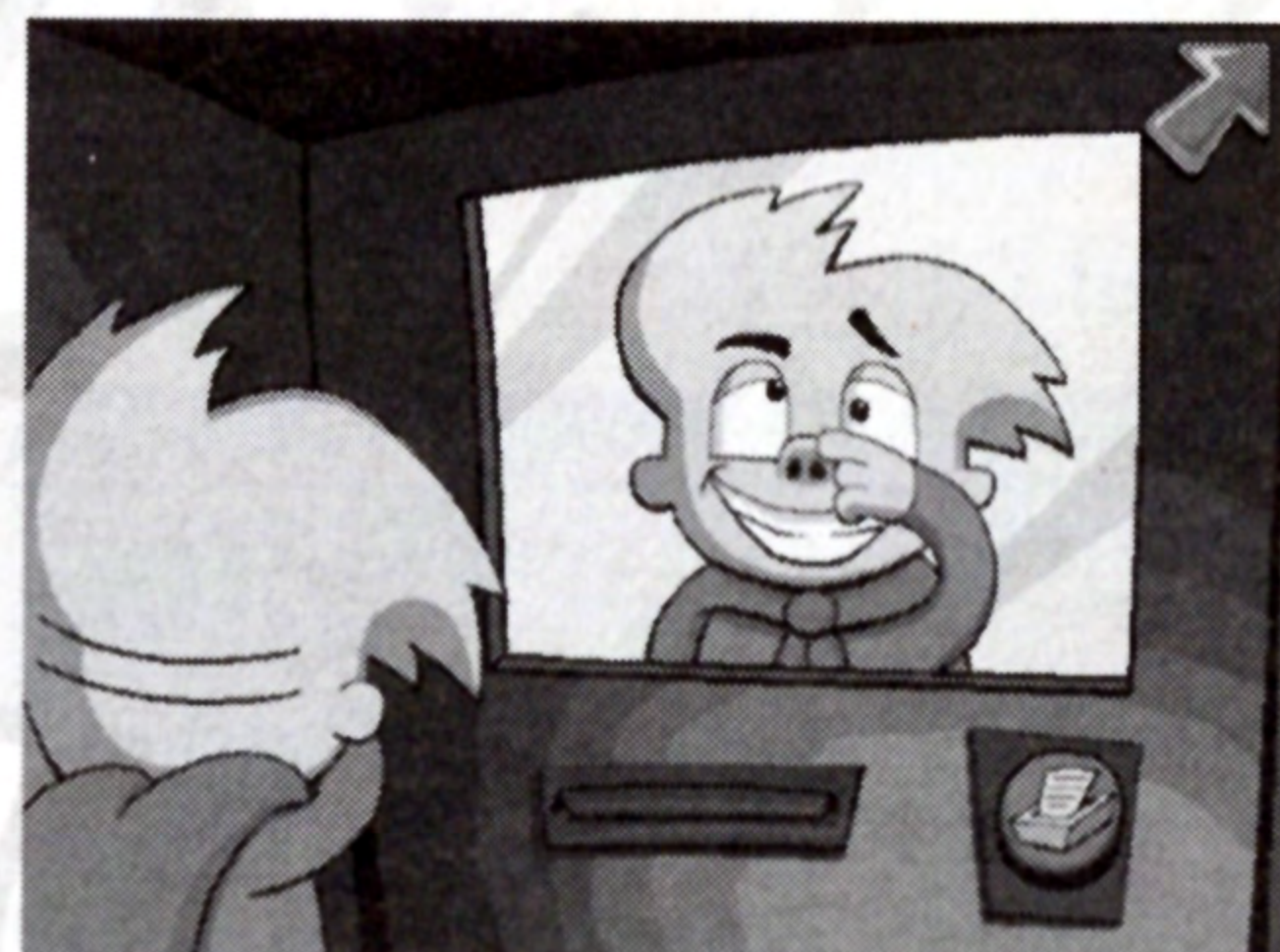
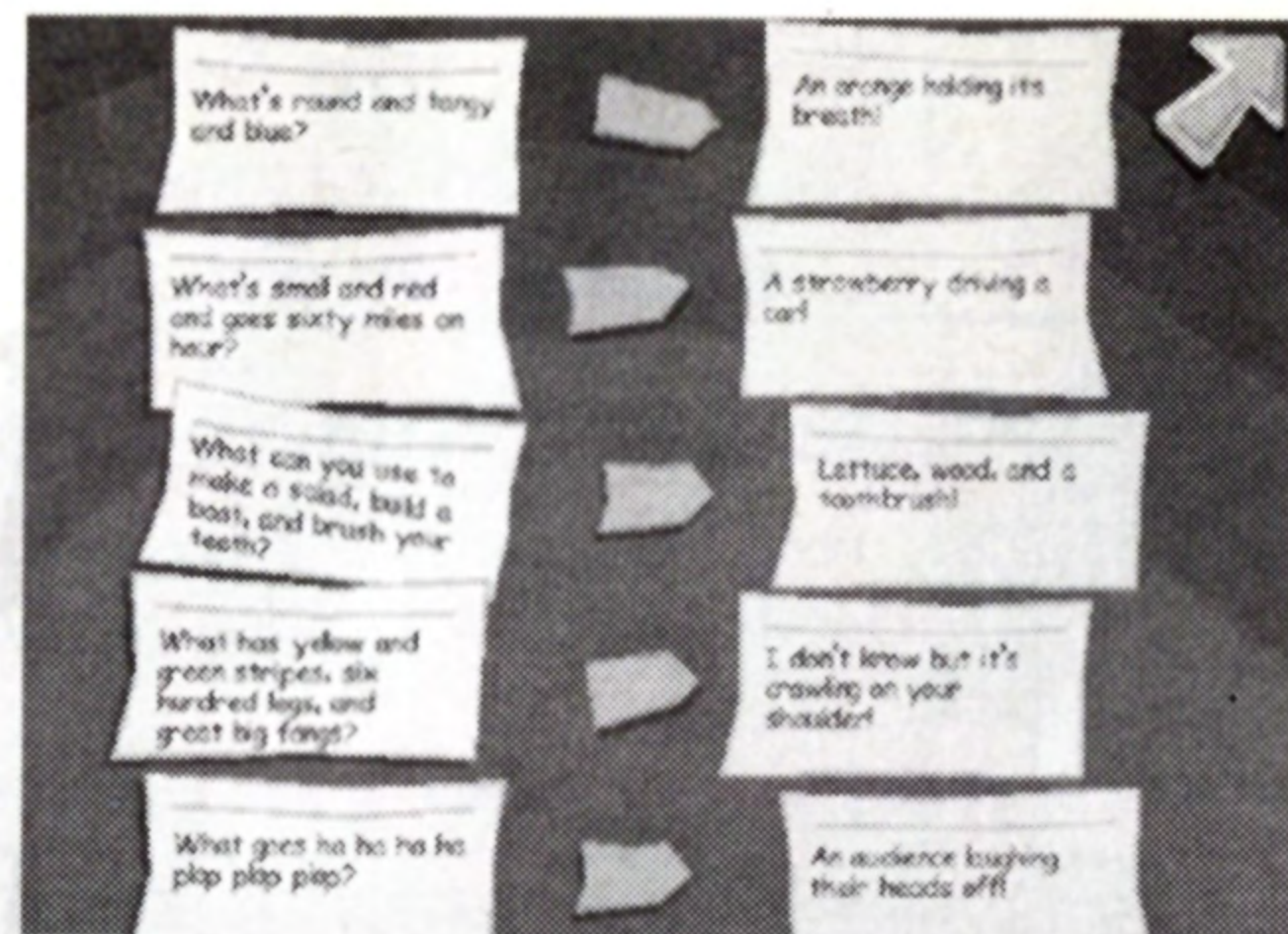
If you need to rescue poor Granny Smythe from the dancing Soda Cans, you'll have a chance to help Mickey Hollandaise with his jokes! Examine the cards on the table to get a close look at the jumbled mess. Move the cursor over a punch line card on the right side, then press the **X** button to pick it up. Move it next to a joke card on the left side, and press the **X** button again to match them. Once you get the jokes in order, Mickey won't need his big red shoes anymore.

## PHOTO BOOTH

Use the photo booth to get a picture of Sam. You may just need one for identification!

## PIPES

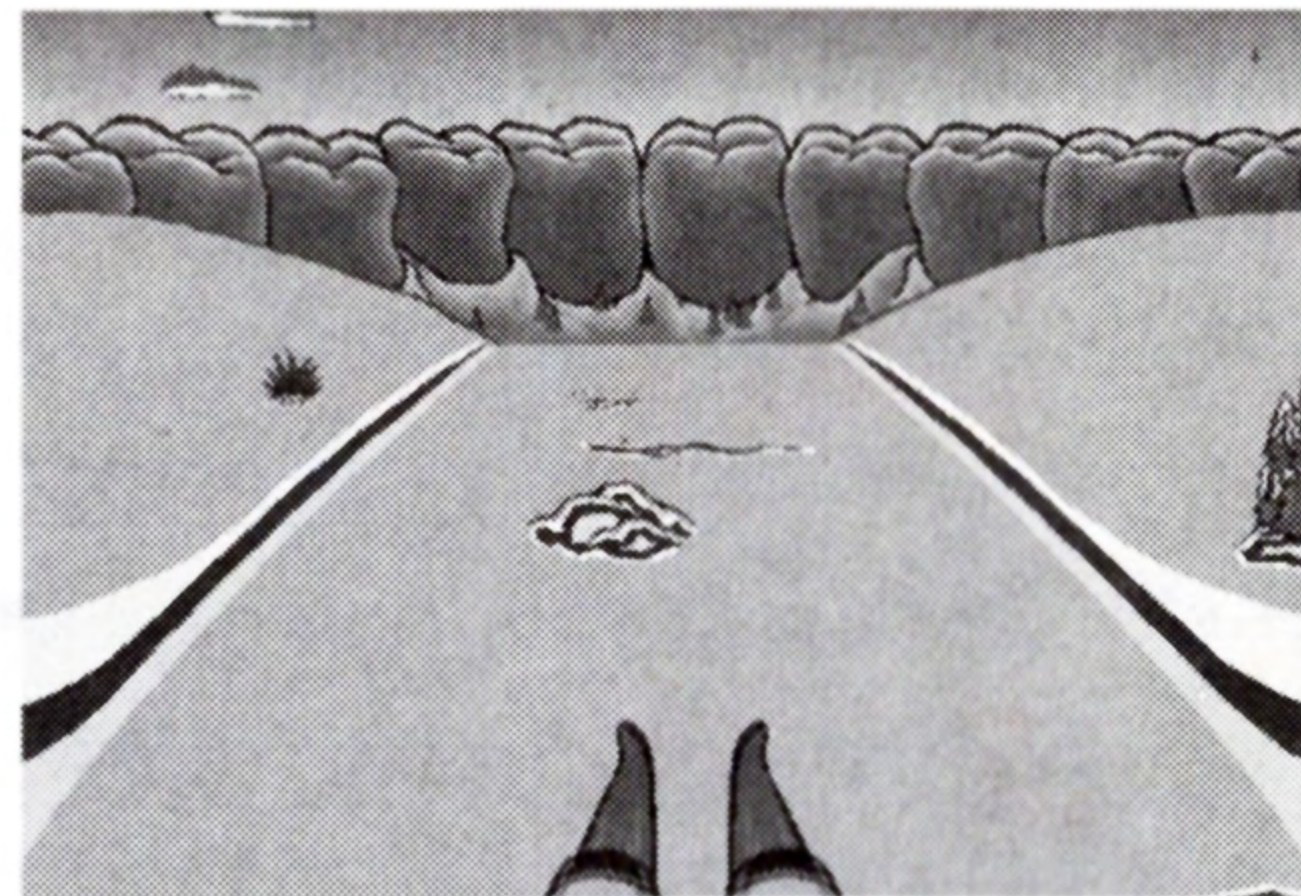
If you need to rescue poor Granny Smythe from the Caramel Pit, you'll have a chance to fix the clogged pipe down below the sink! Just turn off the water at the top, use a wrench to fix the pipe, fit in a new piece and turn the water back on again. After fixing the pipe, you can ask Rock for his super plunger. Use the super plunger to pluck Granny Smythe from the gooey Caramel Pit.





## POWDERED SUGAR SLOPES

No matter what puzzles are chosen, the Powdered Sugar Slopes will be available for skiing. Depending on which puzzle paths of the game you are playing, you may need to use a plumber's ski ticket to find a plunger on the slopes. Otherwise, just have fun jumping the moguls and avoiding the rocks, signs and other surprises!



## SHELF SCRAMBLE

If you need to check out the BCS-4000 Bean Sorter Manual from the library, you will get a chance to be a contender against the grouchy Garlic! Avoid him in order to get to the BCS-4000 Bean Sorter Manual. As an elevator platform lands, hop on and ride up or down to the next level. If Garlic catches you, he'll cart you right back down to the librarian.

**Tip:** The chairs and elevator platforms are safe zones where Garlic cannot get you!





## INFOGRAMES WEB SITES

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

**<http://www.us.infogrames.com>**

Kids, check with your parent or guardian before visiting any web site.

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

- Technical Support
- Hints and Tips
- Demos
- Interviews
- Competitions
- Community
- 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.

## TECHNICAL SUPPORT (U.S. & Canada)

### Help Via the Internet

Up-to-the-minute technical information about Humongous Entertainment products is generally available 24 hours a day, 7 days a week via the Internet at:

**<http://www.ina-support.com>**

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.





## **Help Via Telephone/Fax or Mail in the United States & Canada**

For phone assistance, call Humongous Entertainment **Tech Support** at **(425) 951-7108**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.)

Live support is available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time).

**Note:** We may be closed on major holidays.

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

## **Product Return Procedures in the United States & Canada**

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Humongous Entertainment  
Attn: TS/CS Dept.  
13110 NE 177th Place  
Suite # B101, Box 180  
Woodinville, WA 98072-9965  
RMA #:



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