



NTSC U/C

PlayStation



SLUS-01547
01547



Ultimate Puzzle Action

TALL

INFINITY



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.

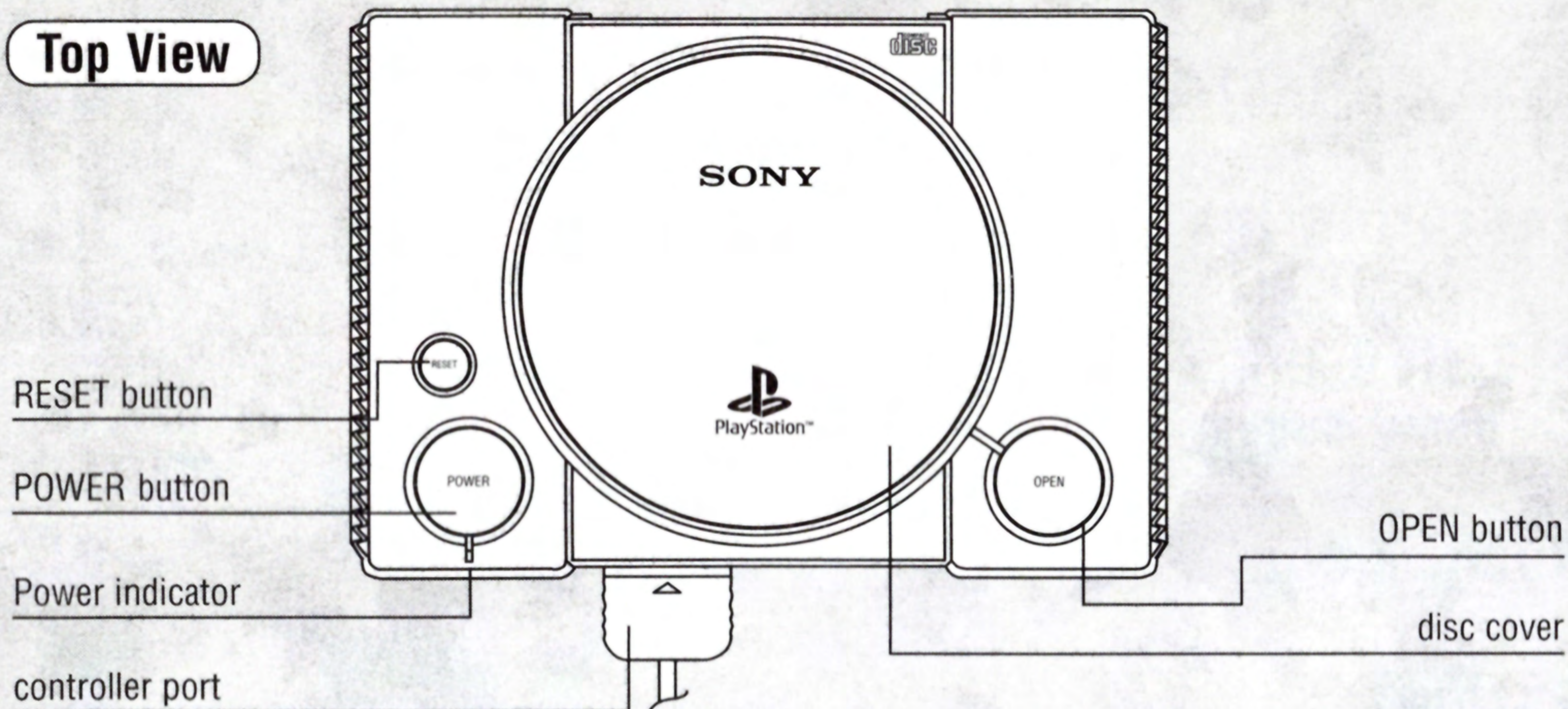
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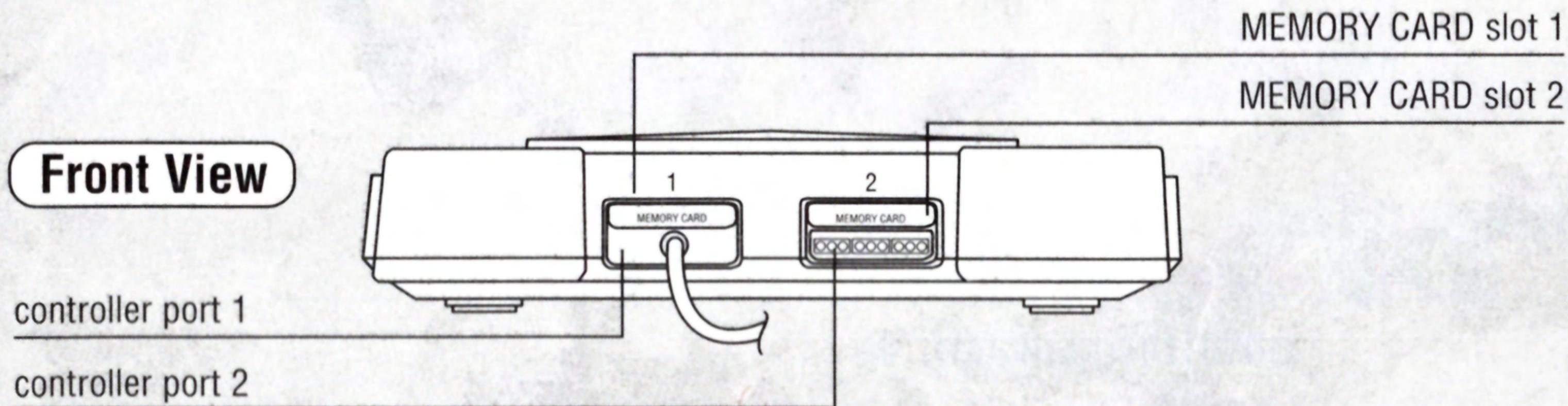
Thank you for purchasing Tall: Infinity™, software designed for use with the PlayStation® game console. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety considerations. Keep this manual in safe place for your reference.

Console Instructions

Top View



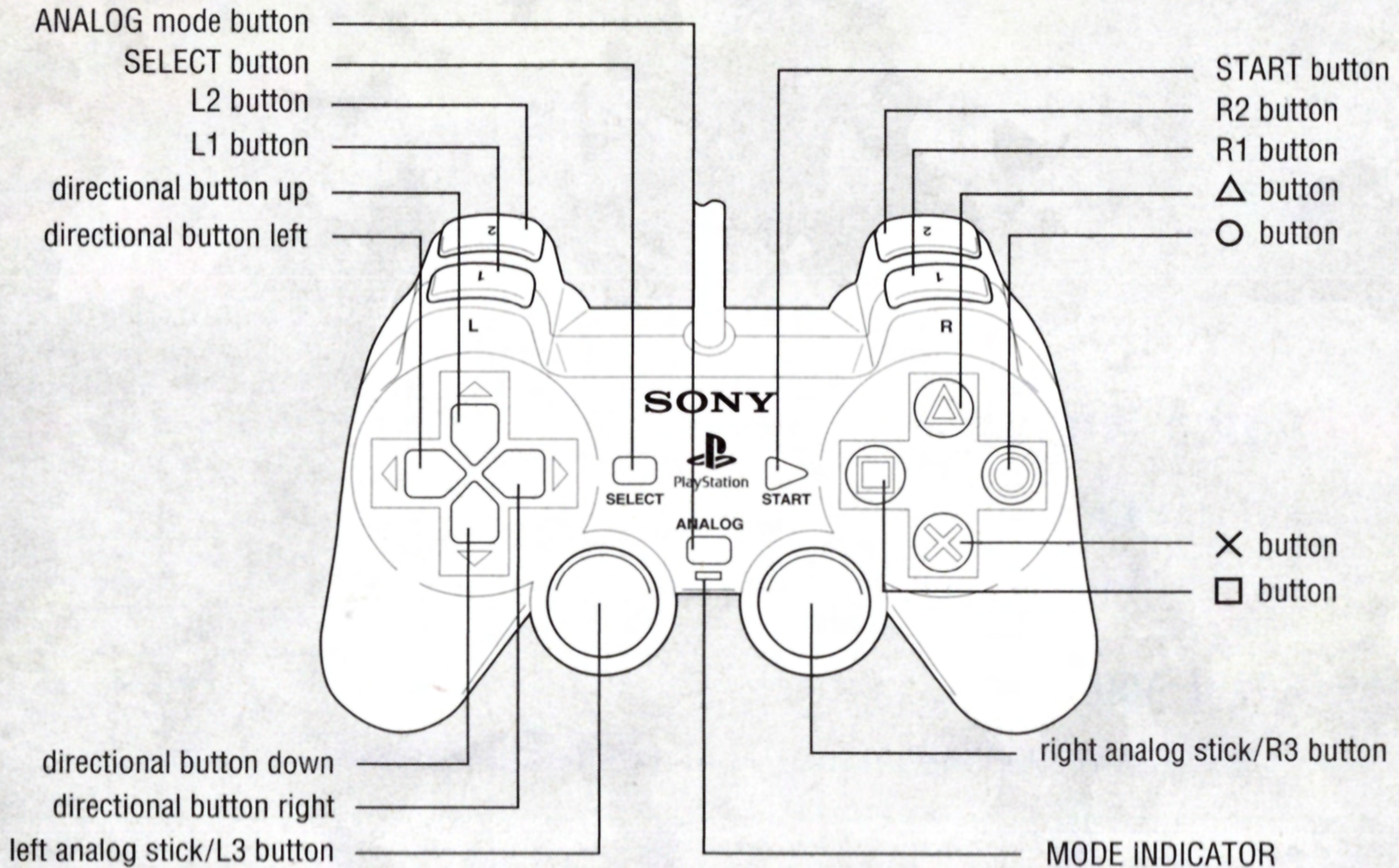
Front View



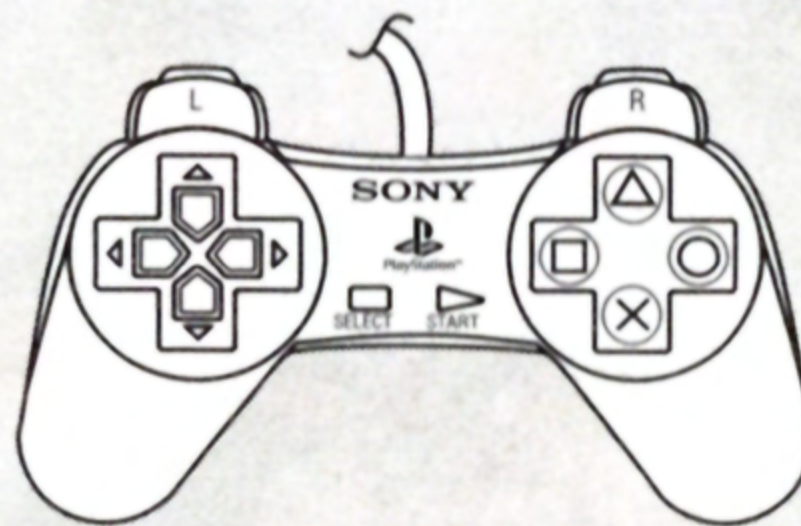
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Tall: Infinity™ disc and close the disc cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen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

Operating Instructions

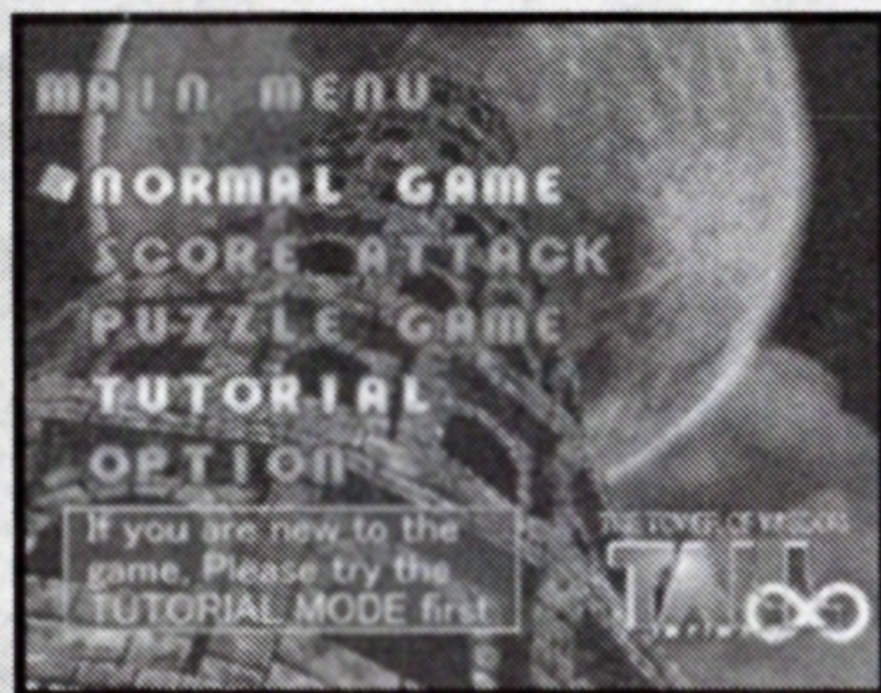
DUALSHOCK® analog controller



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



Starting the Game



Press the START button at the title screen. The main menu screen is displayed. There are 3 game modes to play in Tall Infinity.

Game Modes

NORMAL GAME

Build a tower and complete all 8 stages.

SCORE ATTACK

Your task is simple: Achieve the highest score possible!

PUZZLE GAME

You must "neutralize" all blocks within a set number of steps. Complicated, but fun!

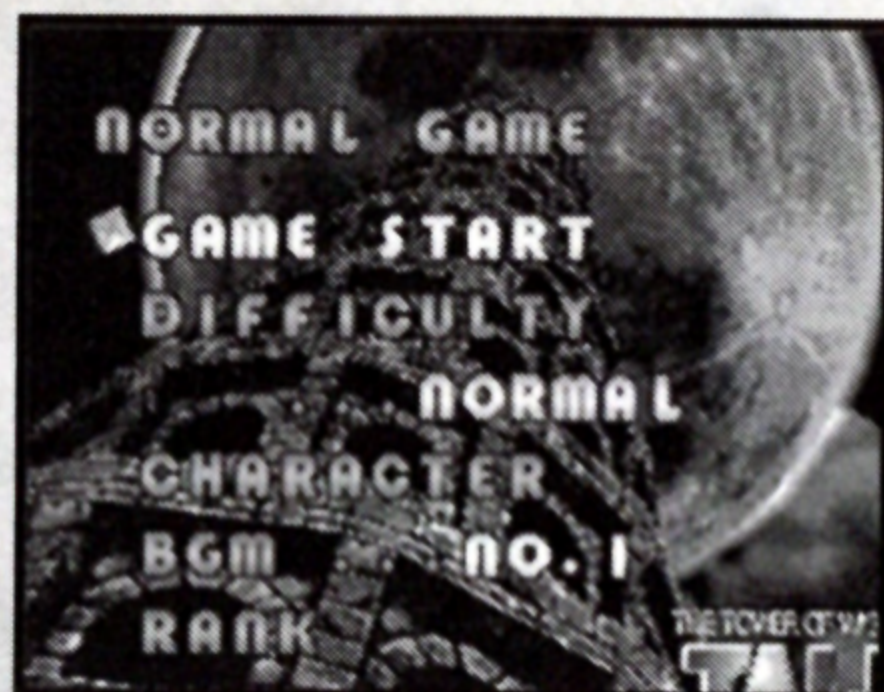
TUTORIAL

Learn the game rules here.

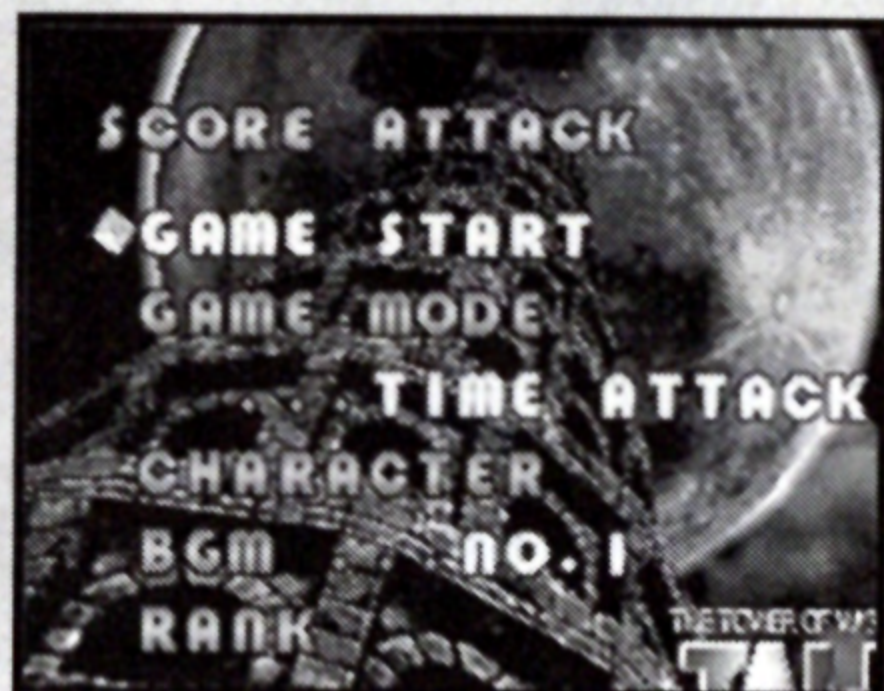
OPTION

Save and load the game data to your memory card.

Game Menu



Normal Game



Score Attack

GAME START

Start the game by selecting it.

GAME MODE

(available only in SCORE ATTACK mode)

TIME ATTACK

Play a single stage and compete against time.
Complete a tower as quickly as possible!

ENDLESS

Play multiple stages, as long as you like.

DIFFICULTY

Configure the game difficulty settings.

CHARACTER

Select the character you control.

BGM

Select the music that plays during the game.

RANK

Displays the score-ranking screen.

EXIT

Go back to the main menu.

Options



AUTO SAVE

Toggle auto saving function On and Off. If you turn this option On, the score and game settings are saved to your memory card when the game is over.

SAVE

Save current score and game settings to your memory card.

LOAD

Load the previously saved score and game setting data.

TOTAL RANK

Check out the high scores for each game mode.

Notes on saving and loading data:

- When you turn the AUTO SAVE option On, the game is saved when it is completed or it is over.
- If the saved data is available on your memory card, the data is automatically loaded at the start up.
- In order to save and load the game data, you must insert your memory card to the memory card slot 1.

Game Screen

Score (points)

Number of chains



The gauge in BLUE shows the tower's current height. The gauge in RED shows the borderline's height. When the blue gauge reaches the top, you complete the stage. When the blue gauge is caught by the red gauge, the game is over.

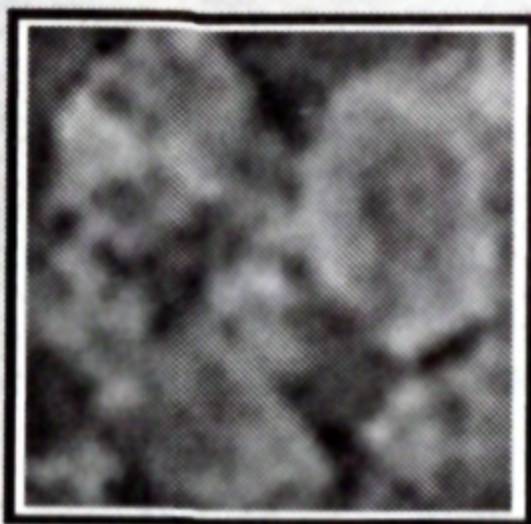
Current number of steps
Maximum number of steps for gaining bonus points.

When this gauge completes a circle, the borderline moves up 1 level.

STAGE: Time spent since the stage was started.
TOTAL: Time spent since the game was started.

How to Build Up the Blocks

Variation of Blocks



Neutral Blocks

Neutral blocks are in gray, and are not able to be increased.



Colored Blocks

When connected with another block with same color on the matching sides, the block increases the size of the tower.

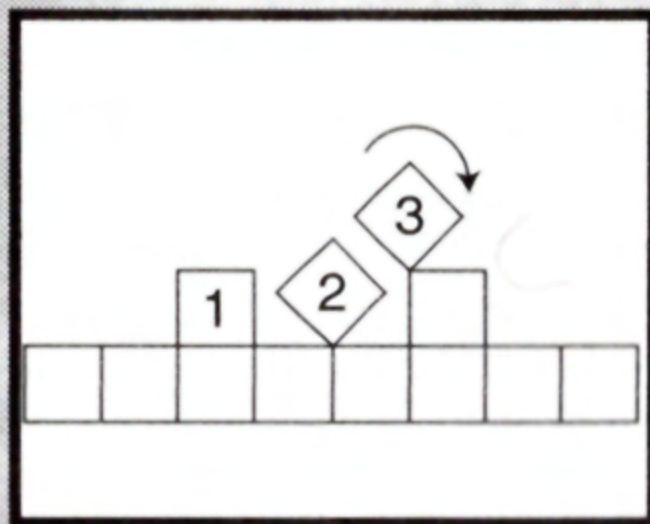


Arrow Blocks

You can only roll these blocks to the indicated direction(s).

1. Roll the Block

Move your character onto a block you want to roll, hold the X button and press the directional buttons left or right to roll it. If you want to move the character away from the block, release the X button.



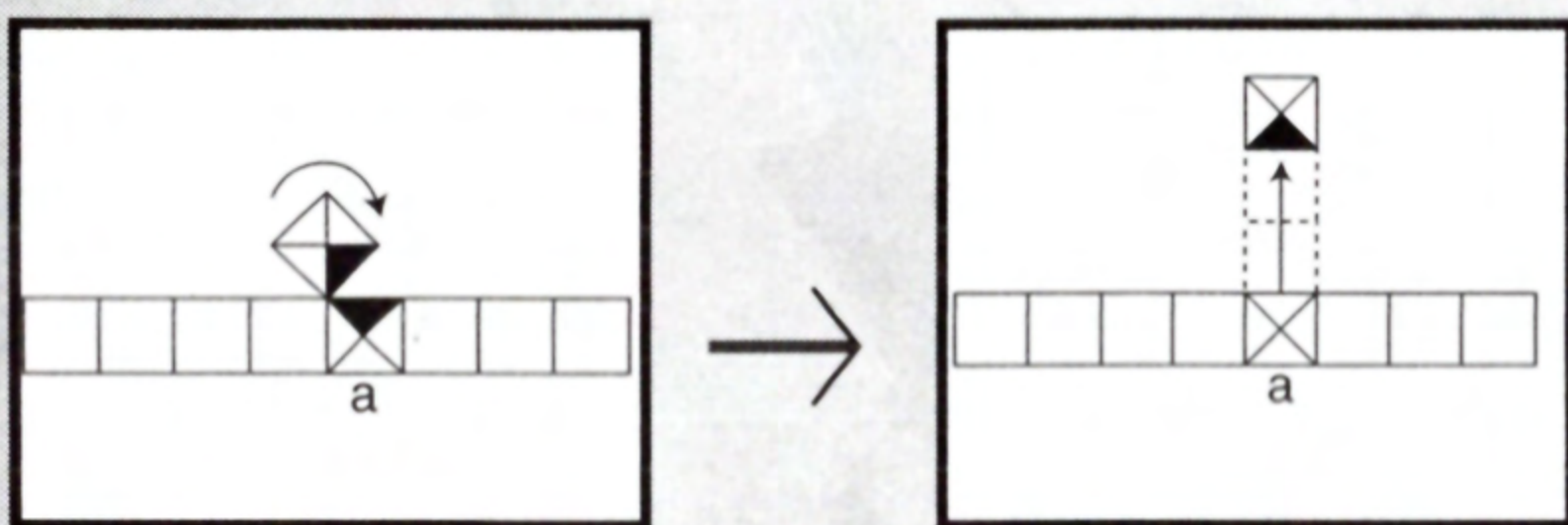
2. Special Roll

You can make the block climb over another block by building up momentum and rolling it forcefully.

3. Making Connections

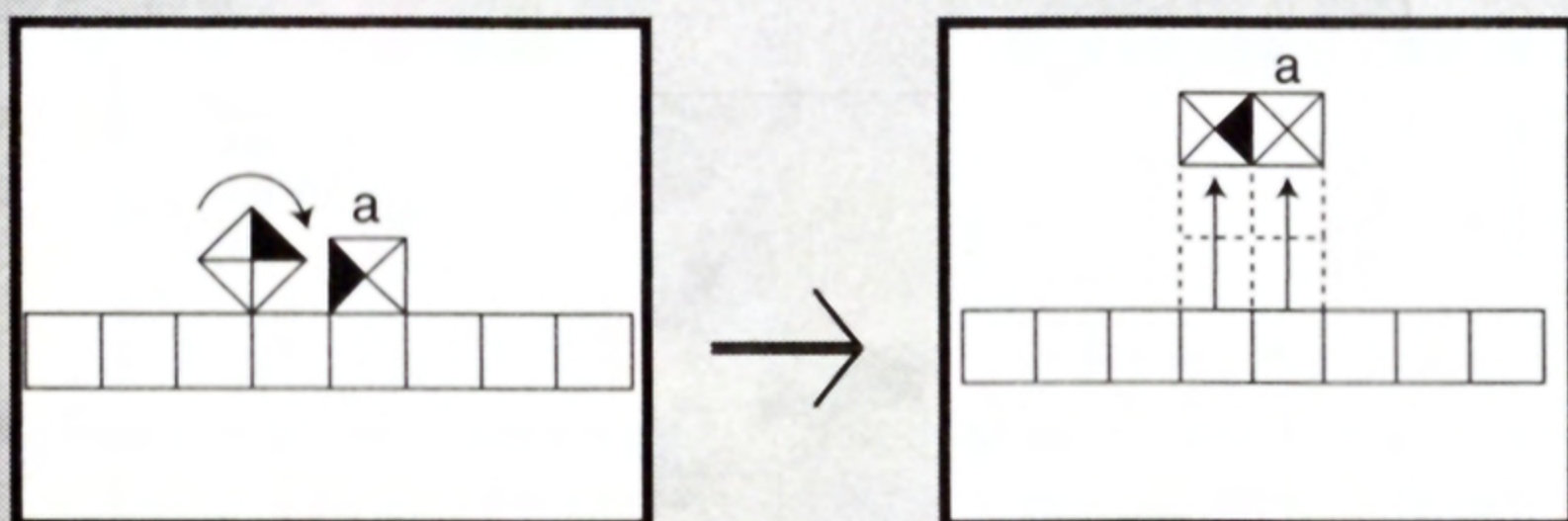
After matching colors on the sides, release the X button. New blocks will then appear. Block "a" (in the figures below) turns into a neutral block at this time.

Vertical Connection



When you make a vertical connection, 2 new blocks appear below the block you just rolled.

Horizontal Connection



When you make a horizontal connection, 4 new blocks appear below the 2 blocks you just connected.

Game Completion and Game Over

Level completion

You complete a level of a tower only if all 18 blocks are placed on the circumference of the same level. So even if you build up high on one side of the tower, its level may not be considered completed.

Stage Completion

A stage is completed when a set amount of levels are completed.

Game Over

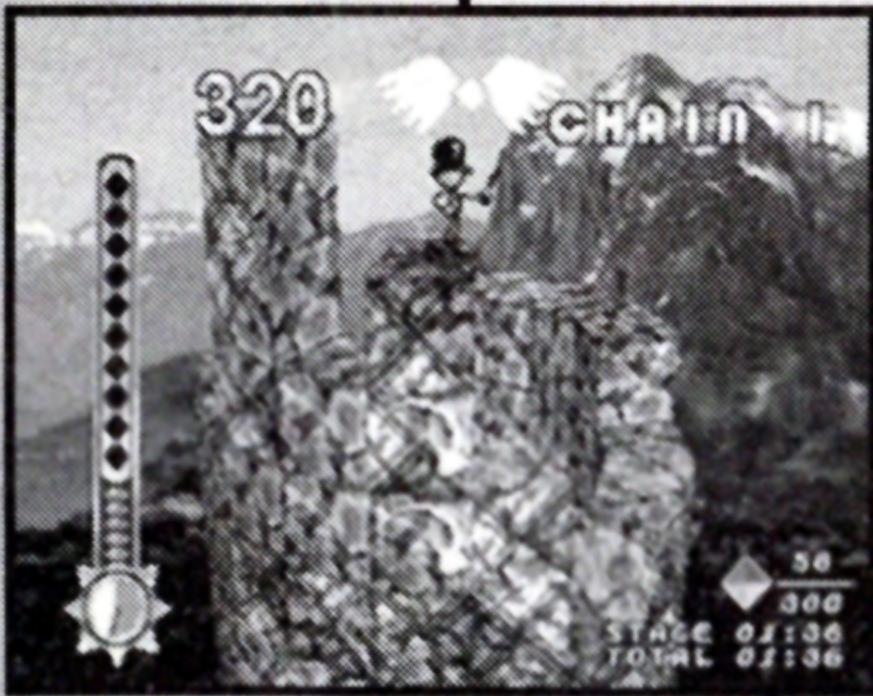
If the borderline reaches the top of the tower the game is over. The game is also over if you come to a situation where you cannot connect any more blocks.

What is the "borderline"?

The borderline moves up gradually after a set amount of time. As the borderline moves up, the tower is shaken with alarming sound effects. The speed of borderline movement depends on your score and number of steps you take.

Chain Technique

Angel's Wings



When the blocks are connected, angel's wings appear on the top of your character. By making an additional connection before the wings disappear, you can create a chain.

- **Advantage of creating Chains**

The borderline moves down by 1 level for every 2 chains completed.

- **Chain Bonus Blocks**

Depending on the number of chains made before the wings disappear, a number of bonus blocks shall appear.

Scores

Scores for Increasing Blocks

You gain basic score points by increasing the number of blocks. The number of chains made also affects the points you receive.

Formula for Basic Scoring

The number of increased blocks (x10)(x Number of chains made) = Basic score points.

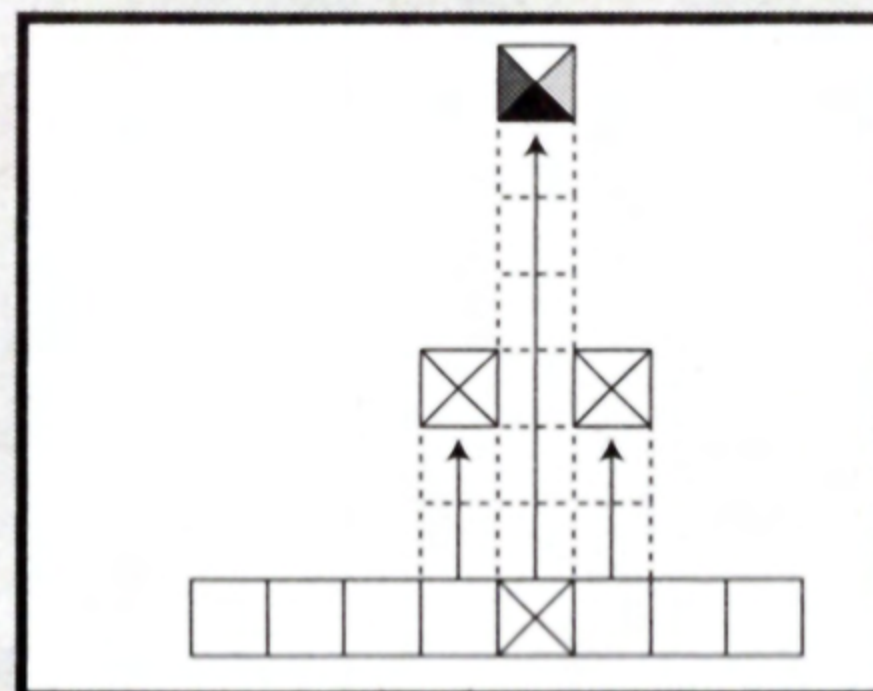
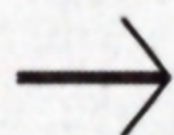
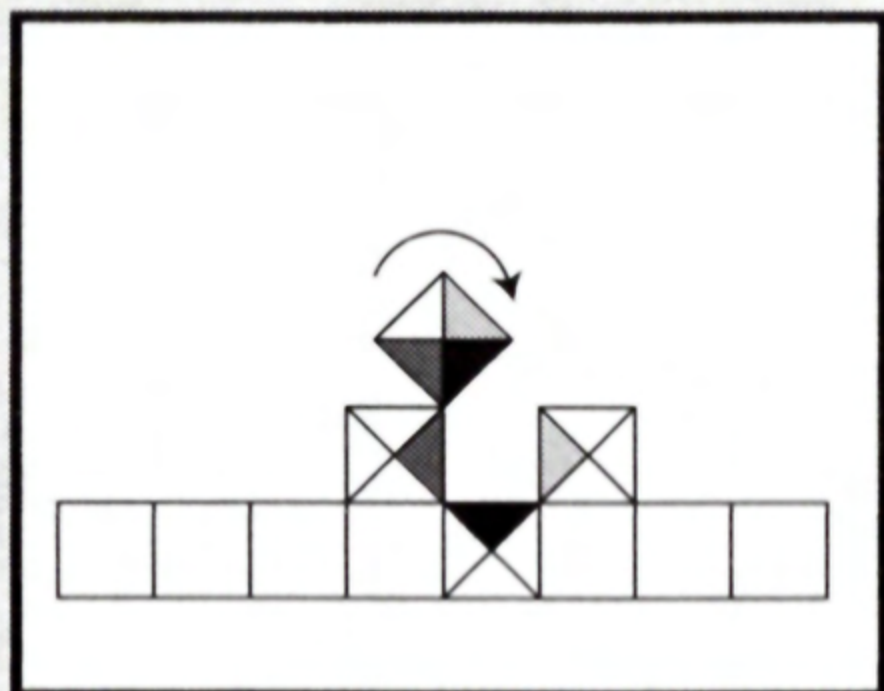
Time Bonus

You gain more time bonus points by completing a stage in shorter time.

Step Bonus

You gain more step bonus points by using fewer steps to roll the block in a stage. If you use more than 300 steps, there will be no additional step bonus points.

Game Tips



Match colors at multiple sides

Match colors at multiple sides simultaneously and you can increase more blocks and thus gain more points.

Take advantage of falling blocks

While the character is on the falling block, the angel's wings will not disappear. Take advantage of this, and you can create a larger chain.

Save Steps

Once you are familiar with the game, try as few steps as possible in order to gain the valuable step bonus points.

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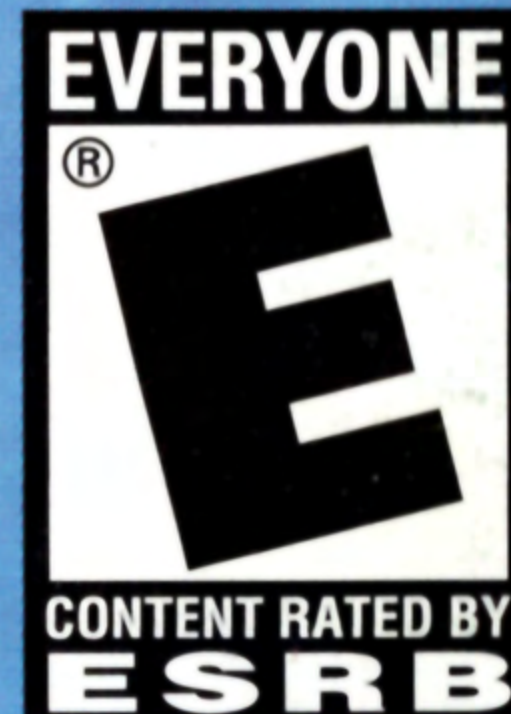
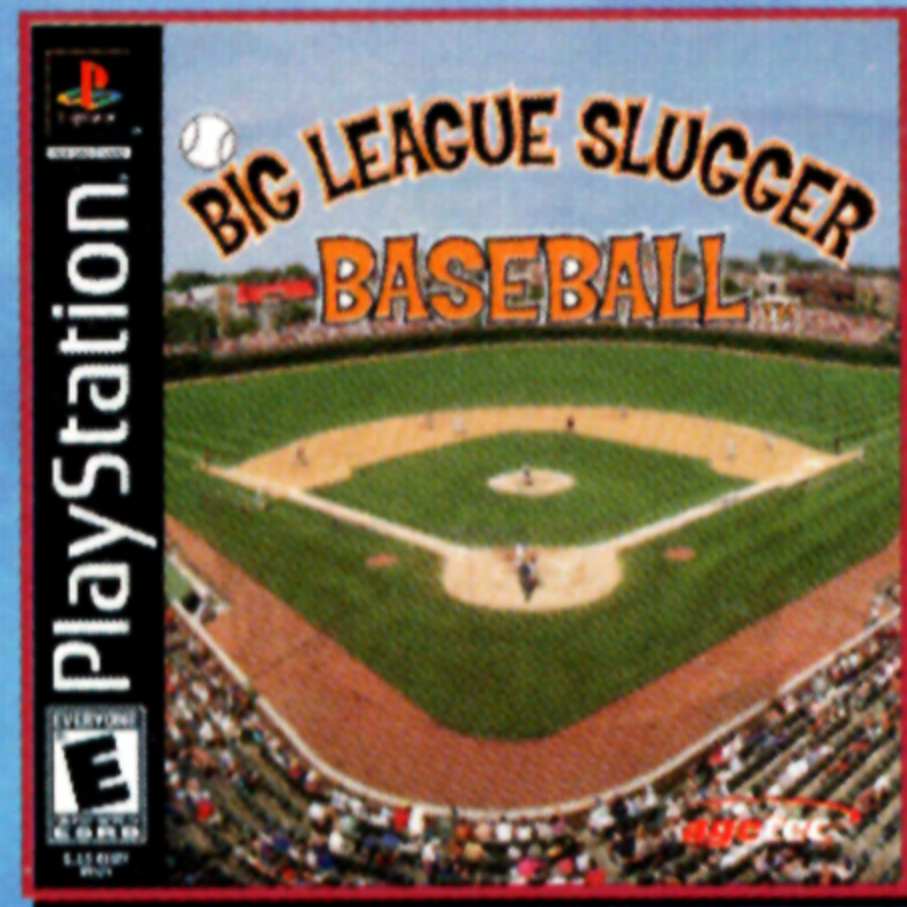
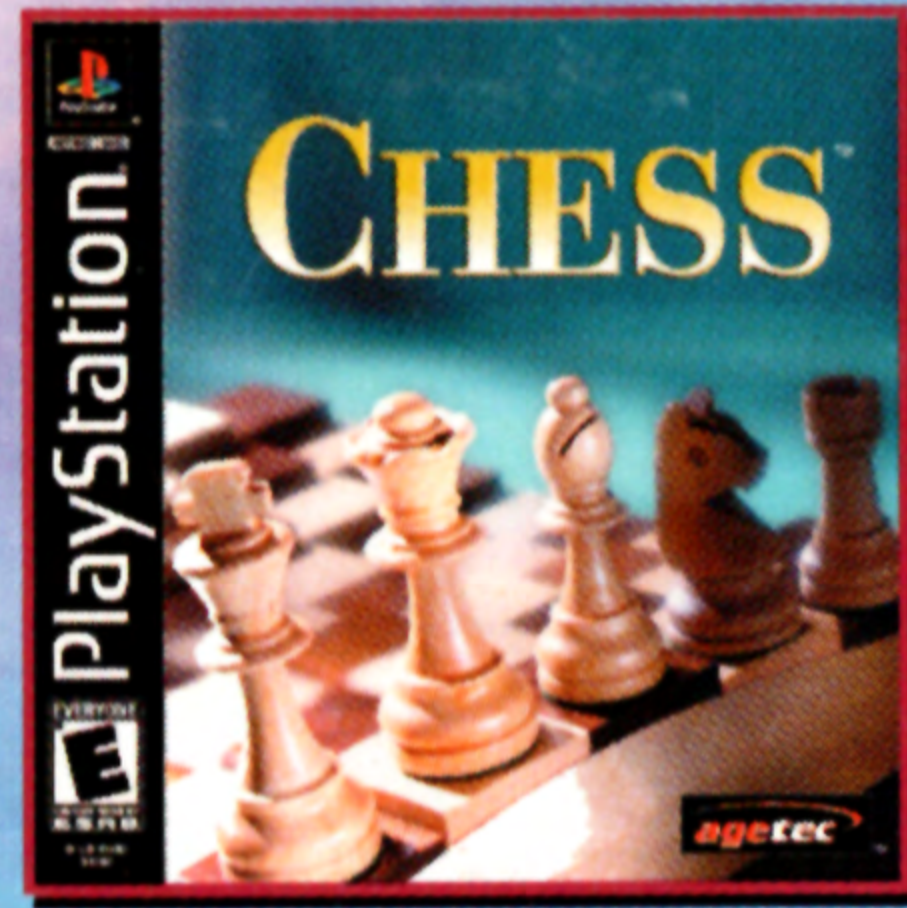
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