

JIGSAW MADNESS

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TITLE FROM
XS GAMES!



XS Games

EVERYONE



CONTENT RATED BY
ESRB



NTSC U/C

PlayStation

EVERYONE



SLUS-01495

SORCERER'S MAZE



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 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 heater 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.

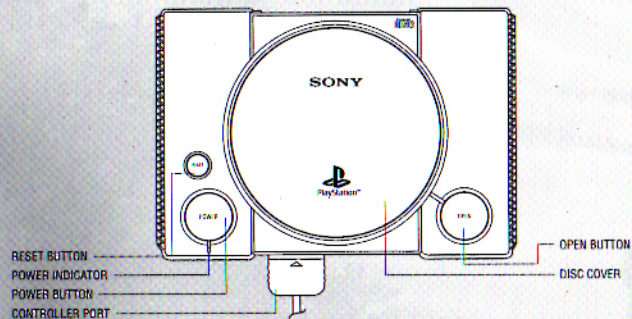
SORCERER'S MAZE

★ TABLE OF CONTENTS

Starting the Game	2
Basic Controls	3
Title and Menu Screen	4
Option Screen	5
Playing the Game	6
Warranty	13

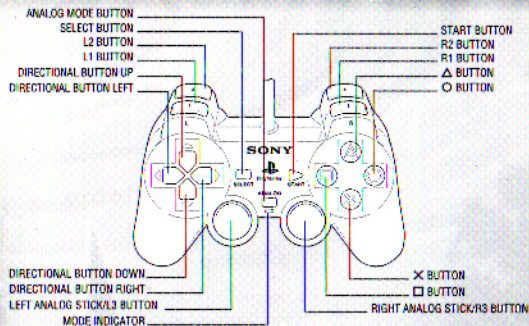
Cover Design: Moore Design Group

* STARTING THE GAME



- 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 disc. It is advised that you do not insert or remove peripherals once the power is turned on.
- Insert the SORCERER'S MAZE™ disc and close the Disc Cover.
- Insert game controllers and turn on the PlayStation® game console.

* DUALSHOCK® ANALOG CONTROLLER



NOTE: Compatible only in Digital mode.

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

* BASIC CONTROLS

These are the basic controls for the controller.

Directional Keys


- × button
- button
- button
- △ button
- R1 & R2 button
- L1 & L2 button
- START button
- SELECT button

Selecting button, Moving Characters

- Accept, Move characters quickly, Release ball, Use items
- Not Used
- Not Used
- Slow down characters
- Not Used
- Not Used
- Start game, Pause, Open Menu
- Not Used

* TITLE AND MENU SCREEN



Insert the Sorcerer's Maze CD into the PlayStation® game console and turn on the power. The title screen will appear. Press the directional button up or down to scroll through the menu and press the  button to select.

START

Starts the game from the Beginning.

2 PLAYER

2 Player battle mode.

HIGH SCORE



View the point rankings.

OPTION

Listen to game music or sound effects.

* OPTION SCREEN



S.E. – Here you can listen to the game's sound effects. Enter different numbers and press the  button to listen to the different sound effects. If you select Exit and press the  button, it will return to the options screen.

BGM – Just like the **S.E.** you can also listen to background music.

Level – Select the difficulty of the game.

Movement – Using the directional buttons you can adjust the speed of the character's movement. The higher the number, the faster the movement.

★ PLAYING THE GAME

There are 10 WORLDS that make up the SORCERER'S MAZE. Each is a maze with 10 stages. When you get to the 10th Stage of each, you will battle the BOSS. All the Bosses are different. They each have different weaknesses that you must discover to defeat them. In the 10th WORLD there is an 11th and final stage. Defeat the Boss and you will have travelled through the SORCERER'S MAZE!!!!

YOU ARE PRISM OR RHYTHM

Each character (Prism & Rhythm) has 3 lives. When you lose all 3 lives it's game over. You will see a "Continue?" screen. Press the ⊗ button before the timer reaches 0 to continue.

BOUNCE BALL BACK AND BREAK THE PANELS

The object of the game is to control the characters and bounce the ball back to break the panels. When all the panels on the screen are broken, you clear the stage and move on to the next stage.

Some panels can be broken with the standard Ball, others cannot: Panels can be broken with 1, 2 or 3 hits scoring from 100 up to 3000 points. The panels that need more than the normal Ball to break are worth 3000 points.

BREAK MORE THAN 1 PANEL TO GET BONUS COMBO POINTS

When you break more than 2 panels before the ball returns to Prism or Rhythm, you can earn high points with combos. You can also gain Magical Orbs that will help you in your attacks. So go for the combos!

PAUSE AND TAKE A BREAK

During the game, press the START button to pause the game. Select Cancel to return to the game.

★ PLAYING THE GAME

The picture you see below is the game play screen. When you are playing in battle mode, you will see a split screen.

Magic Orbs dropping

Magic Orb

Panel



High Score

Score

Message Area
(Combo descriptions)

Character

Lives left

POWER UP WITH THE MAGIC ORBS

In every stage there are hidden Magic Orbs. Catch the Orbs when they fall. It will help you get through the level. Each Orb has its own powers.

MAGIC ORBS THAT AFFECT PRISM AND RHYTHM

The reflector ball can become bigger or smaller. You can control the angle of ball travel. The ball can split all because of the Magic Orbs. Catch the ball or press the ⊗ button to release. Also, press the ⊗ button to release a straight beam of light that will break the panel!


Magic Orbs that affect the ball: Magic Orbs can make the ball move faster or slower or break through panels. Press the ⊗ button and panels will break around the ball. The ball can split into 100 pieces or it can become big and break panels normally unbreakable.

Magic Orbs can affect the stage that you are in: It could be a barrier that keeps the ball from falling, or makes the ball go through the wall to the other side! A star can fall and break the panels, OR The Magic Orb can give you an extra Life!

★ PLAYING THE GAME

POWER UP WITH THE CAST WINDOW

When the stage starts, you can buy Magic Orbs with your MP (Magic Points). MP is earned by how many combo's or high points you had in the previous stage. Buy magic orbs that will help you with your next stage.

On the bottom in the cast window, you can see how many MP you have. Place the cursor on the items you want to purchase, and press the  button to select. When you are done, move the cursor to the START button on the top to begin the next stage.

MP (Magic Points)

Magic Orbs List



Cast Window

On the 2 player mode, both players can use their MP to get their Orbs

KEY TO GETTING A HIGH SCORE

The key to getting a high score is clearing the level without any misses. You earn big bonus points.

Hint: Sometimes the obvious approach isn't the only solution. Be sure to try different ball angles to avoid traps.

PLAYER 2 CAN JOIN TOO!

When you use 2 controllers, 2 people can play together. When player 1 is playing, press the START button on player 2's controller to join. Player 1 controls Prism and Player 2 controls Rhythm. Try a little team work to move to the next level.

★ PLAYING THE GAME

2 PLAYER (BATTLE MODE)

2 players can battle it out. You can use magic to bother your opponent or show off your technique. If you want to quit the battle, press the START button, pause the game and select quit.

SELECT YOUR STAGE AND BATTLE

During battle, press the START button and choose Stage Select. Select the stage you want. If you select ALL you will battle in all the stages.

HOW TO GET A WIN

Whoever can break all the panels first wins.

CASTING A SPELL

When you break a panel, you will start to earn MP (Magic Points). When the magic gauge becomes full, the cast window will open for a short amount of time. Select the spell you want to use against your opponent.

KNOWING YOUR SPELLS

You can use higher level spells when your magic level increases. The blue panels help you, and the red panels gets in your opponents way.

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