

# FAMILY GUY



## VIDEO GAME!

It's too HOT for TV!

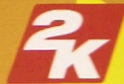


ULES-00567

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## PRECAUTIONS

This disc contains game software for the PSP® (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP® system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

## HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

## PIRACY

The PSP® system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

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## PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty.

Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

For further information visit <http://www.pegi.info>

### ULES-00567

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## SYSTEM SOFTWARE UPDATES

This PSP® (PlayStation®Portable) Game includes System Software update data for the PSP® system. An update will be required if an "update request" message is displayed on-screen at game start-up.

### Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP® system. Before performing the update, check the version number of the update data.

- During an update, do not remove the AC Adaptor.
- During an update, do not turn off the power or remove the PSP® Game.
- Do not cancel the update before completion as this may cause damage to the PSP® system.

### Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP® system, refer to the following website: [yourpsp.com](http://yourpsp.com)

## PARENTAL CONTROL

This PSP® Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP® system to restrict the playback of a PSP® Game with a Parental Control Level that is higher than the level set on the PSP® system. For more information, please refer to the PSP® system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

# Table of Contents

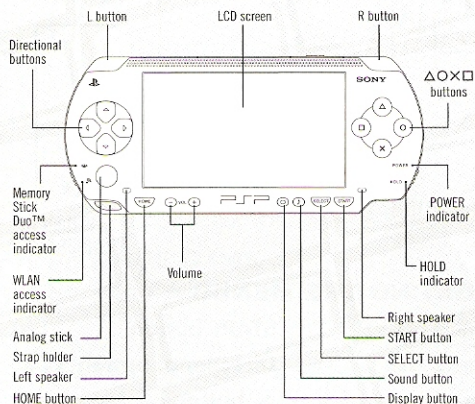
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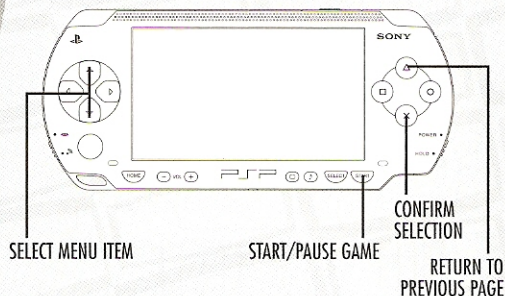
# Starting Up

PSP® (PlayStation®Portable) configuration



**Note:** this title autoloads the most recent FAMILY GUY™ game save on boot-up. Please ensure there is enough free space on your Memory Stick Duo™ before commencing play.

# Basic Controls



## NAVIGATING THE MENUS

Start/Pause game	<b>START button</b>
Select menu item	<b>Directional button ↑/↓</b>
Confirm selection	<b>X button</b>
Return to previous page	<b>△ button</b>

## SAVING YOUR GAME

**Auto Save:** After each level, the game will automatically save your progress.

**Manual Save:** The Auto Save feature can be disabled through the “Options” menu.

**Checkpoints:** Each level in the game has different stages. These stages are divided by Checkpoints. If your character dies during the level, you will automatically start from the previous Checkpoint.

# Main Menu



## CONTINUE GAME

If Auto Save is still active and you select “Continue Game” from the Main Menu, your game will automatically continue from your last previous save. If Auto Save is disabled, you will be taken to a load screen and prompted to load in the correct game.

## NEW GAME

If you wish to start the game over and play it through its entirety, then select “New Game” from the Main Menu. Please note that starting a new game may overwrite any games that have been previously saved.

## OPTIONS

Here you can configure your control settings to your preference and adjust the audio and video settings.

## SPECIAL FEATURES

As you proceed through the game, you will be able to unlock various special features that can be accessed through the Options menu.

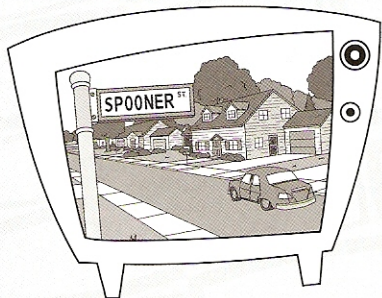
# Welcome to Quahog!

Little Stewie Griffin's plans for world domination have been foiled once again. This time, the culprit is none other than his half-brother Bertram. Follow Stewie as he descends into places no man should ever travel in an effort to thwart Bertram from taking over the world...before he gets to.

Meanwhile, Peter Griffin has been injured in a freak accident and the blunt force trauma to his head is causing him to believe that a beloved 1980's sitcom star has kidnapped his family and is holding Quahog hostage...believe me, it's less complicated than it sounds. Control Peter as he smashes his way through Quahog in order to find his family, eat excessive amounts of food, and restore order.

Finally, Brian Griffin has found himself in a whole lot of trouble. He stands accused of again violating Carter Pewterschmidt's prized racing dog, Seabreeze, and has been taken into police custody. In order to avoid hard time, you must control Brian through a series of stealth missions and clear his good name.

In other words, it's just another day in the sleepy Rhode Island town of Quahog.

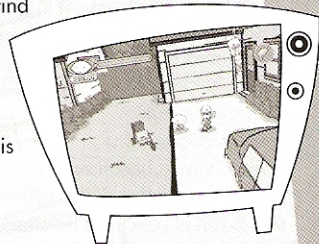


# The Game Screen

The game screen is different for each character. You can find each character's HUD (Head's Up Display) in the upper left corner of the screen.

## STEWIE'S GAME SCREEN

In Stewie's HUD, you will find his health bar. Every time Stewie takes damage a percentage will be taken away from his health bar. When Stewie's health bar is depleted, it's game over.

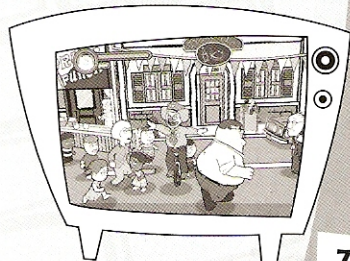


Below Stewie's health bar, there is a counter for the ray gun components that you will be collecting throughout the game. The more components you collect, the more upgrades you can obtain for your gun. For more information, turn to page 13 on Stewie's Arsenal.

## PETER'S GAME SCREEN

Peter's HUD also contains a health bar. Just as in Stewie's game screen, Peter's health bar will be affected every time he takes damage. When the health bar is empty, it's game over.

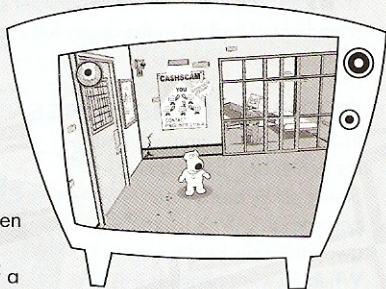
Below Peter's health bar, there is a Snack Meter. As Peter progresses through his levels, he will be collecting food dropped from his enemies. Each piece of food fills a small amount of Peter's Snack Meter. When the meter is full enough, Peter will be able to execute a number of snack-fueled attacks (See page 10 for more details).



## BRIAN'S GAME SCREEN

Brian's HUD is totally unique from Stewie and Peter's. Brian has no combat abilities so he opts to sneak around undetected.

You will notice in Brian's HUD that a picture of his face is contained in a green circle. When Brian walks into a shaded area of a level, his face becomes transparent in the circle. When this happens, it means that Brian is obscured by shadow and will remain unseen by enemies in the level as long as he remains in the shadows.

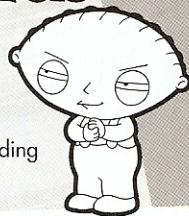


Next to Brian's visibility meter, you will find a meter shaped like a bone. This is Brian's Impulse Meter. While Brian may seem very civilized, he is still prone to the same urges as any dog. Be it barking at strangers or urinating in public, Brian will do it without thinking. But you can avoid these impulses by keeping Brian away from things that would cause him to react in a manner that could get him caught. Keep an eye on the Impulse Meter as you're exploring a level. If it starts to fill up, that's your cue to get away from that area as fast as possible. If the meter becomes full, Brian will do what comes naturally.

## Character Controls

### STEWIE

Stewie the megalomaniacal one-year-old bent on world domination is armed with an upgradeable ray gun and numerous movement abilities including gliding and grappling.



ANALOG STICK	Character Movement
DIRECTIONAL BUTTONS	Camera Control
X BUTTON	Jump
X BUTTON (in middle of jump)	Double Jump
X BUTTON (hold during Double Jump)	Balloon Float
□ BUTTON	Shoot Ray Gun
□ BUTTON (hold)	Alternate Ray Gun Attack
△ BUTTON	Action/Activate
○ BUTTON (when Grapple Hook icon appears)	Grapple Hook
L button	Lock-on Target
L button + Move analog stick + □ button	Strafe and shoot

### Stewie's Mind Control

Stewie is also capable of using his Mind Control Device in certain levels. To use the Mind Control Device on a character, you must stand within the device's range and hold down **the □ button** towards your target. Once under the device's spell, you can move the target at will using **the analog stick** as well as performing actions with **the △ button**. There can be certain elements in the level that can interfere with Stewie's Mind Control Device. Be sure to avoid such elements or you will lose control of your victim.

## PETER

Peter the big, lovable oaf who always says what's on his mind. He is armed with a number of melee combos and special moves.



ANALOG STICK	Character Movement
DIRECTIONAL BUTTONS	Camera Control
× BUTTON	Jump
□ BUTTON	Punch
□ BUTTON + ○ BUTTON + □ BUTTON (also works by pressing any 3-button sequence containing either □ button or ○ button)	Combo
□ BUTTON (when next to throwable object)	Pick-up Object
□ BUTTON (when carrying an object)	Throw
○ BUTTON	Kick
○ BUTTON (during Jump)	Jump Kick
△ BUTTON	Action/Activate
HOLD R BUTTON + □ BUTTON	Spin
HOLD R BUTTON + ○ BUTTON	Charge
HOLD R BUTTON + △ BUTTON	Food Frenzy

## Snack Attack!

Once you have collected enough food to fill your Snack Meter, Peter will be able to perform a series of snack-fueled attacks. You can execute these moves by holding **the R button** and pressing the corresponding button (see Control Table above).

The continued use of any of your three special Snack Attacks will drain your Snack Meter.

**SPIN:** Peter performs a spin move that causes extensive damage to any enemy standing nearby.

**CHARGE:** Peter's speed increases as he bowls over anyone in his way.

**FOOD FRENZY:** Peter becomes a human tornado of gluttonous wrath, taking out any enemy he comes in contact with.

## BRIAN

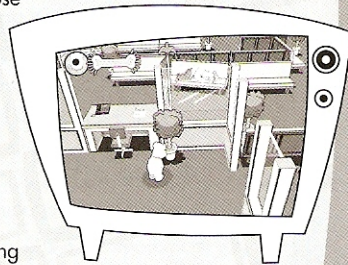
Brian the sarcastic dog with a wit as dry as the martini he drinks. Brian uses stealth and distraction to slip past opponents.

ANALOG STICK	Character Movement
DIRECTIONAL BUTTONS	Camera Control
□ BUTTON (hold)	Crawl
△ BUTTON	Action/Activate



## Brian Incognito

There are many disguises that Brian can slip in and out of on his journey. Some are Object Disguises (like a Lamp) and the others are Costume Disguises (like Cheerleader or a Vendor). Even the dimmest enemy will spot you if you do something suspicious (like move when you're supposed to be a lamp or get close enough that they see that you're a dog), and then the gig will be up. If your Impulse Meter fills while you're wearing a disguise, Brian will remove it. However, if you find a place to hide after losing your disguise, you can use



the shadows to obscure you while you change back into your costume.



## Collectibles



**Yellow Health:**  
Restores 25% of health



**Green Health:**  
Restores 50% of health



**Ray Gun Components:**  
Collect enough Components to upgrade Stewie's Ray Gun.



**Food:**  
Feed Peter's Snack Meter by scoffing down all the food you can.



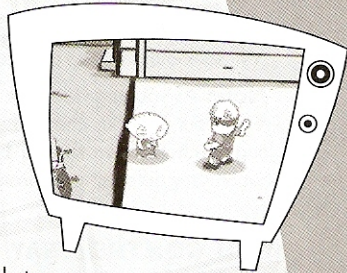
**EVIDENCE:**  
Help clear Brian's name by collecting evidence. Be it police folders, videotapes, or ticket stubs, they will all be important in the long run.



**DISGUISES:**  
Help Brian move around without being detected.

## Stewie's Arsenal

Stewie has two different weapons at his disposal during the game. These are his Ray Gun and his Mind Control Ray.



### RAY GUN

By obtaining Ray Gun Components during your adventure, you will be able to unlock different weapons in Stewie's Arsenal.

Number of Components Collected	Straight Shot	Additional Charged Shot
20	Ray Gun	Spread Shot
100	Plasma Ball	Spread Shot
200	Plasma Ball	Plasma Artillery
300	Hyper Plasma Ball	Plasma Artillery
400	Hyper Plasma Ball	Shock Wave
500	Rocket Launcher	Shock Wave
600	Rocket Launcher	Heat Seekers

**RAY GUN:** Stewie's standard weapon. Simple, yet effective.

**SPREAD SHOT:** Shoots three separate balls of energy. Not as powerful as the ray gun, but covers a lot more ground.

**PLASMA BALL:** A highly concentrated ball of energy capable of extensive damage.

**PLASMA ARTILLERY:** Lobs a plasma ball at your foes, which explodes on impact and takes out anything in its blast radius.

**HYPER PLASMA BALL:** An even more concentrated and highly unstable form of the Plasma Ball. Kills most enemies on impact.

**SHOCK WAVE:** A high-powered jolt of energy that takes out everything within a ten foot radius.



**ROCKET LAUNCHER:** Stewie's most powerful direct blast.

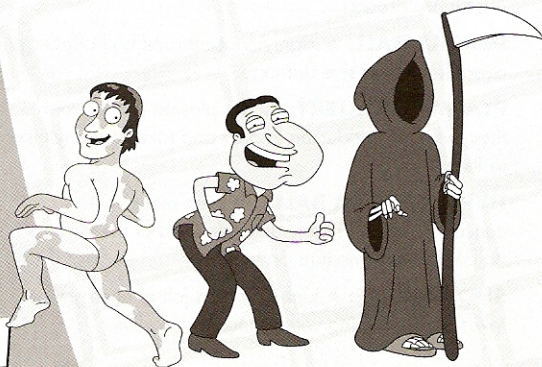
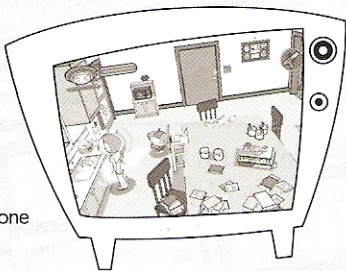
**HEAT SEEKERS:** A barrage of eight missiles that will seek out any and all enemies in the area.

**Note:** As you upgrade your weapons, you can recall your previous charged shots depending on how long you hold down **the □ button**. Each charged shot emits a different color from the Ray Gun, so pay attention as you charge.

## MIND CONTROL RAY

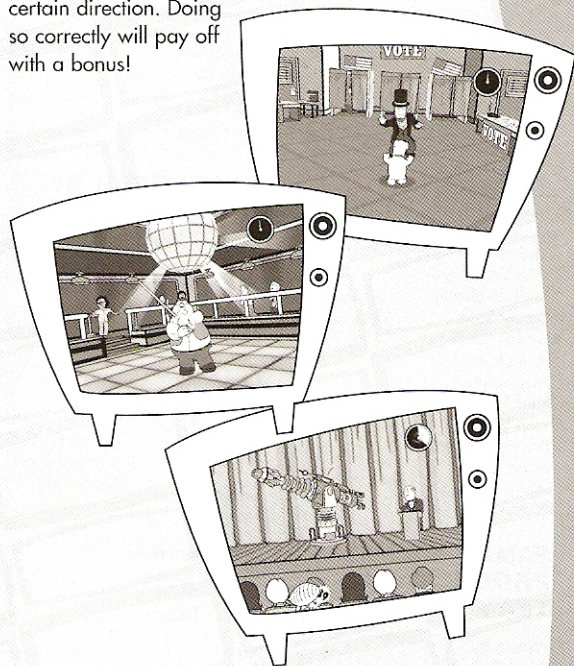
In certain situations, Stewie will not be able to solve problems with a barrage of gunfire. He will need to take control of one or more of the other characters in the area and have them do his bidding. Such times as these are represented by both a change in Stewie's gun and by him putting on his Mind Control Helmet. Stewie can then fire his Mind Control Ray and attempt to dominate another character. If successful, the player then controls that other character and can have them

perform certain actions (represented by a glowing star icon) that may further Stewie's goals. However, some of the residents of Quahog are pretty mindless, so not everyone can be used this way.



## Non-Sequiturs

At certain moments (as on the show) the characters will be reminded of a funny situation. These interactive gags will prompt you to press a desired button sequence or move a character in a certain direction. Doing so correctly will pay off with a bonus!



# CUSTOMER SUPPORT

## HINT LINE INFORMATION

NOTE : DO NOT CONTACT TAKE-TWO'S TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS.

They are neither permitted nor qualified to supply such information. Hints on some of our more difficult games are available by calling the Hint Line number printed below.

For game strategies and hints in the United Kingdom, call:  
**0906 751 4151**

Calls are charged at 75p per min at all times, ask bill payer's permission, caller must be aged 16 years or over. Hint Line is available between 8am and 10pm, 7 days a week (excluding Bank Holidays).

## TECHNICAL SUPPORT

If you are experiencing problems with the running of one of our titles, you may contact our Technical Support staff in one of several ways:

Before contacting Technical Support, please be prepared. In order to assist you as efficiently as possible, please describe the circumstances, including any error messages, of your problem as clearly as possible.

## TECHNICAL SUPPORT CONTACT DETAILS

### United Kingdom

Post	Take-Two Interactive Technical Support Unit A, Sovereign Park Brenda Road Hartlepool TS25 1NN
Telephone	(0870) 1242222 / calls charged at the national rate (7 days a week from 8am to 10pm (GMT) excluding bank holidays)
Fax	(01429) 233677
E-mail	take2@europesupport.com tech.support@take2europe.com
Website	www.take2games.co.uk

### Nederland / België

Nederland	0900-2040404 (EUR 0,70ct p/m)
België	0902-88078 (EUR 0,74ct p/m)

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If you are experiencing problems with the running of one of our titles, you may contact our Technical Support staff in one of several ways:

Before contacting Technical Support, please be prepared. In order to assist you as efficiently as possible, please describe the circumstances, including any error messages, of your problem as clearly as possible.

**Australia:** 1902 262 606 calls charged at \$2.48 +GST per minute (higher from public phones and mobiles)

**New Zealand:** 0900 54263 call cost \$1.99+GST per minute.

Check with whomever pays the bill before calling

# NOTES

## CUSTOMER SERVICE NUMBERS

<b>Australia</b>	1300 365 911*
*(Calls charged at local rate)	
<b>Belgique/België/Belgien</b>	011 516 406
Tarif appel local / Lokale kosten	
<b>Česká republika</b>	222 864 111
Po - Pa 9:00 - 17:00 Sony Czech. Tarifováno dle platných telefonních sazeb. Pro další informace a případnou další pomoc kontaktujte prosím <a href="http://www.playstation.sony.cz">www.playstation.sony.cz</a> nebo volejte telefonní číslo +420 222 864 111	
<b>Danmark</b>	70 12 7013
<a href="mailto:support@dk.playstation.com">support@dk.playstation.com</a> Man-fredag 18-21; Lor-sondag 18-21	
<b>Deutschland</b>	01805 766 977*
*(0,12 Euro/minute) Montag bis Freitag, 10.00 bis 20.0	
<b>Ελλάδα</b>	801 11 92000*
*Εθνική Χρέωση	
<b>España</b>	902 102 102
Tarifa nacional	
<b>France</b>	0820 31 32 33
Prix d'un appel local - ouvert du lundi au samedi	
<b>Ireland</b>	0818 365065
All calls charged at National Rate	
<b>Italia</b>	199 116 266
Lun/Ven 8:00 - 18:30 e Sab 8:00 - 13:00: 11,88 centesimi di euro + IVA al minuto Festivi: 4,75 centesimi di euro + IVA al minuto. Telefoni cellulari secondo il piano tariffario prescelto	
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Local Rate.	
<b>Nederland</b>	0495 574 817
Interlokale kosten. Gesprekken kunnen voor trainingsdoeleinden worden opgenomen	
<b>New Zealand</b>	09 415 2447
National Rate	
<b>Norge</b>	81 55 09 70
0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt <a href="mailto:support@no.playstation.com">support@no.playstation.com</a> Man-fredag 15-21; Lor-sondag 12-15	
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<b>UK</b>	08705 99 88 77
National rate. Calls may be recorded for training purposes	

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