

# CHOP

## THE DUMMY



EVERYONE 10+  
TM  
**E**  
10+  
CONTENT RATED BY  
**ESRB**

## **WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES**

### **READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.**

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### **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
  - Avoid large screen televisions. Use the smallest television screen available.
  - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
  - Avoid playing when you are tired or need sleep.
- 

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation®2 system 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.

### **HANDLING YOUR PLAYSTATION®2 FORMAT DISC:**

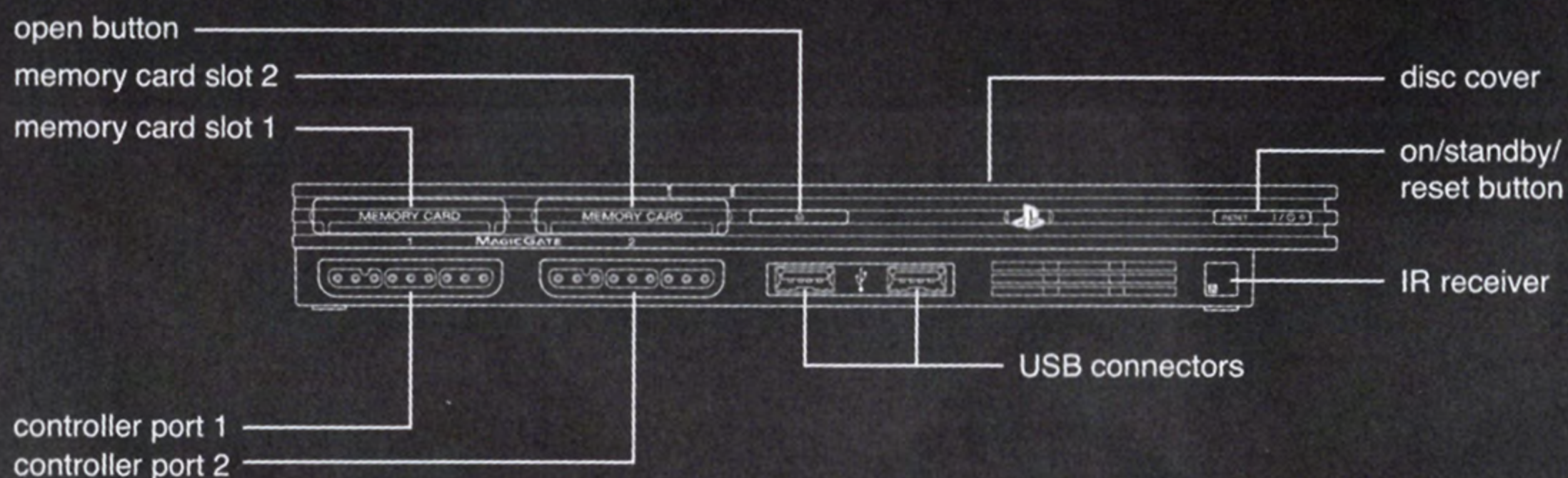
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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

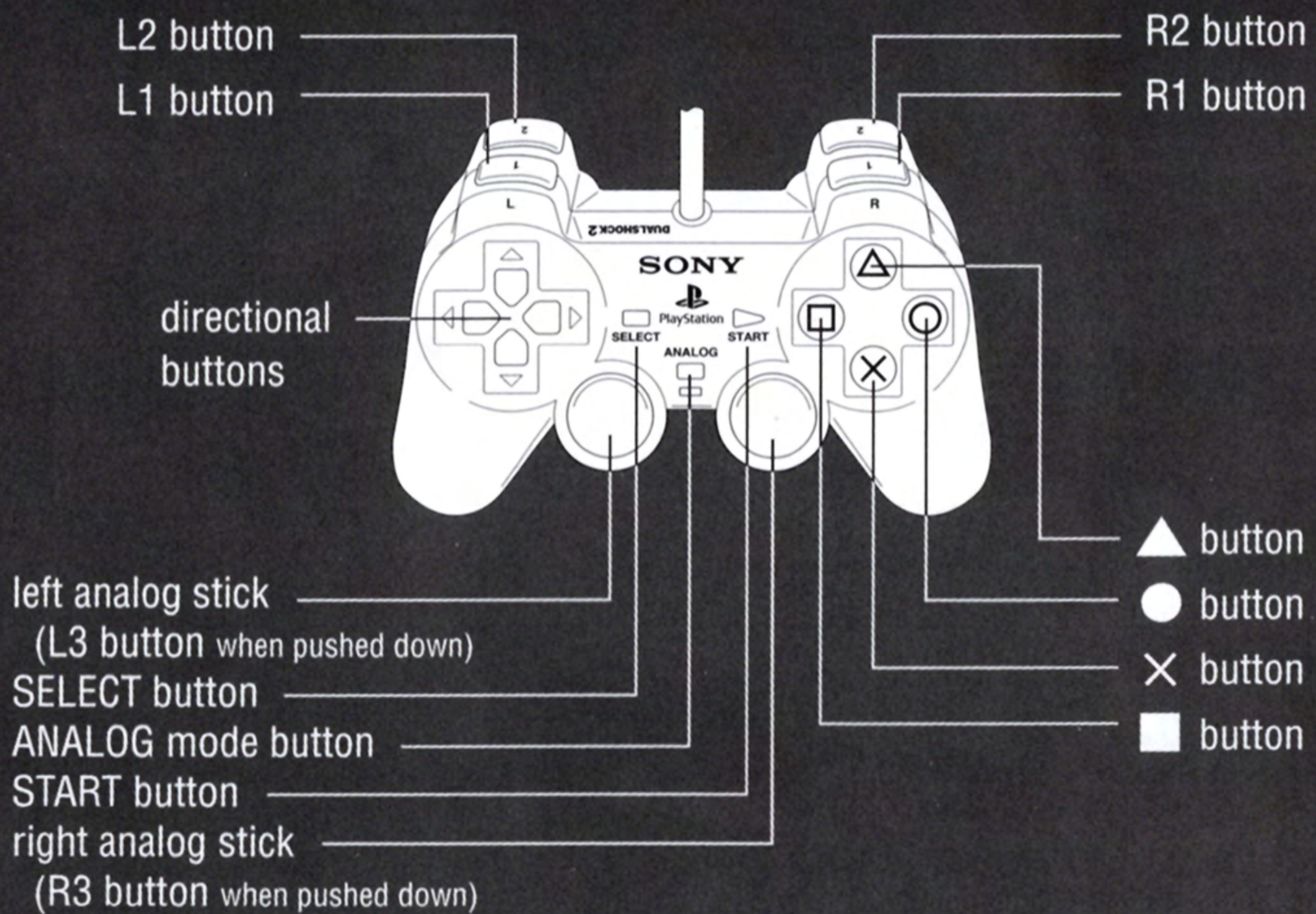


Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the CID The Dummy disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

## Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

# DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



## INTRODUCTION

In a world obsessed with safety, the once lowly Crash Impact Dummy (CID) has risen to a position of great importance amongst us. His day job; crashing, smashing, checking, re-checking and re-re-checking everything from lemonade to escalators in order to make the world a better place.

Now, the inventor of the Crash Impact Dummy, Prof. B.M. Werken, has lost his daughter, M.I.A., and has chosen CID The Dummy to rescue ... err ... find her. Help CID blast, smash, and crash his way to find Prof. B.M. Werken's daughter and prove himself the greatest dummy of all!

## STARTING UP

### System Setup

Turn on the PlayStation®2 console - A memory card (8MB) (for PlayStation®2) is required to save the game.

### New Game:

To start a new game: Select NEW GAME from the main menu.

### Load Game:

To load a game: Select LOAD GAME from the main menu.

### Options:

#### Music Volume:

Use the ◀ and ▶ directional keys to increase/decrease music volume.

#### Sound Volume:

Use the ◀ and ▶ directional keys to increase/decrease sound volume.

#### Vibration Function:

This can be toggled on or off using the directional keys.

#### Restore Defaults:

To restore game defaults, select Yes or No using the ◀ and ▶ directional keys.

#### Extras:

Gallery: A collection of artwork from the game that cannot be unlocked. Navigate through the various images, using the **L1** and **R1** buttons. Press **○** to return to the main menu.

# GAMEPLAY

## Controls

|                                                                                            |                                                            |
|--------------------------------------------------------------------------------------------|------------------------------------------------------------|
|           | Equip/Un-equip Bazooka                                     |
|           | Action/Interaction                                         |
|           | Jump/Back-flip of walls                                    |
|           | Punch/Shoot                                                |
| <b>Directional buttons</b>                                                                 | Move camera to look around the level<br>(while not moving) |
| <b>Left Analog Stick</b>                                                                   | Move CID                                                   |
| <b>R1</b>                                                                                  | Stealth Mode                                               |
| <b>L1 (Hold)</b>                                                                           | Activate PANIC MODE                                        |
| <br>START | Pause/Options                                              |

## Driving

**Directional buttons/Left Analog Stick** Steer

## Flying/shooting

|                                                                                     |                    |
|-------------------------------------------------------------------------------------|--------------------|
|  | Use Hammer         |
| <b>Directional buttons/Left Analog Stick</b>                                        | Move CRUSHER ROBOT |

**Note:** This title only supports the use of the analog controller (DUALSHOCK®2)

## Panic Mode

If CID finds himself in danger, with no obvious way out, providing he has collected at least 10 ORBS, he can activate PANIC MODE, unleashing a shockwave that will destroy everything within range.

**Note:** Power-ups/bonuses such as crates, urns, etc. within range will also be destroyed.

## Stealth Mode

CID can sneak past enemies and cameras, plus he can also tiptoe, creep or slide along walls and narrow ledges to avoid capture.

## The Bazooka

CID has a Bazooka to help him defeat enemies from a distance, as well as being able to create paths through obstacles such as ice/brick walls, etc. The Bazooka uses three types of ammo. See the Weapons section for more information.

**Note:** CID cannot GRAB ledges while the Bazooka is equipped.

## Auto Aim

When using Rubber Bullets or Freezing, CID will use his auto aim system.

# HELP SYSTEM AND TUTORIALS

There are two tutorial levels that teach the basics of control.

## Help dialogues

Pressing the action key during the Help Dialogues will skip forward one phrase at a time. Pressing  or START will skip it altogether.

## GAME SCREEN



**A Life Counter**

Shows the number of remaining lives.

**B ORB Counter**

Displays the number of ORBS collected (and available for Panic Mode).

**C Stamina Bar**

Shows the stamina of the character. Certain actions, like Super Run, cannot be performed if the stamina level is too low.

**D Energy Bar**

Shows the amount of energy CID has remaining. When his energy runs out, he will lose a life.

**E Ammo Counter / Ammo Type**

Shows the number of remaining bullets as well as which type of ammo is currently active.

# CHARACTERS

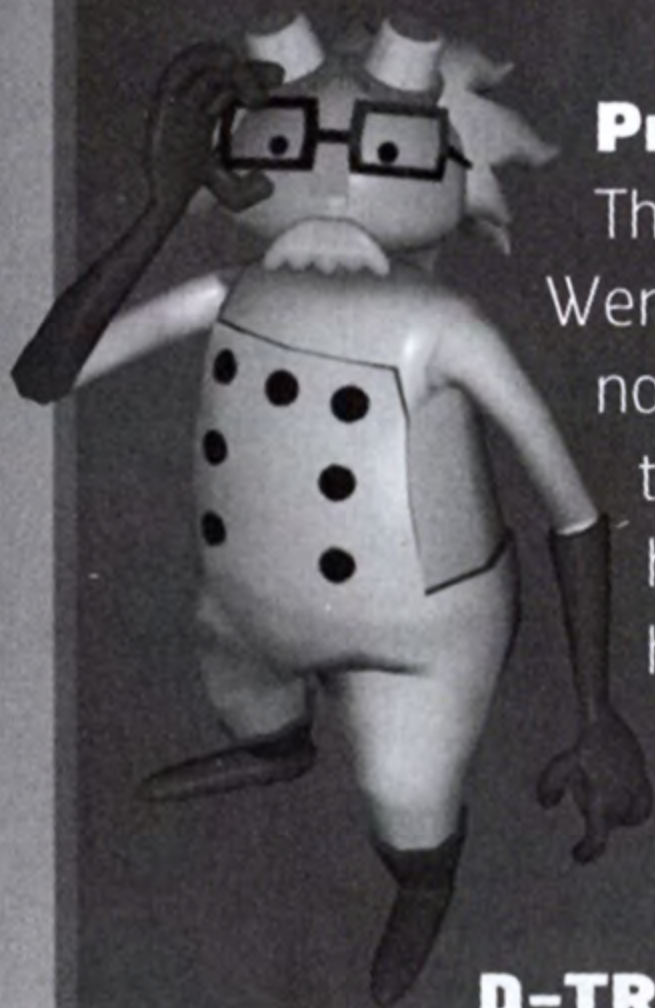
## CID

CID (Crash Impact Dummy) was plucked from obscurity to become a very special dummy indeed. Chosen by Professor B.M. Werken to rescue his beloved daughter, CID has been equipped with a wealth of complex technology and artificial intelligence. This has made him agile, strong, and super smart, as well as allowing him to simulate different types of human behavior. His Emotional Software System (ESS) is the culmination of Prof. B.M. Werken's many years of study!



## Professor B.M. Werken

The creator and 'owner' of CID, Prof. B.M. Werken is a very clever, but occasionally a stubborn and naïve inventor of dummies for all occasions; from crash tests, to fire safety, to household appliances. Part of his success lies in the ESS suit he developed alongside his old colleague, D-TROIT. It is this ESS suit that he has given to CID to aid him in his quest to rescue his beloved daughter, MIA.



## D-TROIT

D-TROIT was once a friend and colleague of Prof. B.M. Werken but after 'THE EXPERIMENT' went wrong and he was injured, D-TROIT became the Prof's arch-enemy, blaming him for what went wrong. Now part man, part robot, he will stop at nothing to gain his revenge.



## MIA

At the center of this story is MIA - kidnap victim and beloved daughter of Prof. B.M. Werken. Now imprisoned in a guarded room at D-TROIT'S headquarters, and at the mercy of his army of evil dummies, MIA can only hope that rescue will come soon...

## ENEMIES

**Copter Cam** → Small but frustrating enemies that are fast but not very strong. Close range attacks are advised.



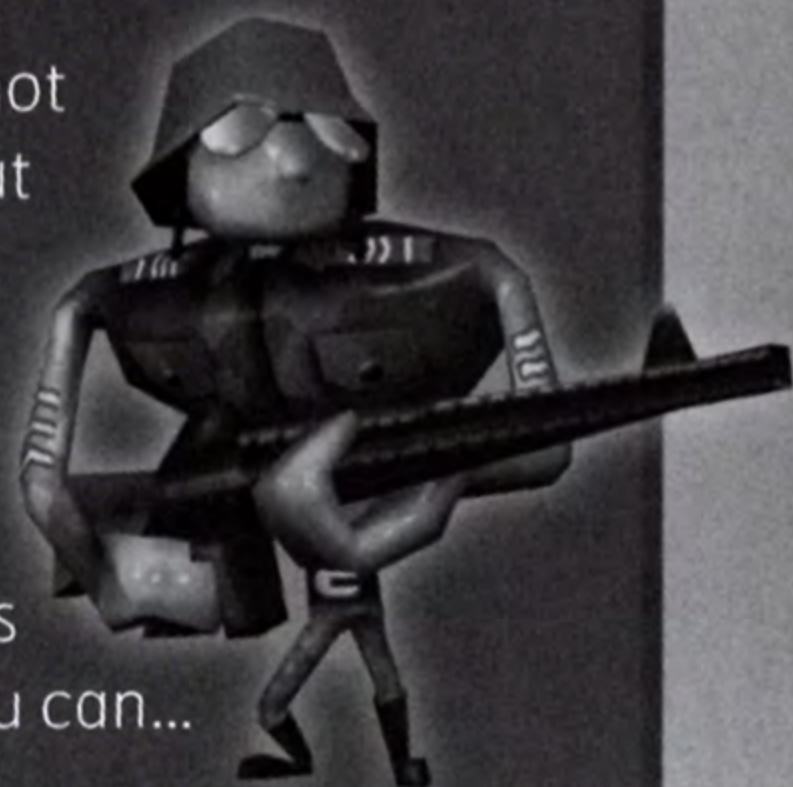
**Guard Dog** Guard Dogs are not very fast but are persistent and always hungry! A smack on the snout should do the trick!

**Security Guard** It is safest to attack Security Guards with the bazooka as they are strong and quick, like a professional boxer!



← **Radioactive Abominion** These poisonous creations can do a lot of damage at close range, so fire from a distance and keep out of EYE's reach.

**Workman Dumper** Strong, fast, but not very smart. Workmen should be taken out by Rubber Bullets.



**Soldier Dummy** → Perfect middle of the road fighters - hit from long range if possible!

**Fish Dummy** NO FISHING! These vicious creatures should be avoided like Piranhas. Outswim them if you can...

**Cursed Dummy** Very cunning foe, these like to play hide and seek and sneak up on you with their lethal knife.



← **Failed Experiment** Failed experiments are radioactive, and will try and touch you to inflict their nastiness.

**Mad Scientist** Shoot the Scientist before he can catch you, for he will do his own experiments on your empty head.

**Zombie Dummy** → Relentless and fearless, these attack in numbers. Spray with Fire or Ice to avoid becoming one!



**Skeleton Dummy** Slow, but with nothing left to be afraid of, Skeleton Dummies should be burned to... well...dust!

← **Alien** Aliens want to abduct you from your mission. They are quick, so be quicker!





**Medieval Dummy** These will try to separate you from your head. Long-range shots and quick punches are a good plan of attack.

**Lava Troll** ← Lava Trolls hate nothing more than being cooled off with a well-aimed ice blast. Keep out of reach though, as they will singe your suit.

**Ice Troll** Living on ice doesn't stop Ice Trolls getting hot under the collar. Some real heat will see their anger melt away with them!

**Radioactive Soldier** Well trained and willing to serve D-TROIT to the end, make sure you shoot them before they shoot you!



**Crocodile Dummy** → They may look cute, but their tail can inflict a severe blow. Fire from long range with Freezing ice.

**Dragon Flower** DO NOT SMELL! The best plan here is to AVOID at all costs.

## WEAPONS

The Bazooka can be loaded with different types of ammo to create three different weapon types:

|                       |                                            |
|-----------------------|--------------------------------------------|
| <b>Ice Freeze</b>     | Distance – Average Destructive Strength    |
| <b>Flame</b>          | Short Distance – High Destructive Strength |
| <b>Rubber Bullets</b> | Long Distance – Low Destructive Strength   |

**Note:** CID can only carry one type of ammo at time

## PICK-UPS

There are different types of pick-ups placed throughout the game:

|                            |                                                                     |
|----------------------------|---------------------------------------------------------------------|
| <b>ORBS</b>                | When CID collects enough ORBS, he can perform his Panic Mode attack |
| <b>Small Battery</b>       | Partially recharges CID's health                                    |
| <b>Large Battery</b>       | Fully recharges CID's health                                        |
| <b>CID Icon</b>            | Gives CID an extra life                                             |
| <b>Flame</b>               | Turns the Bazooka into a Flamethrower                               |
| <b>Ice</b>                 | Equips the Bazooka with Ice Freeze                                  |
| <b>Black/Yellow Sphere</b> | Enables the Bazooka to shoot Rubber Bullets                         |

# **CREDITS**

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**NOTES**

**NOTES**

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