

PAC-MAN WORLD 3



EVERYONE
®
E
CONTENT RATED BY
ESRB

namco®



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

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 2 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 2 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 UNAUTHORIZED PRODUCT:

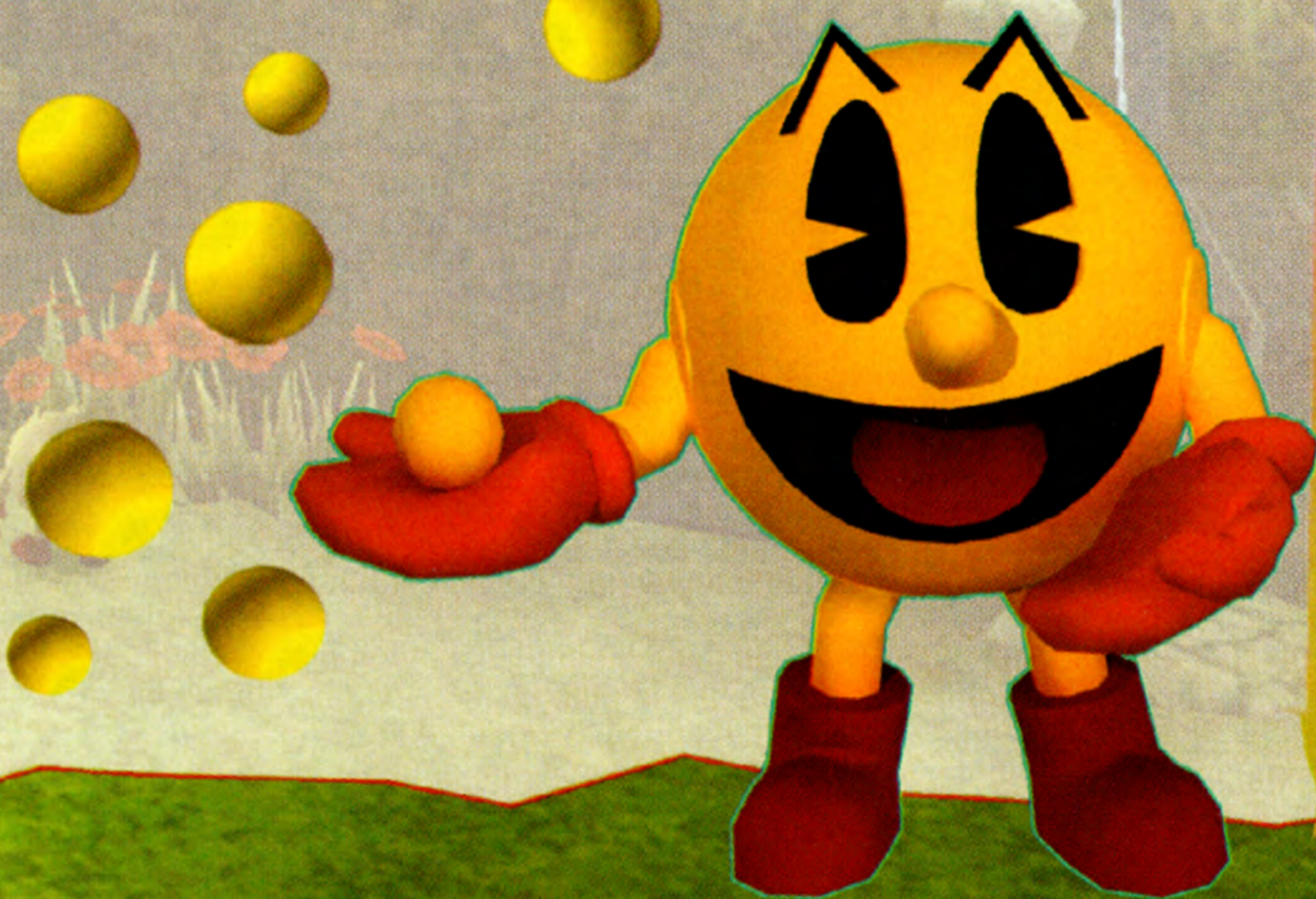
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

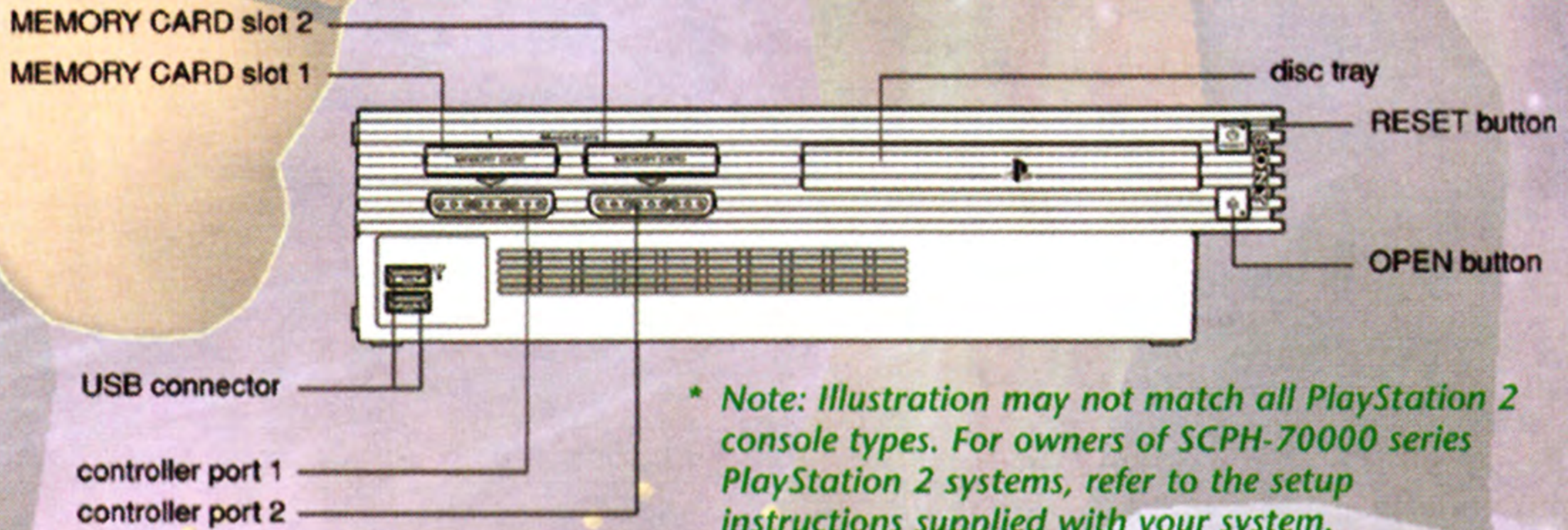
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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

PAC-MAN WORLD 3

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GETTING STARTED*



* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the PAC-MAN WORLD™ 3 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

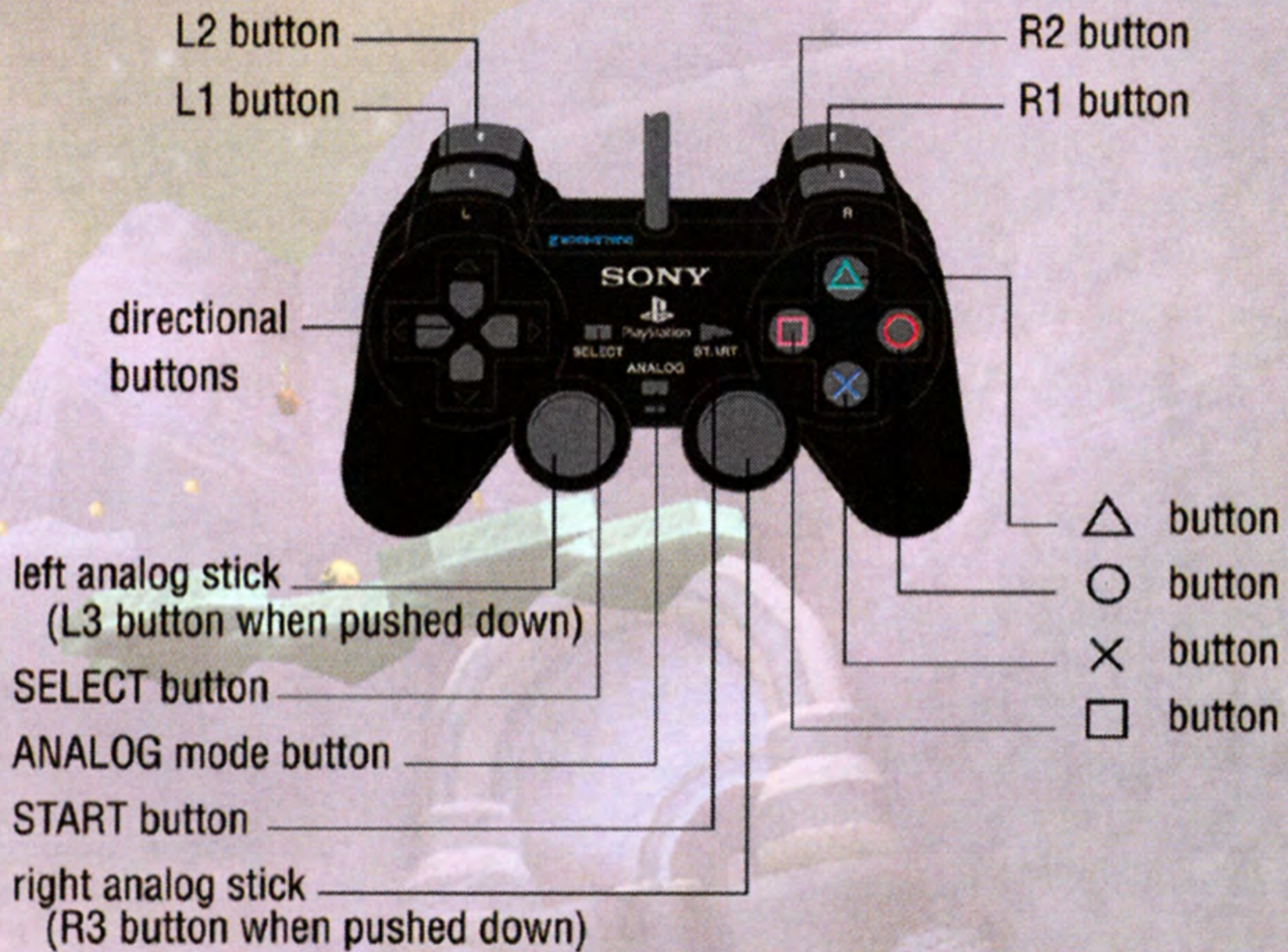
MEMORY CARD (8MB)(for PlayStation®2)

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 from any memory card containing previously saved games.

- ☛ You must be using a memory card with at least 227 KB of free space in order to save game data. To free up space, delete older data before starting play.
- ☛ You can create up to 3 saves on a blank memory card.
- ☛ To protect your game data, do not remove the memory card or turn off the power while saving or loading game data.

GAME CONTROLS

DUALSHOCK®2 analog controller configurations



CONNECTING THE CONTROLLER

Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1.

☛ You can turn the controller's vibration function on/off in the Options Menu (page 17).

MENU NAVIGATION

Select menu item

directional buttons ↑ / ↓

Change option setting

directional buttons ← / →

Accept menu selection

× button

Cancel/Previous menu

△ button

AS PAC-MAN®

Tap = Center camera behind Pac-Man

Hold down = 1st person view



* Press the **○** button repeatedly after jumping against a wall to perform a Wall Jump.

** Jump, then press the **×** button again in midair for a Butt-Bounce.

*** Hold the **■** button down to charge a Rev Roll. Release to get rollin'!

AS PINKY & CLYDE



Return control
to Pac-Man

Clyde's Sonic Boo

Jump

Move Pinky/Clyde

Special Power

Move camera

AS TOC-MAN®

Left Arm Attack

Right Arm Attack



Clyde's Sonic Cannon

Super Spin Attack*

Move Toc-Man

* Hold down the  button, then release to unleash a Super Spin Attack!

NEFARIOUS SCHEME 57

Teleported away from his family before he can even sample his 25th Birthday cake, Pac-Man is confronted with a harsh reality; the worlds are about to end.

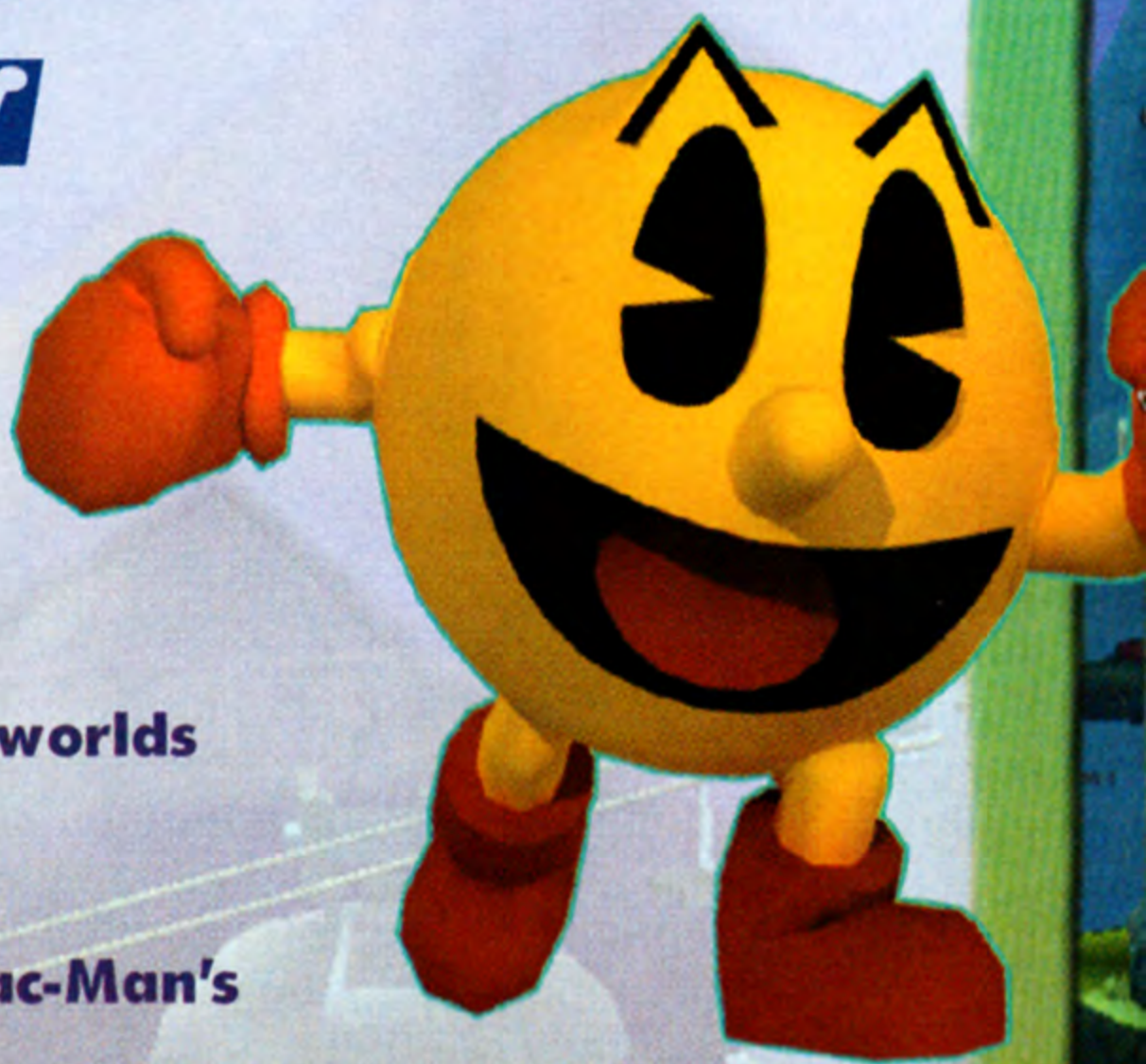
"No, that is not a typo," interjects Pac-Man's old nemesis turned ally, Orson.

A short but evil genius by the name of Erwin (who happens to smell of clams) has found a way to suck raw energy out of the Spectral Realm, thereby collapsing it in on Pac-Land and unleashing a catastrophic environmental disaster.

By placing Spectral Syphons around Pac-Land, Erwin can punch holes into the Spectral Realm and suck the raw energy out, forming a nearly limitless energy supply for his hordes of robotic minions. If he succeeds, Erwin will become the ruler of the only energy source in a world of chaos.

Catching wind of this evil plot early on, Orson takes steps to outwit Erwin. He's enlisted the hardest working hero this side of the 8-Bit Rift – Pac-Man – and has secretly built a massively improved version of Toc-Man.

Together with an unlikely collaboration with Ghosts Pinky and Clyde, they just might stand a chance!



CHARACTERS

PAC-MAN

Turns 25 this year. Loves cake. Can't help eating a Ghost here and there.



MS. PAC-MAN

Her favorite shape is big, round and yellow!



ORSON

Since his run-in with Pac-Man five years ago, Orson has become a reformed Ghost. He has changed his evil ways and is now fighting to preserve Pac-Land as well as the endangered Spectral Realm. His previous Toc-Man design (which was obviously flawed, see PAC-MAN WORLD™ 1) has been revamped and is now at Pac-Man's disposal to help save Pac-Land.



CLYDE & PINKY

When Inky and Blinky get kidnapped as part of Erwin's evil scheme, Clyde and Pinky are forced into an uneasy alliance with Pac-Man.



NEW TO PAC-MAN WORLD™ 3

The ever-growing Pac-Man is always looking to improve himself. In his quest to be the best, he has purchased self-help books such as "How to Work Better with Ghostly Co-Workers," "Un-Covering your INNER Power-Ups," "Operating Industrial Strength Mechs," and "Punching, Swinging and Climbing Your Way to the Top." As a result, you will see a new and improved Pac-Man today and the arsenal of new moves and powers he now has at his disposal!

MAIN MENU

NEW GAME

Fight the good fight. We know it's your birthday, Pac-Man, but the world needs you.

CONTINUE

After loading a game, bounce back into the fray and fight from your last save point.

LEVEL SELECTION

Replay previously played levels.

OPTIONS

Adjust your audio and picture as well as control options.

☛ **LOAD GAME** – Load previously saved games from the memory card.

EXTRAS

Pac-Man is not a one-dimensional character. Find out what makes him 25 years' worth of class and substance.

☛ **HIGH SCORES** – Review your high scores from Game High Scores, Level High Scores and Pac-Maze High Scores.

☛ **MUSEUM** – See what makes Pac-Man tick.

Original Pac-Man – Play the game that started it all!

Collectors Cards – View the Collectors Cards you collect during your adventures.

Video Booth – View exclusive videos.

☛ **MAZE SELECT** – Play one of the special Pac-Mazes you've unlocked.





HUD ELEMENTS

Active Power-Ups

Collected Fruit

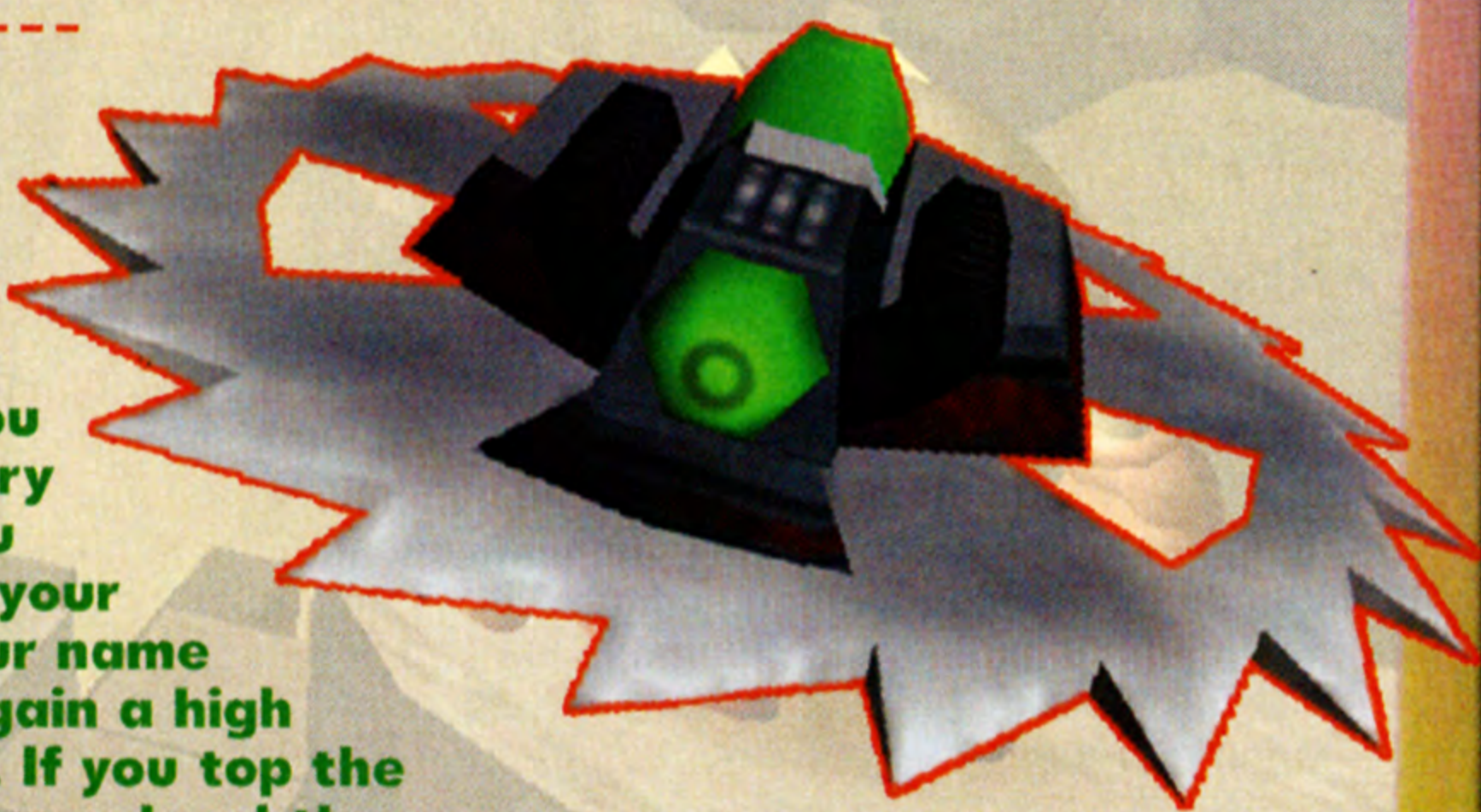


Collectibles

Health & Lives

SCORE

Every Pac-Dot you chomp, every enemy you defeat and every special item you collect adds to your score. Enter your name each time you gain a high score in a level. If you top the scoreboard in every level then something really special could happen!

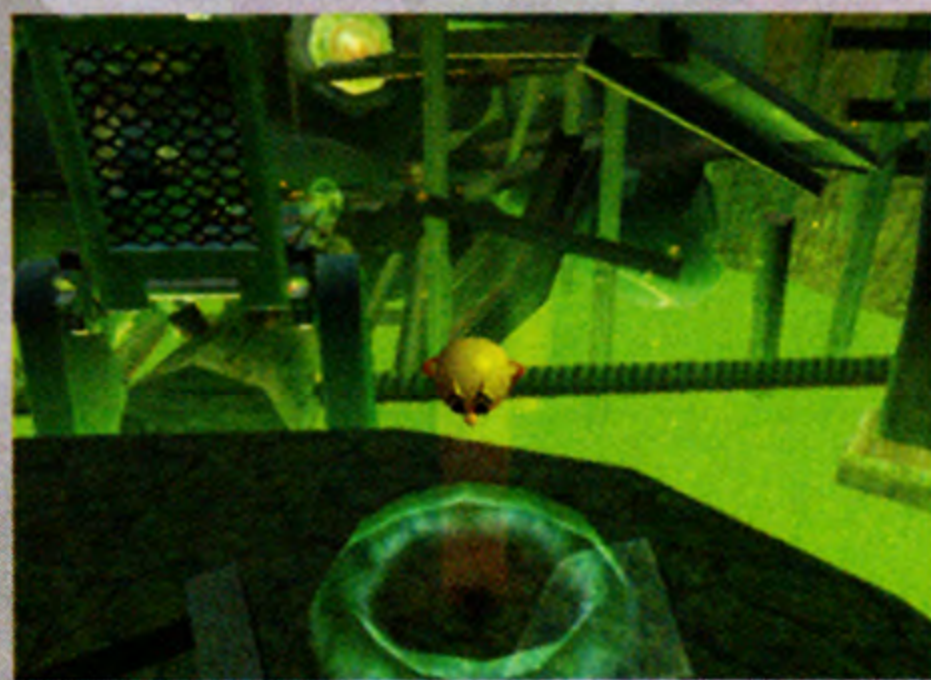
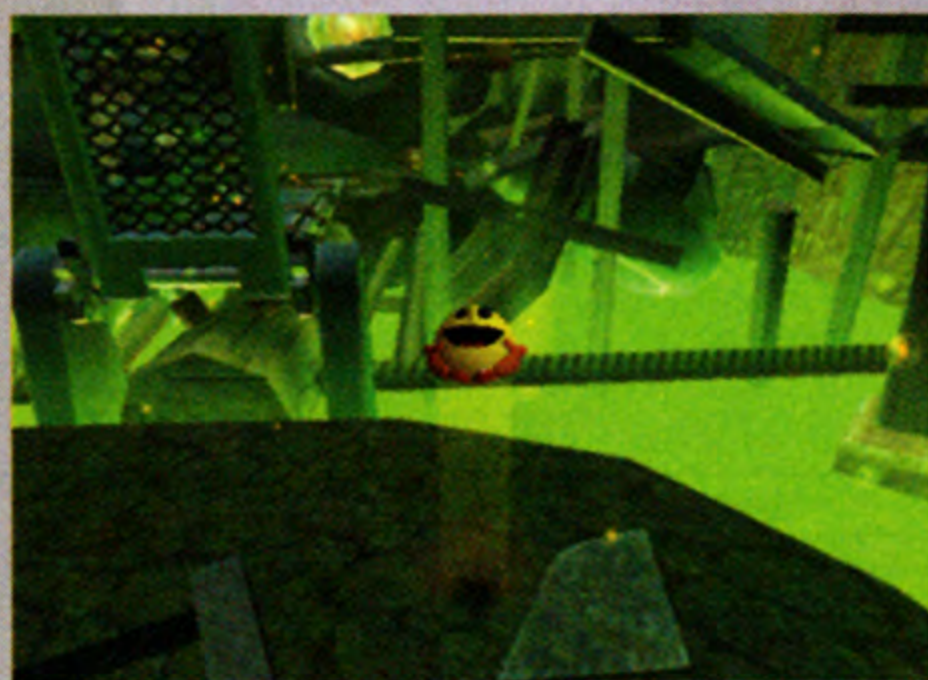


PAC-TION!

BUTT-BOUNCE

Perform a Butt-Bounce by pressing the **X** button twice (jumping and then jumping again in midair). Butt-Bounces can be performed in threes, and the third bounce sends out a small shock wave.

- Buttons appear throughout Pac-Land and can only be activated with a Butt-Bounce.

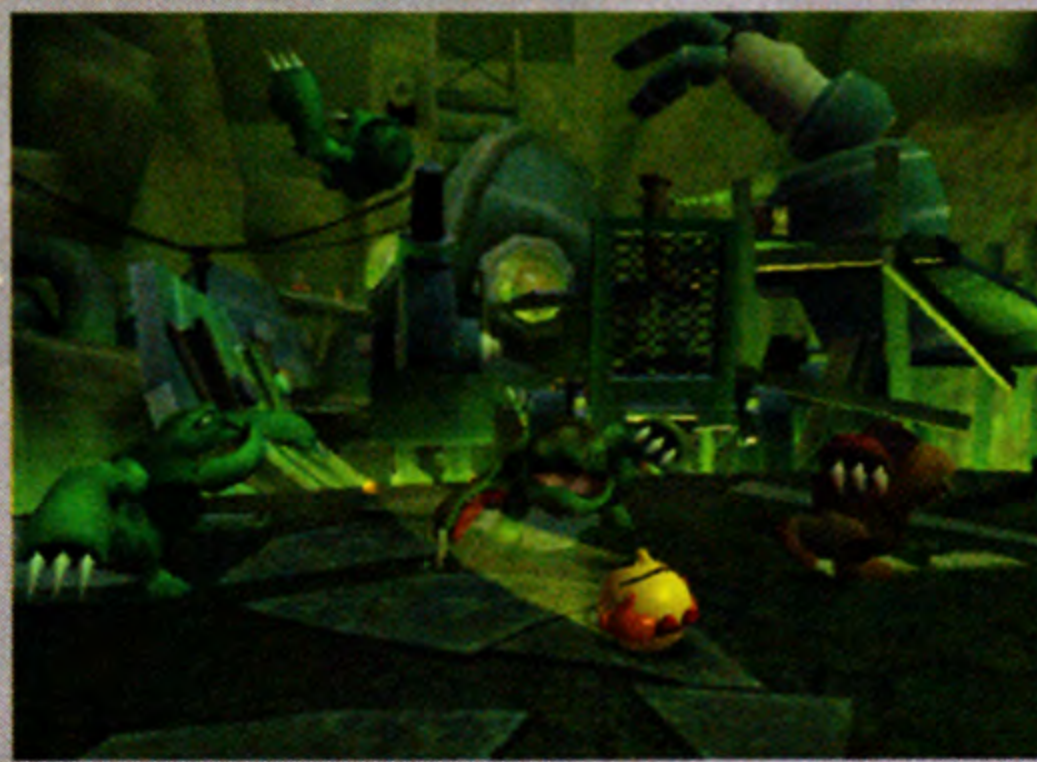


REV ROLL

Rev Rolls vary in duration and distance depending on how long you hold down the **□** button.

The longer you hold the button down, the farther the roll. Pac-Man can also perform longer jumps while rolling. Press the **○** button to interrupt the roll.

- Pac-Man can activate certain objects by performing a Rev Roll on a Rev Roll Spinner Plate.





PUNCH

Press the **Ⓞ** button to perform Pac-Man's new Punch. Hit the button three times to perform a three-hit combo.

WALL JUMP

If Pac-Man finds himself between two close walls or rock formations, he can usually jump between them to get to new heights. Jump toward a wall and press the **Ⓞ** button to make Pac-Man bounce off to the other side. Repeat the Wall Jump until you reach the top.



POLE SWING

Around the world are poles positioned both vertically and horizontally. Pac-Man can only slide down the vertical poles, but if he jumps onto a horizontal pole, he can perform various acrobatics.

Jumping right at the pole allows him to swing. Press the **X** button to jump up; press the **X** button + move the left analog stick to jump away; or press the **C** button to drop down.



B-DOINGS

Butt-Bounce on a B-Doing to fly through the air.




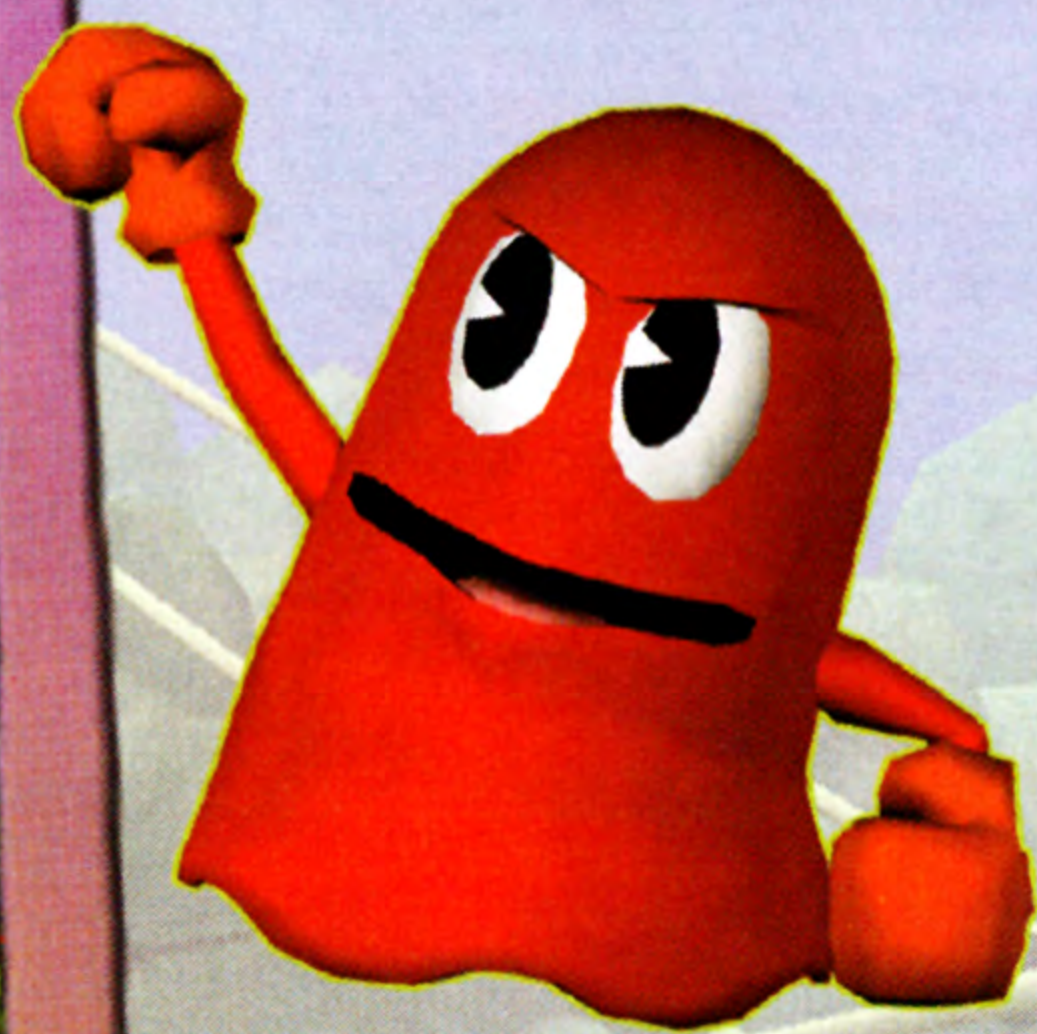
PAC-DOT CHAINS

Crystals control all Pac-Dot Machines. If you find a non-functioning Pac-Dot Machine, there will certainly be a crystal nearby. Once

you insert the Crystal into the Machine, Pac-Man can begin the chain by chomping the Big Red Pac-Dot. Some Pac-Dot Chains are color-coded – red, green or blue.




CLIMBING FENCES

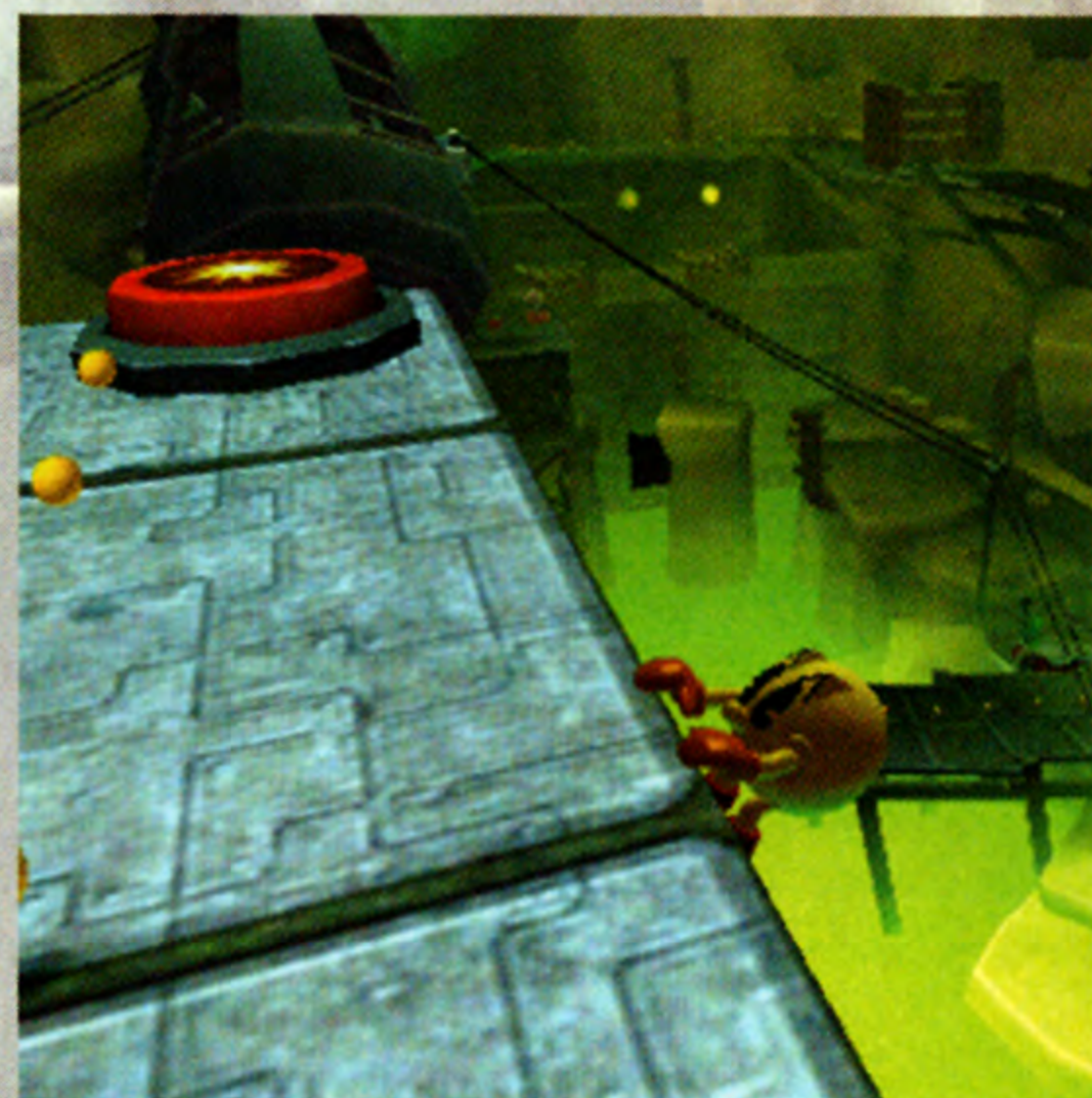
Pac-Man has also learned how to climb. He will automatically grab climbable objects. Use the left analog stick to move Pac-Man. He can hop off at any time when you press the  button.



LEDGES

Pac-Man will encounter countless obstacles in his journey. Many of them have edges and ledges that Pac-Man can use.

- ☛ SHIMMY – Jump () at the edge of a platform and Pac-Man will automatically grab it. He will then be able to shimmy left and right using the left analog stick.
- ☛ CLIMBING UP – Press the  button to flip onto the platform above.
- ☛ DROPPING DOWN – Press the  button to drop down to the platform below.



ITEMS

PAC-DOTS



Pac-Dots exist throughout Pac-Land in plentiful numbers, usually appearing in extended patterns for Pac-Man to chomp his way along or dropped by defeated enemies. Pac-Dots are worth 10 points each.

CRYSTALS



Crystals are the Power Sources for all Pac-Dot Machines found throughout Pac-World. Crystals and Inactive Pac-Dot Machines are always found in pairs. Crystals are hidden inside destructible objects and on top of hard-to-reach ledges, or guarded by dangerous enemies. Pac-Dot Machines can only be activated by Crystals of the same color – red, green or blue – as the Machine.

GALAXIANS

Upon collecting a Galaxian®, Pac-Man is transported to a Classic 2D Pac-Man Maze where he competes for additional points and Extra Lives.

HEALTH WEDGES



As Pac-Man travels through Pac-World he is under constant threat from a wide variety of hazardous objects and enemies. To give Pac-Man a chance of stopping Erwin's plans, he can collect Health Wedges to recover any lost Health. You can only collect Health Wedges when Pac-Man is not at full Health.

EXTRA LIVES

Collecting an Extra Life pick-up immediately rewards Pac-Man with an Extra Life. These will often be found in areas that are difficult and/or dangerous to reach.



LOCKS & KEYS

Throughout the game Pac-Man will encounter puzzles that require particular solutions. When you find a lock, there will most certainly be a key nearby.



SILVER PAC-STATUES

Collect them all – 5 per level – and unlock something special.



CRATES

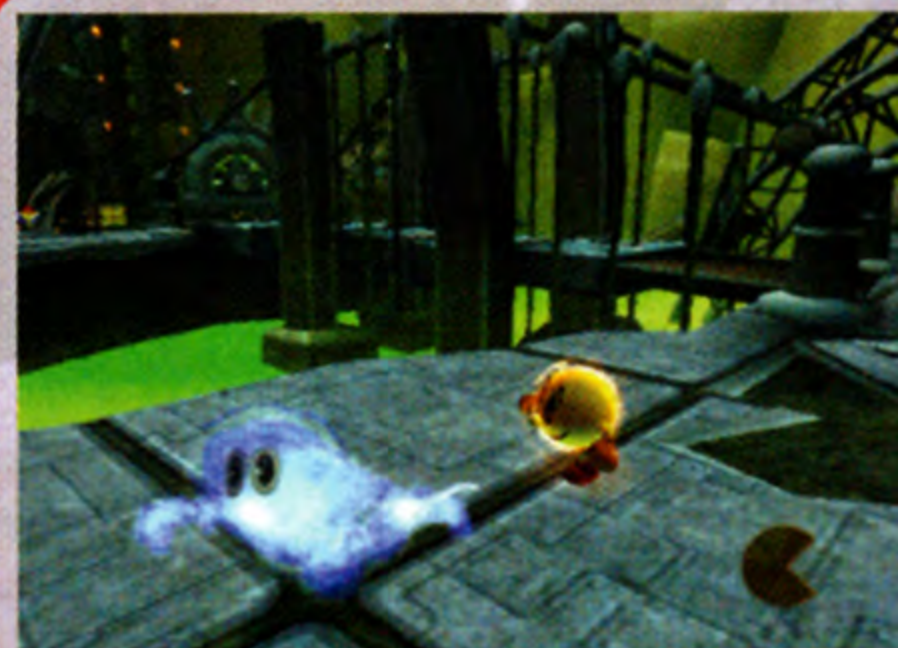


Scattered everywhere and full of goodies. Break them all with a Punch, Butt-Bounce or Rev Roll. Enemies will also break these open while charging to attack you!

POWER-UP PELLETS

CLASSIC POWER PELLET

The Classic Power Pellet is identical to the power pellets encountered in previous Pac-Man games. Eating one of these turns any nearby Spectral Enemies blue. During this period, Pac-Man is temporarily able to chomp these blue Spectral Enemies. As the effect of the pellet starts to wear off, the enemies begin to flicker before finally returning to their normal colors.



ELECTRO-SHOCK PELLET

This pellet allows Pac-Man to create an electrical burst from his hands that will arc to any nearby enemies. Electro-Shock can be particularly effective against Robotic foes.



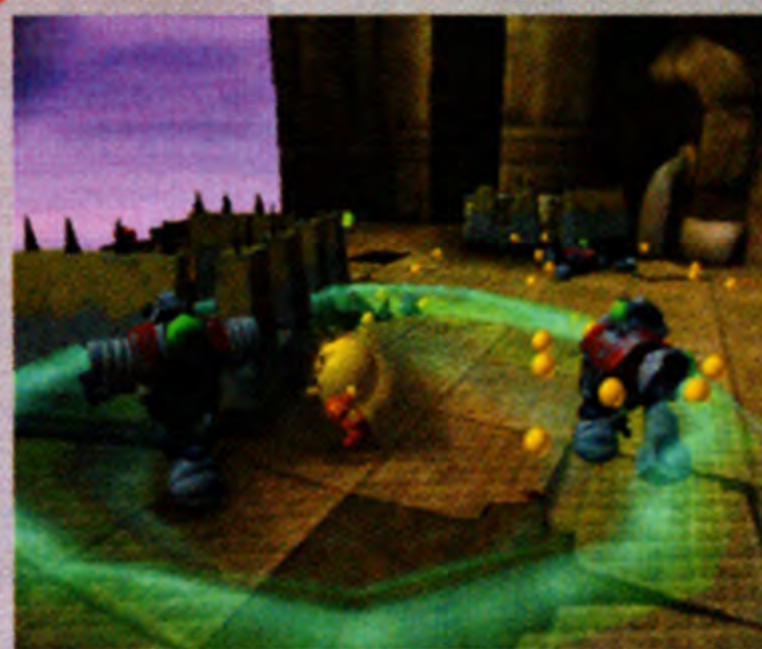
RIBBON LOOP PELLET

The power from this pellet allows Pac-Man to create a special energy trail when moving which, when the circle is completed, will close and destroy any enemies caught within the Ribbon Loop.



SUPER STOMP PELLET

When this pellet is equipped, Pac-Man's normal Butt-Bounce will be super-charged into a radial shockwave SUPER STOMP! Monsters are particularly vulnerable to a Super Stomp.



CHROME

The Chrome Power makes Pac-Man temporarily invulnerable. During this time, with the exception of a "death drop," hazards and enemies will not damage Pac-Man.



FRUIT




Each item of fruit you collect adds valuable points to your score.

Finding all the fruit unlocks a Collectors Card.

Are you (Pac-)Man enough to do it?



PAUSE/OPTIONS MENU

Press the  button during gameplay to pause the game and enter the Pause Menu. After using the Menu, press the  or  button to resume gameplay.

HIGH SCORES

Check out the highest game scores.

OPTIONS

Make changes on the fly.

☪ Load Game

☪ Restart Level

☪ Audio Options

Music Volume, Effects Volume,
Speech Volume, Subtitles Off/On

☪ Controller Options

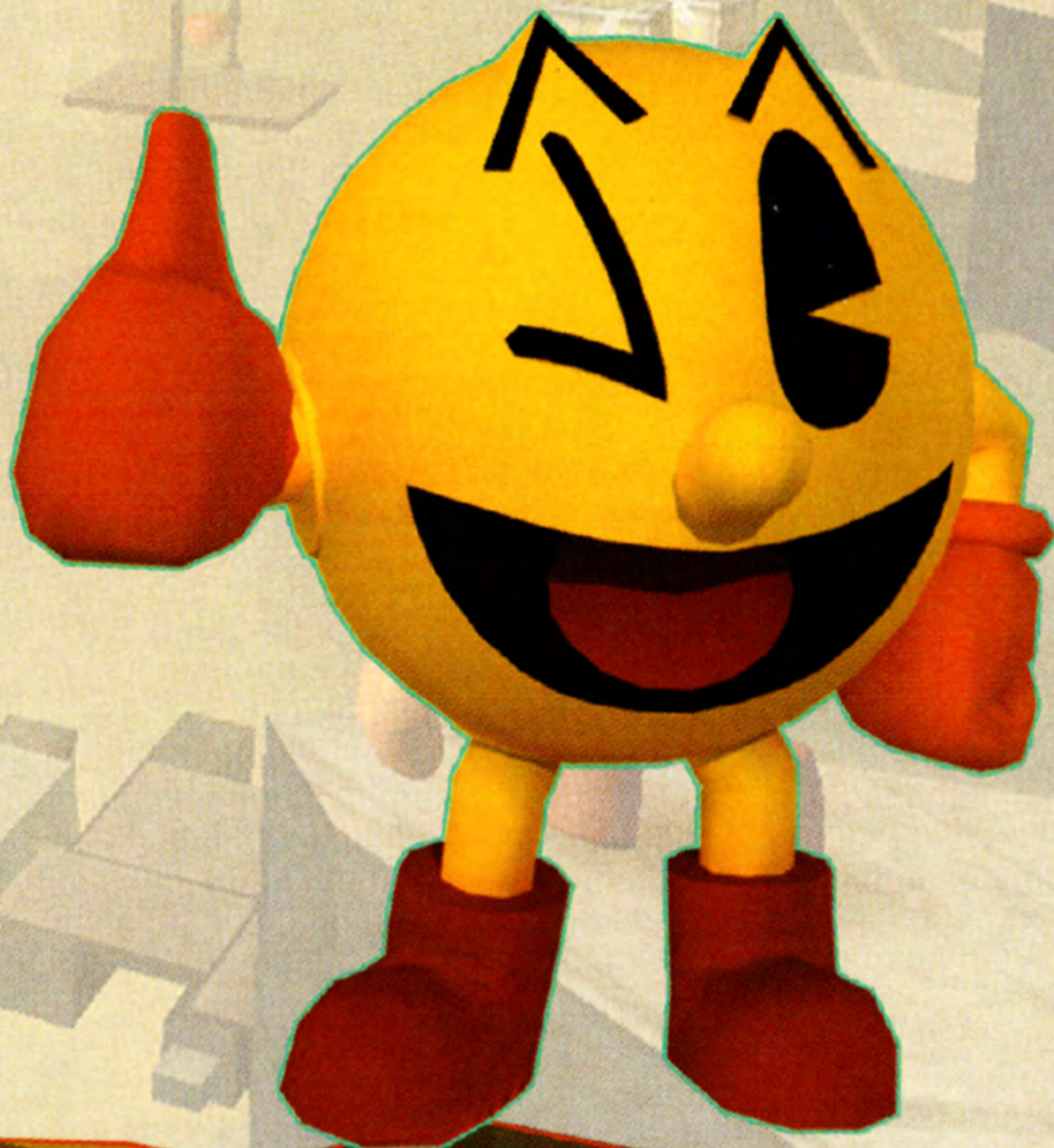
Vibration On/Off, Camera X On/Off,
Camera Y On/Off

☪ Picture Options

Normal/Widescreen, Screen Position

QUIT GAME

Exit the game back to the Main Menu.



ENEMIES

ERWIN

Erwin is a mean spirited, nasty, fiercely determined, egotistical, tantrum-prone, bigoted, narrow-minded little creep, fueled by Galactic Levels of greed. Like many before him, Erwin wants to rule the world. Currently, Erwin holds the city state of Dungen Gunden in a totalitarian grip. However, since that grip only includes a few humans and creatures already in the employ of Erwin (plus a few million contented robots), Erwin wants more – in fact he wants it all. And this time he has a plan.



ARMALOPES

Always hungry but easily startled.
Some have spiked armor!

SNITTERLINGS

Curious and mischievous.
They like the taste
of Pac-Man.

MIGHTY LUMMOX

Tall tough and angry. Prone
to punching small yellow things.

ANCIENT DEFENDERS

Armed with vicious tails,
these creatures are fast
and dangerous!

K-TRONS

Erwin's warriors.
Watch out for the
more advanced versions
with laser guns
and energy shields!

GYROTRONS

Don't get too close!

MUTONIANS

Big and dumb, but
with a mean right hook!

BOMB-A-TRONS

Tick, tick, tick... boom!

MECH LUMMOX

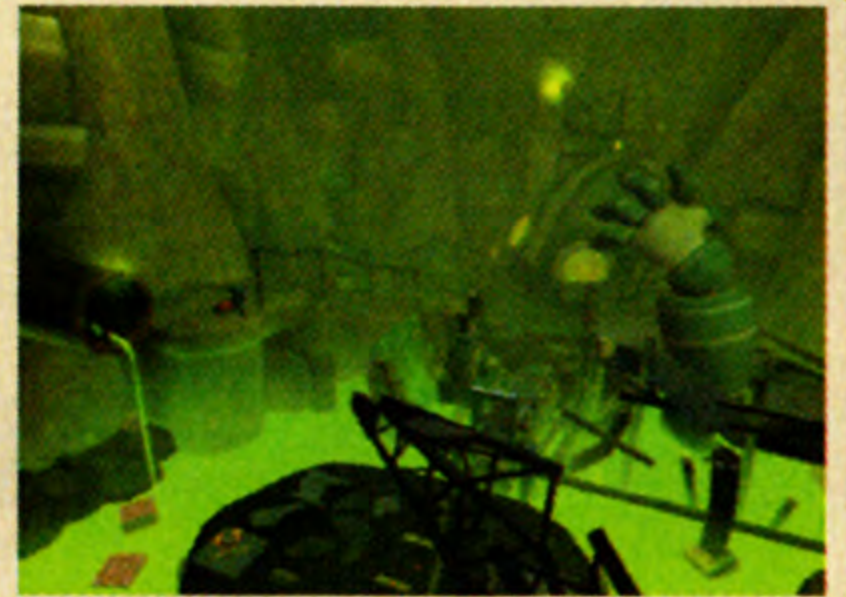
Fitted with a Bomb-A-Tron
dispenser by Erwin's
maniacal scientists.
Angry and explosive!



PAC-LAND

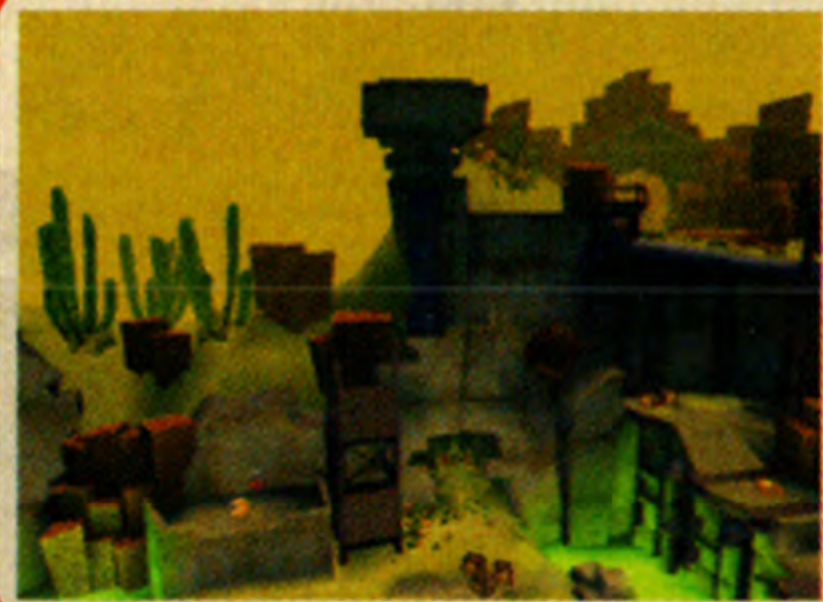
BOT BONEYARD

The pit is full of objects and debris from around Pac-Land. All of this detritus has built up within the pit, creating a hectic assault course of oddball platforms, ramps, bridges and ledges.



BANNI WASTELAND

This is a remote stretch of dusty wilderness that lies between the deep Bot Boneyard and the towering city of Gogekka. Orson's desert outpost nestles in a valley at the far end of the Banni Wasteland.



GOGEKKA CENTRAL

Sitting near the edge of the Great Rift Canyon, Gogekka Central overlooks the Banni Wasteland. Gogekka Central has been constructed much like a shantytown, out of refuse and salvage from nearby Bot Boneyard.



Cragstone Mountains

The stunning views and unpolluted air of the Cragstone Mountains have attracted many settlers to the area, but the cold reality of life spent clinging to the side of an unforgiving mountain slope has more often than not taken its toll. The result is a wasteland of abandoned settlements and villages huddling between the crags and coves and sometimes even stuck to the sides of sheer cliff walls.



ANCIENT CATACOMBS

The Ancient Catacombs are one of many obstacles that Pac-Man must face on his way to Dungen Gunden. These caverns consist of numerous tunnels and chambers that wind in and out of the Ancient Catacombs. They were excavated thousands of years ago by an ancient race that has long since passed into memory.



DUNGEN GUNDEN

Erwin has usurped this fortress town, driving out the populace and filling it, instead, with armies of his robotic minions.



THE SPECTRAL REALM

This mysterious, ethereal world is the true home of the Ghosts. The area is a rocky landscape punctuated with pools of spectral energy, somewhat evocative of a mysterious dreamworld. The phantasmic ambience is heightened by the soft purple light that swathes the world.



HINTS

CONNECT THE DOTS

Collect every Pac-Dot. You never know where they might lead you.



LOOK UP!

If you are lost and don't know where to go, check around your surroundings for a place to Wall Jump to a new area.

LOOK DOWN!

When Pac-Man falls into an abyss or chasm, you will restart at the last checkpoint and a Health Wedge will be deducted from Pac-Man's overall Health. You will keep all the Fruits and Keys you collected but will have to re-collect all the Pac-Dots you found.



CREDITS

NAMCO HOMETEK INC.

President & CEO
Nobuhiro Kasahara

COO & CFO
Robert Ennis

Director of External Development
Jeff Lujan

Executive Producer
Pierre Roux

Senior Producer
Michael Morishita

Assistant Producer
Dan Tovar

Director of Product Services
Glen A. Cureton

Senior Public Relations Manager
Mika Kelly

Public Relations Manager
Kristin Calcagno

Public Relations Specialist
Robert Cogburn

Public Relations Coordinator
Robert Ely

Senior Marketing Manager
Sean Mylett

Marketing Coordinator
Brent Coyle

Senior Facilities and Operations Manager
Jennifer Tersigni

**Quality Assurance
& Customer Support Supervisor**
Daryle Tumacder

Quality Assurance Project Lead
Raymond Chung

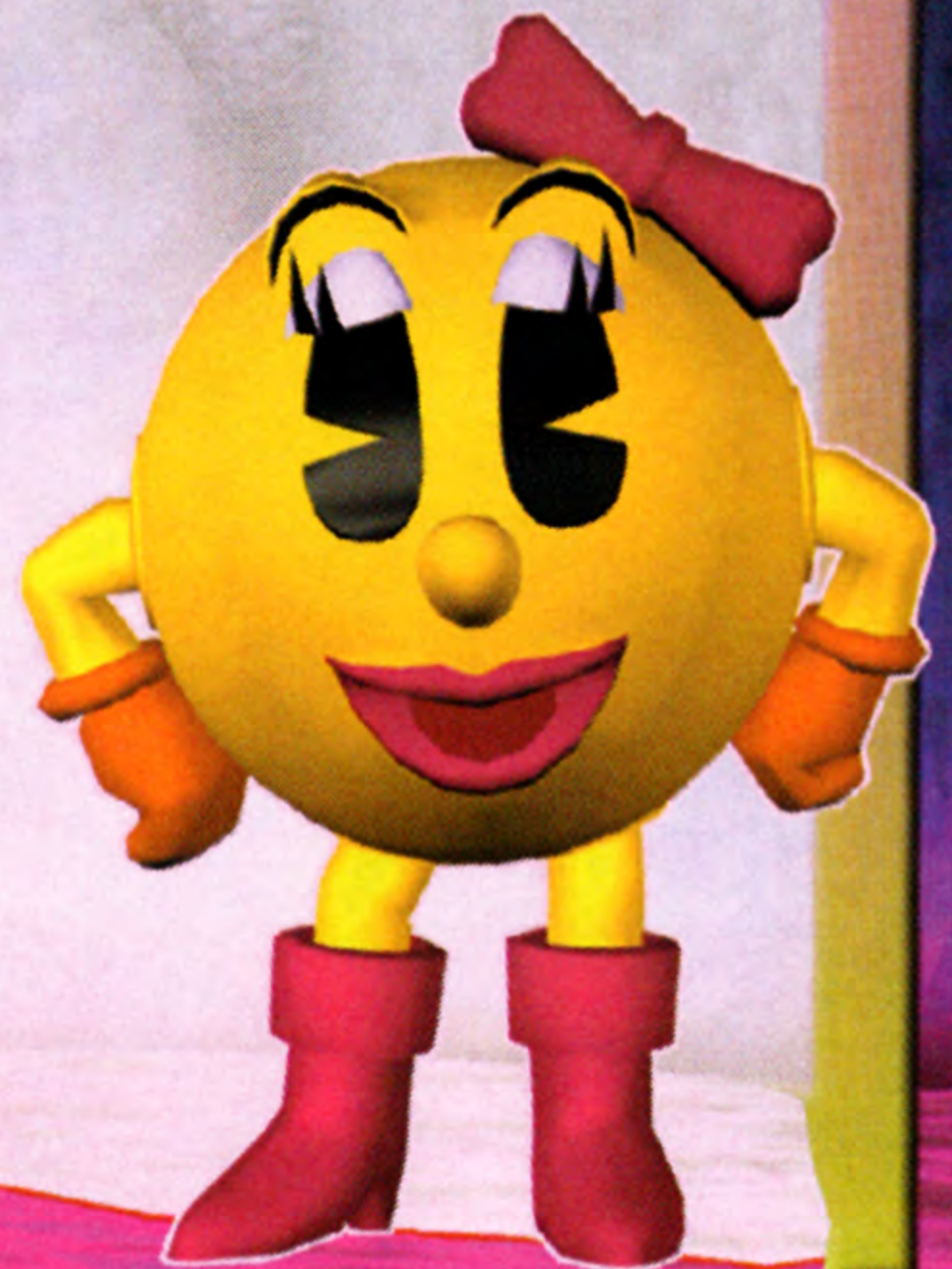
Quality Assurance Assistant Lead
Merwin O. Del Rosario

Quality Assurance Testers

Harry Bui
Tristan Corbett
Leticia Duenas
Benjamin Gehrke
Mario Gonzalez
Scott Hartz
Sang Lee
Dastyni Loksa
Brian Myers
Daniel Owens
Raymond Pietz
Abelina Villegas
Brandon Voytoski
Jonathan Voytoski

Special Thanks

Garry Cole
Brian Schorr
Myrna Dobron
Ryan Chennault
Petrol Advertising
Hanshaw Ink & Image



BLITZ GAMES LTD.

Developed by Blitz Games Ltd

Founded by The Oliver Twins

A Team Paku Production

Project Management

Phil Drinkwater
John Jarvis

Technical Management

Derek Pettigrew
Eddie Symons

Creative Manager

Scott Davidson

Assistant Creative Manager

Emma Morle

Design Manager

Jonathan Evans

Art Direction Manager

Steve Thomson

Lead Animator

Ben Rackham

Animation

James Childs
Glen Walker

Programming

Steve Bond
Neil Campbell
George Harris
Nigel Higgs
Phil Palmer
Alex Vokes
Fred Williams

Art

Shakeel Ali
Aaron Allport
Jonathan "Jono" Bauer
Malcolm Burke
Matthew Norledge
Wai-Hung Wan
David Webb

Concept Art

Duncan Nimmo

Design

Mark Neesam
Alex Johnson
Paul Stockley
Aron Tomlin
Mark Witts

Audio

Matt Black
Rob Blake
John Guscott
Chris Hockey

Technology

Richard Hackett
John Whigham
Mathew Bailey
Ian Bird
James Fingleton
Tom Gaulton
Ashley Hogg
Lyndon Homewood
Andy Slater

QA

Joe Lenton
Duncan Fewkes
Nick Scurr
David Todd

Additional Support

Matt Armstrong
Martyn Ash
Stephen Baskerville
Kieren Bloomfield
Adam Breeden
Mark 'Winx' Capewell
Oliver Clarke
Claude Dareau
Ben Fisher
Agnes Fong
Chris Fry
Rob Grant
Chris Hamilton
Mark Hardisty
Auburn Hodgson
Paul Jennings
Rupert Lewis Jones
Soo Ling Lyle
Dave Manuel
Stuart Maine
Rory Payton
Mike Procter
Craig Rushforth
Chris Swan
Jonathan Tainsh
Jason Tassel
Scott West
Bryn Williams
Darren Wood

Special Thanks

Philip Oliver,
CEO/Managing Director
Andrew Oliver,
CTO/Development Director

Ben Blethyn
Louise Bickley
Alex Bowden
Martin Broughton
Steve Bruce
Caroline Cheshire
Jess Clarke
Andy Graham-Older
Natalie Griffith
David Hale
Paul Jennings
Jackie Pinnock
Alison Rackham
Geraldine Randle
Kirsty Scholes
Richard Smithies
Christine Spinks
Carla Stringer
Caroline Thornicroft
Clare Willington
Richard Boon
Rhianna Pratchett
Mark Estdale

Cast

Pac-Man/Blinky –
Martin T. Sherman
Erwin – Erik Meyers
Orson/Inky – Stuart Milligan
Pinky – Mindy Lee Raskin
Clyde/The Fiend/Construction
Worker/Archaeologist –
John Guerrasio
Ms. Pac-Man – Regina Reagan
Ancient Hero – Garrick Hagon

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LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level? Having problems getting your game to work properly? Now you can get one-on-one help from Namco using your web browser!

Simply go to **livehelp.namco.com** for more details.

Live Counselors available from 9am-5pm Monday-Friday Pacific Time.

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ATTN: Customer Service
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Santa Clara, CA 95054

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PlayStation 2

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