



NTSC U/C

PlayStation®



SLUS-00894/00988/00989
50013

Juggernaut



JALECO



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.

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.

JUGGERNAUT:

A DESTRUCTIVE, OVERPOWERING FORCE. (ALSO, JAGANATH = AN IDOL OF KRISHNA, AT PURI IN ORISSA, INDIA, ANNUALLY DRAWN ON AN ENORMOUS CART UNDER WHOSE WHEELS DEVOTEES ARE SAID TO HAVE THROWN THEMSELVES TO BE CRUSHED TO ATTAIN ENLIGHTENMENT. IN HINDU IT MEANS LORD OF THE WORLD.)

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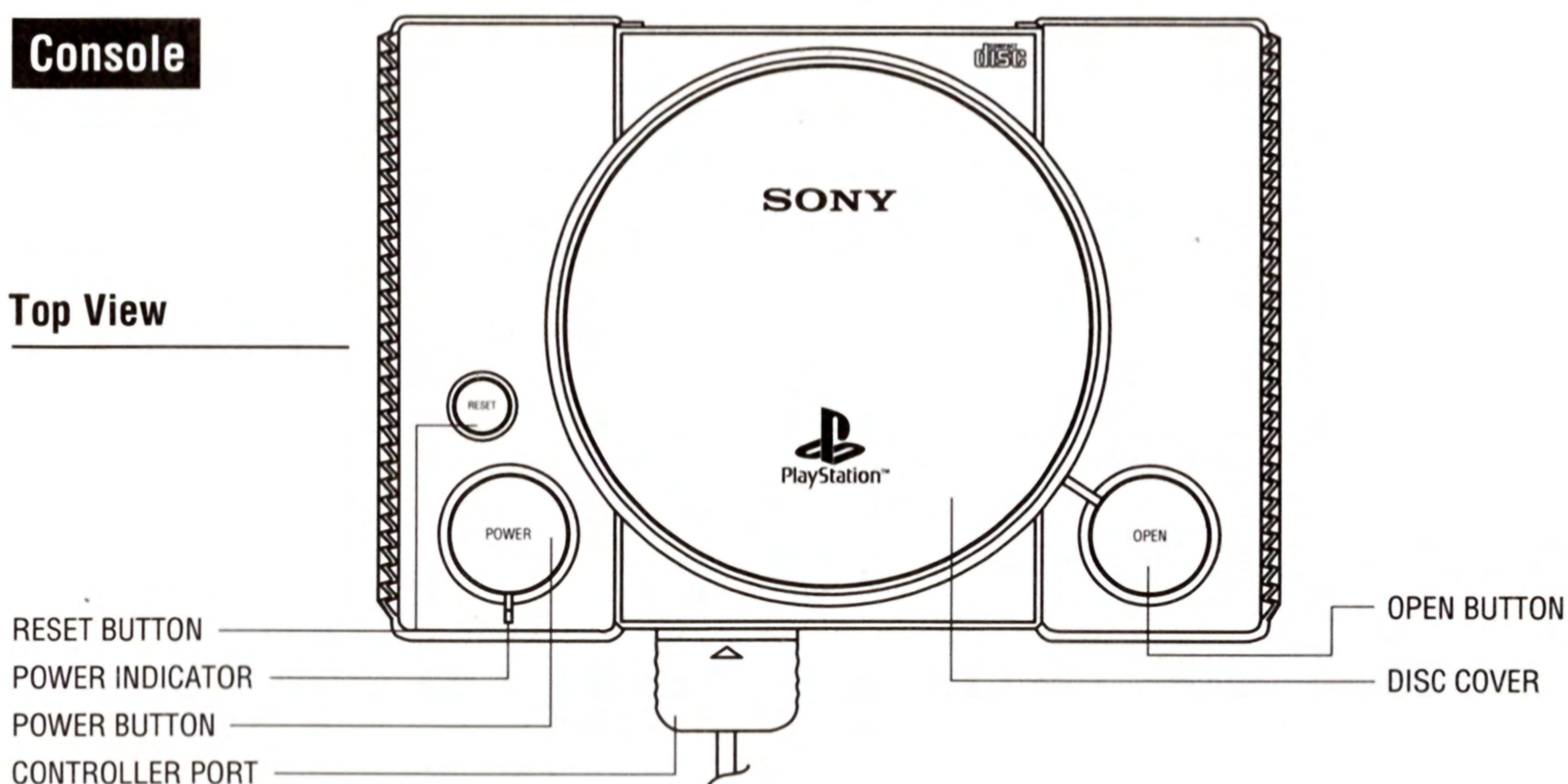
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SETTING UP YOUR GAME

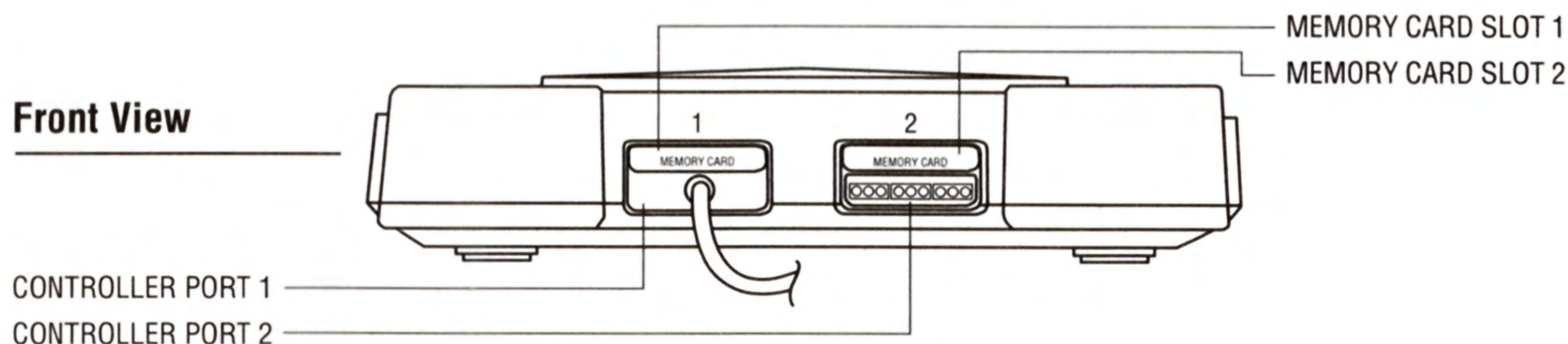
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Juggernaut disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen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

Console

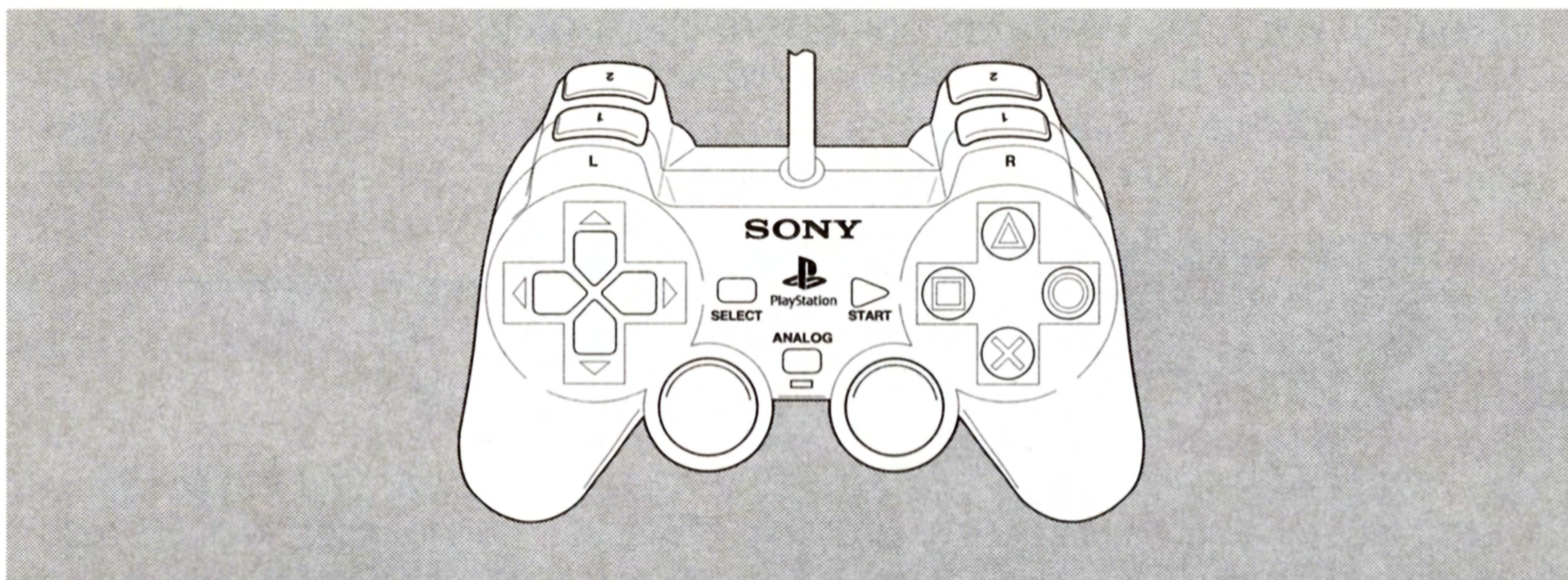
Top View



Front View



THE CONTROLLER



DIRECTIONAL BUTTONS.....	Move cursor, Select a command
● button	Read text
▲ button	Cancel
✕ button.....	Decide
■ button	Not used
SELECT	Option menu (During game play)
L1	Display Map
R1	Display Item Window
L2, R2	Not used
START	Not used

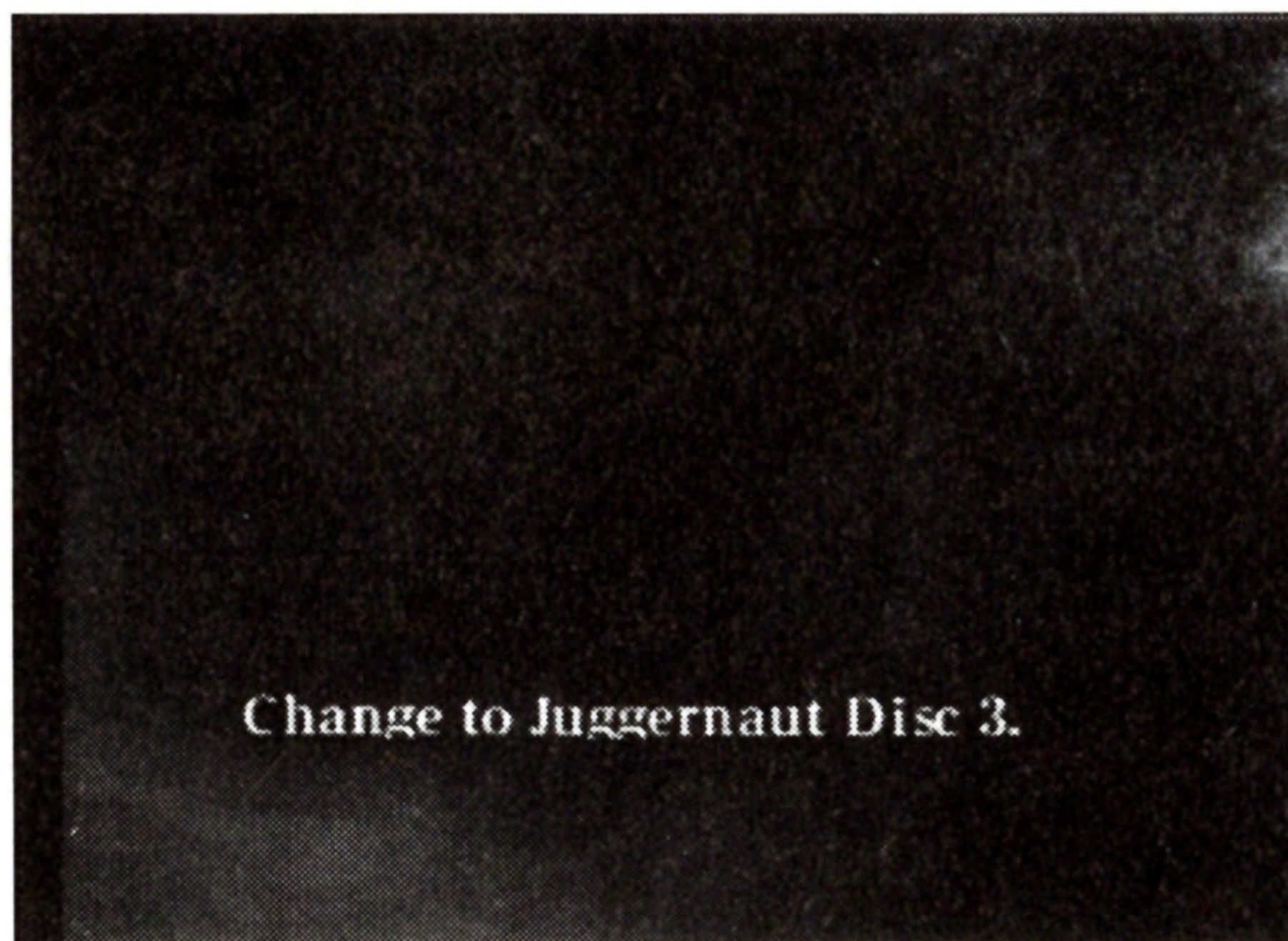
WELCOME TO THE WORLD OF JUGGERNAUT

The spirit of EVIL possesses your girlfriend. The exorcist tells you that the only way to save her is to enter her soul and terminate the EVIL. Once inside her soul, you must find and enter the Mansion. The Mansion is a labyrinth that has doors to reach the Microcosms, the domain of the EVIL spirit and the world of

horror and illusion. You can confront EVIL only if you exterminate the evil in each of the Microcosms.

GAME START

Press any button, and the MAIN MENU screen is displayed. Select NEW GAME or CONTINUE. You can skip the opening movie by pressing any button. To turn off the controller vibration, select OPTION in the MAIN MENU and select vibration: Off. The default setting is on. To change the OPTION setting in the middle of a game, when the cursor appears on screen, press the SELECT button and change the setting. JUGGERNAUT is comprised of three discs. A message appears on the screen when a disc should be changed. To change the disc, without switching off the Console, open the disc cover and insert Disc 1, Disc 2, or Disc 3, then close the disc cover.



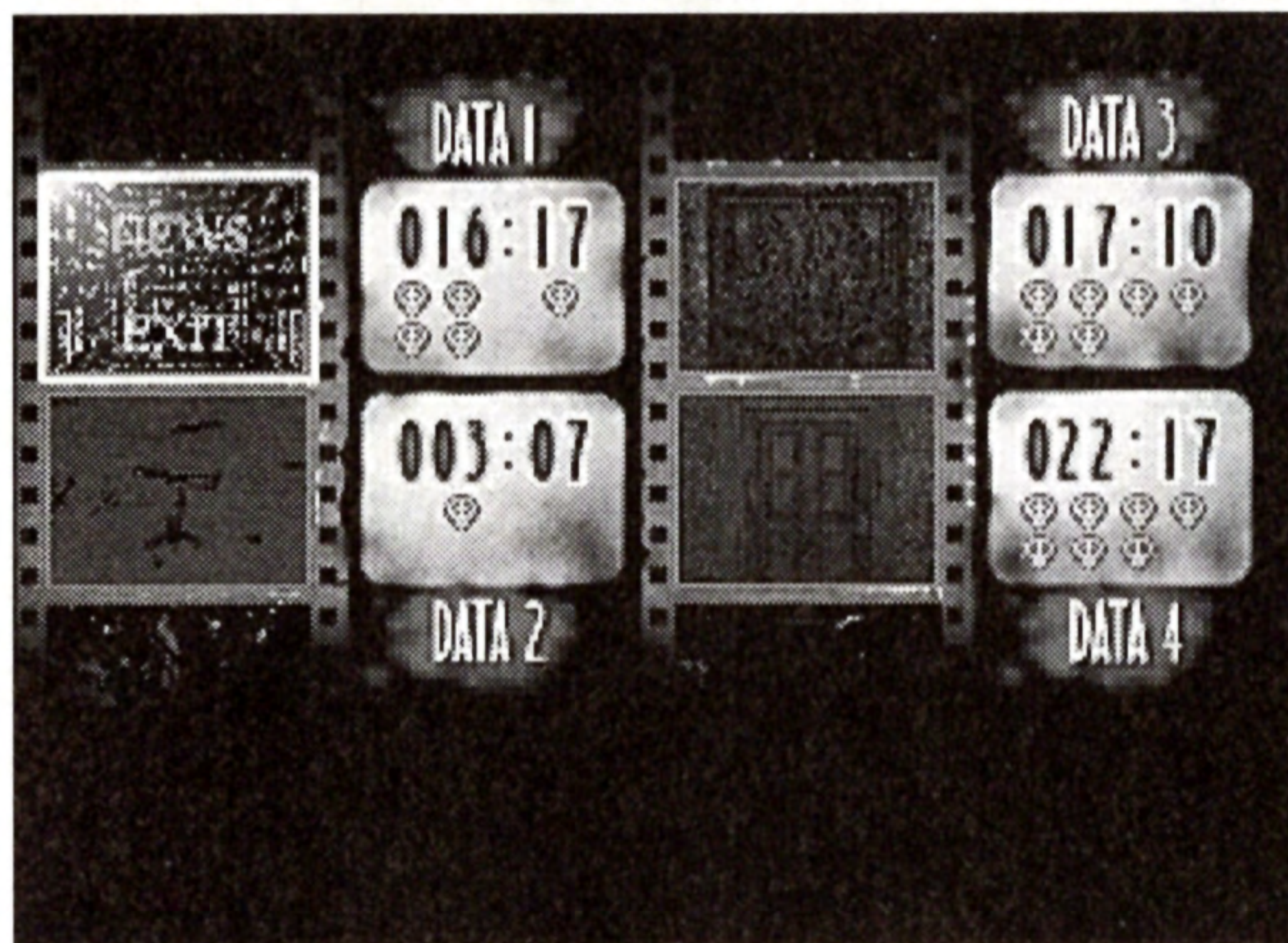
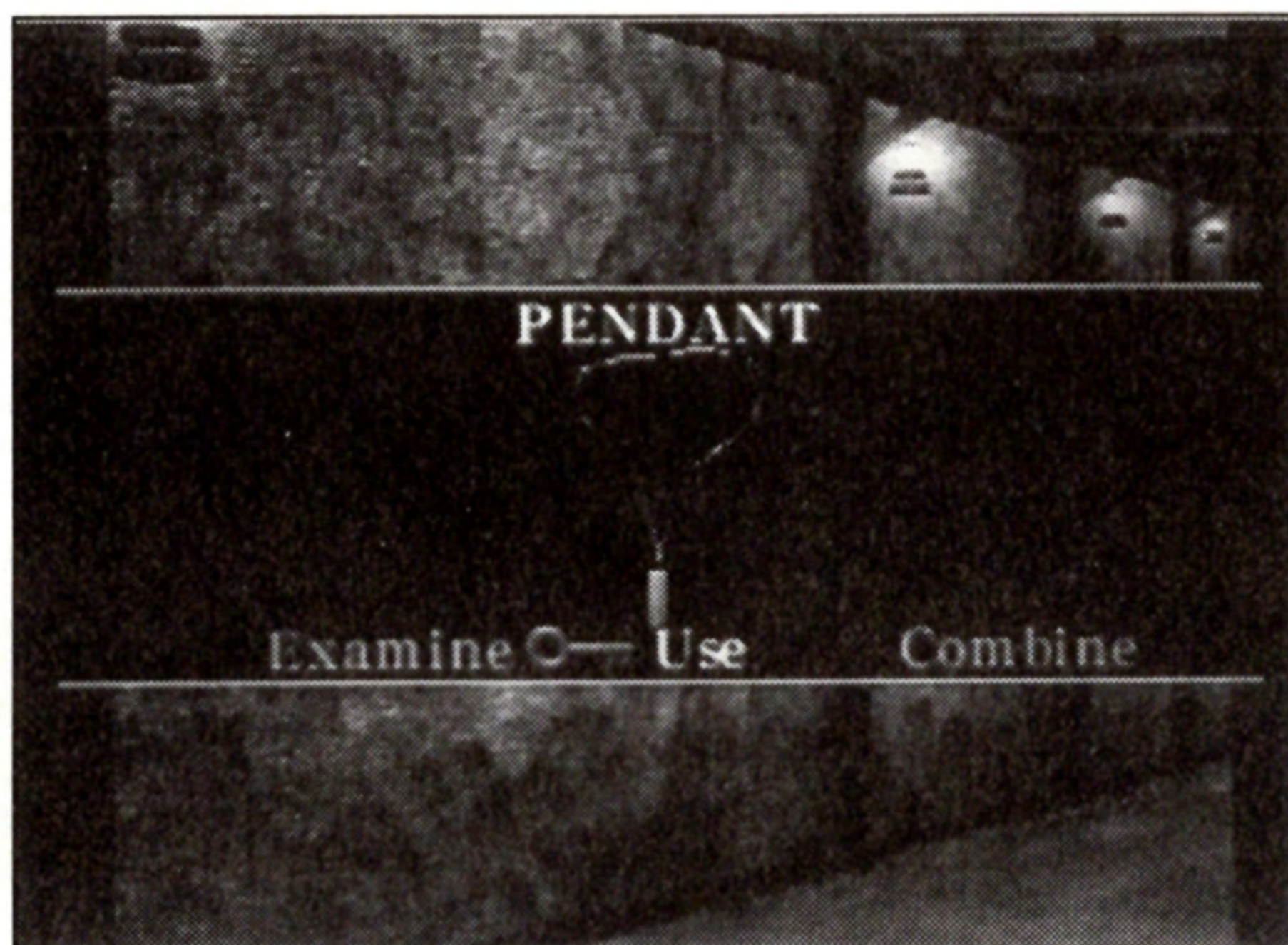
SAVING YOUR GAME

You'll need a Memory Card (sold separately) to save your game. Make sure your Memory Card is properly inserted into Memory Card Slot 1. To SAVE a game, select the item, PENDANT, and command USE. The PENDANT is obtained from the priest in the first stage. One block is required to save each file and up to 4 files can be saved

per memory card.

LOADING A SAVED GAME

Make sure that the Memory Card with your JUGGERNAUT game data is properly inserted into Memory Card Slot 1. To LOAD, select CONTINUE in the MAIN MENU at the beginning of the game, then choose the file to be loaded. Press the **X** button to decide. Each time a Microcosm is cleared, a skull symbol appears on the SAVE/LOAD screen.



GAME SYSTEM

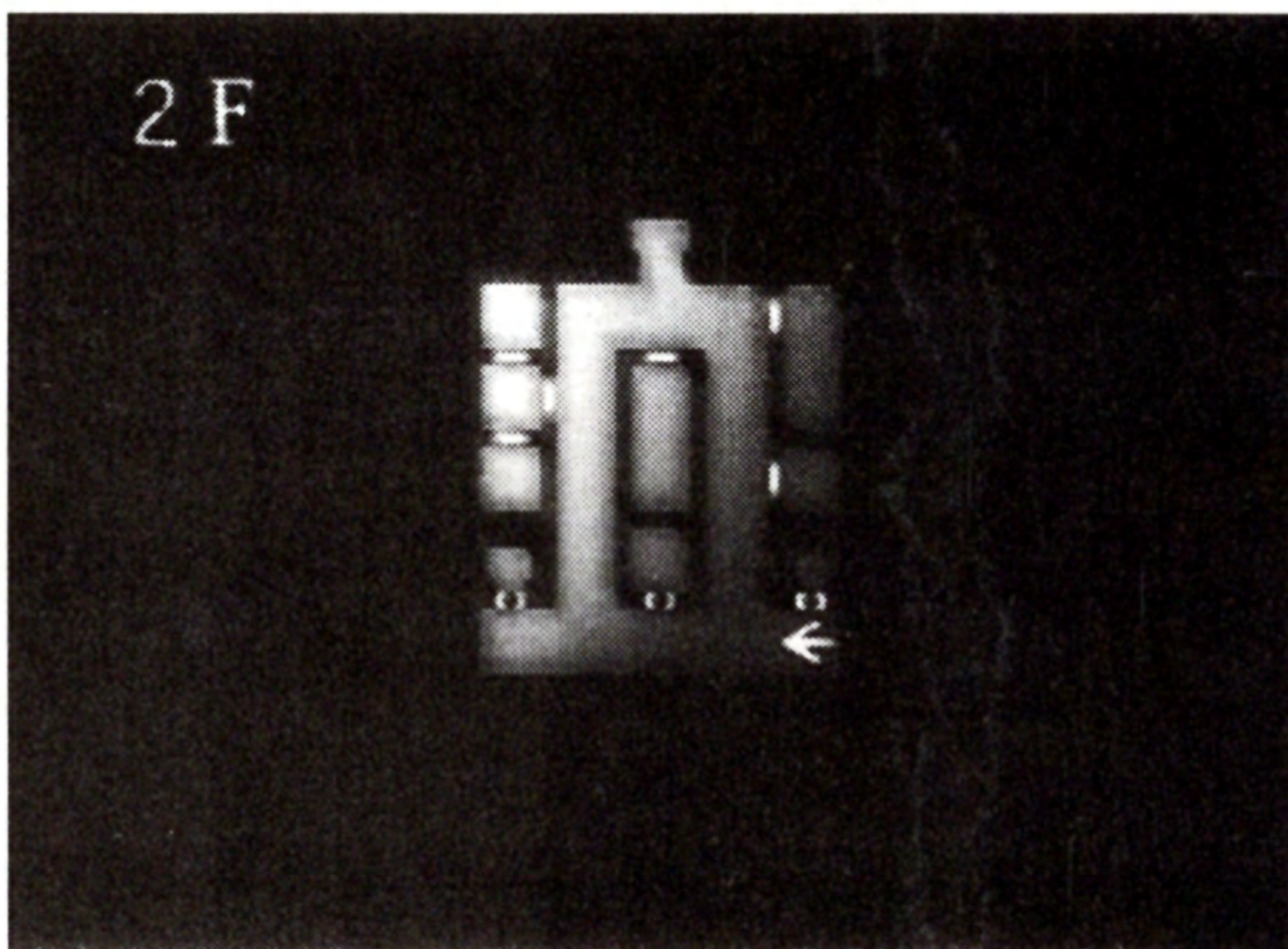


DIRECTIONAL CURSOR

This cursor indicates the directions that a player can go. The directions correspond with the directional buttons.

MAP

Press the L1 button to see the MAP that displays the overview of the playable area and the current location. To close the MAP screen, press the L1 button or the ▲ button.



RESEARCH CURSOR



This cursor lets you collect items or gather information. It rotates at points of interest. Press the ✕ button to research.



ITEMS

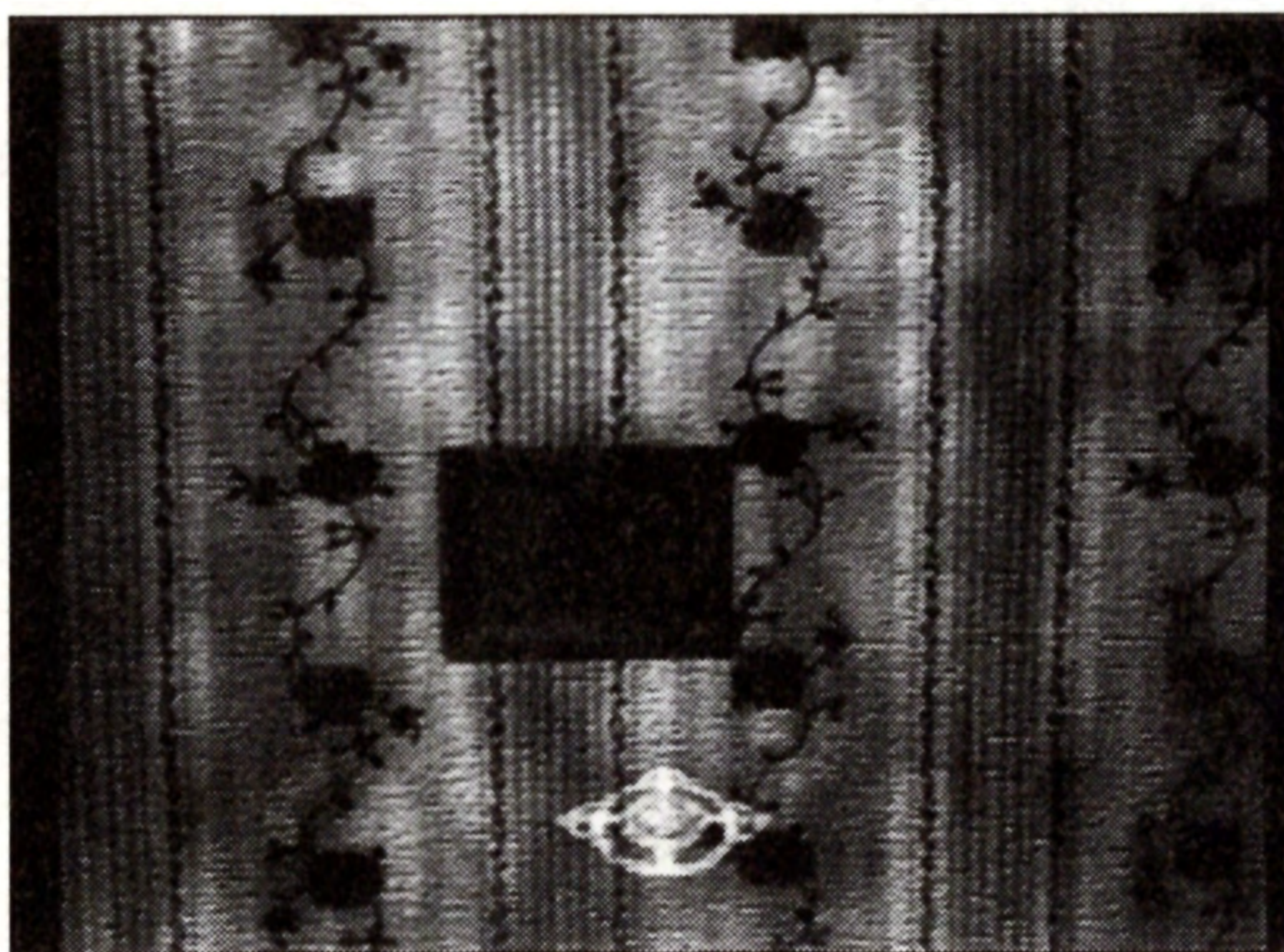
Press the R1 button to display the item screen. Select an item and press the ✕ button. Then, execute one of the following Commands:



- 1) Examine A command to display the information on an item.
- 2) Use A command to use an item.
- 3) Combine A command to combine items. (Not every item can be combined.)

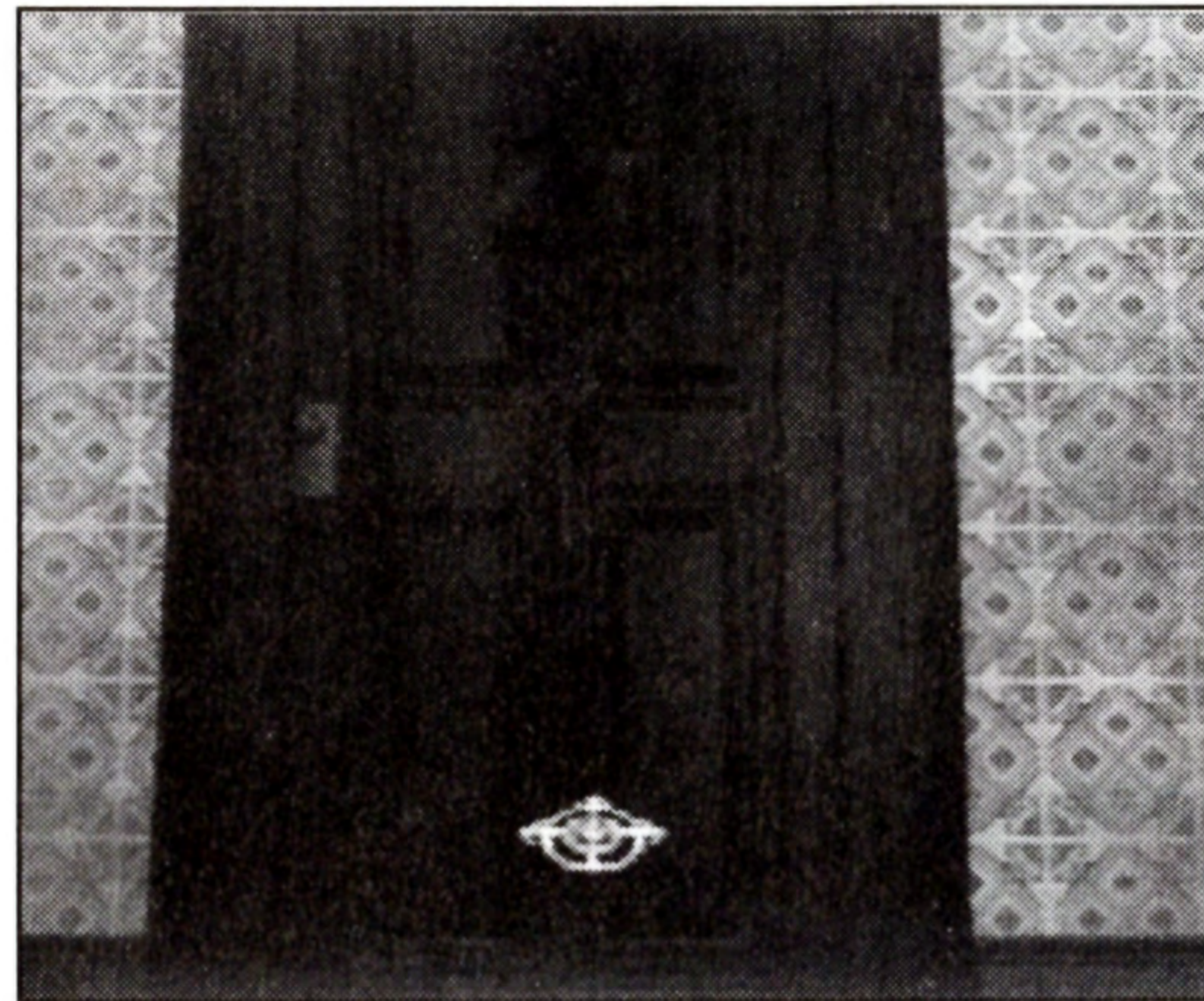
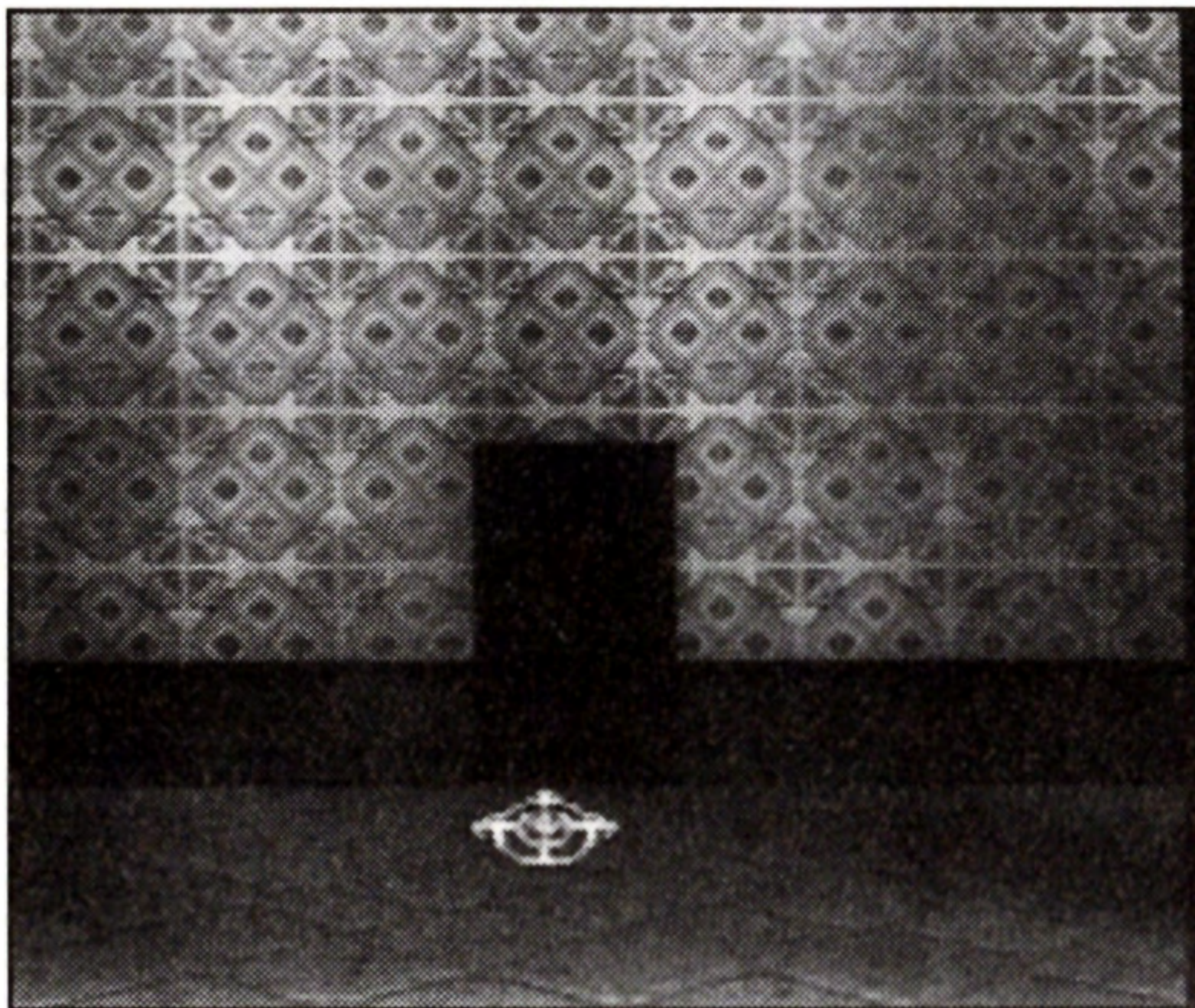
To close ITEM screen, press the R1 button or the ▲ button.

MANSION



The MANSION is the ultimate labyrinth inside Sarah's soul. It contains five stories, three above ground, and two stories underground. You must discard your body to enter the Mansion.

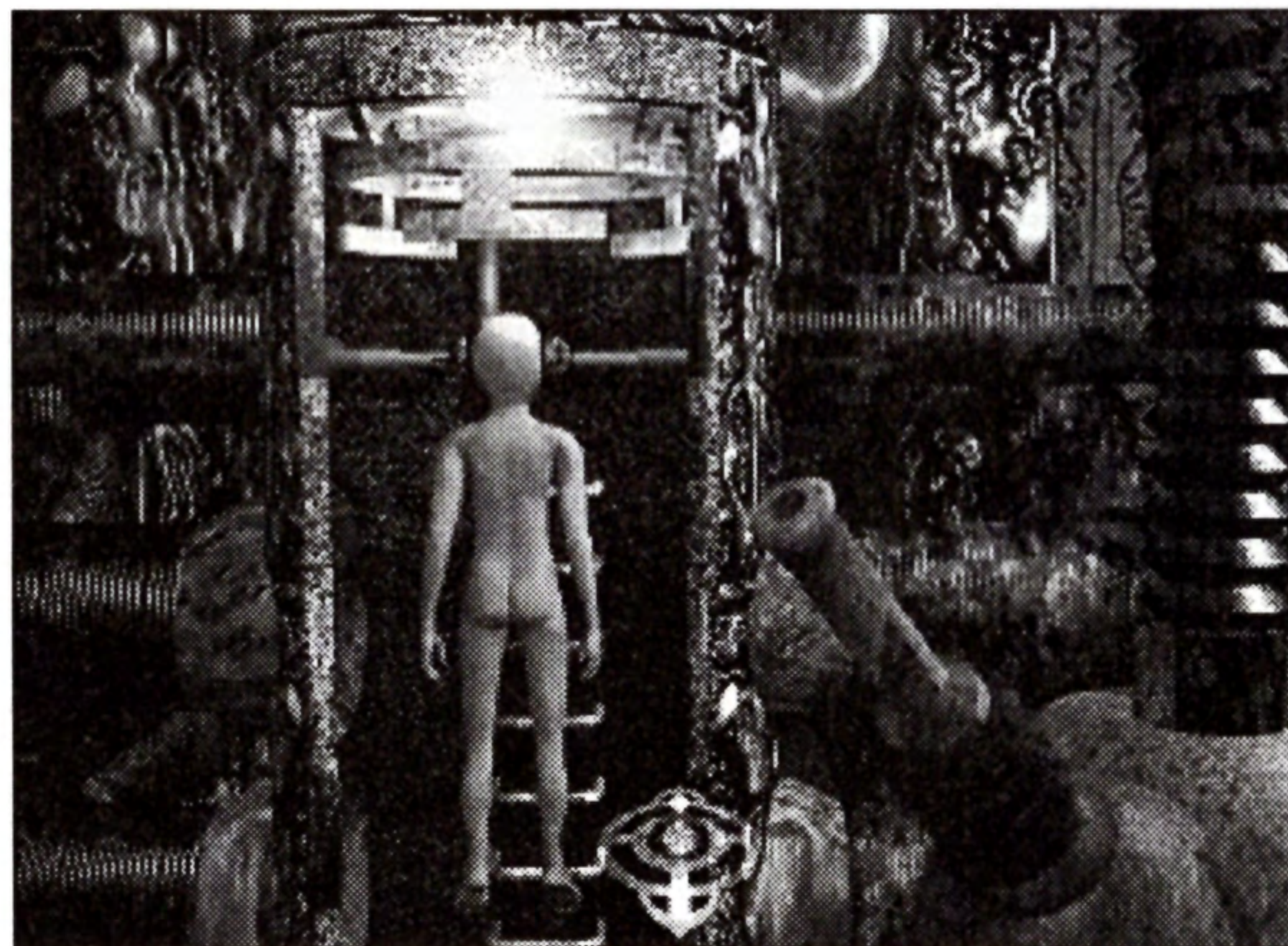
The Mansion has three kinds of passages to move between the rooms; a hole admits only the Soul (shown as a red dot on the Map),



a small door admits only the Juvenile Body (shown in yellow), and a large door admits only the Adult Body (shown in green).

[Hole - Soul, Small Door - Juvenile Body, Large Door - Adult Body]

In order to change your existence, you must first find the appropriate **BODY CONVERTER**. Some switch your being between the Soul and the Adult Body, the others change between the Juvenile Body and the Adult Body.





The directional cursor changes according to your existence changes. The Adult Body displays a large cursor. When you are in the Juvenile Body, the cursor becomes small. When you are a Soul, the cursor is partially transparent.

[Soul - Partially Transparent, Juvenile Body - Small, Adult Body - Large]



CREDITS

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ESRB RATING

This product has been rated by the Entertainment Software Ratings Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1 (800) 771-3772.

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