



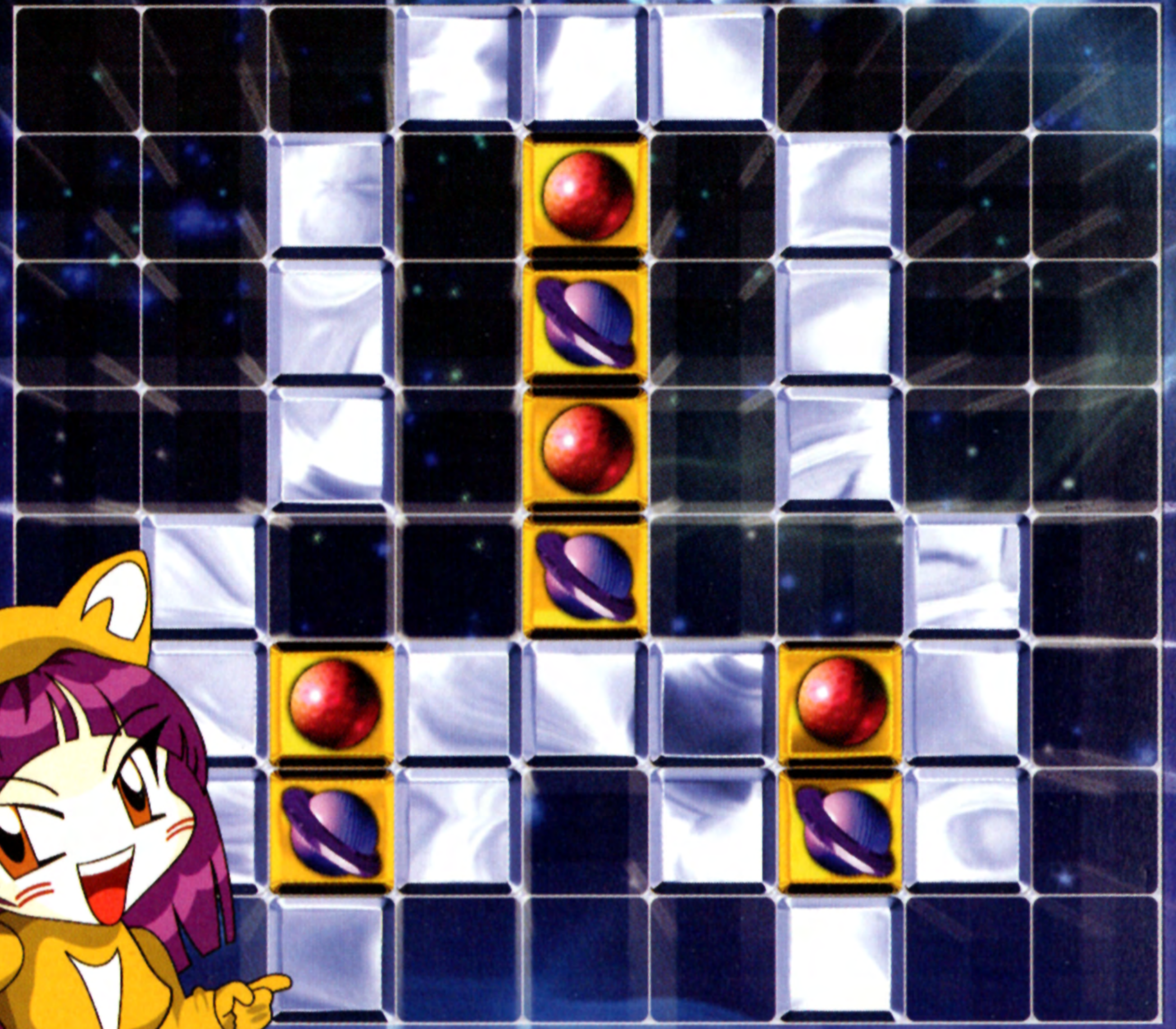
NTSC U/C

PlayStation®



SLUS-01492

PUZZNIC™



Fast-paced puzzle fun!



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.

Use of unofficial product:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

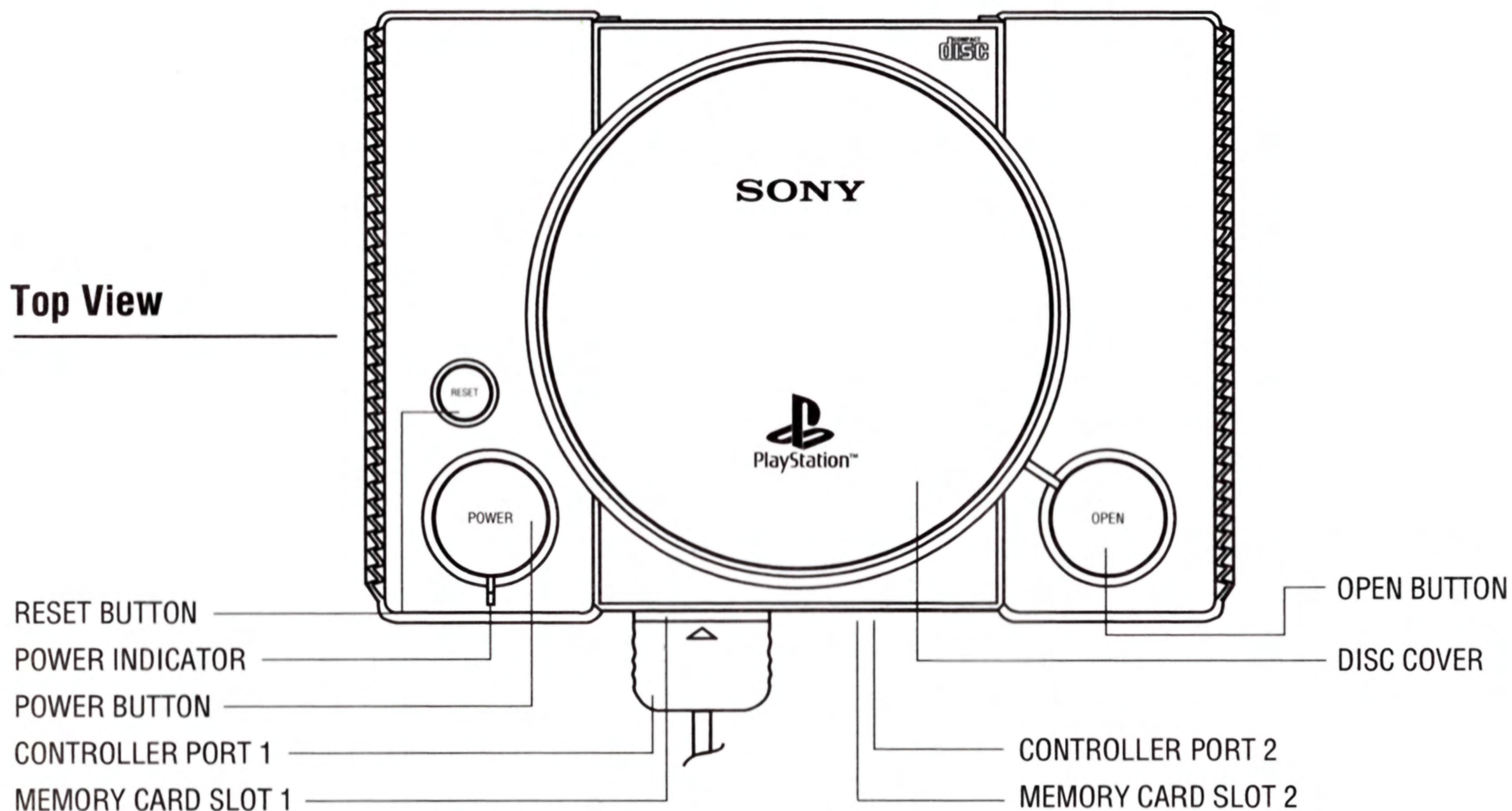
Handling your PlayStation disc:

- 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 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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Top View



STARTING THE GAME

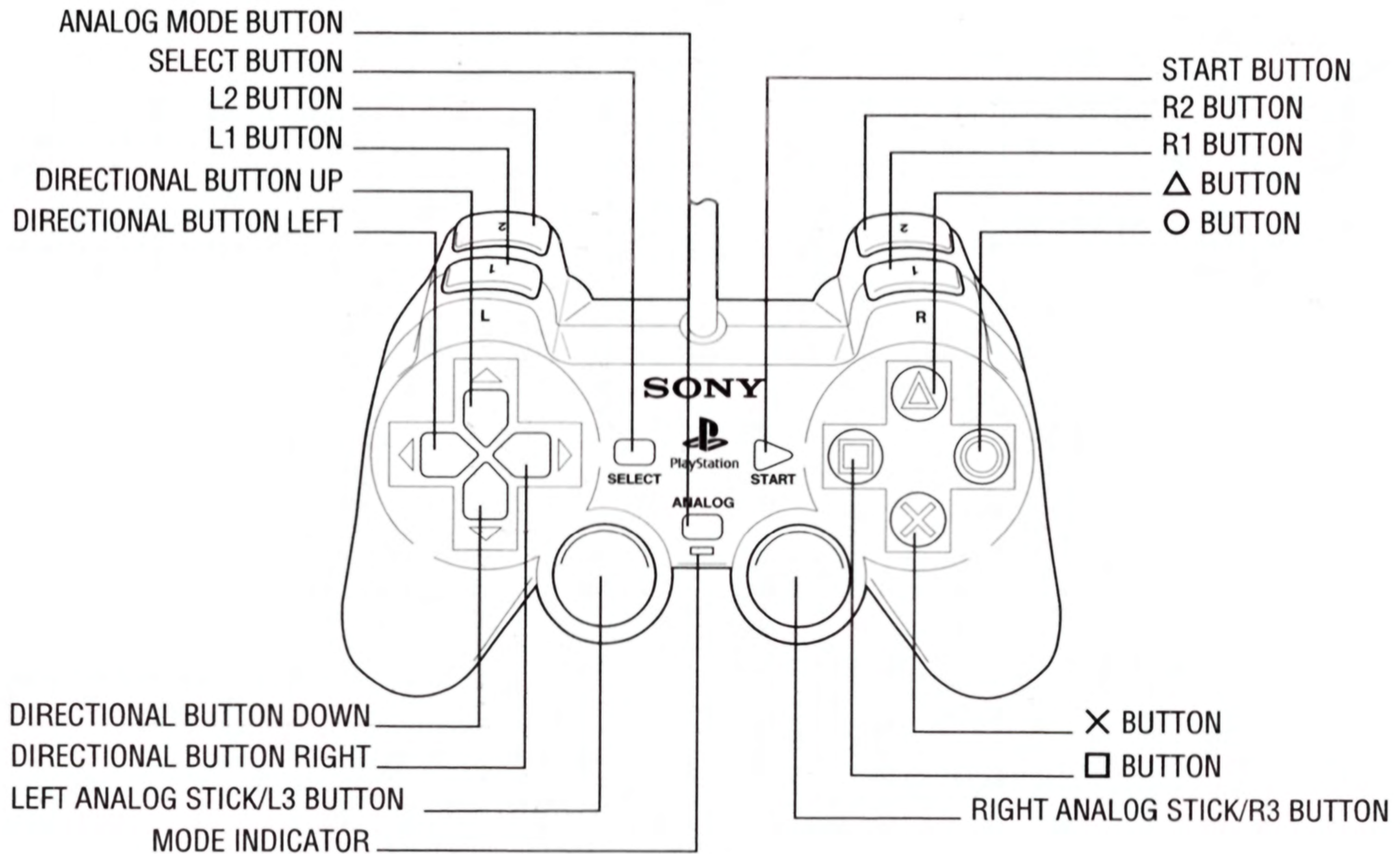
1. Set up your PlayStation® game console according to the instructions in the Instruction Manual.
2. Make sure the power is OFF before inserting or removing a disc.
3. Insert the **Puzznic** disc and close the Disc Cover.
4. Insert game controllers and turn on the PlayStation game console.

Make sure there are enough free blocks on your Memory Card before commencing play. This game requires 1 free block to create a saved game.

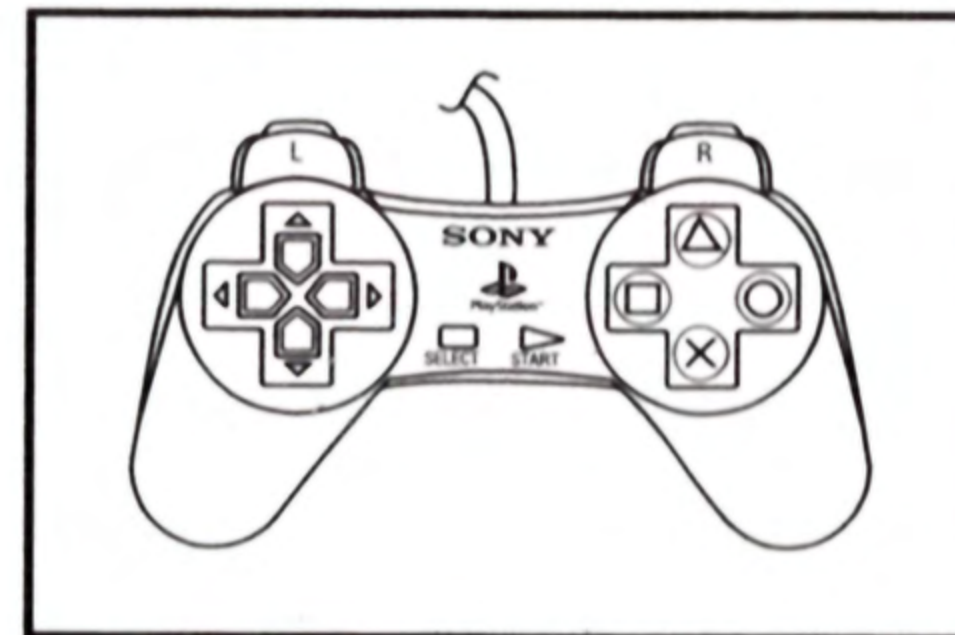
CONTROLS

Puzznic uses the following controls:

DUALSHOCK® analog controller



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



MENU CONTROLS

Command

 button

 button

 button

Directional buttons

Action

Start game from the Title Screen

Confirm selection

Cancel a selection

Move cursor / Select menu items

CONTROLS DURING A GAME

Command

 button

 button

 button

Directional buttons

Action

Pick up a block

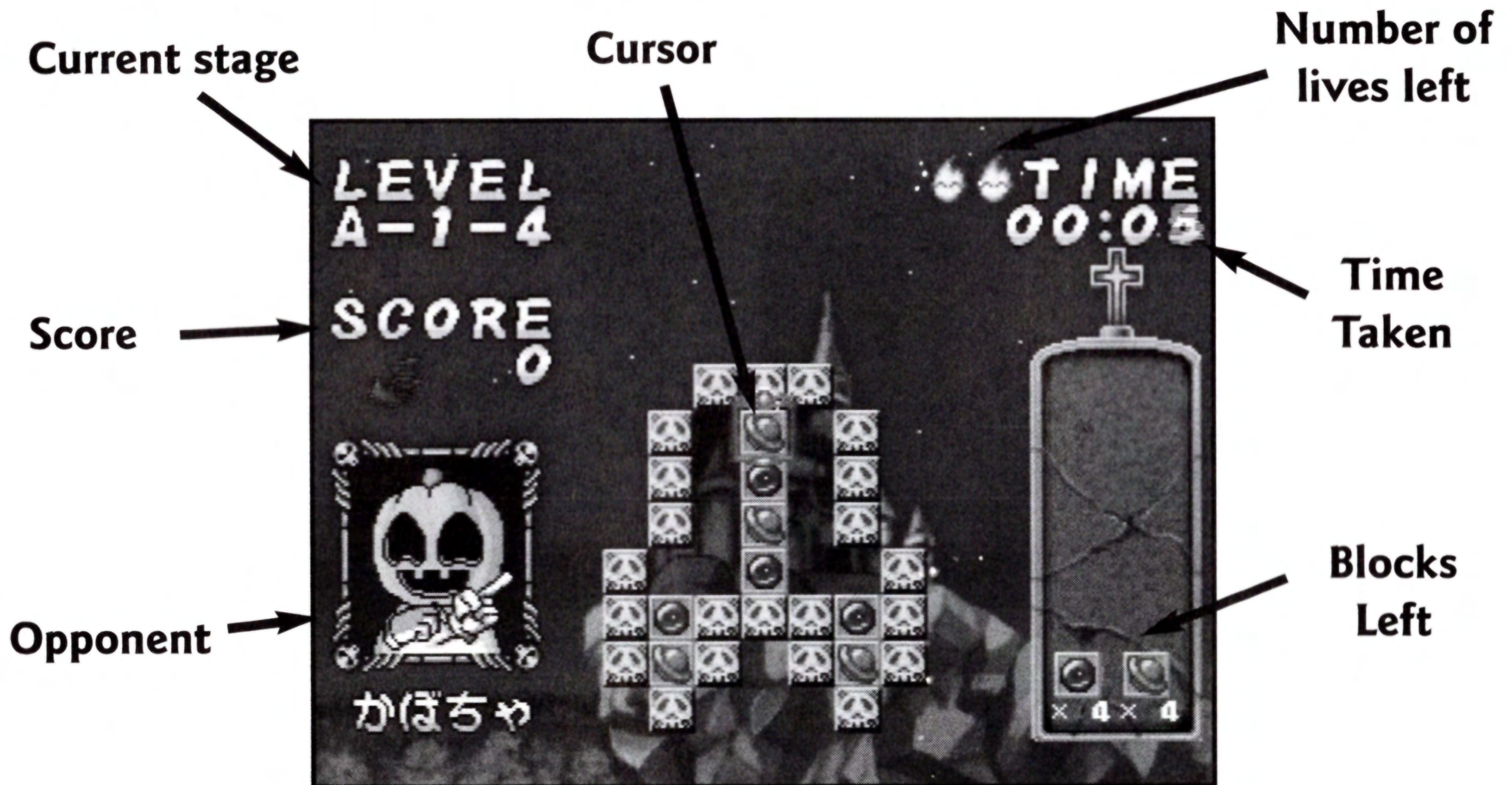
Put down a block

Open Pause menu

Move cursor

This game is for one player only. Please ensure that a controller is inserted in Controller port 1 to play **Puzznic**. **Puzznic** only uses the directional buttons. If you are using a DUALSHOCK® analog controller, the left analog stick cannot be used.

SCREEN LAYOUT



Current stage - Shows the stage the player is currently playing

Score - Shows the score the player has accumulated so far

Opponent - The opposing character that presents this challenge

Cursor - This is the cursor controlled by the player

Number of lives left -

Shows how many more lives you have remaining

Time Taken - Shows how many seconds have passed since starting this game

Blocks left - Shows the number of blocks left in the current stage

GAME MODES

Before the game begins you will be asked if you wish to load any saved ranking data on the MEMORY CARD.

At the Title screen, if you press the  button, two options appear.

Story Mode - In the Story mode, each time you clear one stage a part of the story is told. Along the way you will encounter splits in the path. The story changes according to the route you have chosen. In the Story mode you can choose to play either from the beginning, or from where you left off after saving your game to a MEMORY CARD.

If you choose to play from where you left off, you can play from the point you last saved your game to a MEMORY CARD. Please note that you can only save your game to a MEMORY CARD in MEMORY CARD slot 1 when playing Puzznic.

Free mode - In the Free mode you choose which stage to play from all the ones you have previously cleared.

Blocks

There are eight kinds of blocks. When you put two of the same blocks together they disappear. The number of blocks to be cleared is listed on the right hand side of the screen.

Conditions to Clear

If you have made all the blocks disappear the stage is cleared.


Stuck!

If only one block of a particular color is left, you cannot clear the stage. Or, if a block has been put in a position where it cannot be moved to connect with another block, then the stage cannot be cleared either. In this case, the number of lives goes down by one until there are none left. After that, the game is over.

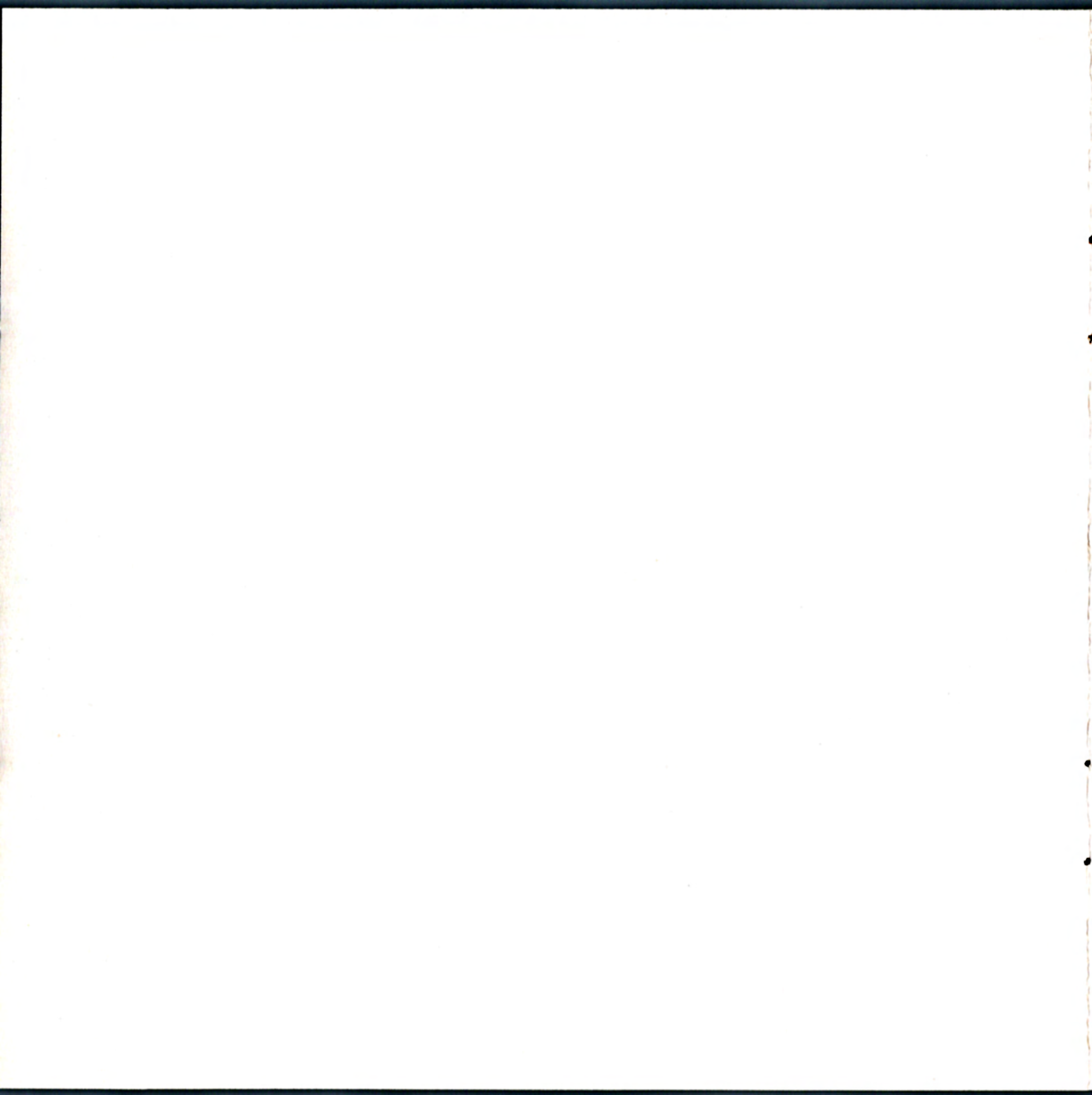
Game Over

If there are no lives left a Continue screen will appear. If you choose NO, then the game is over. If you choose YES, then you can continue from the last level cleared.

Save

Story data - during the game, if you press the  button a Pause menu screen appears. If you choose Save Game, then you can save your progress. If you clear one area, a demonstration sequence will play, after which you can choose to save your progress or not.

Ranking data - after you have finished the game, a Ranking screen will appear. If you have ranked in, you can enter your name, after which you can save the Ranking data.



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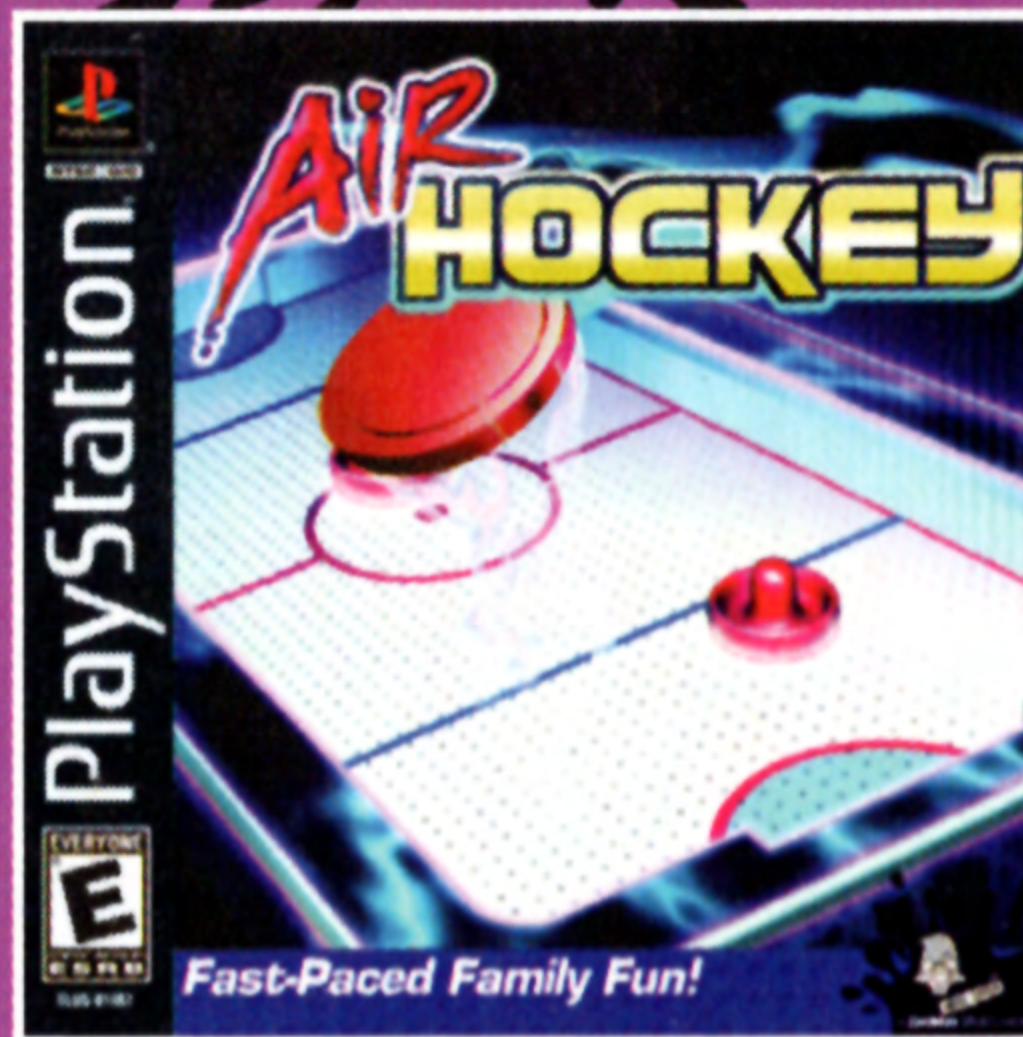
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