

SEGA

GAME DESCRIPTION



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8 GAME DESCRIPTION

The following explanations apply when the product is functioning satisfactory. Should there be any actions different from the following contents, some sort of fault may have occurred. Immediately look into the cause of the fault and eliminate the cause thereof to ensure satisfactory operation.

- STANDBY SCREEN (Attract Mode)

In order to make the product more attractive, a standby screen is displayed on the monitor while the power is on.

The standby screen shows advertisement video, a Game Description, Rankings and Precautionary notes together with Voice and BGM (Background Music).

The sequence is repeated until a credit is initiated. You can also turn the adjust the audio of the standby screen to either ON/OFF or SOFT/NORMAL.



fig 8.1

8-1 GAME OUTLINE

< OUTLINE >

"MANIC PANIC GHOSTS!" is an action game for up to 2 players. Each player uses a special device called a "Magic Wand."

The Player plays a hero who is trapped in a haunted house. The object of the game is to escape from the house while raising various ghosts from the profusion of rooms in the house.

< Game Specifications >

"Manic Panic Ghosts!" offers the following 2 courses.

- A " Single Player Panic!"
- B " Two Player Co-operative!"

8-2 GAME INSTRUCTIONS

8-2-1 Inserting a coin and selecting a course.

1 Insert a Coin

When a coin is inserted, the standby screen stops temporarily and the title logo appears.

If the minimum number of credits required for the game has been inserted, the opening movie screen is displayed.

2 Opening Movie

Touch the SKIP button at the lower right corner of the opening movie screen with the wand to jump directly to the course selection screen.



8-2-1 fig 01

3 Course Selection

On the course selection screen, select either the "Single Player Panic!" course or the "Two player Co-operative!" course.



8-2-1 fig 02

When enough coins for a second player have been inserted, the cloud covering the two player course disappears and the course name can be seen in large letters. The two player course can then be selected.



8-2-1 fig 03

Touch the desired course with the magic wand and then touch "Yes" to start the game



8-2-1 fig 4

CAUTION!

If you start the game with ERROR104 : DEVICE 1P IR-LED ERROR or ERROR105 : DEVICE 2P IR-LED ERROR displayed in the upper left corner of the screen, you will not be able to select the "Two player Co-operative!" course.

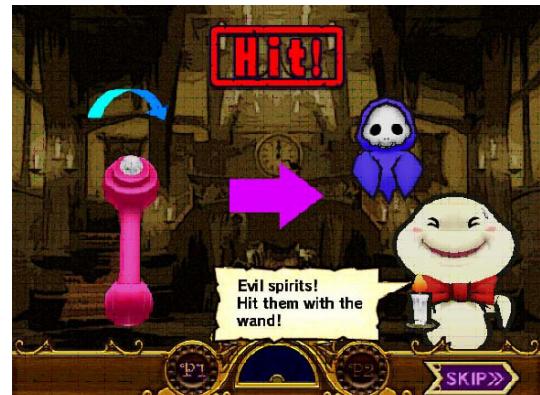
8-2-2 How to Play

A Single Player panic!

The “Single Player Panic!” course is for one player only. Up to 7 game types can be played. The story progresses and the player escapes from the haunted house by defeating the boss and the final boss at the end. Your results and ghost profile are displayed when the game is over.

1 Tutorial

If you select the “Single Player Panic!” course from the course selection screen, a screen appears where you select whether or not you want to see the tutorial for the “Single Player Panic!” course. Select “Yes” to start the tutorial.



8-2-2 fig 01

2 Game Selection

Select the door for the course you want to play by touching it with the magic wand. The game will then advance.



8-2-2 fig 02

3 Game (Game description, game in progress, results and ranking.)

When a game finishes, the game results (number of ghosts defeated) are displayed. Following this, one ranking type will also be displayed.

(Ex: Number of ghosts hit, accuracy, etc.)



8-2-2 fig 03

4 Total Score and Ghost Profile

The ghost profile (the player's personality type) is displayed after the closing credits or when the game is over.



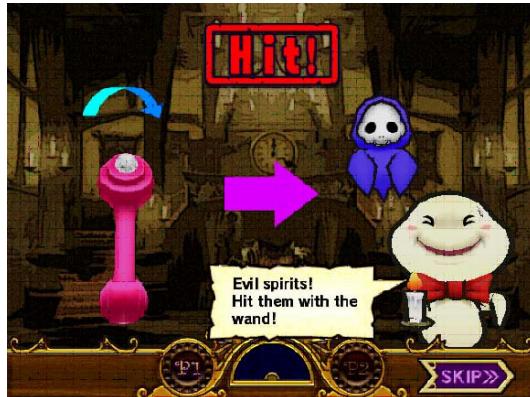
8-2-2 fig 04

B Two Player Co-operative!

The “Two player Co-operative!” course is for two players. In this course, two players play together in a single game and work together to clear it. Up to 6 game types can be played. The story progresses and the players escape from the haunted house by defeating the boss and the final boss at the end. Your results and ghost profiles are displayed when the game is over.

1 Tutorial

If you select the “Two player Co-operative!” course from the course selection screen, a screen appears where you select whether or not you want to see the tutorial for the “Two player Co-operative!” course. Select “Yes” to start the tutorial.



8-2-2 fig 05

2 Game Selection

Select the door for the course you want to play by touching it with either of the magic wands. The game will then advance.



8-2-2 fig 06

3 Game (Game description, game in progress, results and ranking)

When a game finishes, the game results (number of ghosts defeated) are displayed. Following this, one ranking type will also be displayed.
(Ex: Number of ghosts hit, accuracy, etc.)



8-2-2 fig 07

4 Total Score and Ghost Profiles

Ghost profiles (both players’ personality types and compatibility) are displayed after the closing credits or when the game is over.



8-2-2 fig 08

8-3 GAME SCREEN

- The player can successfully pass each stage by defeating a certain number of ghosts (goal number) within the time limit. When the target number is reached, the player progresses to the next stage.
- The player loses if they fail to defeat the goal number of ghosts, and the game is over. (Even if the player fails and continues or succeeds, the game proceeds to the next stage regardless. A stage is not repeated.)
- Your time is reduced if you are attacked by a ghost or if you hit a good ghost
- In a two player game, the two players share life and time.

1) Good Ghost

Hitting or touching the good ghost results in a penalty.

2) Ghosts

Clear the requirement by defeating the goal number of ghosts or more. How to defeat the ghost differs according to the ghost.

3) Score

Points are added for defeating ghosts or hitting objects.

4) Time Gauge

Decreases as time elapses.

5) Ghosts defeated/Goal number

Successfully pass a stage by defeating the goal number of ghosts or more within the time limit.



8-3 fig 01



8-3 fig 02

You can adjust the difficulty in the GAME TEST MODE. (See Chapter 9. GAME ASSIGNMENTS.)

NOTE: Games on the game selection screen for which "Difficult" is displayed on the door (appear in the latter half of the game) are more difficult than normal.

<Example>

Games where "Difficult" is displayed on the door when set to "HARD" in GAME TEST MODE are the most difficult.

8-4 EXPLANATION OF GAMES

8-4-1 "Single Player Panic!" Mini Games

8

Game Description

Evil Everywhere

Ghosts will show up from everywhere! Hit them.

Spirit Shindig

Hit the floating ghosts!

Restless Knights

Knock back the things that the ghost throw.

Sonic Boom Racer

Hit the speedy ghosts!

The Curious Clock

Hit only the bad ghosts in the clocks!.

Frozen Souls

Avoid the white ghosts, and pull the ice-ghosts into the fire!

Shoot for the Stars

Hit the ice-ghosts with the fire cannon and the fire-ghosts with the ice cannon.

Ghost Gathering

Hit the ghosts as they wander about.

The Weird Wall

Hit the wall ghosts that come towards you, and keep hitting!.

A Fantastic Feast

Hit only the food into the ghosts mouth.

Nefarious Numbers

Hit the ghosts in order, starting with 1!

Which one is real?

Find the hiding ghosts and hit them!

Doppleganger

Hit two doors to find the hidden pair.

Boss - Twisted Laboratory

Hit back FRANK N' s attacks to weaken him, then hit him when he hides!

Boss - Out of Blood

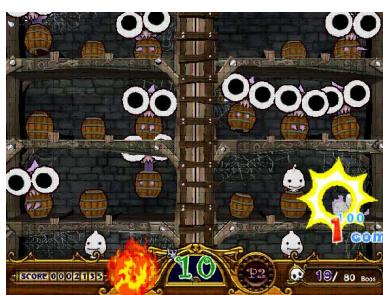
Hit back COUNT CLEVER' s attacks then hit him while he hides.

Final Boss - The Last Stand

Hit back BOSS-BOO' s attacks, then hit him to defeat him.
NOTE: Appears as a hidden boss only when all ordinary bosses are defeated.

8-4-2 "Two player Co-operitive!" Mini Games

The barrels are back



【1P • 2P Simutaneous】
Hit the ghosts as they peek out of the barrels!

Haunted huddle



【1P • 2P Simutaneous】
Hit the ghosts as they wander about!

Sinister Spirits



【1P • 2P Simutaneous】
Find the hiding ghosts then hit them!

Dastardly Digits



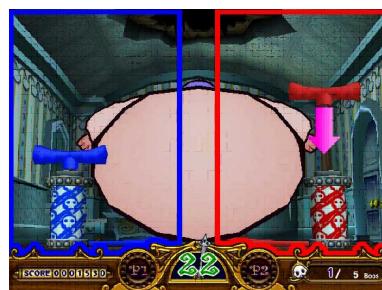
【1P • 2P Simutaneous】
Hit the ghosts in order starting with 1!

Cannon Conflict



【1P • 2P Simutaneous】
Hit the ice-ghosts with the fire cannon and the fire-ghosts with the ice cannon.

Balloonacy



【1P • 2P Simutaneous】 Take turns to lower the lever to inflate the ghosts!

The Looming Wall



【1P • 2P Simutaneous】
Turn the hadle to squash the Chunky-Boos!

Fire and Ice



【1P • 2P Simutaneous】
Pull the fire and ice ghosts intot the cage.

Do you remember?



【1P • 2P Simutaneous】
Hit the door hiding the right ghost!

Prison Panic

【1P・2P Simutaneous】
Turn the handle to raise the cage and hit the ghosts inside!

Machine of Menace

【1P・2P Simutaneous】
Turn the hadle and hit the ghost that fly out!

The Monster Mash

【1P・2P Simutaneous】
Take turns to hit the floating ghosts.

Proving Ground

【1P・2P Simutaneous】
Take turns in knocking back objects!

Speed-Up Syndrome

【1P・2P Simutaneous】
Take turns in hitting the speedy ghosts!

Extra Evil Everywhere

【1P・2P Simutaneous】
Take turns hitting the ghosts as they appear!

Fatal Fantastic Feast

【1P・2P Simutaneous】
Hit only the food into the ghosts mouths!

Boss - Unravelling Mystery

【1P・2P Simutaneous】
One player can hit back attacks, while the other pulls off the wrappings.

Boss - Machine Powered

【1P・2P Simutaneous】
One player can hit back attacks, while the other hit doors with matching numbers.