

cellophanes

TM

I'm going back to that arcadē

NINELIVES



# INTRODUCTION: Introduction

## Welcome to the world of Cellofans

The 1970s was the time when game arcades first appeared in town. "Celoferns" is a collection of short games that will give you a taste of the nostalgic atmosphere of that early era of computer games.

"Oh, that brings back memories. Old games were like this. I used to play them a lot when I was little..." But wait a minute. The games in "Cellophanes" are not re-releases or ports of old games. They are all completely new games made in 1997. They were made to fit the PlayStation, while retaining the feel of games from "those days," such as "colored cellophane pasted on black-and-white displays to make them look colored," "burn-in from old game consoles," and "sluggish processing." The resulting 12 games are nostalgic and simple, yet tasteful and somehow fresh.

Welcome to the world of "Celophanes". This is a strangely peaceful gaming space where time stands still. So, close your eyes, pick up your controller and...

Burn-in, blurred graphics, and other screen effects are caused by program processing. They do not indicate a malfunction of the screen or PlayStation, and do not have any adverse effects.

Celofarnes is a trademark of NINELIVES Inc.

For Japan Only



1 player



Memory card  
1 block



Mouse  
compatible



Analog controller compatible



Compatible with special  
controller SLPH00005 [Namco Ltd.]



Compatible with special  
controller SLPH00034 [Namco Ltd.]

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# M

AIN MENU: Nine Menu

## MAIN MENU



02

### GAME SELECT

game selection

computer block  
World  
Sonic  
Dancing Star  
Delta  
Mystery Planet

### GAME SELECT

Select the game you want to play. Press

② to return to the main menu.

### MEMORY CARD

Access to memory card

Please select a process.

We'll play information to a memory card read

play information from a memory card

### MEMORY CARD

Save and load the total play time and options for each game to and from the memory card. Select the menu using the up and down directional buttons and press the ○ button to confirm. Press the button to return to the main menu.

Akiba Parts Shop

Please see page 28.

STAFF CREDIT

Show staff credits.

# B

## ASIC CONTROL: Basic operation

controller

L1

L1 button +

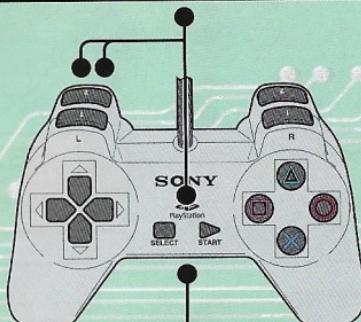
L2

L2 button +

START button

Pressing this button on the game title screen will put you into test mode, where you can set the difficulty level and other settings.

\*Some games do not have a test mode.



direction key

It is used to move the cursor and select menus, and in-game to control characters and paddles.

START button

Select the menu and start the game.

START button +

SELECT button

Return to the main menu from the game screen.



button

Make decisions and take action.



button

Make a cancellation.



button

Show help.

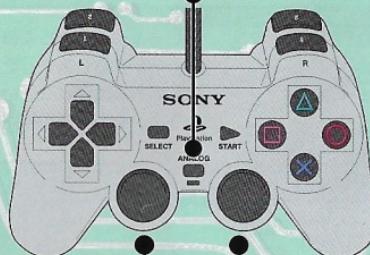
03

## analog controller

Compatible games  
computer block  
world travel  
lord block  
delta  
dancing zoo

Please use the analog mode

switch when the LED indicator is lit red.



The other buttons are the same as the controller.

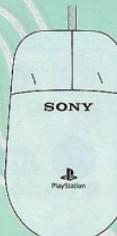
04

Left stick Not

used.

right stick

Move the paddle left and right.



left button Fires a bullet.

right button Not used.

mouse movement

Move the crosshair to aim at the target.

mouse

Compatible games  
computer block  
lord block  
dancing zoo  
world travel  
delta  
Mystery Planet  
gun fighter  
Wiiui • jungle  
tank

## Volume controller (SLPH00015 [Namco Co., Ltd.])

Compatible games  
computer block  
world travel  
lord block  
dancing zoo  
delta  
Mystery Planet

### volume knob

Move the paddle left and right.



### A button

Start the game.

### B button

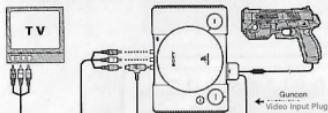
Not used.

## How to connect the Guncon

\*GUNCON™ has three connectors: a controller output connector (GUNCON plug) and a video input connector (GUNCON video input plug). To ensure accuracy, please connect it to the PlayStation™ console in the appropriate way.

### A PlayStation™ with AV output terminal (SCPH-1000, 3000, 3500, 5000)

Connect the Guncon video input plug to the video output terminal (yellow) of the PlayStation™, and then connect the AV cable (yellow) that came with the PlayStation™ to that plug.



### B PlayStation™ SCPH-5500 without AV output terminal Use the optional AV adapter SCPH-1160

Please connect the AV adapter SCPH-1160 (sold separately) between the "PlayStation™" and the AV cable included with the console, and then connect the gun controller and video input plug.

### C PlayStation™ SCPH-5500 without AV output terminal Use an optional extension AV cable

You can also connect it by using a commercially available AV cable to extend the connection and then fitting the Guncon video input plug to it.

## Guncon (SLPH00034 [Namco Co., Ltd.])

### Compatible games Gunfighter

Wiiii Jungle Tank



### A button

Start the game.

### trigger

Fires a bullet.

### A button + B button + trigger

Return to main menu.

If you are using a TV that does not have a video input terminal

### D When using the RFU cable SCPH-1060

If you are using the RFU cable SCPH-1060 to connect it to a TV, leave the cable as is and connect the separately sold AV adapter SCPH-1120 to the AV multi-output terminal, and then connect the gun controller and video input plug.

### E When using the RFU cable SCPH-1200

If you are using the RFU cable SCPH-1120 to connect it to a TV, connect the AV adapter SCPH-1160 (sold separately) to the AV multi-output terminal, then connect the Guncon video input plug and the RFU cable SCPH-1120 to it.

KO

## ALIBRATE: Controller adjustment

Adjustment functions are available to make playing with the gun controller, analog controller, and volume controller more comfortable.

### Adjusting the volume controller

1. Connect the volume controller to controller terminal 2.
2. Select a game that supports a volume controller from GAME SELECT on the main menu.

### Analog controller adjustment

1. Connect the analog controller to controller terminal 1.
2. Select a game that supports analog controllers from GAME SELECT on the main menu.

06



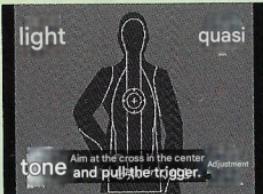
3. When the title screen appears, press the L1 button + L2 button + START button to call up the test mode. The screen design may vary slightly depending on the game.



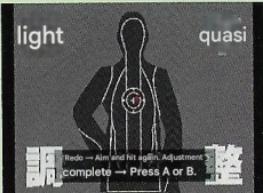
4. Select PERIPHERAL SETTING. Move the volume knob or right stick all the way to the left and press the A button or ○ button. Set the left limit. Move the volume knob or right stick all the way to the right and press the B button or △ button to set the right limit. Press the START button to return to the title screen.

## Guncon adjustment

1. Connect the gun controller to controller terminal 2.
2. Select "Wiiii Jungle", "Gunfighter" or "Tank" from the GAME SELECT menu on the main menu.



3. The system will automatically move to the aiming adjustment screen. Aim at the center of the concentric circles in the center of the screen and pull the trigger.



4. When the red crosshairs are aligned with the target, the adjustment is complete. Press the A or B button to return to the game screen. To continue adjustment, shoot at the center of the concentric circles again.

You will need to redo your controller calibration every time you exit the game and return to the main menu.

computer block  
lord block

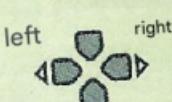
# Block Lord



"Will you be able  
to meet me?

Part 2

direction key



you can move forward by destroying all the walls.  
of course, when all the balls are gone,

Don't get hurt, use the arrow keys to change the color.  
Hit the wall with the ball and destroy it.

**MATUKI**



mouse

Move mouse left Move the paddle to the left

Move mouse right Move the paddle to the right



analog  
controller

"Push the right stick left Move the paddle to the left

"Push the right stick to the right Move the paddle to the right

○Button

serve the ball

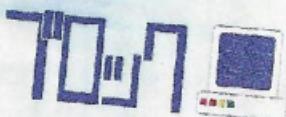
volume controller

Move the paddle to the left Move the paddle to the right

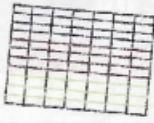
A button

serve the ball

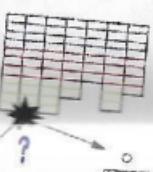
Computer TN.



How to play



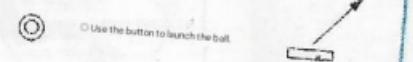
1. Move the paddle left  
and right to serve the ball  
and destroy the blocks.



2. If the pole hits,  
The pole will collapse.  
When the pole bounces,  
quickly decide which direction to  
go and move the paddler



You can move the paddle using the directional keys.



E

How to operate



O

Use the button to launch the ball.

Day Hayate



controller

L1 L1 button  
or  
direction key left  
Move the paddle to the left

R1 R1 button  
or arrow key right  
Move the paddle to the right

○Button serve the ball

# world travel

21



DESTROY THE 30 BLOCKS THAT APPEARED OVER FIRST THAT APPEARED SUDDENLY IN THE SPACE.

## Operating Guide

**How to play**



Travel to famous places around the world and break down each block as you go.

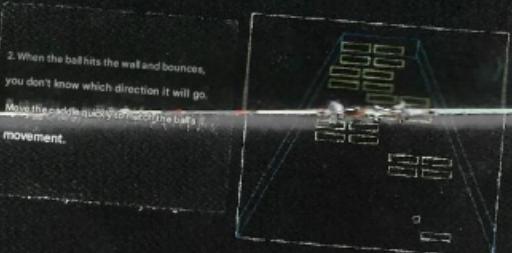
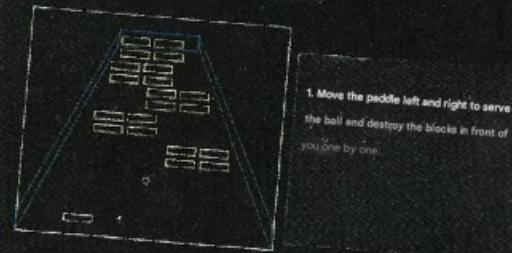
**How to operate**



direction key ← ↑ → ↓ (left, right)

○ Button (7)

MATLU



Get CINFLIES



mouse

Move mouse left Move paddle to the left

Move mouse right Move the paddle to the right



analog controller

[Right stick left: Move paddle left

Right stick to the right: Move the paddle right

○Button

serve the ball

volume controller

Move the paddle to the left



Move the paddle to the right

A button

serve the ball



Controller

L1 L1 button

or  
direction key left

Move the paddle to the left

R1 R1 button



or arrow  
key right

Move the paddle to the right

○Button

serve the ball

E

**Aircraft control method**

Turn left	Turn right	jet shot	Flash: Other Inertia disappears Inertia also disappears

**How to play**

<b>2</b> 1	
<b>3</b> Look at the flashing sensor. ! Eliminate any enemies that appear with laser shots!	
<small>If you come into contact with terrain or enemies, you will take damage and your fuel will decrease. If you land on water, the power is gone.</small>	<small>Lasers can destroy terrain</small>

**Diloc**

mouse

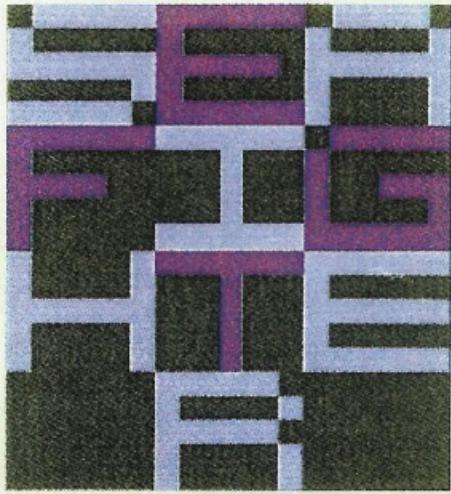
Move mouse left	Aircraft left turn
Move mouse right	Aircraft right turn
left button	Laser firing
right button	jet injection
left button + right button	flash Enemy movement stops Inertia also disappears

**volume controller**

Left turn of the aircraft		right turn of the aircraft
A button		Laser firing
B button		jet injection
A button + B button	flash Enemy movement stops Inertia also disappears	Inertia disappears

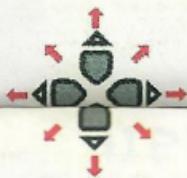
**controller**

	Left turn of the aircraft
	right turn of the aircraft
	laser firing
	jet injection
	flash Enemy movement stops Inertia disappears



Destroy the enemy battleship before your submarine runs out of oxygen!

operation



Directional buttons:  
Submarine control

Shot ◎  
button

Your oxygen will decrease over time! It will also decrease if you get hit by enemies or enemy bullets! Defeat the battleship to clear the stage!

Hayate.the Eye



controller



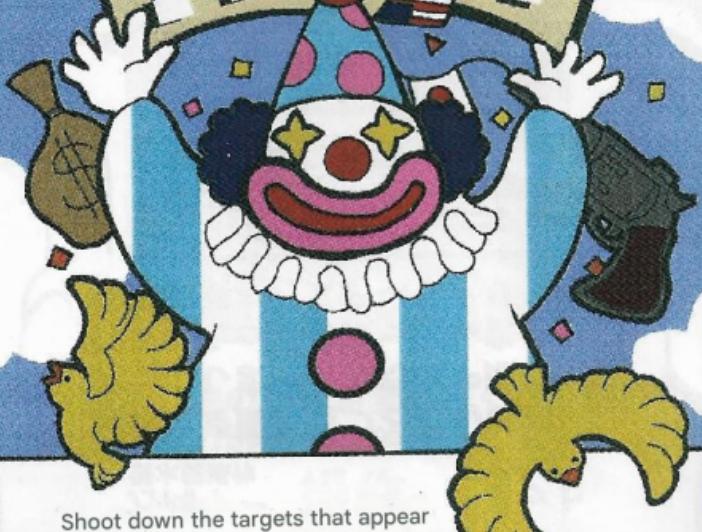
direction key

Submarine movement

◎Button

firing a torpedo

# CARNIVAL HUNT

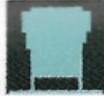


Shoot down the targets that appear  
one after another!



small

10 points



Medium

30 points



large

50 points

## Note!

If you are attacked by a target,  
You'll be eaten!



free design



controller



Direction key left

"Move the gun to the left"



Directional key right

"Move the gun to the right"



Button

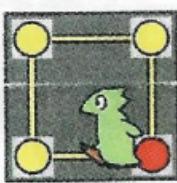
firing a bullet

# Racon Walker

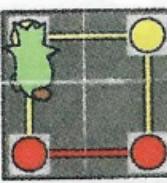


Cover the panel

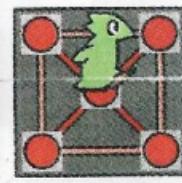
change the color



When you pass through a panel,  
its color will change. Watch out  
for enemy characters!



Pipes connecting panels  
of the same color change  
color to earn points!



If you can change the color of  
many pipes at once, you will get  
a high score!

control

move



direction key  
Double tap the directional key

dash



Brain play without  
stepping on the panel.  
The enemy can't avoid it!

jump



Brain play without  
stepping on the panel.  
The enemy can't avoid it!

fire



The flame gauge fills up  
every time you walk!

1983 Free Design

142-92



controller

	direction key	dragon movement
	button or	jump
	Button or button	fire

# GUNFIGHTER

gunfighter

I will use any means necessary to  
deal with those who disturb the peace!



Aim for this!!!



Cowboy (easy target)



Gunman (Western Outlaw)



Covered Wagon (Carelessness is the enemy!)

Use the directional  
keys to aim!

Bald (difficult to aim at)



Shoot with the button!

Guncon

corporation

Yoshikatsu

Kyoto Ward



mouse

move the mouse

Moving the aim

left button

firing

Guncon

trigger

firing

A button + B button  
+ trigger

Return to main menu



controller

Moving the aim

firing



Protect yourself from the approaching beasts!

\*Guncon compatible



Pull the trigger and fight back!



Use the directional pad on the controller to aim at enemies  
and press the button to shoot!

### Note!



The jungle isn't just about  
animals!  
Be careful not to fire at  
people!!  
(Points will be deducted)

Yoshikatsu



mouse

move the mouse

Moving the aim

left button

firing

Guncon

trigger

firing

A button + B button

Return to main menu

+ trigger



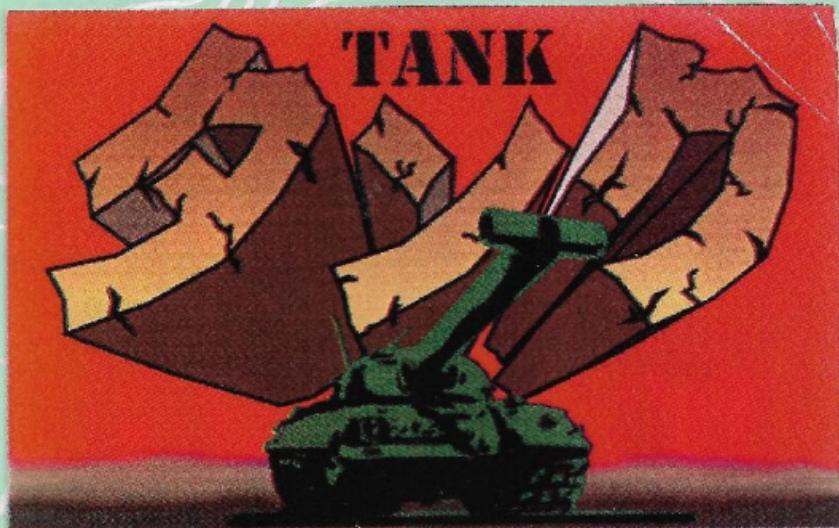
controller

direction key

Moving the aim

Button

firing



Shoot down the approaching  
tank corps

#### Mission explanation

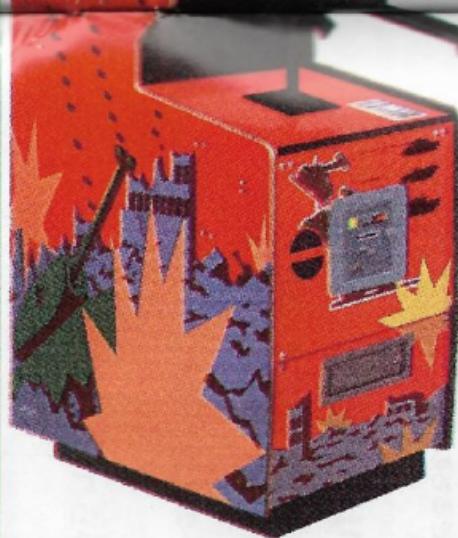
- When using a gun controller, connect the gun controller before starting.

If you are using a controller, use the directional pad to aim at the target displayed on the screen. If you are using a gun controller, aim the gun controller's aim at the target and press the **○** button or pull the trigger. The battle lasts for 60 seconds. Destroy as many tanks as possible.

- When the GAME OVER sign starts flashing, the mission is over. How did you do?

**Note!**

- Do not kick the case.
- Do not apply excessive force to the controller.
- Do not insert foreign objects into the coin slot.

\*Please make sure to connect a case.
at handle
in charge


 1977 Yoshikatsu



mouse

move the mouse	Moving the aim
----------------	----------------

left button	firing
-------------	--------

Guncon

trigger	firing
---------	--------

A button + B button + trigger	Go to main menu return
----------------------------------	---------------------------



controller

direction key	Moving the aim
---------------	----------------

○Button	firing
---------	--------



## KIBA PARTS SHOP: Akihabara Parts Shop

Each game of Celophiles comes with a variety of custom parts. Collecting these will make your gameplay even more enjoyable.

Select "Akiba Parts Shop" from the main menu. You can purchase the parts listed in the list in exchange for the game play time recorded on your memory card.

Some custom parts can be built-in and turned on/off in the test mode of each game.

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### Examples of parts handled

#### Continue function

Allows you to continue playing compatible games

#### Improved shot speed

Increases the player's firepower

rapid fire device

#### Add-stage

A stage that is not normally seen will be added

## Precautions for use

software designed exclusively for the home video game computer "PlayStation". Do not use it with other models as it may cause equipment damage or have adverse effects on the ears or other parts of the body. ●This disc is only compatible with the Japanese  NTSC J mark or FOR SALE AND USE IN JAPAN ONLY markings indicate Japanese specifications. It cannot be used with overseas versions of the "PlayStation". ●Please read the "Operation Manual" and the "Safety Instructions" section of the "PlayStation" console carefully and use it correctly.

When inserting this disc into the console, make sure the label side (the side with the title and other information printed on it) is facing up. Also, lightly press down on the centre to stabilize the disc. ●After you have finished playing, do not do this under any circumstances as it may cause malfunctions. When removing a disc from the "PlayStation" system, press the open button on the system and make sure that the disc has completely stopped spinning before doing so. Touching a spinning disc can cause injury or damage the disc. Handle the disc carefully to avoid leaving fingerprints, dirt or scratches on either side. Also, do not attach stickers or write or draw on it with a pencil or pen. ●Do not use discs that have been repaired with adhesive.

If the disc becomes dirty, gently wipe it with a cleaning cloth (such as a glasses wipe) from the inside to the outside in a radial motion. Do not use record cleaners or solvents as they may cause malfunctions. ●Store the disc in an area exposed to direct sunlight. Do not place

heavy objects on the PlayStation or disc, or drop them, as this may damage the console and cause injury. After you finish playing, please return the disc to its case and store it out of reach of small children.

Please note that we cannot provide compensation for any scratches or damage caused by improper handling.

Never connect the PlayStation to a TV that uses projection technology. Doing so may result in screen burn due to residual light. ●Some software may require a memory card. Please check the instruction manual.

## Health precautions

time health sleep disorders: ●For the sake of your health, when playing, take a break of about 15 minutes every hour. ●Avoid playing, keep the room well lit and stay as far away from the TV screen as possible. ●In rare cases, some people may experience symptoms such as temporary eye strain, dry eyes, blurred vision or difficulty focusing when exposed to strong light or looking at a TV screen that repeatedly flashes. If you have experienced such a condition, be sure to consult a doctor beforehand.

playing immediately and consult a doctor.



User support contact points are as follows:

Nine Lives User Support Division

〒180 2nd floor, Alpha Musashino 2, 2-6-5 Nakamachi, Musashino City, Tokyo

TEL 0422-60-7057 Reception hours Monday to Friday AM12:00~PM6:00

SLPS 01081 (NINE-21001)

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Nine Lives Home Page  
<http://www.ninelives.co.jp/>