



NTSC U/C

PlayStation®

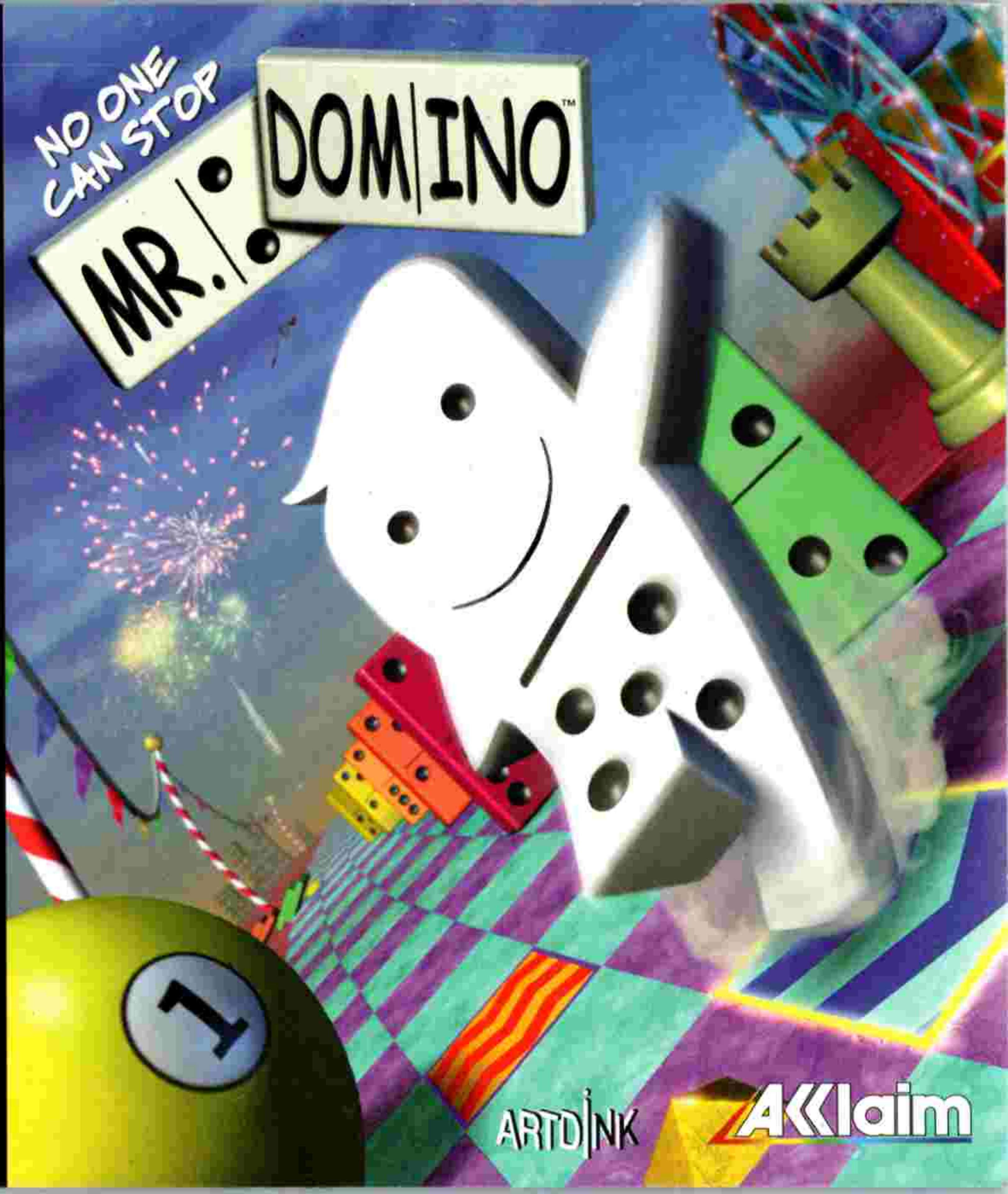


SLUS-00804
#21182

NO ONE
CAN STOP

DOMINO™

MR.



ARTDINK

AKKlaim

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.

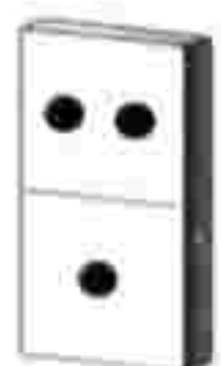
HANDLING YOUR PLAYSTATION DISC:

- 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.

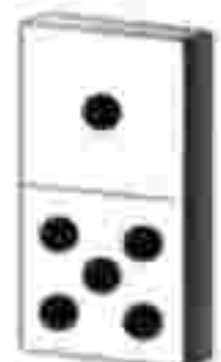
CONTENTS



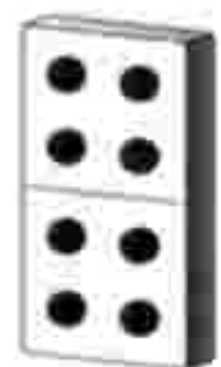
Foreword



The Controller



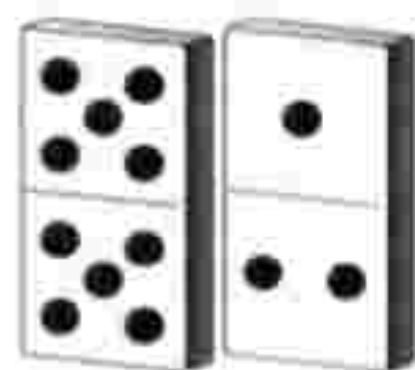
The Screen



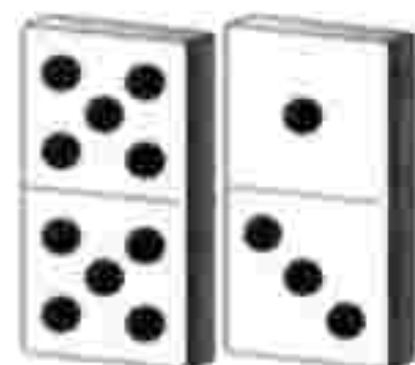
Starting the Game



Playing the Game



Hints on Strategy



User Support

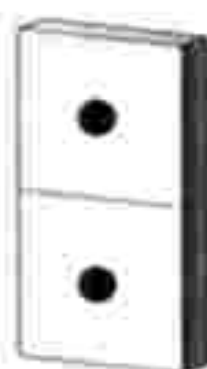


FOREWORD

Thank you sooooooooooooooooooooo much for purchasing the non-stop domino effect action game, "No One Can Stop Mr. Domino!" As you know, a domino might sit still for days or even weeks until someone pushes it over. But our friend Mr. Domino is impatient—he can't stand still! He has to run around everywhere. It's your mission to help frisky Mr. Domino on his fantastic journey through many worlds. Avoid those who'd like to hinder you. Use the domino effect (topple rows of dominos into one another) and activate switches in various stages to enter different worlds. To see what's in store at the end of the journey, you must play well and take care of Mr. Domino til the end.

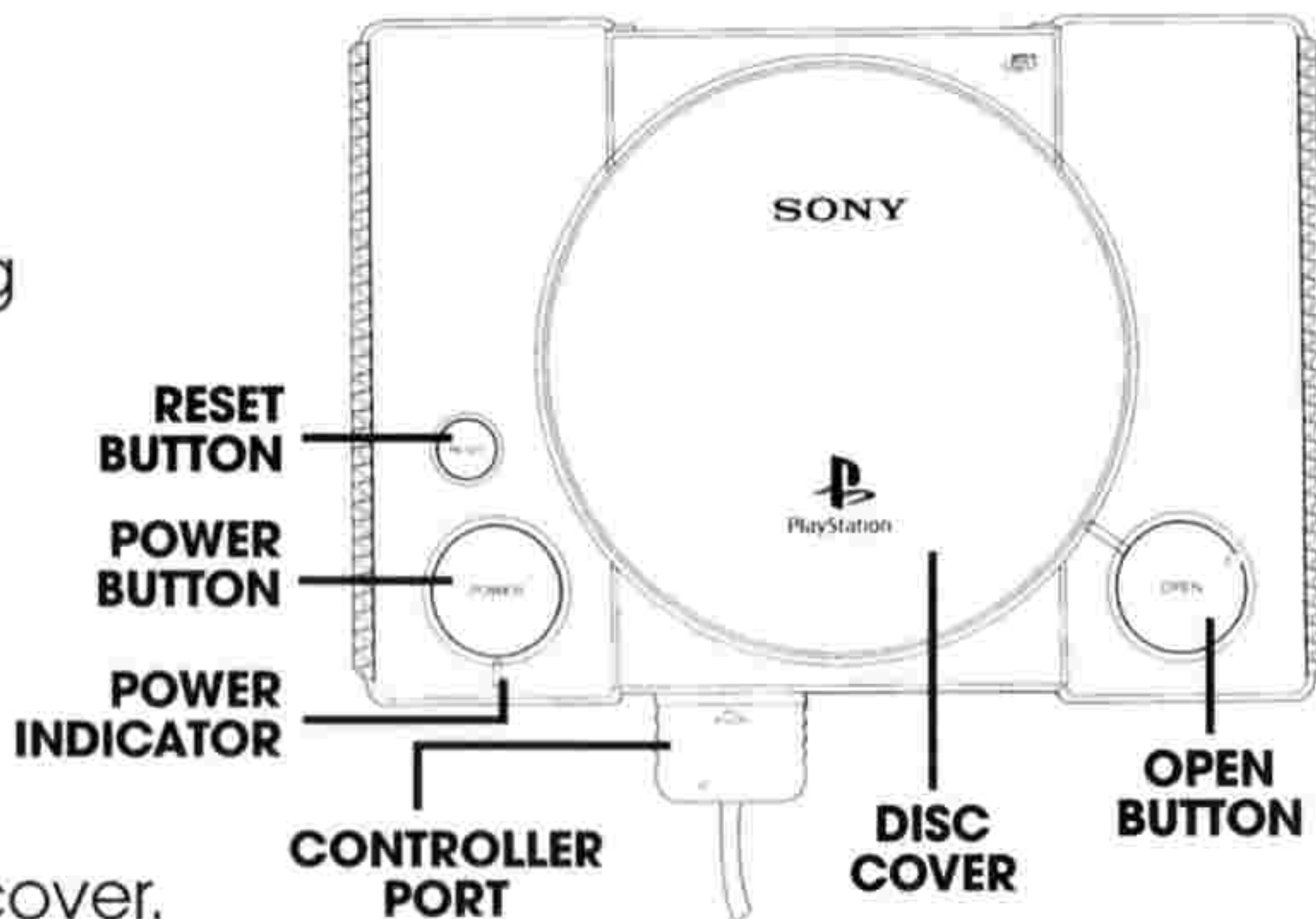
LOADING

1. Set up your PlayStation® game console according to the instructions in its instruction manual.
2. Make sure the power is OFF before inserting or removing a compact disc. Insert the NO ONE CAN STOP MR. DOMINO disc and close the disc cover.
3. Insert game controllers and turn on the PlayStation® game console.

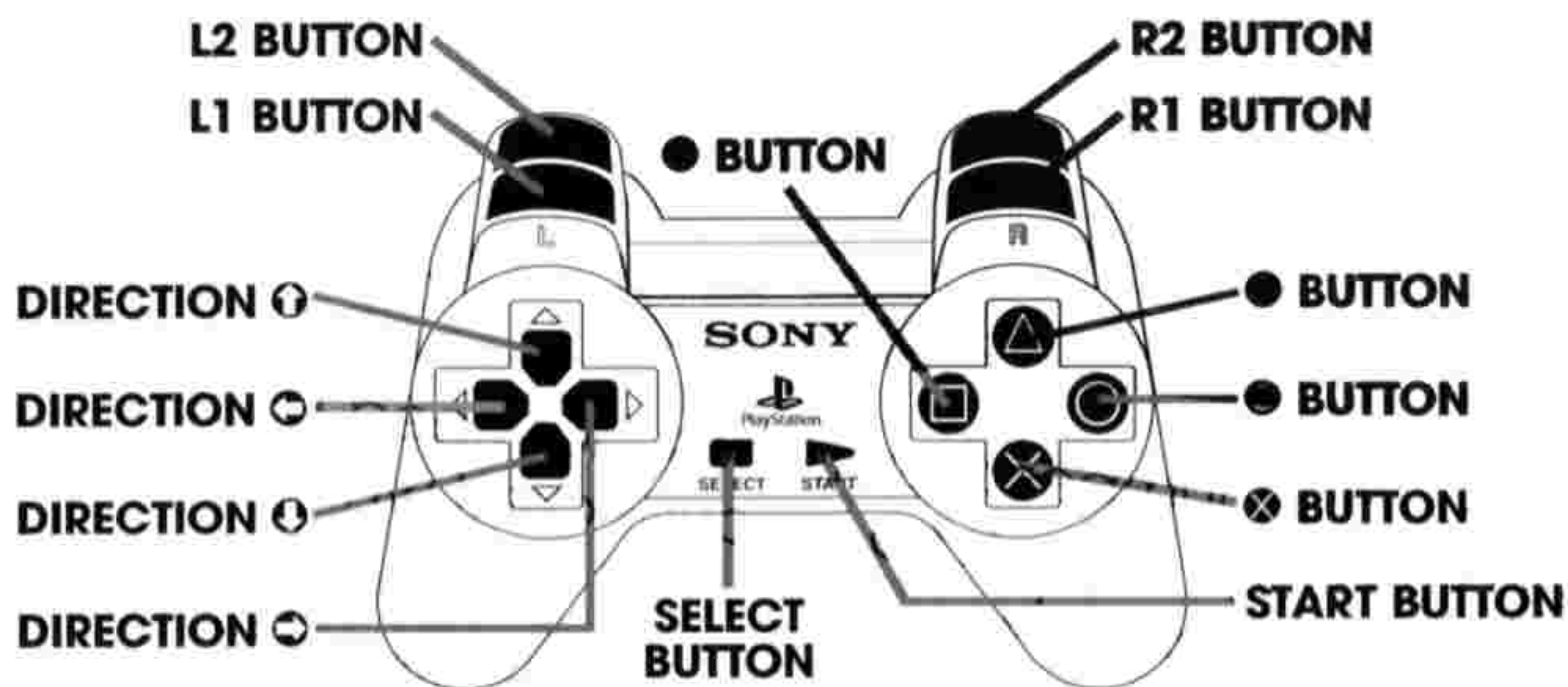


Follow on-screen instructions to start a game.

NOTE: NO ONE CAN STOP MR. DOMINO is for one player. You must have a Memory Card (sold separately) to save games.



CONTROLS



	GAME SCREEN	SELECT SCREEN
● BUTTON	Place the domino	Finalize
⊗ BUTTON	Place the domino	Cancel
△ BUTTON	Place the domino	Finalize
◻ BUTTON	Place the domino	Finalize
START BUTTON	Pause	Finalize
SELECT BUTTON	Menu selection when paused	Select
DIRECTIONAL BUTTON ↑	Accelerate Mr. Domino	Scroll Up
DIRECTIONAL BUTTON ↓	Decelerate Mr. Domino	Scroll Down
DIRECTIONAL BUTTON ←	Move Mr. Domino to the left	Scroll Left
DIRECTIONAL BUTTON →	Move Mr. Domino to the right	Scroll Right

- You do not use **L1**, **L2**, **R1** and **R2 BUTTONS** in the default setting
- Default controls can be changed in the **OPTION** screen.

CHARACTERS

No One Can Stop Mr. Domino has 5 characters, but only Mr. Domino or Miss Domino can be selected at first. Characters other than Mr. Domino or Miss Domino appear as intruders but once you finish the game using either Mr. Domino or Miss Domino, you can play with different characters.

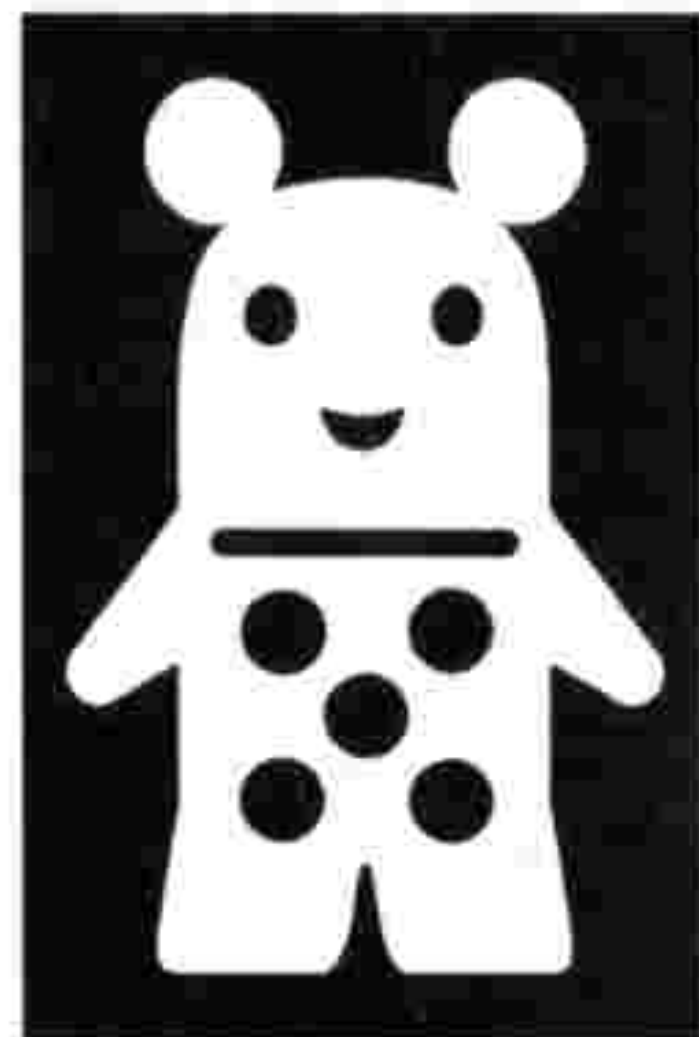


Mr. Domino

Isn't he cute? You've got to like him! Mr. Domino runs at normal speed, and is the default character. You should get used to the game with Mr. Domino first.

Miss Domino

She's cute enough to be Mr. Domino's girlfriend. Since Miss Domino skips, select her when you are in an up mood.



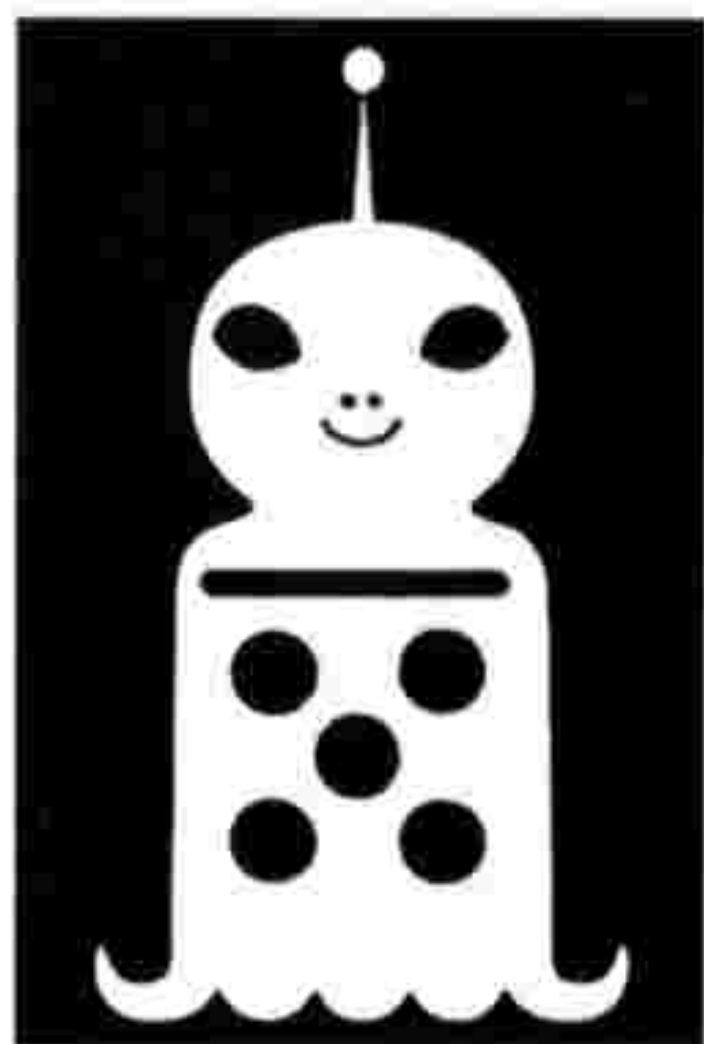
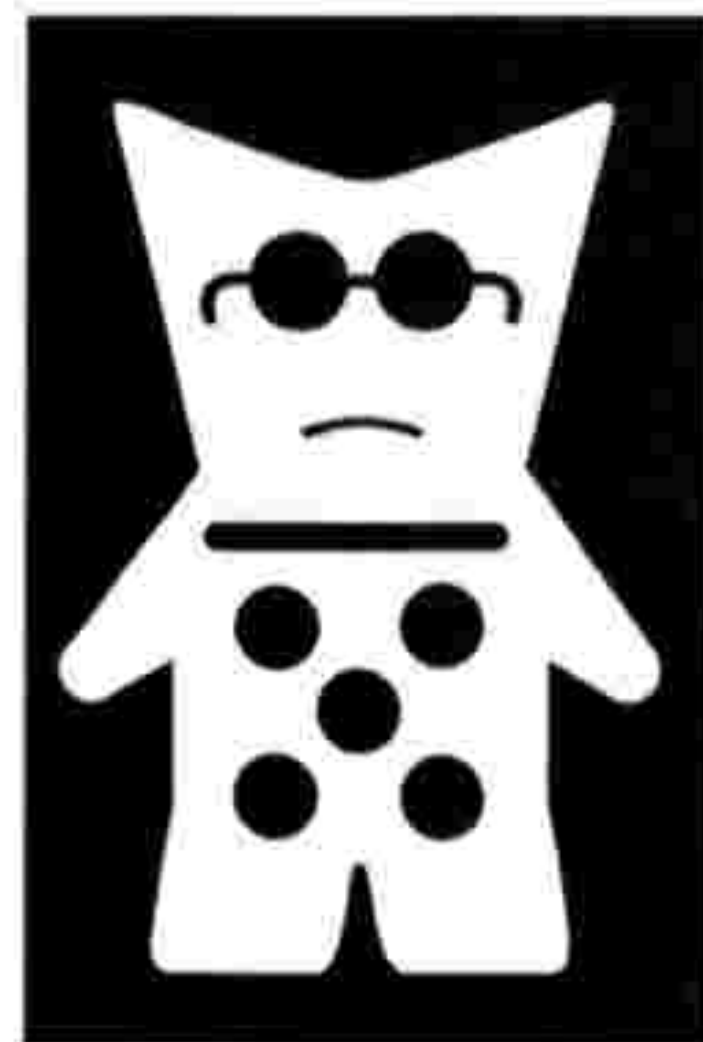


Bruce

This is a character for advanced players. He runs fast, so he's difficult to handle. If you finish the game with this character, you get special bragging rights: you are the most advanced player of this game!

Pierre-Domino

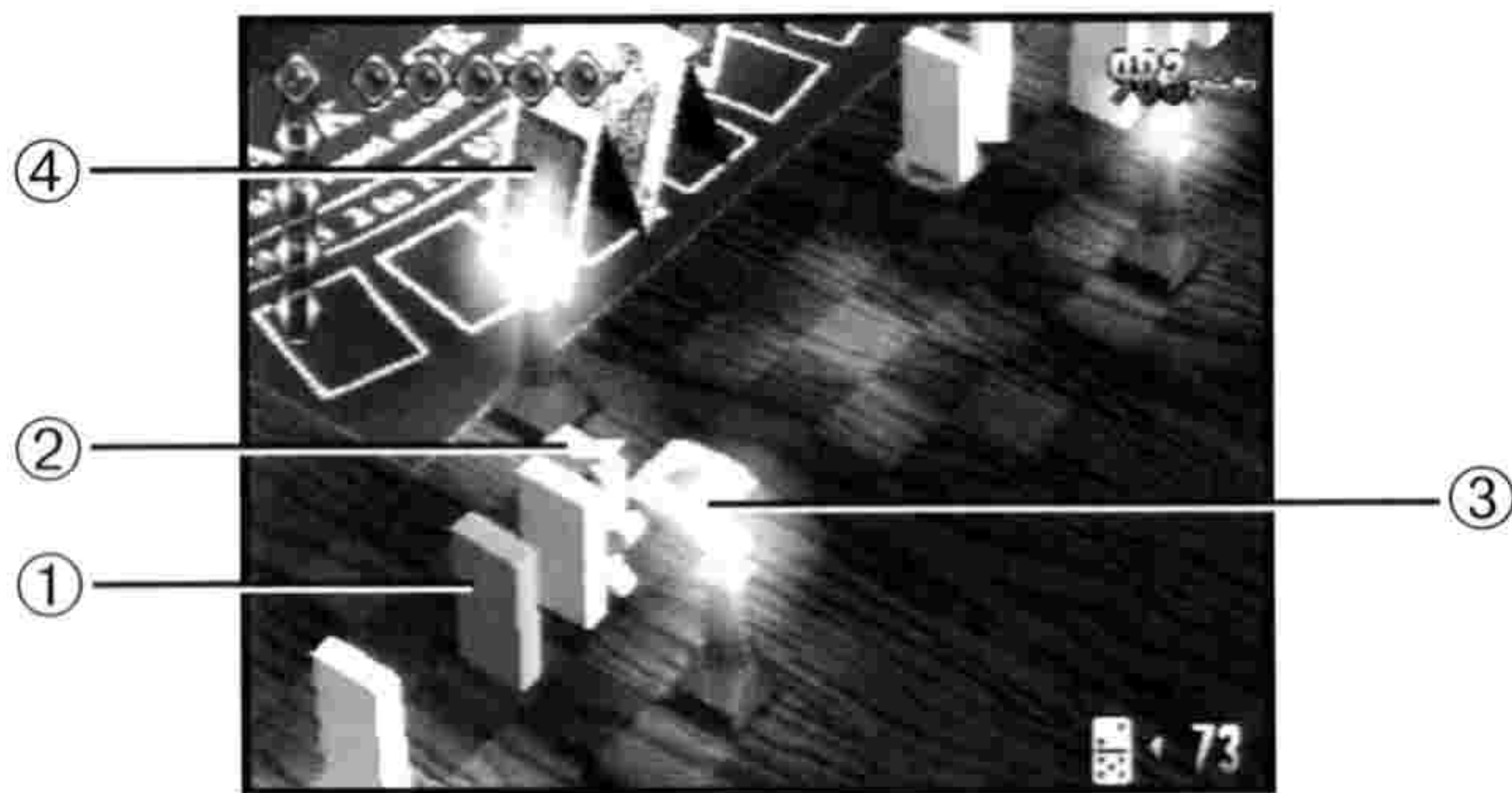
This super-slow character is the opposite of Bruce. He runs nervously and runs out of breath quickly—you can barely call it running! Pierre-Domino is good for those who like to take it slow. Play with this character to make sure you complete all the tricks.

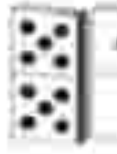


D▲M•?0

An alien in the domino dodge?
That's D▲M•?0! You must play as D▲M•?0 to learn his style—it's a mystery!

GAME SCREEN



- ① Domino pieces - The building blocks of success!
- ② Your character - You can select a character in the initial screen (see page )
- ③ Trick switch - A switch that will activate the trick. The force of a falling domino presses it. The shape of the switch differs depending on the trick.
- ④ Trick - A trick is activated when the switch is pressed. This will have an effect on the Hint Tile (see page )



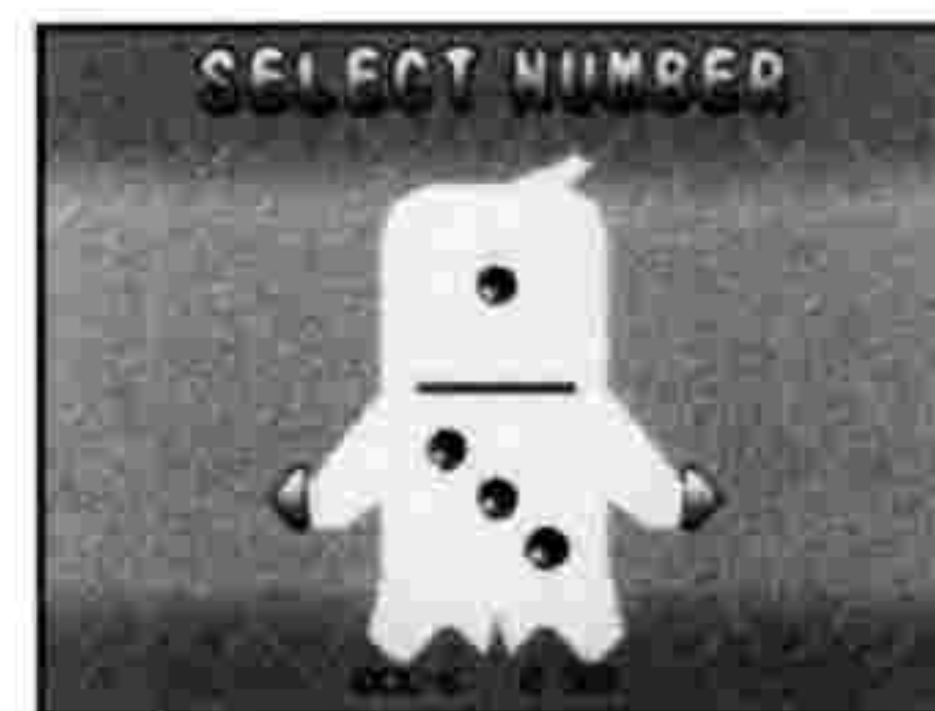


- ⑤ Trick lamp - This shows the number of switches that need to be activated to clear the stage. The lamp is connected when tricks are activated simultaneously.
- ⑥ Domino Power Gauge - Shows how many domino pieces fell in a row. The more domino pieces you push in succession, the higher your score will be.
- ⑦ Score display - Your current score
- ⑧ Tile - When your character lands on it, there is a special effect (see Page 10).
- ⑨ Domino piece counter - Displays the number of domino pieces on the course.
- ⑩ Obstacle characters - These troublemakers appear on the course and get in your way.

STARTING THE GAME

To play from the beginning

1. Select **START**.
2. Select your character. Some characters are not available at the beginning. You cannot change your character in the middle of the game.
3. Select the number of dots on your character's back.
4. Select your character's speed (slow or fast).



To play from where you terminated the game

1. Insert a Memory Card with your saved game into the proper slot and turn the power on.
2. Select **CONTINUE**.



To save or load the game

1. Select **MEMORY CARD** from **OPTION MENU**.
2. Select **SAVE** when you want to save the current stage you are playing and/or the high score to a Memory Card. You can only save 1 game per Memory Card, so if there is already a game saved on the Memory Card, select **OVERWRITE** and write over the saved game (or insert another Memory Card.)
3. When you want to play a saved game, select **LOAD**. After loading a game saved on a Memory Card, select **CONTINUE** in the title screen and start playing.



Other settings

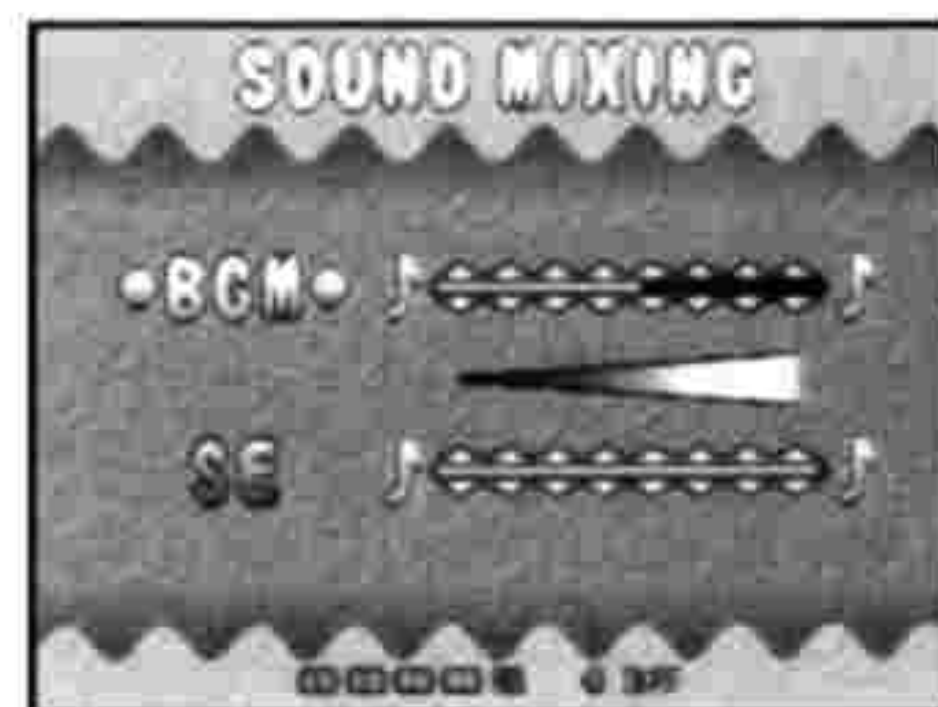
The following functions are also available in **OPTION** mode.

Score Ranking Toggles display of the high score.



Sound Mixing Adjust the BGM (background music) and SE (special effects) volume.

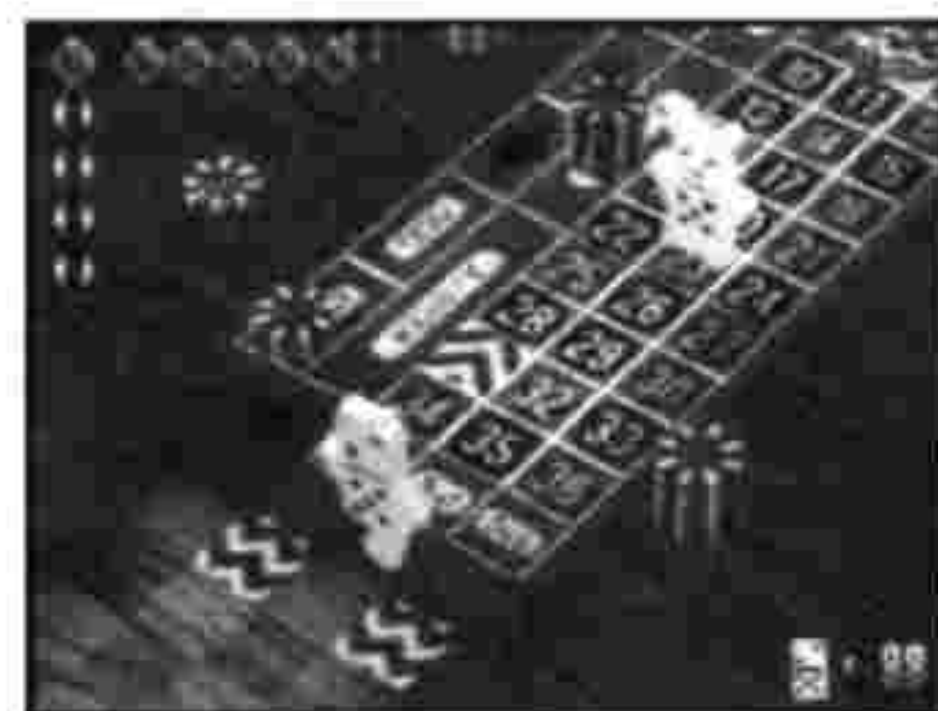
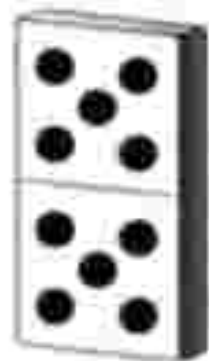
Button Assign Change the functions of controller buttons. To change functions, select **SETTING**. After choosing a function with the **SELECT BUTTON**, press the **BUTTON** you want to perform that function. Press the **START BUTTON**, to return to **BUTTON ASSIGN**. Select **DEFAULT** to return button assignments to default settings.



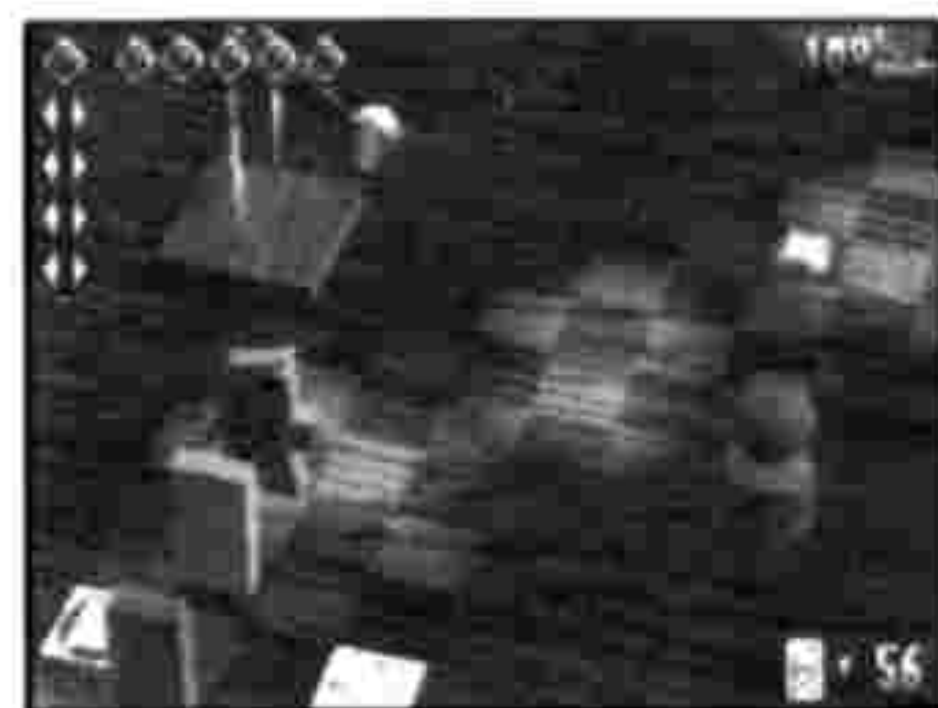
PLAYING THE GAME

1. **Stages** - There are 6 stages. Each stage is set with a course Mr. Domino (or another character) can run around. The course is like a racetrack and the character will go back to the starting point after each lap. You can make as many laps as you want. When you clear the stage, you will be taken to the next stage.
2. **Running Mr. Domino** - When the stage begins, Mr. Domino starts to run. He cannot stop running. The player can adjust Mr. Domino's *speed* and *where* he runs with the

DIRECTIONAL BUTTONS (See controls on page 10). There are other characters who will try to disrupt Mr. Domino, so make sure you avoid them.



3. **Placing domino pieces** - When you see the switch for the trick, place the domino pieces effectively! Press , ,  or  **BUTTON** to place domino pieces on the path that the character has run. You can place the domino pieces in succession by holding the button down.



4. **Pushing the domino** - When you complete a full lap and return to where the first domino piece was placed, let Mr. Domino bump into the piece. The dominos will start falling. Note that Mr. Domino will stand still when dominos are falling.



5. **Using Tiles** - By using tiles effectively you can avoid GAME OVER or attain the HIGH SCORE. See Tile details below.

TILES



Hint Tile - Hint Tiles influence the tricks on the course. When you place domino pieces from a Hint Tile to the next switch, you can make a chain reaction.



Reset Tile - Resets domino pieces that are already placed or tricks that are activated. This tile can be handy, but be careful not to go over one unless you mean to.



Recover Tile – Step on this to recover your character's stamina.



Acceleration Tile - This will make your character run faster.



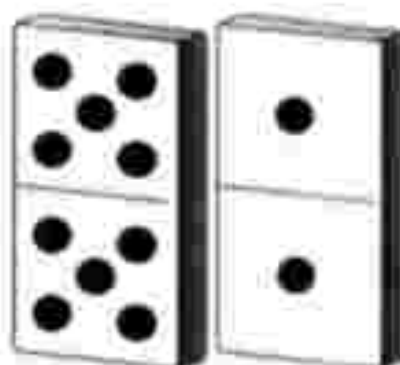
Deceleration tile - This will slow your character down.

There are also tiles unique to each stage.

6. **About Game Over** – As you play, Mr. Domino's stamina decreases. When his stamina is getting low, his body color will blacken until he finally becomes one of the domino pieces—GAME OVER! When Mr. Domino's body color starts to change, get him to step on a Recover Tile to recover his stamina.



7. **About Clearing the Stage** - A stage is cleared when you activate the required number of tricks for the given stage. To clear the stage with a High Score, activate the tricks in as short a time and in as long a chain as possible. You can clear the stage without chaining tricks (activate tricks singly), as



long as you activate the target number of tricks, but your score will suffer. Depending on the score you obtained to clear the stage, you will be given a title. When you clear the stage with a High Score, you can use characters that you couldn't use before.



8. **About The Pause Menu** - Press the **START BUTTON** to pause the game. You can select from the following menu:

RESTART will take you back to the start of the stage that you are currently playing.

RETIRE will take you back to the **TITLE** screen.

EXIT will resume the game, where you paused it.



HINTS ON GAME STRATEGIES

Q: When I try to place domino pieces, I pass the switches or hint tile...

A: Press the button a little before you want to place the piece. Also, try to slow Mr. Domino's speed (see page 100).

Q: Which one is a trick switch?

A: The trick switch has a different mark depending on the switch, but it is something you can easily imagine. (For example, in the billiard trick, a billiard ball is a switch.)

Q: I don't know how to chain tricks...

A: Place the domino pieces successively on the course from the hint tile to the trick switch. You can place the domino pieces successively by holding down the ○, ⊗, △ or ◻ **BUTTON**.

Q: I run out of domino pieces before reaching the target number of tricks.

A: Are you placing the domino pieces where they're not necessary? Also, make sure you take the shortest course from the hint step to the next step.

USER SUPPORT

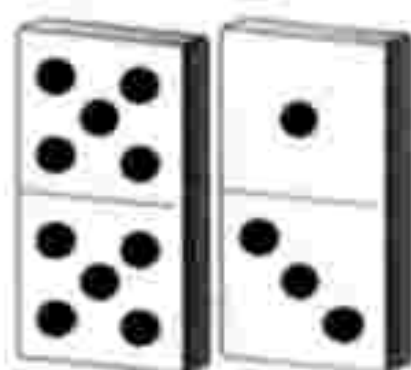
If you follow the directions in the manual and the game does not operate normally, verify the following:

1. No screen

- Is power on?
- Is TV power on?

2. The screen is on, but cannot operate

- Is controller connected properly?



3. Cannot save the game

- Is the Memory Card connected properly?
- Is there enough space on the Memory Card?

4. Cannot load the game

- Is the Memory Card connected properly?
- Does the game you saved exist on the Memory Card?

5. The game is loaded but does not operate normally.

- It is possible that the saved game is damaged. Delete that game from the Memory Card.

If the software does not operate normally other than above cause, notify Acclaim Customer Service.

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.



ACCLAIM® LIMITED WARRANTY

ACCLAIM warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the software product, free of charge to the original purchaser (except for the cost of returning the software product) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty—If your software product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Acclaim Hotline/Consumer Service Department (516) 759-7800

© 1998 ARTDINK. All Rights Reserved. Character Design by © 1997 HAKUHODO Inc. All Rights Reserved. TM
® & © 1998 Acclaim Entertainment, Inc. All Rights Reserved.  War Zone™ World Wrestling Federation and its logos are trademarks of TitanSports, Inc. © 1998 TitanSports, Inc. All Rights Reserved. Developed by Iguana West Software, Inc. All other trademarks are trademarks of Acclaim Entertainment, Inc. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777.

www.acclaim.net



WAR ZONE™



ACCLAIM
SPORTS



Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C. DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.