
PlayStation
NTSC U/C
PlayStation
KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB
SLUS-00151
SwagMan
TM
CORE
DESIGN LTD.
EIDOS
INTERACTIVE

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 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.

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THE STORY

Late one night when the rest of Paradise Falls is asleep, Zack and his twin sister Hannah read a poem about the Swagman and his gruesome gang of Night Terrors. It tells of how these sinister characters emerge from their twisted, bad-dream landscape - The Terrortries - to spread nightmare-inducing Dream-Ash on sleeping folk.

As Zack and Hannah read this, a rush of wind and a noise from the window freezes them in alarm. But a soft light illuminates the room around them and as they turn, they see a Dreamfly sprinkling Dreamdew into their room. The kids rush to the window, watching as she flies back off across town.

But hunched in the darkness on the bough of a tree is the Swagman. Reaching his crooked hand up toward the Dreamfly, he captures her in a swarm of Dream-Ash. She is fated to the imprisonment of one of his bell-jars - just like the other eleven members of the Dreamflight.

With them imprisoned in this way, the Swagman can safely send his Terrors through the portals between his and our world to extend the

boundaries of the Terrortries. Without the Dreamflight to neutralize the bad dreams coiling through sleepers' minds, they will never waken from his nightmares.

As Zack and Hannah witness this from their bedroom window, a loud splintering sounds from the landing and the kids hide in fear...

The landing floor fractures open - a red glow rising from the pit within as the green skull of a Skallywag peers out triumphantly. A gang of these Night Terrors invade Zack and Hannah's room - stealing their favorite possessions, including Zack's bug collection.

One Skally however, senses Hannah hiding in the wardrobe and wrenches the door open. Conjuring a greasy silver ball from his hand, he rolls it hypnotically over his fingertips - then hurls it into Hannah's face. The ball breaks into a smoky cloud around her...

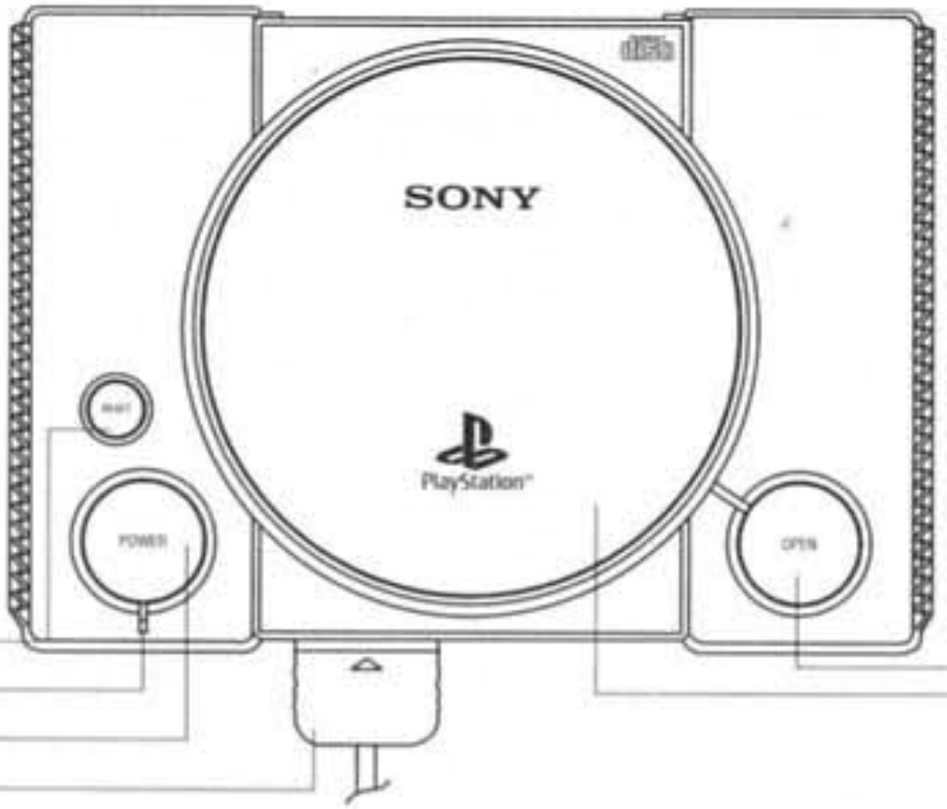
And to Zack's horror, his sister is shrunk under the spell - imprisoned within their toy bird-cage - dolefully hanging on its perch as the Skallys tumble, snickering out from the room.

As they leave, the box of Zack's bugs falls from one of their sacks and the beetles scuttle away across the floor...

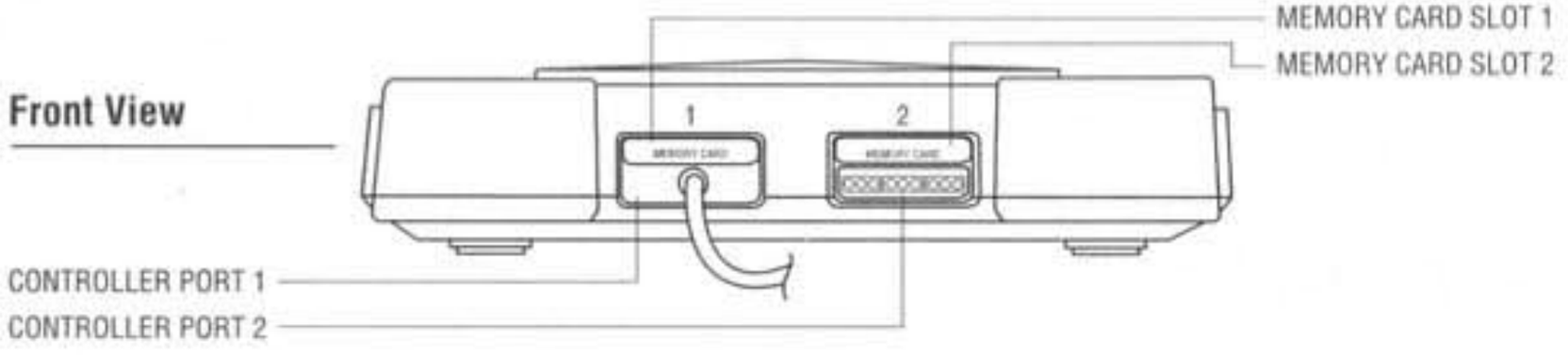
Zack knows now that he and Hannah are the only people awake in the entire town - and the only ones who can fight the Swagman and his invading army of Night Terrors. It's up to him to free Hannah and then discover the whereabouts of the Good Great Dreamfly and the eleven members of her Dreamflight, and to rescue them from the clutches of the Swagman and his terrifying Night Terrors, so that we can all sleep in peace again...

SETTING UP

Top View

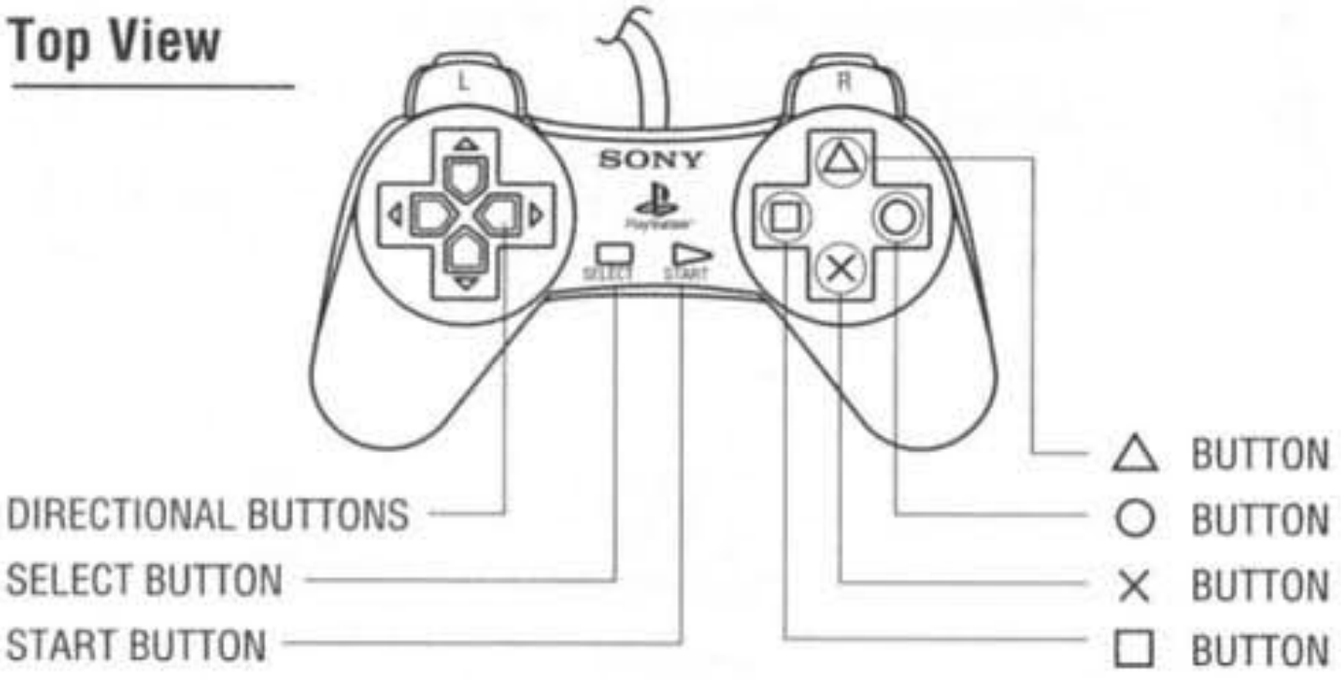


1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual.
2. Insert the Swagman disc and close the disc cover.
3. Insert a game controller and turn the PlayStation™ game console on. Follow the on-screen instructions to start a game.



IN-GAME CONTROLS

Top View



Real World

Directional buttons:

Up	moves the character up the screen.
Down	moves the character down the screen.
Left	moves the character to the left.
Right	moves the character to the right.

Triangle Button	Moving the character next to an object such as a small crate, while holding the Triangle Button, will allow you to push or pull that object.
Square Button	Pressing the Square Button will use whichever item is currently in Zack or Hannah's left hand.
Circle Button	Pressing the Circle Button will use whichever item is currently in Zack or Hannah's right hand.
X Button	This is the jump button. Tap the button for a small jump and hold it down for a higher one. Beware! Landing on enemies does not kill them, but takes Zees (energy) away from you.
L1/L2 Buttons	Use either of these buttons to toggle control between Zack and Hannah.
R1/R2 Buttons	Hold either down in conjunction with the Directional buttons to slow down and walk.
Select Button	Press once to access the inventory screen. Press again to return to gameplay.
START Button	Pauses / resumes game.

Dream World

Directional buttons:

Up	moves the Dreambeast up the screen.
Down	moves the Dreambeast down the screen.
Left	moves the Dreambeast to the left.
Right	moves the Dreambeast to the right.
Button	This Button controls Zack's Fire-breath attack and Hannah's Laser Eyes. Whilst holding down this button, the left and right Directional buttons can be used to turn the beast's head.
Square Button	This Button delivers Zack's Power Punch and Hannah's Claw Ripper.
Triangle Button	This Button is used for Zack's Mega-butt and Hannah's Pirouette.
X Button	This is the jump button. Tap the button for a small jump and hold it down for a higher one. Beware! Landing on enemies does not kill them, but takes Zees (energy) away from you.

	Hannah can perform a super-jump if the X Button is pressed twice in succession.
L1/L2 Buttons	No function in this Mode.
R1/R2 Buttons	No function in this Mode.
SELECT Button	No function in this Mode.
START Button	Pauses / resumes game.

MENU / OPTION SCREEN CONTROLS

Use Up and Down on the Directional buttons to navigate and the X Button to select throughout all menus. The START or X Button also quits FMV sequences.

Use Right and Left on the Directional buttons to toggle through individual category options.

Use the Triangle Button within the menu screens to take you back to the previous screen until you arrive back at the Title Screen.

STARTING THE GAME

It is advised that you do not insert or remove peripherals or Memory Cards once the power has been turned on.

Following the Sony, Eidos and Core Design screens you will then be shown a short introductory FMV sequence. Following this sequence you will be presented with:

TITLE SCREEN

The options available to you here are:

START GAME	Takes you to the Game Slot Screen
OPTIONS	Takes you to the Options Screen

GAME SLOT SCREEN

Here you may highlight and select the game you wish to load from one of eight game slots.

If you are playing the game for the first time or do not have a memory card, the first time you arrive at this screen all eight slots will read New Game.

If you have Saved Games, they will be displayed as a location description .

OPTIONS SCREEN

The options available to you here are:

SOUND OUTPUT	Stereo (default) / Mono
SFX VOLUME	Off / Low / Medium / High / Full (default)
SFX TEST	Select effect number to test
MUSIC VOLUME	Off / Low / Medium / High / Full (default)
MUSIC TEST	Select track number to test
CONTROL SETTING	Select and you will be presented with 5 pre-set control configurations. Selecting your desired setting will return you to the Options Screen.
EXIT	Select to return to the Title Screen

SAVE GAME

Make sure that there are enough free blocks on your Memory card before commencing play.

Please note that if you do not have a Memory card you will not be able to save your game.

Opening the Scarab Chests throughout the game will not only provide you with invaluable information vital for completing the game but also certain chests will include Save Game prompts, if you have a Memory card inserted you will be asked if you would like to save your game at that point. Please note that if you do not have a memory card inserted you will lose all Saved Game information when switching off your console.

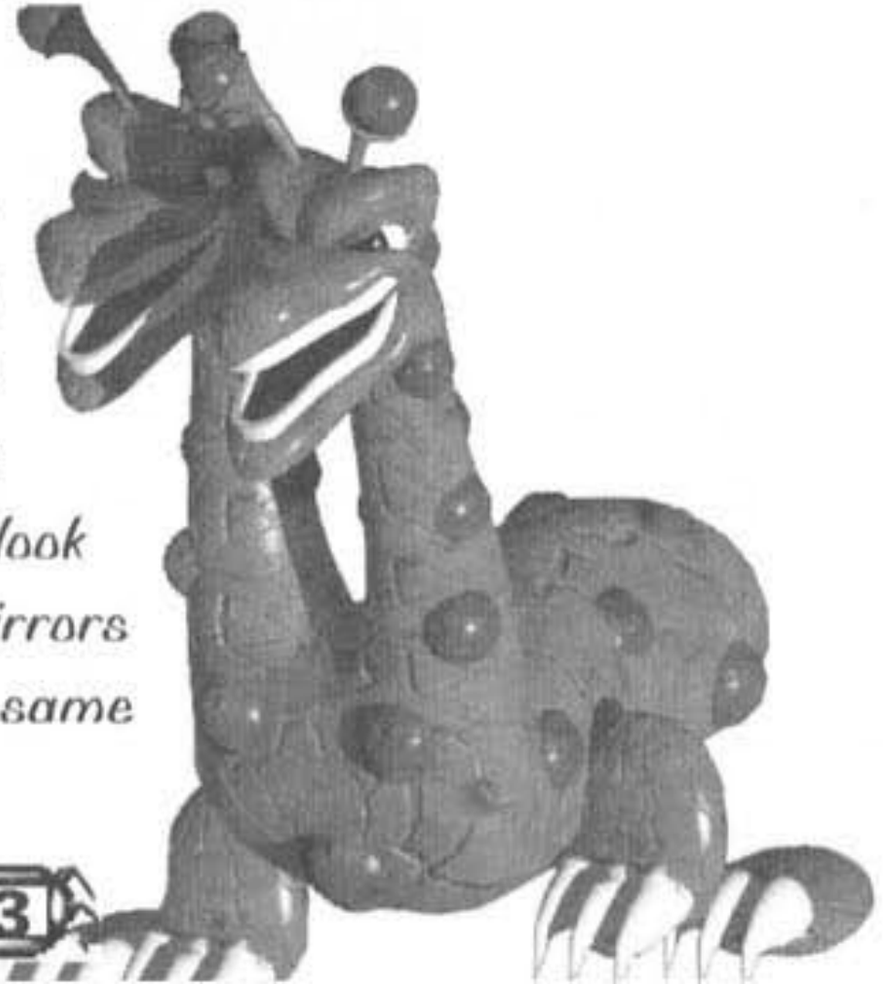
Your full game configuration will be saved within the Save Game.

QUITTING THE GAME

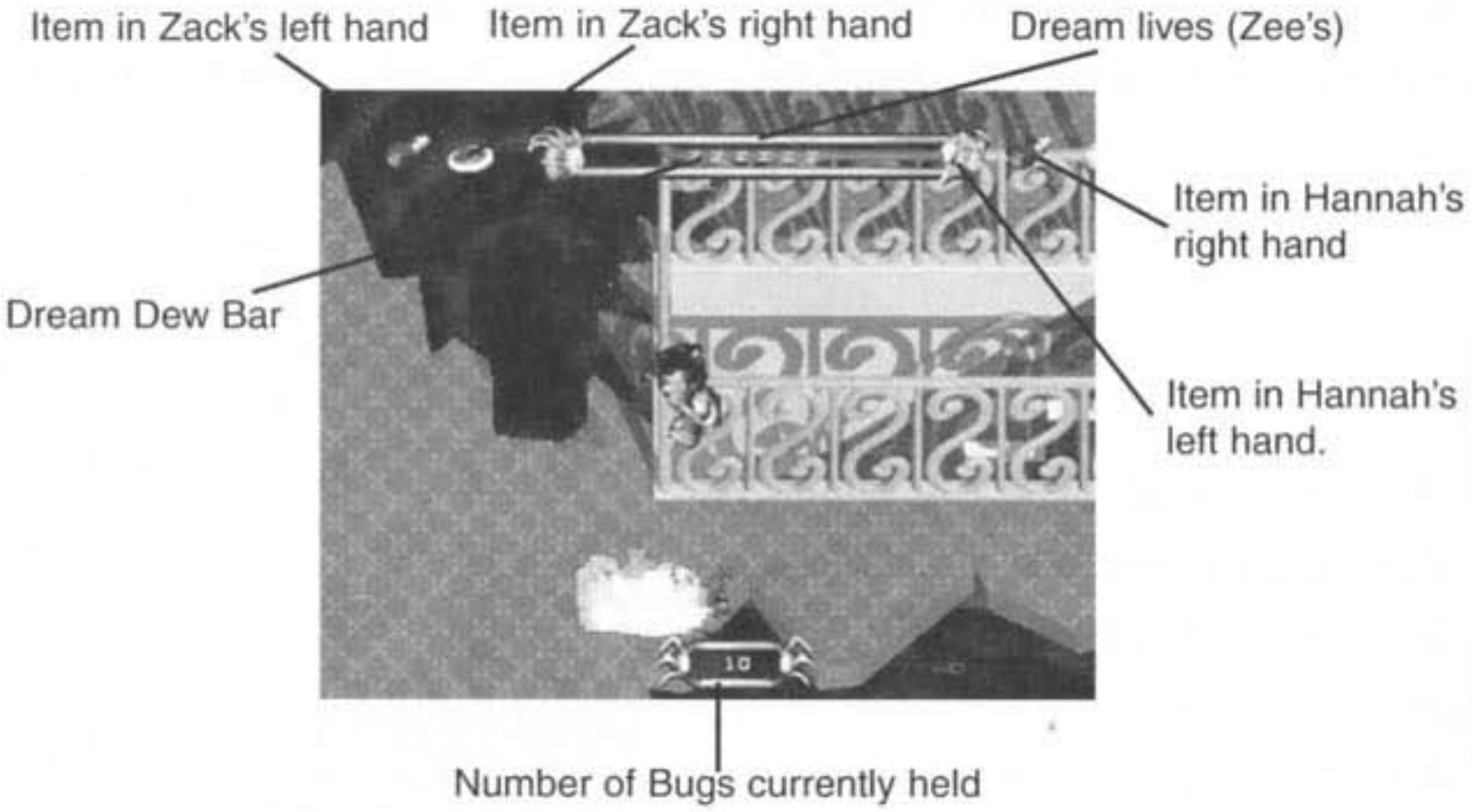
While playing the game, you can return to the Title Screen by pressing the Start Button (to pause the game) then by pressing the Select Button and following the on-screen prompts.

THE GAME

The game is basically split into two main areas - the Real World and the nightmare lands of the Terrortries. You must explore both lands if you are to free the Dreamflight and return the Real World to normal. The Terrortries can be accessed via the Mirror Warps. The Mirror Warps look very similar to normal, everyday mirrors and are normally found in the same places. e.g. in a bathroom.



SCREEN DISPLAY



When Zack/Hannah have passed through a Mirror Warp into the Terrortries (and have transformed into the Dreambeast), the Screen Display will change. The special items collected by the twins cannot be used and their current on-screen icons are replaced with their Dreambeast head icon.

DREAMDEW AND DREAM-ASH

Dreamdew is the magically enlivening blue moisture that falls from the wings of the Dreamflight to transform Nightmares into Good Dreams. The Swagman, on the other hand, deals death with his Dream-Ash.

Dreamdew is a vital aspect in the game. The player must keep Zack/Hannah's on-screen Dew Bar icon topped up with Dreamdew if they are to successfully negotiate and subsequently complete the game.

When Zack/Hannah battle their way through to a Dreamflight member, he/she must firstly find some way of destroying the Guardian. Then they must destroy the belljar to set the Dreamfly free.

In order to rescue a Dreamflight member, Zack or Hannah must first venture their way through Limbo. Once complete they must smash the bell jar imprisoning the Dreamfly, in return she will warp Zack and Hannah to the next area.

Sources of Dreamdew will be scattered throughout the game, here are some examples:

Dreamdew Flowers & Ashplants:

Dreamdew Flowers provide you with the main source of Dreamdew. Ashplants however will spray Zack/Hannah with Dream-Ash, depleting your bar of precious Dreamdew.

Dew Pockets:

These float in the air and pop dew out when Zack/Hannah jump at them.

Dream Webs:

Zack and Hannah can also collect dew from Dream Webs.

DREAM LIFE & DREAM REVIVAL:

The twins' Dream Life is measured in Zees. Zees can be collected at many points in the adventure as they are emanated from the sleeping folk of Paradise Falls. If Zack/Hannah takes a hit from a Terror, usually only one Zee is lost. Zack and Hannah's dream life is shared, therefore the Zees are shared also. This will force the play-

er to look after both characters, rather that choosing one. After all, they are brother and sister.

At some point the player may lose all of his/her Zees.
When this happens, a brief animation sequence will show Zack/Hannah plummeting through the blackness towards the yawning maw of the Swagman. As he/she falls, digits will count down from 10 to zero and the Scarab will appear, offering a Dream Revival to allow you to continue the adventure. Pressing the START Button before the digits reach zero will allow the player to continue from the last Save Game point. Not pressing the START Button before the digits countdown to zero will return you to the title screen.



INVENTORY PANEL CONTROL

The Inventory panel is the place where you can select certain objects to either use or swap between the two characters. Some special items however are specific to just one character.

Within the inventory are two highlighted slots for each of the two characters, these represent the items currently held in their left and right hands. To place an object in a hand or pass an object to the other character, use the Directional buttons to move the arrow cursor over the desired object - then press the X Button to pick it up. Move the object to the desired slot and press the X button once again to drop it in.

Here is a list of items that you will come across on your travels:

The following items do not require Dreamdew to make them work:

Dreamcharged Flashlight:
This is Zack/Hannah's main/default weapon in the game, The player

can use the flashlight, not only to attack Night Terrors, but also to cut through undergrowth and curtains pulled across doors.

Zack's Flying Disc:
Works like a boomerang. It also homes in on any on-screen Terrors.

Hannah's Yo-yo:
Hannah can use the yo-yo to bash the Terrors. She can also use it to grab items that are out of her reach, or flip-switches in hard-to-get places.

Cherry Bombs (both characters):
These explode on impact and can be used to blow up crumbling walls/floors and some Terrors. They can also damage Zack/Hannah if he/she is standing too near when they explode.

The following items use up Dreamdew while they are in operation. If the player has not filled up his Dew Bar with Dreamdew, they will not be able to use these items:

Zack's Jet Sneakers:
These give Zack extra speed and jumping power.

Hannah's Lightning Glove:
This weapon harnesses the power of the elements destroying everything on screen. The glove also protects her from the effects of electricity.

DREAMBEAST ATTACKS

Zack's Fire Breath - This blasts out a stream of white hot flames.

Hannah's Laser Eyes - These emit a concentrated beam of retinal energy, toasting any Terror in sight.

WARPING CIRCLES AND THE WARPING MARBLE

Warping Circles allow the player to Warp Hannah to Zack's present position or vice-versa.

Warping Circles cannot be accessed unless:

(1) The selected character is standing on a Circle.
(2) The Warping Marble icon is selected.

SPECIAL ITEMS

Keys:

Certain interiors will have locked doors which can only be opened by finding and using keys.

Pressure Pads:

Some areas contain doors that cannot be opened by finding a key

and usually a Pressure Pad will be close by. To activate the pad, simply stand on it - this will raise/open the door. Stepping off the pad will de-activate it, causing the door to lower/close. This problem is solved by taking control of the other character and moving him/her onto the pad thus re-activating it and allowing one character to pass through into the next area.

LIMBO

Before each level Guardian is LIMBO...
Limbo is the yawning void which surrounds the Swagman's Terrortries. It is littered with chunks of earth, some of which will crumble away underfoot, plummeting you into the abyss below. Here, the Scarab will be able to order your bugs to show you a safe route across. Make sure you have enough bugs to get all the way across the void. The Scarab will tell you how many you need.

THE CHARACTERS

The Good Guys

Zack:

Zack is our hero. He's eight years old, cute and cool, and transforms into a powerful Dreambeast whenever he goes through a Mirror Warp into the Terrortries.

Hannah:

Hannah is our heroine and also Zack's twin sister. Although she may look sweet as pie, underneath lies her dream persona which she too transforms into when going through the Warps.

The Dreamflight:

The Swagman has imprisoned the twelve members of the Dreamflight beneath an ash-crystal belljar in various locations throughout Paradise Falls and the Terrortries. It's the twins' job to defeat the Night Terror Guardians, smash the belljars and release the Dreamflight members.

The Dreambeasts:

When the twins enter the Swagman's Terrortries through the mirror warps, they are unleashed as potent Dreambeasts with enhanced strength and special powers.

The Scarab and his Bug Army:

Throughout the game, you must collect Zack's bug army which the Night Terrors have stolen. The Scarab is the leader of this army, who, with his knowledge of nightmare terrain, is able to give crucial advice at key points of the adventure.

The Bad Guys

Green Skallywags:

Wandering green skeletons who sling bones out when they get near Zack/Hannah. Be wary of the flames that result from the bones' impact.

Red Skallywags:

Tiny scurrying skallys who will attempt to steal your bombs and take off with them.

Candle Skallywags:
Wandering red skeletons are found lighting their way through some of the darker areas. Keep your distance as they will billow out their candle flame if you get too close.

Pumpskins::
A bouncy, fire spitting, mutant Pumpkin that bounces around his patch until you get close. Then he attacks, scorching you with his dragon breath.

Steam Demon:
First found in the Basement, they will float around, homing in on the twins before expiring in a big puff of scolding steam.

Fire Slug:
From the many Abysses scattered throughout the game there are constant spurts of fire and molten magma thrown up into the air. Every so often a Fire Slug will also be spewed out, it will then uncurl and sleuth toward Zack and Hannah.

Sheet Thing:
If you get too close, these will reveal their true form, a nasty spec-

tre with sharp claws and a whipsnap tail.

Zombie Kid:

These will either burst out from their grave or clamber from an open standing coffin to attack you.

Swag Spikes:

They dart out of walls and floors, hoping to impale you, before liquefying and retracting back for another attempt. Some Swag spikes are used as a level puzzle, requiring a pressure pad to be found before the spikes will retract.

Trash Scallys:

Some Scallywags hide in the trash, armed with a pile of bins, kicking them back and forth between each other. The best way to deal with these is by simply dodging them.

Cactus Spies

At first glimpse normal cacti, but when you turn away from one, he'll scuttle after you, if he gets too near to you, Cactus spikes erupt from his torso, slashing those vital Zees away.

HINTS AND TIPS

- Don't forget to take the Flashlight from the bedroom. You can't leave home without it.
- If you wish you could get out of the garden, find the well.
- Don't hang around in dark corridors. Just leg it.
- Remember, if Zack/Hannah get separated, look for the warping circles.
- If you don't want to be stuck in LIMBO, search the nooks and crannies for your bugs.
- If you're stuck, use your cherry bombs gratuitously. They might just blow you an exit.

EIDOS HINT LINE

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PlayStation

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