

Namco Museum Vol. 1 FAQ

by GTADriver1

Updated to v0.98 on Jun 12, 2009

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Note: I know I'm missing some scores. If you'd like to email me the scores I'm missing, feel free to do so.

1. Game/Author Info

Version: 0.98

Date Of Starting FAQ: 6/9/09

Game: Namco Museum Vol. 1

Game System: PlayStation 1

Date Of Finishing FAQ: 6/12/09?

Name/Author: Brian Tyler Hinkle

Email: gtadriver1[at]gmail[dot]com

Note: It might be hard to see since the number 1 and the letter L look so similar, but after the word driver is the number 1. The [at] and [dot] stand for the @ and . of a normal email address. Just replace the [at] and [dot] with an @ and . to contact me. I use this because many other FAQ Writers use it.

Note 2: If you would like to host my FAQ on your site PLEASE ASK!!!

Note 3: If you want to contact me about my FAQ then PLEASE put the game's title and system in either the Subject, Message, or both. If you'd like to contact me (to say thanks, discuss things, or anything else positive) then feel free to do so. However if you email me anything negative (Chain Letters, viruses, spam, etc.) then I WILL delete it.

Note 4: The following websites have my permission to use my FAQ/FAQS. If you find my FAQ/FAQS on any other sites other than the ones listed below then email

me ASAP.

- AOL www.aol.com
- Cheat Happens www.cheathappens.com
- GameFAQs www.gamefaqs.com
- GameSpot www.gamespot.com
- IGN <http://faqs.ign.com>
- Neoseeker www.neoseeker.com
- Supercheats www.supercheats.com
- Yahoo! Games <http://games.yahoo.com/games/front>

I choose these sites because they do not take advantage of anyone's FAQs (I've checked them before.), and because they are recommended by other GameFAQS Users.

Note 5: The most recent update of any FAQs I have are always at GameFAQS.

Note 6: Whenever I have a word in all caps I'm not yelling, I'm just stating something important.

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3. Introduction

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Namco Museum Vol. 1 is the first of five Namco Museum compilation games created by Namco. There are six arcade games total. They are: Pac-Man, Pole Position, Galaga, Toy Pop, Rally-X, and Bosconian. Each game has dip switches where you can make it more difficult or easier, depending on how well you are.

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4. Museum

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When you enter the Museum walk up to the reception girl and press X to speak to her. She will ask to register your name. Do so now, as this is the only way to save high scores. Heading into the next room, there are eight doors. From left to right:

- Toy Pop
- Bosconian
- Rally-X
- Pac-Man
- Galaga
- Pole Position
- Lounge
- Exit

Each of the game rooms lead to each game. Before entering the room with the actual game, you'll enter a room that'll give you a little information on that game. The Lounge is an area in which you can view other materials created by Namco about the games. The book on the table is the record book, where you can view your high scores. The juke-box is where you can hear music, and sound effects on the games.

4.1: Museum Controls

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Button	Action
Up/Down Directional Buttons	Move forward/backward
Left/Right Directional Buttons	Turn left/right

X Button	Select an exhibited object or display switch
Triangle Button	Look up towards ceiling
Circle Button	Hold this button to speed up movement when heading forward or backward.

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5. Bosconian
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Bosconian, released in 1981, is a shooter-type game in which your goal is to destroy enemy bases. You can move in eight directions and shoot forwards and backwards.

5.1: Bosconian Controls

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Button	Action
Up Directional Button	Move Up
Down Directional Button	Move Down
Left Directional Button	Move Left
Right Directional Button	Move Right
Up + Left Directional Buttons	Move diagonally Up/Left
Up + Right Directional Buttons	Move diagonally Up/Right
Down + Left Directional Buttons	Move diagonally Down/Left
Down + Right Directional Buttons	Move diagonally Down/Right
Start Button	Pause
X Button	Fire
Circle Button	Fire
Square Button	Fire

5.2: How To Play

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Your goal is to destroy all enemy bases. This in turn will move you onto the next round.

There are different obstacles in this game. They are:

- Asteroids, worth 10 points.
- Cosmo-Mines, worth 20 points.
- I-Types, worth 50 points.
- P-Types, worth 60 points.
- E-Types, worth 70 points.
- Spy Ships, worth a 200-400 points.
- Enemy Base Cannons, worth 200 points.
- Enemy Bases, worth 1500 points.
- Formation Attacks, worth 1000 points. In later rounds they're worth 1500 points.

Tips

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- There is a small part in each Enemy Base where you can shoot the middle instead of shooting all Enemy Base Cannons. This however, opens and closes on round 2.

- There is a radar on the right which shows you the location of all Enemy

Bases. It doesn't, however, show you the location of Asteroids, Cosmo-Mines, or I, E, and P-Type ships. The blinking dot is you.

- There are three types of warning conditions: GREEN, YELLOW, and RED.
- When it is GREEN, there are no enemies present on screen.
- A YELLOW warning means enemies are approaching or are on screen. In addition, a voice will announce an "ALERT, ALERT".
- RED means the enemies are more aggressive in attacks and the same voice will announce "Condition Red". This only comes up if you take too long in a round.
- Also there will be formation attacks at random times during the game. Try to destroy them all, or at least the one who's controlling the attack, to get them away from you.
- I believe you get extra lives every time you get 20,000 points. Not 100% sure.
- Use mines! A mine will destroy all near it. Use this to blow up missiles and enemies.
- The enemies will go berserk if a spy ship goes off the screen.

- Try to get ships as you run!

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6. Galaga
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Galaga, also released in 1981, is another shooter-type game in which you have to kill all of the enemies in each stage.

6.1: Galaga Controls

Directional Layout One

Left Directional Button	Move Left
Right Directional Button	Move Right

Directional Layout Two

Up Directional Button	Move Right
Down Directional Button	Move Left

Start Button	Pause
X Button	Fire
Circle Button	Fire
Square Button	Fire

6.2: How To Play

Formations will attack you, one after another. Your mission is to kill all of the enemies to move onto the next round.

There are three different enemies in Galaga:

- Hornet Fighter, worth 50 points when stationary, 100 points when in motion.
- Moth Fighter, worth 80 points when stationary, 160 points when in motion.
- Galaga Commander, worth 150, 400, 800, or 1600 points.

Tips

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- You get your 1st extra life in 20,000 points, your 2nd in 70,000 points, and any others at 70,000 points.
- The Galaga Commander is the only enemy able to use the tractor beam, which will capture your fighter to be used against you.
- If you have an extra life, let your fighter be captured and then kill the commander with your next ship. This way you have more firepower and you'll get 1600 points, which is useful for the challenging stages.
- After the first level, the enemies will fire at you when they move into formation.
- Galaga Commanders take two hits to kill. Moth and Hornet Fighters take one.
- Sometimes Hornet fighters turn into Transform Fighters during rounds. If you kill all three, you get 1000, 2000, or 3000 points, depending on the fighter.
- Memorize the challenge stage formations so you know where to go for each set that flies by.
- When you're attacking with dual fighters, if one is hit, it will return a normal fighter.
- If you are all the way in the corner, enemies will trap you. Beware!
- As soon as you shoot all of a formation, the next one will appear. Let some enemies live to delay the next formation.

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7. Pac-Man

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Pac-Man, released in 1980, is an action-type game in which you have to eat the pellets while dodging the ghosts.

7.1: Pac-Man Controls

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Directional Layout One

Up Directional Button	Move Up
Down Directional Button	Move Down
Left Directional Button	Move Left
Right Directional Button	Move Right

Directional Layout Two

Up Directional Button	Move Right
Down Directional Button	Move Left
Left Directional Button	Move Up
Right Directional Button	Move Down

Start Button	Pause
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7.2: How To Play

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In this game you have to eat all the pellets while avoiding the ghosts. Once they're all eaten, you move onto the next round.

Scoring works like this:

- Small Pellets, worth 10 points
- Power Pellets, worth 50 points
- When you eat a power pellet, the ghosts turn blue and you can eat them. The points start at 200 and doubles for each ghost you eat. So if you eat all four ghosts, you get 3000 points total. If you do this correctly for all four power pellets, you get 12000 points.
- In addition, after eating a certain number of pellets in a round, you are able to eat a fruit treat, which gives you bonus points. They only appear twice in a round.
- Cherry, worth 100 points
- Strawberry, worth 300 points
- Orange, worth 500 points
- Apple, worth 700 points
- Pear?, worth 1,000 points

Ghosts

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Shadow, otherwise known as Blinky, the red ghost, chases you, trying to kill you when close.

Speedy, otherwise known as Pinky, the pink ghost, ambushes you, trying to block your path.

Bashful, otherwise known as Inky, the green ghost, scares easily, mainly through chasing, though not as much as Blinky.

Pokey, otherwise know as Clyde, the orange ghost, I believe has no set pattern, as he isn't very smart.

Tips

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- The ghosts get faster and faster as the round goes on, so watch out.
- The ghosts also become faster when you complete a round.
- On the left and right side are warp tunnels. Go through these to appear on the other side. This is useful for losing a ghost that's about to kill you.

- You get an extra life every 10,000 points, I think.
- When you eat a power pellet, Pac-Man will travel faster.
- Pac-Man can make sharper turns when ghosts are near him. Pac-Man will travel faster when there are no pellets in his path. Use these to your advantage.
- Use one way paths near the ghost box. Ghosts can only travel in one direction. Use them wisely.

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8. Pole Position
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Pole Position, released in 1982, is a driving game in which you must qualify, and then win a single race.

8.1: Pole Position Controls

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Left Directional Button	Turn Left
Right Directional Button	Turn Right
Start Button	Pause

Control Layout One

X Button	Accelerate
Square Button	Brake
L1/L2 Buttons	Shift Up (High Gear)
R1/R2 Buttons	Shift Down (Low Gear)

Control Layout Two

X Button	Accelerate
Square Button	Brake
L1/L2 Buttons	Shift Down (Low Gear)
R1/R2 Buttons	Shift Up (High Gear)

Control Layout Three

X Button	Brake
Square Button	Accelerate
L1/L2 Buttons	Shift Up (High Gear)
R1/R2 Buttons	Shift Down (Low Gear)

Control Layout Four

X Button	Brake
Square Button	Accelerate
L1/L2 Buttons	Shift Down (Low Gear)
R1/R2 Buttons	Shift Up (High Gear)

Control Layout Five

X Button	Accelerate
Square Button	Brake
Up Directional Button	Shift Down (Low Gear)
Down Directional Button	Shift Up (High Gear)

Control Layout Six

X Button	Brake
Square Button	Accelerate
Up Directional Button	Shift Down (Low Gear)
Down Directional Button	Shift Up (High Gear)

Control Layout Seven

X Button	Accelerate
Square Button	Brake
L1/R1 Buttons	Shift Down (Low Gear)
L2/R2 Buttons	Shift Up (High Gear)

Control Layout Eight

X Button	Brake
Square Button	Accelerate
L1/R1 Buttons	Shift Down (Low Gear)
L2/R2 Buttons	Shift Up (High Gear)

8.2: How To Play

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To start the game off, you must qualify for the Grand Prix. If you're fast enough, you'll receive a starting position from the race out of eight. If you're too slow, you won't go into the main race. You must then race four laps to finish the race.

You earn points here by just driving, as well as the position you qualify in, and by how many cars you pass in the Grand Prix.

- Qualifying in 8th place, worth 200 points
- Qualifying in 7th place, worth 400 points
- Qualifying in 6th place, worth 600 points
- Qualifying in 5th place, worth 800 points
- Qualifying in 4th place, worth 1000 points
- Qualifying in 3rd place, worth 1400 points
- Qualifying in 2nd place, worth 2000 points
- Qualifying in 1st place, worth 4000 points

There is only one course, the Namco Circuit. It is 4359 M.

Tips

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- Slow down or enter low gear on sharp turns. Taking these corners too quickly could result in a crash.
- Start a race in low gear, and when you reach 160 km/h enter high gear. This is the best way to save time.
- When you are accelerating, try to keep the car going straight. Don't turn too

sharp. Stay in the middle of the road.

- If you turn too fast, you will crash and lose precious time. Learn when to brake. Learn when to hit the gas out of a turn.

- You must learn where and when to enter each turn. Even professional drivers must do this.

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9. Rally-X

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Rally-X, released in 1981, is another driving-type game in which you must collect all flags while avoiding enemies and rocks.

9.1: Rally-X Controls

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Left Directional Button	Move Left
Up Directional Button	Move Up
Right Directional Button	Move Right
Down Directional Button	Move Down
Start Button	Pause
X Button	Use Smoke Screen
Circle Button	Use Smoke Screen

9.2: How To Play

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In this game, you have to get ten flags, while dodging rocks and other cars, before your fuel runs out.

Nine of the flags are normal flags, in which the score starts at 100 and goes up by 100 from each flag collected. One of the flags is a special flag (S flag), in which your score doubles for each flag you pick up.

You also have a smoke screen. If it's used on an enemy, it will be stunned for a short time. This is good to use if one is about to hit you. However, it wastes fuel.

Tips

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- Try to get the S Flag early on.
- Only use Smoke Screen when you really need to, so you don't lose fuel.
- There is a challenging stage on the third and every fourth round.
- You have a radar on the right side of the screen. Yellow dots are flags, the blinking dot is you, and red dots are cars. Rocks don't show up on the radar.
- Dead-ends aren't marked on the radar, but still try to avoid them.
- If you crash after getting the S Flag, the double bonus is canceled and the flag score resets back to 100.
- You only get one extra life. You get it at 20,000 points.

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10. New Rally-X
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New Rally-X, released later in the year of 1981, is basically the same as Rally-X. Collecting all 10 flags before time runs out.

10.1: New Rally-X Controls
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Up Directional Button	Move Up
Down Directional Button	Move Down
Left Directional Button	Move Left
Right Directional Button	Move Right
Start Button	Pause
X Button	Use Smoke Screen
Circle Button	Use Smoke Screen

10.2: How To Play
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Just like the last game you have to get 10 flags (called checkpoints in this game), while avoiding rocks and red cars.

There are eight normal flags this time. The first flag goes to 100 and the other seven go up by 100 for each one gotten. The Special Flag doubles your score still for each normal flag you pick up. The Lucky Flag, which is a new flag, depletes your fuel while giving you points, and then puts your fuel back to what you had when you had gotten the flag.

You still have Smoke Screen, which stuns an enemy for a short period of time. But it still wastes fuel.

Tips
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- You get your 1st extra life at 20,000 points and your 2nd at 100,000 points.
- On the radar, red dots are enemies, the blinking dot is you, and yellow dots are flags. The blinking yellow dot is the special flag.
- Once again, avoid dead-ends, or an enemy can corner you.
- Try to get the L and S Flags as soon as possible.
- Again, use Smoke Screens when you really need to.
- Also, if you crash after getting an S Flag, your double bonus is gone and your score starts back at 100.

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11. Toy Pop
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Toy Pop, which was released in 1986, is an action-type game in which you must collect hearts in bottles to save your friends.

11.1: Toy Pop Controls

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Up Directional Button	Move Up
Down Directional Button	Move Down
Left Directional Button	Move Left
Right Directional Button	Move Right
Start Button	Pause

X Button

Circle Button

11.2: How To Play

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The goal is to collect hearts to open the door to the next round. Go through enough rounds, and you'll have beaten the game.

You get points for killing enemies and collecting items.

All Clear, worth 500 points (Kill all enemies in a level).

Time, 10 points times how many seconds left

Tank, worth 30 points, weak to bomb weapon.

Car, worth 20 points, weak to tire weapon.

Soldier, worth 10 points, weak to any weapon.

Balloon, worth 50 points, weak to arrow weapon.

Collecting a Heart, worth 50 points

Collecting a Weapon, worth 20 points

Candy, worth 50 points.

Shortcake, worth 100 points.

7, worth 20 points.

Bamukuch, worth 300 points.

Donut, worth 200 points.

Tips

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- Try not to get yourself cornered or you can die rather quickly.
- You can take two hits before you die. The 1st hit leaves you with an undershirt and pants, the 2nd kills you.
- Try to have the right weapon for the next level.
- You can get 5,000 points for defeating a magician. Collect the 7 or star when it appears on the screen. Only star bullets and the whirlwind defeat the magician.
- If you're playing two-player mode, have each player use a different weapon, so you can hit all enemies.
- If you defeat every enemy, you will get an all clear bonus.
- Open every box. Do this because sometimes there is hidden stuff inside.

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12. Copyright Information

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respective trademark and copyright holders.

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13. Version Information

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Version 0.14 (Tuesday, June, 9, 2009) Put up Game/Author Info, and Introduction.

Version 0.56 (Wednesday, June 10, 2009) Wrote Copyright Information, Museum, Table of Contents, Galaga, Pac-Man, and Bosconian games up.

Version 0.84 (Thursday, June 11, 2009) Wrote all other games up.

Version 0.98 (Friday, June 12, 2009) Wrote all other sections. However I'm not done because I'm missing some scores. This is because I'm bad at some of these games. If you'd like to help me, then please if you know the scores I'm missing, email me ASAP.

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14. Thanks

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I'd like to thank the following:

You ~ For reading this FAQ.

Sony ~ For creating the Playstation One.

<http://www.network-science.de/ascii/> The ASCII Generator ~ For the ASCII.

Me ~ For writing this FAQ.

CJayC ~ For creating GameFAQs.

SBallen ~ For doing a great job running the site since CJayC left.

My Grandma ~ For buying me my Playstation One.

Namco ~ For creating these games.

Thank You for using this FAQ. I hope any future FAQs I write or any past ones I've written are used.

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Copyright 2009 Brian Hinkle
~ Brian Hinkle
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