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PlayStation®



Precautions

• This das contains otherwise for the Psyciation for the viole opiner conset. Never use in its das on any other members, as a could disrage. It will be conformed to Psyciational Septembers for the Uniform Invasion of Psyciation American Septembers for the Uniform Invasion Septembers for the Uniform Invasion Septembers for the Uniform Septembers for Septem

Health Warning

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HERKULES INSTRUCTION MANUAL

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SIC CONTROLS	
AIN MENU	
CARTOON	
COLOURING	
PUZZLE ACTIVITY	
OPTIONS	

STARTING THE GAME

- Set up your PlayStation® game console according to the instructions in its Instruction
 Manual, Make sure the power is OFF before inserting or removing a disc.
- 2. Insert the Herkules disc and close the Disc Cover.
- 3. Insert a Controller into Controller port 1 and turn on the console.
- After the opening visuals, the Language Select menu appears. Use ↓ ↑ ← → thinhlight a language & press Ø to select.

"It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on

BASIC CONTROLS

Action	Comma
Move cursor	11+
Exit Current Screen	0
Confirm/Select	8
Pause/Select	stuar .
Select colour on palette	Li
Select colour on palette	L2
Select colour on palette	RI
Select colour on palette	82

MAIN MENU

The Main Menu screen allows you to choose one of the following options, each of which is explained below:

- Camera Icon = Cartoon Video
- 2. Palette Icon = Colouring Book
- 3. Jigsaw Icon = Puzzle Activity
- 4 Toolbox Icon = Options

Note: If you do not touch any of the buttons on your Controller within 60 seconds of entering the Main Menu screen, the Video will play automatically.

1 CARTOON

After selecting the Camera Icon at the Main Menu, you will be taken to this screen. This option starts the cartoon video playing. At the end of the video you will be returned to the Main Menu. By pressing the \$\mathbb{E}\$ button at any time whilst viewing the CARTOON screen. you access the

Pause menu. Here, you are given the option to QUIT back to the main menu, RESUME play, or access the OPTIONS (which are explained later in this manual). Simply use the directional buttons to select one of these options and press the & button to confirm.

2. COLOURING

After selecting the Palette symbol at the Main Menu, you will be taken to the Choose Picture menu. This menu offers a choice of six pictures to colour in. These can be selected using the directional buttons to highlight the picture you want, and then pressing the **3** button or the **5** button to confirm your selection. If you press the **6** button on the Controller you will be returned to the previous menu.

Once you have confirmed the picture that you want to colour, you reach the colouring screen itself, with the outline picture taking up most of the screen and the colour palette at the bottom of the screen (which contains the 11 colours).

You control a painthrush pointer using the directional buttons, which can be moved around the outline picture. If you press the \$\frac{1}{2}\text{ button, the section of the picture that the painthrush is over is filled in with the colour currently selected from the palette.

You can select one of the 11 gallette colours by using the suit subtron or the selection to the left, and the suit on the results of the selection to the left, and the suit on the selection to the left, and the suit on the results of the selection to the left. And the suit button to move it to the right. You can also

pick a colour by moving the brush over any of the colours on the colour palette using the directional buttons and then pressing the & button.

To help you remember how to select colours quickly, a key highlighting the fast colour select

functions is displayed at the bottom of the screen.

By pressing the _____ button at the COLOURING screen, you access the Pause menu. Here, you

are given the option to QUIT back to the main menu, RESUME play, or access the OPTIONS (which are explained later in this manual). Simply use the directional buttons to select one of these options and press the

■ button to the OPTIONS (which are explained later in this manual). Simply use the directional buttons to select one of these options and press the

■ button to the OPTIONS (which are explained later).

3. PUZZLE ACTIVITY

After selecting the Jigsaw symbol at the Main Menu, you will be taken to the Puzzle Select, menu, which contains six pictures to choose from. These are selected by using the directional buttons to highlight the picture you want and then pressing the \$\frac{1}{2}\$ button or the \$\frac{1}{2}\$ button to confirm your selection. If you press the \$\frac{1}{2}\$ button on the Controller you will be returned to the previous menu.

After you have selected the picture of your choice, you will be taken to a menu where you can select the number of tiles for your puzzle. This screen offers you a choice of options displayed as 3x3, 4x4, 5x5 and 6x6 icons. You can select one of these options by using the directional buttons to highlight your chosen icon and then pressing the \odot button or the Ξ button. If you press the \odot button on the Controller you will be returned to the previous menu.

The next screen is the puzzle screen itself, with the puzzle taking up most of the screen, along with a small image of the completed picture. When this screen first appears, the puzzle is "scrambled". A timer will start counting up in seconds.

You then control a pointer using the directional buttons, which can be moved around the puzzle tiles. By pressing the Φ button, the tile under the pointer will move to the adjacent empty square (if there is one).

When you have solved the puzzle, the timer will stop and the message "WELL DONE PLAY AGAIN YAN" will be displayed. After selecting your decision with the directional buttons and pressing the **©** button, the puzzle will either return to the Puzzle Select menu, or take you back to the Main Menu.

By pressing the \(\bar{\mathbb{E}}\) button at the PLIZZLE ACTIVITY screen, you access the Pause menu. Here, you are given the option to QuIT back to the main menu, RESUME play, or access the OPTIONS (which are explained later in this manual). Simply use the directional buttons to select one of these options and press the \(\bar{\mathbb{O}}\) button to confirm.

4. OPTIONS

After selecting the Toolbox icon on the Main Menu, you will be taken to the Options menu. This menu features three icons: a Speaker with a reel of fillin (to alter the volume of the Cartoon feature), a Speaker (to alter the in-game sound) and a Mouse (to alter the speed of your on-screen cursor).

Highlight any of these options by pressing the directional buttons. A sliding scale next to each of these icons represents how far you can alter the icon's properties to make each option loud-er/quieter or laster/slower. Once you have selected an icon, you can alter these attributes, by pressing the ← directional button to decrease the sliding bar, whilst the → directional button increases it.

Once you have altered the Options menu to suit your preferences, press the
button to return to the Main Menu.

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