

## **WTF: work time fun – Walkthrough**

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### Unlocking Jobs:

Unlocking Jobs may prove to be a long and tedious process, especially if you don't really know which Vending Machine to find a specific Job. So, here's a table showing all Tools and Jobs, and which Vending Machine to obtain them from.

Job	Vending Machine		Tool	Vending Machine
Lumber Jack	Bronze 1, 2, 3		Ramen Timer	Bronze 1, 3
Chick Sorting	Bronze 1, 2, 3		Handy Light	Bronze 1, 2, 3
Three Count	Bronze 1, 2, 3		Chinese Astrologer	Bronze 1, 2, 3
Cliff Race 2000	Bronze 1, 2		Eye Spy	Bronze 2
4 Fingers	Bronze 1, 2		Restaurant Bill Splitter	Bronze 3
Animal Investigators	Bronze 1		Matchmaker	Bronze 3
Lumber Jack Challenge	Bronze 1, 2, 3		King of the Castle	Silver 1, 2, 3
Copycat	Bronze 2		Counter	Silver 1, 3
Private Number	Silver 1		Bingo Machine	Silver 3
Demonstration Roundup	Silver 1, 2, 3		World Clock	Gold 1, 2
Karate Superstar	Silver 1, 2, 3			
Ready to Order	Silver 1, 2, 3			
Hell Pottery	Silver 1			
The Net	Silver 1			
William Hell	Silver 1			
Mad Dribblin'	Silver 2			
séance	Silver 2			
3 Legged Challenge	Silver 2			
Cliff Race 2000 VS.	Silver 2			
Run Like Heck	Silver 3			
RPS Championship	Silver 3			
Elf King	Silver 3			
Caddy's Quest	Gold 1, 2, 3			
Bouncer Bash	Gold 1, 3			
Pollinator	Gold 1, 2			
Candy Shop	Gold 1, 3			
Private Number DX	Gold 1			
Copycat 2	Gold 1, 2, 3			
Happy Bullet	Gold 2			
Perfect Nanny	Gold 2			
Space Blaster	Celeb			
Drunken Mayor	Celeb			
Ghost Psychic	Celeb			
Buddha's Quest	Celeb			
Private Number EX	Celeb			
Handbell Delight	Celeb			

### Mini Game Strategies:

Each mini-game is pretty straight forward; however, some of them can get on your nerves. But no worries, all of our testers have sacrificed their nerves to bring you this helpful information. Also, for additional help check your e-mail, **Ken** always has something helpful in regards to jobs.

### Baseball Superstar:

So you want to be *Baseball Superstar*? Live large? Big house? Five cars? Well good luck, because this game separates the men from the boys. In this game you gotta catch the balls hit by the batter, then throw them to the first baseman. I know what you're thinking, 'I just can't wait!' Well there are some tricks; first off, there are about five different hits the batter can perform: a bunt, bounce, two types of fly balls and a regular hit. After you catch the ball you can get a reward for throwing the ball to the first baseman like pro, so you are going to want to press [**→ + x button**] at the same time in order to accomplish a pro-like throw, otherwise you will just underhand it like a sissy. The goal is 1,000 catches so good luck! By the looks of it, you'll need it!

### Pendemonium:

Wow, capping pens, what a dream job! You are simply presented with a pen... press the [**x button**] to

cap it. Press the **[circle button]** to advance to the next pen. If a pen is not turned upright and the ink part is facing downward, press the **up or down [directional buttons]** to flip the pen to the upright position before capping it. The **[x button]** will take the cap off the pen if you make a mistake. You are paid by pen and lose points for misplaced caps or pens not capped. The key here is to take it slow at first and slowly build up your pace as you feel comfortable with the controls. There is even a special title you receive if you cap pens for a combined total of 400 hours!

### **Mushroom Xing:**

Nothing better than getting paid for collecting mushrooms and dodging traffic simultaneously. The goal of *Mushroom Xing* is to guide the player from the bottom of the screen to the top of the screen while avoiding the cars that come from the left and right. You gain bonus points for picking up mushrooms along the way. The player slowly moves forward by default and you can press the **[directional buttons]** left or right to move the player accordingly. The **[circle button]** will back the player up. This game can earn you some quick money to get you started. Each progressive level gets more difficult. The number of cars increases as does their speed. For the first few levels focus on gathering all the mushrooms. Keep an eye on the timer and give yourself enough time to reach the goal before it hits zero, or else you'll lose a life. More mushrooms spawn as you pick up the visible ones, so stay back and gather the ones lower on the screen before moving forward. As the levels progress this becomes more difficult. Focus on getting past the speedy vehicles. Keep in mind that the player can walk through the back half of cars without getting hit. In addition, it is possible to shimmy along the white lines between two passing vehicles with very rapid but gentle presses of the **[circle button]**.

### **Traffic Counter:**

What the...? Why does someone need to count traffic? Honestly, isn't this what those occasional little black wires placed across the road are for? Anyway, the goal of *Traffic Counter* is to correctly guess the number of people that pass by the screen in each round. Before each stage you are shown the types of people that are considered legitimate guesses. Some are riding in tanks, some are babies that are crawling and some look nearly alien. Take a mental note of what is considered countable. People enter the screen from the left and right and cross the screen to the opposite side. Press the **[x button]** to count each person. It's efficient to pay attention to one side at a time, counting all the people headed in one direction before trying to count the ones headed in the opposite direction. Some of the people stagger behind slowly so keep your eyes peeled. There are three rounds per stage and seven stages altogether, good luck!

### **Lumberjack:**

Yes! Who doesn't like chopping wood fed by an twisted granny that sometimes sets out helpless little animals?! The goal of *Lumberjack* is to chop as much wood as possible and avoid chopping the stuffed animals. The old lady will place either a log or a stuffed animal onto the tree stump for you. You have roughly 1 second to hit the **[x button]** if it is a piece of wood. Keep your eye on the tree stump and press the **[x button]** anytime a log is placed on the tree stump. As the game progresses and you successfully chop wood and avoid the stuffed animals, the old lady will make things a little more difficult for you by switching between different colored stuffed animals and logs rapidly or multiple streaks of stuffed animals. As you reach about 70-80 logs successfully chopped without any mistakes, the old lady will randomly trick you with wooden animals or brown stuffed animals. Good hand eye coordination is essential to progress in this game.

### **Chick Sorting:**

Sweet! Nothing like hanging out with a bunch of chicks! The goal of *Chick Sorting* is to sort baby chickens into 3 categories. The three categories consist of dead, male and female chicks. There will be

a bundle of chicks on the left side of the screen and the three different bins you sort them to appear on the right. Move the next chick in line up to the identification area by pressing the **[directional buttons]** to the right. Pressing the **[triangle button]** sends the chick to Heaven, pressing the **[circle button]** sends the chick to the Male Box, and pressing the **[x button]** moves the chick to the Female Box. The female chicks will usually have a pink ribbon on their head. The dead chicks, also known as heavenly chicks, will be pale blue and have a halo over their head. You lose points if you send a chick to the wrong bin. You lose extra points if you send a living chick to Heaven. There are rare chicks that look different than the regular chicks. These are male and female chicks that have some sort of theme to their image. You are scored on accuracy and volume and given bonuses for correctly placing Heavenly Chicks and Rare Chicks. Punk Chick, Dark Chick, Huge Forehead Chick, Bonsai Chick and Delinquent Chick are examples of Rare Chicks. Placing these correctly scores you good points. The more points you score, the more money you earn for your time. Take your time and work on your accuracy. As your accuracy develops you will be able to work faster and more successfully. Slow down if necessary when you see a Rare Chick. Make sure you put the Rare Chicks in the proper bins to capitalize on the bonus involved.

### **Three Count:**

Why is wrestling so popular? Honestly, it's so fake! Well, the goal in *Three Count* is to break the pin of the opponent as close to 3 seconds as possible. The closer you are to being pinned before breaking out, the better the payoff. When the game starts you won't be able to control anything. The computer will pin the player. The referee will jump down by your side and start the 3 count. Press the **[x button]** to break out of the pin. Repeat this process three times. If you successfully break the pin 3 times, the player character will then pin the opponent, the game will be over and you are given your paycheck. The score is kept in hundredths of a second. There are bonus payouts for breaking the pin at 2.22 and 2.77 seconds. By breaking the pin at 2.94 or higher at least once, you will excite the audience and receive a larger paycheck. If you break out of the pin at 2.90 or higher at least twice, you will also excite the audience and receive more money. There is also a bonus for breaking out of the pin at 2.99 seconds. As with most games, these stipulations also lead to special titles and trinkets being made available through the vending machines.

### **Cliff Race 2000:**

Wanna race off a cliff? No, okay, well how about closest to the edge of the cliff? The goal of *Cliff Race 2000* is to be the closest one to the edge of the cliff without going over it. You are a cartoon horse paired against a moose. The two of you race in little vehicles toward the edge of a cliff in an attempt to be the one to stop closest to the edge without plummeting over it. After the initial countdown, you automatically accelerate to the left toward the cliff side. The red section of road signifies where you can break by pressing the **[x button]**. Keep a close eye on your opponent and try to break a split second after he does. The game is a best of three but plays all three rounds and you earn more money if you win all three rounds. Keep in mind that the computer is not perfect and will go over the edge sometimes. If the computer breaks late you will want to break beforehand. It is usually best to hit your breaks somewhere between the middle and the far left of the red section of road.

### **4 Fingers:**

There isn't much to this game at all, just don't stab your fingers! Use the **[x button]** to stab the poker into the table. Since you're able to stab between your fingers several times, the easiest way to get points is to stab 3 times between each finger, and 8-12 times on each end. Now, you have to have some pretty quick fingers to accomplish this feat; however, if you want to play it safe that's okay too. Remember to stab between each finger at least once, or else you'll automatically stab one of your helpless little phalanges. The game speeds up after each successful pass, so be quick and be careful!

### **Animal Investigation Corps:**

Ohhh goody goody! We get to investigate animals. You have a team of investigators who for some odd reason go out, count animals, get really excited, and come tell you how many they saw. You're required to add all reported numbers up and input whatever sum you've come up with. If you're a little less adequate in the math department, use a calculator, nobody will ever know. Use the **[directional buttons]** to increment the counter and press the **[x button]** to confirm your answer. If you get the answer wrong, all the animals will die... I don't know how that works, maybe they die from laughing so hard that you got a really easy math question wrong... who knows?

### **Copycat:**

I think you're going to have to bring a nose plug for this game. The goal of *Copycat* is to successfully mimic the disgusting monsters as they burp. The game operates like a memory game where you will have to follow a pattern that becomes increasingly difficult. There are four monsters in the shape of a diamond. The four buttons on your controller represent each monster. Use the **[triangle button]** to represent the top monster, the **[square button]** to represent the left monster, the **[x button]** to represent the bottom monster and the **[circle button]** to represent the monster on the right. Round one starts with one monster burping. When prompted, press the correct button on your controller that represents the monster that burped. If you are correct, the monster will burp again followed by a second monster burping. When prompted, press the correct sequence of buttons. This continues until you either mess up or successfully complete the game. The game gets intense and sometimes it may be wise to write down the sequences as they occur.

### **Private Number, Private Number DX, Private Number EX:**

I've never met a girl that made be guess her number in a classic Mastermind manner, but if you ever do, this is great practice! The goal of the *Private Number* games is to guess the last four digits of the waitresses' numbers within a certain amount of tries. The 'No. Used' section of the profile for each waitress displays the available correct numbers to choose from. You are shown each profile prior to the start of each game. Use the **[directional buttons]** to select different numbers and the **[x button]** to confirm your selection. Your guesses appear in the upper right hand corner of the screen. To the left of your guess are two numbers. The number on the left indicates the number of correct guesses that are in the correct location. The number to its right is the number of correct guesses that are not in the right location. For instance, you're told that the last four digits of a phone number include the numbers 1-5 and you guess 1234 for your first guess. She responds with 3-0. This indicates that you have guessed three numbers correctly and in their correct locations and no correct numbers are in the wrong location. This also implies that the 5 has to be one of the four correct numbers. Now you just need to figure out which three numbers out of your first guess are the correct ones. Let's assume you then guess 1235 for your second guess. She responds with a 2-1. This indicates that there are now 2 correct numbers in their respective location and 1 correct number that is not in its correct location. This implies that the 4 from your first guess was actually in the right place. So the 5 is in the wrong spot. For your third guess let's assume that you choose 1254. She responds to this with a 2-1 again. This implies that not only is the 5 still in the wrong location, but that the 3 was in the right location. Try 1534 as your next guess. Once again she responds with a 2-1. By narrowing down your options with this approach it becomes inevitable that the right answer is 5234. After guessing the right answer you are given the option to call the waitress and hear a funny message. The DX version of the game has a different background setting, different waitresses and the numbers to guess are slightly more difficult than the regular Private Number game. The EX version is slightly more difficult than the DX version and it is also in a different setting with different waitresses. Each game has a rare waitress that gives you fewer chances to guess correctly and more numbers than usual to guess from. If you can guess these special

ladies' numbers you will earn more money than usual. These waitresses only appear on certain days, so when you see them, mark down what day it is so you can anticipate seeing her again.

### **Demonstration Round Up:**

I was like, "Give me my donut!" and he was like "No!" and I was like, "Give me my donut or I'll start a riot!" and he was like "I dare you!" so then I started a riot. The goal of *Demonstration Round Up* is to gather as many people as possible and take them to the park located in the middle of the map. After time runs out, you will hold a demonstration rally if you are close enough to the park to start it. The more people you have collected, the higher the score you receive. Move the player around the map using the **[directional buttons]**. As you pass by buildings people will run out of them and join your march. Collect a huge line of folks for a large bonus. You can easily collect up to 200-300 people in a single line if you are careful enough. Avoid the riot police at all costs. They will arrest you and end the game if they touch you or they will knock out some of the people in your line if they touch your line, then you'll have to pick those folk back up again. Be aware that if you are in line of sight of the riot police they will rush toward you. The red riot police can actually run through the thinner buildings if you are on the other side. Keep this in mind when traveling with a long line of people. Be sure to take your collection of folk to the park in the middle of the map before time runs out. You will want to be near the park when the timer counts down to ensure that your score is registered and the demonstration occurs.

### **Karate Superstar:**

This is great practice for when a random coffee mug, robot cash register, or huge scary mask starts flying at you. The goal of *Karate Superstar* is to break objects as they are thrown at you. Timing is everything with this game. Simply press the **[x button]** to swing at the object. If you swing too early or too late the object will hit the player and the game will be over. Objects and object speed change as the game progresses. The game starts by tossing over-sized coffee mugs at the character from the right side of the screen. Just as the mugs pass the mushroom cluster in the center of the screen you will want to swing. You will need to wait a little longer on faster objects. For the robot and the tiki masks you will want to wait until the object is between the left side of the mushroom cluster and the right side of the plants to the left of the mushrooms. With a little practice you should be able to get the timing down. After several objects have been successfully broken with your fist, a large mask with a long nose will come at you. Press the **[x button]** as the tip of the nose breaches the same plants to the left of the mushrooms. Successfully hitting this mask will move you to the next stage. There are ten stages of 'dan' which represent your level of skill in martial arts as well as the level in the game.

### **Ready To Order?:**

Hey, let's simulate the funnest thing ever! And that would be taking food orders from obnoxious customers! The goal of *Ready To Order?* is to successfully enter customer orders into the computer at your restaurant. There are three pages on the computer. The first page contains all the main dishes, the second page contains the side dishes, desserts and miscellaneous foods, and the third page contains all the drinks. Customers at your restaurant will shout out orders, sometimes changing them after they initially order. It is your job to input this information into the computer. Hold your PSP® system vertically with the **[directional buttons]** toward your lap. Press and hold the **[R button]** to display the Order Input Screen. Press the up and down **[directional buttons]** to select the item and the left or right **[directional buttons]** to increase or decrease the amount of each item necessary (remember that you are holding the PSP® system vertically). Use the **[analog stick]** to change between the pages. After you feel you have completed the order, move the cursor to the "Confirm" button at the bottom of each page and press left or right twice on the **[directional buttons]**. At night, the customers are more complicated and successful orders are awarded with more money earned. From time to time a

customer will shout out, “How Many?” At this point you need to let go of the **[R button]** to see the customers and count how many of them have their hands raised. Add the number of hands raised to the current amount of that particular item to ensure a correct answer when all is said and done. For instance, you are mid-order and so far 2 customers have asked for Squid Rice. After a few more people place their orders one of the customers says, “Squid Rice... How Many?” You let go of the **[R button]** to see 3 hands raised. Add 3 to the previous total of 2 to make 5 total Squid Rice for the order.

### **Hell Pottery:**

Just one good pot, please, I'm only asking for one! The goal of *Hell Pottery* is to create a valuable pot or vase by keeping the oven as close to the given temperature as possible for ten minutes. The desired temperature is random and may plateau or contain numerous peaks and valleys. To do this, the player must choose various objects to place into the oven. Press the left or right **[directional buttons]** to browse the available objects. Press the **[x button]** to place the object into the oven. Objects include 3 sizes of firewood, ashes, oil, rubber boots, tarantulas, caterpillars, mushrooms, and hay. The smallest firewood increases the temperature about 25 degrees and has about a 2-3 second delay before starting to take effect. The mid-sized firewood increases the temperature about 40-45 degrees and has about a 4-5 second delay before starting to take effect. The largest of the firewood increases the temperature by about 90 degrees and has about an 8 second delay before starting to take effect. The ashes can drastically reduce temperatures by 100-120 degrees instantly which makes them useful in an emergency situation. If you keep the temperature going steady, you will rarely have to use any ashes. Oil instantly increases the temperature by about 35-40 degrees. Hay instantly increases the temperature by about 20-25 degrees. The miscellaneous objects seem to affect the final colors of the product. Keep in mind that the temperature is constantly declining by default and the delay involved in each firewood type can be offset by throwing in some hay or oil quickly beforehand if the temperature is getting too low. Anticipate the peaks and valleys of the desired temperature by placing the firewood in at the right time with the delay of its effect in mind.

### **The Net:**

Lots and lots of patience will be required for this game. Either that or something else to do for quite some time. The goal of *The Net* is to meet up with a fisherman and help his crew raise a fishing net. The more you catch, the more you are paid. When you begin the game, a fisherman will ask you if you want to raise a net or help him fish. Use the [directional buttons] to choose yes or no and press the [x button] to confirm that decision. He will tell you a time to meet him. You cannot leave the game or cancel anything or you will forfeit the meeting time and lose your opportunity to play *The Net*. This can sometimes take up to 4 or 5 hours before you even get to meet with the fisherman and raise the net. Typically, there is better catch for the longer waits. This is the type of game that you may want to start prior to cooking or doing something away from your PSP® system for the given wait time. If you play the game around midnight according to your system settings, you may come across the “Phantom Fisherman”. This particular fisherman tends to make you wait longer than the others but also gives the highest payout for a successful catch. You can make \$150-\$600 or more by helping his fishing crew. To raise the net, you must rotate the [analog stick] as the crew shouts. Rest in-between shouts because it can get tiring. Some objects caught will cost money but most will award money. The fisherman takes the total earned and splits it between his crew, giving you only a portion of the actual catch. You are typically awarded about 10% of the total catch.

### **William Hell:**

What's more fun than shooting people with bow and arrow? Nothing! And that's what makes this game so great. Actually, shooting apples off ogres, and trolls heads is what you're suppose to do. The apples

around William Hell himself are the angle indicators for the shot and the bar below William Hell labeled 'Power' is the power of the shot... isn't that crazy! Match the angle using the up and down **[directional buttons]**, and power using **[x button]**, to shoot the apple, or the ogres, and don't forget that the wind plays a factor.

### **Mad Dribblin':**

It just like juggling soccer ball in real life! Except for minor details like no real ball or legs working, just you pressing buttons... actually it's not like real life soccer at all, but we say it is! Anyway, the general goal is to juggle your ball as long as possible. Press the **[x button]** to juggle the ball. What part of body you use to juggle the ball is determined by where the ball is at time you press **[x button]**. Use the left and right **[directional buttons]** to move your character side to side and use the up and down **[directional buttons]** with **[x button]** to execute special moves. Pressing the down **[directional button]** by itself will turn your character, and pressing the up **[directional button]** will execute an attention grabber. Executing combos is an important part of the game; however, don't try to get too fancy, you'll just increase the risk of dropping the ball.

### **Rock Paper Scissors:**

The more you play, the more you know what going on. As you keep playing, statistics will register and display for you. So, the more you play a certain opponent, the more you will know about what move they may make. Pay attention to your opponents description, they may give you hints as to how to beat them. For example, one opponent is a fighter, he is most likely to use Rock, because it's like a fist. Also, if you happen to make your way to the Galactic Championship, don't get your hopes up, you can't win the first time... I don't know why, you just can't.

### **Elf King:**

It takes a lot not to run the other way when a small child begins laughing like a DEMON! The goal of Elf King is to transfer a possessed child from point A to point B. Press the **[x button]** to accelerate and the **[circle button]** to slow down. The left and right **[directional buttons]** will move the character. When beginning the game, stay in the middle of the screen. Remember to dodge the rocks and bushes because it really hurts when you run into them. After proceeding past the two bridges, shift over to the middle-left side of the screen, this is where obstacles prove to be the least dangerous. Once approximately  $\frac{1}{4}$  way through the level (refer to the progress bar in the upper right corner) move to the middle of the screen again. Remain here while dodging the bushes until you reach the ramp. Jump over the ramp and collect the health pack. Immediately after the jump, move to the left of the screen and prepare for another jump. Afterwards, carefully dodge the rocks and bushes and proceed through the narrow passage. Be cautious of the enemies that lurk in this area. Once past the narrow passage, Fog will roll in and it becomes very difficult to see. So, move to the middle-left side of the screen. By doing this you'll only have to dodge one bush. After a short while, you'll pass a set of two bridges. Immediately afterwards, move to the right side of the screen and cross another set of two bridges. Immediately after that, move to the left side of the screen to cross yet another set of two bridges. Be cautious of the Floating Ghost while doing this. You must now move to the right side of the screen while dodging another Floating Ghost. Just before the next set of bridges there will be a health pack on the right side of the screen, be sure to pick it up. From now on, be cautious to dodge all bushes and trees. You'll have to pass one more bridge, but the checkpoint will be soon to follow. For the second part of the course, you'll start out in the fog. Carefully navigate to the right side of the screen and collect the health pack located just before the bridge. Afterwards, carefully proceed past the narrow passage where you will then reach an open area with no distinct safe passage. Do your best to avoid the two Floating Ghosts until you reach the narrow passage. This particular narrow passage contains a lot of enemies, you'll have to do your best to dodge them because there is no real easy way to do so.

Also, there are two health packs in this area, one at the beginning and one at the end. Both of them are very difficult to obtain because they are surrounded by enemies so it's suggested not to try for these unless it's absolutely necessary. Once you're out of the narrow passage proceed to the broken bridge, be careful with these, you have to cross them on the right or left side and there's little room for error. After this, you'll encounter a series of full, damaged, and broken bridges, do your best not to collide with the river. After the bridges, you'll reach a long stretch where you'll encounter several floating ghosts and five waves of leaves. Be careful with the leaves because they'll hurt you just as bad as any other obstacle and they're very difficult to dodge. Once you get past the leaves, proceed past the several sets of damaged bridges. You will then encounter two Floating Ghosts. Shortly after you'll encounter six barricades with small passages in each of them. Navigate your way through these and proceed forward. After this, you'll reach a curved area where you'll encounter one wave of leaves and another Floating Ghost. After the curved area, things get pretty rough. From here on out, you'll encounter a number of leaves and floating ghosts. When you're about 95% through the level (refer to the progress bar at the upper right of the screen) a series of Demon Hands will approach the player. If you can struggle through these, you'll then reach the end of the level.

### **Run Like Heck:**

If you like the [**circle button**] and pressing it really really fast then WOW this game for you! Press the [**circle button**] as fast as you can to run away from that ferocious beast. When you encounter an obstacle you need to press the up [**directional button**] to jump over it, also you need to duck underneath certain obstacles, to do this use down [**directional button**]. If timed right, jumping on the right side of a Mushroom will give you a little boost! Careful with your timing, if it's off you will die.

### **Caddy's Quest:**

This is a dream job... for those who love staring at the ground. The goal of *Caddy's Quest* is to wander around a golf course and pick up golf balls. You move the camera around with the [**directional buttons**] and press the [**x button**] to pick up objects. Objects are not limited to different golf balls. There are also acorns, chestnuts, gum, cigarettes, poop and more littered across the course. However, these things don't get you any money. Different golf balls award different amounts of money to the player. Normal Balls and Practice Balls award you with 3 cents, whereas the Tiger Ball awards you with 10 cents and the New-Born Ball awards you with \$1.00. There is even a \$10.00 ball, which is very rare. Balls add up in the bottom right corner as you collect them. For every 10 balls collected, you receive a bonus of 50 cents. The biggest attraction in this game is the Sea Turtle Eggs that can be found in the sand traps of the course. Walking past one without picking it up will break the egg and you lose your opportunity to pick it up for bonus money. So, be cautious when crossing sand traps and be ready to press the [**x button**] anytime you see something that resembles a golf ball.

### **Bouncer Bash:**

Oh man! Picking up fans and tossing them into each other is so AWESOME! Run around and grab fans as they pour out of the crowd using the [**directional buttons**]. You're also allowed to grab two at a time. Once you have a fan, press the left or right [**directional buttons**] and [**x button**] to toss them. At this time you can use them as projectiles to prevent other fans from reaching the stage. The blue Water Bottles allows you to do a special throw that goes in circles across the screen; however, this throw is slower than the regular throw, it'd be smart to avoid picking it up on levels two and three. Keep an out for the sweaty towels the annoying little fans throw at you because they make you slip!

### **Pollinator:**

Make sure you don't hurt yourself playing this one. Side effects of playing *Pollinator* consist of: jittery thumbs, squinty eyes, sore necks, frustration, violent outrages, and temporary tourettes. Play at

your own risk. The goal of *Pollinator* is to maneuver the pollen to a pistil with an allocated score. Press the **[directional buttons]** left or right to move the pollen accordingly and press the **[x button]** to thrust the pollen, giving it a little lift. The pollen suffers the laws of gravity so it will constantly be falling. Use the thrust move to keep it elevated and guide it gently with the **[directional buttons]**. The key to successfully landing pollen is to master the use of the thruster in conjunction with the **[directional buttons]**. Soft, rapid touches of the buttons will allow maximum control over the pollen and increase your chances of needling through tight areas to the higher scores. Avoid touching any other surfaces. Hitting the branches will cause your pollen to blow up or bounce drastically to a degree that will be hard to recover. Energy depletes as you use the thruster so be sure to get used to how much thruster you're exhausting versus how far you intend to travel. You can get twice the score for landing on the middle of a pistil very softly. To do this you must rapidly press the **[x button]** very softly as you are approaching the pistil. Try to land as close to the middle as possible in order to get the double score bonus. You can carry the pollen off the screen to the left or right and show up on the opposite side, however, you can not touch the top or bottom of the screen or the game is over. As you continue to play the game, more stages will become available with increasing difficulty. The more difficult stages offer more awarding pistils.

### **Candy Shop:**

The goal of *Candy Shop* is to sort candies on skewers. When three identical candies are placed on the same skewer the skewer is then converted into points or 'shipped out'. Only three candies can be placed on each skewer at a time and if the three candies don't match up, the skewer will be returned to the loading area. Matching candies on a golden skewer gives bonus points. Candies are slowly dropped into the loading area and you move the cursor between the three available skewers using the **[directional buttons]**. When you have the skewer that you want selected, press the **[x button]** to place the candy in the loading area onto the selected skewer. As time progresses, candies drop into the loading area faster. At times you'll have to place different colored candies on the same skewer in order to strategically complete another skewer. This will also increase the difficulty because the three mismatched candies will be returned to the loading area in addition to the new candies dropped in. If done right, it can clear up a big mess though.

### **Happy Bullet:**

I don't know about you, but the first thing that comes in mind when trying to make someone happy is "Hey, maybe I should shoot them in the face!" WTF man... W... T... F... The goal of *Happy Bullet* is to locate the given target and make them happy by shooting them with 'Happy Bullets'. After starting the game you will be given three hints describing your target. Move the camera to look for your target by pressing the **[directional buttons]** or the **[analog stick]** in any direction. Zoom out using the **[L button]** and zoom in by using the **[R button]**. If you need to view your hints again press the **[triangle button]** to see your objective. Once you feel you've located your target, aim with the **[directional buttons]** or the **[analog stick]** and fire by pressing the **[x button]**. Often the target will be obscured by plants or other obstacles. Many of the targets in the windows look similar so pay close attention to the hints and memorize them. The hints will typically describe the legs, torso and head of the target and sometimes what the target may be holding in the right or left hand. Robot Legs, Bird Legs, and White Socks are examples of leg descriptions. Samurai Suit, Soccer Uniform and Business Suit are examples of torso descriptions. Blonde Twist-Curled Hair, Pig-Tails, Samurai Warrior Helmet and Mexican Hat are examples of head descriptions. Examples of objects being held would include a Shield, Sword, Fish or Doll. Keep your eyes peeled and observe the entire building from a fully zoomed out position first. Then zoom in on the target that most resembles your objective before firing unless you are positive it is the right target. Often there are very similar targets in the building, but there is only one that fully fits your objective.

### **Perfect Nanny:**

Don't you wish insulting little kids made them stop crying?! How much more fun would babysitting be then?! Well guess what, here is your chance. Run around and use the **[x button]** to smash the bugs that are bothering the kids. If kids get stung, run up to them face them, then hit the **[circle button]** to call them a "Cry baby" and get them to stop their boo-hoo'n. If you start to get overwhelmed by the bugs you can press the **[circle button]** to blow a bomb that will kill the bugs and stop all kids crying. The further you get in this game the more bugs there are to fend off and kids to get to shut up.

### **Space Blaster:**

Zooooom! Zap! Crash! Boooooom! Nothing but a classic style side scrolling space shooter here! The goal of *Space Blaster* is to defeat each stage or boss in order to progress. The further into the game you get, the more money you will earn when the game is over. Press the **[directional buttons]** in any direction to control your spaceship. Press the **[x button]** to shoot. Look for the weak point on each stage or boss in order to destroy it. The first stage is a large space station. There are many things to destroy and some will drop speed capsules for you to pick up. When the lights flash, several enemies appear from the windows of the space station and barrage the screen with different types of firepower. Maneuver your ship to the bottom or top right hand corner to fully avoid the enemy fire. You have a couple seconds to get to a safe location. As soon as it's safe find the last remaining Green Guy and blast away at him. You can't proceed until the Green Guy falls. He will jump in one door and appear out of another. Repeat this process until you have defeated the Green Guy. The top and bottom right hand corners are safe for all phases of enemy fire. For the second stage, you will want to destroy the boss's limbs in order to get to the Green Bulbs on his body. The top and bottom right hand corners are once again safe from his devastating attacks. You will have to alternate between the two areas this time, though. Some of his attacks will reach you in one of the two locations.

### **Drunken Mayor:**

Someone should really take those scissors away from him. The goal of *Drunken Mayor* is to cut the ribbon at various ceremonies while as drunk as possible. The mayor has another drink after each completed stage. This makes his movement even more difficult after each round. Use the **[analog stick]** to hold the mayor as steady as possible. When the tape is lined up just underneath the lower blade of the scissors, press the **[x button]** to cut the tape. There are seven stages. On the seventh stage you have a choice between pressing a green button or a red button instead of cutting tape. The green button stops a 'war' from happening and the red button approves the 'war'. Regardless of your choice the game ends after this stage.

### **Ghost Psychic:**

The goal of *Ghost Psychic* is to examine photos and determine if the ghosts in the photos are 'real' or not. Press the **[circle button]** to determine the photo as a fake and press the **[x button]** to determine the photo as 'real'. The game shows you three photos. Each photo is considered real so don't even bother pressing the **[circle button]**. If you determine a photo as a fake you will earn less money. This game is mostly in place to award you with \$4.50 every time it shows up on the Job Placement screen as long as you press the **[x button]** for each photo. After playing the game once, you can not retry until it shows up on the Job Placement screen again unless you are playing it from the Job List. However, playing games from the Job List don't earn you a paycheck.

### **Buddha's Quest:**

The goal in *Buddha's Quest* is to defeat 100 Buddha Dolls in a classic RPG setting. Make selections using the **[directional buttons]** and press the **[x button]** to confirm or the **[circle button]** to cancel the

command. You start out fairly weak and collect experience and items as you defeat enemies. You will gain levels as you build up experience and gaining levels will increase your stats. You are always faced with a single enemy. The different enemies have different attacks to understand and strategy becomes essential to progress. As you defeat the easier Buddha Dolls, collect as many Herbs and Antidotes as you can. You will need these later. If a weapon or shield is dropped by an enemy, be sure to equip it on your next available turn. Equipping items does not take away your turn to attack, defend or use a beneficial item. The Gal Buddhas are your first real difficult enemy. They can hit you with Fire Spells that do significant damage. Be prepared for their attacks. Try not to go into the next battle with little health left. Collect Fire Scrolls, Attack Scrolls and Guard Scrolls to assist you later. Use the Fire Scrolls on tough enemies with high defense that also hit hard. This will save you several Herbs. Use Guard Scrolls on heavy hitting enemies with lots of health or defense if you don't have a Fire Scroll or Scroll of Attack to boost your own damage. The Scroll of Attack will give your physical damage a significant boost. Every tenth Buddha will be a mini-boss Buddha that will be slightly tougher than its normal version. This Buddha will also introduce a new random enemy into the game. The Bio Buddhas and Viper Buddhas can poison you and you will take additional damage after each turn until the poison wears off or you use an Antidote. If your inventory runs out of room, be sure to make your selection carefully when replacing an old item with a new one. Replace Herbs with Good Herbs or Great Herbs, etc. The Return Scroll will allow you to end the game without losing any points. If you die during the course of the game you will lose a lot of the points you have earned. Use the Return Scroll if you need money and are sure you won't continue much further.

### **Handbell Delight:**

Try not get too distracted when you're playing this game. It's tough to pull your eyes away from round shaped belles and beautiful scenery, but your main goal is to keep your focus on scrolling notes. A total of three songs are available in this game, one of which is very common, and the other two randomly pop up every now and then. There's no way we can tell you exactly how to play this game other than to have good rhythm, and lots of practice.

### **Lumberjack Challenge**

It's the same concept as the regular Lumberjack game. What's different is that you now have to hit the same colored piece of wood as your character.

### **Séance**

Have you ever wanted to play with powers that surpass your own? Well here is your chance to resurrect the spirits of people long since past. You must watch for when the manly lizard face fortune teller woman says the rhythm is changing then you must listen for the dings and watch for the crystal ball to light up indicating that you should press the **[x button]**. You will start out at a normal looking stage, if you get worse you start foaming out the mouth, and if you really suck you will start hyperventilating and breathing smoke. Don't ask me why you breath smoke, but don't worry about it after all you are dealing with magic! However, if you are doing well you will start out looking normal then start to sweat, after that your body will become all wobbly. The last two signs before you beat the game and summon the spirit after being wobbly are becoming demonic, your eyes will go red and you will look evil, then to finish it off you will obtain a sparkling glow. At the point in which you obtain the glow you need to continue to sink your **[x button]** presses for just a bit longer and then BAM you will be listening to a spirit talk.

### **3 Legged Challenge**

Alright, who likes *3 Legged Challenges*? This game is extremely lengthy so I warn you, set aside some serious time; however, if you wanna see all the freaking SWEET people who made and

contributed to this wonderful game then you better hop to it and get ready. What you want to do in this game is stay in sink with you partner and their steps. Press the **[circle button]** to take a step with your right foot; also; this is the foot that starts off. Pressing the **[square button]** will make you take a step with your left foot. The **[triangle button]** allows you to jump. While running along this journey there are a few things you will want to watch out for. The first thing to keep an eye out for is the dogs, randomly dogs will run up behind you and knock you over, time your jump to avoid these pests. There are also two things, within the game, designed to help you out, the skateboard, and the dragon. The skateboard you will jump to obtain and then you and your partner just get sped along, not needing to hit the **[circle button]** or **[square button]**; however, you still need to jump when you see a rock. The dragon is incredibly difficult to get but the reward is far greater. The dragon will briefly appear in the top right corner and then quickly fly across the top of the screen. You need to be on your toes to catch him, and you do that by jumping. If you do catch him, which you won't cause you don't have the skills, he will escort you to the end of the level. The last two things in to watch for in this game are the golden coins and the rice balls. They are scattered throughout the levels and you will need to jump to obtain them and receive the extra points and money. Enjoy this game, the reward is the greatest of all the games, like I said the SWEET credits with my name on them!

### **Copycat 2**

Same strategies in *Copycat* apply to *Copycat 2*, you just play with someone else now.

### **Cliff Race 2000 vs.**

Same strategies in *Cliff Race 2000* apply to *Cliff Race 2000 vs.*, you just play with someone else now.