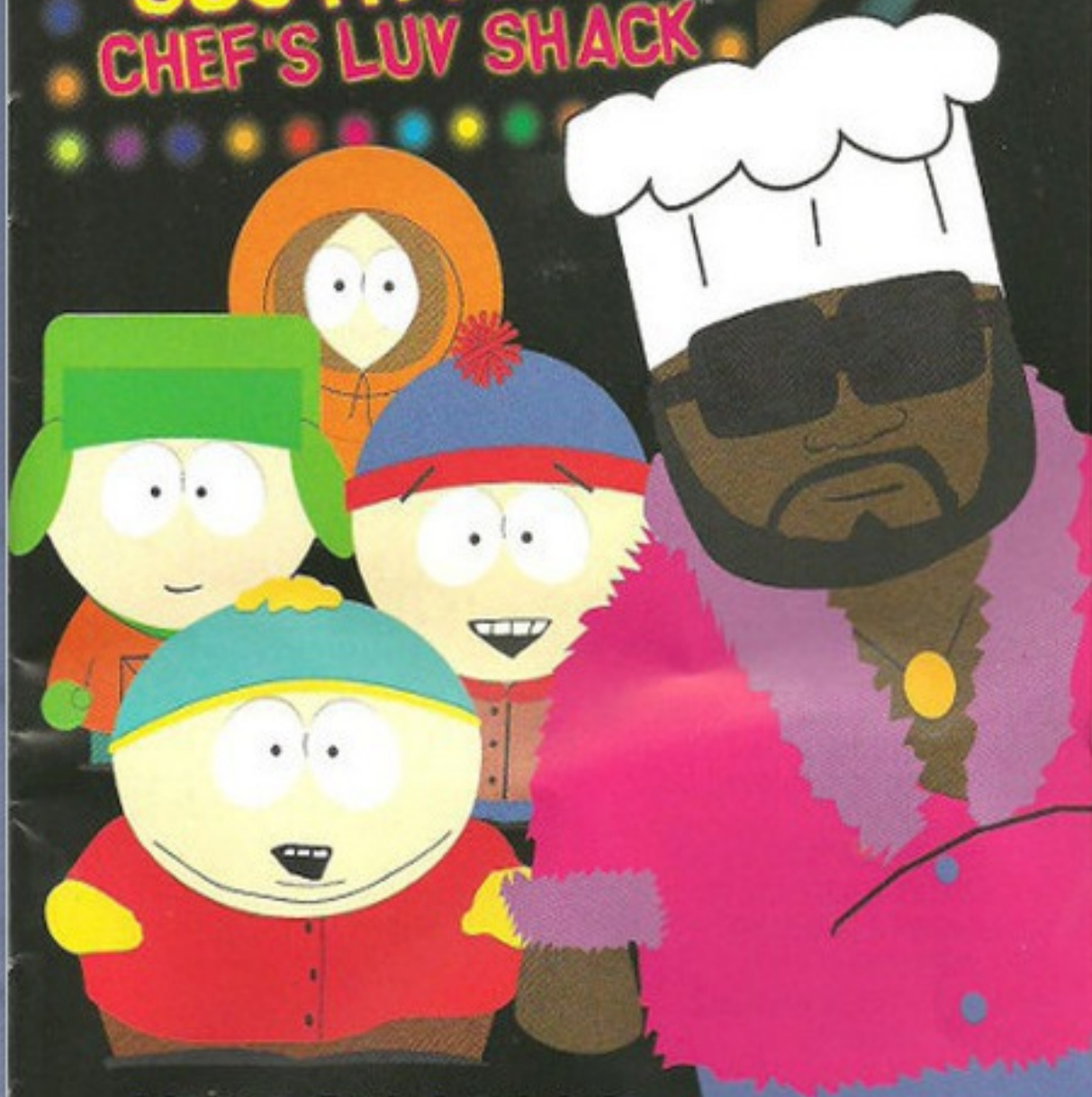


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NUS-NCYP-UKV
MANG150.01-ENG

SOUTH PARK™ CHEF'S LUV SHACK™



INSTRUCTION
BOOKLET

AKkaim



NINTENDO⁶⁴



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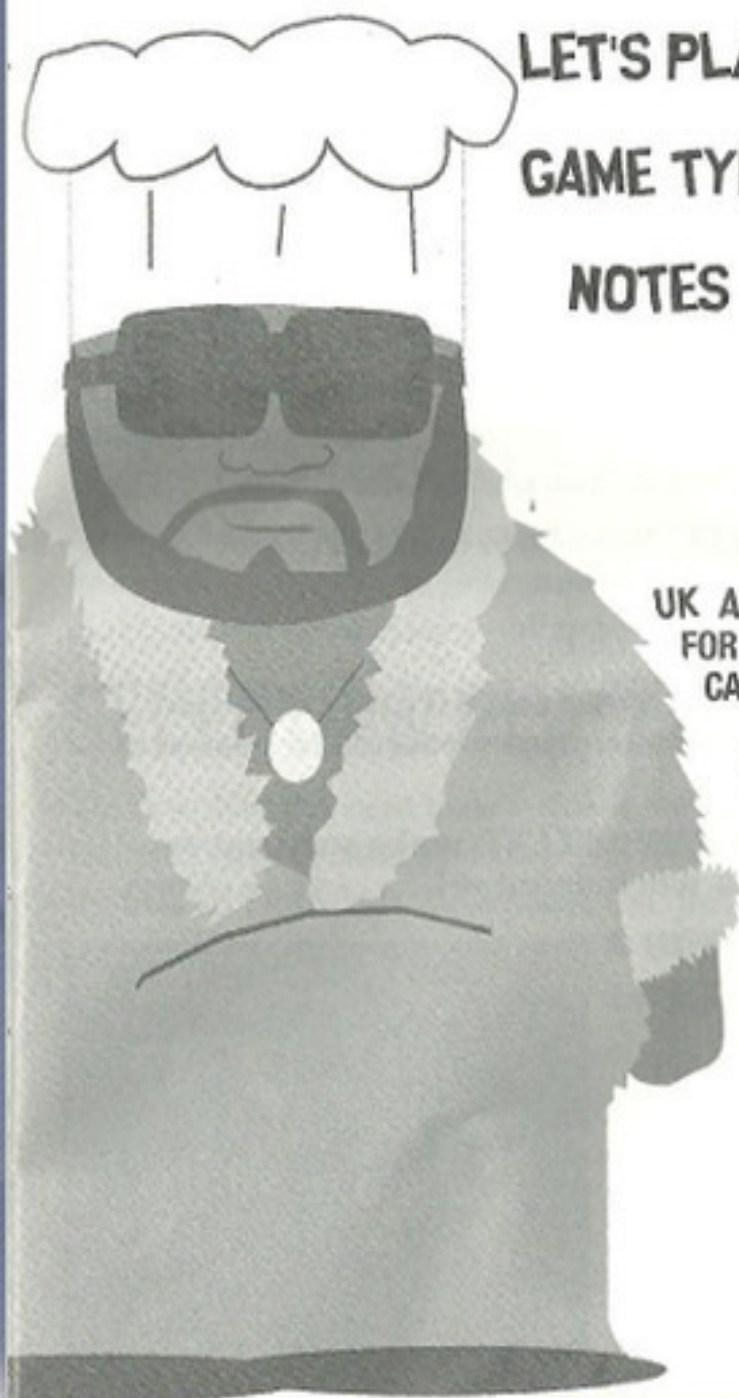
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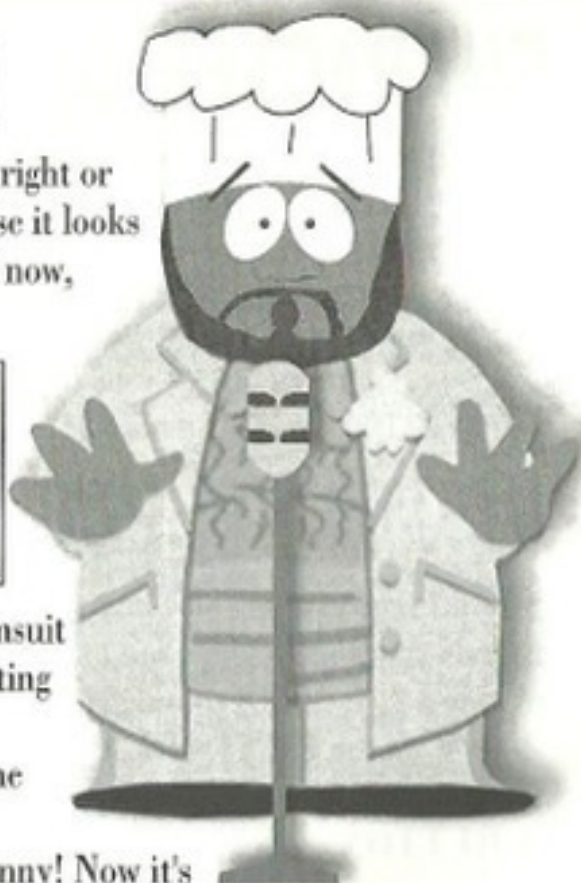


INTRODUCTION

LOCAL CABLE ACCESS: Birthright or butt wipe? Grab some TP, kids, 'cause it looks like the answer is number two. Until now, that is! Check out this listing!

CH. 69 - CHEF'S LUV SHACK.
Lovely swimsuit models compete to win a Weekend of Luv with hot host Chef.
My, my! (2:00 SL, CM)

But what's this? It looks like the swimsuit models are all in women's prison visiting their "friends," 'cause the talent coordinator couldn't book a single one before air time! Instead, the dope booked Cartman, Kyle, Stan and Kenny! Now it's "**CHEF'S FUN SHACK**," which really bites for Chef, but is really cool for you! 'Cause you get to compete as one of the little 2-dimensional miscreants! Have fun as you compete in endless rounds of pointless questions and action games—all to win \$12! Sweet!



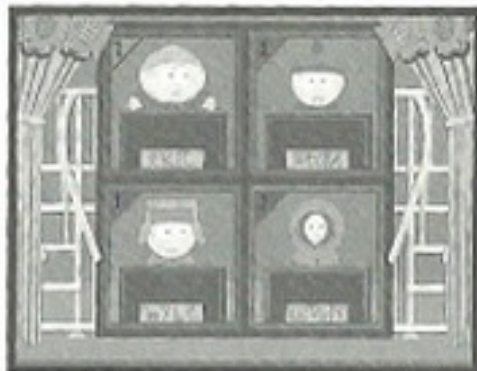
SELECTING PLAYERS

The first thing you need to do is choose the number of players, because you can't jump in later. Up to four players can compete as one of the **SOUTH PARK** kids. Each player can "join in," by pressing the **A BUTTON**. Be quick now, the clock is ticking.



CHARACTER SELECT

Gosh, it's great to have such a wonderful quartet to choose from! Move your cursor to the character you wish to play as and press the **A BUTTON**. The **B BUTTON** will de-select your selection once selected.



ROUND SELECT

Now it's time to select how many grueling rounds you wish to play. You can choose to play a 2, 4, 6, or 8 round game. Press **▲** or **▼** on the **CONTROL PAD** to highlight your choice, then press the **A BUTTON**.



LET'S PLAY!

After a brief but enlightening start up sequence (after the 100th time, you'll want to press the **A BUTTON** to bypass it), you'll find your host, Chef, ready to start the challenge.

PICK A CATEGORY/ROUNDS

A round consists of 3 trivia questions. Players get to select one of three categories. Once a category has been selected, the question will be posted on screen, and a timer will begin. There are 4 possible answers to each question, and a player must "buzz in" to answer the question. The first player to buzz in gets to answer the question. Press **▲** or **▼** on the **CONTROL PAD** to highlight an answer, then press the **A BUTTON**. Chance being what it is, hiding behind each category could be either a Trivia Question Round, Pressure Round or Wheel of Fortuitousness. You just never know.



TRIVIA QUESTION ROUNDS

What's trivia? It's that storehouse of useless gibberish that lurks in your pan, taking up space that would be better used to recall that business with the hypotenuse. At last, here's a chance to find some redeeming value in all that clutter...

You'll see the contestants and our beloved host Chef. Each player's name and current score appears below them. Once a question appears at the top of the screen, players buzz in by pressing the **A BUTTON**. Four possible answers will appear at the bottom of the screen. The player who buzzed in first gets the first shot at answering. You have 10 seconds to answer. Press **▲** or **▼** on the **CONTROL PAD** to highlight an answer and press the **A BUTTON** to select it. If the player who buzzed in fails to answer within 10 seconds OR answers incorrectly, the other players can then buzz in and attempt to answer. If no one buzzes in, the question is forfeited. Players win points for correct answers and lose points for wrong ones.

SHAFTING

At the beginning of the game, players are each given the opportunity to "Shaft" another player at any time in the game. Shafting means that a player can buzz in as if they were going to answer the question, and then shaft one of the other players by pressing the **B BUTTON**. After opting to "shaft" one of the other players, the player doing the shafting must select which player they want to shaft (highlight the victim with the **CONTROL PAD**, then press the **B BUTTON**). When a player is "given the Shaft," they **MUST*** answer the question on screen. If they get it right, they get double points. If they get it wrong, they lose double points. Players may use their shaft at any time during a question, either while it is being asked, or during the 10 second answering period.

***Of course, the person who got the shaft can always pass the shaft along to another player, except to the one who passed it to them.**



SPECIALS

Periodically when a player selects a category, they will instead face a Special Situation. These can be good or bad, can be questions related to the category selected, or something much stupider. For example:

THE WHEEL OF FORTUITOUSNESS

Fate is a many splendored thing. That being said, let's talk fun. When the lovely assistant brings out the WOF, you spin it by wildly tapping the **A BUTTON**. Watch the bar fill up with energy! Once you've spun the wheel, you'll have one of several more or less unappealing results to contend with, including a dreaded Pressure Round or delightful Gameplay Round. However, you may also be pleased with 1000 bonus points, Free WOF Spin, our infamous Nothings, or even a round in jail courtesy of Officer Barbrady!

PRESSURE ROUNDS

Boy, it doesn't get any worse. You're thrown into a 30 second trivia round of 10 true or false questions, where enough right answers can have really ugly consequences. Eric may get it in the end!

DOUBLE DOWN

It's double the points or double the disaster in this sadly compelling gambling round. Players wager on whether or not they'll answer the question correctly, up to the amount of money they have. Press **▲** or **▼** on the **CONTROL PAD** to set the amount of your bet, then press the **A BUTTON** to enter it.



GAME TIME

If this comes up, take that silly stud out of your tongue and smile, 'cause it's time to get into one of the many, many mini-games. And ALL players can earn points in Game Time rounds!

You'll be told what the aim of the mini-game is, and brother you best listen good. No more answering stupid questions here! You have to move and shoot and generally get off your butt. I mean behind. You'll see controls right on screen, so don't expect me to write them out here. Select your character and get to getting!

TALLY

At the end of a game round, you'll see a tally screen that pretty much sums up who rules and who drools.

The image shows a chalkboard-style tally screen. In the top-left corner, there is a circular icon of a character's face with the number '1st' below it. The rest of the board is a grid with three columns and two rows. The bottom-left cell contains the numbers '0', '30', and '60' stacked vertically. The other cells are empty.

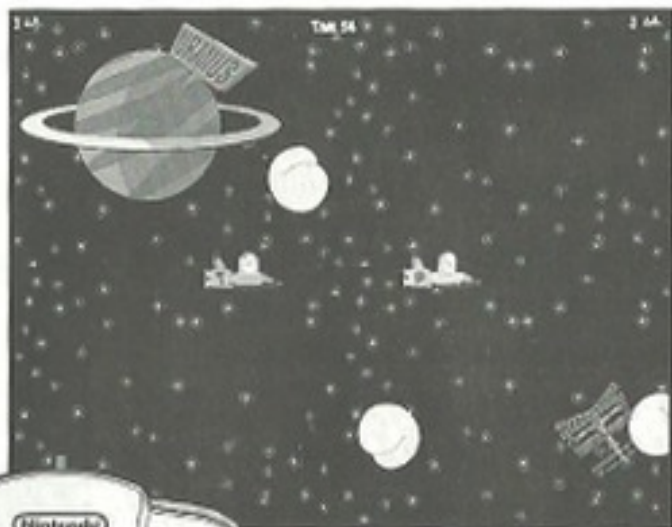


ALL THIS FOR YOU!

If I can speak plainly, there's a crapload of mini-games in South Park Chef's Luv Shack. And even if I can't, there's still a lot. Let's kill some trees explaining them, ok? Let's begin!

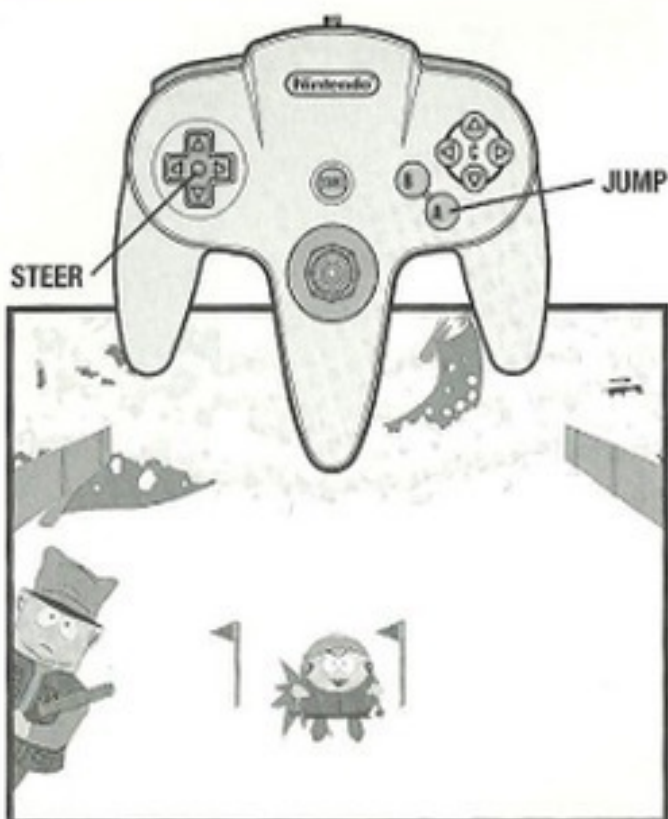
ASSES IN SPACE

Much like the early video game it mocks so lovingly, Asses in Space features some stars on a dark background, an enemy craft trying to shoot you, and a limited time to see how many Ass-teroids you can shoot down.



AVALANCHE

Just as the boys get ready for a fun slalom race, Jimbo "accidentally" fires his shotgun and starts an avalanche! The boys have to outrace the resulting avalanche as they compete to collect point pick ups in this thrilling race. Everyone gets to participate in this one!



BEEFCAKE

Catch cans of Weight Gain 4000, the delicious bulk-up beverage or catch a beating, you sissy! Earn extra points when you juggle cans off Cartman's bulging belly. Cans have different point values, and man, those red cans are really bad! Are you Beefcake?



BEES AT THE PICNIC

Golly, try to have a country pig out and pesky Nature has to intrude! In this instance, it's a swarm of angry bees ready to sting the loutish lads into submission. What can they do but retaliate in the only way they know? Blast the bastards!



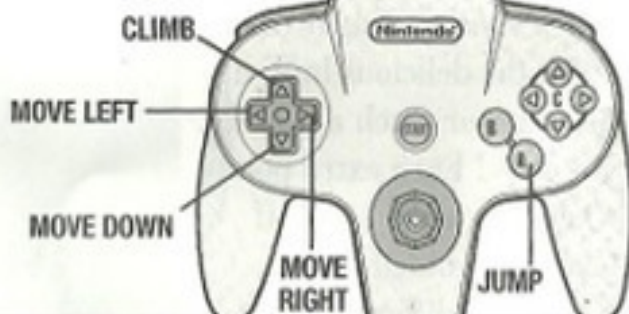
MOVE LEFT/RIGHT



SHOOT

BAD KITTY

Nothing gets between Cartman and his pot pies in this one player food fest! Nothing except a malignant kitty, that is. You control Kitty making its way up to Eric's beloved crustful of goodness, jumping over obstacles and picking up hot peppers to breathe hot fire which destroys bouncing balls.



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CHICKEN LOVER

Single player. There's a chicken lover hidden in yonder bushes somewhere. Keep your eye on his location, then blast that bush but good!



AIM CROSSHAIRS



EAT THIS

We're stuffing our faces in South Park! It's a pie eating contest, and the faster you can cram crust in your craw, push away the plate and ask for more, the better your chances. Up to 4 players can compete in this shocking display of crass consumption.

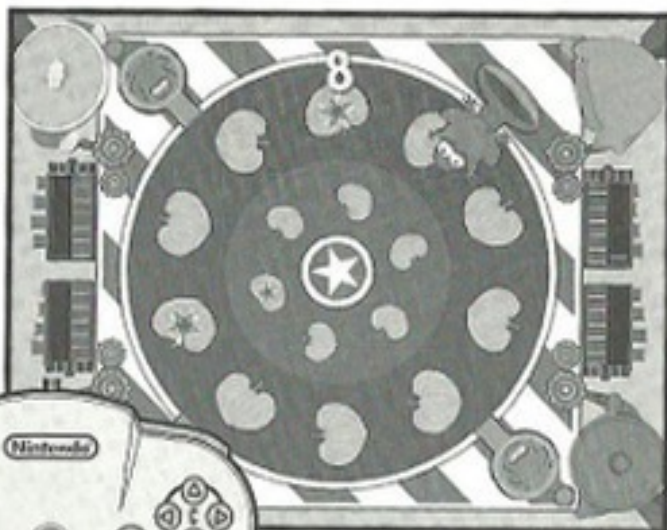
PUSH PLATE AWAY



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FROG TOSS

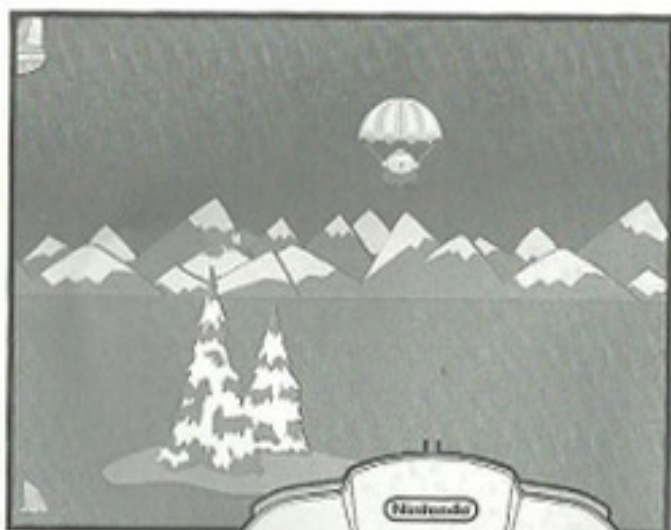
It's multiplayer at the carnival as you compete to land the frog on the lily pad with your catapult device. Earn bonus points by hitting the center island before it sinks into the drink.



PULL RELEASE

PARACHUTE

Aiyeeeee! Mirth from above as the boys plummet from a high-flying plane. They have to puff up their parachutes to maintain altitude and steer to avoid birds, trees and ominous clouds. Try to land on the target for bonus points.



STEER



PUFF CHUTE



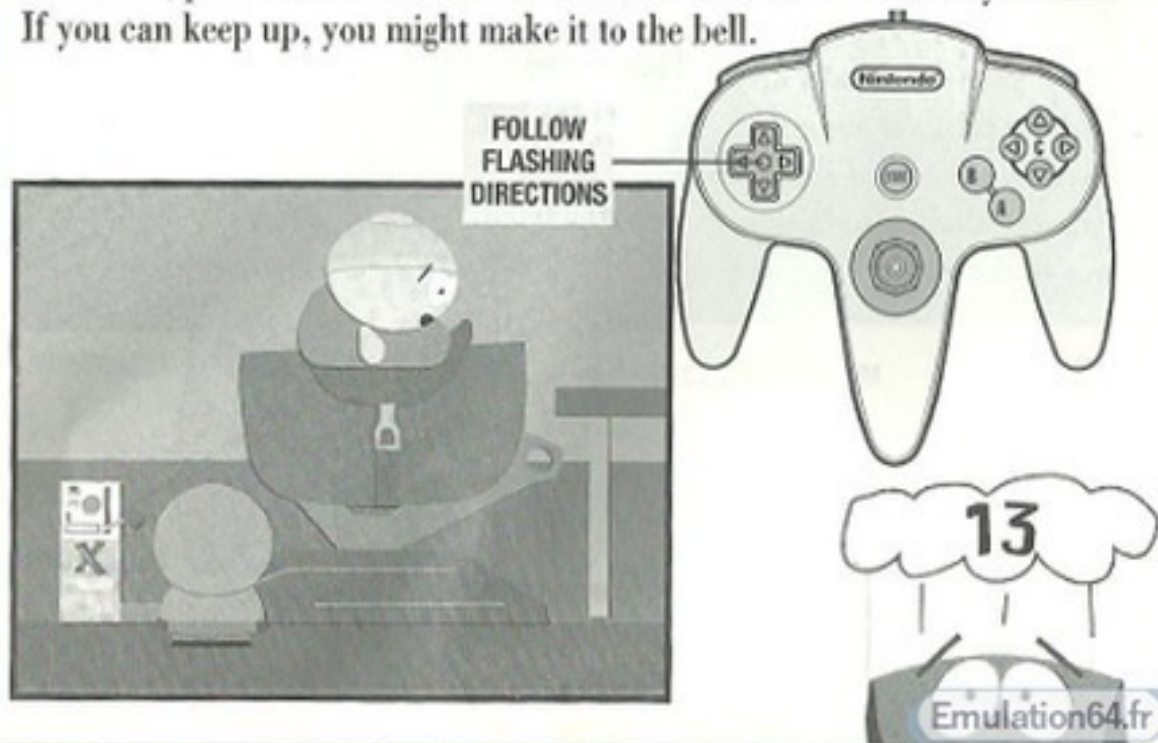
PIZZA PATROL

You can't trust the South Park brats to deliver a message without screwing up, let alone tasty pizza pies. Try to toss the pizzas to the eagerly waiting customers without hitting the walls, while avoiding Officer Barbrady on his beat.



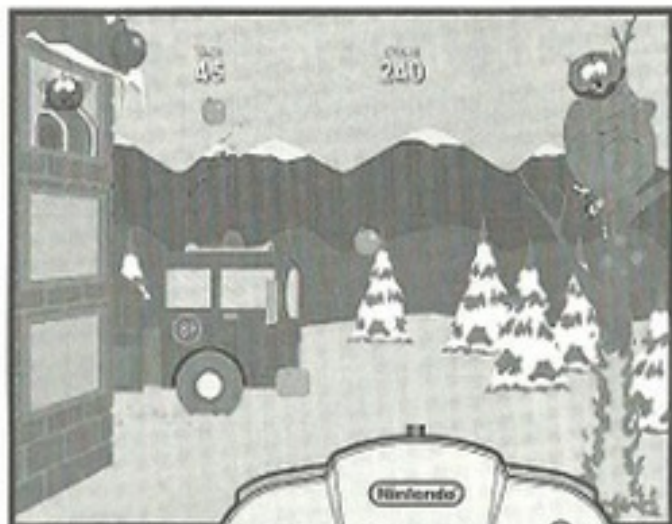
RODEO

The trick here is for cowpoke Cartman to stay on the mechanical bull for the duration of frantic churning and bucking. When a direction flashes on screen, press that **CONTROL PAD BUTTON** as soon as you can. If you can keep up, you might make it to the bell.



SCUZZLEBUTT

Scuzzlebutt has his sorry butt stuck up a tree. So what, right? The tree is on fire! Luckily, Chef is nearby with an ample supply of water balloons. Bounce them off the trampoline so they burst on the tree and douse the flame. Be nice if you got the fire, too. Single player.



MOVE PLAYER LEFT

MOVE PLAYER RIGHT



SODA SHAKE

How'd you like a faceful of hot, shaken up soda? It would suck, right? Oh well, you're gonna get it anyway. Watch as Chef shakes up a can and mixes it among three more cans of soda. Pick the shaken soda to get in a sticky mess.



MOVE CURSOR LEFT

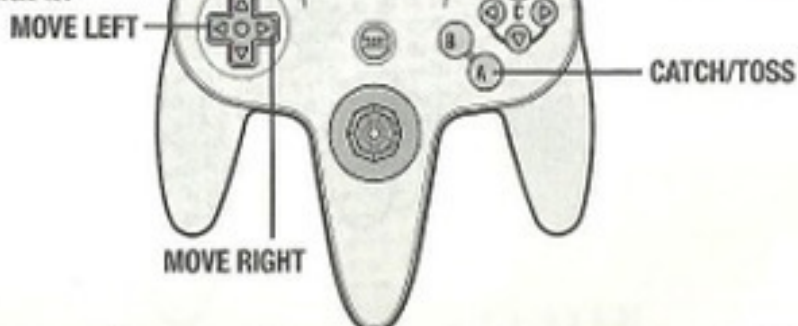
MOVE CURSOR RIGHT

SELECT CAN



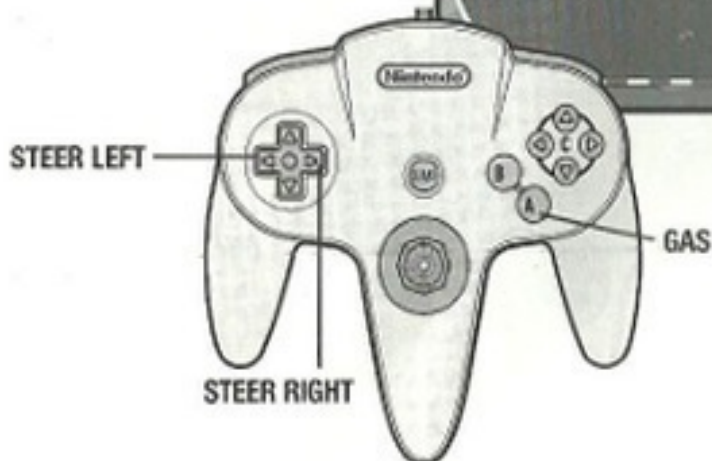
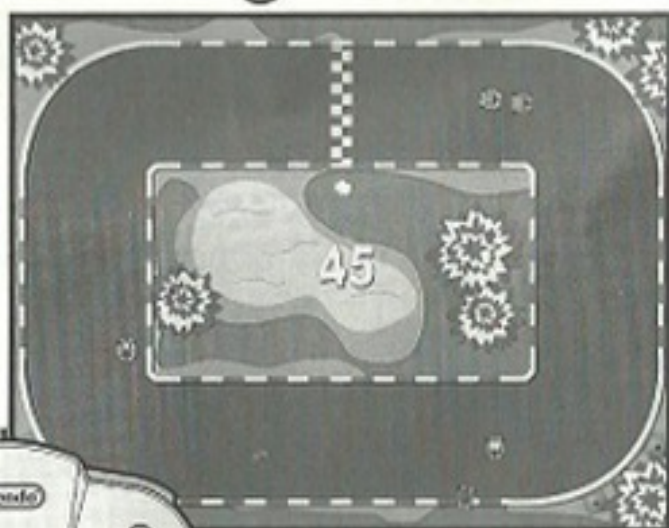
SNOW FORTS

The boys have each built themselves a glorious snowman, really a triumph of cold weather engineering and the art of snow packing. Now an evil bouncing dodgeball threatens to destroy the snowy statues. Five hits and it's over, so you've got to be on guard!



GO KARTS

It's race time! Everyone gets to put the pedal to the metal. Bonus points awarded for 1st, 2nd and 3rd place finishes.



SPANK THE MONKEY WITH MR. MACKEY

How's your memory? Here's a good chance to test it. As Mr. Mackey smacks his four-assed monkey in different patterns, it's up to you to ape the pattern. Try to keep up as the pace gets faster!



FOLLOW PATTERN



STAMPEDE

What's with Jimbo and that damn shotgun?! He has set off a stampede! Run for your life, or be crushed by a bevy of bolting bovines! Make sure you avoid the many obstacles out on the range.



RUN
(RAPIDLY TAP)



HURDLE



TUG OH WAR

Play Tug oh War. You'll be pulling for all you're worth to avoid getting hauled into the icy water that separates the two sides—and to pull your opponents into it!



4 PLAYER

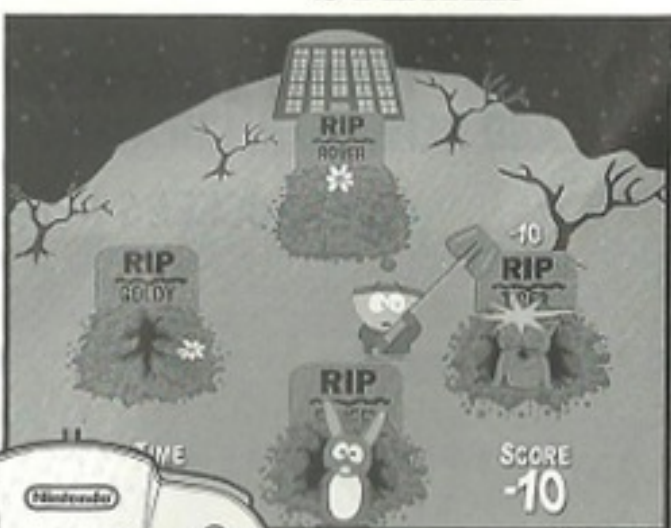


ALTERNATELY
TAP TO PULL

2 PLAYER

WHACK A ZOMBIE

Everything's gone whacky over at Dr. Mephesto's lab. There are zombie-pets raising up from their graves! The player must smack the zombie-pets back down under the earth. Avoid hitting "good" pets, they'll take points away.



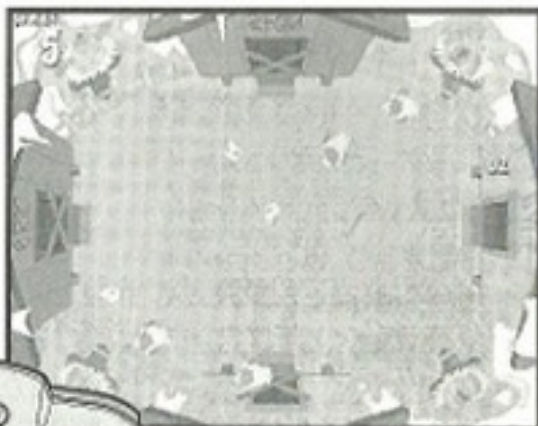
CHOOSE WHACKING
DIRECTION



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ROUND UP

Now's your chance to score with the chicks! So they happen to be real chickens, so what!? Grab the most eggs and chickens and throw them into your coop (or at the other guys) before time runs out.



**AND THAT'S PRETTY MUCH IT. GOOD LUCK,
AND REMEMBER, CHEATERS NEVER PROSPER –
AND SUCKERS NEVER LEARN.**

