

WARNING: READ BEFORE PLAYING

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 computer screen, or while playing video games, 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, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer 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.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Minimum System Requirements

Windows 98/ME/2000/XP

Pentium(R) III 800 MHz or faster processor

128 MB RAM

DirectX 9.0 Compatible 32 MB T&L capable Video Card
(ATI Radeon 7500 or greater; NVIDIA GeForce 2 or greater)

DirectX 9.0 Compatible Sound Card

800 MB of free hard drive space

CDROM or DVD drive

DirectX 9.0 (supplied)

<http://www.replacementdocs.com>

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Installing Playboy: The Mansion

Please close all open applications, including virus protection applications. You may turn the virus applications back on after installation is complete.

Insert the Playboy: The Mansion disk 1 into your CD-ROM or DVD-ROM drive. The Autorun program will appear. Follow the directions shown on your display.

If the Autorun program does not appear automatically, click on START from the Windows Taskbar and select RUN. Then type in **D:\Autorun** into the Run dialog, and click OK or press ENTER. (If you CD-ROM or DVD-ROM drive is something other than "D:", please insert the correct drive letter.)

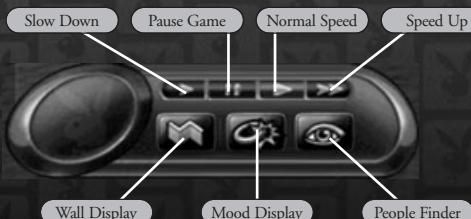
Starting Playboy: The Mansion

Insert the Playboy: The Mansion disc in the drive.

Click START, then All Programs (or Programs)
/ Playboy: The Mansion / Playboy: The Mansion.

Complete Controls

Use the mouse pointer to access all items and areas in the game. The following hotkeys will allow you even quicker access to specific areas and items.



| Main HUD UI Controls | |
|--|--------------------------------------|
| Move Hef | Left-click on location to move to |
| Camera Control | Arrow keys (or right-click and drag) |
| Magazine Menu | F1 |
| Hef Menu | F2 |
| Mansion Menu | F3 |
| Roster Menu | F4 |
| Relationship Menu | F5 |
| Toggle Walls | F6 |
| Toggle Mood Display | F7 |
| People Finder | F8 |
| Save Game | F10 |
| Load Game | F11 |
| Soundtrack Menu | F12 |
| Time / Speed Controls | 1-4 |
| Pause Game | ESC or 2 |
| Cancel | Right-click |
| Toggle HUD | Spacebar |
| Re-center oh Hef (while in People Finder) | Home |

| Common Menu Controls | |
|---|---------------------------|
| Sidebar items | Arrow keys up and down |
| Upper Icon Submenus | Function keys |
| Move to next page | Arrow keys left and right |
| Accept / OK | Enter |
| Exit / Back | ESC |
| Bottom Buttons | Number keys |
| Magazine Menu Cover Price & Ad Quantity & Magazine Cover Star | Up / Down / Left / Right |
| End Party | Click on Hef |

| Photoshoot Controls | |
|----------------------------|--------------------|
| Move | Arrow keys or ASWD |
| Snap Picture | Left-click |
| Zoom Out | Mouse Wheel or - |
| Zoom In | Mouse Wheel or + |
| Change Pose | F1 |
| Change Frame | F2 |
| Change Wardrobe | F3 |
| Show Mark | F4 |
| Default Camera Position | F5 or Home |
| End Photoshoot | X or ESC |

ICONORAMA

As you play Playboy: The Mansion, you'll see various icons on your screen.

Interests & Professional Categories



TV & Movies



Sports



Arts & Lit



Humor



Fashion



Music



Politics



Sexuality



Tech & Toys

Additional Professions



Staff Photographer



Celebrity Playmate



Staff Playboy Bunny

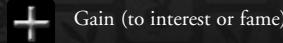
State of Mind or Action



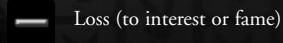
Success



Failure



Gain (to interest or fame)



Loss (to interest or fame)



Drunk



Staff Journalist



Playmate



Angry



Jealous



Tired



Following Orders

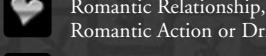
Stats, Drives & Relationships



Casual Relationship,
Casual Action or Drive



Professional Relationship,
Professional Action or Drive



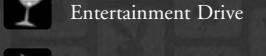
Romantic Relationship,
Romantic Action or Drive



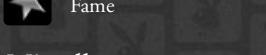
Basic Conversation Action



Leisure Drive



Entertainment Drive



Fame

Miscellaneous



Room Value

Playing the Game

New Game Screen

Choose New Game to start living the high life! In Playboy: The Mansion, there are two different styles of play: Mission Play and Freeform Play.

Mission Play

Mission Play challenges you to progress through a series of missions that follow the road Hef took to build the real Playboy empire. You'll learn how to hire staff, take photoshoots, hold parties, request content, make girlfriends, make friends and, if you're lucky, make love.

A Classic or Modern mansion layout is available to you, but as you customize your mansion, your tastes will transform it into a place you can truly call your own.

Freeform Play

Freeform Play allows you to progress and build the Playboy Mansion with no holds barred. You reach the goals when you choose, and take as long as you desire. Hang out in the Grotto, throw parties, and cruise the room for girls. Publish bigger and better magazines and watch your circulation rise.

The Main Gameplay Screen

From the main gameplay screen, you control all aspects of your empire and may access any one of the game's six primary menus.



- The **Roster Menu** shows you a "who's who" of the Playboy Mansion. You'll see who's here, who's available for hire and who's currently in your little black book. You can also throw parties from this menu. Click the icon or press F4 for the Roster Menu.
- The **Hef Menu** contains your goals, stats, finances and a help screen. Click the icon or press F1 for the Hef Menu.
- The **Magazine Menu** allows you to choose the content for the current issue, review existing content and select your Playmate of the Year. Click the icon or press F1 for the Magazine Menu.
- The **Mansion Menu** lets you create the Playboy Mansion of your dreams. Click the icon or press F3 for the Mansion Menu.
- The **Pause Menu** pauses the game, and also allows you to save and load games, adjust the game's options, check out the soundtrack and visit the "extras" menu filled with unlockables and cheats. Click the icon or press ESC to enter the Pause Menu.
- The **Action Menu** allows you to throw parties or interact with any person or object in your mansion. Walk up to a person or object and click on them to access the Action Menu.

Each of these menus is discussed in detail later on in this manual.

The Action Menu

Interacting with Your World



Use "Command" options to give people orders.

- Request Interviews, Essays or Cover Shoots from celebrities.
 - Request Articles, Centerfolds or Pictorials from staff members.
 - Ask Playboy Bunnies to greet guests or to serve drinks.
 - Change a Playmate's wardrobe.
 - Ask people to follow you or order them to stop.
- Use "Conversation" options to develop casual, professional or romantic relationships with people.



Casual conversation options have handshake capsules.



Professional conversation options have performance graph capsules.



Romantic conversation options have heart capsules.



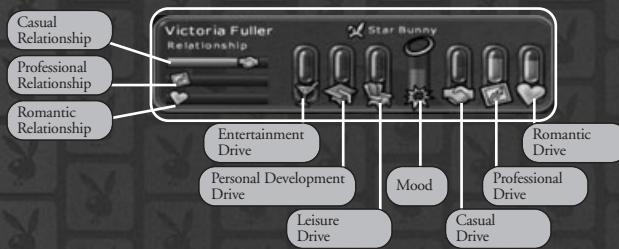
Basic conversation options have portrait capsules and are not specific to a particular type of conversation.

The more you talk, the more options you'll have available to you and the stronger your casual, professional or romantic relationship is likely to become. The stronger your relationship, the more likely you are to succeed in any conversation option or command.

The Conversation HUD: Drives and Relationships

When you talk with someone, you'll see the Conversation HUD on your screen.

The Conversation HUD tells you all about your various relationships with a person as well as his or her drives and overall mood.



Relationship meters show you the strength of your relationship. A green bar represents a positive relationship. A red bar means they'd absolutely pay to be somewhere else. The longer the bar the stronger the sentiment. There are three types of relationships you can form with people:

- **Casual relationships** allow you to form friendships with others. People who have high casual relationships with you can be invited to join your Inner Circle. They'll be able to stop by whenever they'd like, and you're welcome to call them over, too.
- **Professional relationships** allow you to transform Playboy magazine from a one-shot wonder into a worldwide empire. You'll be able to sign contracts that'll further your career and make deals that will win you (or lose you) money.
- **Romantic relationships** lead to... well, girlfriends among other things. Your girlfriends have the ability to influence how others feel about you.
- **Drive meters** show you how satisfied a person is in any one of his or her six drives. Each represents a person's need to pursue certain activities.
- The **Entertainment Drive** is the need to enjoy fun activities.
- The **Leisure Drive** is the need to relax.
- The **Personal Development Drive** represents people's desire to make him or herself the best person they can be personally and professionally.
- The **Casual Relationship Drive** is a person's need to form friendships with other people.
- The **Professional Relationship Drive** represents the inner mogul.
- The **Romantic Relationship Drive** represents a person's need to be romanced and to be romantic.
- The **Mood Meter** gives you an at-a-glance look at a person's mental state.

Throwing Parties

Parties are a huge part of the Playboy lifestyle and an even bigger part of life at the Playboy Mansion. It's here that you'll make the connections you need — professional, romantic and casual. Every party has the potential of a new girlfriend or a contact with someone who might be a valuable and interesting source for magazine content. Most importantly,

parties offer you an opportunity to increase your fame. The more famous you are, the more famous your friends will be.

The Guest List

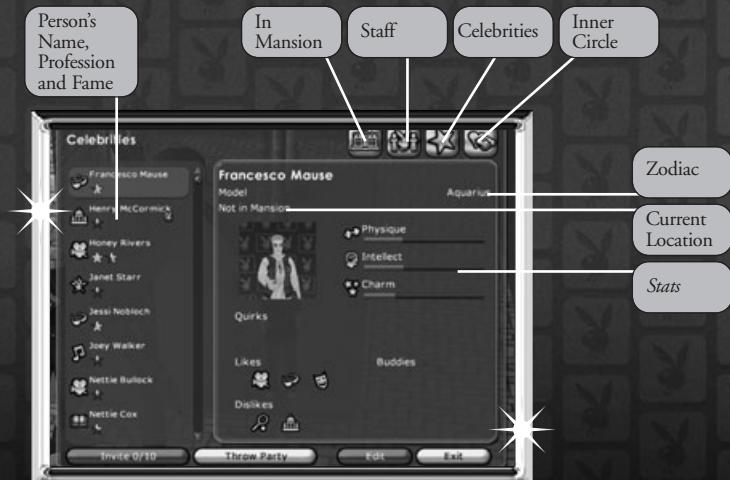
To make your parties all they can be, consider inviting:

- Staff members so any interviews or photoshoots that you secure can be done on the spot.
- Playboy Bunnies to serve and greet guests.
- Playboy Playmates to raise guests' moods.
- Your girlfriends to talk you up, raising (or lowering) your relationship value with people.

The Roster Menu

Your Little Black Book

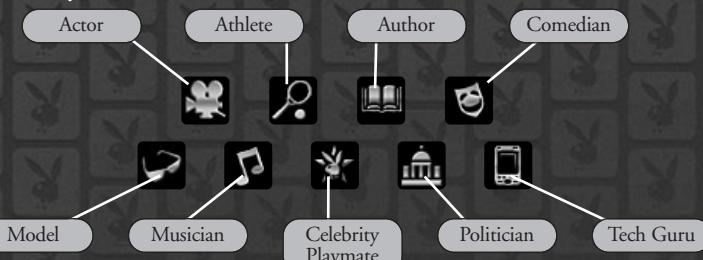
The Roster Menu — the electronic version of your not-so-little black book — contains detailed information on all the interesting people in your life. From the main gameplay screen, click the icon or press F4 to enter the Roster Menu.



People 101: Everything You Need to Know

Each Black Book entry contains all the information you could possibly want to know about a person.

Celebrity Professions



- **Fame:** Stars under the person's name represent fame. The more famous you are, the more famous your friends will be. Fame affects relationships – it's easier to impress someone when you're famous. Lastly, fame affects the quality of content that's produced.
- **Zodiac:** Zodiac signs influence relationships in soft, subtle ways.
- **Current Location:** There are numerous regions: Main mansion, Upper mansion, Pool and Clubhouse.
- **Stats:** Each person has three stats that affect almost everything they do.
 - **Physique:** Physique is a measure of a character's physical shape, structure and tone.
 - **Intellect:** Intellect is the measure of a person's intelligence.
 - **Charm:** The more charming a person, the easier he or she will find it to sign a deal or form a relationship.
- **Likes and Dislikes:** Knowing a person's likes and dislikes is particularly useful when you're setting up conversations or looking for a particular style of content.
- **Buddies:** A person's buddies are shown on the third page of their roster entry.

Advanced People 201: It Takes Different Kinds

For the purposes of your life, people can be split into four different groups.

Left-click the icons or use the left or right arrow keys to move from screen to screen.

- **In Mansion** shows you a list of everyone currently in your mansion.
- **Staff** shows you a listing of your current staff as well as any prospective hire.
- **Celebrities** shows you all the rich and famous who are open to your invites.
- **Inner Circle** shows you your girlfriends and friends who come and go as they please.

Your Staff

- **Playboy Bunnies** are the consummate entertainers. Hire them for parties to greet your guests, serve drinks and keep them happy.
- **Playboy Playmates** appear as centrefolds in your magazine. Playmates spend time working on themselves or attending the many functions at your mansion. Visitors are always in better spirits for having met them and appreciate you all the more. Once a Playmate appears as a centrefold, she may not do so again. However, she is available for cover shots and other forms of celebrity content.

- **Photographers** are hired for cover, pictorial and centrefold shoots. The best photographers work on their charm and their intellect, realizing it's as much about the camera as it is about the subject.
- **Journalists** are hired to provide articles and interviews for your magazine. The best journalists work on their intellect and their charm, believing it will improve the quality of their pieces.

To hire or fire a particular staff member, click the Hire or Fire button. Your account will be charged one month's non-refundable salary, and they'll be automatically paid by direct deposit so long as they remain on your staff.

Celebrities

The celebrity roster shows you a virtual "who's who" of the Hollywood crowd. Celebrities can also provide you content for your magazine. They are your perfect interview, essay and cover shoot subjects.

Your Inner Circle

The Inner Circle is reserved for the best of the best, those individuals with whom you have formed a true bond either casually or romantically.

People in your Inner Circle have distinct advantages:

Open Invitations: They can stop by whenever they want.

Casual Invites: You can call them to your mansion at anytime without the need for those expensive invitations. If you're tight for cash in a particular month, this can prove quite handy. A free invite and an almost certain "yes" to all content requests.

From time to time, people do leave your inner circle. If neglected, friends and girlfriends can leave your Inner Circle.

Advanced People 301: The Consummate Host

When people come to your mansion, they expect to have a fun time and to find the people and objects that will keep them in good spirits.

- When planning parties, balance your guest list. If you have a party with 9 men and 1 woman, she'll probably have a ball. On the flip side, you're likely to have 8 guys whose romantic drives are falling through the floor.
- During a party, provide lots of opportunities for entertainment. Get a good sound system or splurge on a great game machine. When you purchase items in the Mansion Screen, covered elsewhere in this manual, make sure that they satisfy a person's entertainment drive.
- During a standard workday, provide lots of opportunities for professional development and leisure so that your mansion staff and guests remain satisfied.
- Keep an eye on "quirky" people. If you fill your mansion with 8 "drinkers" and 2 "confrontational" people, you're likely to have a mess on your hands. Carefully hand-picking your "quirky" people can work to your advantage.
- During a party, pay attention to the mood and flow of the event. People are going to get tired and leave at some point. If there's something you absolutely positively need to do at this party, do it first. That way, you won't be disappointed when your journalist heads home early, seconds after you lined up that big interview.

The People Finder

Press F8, or the People Finder icon, from the main gameplay screen to enter the People Finder. Like a pseudo spy cam, the People Finder lets you cruise around your mansion to investigate everyone's current state of being as well as the state of the conversation they find themselves in. Press F8 again, or click the icon to leave the People Finder.

The Relationship Screen

Press F5 or click the icon from the main gameplay screen to enter the Relationship Screen. You'll see the status of everyone who's developed a relationship. Click on the icons or press the function keys to view relationships between people in your mansion only or to view the relationships of everyone everywhere.

Tweakage 101: The Character Editor

When you've progressed far enough in the game, you'll unlock the People Editor where you can adjust everything from their hair colour and style to their body shape.

The Hef Menu

It's All About You

The Hef Menu provides you with all the information you'll need on your ever-expanding empire. Press the left directional button to enter the Hef Menu. Press F2 or the Hef Menu icon to enter the Hef Menu. Left-click or use the function keys to move between the various menus.



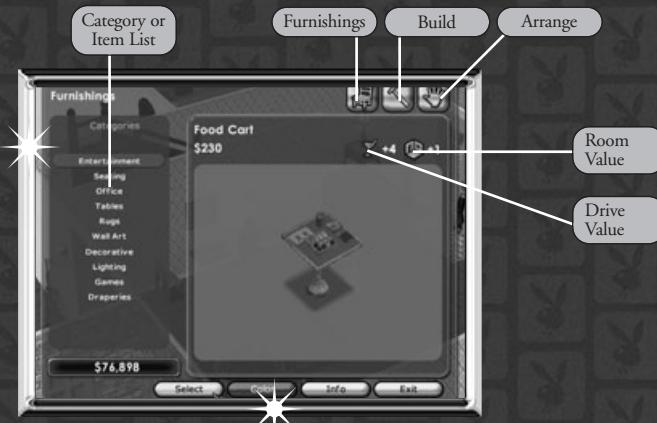
Your key information is broken down into four separate areas:

- **Goals:** The goal list shows your active goals as well as those that you have completed. In Mission Play, this list refreshes at the beginning of every mission.
- **Stats:** The stats screen is your personal roster entry. You'll see your current intellect, charm and physique, plus your interest in various topics.

- **Empire Stats:** How many women have you kissed? How many people are mad at you? It's all here and more.
- **Help PDA:** Whatever your question, the Help PDA has your answer.

The Mansion Menu

Building The Playboy Mansion of Your Dreams

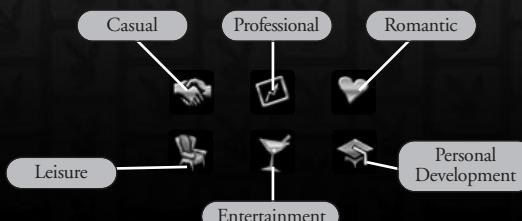


- **Furnishings:** The Furnishings Screen is your virtual store and shows you all the items available for purchase in this area.
- **Building:** The Building Screen provides you all the components necessary to build new rooms or landscape your lawn.
- **Arrange:** The Arrange Screen lets you pick up, place, rotate and rearrange your mansion's contents and plan to your heart's content.

Items 101: Everything You Need to Know

Every furnishing and building object is made up of six separate components, each of which comes factory installed.

- **Drive Value:** The Drive Value shows you the object's primary use. The numbers next to the drive icons range from 0 to 9, with nine being a top-of-the-line super satisfyin' machine. Drive icons are:



- **Room Value:** An item's room value shows you how much aesthetic value it has — its pure "wow" power when people see it in a room. A room value typically ranges from 0 to 9.

Decorating 101: Building & Arranging Your Mansion

Whether you've just purchased a new item or are looking to rearrange those you already have, the Arrange Screen is the place to be.

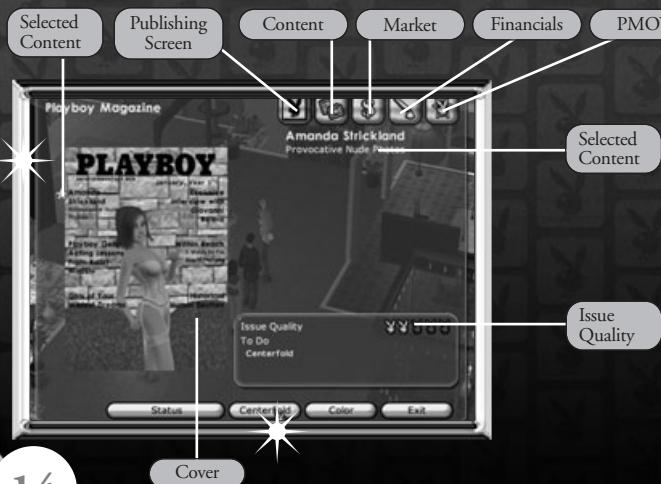
From this screen, you can do several things:

- **Pick Up & Place Items:** Left-click to pick up items or to place items you're already holding. Architectural items may not be picked up. They must be destroyed.
- Green means you can place the object in the current location.
- Red means the current location isn't suitable for the item.
- **Build Walls:** Left-click to anchor the wall, and use the left thumbstick to move the wall out in any direction. Left-click again to choose another anchor point. When you are finished building the wall, right-click.
- **Sell or Destroy Items:** Highlight an item and decide to sell or destroy it. You'll see the resale value of the item in the lower right corner. Most, but certainly not all, items depreciate.
- **Rotate Items:** You can choose to rotate objects to your liking.
- **Fill:** For floors and walls, you'll also have the option to "flood fill" the area, unless you like doing tiling or wallpaper work.

As you place objects within an area, you'll notice the Room-O-Meter rising. This is a measure of how many items the area can hold.

The *Playboy* Magazine Menu

You Really Can Read It For the Articles



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The Publishing Screen

From the Publishing Screen, you can see how your current issue is shaping up and make some necessary adjustments.

- **Issue Quality:** Ranging from zero to five Bunny Heads, an issue's quality has a direct bearing on your sales and your fame. The higher your content's quality, the higher the overall issue quality.
- **To Do List:** This list notes the content still necessary to ship the issue.
- **Status/Go to Print:** When you have all the necessary content, choose to send the magazine to the printers.
- **Select Masthead Color:** You can choose to change the color of the *Playboy* masthead and cover text.
- **Centerfold/Cover:** You can toggle between the centerfold and cover by left-clicking the button.

The Content Screen: Putting A Magazine Together

Every issue of *Playboy* magazine contains six different types of content. Review the content you've created and select it for inclusion in the current issue in the Content Screen.



Every issue needs six pieces of content, one of each type:

- **Cover shot:** The cover of *Playboy* magazine always features a beautiful female celebrity. To create a cover shoot, you'll need a photographer on staff as well as a willing female celebrity.
- **Centerfold:** The centerfold of *Playboy* magazine features the famous Playboy Playmate. To create a centrefold shoot, you'll need a Playmate and a photographer on staff. Bear in mind that there are celebrity Playmates around your mansion who cannot pose for the centrefold. These Playmates are generally those who have already appeared in your magazine or real-life Playmates.
- **Pictorial:** Pictorials feature a collection of photographs of various women and fit a particular theme. To get a pictorial, you must first hire a photographer. Then, ask him or her to shoot a pictorial for you through the command menu.

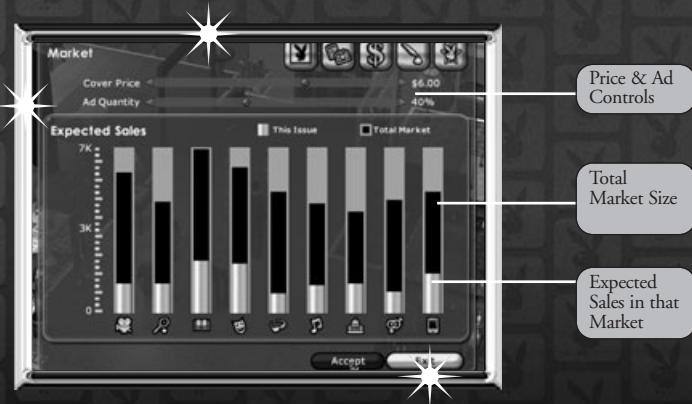
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- **Essay:** To get an essay, you'll need a willing celebrity. Develop a relationship with a celebrity and request an essay from the command menu. If they agree, you'll be quoted a price. If it's acceptable, the celebrity will leave to write your essay and return it to you when it's finished.
- **Interview:** *Playboy* is known for its incredible interviews. To get an interview, you'll first need a journalist on your staff. Next, you'll need a willing celebrity. If they agree, the celebrity and your journalist will get together to perform the interview.
- **Article:** To get an article, you'll first need a journalist on your staff. Next, request an article from the command menu.

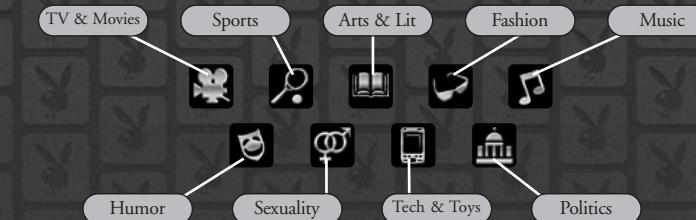
Numerous things affect every piece of content:

- **Stats:** An utterly charmless interviewer isn't likely to produce stellar content nor is a Playmate with a poor physique.
- **Mood:** A staff member or a subject in a good mood is likely to provide much better content than his or her grumpy counterparts.
- **Relationship:** People who have spent some time getting to know one another tend to produce better content.
- **Interests:** A person's likes and dislikes are likely to affect the quality or focus of the content they produce. If you're trying to put together an issue geared toward the sports market, asking a politician to write an essay about music isn't going to help.

Understanding Your Market



There are nine basic demographics that make up the total market. These demographics are identical to people's interests.



The Market Screen lets you see how your decisions are likely to affect your sales:

- **Cover Price:** You can adjust your cover price to increase your sales or your revenue.
- **Ad Quantity:** The more ads you have in a magazine, the more revenue you'll bring in. However, too many ads can irritate certain readers and cause them not to pick up another issue. Some demographics are more sensitive than others.
- **Current Market Size:** The black bar for each demographic shows you the strength of that market. The higher the black bar, the stronger the demographic.
- **Expected Sales:** The gold bar for each demographic shows you your current expected sell-through to that demographic. Selecting content that appeals to these interests will increase your sell-through in that market.

The Playboy Photoshoot

Getting Behind the Lens



Aside from staring lovingly into the lens, you may:

- **Snap a Picture:** Left-click to take snap a photograph. Bear in mind that you only have so much film, so wait for those key shots.
- **Change Clothes:** Press the F3 key to go to the wardrobe. There, you can dress or undress your model.

- **Change Pose:** Press the F1 key to change a model's pose.
- **Zoom In/Out:** Use the mouse wheel or up or down arrows to zoom in or out.
- **Pan:** Use the arrows keys or the mouse to move around the model or angle the camera up or down.

The location for the photo shoot creates different vibes, so select a location you feel best captures the essence you're after. Before the photo shoot, let your model and your photographer get to know one another. While it's not necessary — good photographers and models are quite capable of working with total strangers — the extra time spent can often mean higher-quality content.

Credits

TEAM LEADS

Project Lead

Seth Spaulding

Producer

Eric Marouiller

Lead Designer

Brenda Brathwaite

Lead Programmer

Bill McCaffiden

Lead PS2 Programmer

Steve Austin

Lead Artist

Seth Spaulding

Executive Producer

Joe Minton

PRODUCTION TEAM

Technical Director

Ken Grey

Programmers

Eric Ciocca

Aaron Horne

Sushasma Prasad

Chris Tohlne

Additional Programmer

Matt Kimmel

Animation Lead

Michael Richard

Artists

Mike Baker

Mark Champigny

Michael Richard

David Stokes

Sean Wang

Additional Artists

Dave Silverman

Matt Skutnik

David White

Prototype Art Lead

David White

Designers

Jeb Havens

Ian Schreiber

Design Assistant

Jack Cameron

Additional Designers

Tom Henderson

Corey Navage

Sound Designer

Jack Cameron

Voice Actors

George Ledoux

Julie McCullough

Susan H. Wall

Additional Production

Darren Blondin

James Haldy

Associate Producer & Quality Assurance Lead

Erik Beaumont

Quality Assurance

Darren Blondin

Adam Campbell

Chris Lavalette

Anna McGill

Ben Teaford

Aaron Wolbach

Project Marketing

Jay Adam

Manual

Brenda Brathwaite

MANAGEMENT TEAM

President & CEO

Joe Minton

Vice President & Technical Director

Ken Grey

Vice President

Seth Spaulding

Director of Operations

Clarinda Merripen

Director of Marketing

Jay Adam

Art Department Director

David Silverman

Design Department Director

Jesse King

Programming Department Director

Dean Lawson

Senior Producers

James Haldy

Eric Marouiller

ADDITIONAL SUPPORT

Information Technology Coordinator

Joe Smarje

Administrative Assistant

Marie McCourt

Special thanks to:

The crew at NDL for all of their

GameDay support

Steve Martinez for Playboy archive access

All of the Playmates, Models, Actors,

Athletes, Artists & Musicians who helped

with the game

...and to Hef for supporting this project and for all he has done to better this country

ARUSH Publishing

President / CEO

Jim Perkins

EVP Development & Acquisitions

Dave Adams

VP / CFO

Dean Hoffman

Producer

Chris Boxmeyer

Director of Marketing

Donald Case

Art Director

Justin Chornenky

Office Manager

Richelle Schmitt

Marketing Intern

Chad Shlothauer

Design Interns

Jared Goldstein

Danny Handke

Ben Miller

Groove Games

President / CEO

Jon Walsh

COO

Michael Haines

EVP Publishing

Trevor Fencott

Art Director

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