



NTSC U/C

PlayStation®



Disney's

101

DALMATIANS

PUPPIES TO THE RESCUE™



Disney INTERACTIVE

EIDOS INTERACTIVE





## Precautions

● This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. ● This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. ● Read the PlayStation® Instruction Manual carefully to ensure correct usage. ● When inserting this disc in the PlayStation®, always place it label side up. ● When handling the disc, do not touch the surface. Hold it by the edge. ● Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. ● Do not leave the disc near heat sources or in direct sunlight or excessive moisture. ● Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

## Health Warning

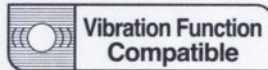
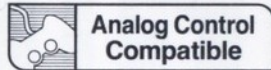
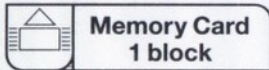
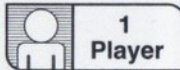
For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

## PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

**See back page of this manual for Customer Service Nos. and Games Hotline Nos.**

© 2000 Disney. Developed by Crystal Dynamics. Published by Eidos Interactive Ltd. under license. Crystal Dynamics, Inc. and the Crystal Dynamics, Inc. logo are trademarks of Crystal Dynamics, Inc. Eidos, and the Eidos logo are registered trademarks of the Eidos Group of Companies. For home use only. Unauthorised copying, adaptation, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product are prohibited.

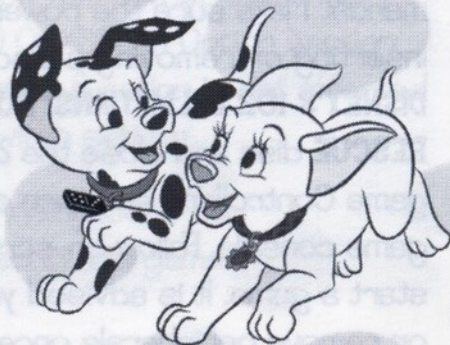




# CONTENTS

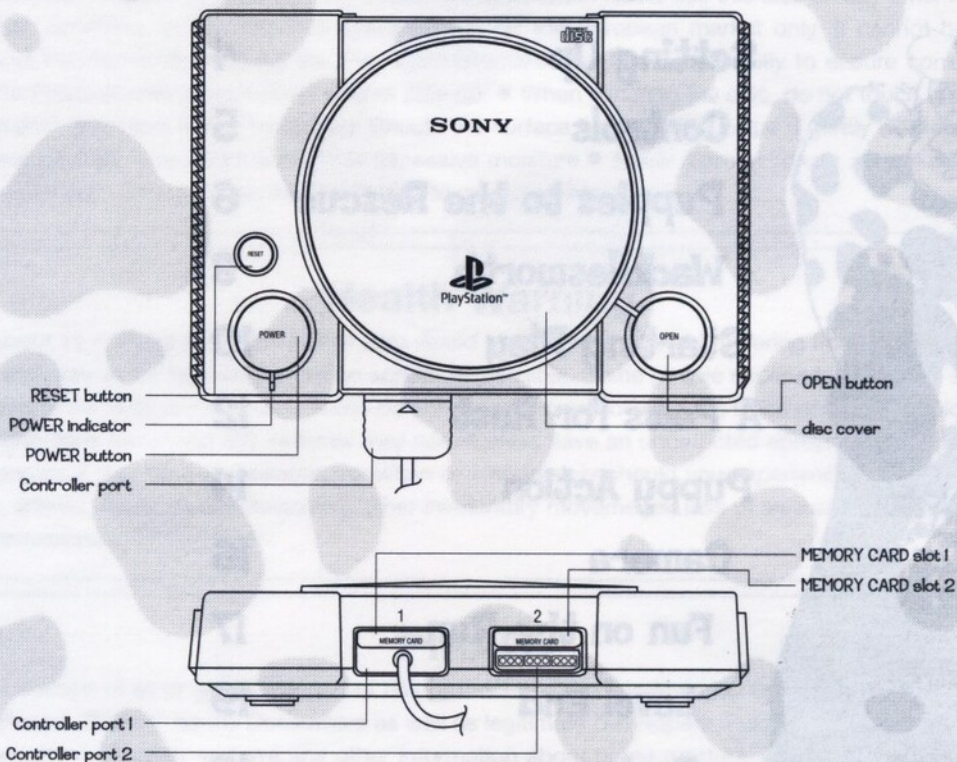


<b>Setting Up</b>	<b>4</b>
<b>Controls</b>	<b>5</b>
<b>Puppies to the Rescue</b>	<b>6</b>
<b>Waddlesworth</b>	<b>8</b>
<b>Starting Play</b>	<b>10</b>
<b>A Paws for Rest</b>	<b>12</b>
<b>Puppy Action</b>	<b>14</b>
<b>Camera</b>	<b>16</b>
<b>Fun on the Run</b>	<b>17</b>
<b>Level End</b>	<b>19</b>
<b>Saving</b>	<b>19</b>
<b>Cruella's Toys</b>	<b>20</b>
<b>On Cruella's Trail</b>	<b>22</b>
<b>Credits</b>	<b>25</b>
<b>Customer Support</b>	<b>27</b>
<b>Limited Warranty</b>	<b>28</b>





# SETTING UP



## CONSOLE

Set up your PlayStation® game console according to the instructions in its instruction manual. Make sure the power is off before inserting or removing a disc. Insert the **DISNEY'S 102 DALMATIANS: PUPPIES TO THE RESCUE** disc and close the disc cover. Insert game Controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game. It is advised you do not insert or remove peripherals once the power is

**4** turned on.

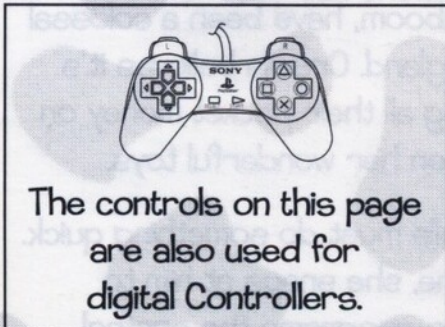
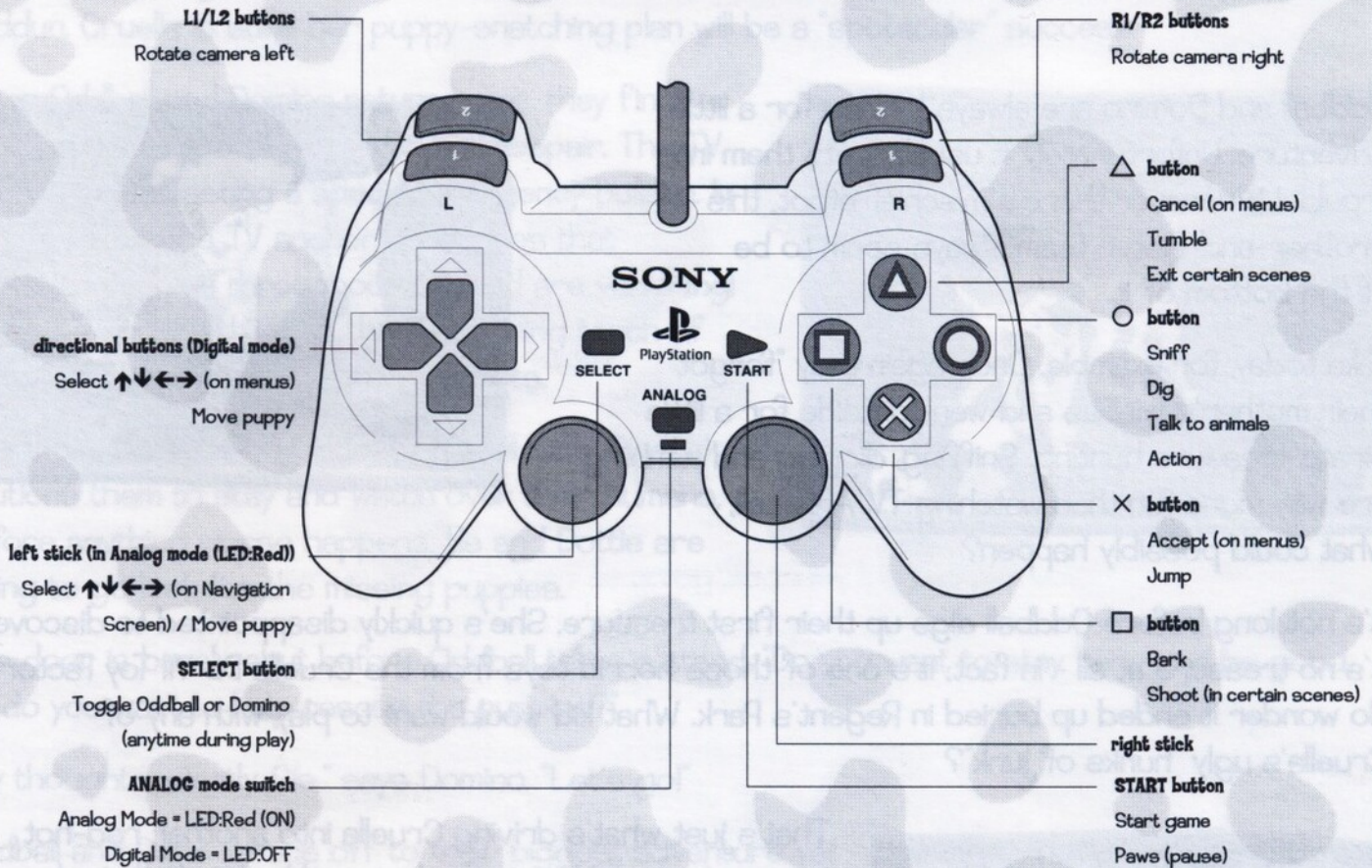
## MEMORY CARDS

To save game settings and results or continue play on previously saved games, insert a MEMORY CARD into MEMORY CARD slot 1 BEFORE starting play. If you do not have a MEMORY CARD, the game will allow you to play without saving game settings and results.

Please make sure you have enough free MEMORY CARD blocks before commencing play



# CONTROLS



**Note 1:** You can turn the vibration function of the Analog Controller (DUALSHOCK) ON/OFF in Option section (see page 13). The vibration function is not affected by the ANALOG mode switch setting.

**Note 2:** The right stick (of the Analog Controller (DUALSHOCK)) is not used in this game.



# PUPPIES TO THE RESCUE

Oddball and Domino are always looking for a little adventure. Unfortunately, it usually gets them into trouble! Whenever there's mischief afoot, this brother-and-sister team always seem to be at the bottom of it.

Take today, for example. Once again they "forgot" their mother's wishes and went outside for a little pirate-treasure hunting. Sniffing, digging and tumbling are way more fun than watching TV. After all, what could possibly happen?

It's not long before Oddball digs up their first treasure. She's quickly disappointed to discover it's no treasure at all - in fact, it's one of those horrid toys from the Cruella De Vil Toy Factory! No wonder it ended up buried in Regent's Park. What kid would want to play with any of Cruella's ugly "hunks of junk"?



That's just what's driving Cruella into another red-hot temper tantrum! Her toys, designed by her high-tech hapless inventor, Rodney Farzboom, have been a colossal flop at stores throughout England. Cruella believes it's because children are spending all their pocket money on their spoiled pets instead of on her wonderful toys.

Now facing financial ruin, Cruella must do something quick. Getting Farzboom on the phone, she snaps at him to initiate "Plan B." The inventor re-programs the control chips in Cruella's toys, transforming shelves of unsold





merchandise into a miniature army of robotic pet-nappers. With the help of her seedy sidekick, Parisian fur designer Jean-Pierre LePelt, and her devious henchmen, Horace and Jasper Baddun, Cruella is sure her puppy-snatching plan will be a "spotacular" success.

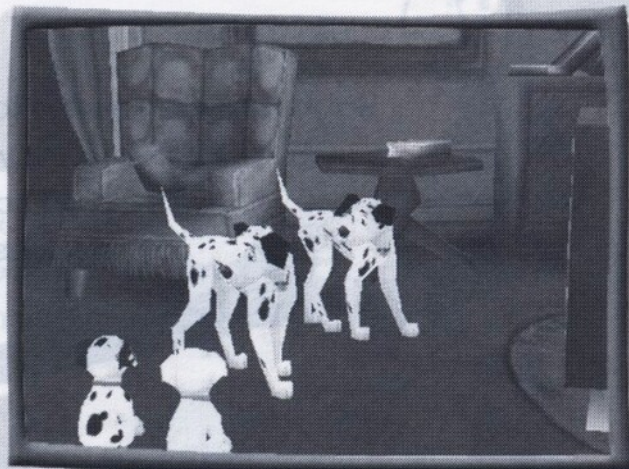
When Oddball and Domino return home, they find their parents, Dipstick and Dottie, in despair. The TV news is broadcasting a special emergency bulletin. In urgent tones, the TV anchor announces that Dalmatian puppies throughout England are vanishing! Everyone agrees this has the frightening touch of one of Cruella's De Vil's scheming plots.

Thankfully, Domino and Oddball are still safe. Dipstick cautions them to stay and watch over their humans, before anything worse happens. He and Dottie are going to go look for the missing puppies.

The door is barely shut before Oddball takes a stand. "Do you want to stay here and be good, or do you want to help rescue the puppies?"

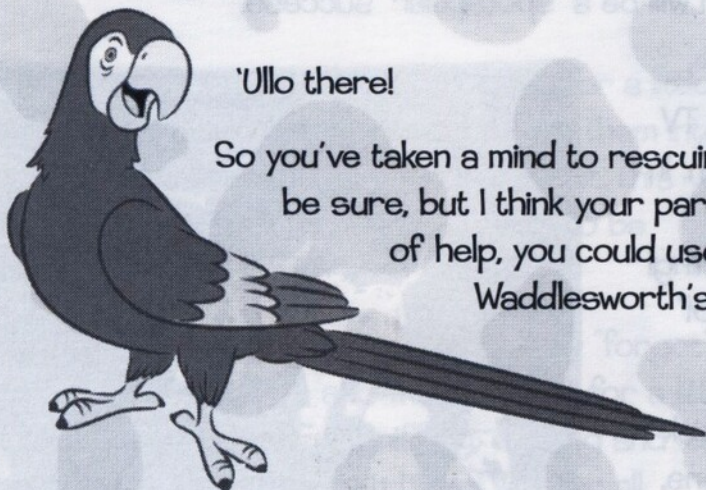
"My thoughts exactly, Sis," says Domino. "Let's go!"

Oddball and Domino race off to their biggest adventure yet - but this time they could be biting off more than they can chew!





# WADDLESWORTH



'Ullo there!

So you've taken a mind to rescuing your puppy family? Quite commendable! I can't be sure, but I think your parents may very well need your help. And speaking of help, you could use a bit of it yourself. That's why I'm here.

Waddlesworth's the name. Helping Dalmatians is my game.

Now look here. That Cruella De Vil is a master at making the situation as hard as can be. My guess is she's had the puppies dropped off all over England. If you start in Regent's Park,

you'll soon find yourself going all 'round the town, rescuing puppies left and right. While you're out and about, here's what to do to win the game ...

## MUNCH THE BONES

What puppy can resist a tasty biscuit? When you munch all 100 bones in a level, something quite nice is sure to happen.

## RESCUE THE PUPPIES

Crates is what you look for. Hear that yelping? There's a little fellow inside. Tumble into the crate and you'll set another puppy free. (I might mention that if you free all six puppies in every level, you'll get the perfect ending to the game.)





## **BREAK THE TOYS**

Nobody wants to buy them. They're just more of Cruella's mischief, quite horrid and annoying. Break every one you can with a bark or a tumble. Try to get them all, because many will leave something good behind.

## **TRAP THE BADDUNS**

Cruella's bumbling henchmen Horace and Jasper are out to catch you. It takes more than barking and tumbling to get rid of them. Look for something in the level that could trap them. Your animal friends will help! (See page 16.) By the by, once in a while you can even trap LePelt. Don't mind if you do!

## **DEFEAT CRUELLA**

Now there's a job. Awfully hard to do, but not impossible. 'Specially if you've cleared all the levels and rescued all the pups.

There are more things to find and do in the game, too, before Cruella rears her two-toned hairdo. So get ready for a fantastic adventure. And don't forget ... I'll be there to help. I may even give you a tour from the air. And that's something not even Cruella can buy!





# STARTING PLAY

1. At the Title screen, press the START button.
2. Choose an option (using the  $\uparrow/\downarrow$  directional buttons, then press the  $\otimes$  button):

**NEW GAME** Start from the beginning. You can play as either Oddball or Domino by pressing the SELECT button (anytime during gameplay).

**LOAD GAME** Resume playing a game you previously saved. (You must have a MEMORY CARD inserted into MEMORY CARD slot 1 with **DISNEY'S 102 DALMATIANS: PUPPIES TO THE RESCUE** game save present in order to load your game).

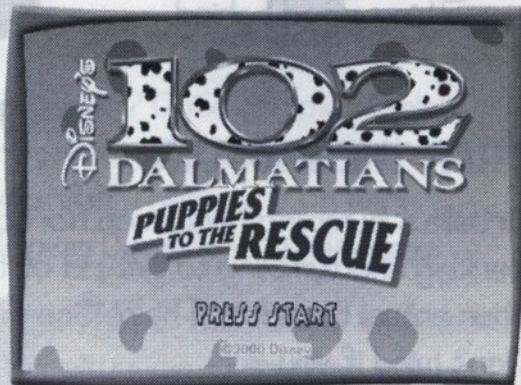
**OPTIONS** see page 12.

## NAVIGATION SCREEN

You can see the levels available to you by changing channels on Oddball and Domino's TV. Press the directional buttons as shown in the following paragraphs, and then press the  $\otimes$  button:

**LONDON CHANNEL** ( $\leftarrow/\rightarrow$  then  $\otimes$ )

When starting a **NEW GAME**, you'll play Regent's Park first. The numbers below the level name show the number of Bones collected and the number of Puppies rescued.





When you finish Regent's Park, another level opens on the Navigation screen. The more you play, the more levels you'll open. You can always return to a level you've already played to increase your numbers. And don't forget to look for mini-games, secrets and fun puzzles to solve.

### STICKER BOOK CHANNEL (↓ THEN ⊗)

As you complete certain tasks, you'll receive stickers that look like puzzle pieces. Collect these because that's just what they are. They go into your Sticker Book pages according to the level where you found them. When you get all the stickers in a level, a surprise scene appears.

### MINI-GAMES CHANNEL

(↓ ↓ THEN ←/→ THEN ⊗)

Puppies need play time, too. Take a rest from rescuing the captured pups to play mini-games like Dig Dog and Tilt Maze. In three of the mini-games you can play with a friend. The more levels you play from the London Channel, the more mini-games you'll find on the Mini-Games channel.





# A PAWS FOR REST

1. Press the **START** button on the Navigation screen or anytime during play. The Paws (pause) screen will appear.
2. Choose one of the options (using the **↑/↓** directional buttons, then press the **⊗** button):
  - CONTINUE** Return to the screen you paused from.
  - OPTIONS** Adjust some game settings (see below).
  - SWITCH PUPPIES** Allows you to swap between playing as Oddball or Domino (which can also be done by pressing the **SELECT** button)
  - EXIT LEVEL** Quit the level you're playing and return to the Navigation screen.
  - EXIT GAME** If you paused from the Navigation screen, this takes you back to the Title screen.



## OPTIONS SCREEN

Choose an option (**↑/↓**) then change its setting (**←/→**):

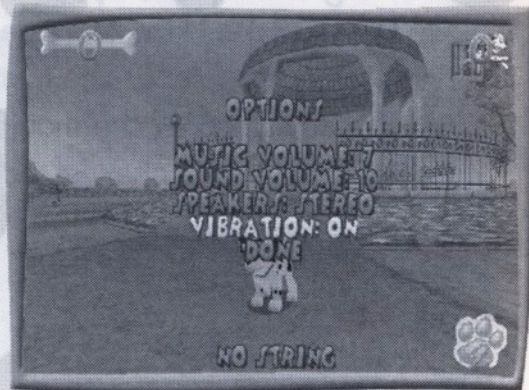
**MUSIC VOL** Adjust from loudest (10) to softest (0).

**SOUND VOL** Adjust from loudest (10) to softest (0).

**SPEAKERS** Choose **MONO** if your TV has one speaker; **STEREO** if it has two.

**VIBRATION** Toggle the vibration function of the Analog Controller (DUALSHOCK) **ON** or **OFF**.

**DONE** When you are happy with your options settings, highlight done and press the **⊗** button to return to the pause menu..





Bones  
Collected



Puppies  
Rescued

Puppy Paw

## HEADS-UP DISPLAY

The Paws screen also shows how you're doing:

### BONES

In the upper left corner you can see how many bones you've munched in the level.

### PUPPIES

In the upper right corner you can see how many puppies you've rescued in the level.

### PUPPY PAW

In the lower right corner you can see your Health level and Tries remaining. The toes in the Puppy Paw show how many hits you've taken (empty toes) and how many more you can take (full toes) before losing a Try. If too many toes are empty, look for some food to eat and "beef up" your Health again.

Note: The heads-up display also appears for a few seconds whenever you increase one of your numbers (Puppies) or talk to an animal friend. This helps you keep track of your game.



# PUPPY ACTION

Your puppy energy will really put the bite on Cruella's evil toys. Go get 'em!

## RUN

- Use the directional buttons to run.
- You can bound over longer distances by pressing the **X** button (jump button) while running. It's cool to feel so free!
- You can also move faster by tumbling (**△** button), though steering will be a little more difficult.



## JUMP


- Press the **X** button to jump.
- Jumping also gets you to higher places, like counters and pedestals.
- When jumping on trampolines, remember to hold down the **X** button for higher jumps.
- Jump on things that you can ride on and see where they take you.

## BARK


- Press the **■** button to bark and shatter toys.
- Barking won't stop a Baddun, but you can bark anyway just 'cuz it feels great!




## TUMBLE

- Press the  button to tumble head-over-paws for a short distance, hopefully bashing into toys.
- That's also the way to break open crates and free the puppies.
- When you tumble into toys, they may leave something behind. Be sure to collect whatever they drop.

## SMIFF

- Press the  button to sniff the ground for clues. Sniffing leads you to the closest interesting thing - a bone, an enemy robot toy or even a puppy crate.
- Your "sniffer" will also lead you to buried "treasures." Look for an "X" that appears on the ground - that's where to start digging.
- When you sniff, a trail of arrows appears leading in the direction you should go. The arrows fade out after a few seconds, so you may want to sniff again.

## DIG

- When you've sniffed your way to an interesting spot (marked by an "X," see "Sniff" above), press the  button to dig. Digging uncovers hidden stuff.
- Many things that puppies like (and need) are hidden under the dirt. They can only be found by digging in the right spot!

## DOG-PADDLE

- Dog-paddling comes naturally when you jump into a pond, fountain or stream. Just press the directional buttons and away you go!





## TALK TO THE ANIMALS

- Friendly animals have quite a bit to tell you. With some animal friends, talking begins automatically when you run up to them. With others you'll need to press the **○** button to begin talking (you'll see a prompt in the lower right corner of the screen). Listen for hints and clues. If a critter asks a favour, do your best to help out. You'll always be rewarded.

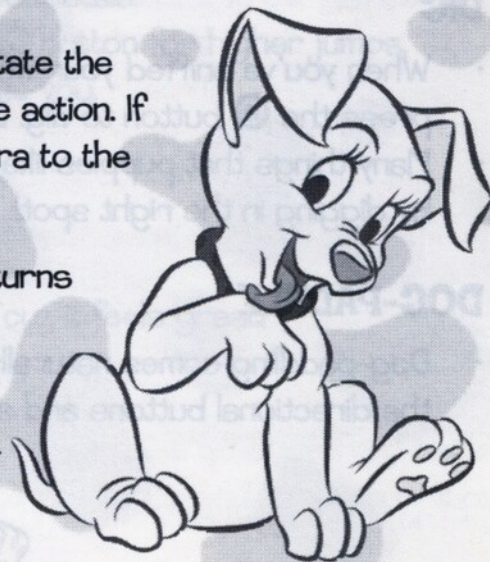
## SPECIAL ACTIONS

- At certain spots you can perform special actions by pressing the **○** button. Stand near an object and look for the **○** button prompt in the lower right corner. If it appears, press the button to do things like shoot the Squirt Gun in the Toy Store and throw the switch in De Vil Manor.

## CAMERA

You control the camera! Use the L1/L2 and R1/R2 buttons to rotate the camera 360 degrees around your Puppy and get right in on the action. If you are having trouble completing a jump, try rotating the camera to the left or right for the perfect angle.

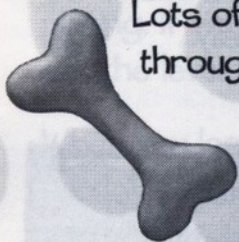
Keeping your index fingers on these buttons for quick camera turns can help you navigate through the levels with ease.





# FUN ON THE RUN

## COLLECTABLES



Lots of things puppies love are scattered around the levels. So don't rush through. Take your time and collect all you can. **Be sure to collect all the Bones and other food items (for extra health) you can find!** The more you explore, the more riddles you'll figure out. And the more secret surprises you'll get! There is no penalty if you don't gather all the goodies. But you'll get additional rewards if you gather all the collectables in a level.

## PUPPY PAW



You can be knocked over by the attacking toys and Badduns, but it takes four hits before you lose a Puppy Paw. You'll see your Puppy Paw whenever you get thumped, and also when you pause the game (by pressing the START button).

Each full toe represents one hit you can take; an empty toe means the hit is used up. The number in the Puppy Paw shows how many Tries you have left. When you lose one Paw you restart the level; when you lose all the Tries in the Paw, the game is over. **You can restore lost hits by gobbling food items found in the levels.**

## SIGNPOSTS

You'll see picture signposts that give you directions. Some show which way you should go, and others point to where animal friends can be found. These help you stay on track so you don't get too lost in the level.





## PUZZLES

Some levels have puzzles that will keep you from going forward. For instance, you may come upon a switch that needs to be turned on with a special object before you can pass it by. Many puzzles show you their solution in a visual clue, and it's up to you to figure out how to get it. You will either have to find and use a certain object, or enlist the help of a friendly animal. Once you get what you need, return to the puzzle task and you will perform it automatically.

## COOL TRICKS

Cool tricks are things you can do just for fun! For example, slip 'n' slide on the Slalom Course in the Ice Festival level. Try to slide through all the gates and collect all the bones. If you don't make it the first time around, have another go. See if you can find cool tricks that none of your friends have discovered.



## COLLECTING STICKERS

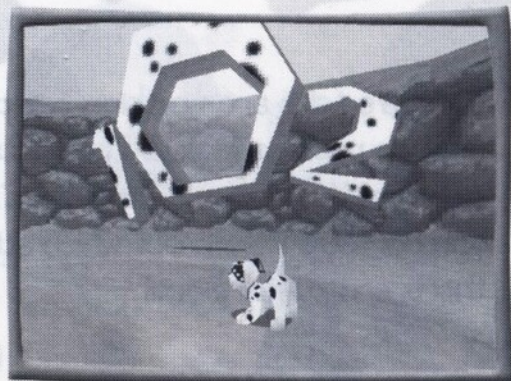
When you achieve certain goals within a level, you'll receive a sticker. This is actually a puzzle piece of a larger picture. When you go to your Sticker Book (see page 11), all the stickers you've collected will show up in the level's picture. When you get all the stickers for a level, the entire picture will be revealed.



## LEVEL END

When you find a big glittering "102" banner, you're at the end of the level. You can stay in the level and keep searching and playing. If you're ready to leave, jump through the banner to exit the level.

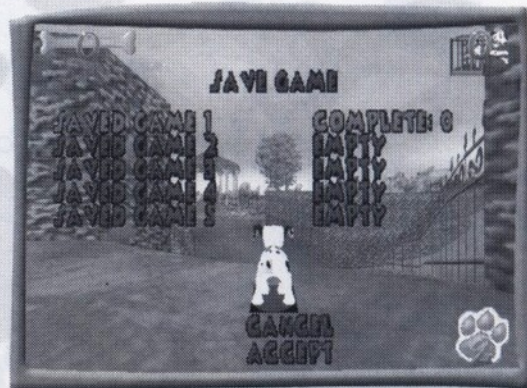
When you leave a level, you'll also be able to save your game. Press the **X** button to answer "Yes" to the prompts and save your game. If you don't want to save, press the **↓** directional button to highlight the "No" prompt and then press the **X** button.



## SAVING

**DISNEY'S 102 DALMATIANS: PUPPIES TO THE RESCUE** lets you save your game progress, including all your actions, bones collected and puppies saved. You must be using a MEMORY CARD in MEMORY CARD slot 1 in order to save games.

- **To save at a Waddlesworth checkpoint,** press the **○** button and answer "Yes" to the prompts (using the **↑** directional button to highlight it, then the **X** button to confirm).
- **To save when you exit a level,** press the **X** button to answer "Yes" to the prompts. If you don't want to save, press the **↓** directional button and press the **X** Button to answer "No."
- **To save from the Paws screen,** select EXIT LEVEL (use the **↑** directional button to highlight it, then the **X** button to confirm). (If you're pausing from the Navigation screen, select EXIT GAME.) Answer "Yes" to the prompts. On the Save screen, select a slot in which to save your game to (using the up/down directional buttons) then press the **X** button to confirm the save.



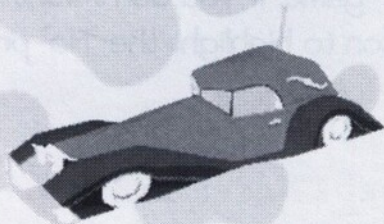


# CRUELLA'S TOYS

Cruella's toys are anything but playthings. Farzboom souped up these bite-size pests into robotic pet-snatchers. Their attacks are different, but they all have one goal - capturing the puppies! You're bark attack won't work on some of them, and tumbling into others will just get you hurt. So figure out which attack works best on each one. Here are just a few. Look out -- there are plenty more!

## RADIO-CONTROLLED ROADSTER

Cruella's very own car in mini-size roars toward you at ramming speed. It even cackles like Cruella.



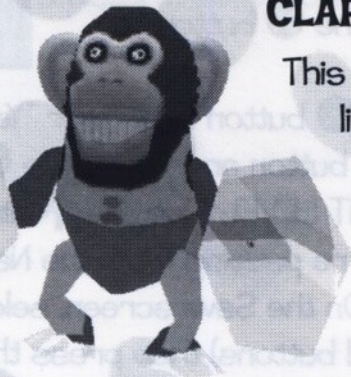
## JACK IN THE BOX

Don't be fooled by its musical nursery tune. Jack's bobbing head can rear back for an over-the-top head bop.



## CLAPPING MONKEY

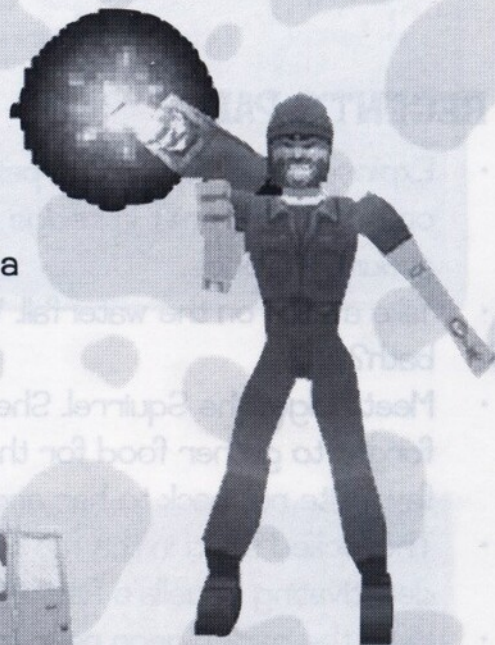
This cymbal-banging ape is a real headache. It likes to screech and run, but if you corner it, you're in for a puppy-clanging!





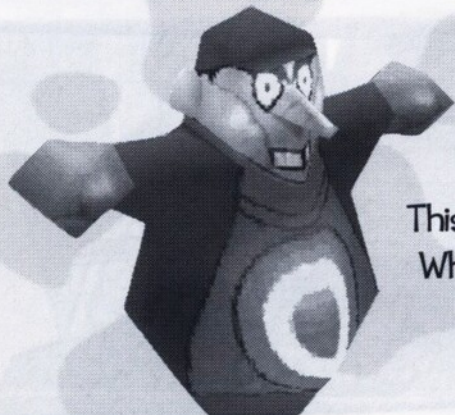
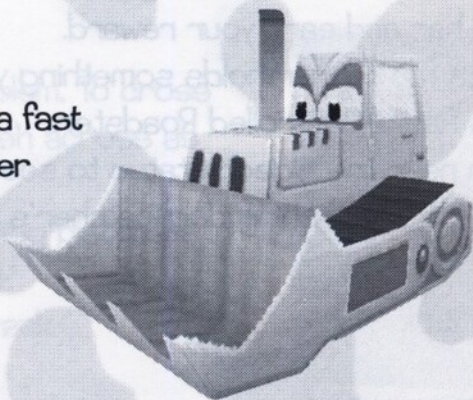
## TOY SOLDIER

Armed with a tiny fire-cracker launching bazooka, the Toy Soldier is a one-man invasion force.



## DOZER

This dirt-pusher attacks straight on at a fast speed, and it's tough to stop. It'll roll over and play possum, then attack again!



## BADDUN PUNCHING BAG

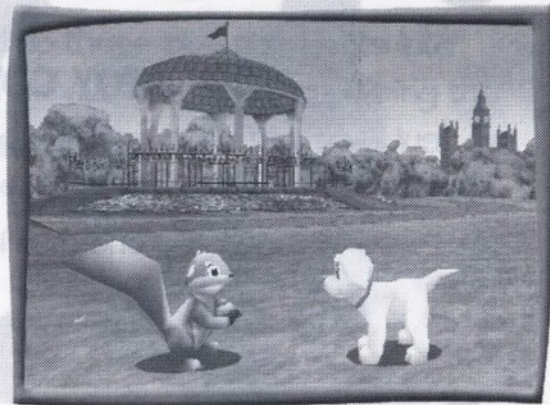
This bouncy bag rocks away undamaged when you tumble into it. When it rocks forward again, watch out for its two-fisted punch!



# ON CRUELLA'S TRAIL

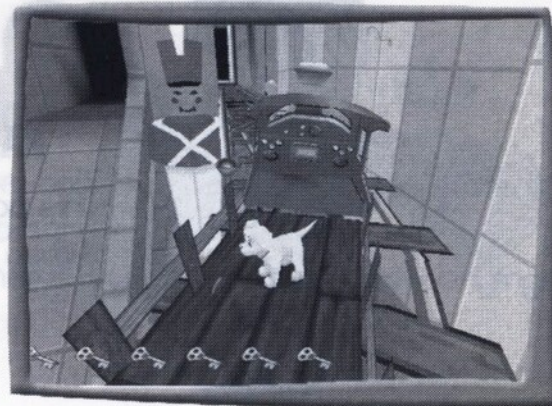
## REGENT'S PARK

- Explore a fine old English park where you can tumble on the grass, sniff in hedge mazes and paddle around in ponds.
- Take a slide on the waterfall. Wasn't it time for your bath?
- Meet Fidget the Squirrel. She's a bit frantic since she forgot to gather food for the winter. Bring her favourite nut back to her and earn your reward.
- The locked shed in the far corner holds something you're looking for. You can open it by deactivating Cruella's Radio-Controlled Roadster.
- Herd the park pigeon near the pigeon statue to see something cool.
- Jasper hounds you with his swishing dog-catcher's net. Lure him near the beehive and he'll get "buzzed"!



## TOY STORE

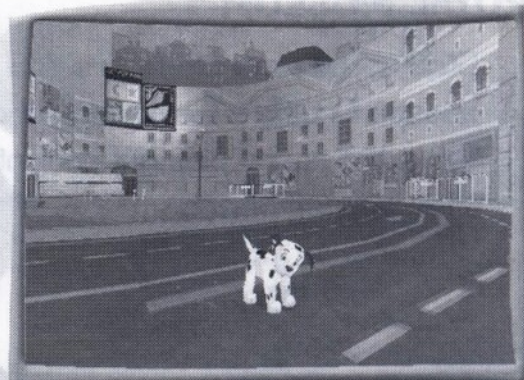
- Hitch a ride on the toy train to find a secret room where Cruella has hidden one of your family.
- Use the Squirt Gun to pop the giant bubbles.





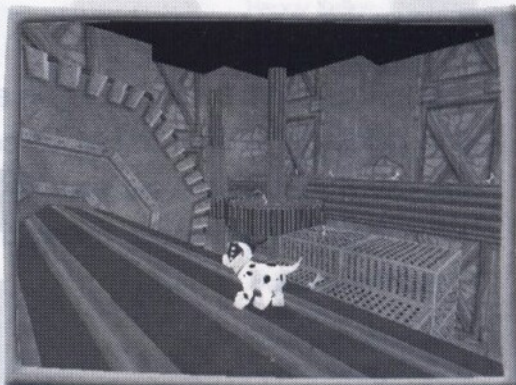
## PICCADILLY

- Listen to all the different calls in the phone booths.
- Jump on top of cars to reach higher places.
- Bark at the manhole covers. When they open, you can drop down through the manholes to scoot to different parts of the level.
- You can also use the manholes to trap Horace!



## BIG BEN

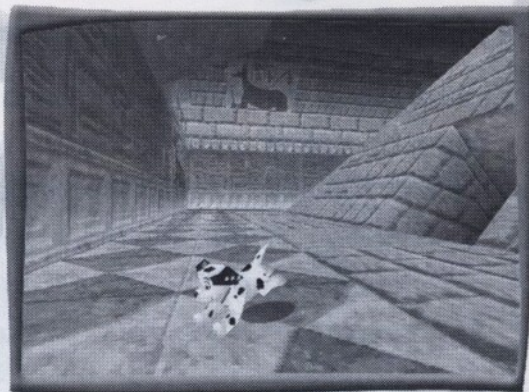
- The spinning axles pose a puppy problem. To cross them easily, wait 'til they stop, then dash across as fast as you can.
- For the highest bounce, jump off moving pistons and counterweights when they're going UP.
- Follow the pointing signs to stay on track.





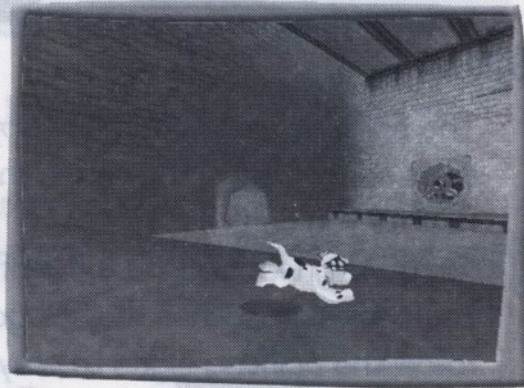
## ROYAL MUSEUM

- Slide across marble floors and down banisters to escape Cruella's fur-loving cohort LePelt!
- For extra puppy play, put ancient treasures back in their proper places.



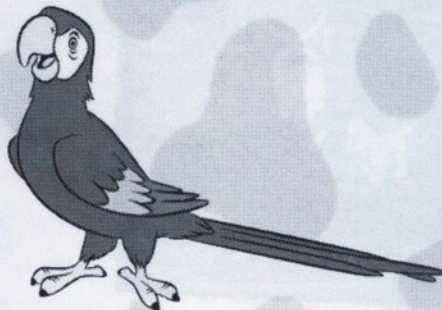
## THE UNDERGROUND

- Use switches to turn things on and off.
- Ride gusts of steam to get to certain places. Watch out - they can also blow you off course!
- Don't fear the whirlpool. Falling through it will take you to a new area.



## MORE LEVELS ...

Those were just a few hints to help you get started. Good show! Now, keep searching, sniffing and digging through the rest of the levels and see what you can find on your own! Your dogged determination is sure to put Cruella and her cohorts "in the doghouse"!





# CREDITS

## CRYSTAL DYNAMICS

### Lead Programmers

Fred Ford

### Lead Designer

Ken Ford

### Lead Artists

Paul Reiche III

### Senior Designer

Terry Falls

### Designers

Steve Kongele

Tobey Schadt

Gerald Azenaro

Adi Taylor

### Cut-scene Scriptor/Designer

Jon Guilford

### Artists

Leon Cannon

Maj Cole

Gary Ellington

Mike Khoury

### Animators

Brian Newlin

Tom Tobey

### Music & Sound Effects

Burke Trieschmann

### Voice-Over Editing

Greg Shaw

### Prickly Pear

Adrian Longpans

### Game Font

Amy Bond

Martin McDonald

### Producer

Alex Ness

### Executive Producer

Sam Player

### Test Manager

Billy Mitchell

### Lead Tester

Mark Medeiros

### Assistant Leads

Chris Bruno

Benny Ventura

David Rhea

### Testers

Paul Cazarez

Tony Chan

Jeff Johnsrude

Mike Peaslee

Andre Rodriguez

Jacob Rohrer

### Special Thanks

Andrew Bennett

Big Ape Productions

Bret Bartlett

Malachi Boyle

Meagan Carabetta

Suzanne Cooper

Brett Dyer

Rob Dyer

Rob Fitzpatrick

Rita Fovenyessy

James Guilford

Greg Johnson

Happy Keller

Richard Lemarchand

Adrian Longland

Fred Mack

Balmer Mann

Nanette Miller

Jonathan Miller

Charlotte Osborne

Kristen Park

Arianna Reiche

Sakuraba!!!!!!

Rosaura Sandoval

April Schilling

Anna Sharpe

Greg Shaw

Brian Venturi

Mark Wallace





## EIDOS INTERACTIVE US

**Sr. Product Manager**  
**Product Manager**  
**Public Relations**

**Instruction Manual**  
**Special Thanks**

Chip Blundell  
Renee Pletka  
Greg Rizzer  
Lars Bakken  
Hanshaw Ink & Image  
The Entire Eidos Team  
Color Media  
Duncan Channon  
Moore Design Group

## EIDOS INTERACTIVE UK

**Producer**  
**Executive Producer**  
**Localisation Managers**

**Printed Materials (Localisation)**  
**Creative Services**

**Product Manager**  
**PR Manager**  
**Assistant PR Manager**  
**Assistant Test Manager**  
**Test Co-ordinator**  
**Testers**

Patrick Cowan  
Grant Dean  
Holly Andrews  
Paul Motion  
Jacqui Ralston  
Matthew Carter-Johnson  
Caroline Simon  
Jon Rosenblatt  
Steve Starvis  
Ane Olesen  
Neill Jones  
David Babajee  
Andy Secchi  
Michael Owusu  
Gary Jones  
Luke Timms  
Stuart Fallis  
Tracey Stuart  
Anthony Wicker  
Kenny Tang

**Localisation Testing**  
**Assistant QA Manager**  
**Lead Localisation Tester**  
**Localisation Testers**

Jean-Yves Duret  
Alex Lepoureau  
Samuel BJ Kil  
Marco Verneti  
Iain Willows  
Jürgen Lottermoser

**With Thanks to:** Herald Communications, PMA, Curio & Rocket

## DISNEY INTERACTIVE

**Producer**  
**Assistant Producer**  
**Director, Production, Consoles**  
**Senior Artist**  
**Additional Art**  
**Director, Marketing**  
**Assistant Manager,**

**Marketing Services**  
**Localisation Manager, Europe**  
**Production Supervisor, Localisation**  
**Associate Producer, Localisation**  
**With the Voice Talents of**

Luigi Priore  
Keith Hargrove  
Dan Winters  
Tom Barlow  
Jason Chayes  
Jean-Luc Satin

Nina Harju  
Catherine Duperron  
Kate Farmer  
Ticket Carson  
Frankie Muniz  
Russi Taylor  
Corey Burton  
Pat Fraley  
Molly Keck  
Frank Welker  
Susanne Blakeslee  
Michael Gough  
Rebecca Wink  
Melissa Disney  
Jeff Bennett  
Jess Harnell

### Disney Character Voices

Rick Dempsey  
Susie Lum  
Beth Glenday  
Randy Coppinger  
Vicki Rondou  
Ned Lott  
Diane Passerilli  
William "Chip" Beaman  
Patrick Larkin  
Tamira Webster  
Debbie Neveu  
Maggie Brewis  
The Disney Interactive  
Console Game Group

### Special Thanks

© 2000 Disney.





# ***EIDOS INTERACTIVE CUSTOMER SUPPORT***

If you require technical assistance, call the Technical Support helpline on:

**0121 356 0831**

or visit our website at:

**[www.eidos.com](http://www.eidos.com)**

All telephone charges incurred by you in connection with this facility will be met by you. Eidos Interactive shall pay postage costs in returning to you any program which is returned to Eidos Interactive by you under this agreement but shall not be responsible for postage costs incurred by you in returning the program to Eidos Interactive.

No gameplay help is available via the 0121 number.



# **EIDOS INTERACTIVE LIMITED WARRANTY**

Eidos Interactive Ltd reserves the right to make changes and improvements to this product at any time and without notice. Eidos Interactive Ltd warrants to the original purchaser of this product that the physical medium on which the software program in this product is recorded will under normal use and conditions be free from material defects in materials and workmanship for a period of ninety (90) days from the date of purchase. The entire liability of Eidos Interactive Ltd under the limited warranty set out above will be at its sole option either to repair or to replace free of charge the product provided you return it in its original condition to the point of purchase with a copy of your receipt.

THIS LIMITED WARRANTY DOES NOT AFFECT YOUR STATUTORY RIGHTS. SUBJECT TO THE LIMITED WARRANTY ABOVE, THIS PRODUCT IS PROVIDED "AS IS" AND WITHOUT WARRANTY OF ANY KIND. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, EIDOS INTERACTIVE LTD FURTHER DISCLAIMS ALL WARRANTIES (INCLUDING, WITHOUT LIMITATION, THOSE IMPLIED BY LAW, STATUTE, CUSTOM OR OTHERWISE) RELATING TO MERCHANTABILITY, SATISFACTORY QUALITY, AND/OR FITNESS FOR A PARTICULAR PURPOSE IN RESPECT OF THE PRODUCT.











# Customer Service Numbers

• **Australia** \_\_\_\_\_ 1902 262 662 \_\_\_\_\_

*Calls charged at \$1.50 per minute.*

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• **Österreich** \_\_\_\_\_ 0450 199 000 500 \_\_\_\_\_

*Der Anruf unter dieser Nummer kostet max. 41 Groschen/Sek.*

Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.

• **Belgique/België/Belgien** \_\_\_\_\_ 011 301 306 \_\_\_\_\_

Veuillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.

• **Danmark** \_\_\_\_\_ +45 33 26 68 20 \_\_\_\_\_

*Åben Man-Tors 16.00-19.00*

Du bedes ringe til dette kundeservicenummer for support til din PlayStation.

• **Suomi** \_\_\_\_\_ 0600 411 911 \_\_\_\_\_

*"4,70 fim/min + ppm avoinna ark 17-21"*

Soita näihin asiakaspalvelunumeroihin vain PlayStation-laitteistotukea varten

• **France** \_\_\_\_\_ 0803 843 843 \_\_\_\_\_

Veuillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.

• **Deutschland** \_\_\_\_\_ 01805 / 766 977 \_\_\_\_\_

Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.

• **Greece** \_\_\_\_\_ (00 301) 6777701 \_\_\_\_\_

Παρακαλούμε να καλείτε αυτά τα Τηλέφωνα Εξυπηρέτησης Πελατών μόνο για τεχνική υποστήριξη για την κονσόλα PlayStation

• **Ireland** \_\_\_\_\_ (01) 4054022 \_\_\_\_\_

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• **Italia** \_\_\_\_\_ 147 828384 \_\_\_\_\_

Chiamare i numeri dell'assistenza clienti solo per problemi tecnici riguardanti l'hardware della PlayStation.

• **Nederland** \_\_\_\_\_ 0495 574 817 \_\_\_\_\_

Wij verzoeken u deze klantenservicenummers alleen te bellen indien u advies wilt vragen over PlayStation apparatuur.

• **New Zealand** \_\_\_\_\_ (09) 415 2447 \_\_\_\_\_

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• **Norge** \_\_\_\_\_ 2336 6600 \_\_\_\_\_

• **Portugal** \_\_\_\_\_ (01) 318 7450 \_\_\_\_\_

Por favor, contacte os seguintes números do nosso Serviço de Atendimento ao Cliente se tiver alguma dúvida ou problema com qualquer produto de hardware PlayStation

• **España** \_\_\_\_\_ 902 102 102 \_\_\_\_\_

Por favor, llama a los siguientes números de nuestro Servicio de Atención al Cliente si tienes problemas con cualquier producto de hardware relacionado con la PlayStation.

• **Sverige** \_\_\_\_\_ 08-587 610 00 \_\_\_\_\_

Vänligen ring följande kundtjänstnummer enbart om problem uppstår på PlayStations programvara.

• **Schweiz/Suisse** \_\_\_\_\_ 0900 55 20 55 \_\_\_\_\_ Ein Anruf kostet Fr. 1. -/min.

*Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigten um Erlaubnis fragen*

• **UK** \_\_\_\_\_ 08705 99 88 77 \_\_\_\_\_

Please call these Customer Service Numbers only for PlayStation Hardware Support



UK

© 2000 Disney. Developed by Crystal Dynamics. Published by Eidos Interactive Ltd. under license. Crystal Dynamics, Inc. and the Crystal Dynamics, Inc. logo are trademarks of Crystal Dynamics, Inc. Eidos, and the Eidos logo are registered trademarks of the Eidos Group of Companies. All rights reserved.



SLES-03189

"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

5032921013192

EIDOS  
INTERACTIVE