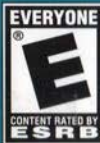
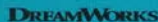
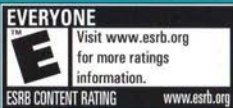


Dr. Seuss'
**THE
CAT
IN THE
HAT**



EmuMovies



Vivendi Universal Games, Inc. 4247 S. Minnowawa Ave. Fresno, CA 93725
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**WARNING: READ BEFORE USING YOUR PlayStation®2
COMPUTER ENTERTAINMENT SYSTEM.**

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 television screen or while playing video games, including games played on the PlayStation®2 console, 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, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PlayStation®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Dr. Seuss
**THE
CAT
IN THE
HAT**

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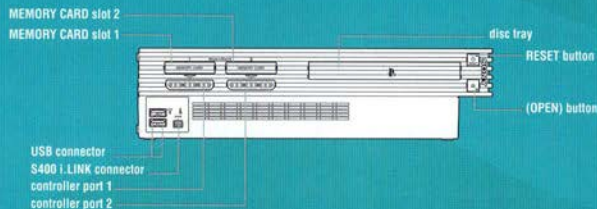
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GETTING STARTED

PLAYSTATION® 2 SETUP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Dr. Seuss' The Cat in the Hat* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using *Dr. Seuss' The Cat in the Hat*.

Memory card (8MB) (for PlayStation®2)

Dr. Seuss' The Cat in the Hat lets you save games at their current level of play onto a memory card (8MB) [for PlayStation®2], and resume play on previously saved games. A memory card (8MB) [for PlayStation®2] is required. Insert a memory card (8MB) [for PlayStation®2] into MEMORY CARD slot 1 on the PlayStation®2 game console BEFORE starting play.

Important: Do not switch off the MAIN POWER switch, remove or insert a memory card (8MB) [for PlayStation®2], or Controllers while saving or loading games. Doing so could damage the game data.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



2

3

CONTROLS



CAT CONTROLS

Left analog stick

- ⊗ button
- ⊠ button
- △ button
- ⊗ button + ⊗ button
- ⊗ button + ⊙ button

L1 , **L2** , **R1** , or **R2** Toggle Status Panel on screen

Move forward, backward,
right and left

Jump

Umbrella Attack

Umbrella Shield

Umbrella Glide

Umbrella Slam Attack

BALLOON CONTROLS

Left analog stick

Move Forward,
backward, right
and left

- ⊗ button
- ⊙ button

Burst Bubble

Increase Bubble
Speed



THE CAT IN THE HAT ARRIVES

On a windy wet day, Conrad and Sally are stuck in their house unable to go outside and play. Their mom is at work and their babysitter has fallen asleep. Then out of nowhere appears The Cat in the Hat with his huge red crate filled with Seussian magic.



While The Cat is welcomed by the children, the fish is not happy.

Unfortunately, the fish is proved right.

Mr. Quinn, the nasty next-door neighbor, arrives and tricks Conrad into opening the lock on the red crate. Chaos ensues as the Seussian magic escapes, transforming the house into a wonderland where wacky creatures run wild and everyday objects come to life.

With a glint in his eye and an evil plan in mind, Mr. Quinn steals the lock for the crate and vanishes into one of the crazy new worlds.

Now The Cat must tidy up the mess and stop Mr. Quinn, all before Mom comes home. It's a dirty job, but this Cat's gotta do it...

THE CAT IN THE HAT EXPLORES



This is Conrad and Sally's house. The Cat enters through the front door and finds himself in the hallway. As the game progresses, The Cat will gain access to the living room, the kitchen, and the bedroom and attic upstairs. In each room, various objects have been warped by the Seussian magic into bizarre versions of their former selves.

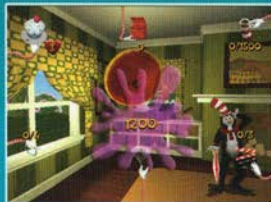


These warped versions of household objects are now portals to bizarre worlds created by the escaped magic. The Cat must venture into these one by one and recapture all of the missing magic. Once a world has been successfully cleaned up by The Cat, the portal will warp back to its normal shape.



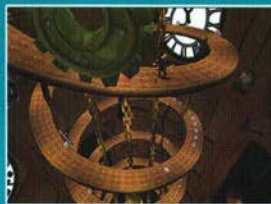
In each of the worlds, The Cat's aim is to collect all the loose Seussian magic. The magic comes in various concentrations, with blue being equal to 1 magical unit, green equal to 10, yellow equal to 25, and red equal to 100. The Cat must collect a certain amount of magic if he is to restore a world. However, he is not alone in collecting the loose magic...

THE HUD (Heads Up Display)



If The Cat walks up to a portal in the house, a Heads Up display (HUD) will appear on-screen. It will indicate whether Quinn is hiding within that level.

The HUD can also be called up while The Cat is exploring a Seussian world by pressing any of the shoulder buttons.



Keys to Bonus Worlds

Within each Seussian world there is a locked door. It leads to a bonus world, but requires four keys. Thing 1 and Thing 2 have found these keys, but they won't give them up until The Cat tags them with a bubble.



Bonus Crystals

At the end of each bonus world, there is a bonus crystal. If The Cat successfully retrieves all of the bonus crystals then he will be able to enter a secret world—if only he can find the entrance.

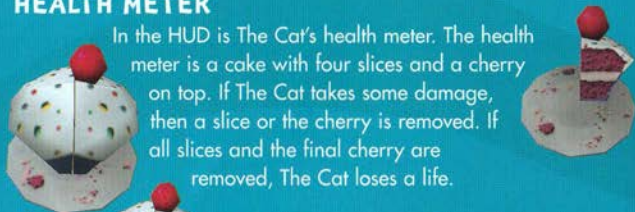


MAGIC METER

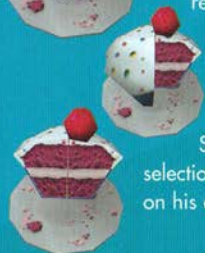
Each world has a certain amount of magic available within it. The top right corner of the status panel indicates how much magic The Cat has collected from that particular world, out of the total amount available.

HEALTH METER

In the HUD is The Cat's health meter. The health meter is a cake with four slices and a cherry on top. If The Cat takes some damage, then a slice or the cherry is removed. If all slices and the final cherry are removed, The Cat loses a life.



If The Cat plans on cleaning up the house before Mom gets home, then he may need more health and extra lives. Spread throughout the bizarre worlds are selections of yummy snacks that will aid The Cat on his adventure.



Slice of cake – This will restore a slice of cake to The Cat's health indicator.

Full cake – This will restore The Cat to full health.

Heart – This will give The Cat an extra life.



THE CAT'S ALLIES

THE FISH



Conrad and Sally's Fish doesn't like The Cat. However, he knows that The Cat is the only one who has a chance of tidying up the house and stopping Mr. Quinn before Mom gets home. So, reluctantly, the Fish has decided to help, although it doesn't mean that he'll be nice to The Cat.

CONRAD AND SALLY

Under orders from the Fish, Conrad and Sally make sure that The Cat does things in the proper order, by preventing him from venturing further into the house until he has finished cleaning up the first few worlds. As more worlds are tidied up, Conrad and Sally will let The Cat explore more of the house.

THING 1 AND THING 2



This mischievous pair of rascals have also escaped from The Cat's magical crate. They've got the keys The Cat needs to enter the bonus worlds, but they're playing some strange game of tag. The Cat needs to catch the Things, and get the keys, to fully clean the house.

THE CAT'S MOVES

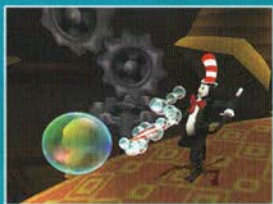
MOVING THE CAT

Use the analog stick to move The Cat.



BLOWING BUBBLES

Press the **□** button. The Cat blows bubbles from the end of his umbrella. If he blows bubbles at a creature he will encase it in a bubble and then collect it.



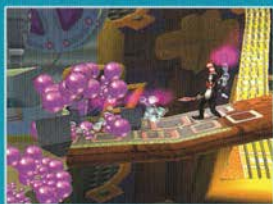
BLOWING BUBBLES WITH A CAPTURED CREATURE

Collect a creature and press the **□** button. The bubbled creature flies into the back of the umbrella and is then blown out of the tip.



BLOWING BUBBLES WITH A GOO-BALL

Collect a Goo-Ball and press the **□** button.



JUMPING

Press the **⊗** button.
The Cat jumps into the air.

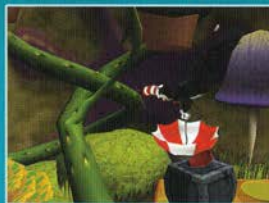
GLIDING

Press the **⊗** button, then press and hold the **⊗** button again. The Cat jumps into the air and then opens his umbrella, allowing him to glide for a short time.



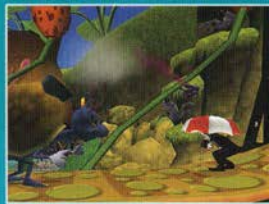
UMBRELLA SLAM

Press the **⊗** button and then the **⊙** button. The Cat jumps into the air, opens his umbrella, and dives downwards, point first, really fast.

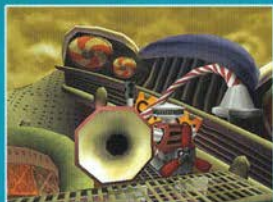


UMBRELLA SHIELD

Press the **△** button. The Cat opens his umbrella to form a shield.



SPECIAL OBJECTS



GOO MACHINE

If The Cat puts a captured creature into this machine, it will be transformed into a Goo-Ball. This is an explosive ball of Goo that will explode on impact.



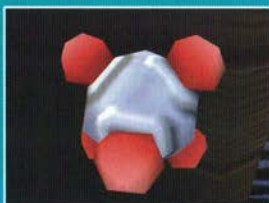
BLOCKS

Blocks come in two types—wooden and metal. Metal blocks can only be destroyed with a Goo-Ball, but wooden blocks can also be destroyed by firing a captured creature at them or by using an Umbrella Slam.



CHESTS

Like blocks, chests come in wooden and metal varieties. They can be destroyed in the same manner as blocks, but they may contain useful items for The Cat to collect.



GOO-BANG

These are extremely unstable balls of Goo with extreme explosive qualities. If The Cat touches one, it will explode causing a wide area of devastation.

GOO-NAMITE

This form of Goo is stable and extremely solid. The only way to get past is to find the correct plunger and slam it. This will detonate the Goo-Namite.



HOOP LINE

If The Cat jumps up at one of these, he will grab hold of the hoop and be carried along. If the directional controls are used while The Cat is holding on, moving in the direction of travel will cause the hoop to speed up while the other direction will slow the hoop down.

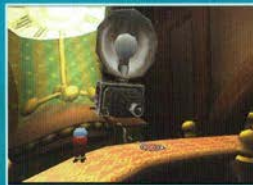


SWITCHES

Switches usually activate platforms that The Cat can use to progress further. Ground switches need to be slammed, while target switches must be shot with a captured creature or Goo-Ball.

CHECKPOINT CAMERAS

Huge old-fashioned cameras are set up at various places within each world. If The Cat steps in front of one, the camera will flash and take a picture. This is a checkpoint. If The Cat loses a life, he will restart at the last camera that took his picture in that world.



LOADING AND SAVING

• NEW GAME

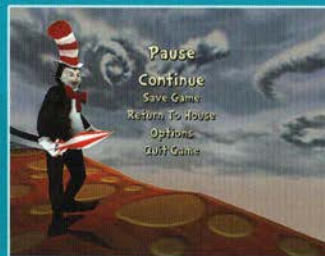
Press the START button to begin a new game.

• LOAD GAME

Press the START button to select this option and choose the game you want to load.

PAUSE MENU

Press the START button during the game to activate the Pause Menu, which contains the following features:



• CONTINUE

Return to play

• SAVE GAME

Save your progress through the game. When you return, The Cat will continue where you were playing at the time of the save.

• RETURN TO HOUSE

Select this to leave the world you're currently in and return to the House. (This option is only available when The Cat is in a Seussian world.)

• OPTIONS

Select this to adjust the sound, the controller vibration, the screen, and view a photo gallery of characters.

• QUIT GAME

This returns you to the program's opening screen.

OPTIONS MENU

- **SOUND OPTIONS**

This lets you adjust the volumes for Sound Effects, Speech, and Music. Press the directional buttons up or down to select and left or right to change the volume level.



- **VIBRATION**

This lets you turn your controller's vibration function on or off.

- **SCREEN ADJUST**

This lets you adjust the position of the game screen using the direction controls.

- **HDTV 480P SUPPORT**

Select this option and press the START button to run *The Cat in the Hat* in HDTV 480P.

- **GALLERY**

Once unlocked, select this option to view additional pictures of *The Cat in the Hat*.

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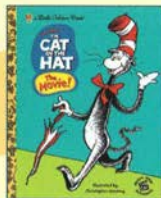
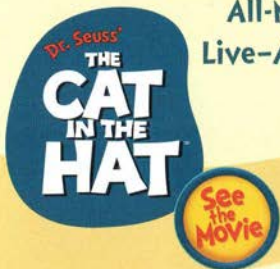
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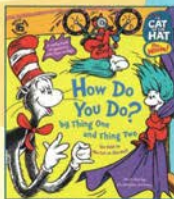
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Stir Up New Fun with The Cat in the Hat!

All-New Books Inspired by the
Live-Action Major Motion Picture!



Little Golden Book

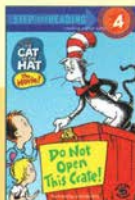


Nifty Lift-and-Look

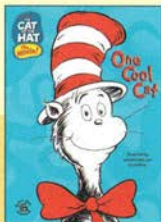
Collect
Them All!



Step into Reading



Shape Pictureback



Deluxe Coloring Book

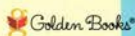


Coloring Book Plus Mini Games



Paint Box Book

Look for these and other tie-ins wherever books are sold.
www.seussville.com www.catinthehat.com



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