PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-01245
60246

CASPER™

Friends Around the World™

HOLLYWOOD

THE HARVEY ENTERTAINMENT COMPANY

SOUND SOURCE

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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 UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

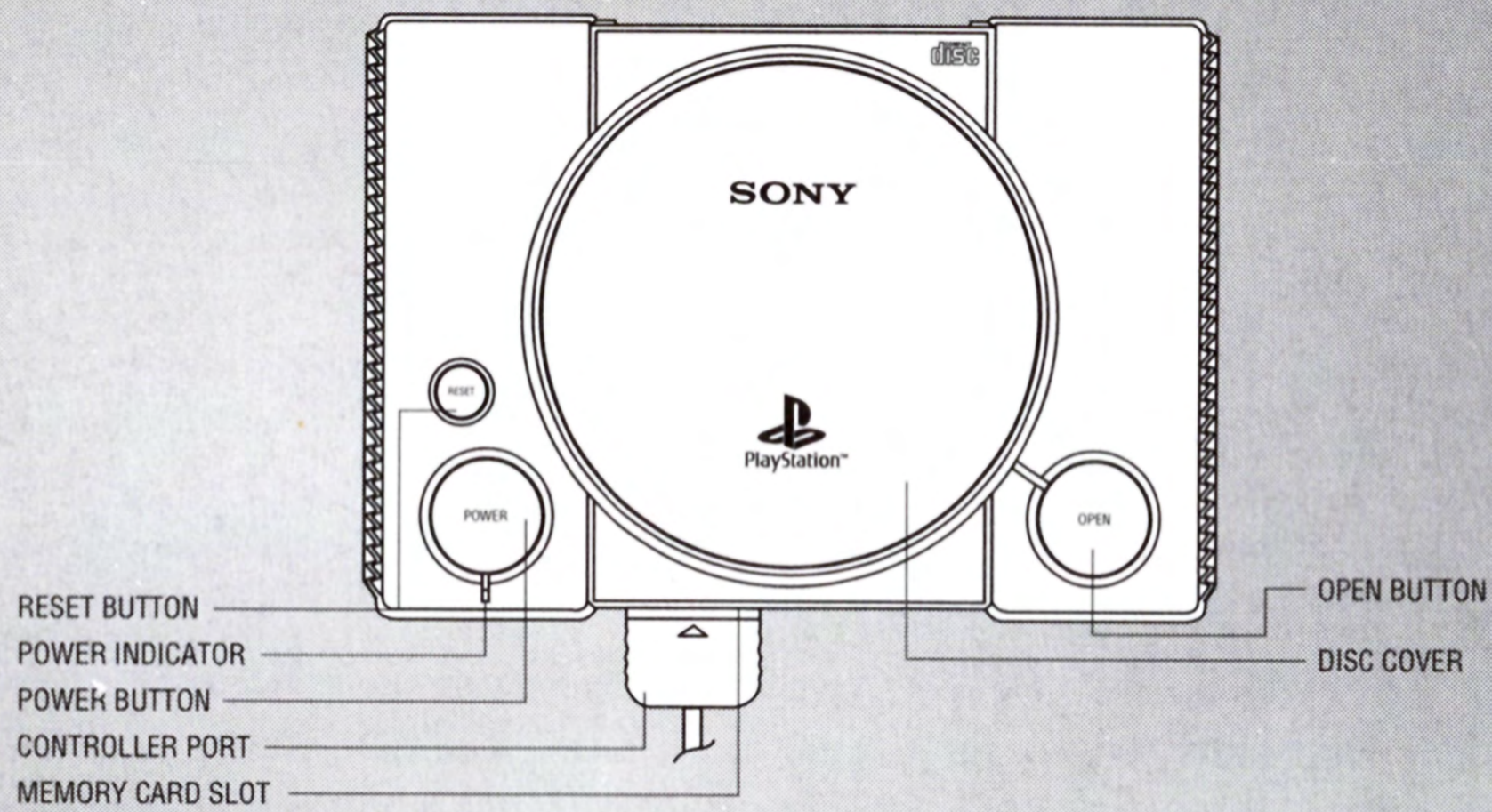
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc 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.

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GETTING STARTED



SETUP

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 compact disc. Insert the *Casper™: Friends Around the World™* disc and then close the Disc Cover. Insert game controller and turn on the Playstation® game console. Follow on-screen instructions to start a game.

MEMORY CARD

A **MEMORY CARD**, sold separately, is optional for *Casper™: Friends Around the World™*. A **MEMORY CARD** can be used to save and resume a game at certain points so that progress is not lost. Do not insert or remove a **MEMORY CARD** while loading or saving a game because problems may occur.

RESET BUTTON

If it becomes necessary to reset the game, press the **RESET** button on the PlayStation® game console. *Casper™: Friends Around the World™* does not support the soft reset function which consists of holding the **START** and **SELECT** buttons simultaneously for 2 seconds.

GAME CONTROLS

Casper™: Friends Around the World™ is a one-player game and only makes use of Controller port 1. A DUALSHOCK™ analog controller can be used, but is not required. *Casper™: Friends Around the World™*, uses the vibration feature as well as the analog sticks on a DUALSHOCK™ analog controller.

WALK IN A DIRECTION: Directional Buttons (relative to Casper's place on the screen)

Note: If you are using a DUALSHOCK-analog controller, the game can be played using the Directional Buttons OR the right and left analog sticks.

JUMP: × Button + Left / Right Directional Buttons simultaneously to jump that direction

SHOOT GHOSTLY SPHERES: ● Button

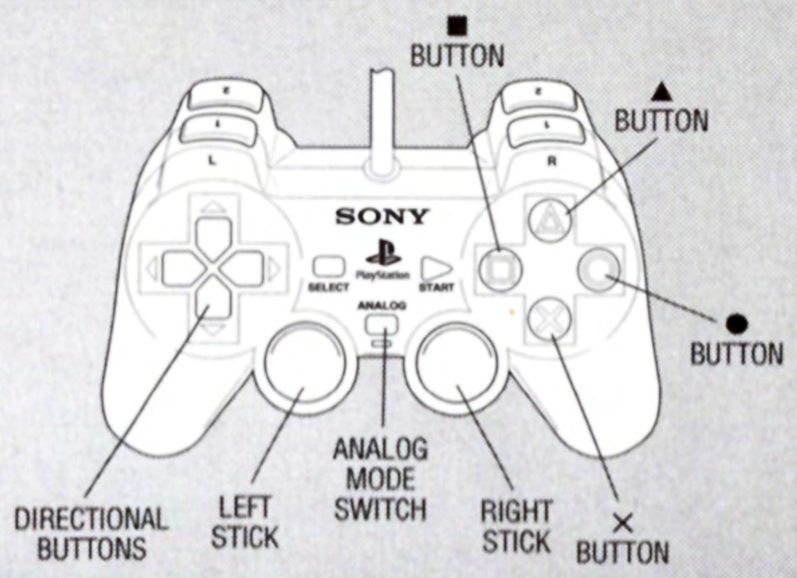
LEVITATE: ▲ Button + Left / Right Directional Buttons simultaneously to levitate that direction

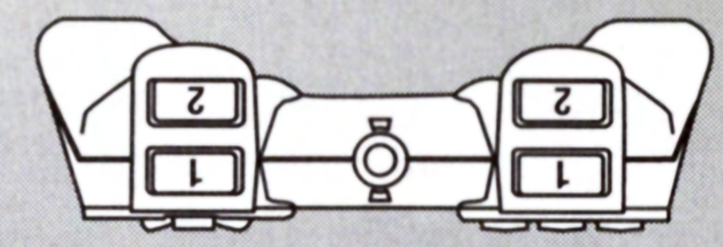
PARACHUTE: ▲ Button (while falling) + Left / Right Directional Buttons simultaneously to parachute that direction

DUCK: ■ Button

USE SPECIAL ABILITY: R1 Shoulder Button

PAUSE: Start Button





MENUS

Menus appear at specific times such as at the start of a game, when the game is paused, and when saving and resuming games. Menus allow you to choose from a variety of options. Use these controls to navigate through menus:

UP: Directional button - Up

DOWN: Directional button - Down

SELECT: × button

GO BACK: ▲ Button

SETTING UP A GAME

First, insert the *Casper™: Friends Around the World™* disc. Close the disc cover. Turn the PlayStation® game console **ON** with the **POWER** button.

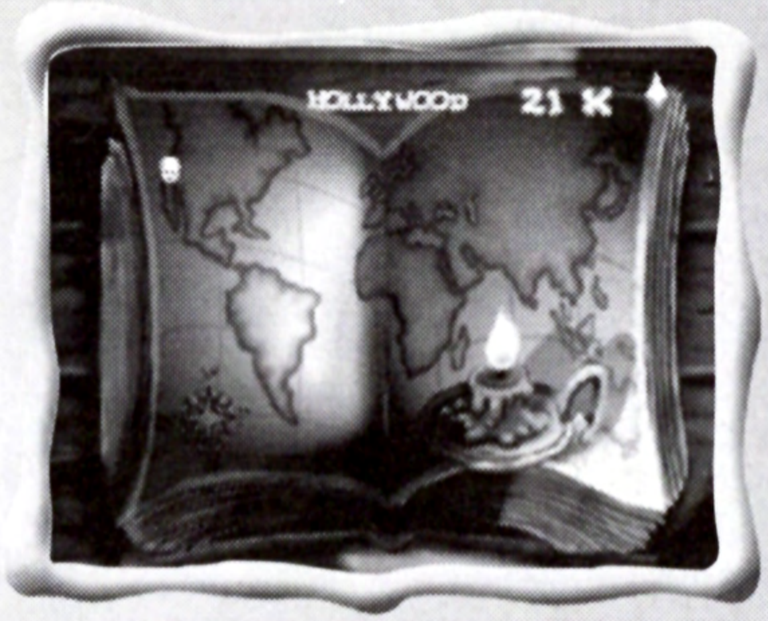
After the introductory sequence, when the game first starts, it will bring you to the **OPENING MAIN MENU.** You may choose to start a **NEW GAME,** load a **SAVED GAME,** or go to the **OPTIONS** menu.



- **NEW GAME** will start you at the very beginning of Casper's adventure at the **MAP SCREEN.**
- **LOAD GAME** will take you to the **SAVED GAME MENU** where you may load a previously saved game.
- **OPTIONS** will take you to the **OPTIONS SCREEN** where you may view or modify a variety of options before playing a game.

MAP SCREEN

The **Map Screen** is displayed after you start a **New Game,** load a **Saved Game,** and in between different levels of the game. The **Map Screen** shows your current progress and allows you to choose the next level to enter.



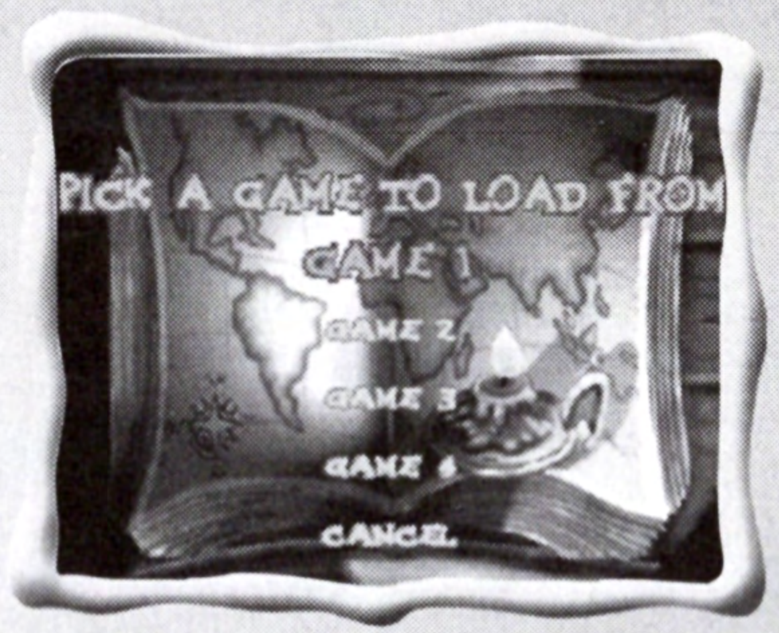
MAP SCREEN CONTROLS

Change Selected Level:	**Directional Buttons**
Start Selected Level:	**× Button**
Saved Game Screen:	**Start Button**

Casper begins his adventure in Hollywood, California, USA. The next level that Casper can visit does not become visible on the map until the previous level has been completed. The currently selected level is marked on the map with a picture of Casper's face. Any visible level on the map can be selected. When a level is selected, the number of friendship crystals for that level is displayed.

HOW TO SAVE AND LOAD A GAME

The **SAVED GAME MENU** allows you to access and remove saved game data on a **MEMORY CARD.** You may enter the **Saved Game Menu** from either the initial **OPENING MAIN MENU** or from the **MAP SCREEN.** The **MEMORY CARD** must be properly inserted before entering the **SAVED GAME MENU.**



It is recommended that you save your game everytime you arrive at the map screen. To save a game from the mapscreen, pause the game by pressing the **START** Button. Select **"SAVE THE GAME"** and then select **"OK"**. You will now be able to select one of 4 game slots to save your game.

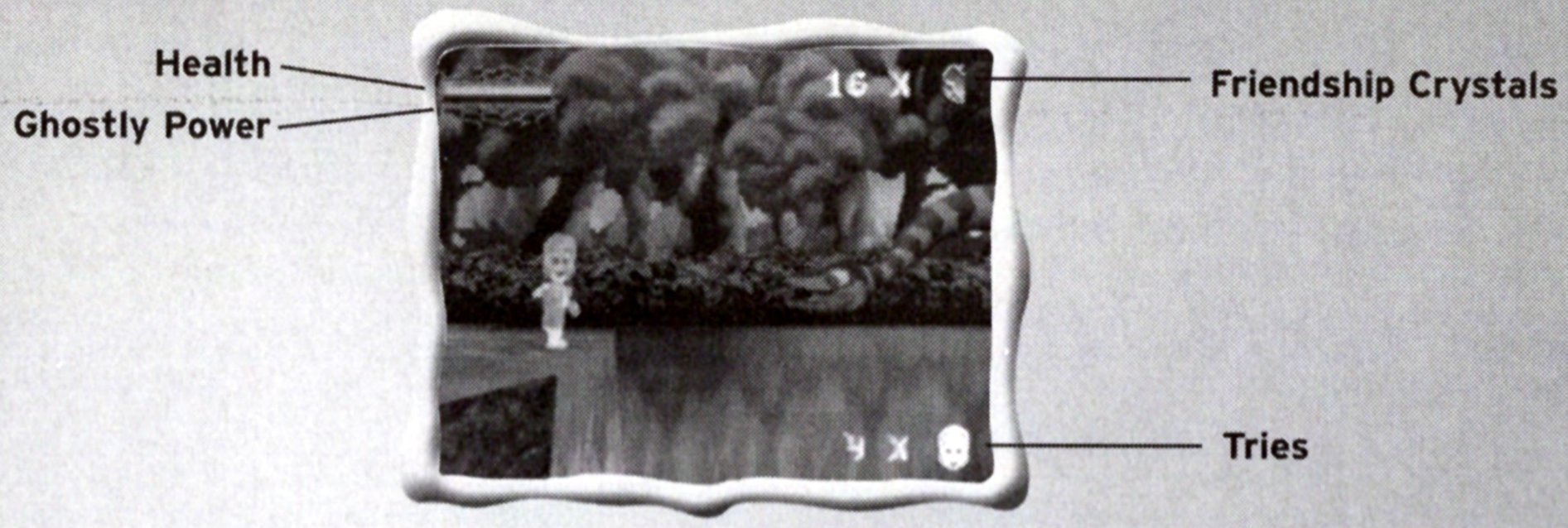
To save a game during gameplay, pause your game by pressing the **START BUTTON** and then choose **QUIT.** This will take you to the map screen where you can follow the save game instructions as listed above.

PAUSING A GAME

Press the **START** Button to **PAUSE** game play at any time. This will display the **PAUSE MENU** on the screen. Use the standard **Menu Controls** to navigate this menu. There are two options to choose from:

- **RETURN TO GAME** will exit the **PAUSE MENU** and resume the current game
- **QUIT** will exit the current game without saving and return you to the **MAP SCREEN.** Follow the save a game instructions above if you wish to save your game.

ON-SCREEN INTERFACE



HEALTH

The meter in the upper, left-hand corner of the screen indicates Casper's current **HEALTH.** Casper starts a new game with full **HEALTH.** Casper loses **HEALTH** when he gets hit by an enemy ghost, falls from high distances, runs into **BOO BOMBS** or encounters other danger. Collecting various Health Tokens can recharge Casper's Health but be careful, because if Casper's **HEALTH** runs out, he loses a **TRY.**

GHOSTLY POWER

Casper's remaining **GHOSTLY POWER** is indicated top, left-hand corner of the screen just below the **HEALTH** indicator. Casper uses his **GHOSTLY POWER** to perform some of his **NATURAL AND SPECIAL ABILITIES** such as **LEVITATION** and **PARACHUTE.** He enters each level with full **GHOSTLY POWER.** As he uses any of these **NATURAL AND SPECIAL ABILITIES,** his **GHOSTLY POWER** is gradually reduced. When Casper uses up his ghostly power, he can no longer perform these **SPECIAL MOVES**, so be sure to conserve it. When Casper is not using a **NATURAL OR SPECIAL ABILITY,** his **GHOSTLY POWER** is slowly replenished until it is full.

TRIES

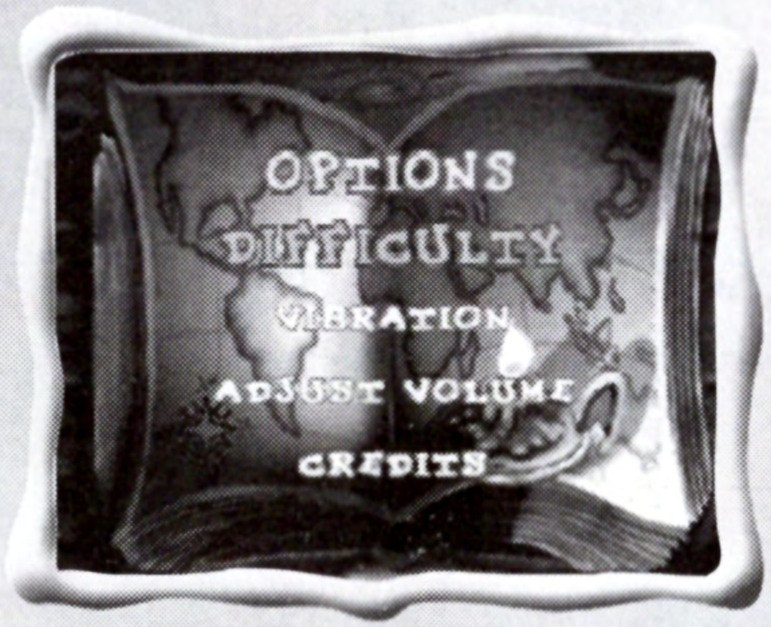
Casper's remaining **TRIES** are indicated in the bottom, right-hand corner of the screen. Casper begins a new game with 5 **TRIES.** He loses a **TRY** when his **HEALTH** runs out or when he encounters a highly dangerous hazard. When Casper loses a **TRY,** everything that he has collected to that point remains in his inventory. When Casper runs out of **TRIES,** the game is over. At this point, you can choose to either quit the game or use your one chance to continue the game. If you choose to **QUIT,** you will be returned to the **OPENING MAIN MENU.** If you choose to **CONTINUE,** Casper will begin at the start of the current level with 5 **TRIES.**

ON-SCREEN INTERFACE (continued)

FRIENDSHIP CRYSTALS

Forty **FRIENDSHIP CRYSTALS** are scattered throughout each of the 10 regular levels. Casper must collect all 400 **FRIENDSHIP CRYSTALS** to advance to the special bonus level. The number of **FRIENDSHIP CRYSTALS** that Casper has collected in the current level are noted in the upper right hand corner of the screen.

GAME OPTIONS

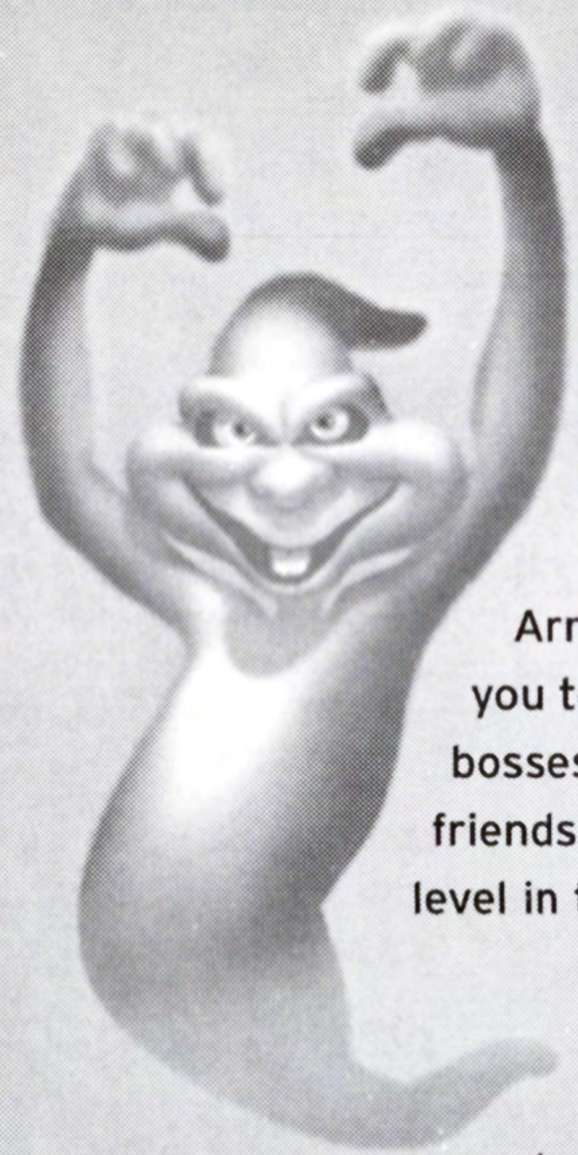


The **OPTIONS MENU** can be accessed from the **OPENING MAIN MENU.** The **OPTIONS MENU** uses the standard menu controls. Additionally, the **LEFT AND RIGHT DIRECTIONAL BUTTONS** are used to toggle or adjust certain options. There are four options to choose from:

- **DIFFICULTY:** Select and adjust how hard the adventure will be and how much help you will receive. The options are **EASY, MEDIUM,** and **HARD.**
- **ADJUST VOLUME:** Select and adjust the volume of the sound effects and or the volume of the background music.
- **VIBRATION:** Select and choose if you want the vibration function **ON** or **OFF.**
- **CREDITS:** Select to view the credits for *Casper™: Friends Around the World™.*

When you are finsished selecting you game options, press the ▲ button to exit the options menu.

CASPER'S JOURNEY

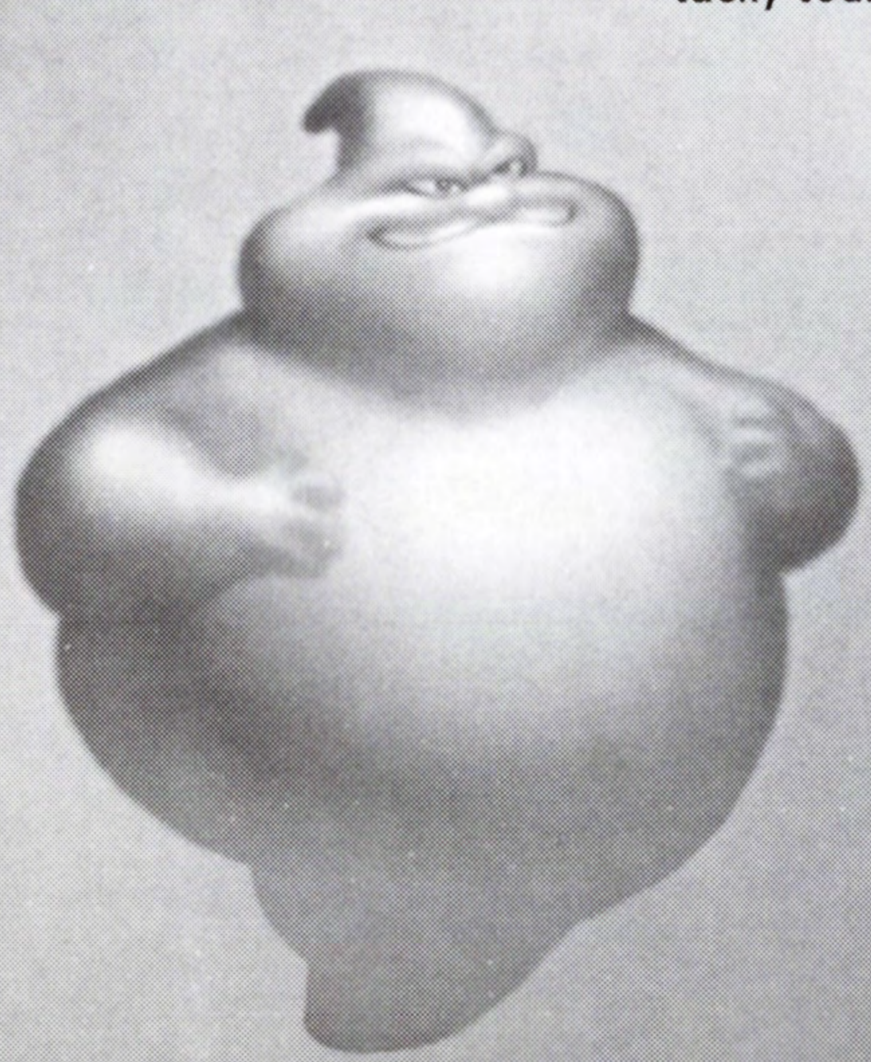


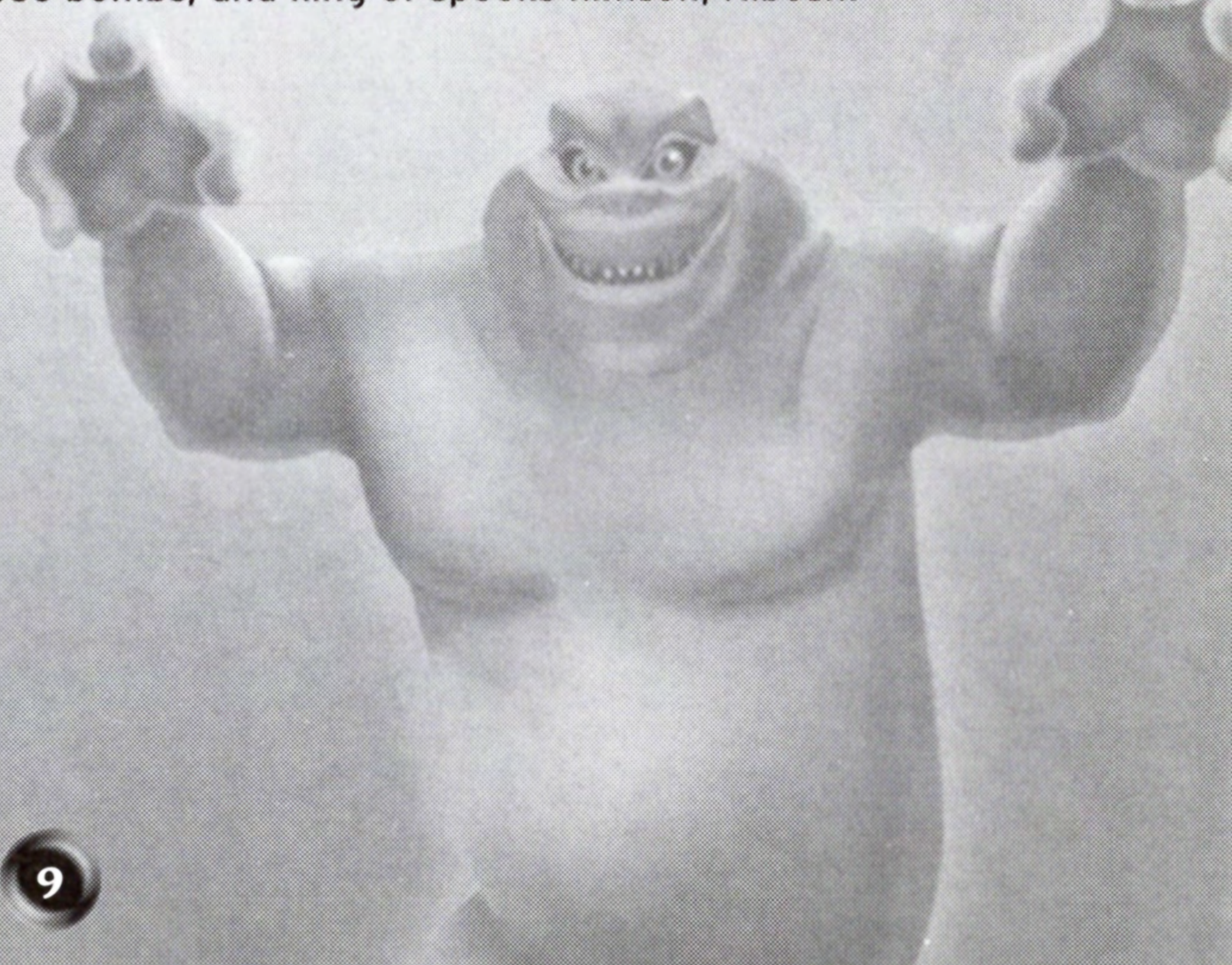
BOO!

The king of spooks has cast an evil spell on Casper's mortal friends that sends them to different locations all over the world. It is your job to help Casper rescue his ten lost pals and bring them home safely.

Armed with the first of ten map pages, find the rest and each will lead you to a friend. Along your heroic trek, you will have to defeat three evil bosses to collect the pieces of the imprisoning device that sent Casper's friends away. Collect everything and you will advance to the special bonus level in the lost city of Atlantis!

Beware, because your journey will be long and you will encounter things that block your path such as unfriendly uncles, tacky tourists, boo bombs, and king of spooks himself, Kibosh!





OBJECTIVES

As Casper makes his way through a level, there are several objectives:

- **CASPER MUST AVOID DANGER.** In every level, there are highly dangerous hazards that may cause Casper to lose a **TRY**. There are unfriendly ghosts, which Casper must dissolve and **BOO BOMBS** which are scattered throughout each level to stop Casper. Stand back and use Casper's Ghostly Spheres to harmlessly explode the Boo Bombs.
- **CASPER MUST COLLECT THE PAGE.** In each game level, there is a hidden book which will take you to the **FIND-A-PAGE GAME**. Casper must complete the game to collect the page that will help him locate the next stop on his journey. When the game is set on Easy, Casper only needs to find the friend to advance to the **FIND-A-PAGE GAME.**
- **CASPER MUST FIND HIS FRIEND.** Casper's **FRIEND** is hidden somewhere within each level. If Casper collects the **PAGE** and finds the **FRIEND**, he will exit the level.
- **CASPER CAN COLLECT FRIENDSHIP CRYSTALS.** Forty **FRIENDSHIP CRYSTALS** are scattered throughout each level. If Casper collects all of the **FRIENDSHIP CRYSTALS** in the entire game before finding the last friend, he advances to a **SPECIAL BONUS LEVEL** at the end of the journey.
- **CASPER MUST FIND THE 3 MISSING PIECES OF KIBOSH'S IMPRISIONING DEVICE.** If Casper earns all three pieces by defeating The Ghostly Trio™, then all 10 of his friends will get back home safely.

BOSS LEVELS

There are four **Boss Levels** that Casper must face on his journey. The **Boss Levels** are very short, but very difficult. In the first 3 **Boss Level**, Casper faces a member of The Ghostly Trio™. If Casper defeats the ghost in a **Boss Level**, he will be rewarded with a vital piece of the **Imprisoning Device** needed to free his friends. If all of the pieces of the **Imprisioning Device** are collected, Casper will advance to the **SPECIAL BONUS LEVEL** where he will battle the King of Spooks himself, Kibosh!

CASPER'S NATURAL ABILITIES



GHOSTLY SPHERES

GHOSTLY SPHERES are objects that shoot in whatever direction Casper is facing. Casper can shoot **GHOSTLY SPHERES** to dissolve unfriendly ghosts and harmlessly explode **BOO BOMBS.**



LEVITATION

Casper can **LEVITATE** over the ground in order to float past danger. **LEVITATION** uses Casper's **GHOSTLY POWER**, so use it only when needed. If Casper's **GHOSTLY POWER** runs out while he is levitating, he will fall back to the ground and will lose a portion of his health.



PARCHUTE

When Casper is falling, he can turn into a **PARACHUTE.** The advantages of turning into a **PARACHUTE** are that Casper can float to further distances and can cushion his fall. When Casper is **PARACHUTING**, he can also take advantage of updrafts to fly higher and further. **PARACHUTING** uses Casper's **GHOSTLY POWER**, so use it only when needed. If Casper is parachuting when the **GHOSTLY POWER** runs out, Casper will fall to the ground and lose a portion of his **HEALTH.**



DUCK

Casper can **DUCK** lower than his ordinary height to avoid certain types of danger.



CASPER'S PICK-UPS

PICK-UPS are scattered throughout the levels and give Casper special bonuses that help him along his journey. Simply move Casper through any **PICK-UP** to pick it up.



FRIENDSHIP CRYSTALS are scattered throughout the different levels. Casper must collect every **FRIENDSHIP CRYSTAL** to advance to the special bonus level at the end of the game.



FULL HEALTH TOKENS restore all of Casper's **HEALTH.**



PARTIAL HEALTH TOKENS restore some of Casper's **HEALTH.**



FULL GHOSTLY POWER TOKENS restore all of Casper's **GHOSTLY POWER.**



EXTRA TRIES give Casper one additional **TRY.**

SPECIAL ABILITY PICK-UPS give Casper the power to perform extraordinary feats. When Casper picks up a **SPECIAL ABILITY TOKEN**, it is displayed on the bottom left corner of the screen and will not be used until activated with the R1 Button. Casper can only hold one **SPECIAL ABILITY** in his inventory at a time. When you pick up a **SPECIAL ABILITY PICK-UP**, it will replace whatever previous **SPECIAL ABILITY PICK-UP** was stored in the inventory.



SUPER STRENGTH gives Casper the ability to move enormous objects out of the way.

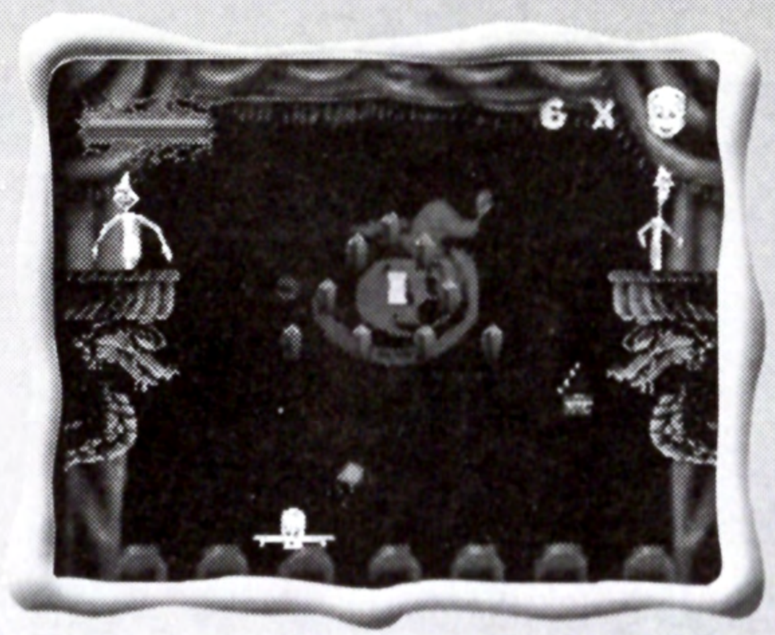


SPRING gives Casper the ability to jump to amazing heights.



SUPER SPEED gives Casper the ability to move incredibly fast.

FIND-A-PAGE GAME



Hidden in each level, there is a book the will lead the way to a **FIND-A-PAGE GAME** . In the **FIND-A-PAGE GAME** , Casper takes the shape of a paddle at the bottom of the screen. Use the **LEFT AND RIGHT DIRECTIONAL BUTTONS** to move Casper side-to-side. Casper must deflect **GHOSTLY SPHERES** that are being thrown by the Ghostly Trio from the top portion of the screen. Bounce the speheres off of Casper to destry a field of objects. The **GHOSTLY SPHERES** will randomly bounce around the screen and eventually bounce back towards Casper. If the **GHOSTLY SPHERES** get past Casper to the bottom of the screen, he loses a portion of his **HEALTH.**

When enough objects have been broken away and Casper hits the **PAGE** with a **GHOSTLY SPHERE**, the **PAGE** falls to the bottom of the screen. Casper must catch the **PAGE** to complete the activity. If Casper misses the **PAGE**, he loses a **TRY** and the activity restarts. It is essential for Casper to collect the **PAGE** so he can find his way to the next level.

In the **FIND-A-PAGE GAME**, there are a variety of special items that Casper can catch. These items can increase or decrease Casper's speed of movement, size, **HEALTH** , or give Casper an additional **TRY.**

PRODUCT SUPPORT / HINTS

The Sound Source Interactive Product Support Department provides technical support, customer service, and game hints. There are several different ways to receive assistance:

ONLINE SUPPORT

Sound Source Interactive provides support via the World Wide Web 24 hours a day, seven days a week. The address is www.soundsourceinteractive.com. Customer service information and answers to frequently asked questions can be found here.

EMAIL SUPPORT

A representative will promptly and personally answer email inquiries. Requests should be emailed to soundsource@ssiimail.com. Please include a detailed description of the situation.

TELEPHONE SUPPORT

Live representatives are available by telephone 7:30am - 5:30pm Pacific Time at (818) 878-0505.

ORDER LINE

Sound Source products can now be ordered over the phone. The number is (800) 877-4778. Please note that the order line is not equipped to handle technical issues

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Special Thanks to:
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DEFECTIVE DISC REPLACEMENT

Before sending a disc for replacement, it is highly recommended that you contact the Product Support Department. Many issues can be quickly resolved with some troubleshooting.

If it is concluded that a disc is defective, Sound Source Interactive will replace the disc at no charge as long as it is within ninety (90) days of purchase. Please mail a copy of the dated receipt, the CD, a brief letter with an explanation of the current situation and a return address and phone number. Please return all discs to:

Sound Source Interactive
26115 Mureau Road, Suite B
Calabasas, CA 91302-3126
Attn: Product Support

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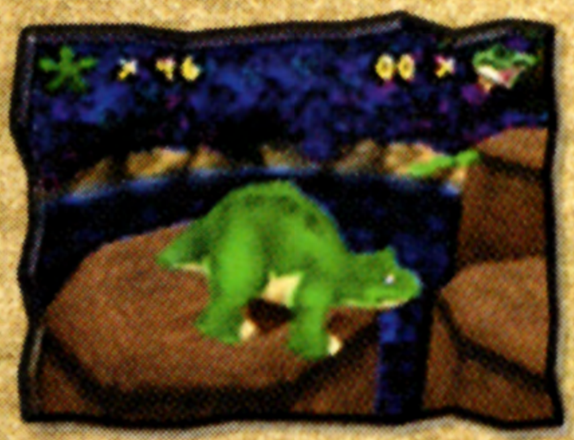
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Prehistoric fun for the PlayStation® game console!

THE LAND BEFORE TIME™

Return To The Great Valley™









When Littlefoot™, Cera™, Ducky and Spike leave The Great Valley, an angry Sharptooth™ chases them and they scatter in fright! Lost and alone, each of the four friends needs your help to explore the mysterious lands of the Great Beyond™.



In a 3D world of dino-mite action, get ready to solve puzzles and avoid danger as you guide your prehistoric pals on a fun-filled and fantastic journey back to The Great Valley!



UNIVERSAL®

SOUND SOURCE INTERACTIVE

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PlayStation®

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