PlayStation

NTSC U/C

PlayStation

EVERYONE

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CONTENT RATED BY ESRB

SLUS-01574
PDAL2XUS03

Disney's

# 101 Dalmatians II

## Patch's London Adventure

Disney Interactive

eidos

**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 peripherals 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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# SETTING UP

## Console

### Top View

### Front View

**Note: You may have a console that looks like this.**

**Top View**

**Front View**

## CONSOLE

Set up your PS one™ or 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 **DISNEY'S 101 DALMATIANS II: PATCH'S LONDON ADVENTURE** disc and close the Disc Cover. Insert game controllers and turn on the game console. Follow on-screen instructions to start a game.

## MEMORY CARDS

To save results or continue play on previously saved games, insert a memory card into MEMORY CARD slot 1 or MEMORY CARD slot 2 of the PlayStation game console BEFORE starting play.

If you do not have a memory card, the game will allow you to play without saving results.

# CONTROLS

**L2 BUTTON**
- Display goals/Show HUD

**R2 BUTTON**
- Display goals/Show HUD

**L1 BUTTON**
- Run

**R1 BUTTON**
- Run

**△ BUTTON**
- Cancel (on menus)
- Sniff
- Dig

**DIRECTIONAL BUTTONS (DIGITAL MODE)**
- Select ⬇ ⬆ ⬅ ➡ (on menus)
- Move Patch

**○ BUTTON**
- Roll

**✕ BUTTON**
- Accept (on menus)
- Jump
- Advance text

**LEFT ANALOG STICK (ANALOG MODE)**
- Select ⬇ ⬆ ⬅ ➡ (on menus)
- Move Patch

**□ BUTTON**
- Bark

**START BUTTON**
- Start game
- Paws (Pause) or Resume
- Skip text

**SELECT BUTTON**
- not used

**ANALOG MODE SWITCH**
- Analog Mode = LED red (ON)
- Digital Mode = LED dim (OFF)

The controls on this page are also used for digital controllers in digital mode.

You can turn the DUALSHOCK® analog controller's vibration function ON/OFF from the Options Menu before you start playing, or from the in-game Paws (Pause) Menu while the game is paused.

# PATCH'S LONDON ADVENTURE

**PATCH** is an adventurous dalmatian puppy who wants to be more than just "one of the 101."

Frisky Patch was accidentally left behind when his whole family moved from the city to the country. Now Patch needs to use all his energy and talent to learn how to become a hero. And one more thing – he must find and ultimately save his dalmatian puppy brothers and sisters.

As Patch, you use all your special puppy skills to find and free your dalmatian brothers and sisters from the clutches of Cruella De Vil and her henchmen!

**THUNDERBOLT** acts as your guide and narrator. He helps you understand what to do next and gives you clues and support.

- Along the way, you will have to avoid and outwit enemies, solve puzzles and perform heroic acts to prove yourself.
- You'll explore many different, exciting environments including London's city streets, Piccadilly Circus, parks and the surrounding countryside.
- At last, you'll have to figure out how to free all the puppies without getting caught by the wicked Cruella De Vil and her henchmen!

# THUNDERBOLT

## HELLO THERE!

So you've taken a mind to find and rescue your puppy family? Quite commendable! I can't be sure, but I think that your brothers and sisters may very well need your help. And speaking of help, you could use a bit of it yourself. That's why I'm here. Thunderbolt's the name. And being a hero is my game.

Now look here. That Cruella De Vil is a master at making the situation as tough as can be. My guess is that she's looking for your family just as hard as you are. Let's hope you get to them before she does!

While you're out and about, here's what to do to win the game:

**Munch Bones and Other Treats!**
What puppy can resist a tasty biscuit, some pizza, or a yummy apple? When you munch all the treats in a level, something quite nice is sure to happen! Now that's what I call a real treat!

**Rescue the Puppies!**
Crates are what you look for. See them wiggling? One of your brothers or sisters could be inside. Roll into the crate and maybe you'll set a puppy free. Sometimes you might even find one of your tasty treats there too!

**Bark at Anyone Who's After You!**

Cruella's bumbling henchmen Horace and Jasper are out to catch you. Your fierce bark will stun them for a few moments, which should give you time to get away. Watch out for the squirrels who like to throw acorns at puppies, and even the policeman who doesn't like puppies wandering the streets! You can bark at them too.

**Use Special Puppy Moves!**

Stun the squirrels, cats and other small creatures with your bark, then roll into them to clear them away. The stun-roll move will only work on small creatures, not Policemen, Cruella or her henchmen.

**Defeat Cruella!**

Now there's a job. Awfully hard to do, but not impossible. Especially if you've cleared all the levels, found your family, 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. Maybe I'll see you along the way!

# STARTING PLAY

1. At the Title screen, press the ▶ START button.
2. Choose one of the options on the Main Menu (use the directional buttons/ left analog stick ⬆/⬇, then press the ✕ button):

**NEW GAME** Start from the beginning.

**LOAD GAME** Resume playing a game you previously saved. You must have a memory card with **DISNEY'S 101 DALMATIANS II: PATCH'S LONDON ADVENTURE** saved game data inserted in MEMORY CARD slot 1 or MEMORY CARD slot 2 to load a saved game. See page 17 for information about saving games.

**OPTIONS** Look at some game options, and change the settings if you like. See page 9.

# OPTIONS

Choose any option to change its setting. Use the directional buttons/ left analog stick ⬆/⬇ to select, and ⬅/➡ to change the setting.

**MUSIC** Adjust the music volume.

**SOUND** Adjust the sound effects volume.

**VIBRATION** Toggle the DUALSHOCK® analog controller's vibration function ON/OFF. (During a game, you can toggle vibration ON/OFF from the in-game Paws (Pause) menu while the game is paused.)

When you're finished making Options choices, press the △ button to return to the Main Menu.

# HEADS UP!

The Head's Up Display (HUD) at the top of the screen shows you how you're doing. You can see the HUD at any time by pressing the L2 or R2 button.

**TREATS** This shows you what kind of Treat you need to collect in the level, how many you have collected so far, and how many are still waiting for you.

**HEALTH ITEMS** This shows you how many Health Items are in the level, and how many you have already collected. Health Items are mostly steaks, but can also be yummy treats like donuts or pizza. Health Items help Patch feel better if he has been hurt by Horace, Jasper or anyone else.

**CRATES** This shows you how many Crates are in the level, and how many you've already opened. Remember that your puppy brothers and sisters are sometimes trapped in the Crates, so try your best to find all of them on every level!

**TRIES** This shows you your Health level and Tries remaining. The Puppy Head shows how many hits you've taken (it gets more blue in it as you take more hits). If the Puppy Head is almost all blue, look for some of those Health Items and "beef up" your Health again. If the Puppy Head is all blue, then you lose a Try and start the level back at the beginning. If you lose all your Tries, then the game is over, so be careful!

The Head's Up Display also appears for a few seconds whenever you increase one of your numbers (Treats/Health Items/Crates) or take a hit.

# PUPPY ACTION

Your puppy energy will really help you get back to your family safe and sound. Go get 'em!

## WALK

- Use the directional buttons/left analog stick to walk.
- You can move faster by rolling (○ button), or by running (L1 or R1 button), though steering will be a little more difficult.

## JUMP

- Press the ✕ button to jump.
- Jumping gets you to higher places, like ledges.
- Jumping also gets you across things, like from wall to wall.

## BARK

- Press the □ button to bark and stun your enemies.
- Barking won't send your enemies away. It only stuns them for a few moments.

## ROLL

- Press the ○ button to roll head-over-paws for a short distance.
- That's the way to break open Crates. When you break them open, you may free a puppy, or find a Treat or even a key to open a locked gate somewhere nearby. Be sure to collect whatever you find.
- After you've stunned some of your smaller enemies such as squirrels and cats (by pressing the □ button to bark at them), you can clear them away by rolling into them!

## DIG/SNIFF

- Sometimes you'll find a little pile of dirt. Press and hold the △ button a few times to dig up the dirt.
- Usually you'll find a Treat, some Health, or even a key to unlock a nearby gate.

# 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 Treats, and especially the food (for extra Health).**

The more you explore, the more riddles you'll figure out. There is no penalty if you don't gather all the goodies. But sometimes you need to find all the Treats or other collectables in order to finish a level.

## TRIES

At times, you might get hit by those who are after you. It takes five hits before you lose a try. You'll see the Puppy Head at the top right of the screen whenever you get thumped, and also when you pause the game (by pressing the ▶ START button).

Each time you get hit, the Puppy Head will get a little more blue in it. When the Puppy Head is all blue, you lose a Try. Then you restart the level.

When you've lost all the Tries, the game is over. **You can restore lost hits (Health) by gobbling food that you find in the levels.**

## EXTRA TRIES

Collecting a Star with a Puppy Head on it adds one extra Try. You'll find Stars on some of the levels, and especially on the Bonus Levels!

## PUZZLES

Some levels have puzzles that will keep you from going forward. For instance, you may come upon a gate that doesn't open – and you'll need to search the level to find the key.

Once you've found the key, just walk up to the gate and it will automatically open for you.

Some levels have more than one gate or lock. For these puzzles you'll have to find the key that matches the color of the lock.

Sometimes you'll even meet a friendly animal who will want to help you finish that level. Then it's up to you to figure out how you're going to get it done!

# A PAWS FOR REST

1. Press the ▶ START button at any time during play and the Paws (Pause) Menu will appear.
2. You can choose an option (directional buttons/left analog stick ⬆/⬇) and change its setting (directional buttons/left analog stick ⬅/➡).

| | |
|---|---|
| **VIBRATION** | Toggle the DUALSHOCK® analog controller's vibration function ON/OFF. |
| **SOUND** | Adjust the sound effects volume. |
| **MUSIC** | Adjust the music volume. |
| **CONTROLS** | Press the ✕ button to see a list of controls. |
| **EXIT** | Press the ✕ button if you want to quit the game you're playing. You will be asked to confirm (✕ button) or cancel (△ button) your choice. |

When you're finished, press the ▶ START button to return to your game.

# LEVEL END

When a level starts, you'll be told what you need to do to finish that level. Some levels finish when you've collected all the Treats, some finish when you find the Exit, and some finish in other ways.

When you're done, Patch will do a little jump in the air to let you know you've succeeded.

When you leave a level, you'll be able to save your game (see page 17).

# SAVING GAMES

After you complete a level, you will see the Save screen. To save your game, use the directional buttons/left analog stick to select MEMORY CARD slot 1 or MEMORY CARD slot 2. Then press the X button to save. You will be asked to confirm the save. Make sure that OK is selected and press the X button one more time to save your game.

If you don't want to save your game, press the △ button at any time to continue your game.

Note: Be sure you have a memory card inserted in MEMORY CARD slot 1 or MEMORY CARD slot 2 before saving. See page 2.

# LOADING GAMES

To load a saved game:

1. Go to the Title screen, use the directional buttons/left analog stick to select LOAD GAME from the Main Menu, and press the X button.
2. Select the memory card that has your save game (MEMORY CARD slot 1 or MEMORY CARD slot 2) and press the X button again.
3. Make sure OK is selected and press the X button one more time. You'll resume your saved game on the level where you saved it.

Note: Be sure you have a memory card containing a **DISNEY'S 101 DALMATIONS II: PATCH'S LONDON ADVENTURE** saved game inserted in MEMORY CARD slot 1 or MEMORY CARD slot 2 before attempting to load.

# CREDITS

## EIDOS INC.

**Vice President of External Product Development**
PAUL GRACE
**Executive Producer**
KELLY TURNER
**Associate Producer**
MIKE ORENICH
**QA Manager**
MIKE KELLY
**Assistant QA Manager**
COLBY MCCRACKEN

**Project Test Coordinator**
KARI HATTNER
**QA Technician**
JULIAN MEHLFELD
**VP Marketing**
PAUL BALDWIN
**Marketing Director**
CHIP BLUNDELL
**Product Manager**
RENEE PLETKA

**Marketing Coordinator**
WYMAN JUNG
**PR Manager**
MICHELLE SEEBACH
**PR Specialist**
KJELL VISTAD
**PR Coordinator**
DENNY CHIU
**Graphic Designer**
JULIE LEIBOWITZ

**Special Thanks**
ROB DYER
KEVIN WESTON
KIM PENDLETON
JANTY SUMIMOTO
GREG WU
MICHAEL MINSON
KEVIN GILL
MATT GORMAN
MATT KNOLES
HANSHAW INK & IMAGE

## DIGITAL ECLIPSE SOFTWARE INC.

**Producer**
STEVEN KOVENSKY
**Senior Producer**
WILLIAM BAFFY
**Creative Director**
MIKE MIKA
**Art Director**
BOYD BURGGRABE
**Production Manager**
CHRIS CHARLA
**Executive Producers**
ANDREW AYRE
JEFF VAVASOUR

**SANTA CRUZ GAMES TEAM**
**Lead Programmer**
MARK "BENO" BELL
**Programming**
DIEGO "EGG" LINK
**Art Director**
ANDREW WEBSTER
**Animation**
ED GREGOR
**Artists**
ZACH COX
ED GREGOR
MIKE "MAZINGA" PARISI

**Game Designer**
ED GREGOR
**Level Designers**
ED GREGOR
MIKE "MAZINGA" PARISI
ZACH COX
ANDREW WEBSTER
**Sound Design & Production**
DANIEL "SIR MEXCELLENCE" ZUNIGA

**Special Thanks**
MARK MCCUBBIN
MICHAEL "TWEAK" MAYERS
GAVIN WELCH
ELIZABETH WALLER AND JUNIOR

## DISNEY INTERACTIVE

**Senior Producer**
MARY JO LAROCHE
**Producer**
SHANE KELLER
**Lead Artist**
CHRIS TELLEZ

**Director of Marketing**
BOB PICUNKO
**Marketing Manager**
NICHOL BRADFORD

**QA**
**Lead QA Tester**
LAURIE TOM
**QA Tester**
JOHN MARTINEZ

**Special Thanks**
SHANNON MONROE
TAMI WEBSTER
ROXANNE SMALDINO

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RMA# (include your authorization number here)
651 Brannan Street, suite 400
San Francisco, CA 94107

**Note: You are responsible for postage for your game to our service center.**

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