



NTSC U/C

PlayStation®



SLUS-01152

Disney's

102

DALMATIANS

PUPPIES  
TO THE RESCUE™



Disney  
INTER  
ACTIVE



EIDOS  
INTERACTIVE®

**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.

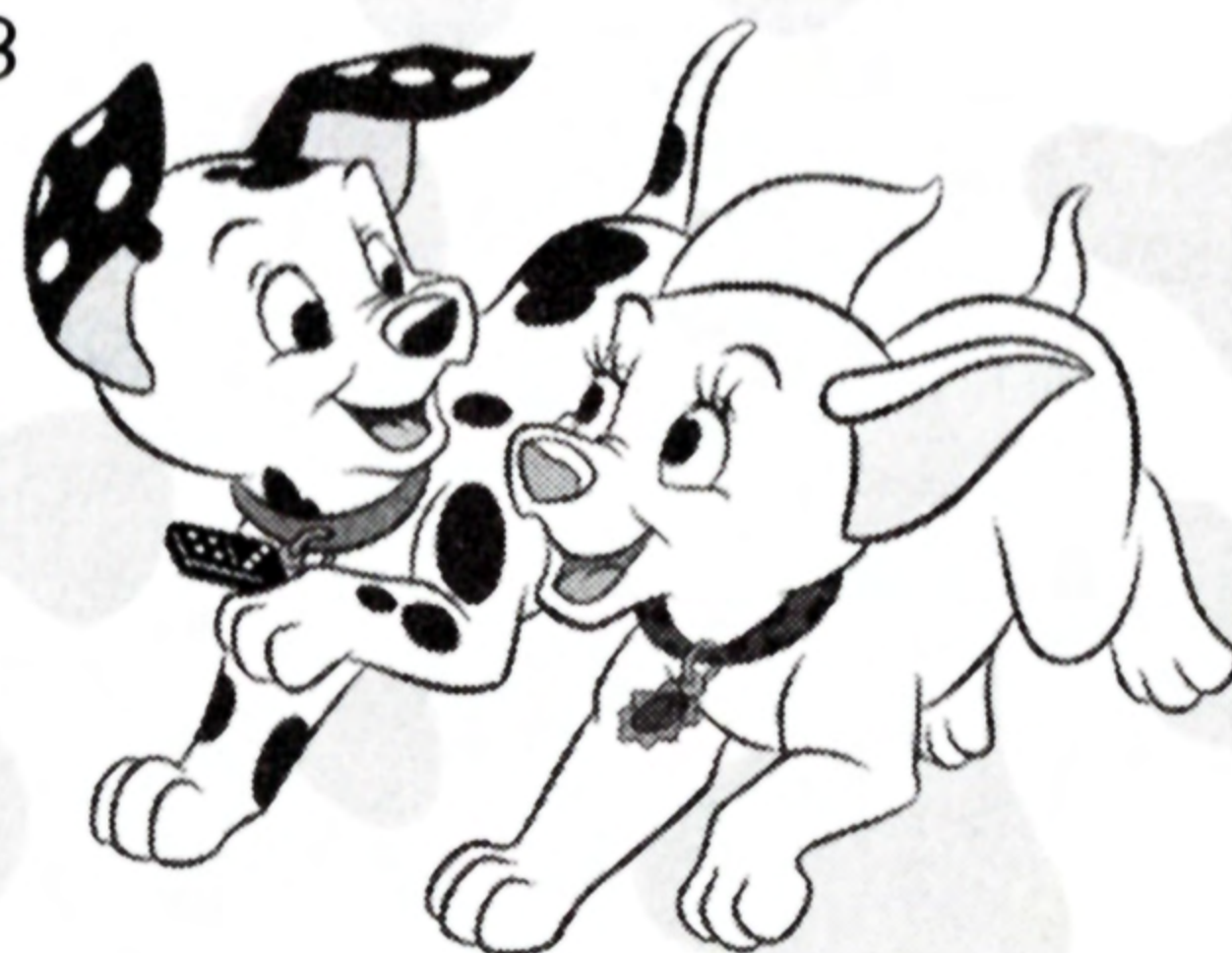
**HANDLING YOUR PLAYSTATION DISC:**

- 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.

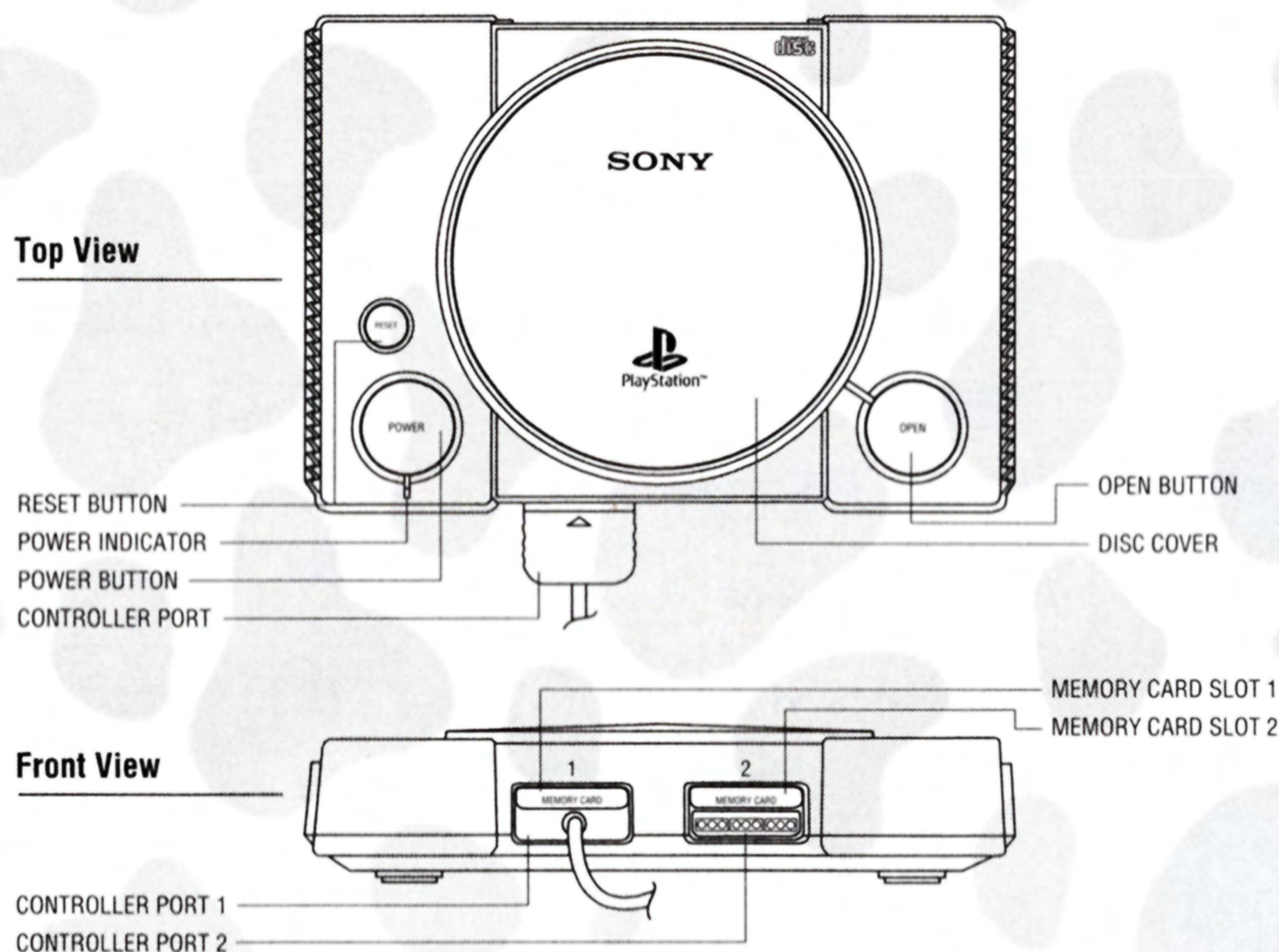
# CONTENTS



|                       |    |
|-----------------------|----|
| Setting Up            | 2  |
| Controls              | 3  |
| Puppies to the Rescue | 4  |
| Waddlesworth          | 6  |
| Starting Play         | 8  |
| A Paws for Rest       | 10 |
| Puppy Action          | 12 |
| Camera                | 14 |
| Fun on the Run        | 15 |
| Level End             | 17 |
| Saving                | 17 |
| Cruella's Toys        | 18 |
| On Cruella's Trail    | 20 |
| Credits               | 23 |



# SETTING UP



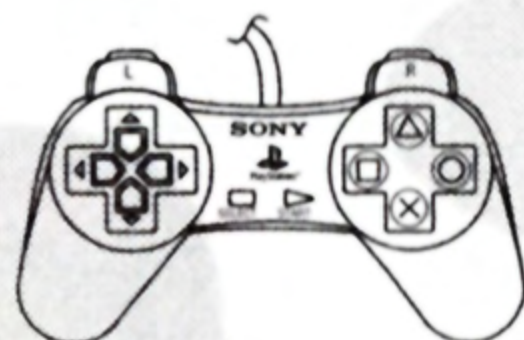
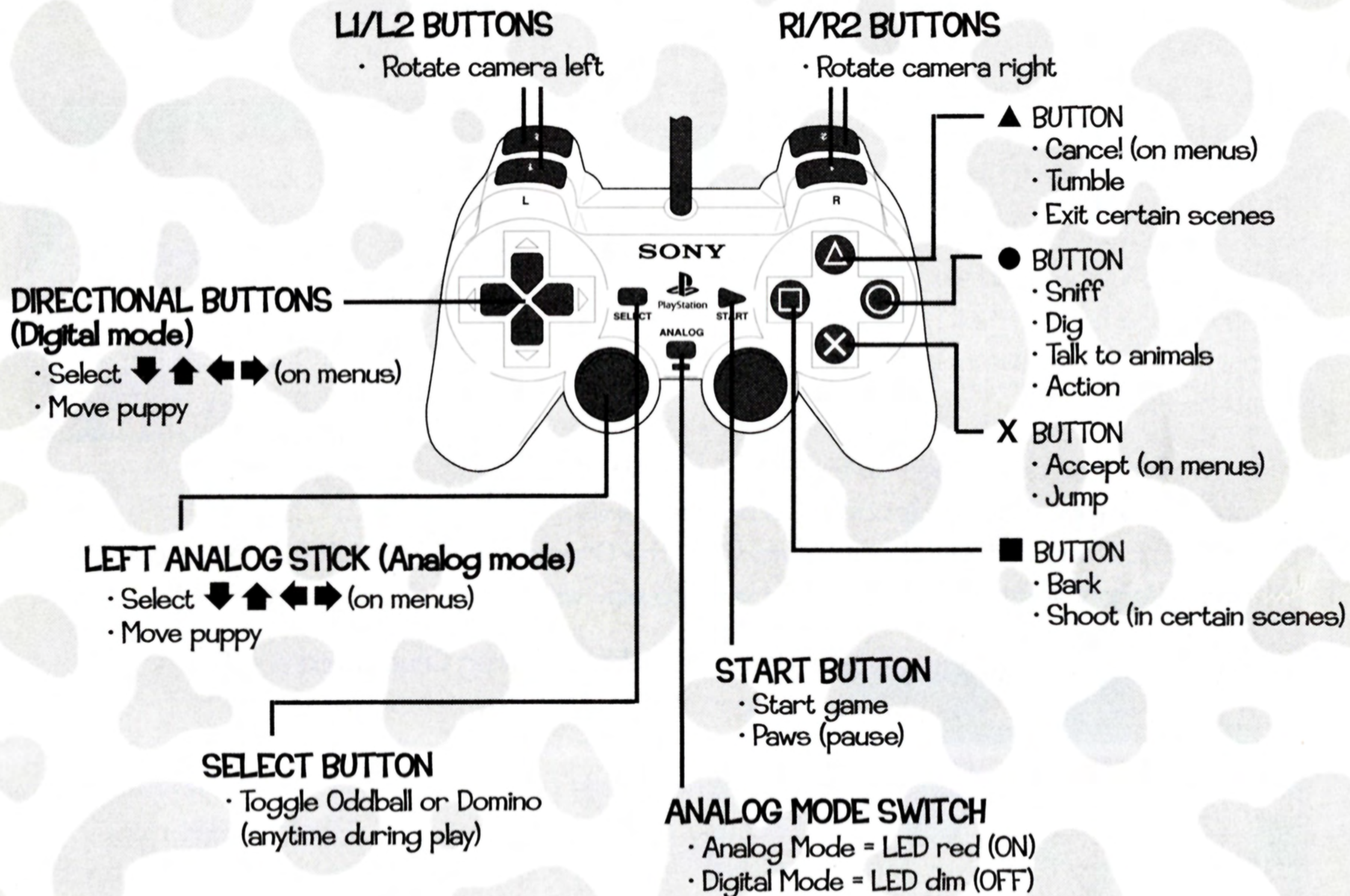
## CONSOLE

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 compact 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.

## MEMORY CARDS

To save game settings and results or continue play on previously saved games, insert a MEMORY CARD into MEMORY CARD slot 1 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 game settings and results.

# CONTROLS



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

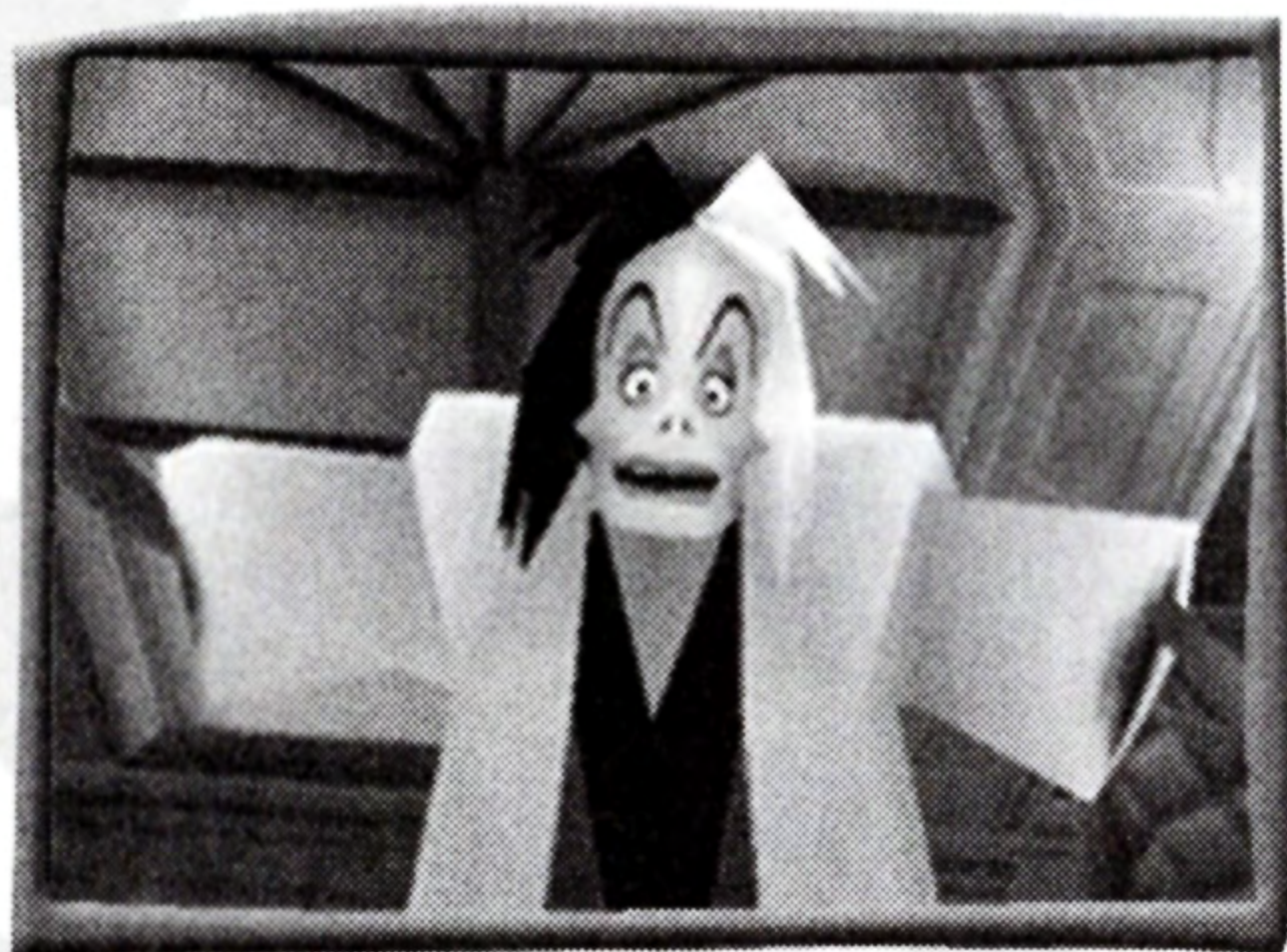
- Note 1:** You can turn the DUALSHOCK™ vibration function ON/OFF in Option mode (see page 10). The vibration function is not affected by the ANALOG mode switch setting.
- Note 2:** The Right Analog Stick is not used in this game.

# PUPPIES TO THE RESCUE

Oddball and Domino are always looking for 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 some 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.

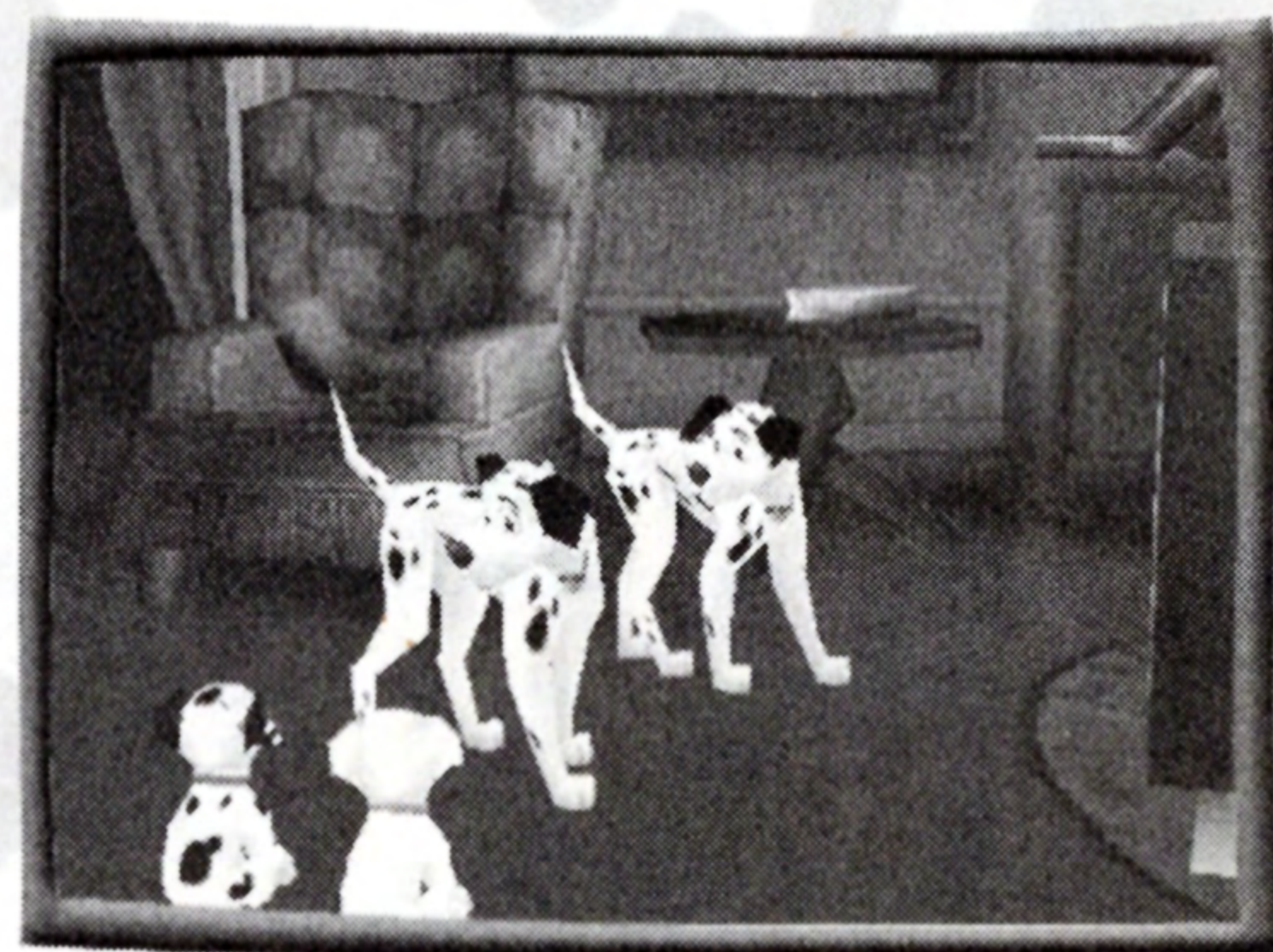
When Oddball and Domino return home, they find their parents, Dipstick and Dottie, in despair. The TV news is broadcasting a special emergency bulletin. In urgent tones, the TV anchor announces that Dalmatian puppies throughout England are vanishing! Everyone agrees this has the frightening touch of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



Hello 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.



## **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 14.) By the bye, 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 one (Directional Button/Left Analog Stick /, then press the X 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 be using a MEMORY CARD with **DISNEY'S 102 DALMATIANS: PUPPIES TO THE RESCUE** saved game data. See page 17 for more information.)



## NAVIGATION SCREEN

You can see the levels available to you by changing channels on Oddball and Domino's TV. Press the Directional Button/Left Analog Stick as shown in the following paragraphs, and then press the X Button:

**LONDON CHANNEL** (/ then X Button)

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

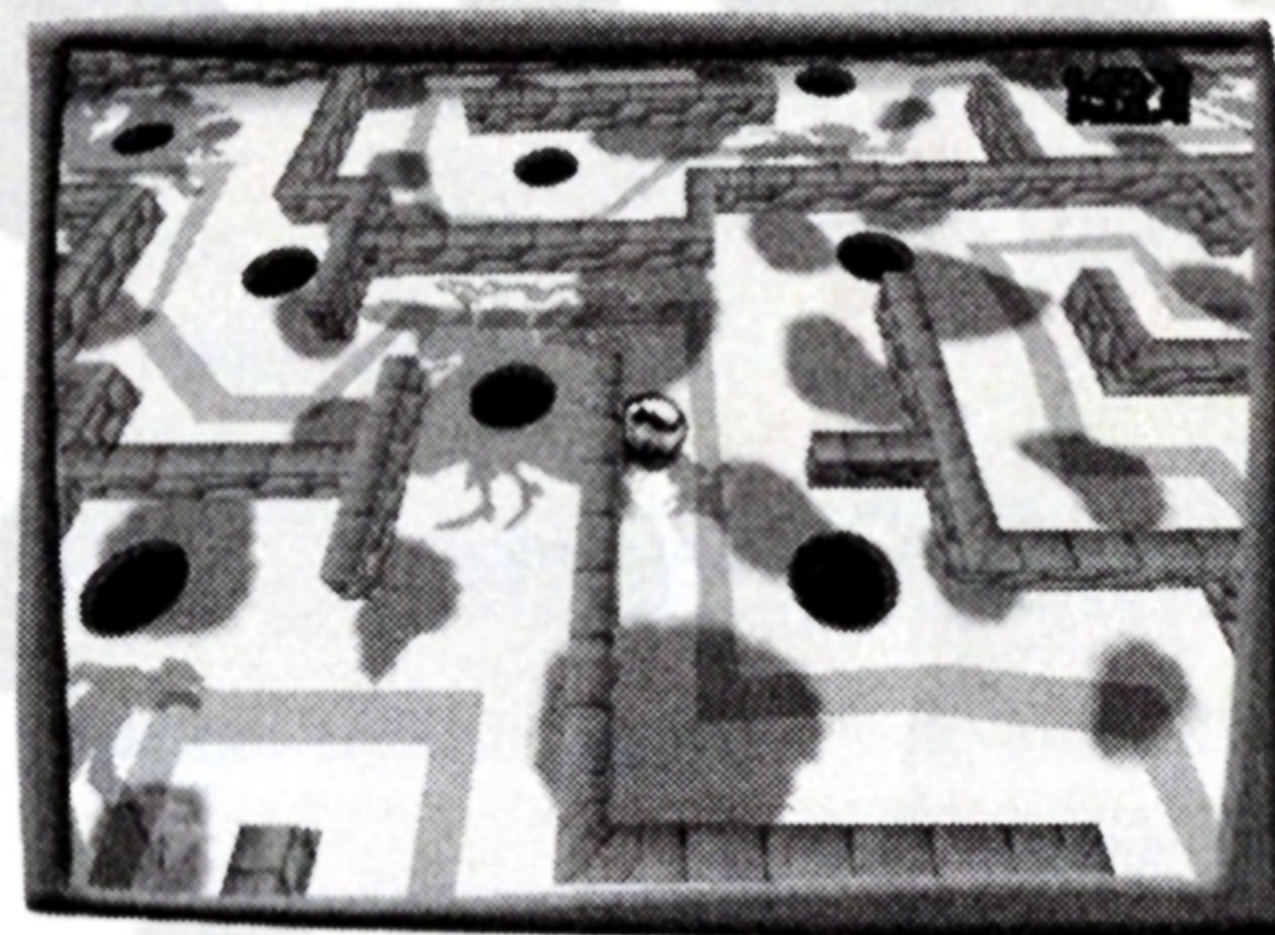
(↓ then X Button)

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 X Button)

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) Menu will appear.
2. Choose one (Directional Button/Left Analog Stick /, then press the X Button):



|                |                                                                                    |
|----------------|------------------------------------------------------------------------------------|
| CONTINUE       | Return to the screen you paused from.                                              |
| OPTIONS        | Adjust some game settings (see below).                                             |
| SWITCH PUPPIES | Toggle between Domino and Oddball as your Puppy (in regular levels only).          |
| 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 one (/) then change its setting (/)

|              |                                                                            |
|--------------|----------------------------------------------------------------------------|
| MUSIC VOLUME | Adjust from loudest (10) to softest (0).                                   |
| SOUND VOLUME | Adjust from loudest (10) to softest (0).                                   |
| SPEAKERS     | Choose MONO if your TV (or monitor) has one speaker; STEREO if it has two. |
| VIBRATION    | Toggle the DUALSHOCK™ analog controller's vibration function ON or OFF.    |
| DONE         | Return to the Paws Menu.                                                   |



Bones  
Collected



Puppies  
Rescued

Puppy Paw

## HEAD'S-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. If you lose all your Tries, select "Continue" and your Puppy can restart the level with three additional Tries.

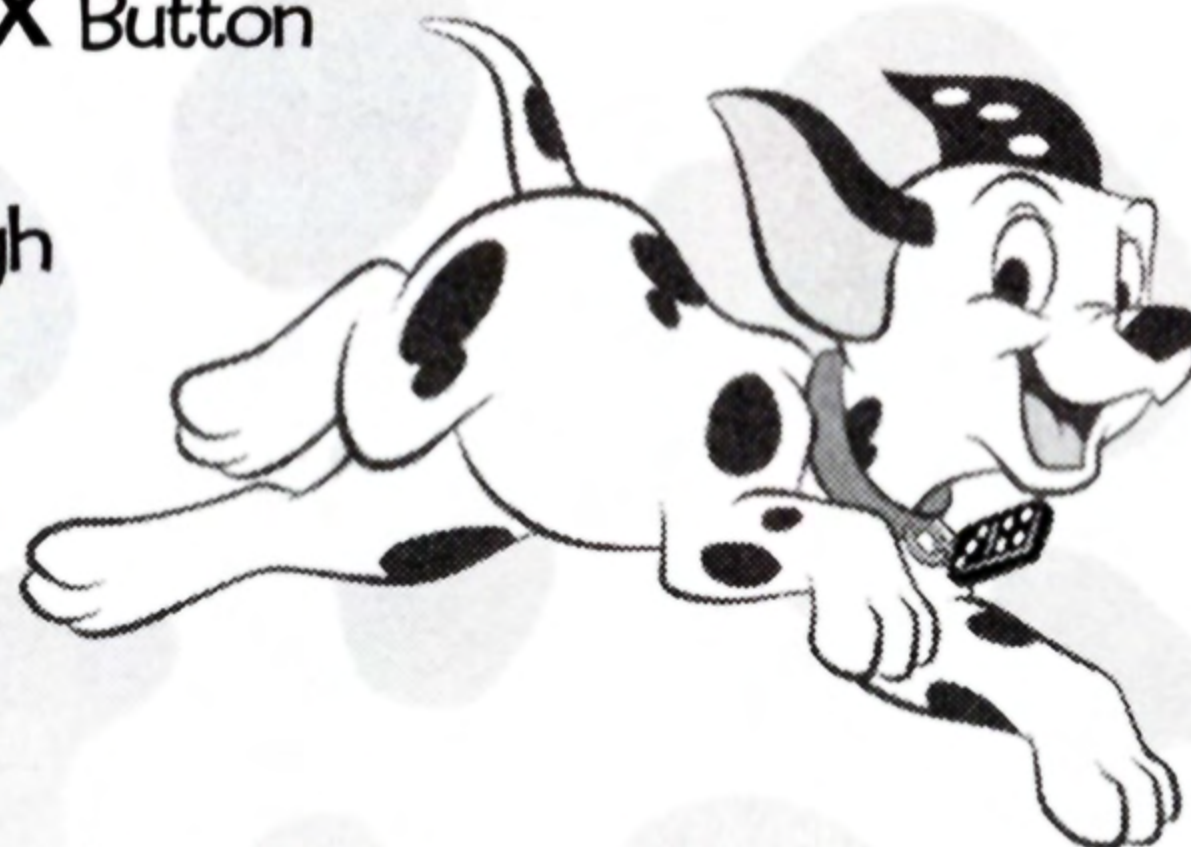
Note: The head's-up display also appears for a few seconds whenever you increase one of your numbers (Bones/Puppies) or talk to an animal friend. This helps you keep track of your game.

# PUPPY ACTION

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

## RUN

- Use the Directional Buttons/Left Analog Stick 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. Hold down the button to jump higher.
- 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.

## SNIFF

- 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/Left Analog Stick 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 favor, do your best to help out. You'll always be rewarded.

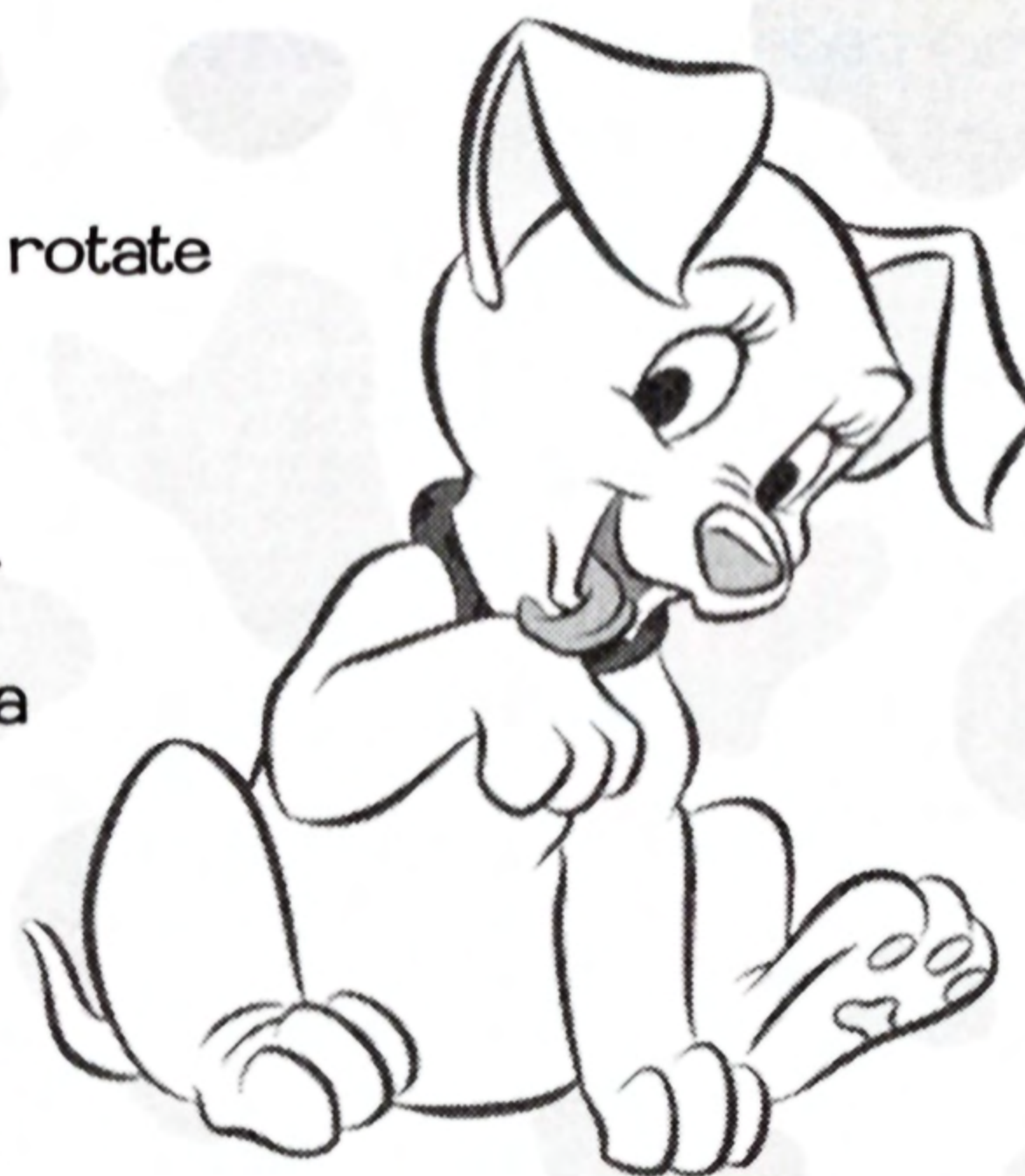
## SPECIAL ACTIONS

- 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 are the cameraman! 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.**

## TRIES

Collecting a Puppy Head restores one Try (adds one to the number) in your Puppy Paw.



## 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 mazes.

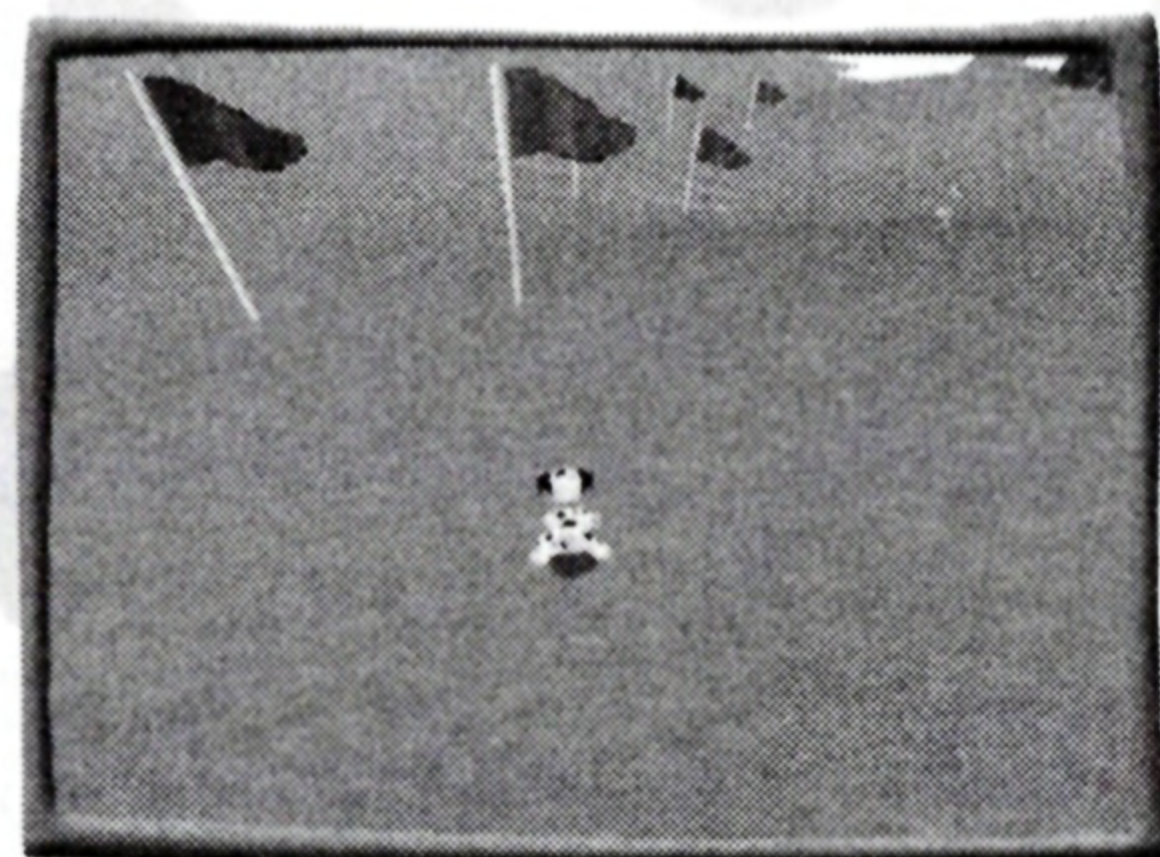


## PUZZLES

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.



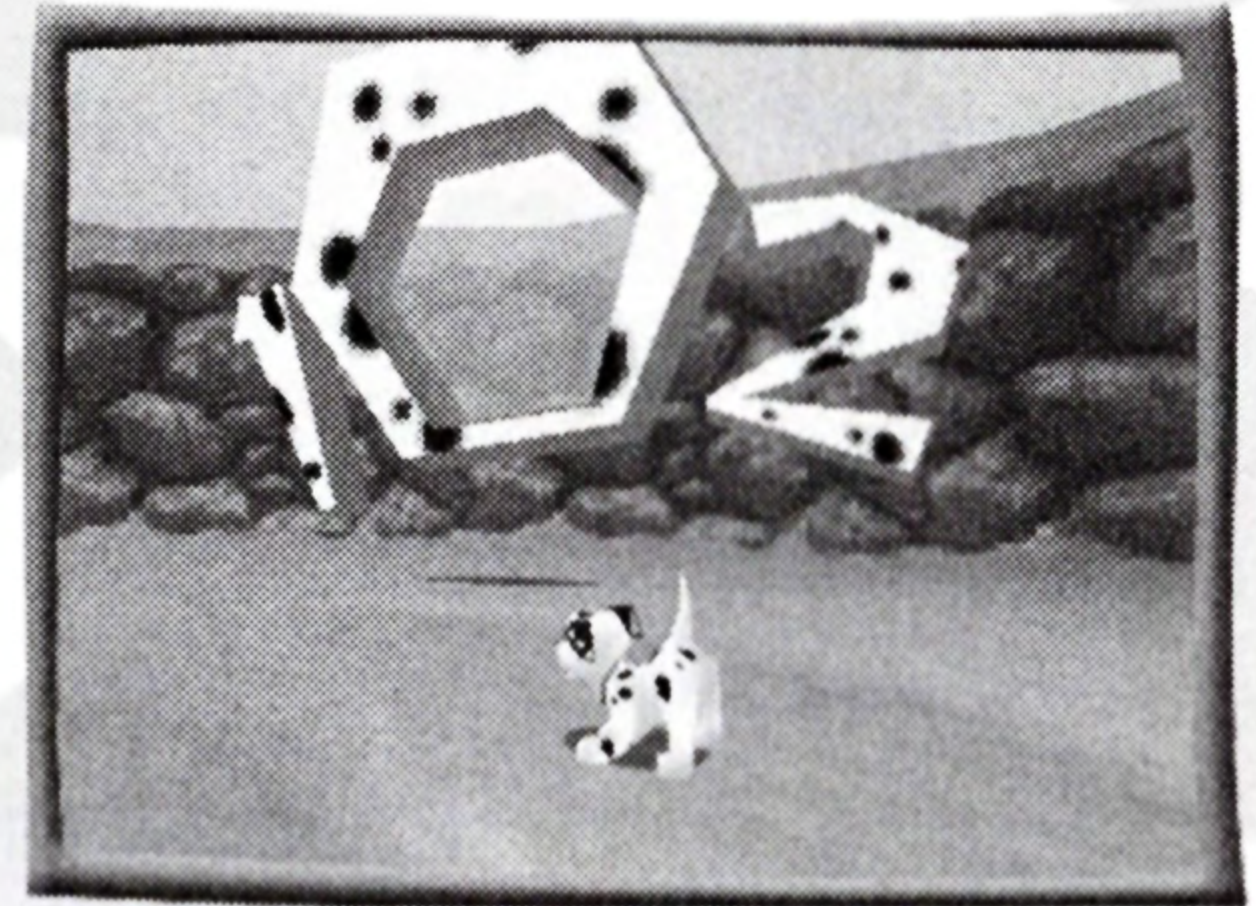
## COLLECTING STICKERS

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 9), 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.

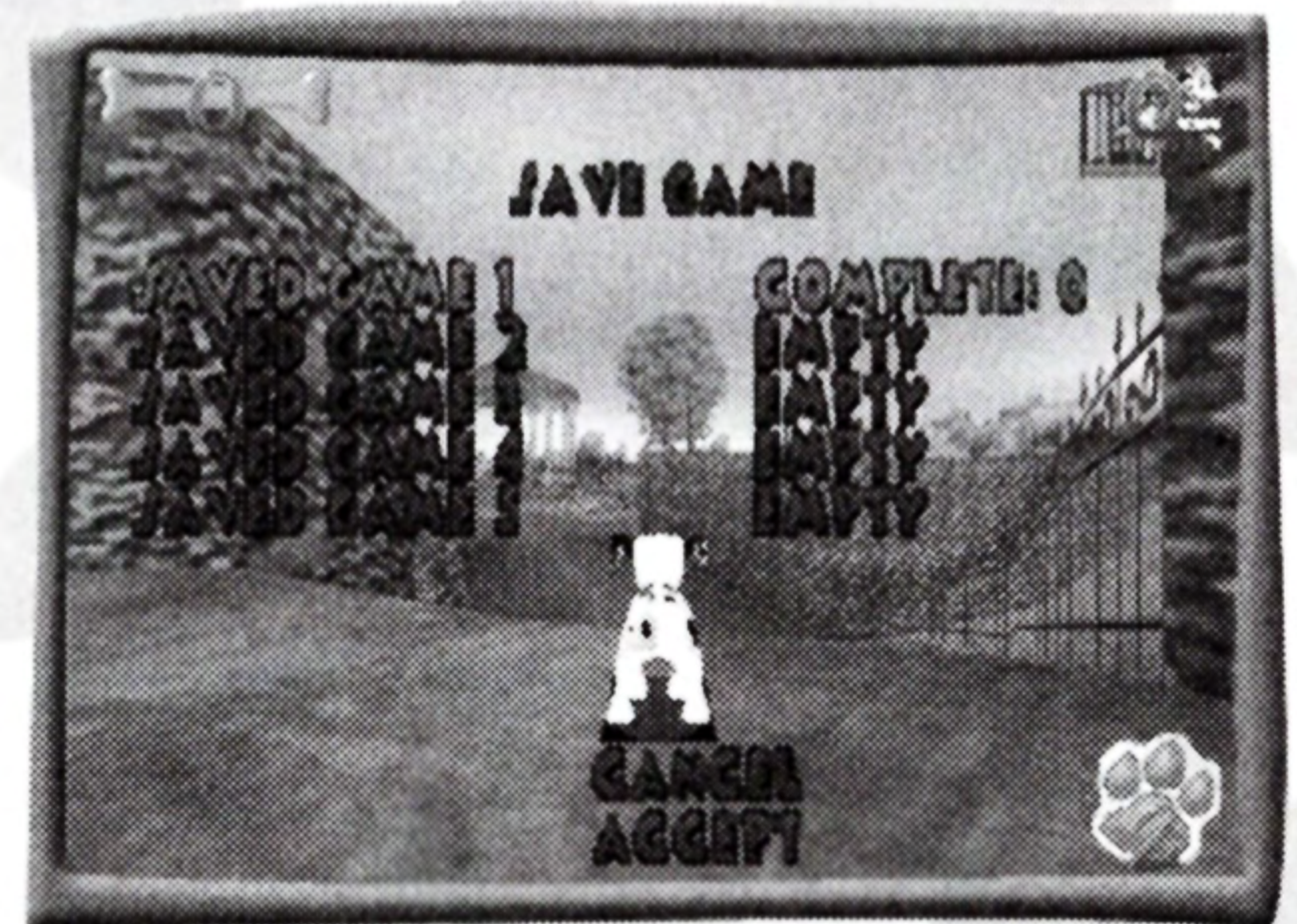
When you leave a level, you'll also be able to save your game. (See below.)



# SAVING

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

- To save your progress at a Waddlesworth checkpoint, press the ● Button and answer "Yes" to the prompts (▲ then X Button). Additionally, when you get close to a Waddlesworth checkpoint, your place in the level is saved. If you lose a Try before reaching the end of the level, you will restart at the last checkpoint you activated.
- To save your progress 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/Left Analog Stick ▼ and press the X Button to answer "No."
- To save from the Paws screen, select EXIT LEVEL (▼ then X Button). (If you're pausing from the Navigation screen, select EXIT GAME.) Answer "Yes" to the prompts (▲ then X Button). On the Save screen, select a slot (▲/▼ then X Button) to finish 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! Your 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!



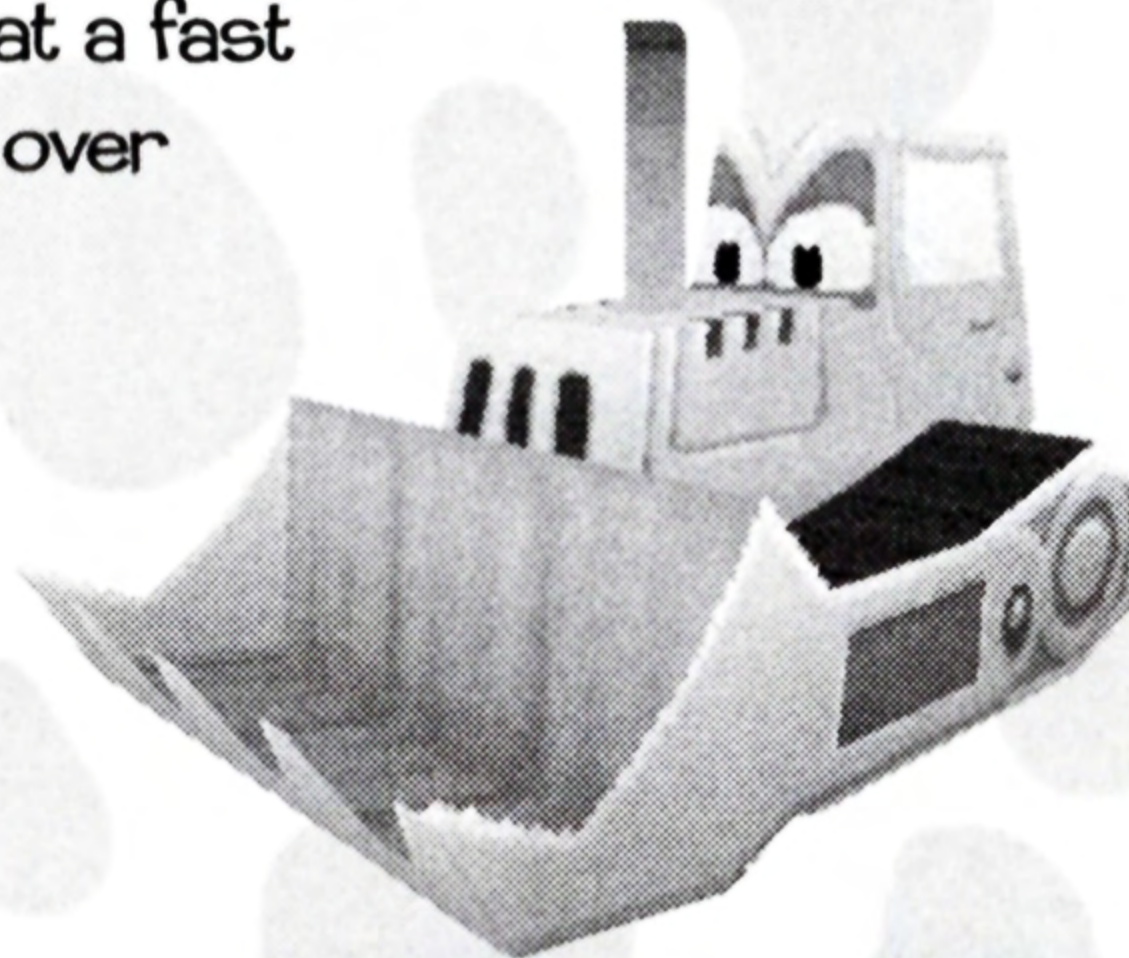
## **TOY SOLDIER**

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 favorite 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"!



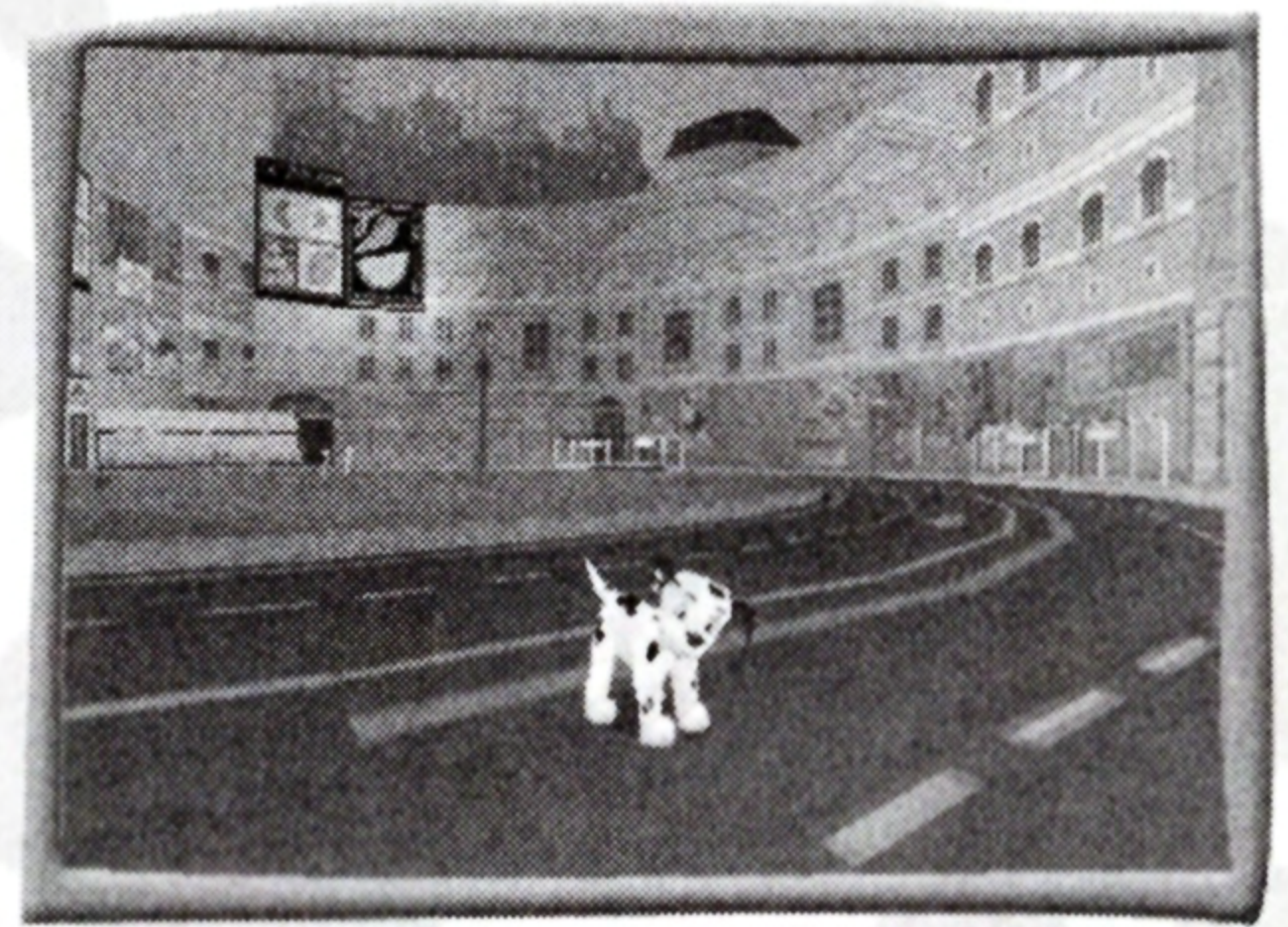
## TOY STORE

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



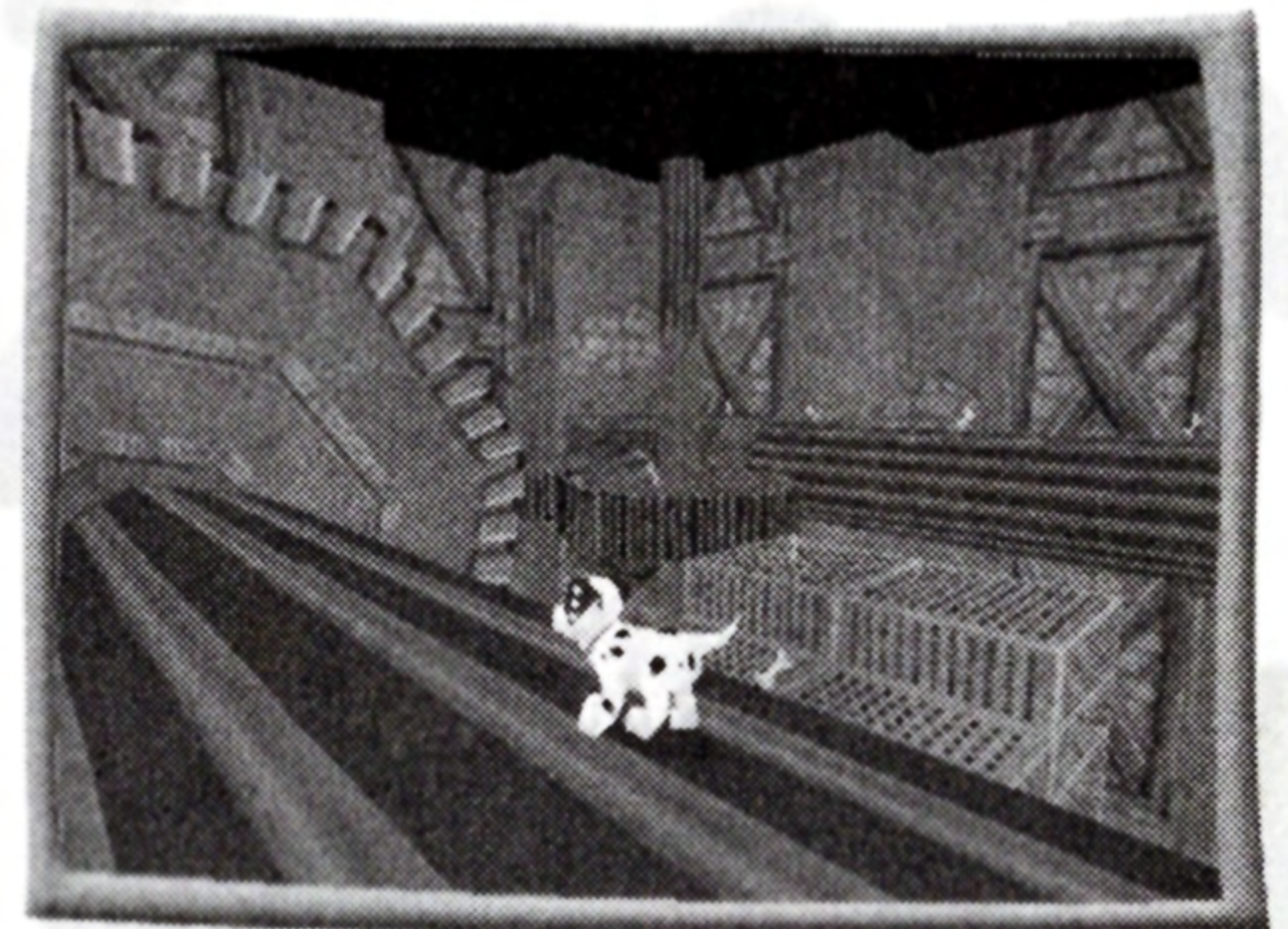
## PICCADILLY

- 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. While crossing them, be careful they don't spin too far over or your Puppy will fall off.
- For the highest bounce, jump off moving pistons and counterweights when they're going UP.
- Follow the pointing signs to stay on track.



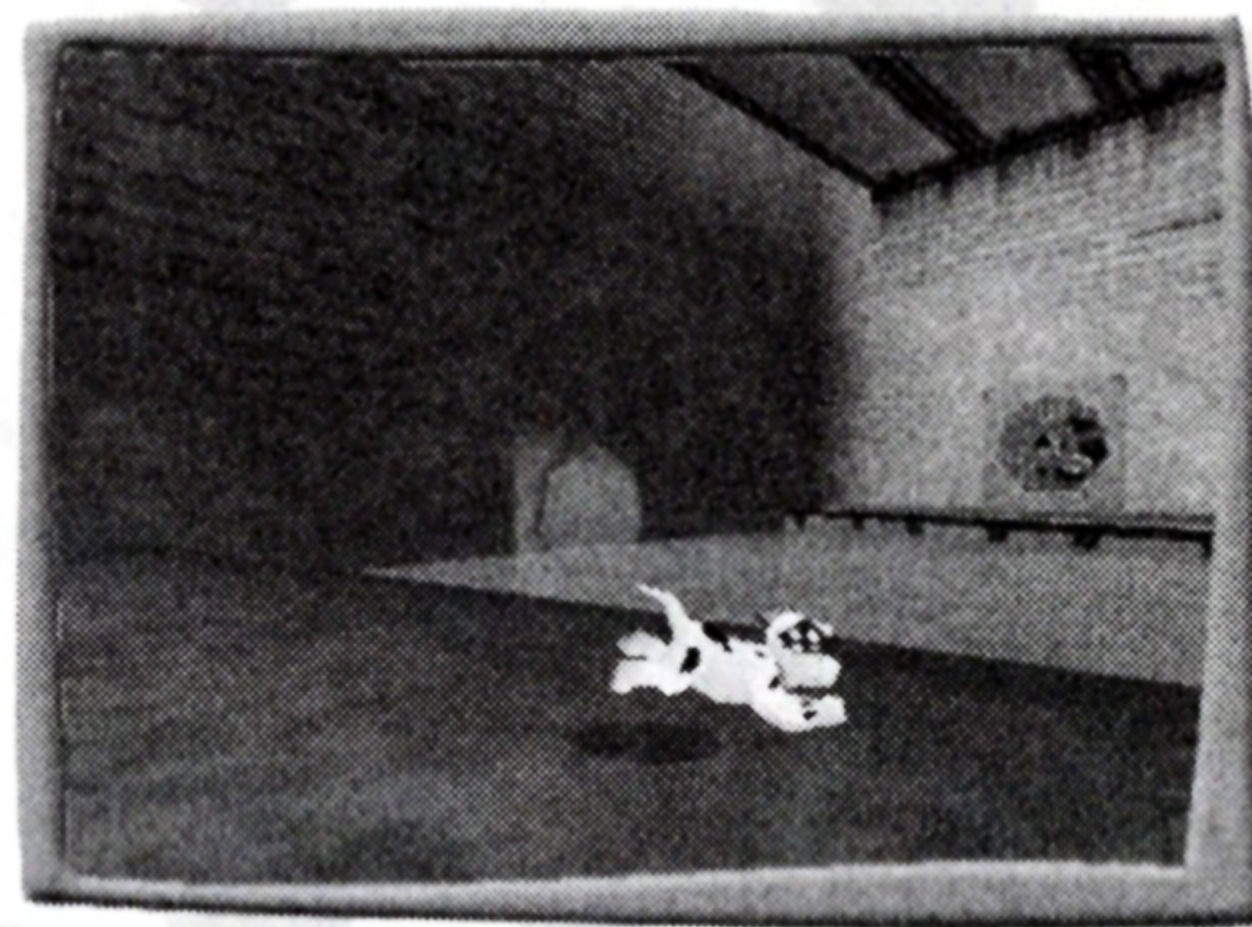
## ROYAL MUSEUM

- 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.



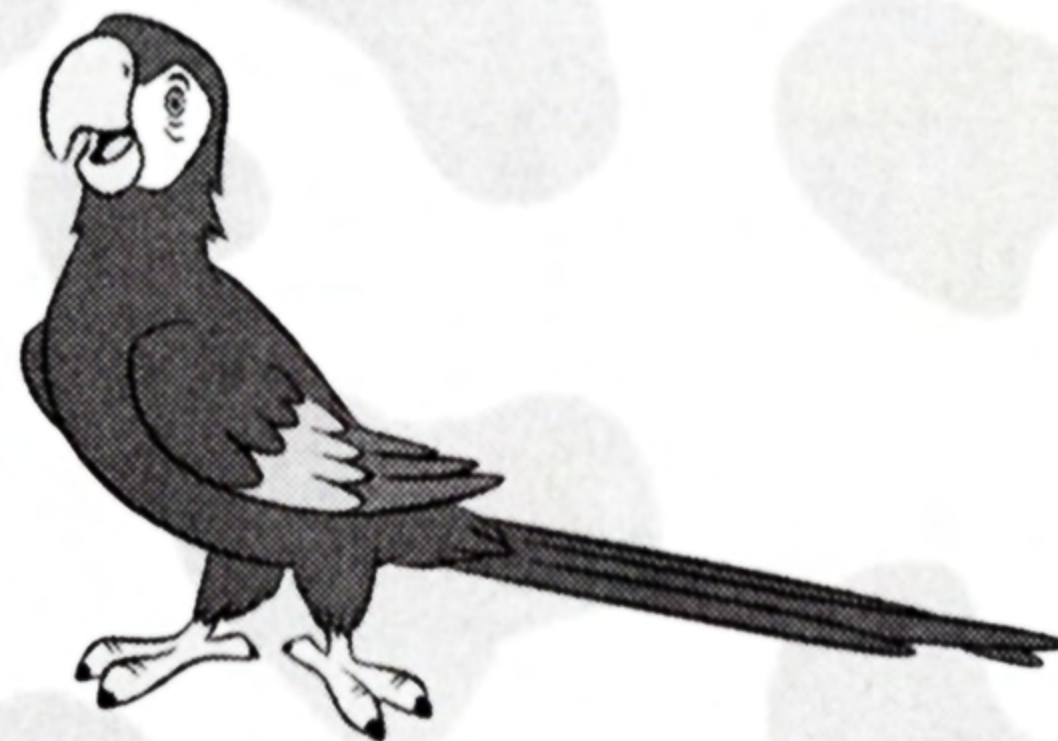
## THE UNDERGROUND

- 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

### Lead Designer

### Lead Artists

### Senior Designer

### Designers

### Cut-scene Scriptor/Designer Artists

### Animators

### Music & Sound Effects

### Voice-Over Editing

### Prickly Pear

### Game Font

### Producer

### Executive Producer

### Test Manager

### Lead Tester

### Assistant Leads

Fred Ford

Ken Ford

Paul Reiche III

Terry Falls

Steve Kongsle

Tobey Schadt

Gerald Azenaro

Adi Taylor

Jon Guilford

Leon Cannon

Maj Cole

Gary Ellington

Mike Khoury

Brian Newlin

Tom Tobey

Burke Trieschmann

Greg Shaw

Adrian Longpans

Amy Bond

Martin McDonald

Alex Ness

Sam Player

Billy Mitchell

Mark Medeiros

Chris Bruno

Benny Ventura

David Rhea

## Testers

## Special Thanks

Paul Cazarez

Tony Chan

Jeff Johnsrude

Mike Peaslee

Andre Rodriguez

Jacob Rohrer

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

Richard Lemarchand

Adrian Longland

Fred Mack

Balmer Mann

Nanette Miller

Jonathan Miller

Charlotte Osborne

Kristen Park

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Sakuraba!!!!

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Anna Sharpe

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Mark Wallace



## **EIDOS INTERACTIVE**

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Instruction Manual  
Special Thanks

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Hanshaw Ink & Image  
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## **DISNEY INTERACTIVE**

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Assistant Producer  
Director, Production, Consoles  
Senior Artist  
Additional Art  
Director, Marketing  
Assistant Manager,  
Marketing Services  
Localization Manager,  
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Production Supervisor,  
Localization  
Associate Producer,  
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Keith Hargrove  
Dan Winters  
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Jason Chayes  
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Nina Harju  
  
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Kate Farmer  
  
Ticket Carson

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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  
Kevin Lima  
The Disney Interactive  
Console Game Group

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