PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

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Disney's STORY STUDIO

Create and Play in an Interactive Adventure

Disney's MULAN



Disney INTERACTIVE

NewKidCo™

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.

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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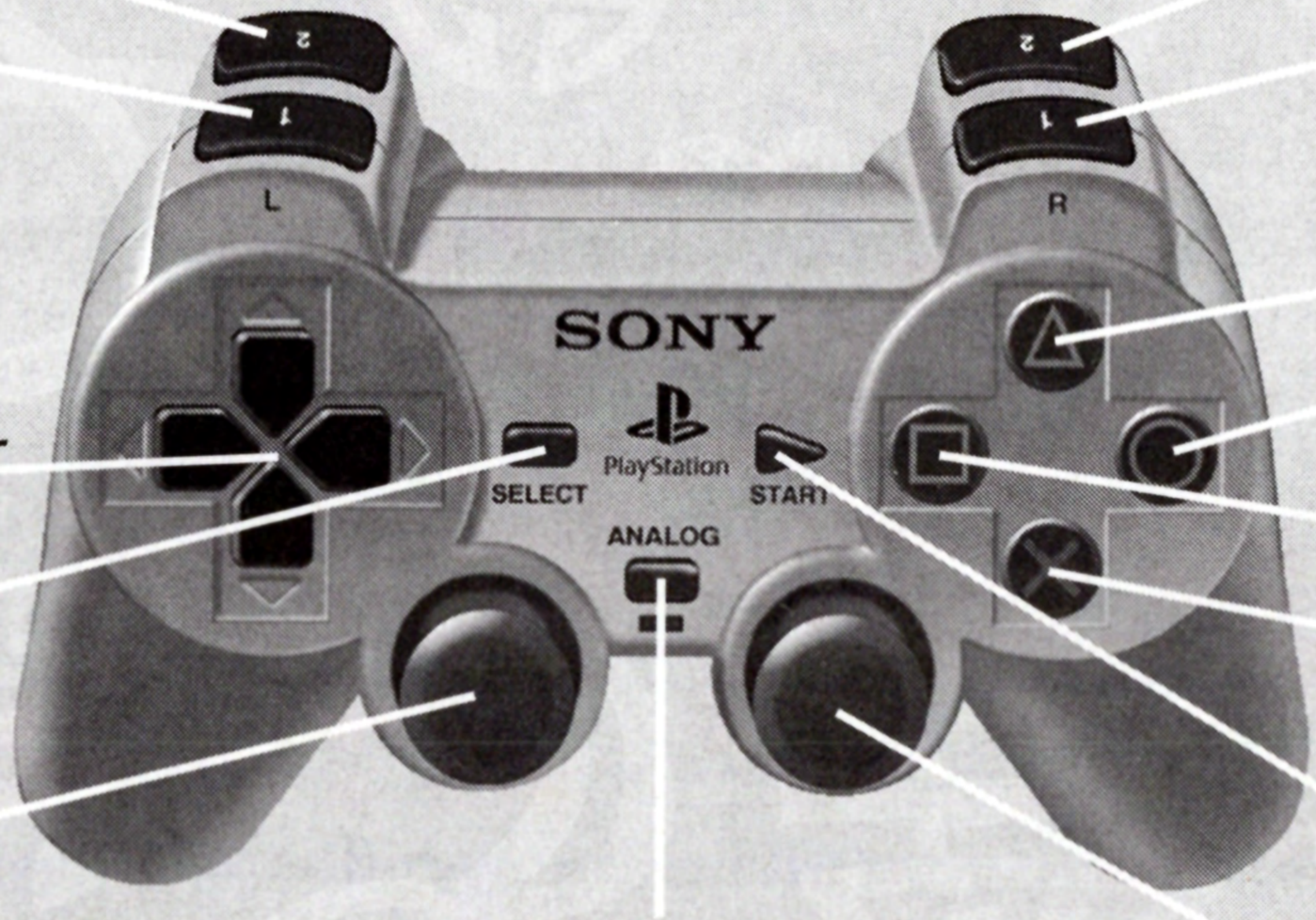


SETTING UP

Set up your PlayStation® game console according to the instructions in the Instructional Manual. Insert the Disney's Story Studio, Mulan disc and close the disc cover. Turn the PlayStation® game console ON with the POWER BUTTON. It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is turned on. Make sure there are enough free blocks on your MEMORY CARD before commencing play. Disney's Story Studio, Mulan supports MEMORY CARDS in MEMORY CARD SLOT 1 only.



CONTROLLER SET UP



DIRECTIONAL BUTTONS: move the Yin-Yang cursor

✕ BUTTON: confirm or click (see NOTE 2 on page 6)

△ BUTTON: skip animation, narration or sound

START BUTTON: access the In-Game Pause Menu

NOTE 1: If you are using an Analog Controller (DUAL SHOCK™), Disney's Story Studio, Mulan can be played using the DIRECTIONAL BUTTONS or the LEFT ANALOG STICK. When using the LEFT ANALOG STICK, ensure the LED lights up red (press the Analog Button).

NOTE 2: Throughout this manual the term "click and drag" will be used. To click on an object, press the X BUTTON. To drag that same object across the screen, use the DIRECTIONAL BUTTONS or the LEFT ANALOG STICK. To then release that object, press the X BUTTON once again. Congratulations - you now know how to click and drag!

MULAN'S JOURNEY

Live the magic of Disney's Mulan through this exciting journey with Mulan, her wise-cracking side-kick Mushu, and all your favorite characters from the film.

This high-spirited adventure will take you to Mulan's House, the Tung Shao Pass, the Imperial City, and more, to discover the magical scrolls that will earn you the title of Imperial Storymaker. Interact with the characters, play challenging games and activities, and design your own story books. It's the amazing story of Mulan and so much more!

SIGNING IN

At the opening of the story, Mushu will ask you to type in your name. Use the DIRECTIONAL BUTTONS to position the Yin-Yang cursor over a letter of the alphabet. Then press the X BUTTON to confirm your selection. Now highlight GO and press the X BUTTON to be taken to the game introduction and the Village. To access the MEMORY CARD Menu, press the START BUTTON or use the DIRECTIONAL BUTTONS to move the Yin-Yang cursor over the gong in the lower-right corner. In the MEMORY CARD Menu you save your data or continue without saving.

NOTE: Once you've saved your data to the MEMORY CARD, your name will automatically appear on the signing-in screen and can be selected each time you play.



NAVIGATION COMMANDS



The Yin-Yang symbol is your cursor. Use the DIRECTIONAL BUTTONS to move the Yin-Yang cursor around the screen. It will turn red when it is over something fun to click. Some items have different sounds and animations when you click a second or a third time.



When you've uncovered a navigational hot spot, a directional arrow will appear showing you the way to a new location. The Yin-Yang cursor becomes an arrow when you move it over the navigational hot spot. Press the X BUTTON if you wish to leave your current screen and travel to the new location. If you do not wish to leave your current screen, simply use the DIRECTIONAL BUTTONS to move the Yin-Yang cursor away from the arrow.



The Yin-Yang cursor will transform into an open hand when it is over a movable object. Listen for suggestions from the characters in the story, then press the X BUTTON once and move the object to a new place on the screen using the DIRECTIONAL BUTTONS. Press the X BUTTON again to release the object.

HOW TO PLAY

This is Mulan, and she needs your help.



Collect all five magical scrolls (one in each story screen) and replace their lost magic as you journey through Mulan's amazing adventure. Discover the world of ancient China as you go.



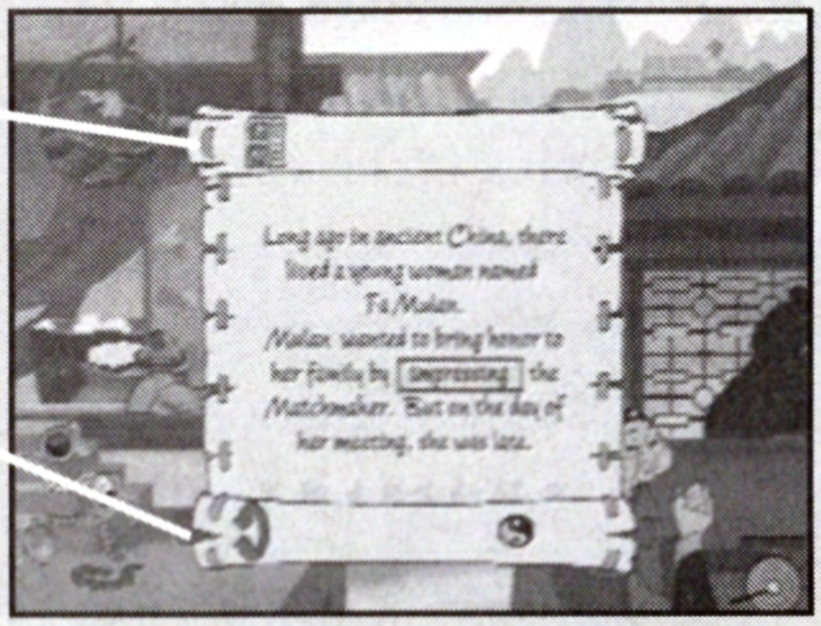
Look for clues and suggestions from Mushu - your trustworthy guide - on how to move the story along to all the wonderful places in Mulan's world.

Once you find a magic scroll, click on it to reveal a narrated passage that will unfold the story of Mulan's great adventure.

To begin the story in sequence, start with the Village, then proceed to Mulan's House, the Army Camp, Tung Shao Pass, and finally, the Imperial City. Just move the Yin-Yang cursor over the area you'd like to visit first, then press the X BUTTON to be whisked away into ancient China.

Click the top left portion of the scroll to hear the passage read again.

Click on the red arrow in the bottom left portion of the scroll to close the scroll.



Dictionary
Click on the magic word in blue to watch that word come to life.

Thesaurus
Click on the words in a box to reveal different words that mean the same thing.

You can travel to any location in the story from the Great Wall. Any time you want to return to the Great Wall, just position the Yin-Yang cursor on the gong in the bottom right of the screen and press the X BUTTON or alternatively, press the START BUTTON. The In-Game Pause Menu will appear as displayed below:



Highlight one of the three gongs and press the X BUTTON to confirm.

RESET
Begin the current activity again.

GREAT WALL
Takes you back to The Great Wall.

SAVE AND QUIT
Saves your current progress to the MEMORY CARD and sends you to the credit sequence and then to the main title screen. At any time during the credit sequence, you may press the △ BUTTON to return to the main title screen.

QUIT
When there is no MEMORY CARD in the MEMORY CARD slot, this gong will appear in place of the "SAVE AND QUIT" gong described above, allowing you to quit the game without saving. Press the X BUTTON to return to the main title screen.

To reposition the game screen, press the SELECT BUTTON then use the DIRECTIONAL BUTTONS to adjust the game screen.

Within each story screen, you'll find lots of games and activities that will help you find the hidden scrolls, replace their magic and have a great time while you're at it. Make sure you solve all the puzzles on each page before moving forward in the story.

GAMES AND ACTIVITIES

Each of these games and activities is designed to let you interact with the story. There are four levels for many of the games so you can increase your level as your skill increases. In many activities, you can play with a character from the Mulan story. In Mahjong you can play against a character from the story or a friend.

The Village

Help Grandma Fa gather good luck charms for Mulan. Listen to her requests carefully, then click and drag the items over to her. Grandma changes her mind often, so each time you return, she may ask for different items.



The Dressmaker

You get to put together the perfect outfit for Mulan as she prepares to meet the matchmaker. Choose from dozens of hats, shoes, accessories and dazzling dresses. Mix and match them to design your very own outfit. Don't forget to pick out something nice for Mushu too. We don't want him to feel left out!

Click the arrows next to the clothes or accessories to scroll through all your options. When you've found the perfect item for your ensemble, just click and drag it over to Mulan.



Click again to place the item on Mulan. Make sure you view them all before you choose!

If you change your mind, just click and drag the item away from Mulan, then click on a new item and drag it over to Mulan. Click again to place the item.

Mulan's House

Before Mulan can leave for battle, you must solve the puzzle lock on the armor cabinet so she can get her father's armor. Click on the squares on the front of the cabinet until you reveal one of twelve animals of the Chinese Zodiac.



Hint: Click each square until the backgrounds are all the same color to reveal a zodiac animal.

Next you can help Mulan pack her bags with useful items for her trip by clicking on them and placing them in her saddlebag. Watch out though, Little Brother, her dog, thinks he is helping by replacing useful things with doggy toys! You'll have to remove his things and replace them with the essentials like fatigues, a comb, a small knife, a quilt and a canteen. You can use a small, orange ball to distract Little Brother if you need to.

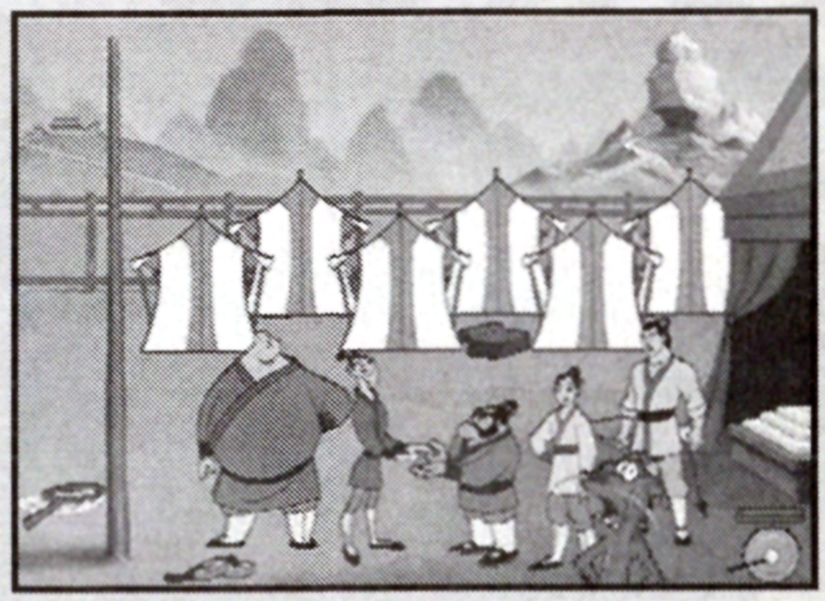
The Temple/Wake Up the Ancestors

Mushu needs your help to wake up the ancestors! In this game of logic and memory, you must click on the gongs with the mallet (hanging on the wall on the left side of the screen) to figure out which gongs put the ancestors to sleep and which ones wake them up. Choose from levels 1 to 4.



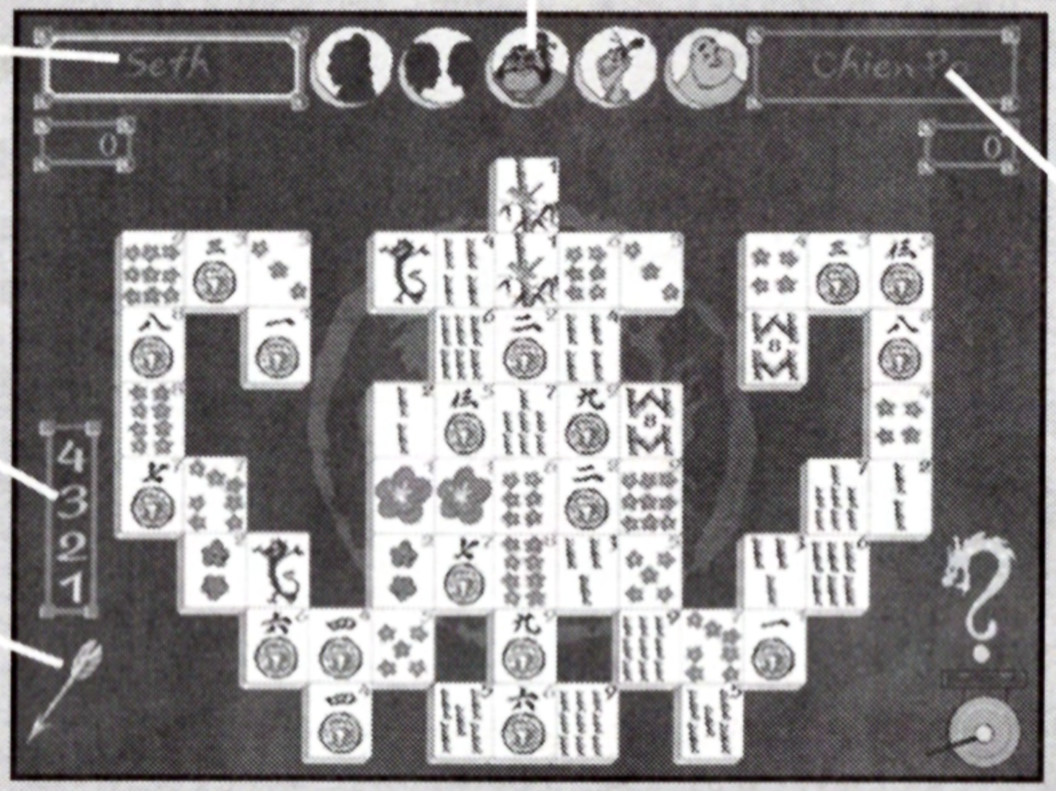
The goal is to wake them all up so you'll have to remember the correct sequence of gongs.

The Army Camp



As the story builds, you can help Mulan retrieve all her missing items from the other soldiers. Click on a tent and a soldier will reveal an item and tell you what he'll trade for it. You must pick up that item from a different tent to trade with him. Continue until you've retrieved the missing items and returned them to her saddlebag.

Mulan can really show her stuff in meeting Captain Shang's challenge with your help. Just click on Captain Shang and he'll issue his challenge. Then click on Mulan and she'll attempt to climb the pole. If she doesn't get it the first try, keep trying, you can help her!



Mahjong

Mahjong is a game of strategy for you to play if you're up for a real challenge. You can play this tile matching game in solitaire mode, with a friend, or with Yao, Ling or Chien-Po.

Try to clear the board by matching all the pairs of tiles. Just click on two tiles that match to watch them disappear. You must choose tiles that are "free" or that do not have other tiles on top of them and that are "free" on the left or right side.

Look for the tiles that will increase your score fast! Numbers 1-9 are worth their face value.

Animals = 10
Dragons = 12
Seasons = 15
Flowers = 15

You can ask Mushu for clues if you get stumped.

NOTE: If you play Mahjong with a friend, you must share the controller and take turns.

The Tung Shao Pass

In this thrilling story screen, you can have a snowball fight with Mulan and the soldiers as they march off to battle. Just click on the snowballs, drag them over to your target and POW!

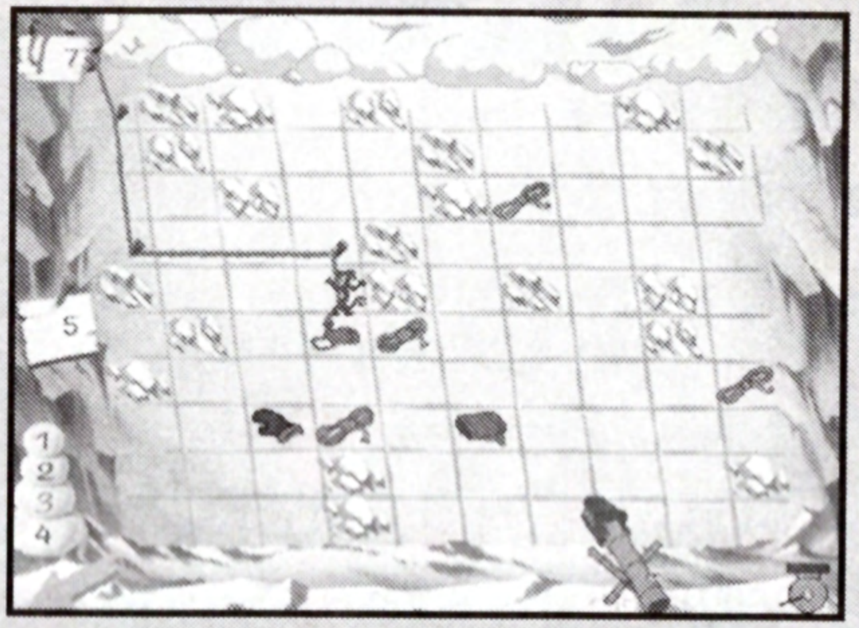


Click on the wagon to reveal a cannon that will help you defeat the nasty Hun archers.

Click again and again for an explosive surprise that helps Mulan start an avalanche and save the day!

Avalanche!

In this game of strategy, you must help Mushu climb down the snowy rock-face, as you pick up the valuable supplies you'll need to finish the trip.



The goal is to pick up all of the supplies without running out of rope and stakes, and fire the cannon located at the bottom right of the screen.

You can move Mushu up, down and to the side, one square at a time, using the DIRECTIONAL BUTTONS. Press the X BUTTON to confirm Mushu's daring moves.

At the top left corner of the screen, you will see a running tally of the rope you have left. When you pick up rope, your tally will go up. Good luck and be careful. It's slippery out there!

The Imperial City

Help Mulan rescue the Emperor by throwing watermelons at the Huns! Just use the DIRECTIONAL BUTTONS to position the Yin-Yang cursor over the barrow of watermelons. Then press the X BUTTON to pick one up. Now use the DIRECTIONAL BUTTONS again to position the watermelon over a nasty looking Hun. Press the X BUTTON once more to launch the watermelon!

When Mulan and Mushu rescue the Emperor and save China from the Huns, there's a celebration in order.

You can participate in the festivities by lighting lanterns, playing drums and setting off fireworks!

The Imperial Storymaker

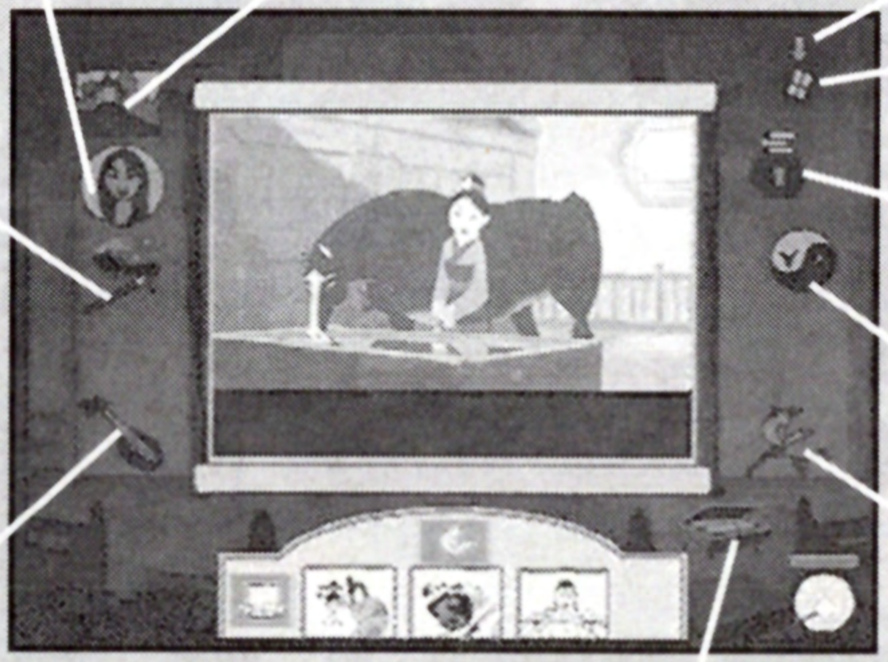
When you have collected all five scrolls and have restored their magic, deliver them to the Emperor in the Imperial Palace. With many thanks, he'll crown you Imperial Storymaker! Now you can make your own story scrolls.

Click here to scroll through the sticker choices.

Click here to scroll through the background choices. Once you find the one you want, click on it to place it on the scroll page.

Click here to begin a new scroll.

Click on the paint-brush to reveal the paint function. Add color by clicking on a color block, then clicking on a space in your picture. You can change the color by just choosing another color and re-selecting the space in your picture.



Save your work by clicking here.

Open any of your saved files by clicking here.

Undo your last command by clicking here.

Click here for Sing-Along fun.

Click here to select some music.

Click on this chest for story suggestions from Mushu.

This creative activity has endless possibilities, as you paint and design your story pages and cover, add stickers and choose from lots of different backgrounds to color.

Hint: Click the rug on the bottom left corner of the screen to be taken back to the Imperial City.

Sing-Alongs

In the Imperial Storymaker activity, you can click the song bird icon in the lower right for the popular Sing-Along feature that will allow you to sing along with your friends from the story, or sing by yourself, karaoke style!

IMPERIAL STORY MAKER MENU

To save a story in the Imperial Storymaker activity, position the Yin-Yang cursor over the save icon in the top right corner of the screen. Then press the X BUTTON. The scroll in the center of the screen will show the available slots. If the word "EMPTY" is displayed, you will be able to save your story immediately to that slot. Position the Yin-Yang cursor over the word EMPTY and press the X BUTTON. The storyboard will be immediately saved.

Alternatively you can overwrite old stories by positioning the Yin-Yang cursor over the old storyboard. Just press X BUTTON and the new story will be automatically saved over the old one.

Now you can return to your favorite stories time and again. Mulan will never be far away.

CREDITS

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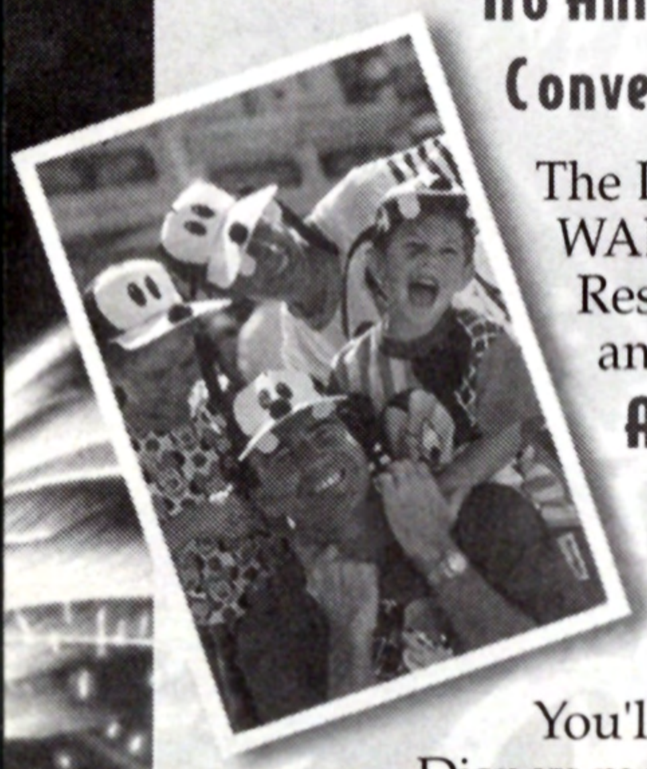





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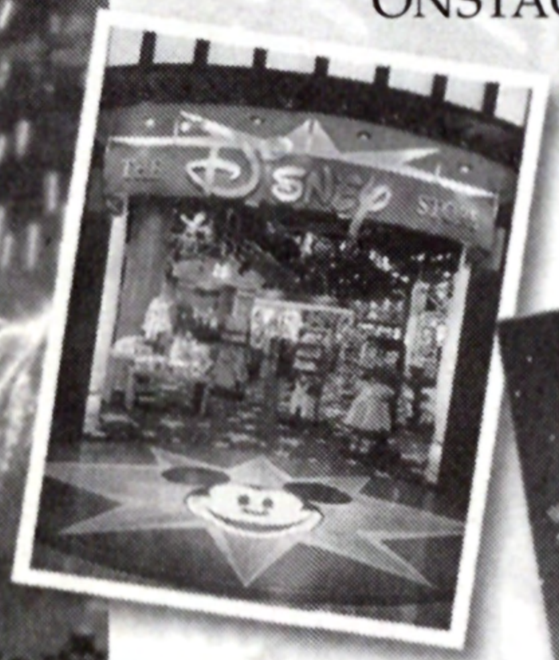
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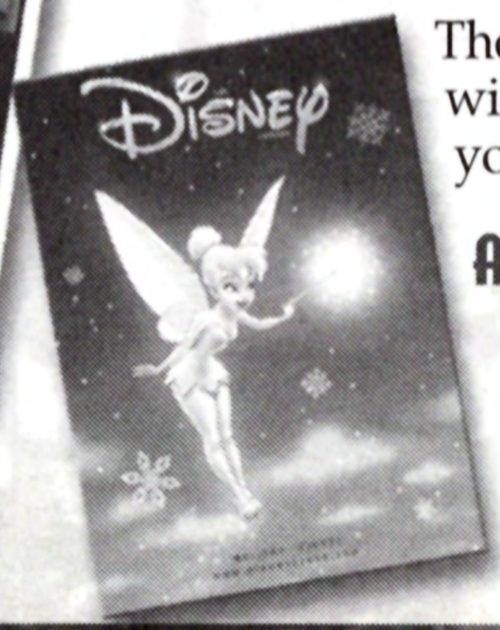


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The Tung Shao Pass

Avalanche!

The Imperial City

Mahjong

The Imperial Storymaker

The Village

The Army Camp

The Temple

The Dressmaker

Mulan's House

Disney Interactive

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