PlayStation

NTSC U/C

PlayStation

Disney's The Little Mermaid II

EVERYONE

E

CONTENT RATED BY ESRB

SLUS-01286
01286

Disney Interactive

THQ

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.

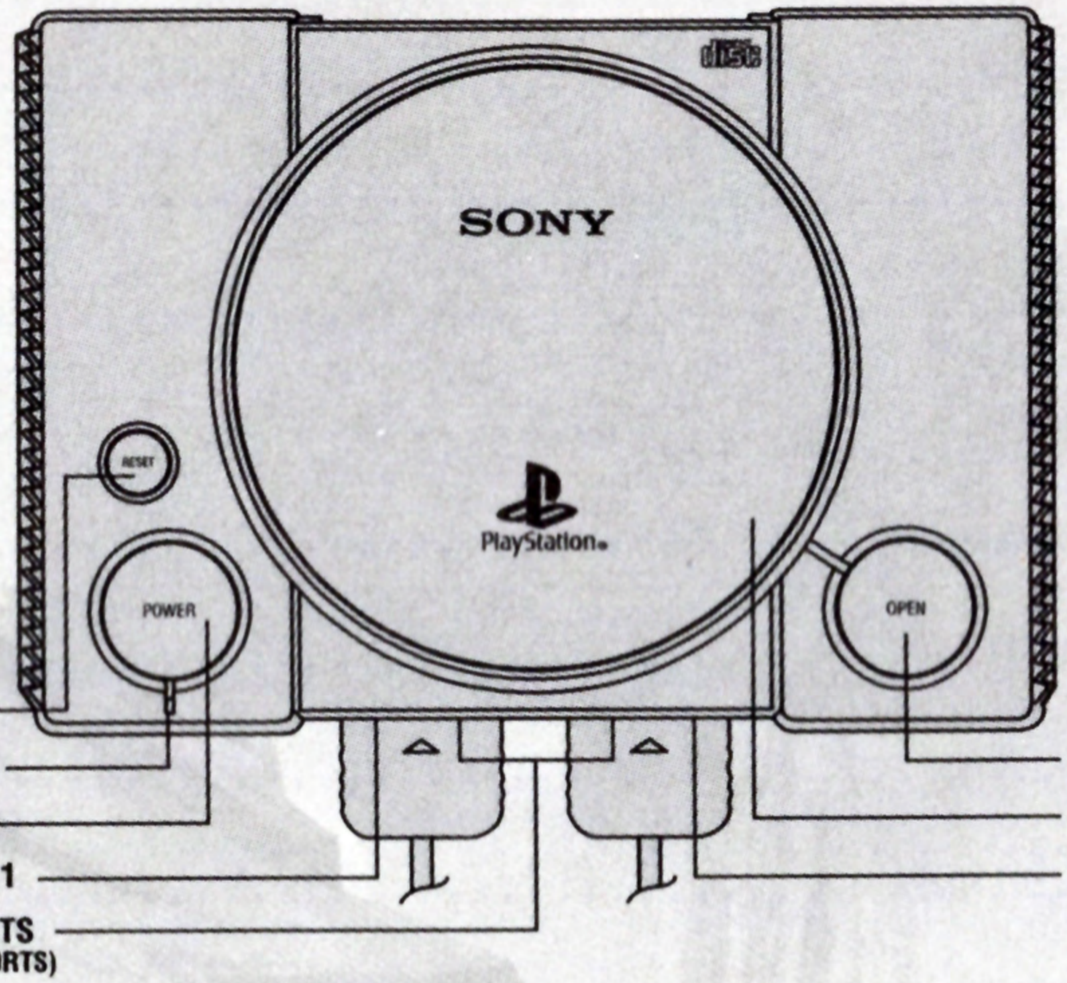
USE OF UNOFFICIAL PRODUCT:
The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

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.

CONTENTS

Getting Started 2
Controls 3
Scuttle's Island 4
Treasure Trove 5
Saving and Loading Games 8
Options Screen 9
The Story 10
Playing the Game 11
Bonus Games 12
Controlling Ariel and Melody 14
Controlling Melody (as a Human) 15
Game Screen Items 16
The Levels 17
Credits 22
Limited Warranty 25

GETTING STARTED

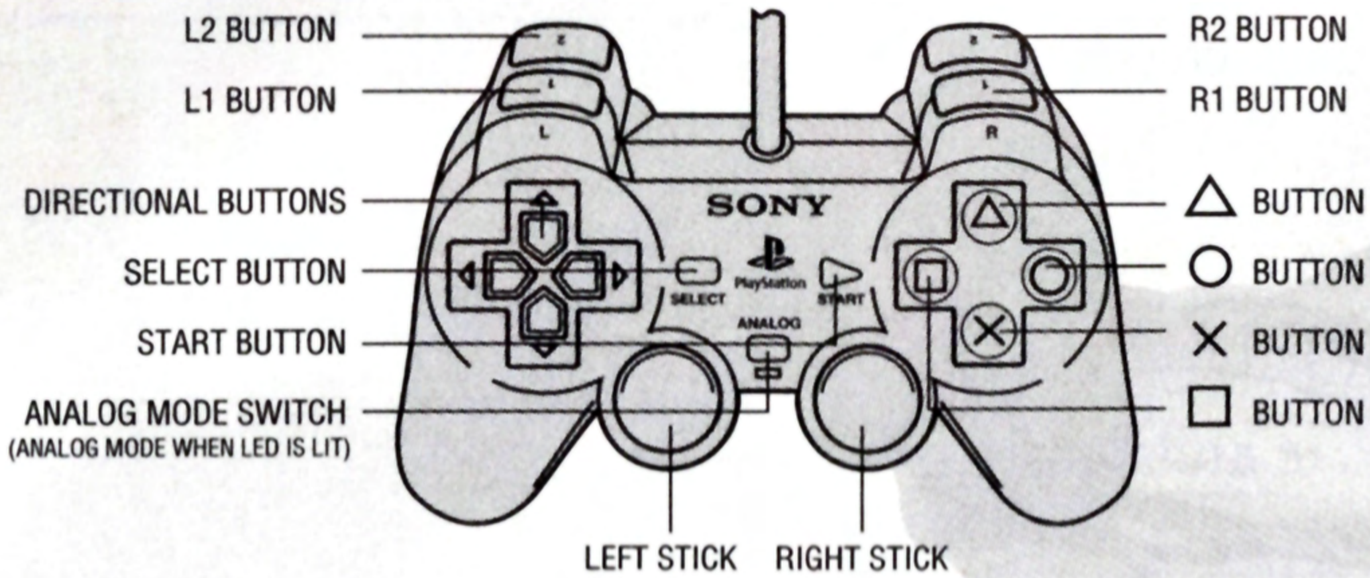


Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *Disney's The Little Mermaid II* disc and close the disc cover. Insert one game controller and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

MEMORY CARDS

To save game settings and progress, insert a MEMORY CARD into MEMORY CARD slot 1 of the PlayStation® game console before starting play. You can load your saved games from the same card, or from any MEMORY CARD containing previously saved *Disney's The Little Mermaid II* games. To read about how to save and load games, turn to page 8.

CONTROLS



NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined below.

MENU CONTROLS	ACTION
Directional Button/Left Analog Stick	Choose selection
X Button	Confirm selection
▲ Button	Return to previous menu

GAME CONTROLS	ACTION
START Button	Start game/Pause
Directional Button/Left Analog Stick	Control Ariel's and Melody's moves
X Button	Tail Flick
	Spinning Attack (with Speed Boost)
● Button	Speed Boost
■ Button	Talk to Flounder
▲ Button	Loop
	Wave Attack (when still)
L1 Button	Show Pearls and Coins collected

SCUTTLE'S ISLAND

After the short introduction sequence, you will be presented with the Main Menu - Scuttles Island. From here, you can save or load a game, select a specific level (if available), start a new game and configure some of the options.

Use the Directional Buttons or Left Analog Stick to move Scuttle to the option you want to choose. As Scuttle moves between items, a small box below him details the currently highlighted option. Since Scuttle is a very thoughtful seagull, he has added small arrows showing which way to press the Directional Buttons or Left Analog Stick to move him to the next option. Once an option is highlighted press the X Button to select it!

The menu options available are described on the next page.

ANCHOR Start New Game or Continue Previous Game

Choosing this option will either start a new game or continue from the last level you played. The text box details the currently selected level.

SHIP'S WHEEL Treasure Trove Select a Level

Choosing this option will take you to the Treasure Trove Screen.

TREASURE CHEST Load and Save Games

Choosing the treasure chest will take you to the load and save game screen.

SNARFBLATT Options

Select the Snarfblatt to go to the Options screen.

TELESCOPE View Film Clips

When you complete a level, a new movie clip will become available to you. Choosing this option will take you to the movie viewer screen where you can view the unlocked movie clips as many times as you like (so you can laugh maniacally at the Ursula scene over and over again)! To select a movie, press the Directional Buttons or Left Analog Stick UP/DOWN and then press the X Button to view your chosen clip. Press the ▲ Button to return to the Main Menu.

TREASURE TROVE

On each level is a special item to find, such as a Fork, the Trident or a Snarfblatt. When you complete a level, the object will appear on a shelf in the Treasure Trove. By selecting this object in the future, you can now replay that level as often as you like! Remember to save the game, though!

- When the object is silhouetted, it means either Ariel or Melody hasn't collected all five Pearls on that level.
- If the object sparkles, Ariel or Melody has found all the objects on the level, but hasn't collected all the Pearls or Coins!
- A fully colored object means that Ariel or Melody have found and done everything possible on that level.
- The number of Pearls Ariel or Melody has collected on a level is shown beneath each object.

BONUS GAMES

If Ariel or Melody has collected enough Pearls over certain levels (See "Playing the Game" on page 11), a bonus game will open up. These will appear on the bottom shelf. To play a bonus game, highlight the game you want to play and press the X Button. (See "Bonus Games" on page 12 for more details on the games themselves.)

ATLANTICA

There is also a map of Atlantica on the bottom shelf (to the right) which allows you to restart the game, completely emptying the Treasure Trove of any levels completed so far! Be careful - any saved information will be deleted! Simply highlight the map and press the X Button, choosing "Yes" to confirm the action.

SAVING AND LOADING GAMES

Choose this option to save or load a game whenever you are on the Main Menu. You cannot save or load a game while playing the game. It is only possible from the Treasure Chest on Scuttle's island.

SAVE GAME

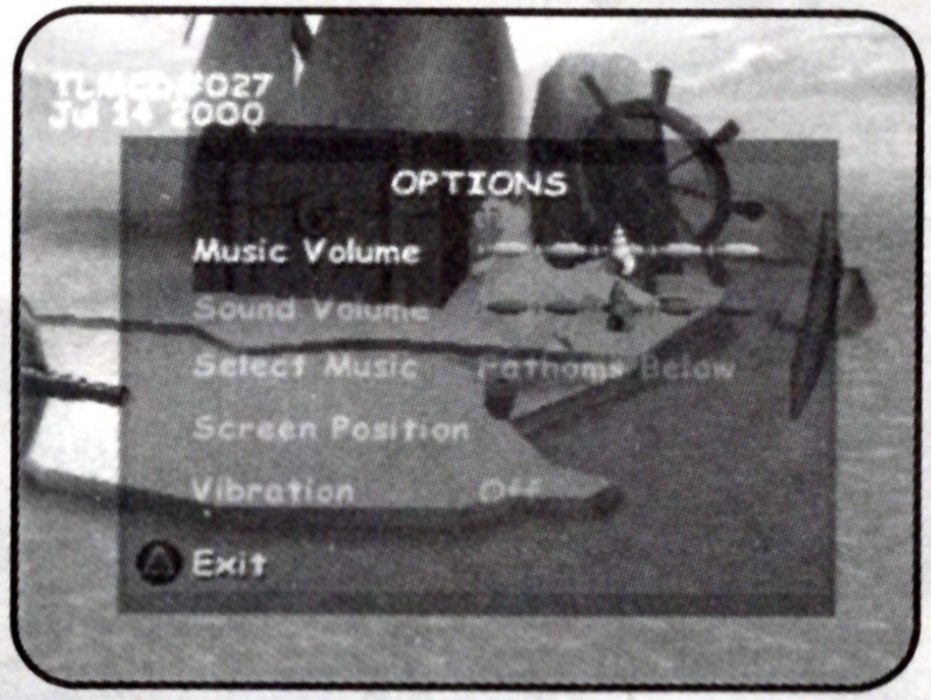
Press the Directional Buttons or Left Analog Stick UP/DOWN to highlight one of the three slots you want to save the game to, then press the X Button. After confirmation, the game will save to that slot. After the game has been successfully saved, a small picture of the level (with a brief description of your progress) will appear in that slot.

LOAD GAME

Loading a game works the same way as saving a game. Press the Directional Buttons or Left Analog Stick UP/DOWN to highlight the saved game you want to load and press the X Button. Once the saved game has been successfully loaded, you will return to the Main Menu. Now select a level to play from the Treasure Trove.

OPTIONS SCREEN

The Options screen allows you to modify several game options, such as the music and sound effects volume, to suit your own personal taste! Use the Directional Buttons or Left Analog Stick UP/DOWN to highlight the option you want to change and follow the on-screen instructions.



PAUSE GAME MENU

Press the START button at any time during the game to bring up the Pause Game Menu.

SOUND

Press the Directional Buttons or Left Analog Stick LEFT/RIGHT to increase or decrease the Music (horn) and Sound Effects (sea dragon) volume.

CONTROLLER

Here, you can set the DUALSHOCK™ analog controller vibration ON or OFF by pressing the Directional Buttons or Left Analog Stick LEFT/RIGHT.

QUIT

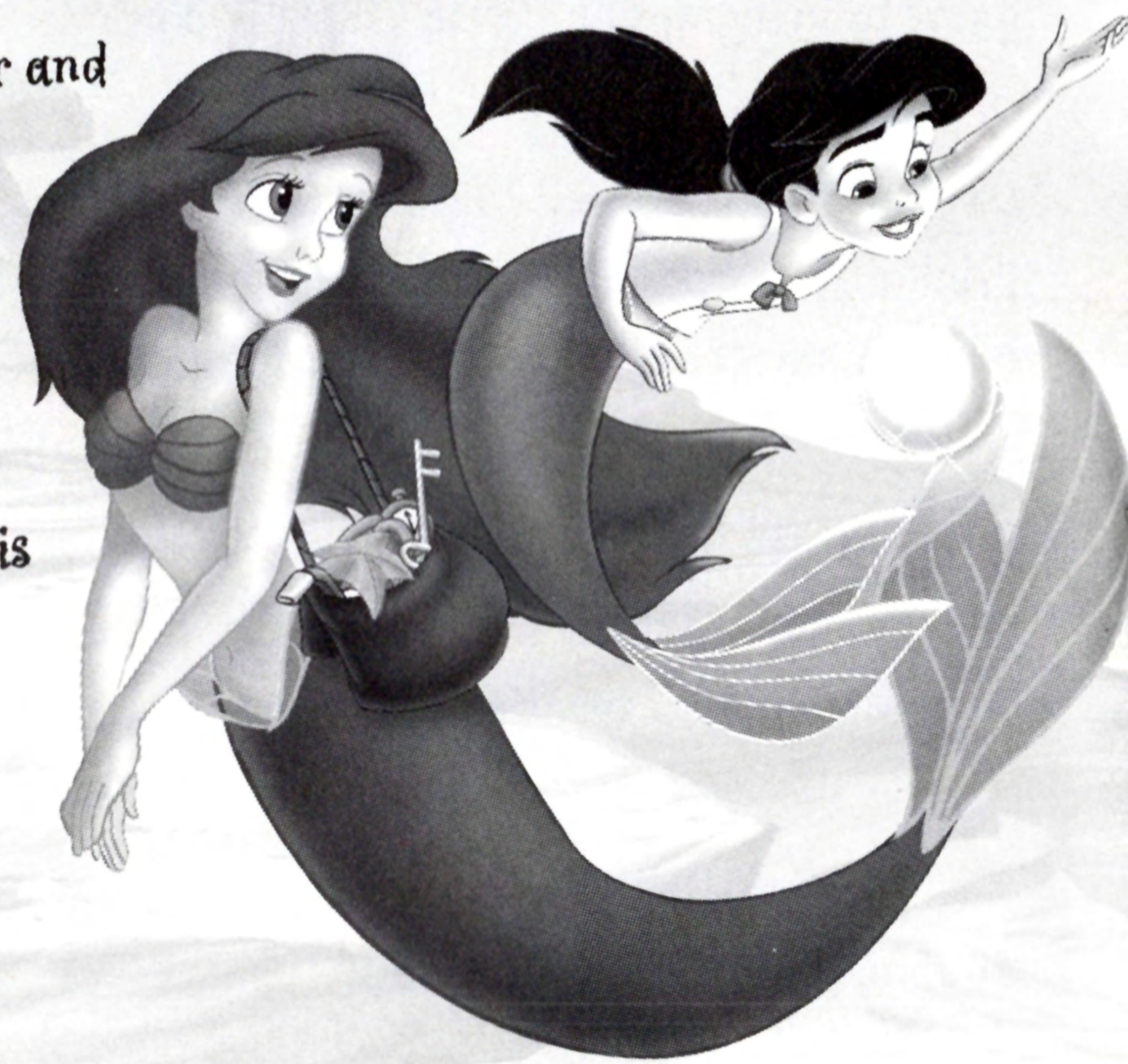
"Quit to Scuttle's Island" to exit the level. Select "Restart level" to return to the beginning of the current level.

THE STORY

The Little Mermaid Action Game is divided into two separate chapters. Chapter 1 is based on Walt Disney's *The Little Mermaid* film, while Chapter 2 is based on its sequel *The Little Mermaid II - Return to the Sea.*

Chapter 1 follows the exploits of Ariel, a Mermaid whose dream is to become Human, as she makes her way to meet with the dreaded sea-witch Ursula and her solemn promise to grant Ariel her wish. Only Ursula has a different plan (a small one): to rule Atlantica. Ariel takes up Ursula's offer to become Human, only to plunge her father, King Triton, and the whole of Atlantica into danger.

Chapter 2 takes place 14 years later and follows Ariel's daughter Melody as she ventures out, against her mother's will, into the wide ocean in search of Atlantica - a secret kept from her since birth. Only this time, Ursula's oh-so-evil sister, Morgana, is out to avenge Ursula's demise and prove to her mother that she was the better of the two octopuses - and Melody is at the center of her plans.



Both Ariel and Melody love to collect unusual items, so much so that it always gets them into trouble. Ariel and Melody must swim or run through the levels in search of objects to fill both their Treasure Troves.

But Human treasures aren't easy to come by - both of them will need to swim to the far reaches of Atlantica and beyond to find them. As if falling barrels, deadly sharp ice, eerie ships, monstrous rocks, steam vents, and oozing lava weren't enough, they have to make the decision on whom to trust and who's not what they seem:

- Tip and Dash are always trying to be heroes.
- Morgana, Flotsam and Jetsam want to entice Ariel away.
- Cloak and Dagger want to entice Melody closer to hidden items, breakable objects, and lots of hidden secret areas.
- Undertow just wants to become big again.

PEARLS

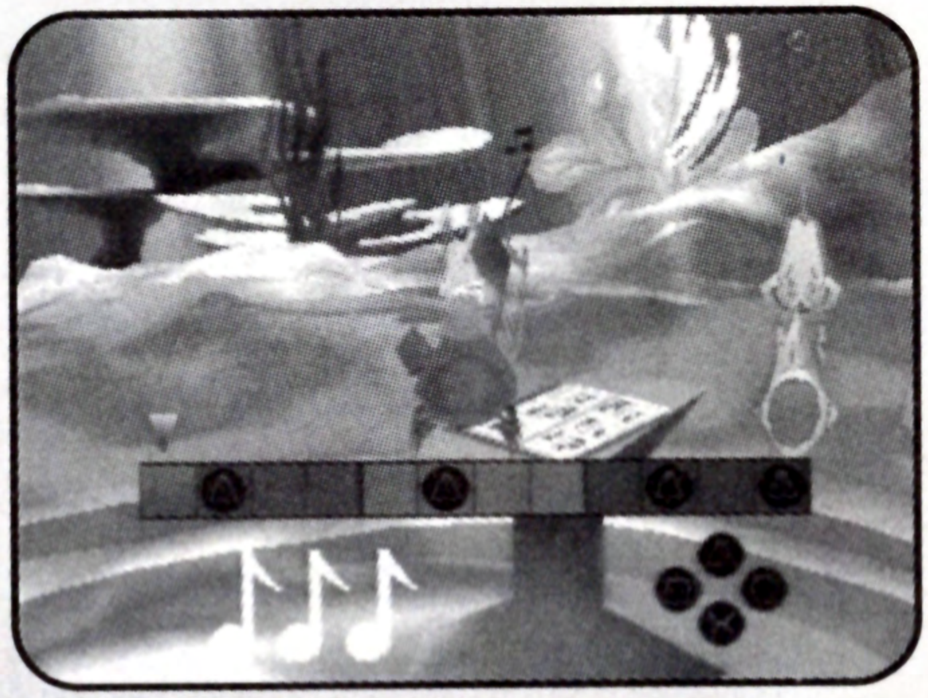
Ariel and Melody must collect a certain number of Pearls per level to open up the hidden Bonus Games. Four Pearls are scattered around each level and an additional Pearl can be gained by collecting all 50 coins on that level.

If you don't collect them all the first time around, don't worry - you can go back and play the level again! You can see how many Pearls Ariel or Melody collected on the level by opening up the Treasure Trove screen.

COINS

Scattered all over Atlantica and the surrounding Ocean are coins, bounty left by pirates many years ago. Collecting 50 coins on each level will earn Ariel or Melody an additional Pearl.

BONUS GAMES



If Ariel or Melody manage to collect enough Pearls and Coins throughout the levels, then they'll be able to open a Bonus Game.

There are three Bonus Games to win:

- Collect 15 Pearls between Levels 1 and 4 to open up "Sebastian's Orchestra."
- Collect 35 Pearls between Levels 5 and 8 to unlock "Bubble Trouble."
- Collect 55 Pearls between Levels 9 and 12 to open up "Snowball Antics."

TWO PLAYER OPTION

You can play either of the three Bonus Games alone or with a friend. Select the game you want to play (if available) and choose "Two Players" when prompted. You will now be able to play the game together! **Note:** This option is only available if a second controller is plugged in.

SEBASTIAN'S ORCHESTRA

Sebastian's having trouble trying to get the Orchestra ready for the Sea-ball this evening. It's up to you to help him. Follow the sequence of buttons played on the screen and press the corresponding button at the same time. If you press the wrong button, or are out of time, you'll have to do it again!

BUBBLE TROUBLE

Swimming around Ariel's Treasure Trove, Flotsam and Jetsam are wreaking havoc again. They keep knocking objects off the shelves. It's up to you to stop the objects from crashing to the ground. Using your trusty trumpet, blow bubbles underneath the falling objects to send them to the top of the screen.

- Hold down the ● Button to blow a bubble. The longer you hold it down, the larger the bubble will be! If you hold it down too long, the bubble will burst.
- Press the X Button to flip your trumpet. This will knock the objects a little further away, giving you a precious second to blow that bubble!

SNOWBALL ANTICS

Try to bump the other players off the iceberg and into the water. The last player standing wins the game!

- Choose your character by pressing the Directional Button or Left Analog Stick LEFT/RIGHT to cycle through available characters. Press the X Button to make your selection.
- Next, press the Directional Button or Left Analog Stick in the direction you want your character to move.

CONTROLLING ARIEL AND MELODY

Ariel uses the same controls as Melody (as a Mermaid - a tail flip is hard to do if you don't have a tail!).

SWIMMING - Use the Directional Buttons or Left Analog Stick to navigate Ariel or Melody through the level.

SPEED BURST - Press and hold the ● Button to give Ariel or Melody a speed burst. Don't worry, they won't get tired!

THE ACTION BUTTON - Throughout the game, Ariel and Melody can interact with some of the scenery around them by swimming up to an object and pressing the X Button. For example, they may want to open a lock or dislodge a stack of barrels that block a secret area.

OPENING CHESTS - Ariel & Melody can open treasure chests, too! Find the key first, then walk or swim towards the treasure chest.

SPINNING ATTACK - While swimming, press the X Button to perform a spin, knocking away any foes that are unlucky enough to get in the way!

WAVE ATTACK - When Ariel is still, press the ▲ Button to perform a wave attack. Ariel will push the surrounding water towards any unsavory foe!

CONTROLLING MELODY AS A HUMAN

Melody has a dream - she wants to be a Mermaid. However, there is one small problem - she has legs!

WALKING - Press the Directional Buttons or Left Analog Stick in the direction you want Melody to walk.

RUNNING - While walking, hold down the ● Button to make Melody run.

JUMPING - Press the ▲ Button to make her jump straight up in the air. Use the Directional Buttons or Left Analog Stick at the same time to jump in the direction Melody is facing.

CLIMB - Press the ▲ Button to make Melody climb onto a barrel. She needs to be standing next to a barrel to do this.

PUSHING OBJECTS - Melody can push some objects, such as barrels. Just walk up to them and continue to press the Directional Buttons or Left Analog Stick in the direction you want to push the object. If the object doesn't move, Melody is unable to push it!

GAME SCREEN ITEMS

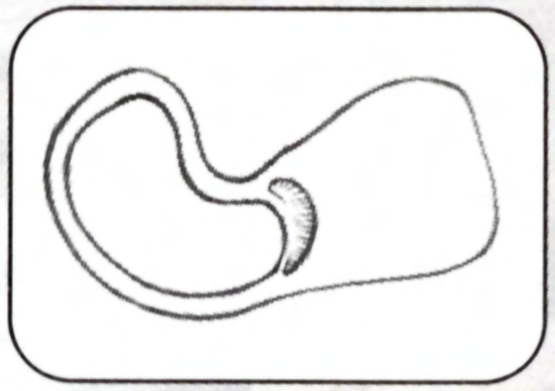
FLOUNDER

Ariel or Melody can press the ■ Button to call upon Flounder at any time to give them hints whenever they're stuck. Occasionally though, he may just make a witty comment or say nothing at all (especially if he's not around)!

SEASHELL HEALTH INDICATOR

The seashell in the top left-hand corner of the game screen details either Ariel's or Melody's health. The blue areas show remaining health (good), while red areas show health lost (not good). Once all health has been depleted, either Ariel or Melody will have to start from the beginning of that level.

TREASURE BAG



To collect these unusual items, Ariel and Melody will need a bag to keep them in - two hands just aren't enough! At the top right-hand side of the screen is a bag that will fill up with the items when Ariel or Melody has collected them. On some levels, both Ariel and Melody will need to find the bag first before they can pick up any objects. To pick up an object, simply swim on top of it.

GAME LEVELS

CHAPTER 1 THE LITTLE MERMAID

LEVEL ONE - ATLANTICA

Here is where the adventures of the first film begin. Ariel is out and about collecting Human items to place in her Treasure Trove. Swimming around the inviting surroundings of Atlantica, she needs to find King Triton's ring so she can get past the Merguard to go adventuring.

LEVEL TWO - THE SHIPWRECK GRAVEYARD

Ariel's continual quest for Human items has taken her out of the safety of Atlantica and into a dank, eerie place where sharks lurk in the darkness and the local crabs aren't very friendly. I'll bet this is good place to find Human treasure!

LEVEL THREE - RESCUE PRINCE ERIC (THE BURNING SHIP)

Quick! Prince Eric, the incredibly handsome Human, is drowning! Save him before it's too late.

LEVEL FOUR - JOURNEY TO URSULA'S LAIR (GARDEN OF LOST SOULS)

Ursula can help - she'll turn Ariel into a Human! Will Ariel have her wish? What is Ursula up to? Who are those two Eels? Is that red-hot magma? And what are the soul creatures? Ariel will soon find out.

LEVEL FIVE - URSULA'S LAST STAND

Oh no! Ursula has her chubby tentacles on the Trident and all of Atlantica will soon be under her control. Only Ariel can save Atlantica now.

BONUS GAME - SEBASTIAN'S ORCHESTRA

Saying that Sebastian's orchestra is sounding tuneful would be a lie - he needs help!

CHAPTER 2 - THE LITTLE MERMAID II

It's been a few years since Ariel defeated Ursula. Since then, Ariel has married Prince Eric and had a daughter named Melody. But not all is well - there is a new threat to Ariel and Atlantica. Ursula's sister, Morgana, claimed the Trident for herself and nearly succeeded - except for the heroics of Ariel once again. But Morgana threatens to return and kidnap Melody. In a desperate attempt to protect Melody from this evil threat, Ariel decides to build a large wall around the kingdom and never share the true origins of Melody's birth.

LEVEL SIX - SEA GARDEN

Melody has her mother's curiosity for unusual items except she has a small problem - she's not a Mermaid and needs to swim to the surface to get air!

LEVEL SEVEN - CASTLE BEACH

Melody's discovered the secret Ariel has kept from her all these years and now she wants out. Melody must find a way to escape.

LEVEL EIGHT - FROZEN SEA

Melody's journey has brought her to Morgana's cave, meeting the large-in-attitude but small-in-size Undertow along the way. We can only wonder what Morgana wants with Melody.

LEVEL NINE - RETURN TO ATLANTICA

Ah, beautiful Atlantica. In her moment of awe, Melody nearly forgets about her task. She's got to sneak into the Palace somehow.

BONUS GAME - BUBBLE TROUBLE

I'm forever blowing bubbles - bubbles all day. Bubbles! Bubbles!

LEVEL TEN - THE CORAL REEF

Melody's missing and the entire group from Atlantica is looking for her. But Ariel believes she knows where Melody has gone and swims off in search of her.

LEVEL ELEVEN - ICE FLOE

Cloak & Dagger have led Ariel into a labyrinth below Morgana's ice fortress. Is that Melody's cry for help? If that's Melody, she won't have much air left in these caverns - save her, Ariel!

LEVEL TWELVE - ICE TOWER

Oh no, not again. First it was Ursula and now it's Morgana - she has the Trident and now has Atlantica bowing to her every need! Let history repeat itself and save Atlantica, Melody - you're our only hope.

BONUS GAME - TIP & DASH SNOWBALL ANTICS

Choose Tip, Dash, Undertow, or Flounder (who just decided he'd join in) and battle for the snowball crown!

NOTES

CREDITS

developed by BLITZ GAMES

technical manager
& lead programmer
IAN BIRD

creative manager
& game design
TAHIR RASHID

programming
DANIEL SMITH
SCOTT ORCHARD

artists
ARASH MOHEBBI
GLEN WALKER
LEIGH GRIFFITHS
NADINE MATHIAS
PETER HUDSPITH
MARK BEYNON-CLARKE
SIMON REED
TIM KING

concept artist
NADINE MATHIAS

additional art
STEVE THOMSON

tools support
JOHN WHIGHAM
ANDY SIDWELL
ANDY SLATER
JIM STEELE

scripts
TAHIR RASHID
IAN BIRD
NICK BRIDGER

blitz games founded by
THE OLIVER TWINS

special thanks
JACQUI LYONS
GUY HERBERT
JAMES CORRIGAN
RICHARD HACKETT
CAROLINE HART
ALISON PARKER
LES CRESWELL
RICHARD ALBON
THERESA & JACK
SCOTT LAMB
MICHAEL ROOKER
PHILIPPA & BABY
GEORGE LUCAS
GEMMA THORBURN
CLAN [FuSe]
AND EVERYONE AT
BLITZ GAMES

DISNEY INTERACTIVE

producer
NICK BRIDGER

associate producer, US
WILLIAM "CHIP" BEAMAN

director of production, consoles
DAN WINTERS

additional art
TOM BARLOW

product manager, Europe
JENNIFER WYATT

localization manager
CATHERINE DUPERRON

senior project lead
DOUGLAS JACOBS

project lead
GENEVIEVE ROESTEL

testers
DAN VASAN
CHAZ WINDUS
PETER FILICE
JOHN SCHAEFER

special thanks
PETER WYSE
CARLOS SCHULTE
RANDY COPPINGER
JULIET NEES
TODD NIELSEN
RENEE JOHNSON
SHAN SAVAGE

featuring the voice talents of
SAM WRIGHT
JODI BENSON
TAYLOR GIFALDI
CAM CLARK
TARA CHARENDOFF
CLANCY BROWN
PADDI EDWARDS
BUDDY HACKETT
KEN MARS
PAT CARROLL
STEPHEN FURST
MAX CASELLA
COREY BURTON

MUSIC

Original Songs from Disney's The Little Mermaid Motion Picture:

"Fathoms Below"
Music by Alan Menken
Words by Howard Ashman
(c) 1988 Wonderland Music Company, Inc.
(BMI) / Walt Disney Music Company (ASCAP)
All Rights Reserved

"Main Theme"
Music by Alan Menken
(c) 1989 Wonderland Music Company, Inc. (BMI)
All Rights Reserved

"Under the Sea"
Music by Alan Menken
Words by Howard Ashman
(c) 1988 Wonderland Music Company, Inc.
(BMI) / Walt Disney Music Company (ASCAP)
All Rights Reserved

"The Storm"
Music by Alan Menken
(c) 1989 Wonderland Music Company, Inc. (BMI)
All Rights Reserved

"Flotsam & Jetsam"
Music by Alan Menken
(c) 1989 Wonderland Music Company, Inc. (BMI)
All Rights Reserved

"Les Poissons"
Music by Alan Menken
Words by Howard Ashman
(c) 1988 Wonderland Music Company, Inc.
(BMI) / Walt Disney Music Company
(ASCAP)
All Rights Reserved

Original Songs from Disney's
The Little Mermaid II: Return to the Sea
Motion Picture:

"For A Moment"
Music and Lyrics by Michael and Patty Silversher
(c) 2000 Wonderland Music Company
All Rights Reserved. Used with Permission.

Music for PlayStation Arranged and Recorded by: Rob Lord

THQ

Producer	Carolina Beroza
Assistant Producer	Lalie Fisher
Executive Producer	Scott Krager
VP of Product Development	Michael Rubinelli
Directors of QA	Donn Nauert and Jeremy Barnes
Lead Tester	Chris Ferriter
Testers	Johanna Harrison, Travis Tholen and Chris Wallock
Senior Product Manager	John Ardell
Associate Product Manager	Kevin Hooper
Creative Services	Kirk Somdal
Special Thanks to	Brian Farrell, Jeff Lapin, Alison Locke, Germaine Gioia, Peter Dille, Tiffany Ternan, Tina Kowalewski, and Maria Hernandez

Package and Manual Design	Katherine Lee, Beeline Group

LIMITED WARRANTY

WARRANTY AND SERVICE INFORMATION

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 47055. Please use this code to identify your Product when contacting us.

LIMITED WARRANTY

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

TO RECEIVE WARRANTY SERVICE:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Rd., Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by SCEA or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

REPAIRS AFTER EXPIRATION OF WARRANTY

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US $20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

WARRANTY LIMITATIONS

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

WARNING

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

THQ INC., 27001 Agoura Rd., Suite 325, Calabasas Hills, CA 91301

© Disney.
The THQ name and logo are trademarks and/or registered trademarks of THQ Inc.
All Rights Reserved

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PlayStation

Disney INTERACTIVE

www.disneyinteractive.com

THQ

www.thq.com