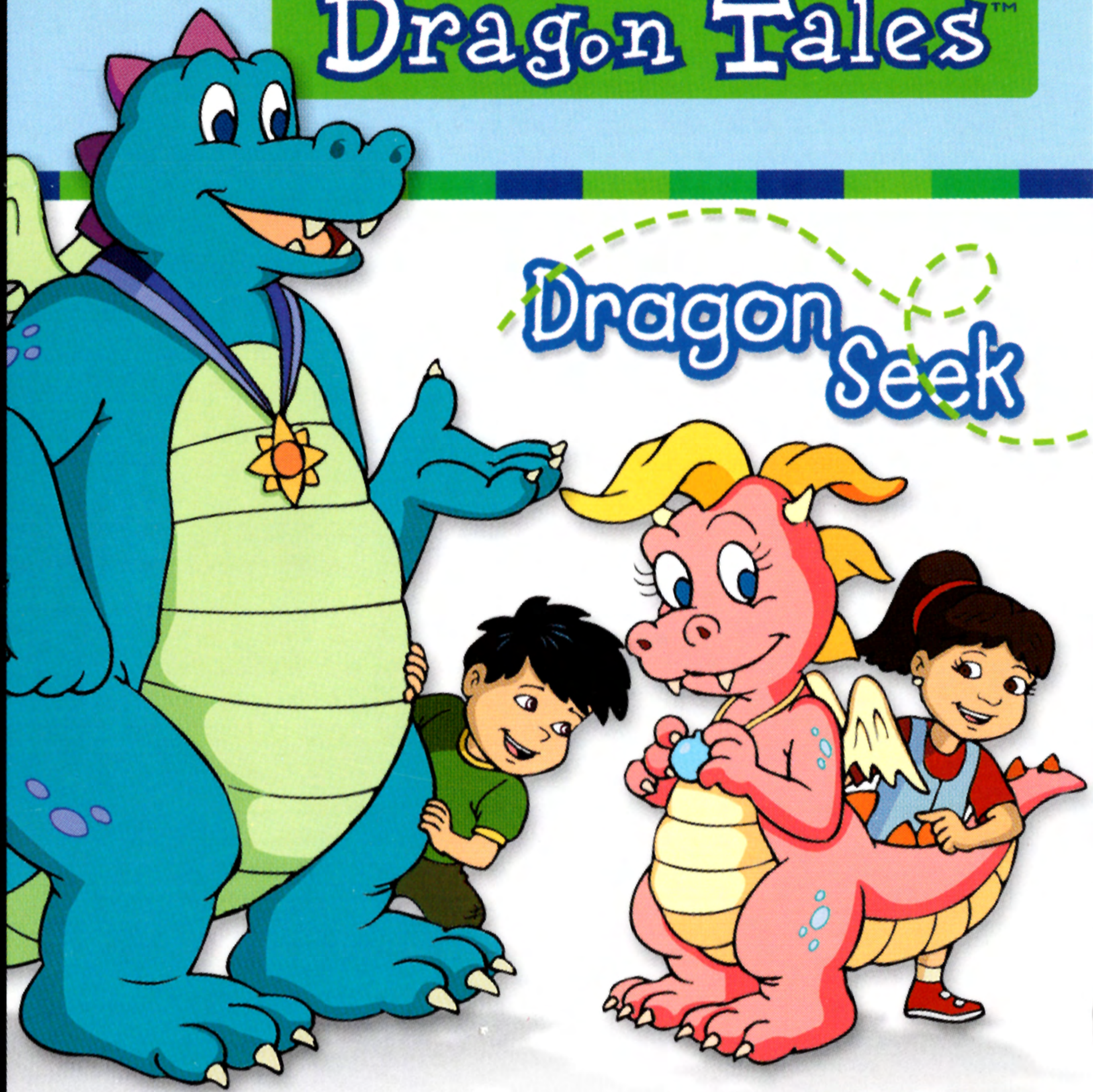
PlayStation®

NTSC | U/C

PlayStation®

Dragon Tales™

Dragon Seek



EVERYONE

CONTENT RATED BY ESRB

SLUS-01176
810019

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.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial product or 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

Getting Started 2
Controller 3
Memory Card 4
Object Of The Game 4
Control Levels 5
Play Control Level 1
Key Concept: Choose Between Move & Action 7
Play Control Level 2
New Concept: Start & Stop- Find the Action Points 8
Play Control Level 3
New Concept: Choose Direction, Left or Right? 10
Play Control Level 4
New Concept: Full Control & Choice of Action 11
Quetzal's Help 12
Dragon Flight Mini-game 13
The Storybook Mode 15
Credits 16

Getting Started

Many of you already have a PlayStation game console in your home. If you are new to the the PlayStation, set up the game console according to the instructions in the Instruction Manual that came with your PlayStation game console hardware.

The PlayStation should be OFF before inserting or removing Dragon Tales: Dragon Seek'. Press the OPEN BUTTON and the disc cover will open. Insert the CD and close the disc cover gently. Plug in the game controller and turn the PlayStation ON by pressing the POWER BUTTON. Once the POWER BUTTON is pressed, the CD automatically begins. The game starts with a series of logos followed by the title screen for Dragon Tales: Dragon Seek. When a game is started, a leveling screen will appear prompting you or your child to choose the appropriate level of game play.

To reset the game, press pause and select quit to return to the title screen.

Controller

L2 BUTTON

L1 BUTTON

DIRECTIONAL BUTTONS

SELECT BUTTON

LEFT STICK

R2 BUTTON

R1 BUTTON

△ BUTTON

○ BUTTON

□ BUTTON

✕ BUTTON

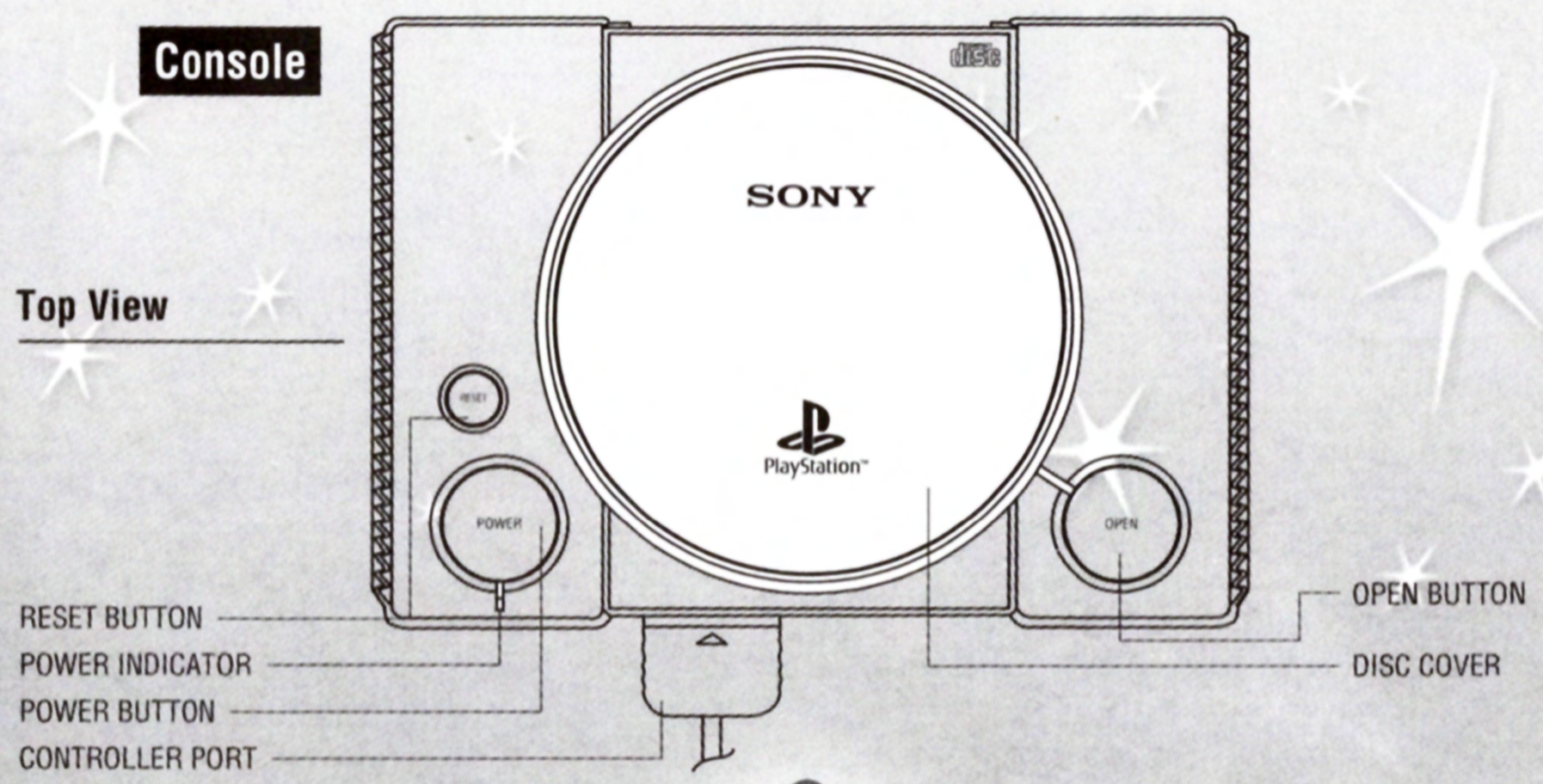
START BUTTON

RIGHT STICK

ANALOG MODE SWITCH

Console

Top View



Memory Card

Though no MEMORY CARD is required in order to play Dragon Seek, one may be used to SAVE certain game options and to SAVE your child's adventures in the Storybook mode. Simply follow Quetzal's on-screen instructions to SAVE your data properly, making sure that the MEMORY CARD is not removed during the game save process.

Object of the Game

Dragon Seek is quite simply, a game of hide and seek where your child, playing as Max or Emmy, search for the hiding dragons and characters in Dragon Land. The child moves his character through the various environments of Dragon Land, searching key spots called "action points" for the hiding dragons. Along the way, the child will collect

Dragonberries as a bonus that may unlock sing-along sequences at the end of the game. Other various surprises await as well - all of which are stored by the game automatically and recorded into an interactive storybook that may be viewed and saved at the end of the game!

Control Levels

There are 4 "levels" of play control to accommodate children of different ages and capabilities. Rather than attach specific ages to specific control levels, it is recognized that some 3-year-olds may have completely different capabilities than others. With that in mind, the easiest control levels seek to target the child who is brand new to the video game experience. As the control levels increase, more control options are given to the player. Levels 1, 2 and 3 offer simplified game play designed for kids between the ages of 3 and 5. Each level is a little more sophisticated than the

previous and will require a little more manual dexterity from the child. That said, even level 3 will be very basic and should be well within the capabilities of a 5-year-old child who is familiar with a PlayStation controller.

The fourth control level is "full" control. This gives the player control that is essentially the same as traditional video games, including designated "action" and "jump" BUTTONS. This level is intended for children who feel more confident and have sufficient manual dexterity to operate a PlayStation controller properly.

These "levels" can be approached either as appropriate for a particular age or simply as a set of difficulty levels which a child can progress through at his/her own pace. Each play control will have completely new game levels so there is plenty for the child to discover as he/she moves through the control levels.

Play Control Level 1

KEY CONCEPT: CHOOSE BETWEEN MOVE & ACTION

On this level, there are 2 controls that the child has available: MOVE & ACTION.

To MOVE, the player needs to press or push the LEFT or RIGHT STICK or use the directional buttons. The direction the player chooses is unimportant. The Move command will cause the player's character to move automatically to the next "ACTION POINT".

The ACTION command simply requires the player to push the ✕, □, ○ and △ BUTTONS on the PlayStation controller to take the appropriate ACTION.

Play Control Level 2

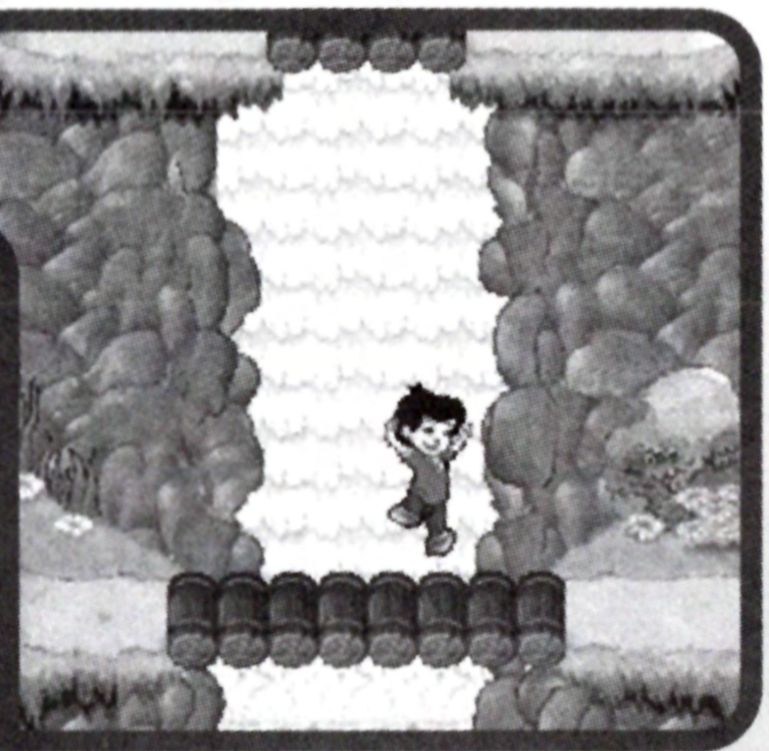
NEW CONCEPT: START & STOP - FIND THE ACTION POINTS

Level 2 controls introduce manual movement. This means the player must decide when to start and stop moving with the player discovering the action points through trial and error (or logical deduction!). This means that the player does not automatically stop at ACTION POINTS, but must decide where and when to actually stop.

To MOVE, the player must push the LEFT or RIGHT STICK or use the directional buttons. The player will MOVE as long as the STICK or the directional buttons are pressed and will stop when the STICK or directional button is released.

The player is not required to choose a direction for movement, but he/she must now decide where the ACTION POINTS lie.

Pressing the ✕, □, ○ or △ BUTTON on the controller triggers the ACTION POINTS. If the character is standing at (or very close to) an ACTION POINT, the appropriate action will be performed. If not, the character will shrug his/her shoulders.



Play Control Level 3

NEW CONCEPT: CHOOSE DIRECTION, LEFT OR RIGHT?

Level 3 controls allow the player to choose the direction of movement. Game environments have a distinct end point at the extreme left and right edge of each location. When the player reaches the end he/she will be forced to turn back.

To MOVE, the player must push the LEFT or RIGHT STICK or use the directional buttons on the DUALSHOCK™ analog controller.

Using the directional buttons will be a little harder as the player must push it to the LEFT or RIGHT to move in the

correct direction. ACTIONS are triggered by pressing the ✕, □, △ and ○ BUTTONS on the controller. Again, the character needs to be close to an ACTION POINT for the correct action to be triggered.

Play Control Level 4

NEW CONCEPT: FULL CONTROL & CHOICE OF ACTIONS.

This is the most difficult level of control and is similar to what you would expect of a traditional video game. Pushing the LEFT or RIGHT STICK causes the character to move appropriately in the direction the STICK is being pushed. The player will press the △ BUTTON or the ○ BUTTON for the ACTION key, and the ✕ BUTTON or the □ BUTTON for JUMP.

Quetzal's Help

Children's favorite characters from the hit TV show all appear in Dragon Seek. Children will be playing the game with Ord, Cassie, Zak & Wheezie, among others. Quetzal will be present in the game as well; instead of participating in Dragon Seek, he will act as a tutor or helper, much as he does in the TV show.

To access Quetzal's in-game help, simply press either the L1 or R1 BUTTON, and Quetzal will appear in a pop-up window to give the player a little advice on what to do next.

Dragon Flight Mini-game

Remember all those Dragonberries found during the game of Dragon Seek? Well, now Ord and Cassie have to race back to the School in the Sky so they can play another game! Those Dragonberries will help them get there more quickly!

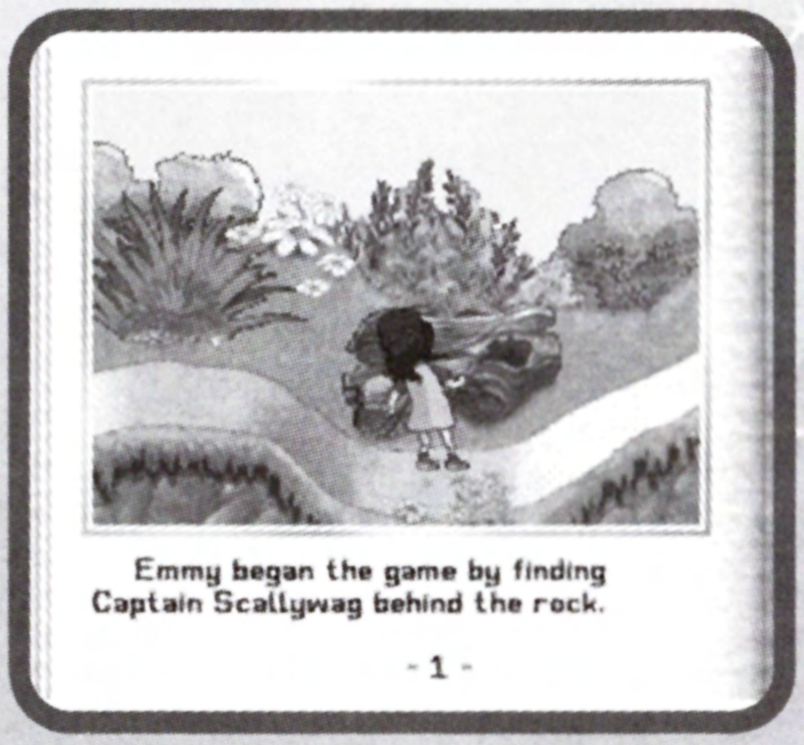
To feed a Dragonberry to your dragon; Ord (if the player is Max) or Cassie (if the player is Emmy) simply press the X BUTTON during the race. The number of Dragonberries the players have is shown in the upper right corner. Feeding a berry will make the dragon fly faster for a short while, but you have a limited supply, so use them wisely!

If a player collects and keeps all the Dragonberries found within a level, he or she will be treated to a sing-along segment taken from the Dragon Tales TV show. There are 4 sing-alongs included in Dragon Seek. Can your child find them all?

The Storybook Mode

At the end of each game session, the child can choose to look at a storybook recounting their game adventure. The game will select key events in the preceding game and each event will be given a storybook page.

To operate the Storybook, press LEFT or RIGHT on the directional buttons to turn the pages of the book. Pressing the X BUTTON will animate the storybook page briefly. To SAVE the storybook page and EXIT to the MAIN MENU, press the START BUTTON on your PlayStation controller.



Credits

Sony Pictures

Mark Caplan,
Director of Sales
Sony Pictures Consumer Products
David Palmer,
Vice President, Marketing Sony
Pictures Family Entertainment

Zedtwo

Developed by Zedtwo
Game Design Studio
Designed and Coded
by John Pickford
Art by Graham Goring

NewKidCo

Allan Blum
Dan Feinstein
Rob Goltz
Matt Kallenberg
Hank Kaplan
Jean Lizotte
Marc Nesbitt
Seth W. Rosenfeld
Nina Skalka

Special Thanks to
Eric Samulski and
Bradley Skalka

YOU COULD WIN A TRIP in the Dragon Tales™ Family Getaway Sweepstakes!

Sweepstakes ends 12/31/00. No purchase necessary.

ENTER, AND YOU COULD WIN:

Grand Prize (1):
Dragon Tales Family Getaway for four to San Diego, including:

- A meet and greet with Cassie from Dragon Tales
- 3-night/4-day resort accommodations
- Round-trip air transportation
- A rental car
- 4 tickets to the San Diego Zoo
- $500 in spending money

First Prize (50): Dragon Tales Gift Package including toys & games

Second Prize (100): Dragon Tales video & book collection.

SEE OFFICIAL RULES FOR COMPLETE DETAILS.

Open to residents of U.S. and Puerto Rico, 18 and older. For a free entry form, send self-addressed stamped envelope to: Dragon Tales Entry Form Request, PO Box 11449, Bozeman, MT 59719-1449 (WA & VT residents may omit return postage). Free entry form requests must be received by 12/08/00.

To enter, send in a completed Official Entry Form with your name, phone number and complete mailing address and mail to: **Dragon Tales Family Getaway Sweepstakes, P.O. Box 10760, Bozeman, MT, 59719-0760**. Must be 18 years of age or older to enter. Entries must be postmarked by 12/31/00 and received no later than 1/7/01. Sponsors are not responsible for late, lost, mutilated, or misdirected mail. Offer good only in USA and Puerto Rico and void where prohibited by law.

Official Entry Form

Name _____

Address _____

City, State, Zip _____

Phone Number _____ Age of Entrant _____

sesame workshop™

SONY PICTURES FAMILY ENTERTAINMENT GROUP

RANDOM HOUSE CHILDREN'S BOOKS

Hasbro™

NewKidCo™

"Dragon Tales Family Getaway" Sweepstakes Official Rules
No Purchase Necessary

1. Eligibility: Open only to legal residents of U.S. and Puerto Rico who, as of August 1, 2000, are 18 years of age or older. Employees of Columbia TriStar Home Video, Columbia TriStar Television Distribution, Hasbro, Inc., NewKidCo, LLC, Random House, Inc., Sesame Workshop (the "Sponsors") and their respective parent companies, affiliates, divisions, subsidiaries, and all coordinating agencies for the "Dragon Tales Family Getaway" Sweepstakes, and the immediate families of each, or persons living in the same household of such employees are not eligible. Sweepstakes is governed by U.S. law and is subject to all federal, state and local laws. Void where prohibited. By entering the sweepstakes, participant agrees to be bound by these Official Rules and the decisions of judges, administrators and Sponsors, which shall be final in all respects, and to release Sponsors, and their parent companies, affiliates, divisions, subsidiaries, and all coordinating agencies from any and all liability, claims or damages arising out of their participation and the acceptance, possession, use or misuse of any prize.

2. How To Enter: Sweepstakes begins August 1, 2000 and ends December 31, 2000. Entry forms are available, while supplies last, on specially marked Dragon Tales book, toy,
game and video products. To enter, fill out the entry form and mail it to "Dragon Tales Family Getaway Entry", PO Box 10760, Bozeman, MT 59719-0760. Entries must be postmarked by December 31, 2000, and received by January 7, 2001. Alternatively, to receive an official entry form through the mail, send a self-addressed, stamped envelope to "Dragon Tales Entry Form Request", PO Box 11449, Bozeman, MT 59719-1449. Requests for official entry forms must be postmarked by December 1, 2000 and received by December 8, 2000. WA and VT residents may omit return postage. Only official entry forms will be accepted. No photocopy or manually reproduced entry forms allowed. Sponsors are not responsible for any lost, late, illegible, misdirected, postage-due or mutilated mail or entries. Limit of one mail-in entry per household.

3. Prizes & Approximate Retail Value: (1) Grand Prize: Trip for up to four (4) family members to San Diego, CA to meet a Dragon Tales walk-around character, and visit the San Diego Zoo. Prize includes round-trip coach airfare from/to nearest major airport to winner's residence; four day/three night hotel accommodations; rental car; admission to San Diego Zoo; transportation to/from airport/hotel; $500.00 in spending money. Approximate value: $5,000.00. **(50) First Prizes:** Collection of Dragon Tales toys and games. Approximate value: $100.00. **(100) Second Prizes:** Collection of Dragon Tales books and videos. Approximate value: $50.00. Total retail value of all prizes is $15,000.00.

4. Random Drawing & Certain Restrictions: On or about January 10, 2001, a random drawing will be conducted from among all valid entries postmarked by December 31, 2000 and received by January 7, 2001. The random drawing will be conducted by an independent judging organization selected by the Sponsors. Odds of winning a prize depend upon the number of valid entries received. Winners will be notified by mail or by phone on or about January 17, 2001. Grand Prize winner will be required to sign an Affidavit of Eligibility/Release of Liability/Consent to Use/Prize Acceptance Form/Publicity and Advertising Consent and Release (except where prohibited by law) and such other documents reasonably required by Sponsors in connection with Sponsors' use of Grand Prize winner's name, likeness, and biographical information without compensation. All of the documents in the immediately preceding sentence must be signed and returned within ten (10) days of prize notification or prize will be forfeited and an alternate winner selected. All travelling companions of Grand Prize winner will be required to sign certain Liability Release Forms before travel documents are issued. Grand Prize trip must be taken by April 1, 2001 or prize will be forfeited. Certain blackout dates and other travel restrictions may apply. All federal, state and local taxes are the sole responsibility of winner. Prizes cannot be assigned or transferred. No prize substitution is permitted, except at Sponsors' sole option. Entries become the property of Sponsors and the names of participants will be retained on Sponsors' mailing list for future contacts. No correspondence or other inquiries regarding entries will be accepted. Void where prohibited.

5. Winner's List and Official Rules: For a list of winners or a list of official rules, send a stamped, self-addressed envelope to "Dragon Tales Winner's List Request", PO Box 3067, Bozeman, MT, 59772-3067. Requests must be received by December 31, 2000. WA and VT residents may omit return postage.

The End

LICENSE AGREEMENT

THIS END-USER LICENSE AGREEMENT ("AGREEMENT") IS A LEGAL AGREEMENT BETWEEN YOU AND NEWKIDCO, LLC ("NEWKIDCO"). OPENING THE PACKAGE OF THE SOFTWARE, USER MANUAL AND/ OR USING THE SOFTWARE MEANS YOU ACCEPT THESE TERMS AND CONDITIONS. IF YOU DO NOT AGREE WITH THEM, OR DO NOT WANT THEM BINDING ON YOU, YOU MAY NOT USE OR COPY THE SOFTWARE, AND YOU MUST PROMPTLY RETURN THE SOFTWARE FOR A FULL REFUND.

OWNERSHIP

The software and user manual are protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The Software is licensed, not sold.

LICENSE

This game is for use on the PlayStation® game console. Granting of this license does not transfer any right, title or interest in the software, or user manual to the customer except as expressly set forth in this license agreement. The software and user manuals may not be copied for any reason. The Customer may not transfer or resell the software or user manual.

90 DAY WARRANTY

NewKidCo, LLC warrants for a period of 90 days from the date of purchase by the original purchaser of this software that the medium on which it is recorded will be free from defect in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge. Please return your defective compact disc TO THE RETAIL STORE FROM WHICH YOU PURCHASED IT.

REMEDIES

NEWKIDCO's entire liability and the Customers exclusive remedy is (1) the replacement of any compact disk not meeting NEWKIDCO's "90 DAY WARRANTY" above, or (2) a full refund of the purchase price if NEWKIDCO or the retailer is unable to deliver a replacement copy free from defects in materials or workmanship and the customer returns the software and user manual within 90 days of purchase as evidenced by the sales receipt. The remedies provided above are customer's sole and exclusive remedies.

NO OTHER WARRANTIES

Other than the 90 Day Warranty above, the software and user manual are provides "As Is" without warrany of any kind, either express or implied. NEWKIDCO EXPRESSLY DISCLAIMS ALL OTHER WARRANTIES, EITHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTY OF MERCHANTIBILTY AND THE WARRANTY OF FITNESS FOR A PARTICULAR PURPOSE, In no event shall NewKidCo LLC be liable for any direct, indirect, special, incidental or consequential damages with respect to the Software or the user manual. This Agreement and the 90 Day Warranty shall be governed by and all disputes shall be resolved in the Commonwealth of Massachusetts.

CUSTOMER SERVICE

Customer Service representatives are available between the hours of 9:00 AM and 6:00 PM (Eastern Time) Monday through Friday at 1-877-NEWKIDCO (1-877-639-5432).

You may also write us at the following address:

Customer Service
NewKidCo
131 Middlesex Turnpike
Burlington, MA 01803

TM

newkidco.com

sesameworkshop™

sesameworkshop.org

GAME DESIGN STUDIO

Visit the Dragon Tales website at www.dragontales.com

NewKidCo, 250 West 57th Street, Suite 1020, New York, NY 10107

®

Dragon Tales™ © 2000 Sesame Workshop/Columbia TriStar Television Distribution. All Rights Reserved.
NewKidCo and the NewKidCo logo are trademarks of NewKidCo International Inc.
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.