PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SCUS-94643
94643

PETER PAN
IN
Disney's
RETURN TO NEVER LAND



Disney INTERACTIVE

SONY COMPUTER ENTERTAINMENT

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 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 the outer edge. Never use solvents or abrasive cleaners.

Disney's Peter Pan in Return to Never Land Tips and Hints

PLAYSTATION® HINT LINE

Hints for all games produced by SCEA are available:

- **Within the U.S.: 1-900-933-SONY (1-900-933-7669)**
  $0.95/min. auto hints; $5.00 - $20.00 for card recharge.
  Automated support: 24 hours a day, 7 days a week.

- **Within Canada: 1-900-451-5757**
  $1.50/min. auto hints. In Canada, automated support is available 24 hours a day, 7 days a week.
  This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

- **CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE: 1-800-345-SONY (7669)**
  Call this number for help with technical support, installation or general questions regarding the PlayStation® game console and its peripherals. Representatives are available 6AM–8PM PST, M–Sat, 7AM–6:30PM PST Sun.

- **PlayStation ONLINE: http://www.scea.com**
  Our news is always hot! Visit our website and find out what's happening—new titles, new products and the latest information about the PlayStation® game console.

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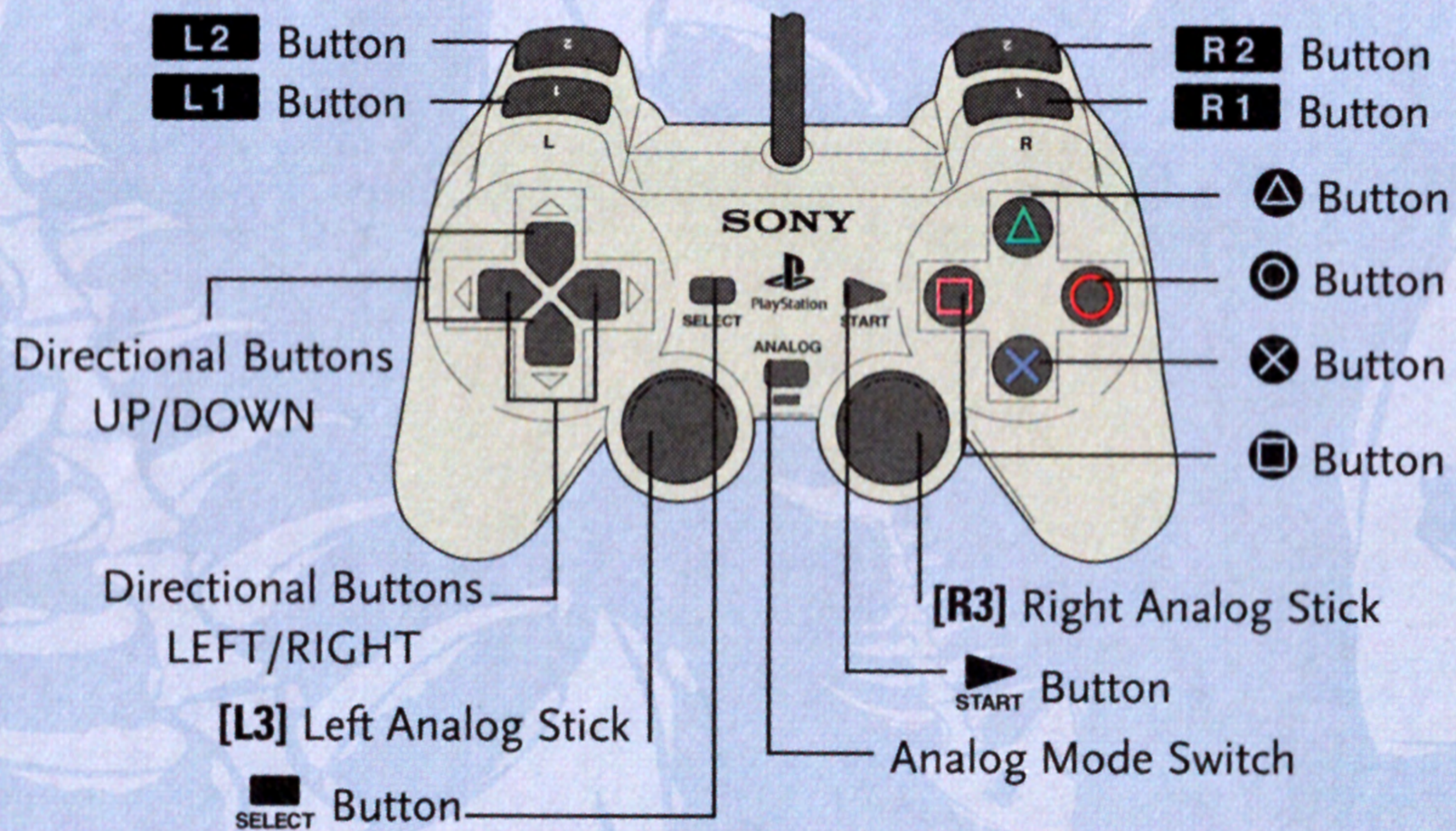
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GETTING STARTED

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 Peter Pan in Return to Never Land disc and close the disc cover. Insert one game controller and turn ON the PlayStation game console. Follow the 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 your 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 Peter Pan in Return to Never Land games. Saving MEMORY CARD data requires one free block. To learn more about how to save and load games, see "Saving and Loading Game Data" on page 8.



Note: DUALSHOCK® analog controller only: Toggle the vibration function ON/OFF by using the Option mode, and setting the Vibration function to "ON" or "OFF". The Vibration function is not affected by the controller's analog mode switch.

CONTROLS

DUALSHOCK® analog controller only: Turn the vibration function ON/OFF in the Options Menu.
To use the Left analog stick, press the analog mode button (LED lit).

Select menu item	Directional button or Left analog stick
Confirm menu item selection	⊗ button
Back to previous screen	△ button
Open Pause Menu	START button
Move Peter Pan	Directional button or Left analog stick
Fly up	⊗ button to glide up, then use Directional button or Left analog stick to fly in any direction
Duck while standing on ground	Directional button or Left analog stick [down]
Hit with the Knife	□ button.
Throw the Knife	Press and hold □ button + Directional button or Left analog stick to aim, release □ button to throw. (Note: You must earn this skill.)
Sprinkle Pixie Dust	○ button (Note: You must earn this skill.)
Play Panpipes	△ button (Note: You must earn this skill.)
Backpedal button	R2 button
Show the map	L1/R1 button
Show Interface	SELECT button

YO HO HO! THERE'S TROUBLE AFLOAT!

Peter Pan is the adventurous boy who never grows up. He's joined in his enchanted life by Tinker Bell, his spirited pixie helper who's here, there, and everywhere in a twinkle of Pixie Dust. The adventures Peter and Tinker Bell have had in Never Land could fill a book!

For Peter Pan and Tinker Bell life is all a boy and a pixie could ask for. But there's always a dark cloud to anyone's silver lining. In this case, it's that disreputable, disruptive, dastardly disaster of the seven seas, Captain Hook, and his pirate band. Hook has caused many a grim nightmare for Peter Pan and his friends... and this time he's outdone himself!

Somewhere in Never Land a magnificent treasure is hidden. It can only be found with the help of a treasure map, which,





as our story begins, is dangling on the end of Hook's hook! With the meanness only a purely greedy pirate could think of, Hook memorizes the map and then slices it into fish food! Now, chortles Hook, "Peter Pan will never see the map!" The treasure is as good as Hook's!

The shreds of the map float away on the ocean waves, soon to be scattered across Never Land. Now Peter Pan, with Tinker Bell's help, takes to the skies to gather them up, put the map back together and find the treasure before Hook can get it. And how do Peter's friends the Lost Boys figure in all this? That's a mystery yet to be solved...

With dangers lurking around every rock and tree, it's the greatest Never Land adventure yet! When Peter Pan and Tinker Bell take on the pirates, feathers fly!

MAIN MENU



Main Menu items are hidden all over the Hangman's Tree. Use the Directional button or Left analog stick to select an item and press the ✕ button to open it up.

STARTING A NEW GAME

1. On the Title screen, press the START button to display the Main Menu.
2. Move the Directional button or Left analog stick [UP/DOWN] to select NEW PLAYER and press the ✕ button.
3. Enter your name to create a file for your saved game data. Use the Directional button to select a letter and press the ✕ button. If you change your mind about the letter you entered, select the return icon and press the ✕ button. When you have your name the way you want, select the checkmark and press the ✕ button.
4. Move the Directional button or Left analog stick [LEFT/RIGHT] to select PLAY ADVENTURE and press the ✕ button.

LOAD PLAYER

Load a saved game. See "Saving and Loading Game Data" on page 8.

OPTIONS

Before playing a game, you can change game options. After selecting NEW PLAYER, move the Directional button or Left analog stick [LEFT/RIGHT] to select OPTIONS and press the ✕ button to open the Options menu. Use the Directional button or Left analog stick to select one of the options.

View Controls

See a list of the game controls here. When you are done, press the △ button to return to the Options menu.

Adjust Sound

Sound Effects — Move the Directional button or Left analog stick [LEFT/RIGHT] to set the volume of the sound effects.

Music — Move the Directional button or Left analog stick [LEFT/RIGHT] to set the volume of the music.

Stereo — Press the ✕ button to turn stereo sound ON/OFF. If you do not have a stereo television, set this to OFF.

Press the △ button when you have the settings the way you want them.

Screen Settings

Use the Directional button or Left analog stick to move the target to the center of the screen. Press the △ button when you are finished.



Vibration

DUALSHOCK® analog controller only: Press the ✕ button to turn the vibration function ON/OFF.

SAVING AND LOADING GAME DATA

SAVING DATA

You can save your game progress any time you are on the Never Land Map.

But first, you must create a Save Game file when you start playing. To do that:

1. Press the START button to open the Pause Menu.
2. Move the Directional button or Left analog stick [DOWN] to select SAVE GAME and press the ⊗ button.
3. Use the Directional button or Left analog stick to select a slot where you want to save your game and press the ⊗ button. If the slot you selected already contains saved data, you will be prompted about overwriting the old data.
4. From now on, whenever you want to save your game, you can use the same slot, or select another slot.



LOADING DATA

1. On the Main Menu, select LOAD PLAYER and press the ⊗ button.
2. Press the Directional button or Left analog stick to select a SLOT with the saved game you want to play and press the ⊗ button. You can read the name of a saved file at the bottom of the screen. Empty slots have an "X".
3. When you travel up the Tree to CONTINUE ADVENTURE, press the ⊗ button and the Never Land Map will appear.

HIGH-FLYING ADVENTURE!

As Peter Pan, it's up to you to comb through all the Regions of Never Land in your search for the Lost Boys and the pieces of the treasure map. You control Peter Pan — and Tinker Bell too, for those special tasks only a pixie can perform! Along the way, Peter Pan learns some surprising magical skills. If he uses them the right way, those sneering pirates won't have a chance. Battle Hook's pirate henchmen and other dangerous beings of Never Land to rescue the Lost Boys and find the treasure before Hook gets it!



NEVER LAND MAP

X marks the spot! Any part of Never Land that is open for you to explore has a red X by it on the Never Land Map. Travel all of Never Land on this map by pressing the L1 or R1 button.

Remember:

1. Never Land is divided into Regions.
2. Regions are divided into Levels.
3. When you clear one Level, another one opens up for you to explore. When you clear all the Levels in one Region, you can fly to the next Region.
4. You can fly back to any Level or Region you've already cleared and explore it again.

Use the Never Land Map to:

- Start each new level.
- Save your progress through Never Land. (See "Saving and Loading Game Data" on page 8.)
- Find the Indian Shop where you can shop for valuable items. (See "Indian Shop" on page 17.)
- Return to Regions and Levels you already visited. When a Region has many Levels, move the Directional button or Left analog stick [LEFT/RIGHT] to see the Level names at the top of the screen. Press the ⊗ button to begin exploring the Level of your choice.



Secret Places

Some of the most exciting places in Never Land are Secret Places. Whenever you see a "question mark" (?) on the Never Land Map, that's a Secret Place. When you discover the Secret Place while exploring, the "question mark" becomes blue. Even if you make it through to the exit of a Level without finding all the Secret Places, you can come back and look for them later. Try to find them all!

Defeat Hook's Henchmen for Special Powers!

Captain Hook's toughest pirates and some extremely mean monsters guard the last Level in some Regions. A Skull Flag will mark the Level. You'll have to work hard to defeat these enemies, but when you do, you'll receive a special power.



LIFE GAUGE

While you're exploring, you can press the START button to see Peter Pan's Life Gauge. At the beginning of a game, it has five Hearts. Each Heart means one Life. If Peter Pan takes a hit, he loses one Heart. When all the Hearts are gone, you have to restart the level from the Never Land Map. There's a way to increase the Life Gauge so it holds more Hearts. Can you figure out how?

PETER PAN'S (SOMETIMES MAGICAL!) POWERS

Flying

To fly, press and hold the ✕ button to take off. Guide your flight with the Directional button or Left analog stick. To land, release the ✕ button.





Walking on Wood

Move the Directional button or Left analog stick [LEFT/RIGHT] to walk. Be careful to walk only on wood, or Peter Pan may get hurt. Sometimes it's safer to walk than to fly!

Using the Knife

Enemies can hurt Peter Pan just by touching him. But once Peter Pan finds his Knife (somewhere in the first level) he can use it to defend himself. To use the Knife, get close to an enemy and press the ■ button. When Peter Pan throws the Knife, it will always come back to him. Throughout the adventure, Peter Pan's Knife skills improve with experience.



SWITCHES AND SIGNS



Target Switches

Target switches open a gate or door when you hit them with your Knife. Later on, you'll learn other ways to activate switches. But be careful! Danger sometimes lurks near the switches.



Timed Switches

Timed switches open gates and doors for a short time, then the passage swings shut again. Touch a Timed Switch and hurry to the gate or door it controls — it may be some distance away. You'll hear a clock ticking while the passage is open. When you see "The Door is Closed," you've run out of time.



Hint Alerts

These signs appear to tell you that something important is close by. Or they may explain something that's happening. Remember them — they'll help you out!



Skull Totem

A Skull Totem marks the end of every Level.

TIME TRIAL LEVELS

Some levels are a race with an alarm clock. Before you begin, the alarm clock appears and begins counting down. There are hazards to avoid, feathers to collect and Secret Places to find as you race the clock.



GAME SCREEN

All the action takes place on the game screen. At any time while you're playing, you can press the SELECT button to display the Life Gauge, Feather Count and Pixie Dust.



LIFE GAUGE

This holds Peter Pan's Life Hearts. He loses Hearts every time he is hurt, but you can restore lost Hearts by hitting Flowers (see page 15).

FEATHER COUNTER

Peter Pan can use the Feathers he collects to buy valuable items in the Indian Shop (see page 17).

ENEMY POWER

Sometimes when you're fighting a powerful enemy, his weapon will appear as a gauge to measure how effective Peter Pan's attacks are. The weapon grows shorter as Peter Pan gets closer to defeating the enemy.

THE PAUSE MENU

Press the START button during the game to pause and display the Pause Menu.
Press the Directional button [UP/DOWN] to select an option and press the ⊗ button.



Continue

Return to the game.

Save Game (Never Land Map Only)

Save your progress through Never Land. See "Saving and Loading Game Data" on page 8 for details.

Restart Level

Start over from the beginning of the current level.

Quit Level or Quit Game

If you quit while exploring a Level, you return to the Never Land Map. If you quit from the Never Land Map, the game ends.



IMPORTANT ITEMS

Keep your eyes peeled while exploring Never Land. You can find heaps of important items that you can collect by flying or walking into them.

FEATHERS

Feathers waft through the air almost everyplace you go. Collect them by the handful because they are the most important bonus in the game. You can use Feathers to buy valuable items in the Indian Shop. (Press the SELECT button to view your Feather count at any time.)

White Feathers = 1 point each
Blue Feathers = 5 points each
Red Feathers = 10 points each



FLOWERS

These wonderful plants choke out Hearts and Pixie dust when you hit them with your Knife. Collect the Hearts to repair your Life Gauge. (Press the SELECT button to view your Life Gauge at any time.)



SPECIAL BONUS FILM REEL

Collect a ticket every time you find a Film Reel. You can watch a clip from the movie in the Indian Shop.

KEYS

Win Keys when you defeat certain enemies, and use them to open special gates. Just move to a gate and it will open. If a gate needs a key, it will have a lock.





HEALTH BOOST

Find this and the length of your Life Gauge increases. Now you can collect more Hearts and enemies will have a harder time defeating Peter Pan.



INDIAN SHOP

Once you collect some Feathers, it's time to visit the Indian Shop. On the Never Land Map, press the R1 or L1 button to fly to the Indian Shop. When you find it, the words "Indian Shop" appear, and an "X" marks the location of the shop on the map. Press the ⊗ button to meet the Indian and enter the shop. When you're ready to leave the Indian Shop, press the △ button to return to the Never Land Map.



BUYING STUFF

1. Move the Directional button or Left analog stick [LEFT/RIGHT] to view each item in the display case. The description will tell you what the item is, how much it costs, and what you can do with it.
2. See if you can pay for the item. Your Feathers total is at the top left of the screen. If you want to buy the item and have enough Feathers to pay for it, press the ⊗ button.
3. Select YES when asked if you're sure you want the item. That completes the purchase, and the item's cost is subtracted from your Feathers total.

You cannot buy items you do not need yet. Come back for them later.

WHAT YOU CAN BUY

Tips

You can buy tips to help you in your travels. Select TIPS and press the ⊗ button. The Tips screen pops up. Move the Directional button or Left analog stick [UP/DOWN] to view the tips and their prices. If you want to buy a tip, press the ⊗ button and select YES to see the tip.

Life Bonus

As long as you have plenty of Hearts in the Life Gauge, Peter Pan can fly high. A Life Bonus restores full Hearts to the Life Gauge.

Pixie Dust

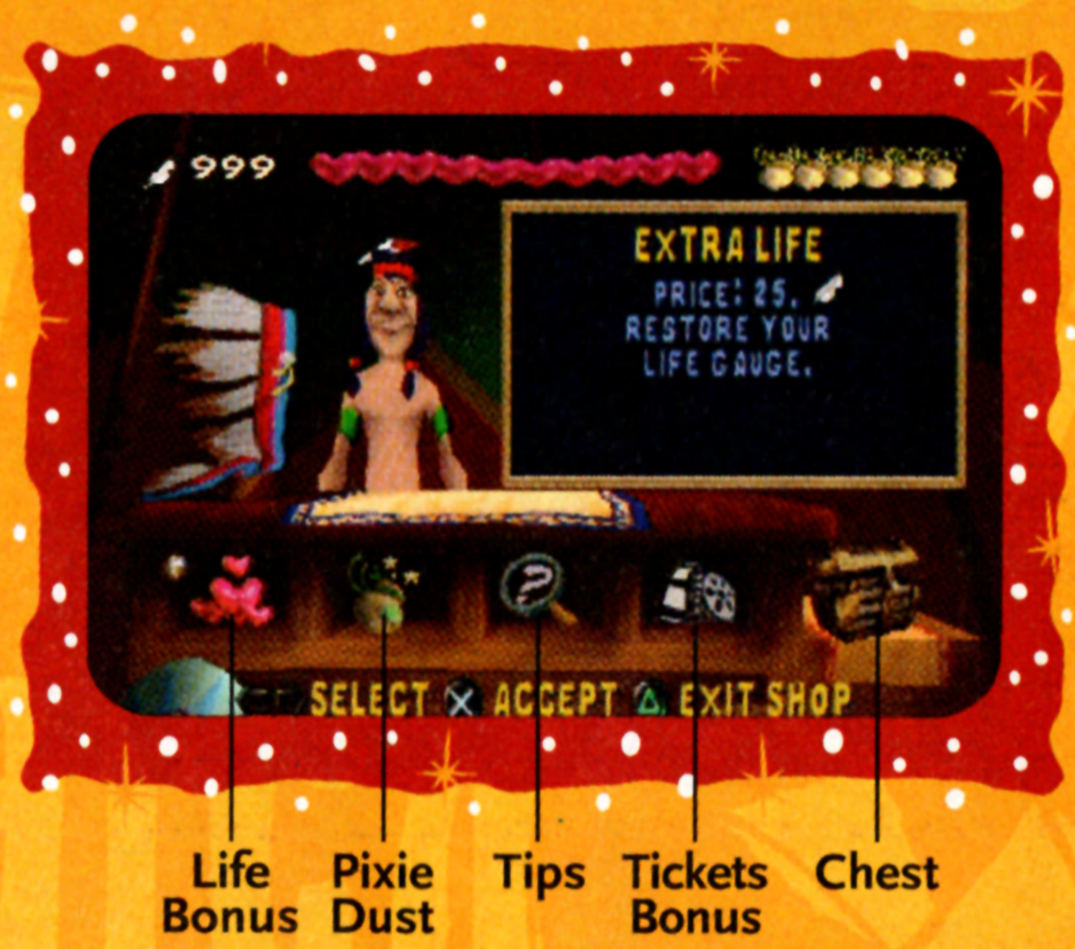
You'll be able to buy Pixie Dust when you need it. This wonderful powder has magical powers!

Chest

Who knows what's hidden in the Chest?
For 900 Feathers, it's got to be wonderful!

Tickets Bonus

If you found a Special Bonus Film Reel, you can now see a bonus scene from Disney's Peter Pan in Return to Never Land movie. Select the Projector and press the ⊗ button. Then press the Directional button [UP/DOWN] to select a scene (more scenes are available as you play through the game). Press the ⊗ button to view the scene.



HEROES AND HOOLIGANS



PETER PAN

He is the magical boy who never grew up. Full of adventure and mischief, Peter Pan is always ruining the villainous plots of the evil pirate, Captain Hook. It's great to be a kid!



TINKER BELL

To see her is to believe in her. Tinker Bell is a tiny, swift pixie who will follow Peter Pan to the ends of Never Land. Tinker Bell can fly to places even Peter Pan can't get to. A sprinkling of her Pixie Dust unleashes powerful magic.

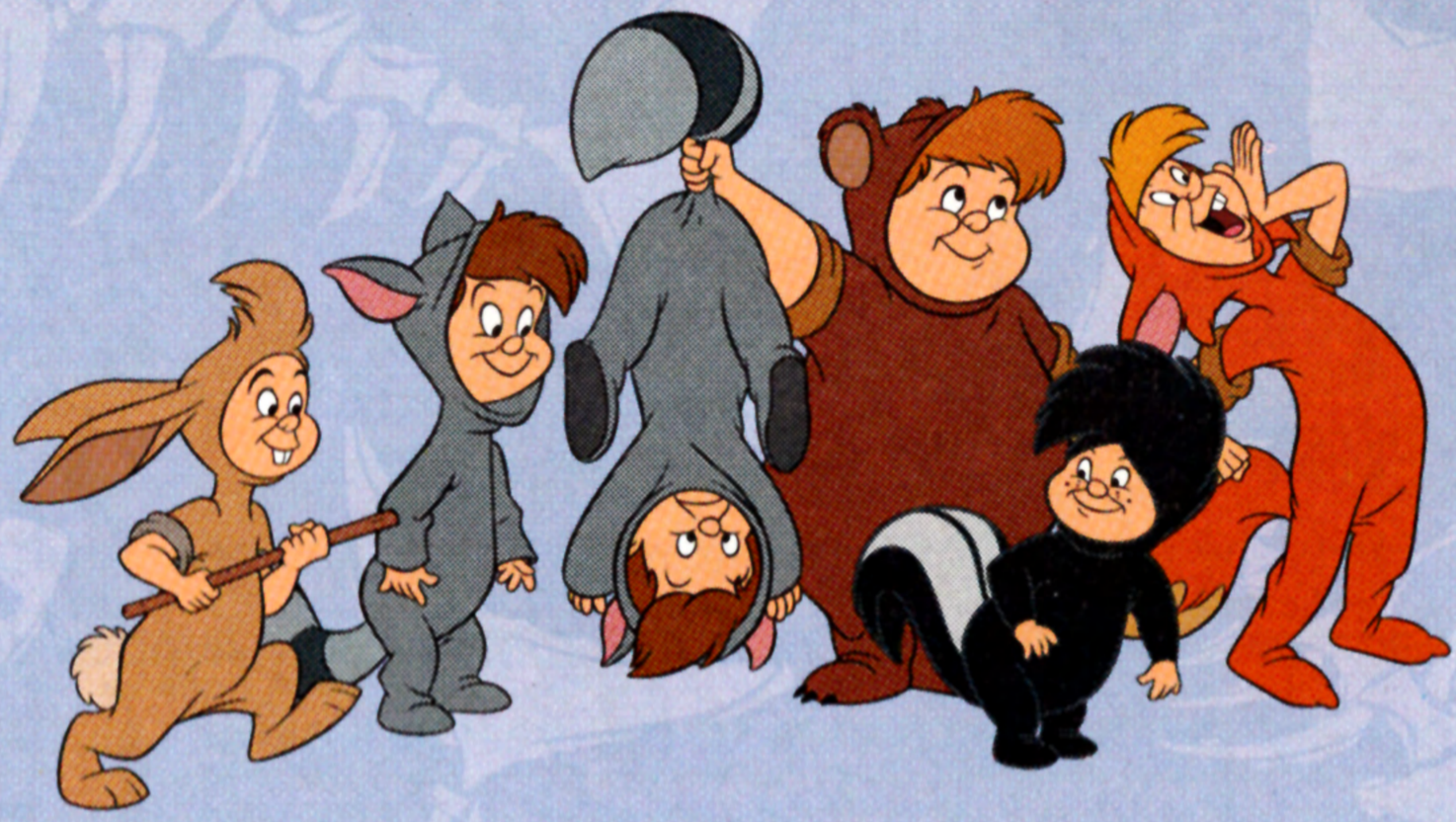


CAPTAIN HOOK

Hook is a maritime menace who despises everything nice. He wants the treasure, for sure, but what would really thrill him would be to get his hand and hook on Peter Pan!

LOST BOYS

Peter Pan's friends the Lost Boys have never grown up. There's Toodles and Nibs, Cubby and Slightly, and the Twins make six.





MR. SMEE

Hook's first mate may seem dazed from years at sea, but Mr. Smee is a kind old pirate who has survived his life with Hook and his pirate-scum of the high seas.



STARKEY

He is an expert Knife thrower. If Peter Pan can dodge through his blades, he can make short work of this tough old anchor clanker. Defeat him and learn a new Knife skill.

ENEMIES AND HAZARDS

GULL

Stingy about air space, these slow-going fowls don't want anybody but birds flying around. Slap a gull once to turn it into a pile of feathers.

CHOPPER FISH

These tidal pool pains have gigantic teeth and can jump high out of the water.

PIRATE

This saber-spinning nasty is tough. You can only get him when he throws his blades in the air.

SWORD STARS

Sword stars have huge saber blades and sometimes block your way. You cannot destroy them, so time your moves to avoid them.

ALL-TIED-UP PIRATES

Captain Hook hangs his pirates by their ankles when they disobey him. These hang-dog swabbies get mad dangling around and swing their swords wildly. Hit them between sword-swings to end their fun.

EXPLOSIVE BARRELS

Don't run into these or the sky's the limit! Figure out how to blow them up before you get too close.

NEVER LAND REGIONS

HANGMAN'S TREE

Learn about Feathers, flying, switches and Secret Places. You will also fight your first enemy. But before going into battle, find Peter Pan's Knife which is hidden somewhere around the tree. After that, you can begin your search for the Lost Boys.



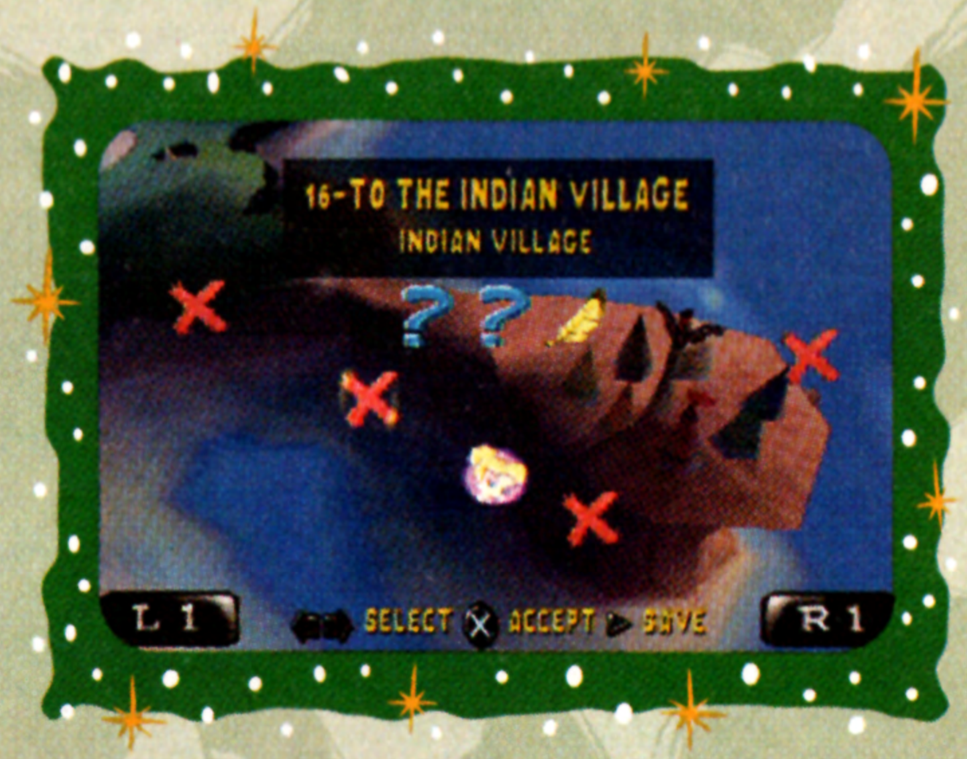
MERMAID LAGOON

The Mermaids can help you. But first you have to find the shortcut. Explore narrow, dangerous caves full of nasty sea creatures. Look out for chopperfish... little fish with huge chopping teeth. Stay away from the cave vines. Now you fight your first pirate. And if you are really crafty, a bit of Treasure Map is yours.

PIRATE'S COVE

Shreds of the map are floating somewhere in this cove. Hook and Mr. Smee are here, so watch out! They are up to their old tricks.





INDIAN VILLAGE

This is where the Indian Shop is located and this village is where you can acquire your Panpipes which make invisible collectibles visible.

SKULL ROCK

Another piece of the map is found here, but beware of the bomber ghost. You need to be quick to outfly him!



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Original Songs From
Disney's Peter Pan
Motion Picture

"You Can Fly! You Can Fly!
You Can Fly!"
Words by Sammy Cahn
Music by Sammy Fain
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Music Company
All rights reserved.
Copyright renewed.

"Following the Leader"
Lyrics by Winston Hibler
and Ted Sears
Music by Oliver Wallace
© 1952 Walt Disney
Music Company (ASCAP)

"So To Be One of Us"
Music and Lyrics by
John Flansburgh
and John Linnell
© 2002 Wonderland
Music Company (BMI)

"Never Smile At A Crocodile"
Words by Jack Lawrence
Music by Frank Churchill
© 1952 Walt Disney
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NOTES:

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PS one™ LCD Screen

Ever dream of taking your PS one with you on trips but worried about not having a TV to plug into?

NOW, you can take it with you almost everywhere! The 5" LCD screen* delivers crisp, clear and vibrant RGB resolution. It's small and light enough to take with you; big enough to enjoy every punch, twist, turn and action-packed fun, only on PS one.

***The LCD screen measures 5 inches in diameter (diagonally)**

NOTE: Also includes a Headphone Jack and AV Multi Out connection. PS one game console and LCD Screen (for PS one) sold separately as well as limited edition Combo Pack.

whenever, wherever, forever.

SONY COMPUTER ENTERTAINMENT ®

PS one™

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* LCD screen for PS one sold seperately. Screen shows simulation of actual game play.