



NTSC U/C

PlayStation™



SLUS-00014



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.

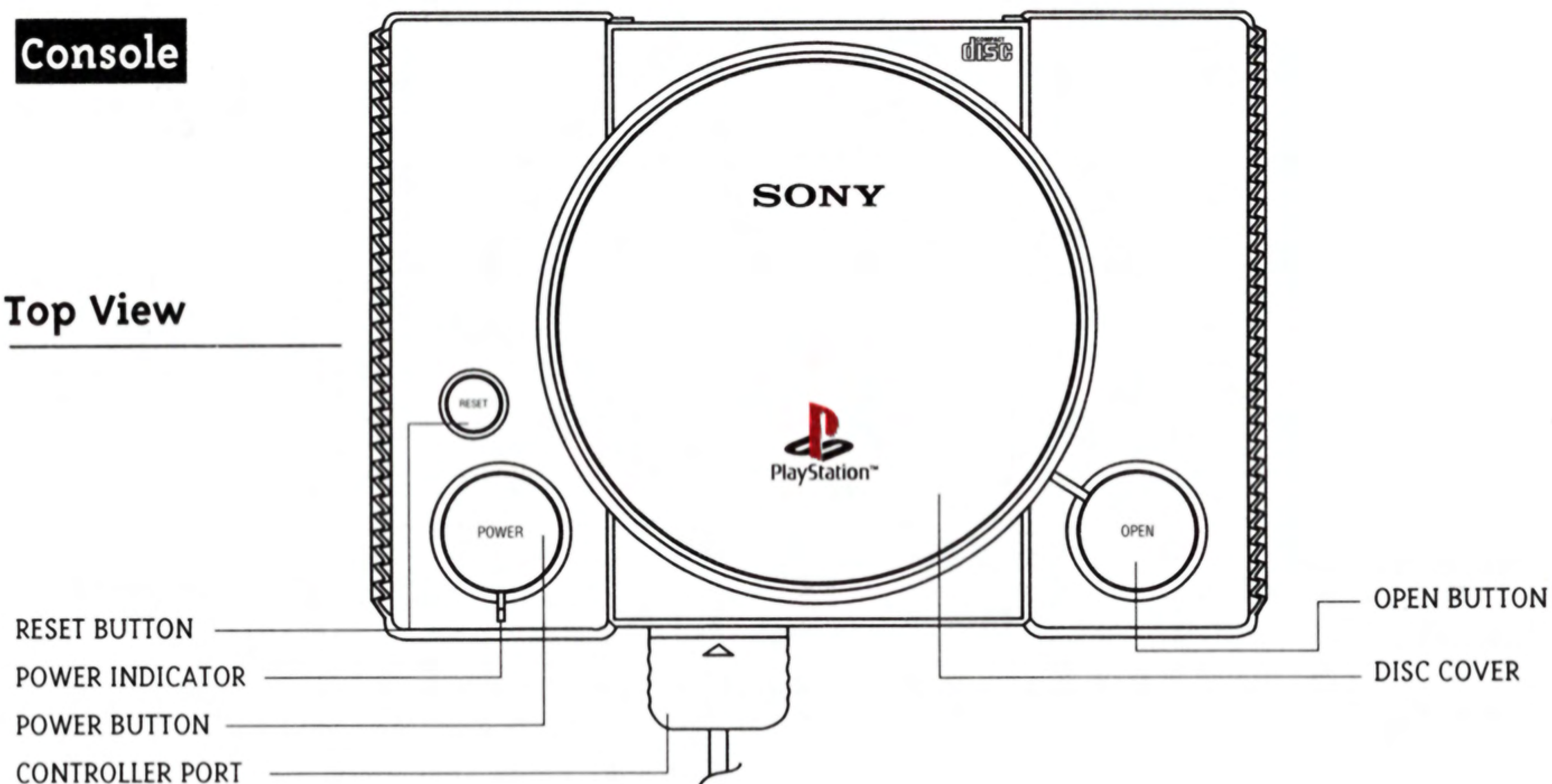
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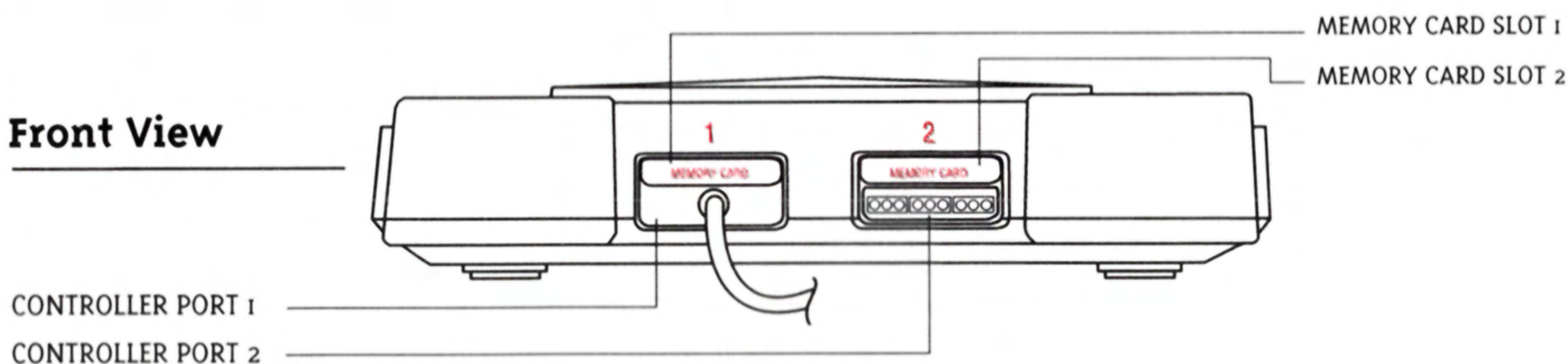
SETTING UP

Console

Top View



Front View



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 *SPOT Goes to Hollywood* disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

THE START AND OPTIONS SCREENS

After watching the logos and main introduction sequence to *SPOT Goes to Hollywood*, you will be taken to the main title screen. From here, you will be given two choices:

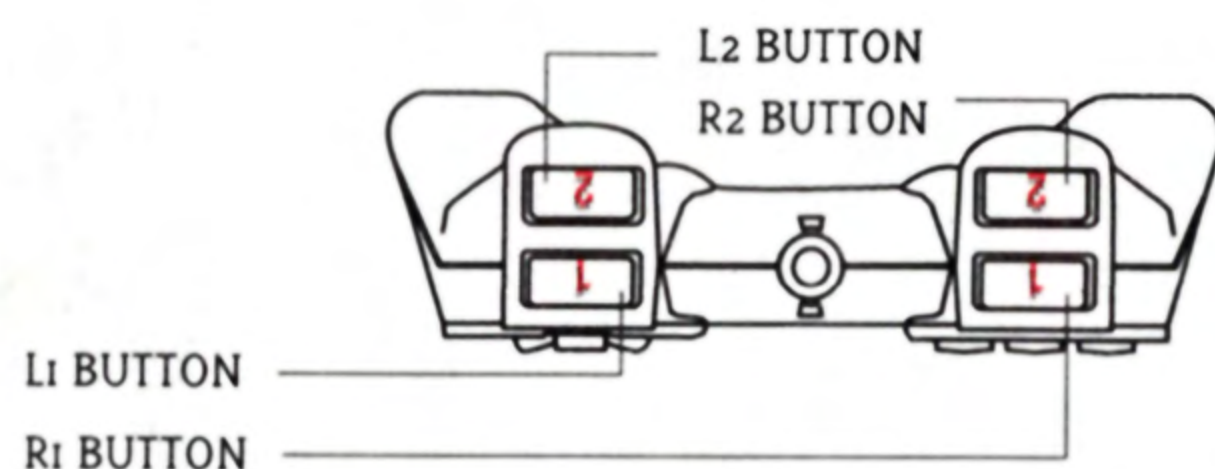
START: Press start here and follow the steps to begin a new game or to enter a password for a game in progress. To load a saved game, use the *Options Screen*, then exit to the title screen and select *Continue Game* (this requires an optional memory card).

OPTIONS: Allows you to customize your gameplay preferences:

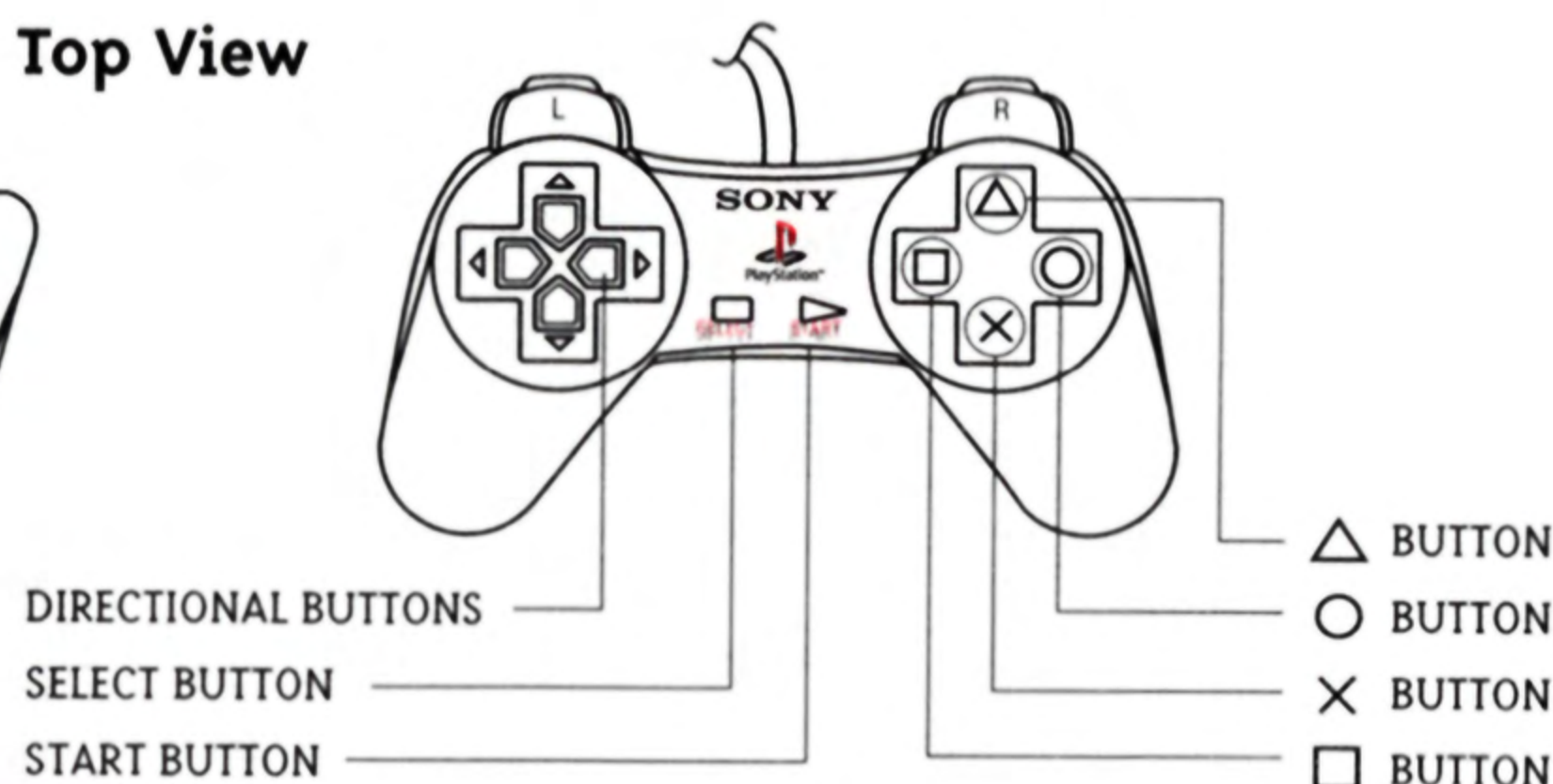
- MUSIC balance
- SOUND FX balance
- Configure: Customize the controller settings

Controller

Front View



Top View



DIRECTION PAD/BUTTON CONFIGURATION Press **START** or $\times$ Button to enter the controller configuration screen. Use up or down to highlight the function you wish to edit. On **BUTTONS**, you will have three separate choices of where to fire, jump, run, and special weapons buttons can be placed. Use left or right to move through these choices, and pick the one that is most comfortable for you. When **DIRECTION** is highlighted, you may choose from three separate methods to control SPOT with the direction buttons. Use left or right to move through these choices. Your preferences will be displayed on the on-screen controller for reference. When you are finished making your selections, highlight **EXIT**, or press Δ . When you've made all of your edits (that's choices to those who aren't in the great big world we call show biz), press the **START** button to begin rolling (playing).

CONTROLLING SPOT

Here are the default settings for directing SPOT through this Hollywood romp. Remember, you can always customize your setting through the *Options Screen*.

D-PAD UP

Moves SPOT Northeast
(The upper right portion of your screen)

D-PAD RIGHT

Moves SPOT Southeast
(The lower right portion of your screen)

D-PAD DOWN

Moves SPOT Southwest
(The lower left portion of your screen)

D-PAD LEFT

Moves SPOT Northwest
(The upper left portion of your screen)



Fires a HOT SHOT.



JUMP in direction D-PAD is pushed.



RUN in direction D-PAD is pushed.



Fires special weapon (when available)

START

Pause/Unpause the game.
Pausing will also display SPOT's vital statistics.
Pressing Select while paused will present you with options to Quit to the title page or Continue.

PASSWORDS

You'll guide SPOT through a cinematic adventure that is made up of 6 unique worlds. Some worlds contain several levels (anywhere from 4 to 6), others are bonuses.

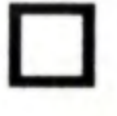
The only way to receive a password is to exit to the title screen and select *Continue Game* to display the password. As soon as you receive it write it down and don't lose it. In the unfortunate event that you run out of SPOT lives, you can use this password to begin again at the beginning of the last world you entered, instead of the beginning of the game.

O.K., so it's not exactly a password. What you're really going to see is a grid of numbers. It will look something like this:

8	1	2	5	4
7	3	5	2	2
7	5	6	6	2
1	2	1	1	8
6	8	8	2	3

When you're asked to give a password to enter a level, the grid filled with numbers will appear. Use your D-PAD to move the cursor around the grid to highlight the individual digits in the password. When you have a digit highlighted, use the

 BUTTON to increase the digit in value. For example, the 4 in the upper right-hand corner will become 5 then 6 then 7 and so on depending upon how often you press the button. After the number 8, the digits will cycle back to 1. Use the

 BUTTON to decrease the digit value. The  BUTTON returns you to the previous screen.

Move about the grid to continually increase or decrease each digit until the entire grid exactly matches your password. When the grid matches, press the **START** or  BUTTONS. You will be told what film world and level you are about to enter and how many Stars you have for the level (more on that later).

Alternatively, you can just save your game to a memory card, if you have one.

WHAT YOU'LL SEE ON THE BIG SCREEN

Lives

SPOT Goes to Hollywood is no short flick featurette. This is one of those marathon big screen epics. There is no time limit. So take your time and explore every scene for as long as you like. There is also no score to keep track of.

When you look at the screen, you will see SPOT's lifemeter, represented by hearts. You'll only have a few chances before your hearts run out, so be cautious. There are plenty of items throughout the various scenes that you can pick up to replenish your health. Directly left of these hearts is SPOT's face. He will show expressions when he collects something cool, or when something happens that is decidedly unhip.

Pausing the game will allow you to see all of your vitals—Lives, SpotDots collected, Special Weapons, and the number and order of the stars that you have collected.

Anytime you collect an item, the appropriate display will scroll on-screen for quick reference.

Health SpotDots Power Up
Collected Weapon Collected Stars



WEAPONS AND COOL STUFF TO COLLECT

THE HOT SHOT — You are automatically armed with these and have an unlimited amount. So, fire away!

BREAKABLES:



Shoot these objects open to reveal hidden surprises... look carefully for these, they may contain valuable SpotDots, weapons or maybe even dangers!



SPECIAL SPOT SHOTS

3 WAY SHOT:



This special effects shot starts out as one blast ray and then splits into three, taking out even more bad guys!

FREEZE SHOT:



This one turns the enemy into static Ice Cubes—but only for a limited time.

POWER SHOT:



The Big One. Takes out almost any enemy, and keeps on going!

BOMB:



Activate your Special Weapons button and out pops a BOMB! Tick, Tick, Tick and BOOM! (Stand clear!)

NOTE :

Some of your special shots are limited, or restricted to two only, so be careful!

PROPS/COLLECTIBLES (in other words cool stuff to collect)

HEALTH:  Restores your health hearts, taking it back to full.

IUP:  Awards you an extra life.

TIMED INVINCIBILITY

(SHIELD): When you get one of these GO FOR IT! Nothing can hurt you. But be careful—fame is fleeting and your invincible time is limited.



BUBBLE: Jump into the bubble icon and float around, controlling your bubble as you go with the D-PAD. A word of caution: the bubble only lasts for a limited time, then POP!



SPOTDOTS: Pick up as many of these as you can find! Remember that 100 cool points will award an extra life, so keep hunting through the levels. Small equals +1, big equals +5.



WARPS: Enter the flashing columns of light to teleport yourself to special areas. Keep an eye out though, these become tougher and tougher to find as you progress!



TIPS and HINTS from the Development Team

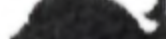
- Forget the expression "Look before you leap." There are secrets everywhere!
- The bigger they are, the harder they fall ... and the BOMB kills them all!
- Collect 100 SpotDots for another extra life!
- Not all secret rooms contain good items, but the greater the risk, the greater the reward!
- Search hard for secret level exits...some levels cannot be found without some creative stunts!

LIGHTS! CAMERA! LET'S GET ROLLING!

In the great big cinematic adventure of *SPOT Goes to Hollywood*, you'll travel through three distinct film worlds, plus three bonus areas (if you can unlock the secret to access these!). Each film world has several sub-plots or levels. Be sure to explore and discover everything that you can in each world. Your ultimate goal is to discover every level in every world. The more you discover, the more options and bonuses that will open themselves up to you. Your main goal is to collect all 5 Golden Stars in each level. You'll want to aim to finish the game with a perfect percentage, if you're REALLY good!

THE WORLD MAP

How the World Map works: As you progress through the game, new titles for scenes from the current world will appear at the bottom of the screen behind the image of that world. Pressing left or right allows SPOT to enter any of these areas that he has previously visited, or the area that is next to conquer. Also shown is the current amount of stars found in that level directly below the level name. You can replay any of these levels at any time, in any order. *SPOT Goes to Hollywood* is an exploration game as well as a cool shoot'em up. Be curious and take the time to discover everything there is to see in each level. The more you look, the more you'll find. Plus, the more surprises and bonuses that are revealed, the more paths and options that will become available to you!

But be careful you land lubber, there's a high seas battle going on as you push your way forward. Watch out for the backfiring cannons.  And keep your little red head from getting bonked by avoiding the in-coming cannon balls  (you can tell they're coming by the shadows on the deck and the incoming whistling sound)!

Be sure to push and pull around the various cargo items that are stowed on board. They may help you reach items that are out of reach or reveal secret rooms, areas or levels! And remember to try all of those warp columns!

Deep in the ruins of a  lost continent lies a forbidden temple. Long forgotten by man, yet recently discovered by YOU. It's your expedition's mission to make it through the various unexplored areas, including the deep mineshafts and the roaring rapids to the forbidden temple. 

When you've made it into the temple,  avoid the various nasties  laying in wait. Find the queen spider,  but be careful. Raise and lower

the deadly spikes to defeat the spider as it drops from high above. 
Dodge its crawling spider offspring and steer clear of the poisonous shots!



HAUNTING HORRORS

In this land of late-night spookies and nail-biting horrors, you need to guide SPOT from the depths of the haunted graveyard to the very top of a bell tower in the  mad scientist's castle. But look out! There are more things that go bump in the night in this haunted level than you can shake a skeleton at! Watch out for the moving tombstones! 
Also, poltergeists are hovering everywhere and you never know what might reach out and grab you! Just because it's buried, doesn't mean it's stopped moving! Shoot the light switch to turn the ghosts running,  that's the only way to permanently stop them!

As in every level, EXPLORE EVERYTHING! Old castles are famous for secret passages and hidden laboratories, torture chambers, and other scary rooms. Make your way upward to the top of the bell tower. But beware – the castle's custodian IGOR  is not fond of intruders. He'll do whatever it takes to persuade you to leave. One of his potions might have an adverse effect on an unsuspecting SPOT.

On the roof of the bell tower, you will confront the master of horror in the night himself, COUNT DRACULA. It's going to take more than a stake in the heart to drive this monster off.



BONUS WORLDS:

Find the secret to unlock SPOT's access to these very special levels.
Hint: Keep your head in the stars!

THE WILD, WILD WEST

Howdy, Partner! I reckon you better keep an eye on the horizon and your hand on your pistol as you Run, Gun and try to avoid a stampede of Mad Cows, Crazy Injuns and trigger-happy desperados.

TRIASSIC TERROR

Drive, Duck and Dodge O.K., the objective here is very simple. Keep yourself from becoming dino-food! You're out in the middle of a prehistoric wonderland filled with some of the craziest dinosaurs ever hatched! Avoid the dive-bombing pterodactyls. Steer clear of the lava rivers. Dash left or right to dodge perils, and jump to drive SPOT to safety.

SCIENCE FICTION!

You take off on a heroic flight aboard a starfighter to stop the ruthless tyranny of an alien race...blast your way to the vicious mechanical boss at the end of the space station! Shoot everything that moves, or they'll shoot you!

CREDITS in alphabetical order

Spot Goes to Hollywood is a Burst Production

**Game Director &
Executive Producer**

Mark W. J. Kelly

Programming Team

Heather Barclay

Jerod Bennett

Stuart Gregg

Mark W.J. Kelly

Art Team

Jeff Berting

Jeanne Brinker

Jackie Corley

Allen Coulter

Ray Huerta

Mila Kelly

Martin McDonald

Patrick Moran

Molly Talbot

Jennifer Terry

Michael Witt

Perry Zombolas

Design Team

Jared Brinkley

Mark W.J. Kelly

Martin McDonald

Tom Rademacher

Jonathan Williams

Director of Audio

Keith Arem

**Flick Music & Sound
Effects** Keith Arem

**Audio Department
Coordinator**

David Fries

**Additional Sound
Design**

Joey Kuras

Mical Pedriana

Director of Video

Robb Hart

Video Support

Lou Chagaris

Jeff Gordon

**Executives in Charge
of Burst**

Neil Young

Christopher Yates

In-game Audio

Tommy Tallarico Studios

Concept Art

Jullian A. Moran

Additional Thanks

Tom Bernardo

QA Director

David Maxey

**QA Administrative &
Planning Analyst**

Chris McFarland

QA Group Supervisor

Stacey Mendoza

QA Team

Lead Analyst-Glenn Burtis

Nick Camerota

Greg Corzine

Robert Dearborn

David E. Johnson

Jason Lewis

Gordon Madison

Chris Nelsen

Stuart Roch

Paul Shoener

Rob Smith

QA Technical Specialist

Paul Moore

**Vice President of
Marketing**

Russell Kelban

Director of Marketing

Jane Gilbertson

Product Manager

Nancy Feiner

Editorial Manager

Lisa Marcinko

Director of Production

Gail Hetland

TROUBLE-SHOOTING

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If you have access to a FAX machine, many technical support documents and hint sheets are available for FAXback through our Automated Support System. You can also FAX requests for technical support to (714) 833-2001. Please include a complete description of the problem you are having. Also, please include a phone number in case we need to contact you for further information.

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To access our BBS, set your telecommunications settings up to 14,400 baud and no parity, 8 data bits, and 1 stop bit. Then, using your telecommunications software, dial (714) 833-3305. We have eight lines available to answer your calls. While there is no charge for the use of our BBS, long-distance phone call charges may apply to some callers. Our BBS is available 24 hours a day.

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Other Internet Access Numbers: Internet Account: tech_support@vie.com

CompuServe: 71000,1513 AOL: viesupport

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While free hint sheets are not available for all games, many can be requested through our Automated Support System. If you have a FAX machine, these hint sheets can be FAXed back to you instantly. Hints are available only on the automated system. Please do not ask our technical support specialists for hints, as they will be unable to provide them. Just call our Customer Service number at (714) 833-1999, select the option for an "Automated Session," and then select the "Game Hints" option.

You can also mail a request for free hints to Virgin Interactive Entertainment, 18061 Fitch Ave., Irvine, CA, 92614, re: Hint Request. We will address such requests and send hint information if available. These free hints do not include all the information found in our Clue Books, or through our 900 Hint Lines, if applicable.

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Virgin Interactive Entertainment, 18061 Fitch Ave. Irvine, CA 92614

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