

NICKELODEON™

DORA the EXPLORER



Dora + saves the Crystal Kingdom



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- 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.

Table of Contents

| | |
|--|----|
| Getting Started | 2 |
| Game Controls | 3 |
| Main Menu | 4 |
| Pause Menu | 5 |
| Options Menu | 5 |
| Crystal Kingdom Helper Option | 6 |
| The Story | 7 |
| Crystal Kingdom Mode. | 8 |
| Selecting a New Game / Saved Game | 9 |
| Level Selection Menu | 10 |
| Collectibles | 10 |
| Interactive Objects | 12 |
| The Adventure Trail. | 13 |
| Mini-Games. | 15 |
| Flying Games | 15 |
| Backpack Games | 17 |
| Map Games | 17 |
| Crystal Courses | 17 |
| Credits | 20 |
| Limited Software Warranty and License Agreement. | 24 |



GETTING STARTED

PlayStation®2 system

Starting a game: Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Dora Saves the Crystal Kingdom disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2): To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Game Controls

Game Menu Controls

Left Analog Stick: Scroll through menu options.

Directional Buttons: Scroll through menu options

⊗ Button: Accept highlighted menu option.

⊙ Button: Go back to previous menu screen.

△ Button: Not used.

SELECT Button: Option Menu (only on Profile Select Menu).

In-Game Controls

⊗, ⊠, △, ⊙ Buttons: Jump and interact with objects/
Flying Game special action

Left Analog Stick: Move/scroll through Backpack and Map menus and interact with mini-games.

Right Analog Stick: Use during mini-games requiring 2 analog sticks.

Directional Buttons: Scroll through Backpack and Map menus.

SELECT Button: Skip the current cut scene.

START Button: Pause the game and open the In-Game Menu.

Note: During the mission, you will need to press the **⊗ Button** to jump and interact with objects on your adventure. You can also do this by pressing the **⊠, △, or ⊙ Buttons**.



Main Menu

After pressing the **X** Button on the opening Title Screen, you will be taken to the Main Menu. Here you will see the following three options:



Save the Kingdom

Takes you to the main Crystal Kingdom Adventure. From there, you can start a new game or continue an existing saved game.

Crystal Courses

Allows one or two people to race through any of the riding games found throughout the main Crystal Kingdom Adventure.

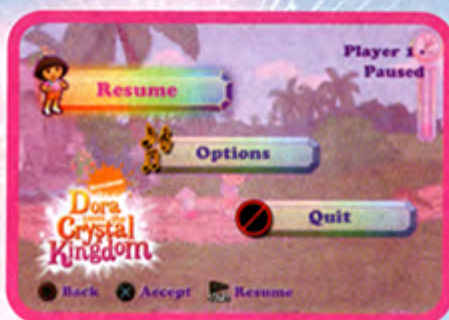
Credits

Watch out for surprises as Dora and friends take you through a list of the people who made this game.



Pause Menu

You can bring up the Pause Menu at any point in the Crystal Kingdom Adventure by pressing the **START Button**. This will pause the adventure until you choose to resume it. When you are on the Pause menu, you can select the following options:



Resume

Return to the adventure.

Options

Access the Options Menu.

Quit

Stop the current adventure, losing all progress, and return to the Main Menu.

Options Menu

The Options Menu can be accessed from the Pause Menu or the Level Select Menu. When you are on the Options Menu, you can adjust the following settings for your game:



Auto-Save

Choose whether or not the game will automatically save your progress.

Crystal Kingdom Helper

Turn on/off this assistance feature. (See Page 6)



Sound Options

Adjust the volume levels for the Voice, Effects and Music.

Delete Saved Data

(only available from Profile Select Screen)

Allows you to erase the current saved game, so you can begin a new one. Once the data is erased, it cannot be retrieved.

Crystal Kingdom Helper Option



Even great explorers need a helping hand. That's why the Crystal Kingdom Helper Option allows a grown-up or older sibling to use a second controller from time-to-time to assist the little explorer playing the game. At any time during a Completion Game (see page 15), a second player can help out by performing the same action on his or her controller, thus increasing the speed at which the Completion Meter fills.

Whenever you see this icon appear in the lower right-hand corner of the screen, a second player can help out by using a second controller. When the second player moves the analog sticks, this icon will begin to glow.

The Crystal Kingdom Helper Option can be turned on and off in the Options Menu. You will also be given the option to turn this feature on or off when you start your Crystal Kingdom adventure.



A Colorful Adventure

In the storybook land of the Crystal Kingdom, there are four magic Color Crystals: red, yellow, green and blue. They give everything in the kingdom its color: yellow for the sun, blue for the sky and water, green for the trees and plants, and red joins the others to make a beautiful rainbow. But the Greedy King has taken the Crystals for himself and the colors are draining away from everything in the Kingdom.

Dora, Boots, and Snow Princess join Allie, the one person in the kingdom to never lose hope, on an adventure to regain the Color Crystals and save the Crystal Kingdom. But they need your help! ¡Vámonos! Let's go!



Crystal Kingdom Adventure Mode

The Crystal Kingdom Adventure is the primary mode of the game, in which you'll help Dora and Boots find the four Color Crystals. As you travel along the Adventure Trail, you'll discover Mini-Game Challenges, Backpack Games, Map Games and Flying Games. You'll also go to new storybook lands and gain magical objects to help you on your way.

Join Dora and Boots as they explore these amazing storybook lands:

The Crystal Kingdom

Dora and Boots begin their adventure here and return often to restore the color that has been drained from it.

Dragon Land

Dora and Boots encounter a dragon and a knight while gaining the Yellow Crystal and a shield that shines.

Butterfly Cave

Gain the Green Crystal and magical butterfly wings after helping the giant caterpillar out of a jam.

Magic Castle

Dora and Boots travel through the clouds to a castle in the sky, and learn a little magic as you gain the Blue Crystal and magic wand.



Selecting a New Game/ Saved Game

To start playing in Crystal Kingdom Adventure Mode, you'll need to use a Save Game slot.



There are three Save Game slots available on this screen. Choose either an empty slot or a previously saved game, as described below, then press the **X** Button to begin.

New Game

The slots that say “New Game” are empty. If you select an empty slot, you will start a new Crystal Kingdom Adventure from the beginning. Your progress will be saved to this slot, as well as any adjustments you make to the Options settings.

Saved Games

You can continue a previously saved game by selecting a slot that has already been filled. The previously saved game slots will display the name of the mission you were on during the last save.

Note: During a mission, your game will automatically save at the end of each section, unless you choose to turn the Auto-Save option off in the Options Menu.



Level Selection Menu



After loading a saved game, you will see the Adventure Map, which serves as your level select menu. Each screen shows one full adventure, and each sticker represents one of the 3 sections of the mission. Just move the left analog controller to the left or right to cycle through the stickers, and press the **X Button** to start. By default, the next section you need to play will be highlighted when you load up your saved game.

Note: Adventure Stickers and Crystal Kingdom Stickers will be grayed out if you have not collected enough Coins to earn them. You can replay the sections for another chance to earn them all.

Options

Pressing the **SELECT Button** will access the Options Menu. Any changes made to the Options Menu will be saved in this profile only, except for Sound Options, and will not affect the other saved game profiles. Changes made to the Sound Options will affect all profiles. This way, parents can set the desired sound settings for all profiles at once.

Collectibles

Crystal Coins

Collect enough Crystal Coins and earn yourself a sticker! These coins representing each area of the kingdom and storybook worlds



you visit are scattered and hidden throughout the game. Some of these may be found along the trail; others are hidden in bushes, under mushrooms, or other objects. Collect enough Crystal Coins during a level, and you'll earn a Crystal Coin Sticker for your Adventure Map! As you collect these Crystal Coins, the meter in the upper left-hand corner of the screen will begin to fill. By filling up this meter, you will earn the appropriate Crystal Kingdom Stickers. You don't need to collect every coin in the level — just enough to fill the meter. Although you may want to so you can be a Super Crystal Kingdom Explorer!

Ride Coins

Ride Coins can be found throughout each Flight Game. If you help Dora collect them all in a single play, you'll earn a unique Ride Sticker for your Adventure Map! As you collect these Ride Coins, the meter in the upper left-hand corner of the screen will begin to fill. You will need to collect every Flight Coin to fill the meter completely and earn your Ride Sticker.

Collect Items

On her adventure, Dora will encounter some obstacles that keep her from advancing. She will need to find items to help her make it past the obstacle and continue her adventure.

Animals

Dora and Boots will find animal friends they need to help on their adventure. Usually these animals have been driven off by the Greedy King's magic and will follow Dora on her adventure and return to their homes.



Interactive Objects

Throughout the adventure, Dora and Boots will need to interact with things in the environment. They can simply jump or drop onto some, while others require the player to press a button or perform a simple action to interact.


Basic Objects

Dora and Boots can interact with these simply by jumping onto them. These include things like the floating crystals and magic rings.

Action Objects

Some objects require the player to perform special actions to interact with them. These include objects like the pulley basket and Pegasus.

Searchable Objects

These objects glow to let you know that you can search them. By pressing the  **Button** while the object is glowing, Dora and Boots will use their special skills to find what might be hiding in there. In some cases, Boots will simply search for the object hidden. In other cases, you will need to make a motion to help Dora search.

Colorable Objects

Collecting the Color Crystals will help bring the color back to most of the Crystal Kingdom, but some objects lost so much color they need a little extra help. These objects will appear gray in the environment. In order to bring the color back to these objects, the player will need to use the Color Crystal to scribble on them and color them back in.

Boots Areas

Some sections of the path are blocked off by special rocks and only Boots can get through. Pressing the **X Button** while next to these rocks will let Boots slip through. You can help him move using the same controls as Dora, exploring and collecting Crystal Coins or other objects, and then returning to Dora either the way you entered or out the other side. Either way, Dora is waiting for him there to continue their adventure.

The Adventure Trail

Help Dora and Boots travel along the adventure trail! As you move along the trail, you'll be able to explore things in the environment as well as reach the various Mini-Game Challenges, Backpack Games, Map Games and Flying Games. You'll also need to help Dora collect objects and find items and animals along the trail. At times, as you play, special meters and icons will appear on the screen. These include:



Crystal Coin Meter

This is a vertical meter on the upper left-hand side of the screen that fills up as you collect Crystal Coins along the trail by recovering them from searchable objects. For additional information, see the Crystal Coins section of this manual.



Item/Animal Meter

This is a vertical meter on the upper right-hand side of the screen that fills up as you collect either items to overcome an obstacle or animals to return home. Once the meter is full, you've collected enough items or found all the animals. You don't really need to collect all of the items or animals to complete the adventure, but awesome explorers might want to try to fill that meter!



Snow Princess Crystal

Snow Princess will appear on Dora's Crystal in order to deliver instructions or give advice about the path ahead.



Mini-Games

As you travel along the adventure trail, you will come across mini-games from time to time. In order to get past these, Dora and Boots will need your help to do things like pick the right key and throw a lasso. These will either be Completion Mini-Games or Selection Mini-Games.



Completion Mini-Games

You will need to perform an action with the analog sticks to fill a Completion Meter in the upper right-hand corner of the screen. Once it is full, you have completed that part of the adventure and can continue.

Selection Mini-Games

You will need to choose the correct object. This could be a certain shape, size, color, etc. After you have found the correct object, you will need to perform the motion or action described to proceed.

Flying Games

After the different storybook worlds, there are Flying Games, where you will help Dora fly or float. These games have a different viewpoint than the Adventure Trail. Steer Dora or the friend she is riding, avoid obstacles, and collect Ride Coins by moving the analog stick left or right. Press or tap the **X** Button to perform a special action. Collect all of the Ride Coins and you'll earn a Ride Sticker for that flight. During the flight, special meters and icons will appear on the screen. These include:





Flight Coin Meter


This is a vertical meter on the upper left-hand side of the screen that fills up as you collect Ride Coins along the trail. For additional information, see the Ride Coins section of this manual.



Travel Meter

This is a meter on the upper right-hand side of the screen that is used during Flight Games. This vertical meter has an icon that moves from one end to the other, indicating how close you are to reaching your destination.

Special Action

Depending on which flight game you're playing, the  **Button** does different things:

Dragon

Breathe fire to blow away dark cloud obstacles by tapping the button.

Butterfly Wings

Dive downward faster by holding the button.

Pegasus

Dodge left or right to avoid obstacles quickly by tapping the button while steering in that direction.

Backpack Games

Backpack has everything Dora needs to help on her adventure. Listen to the explanation of what Dora needs to accomplish and choose the object that will help her. Move the left analog stick to the left or right to cycle through the three options, and press the **X Button** to make your selection.



Map Games

At the beginning of each Crystal Kingdom level, Dora needs to check Map to see which storybook world they need to visit next. Map will tell you which Color Crystal they need to find next and you can select the storybook world where the crystal is hidden. Move the left analog stick to the left or right to cycle through the three storybook worlds, and press the **X Button** to make your selection.



Crystal Courses

In Crystal Courses Mode, one or two explorers can play a cooperative riding game with the Dragon and Pegasus.

Unlike a traditional race, you aren't trying to beat the other player. Instead, you are trying to work together to pick up as many colored Racer Coins as you can. At the end of the race, all the coins collected by both explorers are counted.



Racer Coins

Your goal is to pick up as many colored Racer Coins as possible. The purple Racer Coins are for Dora and the pink Racer Coins are for Boots.

Racer Coin Collection Meter

Check the Racer Coin Progress Meter to see how many Racer Coins you have collected. Each time you pick up a Racer Coin, the meter will fill up a little more. Collecting all of your Racer Coins will fill the meter completely. To help remind you what color Racing Coins you need to collect, Dora and Boots are shown above each Racer Coin Progress Meter in the color that matches their Racer Coins.

Note: You can only collect your color Racing Coins. You will not be able to collect the other player's color of Racing Coins.

Selecting The Number of Racers



On this setup screen, the racers participating should press the **X Button**. The characters for each player will pop up. Player 1 is Dora and Player 2 is Boots.

Choosing Fliers

Player 1 can move his or her left analog stick to the left or right to cycle through the available combinations of fliers (Dragon or Pegasus) for the game. Once both players agree on the fliers, both players should press the **X Button** to begin.



Winning Medals



Continue

When the race is over, you can win a medal based on the number of coins you collected during the race. The more coins collected, the better the medal. You can earn a bronze, silver, or gold medal.



Register with Us!

Have your parents go to www.2kplayreg.com to register your game with us!

Benefits include exclusive info on our latest games, tips and hints and more!

Credits

Developed by High Voltage Software

Team Management

Lead Programmer

Anthony Glueck

Lead Designer

Bill Sullivan

Lead Artist

Tim Hendrixson

Producer

Joseph Grochowski

Primary Team

Programmers

Pradyut Panda

Environment Artist

Starrla Lares

Concept Artist

Bob Nelson

Object Artist

Alex Damarjian

Designer

David Antognoli

Character Modeler

Doug Petty

Designer

Michael Czynewski

Animator

Matt Degen

Visual Effects Artist

Santiago Sanchez

Additional Contribution

Visual Effects Artist

Lisa Wells

Environment Artist

Thomas Barmore

Assistant Producer

Keith Hladik

Environment Artist

Kevin Johnson

Programmer

Chris Long

Programmer

Jeremiah Cauthorn

Programmer

Andrew Thayer

Designer

Kurt Tillmanns

Executive Management & Support

CEO & Founder

Kerry J. Ganofsky

Chief Creative Officer

Eric Nofsinger

President

John W. Kopecky

Executive Producer

Chad Kent

Art Director

Matt Corso

Design Director

David Pellas

Vice President, Simulations

Douglas Seebach

Chief Information Officer

Raymond E. Bailey

Office Manager & Human Resources

Maggie Bohlen

Human Resources

Katie Dombecki

IT Specialist

Greg Holkenbrink

IT Specialist

Alex Bovey

Maintenance

Matt Williams

Audio/Video Team

Coordinator

Michael Metz

Audio Engineer

Noah Jurcin

Video Specialist

Tim Consdorf

Audio Engineer/Composer

Nick Braun

User Interface Team

Coordinator

Chad Burns

UI Programmer

Chris Daniel

UI Artist

Amber Luecht

Quality Assurance Team

Coordinator

Chad Burns

Test Lead

Adrienne Gistingier

Testers

Kevin Westrom

Erick Robbins

Reid Wicklien

Tools and Technology Team

Lead Software Engineer

D. Scott Williamson

Senior Software Engineer

Brant French

Software Engineer

Irin Berry

Software Engineer

Derek Such

Software Engineer

Mitesh Shah

Special Thanks

Pat Dolan

Kevin Sheller

Alexandra Rosales

Tom Martin

Alex Kosakowski

Nickelodeon Kids and Family

Nickelodeon Kids & Family Games Group

Vice President, Premium Games

David Bergantino

Vice President, Business Development

Shaan Kandawalla

Director, Preschool Games

Jordana Drell

Director, Digital Retail Products

Yaacov Barselah

Senior Marketing Manager

Zohray Hoitsma

Digital Games Manager

Joey Gartner

Nickelodeon Creative Resources

Sr. Content Manager/Writer

Brian Bromberg

Art Director

James Salerno

Designer, Interactive

Michael Mucci

Voice Over and Sound Design

Dora

Caitlin Sanchez

Boots

Regan Mizrahi

Backpack

Alexandria Suarez

Map

Marc Weiner

King

Richard Kind

Snow Princess

Jessica Conde

Kate the Knight/ Caterpillar/Butterfly/ Pegasus

Cassady Leonard

Allie

Sabrina Jaing

Dragon

Matthew Gumley

Enrique

Nicholas Pita

Voice Director

Katie McWane

Audio Production by The Code International Inc.

Steve Horowitz

Robert Carpenter

Recorded at Dubway Studios and Pomann Sound



Nickelodeon Digital Research

Senior Research Director

J. Alison Bryant

Senior Research Analyst

Simona Rubin

Nickelodeon would like to thank:

Linnette Attai

Russell Hicks

Lori Szuchman

Teri Weiss

Cathy Galeota

Brown Johnson

Jason VanDeWalle

Rebecca Zelo

Kenneth Johnson

Dora the Explorer created by:

Chris Gifford

Valerie Walsh

Eric Weiner

Published By 2K Play

2K Play is a division of 2K, a publishing label of Take-Two Interactive Software, Inc.

2K Publishing

President

Christoph Hartmann

C.O.O.

David Ismailer

VP of Business Development

Steve Lux

Producer

Brian M. McGinn

Director of PD Operations

Kate Kellogg

SVP Marketing

Sarah Anderson

VP International Marketing

Matthias Wehner

Director of Marketing

Christina Recchio

Associate Brand Manager

Teresa Lin

Marketing Associates

Lynman Woo

Tommy Schaedel

Global Director of Public Relations

Markus Wilding

Senior PR Manager

Charlie Sinhaseni

Global Events Manager

Karl Unterholzner

VP Business Development

Kris Severson

VP Sales & Licensing

Steve Glickstein

Strategic Sales and

Licensing Director

Paul Crockett

VP, Counsel

Peter Welch

Web Director

Gabe Abarcar

Web Designer

Ashley Young

Art Direction and Packaging

Mada Design

Special Projects

Carissa Wendkos

Director of Operations

Dorian Rehfield

Sr. Marketing Project Manager

Jackie Truong

Director of Audio and Video Production

Jack Scalici

Senior Video Editor

J. Mateo Baker

Video Editor

Kenny Crosbie

Licensing/Operations Specialist

Xenia Mul

Manager- Talent and Music Licensing

Lydia Jenner

Special Thanks

Siobhan Boes

Cindi Buckwalter

Daniel Einzig

Gena Feist

Christopher Fiumano

Greg Gibson

Lydia Jenner

Alan B. Lewis

Meg Maise

Nicole Nicoletti

2K Games Quality Assurance

Vice President of QA

Alex Plachowski

Test Manager

Douglas Rothman

Test Lead

Joaquin A. Meza

Night Shift Lead

Lori Durrant

Senior Testers

Kristin Kerwitz

Brian Salazar

Gregor Langbehn

QA Testers

Morgan Albertson

Dale Bertheola

Eric Herrera

Kevin McCarthy

Tyler Muelrath

Erin O'Malley

David Vasquez

Compliance Manager

Alexis Ladd

Compliance Leads

Kevin Strohmaier

Andrew Webster

Compliance Senior

Nathan Bell

Compliance Testers

Evan Jackson

Ophir Klainman

Jeremy Thompson

Technical Supervisor

Jay Ruiz

Mastering Lab

Technicians

Madeleine St. Marie

Todd Ingram

Special Thanks

Eric Lane

Chris Jones

Merja Reed

Jana Kubanski

Rick Shawalker

David Arnsperger

Grant Bryson

Take 2 Operations Team

Anthony Dodd

Martin Alway

Cat Findlay

Nisha Verma

Paul Hooper

Paris Vidalis

Robert Willis

Denisa Polcerova

Developed by High Voltage Software. All rights reserved. Uses Bink Video Technology, Copyright © 1997-2008 RAD Game Tools, Inc. Scaleform is a registered trademark of Scaleform Corporation.



For technical support
in the US please contact
usa@take2support.com

In Canada please contact
canada@take2support.com



PLAY ALONG with Kai-lan and Friends!



PlayStation 2

NICKELODEON



Have your own prehistoric adventure!

Kid tested
For 100% Fun!



EVERYONE
TM
E
Search for more detailed
rating summaries at
www.esrb.org
ESRB CONTENT RATING www.esrb.org



PlayStation 2

NICKELDEON



Limited Software Warranty; License Agreement, and Information Use Disclosures

This document may be updated from time to time and the current version will be posted at www.take2games.com/eula. Your continued use of this Software 30 days after a revised version has been posted constitutes acceptance by you of its terms.

YOUR USE OF THE SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL(S), PACKAGING AND OTHER WRITTEN, FILES, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS AGREEMENT WITH TAKE-TWO INTERACTIVE SOFTWARE, INC. ("LICENSOR").

I. LICENSE

LICENSE. Subject to this Agreement and its terms and conditions, Licensor hereby grants you the nonexclusive, non-transferable, limited right and license to use one copy of the Software for your personal non-commercial use for gameplay on a single computer or gaming unit, unless otherwise specified in the Software documentation. Your acquired rights are subject to your compliance with this Agreement. The term of your license under this Agreement shall commence on the date that you install or otherwise use the Software and ends on the earlier date of either your disposal of the Software or Licensor's termination of this Agreement. Your license terminates immediately if you attempt to circumvent any technical protection measures used in connection with the Software. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by Licensor and, as applicable, its licensors.

OWNERSHIP. Licensor retains all right, title and interest to the Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United States copyright and trademark law and applicable laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from Licensor. Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties in the US or their local country. Be advised that US Copyright violations are subject to statutory penalties of up to \$150,000 per violation. The Software contains certain licensed materials and Licensor's licensors may also protect their rights in the event of any violation of this Agreement. All rights not expressly granted to you herein are reserved by the Licensor.

LICENSE CONDITIONS. You agree not to:

- (a) Commercially exploit the Software;
- (b) Distribute, lease, license, sell, rent or otherwise transfer or assign the Software, or any copies of the Software, without the express prior written consent of Licensor or as set forth in this Agreement;
- (c) Make a copy of the Software or any part thereof (other than as set forth herein);
- (d) Making a copy of this Software available on a network for use or download by multiple users;
- (e) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one computer or gaming unit at the same time;
- (f) Copy the Software onto a hard drive or other storage device in order to bypass the requirement to run the Software from the included CD-ROM or DVD-ROM (this prohibition does not apply to copies in whole or in part that may be made by the Software itself during installation in order to run more efficiently);
- (g) use or copy the Software at a computer gaming center or any other location-based site; provided, that Licensor may offer you a separate site license agreement to make the Software available for commercial use;
- (h) Reverse engineer, decompile, disassemble, prepare derivative works based on or otherwise modify the Software, in whole or in part;
- (i) Remove or modify any proprietary notices, marks or labels contained on or within the Software; and
- (j) transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

However, you may transfer the entire Software and accompanying documentation on a permanent basis to another person as long as you retain no copies (including archival or backup copies) of the Software, accompanying documentation, or any portion or component of the Software accompanying documentation, and the recipient agrees to the terms of this Agreement. The Software is intended for private use only.

TECHNICAL PROTECTIONS. The Software may include measures to control access to the Software, prevent unauthorized copies, or otherwise attempt to prevent anyone from exceeding the limited rights and licenses granted under this Agreement. If the Software permits access to additional online features, only one copy of the Software may access those features at one time (unless otherwise provided in the Software documentation). Additional terms and registration may be required to access online services and to download Software updates and patches. Only Software subject to a valid license can be used to access online services, and download updates and patches. You may not interfere with such access control measures or attempt to disable or circumvent such security features. If you disable or otherwise tamper with the technical protection measures, the Software will not function properly.

USER CREATED CONTENT: The Software may allow you to create content, including but not limited to a gameplay map, a scenario, screenshot of a car design or a video of your game play. In exchange for use of the Software, and to the extent that your contributions through use of the Software give rise to any copyright interest, you hereby grant Licensor an exclusive, perpetual, irrevocable, fully transferable and sub-licensable worldwide right and license to use your contributions in any way and for any purpose in connection with the Software and related goods and services, including the rights to reproduce, copy, adapt, modify, perform, display, publish, broadcast, transmit, or otherwise communicate to the public by any means whether now known or unknown and distribute your contributions without any further notice or compensation to you of any kind for the whole duration of protection granted to intellectual property rights by applicable laws and international conventions. You hereby waive any moral rights of paternity, publication, reputation, or attribution with respect to Licensor's and other players' use and enjoyment of such assets in connection with the Software and related goods and services under applicable law. This license grant to Licensor, and the above waiver of any applicable moral rights, survives any termination of this License.

II. INFORMATION COLLECTION & USAGE.

By installing and using this software, you consent to these information collection and usage terms, including (where applicable) transfer of data to Licensor and affiliated companies into a country outside of the European Union and the European Economic Area.

If you connect to the Internet when using the Software, Licensor may receive information from hardware manufacturers or platform hosts and may automatically collect certain information from your computer or gaming unit. This information may include, but is not limited to, user IDs (such as gamer tags and screen names), game scores, game achievements, game performance, locations visited, buddylists, hardware MAC address, internet protocol address, and your usage of various game features. All information collected by Licensor is intended to be anonymous information

that does not disclose your identity or constitute personal information, however, if you include personal information (such as your real name) in your user ID, then such personal information will automatically be transmitted to Licensor and used as described herein.

The information collected by Licensor may be posted by Licensor on publicly-accessible web sites, shared with hardware manufacturers, shared with platform hosts, shared with Licensor's marketing partners or used by Licensor for any other lawful purpose. By using this Software you consent to the Licensor's use of related data, including public display of your data such as identification of your user created content or displaying your scores, ranking, achievements and other gameplay data. If you do not want your information shared in this manner, then you should not use the Software.

III. WARRANTY

LIMITED WARRANTY: Licensor warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. Licensor warrants to you that this Software is compatible with a personal computer meeting the minimum system requirements listed in the Software documentation or that it has been certified by the gaming unit producer as compatible with the gaming unit for which it has been published, however, due to variations in hardware, software, internet connections and individual usage, Licensor does not warrant the performance of this Software on your specific computer or gaming unit. Licensor does not warrant against interference with your enjoyment of the Software; that the Software will meet your requirements; that operation of the Software will be uninterrupted or error-free, or that the Software will be compatible with third party software or hardware or that any errors in the Software will be corrected. No oral or written advice provided by Licensor or any authorized representative shall create a warranty. Because some jurisdictions do not allow the exclusion of or limitations on implied warranties or the limitations on the applicable statutory rights of a consumer, some or all of the above exclusions and limitations may not apply to you.

If for any reason you find a defect in the storage medium or Software during the warranty period, Licensor agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by Licensor. If the Software is no longer available, Licensor retains the right to substitute a similar piece of Software of equal or greater value. This warranty is limited to the storage medium and the Software as originally provided by Licensor and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on Licensor.

When returning the Software subject to the limited warranty above, please send the original Software only to the Licensor address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING BUT NOT LIMITED TO, DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, PROPERTY DAMAGE, LOST PROFITS OR PUNITIVE DAMAGES FROM ANY CAUSES OF ACTION ARISING OUT OF OR RELATED TO THIS AGREEMENT OR THE SOFTWARE, WHETHER ARISING IN TORT (INCLUDING NEGLIGENCE), CONTRACT, STRICT LIABILITY OR OTHERWISE, WHETHER OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL LICENSOR'S LIABILITY FOR ALL DAMAGES (EXCEPT AS REQUIRED BY APPLICABLE LAW) EXCEED THE ACTUAL PRICE PAID BY YOU FOR USE OF THE SOFTWARE.

BECAUSE SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY SHALL NOT BE APPLICABLE SOLELY TO THE EXTENT THAT ANY SPECIFIC PROVISION OF THIS WARRANTY IS PROHIBITED BY ANY FEDERAL, STATE, OR MUNICIPAL LAW, WHICH CANNOT BE PRE-EMPTED. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is the Licensor at the location listed below.

EQUITABLE REMEDIES: You hereby agree that if the terms of this Agreement are not specifically enforced, Licensor will be irreparably damaged, and therefore you agree that Licensor shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

INDEMNITY: You agree to indemnify, defend and hold Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected.

GOVERNING LAW. This Agreement shall be construed (without regard to conflicts or choice of law principles) under the laws of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law. Unless expressly waived by Licensor in writing for the particular instance or contrary to local law, the sole and exclusive jurisdiction and venue for actions related to the subject matter hereof shall be the state and federal courts located in Licensor's principal corporate place of business (New York County, New York, U.S.A.). Both parties consent to the jurisdiction of such courts and agree that process may be served in the manner provided herein for giving of notices or otherwise as allowed by New York state or federal law. The parties agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this Agreement or to any dispute or transaction arising out of this Agreement.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS LICENSE, YOU MAY CONTACT IN WRITING TAKE-TWO INTERACTIVE SOFTWARE, INC. 622 BROADWAY, NEW YORK, NY 10012.

Kid tested
For 100% Fun!

It's a magical, snowy adventure!



PlayStation.2

