

nickelodeon

Dora's BIG BIRTHDAY ADVENTURE™



EVERYONE
E
CONTENT RATED BY
ESRB



2K
play

⚠ WARNING: PHOTOSENSITIVITY/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.....	4
OPTIONS MENU.....	5
BIRTHDAY HELPER OPTION.....	5
THE BIG BIRTHDAY ADVENTURE.....	6
STORY MODE.....	6
SELECTING A NEW GAME / SAVED GAME.....	7
LEVEL SELECTION MENU.....	8
COLLECTIBLES.....	9
INTERACTIVE OBJECTS.....	10
THE ADVENTURE TRAIL.....	11
PUZZLE CHALLENGES.....	12
BACKPACK GAMES.....	12
MAP GAMES.....	12
RACING MINI-GAMES.....	13
MOTION MINI-GAMES.....	14
BIRTHDAY GAMES (ON THE MAIN MENU).....	14
CREDITS.....	16
LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT.....	18



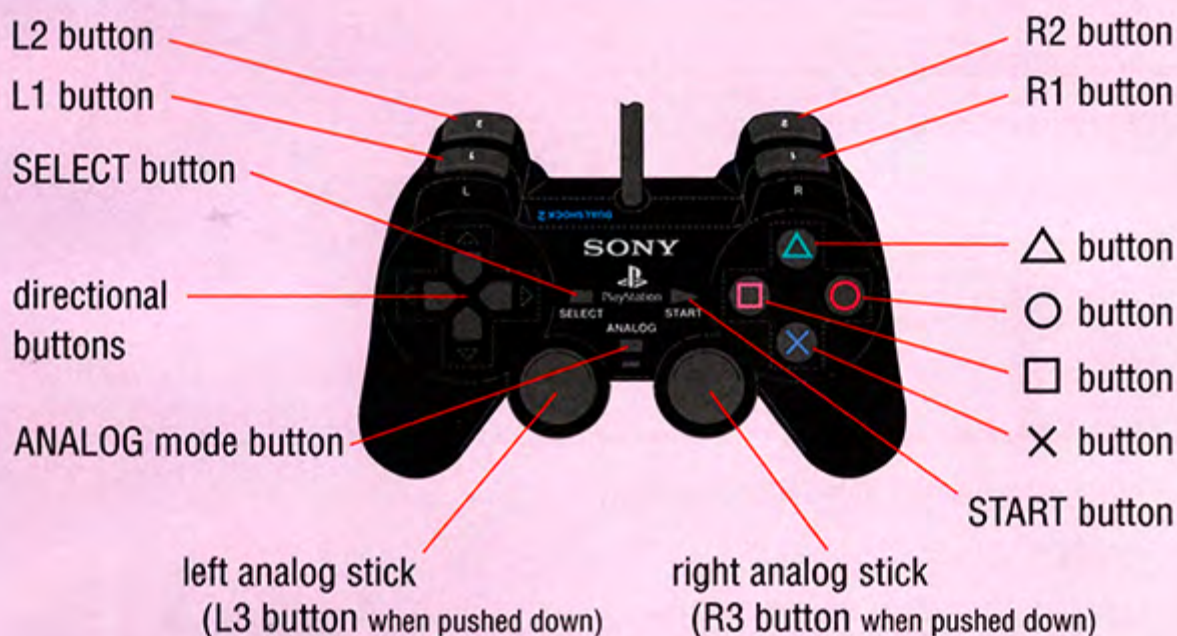
GETTING STARTED

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 THE EXPLORER: DORA'S BIG BIRTHDAY ADVENTURE 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



Button Diagram & Description (Game Menus)

Left Analog Stick: Scroll through menu options.

Directional Buttons: Scroll through menu options.

X Button: Accept highlighted menu option.

Circle Button: Return to previous screen.

Triangle Button: Option Menu (only on Level Select Menu).

SELECT and START Buttons: Delete Save File (only on Profile Select Menu).

Square Button: Journal Menu (only on Level Select Menu).

Button Diagram & Description (During Game)

X, Square, Triangle, Circle Buttons: Jump and interact with objects / Mini-Game special action (if any).

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

Right Analog Stick: Use for certain interactions requiring both analog sticks.

Directional Buttons: Scroll through Backpack and Map menus.

SELECT Button: Skip the current cut scene.

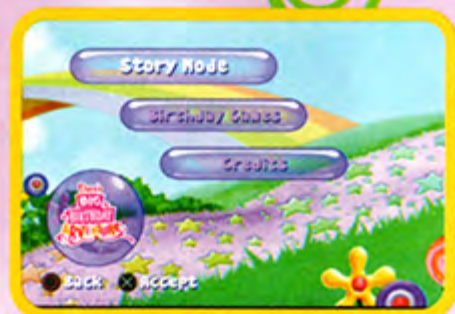
START Button: Pause the game and open the In-Game Menu.

Note: During the platforming gameplay, you will need to press the **X Button** to jump and interact with objects on your Big Birthday Adventure. You can also do this by pressing the **Square Button**, the **Triangle Button** or the **Circle Button**.



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:



Story Mode

Takes you into the story of Dora's Big Birthday Adventure. This selection takes you to a menu screen where you can choose to start a new game or continue an existing saved game.

Birthday Games

Allows one or two players to enjoy various Mini-Games found throughout the Big Birthday Adventure.

Credits

Takes you to a special, interactive level that also lists all of the people who made this game.



Pause Menu

You can bring up the Pause Menu at any point in the Big Birthday Adventure by pressing the **START Button**. This will stop 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 Big Birthday 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.

Birthday Helper

Turn on/off this assistance feature (see explanation below).

Vibration

Turn on/off your DUALSHOCK®2 analog controller's vibration feature.

Sound Options

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

Birthday Helper Option

Even great explorers need a helping hand. That's why the Birthday Helper Option allows a grown-up or older sibling to use a second DUALSHOCK®2 analog controller from time-to-time to assist the little explorer playing the game. At any time during certain Mini-Games, a second player can help out by performing the same action on his or her DUALSHOCK®2 analog controller, thus doubling the chances of performing the correct input.



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 DUALSHOCK®2 analog controller. When the second player moves his or her DUALSHOCK®2 analog controller, this icon will begin to glow.

The Birthday 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 Big Birthday Adventure.



The Big Birthday Adventure

Everyone is coming for Dora's big birthday fiesta... but where is the birthday girl? The Twisty Wind Cloud has blown Dora and Boots to Wizzle World, and they need your help to find the Wishing Wizzle and get home. Along the way, you can get help from the Snow Princess, ride on a magic unicorn, play party games, bounce on a bubble over Sea Snake Lake, and move to the beat in the Dancing Forest. Just be sure to avoid the mean witch, La Bruja, who will try to block your way. ¡Vamonos! Let's go!



Story Mode

This is the Big Birthday Adventure, in which you will help Dora and Boots take the Wishing Crystal to the Wishing Wizzle. As you travel along the Adventure Trail, you'll need to overcome obstacles by playing Backpack Games, Map Games, Puzzle Challenges, Racing Mini-Games and Motion Mini-Games. You will also gather magical objects to help you on your way.

Join Dora and Boots as they explore these amazing Wizzle World locations:

Wizzle Forest

Help Dora and Boots find the Wizzles who explain Dora's main task – she and Boots must take the Wishing Crystal to the Wishing Wizzle.

Sea Snake Lake

At Sea Snake Lake, Dora and Boots need your help to get past a HUGE Sea Snake blocking their way.

The Dancing Forest

When La Bruja uses her magic to cause the trees to stop dancing and block Dora's progress, Dora and Boots need you to help them get the trees dancing again.

The Rainbow

To reach Wizzle Mountain, Dora and Boots need to go over the Rainbow. To do this, they need you to help them find and ride a Unicorn!

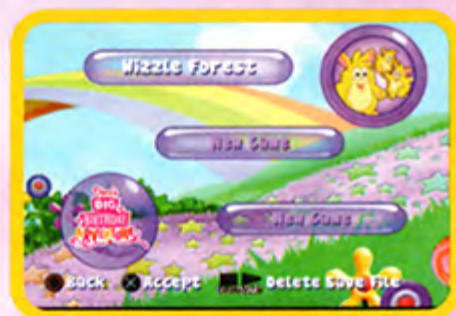
Wizzle Mountain

Eventually, Dora and Boots find the Wishing Wizzle and ask him to use the Wishing Crystal to help them get home in time for Dora's Birthday party. But La Bruja uses her magic to try and stop them again. Can you help Dora finally get home?

Selecting a New Game/Saved Game

To start playing in the Story Mode of Dora's Big Birthday Adventure, you'll need to use a Save Game slot.

There are three Save Game slots available on this screen. Move the left analog stick to the left or right or use the directional buttons to 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 Big Birthday Adventure from the beginning. Your progress will be saved to this slot, as well as adjustments you make to the Options settings.

Saved Games

A previously saved game can be loaded, allowing you to pick up where you left off. Just select the slot that has been filled with the data for that game. The previously saved game slots will display the name of the adventure you were on during the last save.

Delete Save Data

Pressing the **SELECT** Button and the **START** Button at the same time allows you to erase the current saved game, so you can begin a new one. Once the data is erased, it cannot be retrieved.

Note: During an adventure, 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 level, and each icon represents one of the sections of the level. Just press the left analog stick to the left or right or use the directional buttons to cycle through the icons, and press the **X** Button to select the one you want, 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.

Stickers and Badges will be dark if you have not collected enough Collectibles to earn them. You can replay the sections for another chance to earn them all.

Options

Pressing **△ 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.

Journal

During gameplay, you can earn Stickers and Badges for gathering enough Collectibles. Pressing the **Ⓜ Button** will access the Adventure Journal, where you can see all the Stickers and Badges you've earned.

Collectibles

Memory Gems

Collect enough Memory Gems and you can earn Friendship Stickers! These gems, representing each area of the levels you visit, are scattered and hidden throughout the game. Some of these may be found along the adventure trail; others are hidden in bushes, up in trees, or other objects. Collect enough Memory Gems during a level and you'll earn half a sticker for your Adventure Journal! As you collect these Memory Gems, 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 stickers. You do not need to collect every gem in the level – just enough to fill the meter.

Wizzle Tokens

These are the collectibles you can earn in each Mini-Game you play. If you help Dora collect them all in a Story Mode, you'll earn a unique sticker for your Adventure Journal! As you collect these Wizzle Tokens, the meter in the upper left-hand corner of the screen will begin to fill. You will need to fill the meter completely to earn your Mini-Game 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.



Follower Friends

Dora and Boots will find friends they need to help on their adventure. These special friends will follow Dora on her adventure until she returns them home or they have helped her reach the end of the level.

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 Bouncy Balls and Flower Springs.

Action Objects

Some objects require the player to perform special actions to interact with them. These include objects like the Ladder Plants and the Wizzle Boats.

Searchable Objects

These objects glow to let you know that you can search them. By pressing the **X Button** while the object is glowing, Dora and Boots will search 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.

Boots Areas

Some sections of the path are blocked off by special trees that only Boots can climb. Pressing the **X Button** while next to these trees will allow Boots to enter a tree hole so he can explore the treetops for Dora. You can help him move using the same controls as Dora. There are special interactive objects in these areas for Boots to use as he explores and collects Memory Gems or other objects. After getting through the trees, he will return to Dora, who is waiting for him on the other side.



The Adventure Trail

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



Memory Gem Meter

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



Item/Follower 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 followers to return home. Once the meter is full, you have collected enough items or found all the followers. You do not really need to collect all of the items or followers to complete the adventure, but awesome explorers want to try to fill that meter!



Motion Icon

This icon will show you an example of the direction you need to move the left analog stick, right analog stick or which button you should press.



Snow Princess Crystal

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





Puzzle Challenges

At various points in the game, Dora's path will be blocked by an obstacle that she cannot get around. Instead, there will be a simple puzzle that she has to successfully complete in order to overcome the obstacle.

There are three objects in the area, one of which has the object that she needs to solve the puzzle. Snow Princess will provide you with clues to help you identify the correct object. When Dora is in front of any one of these, it will glow, and the player can press the the **X Button** to have her "choose" it as the solution for the puzzle.

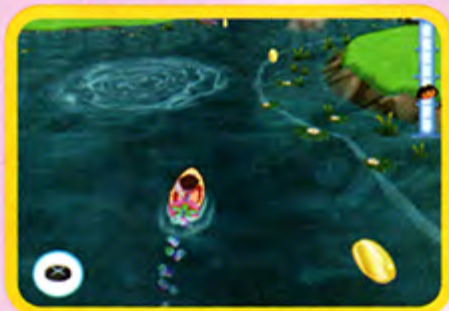
Backpak Games

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 would be of the most help to her. Move the left analog stick to the left or right or use the directional buttons to cycle through the three options, and press the **X Button** to make your selection.



Map Games

At the beginning of each Big Birthday Adventure level, Dora needs to check Map to see where they need to go to next. Move the left analog stick to the left or right or use the directional buttons to cycle through the levels, and press the **X Button** to make your selection.



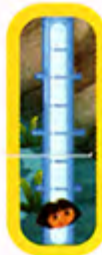
Racing Mini-Games

At various points in the levels, there are Racing Mini-Games, where you will help Dora control some type of transport. These games have a different viewpoint than the regular adventure trail. Steer Dora or the friend she is riding, avoid obstacles, and collect Wizzle Tokens by moving the left analog stick left or right. Press or tap the **X Button** to perform a special action. Collect all of the Wizzle Tokens and you'll earn a sticker for that race. During the race, special meters and icons will appear on the screen. These include:



Wizzle Token Meter

This is a vertical meter on the upper left-hand side of the screen that fills up as you collect Wizzle Tokens during the race. For additional information, see the Wizzle Tokens section of this manual.



Travel Meter

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

Special Action

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

Bubble Boat

Put on a burst of speed to zip past obstacles by tapping the **X Button**.

Wizzle Bubble

Dive downward under obstacles by tapping the **X Button**.

Bubble Car

Honk the car's horn and scare obstacles by tapping the **X Button**.

Unicom

Jump the Unicom over obstacles by tapping the **X Button**.

Wizzle Bubble (Vertical)

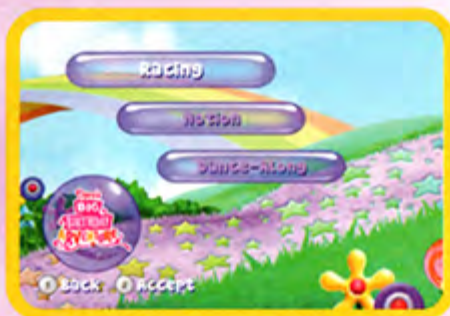
Dodge left or right to avoid obstacles quickly by tapping the **X Button** while steering in that direction.



Motion Mini-Games

Throughout the Big Birthday Adventure, you will help Dora perform a task or overcome an obstacle by performing

various motions. These games have a different viewpoint than the regular adventure trail. Help Dora dance with her friends, call to special characters, or tape over holes in Wizzle Bubbles by performing the indicated motions with the left analog stick. You might also need to tap the **X Button** to perform a special action. Do these actions correctly and you will collect Wizzle Tokens; collect all of them and you'll earn a sticker for that Mini-Game.



Birthday Games (on the Main Menu)

In Birthday Games Mode, one or two explorers can play a competitive version of most of the Mini-Games encountered in the Big Birthday Adventure Story Mode.

Selecting the Number of Explorers

On this setup screen, the explorers participating should press the **X Button** on their DUALSHOCK®2 analog controller. The characters for each player will pop up. Player 1 is Dora and Player 2 is Boots.

Selecting the Mini-Game

Explorer 1 can move the left analog stick on their DUALSHOCK®2 analog controller to the left or right or use the directional buttons to cycle through the available Mini-Games. Once both players agree on the Mini-Game they want to play, the first player should press the **X Button** on the DUALSHOCK®2 analog controller to begin.

Winning Medals

When the Mini-Game is over, the tokens that both explorers have collected are counted to earn a medal. The more tokens 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, Inc.

TEAM MANAGEMENT

Lead Artist

Rich Bernal

Lead Programmer

Pradyut Panda

Lead Designer

Rob Nicholls

Producer

Jaramiah Severns

PRIMARY TEAM

Visual Effects Artist

Lisa Wells

Senior Programmer

Enrique Cony

Environment Artist

Starria Lares

Animator

Erik Novak

Character Modeler

Claudiu Varan

Environment Artist

Steve Schmidt

Associate Producer

Douglas Seebach

Game Designer

Michael Czyzewski

ADDITIONAL CONTRIBUTION

Animator

Angel Ruiz

Environment Artist

Charlie Williams III

Object Modeler

Patrik Spacek

EXECUTIVE MANAGEMENT & SUPPORT

CEO & Founder

Kerry J. Ganofsky

Chief Creative Officer

Eric Nofsinger

President

John W. Kopecky

Chief Information Officer

Raymond E. Bailey

Art Director

Matt Corso

Design Director

David B. Pellas Sr.

Software Development Director

Anthony Glueck

Office Manager & Human Resources

Maggie M. Bohlen

Human Resources

Katie Dombecki

IT Specialist

Greg Holkenbrink

IT Specialist

Alex Bovey

Building Supervisor

Matt Williams

AUDIO / VIDEO TEAM

Audio Video Director

Mike Metz

Video Specialist

Tim Consdorf

Composer/Sound Designer

Jeff Conary

Composer/Sound Designer

Nick Braun

USER INTERFACE TEAM

Coordinator

Chad Burns

Lead Programmer

Dave Perea

UI Artist

Amber Luecht

UI Artist

Alexandria Rosales

UI Programmer

Chris Daniel

QUALITY ASSURANCE TEAM

Coordinator

Chad Burns

Lead Tester

Adrienne Gisting

TOOLS AND TECHNOLOGY TEAM

Coordinator

D. Scott Williamson

Senior Software Engineer

Brant French

Software Engineer

Derek Such

SPECIAL THANKS

Dav Hamish

Danai Kittivathana

Damion J.J. Davis (RES)

Jeremy Chapman (RES)

James Thompson (RES)

Nickelodeon Kids and Family Games Group

Vice President, Digital Retail Games

Shaan Kandawalla

Sr. Director, Preschool Games

Jordana Drell

Sr. Producer

Rebecca Zelo

Sr. Director, Digital Retail Games

Yaacov Barselah

Sr. Marketing Manager

Zohray Hoitsma

Marketing Manager

Joey Gartner

NICKELODEON CREATIVE RESOURCES

Director, Copy/Content

Brian Bromberg

Art Director

James Salerno

Designer, Interactive

Andrew Potter

VOICE OVER AND SOUND DESIGN

Dora

Caitlin Sanchez

Boots

Regan Mizrahi

The Snow Princess

Jessica Conde

Backpack, The Unicorn, Wizzle1

Alexandria Suarez

Map, Wizzle2

Marc Weiner

The Scarecrow

Eric Weiner

La Bruja

Rosie Perez

The Flying Monkeys

Julian Rebolledo

The Wishing Wizzle

Hector Elizondo

Voice Director

Holly Gregory

Recorded and Produced by

Steve Horowitz

Robert Carpenter

Recorded at Pomann Sound & Hyperbolic Audio

NICKELODEON DIGITAL RESEARCH

VP, Research

Jane Gould

Director, Research

Katie Bessiere

Digital Analyst

Craig Donahue

NICKELODEON WOULD LIKE TO THANK

Linnette Attai

Russell Hicks

Lori Szuchman

Teri Weiss

Cathy Galeota

Brown Johnson

Michelle Levitt

Christina Marano

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. www.2kgames.com/2kplay

2K PUBLISHING

President

Christoph Hartmann

C.O.O.

David Ismaier

VP, Business Development

Steve Lux

Lead Producer

Brian M McGinn

Producer

Sean R Scott

Director of PD Operations

Kate Kellogg

SVP Marketing

Sarah Anderson

VP International Marketing

Matthias Wehner

Director of Marketing

Christina Recchio

Associate Brand Manager
Kelly Chicos

Global Director of Public Relations
Markus Wilding

Director Marketing Projects
Jackie Truong

Web Director
Gabe Abarcar

Director of Technology
Jacob Hawley

VP Business Development
Kris Severson

VP Sales & Licensing
Steve Glickstein

Strategic Sales and Licensing Director
Paul Crockett

VP, Counsel
Peter Welch

Special Projects
Carissa Wendkos
Ursula Baker

Director of Operations
Dorian Rehfield

Manager of Video, Senior Editor
J. Mateo Baker

Manager Music & Talent Licensing
Lydia Jenner

Licensing/Operations Specialist
Xenia Mul

Director In-game Media, Promotions and Partnerships
Shelby Cox

Associate Manager of Partner Marketing
Dawn Burnell

PR Agency
Access Communications

Package Art
Dave Aikins

Package Layout
Calo Rios

Manual Design
Third Power Studios

2K QUALITY ASSURANCE

VP of Quality Assurance
Alex Plachowski

Quality Assurance Test Manager (Projects)
Douglas Rothman

Quality Assurance Test Manager (Support Team)
Alexis Ladd

Test Supervisor (Support Team)
Sean Manzano

Lead Tester
Joaquin Meza

Lead Tester (Support Team)
Sara Lane
Kevin Strohmaier

Senior Testers
Jason Colombetti
Nathan Bell
Matt Newhouse

Quality Assurance Team
Ron Avila
Robert Willis
Casey Kealoha
Heather Umberson
Christopher Davis
Tony Monteverde-Talarico
Steven Stoker
Tanya Lee
Kenny Griffiths
Chris Valera
Adam Honeycutt
Alex Jimenez
Alex Minnick

Christopher Valera
Kenneth Griffiths
Leroy Patterson
Micheal Perusaitis
Phi Huynh
Robert Willis
Steven Stoker
Tony Chong
Warren Hsiao
Evan Jackson
Ophir Klainman
Erin Reilly
Paul Carrion
Ed Kociela
Jeremy Thompson
Daniel Lee
George Watland
Dale Bertheola
Bryan Papa

2K INTERNATIONAL

General Manager
Neil Ralley

VP International Marketing
Matthias Wehner

International Marketing Manager
Lia Tsele

International Product Manager
Yvonne Dawson

International Product Manager
Warner Guinée

Global PR Director
Markus Wilding

International PR Manager
Emily Britt

Global Events Manager
Karl Unterholzner

Licensing Director
Claire Roberts

Licensing Executive
Jennie Egan

Web Content Manager
Martin Moore

International Marketing Assistant
Tom East

International PR Executive
Matt Roche

2K INTERNATIONAL PRODUCT DEVELOPMENT

Producers
Iain Willows
Nana Penemo

Localisation Manager
Jean-Sébastien Ferey

Assistant Localisation Manager
Arsenio Formoso

2K INTERNATIONAL QUALITY ASSURANCE

QA Manager
Ghulam Khan

QA Localisation Supervisors
Hugo Sieiro
Sebastian Frank

Mastering Engineer
Wayne Boyce

QA Senior Localisation Technicians
Alba Loureiro
Jose Minana
Lena Brenk
Luigi Di Domenico
Oscar Pereira
Stefan Rossi

QA Localisation Technicians
Andreas Strothmann
Anthony Busselier
Antonio Grasso
Elmar Schubert
Fabrizio Mariani

Florian Genthon
Giovanni De Caro
Javier Vidal
Karim Cherif
Tirdad Nosrati

Design Team
James Crocker
Tom Baker

2K International Team
Agnès Rosique
Alex Bickham
Ben Seccombe
David Halse
Jan Sturm
Jean-Paul Hardy
Luis De La Camara Burditt
Olivier Troit
Sandra Melero
Simon Turner
Snezana Stojanovska
Stefan Eder

Take-Two International Operations Team

Anthony Dodd
Martin Alway
Cat Findlay
Nisha Verma
Paris Vidalis
Robert Willis
Denisa Polcerova

Localisation Teams

French - Around the Word
Dutch - U-TRAX
Localisation Tools - XLOC Inc.

Special Thanks

Daniel Einzig
Christopher Fiumano
Jenn Kolbe
David Boutry
Ryan Dixon
Michael Lightner
Gail Hamrick
Sharon Hunter
Kate Ryan
Michele Shadid
2K IS Team
Lesley Zinn
Jordan Katz
David Gershik
Take-Two Sales Team
Take-Two Channel Marketing Team
Seth Krauss
Take-Two Legal Team
Teresa Lin
Alan Lewis
Meg Maise
Siobhan Boes
Nicole Nicoletti
Laura Silvers
Gena Feist
Greg Gibson
KD&E
Paul Ellicker

We Did It

Copyright 2000 Tunes By Nickelodeon Inc.
All rights on behalf of Tunes By Nickelodeon Inc
administered by Sony/ATV Music Publishing,
8 Music Square West, Nashville, TN 37203.
All rights reserved. Used by permission.

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

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:

- Commercially exploit the Software;
- 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;
- Make a copy of the Software or any part thereof (other than as set forth herein);
- Making a copy of this Software available on a network for use or download by multiple users;
- 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;
- 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);
- 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;
- Reverse engineer, decompile, disassemble, prepare derivative works based on or otherwise modify the Software, in whole or in part;
- Remove or modify any proprietary notices, marks or labels contained on or within the Software; and
- 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.

Bonus Unlockable Code!

Use this code
to unlock
Dora's special
birthday dress!



1. Go to the
Options Menu.

2. You must press
these (and only
these) buttons:



3. If you were
successful, you will
see a new selection
for Special Dress
appear in the
Options Menu.

PLAY ALONG with Kai-lan and Friends!



PlayStation 2

nickelodeon

Get Ready for a Colorful Adventure!



PlayStation 2

