

GO
DIEGO
GO!

NICKELODEON

GREAT DINOSAUR RESCUE



⚠ 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.

CONTENTS

GETTING STARTED	2
STARTING UP	3
GAME MENU CONTROLS	3
IN-GAME CONTROLS	4
MAIN MENU	4
PAUSE MENU	5
OPTIONS MENU	5
DINOSAUR RESCUE HELPER OPTION	6
DINOSAUR RESCUE MODE	7
THE MISSION	8
The Rescue Team	8
Selecting a New Mission / Saved Mission	10
Mission Selection Menu	11
RESCUE COLLECTIBLES	12
INTERACTIVE OBJECTS	14
RESCUE TRAIL	15
COMPLETION GAMES – STOP AND SAVE THE DAY!	17
TRAVEL GAMES – RIDE TO THE RESCUE!	18
RESCUE PACK GAMES - ¡ACTÍVATE!	19
CLICK THE CAMERA GAMES – TAKE A PIC!	20
PREHISTORIC RACER MODE	21
Selecting The Number of Racers	22
Choosing Vehicles	22
Winning Medals	22
REGISTER WITH US!	22
CREDITS	23
LICENSE AGREEMENT / WARRANTY	30

GETTING STARTED



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 Go Diego Go! Great Dinosaur Rescue 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.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME MENU CONTROLS

left analog stick	Scroll through menu options
directional buttons	Scroll through menu options
× button	Accept
○ button	Back
SELECT button	Option Menu (only on Mission Select Menu)

IN-GAME CONTROLS

left analog stick	Move / Scroll through Rescue Pack and Click The Camera menus / Interact with mini-missions
directional buttons	Scroll through Rescue Pack, Click and Dinosaur Call menus
⊗ button, ⊙ button, △ button, ⊠ button	Jump and interact with objects / Speed up vehicles or dinosaur
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 rescue mission. You can also do this by pressing the **⊙ button**, **△ button**, or **⊠ button**.

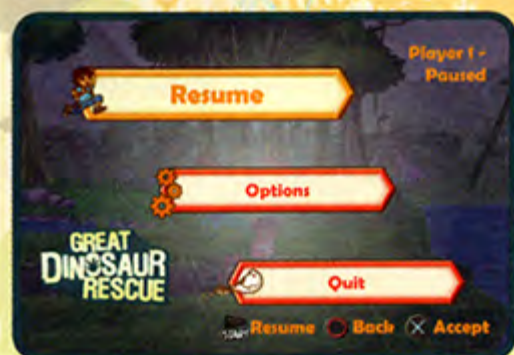
MAIN MENU



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

- **Dinosaur Rescue** – Takes you to the main Dino Rescue mission. From there, you can start a new mission or continue an existing saved mission (see page 10).
- **Prehistoric Racers** – Allows one or two people to race through many of the riding games found throughout the main Dinosaur Rescue mission (see page 21).
- **Extras** – Watch a DVD preview of Go, Diego, Go! episodes, or view the Credits (and watch out for a surprise as Diego and his friends take you through a list of the people who helped this game evolve).

PAUSE MENU



You can bring up the Pause Menu at any point in the Dinosaur Rescue mission by pressing the **X button**. This will pause the mission until you choose to resume it. You can select the following options:

- **Resume** – Return to the mission.
- **Options** – Access the Options Menu.
- **Quit** – Stop the current mission, losing all progress, and return to the Main Menu.

OPTIONS MENU



The Options Menu can be accessed from the Pause Menu or the Mission Selection 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.
- **Dinosaur Rescue Helper Option** – Turn on/off this assistance feature (see below).
- **Sound Options** – Adjust the volume levels for the Voice, Effects and Music.
- **Vibration** – Turn your DualShock® Analog Controller vibration function ON/OFF.

DINOSAUR RESCUE HELPER OPTION



Even Dinosaur Rescuers like Diego need a helping hand. That's why the Dinosaur Rescue Helper Option allows a grown-up or older sibling to use a second controller from time to time to assist the little rescuer playing the game. At any time during most Completion Games (see page 17), 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 corner of the screen, a second player can help out by using a second controller. When the second player presses a button on his or her controller, this icon will glow.

The Dinosaur Rescue 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 Dinosaur Rescue mission.



DINOSAUR RESCUE MODE

¡Al rescate! To the rescue!

The Dinosaur Rescue mission is the primary mode of the game. While you travel through the Cretaceous period to return Maia the Maiasaura to her family on Egg Island, you'll also need to help all kinds of dinosaurs on five different rescue adventures! Move along the Rescue Trail to encounter many dinosaurs that need your help in mini-missions, including Completion Games, Rescue Pack Games, Click the Camera Games, and Travel Games.

Your prehistoric journey through the Time of the Dinosaurs will include:

- **Cretaceous Jungle** – The adventure starts here, as you help Diego and Baby Jaguar make their way through a dense, prehistoric jungle.
- **Watery Bog** – Help Diego, Baby Jaguar, Alicia and Maia the Maiasaura rescue other dinosaurs in this swampy area.
- **Muddy Forest** – Make your way through this muddy wooded area while helping more dinosaurs in need.
- **Volcano Cliffs** – Brave this rocky, barren environment to help the dinosaurs that live there.
- **Egg Island** – Set out over the grassy plains to help Diego and his Rescue Team reunite Maia with her family, and you'll be able to say:

¡Misión cumplida! Dinosaur Rescue complete!

THE MISSION

While visiting a Dinosaur museum, Diego, Alicia, and Baby Jaguar saw an exhibit about a brave Maiasaura named Maia, who got separated from her family. To the rescue! Diego and the Rescue Team decided to jump back to the Time of the Dinosaurs to bring Maia back to her family on Egg Island! Help Diego, Baby Jaguar and Alicia reunite Maia with her family AND rescue other lost & hungry dinosaurs on the way. ¡Al rescate!

THE RESCUE TEAM



Diego

A rough-and-tumble Animal Rescuer, Diego is ready to tackle any challenge ... even rescuing dinosaurs! All he needs is help from a rescuer like you!



Baby Jaguar

An excellent swimmer, climber and jumper, Baby Jaguar came to the Cretaceous period all the way from the rainforest to help his best friend Diego. He can search places Diego can't go himself – with a little help from you, of course!



Rescue Pack

Able to transform into anything Diego needs, Rescue Pack is always ready for a rescue! Just say the word "¡Actívate!" and then help Rescue Pack turn into whatever Diego needs!



Click the Camera

This talented telescopic camera can help you and Diego locate any dinosaur in trouble.



Alicia

Diego's sister helps on this adventure by finding important information and relaying it to you and Diego via Video Watch.



The Silly Dinos

These mischievous dinosaurs must be the Bobo Brothers' ancestors – because they're always causing trouble and getting in the way of the rescue. Help Diego stop their silliness. Freeze, Silly Dinos!



Maia the Maiasaura

She lost her family while trying to protect them from Troodon dinosaurs, and now Diego is helping her to find them again. She'll help you and Diego cross the prehistoric landscape to reach her family!

SELECTING A NEW MISSION / SAVED MISSION



To start playing in Dinosaur Rescue Mode, you'll need to use a Save Game slot.

There are three Save Game slots available on this screen. To help keep track of your game, each slot is represented by a different dinosaur footprint.

Remember the footprint for your profile, so you'll know which one to choose when continuing your mission later.

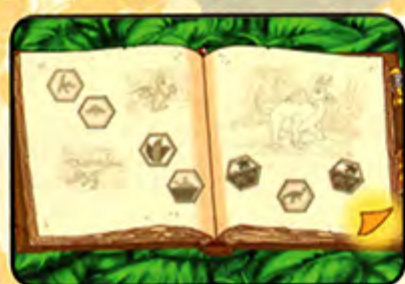
Move the **left analog stick** left or right to choose an empty slot or a previously saved game, as described below. Then press the **X button** to begin.

New Game: The slots that say "New Game" are empty. If you select an empty slot, you will start a new Dinosaur Rescue 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.

MISSION SELECTION MENU



After loading a saved game, you will see the Dinosaur Rescue book, which serves as your level select menu. Each screen shows one full mission, and each patch represents one of the five sections of the mission. Just move the **left analog stick** left or right to cycle through the patches, and press the **X button** to select the one you want to begin. By default the next section you need to play will be highlighted when you load up your saved game.

Note: Action Patches and Prehistoric Explorer Patches will be dark if you have not collected enough stamps to earn them. You can replay the sections for another chance to earn the patch.

Options: Pressing the **SELECT button** will access the Options Menu. Any changes made to the Options Menu will be saved in this profile only and will not affect the other saved game profiles.



RESCUE COLLECTIBLES



Prehistoric Explorer Stamps: Collect all the Prehistoric Explorer Stamps! You can find Prehistoric Explorer Stamps scattered and hidden throughout the first and second sections of each rescue mission. Some of these may be found along the trail; others are hidden in bushes, trees, or logs. Collect enough stamps on each mission, and you'll earn a Prehistoric Explorer Rescue Patch for your Dinosaur Book! As you collect these Prehistoric Explorer Stamps, 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 Prehistoric Explorer Patch. You don't need to collect every stamp in the mission – just enough to fill the meter. You can try to collect them all though!



Action Stamps: Action Stamps can be found throughout each Travel Game. The Action Stamps match the type of vehicle or transportation you're using in that Travel Game. If you help Diego collect them all in a single play, you'll earn a unique Action Patch for your Dinosaur Book! As you collect these Action Stamps, the meter in the upper-left corner of the screen will begin to fill. You will need to collect every Action Stamp to fill the meter completely and earn your Action Patch.



Items: During your rescue mission, Diego will encounter some dinosaurs that need food or other items. You'll need to help Diego collect what these dinosaurs need throughout the Dinosaur Rescue mission. As you collect the needed items, the meter in the upper right-hand corner of the screen will begin to fill. Even a single item will satisfy the dinosaur that wants it, but the more you collect, the happier the dinosaur will be.



Dinosaurs: Diego will also encounter some dinosaurs that have gotten lost, or separated from their families. Diego needs your help to find them and lead them home. Find them so that they'll follow Diego and Baby Jaguar to their destination.



INTERACTIVE OBJECTS

Throughout your Dinosaur Rescue mission, Diego will need to interact with many things in the environment. Diego can simply jump or drop onto some, while others require the player to press the **⊗ button**, or perform a simple action to make them work.

Basic Objects: Diego can interact with these things by jumping onto them, or dropping onto them.

- Bouncy Leaves
- Venus Flytrap Catapults
- Fling Leaves
- Underground Tunnels
- Brachiosaurus Slides
- Hollow Tree Stumps
- Vine Ziplines

Action Objects: Diego can perform special actions by interacting with these objects. Try them all.

- Swinging Vines
- Vine Ladders
- Rock Climbing Walls
- Lily Pads
- Friendly Pteranodons
- Vine Monkey Bars
- Off-road Board Hills
- Pogo Stick Stumps



Searchable Objects: These objects glow to let you know that you can search them. By pressing the **X button** while the object is glowing, Diego or Baby Jaguar will use their special skills to find what might be hiding in there.

In some cases, Baby Jaguar will simply search the object for anything hidden. In other cases, you will need to make a motion to help Diego search the object.

- Piles of Rocks
- Dry Trees
- Dirt Piles
- Flat Rocks
- Flowers
- Piles of Leaves
- Tall Weeds
- Shakeable Trees

RESCUE TRAIL



Help Diego and Baby Jaguar travel along the trail! As you move along the trail, you'll be able to explore things in the environment as well as reach the Completion, Selection and Travel Games. You'll also need to help Diego collect things and find dinosaurs.

At times, as you play, special meters and icons will appear on the screen. These include:



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



Dinosaur/Item Collection Meter: This is a vertical meter on the upper right-hand side of the screen that fills up as you collect either items for the dinosaurs or missing dinosaurs themselves. Once the meter is full, you've collected enough items or found all the dinosaurs. You don't really need to collect all of the items or dinosaurs to complete the mission, but daring Dinosaur Rescuers might want to try to fill that meter!



Control Icon: This icon will show you an example of the motion you need to make with the **left analog stick**, or which button you should press.



Video Watch Alert: Alicia will pop up on Diego's Video Watch to alert you to a dinosaur that needs help or to share valuable information.



COMPLETION GAMES – STOP AND SAVE THE DAY!



Get ready for a BIG rescue mission! Along the trail, Diego needs YOUR help to perform certain actions, like trumpeting, stomping, helping Maia swat mudballs, and more in order to help his dinosaur friends.

In these “Completion Games,” you need to perform the action with the **left analog stick** to fill the Completion Meter. Once the meter is full, you’ve completed that part of the rescue and can keep going! Dino-might!

During the rescue, special meters and icons will appear on the screen. These include:



Completion Meter: This is a vertical meter on the upper right-hand side of the screen that fills up as you perform the motion shown. Once the meter is full, you’ve completed that mini-mission and can keep going!



Control Icon: This icon will show you an example of the motion you need to make with the **left analog stick** (and sometimes the **right analog stick**), or which button you should press.



Dinosaur Rescue Helper Icon: Prehistoric help! 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 presses a button on his or her controller, this icon will begin to glow. See the Dinosaur Guide Helper section for additional information.

TRAVEL GAMES – RIDE TO THE RESCUE!

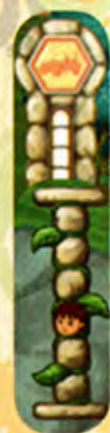
Let's ride! In each mission, you'll need to help Diego ride on Maia the Maiasaura or drive a Dinosaur Rescue vehicle



across a stretch of prehistoric landscape. These games have a different viewpoint: from behind the characters. Steer Maia the Maiasaura or the vehicle, avoid obstacles, and collect Action Stamps by moving the **left analog stick** left or right. Press or tap the

X button to speed up or even charge right through obstacles. Collect all of the Action Stamps and you'll earn an Action Patch for that type of transportation.

During the ride, special meters and icons will appear on the screen. These include:



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

Travel Meter: This is a meter on the upper right-hand side of the screen that is used during Travel Games. This vertical meter has a vehicle (or a dinosaur) icon that moves from one end to the other, indicating how close you are to reaching your destination.



Control Icon: This icon will show you an example of the motion you need to make with the **left analog stick** (and sometimes the **right analog stick**), or which button you should press.



Push And Hold X button Icon: Push and hold down the **X button** to speed up in this Travel Game. You will continue to move fast while holding down the **X button**.



Tap the X button Icon: Rapidly press & release the **X button** to go faster.



Special Speed Boost: Help Maia pick up some food to run faster! Picking up berries gives Maia a burst of energy to run faster for a short while.

RESCUE PACK GAMES - ¡ACTÍVATE!



Rescue Pack has got your back! He can help you and Diego by turning into many of the vehicles you need for the Travel Games, such as the Dino Glider, the Dino Rescue Truck and the Rubber Raft. Help Diego pick the Rescue Pack vehicle he needs for

the job. Listen to the description of where you need to travel and move the **left analog stick** left or right to cycle through the three vehicle options, and press the **X button** to select the best vehicle for that location.

¡Excelente!



CLICK THE CAMERA GAMES – TAKE A PIC!



Click the Camera can help you and Diego locate any dinosaur in trouble. When there's a dinosaur in need of your help, Click will appear and ask you to help find it, either by choosing the picture that matches Click's description, or by matching the dinosaur's call.

Picture – Listen to the description of the dinosaur that needs help and then find that dinosaur in Click. move the **left analog stick** left or right to cycle through the three dinosaurs shown, and press the **⊗ button** to make your selection.

iFantástico!

Dinosaur Call – After hearing the dinosaur call that Click plays for you, move the **left analog stick** to the left or right to cycle through pictures of three different dinosaurs and listen to their calls.



Press the **⊗ button** when you hear the call that Click played for you at the start.



PREHISTORIC RACER MODE



In Prehistoric Race Mode, one or two rescuers can play a riding game with a choice of many of the vehicles from the Dinosaur Rescue Mission. Unlike a traditional race, you aren't trying to outrun the other player. Instead, you are trying to pick up as many colored racer stamps as you can. At the end of the race, all the stamps collected by the rescuers are counted to determine the winner.



Racer Stamps: Your goal is to pick up as many colored Racer Stamps as possible. The orange Racer Stamps are for Diego and the purple Racer Stamps are for Alicia.

Note: You can only collect your color Racing Stamps. You will not be able to collect the other player's color of Racing Stamps. So keep your eyes open!



SELECTING THE NUMBER OF RACERS



On this setup screen, the racers participating should press the **X button**. The players' characters will pop up. Player 1 is Diego and Player 2 is Alicia.

CHOOSING VEHICLES



Player 1 can press the **left analog stick** to the left or right to cycle through the vehicles available for the race. Once both players agree on their vehicles, both players should press the **X button** to begin.

WINNING MEDALS



When the race is over, the stamps collected by the racers are counted to determine the medals earned. The more stamps 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 ARTIST
Damion J.J. Davis

LEAD PROGRAMMER
Pradyut Panda

LEAD DESIGNER
Patrick Dolan

PRODUCER
Kevin Sheller

PRIMARY TEAM

VISUAL EFFECTS ARTIST
Lisa Wells

ENVIRONMENTAL ARTIST
Richard Bernal

GAME DESIGNER
David B. Pellas Sr.

ANIMATORS
Corey Stisser
Shirin Rutan

ENVIRONMENTAL ARTIST
Starrla Lares

CONCEPT ARTIST
Bob Nelson

PROGRAMMER
Chris Long

ENVIRONMENTAL ARTIST
Bill Jacoby

ENVIRONMENTAL DESIGNER
Nick Muntean

ASSOCIATE PRODUCER
Joseph Grochowski

OBJECT ARTIST
James Mosingo
PROGRAMMER
Jon Carr

ADDITIONAL CONTRIBUTION

ENVIRONMENTAL ARTIST
Fracella Dy

DESIGNER
David Antognoli

PROGRAMMER
Denise Bacher

EXECUTIVE MANAGEMENT & SUPPORT

CEO & FOUNDER
Kerry J. Ganofsky

CHIEF CREATIVE OFFICER
Eric Nofsinger

PRESIDENT
John W. Kopecky

CHIEF INFORMATION OFFICER
Raymond E. Bailey

CREATIVE DIRECTOR
Matt Corso

*SOFTWARE DEVELOPMENT
DIRECTOR*
Dan Kaufman

EXECUTIVE PRODUCER
Chad Kent

*OFFICE MANAGER & HUMAN
RESOURCES*
Maggie Bohlen

VICE PRESIDENT, SIMULATIONS
Douglas Seebach

HUMAN RESOURCES
Katie Dombecki

IT SPECIALISTS
Greg Holkenbrink
Jessica Trivedi

AUDIO / VIDEO TEAM

AUDIO/VIDEO DIRECTOR
Michael Metz

VIDEO SPECIALIST
Tim Consdorf

AUDIO SPECIALIST
Dustin Camilleri

USER INTERFACE TEAM

John R. Sippy
Alexandria Rosales
Chris Daniel
Amber Luecht
Andrew Johnson

QUALITY ASSURANCE TEAM

COORDINATOR
Chad Burns

QA TEAM MEMBERS
Adrienne Gisting

TOOLS & TECHNOLOGY TEAM

COORDINATOR
D. Scott Williamson

PROGRAMMERS
Brant French
Ben Scott
Irin Berry

SPECIAL THANKS

Cary Penczek
Anthony Glueck
John Sanderson
Jessa Carlson
Ed Federmeier
Tom Martin
Derek Mabson
Tom Barmore
Chad Thelen
Patrik Spacek
Mark Muraski

MUSIC BY

Hamsterball Studios

NICKELODEON KIDS AND FAMILY

NICKELODEON KIDS & FAMILY GAMES GROUP

*VICE PRESIDENT, PREMIUM
GAMES*

David Bergantino

*DIRECTOR, BUSINESS
DEVELOPMENT*

Shaan Kandawalla

DIRECTOR, PRESCHOOL GAMES
Jordana Drell

DIRECTOR, DIGITAL GAMES
Yaacov Barselah

PRODUCTION MANAGER
Jason VanDeWalle

MARKETING MANAGER
Zohray Hoitsma

MARKETING COORDINATOR
Joey Gartner

NICKELODEON CREATIVE RESOURCES

*VP/CREATIVE DIRECTOR,
LICENSING*

Tim Blankley

*SR. CONTENT MANAGER/
COPYWRITER*

Brian Bromberg

ASSOCIATE ART DIRECTOR
James Salerno

DESIGNER, INTERACTIVE
Andrew Potter

VOICE OVER AND SOUND DESIGN

VOICE DIRECTOR
Katie McWane

*RECORDED AND PRODUCED
AT MANHATTAN PRODUCERS
ALLIANCE*

Steve Horowitz
Robert Carpenter

RECORDED AT POMANN SOUND
Bob Pomann

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

GO, DIEGO, GO! CREATED BY:

Chris Gifford
Valerie Walsh

VOICE TALENT

DIEGO

Jake T. Austin

BABY JAGUAR

Thomas Sharkey

ALICIA

Constanza Sperakis

*RESCUE PACK, GRYPOSaurus,
MICRORAPTOR B,
ORODROMEUS B,
PTERANODON B, SILLY DINOS*
Keeler Sandhaus

CLICK THE CAMERA
Michelle Concha

MAIA

Gabriela Aisenberg

*EINIOSAURUS,
EUOPLOCEPHALUS A,
MAIASAURA A, MICRORAPTOR
A, SALTASAURUS*
Sabrina Jiang

*EUOPLOCEPHALUS B,
GALLIMIMUS, IGUANADON,
LAMBEOSAUR, MAIASAURA
B, ORODROMEUS A,
STEGOSAURUS, TRICERATOPS*
Pablo Napoli

DRACOREX, PTERANODON A
Julian Reboledo

*BRACHIOSAURUS,
OURANOSAURUS*
Katie McWane

**PUBLISHED BY
2K PLAY**

**A DIVISION OF TAKE-
TWO INTERACTIVE
SOFTWARE**

VICE PRESIDENT OF BUSINESS

DEVELOPMENT

Steve Lux

PRODUCER

Brian M. McGinn

DIRECTOR OF MARKETING

Christina Recchio

MARKETING COORDINATOR

Mary Kate Parrish

PR

Penny Armstrong

WEB DIRECTOR

Gabe Abarcar

SPECIAL PROJECTS

Carissa Wendkos

PACKAGING

Pete Muench

SPECIAL THANKS:

Sarah Anderson

Jake Baker

Andrew Brown

Siobhan Boes

James Daly

Daniel Einzig

Gena Feist

Christopher Fiumano

Greg Gibson

Matt Gorman

Meg Maise

Nicole Nicoletti

Dorian Rehfield

Calo Rios

Jack Scalici

Kris Severson

Larry Stephens

Peter Welch

Markus Wilding

Lesley Zinn

**2K GAMES
QUALITY
ASSURANCE**

VICE PRESIDENT OF QA

Alex Plachowski

TEST MANAGER

Douglas Rothman

LEAD TESTER

Jason Crowell

QA TESTERS

Allen Carter

Naida Garrido

Jason Goddard

Andrew Puchniarz

Harrison Noffs

Erez Haimowicz

Dorian Freeman

COMPLIANCE MANAGER

Alexis Ladd

SENIOR COMPLIANCE TESTER

Matt Newhouse

COMPLIANCE TESTERS

Steve Santarpia

Daniel Lee

Robert Allen Sharpe

Chiyo Kindregan

MASTERING LAB TECHNICIAN

Jay Ruiz

SPECIAL THANKS

Adam Birstock

Eric Lane

Merja Reed

Jana Kubanski

Rick Shawalker

Lori Durrant

Greg MacCauley



Ready... Set... Rescue!



Over
50
air, land &
sea rescue
missions!

MOBILE RESCUE UNIT



Help me
save the
lion!

Change
your voice into
**animal
sounds!**

**Animal
Caller**



Roarrrrr!

Hello!



Store
Diego or
animal
figures
inside!

**Animal
Carrying
Case**

Case includes
hyena and baboon
figures only.

**iAl
rescate!**



**Safari
Friends**

NickJr.com
www.fisher-price.com

© 2008 Viacom International Inc. All Rights Reserved.
Nickelodeon, Nick Jr., Diego and all related
titles, logos and characters are trademarks of
Viacom International Inc.

Fisher-Price, Inc., a subsidiary of Mattel, Inc., East Aurora,
New York 14052 U.S.A. © 2008 Mattel, Inc.
All Rights Reserved. Fisher-Price and Fisher Price logo
are U.S. trademarks of Mattel, Inc.

NICKELODEON

Fisher-Price

DVDs AVAILABLE NOW FROM NICKELODEON!



Check Out These Great Titles AVAILABLE NOW!
Look for Brand New Titles Coming Soon!

www.nickjr.com www.nickshop.com

© 2008 Viacom International Inc. All Rights Reserved.
Nickelodeon, Nick Jr., Go, Diego, Go! and all related titles,
logos and characters are trademarks of
Viacom International Inc.



Read and color along with your favorite preschool pal Diego!



**Coloring Book with Tattoos—
On Sale Now!**



**Fun Kit—
On Sale Now!**



**Super Stickerific—
On Sale 1/13/2009**



**Super Coloring Book—
On Sale 1/13/2009**

© 2008 Random House
© 2008 Viacom International Inc. All Rights Reserved.
NICKELODEON, NICK JR., GO DIEGO GO,
and all related titles, logos, and characters
are trademarks of Viacom International Inc.

www.randomhouse.com/kids/nick





Dig up some new adventures with these Diego books!



Track down
downloadable Diego activities at
SimonSaysKids.com!



SIMON & SCHUSTER CHILDREN'S PUBLISHING

SimonSaysKids.com • NickJr.com

© 2008 Viacom International Inc. All rights reserved. NICK JR., Go, Diego, Go!, and all related titles, logos, and characters are trademarks of Viacom International Inc.

LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

YOUR USE OF THIS 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.

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 use on a single console or computer (unless otherwise specified). 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 this 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 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.

License Conditions

You agree not to:

- (a) Commercially exploit the Software;
- (b) Distribute, lease, license, sell, rent or otherwise transfer or assign this Software, or any copies of this Software, without the express prior written consent of Licensor;
- (c) Make copies of the Software or any part thereof;
- (d) 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 console at the same time;
- (e) 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);
- (f) 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;.

- (g) Reverse engineer, decompile, disassemble or otherwise modify the Software, in whole or in part;
- (h) Remove or modify any proprietary notices or labels contained on or within the Software; and
- (i) 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.

Privacy Disclosure

INFORMATION COLLECTION. If you connect to the Internet when using the Software, either through PlayStation Network, or any other method, Licensor may receive information from hardware manufacturers or platform hosts (such as Sony) and may automatically collect certain information from your console, handheld, computer, or other gaming platform. 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 below.

INFORMATION USAGE. 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. If you do not want your information shared in this manner, then you should not use this Software.

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. If for any reason you find a defect in the storage medium 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 Software of equal or greater value. This warranty is limited to the storage medium containing 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 DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. LICENSOR'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR USE OF THE SOFTWARE.

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, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. 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. This Agreement shall be construed under New York law 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 and you consent to the exclusive jurisdiction of the state and federal courts in New York, New York.

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

Warranty

2K Play Games, a subsidiary of Take-Two Interactive Software, Inc., warrants to the purchaser only that the disc provided with this manual and the software Software coded on it will perform in accordance with the description in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If this Software is found to be defective within 90 days of purchase, it will be replaced. Simply return the disc to 2K Play Games or its authorized dealer along with a dated proof of purchase. Replacement of the disc, free of charge to the original purchaser (except for the cost to return the disc) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

2K Play Games shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damage for personal injury, even if 2K Play Games has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty shall not be applicable to the extent that any 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 may also have other rights, which may vary from state to state.

You may not reproduce, prepare derivative work based on, distribute copies of, offer for sale, sell, transfer ownership of, rent, lease, or lend to others the Software or accompanying documentation, or any portion or component of the Software or accompanying documentation; provided, however, that you may transfer the entire Software and accompanying documentation on a permanent basis 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 receipt agrees to the terms of the agreement. Further you may not modify, reverse engineer, disassemble, decompile or translate the Software or accompanying documentation, or any portion or component of the Software or accompanying documentation, nor may you make any copies of the Software modules for use with other Softwares. This Software is intended for private use only.

2K PLAY GAMES

622 BROADWAY

NEW YORK, NY 10012

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



© 2008 Take-Two Interactive Software and its subsidiaries. All rights reserved. 2K Play, The 2K Play logo and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. © 2008 Viacom International Inc. All Rights Reserved. Nick Jr., Go, Diego, Go! and all related titles, logos and characters are trademarks of Viacom International Inc. © 2008 High Voltage Software, Inc. High Voltage Software and the High Voltage logo are registered trademarks of High Voltage Software, Inc. Uses Bink Video. © 1997-2008 by RAD Game Tools, Inc. Portions of this software are included under license © 2008 Scaleform Corporation. All rights reserved.

It's a magical, snowy adventure!

Kid tested
For 100% Fun!



PlayStation 2



©2008 Take-Two Interactive Software and its subsidiaries. All rights reserved. 2K Play, the 2K Play logo and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. © 2008 Viacom International Inc. All Rights Reserved. Nickelodeon, Nick Jr., Dora The Explorer, and all related titles, logos and characters are trademarks of Viacom International Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association. 37455-2