

Disney · PIXAR  
CLASSICS

MONSTERS, INC.



Disney  
INTER  
ACTIVE  


## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

## **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.

## **Customer Support Information**

### **Internet Support**

To access information about Disney Interactive console games on the World Wide Web, point your browser to [www.disney.go.com/consolesupport](http://www.disney.go.com/consolesupport). You may also email a Disney Interactive Customer Support representative at [console.support@disneyonline.com](mailto:console.support@disneyonline.com).

### **Game Hints and Tips**

Game hints and tips are available on the Disney Interactive Customer Support Web Site. To access Game Hints and Tips on the World Wide Web, point your browser to [www.disney.go.com/consolesupport](http://www.disney.go.com/consolesupport). If you do not have Internet access, please contact us with your request at the address below. When writing please include your name, address and day time phone number.

### **Mailing Address**

If you wish to write to us, our address is: Disney Interactive Customer Support, 500 South Buena Vista Street, Burbank, CA 91521-8139.

### **Telephone Support**

You may contact Disney Interactive Customer Support at (866) 252-8108. Our Customer Support staff for the US and Canada is available Monday through Friday from 7:30 a.m. to 5:30 p.m. (Pacific Time).

### **TTY/TDD Users**

Please contact us by telephone through your local relay service. Customer Support staff for TTY/TDD users is available Monday through Friday from 7:30 a.m. to 5:30 p.m. (Pacific Time). Our toll free number is (866) 252-8108.

### **Replacing a Defective or Damaged Compact Disc**

If you have purchased a defective compact disc that is cracked, chipped, scratched or broken, we will replace it at no charge within 90 days from the date of purchase with receipt. Please note that there will be a \$10.00 fee to replace a user-damaged disc. Please call the number listed under Telephone Support for additional assistance.

# TABLE OF CONTENTS

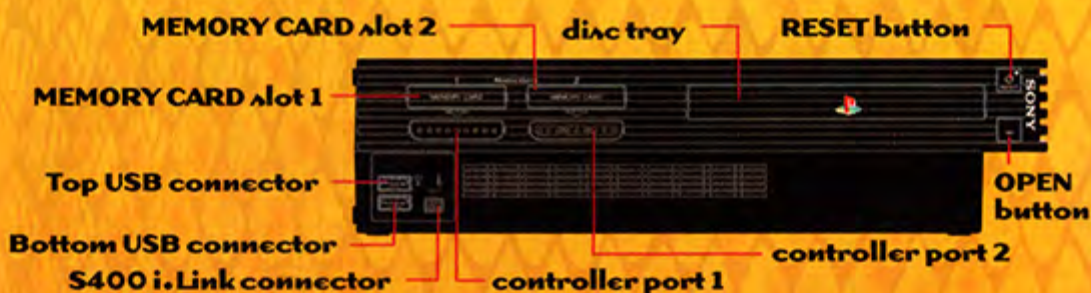
Setting Up Your Console .....	2
Memory Cards .....	2
Starting Up the Game .....	3
Disney/Pixar's Monsters, Inc. DVD is Loaded with Extras! .....	4
Controls .....	5
Menu Controls .....	5
Sulley Controls .....	5
The Secret Life of Monsters .....	6
The Main Menu .....	8
Play Game .....	8
Game Options .....	9
Controller .....	10
Extras .....	10
Health Icon .....	13
Playing the Game .....	14
Keys .....	14
Missing Scream Canisters .....	14
Scaring Mice .....	15
Challenges .....	15
Looking Around .....	15
Talking .....	16
Hints .....	16
Bouncy Boxes .....	16
Switches .....	17
Bonus Levels .....	17
The Pause Menu .....	18
The End of Level Info Screen .....	19
The Monsters .....	20
Credits .....	22

## SETTING UP YOUR CONSOLE

Set up your PlayStation® 2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON.

Press the STANDBY/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Disney/Pixar's MONSTERS, INC. disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

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 CARDS

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



## STARTING UP THE GAME

1. On the Title screen, press the **START** button.
2. On the Name Entry screen, name the file where **Disney/Pixar's MONSTERS, INC.** game data will be saved. Press the Directional button to highlight a letter or number and press the **X** button to enter it.
  - If you want to erase an entry, press the **□** button.
  - To create a space, select the square icon and press the **X** button.
3. When you have the name the way you want, highlight **ACCEPT** and press the **X** button to create your file and continue to the Main Menu.



**Note:** You can press the **△** button and cancel name entry, but a save file will not be created and any game program will not be saved.

## DISNEY/PIXAR'S MONSTERS, INC. DVD IS LOADED WITH EXTRAS!



Meet the Hilarious Director, Producers and Artists Who Created the Movie Monsters, Inc.



Take a Tour of Pixar Studios.



Be Sure to Come Back and See the Movie Clips You Have Won.



See Some Wild Early Ideas of How the Monsters, Inc. Characters Should Look.

To check out all the fun, select "EXTRAS" on the Main Menu and press the  Button.

# CONTROLS

## Menu Controls

Pause game

Select menu item

Confirm menu selection

Previous screen

Move through dialog boxes

START button

Directional button

 button

 button

 button

## SULLEY CONTROLS

Note: The controls below are for Controller Setup #1. You can change the controls on the Controller screen of the Options Menu.

Move

Scare

Jump

Jump, grab and pull up

Bouncy Box Double Jump

Smash with Tail Whip Attack

Talk/Activate hint

Push object

Hide & cover face

Sneak

Get/Drop Boo

Look around

Move camera

Reset camera to behind Sulley

Left analog stick

 button

 button

 button + Left analog stick [  ]

 button +  button on Bouncy Boxes ONLY

 button

 button

 button

R1 button

R1 button + Left analog stick

 button

R2 button (hold) + Right analog stick

Right analog stick

L2 button

# THE SECRET LIFE OF MONSTERS

As sleep falls across the world, children lie in bed just waiting for monsters to pop out through the closet door and scare them silly. Monsters don't really want to scare little kids. They just need the scream.

Each child's scream is collected by Monsters, Incorporated, the biggest scream processing factory in Monstropolis. All of Monstropolis is powered by scream energy; every TV, every car, every light bulb.

Monsters, Incorporated has a file on every child and every closet door in the human world. Every night, doors are selected from a huge door vault and elite Monsters, Incorporated Kid Scarers sneak through closet doors and scare kids until they scream. Meanwhile, special scream extraction equipment captures every screech for processing. But Monstropolis is having a power shortage. These days, kids are harder to scare, resulting in less screams. Monsters, Incorporated CEO, Henry J. Waternoose is always looking for ways to increase scream production.

The top Kid Scarer at Monsters, Incorporated is a huge furry monster with horns named James P. Sullivan. His friends call him Sulley. Everyone in Monstropolis admires scarers and everyone loves Sulley. His best friend is Mike Wazowski, a fast-talking, one-eyed little green monster who runs the scream equipment and closet door when Sulley goes on scare missions. Sulley and Mike are celebrities and at the top of their game. But the tables are





about to be turned. The monsters are about to be scared out of their wits.

One secret that children don't know is that monsters are terrified of them. What gives every monster goose bumps is the risk of direct contact with a human child. Kids are toxic! Humans must never cross into the monster world.

Catastrophe strikes when Sulley accidentally lets a cute little girl named Boo slip through her closet door into Monstropolis. Sulley and Mike's perfect lives come crashing down as they frantically try to return the girl back to the human world.

Now you and Sulley have to rescue the future of Monsterkind, uncover a sinister plot and get Boo back to bed where she belongs.



## THE MAIN MENU

Start a new game, set options or enjoy some extra fun. Press the Directional button [↑ / ↓] to highlight an item and press the  button.

## PLAY GAME


### New Game

Start a new Disney/Pixar's **MONSTERS, INC.** game from the beginning.

### Continue





Continue playing a saved game.

### Select Player

Select a different saved game to continue playing. Select the file name of the game you want to continue and press the  button.

### Level Select

Revisit Levels and Bonus Levels you have previously completed. Levels you have not completed are locked.

1. Highlight **LEVELS** or **BONUSES** and press the  button.
  2. Press the Directional button [← / →] to select a level. Press the  button to view scoring information for the selected level. To enter the level, press the  button.
- On the Level or Bonus Select screen, press the  button to view your information for any level or bonus you have selected.



# GAME OPTIONS

Press the Directional button [↑ / ↓] to open a game option. When you are finished, press the △ button to close the Options Menu. You will be prompted to save your settings. Select YES and press the × button to save your settings.



## Audio Options

Press the Directional button [↑ / ↓] to select an audio option and press the Directional button [← / →] to change a setting. Press the □ button to reset everything to the default. When all the settings are the way you want them, press the × button.

**Volume** — Change the volume settings for Music, SFX (Sound Effects) and Speech.

**Stereo** — Turn Stereo ON/OFF based on your television's sound system.



# CONTROLLER

**Controller Setup** — Press the Directional button [← / →] to select one of the controller setups. When you have the setup you want, press the **X** button.

## Vibration Function

Press the Directional button [↓] to highlight VIBRATION and [← / →] to turn the vibration function ON/OFF.



## Center Screen

Press the Directional button to center the target image and press the **X** button.

## EXTRAS

### Movie Clips

Come here to view your movie clips from Disney/Pixar's **MONSTERS, INC.**

Press the Directional button [← / →] to

select a movie clip and press the

**X** button. You win movie clips by winning bonus levels as you program through the game. Movie clips you have not won yet are locked.



## View Trailer

Check out the preview for Disney/Pixar's **MONSTERS, INC.**



## Concept Art

Press the Directional button [← / →] to view the art. Press the ⊗ button to close the screen.

## Pixar Tour

Press the Directional button [← / →] to select one of the tours and press the ⊗ button. Press the ▲ button to stop watching a tour and return to the tour screen.



## MONSTER HEALTH METER

The Monster Health Meter is on the lower left side of the screen and shows Sulley's health level. When Sulley gets hurt, one point disappears from this meter. If Sulley loses all five health points, he must retry the given challenge. To replenish the Monster Health Meter, find Treats or Health Icons.

## DISCARDED SCREAMS

Grab as many of these as you can to help you open bonus levels.





## TREATS

Being scary is dangerous work and Sulley can get hurt. To regain his strength Sulley needs Treats. Find these throughout the game.



## HEALTH ICON

Find one of these to restore Sulley to full health.

## BUTTON PROMPTS

Button prompts help you know what button to press at certain times. When you draw close to something that requires a certain button press, the prompt will show which button you need to use.



## PLAYING THE GAME

Take Sulley throughout Monstropolis. You must have both Boo and Monstropolis. Most every other monster admires Sulley and will help him. The only exception is Randall, who is jealous of Sulley's top scarer status and will do anything to sabotage his efforts.



### KEYS

You must find keys to open important doors. When you discover a door that needs a key, start looking around. When you find a key, it will be hovering and spinning over the floor. You have to figure out how to grab it.




### MISSING SCREAM CANISTERS

Collect these to earn half of the Top Scarer Award. Win it and you are half way to viewing a Bonus movie clip. Scare the five monster mice for the second part of the movie.



## SCARING MICE

When you find mice, scare them by pressing the  button. When you scare the first mouse, the timer will begin ticking down. Scaring all five mice within the time limit is one part of earning a movie clip to view on the Movie Viewer.



## CHALLENGES

When the Challenge Icon appears on-screen, you must perform a task. The task will be described for you. The Challenge Icon will appear over the Monster Meter until you complete the challenge.

## LOOKING AROUND

- To view up, down and all around, press and hold the R2 button and press the Right analog stick.
- To swing the camera around Sulley, press the Right analog stick.
- To quickly return the camera to behind Sulley, press the L2 button.
- If you want to really get a view of everything, find a high vantage point.





## TALKING

Almost everyone in Monstropolis wants to help. Walk up to them and press the **X** button to talk to them. Press the **X** button again to move through the dialog screen.

## HINTS

A question mark hovering in the air is a hint. Walk under it and press the **△** button to receive valuable information.



## BOUNCY BOXES

If you are having trouble getting to high places, look for a bouncy box. Jump on the bouncy box to shoot up into the air. Hit the Jump Button twice to jump really high!

## SWITCHES

To activate switches, scare them with a press of the  button.



## BONUS LEVELS

Screams are your ticket to unlocking a Bonus Level. Collect enough discarded screams to see if you can unlock all five Bonus Levels!



## THE PAUSE MENU

Press the **START** button to pause the game and display the Pause Menu. You can see how many Discarded Screams, missing Scream Canisters, and the current mouse scoring record on the Pause Menu.



Press the **Directional** button [ **↑** / **↓** ] to select a menu item and press the **X** button.

### **Resume**

Return to play.

### **Restart**

Restart the current level.

### **Quit**

Stop playing and return to the Main Menu.

### **Options**

Change sound settings and turn the vibration function ON/OFF. Press the **Directional** button [ **←** / **→** ] to change a setting.

## THE END OF LEVEL INFO SCREEN

When you perform all the challenges in a level, the Info Screen appears.

On the Info Screen you can see:

- Your best mouse scare time for five mice (if you got all five)
- Missing Scream Canisters collected
- Your total Discarded Screams collected



## THE MONSTERS

### SULLEY

James P. Sullivan is the top scarer at Monsters, Incorporated. Beneath the furious fur, and voracious fangs is a sweetheart of a monster.



### MIKE

Mike Wazowski is Sulley's best friend and coach. He is a one-eyed monster with boundless energy and a heart of gold. If you have a question, keep an eye out for Mike and talk to him (X button) to get great gameplay advice. He'll keep an eye out for you too.



## RANDALL

Randall wants to be Top Scarer, so there is no way he'll ever lift a finger to help Sulley. But you can bet he'll try every trick he can to mess things up for Sulley. Look out because Randall cheats.



## MR. WATERNOOSE

Mr. Henry J. Waternoose is the CEO of Monsters, Incorporated. His family has presided over the corporation for many generations.

Mr. Waternoose is looking for ways to solve the scream shortage that has been threatening the power supply in Monstropolis.



## BOO

Boo is a curious and friendly little girl from the human world who slips through her closet door to invade Monsters, Incorporated. She will spread panic throughout Monstropolis. There is only one monster who really scares her and his name is Randall.



# CREDITS

## DISNEY INTERACTIVE

Senior Producer  
Peter Wyle

Associate Producer  
Patrick Larkin

Senior Artist  
Ken Christianlsen

Marketing Manager  
Don Polite

Manager, Quality Assurance  
David Arnspiger

Supervisor Quality Assurance  
Douglas Jacoba

Project Lead  
Amir Firozkar

Senior Tester  
Peter Filice

QA Test Team  
Jenna Ceja  
Shin Park  
Robert Vecchioli

## DISNEY CHARACTER VOICES

Douglas Carrigan  
Ned Lott  
Beth Glenday  
Susan Ryan  
Rita Kedineoglu  
Randy Coppinger

## With the Voice Talents of:

Jamel Coburn  
Steve Buscemi  
Bonnie Hunt  
John Ratzenberger  
Carlo Alazraqui  
Brian Cummings  
Mary Gibbs  
Bob Peterson  
Shaun Fleming  
Jamel Taylor  
Melissa Disney  
J.P. Manoux  
Nicole Sullivan  
Jeff Pidgeon  
Rumi Taylor  
Mari Devon  
Rebecca Wink  
Gregg Berger  
Pat Fraley  
Matt Levin  
Dan Gerson  
Jennifer Tilly  
Michael Gough  
Kelly Ann Kello  
Billy Crystal  
John Goodman

Special Thanks  
Dan Winter  
Fritz Bronner  
Tamira Webster  
Luigi Priore

## PIXAR ANIMATIONS STUDIOS

Pete Docter  
Darla Anderson  
John Lasseter  
Bob Peterson  
Albert Lozano  
Leeann Alameda  
Michele Spang  
Heather Field

© 2002 Disney/Pixar



**SONY COMPUTER  
ENTERTAINMENT  
AMERICA**

**Senior Producer:**  
Grady Hunt

**Associate Producer:**  
Sam Thompson

**Assistant Producer:**  
Greg Phillipa

**Director of Product  
Development:**  
Connie Booth

**Vice President of Product  
Development:**  
Shuhei Yoshida

**Director of Marketing:**  
Ami Matsumura-Blaire

**Marketing Specialist:**  
Shelley Ashitomi

**QA Director:**  
Michael Blackledge

**QA Manager:**  
Ritchard Markelz

**QA Core Manager:**  
Sam Bradley

**Project Coordinator:**  
Eric Ippolito

**Technical Coordinator:**  
Ara Demirjian

**Lead Analyst:**  
Derek Rayla

**Assistant Lead Analyst:**  
Aaron Bordeianu



**Analysts:**

Randy Chi  
 Ricky Chi  
 John Darling  
 Jacob Fernandez  
 Chris Johnson  
 Brian Lee  
 Di Luo  
 Renee Pedroza  
 John Rimerelma  
 David Turner  
 Lee Vieira  
 Darren Wong

**Manual Copywriters:**

Hannah Ink and Image

**Manual Design:**

CMB Design Partners Inc.

**SCEA Special Thanks**

Jeff Adams  
 Donna Armentor  
 Gary Barth  
 John Bingham  
 Jeme Caid  
 Tina Casalino  
 Claudette Castillo  
 Kiraten Costello  
 Ed DeMasi  
 Brian Dimick  
 Aimee Duell  
 Peggy Gallagher  
 Brian Hale  
 Kaz Hirai  
 Andrew Houle  
 Jeff Hutchinson  
 Ted Jalbert  
 John Koller  
 Chuck Laslon  
 Johanna Legarda

**SCEA Special Thanks****Continued:**

Grant Luke  
 Lila Lunger  
 Marie Macalpac  
 Michelle Manahan  
 Atkima Martinez  
 Glenn Nash  
 Frank O'Malley  
 Charlotte Panther  
 Quinn Pham-Le  
 Jonathan Riel  
 Riley Rummell  
 Maggie Rojas  
 Rick Rooney  
 Sharon Shapiro  
 Molly Smith  
 Cyril Tano  
 Mary Thomas  
 Jack Tretton  
 Mark Valledor  
 Ben Wallace  
 Marilyn Weyant  
 Jim Williams  
 Steve Williams  
 Kim Yuen  
 TBWA/Chiat Day

## LIMITED WARRANTY

PUBLISHER WARRANTS THE RECORDING MEDIUM ON WHICH THE SOFTWARE IS RECORDED TO BE FREE FROM DEFECTS IN MATERIALS AND WORKMANSHIP UNDER NORMAL USE FOR A PERIOD OF NINETY (90) DAYS FROM THE DATE OF PURCHASE AS EVIDENCED BY A COPY OF THE SALES RECEIPT OR PACKING SLIP. PUBLISHER'S ENTIRE LIABILITY AND YOUR EXCLUSIVE REMEDY WILL BE REPLACEMENT OF THE DEFECTIVE RECORDING MEDIUM(S) OR REFUND OF THE PURCHASE PRICE (AT PUBLISHER'S ELECTION) UPON RETURN OF THE SOFTWARE TO PUBLISHER WITH A COPY OF YOUR PROOF OF PURCHASE. PUBLISHER WILL HAVE NO RESPONSIBILITY TO REPLACE A RECORDING MEDIUM DAMAGED BY ACCIDENT, ABUSE OR MISAPPLICATION. ANY IMPLIED WARRANTIES AND/OR CONDITIONS ON THE RECORDING MEDIUM, INCLUDING THE IMPLIED WARRANTIES AND/OR CONDITIONS OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO NINETY (90) DAYS FROM THE DATE OF PURCHASE OR DELIVERY. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION. YOU EXPRESSLY ACKNOWLEDGE AND AGREE THAT USE OF THE SOFTWARE IS AT YOUR SOLE RISK. THE SOFTWARE AND RELATED DOCUMENTATION ARE PROVIDED "AS IS" AND WITHOUT WARRANTIES AND/OR CONDITIONS OF ANY KIND EITHER EXPRESS OR IMPLIED. PUBLISHER EXPRESSLY DISCLAIMS ALL WARRANTIES AND/OR CONDITIONS, EXPRESS OR IMPLIED, WITH RESPECT TO THE SOFTWARE AND RELATED DOCUMENTATION, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES AND/OR CONDITIONS OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. PUBLISHER DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE SOFTWARE WILL BE CORRECTED. FURTHERMORE, PUBLISHER DOES NOT WARRANT OR MAKE ANY REPRESENTATIONS REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE AND RELATED DOCUMENTATION IN TERMS OF THEIR CORRECTNESS, ACCURACY, RELIABILITY, OR OTHERWISE. THE LIMITATIONS OF LIABILITIES DESCRIBED IN THIS SECTION ALSO APPLY TO THE THIRD PARTY SUPPLIERS OF MATERIALS USED IN THE SOFTWARE. NO ORAL OR WRITTEN INFORMATION OR ADVICE BY PUBLISHER OR AN AUTHORIZED REPRESENTATIVE OF PUBLISHER SHALL CREATE WARRANTIES AND/OR CONDITIONS OR IN ANY WAY INCREASE THE SCOPE OF THIS LIMITED WARRANTY. YOU (AND NOT PUBLISHER) ASSUME THE ENTIRE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU. UNDER NO CIRCUMSTANCES, INCLUDING NEGLIGENCE, SHALL PUBLISHER BE LIABLE FOR ANY INDIRECT, INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES THAT RESULT FROM THE USE OF, OR THE INABILITY TO USE, THE SOFTWARE OR RELATED DOCUMENTATION, EVEN IF PUBLISHER OR AN AUTHORIZED REPRESENTATIVE OF PUBLISHER HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY OR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. IN NO EVENT SHALL PUBLISHER'S TOTAL LIABILITY TO YOU FOR ALL DAMAGES, LOSSES, AND CAUSES OF ACTION (WHETHER IN CONTRACT, TORT (INCLUDING NEGLIGENCE) OR OTHERWISE) EXCEED THE AMOUNT PAID BY YOU FOR THE SOFTWARE.

© Disney

Licensed for play on the PlayStation 2 computer entertainment system with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION U.S. AND FOREIGN PATENTS PENDING.



You can register this game with  
Disney Interactive at  
[www.onlineregister.com/disney](http://www.onlineregister.com/disney)