



NTSC U/C

PlayStation®



Dr. Seuss™

# THE CAT IN THE HAT™



**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

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

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

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

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# Table of Contents

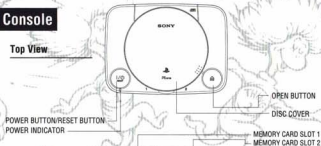
Getting Started	2
Controller	3
Introduction	4
New Game	4
Arcade	4
Puzzle	4
Continue	4
Options	4
The Game	5
Controls	5
The Game Screen	6
The Hat	7
The Fish	7
The Arcade Challenges	8
Up-up-up with a Fish	8
Fun in a Box	9
Picking up the Playthings	9
The Puzzle	10
Credits	11
Warranty	13

# Getting Started

**Important!** Do not insert or remove peripherals or Memory Cards once the power is turned on. You will need a Memory Card to save your games.

## Console

### Top View



### Front View

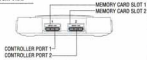
CONTROLLER PORT 1  
CONTROLLER PORT 2

**Note:** You may have a console that looks like this.

### Top View



### Front View

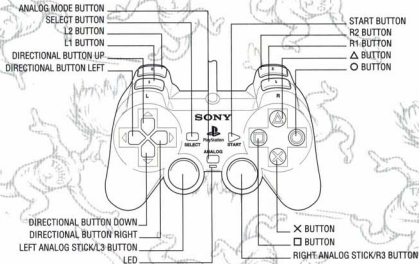


Set up your PS one™ or PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Cat In The Hat disc and close the Disc Cover. Insert game controllers and turn on the game console. Follow on-screen instructions to start a game.

**Note:** You will not be able to save your progress or game information if you do not use a Memory Card. Make sure there is at least one free block on your Memory Card before beginning your game in order to save your game.

# Controller

## DUALSHOCK™ analog controller



## Introduction

Join the Cat in the Hat as he proves to Sally and her brother that even though it's raining outside, they can have "Lots of good fun that is funny!"

When the menu appears, you will have the following options to choose from:

### New Game

Choose this option to start your adventure with the Cat in the Hat as he collects objects to play games with.

### Arcade

Have fun with the arcade challenges that you have unlocked while playing the main game.

### Puzzle

You can find puzzle pieces all over the game! Try to collect them all to complete a beautiful picture!

### Continue

Once you have saved a game, you can continue your progress with this menu option.

### Options

Change the game options here. You can turn the music on and off, and view the credits.



## The Game

The Cat in the Hat walks around the house, looking for objects he needs in order to play his next game. When he can interact with an object in the environment, a blue bar slides from the bottom left corner of the screen to indicate what the Cat can do.

To win the game, you have to collect all of the objects The Cat in the Hat needs.

### Controls

directional buttons or left analog stick

Walk in all four directions.

ⓧ button

Pick up objects, talk to characters, open and close doors, and use active item.

Ⓞ button

Use the umbrella to pick up unreachable objects.

Ⓢ button

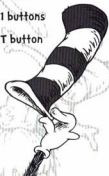
Open and close the Hat Screen.

L1 / R1 buttons

Change active item.

START button

Pause the game.



## The Game Screen




**Clock:** Indicates how long you've been playing in this specific level.

**Points:** Each time you advance in your quest, you get points, which can be exchanged for advice by talking to the fish.

**Quest Objects:** Indicates how many objects needed by the cat you have collected in this level.

**Active Item:** When you pick up an item that is not needed by the Cat in the Hat, it goes in the Item box at the lower right corner of the screen. The displayed item is the one that the Cat in the Hat is going to use when the blue bar reads "Use..."

## The Hat

The Hat screen indicates the items that the Cat in the Hat needs in order to go to the next level. When an object has been collected, it appears in color over its outline. You can open and close the Hat Screen by pressing the  button.



## The Fish

The Fish is present in each level, and helps you along your quest. He can save your progress or give advice on your best course of action.



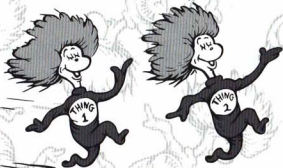
# The Arcade Challenges

As you progress through the game, you will encounter and unlock arcade challenges. Once unlocked, these challenges can be played at any time by choosing Arcade from the main menu.

## Up-up-up with a Fish

Tilt the Cat in the Hat on the ball to make him catch the falling objects. You have to collect them all in the fastest time possible. Be careful not to make him fall!

Controls: Use ← and → to tilt the Cat in the Hat.



## Fun in a Box

Try to lock up Thing One and Thing Two inside the big red box. Once a Thing has been placed in the box, he only stays there for a few seconds. You must get both Things inside the box to succeed in the game.

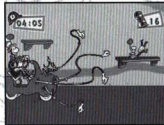
Controls: Use ← and → to move the Cat in the Hat. Use the ⊗ button to catch a Thing, and the ⊗ button again when you're near the box to lock him up.



## Picking up the Playthings

Pick up the objects on the screen by pressing the right button at the right time. When an object passes over one of the machine's hands, press the button that controls that hand.

Controls: Use the ⊗, ⊠, ⊡ and ⊢ buttons to control the four hands.



# The Puzzle

Puzzle pieces are hidden everywhere in the game. Some can be found by exploring the adventure levels, while others will be given to you for achieving great results in the main game, and in the Arcade Challenges.

Find all 25 pieces to unlock new puzzle options.



# Credits

Developed by



Executive Producer: Mark Greenshields

Design Director: Ollie Sykes

Game Designer: Annie Bacon

Assistant Designer / Tester: Lon Benattar

Art Director: Dominique Roussy

Producer: Stéphane Roy

Programmers: Brian Faber, Daniel Batista,  
Nathan Lazur, Alex Ganea

Art Team: Luis Martins, Aline Schleger,  
Bétina Marquis, Sarah Chamailard

Sound Designer: Steve Szczepkowski

Published by NewKidCo

Marketing Manager: Jordan Kurtzman

Product Development: Seth Rosenfeld,  
Jason Schreiber

Testing: Jon Simantov

Biz: Hank Kaplan, Arthur Levine, and Will  
Stein

Package Design: m cre8ive

Special Thanks: Iris Miller, Paul Samulski,  
Eric Samulski, Jamie Marcus, Kala, Snake,  
Sarah Weimann

Dr. Seuss Enterprises

Vice President, Licensing and Marketing:  
Susan Brandt

Manager, Licensing & Marketing: Kristen  
Macari

Dr. Seuss properties TM and © Dr. Seuss  
Enterprises, L.P. All Rights Reserved.







[freegamemanuals.com](http://freegamemanuals.com)

NewKidCo 250 West 57th St

TM & ©2003 Dr. Seuss  
NewKidCo logo are trad

Licensed by Sony Computer Entertainment Inc. for use on the PlayStation and the  
PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. and a trademark of the  
Entertainment Software Association. Manufactured and assembled in the U.S. from U.S. parts. SOFTWARE IS COMPATIBLE WITH  
PLAYSTATION AND PS ONE GAME CONSOLES WITH THE NTSC-U/C DESIGNATION U.S. AND FOREIGN PATENTS PENDING.

