

Harry Potter QUIDDITCH WORLD CUP

**MOUNT YOUR BROOMSTICK FOR THE
FAVORITE SPORT OF WITCHES AND WIZARDS**

Lead any of the Hogwarts™ houses to victory in the Hogwarts Quidditch™ Cup. Then select an international team and use your new skills to take aim at the Quidditch World Cup!

KEY FEATURES

- Complete in the Hogwarts Quidditch Cup as Gryffindor™, Hufflepuff™, Ravenclaw™, or Draco Malfoy's™ Slytherin™
- Take control of an international team in pursuit of the greatest prize of all – the Quidditch World Cup
- Play the best national Quidditch teams in the world, each with its own distinctive playing style (USA, England, France, Germany, the Nordic team, Japan, Spain, Australia, and Bulgaria – featuring Viktor Krum)
- Go head-to-head with your friends in fast, exciting 2-player action
- Master 6 different Quidditch challenges around Hogwarts



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- 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.

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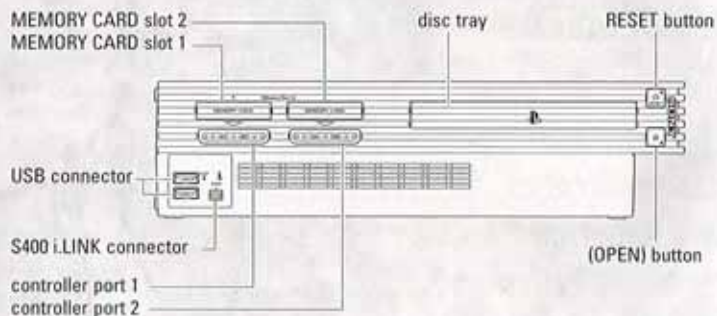


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STARTING THE GAME

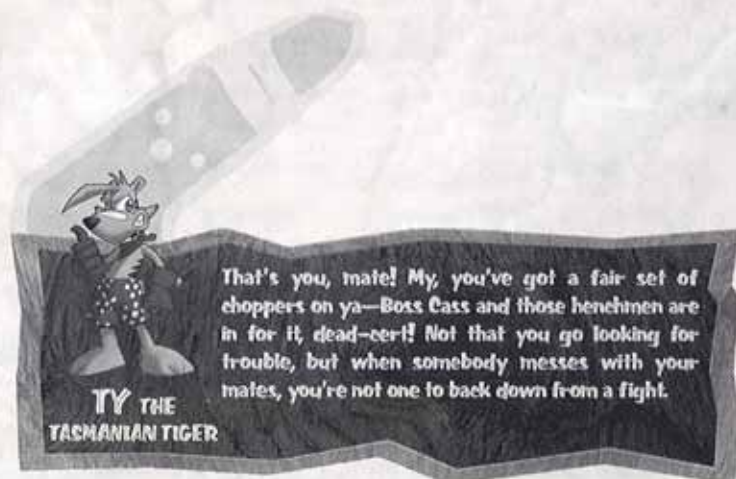
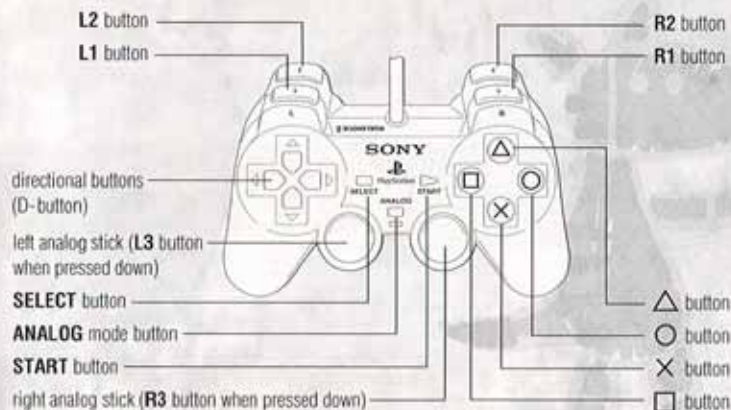
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *TY the Tasmanian Tiger™* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

COMMAND REFERENCE

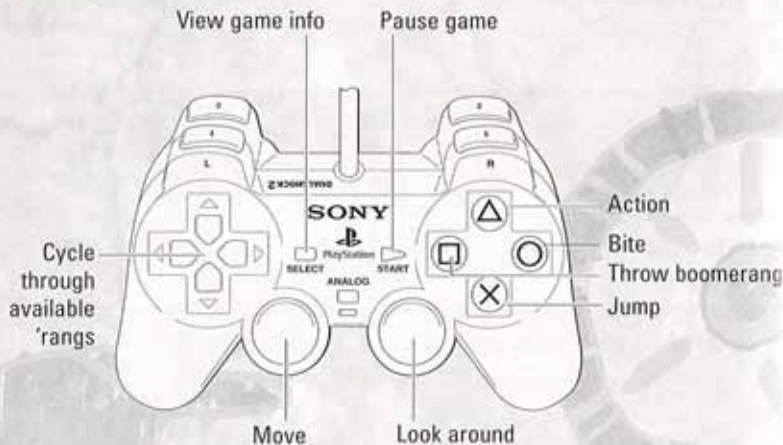
DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



BASIC CONTROLS

Picking up and playing *TY the Tasmanian Tiger* is as easy as run, chomp, fling. Here's all you need to know to get started on your big adventure.

GAME CONTROLS



MENU CONTROLS

Highlight menu items	D-button ⇅
Cycle choices/Move sliders	D-button ⇔
Select/Advance to next screen	✕ button
Return to previous screen	▲ button

> For a more detailed list of commands, > *Complete Controls* on p. 6.



MAURIE

That'd be me, of course. I'm a bit of a looker myself, I must say—at least as far as sulphur-crested cockatoos go. I'll be sure to keep an eye on you during your adventure and lend a word or two of advice when I think you might need it.

INTRODUCTION

G'day mate! Things can be a bit disorienting here in the land down under, so let me remind you of who you are and what you're doing here.

You are TY, one of the last of the Tasmanian Tigers—or so you thought. Raised by a family of Bilbies—what's a Bilby, you ask? I'll cover everything in good time, young 'un. As I was saying, you have only vague memories of your family and friends. You've always believed that the other Tazzy Tigers died long ago, leaving you all alone.

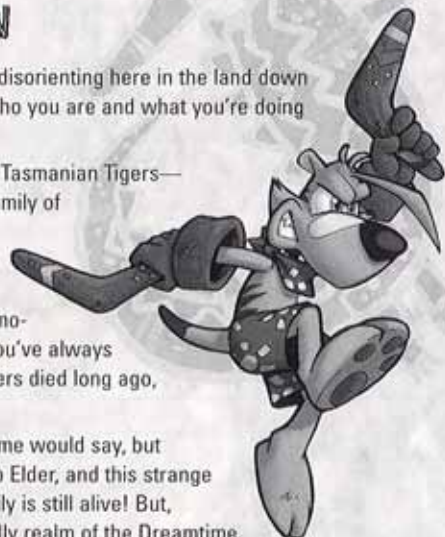
But then one day (by chance, some would say, but I say it's fate) you met the Bunyip Elder, and this strange character told you that your family is still alive! But, they're trapped in the otherworldly realm of the Dreamtime. Now don't get so upset, they're not stuck there forever. Or at least they needn't be. For deep in the Australian outback there's a rocky outcrop, and this rocky outcrop is the portal—that's a doorway, my young cobber—to this Dreamtime realm. Carved into the ground on this outcrop is an image of the Tasmanian Tiger family, and surrounding that are five sockets in which ancient magical Talismans once lay. All you have to do is find these Talismans and place them in the sockets, and the portal to the Dreamtime realm will open.

Now don't go running off just yet, you little larrikin! I've not told you the bad news. You see, these Talismans have also caught the eye of an evil cassowary by the name of Boss Cass. Yes, that Boss Cass—the same one who trapped your family in the Dreamtime realm after they defeated him in battle many moons ago. What's worse, he's also locked up some of your Bilby family in cages across the outback. If you want to open the portal to the Dreamtime realm and rescue your family and friends, you must face Boss Cass and all the nasty henchmen he'll send your way.

Don't worry, mate, you'll not be alone. An upstanding lad like yourself will always have friends to help him out along the way—including me, your old mate Maurie.

Now get out there and find those Talismans!

For more info about this and other titles, visit Electronic Arts on the web at www.eagames.com.



COMPLETE CONTROLS

My guess is you've got the basics down by now. Well, that's enough to get you started, but it's not enough to get you finished, not with all the perils that lay before you. You'd best learn all these moves or you could wind up a shrimp on Boss Cass' barbie.

- > The controls listed below are for the default controller configuration. You can select a new configuration at the Controls screen (> *Controls* on p. 9).

NOTE: Default options are listed in **bold** in this manual.

ON LAND

Move	left analog stick
Jump	X button
Bite	● button
Super Powered Charge Bite	● button (hold to charge then release to activate)
Throw boomerang	■ button
Switch boomerangs	D-button ↔
Dive bite	X button then ● button
Glide	X button then X button (hold)

- > The left analog stick makes you sneak, walk, jog, or run, depending on how hard you press it in the direction you want to move.

NOTE: You can't glide until you've picked up your second boomerang, which you can find in Two Up (> *Bli Bli Station* on p. 18).



After you collect 100 opals, or if you find the right power-up (> *Collectible Objects* on p. 11), you can perform a **Super Powered Charge Bite**. Not only does your bite become more powerful, but you can also chomp henchmen from a greater distance!

IN THE WATER

Unfortunately, you Tasmanian Tigers aren't the best swimmers. At first you can only dogpaddle—er, tigerpaddle—on the surface, and it's mighty slow going. Only after Rex the Platypus teaches you to swim at the Ship Rex level (> p. 18) can you swim faster and dive under water.

Swim on surface/Turn underwater left analog stick	
Dive	● button
Underwater swim	X button (hold)
Swim faster	X button (tap then hold)
Running dive	X button then ● button while running towards water's edge
Throw Aqurang	■ button

- > You can hold your breath a long time, but not forever. Keep an eye on your air supply (> *Game Screen* on p. 10) to make sure it doesn't run out! For more information, > *Bubbles* on p. 14.

NOTE: The Aqurang is the only boomerang that works under water. You earn the Aqurang after learning how to swim. You switch to it automatically when under water.

MORE CONTROLS

Action button	▲ button
Advance dialogue	X button
Skip dialogue	▲ button
Look around	right analog stick
TY's View	L2 button (hold)
Lock on enemy	R2 button
Zoom camera in/out	R1 button
Pause game	START button
View game info	SELECT button



Use TY's View (press and hold the **L2** button) plus the left analog stick to aim your boomerang for precision throwing.

SETTING UP THE GAME

Set up the game the way you want before you set out on your big adventure. You'll be splashing through the billabong and 'rangin' frills in no time!

MAIN MENU

This is where it all begins, mate. From here you can set up your options or head straight for Rainbow Cliffs.

Load a previously-saved game
(▶ *Saving and Loading* on p. 24)

Start a new game
(▶ p. 9)



Set your Options
(▶ p. 9), view the Making Of video, or read up on the characters you'll encounter on your quest

EXTRAS

Two of the menu options on the Extras screen are unlocked when you first begin the game: MOVIES and GALLERY. When you find your first Picture Frame (▶ p. 13), you can access the Gallery. Once you collect everything there is to collect in the game, you unlock the Movies.

If there's a meaner cassowary in all of Australia, I don't want to meet him. Not only has Boss Cass banished the other Tasmanian Tigers to the Dreamtime realm and locked up the Bilbies in cages, he's also trying to ruin the very land itself through pollution and destruction. You've got to stop him, Ty!



BOSS CASS

STARTING A NEW GAME

Here's what you need to do to make your way to Rainbow Cliffs.

TO START A NEW GAME:

1. From the Main menu, highlight NEW GAME and press the **X** button.
 2. Press the D-button \leftrightarrow to highlight a game to save your game file to and press the **X** button, or press the **■** button to continue without selecting a save game file. The game begins!
- If you select a save game file for your new game, any previously saved game in that file will be overwritten.

OPTIONS

You can adjust your options before you start your game or during it. Access the Options screen from the Extras screen off the Main menu, or from the Pause menu.

SOUND

Change the music and sound effects volume, and set your sound to **STEREO** or **SURROUND**.

SCREEN

Adjust the Position of your display and change it to **NORMAL** or **WIDE** screen, and turn Subtitles **ON/OFF**.

CONTROLS

Select from four controller configurations, turn the Rumble feature **ON/OFF**, and set your view at **NORMAL** or **FLIPPED**.

BACK

Return to the Extras screen or Pause menu.

- Press the **▲** button to return to the Extras screen (or Pause menu if you accessed the options screen from in-game) without saving your changes.



JULIUS

Strange as this chap is, I'm glad he's on our side. Julius is the most eccentric Koala I've ever met, but he's dinky-di with the machines. Just wait until you get a hold of one of his custom-made techno-rangs and you'll see what I mean.

PLAYING THE GAME

You're a brave tiger, TY, but I don't blame you if you feel a bit nervous about the task before you. I know I would if I were in your place! That Boss Cass is a nasty bloke, and the very land itself is fraught with danger. You've a lot of terrain to cover and a lot of baddies to face, but I have faith in you, young 'un. You'll come through in the end, I'd wager.

But first thing's first. When you start off you find yourself at Rainbow Cliffs. Behind you is the rocky outcrop where you'll put the Talismans once you collect them. In front of you is the path to Bli Bli Station. Head down that way and we can meet Julius the Koala. He can open the portal to the Two Up level (► p. 18) and you'll be on your way.

GAME SCREEN

There you are, mate! Orient yourself with your surroundings so you don't get all discombobulated when you're out on walkabout.

When an exclamation mark appears, press the Action Button (▲ Button)



AIR SUPPLY

When you're swimming under water, the health meter turns into an air supply meter. Swim to the surface for some air before it runs out or you'll be sleeping with the fishes! For more information, ► *Bubbles* on p. 14.

► Besides staying under water, getting knocked about by bad guys also reduces your air supply, just like your health meter.

COLLECTIBLE OBJECTS

There's a lot going on about you, and it's easy to get distracted. Stay focused and keep your eyes peeled for these objects:



In Two Up, some of the collectible items are impossible to reach until you've found your second boomerang.



If you collect everything in the game, then something good might happen.



TALISMANS

Long ago your family knocked the five mystic Talismans out of Boss Cass' hands just as he was sending them off to the Dreamtime. This caused an explosion that scattered the Talismans across the land.

Now you're in a mad race against Boss Cass to get them back. Collect all five of them and bring them back to Rainbow Cliffs, and your Tasmanian Tiger family will be free to populate the world once more.



THUNDER EGGS

These volcanic beauties are the key to powering Julius' Talisman Machine. This machine locates and teleports the missing Talismans back to Rainbow Cliffs. Bonza! But you'll need at least 17 Thunder

Eggs to get it to work. You can either find or earn Thunder Eggs by completing tasks or solving puzzles, or by successfully completing Time Attacks.

► Collect five Thunder Eggs on a level to open a portal to the next level.

She's not even my species but it doesn't take another Dingo to see this is one beaut of a girlfriend you've got. She's a tough sheila and can handle her own, but make sure you're available to lend a helping paw, just in case.



SHAZZA



OPALS

There are plenty of Opals just laying about for the gathering, but there are a bunch more to be found, too. Try chomping open a crate if you don't believe me! Each level has 300 Opals, in fact.

Collect them all and bring them to Julius' Opal machine and press the Action button (▲ button) to add another Thunder Egg to your collection.



Besides being pretty to look at, a trail of Opals can also lead you along the main path through a level.

> TY receives a Super Powered Charge Bite (► *Complete Controls* on p. 6) for every 100 Opals you collect.



BILBIES

That nasty ol' Boss Cass has locked up your Bilby mates in cages all over the land—five on each level, to be precise. If you free all five on a level, you get a Thunder Egg.

> Bilby cages are particularly resistant to boomerangs, so try giving them a good bite.



GOLDEN COGS

Your trusty boomerang has served you well, but it lacks the punch you need to get where you're going. Collect 15 Golden Cogs and bring them back to Julius in his lab at Rainbow Cliffs. He can then

work them into his machine to make a new techno-rang for you. For more information on the different types of boomerangs, ► p. 22.



BILBIES

These Bilbies look meek, but they're strong in character. They took you in when you were just a wee orphan and raised you to the good bloke you are today. Now's your chance to repay them by freeing them from Boss Cass' crude cages.



RAINBOW SCALES

Collect all 25 of these little beauts for the Bunyip Elder at Rainbow Cliffs. You'll be mighty happy you did!



FOOD

If your health meter is running low (► *Game Info* on p. 16), just look for a picnic basket that might contain some food to munch on, and your meter will boost back up.



MAGNET

If you come across a magnet, pick it up and make Opal collecting a whole lot easier until the magnetic effect wears off.



SUPER POWERED CHARGE BITE

There's an easier way to get a Super Powered Charge Bite (► *Complete Controls* on p. 6) than collecting 100 Opals—just find one of these power-ups lying around.



TY HEAD

Now this is one of the stranger things I've seen in the Outback. If you happen to see something that looks like your own head floating about, make sure you grab it. This gives you one extra life, and with all the perils you've got to face, you'll need it.



PICTURE FRAMES

Somebody has apparently lost a few pictures from their art collection. I've seen more than one picture frame hidden in the outback. When you come across one, add it to your own collection and you can view it in the Gallery (► *Extras* on p. 8). Collect them all to see some special goodies!



Some picture frames are hidden inside transparent boxes. If you see a transparent box, break it open!



This awfully particular tree frog might not be the most loveable of blokes, but he's got quite the Thunder Egg collection so you'd best play up to his snootiness. I'm not sure how anybody could get that refined growing up in such a dank, dark billabong, but that's Dennis for you.

DENNIS

OTHER OBJECTS

In a land this big and, well, weird, you're bound to come across some mighty odd things. Here are a few of them.



DUNNIES

What with all the pressure and excitement of your adventure, you're bound to have an accident or two while out and about. No worries, mate—that's what dunnies are for. If you happen to get clobbered or have a nasty fall or something and lose all your health, when you wake up you'll be relieved to find yourself on the last dunny you passed. So don't hold back—let 'er rip!

NOTE: When you exit your game and re-load it, you start at the beginning of the last level you were playing, rather than at the last dunny you passed.



MUSHROOMS

If you see a field of little green mushrooms, stand in the middle of them for a few seconds. Then get ready for a little trip as you find yourself instantly transported back to either the beginning or the end of the level!



BUBBLES

When you see a vent of bubbles on the ocean floor, position yourself over it for a few moments so you can breathe in the bubbles and restore your air supply meter (► *In the Water* on p. 7).



FLOWERS

Evidently these giant beauts don't like the taste of Tasmanian Tigers. Walk into the middle of one and it swallows you up, but then a moment later it spits you into the air like you were a piece of rotten 'roo meat.



BUNYIP ELDER POWER UP

This glowing green beaut is about the most mystical thing you'll see in the land down under. Walk into the middle of it and channel the awesome power of the Bunyip Elder himself!

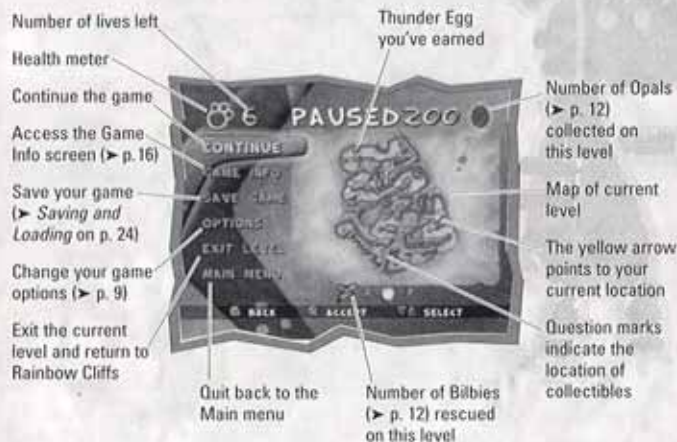
AND MUCH MORE

In addition to the objects mentioned in this section, there are many more items that you'll come across during your adventure. Look for geysers, pontoons, deck chairs, logs, and more.

PAUSE MENU

Even Tasmanian Tigers need to take a little breather once in a while. Access the Pause menu to take a break from the frenzied action, or to get your bearings in this vast, dangerous land.

► Press the **START** button during gameplay to access the Pause menu.



GAME INFO

Access the Game Info screen by pressing the **START** button to check up on your progress through the game. Totals provided are for the current level.



- ◆ Press the D-button or left analog stick ↵ to access the boomerang descriptions. Press the D-button or left analog stick ⇄ to view the different boomerangs currently in your arsenal.
- ◆ Press the D-button or left analog stick ⤴ to access the Game Totals screen. The big percentage number tells you your progress toward your ultimate goal of freeing the Tasmanian Tigers.
- ◆ Press the **L1** button or the **R1** button to move between Game Info screens for other levels. This can help you figure out where you've still got Thunder Eggs and Golden Cogs to find.
- ◆ Press the **▲** button to return to the Pause menu.

These reptilian buffies are bigger than Frill Lizards, not to mention meaner and tougher. They may not be the worst henchmen Boss Cass throws your way, but just the same, I wouldn't want to meet one in a dark billabong.

BLUE TONGUES



ZONES

Australia is a vast, wild land. Along your adventure you're going to see it at its biggest and most beautiful—but also its scariest. It's a diverse land with many strange and wonderful creatures, but not all of them are going to wish you g'day. And if the nastier critters aren't enough to put a rumple in your fur, there's also the environment itself to look out for. Huge cliffs, quicksand, runaway boulders—sometimes it seems the whole place has gone berko!

The following is a run-down of the four zones you must make your way through, with a little information on each of their levels. Every zone has a boss level that will put your biting and 'ranging abilities to the test.

RAINBOW CLIFFS



Rainbow Cliffs

Rainbow Cliffs is your haven—there are no Frill Lizards, Red Kangaroos, or any Boss Cass henchmen here to ruin your day. This is a great place to get used to your controls and do some exploring.

Rainbow Cliffs holds the portals to three levels and is also the gateway to all the other zones. The other zones are blocked off, and you need special boomerangs to clear the way. Use that clever brain of yours to figure out which 'rangs can help you get into each of the zones.

There are three areas in Rainbow Cliffs that are a jumping off point for you to do your adventuring: Bli Bli Station, Pippy Beach, and Lake Burril.

I don't know why everybody thinks these yobbos are so cute! They're just downright rotten if you ask me. Keep clear of those powerful legs of theirs or they might kick you way out to Woop Woop!

RED KANGAROOS



BLI BLI STATION



Two Up



Walk In The Park



Ship Rex

LEVELS

LEVEL	ENVIRONMENT	SOME BAD GUYS YOU'LL SEE
Two Up	Billabong	Frill Lizards, Red Kangaroos, Salties
Walk In The Park	Rainforest	Blue Tongues, Leeches, Rhino Beetles
Ship Rex	Barrier Reef	Sharks, Eels, Giant Crabs
Bull's Pen	???	???

PIPPY BEACH



Bridge On The River TY



Snow Worries



Outback Safari

A wall of ice blocks your path to Pippy Beach and its three portals.

LEVELS

LEVEL	ENVIRONMENT	SOME BAD GUYS YOU'LL SEE
Bridge On The River TY	Billabong	Bats, Trapdoor Spiders, Cockroaches, Skinks
Snow Worries	Snowy Mountain	Frills, Blue Tongues, Snow-Roos
Outback Safari	Deep Outback	Bike Frills
Crikey's Cove	???	???

LAKE BURRIL



Lyre, Lyre, Pants On Fire



Beyond the Black Stump



Rex Marks The Spot

If you want to access Lake Burril and its three portals you're going to have to get by a pile of red-hot flaming logs.

LEVELS

LEVEL	ENVIRONMENT	SOME BAD GUYS YOU'LL SEE
Lyre, Lyre, Pants On Fire	Rainforest	Tics, Lil' Neddy, Geckos
Beyond the Black Stump	Snowy Mountains	Frill Lizards, Spiders, Blue Tongues, Snow-Roos
Rex Marks The Spot	Barrier Reef	Barracudas, Sea Snakes, Frill Lizards, Octopuses
Fluffy's Fjord	???	???

GATE ZONE



Cass' Pass

Just one big, impressive gate stands between you and Boss Cass' stronghold. Once you've gotten through the gate, don't fool yourself into thinking the hard part's behind you—it's all uphill from here.

LEVELS

LEVEL	ENVIRONMENT	SOME BAD GUYS YOU'LL SEE
Cass' Pass	Rainforest	Skinks, Ninja Geckos
Cass' Crest	No one has ever made it this far!	Unknown...
The Final Battle	You'll have to get there to find out.	Be ready for anything.

BONUS LEVEL

If you collect everything throughout the game, you will be able to access the special Bonus Level! After you've unlocked the level, just head to the cave near the waterfall in Rainbow Cliffs and enter the portal.

Most folks don't even believe in the Bunyips, those weird creatures that are said to be half beast, half spirit. But if you say you saw one, TY, that's good enough for me.



THE BUNYIP ELDER

BOOMERANGS

After a set of powerful, shiny chompers, the boomerang is the weapon of choice for Tasmanian Tigers like yourself. Bring Golden Cogs to Julius at his lab at Rainbow Cliffs so he can plug them into his Cogulacious Boomerangerus Extrapolator and build new techno-rangs for you. Julius can also harness the excess energy from the Talisman Machine to create new elemental 'rangs. You might even receive one as a gift! Here are the different rangs you can earn and their unique properties.

> You can also access information on the boomerangs you have in your current arsenal during the game through the Game Info screen (> p. 16).



BOOMERANG

This is your basic ancient gum tree model. No bells and whistles, just a good, reliable boomerang—and mighty effective in the paws of the right Tazzy Tiger.



AQUARANG

This is the only 'rang that you can use underwater. Its hydrodynamic design lets it slice through the water like a normal boomerang flies through the air. Use a pair of these as fins and you yourself can zip through the deep blue like a greased-up platypus.



FROSTYRANG (ELEMENTAL 'RANG)

This 'rang doesn't pack a lot of punch, but it's a great strategic weapon. How's that, you say? You can use it to freeze enemies that are otherwise impervious to boomerangs, then move in and give 'em a good chomp!



Throw a Frostyrang into a body of water to create a small iceberg that you can stand on.



FLAMERANG (ELEMENTAL 'RANG)

Heat things up with a 'rang o' fire! Naturally they can cut through ice, but I've heard that they're also great for burning through sticky spider webs.



ZAPPYRANG (ELEMENTAL 'RANG)

The power of lightning is contained within this electrifying boomerang. Use it when you want to give your enemies, or perhaps a piece of machinery, a supercharged jolt.



ZOOMERANG (TECHNO-RANG)

This little beaut lets you do some long-distance 'ranging. But here's the best part. Switch to TY's View (press and hold the L2 button). Everything looks normal, right? Now press the right analog stick ⤴—it's got a built-in telescope aimer! Bonza! If you've zoomed in a bit too far on an ugly henchman, just press the right analog stick ⤵ to zoom back out.



MULTIRANG (TECHNO-RANG)

What this boomerang lacks in quality it makes up for in quantity. Although it may not travel as far or as fast as other 'rangs, you can unleash a whole flurry of them at once. Boss Cass' henchmen would have to be pretty quick to escape that barrage.



INFRARANG (TECHNO-RANG)

This boomerang lets you see as well as a wedge-tailed eagle. Listen carefully when you're holding this 'rang. It has a built-in sonar that beeps if there's anything "special" close by. Just switch to TY's View (press and hold the L2 button) and you'll see things you normally wouldn't with your Tasmanian Tiger eyes. Take a look around with them once in a while. You might be surprised at what you discover.



MEGARANG (TECHNO-RANG)

Julius really outdid himself on this one. This crafty lil' 'rang can actually recognize bad guys and crates. It homes in on them and delivers a bull's-eye knock-out punch. Those bad guys will think the 'rang had their name on it—and they won't be far off the mark!



KABOOMARANG (TECHNO-RANG)

This 'rang is made from the rare Outback element Exploderium, which is just as spectacular as it sounds. Launch one of these rippers and watch the fireworks!



CHRONORANG (TECHNO-RANG)

Put the bad guys in a time warp! This is a great weapon to use on baddies that are impervious to other 'rangs. Hit them with a Chronorang and watch them move as slowly as a koala in quicksand. Then, move in for the bite.



DOOMARANG

The Doomarang is only available in the Final Battle, and boy, are you going to need it! Just launch this seeing-eye 'rang and guide it by remote control to those hard-to-reach places. Boss Cass won't know what hit him!

SAVING AND LOADING

As energetic as Tasmanian Tigers are, you're going to have to take a break from all the excitement and adventure at some point. Save your game and then load it later to pick up where you left off.

NOTE: Never insert or remove a memory card (8MB) (for PlayStation®2) when loading or saving files.

SAVING

TO SAVE A GAME:

1. During gameplay, press the **START** button to access the Pause menu.
2. Highlight **SAVE GAME** and press the **X** button.
3. Press the D-button or left analog stick \leftrightarrow to highlight a save location then press the **X** button.
4. The game asks you if you wish to overwrite the selected saved game. Highlight **YES** and press the **X** button to save your game.

NOTE: Every time you collect a Golden Cog or a Thunder Egg, the game saves automatically.

LOADING

TO LOAD A GAME:

1. From the Main menu, highlight **LOAD GAME** and press the **X** button.
2. Press the D-button or left analog stick \leftrightarrow to highlight a game to load then press the **X** button.

AN AMAZING CAST OF CHARACTERS

Besides all the characters I've told you about here, there are many others you'll come across during your adventure, including Ranger Ken, Lenny, Rex, Elle, Sly, Shadow, Bull, Crikey, Aurora, Neddy, and Sheila. Take the time to find out who your real friends are.

CREDITS

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Studio Manager: Andy Green
Executive Producer: Robert Walsh
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SPECIAL THANKS

Andrew Wright
Darren Atherton
David Rosenbaum

All the kids who helped out with focus testing: Alia, Dennis, Callum, Erin, Michael, Oliver, William, Patrick, Arrow, Sam, Rowan, Nick, Michael, Skylar, Elmo.

Kev at the pizza store, Andrew at the toy store and all the staff at the local eateries.

All Big Fish Audio and Peter Sproecker.

...and all of the partners and families that put up with us never being there while we were working on this title.

Welcome to the world Cameron Alexander McKnight, 8/12/2002 12:42am, 8lbs 7oz.

IN MEMORY OF

Mitch Miles
Tim Eiert

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