



NTSC U/C

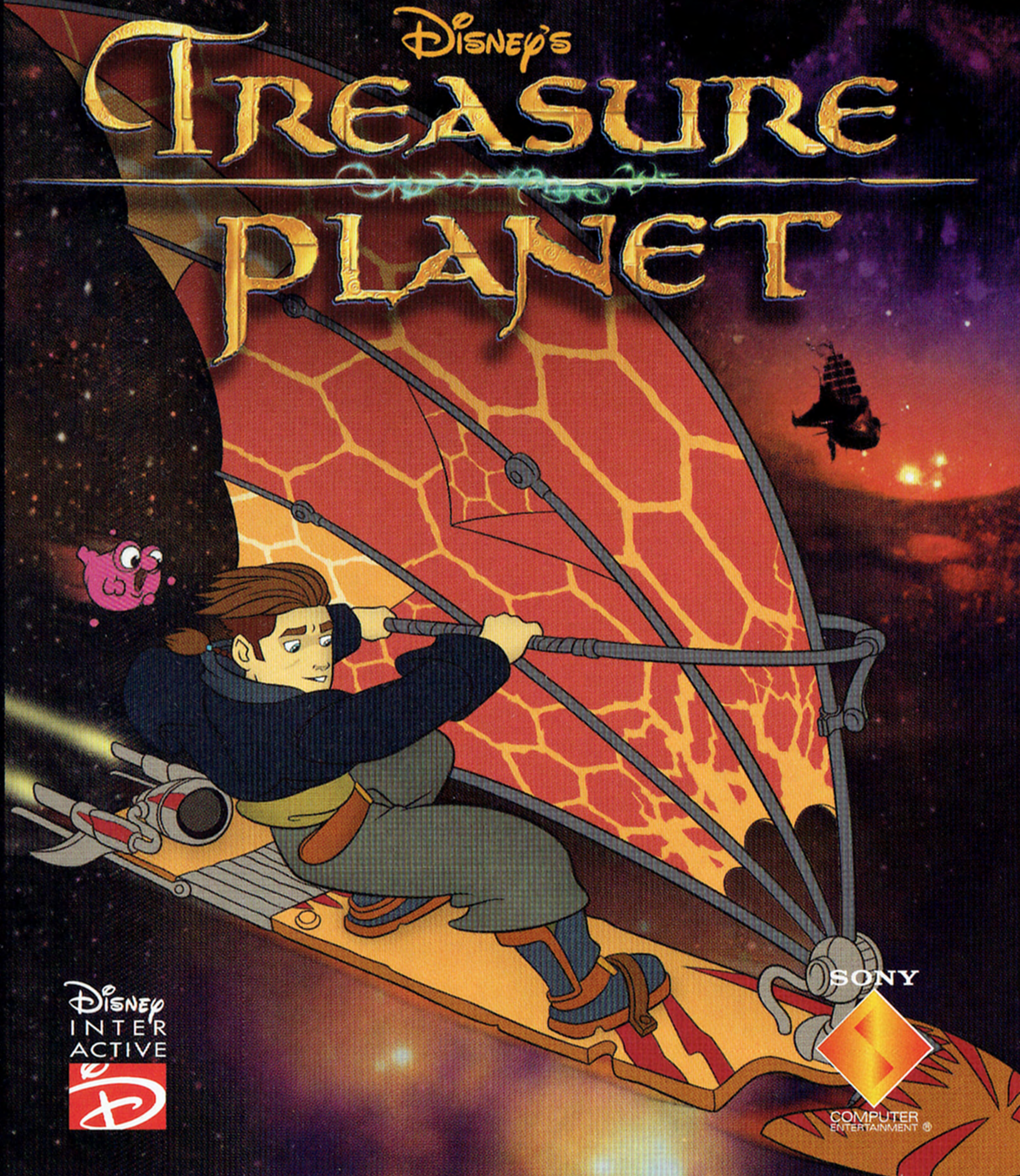
PlayStation



SCUS-94647
94647



Disney's TREASURE PLANET



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 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 the outer edge. Never use solvents or abrasive cleaners.

Disney's Treasure Planet

PLAYSTATION® HINT LINE

Hints for all games produced by SCEA are available:

- **Within the U.S.: 1-900-933-SONY (1-900-933-7669)**
\$0.95/min. auto hints; \$5.00 - \$20.00 for card recharge. (All prices subject to change.)
Automated support: 24 hours a day, 7 days a week.
- **Within Canada: 1-900-451-5757**
\$1.50/min. auto hints. (All prices subject to change.)
In Canada, automated support is available 24 hours a day, 7 days a week.
This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.
- **CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE: 1-800-345-SONY (7669)**
Call this number for help with technical support, installation or general questions regarding the PlayStation® game console and its peripherals. Representatives are available 6AM–8PM PST, M–Sat, 7AM–6:30PM PST Sun.
- **www.playstation.com**
Our news is always hot! Visit our website and find out what's happening—new titles, new products and the latest information about the PlayStation® game console.

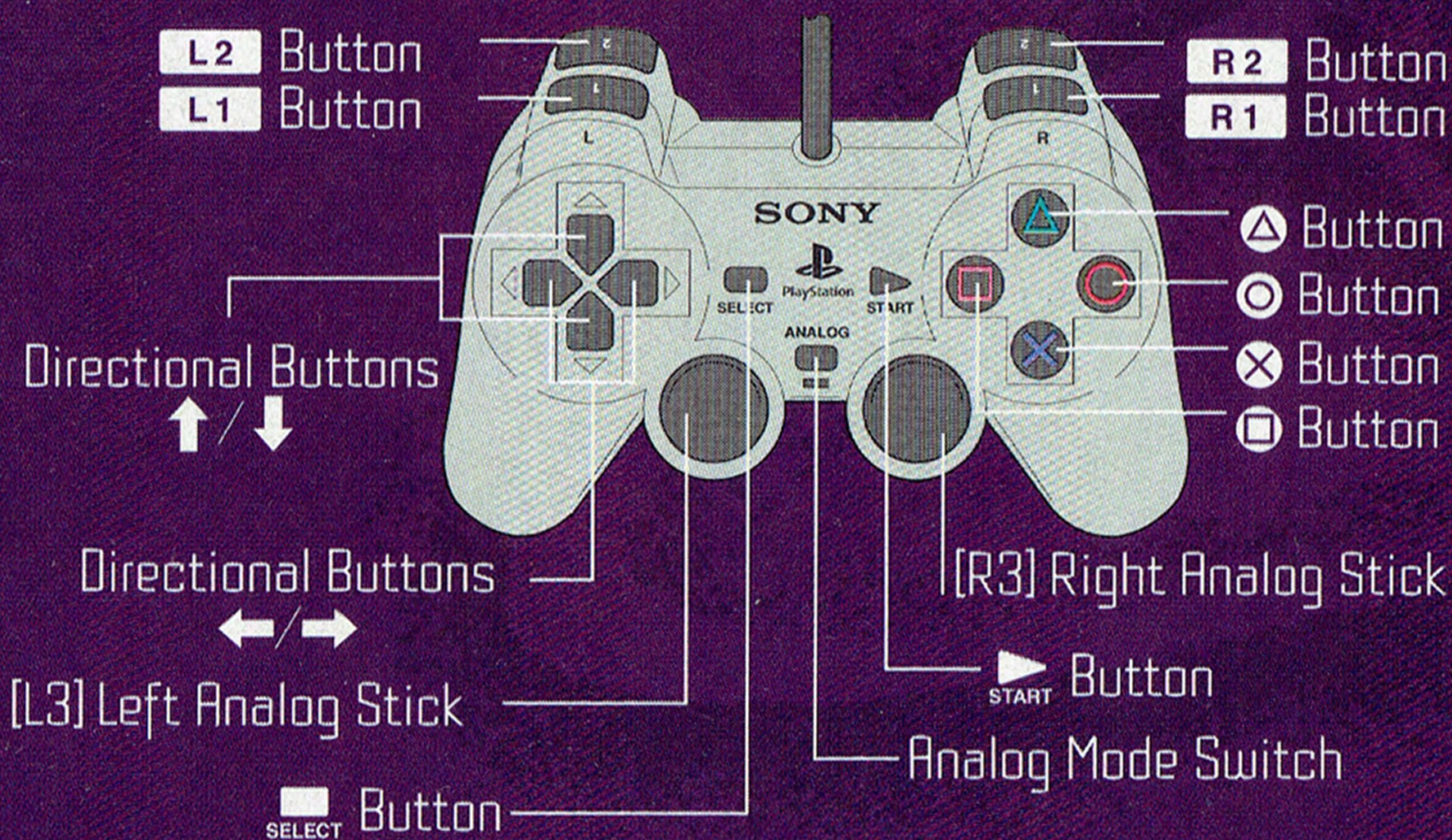
Table of Contents

Setting Up Your Console	2
Menu Controls	3
Journey to Treasure Planet	4
Controls	6
In-Game Controls - Exploration	6
In-Game Controls - Racing	7
The Main Menu	8
Start Game	8
Options	9
Gallery	9
Playing Disney's Treasure Planet	10
Main Game Screen	10
On the Trail of Flint's Treasure	12
Talking to People	12
Battling Alien Pirates and Others	12
Morph	13
Racing the Solar Surfer (and Other Vehicles)	14
In-Game Menu	14
Treasures Found Along the Way	15
The Worlds of Disney's Treasure Planet	20
Fellow Travelers	22
Credits	24



Setting Up Your Console

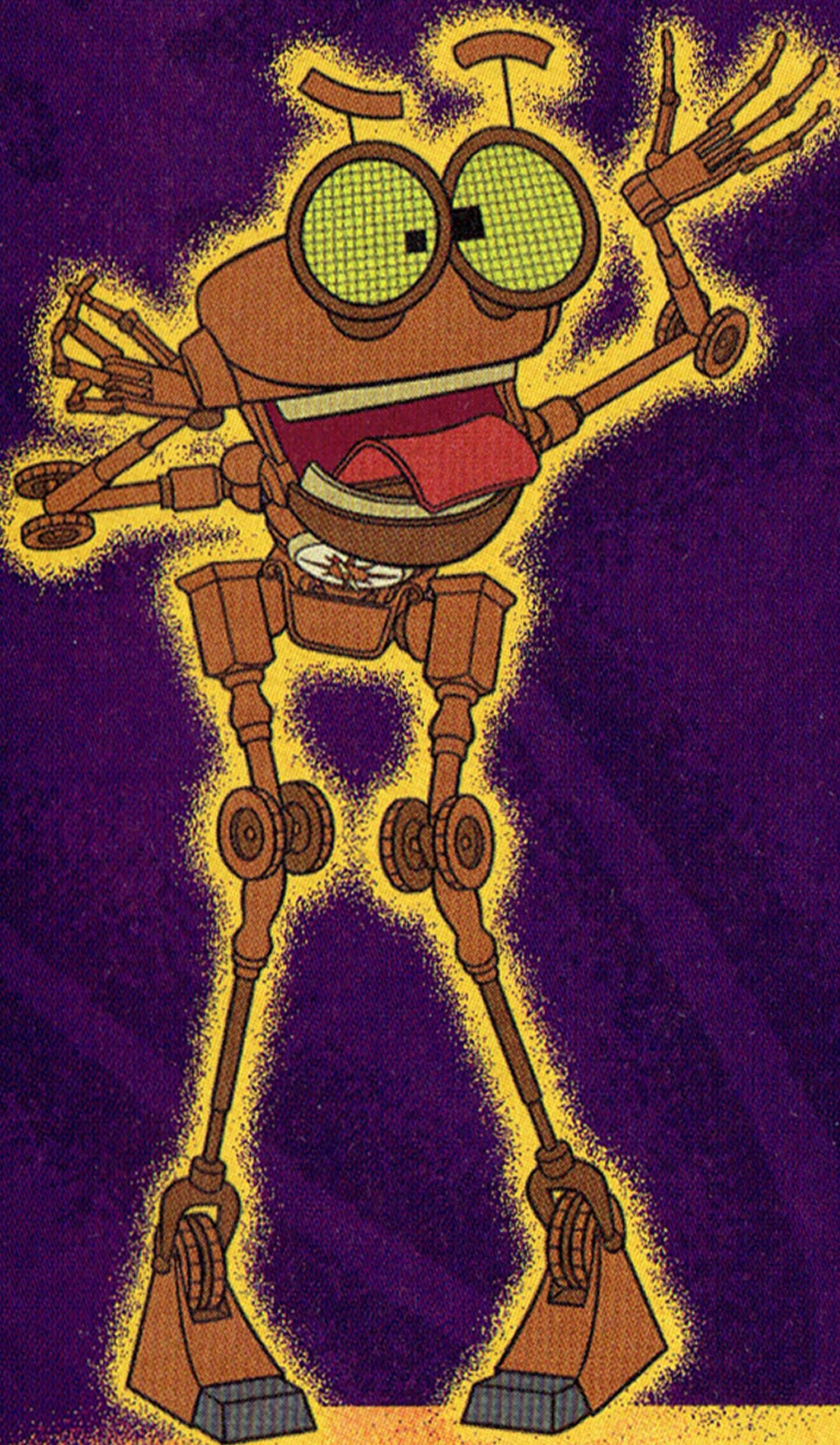
Set up your PlayStation game console according to the instructions in its Instruction Manual. Insert the Disney's Treasure Planet disc and close the disc cover. Turn the system ON at the POWER button. Do not insert or remove peripherals or Memory Cards once the power is turned on. Make sure there are enough free blocks on your Memory Card before commencing play. To save game settings and results or continue play on previously saved games, insert a Memory Card into MEMORY CARD Slot 1 before starting play.



Note: DUALSHOCK[®] analog controller only: Toggle the vibration function ON/OFF by using the Option mode, and setting the Vibration function to "ON" or "OFF". The Vibration function is not affected by the controller's analog mode switch.

Menu Controls

You won't need the assistance of a forgetful Bio-engineered Navigator (B.E.N.) to find your way through the menus in Disney's Treasure Planet - just use the buttons below and follow the on-screen instructions! After just a few button presses, you'll be on your way with Jim, Morph, and Dr. Doppler on the trail of Flint's treasure.



Highlight menu options



button

Select option



button

Return to the previous screen



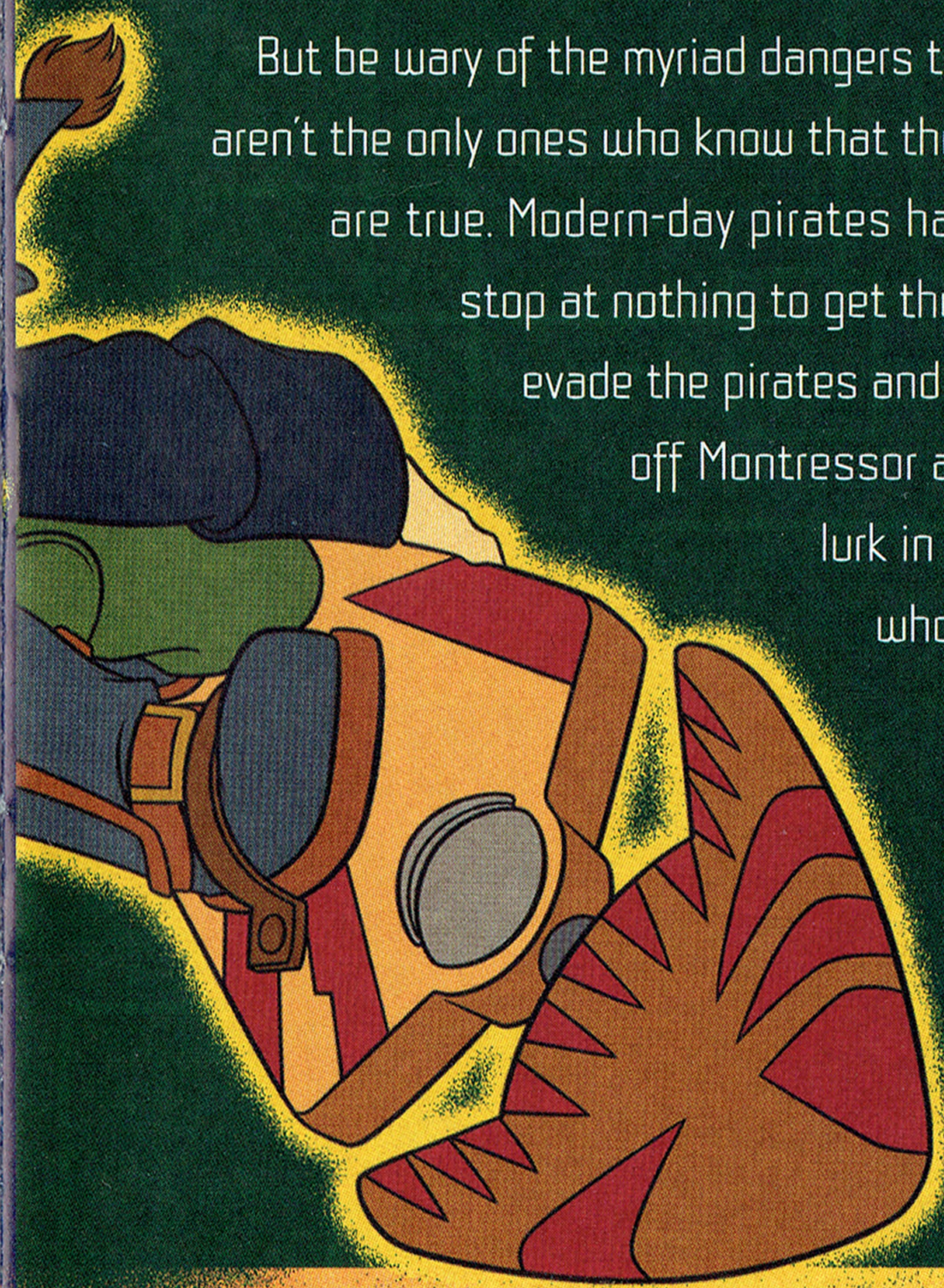
4



Journey to Treasure Planet

Prepare to experience the great age of pirates and lost treasure in Disney's Treasure Planet – only this time in outer space! Young Jim Hawkins and his mentor Dr. Doppler have discovered the map and the route to Treasure Planet and the Space Pirate Flint's famed "loot of a thousand worlds." They've decided to set off into the etherium to claim the mythological treasure for themselves. Jim's trusted friend Morph, a bubbly alien mimic with the ability to assume the shape of many different things, is along for the adventure, and so are you! You'll explore a strange universe where technologically advanced robots roam among ancient mechanical engines, and the inhabitants of a thousand planets fly the etherium aboard strangely familiar space ships powered by starlight.





But be wary of the myriad dangers that lie ahead. Jim and Dr. Doppler aren't the only ones who know that those old stories about Flint's Trove are true. Modern-day pirates have heard those tales, and they'll stop at nothing to get the map! If Jim and Doppler hope to evade the pirates and claim the loot, they'll have to get off Montessor and on their way quickly. Pirates lurk in every spaceport, so be careful in whom you place your trust!

Take a moment to become familiar with the controls, then hit Start and begin the long Journey to Treasure Planet!



5



In-Game Controls – Exploration


To make it all the way to Treasure Planet, you will be challenged to explore, jump, and battle your way through strange and distant worlds, often challenged to fierce combat by deadly alien pirates too numerous to count. Do you have the guts and nerve to claim the treasure?


Button

Directional Buttons
or Left Analog Stick


 button

 button

 button

 button

 button

 button

 button

 button

 button

 button

Action

Direction and aim. (Use Left Analog Stick to control your speed – move slightly to creep, move completely to run.)

Jump (Double-tap for Double Jump)

Sword Swipe

Shoot Pistol/Musket

Glide

Activate H.U.D.

Camera Look/1st Person Targeting

Rotate Camera Left

Rotate Camera Right

Pause. (Opens the In Game Options Menu.)

Not Used

In-Game Controls – Racing

Exploring strange planets and wondrous solar powered spaceships is only part of what you must do to claim the treasure – you'll pilot your Solar Surfer and other flying machines through dangerous courses at high speed. Use these controls to guide yourself on flights.

Button

Directional Buttons
or Left Analog Stick

 button

 button


 button

 button

 button

 button

 button

 button

 button

 button

Action

Steering

Accelerate

Jump

Brake

Not Used

Activate H.U.D.

Jump

Sharp Turn

Sharp Turn

Pause. (Opens
the In Game
Options Menu.)



Not Used

Camera (Active/Passive)

This allows you to toggle between Active and Passive Camera modes.

Active – In this mode, the camera moves directly behind you and stays there no matter where you look, depending on the landscape. This is the best option to use for combat or while racing.

Passive – The camera moves more freely around you and is not always positioned directly behind you. This view will allow you to look around more while exploring.

Note: You can use the  and  buttons to rotate the camera in both modes.



8



The Main Menu

The game begins in the Main Menu. Among other things, you'll start a new game from here, adjust game options such as sound levels, and you can even look at film clips, pre-production artwork, and character designs collected during your adventures with Morph.



Start Game

Choose this to either begin a completely new game, or load a previously saved game.

Start New Game

Begins a new game.

Load Game



Select Load Game to start a previously saved game. You can choose from up to four previously saved games.



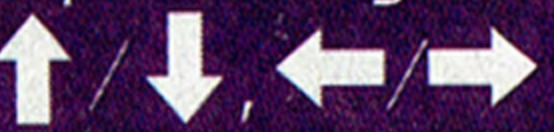


Options

Select Options to adjust sound levels, screen alignment, or controller vibration settings.



Sound Setup

Press the Directional Button  to adjust sound options and levels. When you have finished, press the  button to go back to the Main Menu.



Screen Settings

This lets you change the position of the game screen on your television. Press the Directional Button  to adjust. When you are finished, press the  button to confirm, or press the  button to return to the Main Menu without changes.

Vibration Function

Press the  button to switch the Vibration Function of your DUALSHOCK® Analog Controller ON or OFF. Press the  button to return to the Main Menu.

Gallery

Here you can view film clips, pre-production sketches, and game models you've discovered during your adventure. Use the Directional Buttons to highlight a clip or sketch and press the  button to select it. Press the  button to return to the Main Menu.



10



Playing Disney's Treasure Planet

Be Jim Hawkins on a fantastic journey, racing, fighting, and shooting your way to the "loot of a thousand worlds." You will face vicious pirates in deadly combat, explore the bustling Spaceport, experience the life of a space-farer aboard the RLS Legacy and fly your Solar Surfer through the canyons of Montessor and beyond.

Along the way you will collect Drubloons and Gems but most important of all are Treasure Planet Tokens, which will allow you to open up paths to new worlds and eventually Treasure Planet itself.

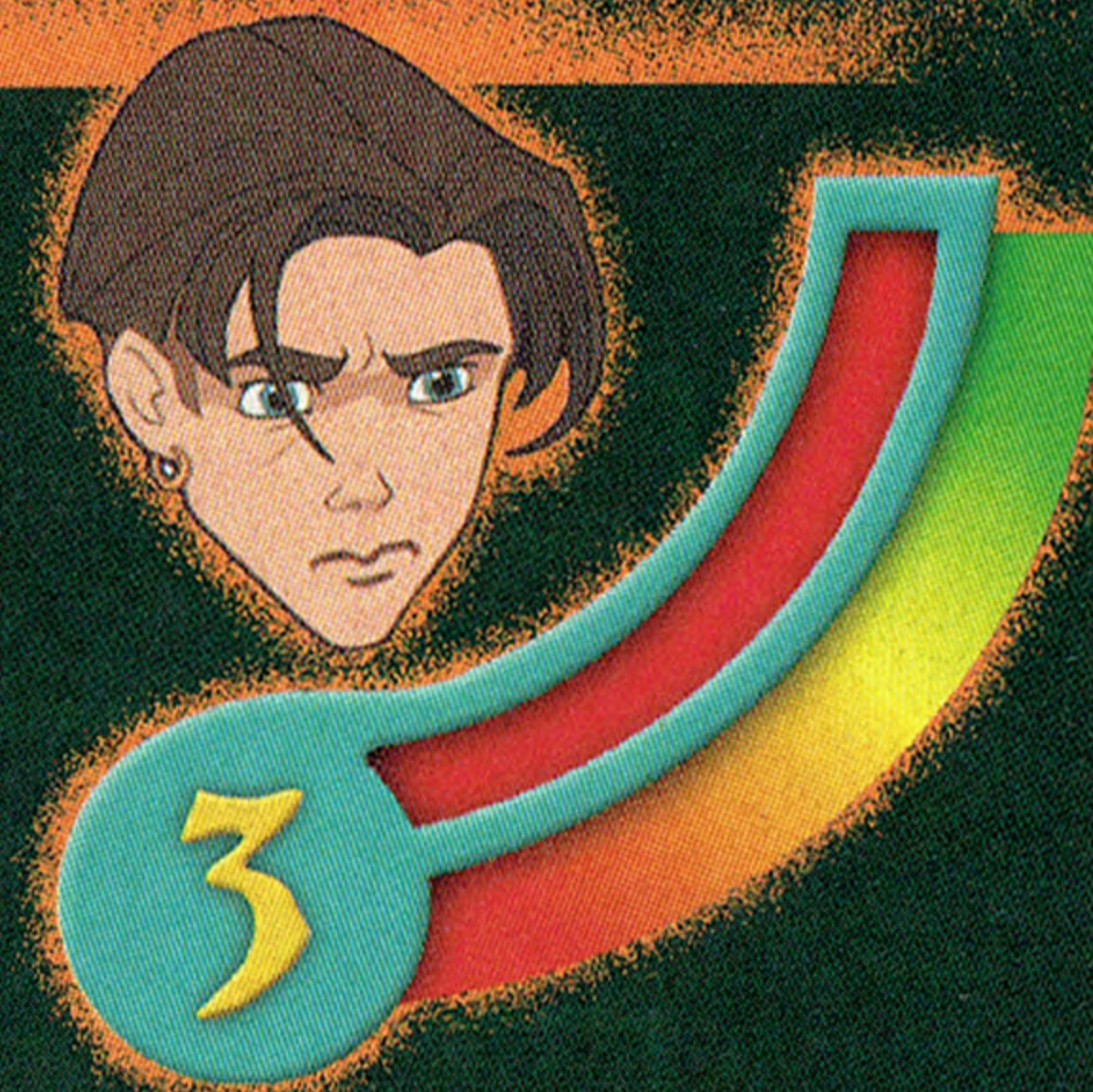
Main Game Screen

Pay special attention to your health, especially if you've run out of Extra-Lives. If the meter's running low, it might be a good idea to find some life to restore some health before fighting enemies or attempting tricky leaps. Tap **L1** at anytime to activate the Heads Up Display (HUD), which shows your Health, the number of Treasure Planet Tokens collected and more.



Health and Life Meter

The large multicolored bar represents your current health, which is divided into four colored quarters, or 'sub-lives.' Taking damage from obstacles or enemies will cost one of these sub-lives. If you lose all of your sub-lives then you will lose a life.

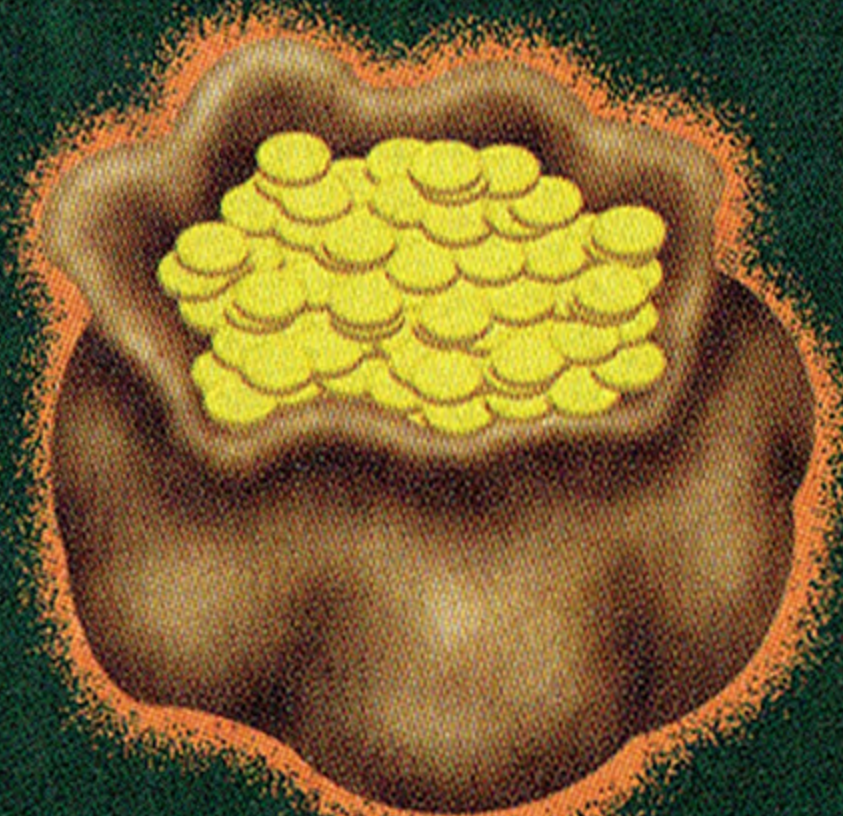


The small red bar counts the number of Micro-lives you have collected. If you collect eight Micro-lives and fill the bar, you will be rewarded with a shiny new sub-life.

The number on the meter represents the number of complete lives remaining, including the current one.

Treasure Counter

This meter displays the treasure collected so far.



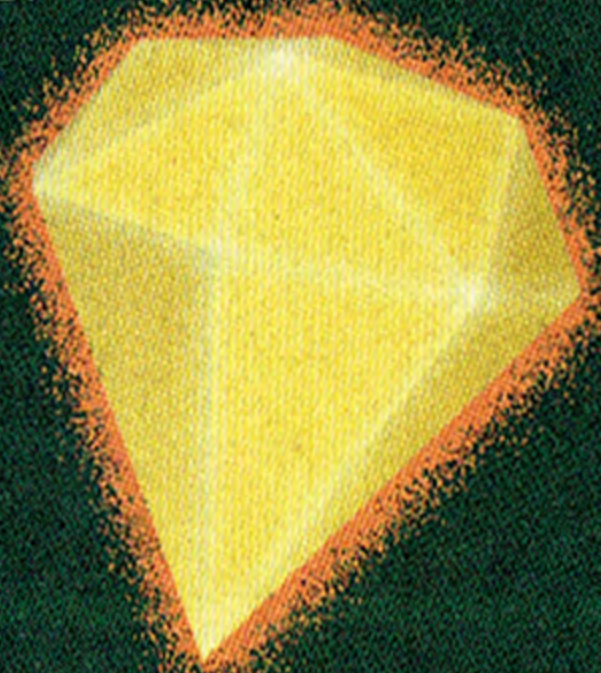
Treasure Planet Token Counter

You'll need Treasure Planet Tokens to open the path to Treasure Planet. This meter keeps track of the collected Tokens.



Credit Crystal Counter

Credit Crystals allow you to purchase items sold in special vending machines.






On the Trail of Flint's Treasure

Travel from Montessor to Flint's treasure hidden somewhere on Treasure Planet. You control your direction with the Directional Buttons or the Left Analog Stick, and you'll encounter plenty of obstacles to jump over or dodge, and numerous enemies to avoid or defeat.


Talking to People


You and Morph will meet a lot of people during your adventure – some helpful and others not so helpful. To find out what people have to say, move next to the character and read the dialog that opens. Press the  button to close the dialog box when you're done. Some of the people you and Morph meet will ask for favors. Don't let them down because often they'll reward a favor with Treasure Planet Tokens!


Battling Alien Pirates and Others


The universe used to be such a friendly place. That is, until the map to Flint's Treasure was discovered. Now every pirate in the galaxy is after you and that map, but you're not without defenses.

Combat Skills

Sword Swipe – If you can get close enough to your enemies, you can slash them with your sword by pressing the  button. Just make sure you are standing close enough when you make your attack – you wouldn't want to miss.


Sword Smash – Sometimes your normal sword swipe attack will not be powerful enough to defeat certain enemies or smash open armored objects. To perform a Sword Smash, first jump in the air, then press the  button to sword smash.

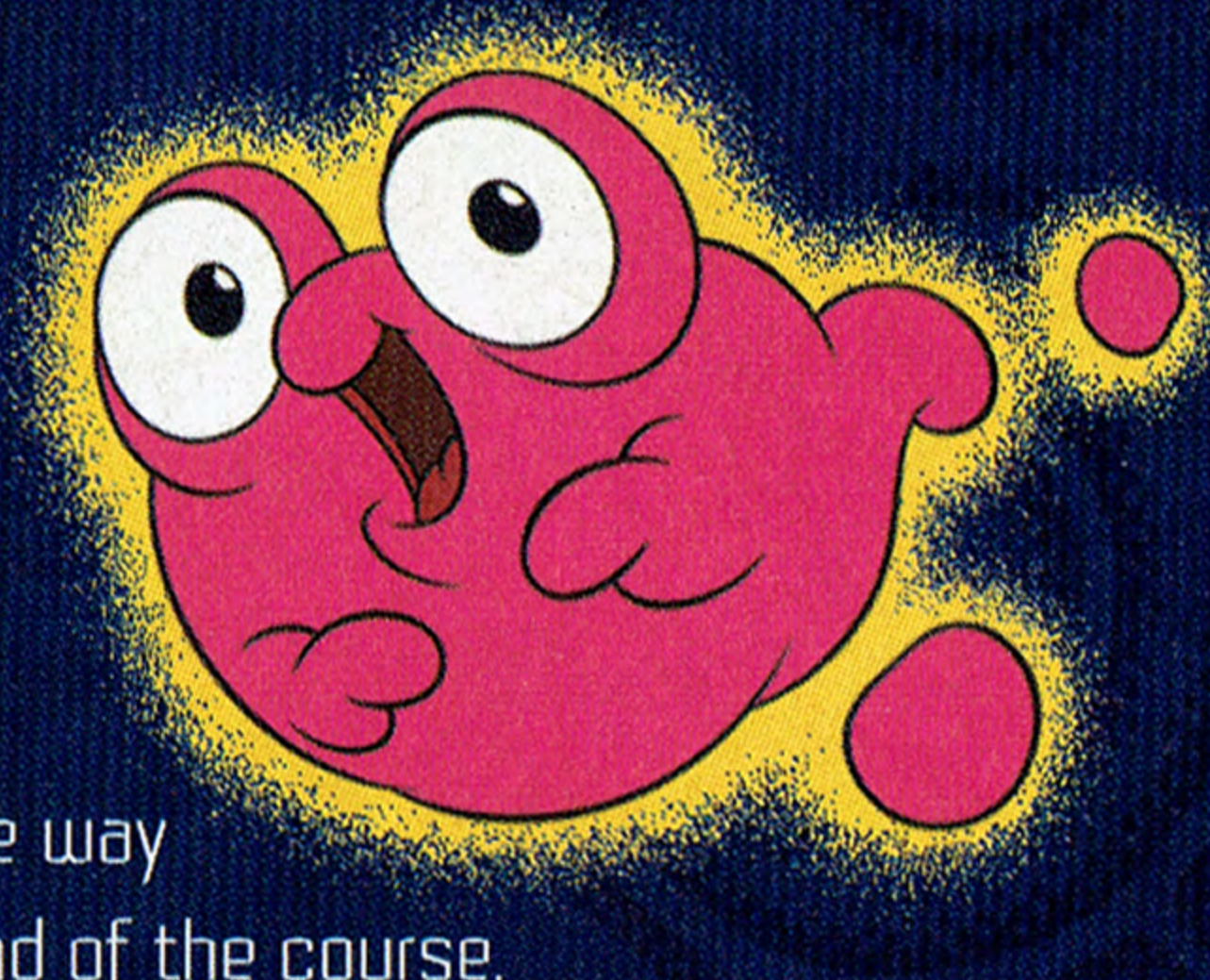
Pistol – Pirates and other foes will never let you get close enough to unleash a sword swipe or two. On these occasions, you can rely on your pistol – just press the  button to fire. Some enemies carry shields that will block your pistol fire, so be careful.

Musket – Some enemies and targets stay out of range of even the pistol. With its greater range, the musket is perfect for taking out enemies at a distance. First, press the **R1** button to change to the 1st Person musket view. Use the Directional Buttons or the Left Analog Stick to aim the crosshair and then press the  button to fire. Remember that the musket needs to be charged up before firing. Be sure to charge up on any of musket charging pads you find while exploring.

Morph

Morph helps you in a couple of important ways. He's very aware of his surroundings – his keen awareness is part of his ability to change shape – and he's very good at noticing objects and passages you may overlook. Keep your eye on him he'll point out additional places to explore. During high-speed races, on your Solar Surfer for example, Morph points the way to checkpoints, which give you additional time to reach the end of the course.

Besides helping you find hidden things, Morph can transform into a glider, helping you reach distant areas and inaccessible ledges. To glide, just press the  button after a jump into the air or off of a ledge, and use the Directional Buttons or Left Analog Stick to control Jim and Morph's direction.



14



Racing the Solar Surfer (and Other Vehicles)

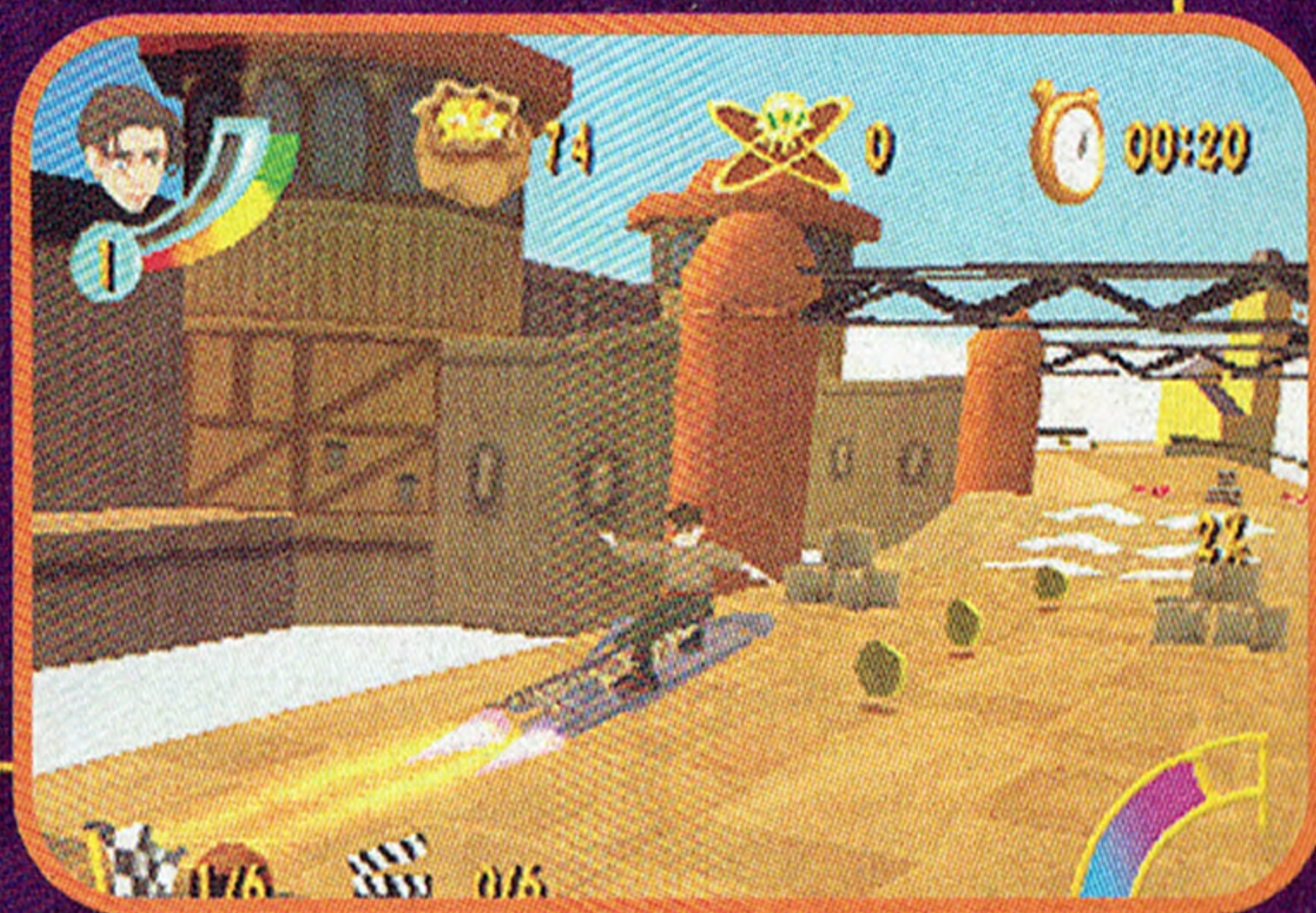
The journey to Treasure Planet is fraught with danger and intrigue as you battle pirates and explore strange worlds filled with mystery. Take flight aboard your Solar Surfer and other vehicles in daring high-speed races against the clock. Your first chance to fly takes place in the familiar canyons and narrow ravines of Montessoro. Surf through the bustling Spaceport, take the helm of a longboat, and even pilot a rickety rocket-powered plank.

During these races, avoid obstacles and collect as many Drubloons (and whatever else) as you can. Press the **X** button to accelerate, the **O** button to brake, and use either the **□** button or **R1** to jump. To make sharper turns, press **L2** and **R2** while turning.

In addition to collectible treasures, be on the lookout for checkpoints. Morph will point the way to these, but be sure to cross them in order to gain more time and give yourself a chance to finish the course before time runs out.

In Game Menu

If you need a break, want to find out how much treasure you're carrying, or just need to adjust options such as sound levels, press **START** to open the Pause Menu. Press **START** again to return to the adventure.



Treasures Found Along the Way

Meet people along the way who will discover clues about other valuable things to find and collect, so don't take their suggestions lightly!

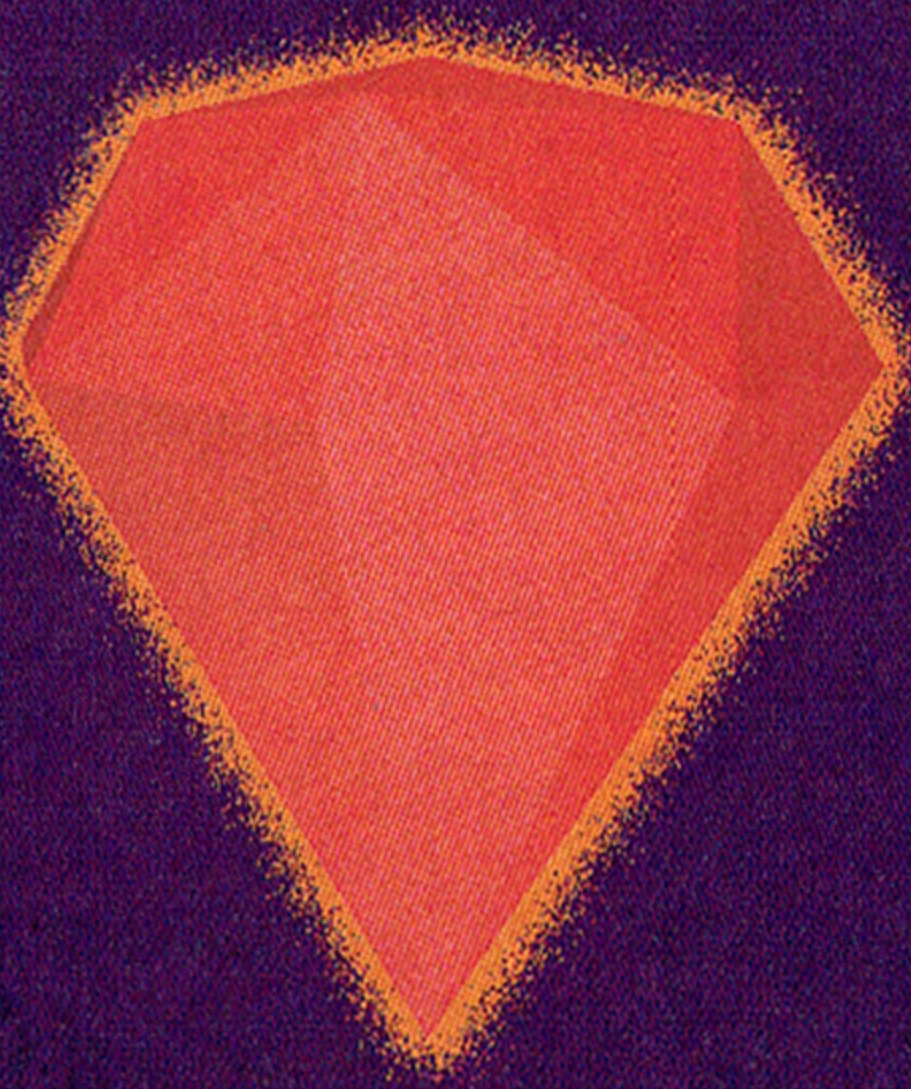
Drubloon

Drubloons are the basic unit of currency throughout the etherium and are very common. Collect these coins to become rich or use them to bribe your way past unscrupulous people.



Gem

These precious gems are cut into standard sizes and are used as another form of interplanetary currency. Each Gem is worth five Drubloons.

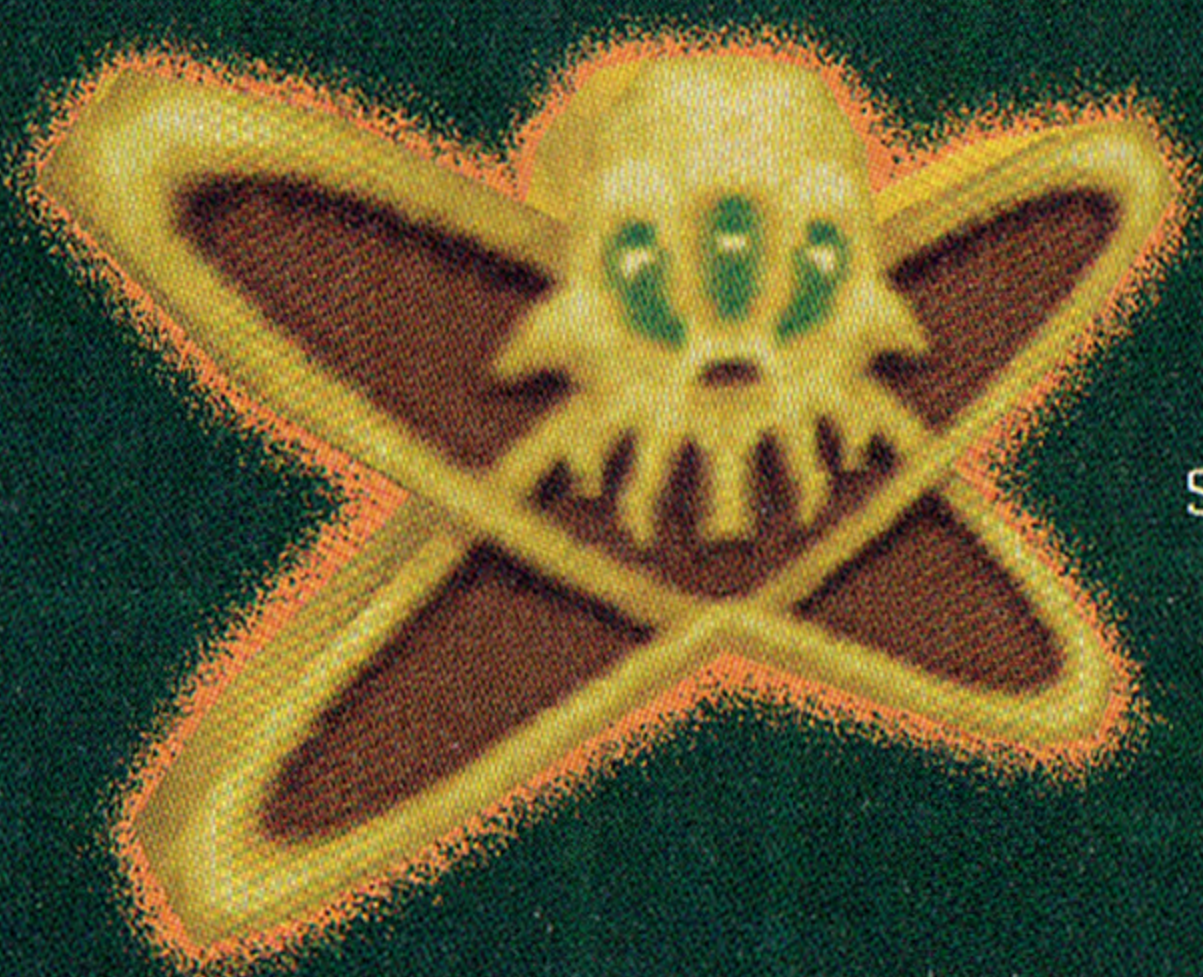


16



Credit Crystal

Credit Crystals are a recent invention. Use them as tokens to open specially designed Vending Machines that will dispense various pieces of treasure in exchange for a specified number of Credit Crystals.

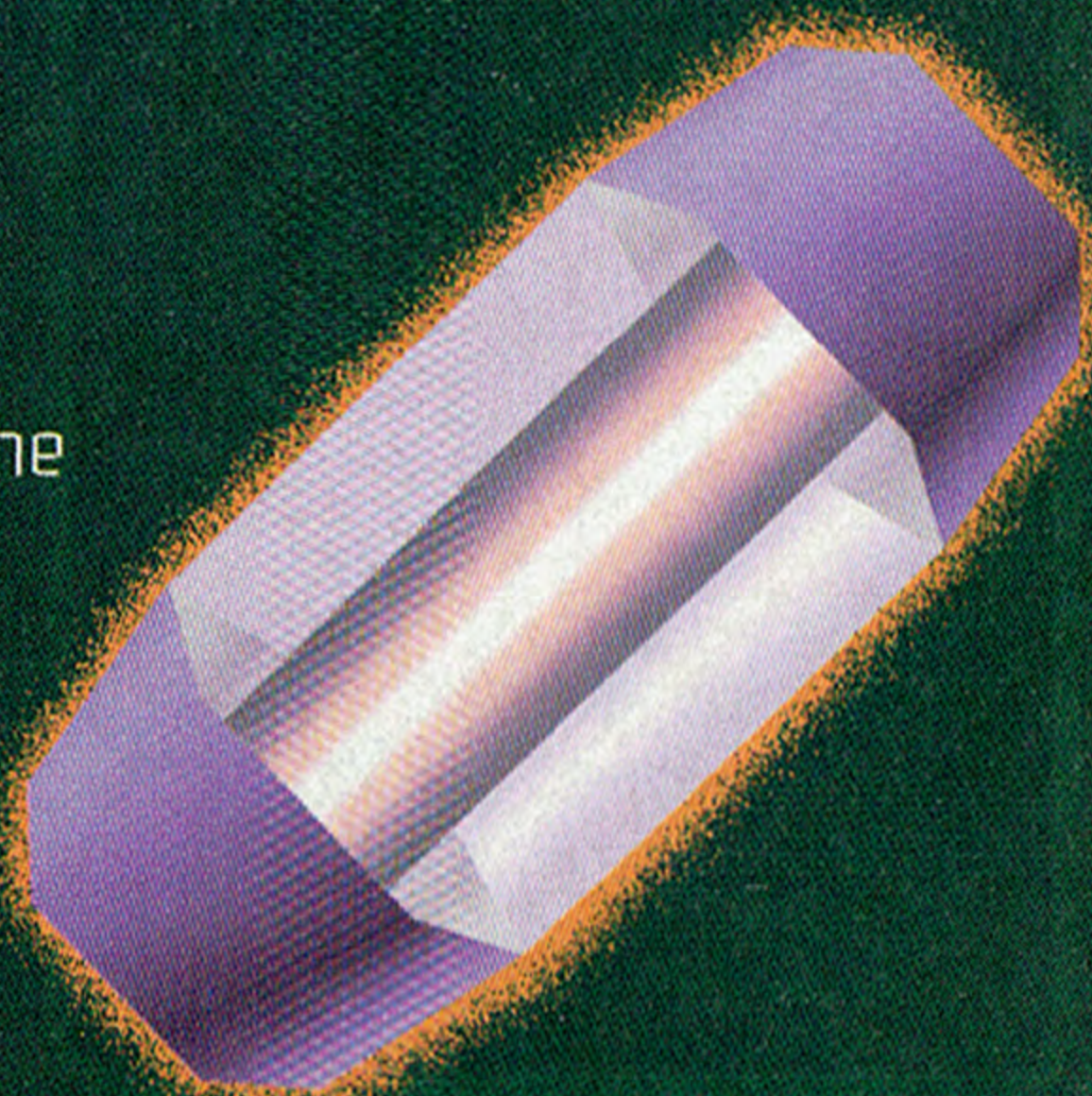


Treasure Planet Token

You'll need to collect Treasure Planet Tokens to gain access to certain regions of the galaxy. If you find yourself stuck, it might be a good idea to re-trace your steps and look for any Treasure Planet Tokens you may have overlooked.

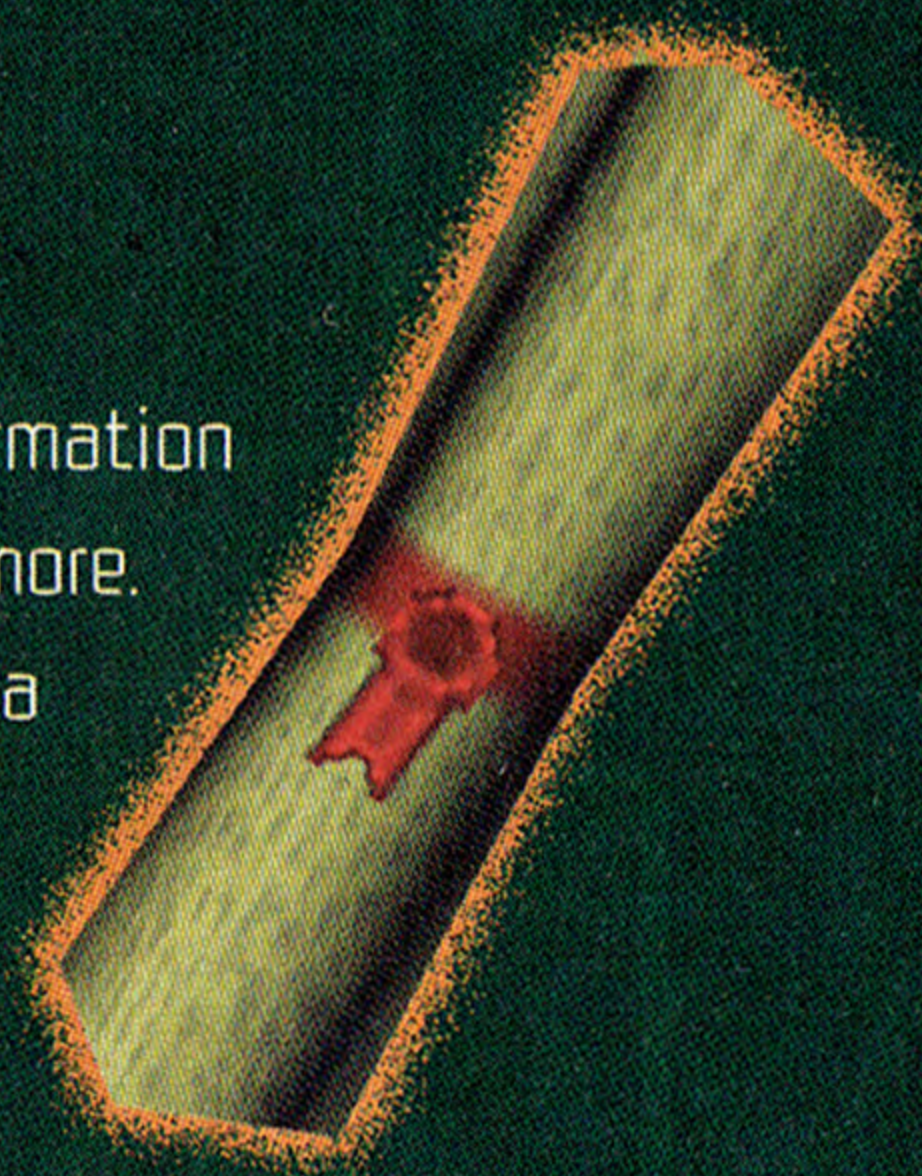
Diode

These common electronic devices are often used to control the operation of automatic doors. If a door's diodes are removed, or broken, the door will fail to operate as designed.



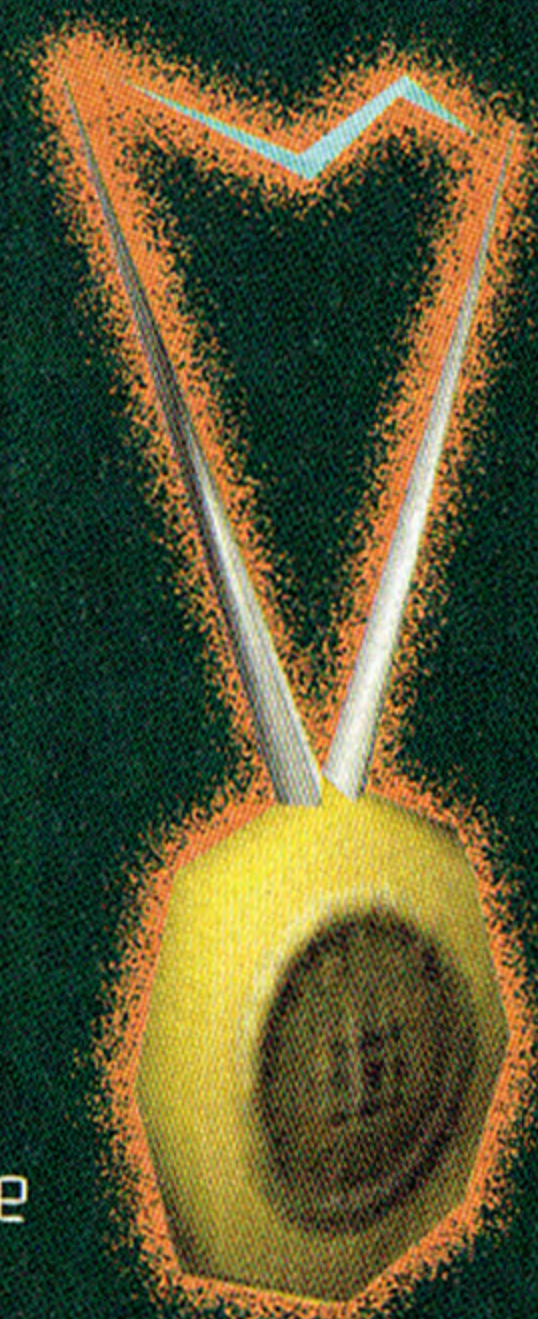
Scroll

Scrolls are very rare – and very well hidden. They contain valuable information about the history of Flint's Treasure, details about his spaceship, and more. Collect six of these scrolls in any level and you will be rewarded with a Treasure Planet Token.



Gallery Token

Gallery Tokens are perhaps the most valuable of all. Some contain scenes from the film or pre-production art or models of the characters. Once you've collected them, you can view them through the "Gallery" option on the Main Menu.



Communicators

This is one of Dr. Doppler's inventions and provides invaluable hints throughout the early part of your quest.

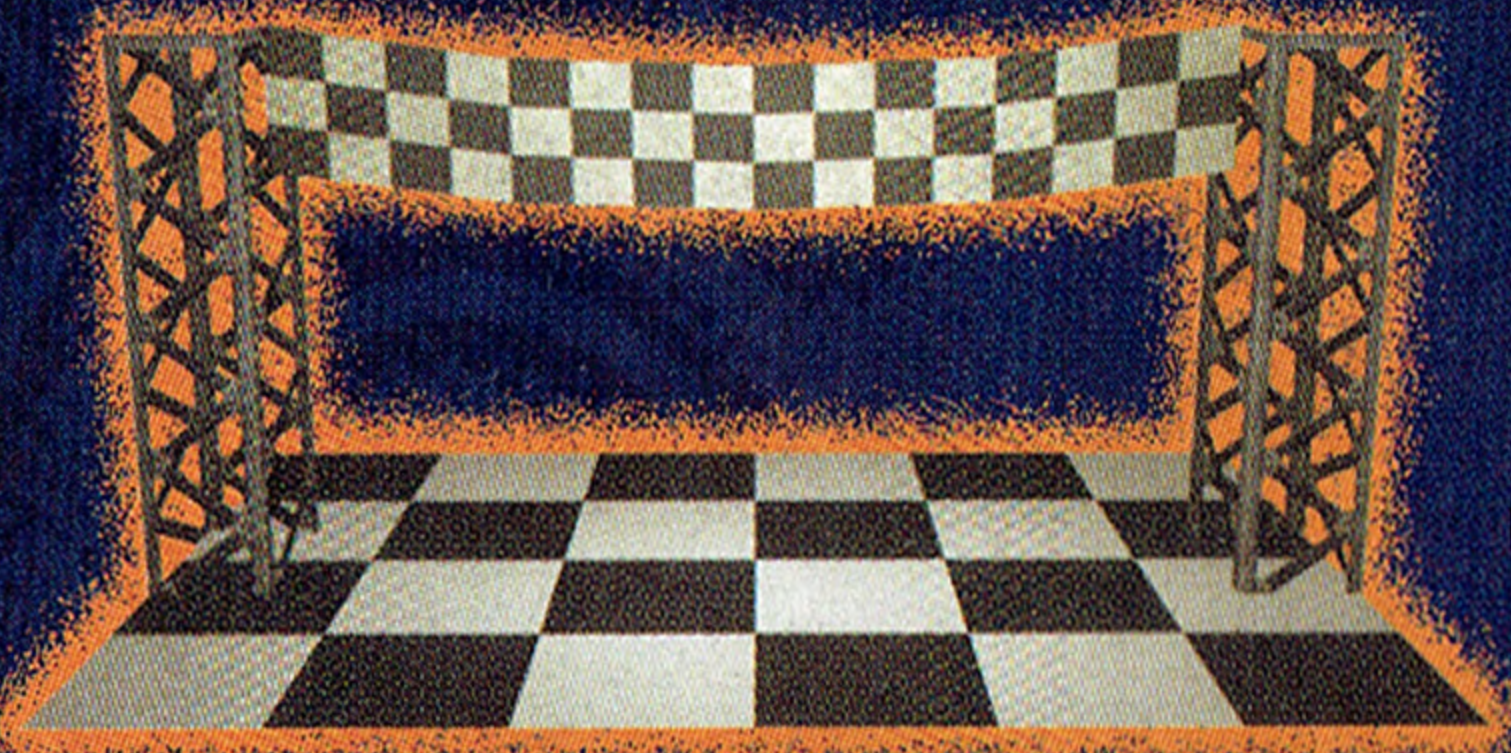


18



Recharge Pad

These pads recharge your musket for a limited amount of time. If the musket charge runs out, you will need to charge it again.



Checkpoint

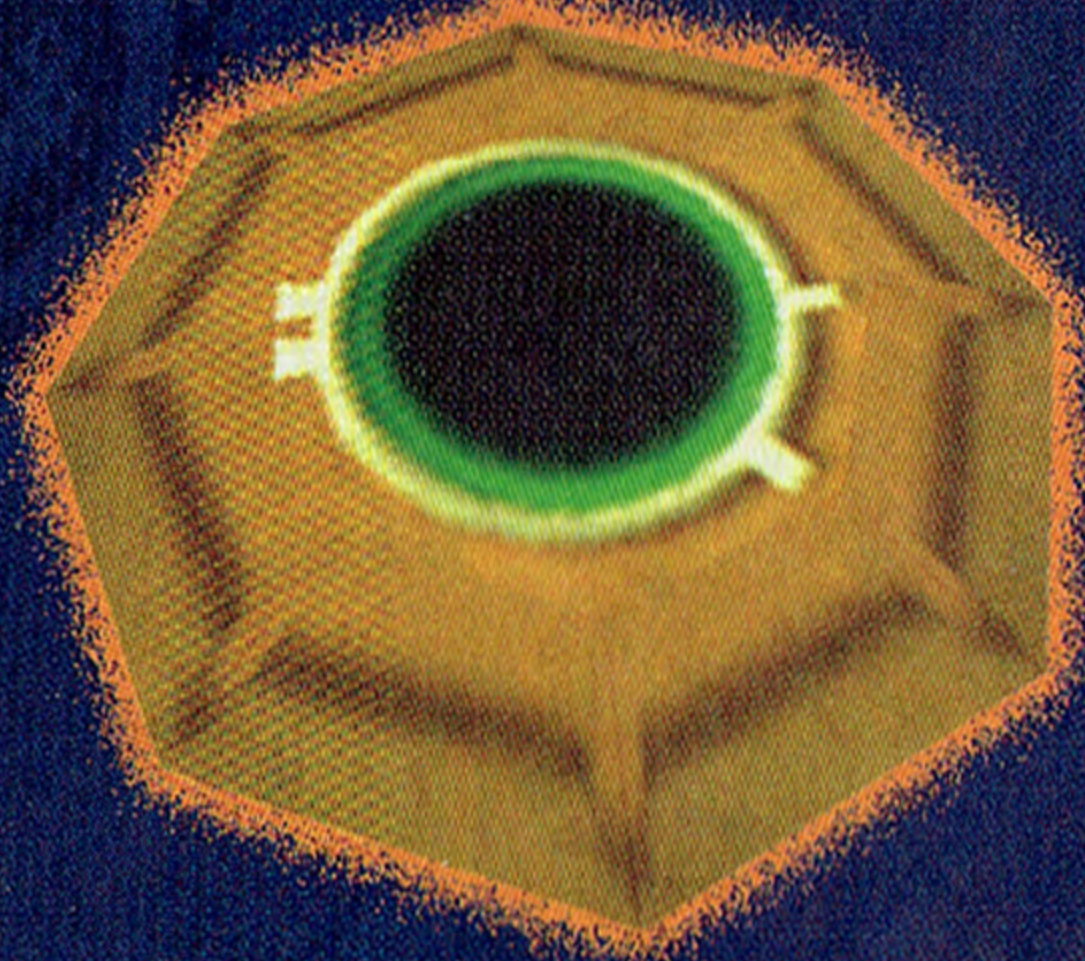
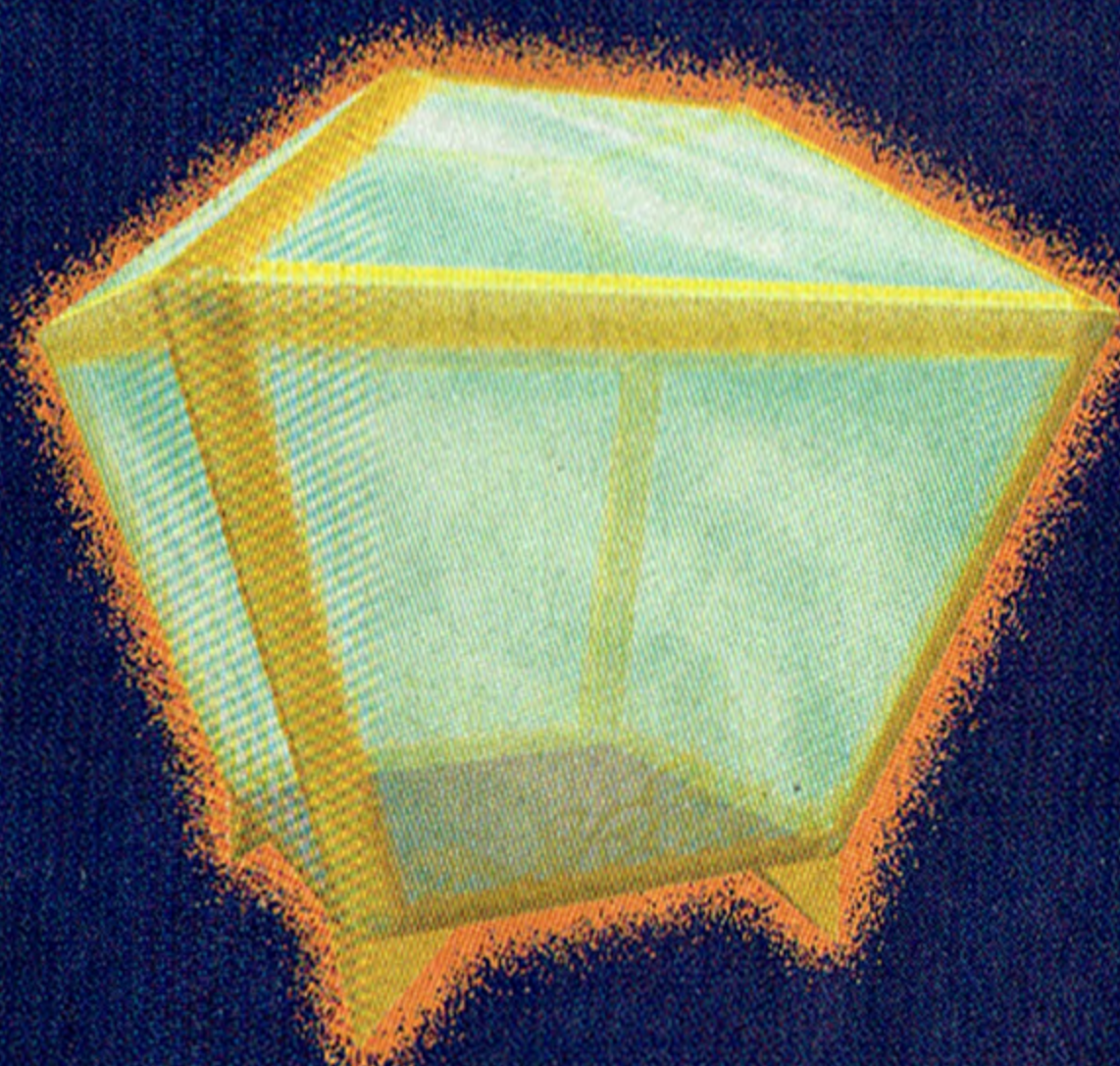
If you lose a life before completing a race, you will restart at the last checkpoint you passed.

Other Objects

In addition, interplanetary space is filled with a variety of objects you can push, pull, and even smash open to discover what's hidden inside.

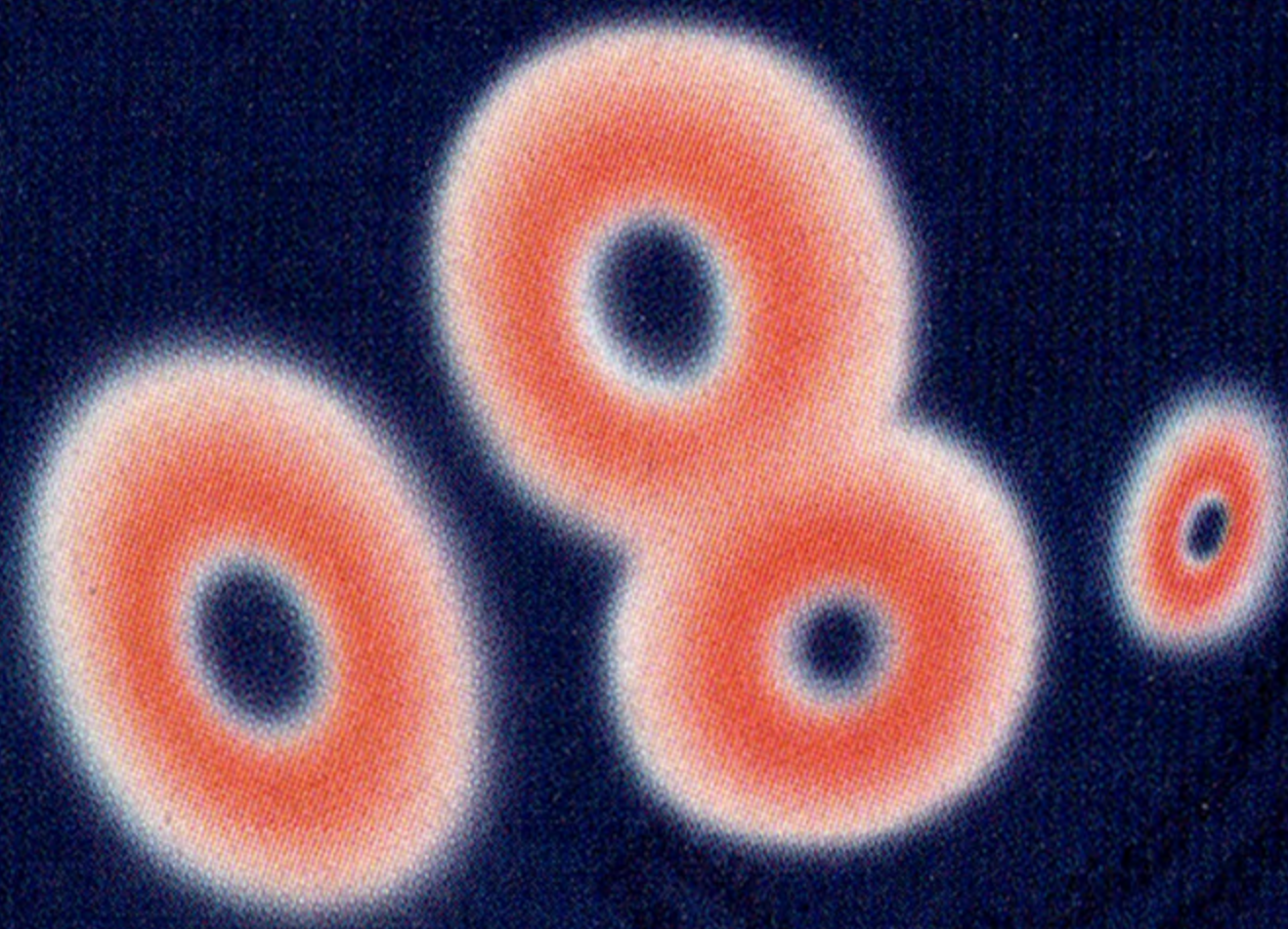
Vending Machines

Vending Machines can't be broken into, but if you deposit enough Crystal Credits, they'll dispense whatever's inside!



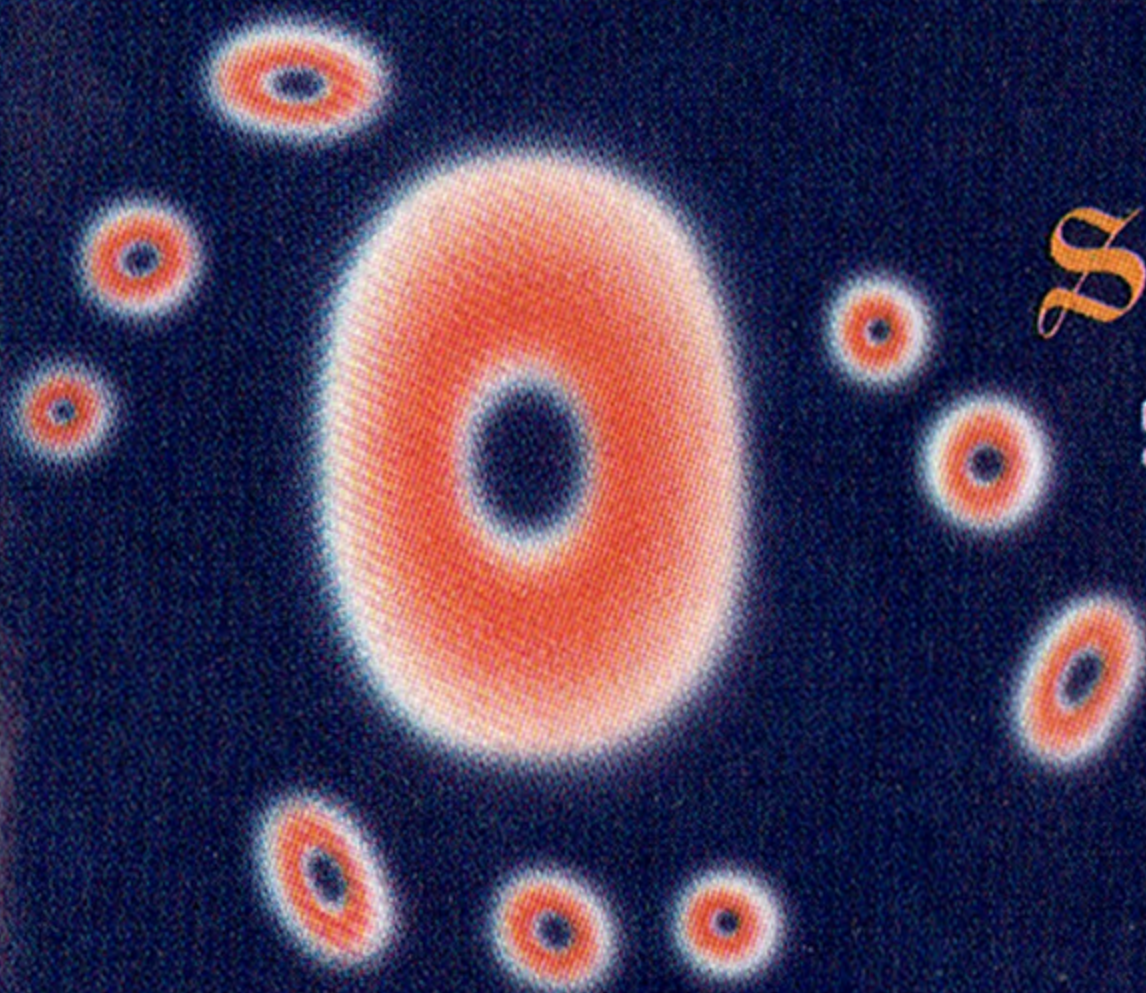
Micro-life

These heal superficial cuts and bruises, but if you collect eight Micro-lives, you'll heal a quarter of your total health.



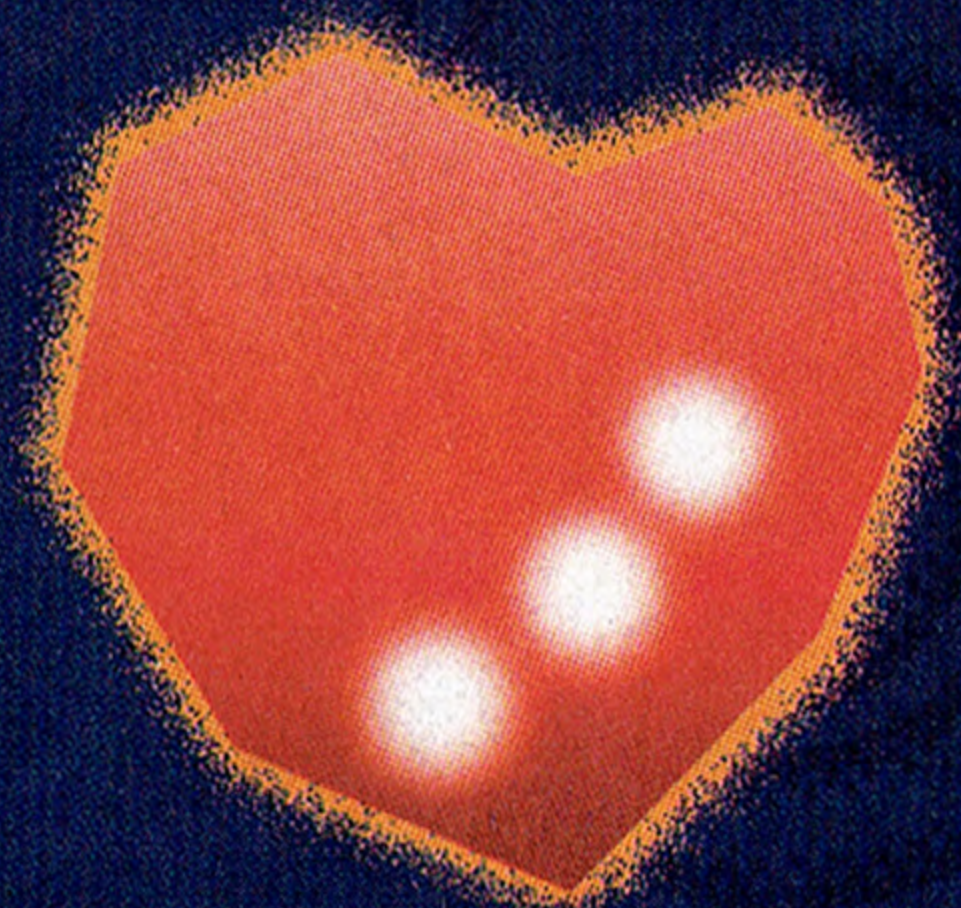
Sub-life

Sub-lives heal more serious wounds – each one you collect will replace one-quarter of your total life.



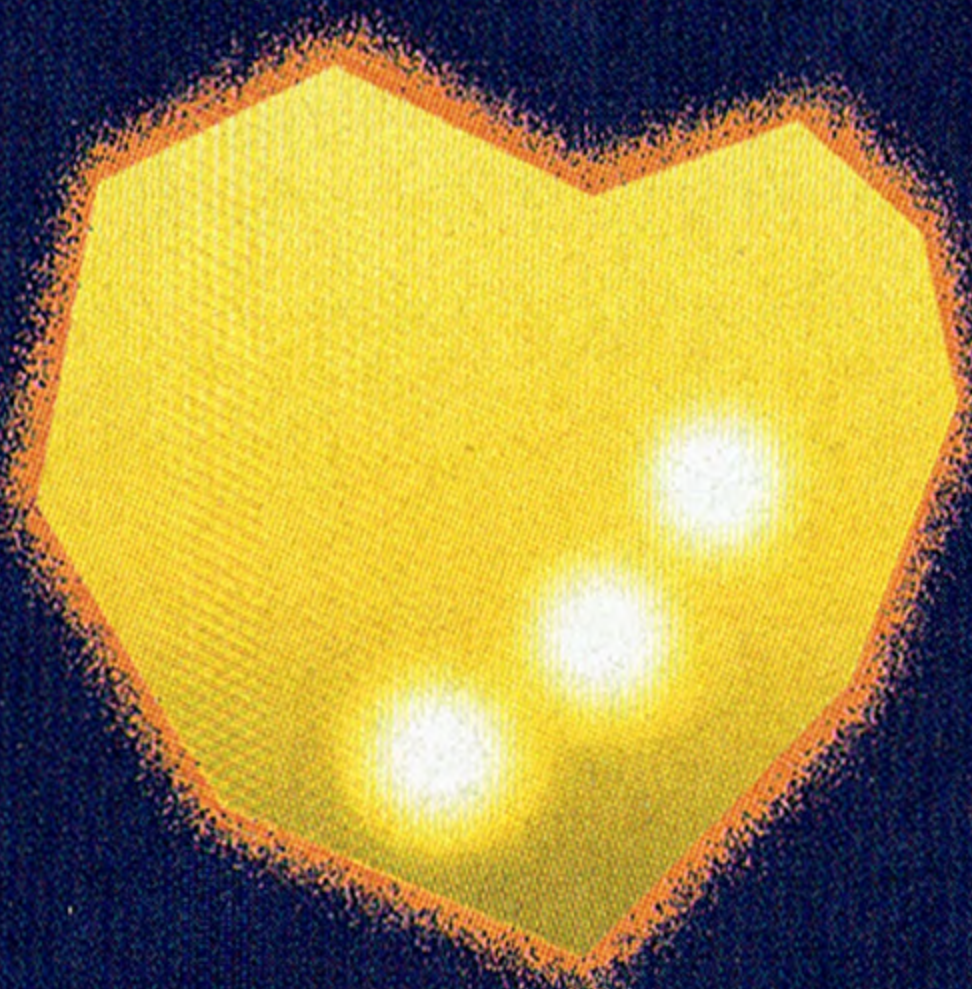
Full-life

Collecting a single Full-life will completely restore your health.



Extra-life

Extra-lives are exceptionally rare. Fortunately, you were given two just before you started on your search for Flint's Treasure. Search high and low to find more.

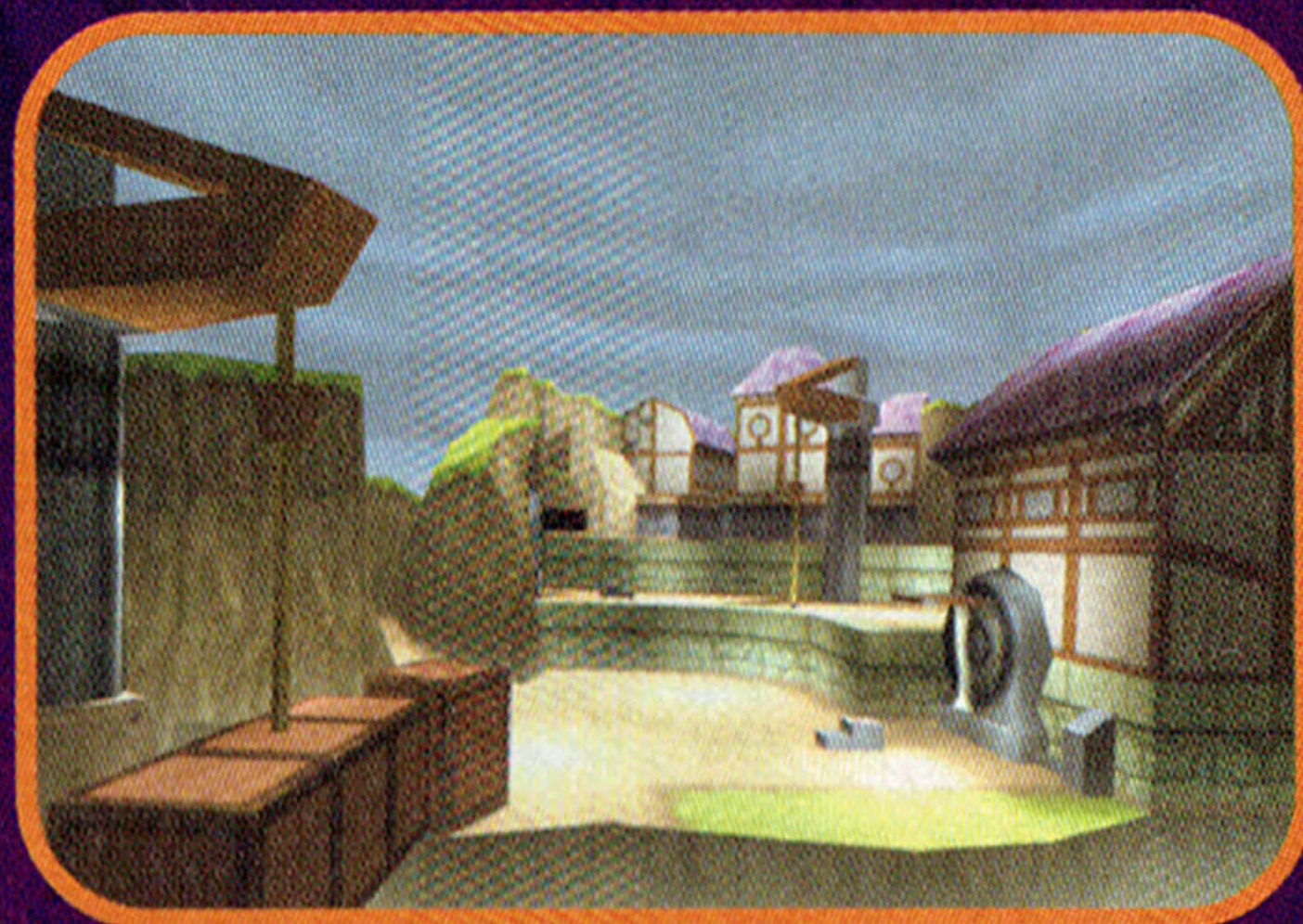




The Worlds of Disney's Treasure Planet

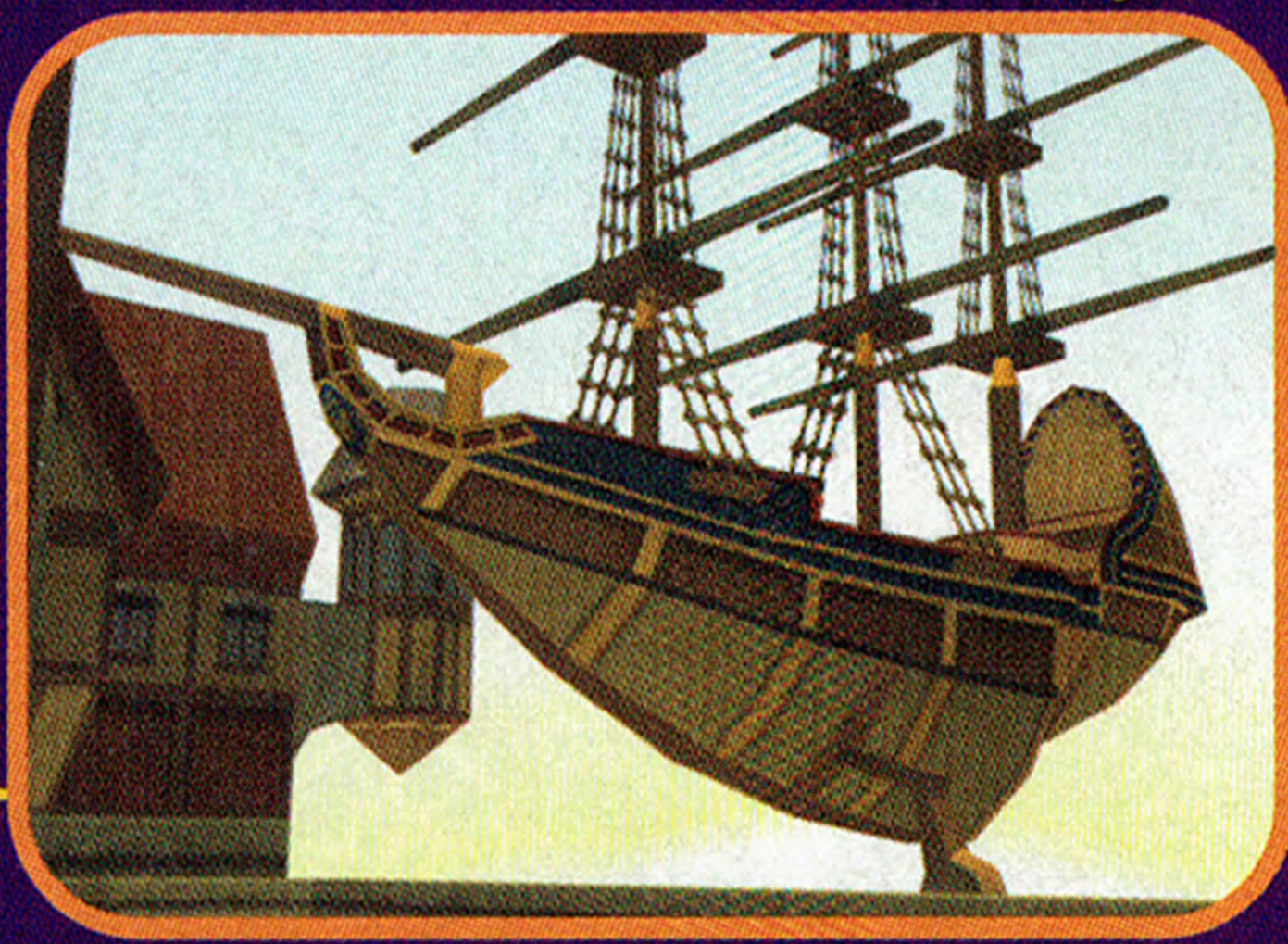
Montessor

Montessor, your home planet, is a rocky mining outpost that has seen better days. It doesn't hold much for a young man, which perhaps explains why you spend so much time aboard your Solar Surfer – and in trouble with the local constables. This is where the quest for the “loot of a thousand worlds” begins.



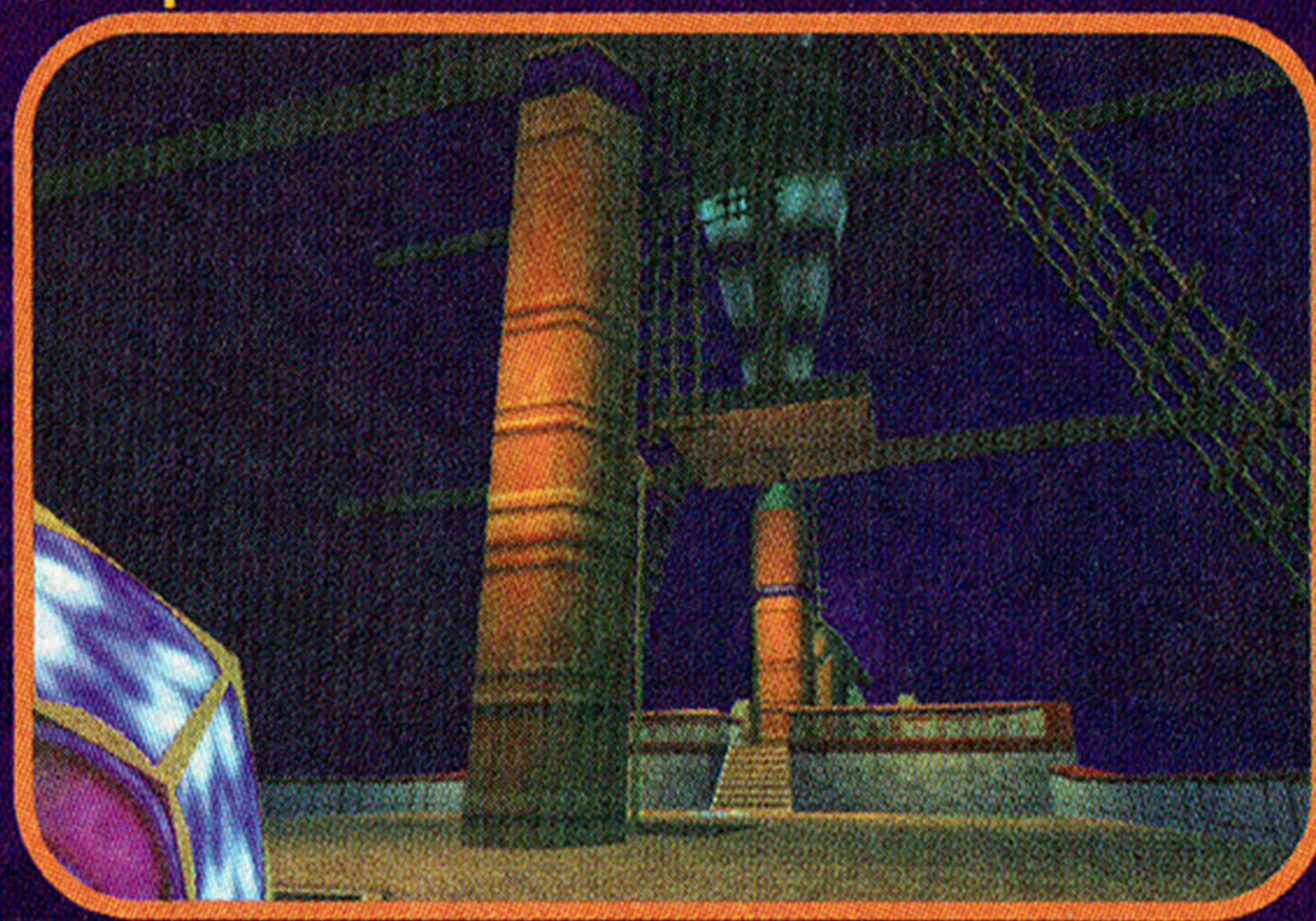
Crescentia Spaceport

Thousands of massive transport ships travel across the etherium, linking the cultures and commerce of hundreds of planets together. None of this transport and commerce would be possible without the existence of spaceports such as Crescentia, a spectacular crescent-moon shaped terminal where ships dock to take on cargo and passengers. It is a cosmic Grand Central Station where various aliens and cultures intermingle – a far cry from the sleepy backwater of Montessor. Crescentia is populated by dockworkers, travelers from distant planets, and crewmembers from ships traveling the etherium. Some of these crewmembers are just that – sailors looking for a ship. Others are more than they seem, and you are wise to be cautious before placing your trust in anyone.



RLS Legacy

The majestic solar galleon commissioned by Dr. Doppler to carry he, Jim, and Morph to Treasure Planet. Like other ships of its class, it flies huge sails made of solar crystals that collect starlight and power the ship. The Legacy is commanded by Captain Amelia, a no-nonsense veteran of military service whose beauty belies her competence. However, even Captain Amelia is ill-prepared to handle the fate that befalls her ship once it is over-run by treacherous pirates.



Treasure Planet

Flint's legendary trove is rumored to be hidden somewhere on this mysterious planet. Until the map was discovered, most people doubted Treasure Planet's existence, and for those who believed those old stories of Flint and his loot, the planet's location was mere speculation. When at last you and Morph have reached Treasure Planet you'll face the toughest, most determined foes yet.





Fellow Travelers

Not everybody you meets is determined to stop you. In fact, several will help you reach the treasure.

Morph

Your devoted little pet, Morph is a protoplasmic “shapeshifter” with the personality of a puppy. Adorable and playful, this energetic ball of mischief doesn’t have his own powers of speech but is a dead-on visual mimic, able to assume the shape of anything he sees, stirring up big fun – and big trouble – in the process. Morph has adopted you and becomes your constant companion.



Dr. Doppler

Your mom would never have allowed you to go on such a dangerous adventure if Dr. Doppler hadn’t agreed to go along and keep an eye on her son. Doppler is never far away and offers valuable advice and information via Communicators.

Silver

Part man and part machine, this affable rogue serves as cook aboard the Legacy. A physically imposing cyborg, he is charged with looking after you during the voyage, a duty he’d rather Captain Amelia had given to someone else. But along the way, Silver finds himself genuinely caring for you as he introduces you to the mysterious ship and the wonders of space travel and its many dangers.



Captain Amelia

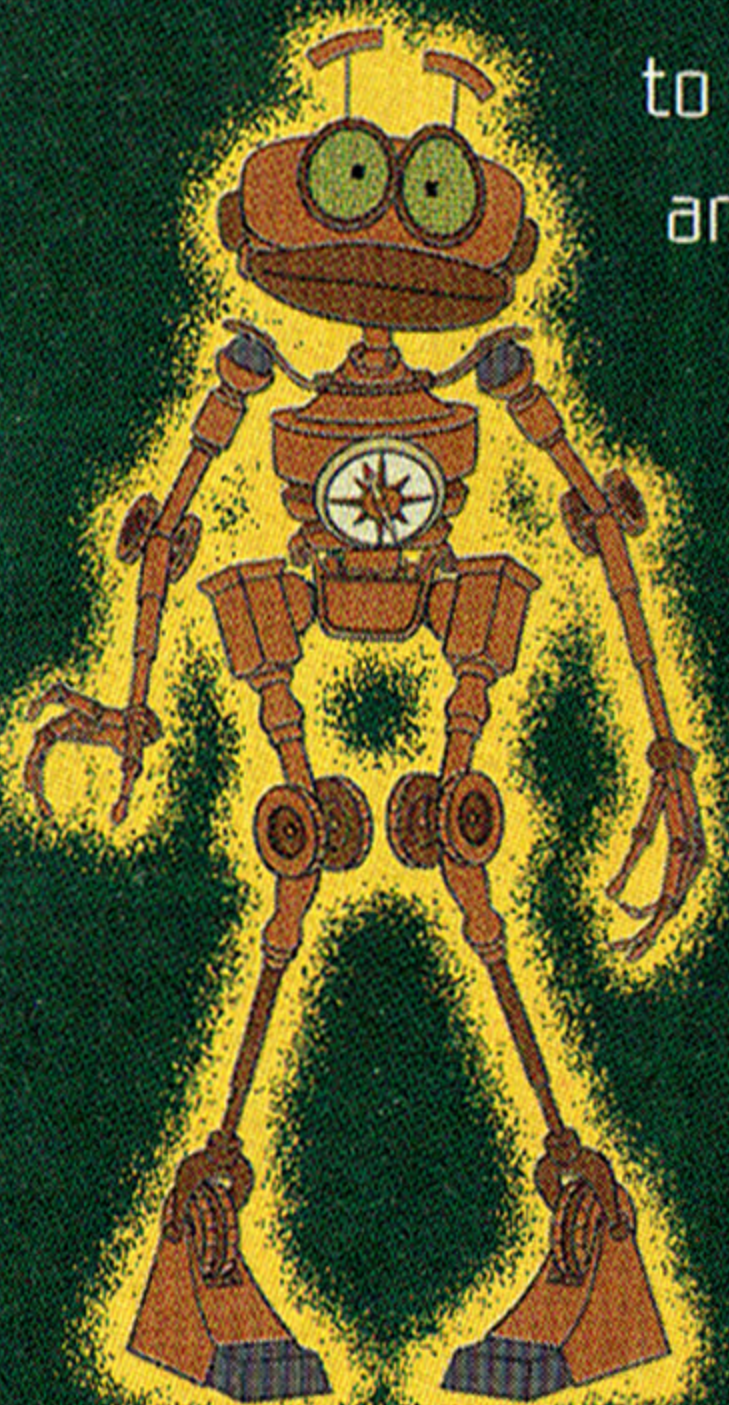
Amelia is the no-nonsense, exotically beautiful commander of the solar galleon *Legacy*. She takes no guff from you and quickly consigns the troublemaker to Silver's galley for safekeeping. She once served in the Interstellar Navy, and now carries herself with a matter-of-fact militaristic air belying her ultimate warmth, caring, and humor.



B.E.N. (Bio-Electronic Navigator)

As the pirate Flint's navigator, the robot B.E.N. was privy to the deepest secrets of Flint's Treasure... if only he could remember them! Flint's last act of treachery was to remove B.E.N.'s memory chips and maroon him alone on Treasure Planet. More than a century of lonely existence has taken its toll on the

rest of his wiring, and B.E.N. is now a scatterbrained chatterbox. He tries desperately to help you, but try as he might, B.E.N. can't put his finger on Flint's last secret and thereby remember the way off Treasure Planet once and for all.



24



Credits

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Senior Producer

Fritz Bronner

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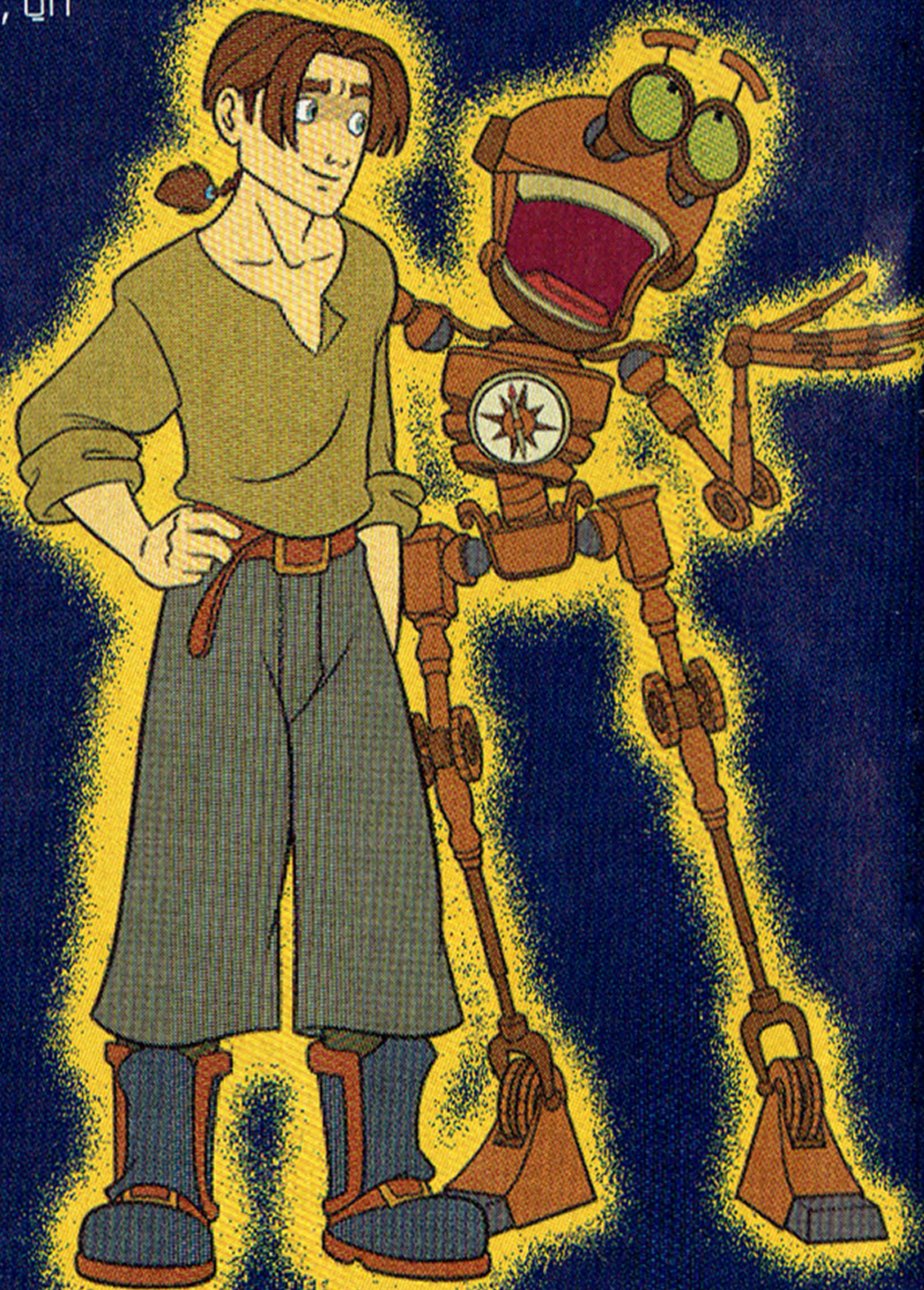
Special Thanks

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Roy Conli

T rence Mosca-Toba

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Bryan Monroe

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Gregg Berger

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Joseph Gordon-Levitt

Michael Gough

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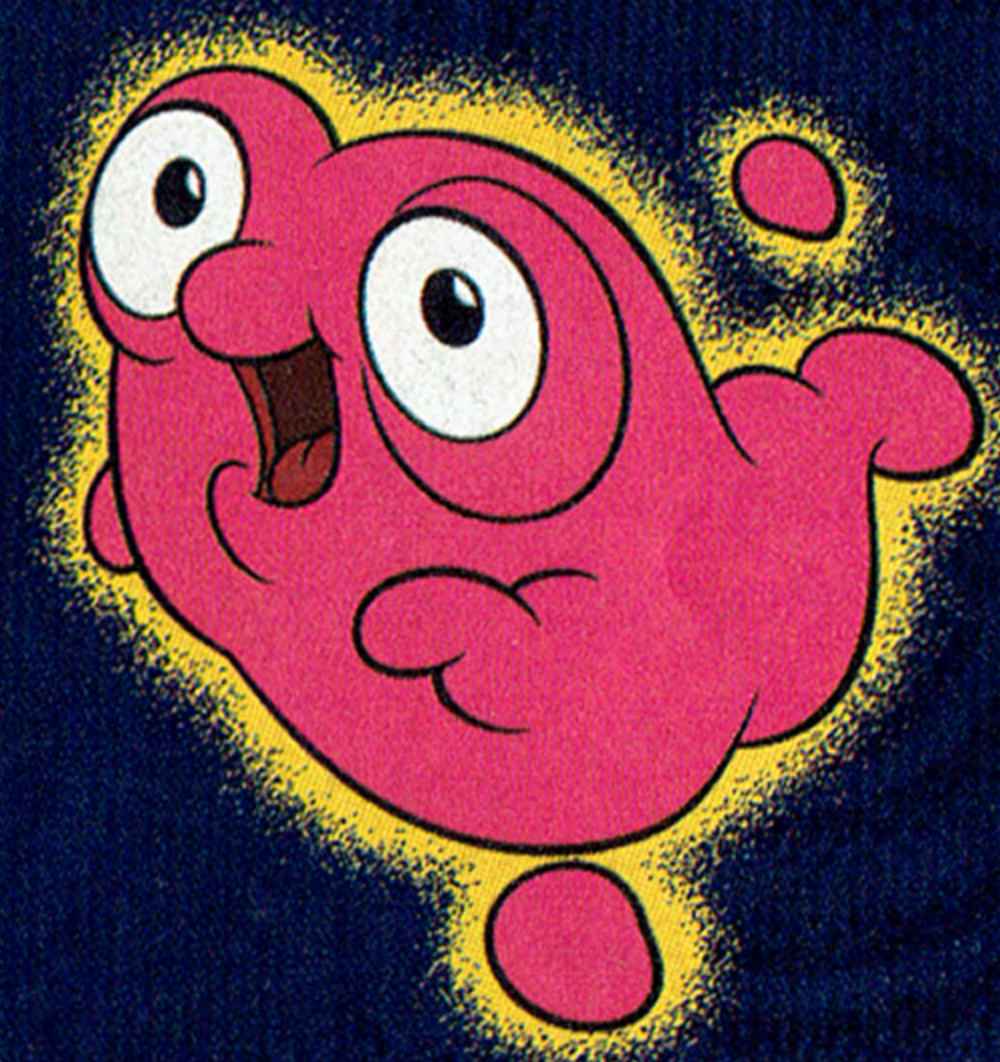
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26



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We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of Disney's Treasure Planet with special recognition to the Executive management team including:

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28



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