

# STUART LITTLE 2



NTSC U/C

PlayStation



SCUS-94669  
94669



SONY



COMPUTER  
ENTERTAINMENT



### **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.

### **USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

### **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.

## **Stuart Little 2™ Tips and Hints**

### **PlayStation® Hint Line**

Hints for all games produced by SCEA are available:

**Within the US: 1-900-933-SONY (1-900-933-7669)**

\$0.95/min. auto hints,

\$5.00-\$20.00 for card recharge (\*Subject to availability)

**Within Canada: 1-900-451-5757**

\$1.50/min. auto hints

Automated assistance 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 Line: 1-800-345-SONY (1-800-345-7669)**

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday - Saturday: 7 am - 8 pm (PST), and Sunday: 7 am to 6:30 pm (PST).

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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.





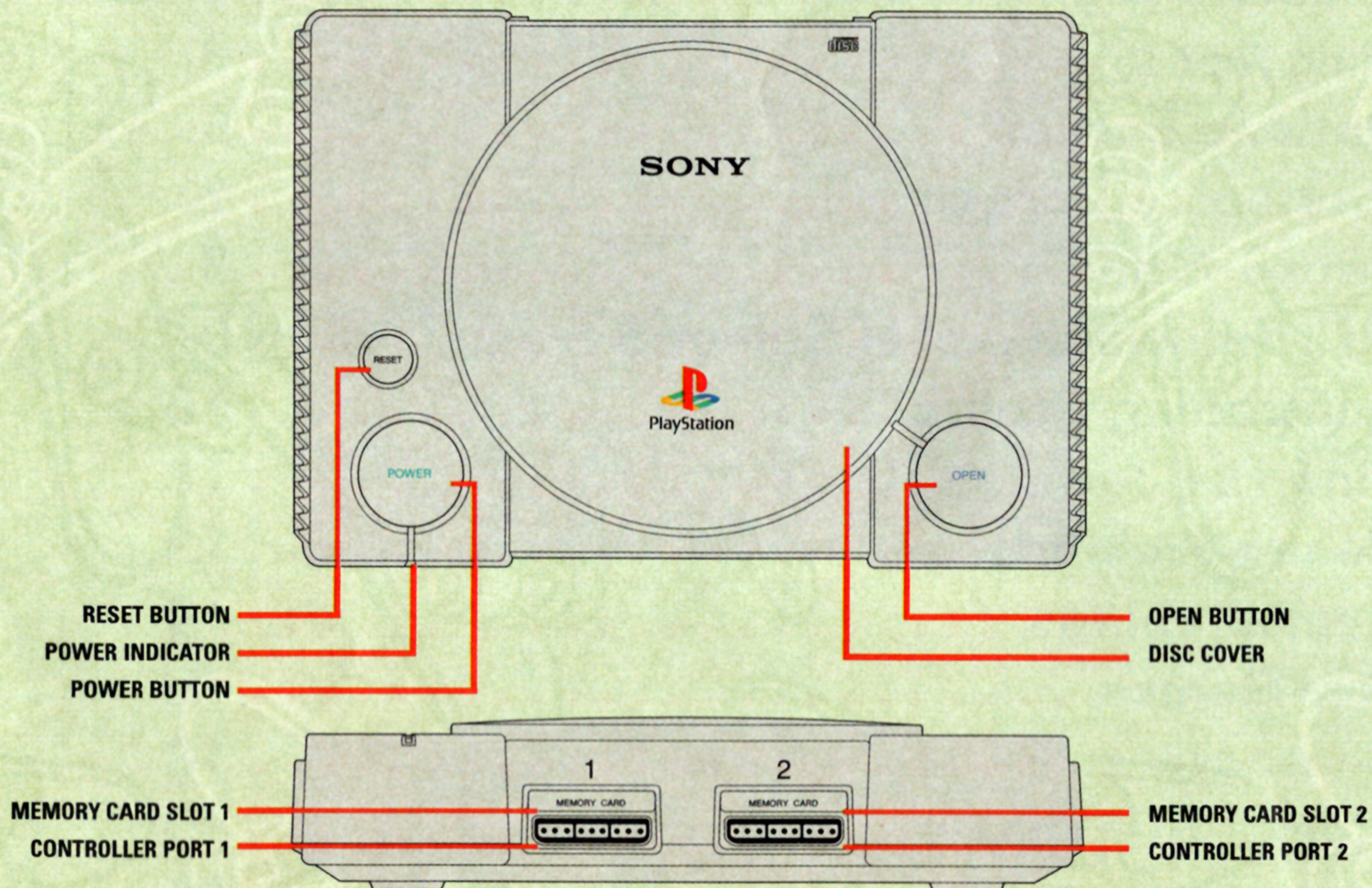
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# SETTING UP YOUR CONSOLE

Set up your PlayStation® game console or PS one™ 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 STUART LITTLE 2™ disc and close the disc cover. Insert game controllers and turn ON the PlayStation game console. Follow the on-screen instructions to start a game.



Note: To save your settings and game or to continue play on a previously saved game, insert a Memory Card into MEMORY CARD slot 1 BEFORE turning on the PlayStation game console. Make sure that the Memory Card has at least 1 Free Block before attempting to save your game or settings.



# CONTROLS

## USING THE DUALSHOCK® ANALOG CONTROLLER

STUART LITTLE 2 can be played using the directional buttons or the left stick if you are using a DUALSHOCK analog controller. When using the left stick, ensure you are in ANALOG mode (LED: Red). The vibration function of the DUALSHOCK analog controller can be switched ON/OFF in the Main Menu or the Pause Menu, described later in this manual.

**NOTE:** ↑, ↓, → OR ← ARE USED TO DENOTE THE DIRECTION OF BOTH THE DIRECTIONAL BUTTONS AND THE LEFT ANALOG STICK UNLESS STATED OTHERWISE.

## IN-GAME CONTROLS

### Move Stuart

Jump .....	⊗ button
Spinning Attack .....	⊙ button
Throw .....	⊠ button
Talk (when near Margalo) .....	△ button
Speed boost .....	R1 button
Display Status .....	L1 button
Rotate camera left .....	L2 button
Rotate camera right .....	R2 button
Rotate camera in all directions ....	Right stick
Look Mode .....	L2 button + R2 button
Display inventory .....	SELECT button
Enter Pause Menu .....	START button

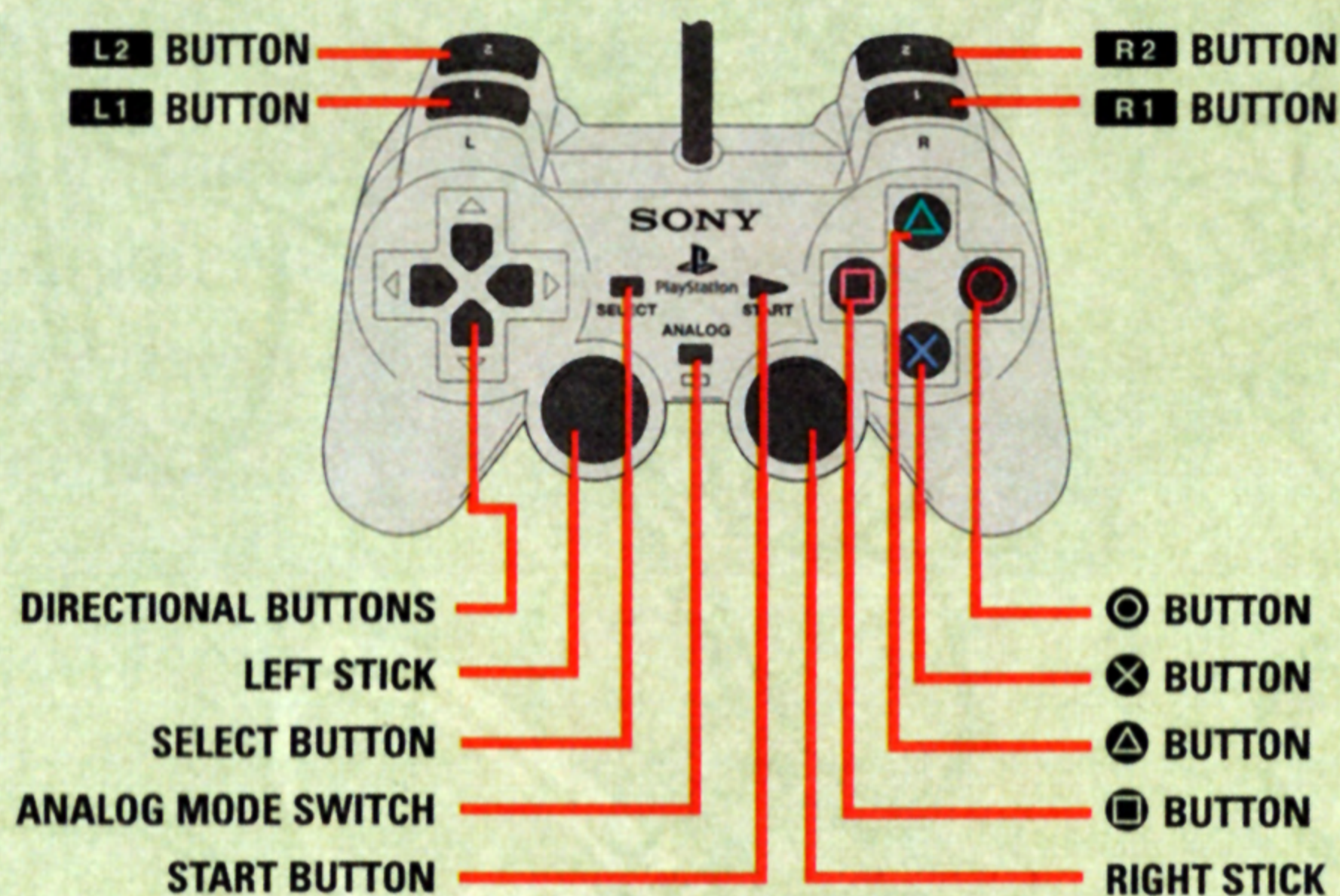
### Directional buttons or left stick

## MENU CONTROLS

Highlight menu options	↑, ↓, → or ← directional buttons
Confirm menu selection	⊗ button
Return to previous screen	△ button

## MOVIE CLIPS

Skip movie	⊗ button
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# STUART'S BIG ADVENTURE!

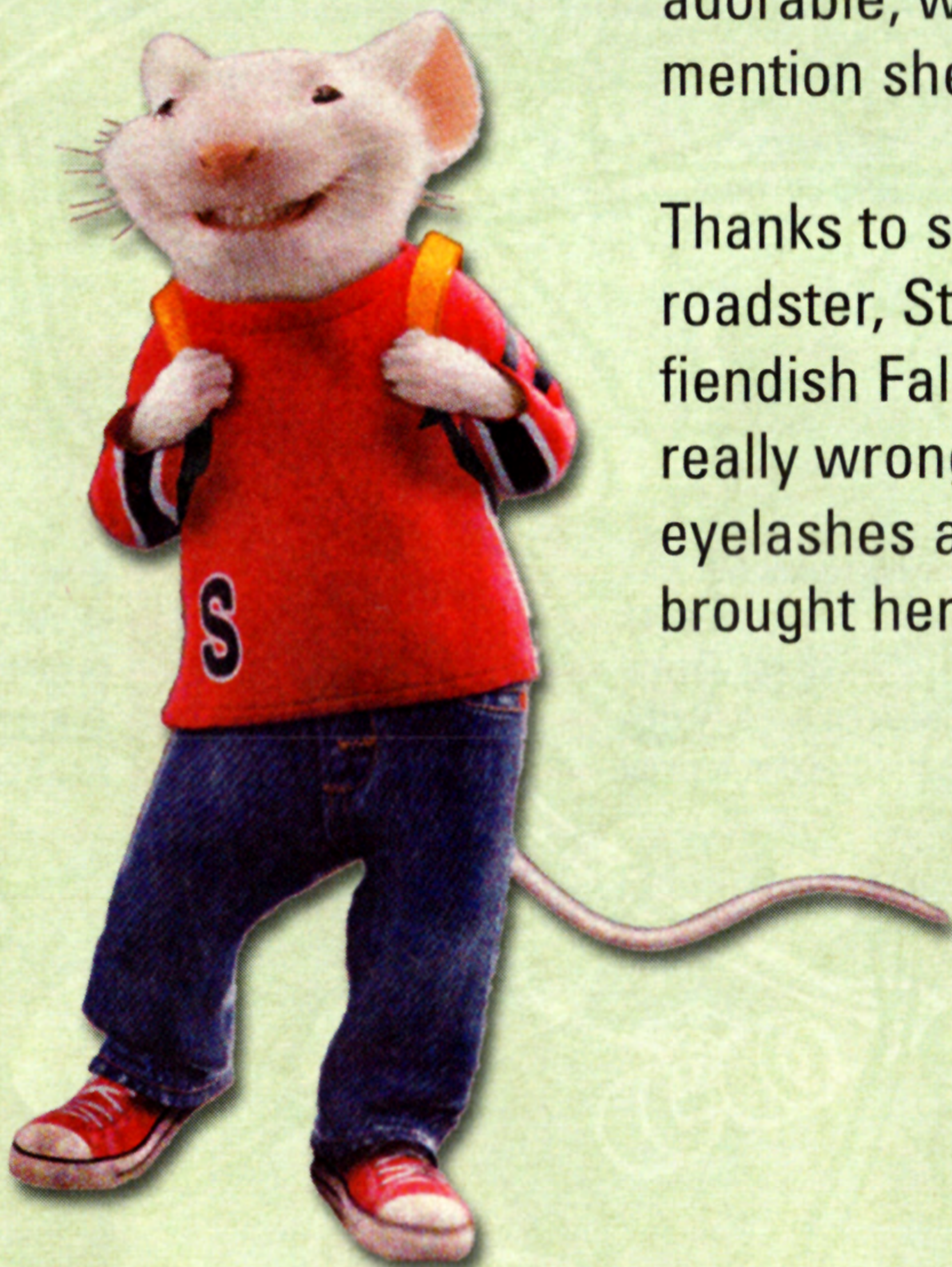
"It was all set to be a pretty normal day. A lazy breakfast, a little catnap, and an afternoon spent chasing squirrels.

But then, SHE appeared.

Stuart was out driving in his little red roadster when she fell out of the sky and landed in his passenger seat. Oh, I know what you're thinking, how adorable, what a cute little bird, but did I mention she had a crazed criminal on her tail?

Thanks to some smooth moves in his roadster, Stuart managed to escape from the fiendish Falcon. But then it all started to go really wrong. Little Miss Margalo fluttered her eyelashes and flapped her feathers and Stuart brought her back here. Here! To MY home!

(Ok Snowbell, calm down... Think of something soothing... Cat biscuits. Cat biscuits and a nice big bowl of milk to wash them down. Mmmm, that's better.)





So anyway, this bird starts squawking away saying she needs our help. According to her, this Falcon is an evil crime lord who has stolen jewelry from all over New York. Now she wants us to help her return the stolen goods to their rightful owners.

Personally I was ready to tell the bird to take a hike. I mean, I'm a cat, not one half of an infamous crime-fighting duo! My average day consists of just sleeping, and eating. But then she fluttered those eyelashes again and Stuart just had to say yes.

Which left me without much choice. Sure, I'm a cat and he's a mouse, and we should really be on opposite sides. But Stuart is family, and that means I have to protect him. And besides, the Littles would turn me into a rug if anything happened to Stuart.

Ah well. Another fine mess that Stuart has gotten me into..."









# MAIN MENU

## START

Select this option when you are ready to begin Stuart's adventure.






You can then choose **START NEW GAME** to begin a brand new adventure. You will begin your journey in Training Mode. If you would like to skip Training, press the  button and select Quit Training. If you want to play a game you have already saved to a Memory Card, choose **LOAD GAME**.

On the Load Game screen, press the  or  directional buttons to highlight the save file you want to load and press the  button. To go back to the Main Menu, select **RETURN** or press the  button.







## OPTIONS

You can change the following game settings from this menu.



### SOUND SETUP

This menu lets you change the volume of the in-game SFX (sound effects), the **MUSIC** and **SPEECH**. Just press  or  directional buttons to highlight an option, then press the  directional button to make it quieter or the  directional button to make it louder. When you have finished, select **RETURN** or press the  button to go back to the Options Menu.

### SCREEN SETUP





To change the position of the game's screen on your TV, press , ,  or  directional buttons. When you are happy with the new position, press the  button. Or, if you change your mind, press the  button to return to the Options Menu without storing the new position.

### VIBRATION

Press  or  directional buttons to turn the Vibration function of your DUALSHOCK analog controller ON or OFF.

### GALLERY

Enter the Gallery if you want to watch movie clips. At first, you can only watch two clips, but as you explore Stuart's world, more clips will be available. You will find them in new areas and by collecting Clapper Boards. There's more about this later in the manual.

To select a movie clip, press the  directional button or the  directional button to highlight it, then press the  button. If you want to stop playing the clip at any time, just press the  button again.





# GAMEPLAY SCREEN

## LIVES

This number indicates how many times Stuart can continue on his adventure once his Sub Lives run out.

## SUB LIVES

The more hearts you have the more hits Stuart can take.

## SUB LIFE SLOTS

These empty hearts can be refilled with Ice Cream health items. It's better to have them filled! If all the hearts run out, and Stuart takes a hit, he will lose one life.

## JEWELLED RINGS

This indicates how many rings Stuart has collected on the level.

## FACE BLOCKS

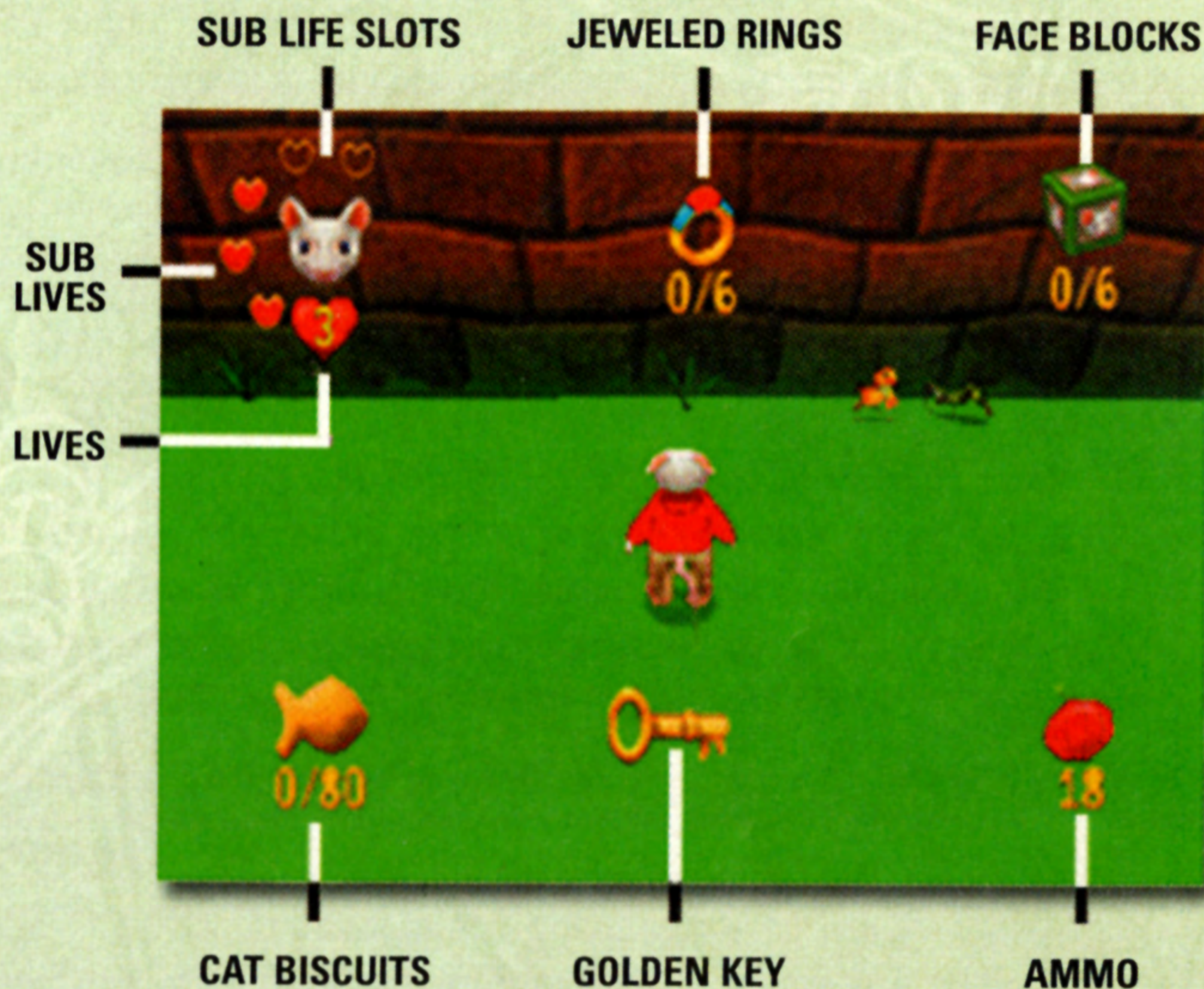
This number indicates how many Face Blocks Stuart has found.

## AMMO

These are the items that Stuart throws at his enemies. The number indicates how many Stuart has left to throw.


## GOLDEN KEY

If Stuart finds the Golden Key to unlock the Golden Chest, it will appear here. Once Stuart unlocks the chest, the key will disappear.








# PAUSE MENU

If you want to see this menu while you're playing the game, just press the  button. You can also Pause the game just to take a rest while playing.

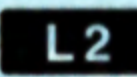
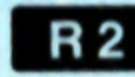
**CONTINUE** Select this option to go back to your adventure.


**SAVE GAME** Select this option if you want to save your game. If you have not saved any STUART LITTLE 2 games on your Memory Card before, you will be asked if you want to create a new save file - just select YES to create one. You must now choose where you want to save your game.

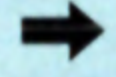
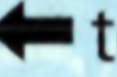

You can save on up to three different games. Press  or  to highlight a save slot and then press the  button to save. If you choose a save slot where you have already saved a game, you will be asked if you want to overwrite it which means the new save will copy over the old save. If you are sure, select YES.

**NOTE: YOU MUST HAVE A MEMORY CARD WITH AT LEAST 1 FREE BLOCK INSERTED INTO MEMORY CARD SLOT 1 OF YOUR PLAYSTATION GAME CONSOLE IF YOU WANT TO SAVE YOUR GAME.**

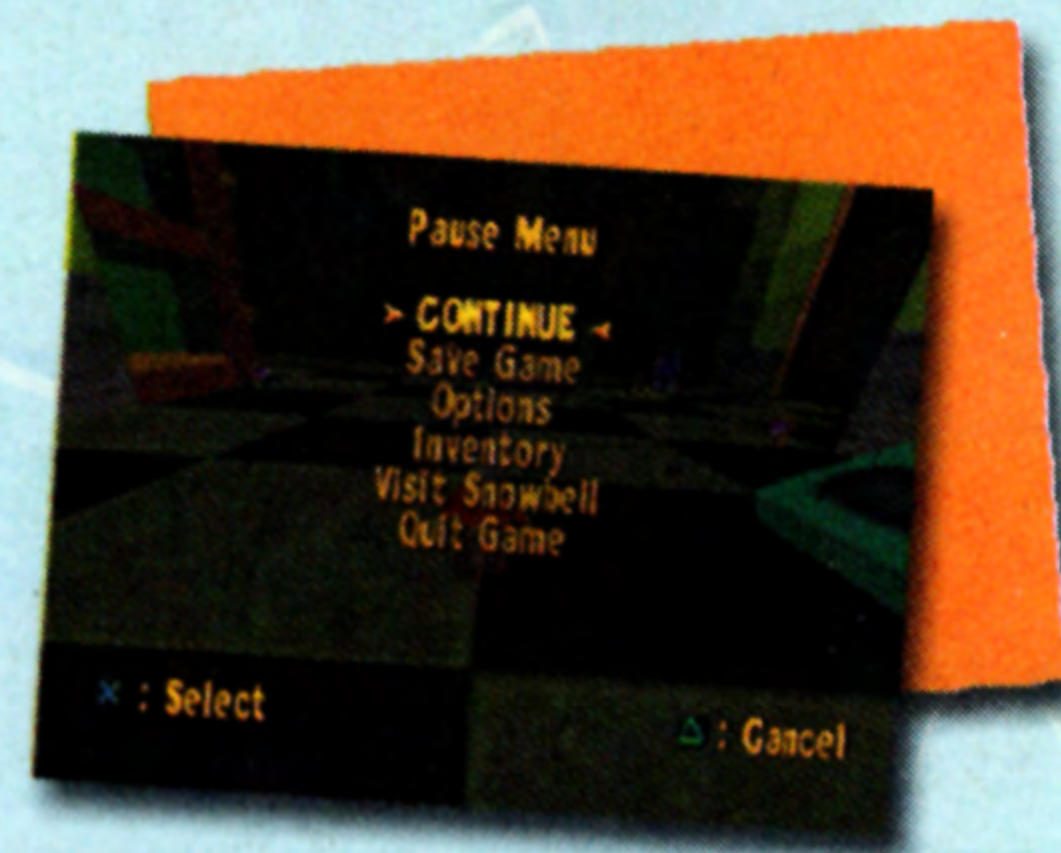
**OPTIONS** This displays the Options Menu, which is explained on page 6 of this manual.

**CAMERA** You can choose from either PASSIVE or ACTIVE camera modes. If you select ACTIVE, the camera will follow Stuart as you play the game. If you choose PASSIVE, you will be able to move the camera around yourself by pressing the  button, the  button or by moving the right stick.

**INVENTORY** To see your Inventory, either press the  button when you are playing the game, or select the INVENTORY option from the Pause Menu.

The Inventory screen shows useful information about the area you are exploring. At first, you will only be able to see information for DOWNSTAIRS. But as you unlock the other areas, you will be able to view the different Inventories for each one by pressing  or  to switch between them. When you have finished looking at the Inventory screen, press the  button to go back to the game.

Each area's Inventory screen shows the number of Face Blocks and Cat Biscuits you have collected in that area. If you have collected the Golden Key, Clapper Board or any Jeweled Rings, these will be shown too. You can also see what percentage of the area you have completed, and the number of Jeweled Rings you have collected during your entire adventure. The very last area's Inventory screen will show whether or not you have defeated the evil Falcon.

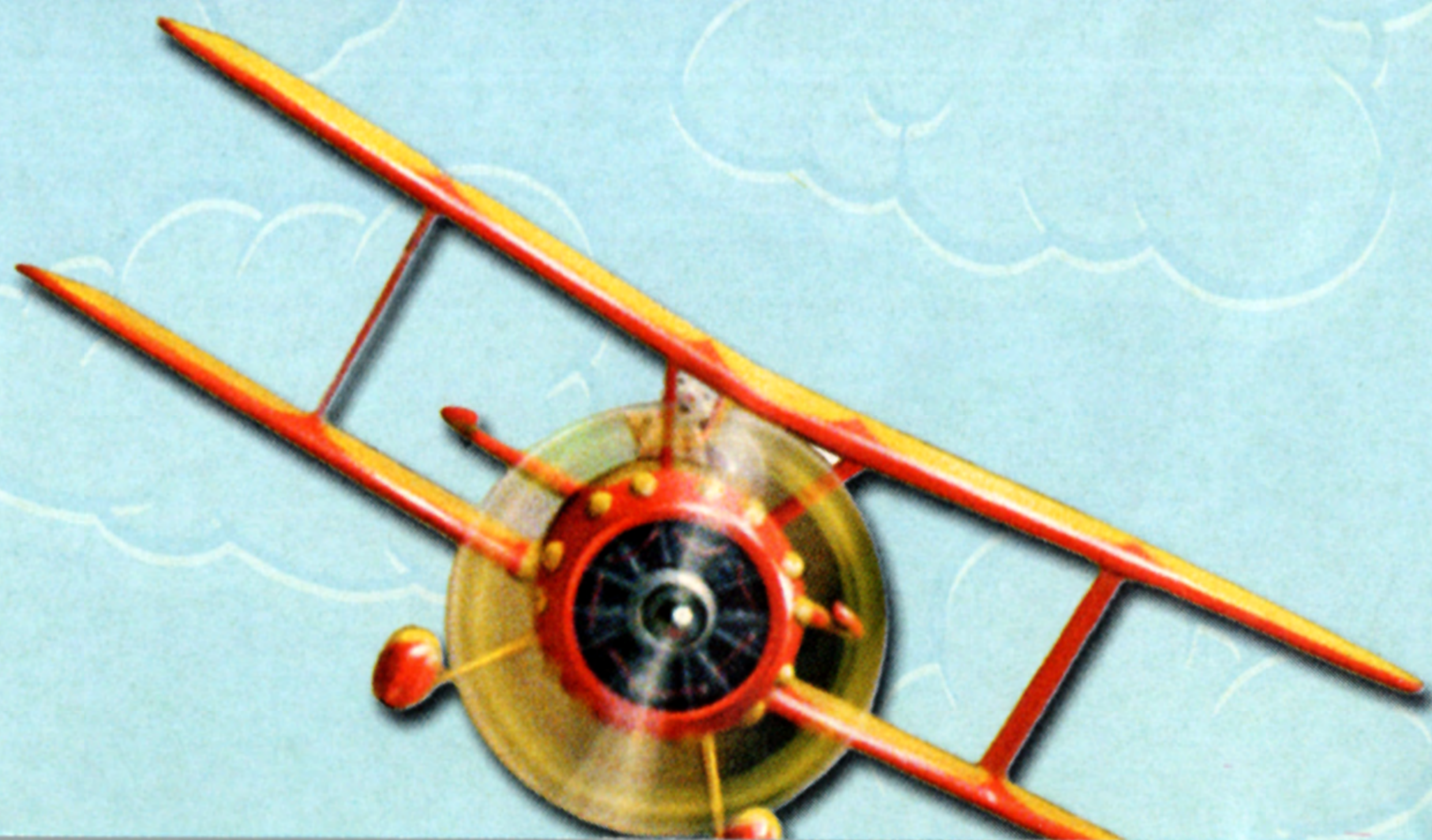




**VISIT SNOWBELL** If you select VISIT SNOWBELL on the Pause Menu, the message "Are you sure?" will be displayed. Choose NO to go back to the Pause Menu, or YES to visit the Little home where Snowbell will be waiting for you.

From the Visit Snowbell screen, you can move between different areas. However, when you begin the game, you will only be able to visit the Downstairs area. You can unlock the rest by collecting jeweled rings, which Snowbell will look after for you. The number of rings you need to open each area is displayed on the top right of the Visit Snowbell screen. The total number of rings you have collected is shown to the left of Snowbell.

**QUIT GAME** If you select this option, the message "Are you sure?" will be displayed. Select YES to return to the Main Menu or NO to go back to the game. The same goes for quitting mini-games and the Training area.





# CONTROLLING STUART



## JUMPING

To jump, press the **X** button. The longer you hold the **X** button down, the longer Stuart will jump. If you press the **X** button again while he is in the air, Stuart will flick his tail to help him go a little higher. This is very useful for making long jumps.



## SPINNING ATTACK

To perform a Spinning Attack, press the **C** button. Stuart will spin round and round and his tail will whack anything that stands in his way! This is a good way to quickly defeat enemies from all angles.



## THROW ATTACK

As Stuart explores each area, he will come across certain objects that can be collected and then thrown at enemies. To perform a Throw Attack, just press the **Q** button.



## CLIMBING

Stuart can climb lots of different surfaces. Look out for pipes, ropes, chains and surfaces marked with Stuart's handprints. To grab hold of a surface, walk up to it and press the **X** button. Then climb by pressing **↑**, **↓**, **→** or **←**. To jump off, press the **X** button again.

## LOOKING AROUND

Press and hold the **L2** button and the **R2** button to enter Look Mode. You can then check out Stuart's surroundings by pressing **↑**, **↓**, **→** or **←**. Look Mode is also useful for targeting enemies – remember, press the **Q** button to perform his Throw Attack.





## SWIMMING

When Stuart is in water, Stuart will swim if you press **↑**, **↓**, **→** or **←**. If the water is deep enough, he can dive down – just press the **○** button. Then press **↑**, **↓**, **→** or **←** to choose your direction, followed by the **⊗** button to swim. To surface, press **↓** and the **⊗** button. Whether you're on the surface or underwater, you can swim faster if you press and hold the **R1** button.



## HANGING/MONKEY BARS

Stuart can hang from some surfaces. Look out for areas that are marked with hand prints. Jump up by pressing the **⊗** button, and Stuart will automatically grab onto the surface. To move around while hanging, press **↑**, **↓**, **→** or **←**. To jump off, press the **⊗** button again.



## ROPE SLIDES

Rope Slides are very useful for crossing long distances quickly. You need to jump to grab hold of them. Look out for arrow markers on the floor that show you where to jump from. To let go, just press the **⊗** button.



## CRAWLING

Sometimes even little Stuart can't fit into every nook and cranny. But if he crawls, he just might squeeze in. Walk towards a small opening and Stuart will automatically crouch down. It will switch to the Look Mode. To crawl around, press **↑**, **↓**, **→** or **←**. But watch out for the enemies that lurk in these spaces – if you see one, use Stuart's Throw Attack!



## BALLOONS

Stuart's light, small and smart enough to know that he can use all sorts of things to get around. Luckily for him, there are lots of balloons to be found all over New York! Just press the **⊗** button to grab hold of a balloon, and press it again to let go. With the balloons, Stuart will be able to travel far and away!



# FIND THE JEWELLED RINGS



## JEWELLED RINGS

You need to collect Jeweled Rings to unlock each new area. There are six Jeweled Rings to be found in each area (except for the final showdown area, where you must confront the villainous Falcon himself). You don't have to collect all six rings right away in order to open the next area, but as your adventure progresses, you will find that you need more and more rings, and you might have to go back to a place you've already visited to collect them all.

## THERE ARE FIVE DIFFERENT WAYS TO OBTAIN JEWELLED RINGS:



## CAT BISCUITS

Snowbell loves his Cat Biscuits. Since he's stuck watching the Jewels you've collected, he can't find them himself. If you manage to collect sixty Cat Biscuits in an area, go to Snowbell's cat bowl and you'll be rewarded with another Jeweled Ring.



## FACE BLOCKS

Some of the jeweled rings have been hidden in hard-to-reach places. But if you collect all six of the Face Blocks in an area, they will form a path to help you.



## GOLDEN SUITCASES

Falcon has been hiding some of the Jeweled Rings in Golden Suitcases. Find the Golden Key to unlock the suitcase and claim your prize.



## HIDDEN RINGS

Falcon is very sneaky and has hidden some of the rings very well, so you will have to hunt high and low and climb over dangerous obstacles to find them.



## MINI-GAMES

Falcon has set up two special challenges in each area. If you manage to complete them, you will receive a Jeweled Ring as a reward.



# HEALTH PICK-UPS



## HEALTH

Stuart will face many different dangers during his big adventure. But if he gets injured, help is at hand – his special Suitcases are packed with extra health to help him recover. They come in three colors: Red, Blue and Green. You can open the Blue and Green Suitcases by using Stuart's Spinning Attack. But Red Suitcases are a little tougher to open – try his Throw Attack on those!



## RED SUITCASES

Red Suitcases contain very valuable Extra Lives. Collect these so Stuart has more chances to stop Falcon!



## BLUE SUITCASES

Each life is divided into Sub Life heart slots. When you begin, you will only have three heart slots. You can collect more (up to a maximum of five) by opening Blue Suitcases. These Suitcases contain "Empty Ice Cream Cones."



## GREEN SUITCASES

As Stuart gets hurt, his Sub Life heart slots will empty. You can fill them up again by opening the Green Suitcases. Simply perform a Spinning Attack on these or use his Throw Attack. These suitcases contain "Ice Cream Cones."



# USEFUL THINGS



## PUSH BLOCKS

Sometimes, Stuart just can't jump high enough to get on top of large objects. He'll need to make "stepping-stones" to get to those higher places. Stuart's much stronger than he looks so if you see these blocks lying around, push them along the markings on the floor. If you push them to the right spot, Stuart can jump on the object and then jump to where he needs to be.



## SPRINGS

George has left some of his toy springs lying about to help Stuart reach high areas. Just jump onto one and he will go zooming up into the air. Press **↑**, **↓**, **→** or **←** to control your direction before you land.



## CLAPPER BOARDS

Each Clapper Board Stuart collects will unlock a secret movie clip which will be played when you leave an area to visit Snowbell. You can also watch movie clips in the Gallery (see the Main Menu section on page 6). There is one Clapper Board to be found in each area (except in the Final Showdown).



## MARGALO'S JEWELED PIN

Sometimes Stuart will need help throughout this adventure. Thankfully, Stuart's friend Margalo will be around to give him clues, offer him tips and even a chance to win Jeweled Rings! If you feel like you need some help, just walk up to one of Margalo's Jeweled Pins and she will fly down to give you some useful advice. Press the **△** button to say hello.





## **SWITCHES**

Stuart will often come across switches that open doors or change the world around him. Simply do a Spinning Attack on these switches to activate them.



## **RESTART POINTS**

To activate a restart point, just walk through it. If Stuart loses a life he will be returned to the last restart point he visited.



## **SNOWBELL'S PAW PRINT**

This useful pick-up allows Stuart to visit Snowbell. Collect it and you will be asked if you want to visit him. You can also visit him by using the Pause Menu (see page 9).





# MINI-GAMES

Falcon has challenged Stuart to complete these mini-games in exchange for Jeweled Rings. Little does he know that Stuart can do almost anything he puts his mind to! And, with your help, he should find these challenges a breeze.



## **MINE CART**

This is a high-speed thrill ride! Whiz around the track and stretch and lean to collect every Star on the track!



## **UP, UP AND AWAY!**

This exciting game lets you fly George and Stuart's model biplane around the Little home.



## **ON YOUR MARKS, GET SET, GO!**

In this challenge, Stuart has to race against a speedy grasshopper. If Stuart can beat the bug, he'll win the 1st place prize!





### **SPEED TO VICTORY**

Help Stuart race around in a speedboat and his little red roadster. Try to dodge all the obstacles and collect as many Time Clocks as you can. Remember, time is your enemy!



### **SKATEBOARD EXTREME**

Stuart is a skateboarding superstar! Race around and show off your skills as you try to collect all the Stars.



### **SHOOT TO SCORE**

Look out! Danger is everywhere! Stuart has to score a set amount of points within the time limit to win a prize.



# CHARACTERS



## STUART LITTLE

A little mouse with a very big heart, Stuart is the hero of the story. It's up to him to find all the stolen jewelry hidden by Falcon. It won't be an easy task, but Stuart is always ready for an adventure, and he knows that size isn't everything.



## MARGALO

Margalo is a very adventurous little bird who's seen it all. She is full of energy and loves to go exploring. She was forced by the evil Falcon to steal the city's jewelry and now she wants to return every last piece. She will be there to lend advice whenever Stuart needs help.





### **SNOWBELL**

Even though he is always complaining that his bed is lumpy, his milk is served at the wrong temperature and fish is never on the menu, Snowbell wouldn't leave the Little home for anything! He always has his ear to the ground, seeking information from the streets to help Stuart out.



### **FALCON**

Falcon is the ruler of the New York animal underworld. He lives in a penthouse filled with jewels and gold that he has stolen from around the city. He is powerful, cunning and very devious. Falcon has threatened to harm Margalo if she does not do his bidding, but thanks to Stuart, his reign of evil will soon be over!



# PLACES TO EXPLORE



## AREA 1 – DOWNSTAIRS

The adventure begins in the Little home. Explore the lounge, travel over and under the dining room table, through the library and around the kitchen worktops. Don't forget to take a swim in the aquarium too!



## AREA 2 – CENTRAL PARK

More hidden jewelry can be found in New York's Central Park. Wander through sand pits, climb huge trees and race against a speedy grasshopper.



## AREA 3 – UPSTAIRS

Stuart returns home for the third part of his adventure. Travel to the top of Stuart's bedroom, battle through Martha's Nursery and then have a soak in the bathtub.



## AREA 4 – SEWERS

Deep beneath the New York streets lies the location for the next part of Stuart's quest. There are lots of hazardous traps and obstacles to avoid, and the wet and dank sewers are perfect breeding grounds for all sorts of creepy crawlies, so watch out!





### **AREA 5 – BACK ALLEYS**

It is very dark and well past Stuart's bedtime. The back alleys have been taken over by Falcon and it's quite a dangerous place to be! Be careful in this dark and creepy place or your adventure may just end here!





### **AREA 6 – GARBAGE BARGE**

Falcon has uncovered the plan to return the stolen jewelry and he has set a trap for Stuart on a garbage barge travelling down the Hudson River! He has hidden the jewelry in very hard-to-reach places that are surrounded by dangerous creatures. But fear not, Stuart's up to the challenge!



### **AREA 7 – TIME TO FACE FALCON!**

Falcon is chasing Margalo through Central Park! To stop him, you need to hit him with the front of George's plane. Keep collecting the Battery pick-ups to give the biplane enough energy to stay flying. Collect them until the energy bar reaches the top and the  button icon will flash for a short time. If you press the  button when it is flashing, the biplane will turbo boost into Falcon and hurt him!



# CREDITS

## **MAGENTA SOFTWARE**

www.MagentaSoftware.com

### **Directors**

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www.gameaudio.com

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### **SPECIAL THANKS**

Josh Bingham, Britta Kuhnen, Tina Casalino, Alyssa Casella, Claudette Castillo, Kirsten Costello, Aimee Duell, Ted Jalbert, Toby Morrish, Charlotte Panther, Jonathan Ries, Jack Siler, Noel Silvia, Mark Valledor, Jim Williams. Sony Pictures Consumer Products, in particular Mark Caplan, Laetitia May, Paige Brown and Eric Thomsen. Everybody at SCEE Submissions QA. Mike de Belle for sound recordings and advice. SCEE staff in the territories who were involved in casting and marketing.

**We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of Stuart Little 2 with special recognition to the Executive Management team including: Kaz Hirai, Andrew House, Jack Tretton, Shuhei Yoshida, Marilyn Weyant, Riley Russell, Steve Ross and Masayuki Chatani.**





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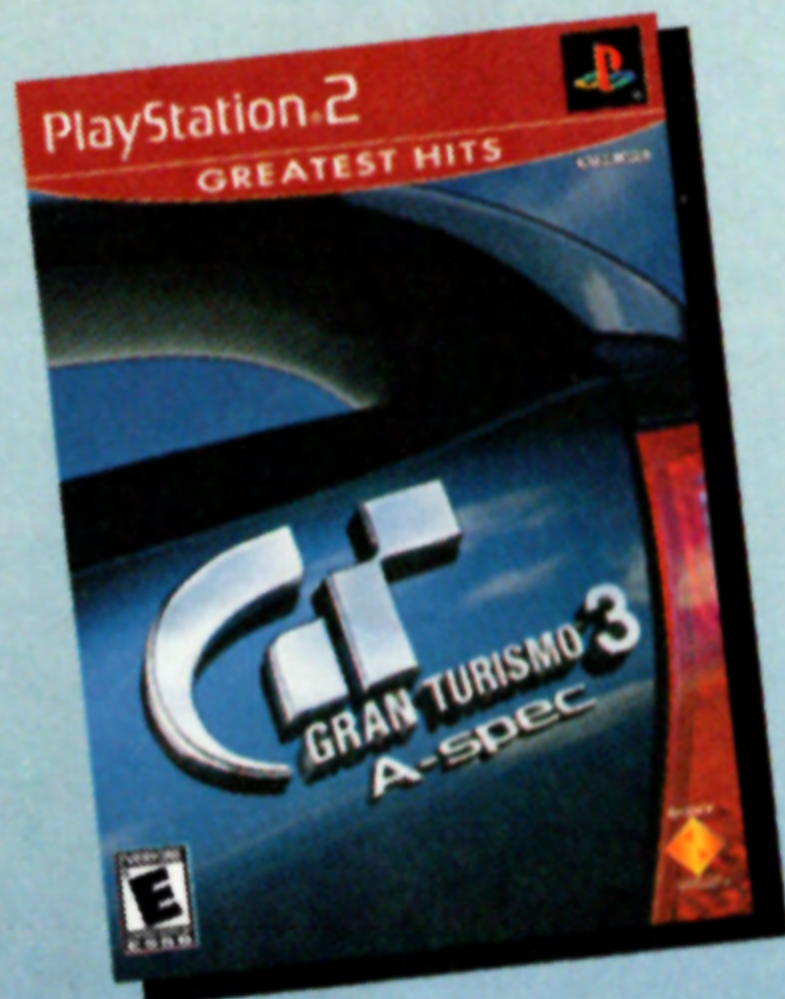
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