

Sitting Ducks



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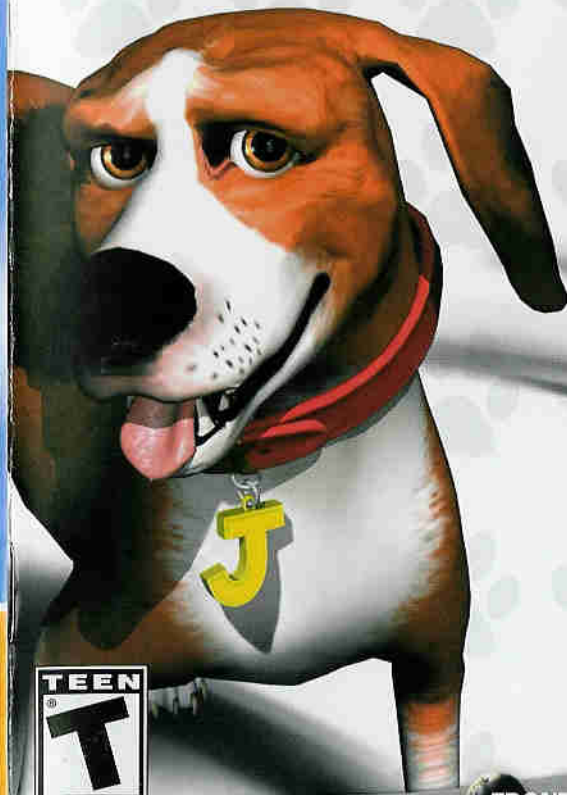
EmuMovies



PlayStation 2

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DOG'S LIFE



FRONTIER



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

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



Normally I'd love to stop and play ball with you, teach you a few tricks maybe, but my friend Daisy has just been dog-napped! I saw it happen, right in front of my nose, in fact they nearly got me too!

But don't you worry, I'm going to track her down. Those pesky dog catchers had better start worrying about the day I get my paws on them. Grrrr!

Right... er... did you see which way they went?

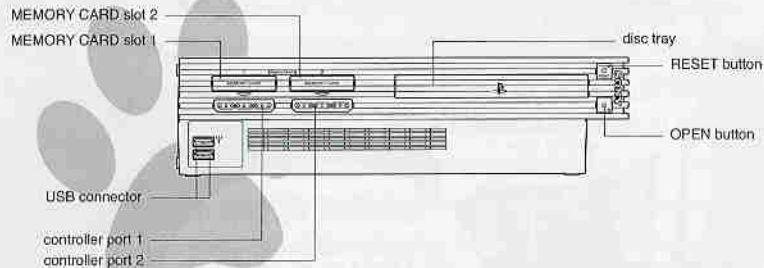
Oh! I guess I could do with a little help. I need a pup who can sniff out adventure - yeah - someone who's not afraid to get their claws dirty. Does that sound like you? It does? Then you're the dog for me. Before we get going, I'd better take you through a few things, get you up to scratch...

Hi I'm Jake
Welcome to
my world!

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SETTING UP



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

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a Memory Card into **MEMORY CARD** slot 1 before turning the power on. Saved game data can be loaded from the inserted Memory Card, or any Memory Card containing previously saved **DOG'S LIFE™** data. Make sure there is enough free space on your Memory Card before commencing play.

GAME CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



NOTE: A digital controller cannot be used to play **DOG'S LIFE™**.

DIRECTIONAL BUTTONS - MOVEMENT


In this manual, **↑**, **↓**, **←**, **→** etc. are used to denote the direction of both the directional buttons and the left analog stick unless stated otherwise. The Analog Controller (DUALSHOCK®2) defaults to analog mode (indicator: red) on boot up.

USING MENU SCREENS


Press **↑**, **↓**, **←** or **→** to highlight an option, then press the **×** button to confirm. To return to the previous screen, press the **△** button.

GETTING STARTED

The first screen displayed on boot-up is


the Title Screen. Press the  button to enter the kennel enclosure.

KENNEL ENCLOSURE

If you are playing DOG'S LIFE™ for the first time, enter any one of the kennels to start a new adventure. When the storybook opens, press the  button to begin.



You can also return to a previously saved game from the kennel enclosure; saved games are distinguished by the number of bones floating above the kennel door.

Alternatively, press the  button in the kennel enclosure if you want to change any settings before commencing play.

SETTINGS MENU

Press  or  followed by the  button to change one of the following settings:

- Screen Position** Follow the on-screen instructions to change the position of the game screen on your TV
- Vibration Function** Toggle the vibration function of the DUALSHOCK®2 analog controller ON or OFF
- Paw Mini Hint** Toggle the on-screen hint indicator ON or OFF
- Sounds and Speech** Switch speech and sound effects ON or OFF
- Music** Turn the music ON or OFF
- Language** Choose an alternative language
- Back** Return to the kennel enclosure



Right, you got all that? It's time for us to stop chasin' our tails and get going.



Listen up! Getting about is an important part of every dog's life. Here are a few pointers to get you moving. Trust me, it's a walk in the park!



DEFAULT CONTROLS

Left analog stick


Right analog stick

 button

 button

 button

 button

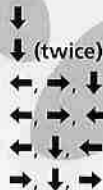
 button

 button

 button

 button

Directional buttons



Control Jake

Camera Pan

Jump

Action Button

Bark (Hold to Growl)

Smellovision

Sniff

Close-up of Jake

Rotate Camera to Behind Jake

Pause

Doggy Do Moves

Sit

Lie Down

Break Wind/Poo

Shake

Pee Left


Pee Right

Other Doggy Do moves, including how to beg, can be learned as you progress through the game.



PLAYING THE GAME

SMELLOVISION

If dogs have one special skill, it's got to be their super-strong sense of smell! Press the  button to activate Smellovision, where you can look at the world through Jake's eyes and use his ability to see smells! You can use Smellovision to collect a range of scents, which in turn open up a series of sub-games and challenges, allowing Jake to win bones, improve his status and command other dogs.

Let me tell you a secret... dogs see the world in... sniff, sniff... smells!



Smellovision can also be used to follow footprint trails. Go into Smellovision mode near to a human and you might be able to pick up a trail. If you do, follow the footprints to see where they lead – this can be useful if a character has lost something and you want to track it down for them...



In Smellovision mode, scents appear as colored, gassy clouds. The number of scents you have collected and the total number of scents required are displayed at the bottom of the screen.

NOTE: Further information on sub-games and challenges can be found later in this manual.

HEALTH

You must keep Jake healthy if he is to succeed in his quest to track down Daisy. Jake can lose and regain health in a number of ways:

Health is lost...

- Gradually over time (this happens faster in the cold ski resort)
- If Jake is barked at and frightened by higher status dogs
- By falling from heights
- By eating rotten food from trashcans
- If Jake is stung by bees or smells a skunk's stench

Health is restored by...

- Eating scraps of food from trashcans or crates
- Stealing food from characters
- Begging for treats
- Eating from the dog's bowl, found next to kennels

Jake's health is represented by the way he moves. When happy, Jake will bound along contentedly. As his health diminishes, he will gradually start to look more unhappy and tired.

You wanna be Top Dog? You can do it, I can feel it in my bones! This is how it works...

DOG STATUS

To progress through the game, Jake must strive to increase his dog status. Jake's status is improved by collecting bones. By obtaining a higher status, Jake can command other dogs to do his dirty work for him!

Status also influences every interaction and sub-game throughout DOG'S LIFE™. Every dog will react differently depending on the difference in status between Jake and themselves. If Jake has a higher status than another dog, that dog will be submissive and obedient. If he has a lower status than another dog, they may act aggressively.

Jake's success in the various sub-games will be affected by the status difference between himself and his opponent. When Jake has a lower status than his opponent, the opponent will be more confident, and this will improve his performance. Similarly, when Jake has a higher status, it will have a negative effect on his opponent's performance.



BONES



Bones are given as rewards for completing puzzles, challenges and some sub-games. If you come across someone that needs a bit of help, give them some assistance and they might just reward you with a nice, juicy bone.

Wahool Bone-a-licious!



You can also find bones by knocking over bins or crates, or by digging in certain areas – remember to use Smellovision for clues as to where they are buried!

SUB-GAMES

In most of the locations, Jake can test his skills in three types of sub-game: Common Scent Collection, Top Dog Contests and Challenges. There are usually four sub-games per location. Sub-games are triggered by (and sometimes involve) the collection of scents via Smellovision. Each sub-game has a unique color associated with it:

Common Scent Collection

Purple Scents – Scent Collection

Top Dog Contests

Yellow Scents – Scent Marking Challenge

Orange Scents – Tug-O-War

Cyan Scents – Digging Race

Pink Scents – Pursuit

Green Scents – Dog Race

Challenges

Blue Scents – Checkpoint Challenge

Violet Scents – Beat The Clock Challenge

Red Scents – Doggy Do Challenge

COMMON SCENT COLLECTION

Scent Collection

Jake has to collect 50 purple scents that are distributed throughout the level.

TOP DOG CONTESTS


If Jake successfully completes a Top Dog Contest, he will be able to control the dog in that location. If he completes a subsequent Top Dog Contest in the same location, he will be rewarded with a bone.



Dog Race


Jake has to beat the local dog in a race. This is achieved by collection more than 50% of the treats that mark the course and finishing ahead of his opponent.

Scent Marking Challenge



Jake has to mark territory at a faster rate than the local dog. This is achieved by peeing at specific scent points in order to capture areas. At the same time the local dog may try and thwart Jake's gains. Press the  button over a scent point to pee on it.



Tug-O-War

Jake must defeat the local dog in a game of tug-o-war. Jake's pull rate is increased by frantically pressing the  button. If you don't win, try collecting some more bones before you try the challenge again – it will improve your chances.

Digging Race

Jake has to dig a series of holes faster than his rival. To dig, press the  button over the correct spot to start digging at that spot, then repeatedly press the  button to build up digging speed.



Pursuit

Jake has to catch the local dog before the time runs out.

CHALLENGES

Challenge

Each time you sniff a blue scent, a new one will appear nearby. Collect all twelve blue scents before the time runs out to earn your reward.

Beat The Clock Challenge

Once you find the first violet scent all other violet scents will become visible. Collect all the scents in the allotted period to complete the challenge!




Doggy Do Challenge

After collecting all of the red scents in an area, you must copy a sequence of moves performed by the local dog, without making a mistake, to complete the challenge. This will help you to learn new Doggy Do moves and 'beg' tricks, which can be used to coax treats out of many of the characters!

CONTROLLING OTHER DOGS


Every dog has individual characteristics and skills. When Jake defeats another dog in a Top Dog Contest, he may take control of that dog for a fixed period of time and make use of their special abilities to solve puzzles.




Once they have been defeated, Jake can take control of the same dog whenever he likes. Press the  button near a defeated dog to assume control of that animal.

PAW MINI HINT DISPLAY



The Paw Mini Hint Display appears in the top right corner of the screen. It will be displayed whenever you move near a person or object that you can interact with. Use it to discover what actions you can perform in the different situations you encounter.

THE STORYBOOK

Press the  button during play to pause the game and open the storybook, where the amounts of collected scents for the current location and Jake's current dog status are displayed. Mementos are also added to the storybook pages, as and when they discovered by Jake.

Press  or  to flick through the pages and view the statistics for each of the locations you have visited. Press  and flick to the end of the book to remind yourself of how to perform the Doggy Do moves, including any begging tricks you might have learned.



Also, press the  button from any storybook page to access the Settings menu. Alternatively, press the  button during play to go directly to the Settings menu.

NOTE: For further information on changing settings, see the Settings menu section, outlined earlier in this manual.

SAVING THE GAME

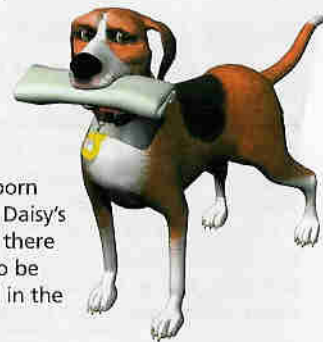


In each area, there is a dog kennel to be found. You can use these kennels to save your progress – just walk into the kennel and follow the on-screen instructions to save your game. Note that you can only save the game while controlling Jake, and you cannot save during a scent challenge, such as a dog race. If you approach the kennel during such a challenge, or while in control of the local dog, the door will be closed.

I've a feeling we're going to be seeing a lot of new places and a lot of new faces on this trip, and not all of 'em friendly! But have no fear, Jakey Boy is here – if we don't make it all the way, you can call me a flea-bitten mutt!

CLARKSVILLE

This is the sleepy, rural village where Jake was born and where he must start sniffing for clues as to Daisy's whereabouts. It may be quiet around here, but there are still challenges to be overcome and bones to be won up at the water mill, the chicken farm and in the village centre.



CHARACTERS

DAISY

Cute, well behaved, relaxed, mature and smart, Daisy is just about the perfect dog – especially in Jake's eyes!



and skills. If he has a high enough status, many of them will help him out.

DOGS

Jake will encounter loads of different breeds of dog on his journey and each one has individual characteristics

WAYNE AND DWAYNE

These are the guys that took Daisy! Dwayne is a huge ex-boxer who looks and sounds like he's taken one too many blows to the head in the boxing ring. He may be a big lump, but Dwayne can barely look after himself - it's a good job he has Wayne to boss him around. Wayne is dumpy, grumpy and bald, but he thinks he is pretty smart; shame about the squeaky voice!



MISS PEACHES

On first impressions, you might think that Miss Peaches was an eccentric animal lover. But you'd be wrong! This lady is tough and she is definitely not a dog person! You'll find out more about Miss Peaches soon, but take care - it is rumoured that she's up to no good.



THE DOG CATCHER

Another one to watch out for, the dog catcher makes his living by trapping harmless hounds! He is very persistent and also has a well-trained Doberman to help him.

HOW THE ADVENTURE BEGINS

Okay, I've escaped from Wayne and Dwayne's truck and I'm standing in front of the farmhouse; but what do I do now? Here's where I could use your help.

Right, let's see what we can see... the cat flap that leads into the farmhouse looks interesting, but it's way too small for me to fit through. What else... I can see a trashcan - if I knock it over it could have something useful inside. And there's a basketball net and a ball over there, maybe I'll go and shoot some hoops, see if I can get three in a row...

Time to find out what the old nose has to say... sniff, sniff... ah yes, a familiar stench! There are green scents leading round behind the house; if I can collect all eight I get to challenge the local dog to a race and if I win I get to tell 'em what to do! Yippee!

Right there's the local dog over there, it's a pesky little Chihuahua - I'm not sure how such a tiny animal is going to help me. Still, it shouldn't be too hard to beat - time to do some scent sniffing!

