





# THE CAT IN THE HAT



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

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

#### WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

#### HANDLING YOUR PLAYSTATION DISC:

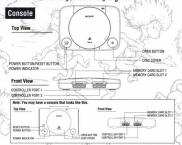
- . This compact disc is intended for use only with the PlayStation game console.
- . Do not bend it, crush it or submerge it in liquids
- . Do not leave it in direct sunlight or near a radiator or other source of heat.
- . Be sure to take an occasional rest break during extended play. . Keep this compact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

# Table of Contents

Getting Started Controller Introduction **New Game** Arcade Puzzle Continue Obtions The Game Controls The Game Screen The Hat The Fish The Arcade Challenges Ub-ub-up with a Fish Fun in a Box Picking up the Playthings The Puzzle Credits Warrantu

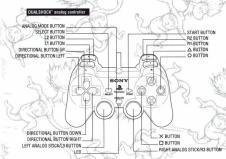
# Getting Started

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



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







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

# Introduction

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

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





#### Arcade

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

#### Puzzle

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

# Continue

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

#### Obtions

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

# The Game

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

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

#### Controls

directional buttons or left analog stick

**button** O button

A buffon

L1 / R1 buttons START button Walk in all four directions.

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

Use the umbrella to pick up unreachable. objects. Open and close the Hat Screen.

Change active item.

Pause the game.



# The Game Screen



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

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

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

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

# The Hat

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



# The Fish

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





# The Arcade Challenges

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

#### Up-up-up with a Fish

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

Controls: Use and to tilt the





#### Fun in a Box

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

Controls: Use 🖚 and \Rightarrow to move the Cat in the Hat. Use the 🛇 button to catch a Thing, and the 🗞 button again when you're near the box to lock him up.



# Picking up the Playthings

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







# The Puzzle

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







## Credits

# Developed by

Executive Producer: Mark Greenshields

Design Director: Ollie Sykes

Game Designer: Annie Bacon
Assistant Designer / Tester: Lon Benattar
Art Director: Dominique Roussu

Producer: Stéphane Roy Programmers: Brian Faber, Daniel Batista,

Nathan Lazur, Alex Ganea
Art Team: Luis Martins, Aline Schleger,
Bétina Marquis, Sarah Chamaillard

Sound Designer: Steve Szczepkowski

Published by NewKidCo

Marketing Manager: Jordan Kurtzman

Product Development: Seth Rosenfeld,

Testing: Jon Simantov Biz: Hank Kaplan. Arthur Levine, and Will Stein

Package Design: m cre8ive Special Thanks: Iris Miller, Paul Samulski. Eric Samulski. Jamie Marcus, Kala, Snake,

Dr. Seuss Enterprises

Jason Schreiber

Sarah Weimann

Vice President. Licensing and Marketing: Susan Brandt

Manager, Licensing & Marketing: Kristen Macari

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



11

# Notes

#### LICENSE AGREEMENT

THIS END-USER LICENSE AGREEMENT ("AGREEMENT") IS A LEGAL AGREEMENT BETWEEN YOU AND NEWKIDCO LLC. ("NEWKIDCO"). OPENING THE PACKAGE OF THE SOFTWARE, USER MANUAL AND/ OR USING THE SOFTWARE MEANS YOU ACCEPT THESE TERMS AND CONDITIONS. IF YOU DO NOT AGREE WITH THEM, OR DO NOT WANT THEM BINDING ON YOU. YOU MAY NOT USE OR COPY THE SDETWARE AND YOU MUST PROMPTLY RETURN THE SDETWARE FOR A FULL REGIMD

#### OWNERSHIP

The software and user manual are protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The Software is licensed, not sold

#### LICENSE

This game is for use on the PlayStation® Game Console. Granting of this license does not transfer any right, title or interest in the software, or user manual to the Customer except as expressly set forth in this license agreement. The software and user manuals may not be copied for any reason. The Customer may not transfer or resell the software or user manual.

### 90 DAY WARRANTY

NewKidCo LLC warrants for a period of 90 days from the date of purchase by the principal purchaser of this software that medium on which it is recorded will be free from defect in materials and workmanship. Defective media which has not been subjected to misuse, expessive wear or damage due to carelessness may be returned during the 90-day period without charge. Please return your defective compact disc TO THE RETAIL STORE FROM WHICH YOU PURCHASED IT.

#### REMEDIES

NEWKIDCO's entire liability and the Customers exclusive remedy is (1) the repacement of any compact disk not meeting NEWKIDCO's '90 DAY WARRANTY' above, or (2) a full refund of the purchase price if NEWKIDCO or the retailer is unable to deliver a repacement copy free from defects in materials or workmanship and the customer returns the software and user manual within 90 days of purchase as evidenced by the sales receipt. The remedies provided above are customer's sole and exclusive remedies

#### NO OTHER WARRANTIES

Other than the 90 Day Warranty above, the software and user manual are provides "As Is" without warranty of any kind, either express or implied. NEWKIDOO EXPRESSLY DISCLAIMS ALL OTHER WARRANTIES. FITHER EXPRESS OR IMPLIED. INCLAIDS ING. BUT NOT LIMITED TO. THE IMPLIED WARRANTY OF MERCHANTIBILITY AND THE WARRANTY OF FITNESS FOR A PARTIC ULAR PURPOSE. In no event shall NewKidCo LLC be liable for any direct, indirect, special, incidental or consequential damages with respect to the Software or the user manual. This Agreement and the 90 Day Warranty shall be poverned by and all disputes shall be resolved in the Commonwealth of Massachusette

#### CUSTOMER SERVICE:

You may write us at the following address:

NewKidCo LLC 250 West 57th Street Suite 1502 New York, NY 10107

Customer Service

