Coming in November 2000

WOODY WOODPECKER RACING™







EVERYONE

E

CONTENT RATED BY ESRB

Mild Animated Violence

UNIVERSAL

UNIVERSAL INTERACTIVE STUDIOS

www.universalstudios.com

Konami of America, Inc., 1400 Bridge Parkway, Redwood City, CA 94065

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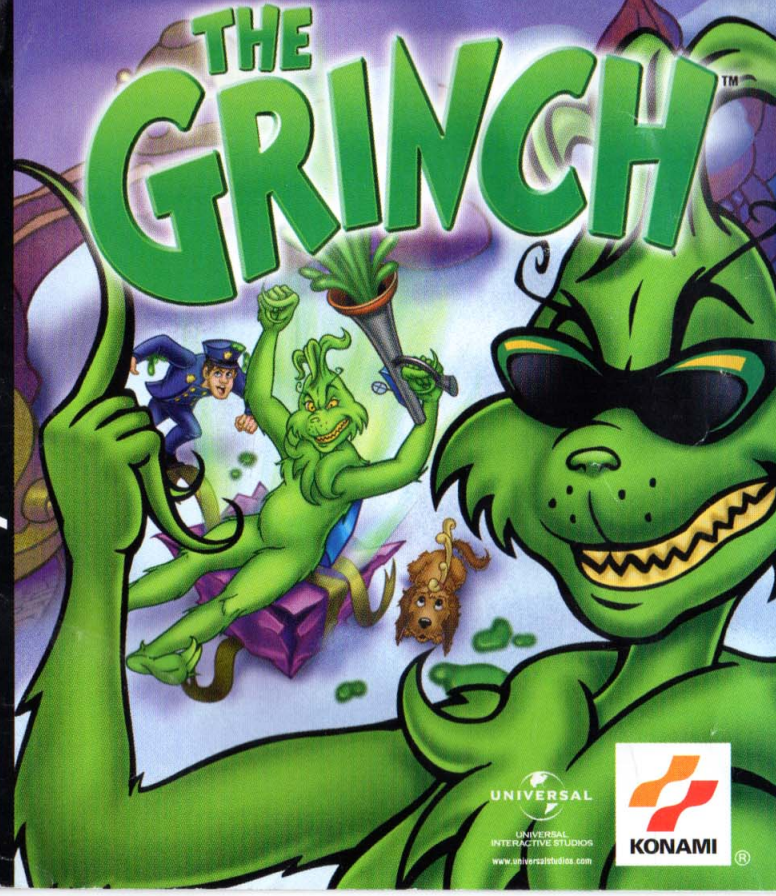
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THE GRINCH™



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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 peripherials 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.

Contents

STARTING UP 2
MEMORY CARD 2
CONTROLS 3
- Menu Controls 3
- Controlling the Grinch 4
- Controlling Max the Dog 4
- Gadget Wheel Controls (selection) .. 5
- Gadget Controls (use a gadget) 5
- Controlling the Camera 8
- Vibration Function 8

STEALING CHRISTMAS 9
THE GRINCH 9
MAX THE DOG 10
THE GRINCH'S EXHAUST-O-METER 10
WHAT THE GRINCH MUST DO TO STEAL CHRISTMAS 10
WHO'S WHO 11
STARTING A GAME 12
THE WHOS WORLD
- Mt. Crumpit 12
- Downtown Whoville 13
- Who Forest 13
- Who Dump 13
- Who Lake 13

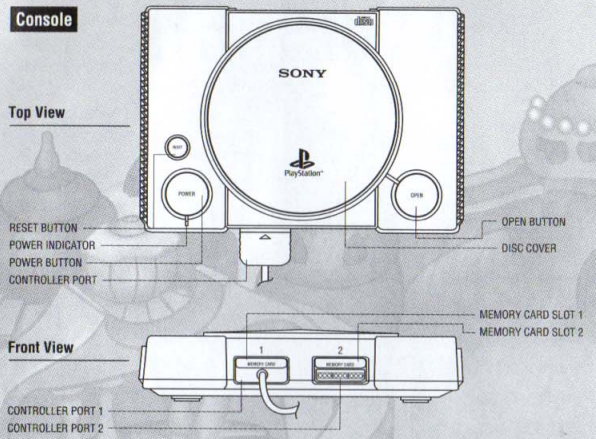
MISSIONS 14
COLLECTIBLES 14
- Gifts 14
- Gadget Blueprints 14

USEFUL ITEMS 15
- Rotten Egg Plants 15
- Nitro Eggs 15
- Hearts-Of-Stone 15

TRAVELLING BETWEEN WHO'S WORLDS . 16
THE GRINCH'S CONTRAPTIONS: MORE ABOUT GADGETS! 16
THE COSTUMES 18
THE GRINCH'S COMPUTER 18
INTERACTING WITH FRIENDLY FOLK OR ITEMS 18
NEUTRALIZING UNDESIRABLE WHOS OR ACTIVATING MECHANISMS 18
THE GRINCH'S PERSONAL NOTEBOOK .. 19
OPENING A NEW ENVIRONMENT 19
COMPLETING THE GAME 19
SAVING AND LOADING GAMES 20
- Saving 20
- Loading 20

CREDITS 21

Console



Starting Up

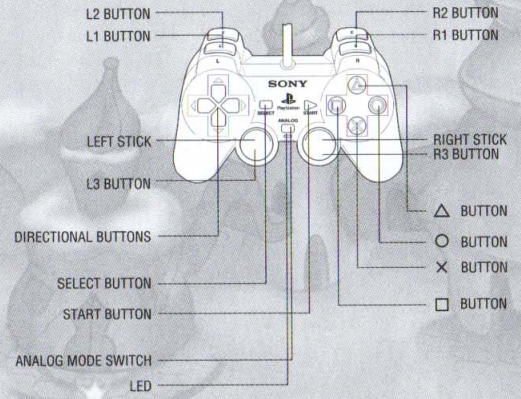
Set up your PlayStation® game console according to the instructions provided in the PlayStation console manual. Make sure the power is OFF before inserting or removing a compact disc.

Memory Card

To save game settings and progress, insert a MEMORY CARD into MEMORY CARD slot 1 of the PlayStation game console before starting play. You can load the saved games from the same card or from any MEMORY CARD containing previously saved The Grinch™ games.

To read more about how to save and load games, see page 20, " Saving and Loading Games."

DUALSHOCK™ analog controller



Note: The Left Stick of the DUALSHOCK™ analog controller is functional only in ANALOG mode when the ANALOG mode switch LED is ON (lit). Press the ANALOG mode switch to toggle the LED ON/OFF.

Menu Controls

Start Button: Start/Pause/Resume the game.
Directional Button or Left Stick UP/DOWN: Highlight a selection.
Directional Button or Left Stick LEFT/RIGHT: Turns Notebook pages/change values (volume, vibration, etc.).
⊗ Button: Confirm selection.
△ Button: Cancel selection/return to previous menu.

Controlling the Grinch

Directional Button or Left Stick: Move the Grinch.
✕ Button: Jump.
✕ Button (twice): Pancake.
○ Button: Use a gadget when the Gadget Pack is activated (L1 Button, toggle.)
□ Button: Bad breath to simply neutralize many opponents or activate some mechanisms.
△ Button: Tiptoe when held while moving or Read/Listen/Activate when prompted.
L1 Button: Tap to toggle Gadget Pack ON/OFF. Hold it to display the Gadget Wheel Selector.
R1 Button: Toggle between Camera Eye mode and Grinch's Eye mode.
L2 Button/R2 Button: Rotate camera LEFT/RIGHT; Tap both to replace camera behind the Grinch quickly.
START: Pause and displays the Grinch's Notebook.
SELECT: Call Max.
PUSH/PULL/SLIDE:
△ Button: Approach movable object, then depress the △ Button and holding it down use the Directional Button or the analog stick to maneuver object in the direction of choice.

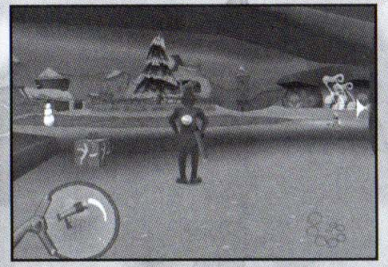
Controlling Max the Dog

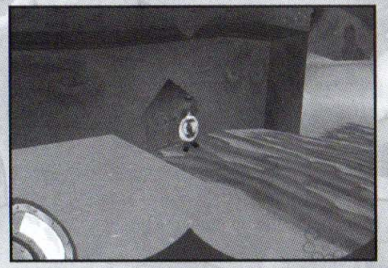
On several occasions, the Grinch will need the help of his companion Max to retrieve inaccessible items. Max can get himself through tight passages and easily reach hidden locations. Max has a limited set of movements and can perform basic actions only.

Directional Buttons or Left Stick: Move Max.
✕ Button: Bark.
SELECT: Return to the Grinch.

Gadget Wheel Controls (selection)

To select one of the available gadgets, hold the L1 Button pressed; the Gadget Wheel Selector pops on the corner of the screen (bottom-left). Then, use the Directional Buttons or Left Stick LEFT/RIGHT to switch gadgets. The selected gadget becomes effective on L1 release.





Gadget Controls (use a gadget)

Once you have selected a gadget, many buttons get new functions and special actions that work exclusively in Grinch's Eye mode (R1 Button). To use a gadget, the Grinch's Gadget-Pack must be activated first using the L1 Button (toggles it ON/OFF). Most gadgets require the gathering of Rotten Eggs in order to function. See page 16 for more details about gadgets.

Binoculars (Free-look mode active only)
Press the △ Button to Zoom In.
Press the ✕ Button to Zoom Out.

Rotten Egg Launcher/Nitro Egg Launcher (Grinch's Eye mode active)

Directional Button or Left Stick: ..... Aim.
● Button: ..... Shoot Rotten Eggs or Nitro Eggs.
▲ Button: ..... Zoom In (ONLY when the Binocular gadget is available.)
✕ Button: ..... Zoom Out (ONLY when the Binocular gadget is available.)
L1 Button: ..... Hold it to call the Gadget Wheel Selector.
R1 Button: ..... Return to Camera Eye mode.
START: ..... Pause the game/shows the Grinch's Notebook.

Slime Shooter (Grinch's Eye mode active)

Directional Button or Left Stick: ..... Aim.
● Button: ..... Hold it until it is fully charged, release it to Shoot.
▲ Button: ..... Zoom In (ONLY when the Binocular gadget is available.)
✕ Button: ..... Zoom Out (ONLY when the Binocular gadget is available.)
L1 Button: ..... Hold it down to call the Gadget Wheel Selector.
R1 Button: ..... Return to Normal Camera mode.

Rocket Spring

● Button: ..... Hold it until the desired charge is reached, release it to jump.

Octopus Climbing Device (OCD)

✕ Button: ..... Jump towards an appropriately surfaced wall and the Grinch will stick to it.
● Button: ..... Release the grip; the Grinch falls or hangs to ledge if he is close to it.
Directional Button or Left Stick: ..... Move the Grinch Left, Right, Up or Down.

The Grinch Copter

Directional Button or Left Stick: ..... Controls flight direction.
● Button: ..... Hold it to lift off; press or release it to control the height.
■ Button: ..... Bad breath is still available during the flight!
START: ..... Pause the game and show the Grinch's Notebook.

The Marine Mobile

Directional Button or Left Stick: ..... Controls the Marine Mobile direction.
⊗ Button: ..... Move Forward.
■ Button: ..... Turbo Forward.
● Button: ..... Jump (on surface.)
R1 Button: ..... Dive (from the surface.)
△ Button: ..... Interact with objects/character.
START: ..... Pause the game/shows the Grinch's Notebook.

Controlling the Camera

The camera tracking system of "The Grinch" always trys to give you the best point of view possible, but occasionally it is helpful to manually control the camera in order to inspect a specific environment. That's what the L2 Button and R2 Buttons are for! In Camera Eye mode (Grinch is visible on screen), pressing the L2 Button rotates camera clockwise, while pressing the R2 Button rotates it counterclockwise. To quickly bring the camera behind the Grinch, just tap both Buttons simultaneously. This works with Max also. In the Grinch's Eye mode where the Grinch is not visible, the same principle applies. If the Grinch owns the Binoculars, Zoom In/Out is available using the △ Button and the ⊗ Button respectively. Of course, Max doesn't have this ability.

Vibration Function

With the DUALSHOCK™ analog controller, the vibration option can be set to the "ON" or "OFF" position in the PAUSE/OPTIONS menu.

Stealing Christmas

On the top of Mt. Crumpit, his eye pressed to the telescope, the Grinch observes Whoville. He mumbles something that his dog Max hardly perceives: "I must stop this whole thing! Why for year after year I've put up with it now! I must stop this Christmas from coming!" The Grinch just despises Christmas and this year, he has decided to disturb the rejoicing. He enters into his spacious cave and quickly rummages through the place. Suddenly he stops, picks up a large book from nowhere and he opens it. Quickly, he writes down some ideas, closes it, and puts it away. Yeah! The Grinch will take his ULTIMATE revenge on Christmas and those awful Whos this year...

Now, before Christmas, the Grinch must perform a series of tasks to ruin the feast's preparations. He must roam Who land and go through the four environments of the game to complete all his missions. These are Whoville, Who Forest, Who Dump and Who Lake. So get prepared to give the Whos their worst Christmas ever!

The Grinch

Yellow eyes and Green hair all over the body... Vile and smelling like old green baloney... Yes! That's him! That's the Grinch! And here is a little bit of his story...

One day, disgusted by Who superficiality, The Grinch left the city to take residence in a humid, creepy cave in the heart of Mt. Crumpit. From there, with his canine companion, he discreetly observes every move the Whos make...And sometimes, he even returns down there, in Whoville, to break things or scare some Whos with his pestilential breath. People say his bad breath is so strong it can destroy trees or green plants! No doubt... You're a mean one, Mister Grinch!





Max the Dog

Max the Dog is the Grinch's constant companion and loyal friend (the only one...) Max can perform actions the Grinch can't; he acts as an extension of his master. Max is not a second character, but kind of a fun tool. Max can enter small areas, walk in tight corridors, break certain gifts (the red and green ones), walk on narrow platforms or simply bring back tiny items to his master.

The Grinch's Exhaust-O-Meter

"Exhausting", the Grinch says! "This is just killing me!" A touch or a sound drives him crazy! And this is monitored by the Exhaust-O-Meter displayed in the bottom-left corner of the screen. Empty circles represent his good condition; yellow-greenish filled circles, his exhaustion! Be careful! When the meter gets completely filled, the Grinch blows a fuse and he must restart from the beginning of the environment, close to the Vacuum Tube. To prevent exhaustion, the Grinch must break things or complete a mission that makes him feel better. Also, during the game, the Grinch has the possibility to increase his resistance to exhaustion by collecting Hearts-of-Stone hidden in various locations.

What the Grinch Must Do To Steal Christmas...

To Steal Christmas, the Grinch has to perform a certain number of tasks in the four (4) different environments. Of course, it's not necessary to complete all missions of one environment to open another environment. It will be possible to come back later and finish what was left behind.

But if you want to complete the whole game, here's what you should know:

- Find all the gadget blueprints first and assemble them using the Grinch Computer; Gadgets are essential to completing several of the missions.
- Complete all missions (primary and secondary) for each environment; missions are listed in the Grinch's Notebook.
- Break all gifts scattered throughout each of the (4) environments.

Who's Who...

Here is a brief description of other game characters...

The Whos

The inhabitants of Whoville are nice, enjoyable, pleasant, and kind. It is for all these reasons that the Grinch despises them! Some Whos, like kids, are not afraid of the Grinch and try to touch and hug him to give him tenderness. Certain ones, like policemen, guards and patrollers are more courageous and try to stop him. Others are immediately frightened and run to hide out when they see the Mean One.

August May-Who

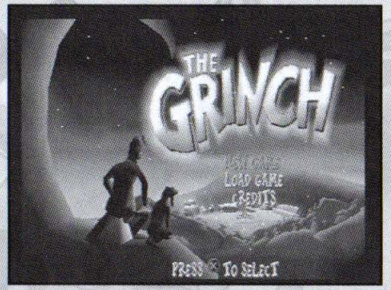
August May-Who is the mayor of Whoville. He is pretentious and full of pride. He has governed Whoville for as long as anyone can remember. He's always followed by his devoted but mindless servant, Who Bris. Both despise the Grinch for his pranks. Just a few good reasons for the Grinch to make them his favorite targets!

Who Bris

Who Bris is the Mayor's right arm, his servile servant. He does all the dirty work the Mayor doesn't want to do. But secretly, in a deep corner of his tiny brain, he dreams of the day HE will become the mayor of the City! One day, he says, "they will call me Mayor Who Bris, you'll see!"

Starting a Game

After the game introduction movie, when you see the Title Screen, press the START Button. To begin a new game, use the Directional Button or Left Stick to move the highlight to NEW GAME and press the ⊗ Button to confirm. To continue a saved game, move the highlight to LOAD GAME and press the ⊗ Button to confirm. Then, let the Grinch's adventure begin or continue!



The Whos World

Mt. Crumpit

Mt. Crumpit stands in the middle of Whoville; this is where the Mean One lives! As the adventure begins, the Grinch stands on top of Mt. Crumpit, on a ledge outside of his cave. From there, the Grinch must enter a series of tutorial rooms in order to reach the main floor where four (4) Vacuum Tubes stand; this forms the central hub of the game. At the very beginning, only the Downtown Vacuum Tube is accessible. The three (3) other environments will open as the game progresses and the required missions are completed successfully. The Grinch's computer stands on the same floor. This is where blueprint parts must be assembled to build the different gadgets. To activate a tube or the computer, get close enough until a message pops on screen and follow the instructions.

Downtown Whoville

This is where most of the Whos live! There, the Grinch must be careful not to arouse their attention. He must be quick to dodge the Whos hugs and attacks. In Whoville, game play missions are numerous: smashing snowmen; painting graffiti on the mayor's posters, shuffling the mail, launching rotten eggs in Whos' houses, modifying the mayor's statue in the City Hall, and changing the date on the Countdown-to-Christmas Tower. A lot of work in perspective!

Who Forest

An enchanted place filled with little houses, beautiful trees, a magnificent ski station with an old-fashioned style chalet and all those happy Whos practicing their skiing skills.

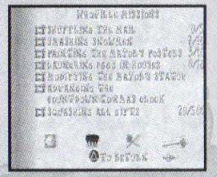
Who Dump

For the Grinch, Who Dump is a real paradise! He enjoys its smelly aromas and he finds lots of food, pieces of equipment for his gadgets, and above all, there are almost no Whos. In the tranquility of Who Dump, in the garbage and the scrap pieces, he can plan tricks to play on the Whos.

Who Lake

It's the annual Jamb-Who-Ree on Who Lake! Of course, the Scoutmaster of the event is none other than Mayor May-Who, assisted by Who Bris. There certainly are a couple of pranks to be played on May-Who, Who Bris and those little scouts. In fact, Who Lake inspires more missions to the Grinch. Hey kids! Beware of the Grinch...

Missions



For each environment, there are several missions the Grinch has to accomplish: all missions are listed in the Grinch's Notebook (Pause Screen.) Once a mission is completed, a movie shows its disastrous result and a **Check Mark** appears aside the mission name in the Notebook. A certain number of missions (variable according to location) must be completed before the Grinch can visit a new environment. In the appropriate moment, a movie tells about the newest accessible environment.
Note: You do not have to complete all of the missions in order to finish the game.

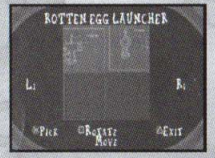
Collectibles

Gifts



Since they represent Christmas, the Grinch can't resist the temptation of destroying them all in order to ruin the festivities. An in game Gift counter (on the top-right corner of the screen) shows how many gifts were found each time the Grinch breaks a new one. Consult the Grinch's Notebook for gift status information. Each destroyed gift will also provide access to bonus levels hidden behind "SUPA-DAWS" located in the Grinch's cave. The doors require a certain number of collected gifts in order to open them. Get close to see how many each door requires.

Gadget Blueprints



As you'll see in the introductory movie, the Grinch lost all of the blueprints for his gadgets. Even worse, they were also shredded into small pieces and all dispersed throughout Who land. The Grinch needs them to build the useful contraptions required to accomplish his despicable missions! Find them all and assemble them in the Grinch's computer located in the cave. Once a blueprint is completed, the gadget is immediately constructed and delivered to the Grinch.

Useful Items

Special objects need to be located and used in order to complete some missions. For example, in Downtown Whoville the Grinch must find a paint bucket to accomplish the "Paint the Mayor's Posters" mission. Other items like rotten eggs are also indispensable to make gadgets work. Here are three (3) types of items frequently found:

Rotten Egg Plants

Not surprisingly, this plant gets its name because its smell is similar to that of rotten eggs. Found throughout Who land, the Rotten Egg Plants grow very quickly. And the bigger the plant, the higher the number of eggs available for collection. The Grinch also needs them as "fuel" for his gadget pack since they fuel all gadgets. Collect as many as possible to ensure proper functioning of the gadgets.

Nitro Eggs



These are rare, chemically mutated rotten eggs. They are limited in quantity and they have a peculiar explosion upon impact. When the Grinch picks them up, a special counter appears on the top-left corner and displays the number collected. They automatically replace standard rotten eggs to be used with the Rotten Egg Launcher. They are lost when the Grinch exits the location where he picked them up.



Power ups: Hearts-of-Stone!

Hearts-of-Stone, which are hidden in various locations, give the Grinch the ability to increase his resistance to exhaustion.

Travelling Between Who's Worlds

In order to travel across Who Land, the Grinch must first enter one of the four Vacuum Tubes located in his cave at Mt. Crumpit (hub). As the game progresses, tubes open and reveal new places to visit. To use a tube, just stand close to it and activate it (press the △ Button...) Whoooshhh! And you're off to new adventures!

The Grinch's Contraptions; More About Gadgets!

The Grinch is a good inventor. With the help of his precious Blueprints, he builds a bunch of astonishing gadgets...

Binoculars

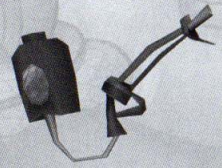


This is an exceptional gadget that does not require rotten eggs in order to work. With the Binoculars, the Grinch can see things closer and aim with better precision. To use them, get in the Grinch's Eye mode (press the R1 Button): Press the △ Button to Zoom In or the ✕ Button to Zoom Out.

Rotten-Egg-Launcher



The Rotten Egg Launcher gives the Grinch a longer range of action. He can launch eggs at certain characters to scare them, activate switches, or simply break things like gifts. First, select the gadget with the Gadget Wheel Selector, then, in Grinch's Eye mode, use the ◉ Button to shoot. Remember that Rotten Eggs are required!



Slime-Shooter

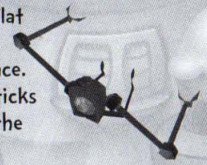
The Slime Shooter is mostly used to temporarily neutralize Whos. It can also cover objects or surfaces in certain occasions. To use it, select it with the Gadget Wheel Selector; press the ◉ Button (Grinch's Eye mode only) and hold it until the bottom-left meter indicates FULL, then release to shoot.

Rocket-Spring



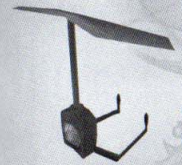
This device helps the Grinch to reach very high locations. Select it first with the Gadget Wheel Selector. In Camera Eye mode, hold the ◉ Button and watch the meter fill up (on bottom-left corner). Release it when the required energy is reached. The longer you hold the ◉ Button, the higher the Grinch jumps.

Octopus-Climbing-Device (OCD)



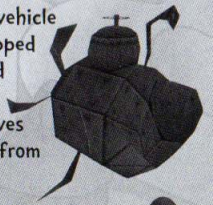
This contraption will be helpful to climb on special surfaces like ice or flat steel. Select the gadget first and jump toward the wall (Camera Eye mode) or, during the Grinch's fall, try to grab a wall with a suitable surface. When the Grinch hits the surface with the OCD activated, he literally sticks to it! Use the Directional Button or Left Stick to move the Grinch, and the ◉ Button to release the grip when close to a ledge.

Grinch Copter



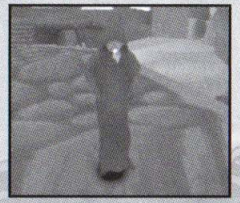
The ultimate Grinch gadget that makes the Mean One fly! Select it first with the Gadget Wheel Selector. In Camera Eye mode only, press the ◉ Button to increase the throttle and fly upwards. On the ◉ Button release, the throttle decreases and the Grinch goes down. Move the Grinch with the Directional Button or the Left Stick. And don't forget to check the Rotten Egg counter! The Grinch Copter requires many rotten eggs to fuel it!

Grinch's Personal Marine Mobile



This Special Gadget doesn't fit in the Grinch's Gadget Pack. This special vehicle is required to visit a submarine location. Once constructed, it will be dropped at the right place, ready to use! Just take the Grinch there, get close and follow the on-screen information. The Directional Button or Left Stick controls the direction, the ✕ Button moves it forward, the ■ Button moves it in turbo mode (very fast), the R1 Button makes the Marine Mobile dive from the surface and finally, the ◉ Button makes it jump on the surface.

The Costumes

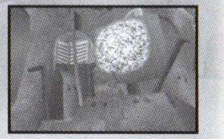


The costumes will help the Grinch to hide his mean identity and give him access to certain places. Once the Grinch possesses the costume he must find a place to change. Be careful because Gadgets and Bad Breath ability become unusable when wearing costumes!

The Who Cloak: Use the telephone booth to put on or remove this costume.

The Scout Costume: Use the cabins to put on or remove this costume.

The Grinch's Computer



During the game, the Grinch must return to his cave to assemble the blueprints he found and to build the gadgets. Here's how:
Return to the cave in Mt. Crumpit and approach the Computer. When the message prompts, follow instructions to activate it. On the computer screen, you can flip each gadget page using the L1 Button and the R1 Button. To assemble a blueprint puzzle, move the highlighted box over one part using the Directional Button or Left Stick; Press the ⊗ Button to confirm selection. The highlighted box will change color and you can now move it, rotate it or simply drop it. Once a puzzle is complete and you resume game play, you will take possession of your latest invention.

Interacting with Friendly Folks or Items

When you get close to some folks or items, a message appears on the bottom of the screen giving the player simple instructions to read or listen to.

Neutralizing Undesirable Whos or Activating Mechanisms

The Grinch has a number of gadgets (Bad Breath, Rotten Egg Launcher, and the Slime Shooter) at his disposal to stop, neutralize or clear folks. Sometimes a combination of more than one method must be used. Some mechanisms need to be activated or neutralized the same way. Experiment!

The Grinch's Personal Notebook



The Grinch keeps a log of his activities in his Personal Notebook, which you can access from the PAUSE menu. Press the START Button to pause the game. Use the Directional Button or Left Stick UP/DOWN to highlight the desired selection. Confirm the selection with the ⊗ Button. To go back one page, press the △ Button.

- **RESUME:** Return to actual game.
- **SAVE:** Save game (not the physical position of the Grinch; just things completed).
- **MISSIONS:** Show the game mission status.
- **GADGETS:** Show the Grinch's gadgets and their status. (available or not)
- **TOTALS:** Show global status of collectibles.
- **OPTIONS:** Set audio setups and DUALSHOCK vibration state.
- **QUIT GAME:** Exit a game.



Opening a New Environment

When the required missions are complete in a given environment, a movie introduces you to a new one. A new Vacuum Tube becomes accessible from the Grinch's cave.

Completing the Game

To complete the whole game, all of the missions and sub-missions must be accomplished, all of the Blueprints must be located, all of the Gadgets assembled, and all of the Gifts stolen. Something awaits the courageous ones who succeed! Are you one of those?

Saving and Loading Games

This will save all completed mission objectives (missions, items found, etc.) with the exception of the physical position of the Grinch. When you restart the game, the Grinch starts from his cave at Mt. Crumpit.

Saving...

If you have a MEMORY CARD inserted in your PlayStation game console, you can save a game.

1. Press the START Button to pause the game.
2. Select SAVE and press the ⊗ Button. Your game is now saved!

Loading...

If you have saved a game on a MEMORY CARD, you can load it and continue play.

1. Insert the MEMORY CARD in your PlayStation game console and turn the power ON.
2. On the Title Screen, press the START Button.
3. Press the Directional Button or Left Stick UP/DOWN to highlight LOAD GAME and press the ⊗ Button.
4. Press the Directional Button or Left Stick on the game you want to load and press the ⊗ Button. Now you can continue this game.
5. If the Playstation unit is already ON and the game has already been loaded prior to the insertion of the MEMORY CARD, insert the MEMORY CARD, then depress the START button. Then follow steps #3 and #4.

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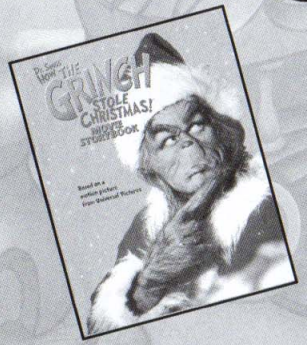
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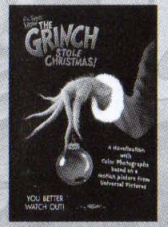
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