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PlayStation
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CONTENT RATED BY
ESRB
SLUS-00967
TINY TOON
Adventures
TOONENSTEIN
DARE TO SCARE!
VATICAL
ENTERTAINMENT

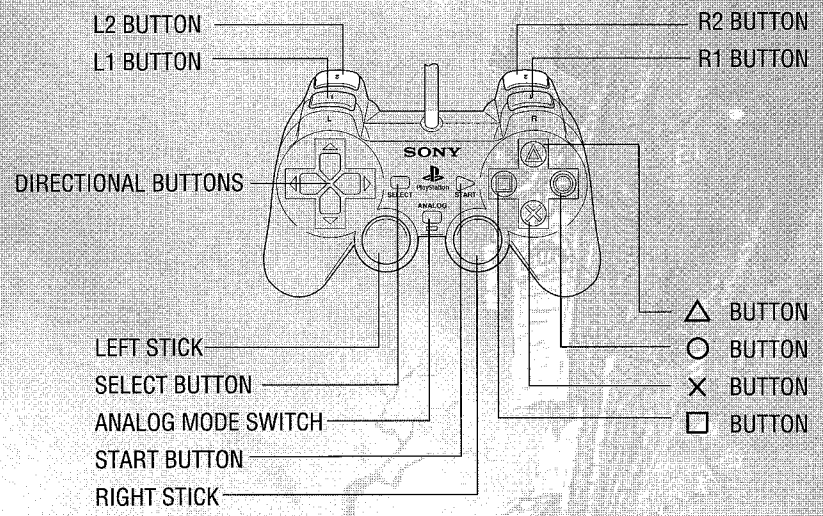
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DARE TO SCARE!

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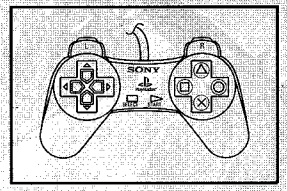
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Dual Shock Analog Controller



NOTE: Compatible only in Digital and Analog mode

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.



STORY

Get set for another wild and zany TINY TOON ADVENTURES interactive escapade! Exploring has never been more fun than with the wacky and unpredictable TINY TOON ADVENTURES characters. You'll be pulled through a mind-bending maze of crazy contraptions and brain-thirsty Bombats in search of the secrets of the Baroness Toonenstein's mansion!

Our knee-knocking twosome, Plucky and Hamton, are relaxing over the morning paper when they discover a want ad that reads "WANTED: MEN WITH BIG BRAINS, WILL PAY TOP DOLLAR!" Plucky, totally unable to resist any chance to increase his measly fortunes, sets off to find the source of these would-be-riches.

Of course, completely unaware of their plight, they are about to stumble into Elmyra's mysterious mansion where she is building a monstrous creation. Her real plan is to trap a few over-eager entrepreneurs and use their brains to bring her monster to life. No sooner do they enter the mansion than their precarious plight becomes known. Plucky and Hamton meet up with Furrball who is always eager to escape the clutches of Elmyra. He shows them the workings of Toonenstein™ Manor. Now you have to save Furrball, Plucky, and Hamton before their brains become Elmyra's monster mush!



GAME SETUP

Make sure the power is turned off on your PlayStation game console and a controller is plugged into controller port 1. Press the OPEN button on the game console and place the Toonenstein™, "Dare To Scare!" game disc inside. Gently close the disc cover and press the POWER button.

The Toonenstein™ introduction will play. If you would like to skip the introduction, press the X button. Once the introduction is over, you will be at the Toonenstein™ Main Menu. Here you have the following game options:

1) EASY – start a game in EASY mode.
2) HARD – start a game in HARD mode.
3) INTRO – this allows you to see the introductory movie.
4) OPTIONS – enter the options submenu (games can be loaded from here).

Use the Directional Button on your controller to select and highlight the desired option, then press the X button to activate. You can use the Triangle button to cancel or back out of any selection.

DUAL SHOCK

Toonenstein™, "Dare To Scare!" supports the analog feature of the Dual Shock™ controller. Make sure you press the analog mode switch to enable analog mode.

The left stick can be used to move Furrball during normal play.

The right stick can perform the button functions if moved in the corresponding direction (so pulling down on the right stick is the same as pressing the X button, moving it to the left would be the same as pressing the square, etc).



BASIC CONROLS

You are in direct control of Furrball, Elmyra's lovable pet cat. Once you initiate his movement, he will walk automatically from one screen to the next. Once he stops, use the control buttons to trigger Furrball into action!

Easy Mode

Start – pause the game and enter options menu during play.
Select– pause the game and enter options menu during play.
Left Directional – press this to advance Furrball to the left.
Right Directional – press this to advance Furrball to the right.
Up Directional – press this to advance Furrball through a door, hallway, or Acme Exit.
X Button – activate a switch, lever, button, or the Bombat Disabler Gun.
Triangle Button – unpause the game.
L/R Buttons – press and hold to see the lectr-o-meter.

Hard Mode

Start – pause the game and enter options menu during play.
Select– pause the game and enter options menu during play.
Left Directional – press this to advance Furrball to the left.
Right Directional – press this to advance Furrball to the right.
Up Directional – press this to advance Furrball through a door, hallway, or Acme Exit.
X Button – activate the Bombat Disabler Gun.
Circle – press a button.
Square – throw a switch or lever.
Triangle Button – unpause the game.
L/R Buttons – press and hold to see the lectr-o-meter.

OBJECT OF THE GAME

Your main goal is to explore the mansion and look for a way out. Elmyra has locked all of you in and will be ready to swap the monster's brains at any moment. If she catches you, it could be curtains!

The mansion is divided into five floors with Elmyra's laboratory on the top floor. In order to move from floor to floor, you'll need to find and use the elevator. However, the elevator needs POWER to move up or down. When you first start out on a floor, there is no power for the elevator. You'll have to explore and turn on things that generate power. Once you have enough power, you can enter the elevator and go to another floor.



ACTUATORS

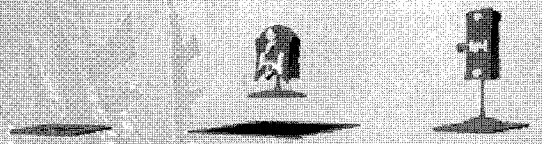




Actuators are the crazy looking mechanical devices scattered all about the mansion. Each time you turn one on it creates one unit of power for the elevator. Each time you turn on an Actuator, one power unit lights up on the Lectr-o-meter. An Actuator can only turn on one light so, if you turn it on again, it will not light another bulb. If power is drained and all lights are out, an Actuator will again generate one unit of power when turned on.

There are six Actuators on each floor, and Furrball will need to turn on all six to power up the elevator.

ACTUATOR ENABLER SWITCH



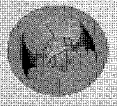
Each Actuator has an Enabler Switch that will turn it on. Look for trap doors located in the floor by an Actuator. The Enabler Switches are hidden beneath these doors. When you want to turn on an Actuator, press X (easy mode) or Square (hard mode) and the Enabler Switch will pop from the floor. Furrball will then zip to the Enabler Switch and turn on the Actuator.

THE LECTR-O-METER



The Lectr-o-meter appears in the upper left corner each time you turn on an Actuator. It shows you how many bulbs you have lit. When all six bulbs are lit, you can ride the elevator. Also attached to the Lectr-o-meter is Elmyra's SPINNER OF DESPAIR. She'll do anything to try and stop you from moving around her mansion so she has booby-trapped many of the Actuators. Each time you turn on an Actuator, the circular spinner appears above the bulbs and shuffles through a variety of icons. Each icon has a specific event attached to it, some good, and some not so good.

SPINNER OF DESPAIR EVENTS



If the spinner lands on this event, Elmyra's combustible Bombats are released onto the floor. They will destroy any Actuator switch you try to turn on. This means you will be unable to turn on any more Actuators or create any more power. To stop the bombat infestation, find a Bombat Disabler Gun and play the Bombat Game. In the Bombat Game you can destroy the Bombats and free the Angel bombat. The Angel bombat will restore any broken switches. Revisit a broken Actuator switch and the Angel will fly in and repair it for you.



If a picture of Elmyra comes up, you'd better run for your brains! This means Elmyra is alerted to your presence and is coming to find you. You'll have to dodge her and find a quick way off the floor. Beware! Elmyra uses the same elevator you do. If Elmyra finds you, it could spell the end!



If the spinner lands on this, the lectro-static energy will cause Hamton to reach the peak of his fear, then "freeze" in terror. He will be so scared, he will not move from his spot on the floor. You will be unable to leave the floor until you find him (you can't leave your favorite pig behind!). Search the floor, and if you can find him, Plucky knows just how to poke him back into action.

SPINNER OF DESPAIR EVENTS

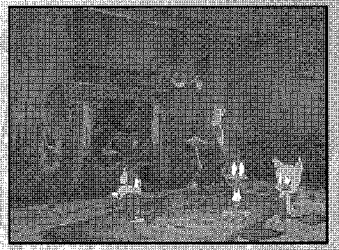
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The whole reason you're here! As much as Plucky wants to escape with his brains, his greed is as strong as his fear. There is a Bag-o-Gold hidden somewhere in the mansion, and you'll need the five code numbers to open the safe. If a Bag-o-Gold appears, Plucky will be one step closer to getting his riches. Oh, and don't worry about remembering the numbers, Plucky has a mind like a steel trap (door) and will know just which numbers to use.

When a 4 leaf clover comes up, relax, take a deep breath, and be happy nothing bad happened. Well, nothing good happened either, but at least you're one step closer to powering up the elevator!

When this comes up, the elevator is ready to go! Find it and take a ride to another floor.

THE ELEVATOR



The elevator connects each floor in the mansion. Once you have powered up the elevator (and Hamton is not babbling in a corner somewhere) you can call it to your floor.

- Press the elevator request button, the elevator will arrive and the doors will open.
- Press UP on the directional button to enter the elevator and away we go! Once in the elevator, you will see the button panel on the left side.
- Press LEFT on the directional button to see a close-up of the panel. You will see a hand icon over the panel.
- Use the UP/DOWN directional button to move the hand over a button. The Finger Pointer will bounce over any button that you can press. You cannot press a button for a floor you cannot yet visit.
- Each time you use the elevator, all the power will be drained and the bulbs in the Lectr-o-meter will turn off. This means you will need to power up the elevator each time you want to use it.

DOORS AND HALLWAYS

Hallways connect the rooms on each floor of the mansion. To move through a hallway into another room, press UP on the directional button anytime you see a doorway.

BOMBATS

Bombats are pesky little flying explosives that will do their best to stop you from using the Actuators. When a flock of Bombats is released into the room, they will blow up the Enabler Switches that turn on the Actuators. You will need to destroy them before they do, or you will not be able to turn on anymore Actuators.



TNT Bombat- They have the shortest fuse.



Cannonball Bombat- They have a medium fuse.



Dynamite Bombat- They have the longest fuse.



Angel Bombat- They will fix any broken Enabler Switches once all the other Bombats in the room have been destroyed.



Box-O-Bombats- This is the box that holds the Bombats. When the bombat event is triggered from the Spinner of Despair, Bombats will erupt from this box.



Bombat Disabler Gun- Use this to destroy the Bombats. Press the X button to activate and you will get to play the Bombat Mini-Game!

THE BOMBAT MINI-GAME

When you activate the Bombat Disabler Gun, you get to play the Bombat Game. This allows you to destroy the Bombats and free the Angel bombat. Once the Disabler is activated, you will be looking through your "gunnery" goggles. Use the directional buttons or left stick to move the crosshairs around. Center a bombat in the cross-hair and press the X button to fire. If you hit a bombat, it will explode.

In the top left is the "Danger Meter". Bombats will try to "dive-bomb" you and knock you off the gun. Luckily you have a "Danger Meter" that will tell you if a bombat is about to explode near you. The arrows surrounding the crosshair will point you towards the critical bombat. The meter reflects the time before it explodes. Make sure to target and shoot the critical bombat before it explodes or it will knock you off the gun!

If you can destroy all the Bombats, the Angel bombat will now be free to fix any broken Enabler Switches in the room.

NOTE: In easy mode, the critical bombat will automatically be targeted when the critical meter is about halfway up.

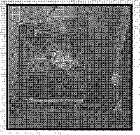
THE MANSION

Enabler Switch- Furrball will throw this switch to turn on an Actuator. Look for the switch doors in the floor and press the X button (easy mode) or Square button (hard mode) to make it pop from the floor. NOTE: Broken Actuator switches will not pop out of the floor.



Levers- Furrball can pull any lever he sees. Press the X button (easy mode) or Square button (hard mode) to throw a lever.

Elevator Request Button- This button appears in front of the elevator. If you have enough power to use the elevator, press this button to call the elevator and enter. Press the X button (easy mode) or O button (hard mode) to have Furrball activate it.





Acme Exits- Use an Acme Exit to travel quickly to a new location and escape Elmyra (and escape a potential brain trauma). When you see one, press UP on the directional button or left stick to use the exit.

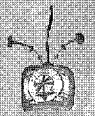
THE MANSION

(continued)



Electric Eyes- Elmyra will use these to spot you.

Pip Screens- When Elmyra has something to say to you, the Pip screen will drop down and convey the message.





Bag-o-Gold- If you can find the 5 numbers to the combination, you can get the Bag-o-Gold from the safe!



Byron's Bone- Byron has hidden this somewhere around the mansion. He may want it back...



DIFFICULTY

There are 2 different game modes for you to play: Easy Mode is more suited for younger players with easier control and fewer spinner events. Hard Mode is designed for older players looking for more of a challenge.

Easy Mode

Only the X button, and the LEFT, RIGHT and UP directional buttons are used to trigger Furrball's actions (see Basic Controls).

- Only the Bombat release, Gold Clue, and 4-leaf clover occur as spinner events.
- The Bombat Game features an auto-aim system when a bombat nears its critical state.

Hard Mode

- The Circle and Square buttons substitute the X button for some functions (see Basic Controls).
- All spinner events can occur on any floor.
- Bombat Game auto-aim system is delayed.

OPTIONS MENUS

There are a variety of options you can access either before the game or during play. To select options before a game, select the OPTIONS button on the main menu screen and press X. For in-game options, press the START button during play.
Once in the options screen, press LEFT/RIGHT to change pages. Press DOWN to select an option on the page.

Settings Page

Mono/Stereo- press DOWN to select this option then use the X button to toggle between Stereo and Mono playback.
Reset- From the Mono/Stereo option press DOWN to select the RESET icon. Press X if you would like to reset the game. Select YES or NO on the confirmation page and press X to select.

Memory Card 1 Page

Select this page if you would like to load a game or save a game to the Memory Card in Memory Card slot 1. Press DOWN to select the LOAD option and press X to load a game. Press DOWN from the load option to select the save option. Press X to save the current game to the Memory Card in Memory Card slot 1.

OPTIONS MENUS

(continued)

Memory Card 2 Page

Select this if you would like to load or save a game to a Memory Card in Memory Card slot 2. The process is the same as loading/saving on the Memory Card 1 page.

Password Page

If you prefer not to use a memory card, you can get a password that will save your current game state.

Load Password- Press DOWN to highlight the Load option. Press RIGHT to select the first icon. Use the UP/DOWN directional buttons to change the icon image. Once you have the correct image, press RIGHT again to move to the next icon. Continue to change each icon until you have the desired password. Press X to load the password.

Current Password- Here you can see the current password. If you would like to save the game at this point, write down the icon order so you can load it the next time you play.



