
PlayStation
NTSC-U/C
PlayStation
EVERYONE
E
CONTENT RATED BY
ESRB
SLUS-01383
TINY TOON Adventures
PLUCKY'S BIG ADVENTURE

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Warranty ..... IBC

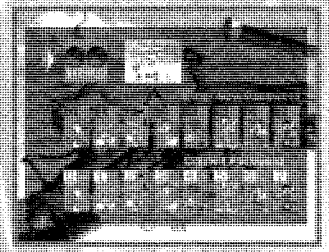
The Great Beanstalk®

You are about to get whisked away on the wackiest adventure that ever tickled your funny bone! This totally out-of-control fairy tale plops you smack in the middle of fast-paced action. You and your pals BUSTER BUNNY and PLUCKY DUCK face non-stop fun as you seek out treasures that have been snatched by the Giant. BABS BUNNY's kooky clues help you navigate the zany twists and turns.

This irreverent, interactive odyssey will have the whole family in stitches with the original character voices from the "Steven Spielberg presents TINY TOON ADVENTURES" hit television series. If you think you could stalk a more entertaining game, you don't know beans!

SETTING UP

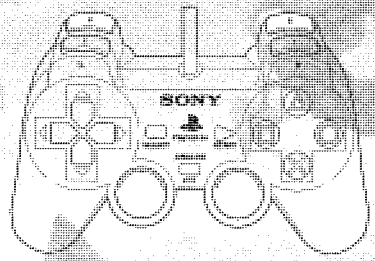
The Great Beanstalk™ installs like most PlayStation® games. For detailed directions, set up your PlayStaion® game console according to the instructions in the PlayStation game console's instruction manual. Make sure the power is **OFF** before inserting or removing the game disc. Press the OPEN button and the disc cover will open. Insert The Great Beanstalk disc and close the disc cover gently with your hand. Insert game controllers and turn on the PlayStation game console by pressing the POWER button. Once powered on, the game automatically begins. The game starts with the PlayStation logo, Warner Bros. Interactive Entertainment logo and legal, the NewKidCo logo, TerraGlyph Interactive LP logo, and the title of game. After these logos, you will begin your adventure up The Great Beanstalk. You can join PLUCKY DUCK and begin the game by selecting from one of 2 levels on the title screen: Easy or Hard. If you want to reload a previous game, select the wrench icon which will bring you to the options screen. Waiting 30 seconds at the title screen without touching the controller will begin a demonstration of the game.



For detailed information on gameplay and special moves, please refer to page 8.

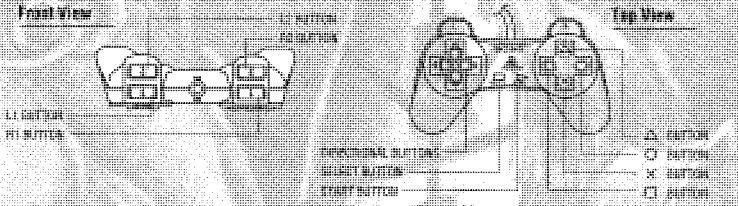
When using the Dual Shock™ Analog Controller

The analog stick controls PLUCKY walking and running as well as controls the viewer in the game worlds.

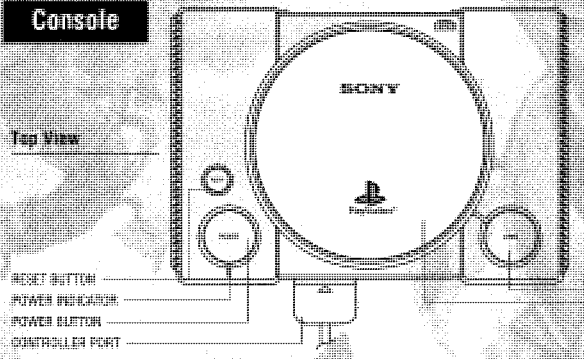


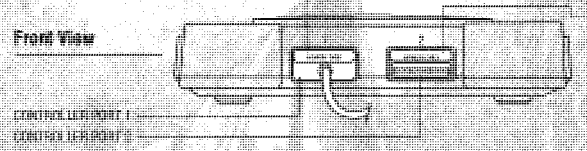
Dual Shock™ Analog Controller

Controller



Console





SAVING GAMES

Saving with a Password

You may save your games using a unique password system. If you need to leave the game in mid-play, and want to come back to it and begin playing AT THE PLACE WHERE YOU LEFT OFF, please follow these instructions:

1. If you need to stop playing in the middle of a game, you can save your progress using a password.

2. Hit Start/Select to enter the options screen.

3. Your current password will be located at the bottom of the screen in yellow. Write it down so that you can see it to continue from where you left off.

4. When you want to continue a game from the last time you played, press Start/Select to go to the options screen.

5. Just above your current password is the Enter New Password menu. It is shaded green. Select Enter New Password by pushing "right" on the control.

6. Press RIGHT or LEFT arrows to scroll through the characters and then press the UP or DOWN arrows to change characters to match your password.

7. Press X or O to confirm the password you have entered. You will now be taken back to the game where you left off.

NOTE: Each time you play and make progress you must follow the steps above to save your game and get a NEW password.

BASIC CONTROLS

Beanstalk Directional Buttons:

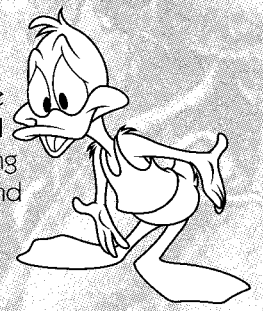
X	Makes PLUCKY jump.
Right	Moves PLUCKY Right.
Left	Moves PLUCKY Left.
Down	Makes PLUCKY squat down.
Down Left	Makes PLUCKY roll Left.
Down Right	Makes PLUCKY roll Right.
R1 or L1+Left	Makes PLUCKY run Left
R1 or L1+Right	Makes PLUCKY run Right
Select or Start	Toggles you to the Option Screen or returns you to The Great Beanstalk.

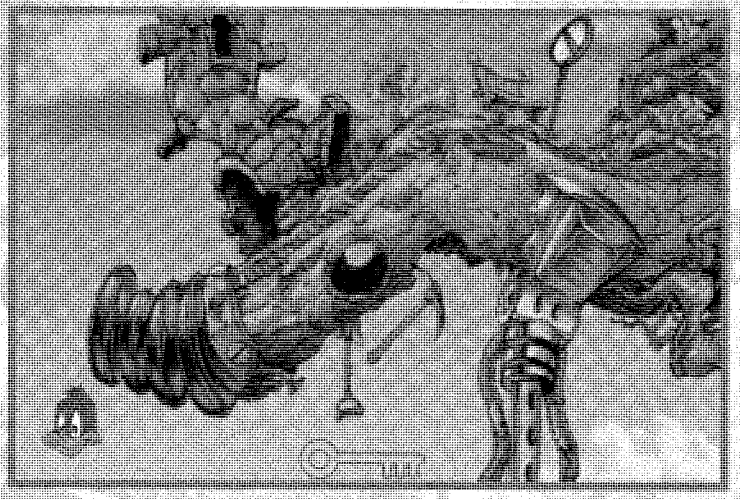
OBJECT OF THE GAME

You will navigate BUSTER BUNNY and PLUCKY DUCK through nine wacky fairy tale adventures to earn the **3 KEYS** for the Giant's Castle to retrieve the chicken that lays the golden eggs, a bag full of gold, and the magical flying golden harp. Within each fairy tale land, BABS BUNNY gives you hints on how to find **3 PIECES** that will make up 1 complete key. If you forget her hints, simply click on the magic speaker that appears on the screen in game worlds to repeat her hint. Use the Key Status Icon at the bottom of your screen to keep count of your pieces.

As you and your pals make your way through the lands of The Great Beanstalk™, watch for the dropping anvils, exploding bombs, and other exciting hazards that will knock you off The Great Beanstalk. To get up to higher beanstalk levels watch for buttons inserted in the stalk. A button is always next to a launching pad. Step on the button and as quickly as you can, jump on to the launch pad and wait to be launched. Whenever you are knocked off the Great Beanstalk, you will lose the last key piece you've obtained.

Only when you have a complete key can you approach the castle door to retrieve the ill-gotten goods. You need to have retrieved all 3 treasures to win the game. Do try playing again, since every time you play the clues and the key piece hiding places change, so it is never the same quest twice!











PLAYER STATUS

The PLUCKY Health Meter, displayed at the bottom of the screen, monitors PLUCKY DUCK's condition throughout the game. Each time he is hit by a hazard his conditions worsens. He has 4 conditions: Perfect, Bad, Real Bad, and Call the Ambulance (see page 10). The Key Status Icon reports the number of pieces you have as you solve a key's puzzle.

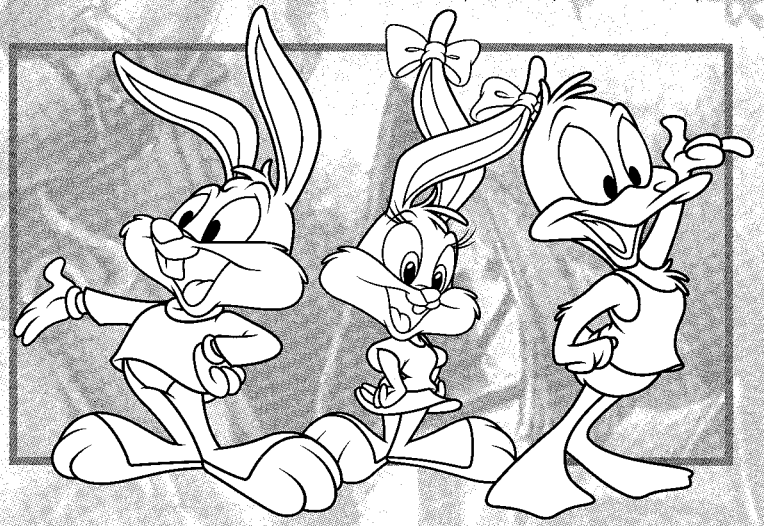
DIFFICULTY LEVELS

The game consists of two difficulty modes- Easy and Hard. In the Easy mode, BUSTER BUNNY guides you and PLUCKY DUCK up The Great Beanstalk™ between the fairy tale lands with the help of BABS BUNNY's mind-boggling clues. In the Hard mode, you and PLUCKY make your way up The Great Beanstalk with assistance from BUSTER BUNNY and with even more challenging clues from BABS BUNNY. This mode include hazards that are harder to avoid.

GAME PLAY

Once inside the game world, you will see the PLUCKY Health Meter and the Key Status Icon at the bottom of the screen. The PLUCKY Health Meter monitors his condition while the Key Status Icon keeps you up to date on the pieces of the key you've found.

When playing, you need to find the 3 pieces to make up each key. You'll start with the BLUE KEY which, when assembled, allows you to enter the castle and rescue the chicken that lays the golden egg. You will then find the 3 pieces to make up the RED KEY, to retrieve the bag of gold; when you have found the final 3 pieces for the GREEN KEY, you can retrieve the magical flying harp to win the game. But be careful, if you get hit 4 times you will fall off the beanstalk and automatically lose a piece of a key.



GAME WORLDS

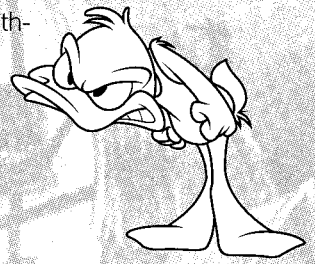
In each game world, the host character sets the stage with a comic antic. Not every fairy tale land will contain a vital piece of the key, so you will need to explore all the fairy tale lands and then find the pieces using BABS BUNNY's crafty clues. Remember, BABS BUNNY's clues can be played back by clicking the speaker that appears within the screen.

Host Character	Game World
Little Red Riding Hood	Little Red Riding Hood Land
The Game Show Mouth	Mother Hubbard's Kitchen
Goldilocks	The Three Bears Bedroom
Cat and the Fiddle	Beat-nick Lounge
Humpty Dumpty	The Great Wall
Little Bo Peep and the Cop	The Street Corner
The Three Little Pigs	The Boat Dock
The Cook	In the Peas Porridge Diner

PLUCKY DUCK'S PROFILE

PLUCKY DUCK is our lovable, excitable, miserable, ever failing duckling. Selfish and egotistical, he's a smorgasbord of emotions all of them beyond his control. An overwhelming (over-estimated) belief in himself and his talents are the root of his misfortune. He's so desperate to succeed, he's always undone by his own schemes. His blind ambition is the key to BUSTER BUNNY's success in conning PLUCKY into doing his bidding.

Thanks to his green plumage, PLUCKY DUCK can blend into any leafy background. That's only one of his trademarks. Whenever he's attacked, or the victim of an explosion, his beak gets rearranged on his head. Even a sneeze can trigger a similar migration. Feathers fly when he's furious. When frustrated, he pulls out handfuls of feathers from his head as if they were hair. When the dust settles, PLUCKY always seems to be the one who's flattened.

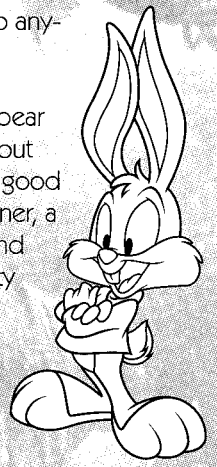


Quotable Quip:	"Give me a break!"
Age:	14
Goal in Life:	Wealth, fame, power and comfort.
Strength:	An overwhelming belief in himself and his talents.
Weakness:	He's a dreamer with a total inability to finish a job.
Voted:	Duck most likely to stress out.
Interests:	Anything that will promote his own success.
Best Friend:	Himself
Worst Enemy:	Himself
Home Scene:	A house of reeds on a tiny island in the middle of Acme Swamp.
Motto:	"If at first you don't succeed, give up."

BUSTER BUNNY'S PROFILE

BUSTER BUNNY is the center of our solar system. Fun loving, fast moving, big footed, BUSTER is the unquestioned group leader and king of the hill. With a wink and a laugh he leads us in and out of trouble. Catalyst and glue, BUSTER's the all-American charmer whose energy and ideas propel us along and holds the troops together. He is, in short, what every kid wants to be: a fun-loving mischief maker who can rope us into anything, yet never take the fall.

You'll find him smarter than his foes. He may appear as friendly and naive, occasionally even clumsy, but he's always a step ahead. He bubbles over with good values even when he's pulling stunts. He's a winner, a defender of the little guy, a nemesis to villains, and someone who's not afraid to poke fun at authority and stick up for his friends.



BUSTER BUNNY and BABS BUNNY are friends and kindred spirits. It's BUSTER's charms that tempt BABS into joining him on his adventures. He has her number, just as she has his. Together, they make life in Acme Acres anything but routine.

Quotable Quip:	"Welcome to the nineties."
Age:	14
Goal in Life:	To have more fun than humanly possible.
Strength:	Can talk anybody into anything.
School Activities:	Captain of any sports team he joins. Excels at anything requiring speed. President of most clubs.
Best Friend:	BABS BUNNY
Worst Enemy:	MONTANA MAX
Interests:	Ripe carrots, sports and goofing off with his friends.
Pet Peeves:	Homework, bullies and braggarts.
Home Scene:	The only child of working parents, he lives in a warren beneath a tree stump in Acme Forest.
Motto:	"Never underestimate the little guy."