

STUART LITTLE 3

BIG PHOTO ADVENTURE



SEGA®

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.

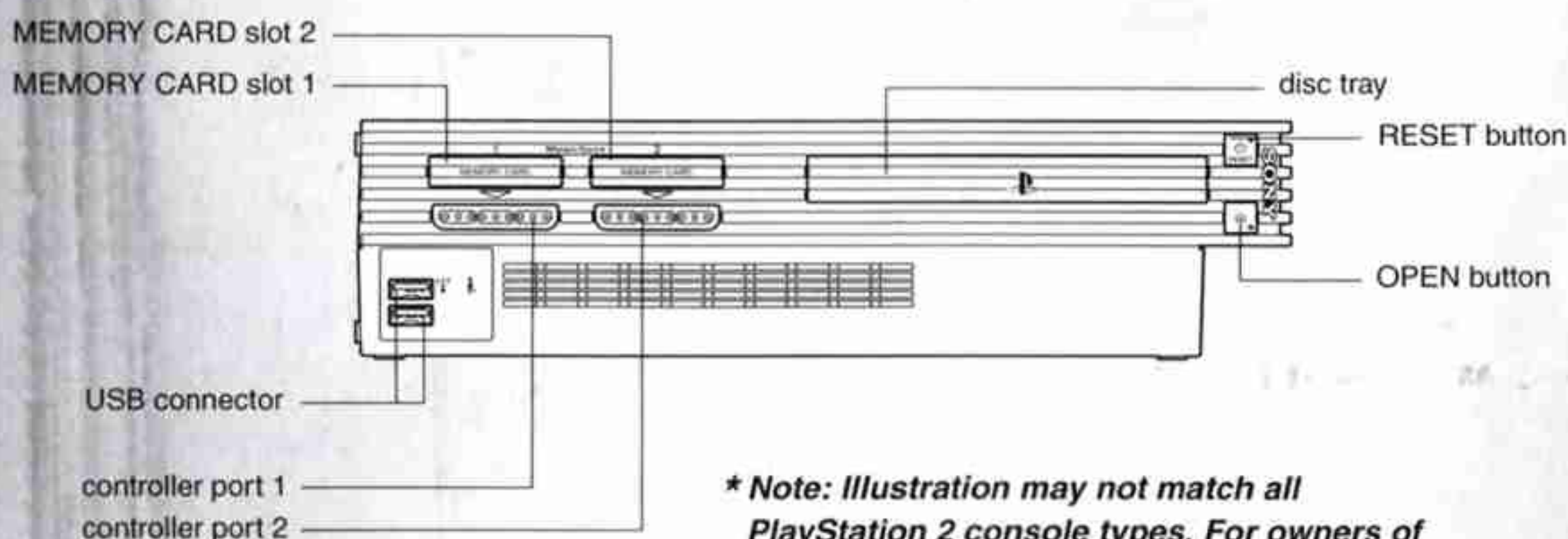
Thank you for purchasing **Stuart Little 3**. Please note that this software is designed only for use with the **PlayStation®2** computer entertainment system. Be sure to read this instruction manual thoroughly before you start the game.

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SETTING UP



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

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 Stuart Little™ 3: Big Photo Adventure 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)

PLEASE NOTE: Throughout this manual, the term "Memory Card" is used to describe the memory card (8MB) (for PlayStation®2) - (SCPH-10020 E).

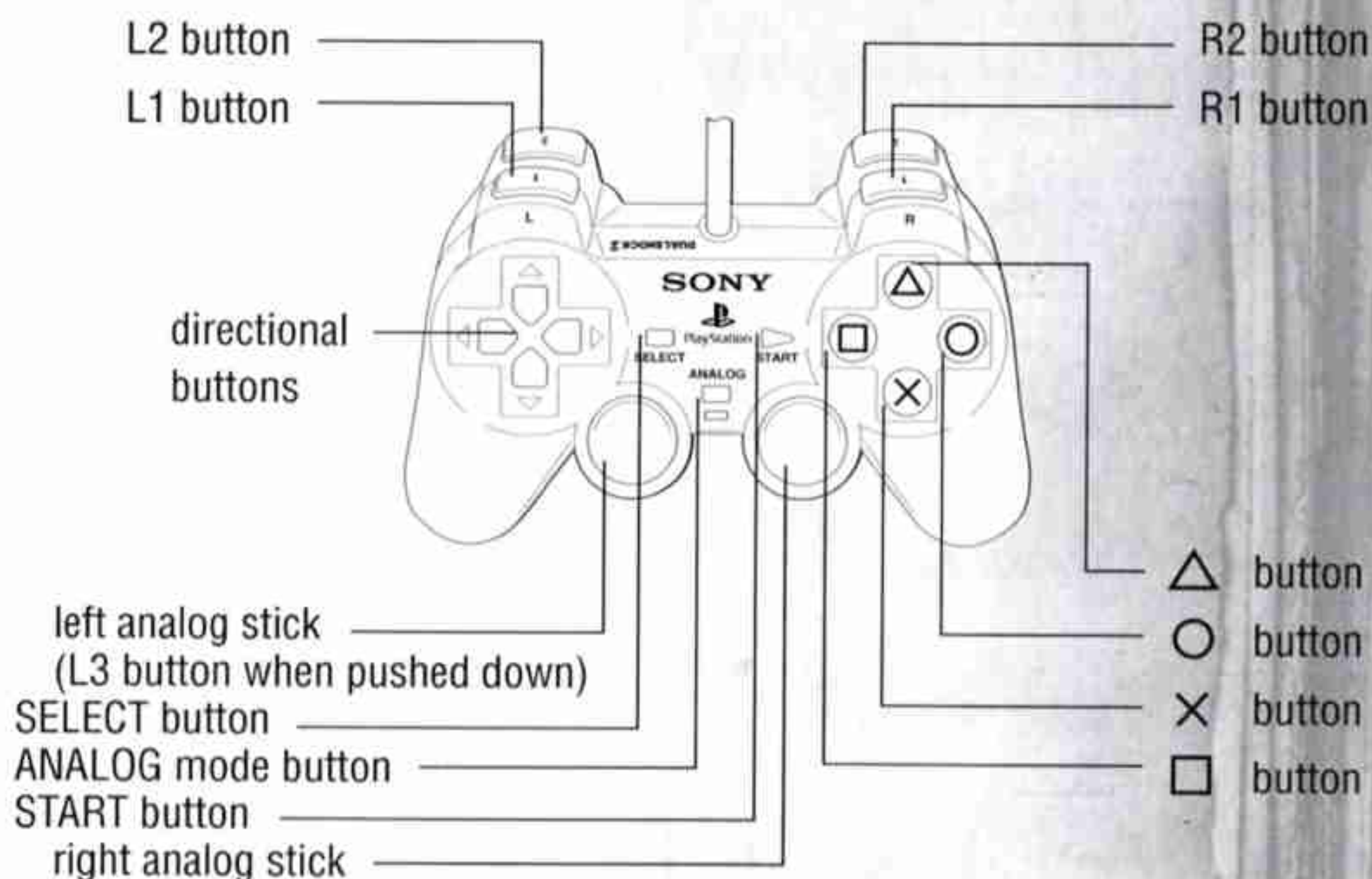
To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your console. **Stuart Little™ 3: Big Photo Adventure** features an autoload function which automatically loads previously saved game data at the start of the game. Additionally, you can load saved game data from an inserted Memory Card or any Memory Card containing previously saved games. **Stuart Little™ 3: Big Photo Adventure** features an autosave function which automatically saves your progress to Memory Card at certain important stages during the adventure. Make sure there is enough free space on your Memory Card before commencing play.

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of the directional buttons unless stated otherwise. The DUALSHOCK®2 analog controller will default to ANALOG mode (indicator: red) upon boot up.

CONTROLLER

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS



Controls are set in ANALOG mode (mode indicator: red) and cannot be switched to digital mode by using the ANALOG mode button – the mode indicator display is always lit in red.

This game supports the vibration function present on the DUALSHOCK[®]2 analog controller. This can be set ON/OFF from the Options menu.

Any references to the DUALSHOCK[®]2 analog controller will from here on be referred to as 'controller(s)'.

NOTE: This title does not support the digital controller

BASIC CONTROLS

left analog stick

⊗ button

⊙ button

△ button

▲ button

L1 button

R1 button

L2 button

R2 button

right analog stick ←/→

right analog stick ↑/↓

 button

 button

Move Stuart (walk/run)

Jump

Talk to character/Use object/Enter garage

Enter Costume Menu

Enter/Exit vehicle

Look camera mode

Quick costume change

Toggle Electric Counter on or off

Toggle main on-screen display on or off

Rotate camera

Change camera's zoom level

Open/Close school project

Pause Menu

NOTE: for additional costume and vehicle controls please refer to the Additional Controls section of this manual.

STUART'S GUIDE FOR USING MENU SCREENS

Pick up your DUALSHOCK®2 analog controller and make a note of where the directional buttons are on the left hand side of it. There'll be lots of options on the screen from which to choose and you will need to press either **↑**, **↓**, **←** or **→** to highlight an option. To confirm your selection, simply press the **ⓧ** button. To return to a previous menu screen or cancel your selection without confirming it, simply press the **Ⓐ** button. Easy, yeah?

GETTING STARTED

After a short cinematic sequence, the Title Screen will be displayed. Press the **▶** button to access the Main Menu.

MAIN MENU



- | | |
|---------------|--|
| New Game | – scamper down to the “New Game” section of this manual. |
| Load Game | – scurry along to the “Load Game” section of this manual for further info. |
| Sound Options | – scuttle down to the “Sound Options” part of this manual. |
| Game Options | – hurry along to the “Game Options” section of this manual for further information. |
| Extras | – check out the “Extras” section of this manual for all the news about the exciting extras in Stuart Little™ 3: Big Photo Adventure . |

NEW GAME

Before jumping into Stuart's tiny trainers, it is recommended that you first save your game to Memory Card.

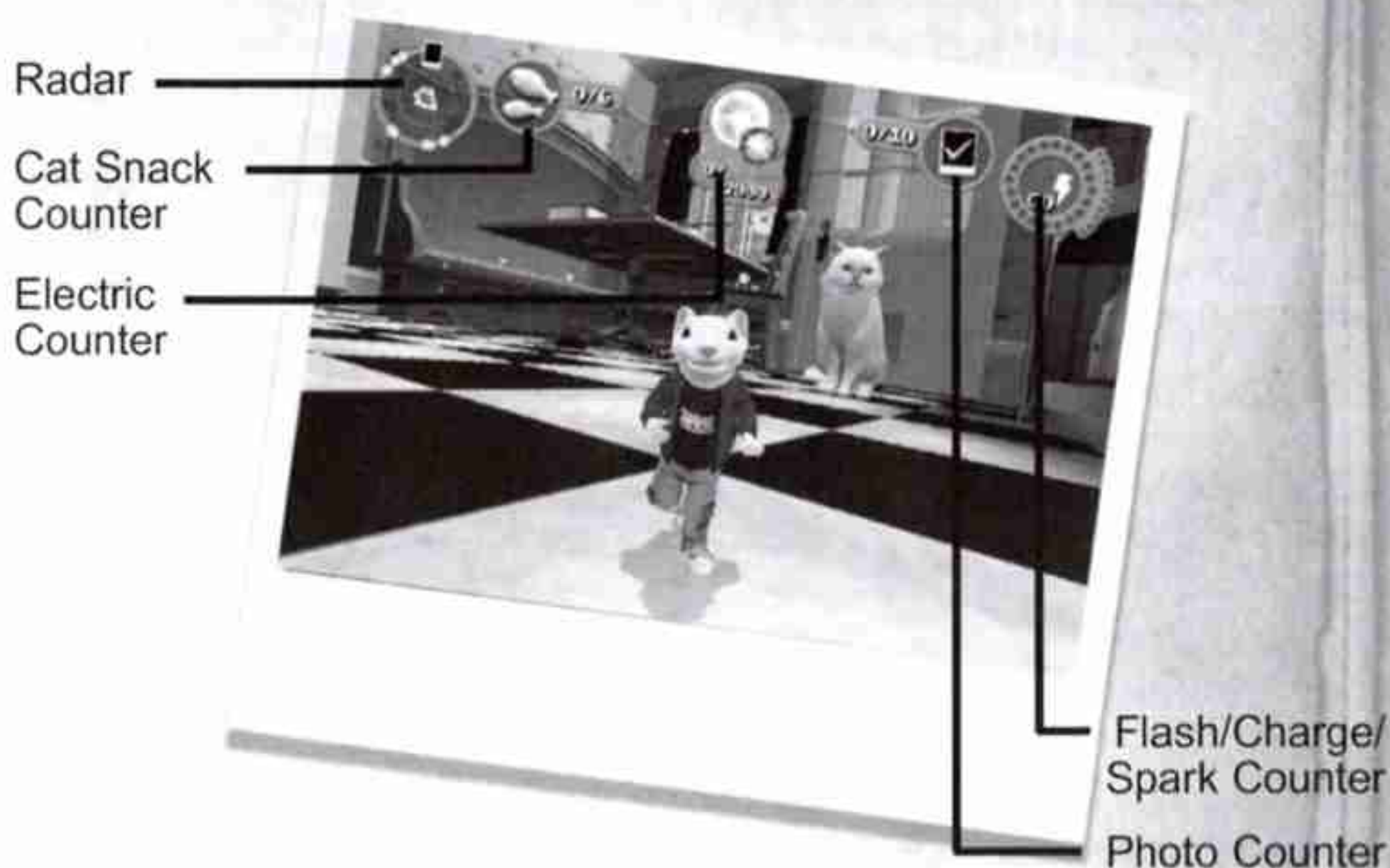
Remember! You must have a Memory Card inserted into MEMORY CARD slot 1 of your console if you want to save your game.

Press **↑**, **↓**, **←** or **→** to highlight one of the four save slots which are conveniently numbered 1, 2, 3 and 4, and then press the **ⓧ** button. The following on-screen message will be displayed:

“Are you sure you want to create Stuart Little 3: Big Photo Adventure save data?”

Press the **ⓧ** button to confirm and the data will then be saved to your Memory Card in MEMORY CARD slot 1. Press the **ⓧ** button again to access the introductory movie and see how Stuart manages to ruin his brother George's school photography project in a freak flying accident. Your adventure starts here!

THE MAIN GAME SCREEN



Radar

The arrow in the middle of the radar shows the direction in which Stuart is facing. The dots reveal either the location of photo medallions or indicate a task that must be completed in order to create a Photo Medallion.

Cat Snack Counter

The Cat Snack Counter displays the total number of cat snacks that are present in the current level, and how many have been collected so far.

Photo Counter

The Photo Counter displays how many photos have been taken in the current level and how many snaps remain to be taken.

Flash/Charge/Spark Counter

The amount of flashes currently held is displayed as a number at the center of the counter. The number of charges currently held is displayed as balls of electricity arranged as a circle around the center of the counter. The number of sparks currently held is displayed as an appendage to the right of the counter. Please refer to the "Pick-ups" section of this manual for further information on flashes, charges and sparks and why Stuart needs to collect them.

Electric Counter

The Electric Counter displays the current amount of electricity collected and the total amount available per level. Press the **L2** button to toggle the Electric Counter on and off.

NOTE: press the **R2** button to toggle the radar and the various counters on and off.

LOAD GAME

To access previously saved **Stuart Little™ 3: Big Photo Adventure** game data, select one of the four save slots and press the **X** button to commence loading. When cycling through the save slots, information for each save slot will be displayed on the left hand side of the screen. The information displayed includes the name of the current level, the total number of photos taken, the total number of cat snacks collected, the total number of flashes collected and the total game completion percentage. Some save slots will be listed as "empty", which means that game data cannot be loaded from them because they are devoid of any previously saved game data.

SOUND OPTIONS

MUSIC VOLUME

Press **←** to decrease or **→** to increase the volume of the in-game music. Press the **X** button to confirm.

SFX VOLUME

Press **←** to decrease or **→** to increase the volume of the in-game sound effects. Press the **X** button to confirm.

SPEECH VOLUME

Press **←** to decrease or **→** to increase the volume of the in-game speech. Press the **X** button to confirm.

GAME OPTIONS

SCREEN ADJUST

Press **↑**, **↓**, **←** or **→** to adjust the screen position. Press the **X** button to confirm.

WIDESCREEN

Press either **←** or **→** to turn the widescreen function on or off, and press the **X** button to confirm.

VIBRATION

Press either **←** or **→** to turn the vibration function of your DUALSHOCK®2 analog controller on or off, and press the **X** button to confirm. Be warned – if you turn the vibration function on, then in certain situations throughout Stuart's adventure, the DUALSHOCK®2 analog controller will vibrate.

EXTRAS

MOVIE TRAILER

View the trailer for **Stuart Little™ 3: Call of the Wild**.

SLIDESHOW

There are plenty of cool images to view in the slideshow, such as Stuart's racy red roadster, his favorite picnic site and Stuart sailing a boat. Press the **X** button to move forward to the next image or press the **○** button to go back to the previous image. Press the **△** button to exit and return to the Extras Menu.

CREDITS

View the cast and crew credits for **Stuart Little™ 3: Big Photo Adventure**.

PAUSE MENU

GAME OPTIONS

Please refer to the "Game Options" section of this manual for further information.

If your television does not support progressive scan, your screen will go dark. Do not press any buttons. Wait a few seconds and the menu will return.

SOUND OPTIONS

Please refer to the "Sound Options" section of this manual for further information.

SAVE GAME

If you need to take a break from helping Stuart on his photographic quest and you do not have the patience to make it to the next autosave point, choose "Save Game". While this will store your current stash of sparks, charges, flashes, and cat snacks to Memory Card, it will not record your current location. This means that when you next load up your game, you will have to restart from the location of your last autosave.

LOAD GAME

Please refer to the "Load Game" section of this manual for further information.

QUIT GAME

Quit the current game and return to the Main Menu.

COSTUME MENU

Press the  button during the adventure to access the Costume Menu. Then press the , ,  or  directional buttons to select a different costume. Choose from Photographer, Skateboarder, Firefighter, Rain Slicker or Native American. Press the  button to confirm. Please refer to the "Stuart's New Abilities" section of this manual for further information about what each costume change allows Stuart to do.



PLAYING THE GAME

While attempting to fix his biplane, Stuart's controls got stuck and he found himself aboard a runaway plane. While nobody was injured, Stuart unfortunately crashed into a shelf in the bedroom and knocked a book into the fish tank. This book was George's school project and was full of photographs - all of them ruined.

As the project had to be handed in to school the very next day, Stuart volunteered to retake all of the photos and both Snowbell and Margalo agreed to help. Stuart must explore the neighborhood in order to find all the places where George's original photos were taken from. He can then use his camera to replace the damaged ones in the school project and save the day.

PICK-UPS

In order for Stuart to complete his photographic missions, his camera needs to flash when a picture is taken. Luckily for Stuart, he can create his own flashes by collecting sparks and charges.



SPARKS

This is what a spark looks like. It takes ten sparks to make one charge.



CHARGES

This is what a charge looks like. It takes twenty charges to make one flash, and one flash is needed to take one photograph. Say cheese!



CAT SNACKS

Cat snacks look like this. They are Snowbell's favorite food and, as usual, he's hungry. Help Stuart find all of the cat snacks and Snowbell will unlock a secret area in each of the levels. The secret areas present a very special photo opportunity for Stuart, so get ready to get snapping and don't be caught napping!

BALLOONS

Look out for brightly colored party balloons and burst them to collect the pick-ups hidden inside. To burst a balloon, either ram it with a vehicle, shoot it with the tank or dress up in the Native American costume to pop it with an arrow.

STUART'S EXTRA ABILITIES

PHOTOGRAPHER

Press **↑**, **↓**, **←** or **→** to aim the circular target in the direction of the subject of the photograph.

Press the **⊗** button when the circular target turns green to take the photo and add it to George's school project.

REMEMBER: to take one photo, you must have at least one flash in your camera.

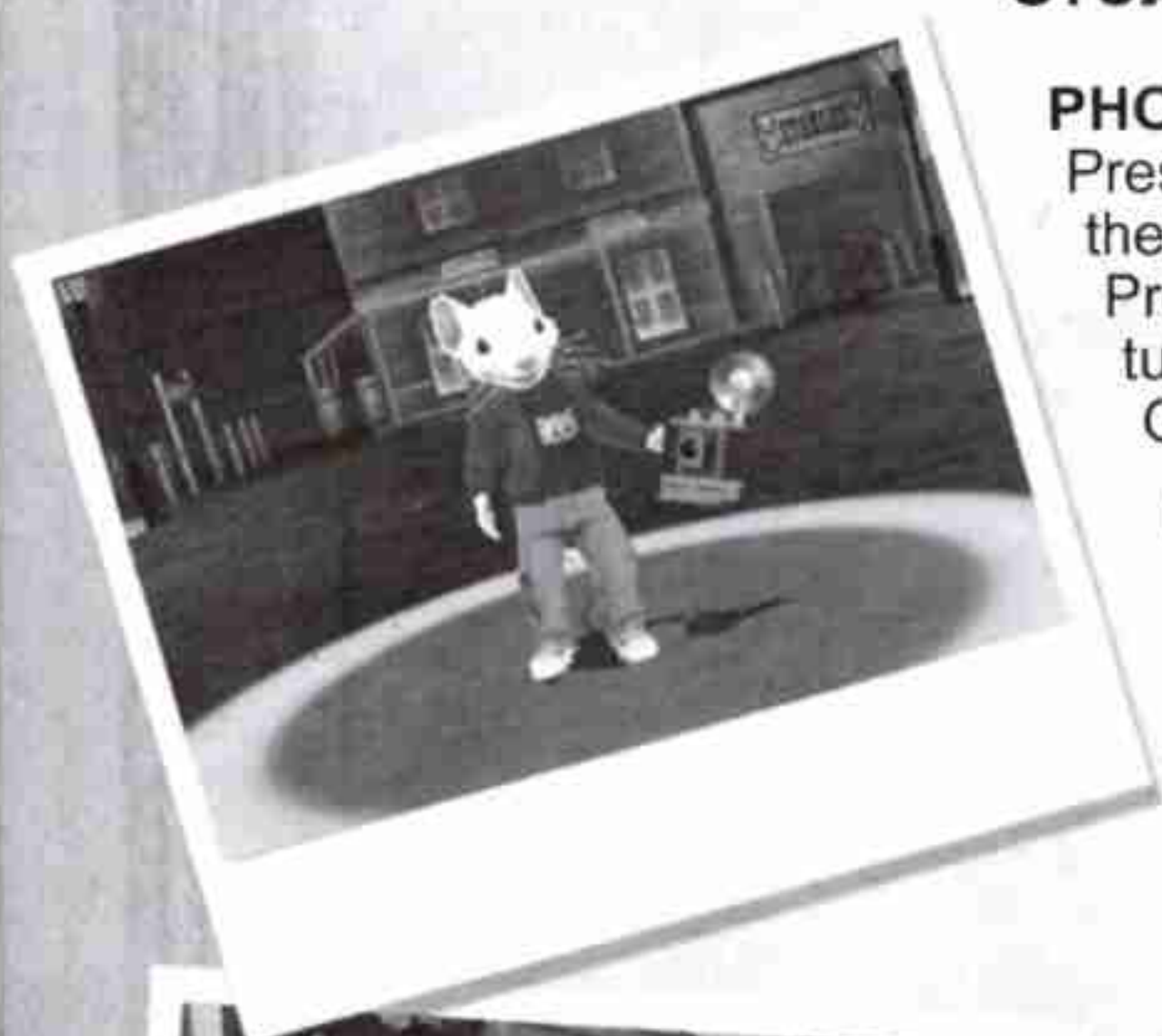
left analog stick - Aim camera

right analog stick - Aim camera slowly

⊗ button - Take photograph

SKATEBOARDER

When Stuart puts on his skateboarding gear, you will need to press the **■** button to access his green skateboard. While on the move, Stuart can pull off many amazing skateboarding stunts like grinding on rails and jumping from ramps. Press the **⊗** button to make Stuart jump up in the air and, while grinding on rails, press the **⊗** button to make Stuart jump up at the end of the rail to collect hard to reach pick-ups. To stow away Stuart's skateboard, press the **■** button when he has one foot on the ground and is stationary.



NOTE: when Stuart skateboards onto water, his skateboard will automatically turn into a windsurfing board.

left analog stick - Move Stuart

right analog stick ←/→ - Rotate camera

right analog stick ↑/↓ - Change camera's zoom level

⊗ button - Jump

Ⓚ button - Perform a trick (when moving)/Put away skateboard (when stationary)

Ⓞ button - Perform a trick

Ⓜ button - Perform a trick

FIREFIGHTER

When Stuart dons his fireman's outfit, you will need to press the **Ⓚ button** to equip him with a hose. With his hose out, press the **⊗ button** to squirt some water and press **↑**, **↓**, **←** or **→** to aim the blue target. Stuart will remain stationary until you press the **Ⓚ button** again to return the hose to his fireman's backpack. When the blue target turns green, you know that Stuart has found something that he can use his hose on. Try targeting some flowers in the garden to see what hidden surprises they reveal when watered.

left analog stick - Aim hose

right analog stick - Aim hose slowly

⊗ button - Spray water

Ⓚ button - Get out hose/Put away hose

RAIN SLICKER

Once Stuart dresses up in his yellow raincoat, press the **Ⓚ button** to equip him with a flashlight. From time to time Stuart will find himself in dank, dark places where his flashlight will come in handy.

Ⓚ button - Get out/Put away flashlight

NATIVE AMERICAN

Complete with feathered headdress, Stuart enjoys dressing up in his Native American outfit and playing with his toy bow and arrow. The 'sucker cup' arrows that Stuart fires from his bow do not hurt anybody, but instead do useful things such as activate switches. Press the **Ⓚ button** to get his bow and arrow ready and press the **⊗ button** to fire an arrow. Press **↑**, **↓**, **←** or **→** to aim the blue target. When the blue target turns green, you know that Stuart has found something that he can use his bow and arrows on. Press the **Ⓚ button** to put away Stuart's bow.

left analog stick - Aim bow

right analog stick - Aim bow slowly

⊗ button - Fire arrow

Ⓚ button - Get out bow/Put away bow





STUART'S FRIENDS

SNOWBELL

When you are stuck, Snowbell can help. If you need Snowbell's help, simply approach the big white cat and wait for the prompt to be displayed at the bottom of the screen and press the **○** button to talk to him. Snowbell will be able to give you hints about the photographs as well as let you check on your current progress.

When talking to Snowbell, press **↑**, **↓**, **←** or **→** to highlight either "Inventory", "Photo Book", "Area Select" or "Snowbell Secret" and press the **⊗** button to select an option.

The Inventory option displays the percentage of the game that you have completed.

The Photo Book option displays all of the photographs that you have taken. Press the **R1** button and the **L1** button to leaf through the school project and view all of the pictures. Highlight an untaken photo and press the **⊗** button to get a couple of clues from Snowbell on what to do to take the snapshot.

The Area Select option gives you access to different levels. But remember to take the required amount of photos first before trying to leave the garden.

Select "Snowbell Secret" to find out where all his favorite cat snacks are located. Once you have collected all of the cat snacks in an area, return to Snowbell once again and select "Snowbell Secret". Snowbell will enjoy all the cat snacks and, with his hunger satisfied for a while, will then help Stuart get to a secret location where he can take another photograph.

MARGALO

Margalo knows Stuart's abilities inside out and she will always be on hand to give him a helpful hint on how to do things the right way.

During Stuart's adventure, the following 'medallion' will be displayed at times when Margalo can offer the most help:



When you see this medallion, press the **○** button to summon Margalo and listen to her advice. Please refer to the "Medallions" section of this manual for further information on what medallions mean.

MEDALLIONS

There are several medallions to discover throughout the adventure. These hover above the ground until Stuart approaches them when they fall to earth to form colored circles on the floor. Step inside the circle to discover the benefits of each different type. Each medallion has its own color and design and is listed below:



PHOTO OPPORTUNITY MEDALLIONS

These mark the positions where Stuart must stand in order to retake one of George's damaged photographs. Every photograph has a photo opportunity medallion associated with it.



INTERACTIVE OBJECT MEDALLIONS

Stuart can interact with all sorts of objects including switches, pulleys, levers and taps.



MARGALO HINT MEDALLIONS

Margalo is at hand to give Stuart helpful guidance such as how to use a ladder, how to enter a vehicle garage, or how to take on a stunt ramp.



FIREFIGHTER MEDALLIONS

These show that a nearby interactive object can be activated by Stuart donning his firefighter costume and using his trusty hose.



NATIVE AMERICAN MEDALLIONS

These guide Stuart to interactive objects that can be activated by putting on his Native American outfit and using his bow and arrow.



MR. STOUT'S GOLF MEDALLIONS

Mr. Stout is golf crazy and always up for a challenge. These golf medallions are displayed at every golf hole and are always active. If one of these is activated then Mr. Stout will come over and Stuart can practice a hole or play a complete 9 hole golf course.



TASK GIVER MEDALLIONS

These medallions, featuring a speech bubble, allow Stuart to talk to various task givers around the neighborhood. These people will offer challenges for Stuart to complete ranging from vehicle racing to finding missing objects. If Stuart manages to complete these tasks then he will be able to take another photograph for George's folder.



EyeToy™ MEDALLIONS

All EyeToy™ mini-games will use this medallion so that they can be easily found and enjoyed. Please see the "EyeToy™ Mini-Game" section of this manual for further information.

USING THE EyeToy™ USB CAMERA (for PlayStation®2)

Set up the EyeToy™ USB Camera (for PlayStation®2) by following these instructions:

Insert the USB connector of the EyeToy™ USB Camera (for PlayStation®2) into either USB connector on the front of the console. The LED power indicator (blue) should be on. Place the EyeToy™ USB Camera (for PlayStation®2) on top of, or immediately below your television, and stand back between 5 feet and 6.5 feet.

Once activated, rotate the manual focus ring to focus the camera lens. Try to ensure that your body shape is clearly defined on the screen. If your television is positioned on the floor, simply tilt the EyeToy™ USB Camera (for PlayStation®2) for extra elevation. Alternatively, swivel the camera base around to reposition it. Players of different heights should tilt the angle of the EyeToy™ USB Camera (for PlayStation®2) for extra convenience. DO NOT move the whole EyeToy™ USB Camera (for PlayStation®2), just tilt it gently.

NOTE: for further information, please refer to the 'Quick Start Guide' that came with your EyeToy™ USB Camera (for PlayStation®2).

EyeToy™ MINI-GAME

BUBBLE BURSTING

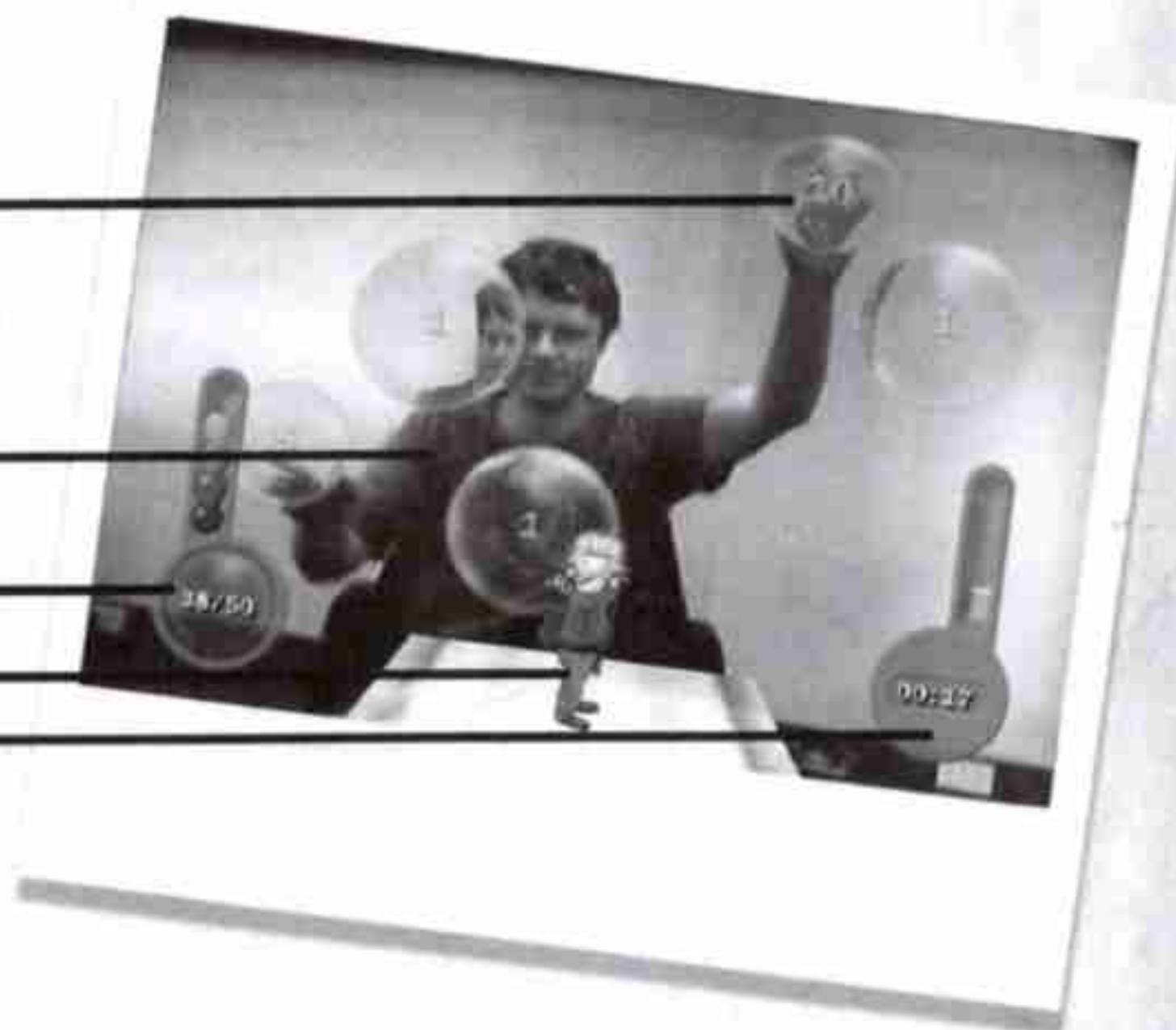
bubble

you

score

Stuart

remaining time



To participate in the Bubble Bursting mini-game, look for EyeToy Camera medallions in the garden, the street and the house.

To successfully complete the Bubble Bursting mini-game, Stuart, wearing his Native American outfit, will have to beat the total score set by Margalo for each wave of bubbles. If Stuart manages to acquire the number of points within the allotted time then Margalo will congratulate Stuart on completing the mini-game.

The bubbles rise up from the bottom of the screen. Rapidly wave your hand over a bubble to make the bubble shake and wobble. Keep waving until the rotating red target appears and Stuart will burst the bubble with his arrow. Look out for different sized bubbles which hold different scores, and beware of fast moving bubbles! Oh, and watch out for any bees.



GARAGES

Around the neighborhood there are a number of garages where Stuart's vehicles are stored. Not all vehicles are available in all areas and, in particular, water-based vehicles will only be available at garages next to some water. When Stuart enters a garage, the vehicles inside it will be displayed. Press ← and → to scroll through the list of available vehicles and check out each one's statistics. Press the ⊗ button to select a vehicle.

VEHICLES

STUART GOES QUAD BIKING

This is a small motorized four wheeled bike that can be used to travel over all land based terrain types. It has reasonable maneuverability and speed, and very quick acceleration. The Quad Bike is installed with a top of the range horn to warn others that Stuart is on his way. It also has a light installed on the handlebars, so Stuart can see in dark places.

left analog stick - Steer quad bike

right analog stick - Rotate camera

⊗ button - Accelerate

⊙ button - Sound horn

⊞ button - Brake/Reverse

⬆ button - Dismount quad bike (when stationary)

R1 button - Handbrake turn



STUART'S BUGGY

Designed for use over uneven terrain, the buggy has a reasonable turn of speed with quick acceleration and good maneuverability. It can quickly move over the most rugged terrain such as sand, dirt, grass and even mud. Stuart enjoys bouncing around on his buggy and power sliding around town!

left analog stick - Steer vehicle

right analog stick - Rotate camera

⊗ button - Accelerate

⊞ button - Brake/Reverse

⬆ button - Get out of vehicle (when stationary)

R1 button - Handbrake

⊙ button - Sound horn



STUART'S ROADSTER

Stuart's bright red roadster has a high top speed and very good handling. It can scoot quickly over smooth flat terrain such as tiled floors and concrete, but it finds grass and mud rather slippery.

left analog stick - Steer vehicle

right analog stick - Rotate camera

X button - Accelerate

Square button - Brake/Reverse

Triangle button - Get out of vehicle (when stationary)

R1 button - Handbrake

Circle button - Sound horn

OFFICER LITTLE

The police car has a high maximum speed and is very tough and powerful. Stuart particularly likes its flashing lights and extremely noisy siren.

left analog stick - Steer

right analog stick - Rotate camera

X button - Accelerate

Square button - Brake/Reverse

Triangle button - Get out of vehicle (when stationary)

R1 button - Handbrake

Circle button - Turn lights/siren on/off



FIRE ENGINE

This large, bright red fire engine is quite slow and difficult to manoeuvre, however it does have one major feature that no other vehicle has - a large turret-mounted water cannon. This means that Stuart can drive around with the sirens blazing and then scamper up to the water cannon on top and squirt away!

Driving Position

left analog stick - Turn left and right

right analog stick - Rotate camera

X button - Accelerate

Square button - Brake/Reverse

Triangle button - Get out of vehicle (when stationary)

R1 button - Handbrake

Circle button - Turn lights/siren on/off

L1 button - Swap to Turret Position

Turret Position

left analog stick - Aim water cannon

right analog stick - Aim water cannon slowly

X button - Fire water cannon

Triangle button - Get out of vehicle (when stationary)

L1 button - Swap to Driving Position

STUART'S TOY TANK

No matter how tough your vehicle, there are some times when only a tank will do. Stuart loves driving his tank around the neighborhood and is now an expert at jumping into the turret and firing the tank's pop gun. While the pop gun's pellets are harmless, if fired at certain objects, they may open up new areas for Stuart to explore.

Driving Position

left analog stick - Left and right turn

right analog stick - Rotate camera

⊗ button - Accelerate

Ⓢ button - Brake/Reverse

△ button - Get out of vehicle (when stationary)

L1 button - Swap to Turret Position

Turret Position

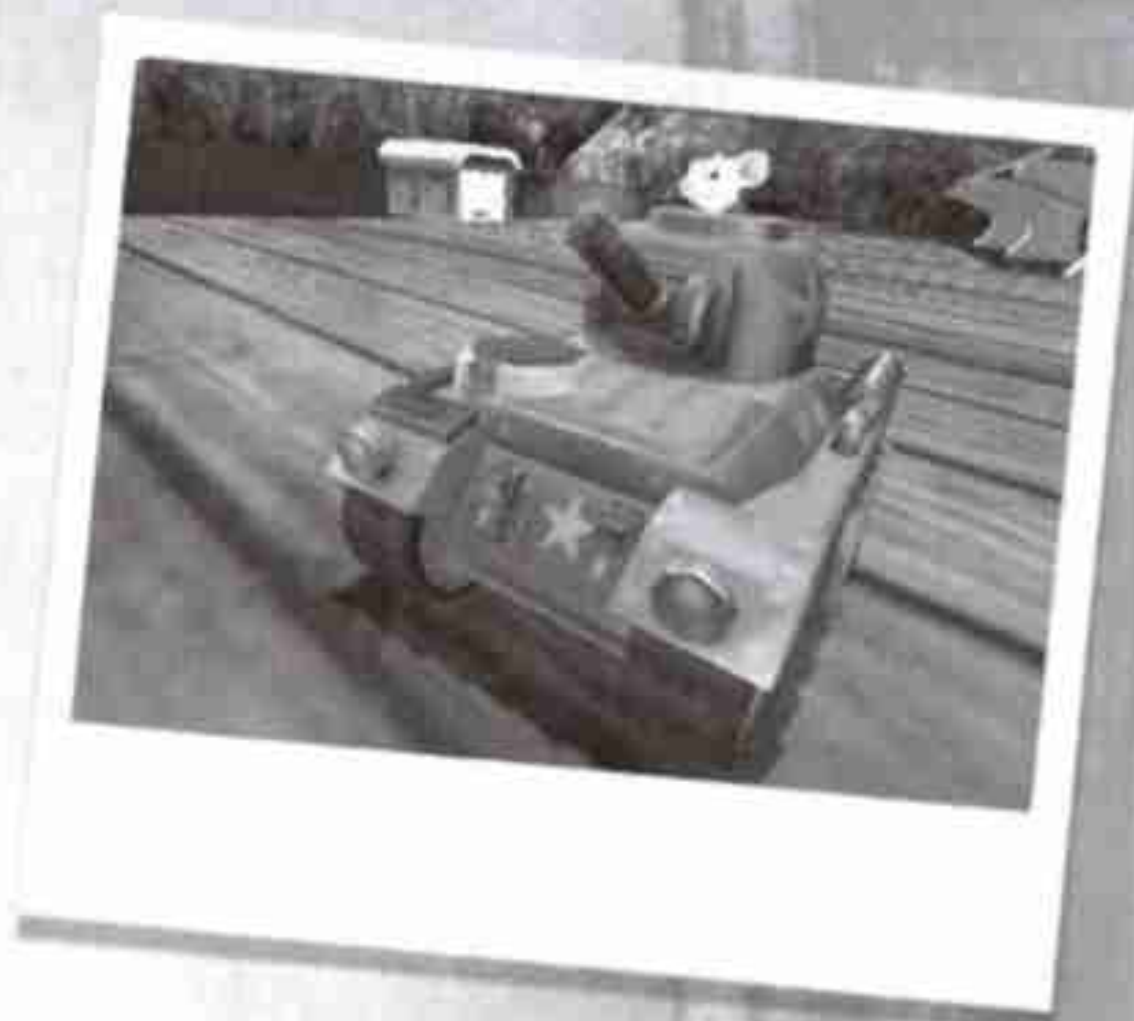
left analog stick - Aim pop gun

right analog stick - Aim pop gun slowly

Ⓢ button - Fire pop gun

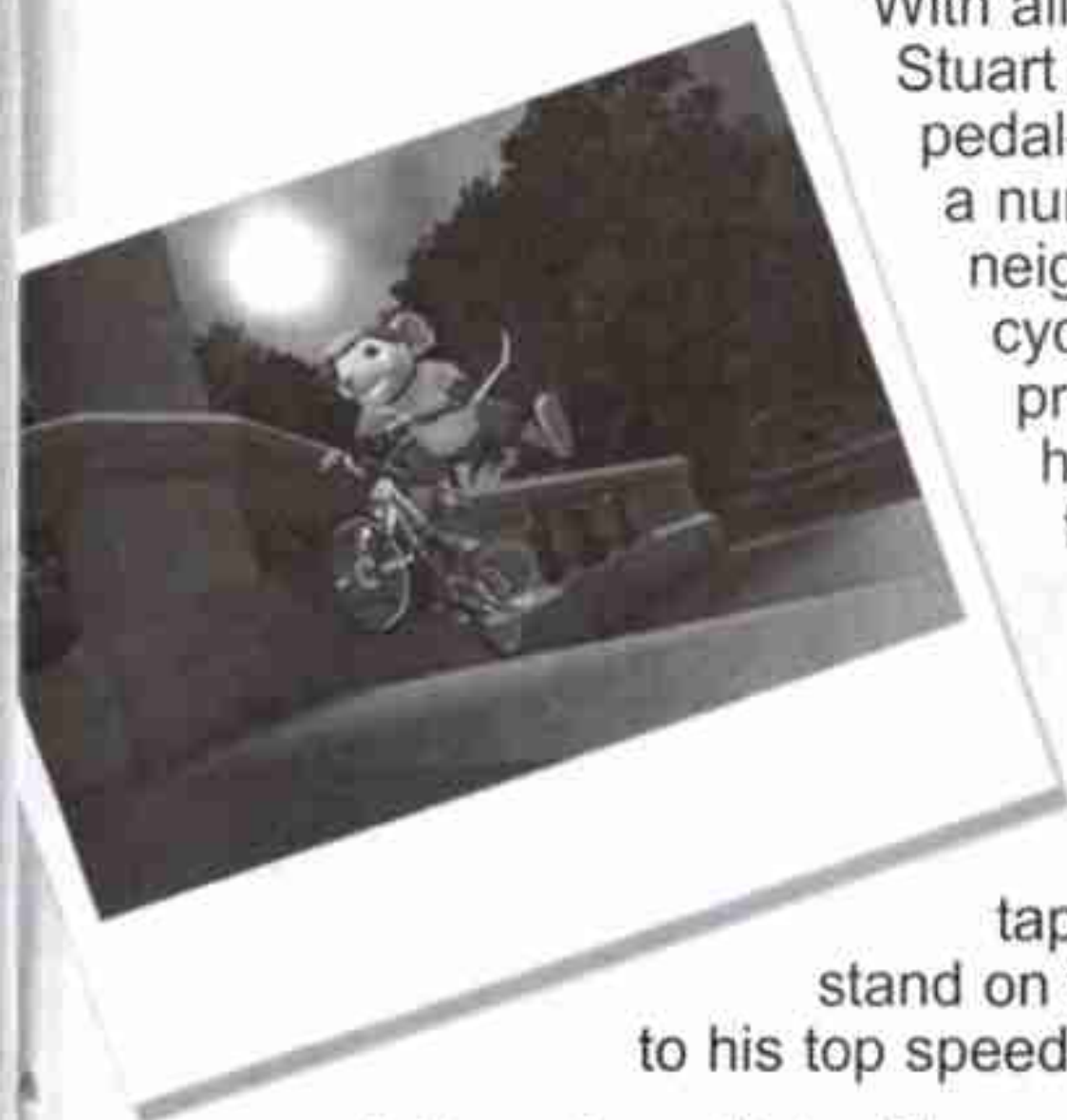
△ button - Get out of vehicle (when stationary)

L1 button - Swap to Driving Position



BMX STUART

With all the vehicles available, sometimes Stuart just needs two wheels and pedal-power. In addition there are a number of BMX courses around the neighborhood for Stuart to test his cycling skills on. He will need to practice well, for Margalo will also have a number of BMX challenges for Stuart, where he has to perform tricks, jumps and stunts against the clock. If he is successful then she will help him with another photo opportunity. Push the left analog stick **↑** and then continuously tap the **Ⓢ** button to make Stuart stand on the pedals of the BMX and sprint to his top speed.



left analog stick - Steer

right analog stick **←/→** - Rotate camera

right analog stick **↑/↓** - Change camera's zoom level

⊗ button - Jump

Ⓢ button - Perform a trick

Ⓢ button - Perform a trick (while moving)

△ button - Perform a trick (while moving)/Dismount (when stationary)

R1 button - Tight turn

R2 button - Toggle on-screen display

left analog stick + **Ⓢ button (tap)** - Pedal faster

STUART'S LITTLE 4X4

With huge tyres, excellent acceleration and reliable grip, Stuart's 4x4 can handle just about any surface. Stuart particularly likes to go roaring about in his 4x4 up really steep hills at nearly impossible angles.

left analog stick - Steer

right analog stick -
Rotate Camera

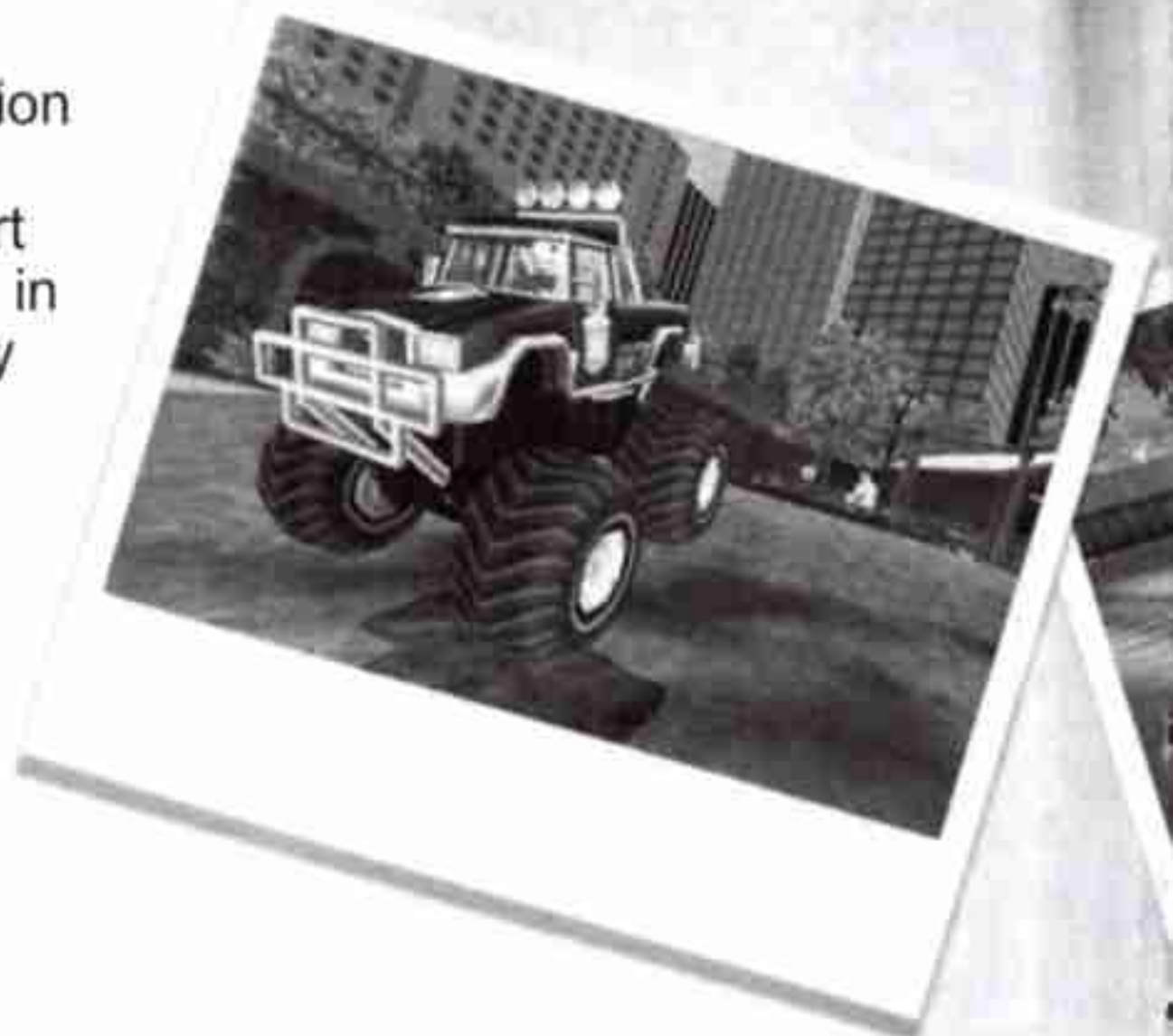
X button - Accelerate

□ button - Brake/Reverse

△ button - Get out of vehicle
(when stationary)

R1 button - Handbrake

○ button - Sound horn



TAXI DRIVER STUART

This yellow checker New York City taxi cab has a reasonable turn of speed but is quite tricky to maneuver.

left analog stick - Steer vehicle

right analog stick - Camera

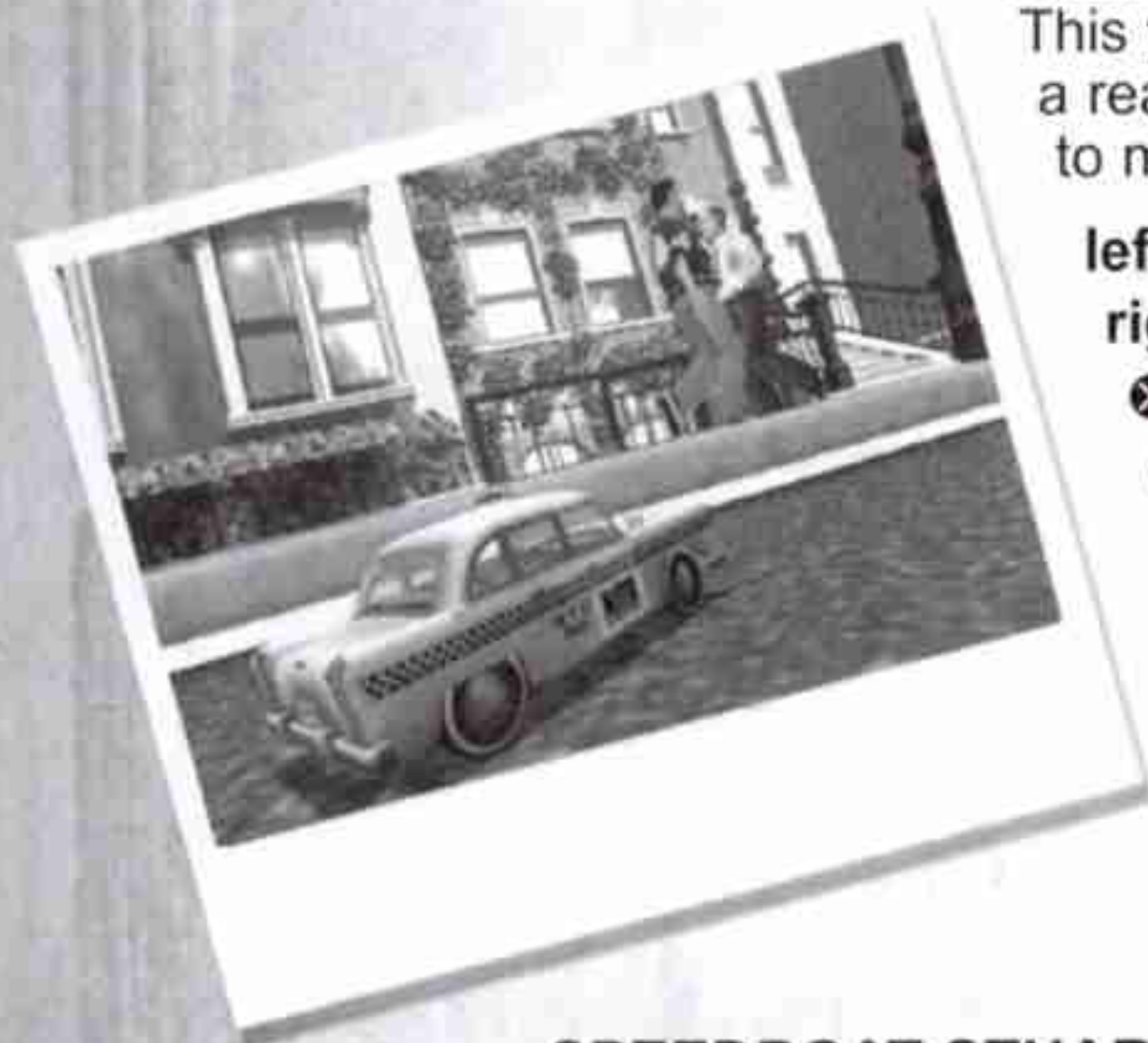
X button - Accelerate

□ button - Brake/Reverse

△ button - Get out of vehicle
(when stationary)

R1 button - Handbrake

○ button - Sound horn



SPEEDBOAT STUART

Stuart's smart red speedboat slices through the water at incredible speeds, and has an extremely loud fog horn. With its open-top design, Stuart can quickly and easily jump into the water from its deck. The speedboat can only be found in garages near to water.

left analog stick - Steer

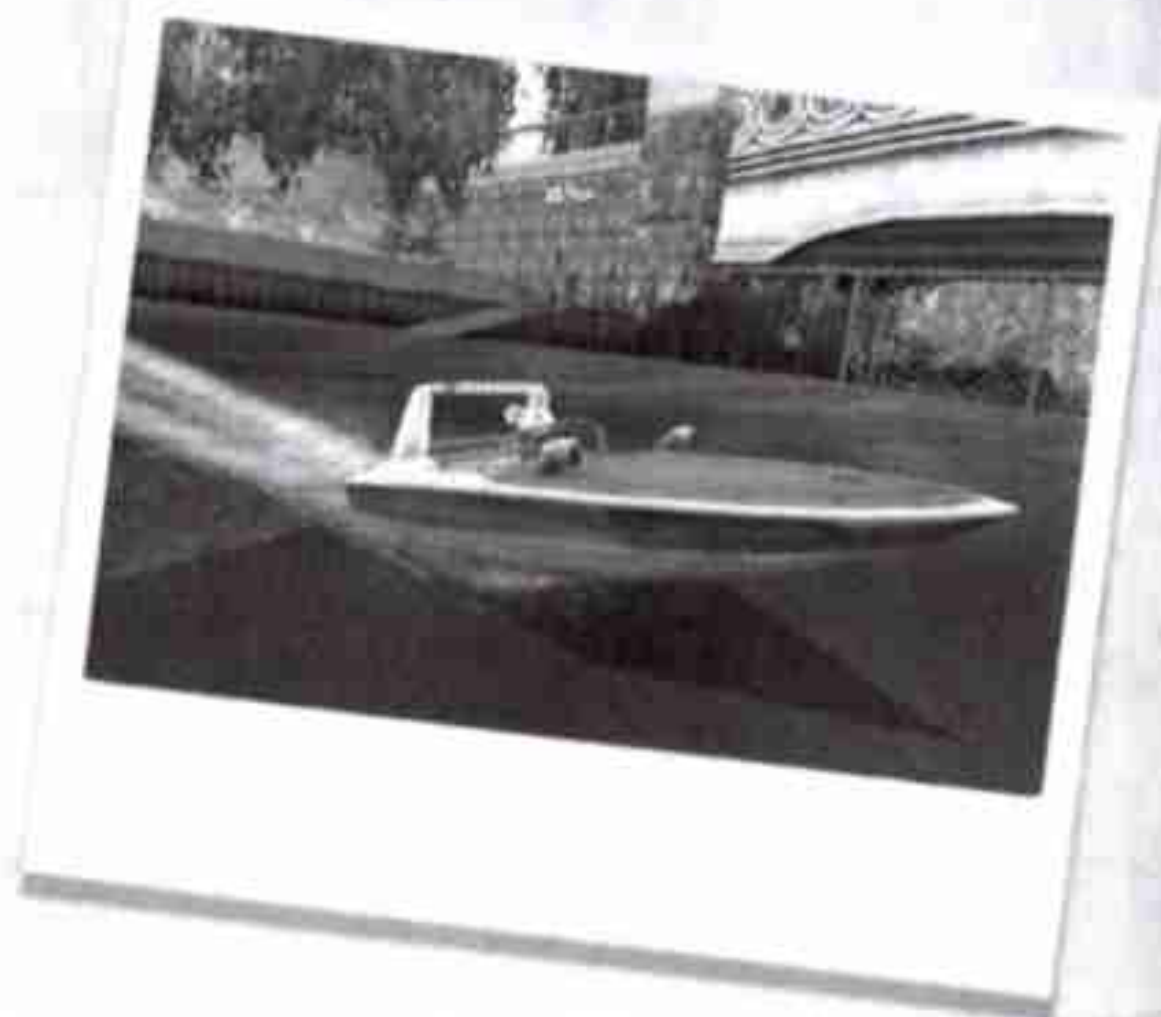
right analog stick -
Rotate camera

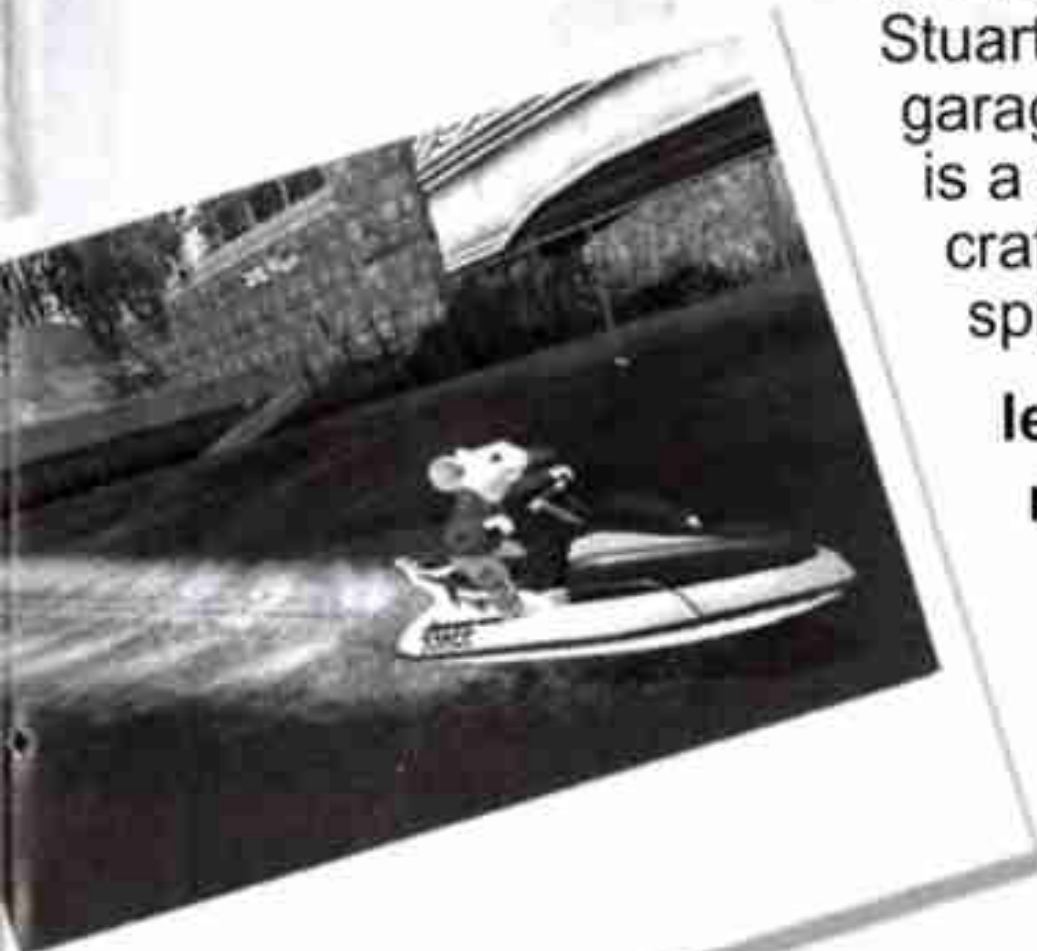
X button - Accelerate

□ button - Brake/Reverse

△ button - Get out of vehicle (when stationary)

○ button - Sound horn





JET-SKI STUART

Stuart's little jet-ski is only available from garages adjacent to large bodies of water. It is a small, fast and extremely maneuverable craft, and Stuart enjoys taking it out for a spin on the lake.

left analog stick - Steer

right analog stick - Rotate camera

X button - Accelerate

□ button - Brake/Reverse

△ button - Get out of vehicle
(when stationary)

○ button - Sound horn

STUART'S HOVERCRAFT

With the ability to travel over land and water, the hovercraft is one of Stuart's most flexible vehicles. However, although it has impressive handling, it can be a difficult machine to control; but its high maximum speed always gives Stuart a thrilling ride.

left analog stick - Steer

right analog stick - Rotate camera

X button - Accelerate

□ button - Brake/Reverse

△ button - Get out of vehicle
(when stationary)

○ button - Sound horn



STUART'S HELICOPTER

Stuart's helicopter can only move when in the air, but it can land on very small target areas, allowing him access to hard to reach paths and pick-ups.

left analog stick - Steer

right analog stick - Rotate camera

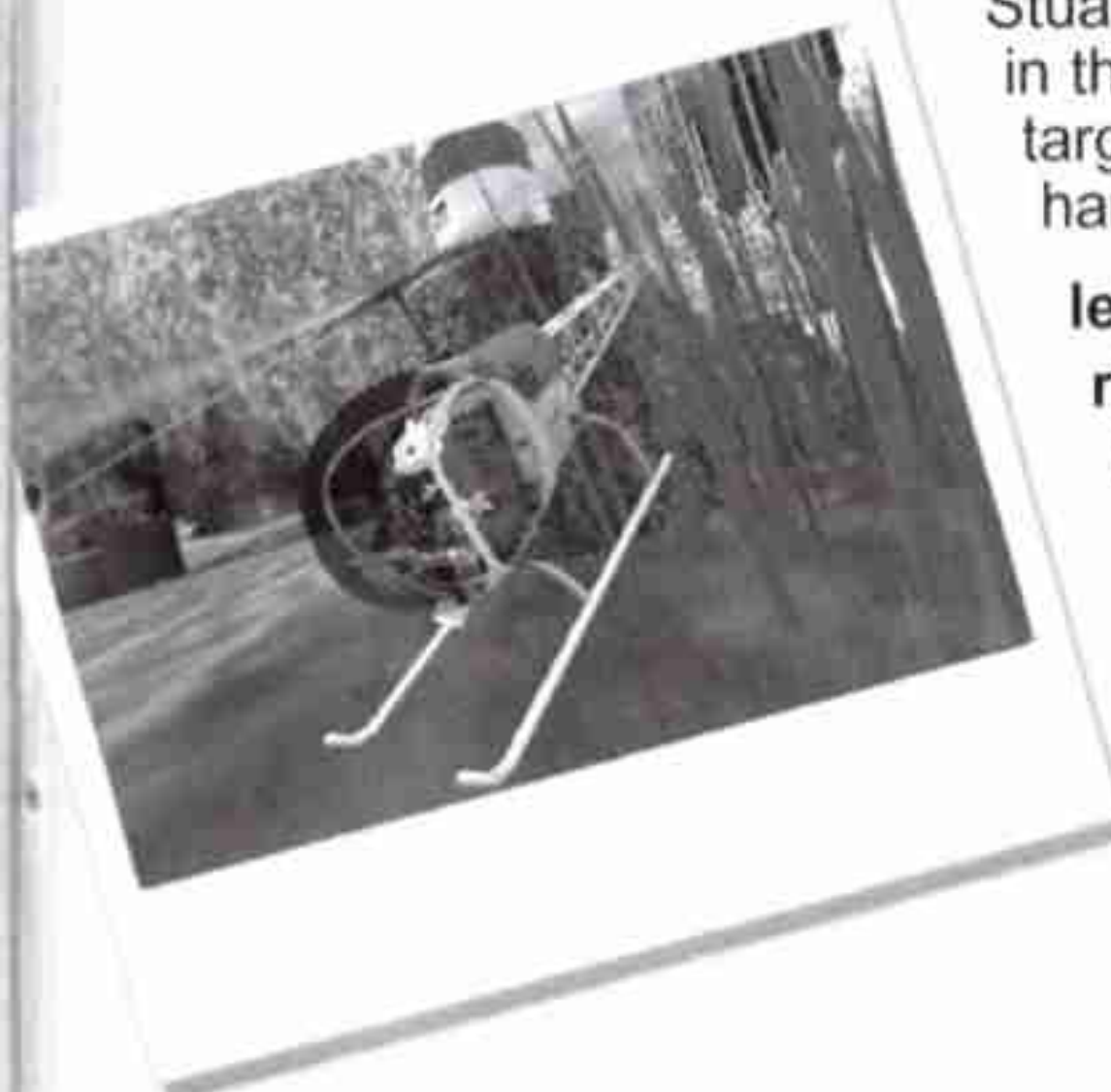
X button - Accelerate

□ button - Brake/Reverse

△ button - Get out of vehicle
(when landed)

L1 button - Strafe left

R1 button - Strafe right





STUART'S PLANE

While on the ground, Stuart's plane can only travel over and take off from easy going terrain such as thin carpet and floor tiles. But once in the air, the plane comes truly into its own with extremely high speeds that has Stuart rocketing around the sky with the wind in his face.

left analog stick - Steer

right analog stick - Rotate camera

X button - Accelerate

□ button - Brake/Reverse

△ button - Get out of vehicle (when landed)

BLIMP STUART

For more gentle and precise air travel, Stuart prefers to use his large red blimp. With its low speed, it is very easy to pilot and maneuver accurately and gives an excellent view of everything below.

left analog stick - Steer

right analog stick - Rotate camera

X button - Accelerate

□ button - Brake/Reverse

△ button - Get out of vehicle (when landed)

L1 button - Strafe left

R1 button - Strafe right



JET PACK STUART

For sheer power and fun, there's nothing quite like strapping a couple of rockets to your back and taking to the skies. Stuart's jet pack is fast, extremely manoeuvrable and allows him to get to many places that he could not otherwise reach. The jet pack is not available at the start of the game though, and Stuart must complete a number of tasks before it becomes available.

left analog stick - Move Stuart (walk/run/fly)

right analog stick ←/→ - Rotate camera

right analog stick ↑/↓ - Change camera's zoom level

X button - Jump

□ button - Thrust

L1 button - Strafe left

R1 button - Strafe right

L1 button + R1 button - Hover

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