PlayStation

NTSC U/C

PlayStation

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PlayStation

DEXTER'S LABORATORY™

MANDARK'S LAB?

CARTOON NETWORK.com

EVERYONE
E
CONTENT RATED BY
ESRB

bam! entertainment

SLUS-01421

CARTOON NETWORK INTERACTIVE

bam! entertainment

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.
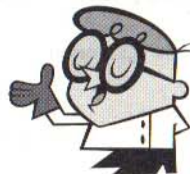
USE OF UNOFFICIAL PRODUCT:

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.
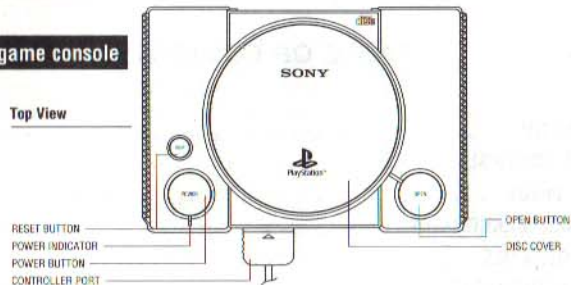
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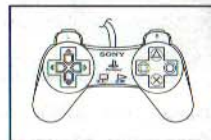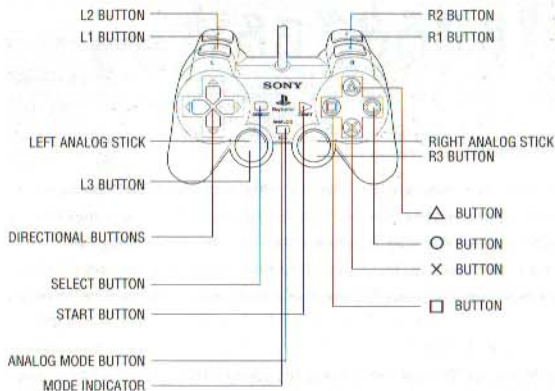**Front View**

CONTROLLER PORT 1
CONTROLLER PORT 2

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. Insert *Dexter's Laboratory™ Mandark's Lab?* disc and close the disc cover. Insert a game controller and turn on the PlayStation game console. Follow the on-screen instructions to start a game.

DUALSHOCK® analog controller

L2 BUTTON
L1 BUTTON
R2 BUTTON
R1 BUTTON

LEFT ANALOG STICK
L3 BUTTON
RIGHT ANALOG STICK
R3 BUTTON

DIRECTIONAL BUTTONS

△ BUTTON
○ BUTTON
✕ BUTTON
□ BUTTON

SELECT BUTTON
START BUTTON

ANALOG MODE BUTTON
MODE INDICATOR

NOTE: You may have a controller that looks like this. Button functions on a digital controller are the same as those on an analog controller.

IN GAME CONTROLS

ANALOG MODE

This game is designed to work with the **DUALSHOCK®** analog controller in analog mode. To activate the analog mode, press the analog mode button on the controller. When activated the **MODE** Indicator Display will turn red.

Note: It is advised that you do not insert/remove peripherals once the power is turned on.

If you are using the **DUALSHOCK®** analog controller the vibration function can be turned on or off within the Options Menu.

This game also works correctly with a standard PlayStation® controller.

DEXTER'S LABORATORY
MANDARK'S LAB?

Dexter, boy genius, has devoted his entire life to the advancement of science. Deep within the vast, secret laboratory he has built in his family's home are mechanical marvels and chemical wonders that ordinary mortals could not begin to imagine. In this inventor's heaven, Dexter can calculate and formulate free from distractions... oh... except for his big sister Dee Dee whose mischievous interference has caused the failure of many delicate experiments.

But now under cover of darkness, as Dexter lies asleep, his super intelligent rival in science and arch nemesis Mandark has infiltrated Dexter's precious laboratory and taken it over, reprogramming his beloved Computer to lock him out!

Can Dexter win back his lab? Or is this the end of science, as Dexter knows it?

MENU CONTROLS

Throughout all menus use the directional buttons to navigate and the ✖ button to select the highlighted option. The △ button is used to go back to the last screen or to cancel changes made on options screens.

STARTING THE GAME

You will first be presented with the Main Menu.

MAIN MENU

Here you are able to choose from the following options:

- **New Adventure** - Select to begin a new Adventure Game.
- **Continue Adventure** - Select to load in a previous game from the Memory Card.
- **Challenge** - Select to go to the main Challenge Game Menu.
- **Options** - Select to go to the Options Screen.
- **Dexter's Vault** - Select to go to Dexter's Secret Vault where Dexter keeps his favorite images. Dexter's Vault is where you collect your rewards for completing tasks within the game. As you complete the tasks, the Vault slowly fills up with unseen images and art from the Dexter's Laboratory cartoon.

CHALLENGE

The Main Challenge Menu allows you to select a one player or two player game.

OPTIONS

From the Options Screen you are able to choose from the following options:

- **Load** – Select and you will be given the option of loading a previously saved game.
- **Save** - Select and you will be given the option of saving your current game.
- **Audio** - Select and you will be taken to the Audio Control Screen. Use the directional buttons to set the volume levels of the sound FX and CD music and choose between stereo or mono sound. Press the ✕ button to apply the changes or the △ button to cancel.
- **Controller** - Select and you will be taken to the Controller Set-Up Screen. Use the directional buttons to set the controller vibration state. Press the ✕ button to apply the changes or the △ button to cancel.
- **Screen Position** - Select and you will be taken to the Screen Position page. Use the directional buttons to position the screen as desired. Press the ✕ button to apply the changes or the △ button to cancel.

Once you are happy with your game set-up, press the △ button while on the Options Screen and you will be taken back to the Main Menu.

SAVING YOUR GAME

Mandark's Laboratory uses one block. Make sure that there are enough free blocks on your memory card before commencing play. To free space, follow the guidelines stated in your PlayStation hardware manual. Please note that if you do not have a memory card, you will not be able to save your game.

At certain points in the game you will be prompted to decide whether or not to save your game to the memory card. If you wish to do so, highlight **YES** and press the ✕ button. If you do not wish to save your game, highlight **NO** and press the ✕ button.

LOADING A SAVED GAME

From the Options Screen selecting Load Game will take you to the Load Game Screen. Here you will be able to load your saved game from the memory card. Select YES to commence your game from the saved game point. Selecting NO will return you to the Options Screen.

The game will automatically load from the boot-up if a memory card is present. **Continue Adventure** *option from the main menu starts you at your previously saved level and all items collected are restored.*

PLAYING THE ADVENTURE GAME

Choosing to play the Adventure Game gives you the chance to help Dexter save his lab from his nemesis Mandark.

In Adventure Mode, there are 4 different areas. In each area, there are 2 mini-games. The Player will need to complete Adventure Mode in order to unlock all the mini-games in Challenge Mode (initially, in Challenge Mode only 2 mini-games are available).

Mandark has infiltrated Dexter's laboratory and has a scheme to close down Dexter's operation once and for all. Controlling Dexter, you must explore the furthest reaches of the laboratory to find Mandark and put an end to his dastardly plot.

During the Adventure Game you can control Dexter using the directional buttons or the left analog stick.

- Challenge Icons
- Blueprint Pieces
- Question Mark
- 'X' Button Indicator

While Dexter explores his lab, he will discover objects or characters highlighted by a question mark. The items near the question mark **Pick Up** can help Dexter. By moving Dexter close to these items, an "X" will appear at the lower right of the screen. Press the ❌ button on your controller and you may uncover a clue or be presented with a challenge that, if completed, will help Dexter in his quest.

For Dexter to progress he has to successfully complete a number of mini-games which are represented by the icons at the top right of the screen. Initially these icons are faded and faint but as you help Dexter complete the mini-games, the icons become filled in with color.

There are four areas for you to explore: Dexter's house and three areas in Dexter's Laboratory. In each area you will find four Blueprint Pieces. When all four pieces of a blueprint are collected, you will have the option to play a mini-game to assemble these pieces. If you are successful, you are awarded with one of Dexter's inventions to give you an additional advantage when playing the mini-games.

SINGLE PLAYER CHALLENGE MODE

Choosing to play in **Challenge Mode** allows you to play any of Dexter's mini-games and attempt to beat a high score on that mini-game. While on the Challenge Mode Menu, use the directional buttons to highlight the mini-game in which you want to compete and the ❌ button to select.

After selecting a mini-game, a sub menu allows you to select the difficulty level of the mini-game. Not all the difficulty levels will be immediately available the first time you play, and those that are not unlocked will be crossed out. This is because you need to complete the games in order of difficulty, i.e. successfully completing Dee Dee's Dance Off in Easy Mode (or in an Adventure), will allow you to select the next difficulty setting of Normal.

The stars on the Mini-Game Screen illustrate your success rating on each of the games, so the ultimate goal is to complete all the mini-games on Genius level to obtain three stars in each. Completing the mini-games in this way unlocks various images in **Dexter's Vault**.

There are various areas in the game where you can collect the images for the Vault:
- Completing each lobby area will give you images.
- Solving each blueprint puzzle gives you images.
- Completing each mini-game, both on the two star or three star challenge will give you images.
- Each cheat code entered will give you images.

TWO PLAYER CHALLENGE MODE
The Two-Player Challenge Mode allows you and a friend to go head-to-head in any of Dexter's mini-games. Any number of mini-games can be played and a running total of games won by each player is logged. The game is always decided by the loss of tries, the game will only finish when one or the other player has lost all of their tries. While on the Challenge Mode Menu use the directional buttons to highlight the mini-game in which you want to compete and the ❌ button to select.

MINI-GAMES
Dee Dee's Dance Off

- Score
- Dance Rating
- Qualify Target
- Hit Point
- Tries Left
- Bonus Stars
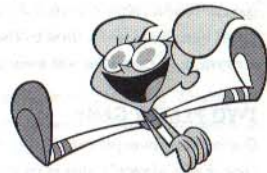
Use the directional buttons and the ❌ ⬛ △ ⬤ buttons to make Dexter copy Dee Dee's dance moves in time to the music. As the symbols scroll past the hit point near the bottom middle of the screen, you have to press the corresponding button in time to the music to make Dexter bust a move! Dee Dee sets a qualifying score for Dexter to reach in each of the 5 stages. You gain points by timing the correct button press (making Dexter match Dee Dee's moves).

Every time you hit a button correctly a plus score is awarded moving your total closer to the qualifying target. If your score does not match or exceed Dee Dee's at the end of a stage then Dexter loses one of his 3 tries. When all 3 are used the game is over.

Rocket feature – When Dexter achieves 3 or more perfect hits in a row, a special rocket is launched which strikes all incoming buttons, scoring points for each one hit.

Super Hit feature – If Dexter is wearing his **Disco Exo Suit** (obtained by finding and reassembling the correct Blueprint Pieces during the Adventure Game) special flame icons will also fall with the buttons. If you hit a button as one of these falls through the hit point, then the Special Hit feature is activated for a short period of time. This improves Dexter's dancing ability and increases your chances of getting perfect hits each time.

Bonus Stage – When Dexter is wearing his **Disco Exo Suit** special bonus buttons drop down (these are star shaped) and hitting these will fill in the word "BONUS" at the bottom of the screen. If you manage to spell out the complete word "BONUS" then you will be taken to a special round (after successfully completing the current stage). Here Dexter can improvise some great dance moves in time to the music. You can choose the buttons to hit to make Dexter bust a move, and Dee Dee will award Dexter bonus points if she likes any of his dance combos.

TWO PLAYER GAME

During the two-player game, Player 1 takes control of Dexter while Player 2 controls Dee Dee. Each player's aim is to out-dance the other by timing their button presses better and making fewer mistakes. The first player to lose three tries loses the game.

A Tip from Dexter, Boy Genius...

"Eureka! I have managed to define 'rhythm' in a simple logical formula. By counting at a constant rate and timing my dance moves I can groove like a DANCING GENIUS!"

Cootie Call

Score
Cootie Spray Pressure
Yuck-O-Meter
Super Cootie Atomizer
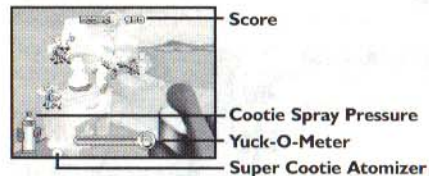
Help Dexter blast those yucky cooties out of Dee Dee's room. Armed with his deadly can of specially formulated cootie spray, Dexter takes on waves of cooties as they fly out from all over Dee Dee's bedroom.

Dexter must target the waves of cooties and smother them in a cloud of cootie spray. Once hit, the cooties are destroyed instantly. Holding down the ❌ button causes a continuous stream of spray to be emitted clearing any cooties in its path. To destroy all those horrid cooties, use the directional buttons to aim the spray. Use the ❌ button to spray and the ⬤ button to operate the **Super Cootie Atomizer** (obtained by finding and reassembling the correct Blueprint Pieces during the Adventure Game). Watch out for the pressure indicator in the can, though. Once empty, Dexter can only fire in bursts.

The cooties get more and more difficult to hit and their attack patterns become more unpredictable as they try to make contact with Dexter. Any touch from the cooties will cause Dexter's Yuck-O-Meter (see above image) to increase. When it fills up Dexter is overcome by cooties and it's game over!

Between stages Dexter may shake his Cootie Spray can to increase its pressure. Shake the can by rapidly pressing the buttons indicated on screen – remember, the more pressure in the can, the more Dexter can use continuous spray!

TWO PLAYER GAME

During the two-player game, each player must rack up as many points as possible over 5 stages by spraying as many cooties as they can. Each player has their own can of Cootie Spray and must use their skill and quick reactions to be the first to target the onrushing cooties. The player with the highest score after 5 stages wins the game.
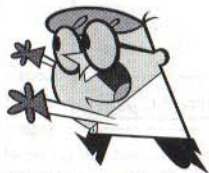
A Tip from Dexter, Boy Genius...

"Cooties, YUCK! My observations have revealed that cooties that are about to strike and must be eliminated quickly!"

What's Buggin' Dexter?

Number of Bug Hits Required

Infection Meter

The directional buttons or left analog stick can be used during this game. Use left and right to steer Dexter, up, the ⊗ or ⬤ buttons to make Dexter run, the ⬛ or ⬤ buttons to make Dexter jump and the L1, L2, R1 or R2 buttons to whack the bug.

Help Dexter swat the bug and knock it out before it infects Computer's circuits. As Dexter chases the bug, it throws out viral spores that infect Computer, but Dexter can stop the spores building up by running over them.

Dexter must swat the bug before the build up of spores causes Computer's infection levels to get too high. If Computer becomes totally infected then it's game over.

If Dexter is wearing his **Suck-o-matic 3000** (obtained by finding and reassembling the correct Blueprint Pieces during the Adventure Game) he does not have to run directly over the spores to destroy them. Just moving Dexter close to the spores will allow his special invention to suck up those destructive viral spores.

TWO PLAYER GAME

The two-player game allows Player 1 to take control of Dexter and Player 2 to control the bug. Dexter can use his swatter to slow the bugs progress, but the bug is also armed with a fresh batch of viral spores that can cause Dexter some sticky problems. Dexter and the bug must race over five laps of Computer's circuitry. The player to complete 5 laps wins the game.

Up'n'Atom

Meltdown Meter
Score

Atom Countdown

The directional buttons or left analog stick can be used during this game. Use left and right to steer Dexter's craft, up, the ⊗, or ⬤ buttons to thrust forward, down to move backwards, the ⬛ or ⬤ buttons to fire the craft's atomizer cannon, the L1 or R1 buttons to use the craft's stun attack and the L2 and R2 buttons to shift the craft left and right.

Dexter must save Computer's reactor from nuclear meltdown by eliminating rogue atoms. The rogue atoms materialize inside the reactor, taking every chance they get to zap the reactor's core with bad energy, causing the reactors meltdown level to increase. If the reactor's meltdown level gets too high, the reactor is destroyed and it's game over.

Dexter must use his Atomizer Cannon to destroy each atom and collect its blue nucleus. Only by destroying a number of the rogue atoms will the reactor's meltdown be averted.

Dexter's craft also has the ability to stun and damage the atoms for a short while making them easier to target. Although, he needs to be dangerously near them to do this. If Dexter has managed to obtain his craft's **Electromagnetic Power Beam** (obtained by finding and reassembling the correct Blueprint Pieces during the Adventure Game) then he can use it to deliver a powerful blast that can knock out the eye shields of an atom in one go.

The Electromagnetic Power Beam must be 'charged up' by holding down the fire button for a short time. The beam is fired when the button is released.

TWO-PLAYER GAME

During the two-player game, Player 1 takes control of Dexter while Player 2 controls Mandark, who has followed Dexter into the heart of the reactor.

Each player must eliminate as many atoms as they possibly can, as quickly as they can. Each time a player collects a nucleus, their meltdown level is decreased while the other player's increases. The player whose meltdown meter reaches maximum first loses the game.

Tip from Dexter, Boy Genius...

"My years of scientific endeavor have given me the power to stay calm under the most intense of pressure. I use this ability to choose carefully which pesky rogue atom to vaporize next."

SoapBox Derby
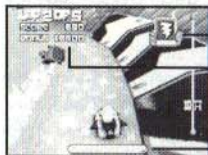
- Collected Pick-Up
- Lap Counter & Score
- Distance Meter
- Thrust Meter

The directional buttons or left analog stick can be used during this game. Use left and right to steer the cart, up, the ✗ or △ buttons to accelerate, the ▣ or ◉ buttons to use thrust power and the L1, L2, R1 or R2 buttons to use a special pick-up.

Dexter must race the mysterious 'Racer D' around the treacherous Volcano Mountain track. Dexter can make use of thrust power that will give his soapbox cart an extra burst of speed.

Pick-up – Scattered around the track are question marks. When driven through, a question mark provides a special pick-up that appears on Dexter's handheld computer. Which pick-up a question mark provides is completely random.

Shrink Ray – Shrinks 'Racer D' to a more 'manageable' size.

Super Grip – Allows Dexter's cart to zoom round corners.

Power Shield – Makes Dexter's cart invulnerable to many hazards.

Oil Jets – Leaves a slippery trail of oil on the track.

Thrust Cooler – Cools the cart's thrust meter instantly.

The race is 5 laps and the first cart over the finish line on the fifth lap is the winner. This mini-game challenge is three races, each taking place on a different track. Dexter must win all three races to defeat the mysterious Racer D.

If Dexter is driving his special **Mock 4 Cart** (obtained by finding and reassembling the correct Blueprint Pieces during the Adventure Game) then he will be able to drive faster and turn quicker giving him an advantage in the race.

TWO-PLAYER GAME

The two-player game is a straight race with **Player 1** taking control of Dexter and **Player 2** controlling Racer D. The first player to complete 5 laps of Volcano Mountain wins the race.

A Tip from Dexter, Boy Genius...

"It takes the careful judgement of a scientific genius to control a soapbox cart around such a hazardous track. Only a fool would try to keep the pedal to the metal on these sharp corners!"

Dexter Dodgeball

Qualify Target

Score & Time Left

Tries Left

Strike as many kids with the ball as possible. Use the directional buttons to aim the ball and the ⊗ button to throw the ball. The L1 or R1 buttons will allow you to zoom in.

Dexter reminisces about the time he finally got the better of the school bullies during a game of Dodgeball. Armed with his **Exo-Suit** and an infinite supply of balls he strives to finally become Dodgeball champion.

You must help Dexter throw the ball at the numerous taunting bully kids in three different play areas. Dexter must throw his balls and strike the bully kids when he has a clear sight of them. The more bully kids Dexter strikes, the more points Dexter gains.

Even if you do not have a clear line of sight towards a bully, Dexter can throw the balls at walls, ceilings and other obstacles and bounce them towards the target.

Watch out for the balls that the bully kids throw at Dexter. Being hit with one of these will lose Dexter points. These balls can be burst with a well-aimed throw from Dexter.

There are three stages to this game and Dexter's must complete each stage by matching or exceeding each stage's qualifying score before the school recess bell rings.

If Dexter has the **Dodge Ball Power Pod** (obtained by finding and reassembling the correct Blueprint Pieces during the Adventure Game), then it improves the speed and power of his throw.

TWO-PLAYER GAME

During the two-player game, players must beat their opponent by eliminating more bully kids from the game while avoiding as many bully balls as possible. The player with the highest score after 5 stages is the winner.

Tip from Dexter, Boy Genius...

"My years of scientific endeavor have given me the power to stay calm under the most intense of pressure. I use this ability to logically calculate the action necessary to eliminate each rogue atom."

Sub Zero Hero

- Goals
- Score
- Collected Pick-Up

The directional buttons or left analog stick can be used during this game.

Use left and right to steer the rocket saucer, up and down to move forward and backward, the ⊗ or △ buttons to use thrust power, the L1 or R1 buttons to use a special pick-up and the L2 and R2 buttons to slide the saucer left and right.

Dexter must compete with Mandark to find out who is the king of the ice rink. Both Mandark and Dexter use rocket saucer vehicles to try and push a puck into each other's goals. In front of each goal is a switch that can activate a powerful fan. If used carefully the fans can save an almost certain goal! Dexter must score 5 goals before Mandark to win the game.

Special pick-ups will appear encased in ice cubes and if the ice cube is shattered the pick-ups may be collected and used.

Shrink Ray - Shrinks Mandark to a more 'manageable' size.

Electro Magnet - Allows Dexter to attract the puck and shoot it at the goal.

Power Shield - Makes Dexter's saucer invulnerable to many hazards.

Ice Cannon - Allows Dexter to fire a volley of ice that can push the puck.

If Dexter has the **Incenutron** (obtained by finding and reassembling the correct Blueprint Pieces during the Adventure Game) then, by pressing the ⊡ or ◉ buttons, Dexter will instantly melt away any ice cubes directly in front of him.

TWO-PLAYER GAME

During the two-player game, Player 1 takes control of Dexter and Player 2 controls Mandark.
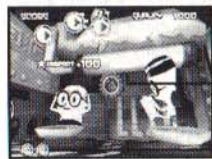
The first player to score 5 goals is declared the winner of the game.

A Tip from Dexter, Boy Genius...

"Mandark is a totally inferior scientist - doesn't he know that the Power Shield can protect me from almost anything and that ice cubes can block the goals!"

Molecular Mix Off

— Qualifying Score

— Hit Point

— Tries

Use the directional buttons and the ⊗ ⊡ △ ◎ buttons to make Dexter copy Mandark's mixing scientific experiments moves in time to the music. As the symbols scroll past the hit point, press the corresponding button to make Dexter mix up a storm.

To prove his superiority over Mandark, Dexter must not only match his adversary's mixing moves but must improve on them. Mandark sets the qualifying score for Dexter to prove his chemistry skills. Only by pressing the right buttons as their corresponding symbols pass the 'hit point' can you make Dexter achieve a score greater than Mandark's. If Dexter doesn't meet the qualifying score, he loses a try. Dexter must make it to the end of Mandark's formula before he loses three 'tries' or it's game over.

By hitting the symbols surrounded by stars, gain even more points by taking part in the bonus mixing stage. Here, speed is of the essence. By rapidly pressing the buttons indicated on-screen as fast as you can, Dexter will fill the test-tube, but he needs to do it within the time limit or no bonus points will be gained.

If Dexter has collected the **Mixtron** (obtained by finding and reassembling the correct Blueprint Pieces during the Adventure Game) he can stir his mixture much faster and more easily gain the vital bonus points. The **Mixtron** makes the bonus mixing stage easier by allowing Dexter to score more points.

TWO-PLAYER GAME

The two-player game allows Player 1 to control Dexter while Player 2 takes control of Mandark.

Each player's aim is to out-mix the other by timing their button presses better and making fewer mistakes. The first player to lose three tries loses the game.

BLUEPRINT COLLECTIBLES

Listed below are the Blueprint Collectibles you can acquire in the mini-games. These are also explained in each mini-game.

DISCO EXO SUIT

If Dexter has collected the **Disco Exo Suit** (obtained by finding and reassembling the correct Blueprint Pieces during the Adventure Game) then during the mini-game "Dee Dee's Dance Off", the following features are available:

Super hit feature – If you hit any button as one of the special flame icons falls through the hit point, then the special hit feature is activated for a short period of time. This improves Dexter's dancing ability and increases your chances of getting perfect hits each time.

Bonus Stage – Hitting the special star-shaped buttons will begin to spell out the word 'BONUS' at the bottom of the screen. If you manage to complete the 'BONUS' word then you will be taken to a special round (after successfully completing the current stage). Here Dexter can improvise some great dance moves in time to the music. You can choose the buttons to hit to make Dexter bust a move, and Dee Dee will award Dexter bonus points if she likes any of his dance combos.

Hint: Due to the blueprints invisibility, Dexter must use a special set of goggles he has invented. While wearing the goggles Dexter can scan his environment in order to locate the blueprint fragments. The goggles can be put on by pressing the ◎ button when in Adventure Mode. The player is able to scan the environment by using the directional buttons or analog stick.

SUPER COOTIE ATOMIZER

If Dexter has collected the Super Cootie Atomizer (obtained by finding and reassembling the correct Blueprint Pieces during the Adventure Game) then during the mini-game "Cootie Call" you can use the ⬤ button to wipe out a wave of cooties in one go! But use them wisely as the Super Cootie Atomizer only has 3 charges.

SUCK-O-MATIC 3000

If Dexter is wearing the Suck-o-matic 3000 (obtained by finding and reassembling the correct Blueprint Pieces during the Adventure Game) then during the mini-game "What's Buggin' Dexter?", he does not have to run directly over the spores to destroy them. Just moving Dexter close to the spores will allow his special invention to suck up those destructive viral spores.

ELECTROMAGNETIC POWER BEAM

If Dexter has collected the Electromagnetic Power Beam (obtained by finding and reassembling the correct Blueprint Pieces during the Adventure Game) then during the mini-game "Up'n'Atom", he can use it to deliver a powerful blast that can knock out the eye shields of an atom in one go. The Electromagnetic Power Beam is 'charged up' by holding down the ❌ or ⬤ buttons for a short while before releasing the button to launch the beam.

MOCK 4 CART

If Dexter is driving the Mock 4 Cart (obtained by finding and reassembling the correct Blueprint Pieces during the Adventure Game) then during the mini-game "Soapbox Derby", he will be able to drive faster and turn quicker giving him an added advantage in the races.

DODGE BALL POWER POD

If Dexter is wearing the Dodge Ball Power Pod (obtained by finding and reassembling the correct Blueprint Pieces during the Adventure Game) then during the mini-game "Dexter Dodge Ball", the speed and power of his throwing will be improved.

INCENUTRON

If Dexter has collected the Incenuton device (obtained by finding and reassembling the correct Blueprint Pieces during the Adventure Game) then during the mini-game "Sub Zero Hero", pressing the ⬤ or ⬤ buttons will instantly melt away any ice cubes directly in front of Dexter's craft.

MIXTRON

If Dexter has collected the Mixtron device (obtained by finding and reassembling the correct Blueprint Pieces during the Adventure Game) then during the mini-game "Molecular Mix Off", the bonus stage is made easier as Dexter can stir the mixture much faster and gain a higher bonus points score.

LAB NOTES

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CREDITS

BAM! ENTERTAINMENT

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	Graeme Boxall
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	Susan Kramer
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Designer	Jay Rogers
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WARNER BROS. INTERACTIVE ENTERTAINMENT

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Eddie Deezen	Mandark
Kath Soucie	Computer
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	Mark Mercado
	Dan Cubert

Recorded at Salami Studios

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To receive this warranty service, send the defective product, a copy of the original sales receipt, a return address and a small note describing the difficulties you are experiencing to the address below.

TECHNICAL SUPPORT

If you have any problems at all with this game please do not hesitate to contact us.

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