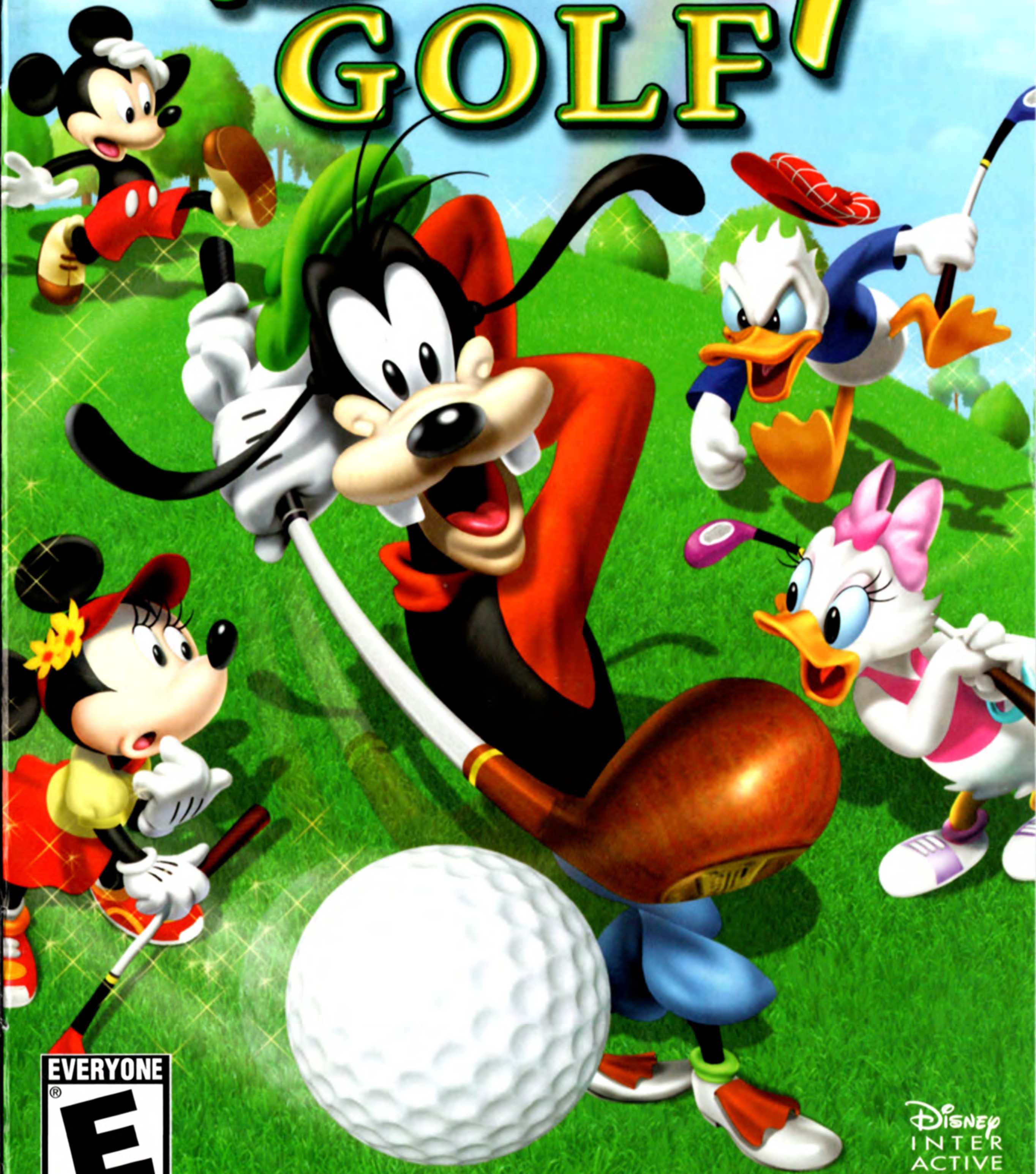


Disney GOLF



ELECTRONIC ARTS™



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.

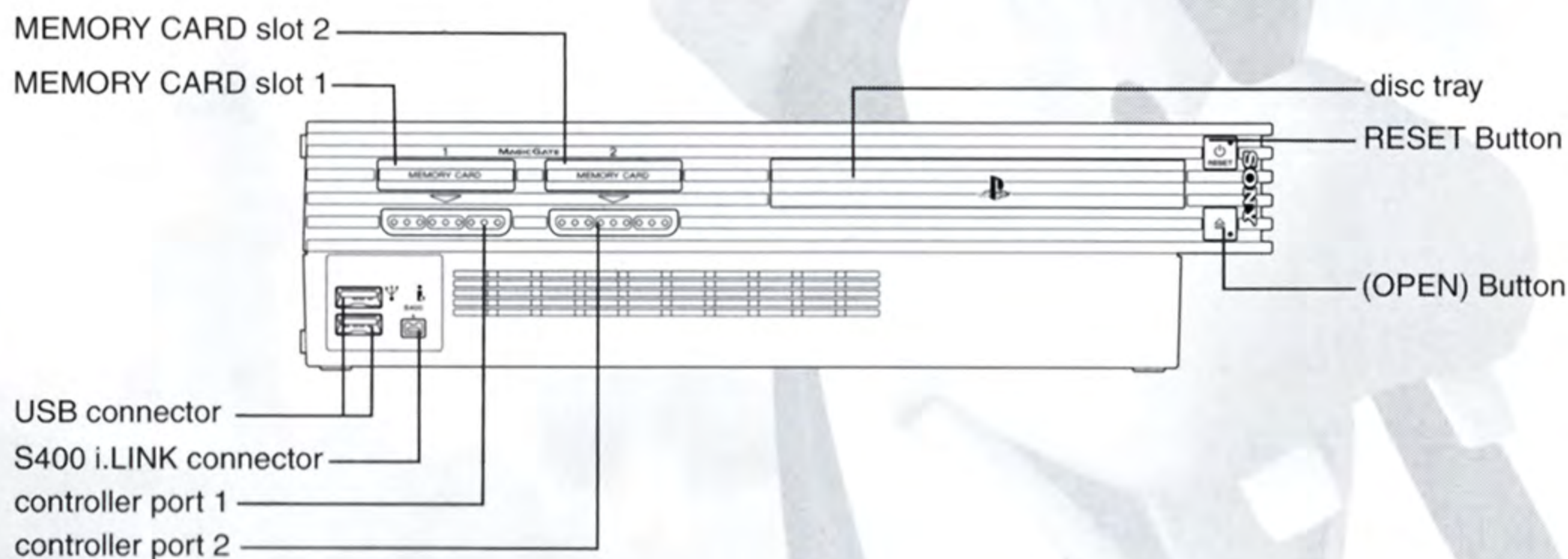
CONTENTS

STARTING THE GAME	2
COMMAND REFERENCE	3
MENU CONTROLS	3
COMPLETE CONTROLS	4
INTRODUCTION	5
MAIN MENU	6
GETTING STARTED	7
SELECT A GAME MODE	7
SELECT NUMBER OF PLAYERS	7
CHOOSE A CHARACTER	8
CHOOSE A COURSE	8
CHOOSE ITEMS	8
SELECT YOUR CHALLENGE	9
TEE OFF!	11
GAME SCREEN	11
HITTING THE GOLF BALL	12
USING ITEMS	13
SCORECARD	13
SELECT MENU	14
MEMBERS ROOM	15
REPLAY ROOM	15
OPTIONS	15
SAVING AND LOADING	16
CREDITS	18
LIMITED 90-DAY WARRANTY	20

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

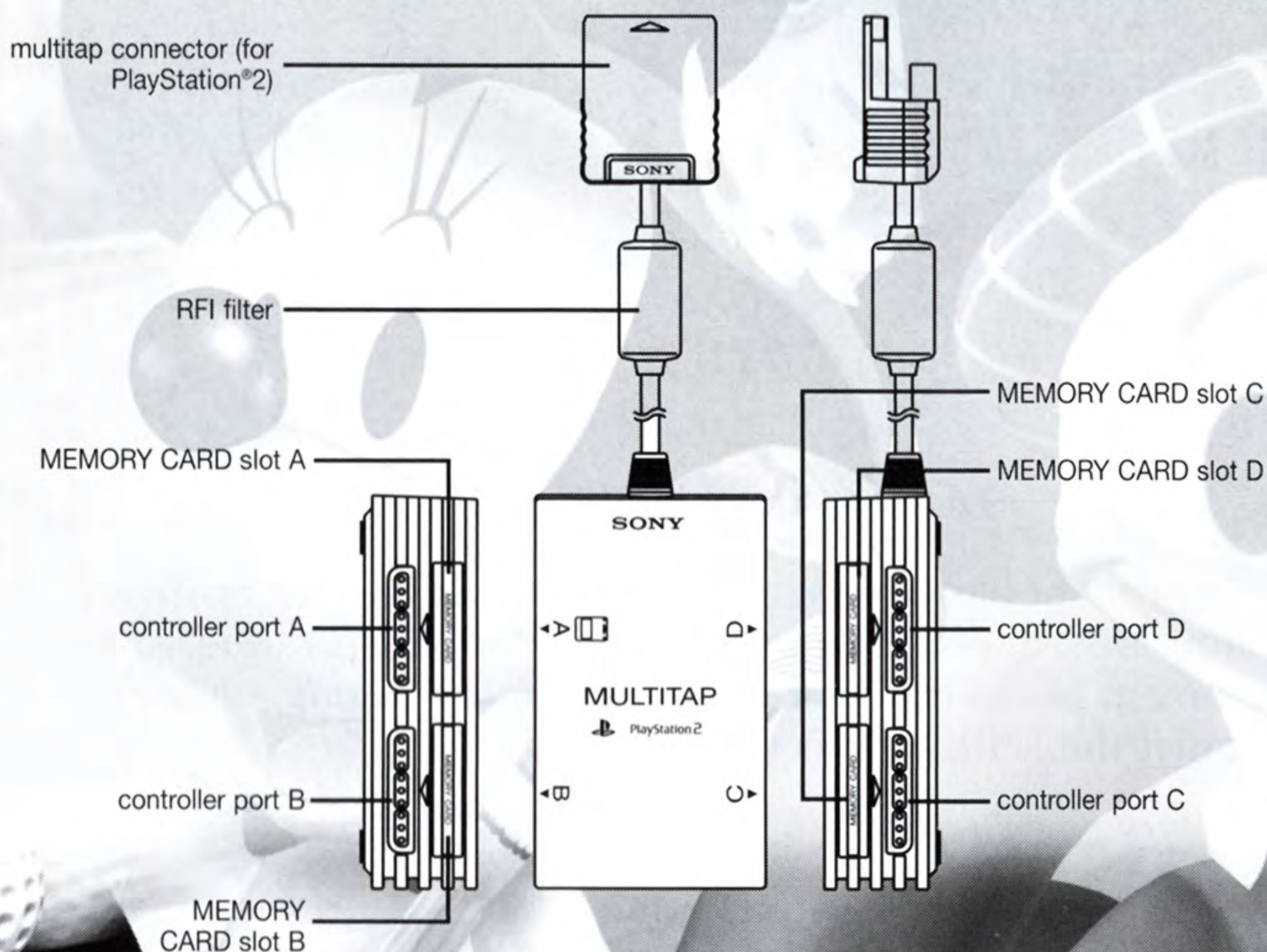
STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



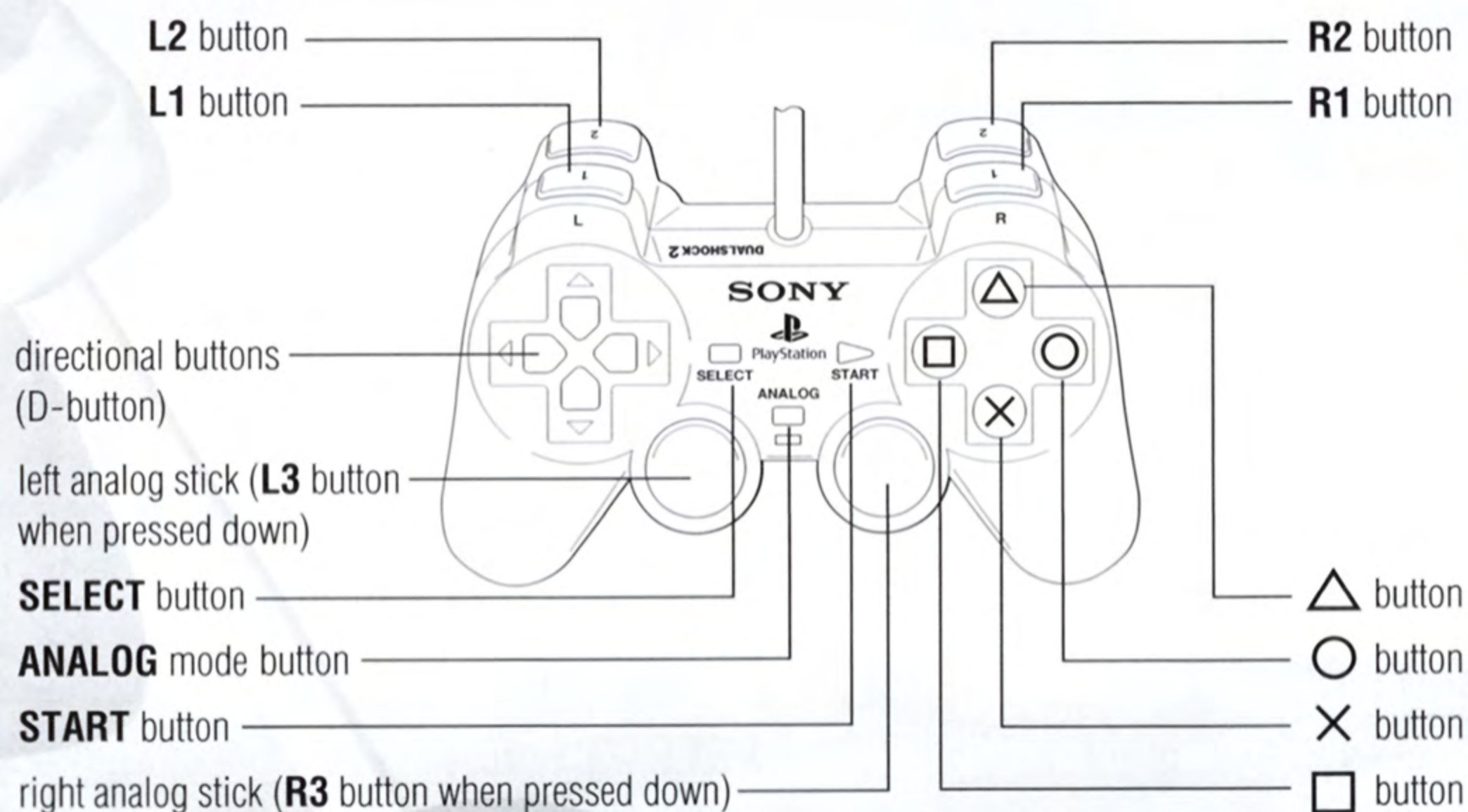
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *Disney Golf* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the Multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Cycle choices/ Toggle options D-button ↔

Highlight menu items D-button ↑

Select/ Advance to next screen × button

Cancel/Return to previous screen ▲ button

➔ For a more detailed list of commands, ➤ *Complete Controls* on p. 4.

COMPLETE CONTROLS

SHOT CONTROLS

Swing club	✕ button
Zoom to the ball's landing point/Aerial view of the trajectory	▲ button
Item screen/Fast forward after hitting the ball	■ button
Adjust aim	D-button ↔
Adjust loft	D-button ↑
Increase fade	L2 button
Increase draw	R2 button
Cycle through golf clubs	L1 button or R1 button
Pause game	START button
Access Select menu	SELECT button

CAMERA CONTROLS

Camera reset	● button
Camera height/direction	left analog stick
Camera position	right analog stick

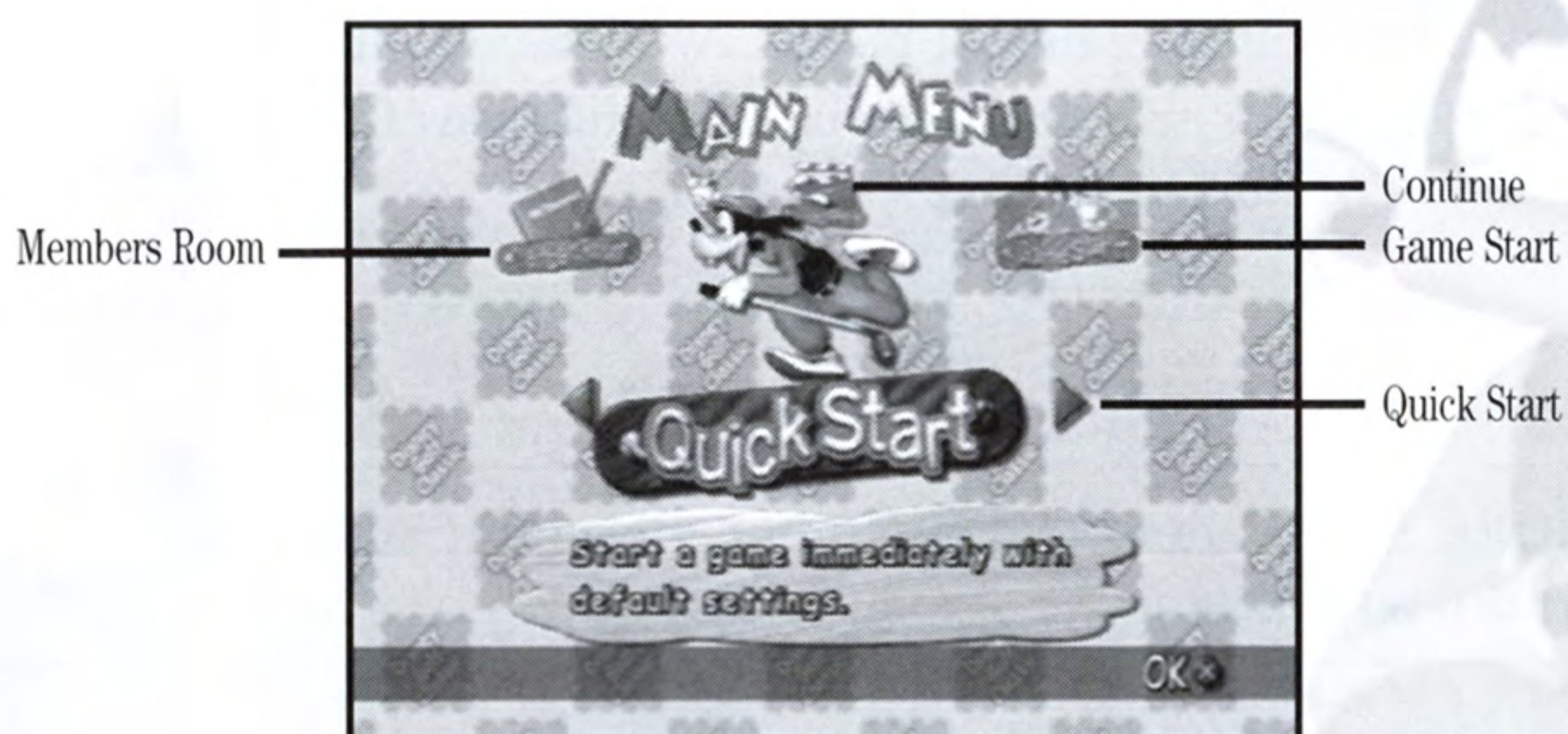
INTRODUCTION

Join Mickey, Minnie, Donald, Goofy, and more of your favorite Disney friends as you take a magical journey to the links in *Disney Golf*. Test your golf skills on six different courses featuring anything from lush alpine vistas to stunning desert mesas. With seven different challenging game modes and over 60 exciting power-ups to hone that perfect shot, golf has never been so much fun.

FOR MORE INFO about this and other Electronic Arts™ titles, check out <http://www.ea.com>.

MAIN MENU

Start a game, continue a saved game, or access gameplay information from this menu.



QUICK START

GAME START

CONTINUE

MEMBERS ROOM

Start the game immediately.

Choose a game mode and begin gameplay.

Continue a previously saved game.

Check character status, records, and options settings.

GETTING STARTED

Head out to the links with Mickey and friends.

SELECT A GAME MODE

Start a new game by selecting one of the following game modes in the Game Start menu.

○ To access the Game Start menu, select GAME START in the Main menu.

STROKE PLAY

The player with the lowest total score wins. 1-4 players.

MATCH PLAY

Try to win each hole by making the fewest strokes. The player at the end of the game with the most hole wins is the champion. 2 players.

SKINS MATCH

Each hole is worth a certain number of points. If you win the hole you get the assigned points. The player with the most points wins. 2-4 players.

COMBINATION PLAY

Two players team up and take turns alternating shots. The team with the lowest total score wins. 4 players.

LONG DRIVE CONTEST

Compete for the longest drive. 1-4 players.

NEAR PIN CONTEST

Compete for the closest distance to the hole. 1-4 players.

CHALLENGE

Tee off against Disney friends. Each hole win, impressive shot, or secret area found grants you coin prizes that can be redeemed for magical items. 1 player.

SELECT NUMBER OF PLAYERS

Once you select a game mode, the Select Number of Players menu appears.

NOTE: These instructions are for all game modes except Challenge mode. For more information on Challenge mode, ➤ *Select Your Challenge* on p. 9.

○ To select your number of players, press the D-button ↔ to highlight your desired player quantity, then press the ✕ button to confirm. The Select Player Characters menu appears.

➡ The Select Number of Players menu only appears in game modes where it is possible to specify your desired number of players. In modes where the number of players is already predetermined, you advance directly to the Select Player Character menu.

CHOOSE A CHARACTER

Which Disney character will you play as?

- To select your desired character, press the D-button to highlight the character you wish to play as.
- To change your character's level (or how experienced the character is), press the **L1** button or **R1** button.
- ➡ You cannot change a character's level in Challenge mode.
- To change your character's handicap (an adjustment which allows you to play against more or less experienced players), press the **L2** button or **R2** button.
- ➡ You cannot change a character's handicap in Combination, Long Drive Contest, Near Pin Contest, and Challenge modes.
- To confirm your selections, press the **✕** button. The Select Course menu appears

NOTE: Characters are not available until they are unlocked during Challenge mode. You can unlock new characters by winning against them in Challenge mode.

CHOOSE A COURSE

Golf with your Disney friends on one of several scenic courses.

- To choose a golf course, press the D-button $\leftrightarrow$ to highlight your desired course.
- To change the position on your course from the front tee, **regular tee**, or back tee, press the **L1** button or **R1** button.
- To confirm your course selection, press the **✕** button.

NOTE: Shadowed courses are not available until they are unlocked during Challenge mode.

CHOOSE ITEMS

After selecting your course, the Select Item menu appears. These magical helpers can give you an extra edge on the golf course.

- To select an item, highlight it with the D-button $\leftrightarrow$, then press the **✕** button. The item appears in your inventory.
- ➡ There are 62 items from which you can choose to improve your golf shots or hinder your opponents.
- ➡ You can only equip up to six items at a time.
- After you have chosen your items, select **NEXT** to continue. The Game Start screen appears.

STARTING THE GAME

To proceed to gameplay from the Game Start screen:

1. Press the **X** button to start the game. A prompt appears asking if you are ready to begin gameplay.
2. Press the **X** button to confirm. Time to Tee off!

STARTING THE GAME IN CHALLENGE MODE

Follow these instructions when playing in Challenge mode.

SELECT YOUR CHARACTER

- To select your desired character, press the D-button to highlight the character you wish to play as, then press the **X** button. The Select Challenge menu appears.

SELECT YOUR CHALLENGE

NOTE: All characters must first finish a practice round before they can accept a challenge.

- To select your desired challenge, press the D-button to highlight the challenge you wish to accept, then press the **X** button. The Choose Items menu appears.

SELECT YOUR ITEMS

- To select an item, press the D-button to highlight the item you wish to select, then press the **X** button. The item appears in your inventory.
- There are 62 items from which you can choose to improve your golf shots or hinder your opponents.
- You can only equip up to six items at a time.
- Items cannot be selected until they are purchased in the Shop menu (for more information, ➤ *Purchasing Items* on p. 10).
- After you have selected your items, select **NEXT** to continue. The Start Game menu appears.

PURCHASING ITEMS

- To access the Shop menu, select SHOP in the Choose Items menu. The Shop menu appears.



- To scroll through available items, press the D-button $\leftrightarrow$.
- To fast forward through items, press the **L1** button or **R1** button.
- To purchase an item, press the D-button $\leftrightarrow$ to highlight the item you wish to buy, then press the **X** button.
- ➡ You cannot purchase items until you have earned enough coins to afford them.
- To return to the Choose Item menu (when you are done purchasing items), press the **▲** button. The Choose Item menu appears and the items you have just purchased are available to use.

STARTING THE GAME

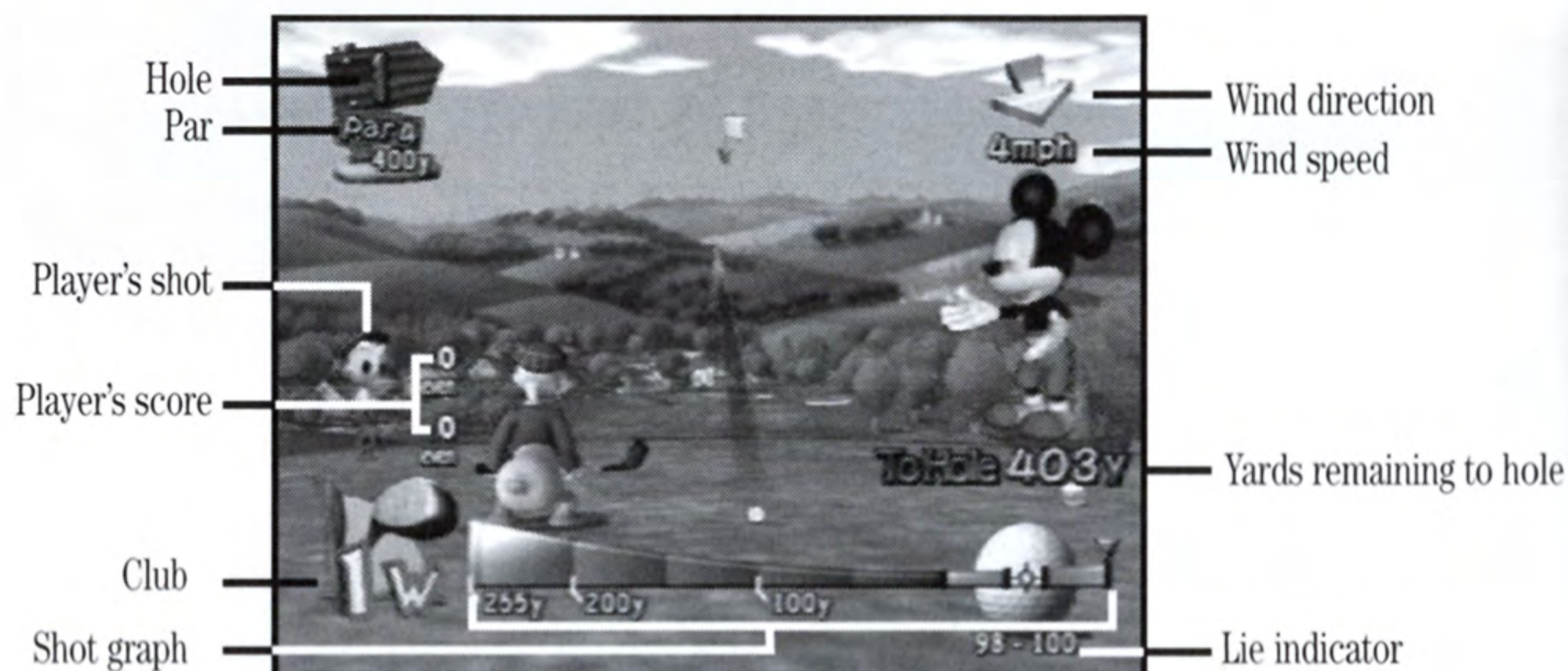
To proceed to gameplay from the Start Game menu:

1. Press the **X** button to start the game. A prompt appears asking if you are ready to begin gameplay.
2. Press the **X** button to confirm. You are now ready to tee off.

TEE OFF!

Join Mickey, Donald, and friends and head out to the golf course!

GAME SCREEN



- To adjust your aim (making the ball go more to the left or right), press the D-button ↔.
- To adjust your loft (making the ball go higher or lower), press the D-button ↑↓.
- To adjust your draw or fade (making the angle of the ball's trajectory go more to the left or the right), press the **L2** button or **R2** button.
- To scroll through available golf clubs, press the **L1** button or **R1** button.

HITTING THE GOLF BALL

Learn how to hit the ball on the fairway or the green.

HITTING A DRIVE

Once you choose your club and line up your shot, put the ball into play!

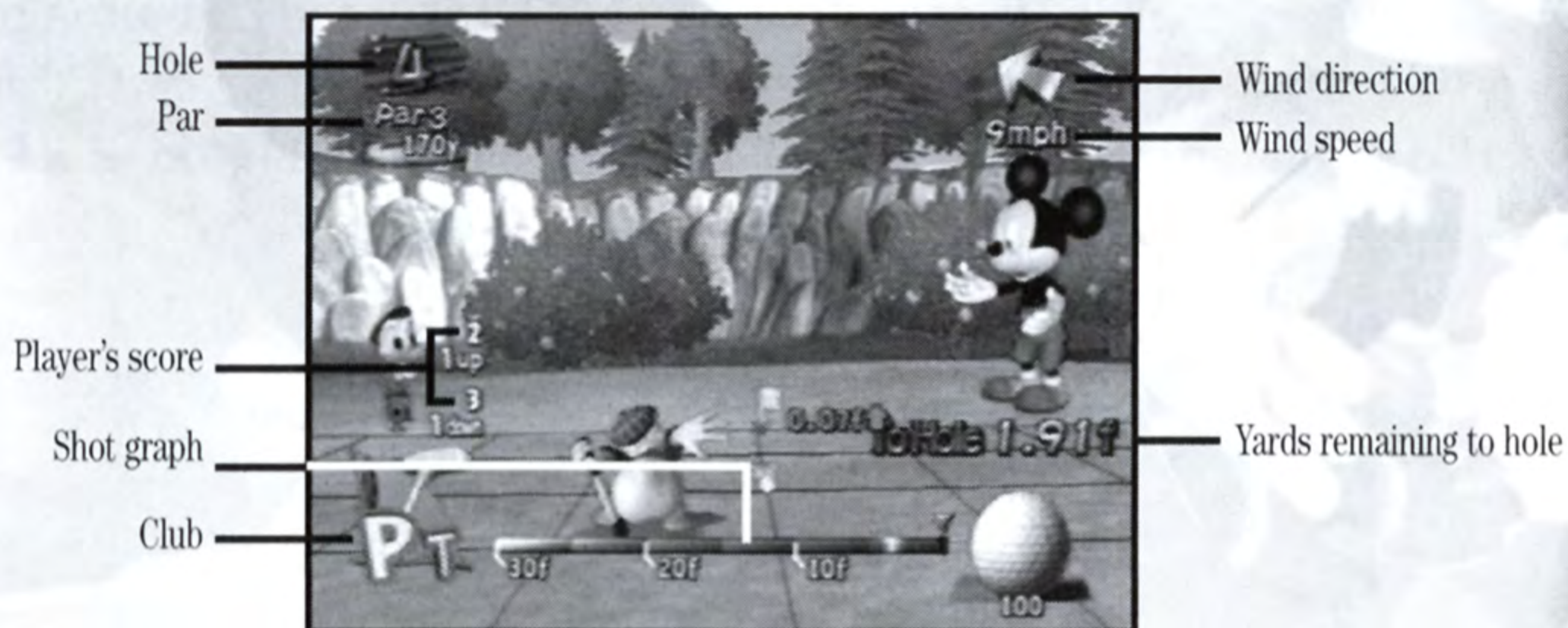


To hit a drive:

1. Press the **✕** button. The shot graph begins to move towards the left.
2. Press the **✕** button again when the graph reaches your desired yardage. The graph begins to move back towards the right.
3. Press the **✕** button a third time when the graph reaches the impact zone. The ball is in play!

NOTE: The closer you get to hitting the ball on the sweet spot, the better the resulting shot is.

PUTTING



- To adjust your aim on the putting green, press the D-button **↔**.
- To scroll through putting distances, press the **L1** button or **R1** button.

To putt:

1. Press the **✕** button. The shot graph begins to move towards the left.
2. Press the **✕** button again when the graph reaches your desired yardage. The ball is putted!

NOTE: The glowing icon on the shot graph shows the appropriate yardage at which you should hit the ball in order to sink it in the hole.

USING ITEMS



To use an item:

1. When it is your turn, press the **■** button to access the Use Item menu.
2. Cycle through your available items by pressing the D-button **↔**. As each item is highlighted, a description appears.
3. Press the **✕** button to select an item. The item is enabled.

NOTE: If you do not have enough energy to use an item, a red "X" will appear over it.

SCORECARD

SCORECARD												
HOLE	1	2	3	4	5	6	7	8	9	OUT		
PAR	3	5	3	5	3	5	3	5	3	33		
G. DONALD	-	0	-	-	-	-	X	-	-	34		
T. DAVIS	-	X	-	-	-	-	0	-	-	34		
10	11	12	13	14	15	16	17	18	IN	TOTAL	HIGHP	NET
3	5	3	3	3	3	3	3	3	33	73		
-	0	-	X	-	0	0	0		3p	3p	0	
-	X	-	0	-	X	X	X		3p	3p	0	
												OK

At the end of the game, a scorecard appears, offering a list of scores per hole and an overall score for each player. How well did you score against your friends?

- ➔ You can check the scorecard at any time by accessing the Select menu. For more information, ➤ *Select Menu* on p. 14.

SELECT MENU

To quit gameplay, get scores, or view replays, access the Select menu.

○ To access the Select menu, press the **SELECT** button.

QUIT GAME

Quit gameplay and save game data for later.

GIVE UP

Surrender this hole and let your opponent win. In the Stroke Play mode your score for the hole is three times par.

SCORECARD

See your scores right up to the hole you are playing.

REPLAY

Watch a replay of your last shot. You can save replays to the Replay Room by pressing the **▲** button (for more information, ► *Replay Room* on p. 15).

UNPLAYABLE

Return to the location of your last shot, at a penalty of one stroke. Use this to get out of tough situations, such as golfing behind a rock or tree.

MEMBERS ROOM

Check character status, course records, and shot replays, adjust options, or load and save game data from this menu.

○ To access the Members Room, select MEMBERS ROOM in the Main menu.

CHARACTER STATUS

Find statistics on Donald, Goofy, Minnie, and other characters' golf skills from this screen.

COURSE RECORDS

Offers a wealth of course statistics for the American, Western, Mountain, Tropical, and other courses. Find out how many secret areas are in each course!

REPLAY ROOM

View replays recorded during the game, watch your best shots, or relive your most impressive plays (for more information, ► *Replay Room* on pg. 15).

OPTIONS

Adjust sound and vibration options.

SAVE/LOAD GAME

Save or load game data from this screen.

REPLAY ROOM

Watch your best shots from the Replay Room.

○ To lock a replay, press the ● button.

○ To delete a replay, press the ■ button.

USER REPLAY

View replays you have recorded throughout the game.

SUPER SHOT

Watch your best shots, such as your longest putt.

SUPER PLAY

See super plays, such as a hole in one.

NOTE: Once all the available replay slots are full the game will automatically overwrite the oldest unlocked saved replay.

OPTIONS

Adjust audio and vibration settings from the Options menu.

○ To increase or decrease volume controls, press the D-button ↔.

MUSIC

Adjust the volume of the background music.

SOUND EFFECTS

Make sound effects louder or softer.

VOICE

Adjust the volume of the character voices in the game.

SOUND

Select **STEREO** or **MONO** sound output.

VIBRATION

Turn the controller vibration function **ON** or **OFF**.

SAVING AND LOADING

To save game data:

1. Select MEMBERS ROOM from the Main menu. The Members Room menu appears.
2. Select LOAD/SAVE from the Members Room menu. The Load/Save menu appears.
3. Select DATA SAVE and press the ✕ button.
4. Choose MEMORY CARD slot 1 or MEMORY CARD slot 2 by pressing the D-button ↔ and then pressing the ✕ button to confirm.
5. Press the ✕ button to begin saving game data.

To load game data:

1. Select MEMBERS ROOM from the Main menu. The Members Room menu appears.
2. Select LOAD/SAVE from the Members Room menu. The Load/Save menu appears.
3. Select DATA LOAD and press the ✕ button.
4. Choose to load game data from MEMORY CARD slot 1 or MEMORY CARD slot 2 by pressing the D-button ↔ and then pressing the ✕ button to confirm.
5. Press the ✕ button to begin loading game data.

To save a game in progress:

1. Press the SELECT button during gameplay. The Select menu appears.
2. Select QUIT GAME from the Select menu. You will be prompted to save your game. At this prompt, highlight "Yes" and press the ✕ button to confirm.
3. Choose MEMORY CARD slot 1 or MEMORY CARD slot 2 by pressing the D-button ↔ and then pressing the ✕ button to confirm.
4. Press the ✕ button to begin saving game data.

NOTE: You cannot save a game in progress in all game modes.

To continue a saved game:

1. Select CONTINUE from the Main menu. The Continue menu appears.
2. Select MEMORY CARD slot 1 or MEMORY CARD slot 2 and press the ✕ button.
3. Select desired file and press the ✕ button to load the saved game. The Game Start menu appears.
4. Press the ✕ button again. Gameplay is resumed.

NOTE: Never insert or remove a memory card (8MB) (for PlayStation® 2) when loading or saving files.

NOTE: *Disney Golf* defaults to reading from MEMORY CARD slot 1.

CREDITS

T & E SOFT

Executive Producer: Toshiro Yokoyama

Producer: Yasuo Yoshikawa

Director: Kentaro Nishiwaki

Main Program: Moritaka Nishimoto

System Program: Yoshiki Itakura

Interface and AI Program: Yasuyuki Satake

Demo & Effect Program: Takeharu Kamazaki

Character Modeling: Kazuhiko Ogawa, Kunikatsu Tachi, Hiroki Nakata, Haruaki Yamawaki, Toshihide Funato

Character Animation: Yuichi Mizobe, Masashi Hirose, Yaichi Nakaya, Kazuhisa Watanabe, Satomi Kamiya

Course Director: Hisazumi Hirose

Course Design: Shintaro Tajima, Hidefumi Watanabe, Tashimasa Shimizu, Nanae Nishihara, Yumiko Shiotsu, Kazuya Imai, Shinichi Hamada, Kazuhisa Watanabe

Graphic Design: Muneshige Yoneyama, Jyunko Kawachi

Art Director: Takanori Tateishi

Music & Sound Effects: Katsumi Yokokawa

Scenario Writer: Kengo Shinoda

Special Thanks: Atsuto Nakao, Tomohisa Shibata, Noriyuki Yokozeki, Kunihiro Horio, Mami Inukai, Tomoyuki Hayakawa, Takayuki Yago, Jun Yokoyama, Kenji Ishii, Tomochika Nakajima, Akihiro Ozeki, Hisashi Inokai, Masato Ueda, Takashi Takahashi, Masako Ukai, Daisuke Achiwa, Yuya Ogawa, Naoyoshi Yamamoto

DISNEY INTERACTIVE JAPAN

Producer: Toshimasa Takenaka, Tomomi Endo

Senior Producer: Emiko Yamamoto

Executive Producer: Shuji Utsumi

DISNEY INTERACTIVE, INC.

Senior Producer: Scott Cuthbertson

Assistant Producer: Amir Firozkar

VP of Product Development, Console: Dan Winters

Marketing Director: Bob Picunko

Conceptual Art: Mary Ann Ramirez

Associate Marketing Manager: Nichol Bradford

Featuring the Voice Talents of: Wayne Allwine, Tony Anselmo, Cameron Bowen, Arthur Burghardt, Corey Burton, Bill Farmer, Tress MacNeille, Jason Marsden, Jim Meskimen, Russi Taylor

Disney Character Voices Staff: Doug Carrigan, Randy Coppinger, Jim Davy, Rick Dempsey, Beth Glenday, Rit Kedineoglu, Ned Lott, Susie Lum, Bryan Monroe, Susan Ryan

Audio Post Production: Walt Disney Imagineering, Lisa Beckwith, Robert Duran, John (JK) Kestler, Steve Litten

Special Thanks: Peter Wyse, Sonoko Ishioka

ELECTRONIC ARTS

Producer: Josh Hendren

QA Lead: Aaron Hydrusko

Assistant Lead Tester: Carble Cheung

Core Testers: Leon Booker, Will Chou, Kevin Enos, Brett Johnson, Jordan Dodge

Product Manager: Anthony Caiazzo

Documentation: Sharon Maher

Documentation Layout: The Big Idea Group

Package Design: Moore Design Group

Package Project Management: Angela Santos

Customer Quality Control: Tony Alexander, Andrew Young, Russell Medeiros, Dave Knudson, Darryl Jenkins, Anthony Barbagallo, Simon Steel, Eron Garcia

LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Phone: (650) 628-1900

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts.

TECHNICAL SUPPORT – If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time.

TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

FTP Site: <ftp.ea.com>

ELECTRONIC ARTS TECHNICAL SUPPORT

P.O. Box 9025

Redwood City, CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.

P.O. Box 432

Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 181

Chertsey, KT16 0YL, UK

Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

© 2002 Disney. All rights reserved. Electronic Arts is a trademark or registered trademark of Electronic Arts Inc. in the U.S. and/or other countries. All other trademarks are the property of their respective owners.

T&E SOFT

Proof of Purchase

Disney Golf



Electronic Arts Inc. 209 Redwood Shores Parkway Redwood City CA 94065

© Disney. Electronic Arts is a trademark or registered trademark of Electronic Arts Inc.
in the U.S. and/or other countries. All other trademarks are the property of their respective owners

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation
only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.
The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in
the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C
DESIGNATION. U.S. AND FOREIGN PATENTS PENDING. 1457405