

Big Ideas
VeggieTales®

LARRY BOY
AND THE
BAD APPLE™



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.

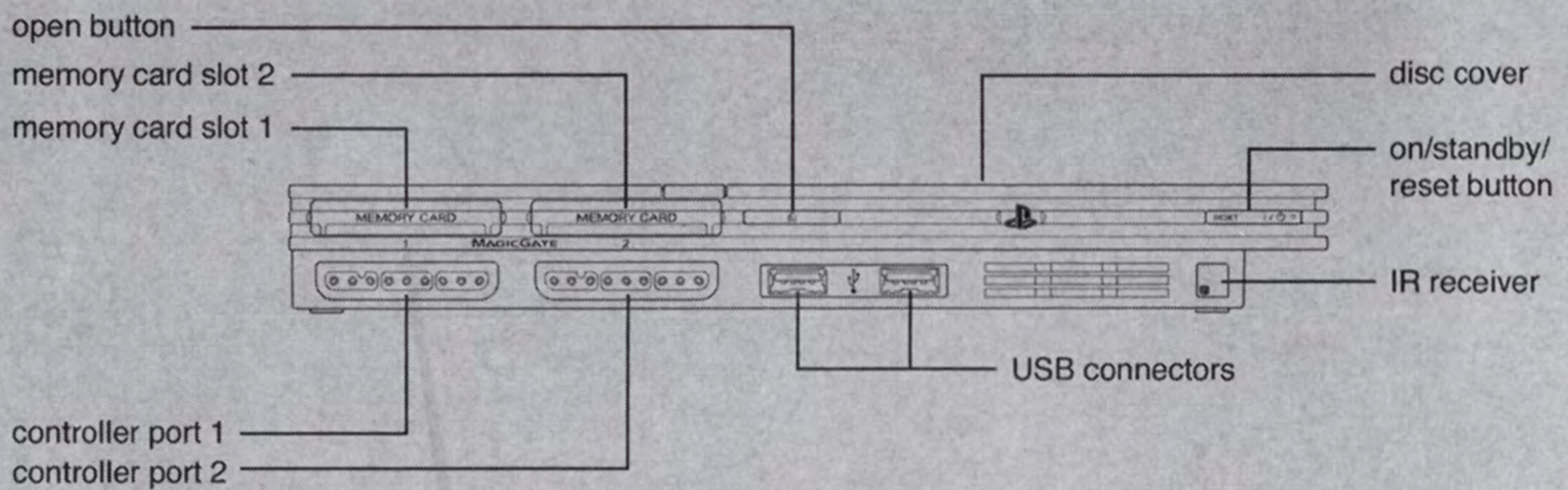
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

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GETTING STARTED



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 Big Ideas VeggieTales LarryBoy and the Bad Apple 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)

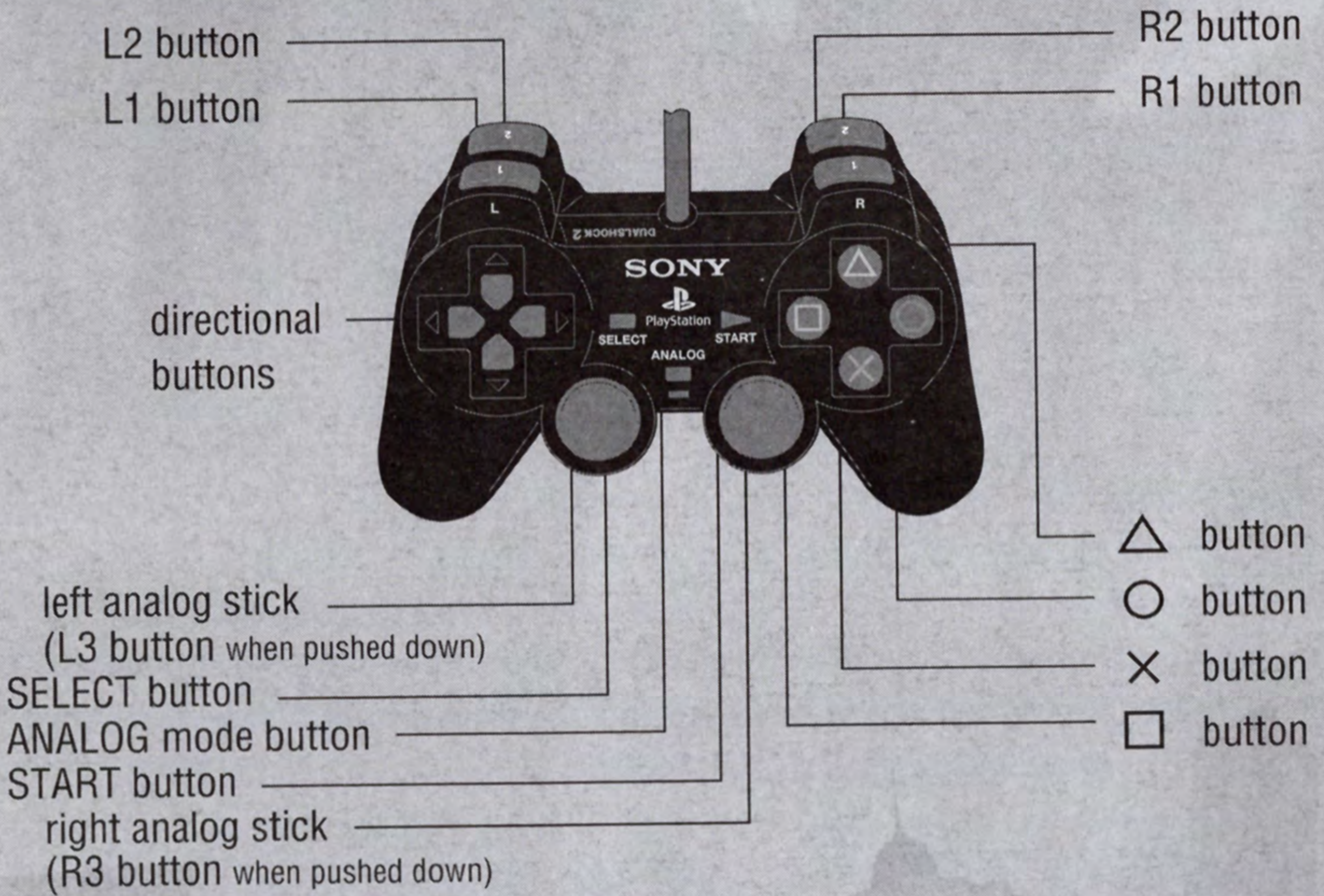
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

BASIC menu CONTROLS

- Press the directional buttons to browse or cycle through the different options.
- Press the  button to select an option, go to the next screen or change the current option.
- Within any submenu, press the  button to return to the previous screen.

CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GamePLAY CONTROLS

□ button:	Heavy Weight Cape
× button:	Jump, Double Jump, Hold to glide
△ button:	Interact, Pull levers, Activate certain objects when prompted
○ button:	Energy Cape
L1 button:	Power Drencher
R1 button:	Whirlybird Ability
L2 button:	Plunger Grapple
left analog stick:	Move LarryBoy
right analog stick:	Move camera
START button:	Pause/menu
SELECT button:	Display temptation and power drencher bars

The STORY

The great city of Bumblyburg is very excited about its 300th birthday celebration, but a strange spider web has been spotted at the center of Bumblyburg Park. Nobody knows where the web came from, and what's even worse is that no one knows about the clever evildoer who has made a plan to not only stop the celebration, but to also take over the city!

Enter, the Bad Apple-a scary villain who has discovered the weaknesses of some very important people in Bumblyburg. How will the Bad Apple take over the city? She won't have to use weapons or start a war; instead, she will use a dangerous trick so smooth that no citizen will ever see it coming. Bumblyburg beware! Temptation has arrived!

Yet, a beam of light shines brightly to give the city hope...

Behold! A caped silhouette stands atop Bumblyburg City Hall, its shadow a blanket of security covering the city streets. Its bold gaze searches for criminals, revealing them as the sun reveals the morning. Suddenly, the silhouette leaps from the rooftop, its cape catching the wind like the wings of a great eagle. From below, children look up and begin to smile. Mothers hold back their tears of happiness. Fathers walk with a step of confidence and bravery. The soaring figure approaches its landing as cheers of joy fill the air. At last, the hero lands on the ground...but he's going too fast! He tumbles over and over, kicking up a whirlwind of dust, and then skids to a stop. Then silence. The people who are there look at one another, shrugging and staring at the form on the ground covered by a purple cape. When finally, a plunger appears followed by another; and, at last, standing up, is Bumblyburg's superhero, LarryBoy! The crowd becomes full of energy with a loud applause and shouts of support, "Hooray for our hero!" In response, LarryBoy says his famous quote, "I AM THAT HERO!"

Off in the distance, the Bad Apple moves forward with her evil plan.

CHARACTERS

LARRYBOY - Bumblyburg's heroic defender! He's the alter ego of mild-mannered Larry the Cucumber. LarryBoy has a lot of cool superhero gadgets and will have to try his very best to stop the Bad Apple from tempting Bumblyburg!

ALFRED - LarryBoy's brilliant and faithful butler. Alfred serves as a guide to LarryBoy in everything that he does and has created the hero's cutting edge gadgets and gizmos. Whenever LarryBoy is in a pickle (not a pickle jar), Alfred will be right there to offer advice and hints to aid the lost or confused cucumber hero.

BAD APPLE - The Bad Apple is the very embodiment of temptation. She plans on taking over the city and stopping Bumblyburg's 300th birthday celebration. The Bad Apple has the power to create a world that fits with an individual's temptation, and only LarryBoy can enter that world to rescue those in trouble.

MAYOR BLUEBERRY - The mayor of Bumblyburg who does a fantastic job of organizing all the events going on in Bumblyburg. Mayor Blueberry wants to look her best at all times, but this can sometimes get her into trouble, as she can forget what's most important for the city.

PETUNIA RHUBARB - Bumblyburg's number one reporter. Petunia has a fiery spirit and keeps Bumblyburg up-to-date with the latest news. She loves to play video games, but this can lead her to ignore her responsibility of reporting the news to the citizens of Bumblyburg.

FIRE MARSHAL GRAPE - Fire Marshal Grape is in charge of Bumblyburg's Fire Department. It's his duty to remove the spider webs throughout the city, but his great love of toys and toy collecting could possibly get in the way.

BAKER LUNT - Baker Lunt has the important job of making the cake for Bumblyburg's 300th birthday celebration. In between his episodes of Galactic Commando, he works hard to finish up his baking masterpiece, but will the Bad Apple use his love of space movies against him?

Abilities

Please note that some of these abilities will need to be unlocked while playing and may not be available from the beginning of the game.

WHIRLYBIRD ABILITY (R1 BUTTON) - LarryBoy spins rapidly, and his plungers hit nearby objects and temptation guards. Use this ability to break open crates, boxes, statues and vases as well as hit plants and trees to reveal hidden items. This is also used to deflect temptation spheres and to overcome weaker enemies.

POWER DRENCHER (L1 BUTTON AND RIGHT ANALOG STICK) - Using a squirt gun filled with his favorite sports drink, LarryBoy can spray webs and special targets to help solve puzzles. Pull up the power drencher by pressing and holding the L1 button, and use the right analog stick to aim. Be careful not to run out of the UMPH sports drink. You can see how much UMPH you have left with the UMPH meter on the right side of the screen to make sure. Also remember to stop by UMPH refill stations if you're ever running low.

PLUNGER GRAPPLE (L2 BUTTON AND RIGHT ANALOG STICK) - LarryBoy can shoot his super-suction plunger ears at specific targets. This will allow him to pull certain objects or even pull himself up to higher areas. To use this ability, hold the L2 button to get the grapple target cursor up, and then aim it with the right analog stick. Simply let go of the L2 button when the cursor is bright yellow and he'll grapple the target you've aimed at.

JUMP (X BUTTON) - Use this to get onto higher ledges and platforms!

DOUBLE JUMP (X BUTTON) - Need that extra height in your jump? Hit the X button again when you're in the air. This will get LarryBoy up almost double the height of his regular jump!

GLIDE (X BUTTON) - If you hold the X button after jumping or while falling, LarryBoy will deploy his SMART cape and use it to glide. This will help him to reach platforms that seem to be too far away.

Heavy Weight Ability (☐ BUTTON) - LarryBoy is a cucumber after all, so he's not very heavy. There are pesky buttons and switches all over the temptation worlds that he cannot push down with his weight alone. Luckily, with Alfred's SMART cape invention, you can hold down the ☐ button and make LarryBoy turn into a heavy weight.

Energy Ability (☐ BUTTON) - Electricity certainly isn't something to be taken lightly, but since there are objects that need to be powered up or given a quick charge, LarryBoy will have to deal with it somehow. With the Energy Ability, simply hold the ☐ button and LarryBoy will use his SMART cape to turn into a powerful source of energy. This will provide him with the power he needs to stop the Bad Apple!

Menu Screens

PROFILE SELECT SCREEN - Select a previously created save profile, create a new one by selecting a "free" profile or set up the parental controls. Use the directional buttons or left analog stick to scroll up and down through the options, the ☐ button to select an option and the button to go back to a previous menu screen.

in-Game Pause Menu - Press the START button while playing to get to the pause menu. Here you can check your progress, change options such as your controls, or sound or save and quit to continue playing later on.

Game Screen (H.U.D.)

While playing, you can see LarryBoy's temptation meter on the left and Power Drencher meter on the right. To display them, simply hold the SELECT button. They will also display when you are being tempted, refilling or losing UMPH from your Power Drencher.

Every time you pick up a musical note, sheet music, or find a hidden child in Bumblyburg, the total will be displayed onscreen.

TEMPTATIONS

There are 3 main types of temptation baddies in the game:

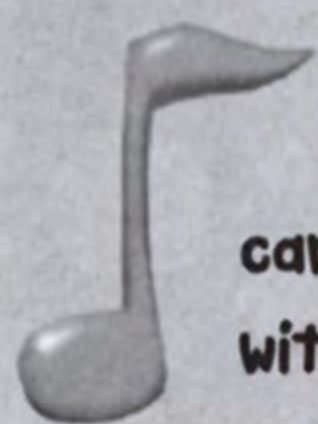
GRUNTS - Temptation grunts patrol the stages looking for LarryBoy. When they see him they will chase him and let out a mighty temptation stomp that will tempt our hero. They're not too strong, so a good Whirlybird attack should get rid of these enemies easily.

THROWERS - These temptations mean business and are breaking out the big temptation cannons to show it. They'll launch a temptation sphere at LarryBoy as soon as he's in their sights, so listen and proceed with caution. To defeat these enemies, use the Whirlybird ability to deflect the spheres back at them. After a few hits, they'll be out of LarryBoy's hair for good (or out of what little hair he has!).

SEEKERS - Temptation seekers seem to be undefeatable, but they're usually just a breath away from their demise. Get them to chase you over to a vent and you won't have to worry about being tempted by them any more.

PICK-UPS

Musical Notes



Musical Notes can be found throughout the temptation worlds.

They are musical notes that come in different colors that LarryBoy can find along his path, in boxes, plants and other objects he can break with his Whirlybird Ability. There are 200 in each world, and every 100th note collected unlocks a hidden bonus item in the game.

SHEET Music



These are special music sheets cleverly hidden throughout the temptation worlds. Collect these, and for every 5th one you find, you'll unlock even more popular VeggieTales songs and images of your favorite characters!

HEALTH PICKUP

Find these useful items, and LarryBoy's temptation meter will be restored.



Minigames

Memory - A game of memory that can be played with one or two players. Pictures of your favorite VeggieTales characters are the cards here. To flip a card over, simply grapple it with your super-suction plunger ears! The objective is to try to flip over two cards that are the same. The player who finds the most pairs, wins!

Tic-Tac-Toe - Another familiar childhood game but with that special LarryBoy pizzazz. Two players try their best to outsmart each other and get three shapes in a row. One player will have X's as their shape, the other O's. No longer is it purely a game of wits though, for now you must glide LarryBoy over to the space on the board you wish to claim while avoiding the dangerous temptation beams along the way!

DARTS - How does a cucumber play darts? Well, he slingshots himself at the board, of course (Only for superhero cucumbers - do not try this at home)! Try to get the best score or beat a friend's score. Just slingshot LarryBoy at one of the four crazy moving dart boards, and try to score the most points!

SINGLE PLAYER BUMBLYBURG Minigames

Hide and Seek - With all of Bumblyburg as your playground, a game of Hide and Seek is no small matter! Speak to the helpful Carrot in front of the Mayor's Office and he'll start this game for you. Use LarryBoy's abilities to seek the children of Bumblyburg as they lie low in their best hiding spots. They can be found in alleyways, concealed by boxes, behind buildings and even on top of buildings! Each kid you find unlocks bonus material for you to add to your collection so be sure to find all 10 of them.

GLIDE CHALLENGES - Test your gliding, zipping and slingshot skills in these terrific challenges. When you activate one of the glide challenges you must fly to each glowing waypoint without touching the ground. If you get to the waypoints within 3 minutes, you win a sheet music! There are 3 glide challenges total so be sure to do them all as you gain more abilities!

HINTS and TIPS

- Tell your parents about the Egg Timer in the Parental Controls. This lets them decide how long you can play in one sitting. Although we'd love to have you play for hours on end, we also want you to do your homework, chores, and study. Who knows, maybe some day you can help us make the next LarryBoy game!
- The Sheet Music pickups are a challenge to find. Make sure to pull every lever, explore every area and break anything that you can when you're seeking them. Some are also cleverly hidden in puzzles, so if you can do a puzzle more than once, go for it!
- There's a lot to do in Bumblyburg. Sometimes you will have to talk to people in Bumblyburg to initiate fun games like Hide-N-Seek.
- There are special symbols to represent Power Drencher targets and Plunger Grapple targets - keep your eyes peeled for both to help you progress.
- Listen to what Alfred has to say. Most of the time he will provide LarryBoy with a hint, sometimes it's a hint hidden within a simple riddle. The information he provides will definitely be the key to aiding LarryBoy in his defeat of the Bad Apple!
- You can always go back to a temptation world to find any musical notes or sheet music pickups that you might have missed.
- Remember to have fun! Take breaks when you need them. Some puzzles are tough; a break from the game to clear your mind may be just what you need to figure it out.





notes

Warranty

CRAVE ENTERTAINMENT, Inc. warrants to the original purchaser of this CRAVE ENTERTAINMENT, Inc. product that the software storage medium in the product is free from defects in material and workmanship for a period of ninety (90) days (unless prohibited by applicable law) from the date of purchase. The CRAVE ENTERTAINMENT, Inc. software program in this product is sold "AS IS" and without any expressed or implied warranties for losses or damages of any kind resulting from use of the software program. If the CRAVE ENTERTAINMENT, Inc. product fails to comply with this limited warranty, CRAVE ENTERTAINMENT, Inc. agrees to either repair or replace, at its option, free of charge, the non-complying product, provided the product is returned by the original purchaser, postage paid, with proof of purchase to CRAVE ENTERTAINMENT, Inc. at the address set forth below. When returning the product for warranty replacement, please send the original product disc(s) only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; and (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the product. If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per disc or cartridge replacement.

Note: Certified mail recommended.

In the U.S. send to:

Warranty Replacements

Crave Entertainment, Inc.

4 San Joaquin Plaza, Suite 200

Newport Beach, CA 92660

This warranty shall not be applicable and shall be void if the defect in the CRAVE ENTERTAINMENT, Inc. product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE CRAVE ENTERTAINMENT, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL CRAVE ENTERTAINMENT, INC. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE CRAVE ENTERTAINMENT, INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights and you may also have other rights, which vary, from state to state.

CUSTOMER SUPPORT

you may need only simple instructions to correct a problem with your product.

Call the Customer Service Line at 949-219-1199, 9:00am-5:00pm PST.

