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- 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.
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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.

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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 *TY the Tasmanian Tiger*™ 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.

COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

That's you, mate! My, you've got a fair set of choppers on ya—Boss Cass and those henchmen are in for it, dead-cerf! Not that you go looking for trouble, but when somebody messes with your mates, you're not one to back down from a fight.

*TY THE TASMANIAN TIGER*
BASIC CONTROLS

Picking up and playing TY the Tasmanian Tiger is as easy as run, chomp, fling. Here's all you need to know to get started on your big adventure.

GAME CONTROLS

- View game info
- Pause game
- Cycle through available 'rangs
- Action
- Bite
- Throw boomerang
- Jump
- Move
- Look around

MENU CONTROLS

<table>
<thead>
<tr>
<th>Action</th>
<th>D-button</th>
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</thead>
<tbody>
<tr>
<td>Highlight menu items</td>
<td></td>
</tr>
<tr>
<td>Cycle choices/Move sliders</td>
<td>D-button</td>
</tr>
<tr>
<td>Select/Advance to next screen</td>
<td>x button</td>
</tr>
<tr>
<td>Return to previous screen</td>
<td>▲ button</td>
</tr>
</tbody>
</table>

> For a more detailed list of commands, Complete Controls on p. 6.

INTRODUCTION

G'day mate! Things can be a bit disorienting here in the land down under, so let me remind you of who you are and what you're doing here.

You are TY, one of the last of the Tasmanian Tigers—or so you thought. Raised by a family of Bilbies—what's a Bilby, you ask? I'll cover everything in good time, young 'un. As I was saying, you have only vague memories of your family and friends. You've always believed that the other Tazzy Tigers died long ago, leaving you all alone.

But then one day (by chance, some would say, but I say it's fate) you met the Bunyip Elder, and this strange character told you that your family is still alive! But, they're trapped in the otherworldly realm of the Dreamtime.

Now don't get so upset, they're not stuck there forever. Or at least they needn't be. For deep in the Australian outback there's a rocky outcrop, and this rocky outcrop is the portal—that's a doorway, my young cobber—to this Dreamtime realm. Carved into the ground on this outcrop is an image of the Tasmanian Tiger family, and surrounding that are five sockets in which ancient magical Talismans once lay. All you have to do is find these Talismans and place them in the sockets, and the portal to the Dreamtime realm will open.

Now don't go running off just yet, you little larrkin! I've not told you the bad news. You see, these Talismans have also caught the eye of an evil cassowary by the name of Boss Cass. Yes, that Boss Cass—the same one who trapped your family in the Dreamtime realm after they defeated him in battle many moons ago. What's worse, he's also locked up some of your Bilby family in cages across the outback. If you want to open the portal to the Dreamtime realm and rescue your family and friends, you must face Boss Cass and all the nasty henchmen he'll send your way.

Don't worry, mate, you'll not be alone. An upstanding lad like yourself will always have friends to help him out along the way—including me, your old mate Maurie.

Now get out there and find those Talismans!

For more info about this and other titles, visit Electronic Arts on the web at www.eagames.com.
COMPLETE CONTROLS

My guess is you've got the basics down by now. Well, that's enough to get you started, but it's not enough to get you finished, not with all the perils that lay before you. You'd best learn all these moves or you could wind up a shrimp on Boss Cass' barbie.

> The controls listed below are for the default controller configuration. You can select a new configuration at the Controls screen (Controls on p. 9).

NOTE: Default options are listed in bold in this manual.

ON LAND

<table>
<thead>
<tr>
<th>Move</th>
<th>left analog stick</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jump</td>
<td>× button</td>
</tr>
<tr>
<td>Bite</td>
<td>○ button</td>
</tr>
<tr>
<td>Super Powered Charge Bite</td>
<td>○ button (hold to charge then release to activate)</td>
</tr>
<tr>
<td>Throw boomerang</td>
<td>× button</td>
</tr>
<tr>
<td>Switch boomerangs</td>
<td>D-button ↔</td>
</tr>
<tr>
<td>Dive bite</td>
<td>× button then ○ button</td>
</tr>
<tr>
<td>Glide</td>
<td>× button then × button (hold)</td>
</tr>
</tbody>
</table>

> The left analog stick makes you sneak, walk, jog, or run, depending on how hard you press it in the direction you want to move.

NOTE: You can't glide until you've picked up your second boomerang, which you can find in Two Up (Bli Bli Station on p. 18).

After you collect 100 opals, or if you find the right power-up (Collectible Objects on p. 11), you can perform a Super Powered Charge Bite. Not only does your bite become more powerful, but you can also chomp henchmen from a greater distance!

IN THE WATER

Unfortunately, you Tasmanian Tigers aren't the best swimmers. At first you can only dogpaddle—er, tigerpaddle—on the surface, and it's mighty slow going. Only after Rex the Platypus teaches you to swim at the Ship Rex level (p. 18) can you swim faster and dive under water.

Swim on surface/Turn underwater left analog stick

Dive ○ button

Underwater swim × button (hold)

Swim faster × button (tap then hold)

Running dive × button then ○ button while running towards water's edge

Throw Aquarang ■ button

> You can hold your breath a long time, but not forever. Keep an eye on your air supply (Game Screen on p. 10) to make sure it doesn't run out! For more information, Bubbles on p. 14.

NOTE: The Aquarang is the only boomerang that works under water. You earn the Aquarang after learning how to swim. You switch to it automatically when under water.

MORE CONTROLS

Action button ▲ button

Advance dialogue × button

Skip dialogue ▲ button

Look around right analog stick

TY's View L2 button (hold)

Lock on enemy R2 button

Zoom camera in/out R1 button

Pause game START button

View game info SELECT button

> Use TY's View (press and hold the L2 button) plus the left analog stick to aim your boomerang for precision throwing.
SETTING UP THE GAME
Set up the game the way you want before you set out on your big adventure. You’ll be splashing through the billabong and ‘rangin’ frills in no time!

MAIN MENU
This is where it all begins, mate. From here you can set up your options or head straight for Rainbow Cliffs.

EXTRAS
Two of the menu options on the Extras screen are unlocked when you first begin the game: MOVIES and GALLERY. When you find your first Picture Frame (p. 13), you can access the Gallery. Once you collect everything there is to collect in the game, you unlock the Movies.

STARTING A NEW GAME
Here’s what you need to do to make your way to Rainbow Cliffs.

1. From the Main menu, highlight NEW GAME and press the button.

2. Press the D-button to highlight a game to save your game file to and press the button, or press the button to continue without selecting a save game file. The game begins!

If you select a save game file for your new game, any previously saved game in that file will be overwritten.

OPTIONS
You can adjust your options before you start your game or during it. Access the Options screen from the Extras screen off the Main menu, or from the Pause menu.

SOUND
Change the music and sound effects volume, and set your sound to STEREO or SURROUND.

SCREEN
Adjust the Position of your display and change it to NORMAL or WIDE screen, and turn Subtitles ON/OFF.

CONTROLS
Select from four controller configurations, turn the Rumble feature ON/OFF, and set your view at NORMAL or FLIPPED.

BACK
Return to the Extras screen or Pause menu.

If there’s a meaner cassowary in all of Australia, I don’t want to meet him. Not only has Boss Cass banished the other Tasmanian Tigers to the Dreamtime realm and locked up the Bilbies in cages, he’s also trying to ruin the very land itself through pollution and destruction. You’ve got to stop him, TV!

BOSS CASS

Strange as this chap is, I’m glad he’s on our side. Julius is the most eccentric koala I’ve ever met, but he’s dinky-dick with the machines. Just wait until you get a hold of one of his custom-made techno-rangs and you’ll see what I mean.

JULIUS
PLAYING THE GAME

You're a brave tiger, TY, but I don't blame you if you feel a bit nervous about the task before you. I know I would if I were in your place! That Boss Cass is a nasty bloke, and the very land itself is fraught with danger. You've a lot of terrain to cover and a lot of baddies to face, but I have faith in you, young 'un. You'll come through in the end, I'd wager.

But first thing's first. When you start off you find yourself at Rainbow Cliffs. Behind you is the rocky outcrop where you'll put the Talismans once you collect them. In front of you is the path to Bli Bli Station. Head down that way and we can meet Julius the Koala. He can open the portal to the Two Up level (⇒ p. 18) and you'll be on your way.

GAME SCREEN

There you are, mate! Orient yourself with your surroundings so you don't get all discombobulated when you're out on walkabout.

When an exclamation mark appears, press the Action Button (▲ Button)

AIR SUPPLY

When you're swimming under water, the health meter turns into an air supply meter. Swim to the surface for some air before it runs out or you'll be sleeping with the fishes! For more information, ⇒ Bubbles on p. 14.

⇒ Besides staying under water, getting knocked about by bad guys also reduces your air supply, just like your health meter.

COLLECTIBLE OBJECTS

There's a lot going on about you, and it's easy to get distracted. Stay focused and keep your eyes peeled for these objects.

In Two Up, some of the collectible items are impossible to reach until you've found your second boomerang.

If you collect everything in the game, then something good might happen.

TALISMANS

Long ago your family knocked the five mystic Talismans out of Boss Cass' hands just as he was sending them off to the Dreamtime. This caused an explosion that scattered the Talismans across the land. Now you're in a mad race against Boss Cass to get them back. Collect all five of them and bring them back to Rainbow Cliffs, and your Tasmanian Tiger family will be free to populate the world once more.

THUNDER EGGS

These volcanic beauties are the key to powering Julius' Talisman Machine. This machine locates and teleports the missing Talismans back to Rainbow Cliffs. Bonza! But you'll need at least 17 Thunder Eggs to get it to work. You can either find or earn Thunder Eggs by completing tasks or solving puzzles, or by successfully completing Time Attacks.

⇒ Collect five Thunder Eggs on a level to open a portal to the next level.

She's not even my species but it doesn't take another Dingo to see this is one beaut of a girlfriend you've got. She's a tough sheila and can handle her own, but make sure you're available to lend a helping paw, just in case.

SHAZZA
OPALS

There are plenty of Opals just laying about for the gathering, but there are a bunch more to be found, too. Try chomping open a crate if you don’t believe me! Each level has 300 Opals, in fact. Collect them all and bring them to Julius’ Opal machine and press the Action button (▲ button) to add another Thunder Egg to your collection.

Besides being pretty to look at, a trail of Opals can also lead you along the main path through a level.

TY receives a Super Powered Charge Bite (► Complete Controls on p. 6) for every 100 Opals you collect.

BILBIES

That nasty ol’ Boss Cass has locked up your Bilby mates in cages all over the land—five on each level, to be precise. If you free all five on a level, you get a Thunder Egg.

Bilby cages are particularly resistant to boomerangs, so try giving them a good bite.

GOLDEN COGS

Your trusty boomerang has served you well, but it lacks the punch you need to get where you’re going. Collect 15 Golden Cogs and bring them back to Julius in his lab at Rainbow Cliffs. He can then work them into his machine to make a new techno-rang for you. For more information on the different types of boomerangs, ► p. 22.

RAINBOW SCALES

Collect all 25 of these little beauts for the Bunyip Elder at Rainbow Cliffs. You’ll be mighty happy you did!

FOOD

If your health meter is running low (► Game Info on p. 16), just look for a picnic basket that might contain some food to munch on, and your meter will boost back up.

MAGNET

If you come across a magnet, pick it up and make Opal collecting a whole lot easier until the magnetic effect wears off.

SUPER POWERED CHARGE BITE

There’s an easier way to get a Super Powered Charge Bite (► Complete Controls on p. 6) than collecting 100 Opals—just find one of these power-ups lying around.

TY HEAD

Now this is one of the stranger things I’ve seen in the Outback. If you happen to see something that looks like your own head floating about, make sure you grab it. This gives you one extra life, and with all the perils you’ve got to face, you’ll need it.

PICTURE FRAMES

Somebody has apparently lost a few pictures from their art collection. I’ve seen more than one picture frame hidden in the outback. When you come across one, add it to your own collection and you can view it in the Gallery (► Extras on p. 8). Collect them all to see some special goodies!

Some picture frames are hidden inside transparent boxes. If you see a transparent box, break it open!

This awfully particular tree frog might not be the most loveable of blokes, but he’s got quite the Thunder Egg collection so you’d best play up to his snootiness. I’m not sure how anybody could get that refined growing up in such a dark, dark billabong, but that’s Dennis for you.
OTHER OBJECTS
In a land this big and, well, weird, you’re bound to come across some mighty odd things. Here are a few of them.

**DUNNIES**
What with all the pressure and excitement of your adventure, you’re bound to have an accident or two while out and about. No worries, mate—that’s what dunnies are for. If you happen to get clobbered or have a nasty fall or something and lose all your health, when you wake up you’ll be relieved to find yourself on the last dunny you passed. So don’t hold back—let ‘er rip!

**NOTE:** When you exit your game and re-load it, you start at the beginning of the last level you were playing, rather than at the last dunny you passed.

**MUSHROOMS**
If you see a field of little green mushrooms, stand in the middle of them for a few seconds. Then get ready for a little trip as you find yourself instantly transported back to either the beginning or the end of the level!

**BUBBLES**
When you see a vent of bubbles on the ocean floor, position yourself over it for a few moments so you can breathe in the bubbles and restore your air supply meter (➡️ In the Water on p. 7).

**FLOWERS**
Evidently these giant beauts don’t like the taste of Tasmanian Tigers. Walk into the middle of one and it swallows you up, but then a moment later it spits you into the air like you were a piece of rotten ‘roo meat.

**BUNYIP ELDER POWER UP**
This glowing green beast is about the most mystical thing you’ll see in the land down under. Walk into the middle of it and channel the awesome power of the Bunyip Elder himself!

**AND MUCH MORE**
In addition to the objects mentioned in this section, there are many more items that you’ll come across during your adventure. Look for geysers, pontoons, deck chairs, logs, and more.

---

**PAUSE MENU**
Even Tasmanian Tigers need to take a little breather once in a while. Access the Pause menu to take a break from the frenzied action, or to get your bearings in this vast, dangerous land.

Press the **START** button during gameplay to access the Pause menu.

- **Number of lives left**
- **Health meter**
- **Continue the game**
- **Access the Game Info screen (➡️ p. 16)**
- **Save your game (➡️ Saving and Loading on p. 24)**
- **Change your game options (➡️ p. 9)**
- **Exit the current level and return to Rainbow Cliffs**
- **Quit back to the Main menu**
- **Number of Opals (➡️ p. 12) collected on this level**
- **Map of current level**
- **The yellow arrow points to your current location**
- **Question marks indicate the location of collectibles**

---

**FRILL LIZARDS**
These little sneaks are as nasty as they are numerous. They’re no match for your boomerang nor your bite, but watch out when they try to gang up on you.
GAME INFO
Access the Game Info screen by pressing the START button to check up on your progress through the game. Totals provided are for the current level.

- Number of lives left
- Health meter
- Time Attack total
- Opals collected
- Golden Cogs collected
- Bibby you still need to find
- Freed Bilby

Press the D-button or left analog stick ⚬ to view how to earn each Thunder Egg on the current level.

Press the D-button or left analog stick ➡ to view the different boomerangs currently in your arsenal.

Press the D-button or left analog stick ⚫ to access the Game Totals screen. The big percentage number tells you your progress toward your ultimate goal of freeing the Tasmanian Tigers.

Press the L1 button or the R1 button to move between Game Info screens for other levels. This can help you figure out where you’ve still got Thunder Eggs and Golden Cogs to find.

Press the ▲ button to return to the Pause menu.

ZONES
Australia is a vast, wild land. Along your adventure you’re going to see it at its biggest and most beautiful—but also its scariest. It’s a diverse land with many strange and wonderful creatures, but not all of them are going to wish you g’day. And if the nastier critters aren’t enough to put a rumple in your fur, there’s also the environment itself to look out for. Huge cliffs, quicksand, runaway boulders—sometimes it seems the whole place has gone berko!

The following is a run-down of the four zones you must make your way through, with a little information on each of their levels. Every zone has a boss level that will put your biting and ranged abilities to the test.

RAINBOW CLIFFS
Rainbow Cliffs is your haven—there are no Frill Lizards, Red Kangaroos, or any Boss Cass henchmen here to ruin your day. This is a great place to get used to your controls and do some exploring.

Rainbow Cliffs holds the portals to three levels and is also the gateway to all the other zones. The other zones are blocked off, and you need special boomerangs to clear the way. Use that clever brain of yours to figure out which ’rangs can help you get into each of the zones.

There are three areas in Rainbow Cliffs that are a jumping off point for you to do your adventuring: Bli Bli Station, Pippy Beach, and Lake Burril.

These reptilian bullies are bigger than Frill Lizards, not to mention meaner and tougher. They may not be the worst henchmen Boss Cass throws your way, but just the same, I wouldn’t want to meet one in a dark billabong.

BLUE TONGUES

I don’t know why everybody thinks these yabbos are so cute! They’re just downright rotten if you ask me. Keep clear of those powerful legs of theirs or they might kick you way out to Woop Woop!

RED KANGAROOS
Bli Bli Station

Two Up
Walk In The Park
Ship Rex

Levels

Level | Environment | Some Bad Guys You'll See
--- | --- | ---
Two Up | Billabong | Frill Lizards, Red Kangaroos, Salties
Walk In The Park | Rainforest | Blue Tongues, Leeches, Rhino Beetles
Ship Rex | Barrier Reef | Sharks, Eels, Giant Crabs
Bull's Pen | ??? | ???

Pippy Beach

Bridge On The River TY
Snow Worries
Outback Safari

A wall of ice blocks your path to Pippy Beach and its three portals.

Levels

Level | Environment | Some Bad Guys You'll See
--- | --- | ---
Bridge On The River TY | Billabong | Bats, Trapdoor Spiders, Cockroaches, Skinks
Snow Worries | Snowy Mountain | Frills, Blue Tongues, Snow-Roos
Outback Safari | Deep Outback | Bike Frills
Crikey's Cove | ??? | ???
LAKE BURRIL

Lyre, Lyre, Pants On Fire

Beyond the Black Stump

Rex Marks The Spot

If you want to access Lake Burril and its three portals you’re going to have to get by a pile of red-hot flaming logs.

LEVELS

<table>
<thead>
<tr>
<th>LEVEL</th>
<th>ENVIRONMENT</th>
<th>SOME BAD GUYS YOU’LL SEE</th>
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</thead>
<tbody>
<tr>
<td>Lyre, Lyre, Pants</td>
<td>Rainforest</td>
<td>Tics, Lil’ Neddy, Geckos</td>
</tr>
<tr>
<td>On Fire</td>
<td>Snowy Mountains</td>
<td>Frill Lizards, Spiders, Blue Tongues, Snow-Roos</td>
</tr>
<tr>
<td>Beyond the Black Stump</td>
<td>Snowy Mountains</td>
<td>Frill Lizards, Spiders, Blue Tongues, Snow-Roos</td>
</tr>
<tr>
<td>Rex Marks The Spot</td>
<td>Barrier Reef</td>
<td>Barracudas, Sea Snakes, Frill Lizards, Octopuses</td>
</tr>
<tr>
<td>Fluffy’s Fjord</td>
<td>???</td>
<td>???</td>
</tr>
</tbody>
</table>

GATE ZONE

Just one big, impressive gate stands between you and Boss Cass’ stronghold. Once you’ve gotten through the gate, don’t fool yourself into thinking the hard part’s behind you—it’s all uphill from here.

LEVELS

<table>
<thead>
<tr>
<th>LEVEL</th>
<th>ENVIRONMENT</th>
<th>SOME BAD GUYS YOU’LL SEE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cass’ Pass</td>
<td>Rainforest</td>
<td>Skinks, Ninja Geckos</td>
</tr>
<tr>
<td>Cass’ Crest</td>
<td>No one has ever made it this far</td>
<td>Unknown...</td>
</tr>
<tr>
<td>The Final Battle</td>
<td>You’ll have to get there to find out</td>
<td>Be ready for anything.</td>
</tr>
</tbody>
</table>

BONUS LEVEL

If you collect everything throughout the game, you will be able to access the special Bonus Level! After you’ve unlocked the level, just head to the cave near the waterfall in Rainbow Cliffs and enter the portal.

Most folks don’t even believe in the Bunyips, those weird creatures that are said to be half beast, half spirit. But if you say you saw one, Ty, that’s good enough for me.

THE BUNYIP ELDER
BOOMERANGS

After a set of powerful, shiny chompers, the boomerang is the weapon of choice for Tasmanian Tigers like yourself. Bring Golden Cogs to Julius at his lab at Rainbow Cliffs so he can plug them into his Cogulous Boomerangerus Extrapolator and build new techno-rangs for you. Julius can also harness the excess energy from the Talisman Machine to create new elemental 'rangs. You might even receive one as a gift! Here are the different rangs you can earn and their unique properties.

➤ You can also access information on the boomerangs you have in your current arsenal during the game through the Game Info screen (➤ p. 16).

BOOMERANG
This is your basic ancient gum tree model. No bells and whistles, just a good, reliable boomerang—and mighty effective in the paws of the right Tazzy Tiger.

AQUARANG
This is the only 'rang that you can use underwater. Its hydrodynamic design lets it slice through the water like a normal boomerang flies through the air. Use a pair of these as fins and you yourself can zip through the deep blue like a greased-up platypus.

FROSTYRANG (ELEMENTAL 'RANG)
This 'rang doesn't pack a lot of punch, but it's a great strategic weapon. How's that, you say? You can use it to freeze enemies that are otherwise impervious to boomerangs, then move in and give 'em a good chomp!

Throw a Frostyrang into a body of water to create a small iceberg that you can stand on.

FLAMERANG (ELEMENTAL 'RANG)
Heat things up with a 'rang o' fire! Naturally they can cut through ice, but I've heard that they're also great for burning through sticky spider webs.

ZAPPYRANG (ELEMENTAL 'RANG)
The power of lightning is contained within this electrifying boomerang. Use it when you want to give your enemies, or perhaps a piece of machinery, a supercharged jolt.

ZOOMERANG (TECHNO-'RANG)
This little beaut lets you do some long-distance 'ranging. But here's the best part. Switch to TY's View (press and hold the L2 button). Everything looks normal, right? Now press the right analog stick 荽—it's got a built-in telescope aimer! Bonza! If you've zoomed in a bit too far on an ugly henchman, just press the right analog stick ennent to zoom back out.

MULTIRANG (TECHNO-'RANG)
What this boomerang lacks in quality it makes up for in quantity. Although it may not travel as far or as fast as other 'rangs, you can unleash a whole flurry of them at once. Boss Cass' henchmen would have to be pretty quick to escape that barrage.

INFRARANG (TECHNO-'RANG)
This boomerang lets you see as well as a wedge-tailed eagle. Listen carefully when you're holding this 'rang. It has a built-in sonar that beeps if there's anything "special" close by. Just switch to TY's View (press and hold the L2 button) and you'll see things you normally wouldn't with your Tasmanian Tiger eyes. Take a look around with them once in a while. You might be surprised at what you discover.

MEGARANG (TECHNO-'RANG)
Julius really outdid himself on this one. This crafty lil' 'rang can actually recognize bad guys and crates. It homes in on them and delivers a bull's-eye knock-out punch. Those bad guys will think the 'rang had their name on it—and they won't be far off the mark!

KABOOMARANG (TECHNO-'RANG)
This 'rang is made from the rare Outback element Exploderium, which is just as spectacular as it sounds. Launch one of these rippers and watch the fireworks!

CHRONORANG (TECHNO-'RANG)
Put the bad guys in a time warp! This is a great weapon to use on baddies that are impervious to other 'rangs. Hit them with a Chronorang and watch them move as slowly as a koala in quick-sand. Then, move in for the bite.

DOOMARANG
The Doomarang is only available in the Final Battle, and boy, are you going to need it! Just launch this seeing-eye 'rang and guide it by remote control to those hard-to-reach places. Boss Cass won't know what hit him!
SAVING AND LOADING

As energetic as Tasmanian Tigers are, you're going to have to take a break from all the excitement and adventure at some point. Save your game and then load it later to pick up where you left off.

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

SAVING

TO SAVE A GAME:
1. During gameplay, press the START button to access the Pause menu.
2. Highlight SAVE GAME and press the X button.
3. Press the D-button or left analog stick ↔ to highlight a save location then press the X button.
4. The game asks you if you wish to overwrite the selected saved game. Highlight YES and press the X button to save your game.

NOTE: Every time you collect a Golden Cog or a Thunder Egg, the game saves automatically.

LOADING

TO LOAD A GAME:
1. From the Main menu, highlight LOAD GAME and press the X button.
2. Press the D-button or left analog stick ↔ to highlight a game to load then press the X button.

CREDITS

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Sampling: Grainger Lock
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AN AMAZING CAST OF CHARACTERS

Besides all the characters I’ve told you about here, there are many others you’ll come across during your adventure, including Ranger Ken, Lenny, Rex, Elle, Sly, Shadow, Bull, Crikey, Aurora, Nddy, and Sheila. Take the time to find out who your real friends are.
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SPECIAL THANKS
Andrew Wright
Darren Atherton
David Rosenbaum
All the kids who helped out with foucs testing: Alia, Dennis, Callum, Erin, Michael, Oliver, William, Patrick, Arrow, Sam, Rowan, Nick, Michael, Skylar, Elmo.
Kev at the pizza store, Andrew at the toy store and all the staff at the local eateries.
All Big Fish Audio and Peter Sprocker.
...and all of the partners and families that put up with us never being there while we were working on this title.
Welcome to the world Cameron Alexander McKnight, 8/12/2002 12:42am, 8hrs 7oz.

IN MEMORY OF
Mitch Miles
Tim Efert

THE CAST
TY the Tasmanian Tiger: Stig Wemyss
Maurie the Sulphur Crested Cockatoo: Terry Gill
Shazza the Dingo: Martine Shea
Boss Cass: Clement Von Franckenstein
Rex the Platypus: Danny Mcaste
Elle the Platypus: Kyra Wilson
Sheila the Koala: Debbie Mae-West
Julius the Koala: Paul Flaherty
Neddy the Bully: David Lodge
Dennis the Green Tree Frog: Darren Jenings
Ranger Ken: Ken Campbell
Sly: Stig Wemyss
Lenny the Lyrebird: Terry McGovern
Wedgewood the Pirate: Bill Farmer
The Bunyip Elders: J.S. Gilbert
Shadow the Ghost Bat: Kate Fitzpatrick
Aurora the SeaDragon: Kym Wilson
Boonie: Darren Jenings
Bilby Boy: Joe Bertini
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