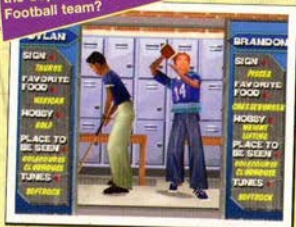
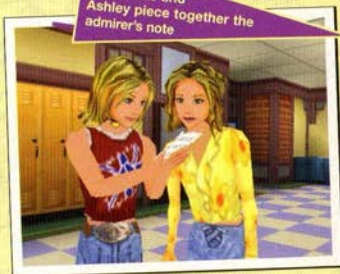


HELP MARY-KATE
AND ASHLEY
FIND THEIR
SECRET
ADMIRERS!

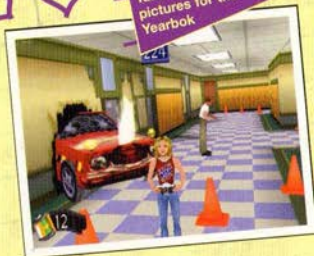
Could it be
the Captain of the
Football team?



Help
Mary-Kate and
Ashley piece together the
admirer's note



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Yearbook



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- Don't like your crush? Play again to find the crush of your dreams!
- Bring your friends into the fun with two-player mode.

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Sweet 16
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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:

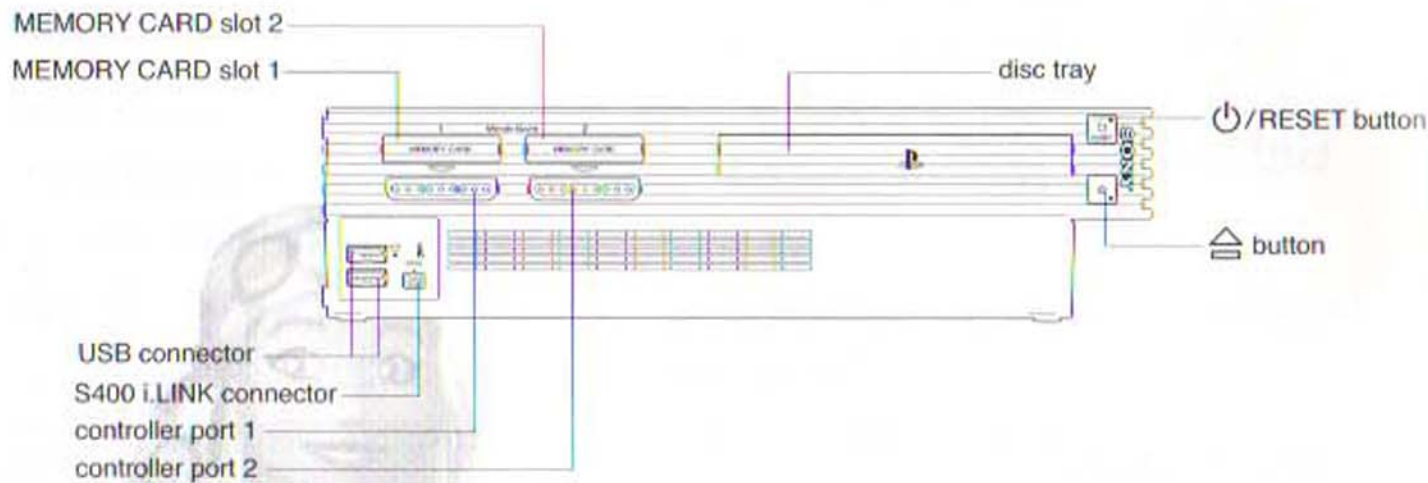
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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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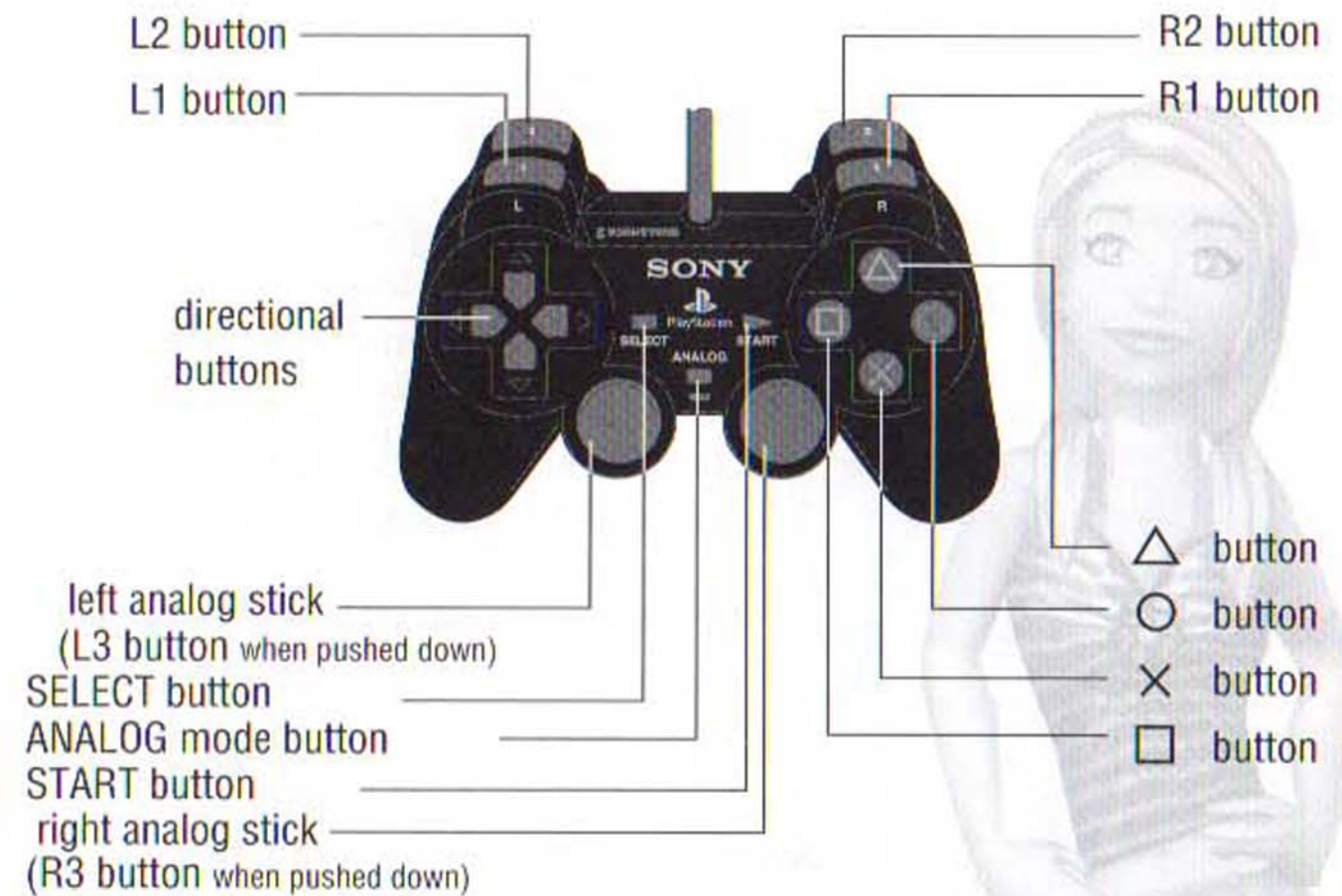
Getting Started



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 in the back of the console) is turned on.
3. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the **Mary-Kate and Ashley™ Sweet 16** 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.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Mary-Kate and Ashley™ Sweet 16 is for one to four players. To play with more than two players, you must have a Multitap (for PlayStation®2) (sold separately) inserted into controller port 1.

If you wish to save your game, insert a MEMORY CARD (8MB) (for PlayStation®2) (sold separately) into MEMORY CARD Slot 1.



Introduction

Are you ready for the sweetest adventure? Hop in and drive into excitement with us in **Sweet 16 Licensed to Drive**. There are three exciting game modes to choose from, and a host of mini-games to keep you satisfied, whether you're playing with friends or against the computer.

Adventure mode offers a diverting dreamland of driving fun. Imagine that the world is a giant board game. As you take your driving class, you'll move around the board earning points and collecting keys as you try to finish first. There's plenty to do!

You can take on **Arcade** mode and just play mini-games, or challenge a friend in head-to-head action in **Bring It On** mode. So grab the keys, buckle up and let's get down to some serious motoring fun!

Mary Kate
Olsen

Ashley
Olsen

Menu Navigation

Select Confirm/Advance X button

Cancel/Go back △ button

Move highlight UP or DOWN directional button/left analog stick

Toggle settings LEFT or RIGHT directional button/left analog stick

Main Menu

NEW GAME Start a new game. See Game Modes on page 10 for details.

LOAD PROFILE Load a saved profile from your memory card (8MB) (for PlayStation®2). You can also create a new profile. Profiles include your options settings and game progress.

CONTINUE SAVED GAME Resume a previously saved game. You must load a profile to use this option.

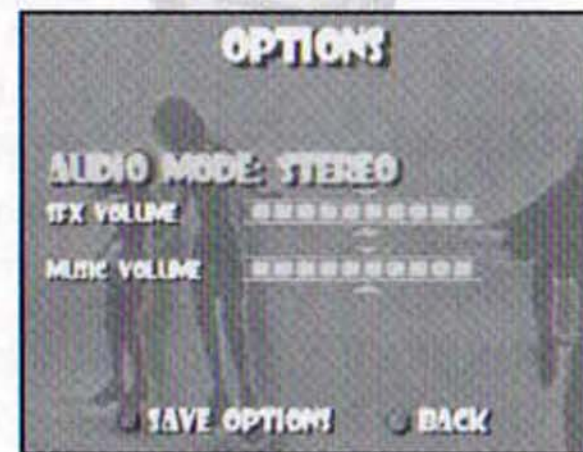
OPTIONS Set these options:



SOUND/MUSIC

Audio Mode: Choose Stereo or Mono sound.

SFX Volume: Raise or lower the sound effects volume.

Music Volume: Raise or lower the music volume.



Once you've set up your options, press the  button to confirm your settings and return to the Main Menu, or press the  button to return without saving settings.


Playing Sweet 16 Licensed to Drive

Once you have selected New Game, you can choose which game mode you wish to enter.


Board Game Basics

We'll start off by looking at Adventure mode. Imagine the world is a giant board game. Players take turns moving about the board for the chosen number of laps and turns, playing any mini-games that are triggered. The object of the game is to earn coins, collect keys and pick up friends.


TURN ORDER

At the beginning of an Adventure, you will spin to see who goes first. Press the  button as the numbers change above your character. The highest number goes first.



SPINNING

At the beginning of her turn, each player spins to see how many spaces she can move. You will see a small box with spinning numbers, similar to an odometer. Press the  button to stop the number. You will automatically move the given number of spaces. What happens next depends on where you land. If a player is computer controlled, the computer will automatically spin for her.

RADIO

Before a turn, the player in first place (most points) can change the music playing on the car radio. Press **the L1 button** to bring up the radio, then press UP or DOWN on the directional button or left analog stick to cycle through the different stations. Press the  button to select the station and return to the pre-turn menu.

VIEWING THE BOARD

During a game, before spinning you can also choose to view the board (press the  button). Press the **directional button** or **left analog stick** to move the camera around the board. Press the  button to return to the spin/view board select menu.

BOARD PIECES

Landing on certain board pieces will immediately take you into a fun mini-game, while landing on others can cause you to earn coins, pick up a friend, lose a turn, reverse your next move and so on.



Start/Finish

This space marks the beginning and end of a lap. Landing on this space allows you to collect all of the coins in the Pot.



Challenge

Landing on this space triggers a challenge event in which a 1-on-1 mini-game and an opponent are chosen randomly. At stake in the challenge are the players' turns. The winning player gains an extra turn from the losing player.



Board Event

Landing on this space type triggers a board event. The events depend on the board (Beach or Mountain) being played. Each board has several different events that can occur. Some of the Board Events are: "High Tide" (blocks the beach road), "Detour" (an alternate branch is blocked for two turns), and "Earthquake" (movement is reduced).



Friend

These are goal spaces. Stopping on the space allows you to pick up a friend. You can carry a maximum of three friends in your vehicle. Once a Friend space has been stopped on, it remains empty. If another driver lands on a space already occupied by a driver who has just picked up a friend, the two players will compete in a mini-game to see who gets to take the friend.



Player Event

Landing on this space triggers a random Player Event. Some of the Player Events are: "Lose a Turn", "Flat Tire" and "Breakdown". Of course, there are good Player Events, too, like "Shopping Spree" (move to the next shopping space and choose up to three items for free) and "Car Show Prize" (win coins for having such a fine ride).



Mystery

Landing on this space temporarily changes it to a random selection of any of the space types, except friend.



Green Meter

Landing on the green space with a parking meter adds five coins to your bank.



Red Meter

Landing on a red space with a parking meter will subtract five coins from your bank. All coins subtracted by landing on this space go into the Jackpot. The jackpot is collected when a player lands on the Start/Finish space.



Reverse

A player who lands on this space must move backward on her next turn.



Shuffle

When a player lands on this space, all board spaces other than Start/Finish are shuffled.

LANDING ON THE SAME SPACE

Sometimes, players may land on the same space. When this happens, a one-on-one "shootout" mini-game of some kind determines which player will move back a space and which one will remain.

INTERSECTIONS

If the number of spaces you have to move takes you through certain intersections with a choice of routes, you may be asked to choose which direction you want to go in. Otherwise you'll automatically move forward.

KEYS

Collect as many keys as you can during the mini-games before advancing back to the main board. The keys are converted to coins and the coins can be used to purchase items in the board stores.

PURCHASING ITEMS

If you land on a shopping space, you'll be able to spend some coins to purchase useful items. You can hold up to three items in your trunk at any time.

PDA

Collect this item to make purchases from anywhere on the board.

Spare Tire

This protects you from the dreaded Flat Tire Event.

Invitation

Use the invitation to target a fellow driver. If that car is carrying a friend as a passenger, the friend will leave that car and join you.

Tow Truck

Use the tow truck to move an opponent's car to a different space.

Cell Phone

This allows you to bypass the spin and move directly to the closest Friend Space.

Detour Sign

This item closes a random path for up to three turns.

Wrong Directions

Potentially reverses the direction of a selected player for a turn.

Wheels

This item adds two spaces to your spin for the duration of the game.

Gas Can

Use this item to double your spin.

Repair Service

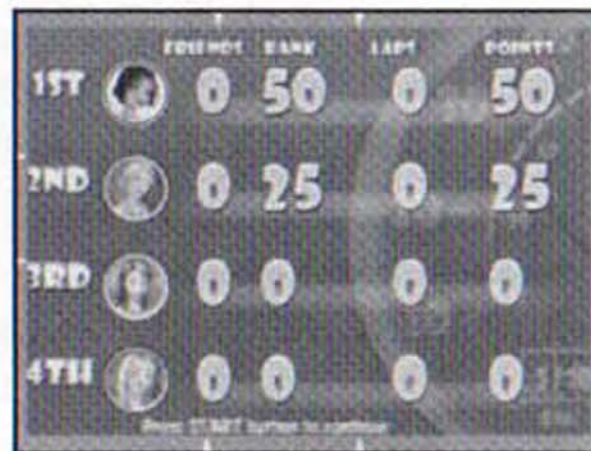
This item gives you protection from the Breakdown event.

For Sale Sign

Use this item to cause a selected player to lose a turn.

RESULTS SCREEN

At the end of a mini-game, you will see a results screen, showing your place ranking, the number of friends you've picked up, your bank (coins), number of laps completed and your point total.



	FRND	BANK	LAPS	POINTS
1ST	0	50	0	50
2ND	0	25	0	25
3RD	0	0	0	0
4TH	0	0	0	0

PAUSING THE GAME

Press the **START** button during a game to pause the action. Need help? The pause screen lets you access the help menu, which shows the controls for and object of the current game. The pause screen also features an option to Exit (quit) the current game and return to the Main Menu.



Game Modes

ADVENTURE

In Adventure mode, you travel to various regions and complete exciting mini-games as you go. First, you'll need to set up your Adventure.

REGION

There are two regions to explore, the Beach and the Mountain regions. Choose the one you prefer.

NUMBER OF PLAYERS

The game will detect how many controllers are present, and you can select up to that number to play the game. There are always four players, either controlled by the computer or by you and your friends.

GAME LENGTH

You can choose to play a Full Game, to play for a certain number of Laps around the board (from 3 to 10 times) or choose how many rounds each player will have (from 10 to 25 rounds each). You can also decide how many friends you need to find. There are four friends available on the board, but each car can only hold up to three friends.

LAP SHUFFLE

You can choose to have the board shuffle each time the player with the most laps (the lead player) gains a lap. Shuffling the board causes the game icons to be randomly rearranged around the board.

PLAYER SELECTION

Once you've setup your Adventure, choose which player you wish to control by highlighting the player portrait and pressing the **X** button.

BRING IT ON

It's you against the world (or whoever is playing!) as you battle to bring down any opponent in all-out winner-take-all mini-game action! You set the number of wins needed to succeed, then get ready to do what you do best: play!

ARCADE

Arcade mode lets you play the way you want to. As in other modes, you pick the number of players. In Arcade mode, you get to select the type of game you want to play. With over 30 unlockable games to choose from, this mode gives you all the fun you can handle. You can also select the arcade game mode. You have these modes to choose from:

- One-On-One** One player vs. another human or computer controlled player.
- 3 on 1** One player takes on a combination of three human or computer players.
- Teams** Team action pits two players against another team of two.
- Elimination** There is no room for error. If you make a mistake you are out.
- Free For All** This is a four player game where everyone battles everyone else.

Song Credits

"16"

Performed by The Tapertops
Lead Vocals Troy Jacobson
Elisa Cariera

Lead Guitar Jeff Duval
Drums Josh Oakes

Music by Troy Jacobson
Jeff Duval
Josh Oakes

Lyrics by Troy Jacobson
Recorded And Produced by
Josh Oakes

"Pop Overload"

Written, Produced, And
Performed by Brad Martin

Recorded at
Goc Studios, Orlando

"Rock On"

"Smrt"

"Do As I Say"

Performed by 6x

6x Appears Courtesy
Of Daemon Records

www.daemonrecords.com

"Hello Kitty"

"Sub-Classic"

Performed by
Danielle Howle
And The Tantrums

Danielle Howle And The
Tantrums Appear Courtesy Of
Daemon Records

www.daemonrecords.com

"Up"

"Serious"

Performed by Joy Williams
Joy Williams Appears Courtesy of
Reunion Records, Inc.
www.reunionrecords.com

"Almost, Etc."

Performed by Zuigia
Zuigia is Clint Staj
Greg Howle
Salem Posey
Jonmark Hester

www.zuigia.com

"Write About Me"

Written And Performed by
Jeff Coffey
www.jeffcoffey.com

"My Best Friend"

Performed by
incredible Moses Leroy

Written by
R. Fountenberry

Published by
Melissa Ray

Courtesy Of Ultimatum Music
www.ultimatummusic.com

"Celebrate"

Performed by Triple Image
Written by Gary Carolla
Published by Sony Atv Music
Publishing Gmbh
Bmi Music Publishing
Weg Music

Triple Image Appear Courtesy
Of Wire Records

"As Close As I Can Get"

Performed by Elisa Cariera
Written by M. Jason Greene
Heather Ozio
Steve Waites

Published by
Anjelito Music, Inc.
Loco Diem (Administered by
Anjelito Music, Inc.)

"I'm Gonna Like It Here"

Performed by Elisa Cariera
Written by M. Jason Greene
Heather Ozio
Ken Parks

Published by
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Loco Diem (Administered by
Anjelito Music, Inc.)
Quiescience Music

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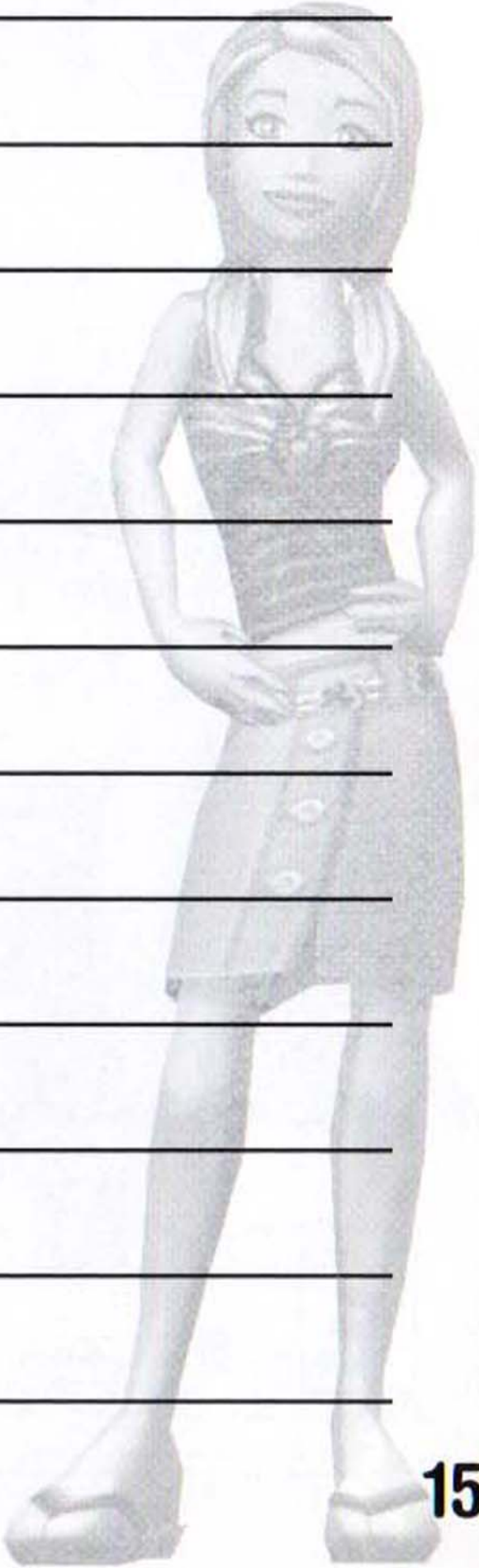
MUSIC SUPERVISORS

Michael Pagnotta
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Notes



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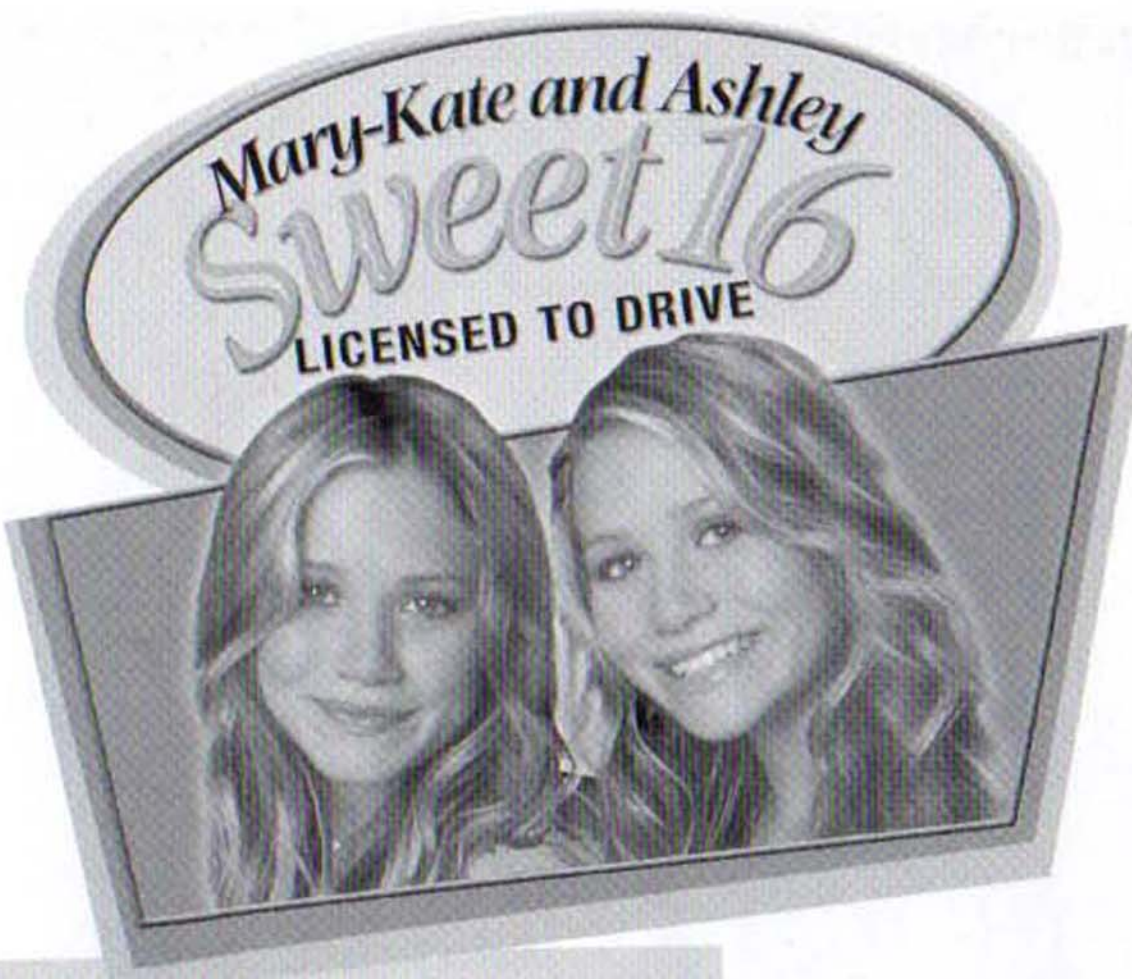
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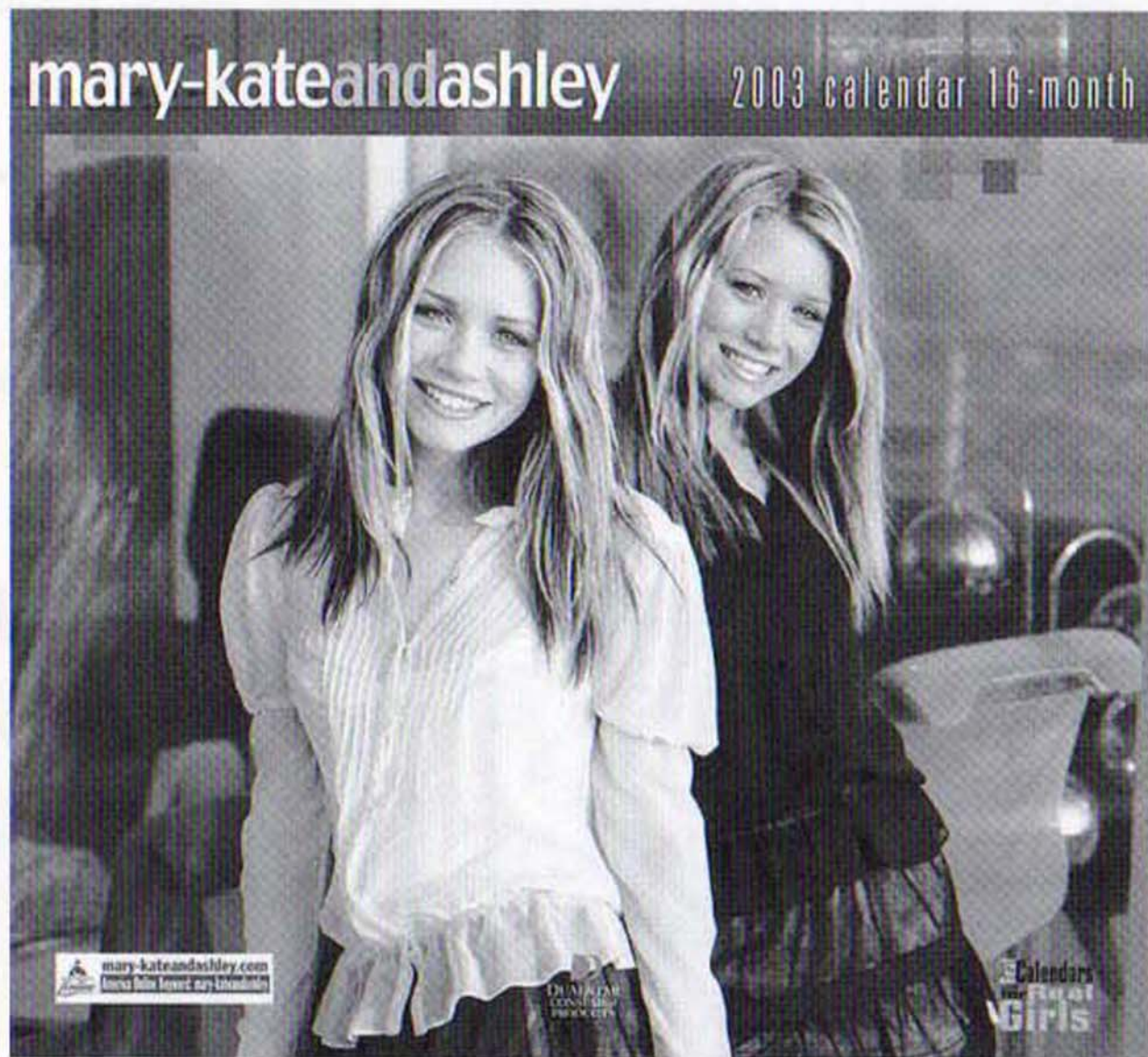
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 you can have fun making our
 hit ABC Family series come to life.

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 for Real
 Girls**



I play Chloe and
 I'm taking a
 painting class.
 You can help me
 finish this portrait
 with real paints.
 -Ashley

I play Riley
 and I'm taking
 a photography
 class. You can
 help me develop
 fun photos.
 -Mary-Kate



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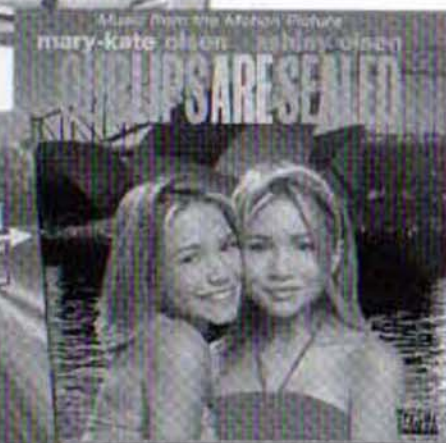
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as Misty

Ashley
as Amber



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again!

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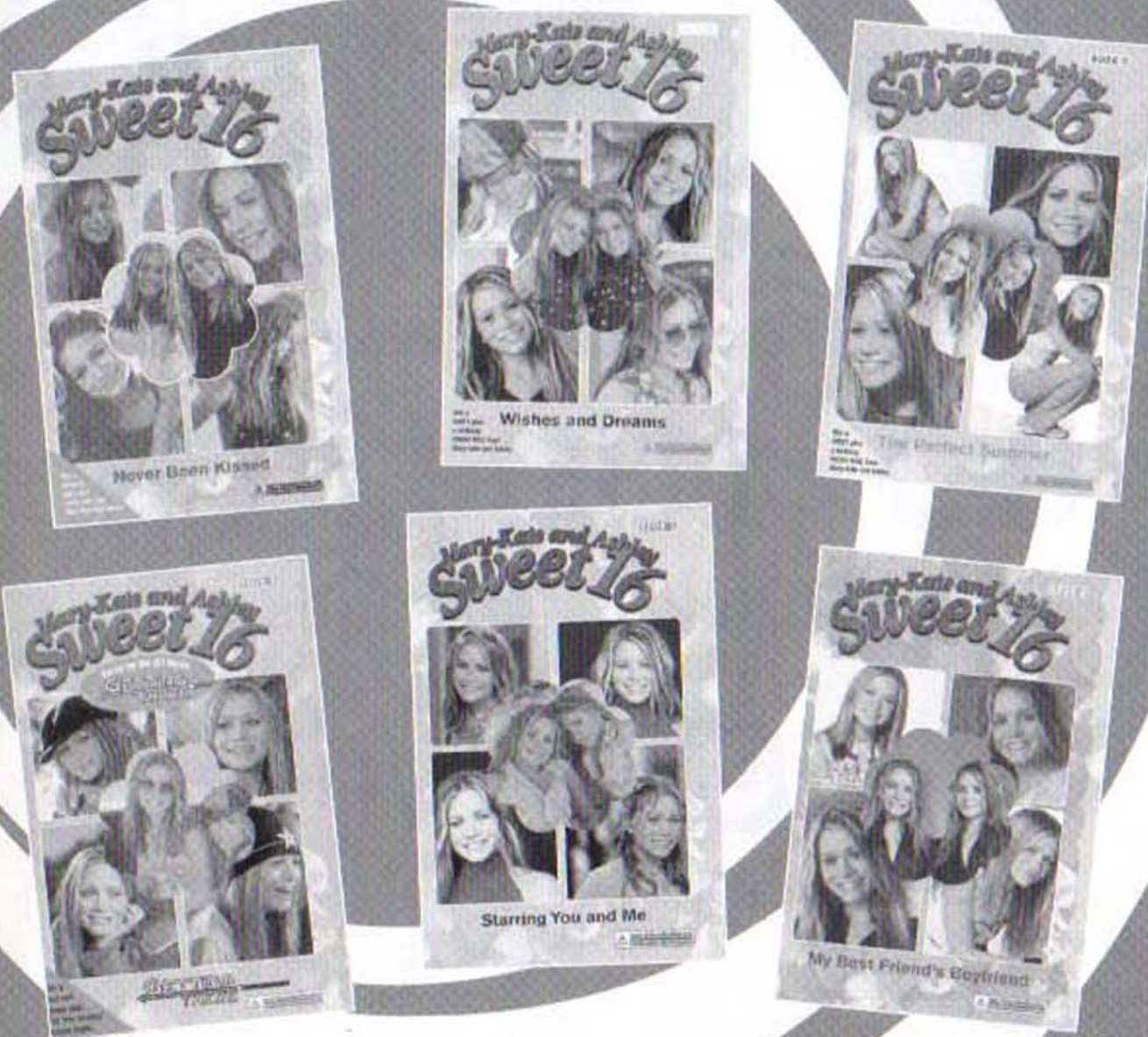
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