



DISNEY AND WALDEN MEDIA PRESENT

-THE CHRONICLES OF-

NARNIA

THE LION, THE WITCH AND THE WARDROBE

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Starting Up

Basic Game Controls



Xbox Controller S

- Left trigger
- Right trigger
- Left thumbstick
- Right thumbstick
- BACK button
- START button
- Directional pad
- Black button
- White button
- Y button
- B button
- X button
- A button



Move / Browse Menu – Directional pad

Attack – button

Special Ability – button

Action / Menu Select – button

Team Up – button

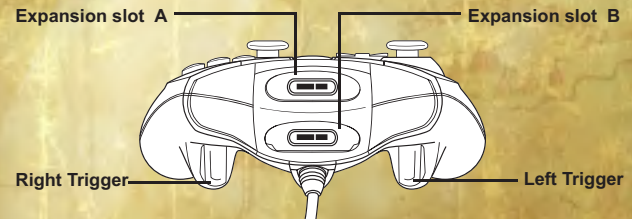
Parry / Target – trigger

Switch Characters – trigger

Pause – button

This game supports the vibration feature of your controller. To use the vibration feature, turn on **VIBRATION** under **OPTIONS** (see page 2). This software is designed exclusively for the Xbox Controller S. Its operation is not guaranteed for use with any controller other than the Xbox Controller S.

USING THE XBOX CONTROLLER S



1. Connect the Xbox Controller S to any controller port on the front of the Xbox console.

2. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller S to play Narnia.

Main Menu

New Game

Start a new adventure from the beginning.

Load Game

Select your saved game from one of three available slots. After loading your game, you may return to any level that has been unlocked. The panels of the Wardrobe are your portals to each level. Press the **Y** thumbstick to highlight a level and then press the **A** button to select it.



- 1 The Air Raid
- 2 Glimpse Of Narnia
- 3 The Spare Room
- 4 Lantern Waste
- 5 To Western Wood
- 6 Beaver Dam
- 7 Through The Tunnel
- 8 Frozen Lake
- 9 The Great River
- 10 Rescue Edmund
- 11 Follow Aslan
- 12 Battle of Beruna
- 13 The Witch's Castle
- 14 The Great Battle
- 15 The White Witch

Options

The **Options** screen is accessible from the Main Menu and the Pause Menu.

Music Volume

Adjust the music and cut scene volume.

Sound Volume

Adjust the sound effects and in-game dialogue volume.

Vibration

Turns the vibration feature of the controller "ON" or "OFF" (Default = ON).

Difficulty

Change the difficulty between **Normal** and **Hard**.

Widescreen

Turn this option "ON" to set the screen to a widescreen "letterbox" format.

Credits

Review a list of all the talented people who worked on the creation of this game.

View Controls

Review a labeled control map.

Checkpoints and Saving

You may only save your game after completing a level. If you exit that game, you start from the point of your last save. Checkpoints are used within levels to mark your progress. If you are unable to successfully complete the level or reach the next checkpoint, you do not have to start from the beginning of the level.

The Pevensie Children

Each of the Pevensie children has a unique set of skills that expands through their travels.

Peter

The oldest and strongest of the Pevensie children, Peter is the natural leader of the group. Peter's strong arms are good for smashing through doors and other obstructions. As Peter becomes more confident and skilled in battle, you will find that his mastery of the sword is strong enough to knock the armor off enemies. With a sword in hand, he has the power to defend his family and friends from the dark allies of the White Witch.

- ⓧ button - Hit / Use Weapon
- ⓑ button - Power Hit / Smash Enemy Armor
- trigger - Block / Parry

Susan

Susan's maturity and patience is best expressed through her careful aim. Although she can defend herself in a close fight, her real strength lies in her ability to strike down enemies and obstructions from a farther and much safer distance.

- ⓧ button - Attack
- trigger + ⓧ button - Throw Snowball / Shoot Arrow
- trigger + Ⓛ Thumbstick - Target
- ⓑ button - Play Pan Pipes / Use Ivory Horn

Edmund

Edmund's athleticism and desire to succeed make him a strong ally and formidable adversary. With a stick, sword, or his fists, Edmund defends his family against even the largest foe. His natural agility allows him to climb and his lightweight build enables him to cross paths, which his older siblings cannot.

- ⓧ button - Hit / Use Weapon
- ⓑ button - Power Hit
- trigger - Block / Parry

Lucy

Lucy is the youngest of all the children; it is her adventurous spirit that first brings the group to Narnia. Her empathy and desire to do what is right make her the natural healer of the group. With the help of her First Aid ability and later the Fire Flower Cordial, Lucy not only fights alongside her siblings, but she also heals them when they get hurt. One of the benefits of being the smallest means that Lucy can climb into small caves. Watching Lucy master a wolf is a sight to behold.

- ⓧ button - Hit
- ⓑ button - Use First Aid / Use Fire Flower Cordial

Teaming Up

In addition to each of the children's individual skills, they can help each other through Narnia by teaming up. When the children team up, they gain access to powerful abilities that allow them to defeat enemies and get past obstacles. These teaming abilities only work in Narnia.

In order to team up, first take control of one of the children. Move this child next to a second child you want on the team. Purple rings appear around the feet of both children. When the rings appear, press the **V** button to initiate the team up.

Once the children have teamed up, they stay teamed until you press the **V** button again or until they become tired from excessive use of their special team up abilities.



Peter & Edmund

Tap the **X** button to have Peter swing Edmund around, and Edmund powerfully kicks anything in his path.

Edmund & Lucy

With a tap of the **X** button, Edmund flings Lucy and bowls enemies over or smashes through barriers.

Peter & Susan

Peter carries Susan on his back, giving her a greater height to throw projectiles. Tap the **X** button to have Susan fire projectiles at distant targets without aiming.

Peter & Lucy

Peter carries Lucy on his back. He defends her when you press the **X** button to Power Hit anything that gets too close.

Susan & Edmund

Tap the **X** button to have Susan swing Edmund around, powerfully kicking anything in his path.

Susan & Lucy

With a tap of the **X** button, Susan flings Lucy and bowls enemies over or smashes through barriers.

Team Up Upgrades

Purchase upgraded team up abilities from the Inventory. Once purchased, press the **B** button to trigger them.



Heads Up Display



Press the Right trigger to switch between any of the children visible on the screen. When you do, the **Heads Up Display (HUD)** at the top left corner of the screen changes to display that child's information.

The HUD contains the following information:

Health

When you run out of health or fail at an objective, the level restarts from the last checkpoint. If no checkpoint has been passed, the level restarts from the beginning. The health meter surrounds a portrait of the currently selected character.

Energy Meter

This meter becomes depleted when the children use their special abilities.

Peter/Edmund - This represents how much energy Peter and Edmund's attacks have. Performing special moves and power hits causes the bar to deplete faster. Perform multiple hits (3+ or higher) against enemies to cause the bar to regenerate faster.

Susan - For Susan, the energy bar represents how much ammo she currently has to throw or fire. When Susan receives her Gift Bow from Father Christmas, the arrow quiver slowly replenishes itself over time.

Lucy - This reflects how much healing power Lucy has for her First Aid ability and Fire Flower Cordial. The energy bar is depleted each time she uses her healing abilities. Lucy must collect green crosses to replenish the First Aid Kit. The Fire Flower Cordial slowly replenishes itself over time.

Coins

Depicts how many coins have been collected, which can be used in the Inventory to purchase upgrades.

Character Icon

Many enemies and obstructions require specific skills to defeat them. In these cases, an icon appears in the center-top of the screen that displays an image of the enemy, obstruction or required item. If a team up ability is required, the symbol for the team up ability appears within the icon.

Team Up Charge Meter

Team up upgrades purchased from the Inventory screen require time to charge before they can be used. When you team children for whom you have already purchased an upgrade, a charge meter that resembles the **B** button appears on the HUD. Once the meter is fully charged, press the **B** button to perform the upgraded team up move. Once activated, the meter resets to zero and begins to recharge.

Bonus Shields

Depicts how many Bonus Shields have been collected. Collecting all of the Bonus Shields for each level unlocks bonus Items. These are found in the drawer at the bottom of the Wardrobe on the Level Select screen.

Statues

Depicts how many statues have been collected. Statues are used to purchase reinforcements for the final battle against the White Witch's army.

Second Player HUD

The Health, Character Portrait, Energy Meter and team up Charge Meter for the second player appears in the top-right corner of the screen.

Cooperative Play

A second player may join a current game at any time during gameplay by using a second controller.

Connect the second controller and press the **B** button. A second HUD, containing the statistics for the second player, appears at the top right corner of the screen.

From this point on, both players can play cooperatively until one of the players decides to drop out of the game.

To drop out, press the **B** button and select **Drop Out** from the option menu. The remaining player then resumes control over all of the children.

Weapons and Collectibles



Replenish First Aid - Collect these green health crosses to refill Lucy's First Aid ability.

Stick



This most primitive object is used by Peter and Edmund as both a torch and a weapon. The stick may be lit with the help of any existing fire. You may also use the burning stick to light bonfires, dry brush, stick bundles, and other objects.



Sword - Throughout the course of the adventure, Peter and Edmund acquire and use a variety of sword classes. In addition, they learn special sword fighting skills that help them defeat even the most aggressive foe.

Bow & Arrow



Arrows are more powerful than Snowballs. However, Susan's quiver is not a bottomless pit. Collect arrows to keep her loaded and ready to fight.



Coins - Collect Silver and Gold Coins to spend in the Inventory where you may purchase weapon upgrades, skills, and other items.

Statues



Hit the frozen statues of Narnian inhabitants to mark them so that Aslan can free them from the White Witch's evil spell.



Health - A Heart restores health to the character that collected it. A full Heart restores full health, and a hollow Heart restores half health.

Using the Environment

Throughout the adventure, the children interact with the environment in a variety of ways, both for offensive and defensive purposes.

Snowballs - Lucy can balance on top of snowballs and roll them with her feet. This allows her to get items that are normally out of reach. Peter, Susan, and Edmund can roll snowballs from place to place.

Stick Bundles - Use these to smash through enemies and obstructions. Set them on fire to do even more damage.

Pushing and Pulling Large Objects - Peter and Susan can push and pull large objects to block off or gain access to areas.

Hiding - Sometimes the best thing that the children can do is hide. Find the specially marked spots and press the **A** button to hide.

Inventory

After entering Narnia, the children are able to purchase upgrades using the coins that they have collected. During each level, a variety of individual and team up upgrades become available in the Inventory. You may purchase upgrades from the Inventory at any time during the level by pressing the **D** button to pause the game and selecting **Inventory** from the pause menu.

The Inventory contains a list of all the upgrades that have been purchased or are available for purchase. Each child has his or her own section. Move the (Left Thumbstick) left and right to scroll the selection through each of the children.

Press the **A** button on a particular child's screen to access that child's upgrade list. New upgrades are unlocked in each level. Press the **Y** thumbstick to move up and down the list. When an upgrade is highlighted, a description is displayed at the bottom of the screen.

Where appropriate, a purchased upgrade displays the button combination that is required to activate it. Upgrades that have not been purchased are displayed with the number of coins needed to purchase them. The number of coins that are available to spend is displayed in the top right-hand corner of the screen.

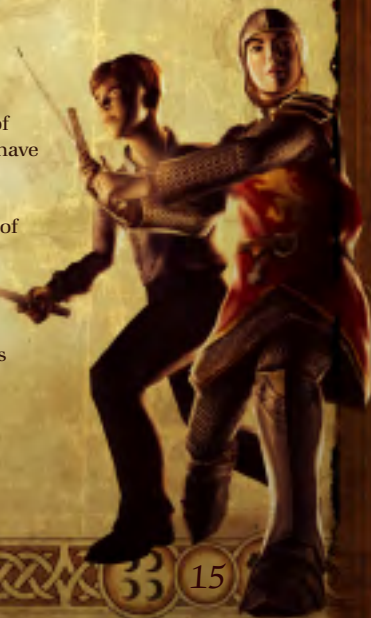
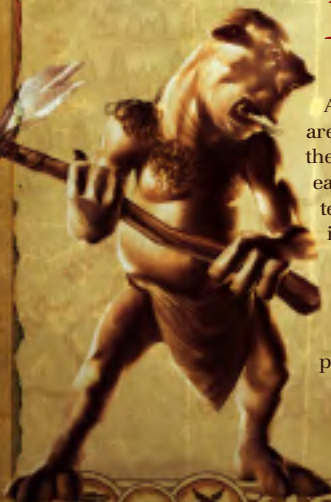
Character Portrait - This shows the child for whom upgrades are being purchased.

Coin Count - Depicts the number of coins collected.

Purchased Upgrades - The top part of the list shows all of the upgrades that have been purchased.

Upgrades for Sale - The bottom part of the list shows all of the upgrades that are available for purchase.

Upgrade Description - This gives a basic description of the upgrade that is currently highlighted.





Creatures of Narnia

Ankle Slicers

Small, quick, and wicked, Ankle Slicers brandish long, sharp blades that they use to slash with as they tear about at high speed.

Minoboars

The Minoboar is a stocky opponent that shares a resemblance with the Minotaur. When faced with an adversary, the Minoboar will attempt to gore and then attack swiftly at very close quarters.

Minotaurs

The Minotaur is a fearsome opponent. It wields a huge sword, which it uses to scythe through its foes. It is clad in thick armor that must be smashed before the Minotaur can be damaged. It also uses its head to charge at opponents, sending them flying when hit.

Ogres

Though slow and dimwitted, Ogres are large and powerful opponents. They wield huge clubs that create shockwaves when smashed into the ground and they throw boulders at enemies that are too far away to be clobbered.

Notes

Series of horizontal lines for writing notes.

Notes



Notes





Limited Warranty

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