



DISNEY AND WALDEN MEDIA PRESENT

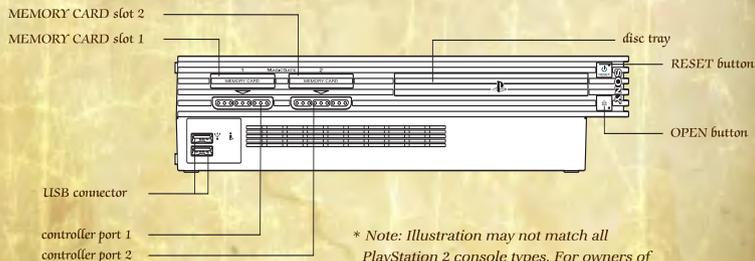
-THE CHRONICLES OF-

NARNIA

THE LION, THE WITCH AND THE WARDROBE

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Getting Started



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

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 Chronicles of Narnia: The Lion, The Witch and The Wardrobe** 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.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Move / Browse Menu - Left Analog Stick

Attack - button

Power Attack - button

Action / Menu Select - button

Team Up - button

Parry / Target - button

Switch Characters - button

Pause - button

This game supports the analog mode and the vibration feature of the **DUALSHOCK®2** analog controller.

To use the vibration feature, turn on **VIBRATION** under **OPTIONS** (see page 6).

You cannot use the **ANALOG** mode button to switch between the analog and digital modes. The controller will always be in analog mode (the mode indicator will be red).

This software is designed exclusively for the **DUALSHOCK®2** analog controller. Its operation is not guaranteed for use with any controller other than the **DUALSHOCK®2** analog controller.

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. Use the Left Analog Stick and **X** button to select a level.



- 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 vibrating 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.

Horizontal and Vertical

Adjusts the position of the game screen on your monitor.

Credits

Review a list of all the talented people that 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 will 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 will not have to start from the beginning of the level. To save data, you will need a memory card (8MB) (for PlayStation®2) with at least 83 KB of available space. You cannot save data using a memory card for PlayStation®. You can use **MEMORY CARD** slot 1 only.

Do not turn off the **MAIN POWER** switch or the **(ON/Standby) / RESET** button or remove the memory card (8MB) (for PlayStation®2) while you are saving or reading data. You could destroy the data you are trying to save. You can save up to 3 games on one memory card (8MB) (for PlayStation®2).

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

 button - 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 afar and much safer distance.



- button - *Attack*
- L1 button + □ button - *Throw Snowball / Shoot Arrow*
- L1 button + Left Analog Stick - *Target*
- button - *Play Panpipes / 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 will defend his family against even



the largest foe. His natural agility allows him to climb and his lightweight build enables him to cross paths that his older siblings cannot.

- button - *Hit / Use Weapon*
- button - *Power Hit*
- L1 button - *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 will not only be fighting alongside her siblings, but she will also be able to heal 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. Teaming up abilities only work in Narnia.



In order to team up, the player must first take control of one of the children that is to be part of the team. When this child is moved next to the second child of the team to be formed, purple rings will appear around the feet of both children. When the rings appear, pressing the **△** button will initiate the team up.

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

Peter & Edmund

Tap **□** button to have Peter swing Edmund around, and Edmund will powerfully kick anything in his path.

Edmund & Lucy

With a tap of the **□** button, Edmund will fling Lucy and bowl enemies over or smash through barriers.



Peter & Susan

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

Peter & Lucy

Peter carries Lucy on his back, allowing him to defend her from attacking enemies by pressing **□** button to power hit anything that gets too close.

Susan & Edmund

Tap **□** button to have Susan swing Edmund around, and Edmund will powerfully kick anything in his path.

Susan & Lucy

With a tap of the **□** button, Susan will fling Lucy and bowl enemies over or smash through barriers.

Team Up Upgrades

Upgraded team up abilities can be purchased from the Inventory. Once purchased, they can be triggered by pressing the **○** button.

Heads Up Display



You can switch between any of the children visible on the screen by pressing **R1** button. 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 will restart from the last checkpoint. If no checkpoint has been passed, the level will restart 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 will cause the bar to deplete faster. Performing multiple hits (3+ or higher) against enemies will 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 will slowly replenish 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 will slowly replenish itself over time.

Coins

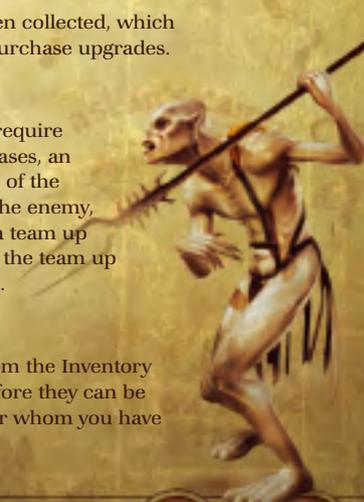
Depicts how many coins have been collected, which can be used in the Inventory to purchase upgrades.

Character Icon

Many enemies and obstructions require specific skills to defeat. In these cases, an icon will appear 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 will appear 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,



Cooperative Play

a charge meter which resembles  button will appear on the HUD. Once the meter has fully charged, press  button to perform the upgraded team up move. Once activated, the meter will be reset to zero and begin to recharge.

Bonus Shields

Depicts how many Bonus Shields have been collected. Collecting all of the Bonus Shields for each level unlocks bonus items, which can be 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 will appear in the top-right corner of the screen.

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

Connect the second controller and press . A second HUD, containing the statistics for the second player, will appear at the top-right corner of the screen.

From this point on both players will be able to play cooperatively until one of the players decides to drop out of the game.

To drop out, press  and select Drop Out from the Pause menu. The remaining player will then resume 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 as 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 will acquire and use a variety of sword classes. In addition, they will also learn special sword fighting skills that will 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 - By hitting the frozen statues of Narnian inhabitants, they become marked 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 will 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 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  button to hide.

Inventory

After entering Narnia, the children will be able to purchase upgrades using the coins that they have collected. During each level, a variety of individual and team up upgrades will become available in the Inventory. You may purchase upgrades from the Inventory at any time during the level by

pressing  to pause the game and selecting Inventory from the pause menu.

The Inventory contains a list of all of the upgrades that have been purchased or are available for purchase. Each child has their own section, and moving the Left Analog Stick left and right scrolls the selection through each of the children.

Pressing  button on a particular child's screen will access that child's upgrade list. New upgrades are unlocked in each level. Use the Left Analog Stick 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 will display the button combination that is required to activate it. Upgrades that have not been purchased will display the number of coins needed to purchase it. 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 the upgrades are being purchased.

 **Coin Count** – Depicts the number of coins collected.



Customer Support

Internet Support

To access information about Buena Vista Games on the World Wide Web, point your browser to **www.buenavistagames.com/support**. You may also email a Buena Vista Games Customer Support representative at **console.support@buenavistagames.com**.

Game Hints and Tips

Game hints and tips are available on the Buena Vista Games Customer Support website. To access game hints and tips on the World Wide Web, point your browser to **www.buenavistagames.com/support**. If you do not have Internet access, please send a self-addressed stamped envelope with your request to the address below.

Mailing Address

If you wish to write to us, our address is: Buena Vista Games Customer Support, 500 South Buena Vista Street, Burbank, CA 91521-8139.

Telephone Support

You may contact Buena Vista Games Customer Support at **(800) 965-5145**. If you need additional information, our Customer Support staff for the US and Canada is available Monday through Friday from 7:30 a.m. to 5:30 p.m. (Pacific Time).

TTY/TDD Users

Please contact us by telephone through your local relay service. Customer Support staff for TTY/TDD users is available Monday through Friday from 7:30 a.m. to 5:30 p.m. (Pacific Time). Our toll free number is **(800) 965-5145**.

