WARNING: PHOTOSensitivity/Epilepsy/Seizures

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay. If you or your child experience any of the following health problems or symptoms:

- Dizziness
- Disorientation
- Altered vision
- Seizures
- Eye or muscle twitches
- Loss of awareness
- Any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system 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.

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 supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert The Spiderwick Chronicles™ disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

You may save your progress while playing The Spiderwick Chronicles. In order to do so, you must have a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1 of your PlayStation®2. Game data can only be loaded and saved to a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. Do not insert or remove a memory card (8MB) (for PlayStation®2) while the game is attempting to load or save data.

<table>
<thead>
<tr>
<th>Button</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start button</td>
<td>Activate the Pause Menu</td>
</tr>
<tr>
<td>Left analog stick</td>
<td>Movement</td>
</tr>
<tr>
<td>Left analog stick (Wiggle)</td>
<td>Shake off Enemy</td>
</tr>
<tr>
<td>Alternate Left and Right analog sticks Up/Down</td>
<td>Use Dumbwaiter, Climb Roof</td>
</tr>
<tr>
<td>Right analog stick</td>
<td>Control Camera</td>
</tr>
<tr>
<td>X button</td>
<td>Attack/Fire/Scurry (Thimbletack)</td>
</tr>
<tr>
<td>X button (HOLD then Release)</td>
<td>Charge Attack</td>
</tr>
<tr>
<td>L button</td>
<td>Interact with World/Character</td>
</tr>
<tr>
<td>R button</td>
<td>Evade/Scurry (Thimbletack)</td>
</tr>
</tbody>
</table>

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

<table>
<thead>
<tr>
<th>Button</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>L2 button</td>
<td>Directional Evade</td>
</tr>
<tr>
<td>L1 button</td>
<td>Trigger current Sprite Power</td>
</tr>
<tr>
<td>L1 button</td>
<td>Change between Weapon and Net</td>
</tr>
<tr>
<td>L2 button</td>
<td>Cycle through available Sprite Powers</td>
</tr>
<tr>
<td>R1 button</td>
<td>Enter Ranged Weapon Mode</td>
</tr>
<tr>
<td>R2 button</td>
<td>Center camera behind player character's back</td>
</tr>
<tr>
<td>directional button</td>
<td>Change between Weapon and Net</td>
</tr>
<tr>
<td>directional button</td>
<td>Cycle through available Sprite Powers</td>
</tr>
<tr>
<td>directional button</td>
<td>Cycle through available Sprite Powers</td>
</tr>
<tr>
<td>directional button</td>
<td>Cycle through available Sprite Powers</td>
</tr>
</tbody>
</table>
RANGED WEAPON MODE (HOLDING DOWN R1)

<table>
<thead>
<tr>
<th>Control</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>Left analog stick</td>
<td>Look/Aim</td>
</tr>
<tr>
<td>✖️ button</td>
<td>Quick Fire Current projectile</td>
</tr>
<tr>
<td>✖️ button (HOLD to charge then Release to fire)</td>
<td>Charge Current projectile</td>
</tr>
<tr>
<td>L1 button</td>
<td>Cycle through available Ammo</td>
</tr>
<tr>
<td>➡️ directional button/➡️ directional button</td>
<td>Cycle through available Ammo</td>
</tr>
</tbody>
</table>

PAUSE MENU CONTROLS

<table>
<thead>
<tr>
<th>Control</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>L1 / R1 button</td>
<td>Turn page to a new section</td>
</tr>
<tr>
<td>Left analog stick Up/Down or ➡️ directional button/⬅️ directional button</td>
<td>Change highlighted menu item</td>
</tr>
<tr>
<td>Left Analog Stick Left/Right or ➡️ directional button/⬅️ directional button</td>
<td>Change current page side</td>
</tr>
<tr>
<td>✖️ button</td>
<td>Select the currently highlighted item, Confirm</td>
</tr>
<tr>
<td>◼️ button</td>
<td>Exit Submenu, Exit Pause Menu</td>
</tr>
<tr>
<td>◄ ◄ ◄ button</td>
<td>Close the Pause Menu</td>
</tr>
</tbody>
</table>

PLAYING THE GAME

MAIN MENU

New Game – Start a new The Spiderwick Chronicles game
Load Game – Load a saved game
Options – Change game settings
Extras – View credits and extra content
Multiplayer – Play multiplayer mini-games

OPTIONS MENU

CONTROLS AND GAMEPLAY

Controls – View Controller Layout

Invert Camera “y” Axis – Swaps the vertical tilt of the camera in relation to the right analog stick. Up = Tilt upward; Down = Tilt downward
Invert Camera “x” Axis – Swaps the horizontal pan of the camera in relation to the right analog stick. Right = Clockwise; Left = Counterclockwise
Audio – Adjust Voice Volume, Music Volume, Sound Fx Volume, and Ambience Volume
Video – Enable/disable Progressive Scan display
Vibration – Enable/Disable Controller Vibration
OVERVIEW
Take on the roles of Jared, Simon and Mallory Grace as they discover
Arthur Spiderwick's Field Guide to the Fantastical World Around You, a magical
book that documents an unseen world containing both wondrous and
dangerous faerie creatures. Using the unique abilities of each child, you
will battle hordes of Goblins, capture Sprites and solve puzzles as you
explore the world of The Spiderwick Chronicles.

As the Grace Children and the tiny Brownie Thimbletack, you will explore
every nook and cranny of the Spiderwick Estate and the surrounding woods in
freeform gameplay, leading to a final confrontation with the Ogre Mulgarath.

THE WORLD OF THE SPIDERWICK CHRONICLES
To progress through the story, you must complete the current Chapter Quest
(listed first on the Quest Page in the Pause Menu). Optional Side Quests can
also be completed to upgrade your weapons and attacks, and add new pages
in the Field Guide. Try to find all the Sprites and fill all the pages in the Field
Guide for a special ending!

GAME SCREEN

Health Indicator – Shows how much health you have remaining.
Field Guide – Appears when something has changed in the Field Guide
or Journal. Press \ to view these items in the Pause Menu.
Sprite Powers Ring – Shows which sprite powers you currently have.
Interaction Icon – Appears when you can interact with something in
the world.
Power-Up Item – Appears when you pick up an item, and shows how
many you have.

INTERACTING WITH THE WORLD
As you explore, things in the world you can interact with are highlighted with
one of four symbols (press the button when close to trigger the action):

Eye – Look or Read
Hand – Take, Use or Activate
Item in Hand – Give or Place
Arrow – Leave current area

Other interactions will occur automatically. Simply run
towards an edge to jump, or push against a ladder or pole
to climb it.

PICK-UP ITEMS
To complete many Chapter Quests and Side Quests, you will need to collect
and use many every day objects you find in the world. You can also collect the
following special power-up items:

Goblin Teeth – Use to unlock new attacks and combos
Ball Bearings – Powerful
ammunition for Jared's slingshot
Gobstones – Grenade-like
magical stones Simon can throw
Faerie Fruit – Used by Simon to lure tricky
Sprites, used by Thimbletack to heal himself
SPRITE COLLECTION
The first time you capture a new Sprite, you will need to record it in the Field Guide. Some Sprites can be easily caught with the Sprite Net, but others will require you to attract them with Faerie Fruit or by completing challenges.

Once you net a Sprite, the Field Guide page appears with a paint brush icon. Hold the □ button to paint and fill in the image of the Sprite. Hurry to finish before the time expires and the Sprite flies away!

Once a Sprite is successfully recorded, you can use its power with the △ button. You can only carry three Sprites at a time, but any Sprite can be re-captured at its original location after its power has been used.

HINT
If you collect and record two different Leatherwing Sprites, your maximum health will increase.

CHECKPOINTS & SAVING
As you play, the game will automatically record your progress at various points along the way. If you die, you will restart at the most recent checkpoint you passed. When you exit the game, you have the option to save, which will allow you to restart later from the last checkpoint crossed.

THE FIELD GUIDE & JOURNAL
Press □ at any time in the game to access the Pause Menu, where you can read Jared's Journal as well as Arthur Spiderwick's Field Guide to the Fantastical World Around You.

The Pause Menu is divided into the following sections:

Options Page – Allows you to quit the game or change option settings

Quest Page – Lists active quests and current tasks

Character Page – Shows your current player's attacks, Sprite Powers and Power Ups

Field Guide Pages – A growing collection of pages about the Fantastical World. New Field Guide pages appear when Sprites are recorded and when various Chapter Quests and Side Quest are completed. Can you complete the entire Field Guide?

ENEMIES

Goblins – These nasty creatures travel in dangerous packs and will attack on sight.

Bull Goblins – A larger and fierce type of Goblin that throws rocks at you from a distance. Avoid its ram charge, or counter it with a well-timed attack.

Changelings – Encountering a Beetle Mimic in the wild causes it to turn into this sinister copy of you. Defeating it allows you to capture the Beetle Mimic Sprite.

Fire Salamanders – They explode when stepped on (or shot), but can be doused with tomato juice.


River Troll – This hungry troll lives in the river. Feed him Goblins to pass.

Land Troll – Running is the only option when you encounter this fearsome troll!

Mulgarath – This evil Ogre plans to take over the world by using the secrets contained within the Field Guide.
FAERIES
There are ten types of Faeries that live in the area surrounding the mansion:

<table>
<thead>
<tr>
<th>Image</th>
<th>Leatherwing Sprite</th>
<th>Royal Orchid Sprite</th>
<th>Will-o-Wisp</th>
<th>Flower-Winged Sprite</th>
<th>Flower-Head Sprite</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type of Sprite</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Power</td>
<td>Heal</td>
<td>Toadstool Ring</td>
<td>Distraction</td>
<td>Speed Boost</td>
<td>Whirlwind</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Image</th>
<th>Bellflower Sprite</th>
<th>Pondskater Sprite</th>
<th>Beetle Manic Sprite</th>
<th>Stray Sad</th>
<th>Sprout Sprite</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type of Sprite</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Power</td>
<td>Damage Boost</td>
<td>Invulnerability</td>
<td>Changeling</td>
<td>Gobstone (Reward)</td>
<td>Faerie Fruit (Reward)</td>
</tr>
</tbody>
</table>

MULTIPLAYER
As you play through the single-player game, you will unlock mini-games that can be played on your own or with a friend on the same console. To play these games, select Multiplayer from the Main Menu.

The International Sprite League tournaments challenge you to capture sprites and fight off enemies. The player with the highest score at the end of the game wins!

TIPS & HINTS
- Refer to the Quests page in the Pause Menu if you don't know what to do next.
- Use Sprite Powers to survive difficult situations or to solve puzzles.
- Collect as many Goblin Teeth as you can to power up your attacks.
- Some quests can only be completed by a specific character. After the story is complete, you can switch characters whenever you like as you try to complete the remaining side quests.

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Jenny Patrick
Jim, Denise & Stephanie Grant
Miguel & Jonal Figueroa
Melissa, Merrie Lynn, Marshall & Lynn Stewart
Shyera, Phoa Sui Tjui (Mom) and the rest of my family
Bonnie, Julia, Cameron, Maggie, and Orion
Tony & Lita, and the whole Molina clan
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Genevieve Buckmiller
James Payne
Dale Robin
and "Krazy Karl"
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The
Spiderwick
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IN THEATRES
FEBRUARY 2008

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