



THE ADVENTURES OF  
**DARWIN**

EVERYONE 10+  
TM  
**E**  
10+  
CONTENT RATED BY  
**ESRB**

D3PUBLISHER

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 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:**

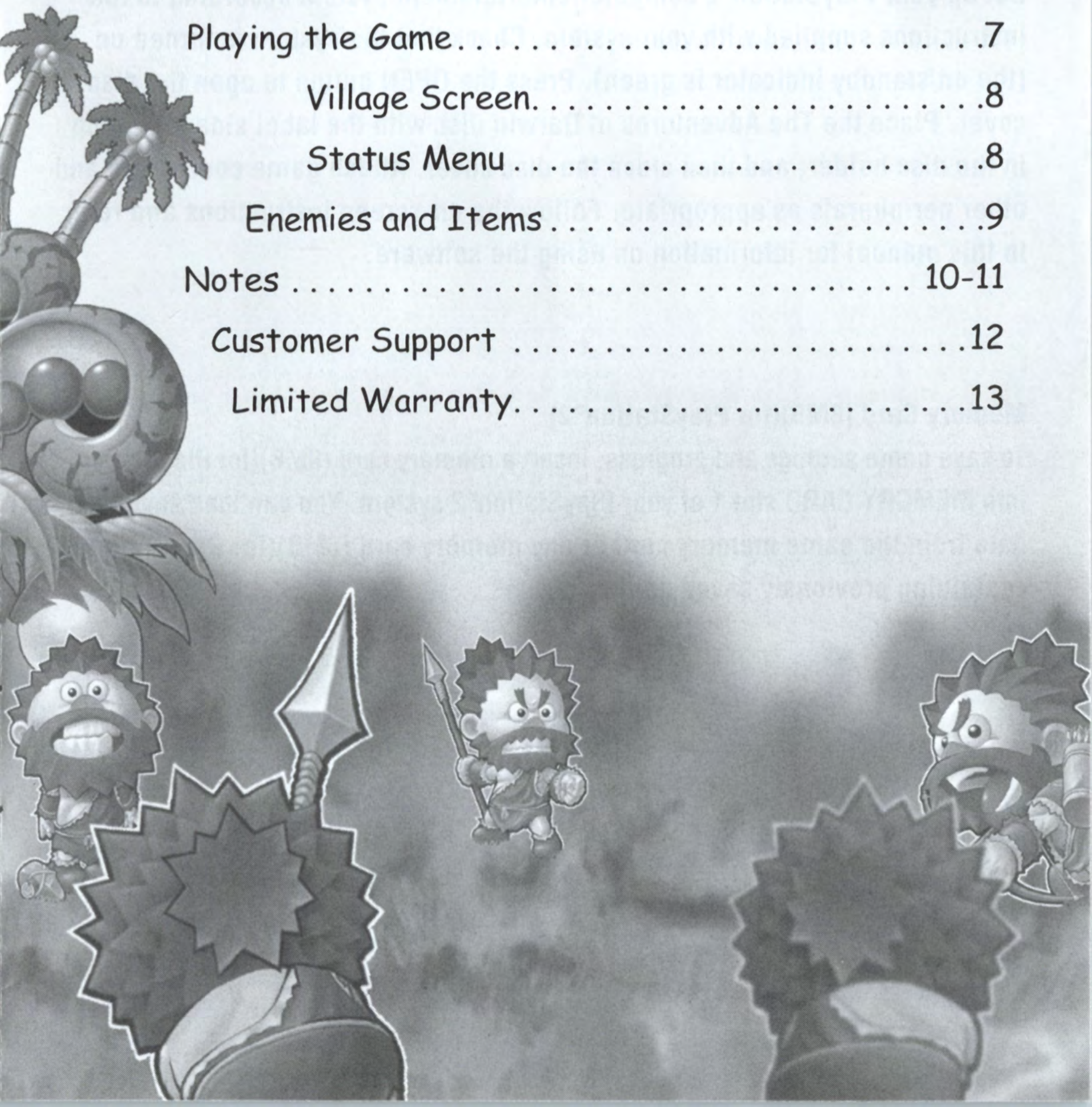
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

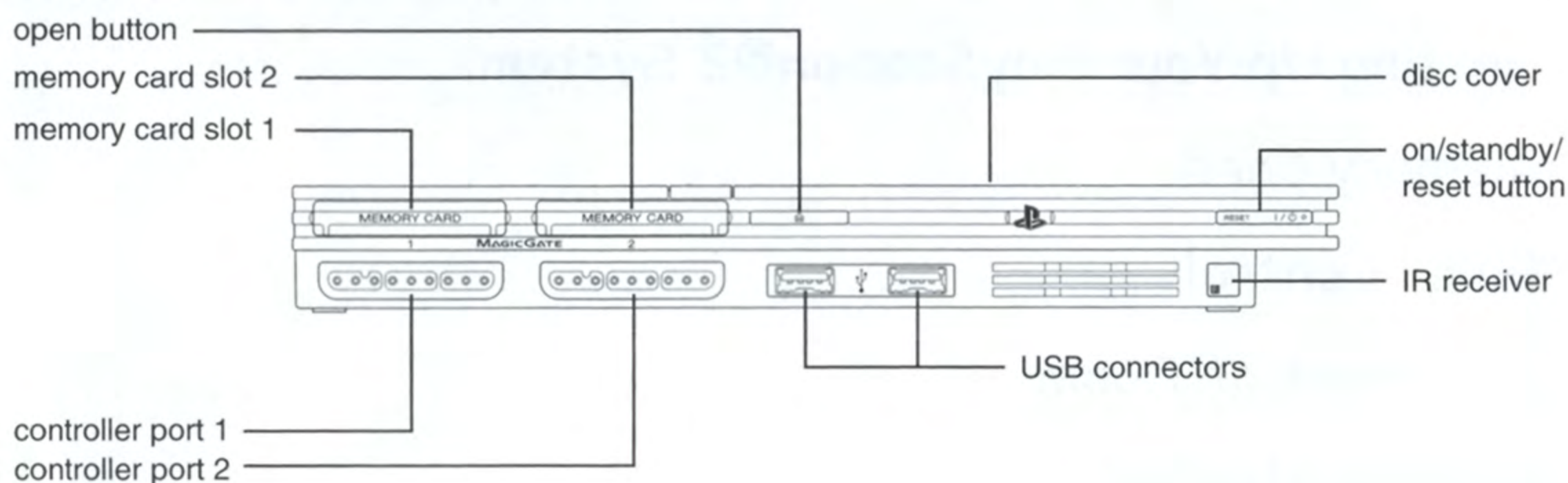
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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



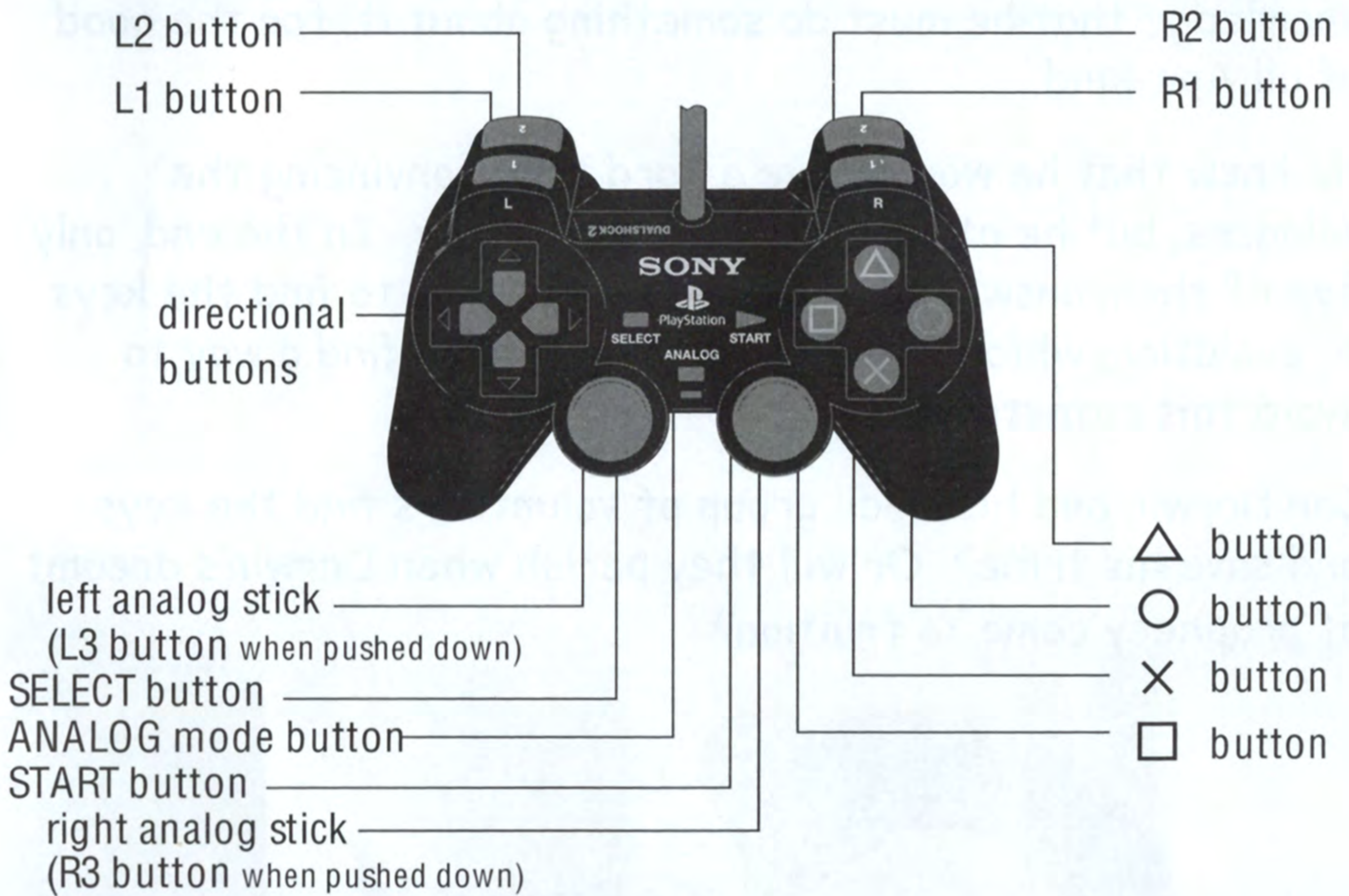
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the *The Adventures of Darwin* disc with the label side facing up in the disc holder, and then close the disc cover. 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)

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



	Menus	Field Maps
Directional Buttons	Move selection cursor	Switch equipped weapon
Left Analog Stick	Move selection cursor	Move Character
Right Analog Stick	Not Used	Rotate Camera
×	Confirm	Attack / Order
○	Cancel	Cancel Orders
□	Not Used	Use equipped item
△	Not Used	Status Menu
L1	Roll Left	Sidestep Left
R1	Roll right	Sidestep Right
L2	Not Used	Switch Formation
R2	Not Used	Switch Formation
SELECT	Not Used	Not used
START	Pause Game	Pause Game
L3	Not Used	Not Used
R3	Not Used	Not Used

# A PORTENT OF DOOM

Darwin had a dream of the future one night while asleep. In this dream, he saw a meteor coming to Earth and destroying all life on the planet. Darwin awoke from this dream with the knowledge that he must do something about it, for the good of all Ape-kind.

He knew that he would have a hard time convincing the villagers, but he attempted to do so anyway. In the end, only five of them answered his call. His goal was to find the keys to evolution, which would allow their kind to find a way to avoid this catastrophe.

Can Darwin and his small group of volunteers find the keys and save his tribe? Or will they perish when Darwin's dreamt of prophecy came to fruition?



# GETTING STARTED

To start Darwin, press the START Button at the Title Screen. If you have not played before, choose New Game, then select your difficulty level. The difficulty affects the damage the various enemies in the game will do, and the speed of development of your Village.

In order to continue your game, the game will create a profile when you first save the game. This is done by going to Darwin's House from the Village screen and then selecting the Save option. You must do this each time you wish to save the game.

In order to load data, you may go to the Continue option on the Main Menu, then choose the desired save from this menu.



## MAIN MENU

This is the Main Menu for Darwin. To begin a new game select the New Game option and press the X button. From here you may also Continue a saved game, view your discoveries in the Picture Book, or go to the Settings Menu.

# GAME OPTIONS

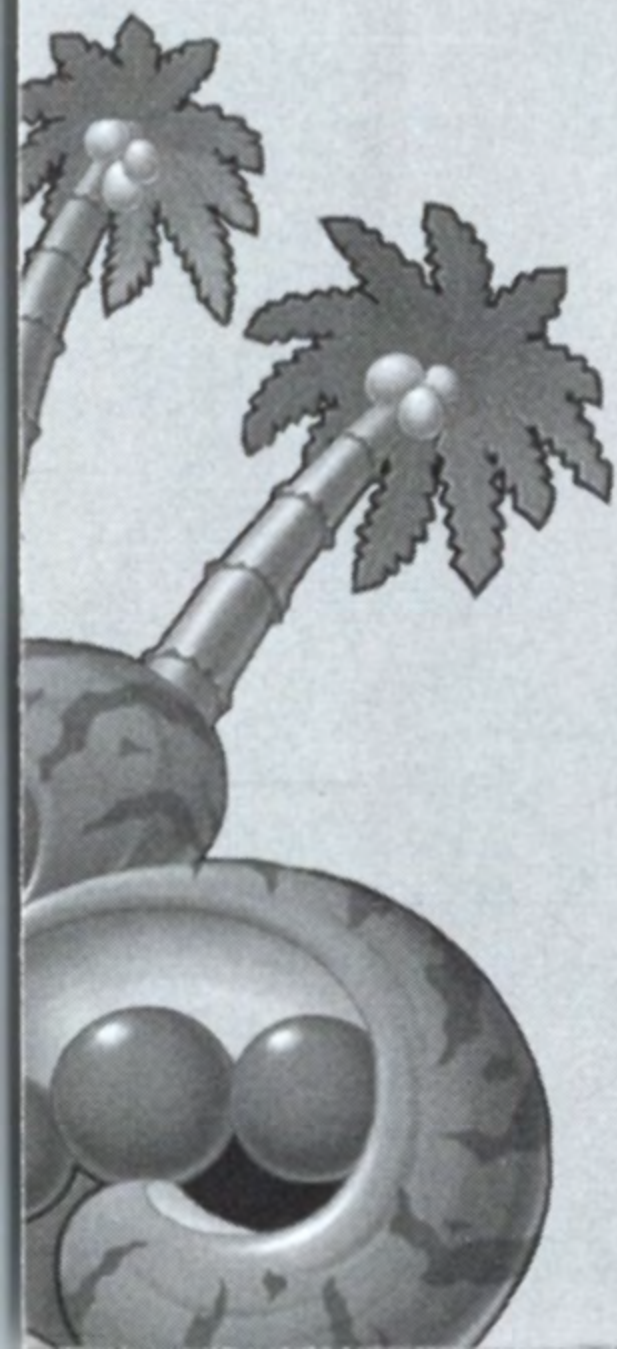
You can change the following Game Options by choosing Settings from the Pause Menu or Main Menu:

**Text Speed** - This option sets how fast text scrolls in the game.

**Vibration Function** - This option turns on/off the vibration feature.

**BGM Volume** - To set the volume level of the background music move the slide bar to the left to lower the volume and to the right to raise the volume.

**SFX Volume** - To set the volume of the sound effects move the slide bar to the left to lower the volume and to the right to raise the volume.





# PLAYING THE GAME

## Game Screen

**Follower counter** - Displays the current and total number of followers in the party.

**Formation display** - Shows the current and available formations for Darwin and his followers. Press the L2 or R2 buttons to switch formations.

**Time Indicator** - This spins between sun and moon, showing what time of day it is

**Item** - Shows the currently equipped item. Press the  button to use this item.

**Weapons** - Shows the current equipped weapon. Press the left or right directional button to change the equipped weapon.

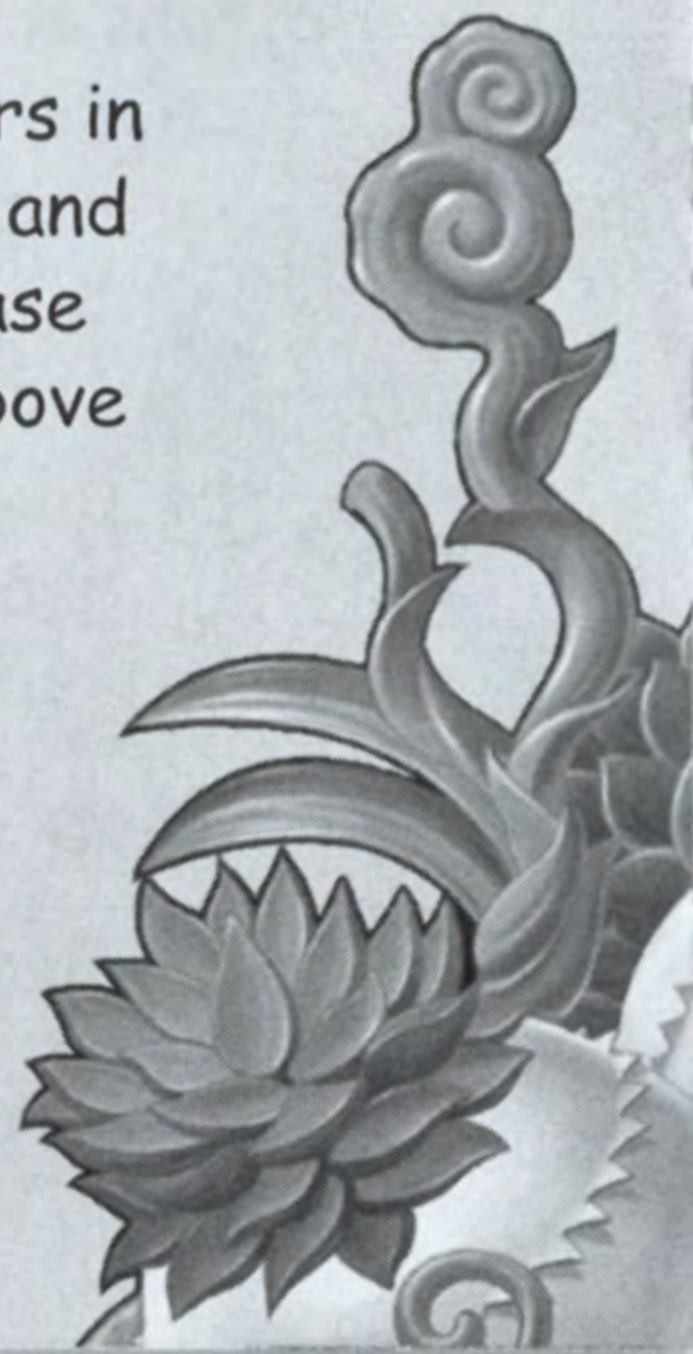
**Health** - Shows how much health Darwin and his party have. Darwin has his own health gauge as well. If this gauge reaches zero, the game will end.

**Enemy** - This is one of the many enemies you will encounter in your travels. You must use your wits and attack with your followers in order to defeat them. Watch out! Different enemies can have special abilities that can disable Darwin and his crew!

**Meat** - These pieces of Meat sometimes drop from defeated enemies. Eat it to regain health for you and your followers, or carry it back home to improve your Village.

**Star** - This star will increase the number of followers in your party. A Yellow Star will increase your current and maximum followers by one, and a Red Star will increase your current followers by one, but will not raise it above the maximum.

**Item** - There are many various items out in the wilderness that your followers can pick up and carry. These items can be brought back to the Village in order to improve it, and after a certain amount of items, your Village will level up, providing new buildings and advantages.



# Village Screen

**Darwin's House** - Allows you to Save or Load the game.

**Elder's House** - The Elder will let you know how well you are doing in building the Village.

**Bar** - Allows you to recruit more warriors in case yours fall in battle.

**Information Board** - Lets you see the achievements your Village has achieved.

**Mess Hall** - Serves food, bringing you and your followers back to full health.

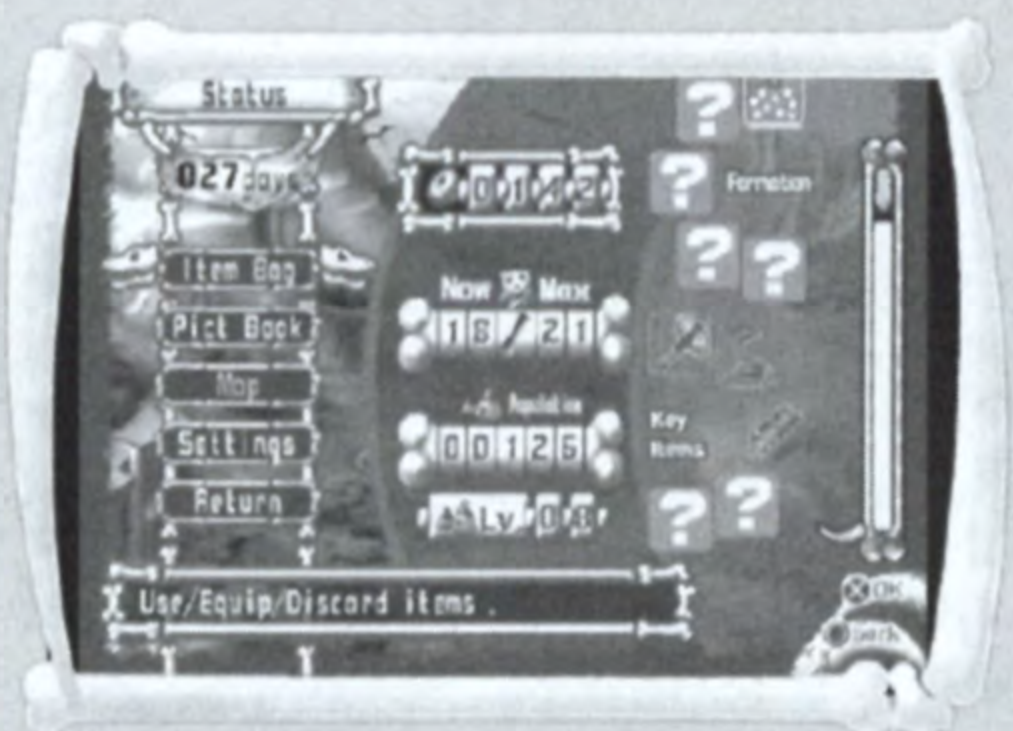
**Graveyard** - Displays graves for each of your fallen comrades, with bigger graves used when multiples have been killed.

**Houses** - Go here for gossip and information about the game.

Hint: There may be other places that will open up as your Village develops, depending on what kind of materials you bring in from the field. So feel free to experiment and reap the rewards!

# Status Menu

Press the  $\Delta$  button during the game to view the Status Menu. You can select any of the following options on the Status Menu by highlighting your choice with the directional buttons or Left Analog Stick and choosing it with the X button:



**Item Bag** - Lets you look through, use, and equip any of your items.

**Pict Book** - Allows you to view any of the items or equipment you've found, and information on any enemies encountered so far.

**Map** - Lets you see the map of the current level.

**Settings** - Allows you to change the game's settings.

**Return** - Returns you to the field screen.

# Enemies and Items

(insert pictures of enemies and items, art if possible, screenshots from Picture Book if not)

**Rabbits** - These hopping creatures tend to be peaceful little vegetarians, but sometimes, some of them will become aggressive and make quick leaping charges at hapless passer-by.

**Tigers** - These predators will prowl their territory, clawing and pouncing at anything foolish enough to wander across its path

**Worms** - Worms generally bide their time underground, happy making tunnels and living out their lives. They don't much like apes walking around above them though, and will pop out of the ground to whip at at the primates.

**Fish** - These water dwelling creatures aren't happy that anything ever crawled out of their ancestral homes to live on the ground. They show their displeasure by spitting compact balls of water at anyone that they consider "above" them.

Hint: There are many more creatures out there, which only exploration will uncover. You may even discover new super-beast versions of normal creatures in your travels!

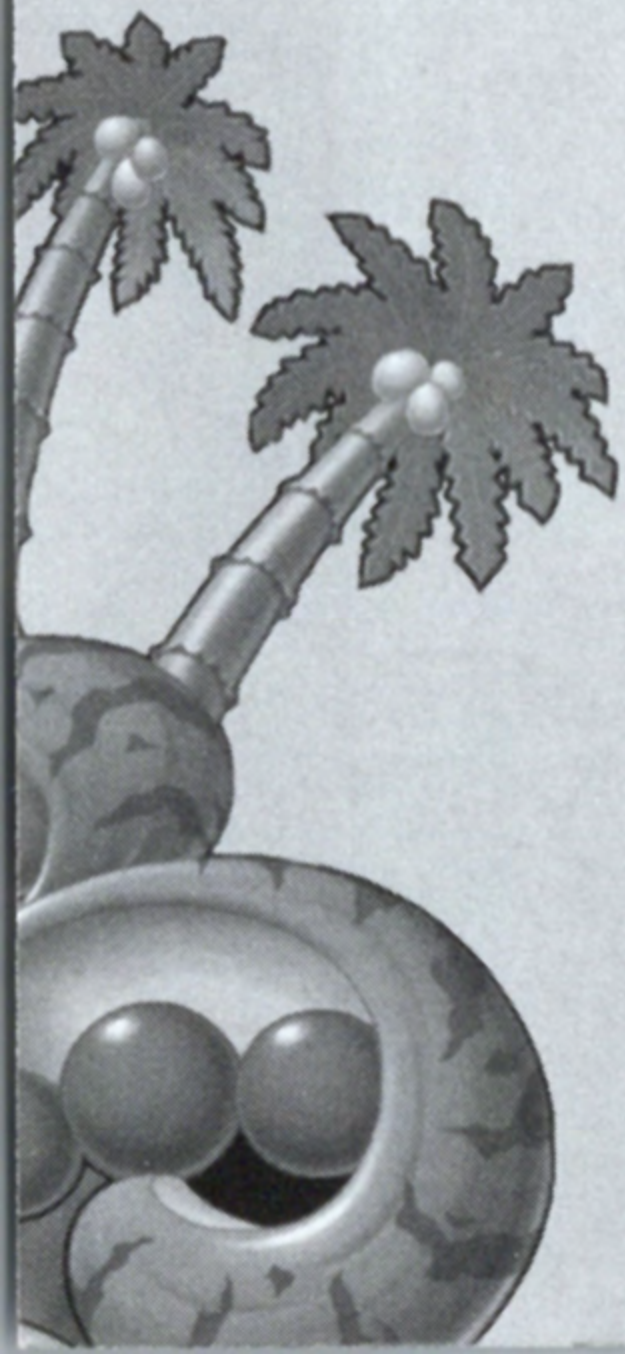
**Meat, Fruit, Mushrooms** - These edible foodstuff will have various effects on Darwin and the party. Meat will restore health, while fruits and mushrooms are more unpredictable. Some of these will regain health, others will speed up the party, while still others could poison the party, causing damage or numbing the group.

**Traps** - These items are laid down by you and deal damage to enemies that walk into them. A nice way of getting the job done without getting your hands dirty.

**Spices** - Gives your party a little pep, which gets rid of any status effects that may have been affecting them.



# NOTES



# NOTES



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## Website

This is the best place to go for tips and strategies on playing our games!

[www.d3publisher.us](http://www.d3publisher.us)

## Email

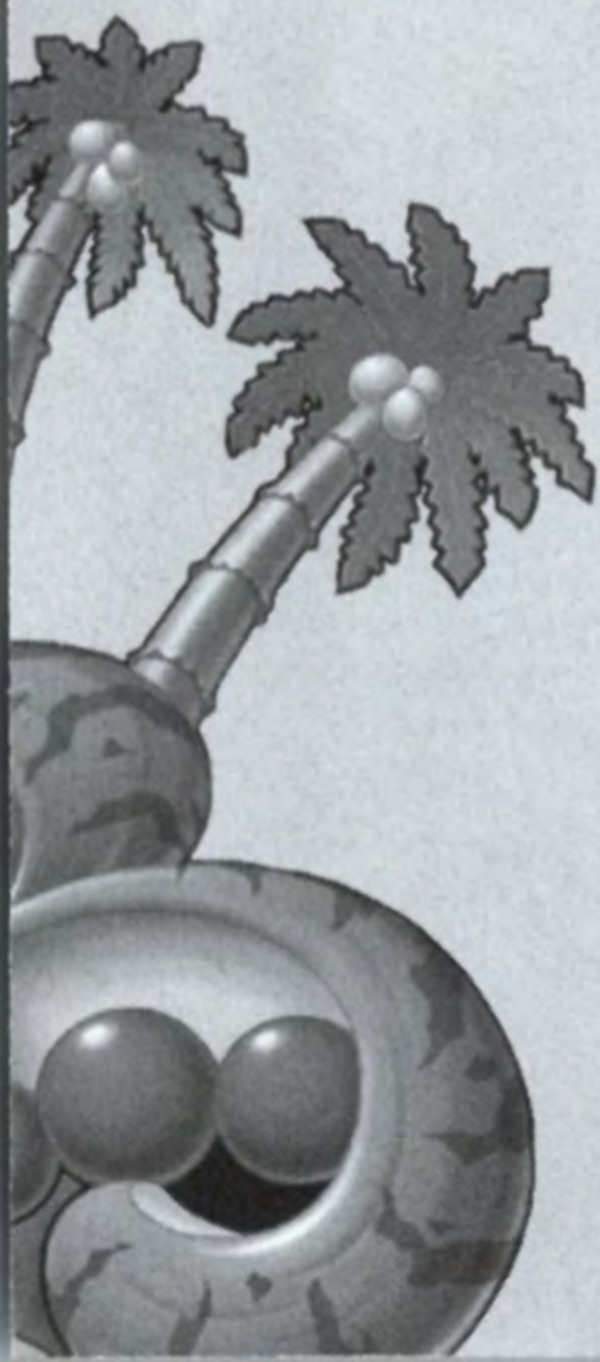
[support@d3p.us](mailto:support@d3p.us)

## Phone

(480) 517-4900

Monday - Friday

8am - 5pm Arizona MST



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EVERYONE

**E**

Cartoon Violence  
Comic Mischief

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PlayStation 2

