

Asterix & Obelix

KICK BUTTIX



ATARI

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.



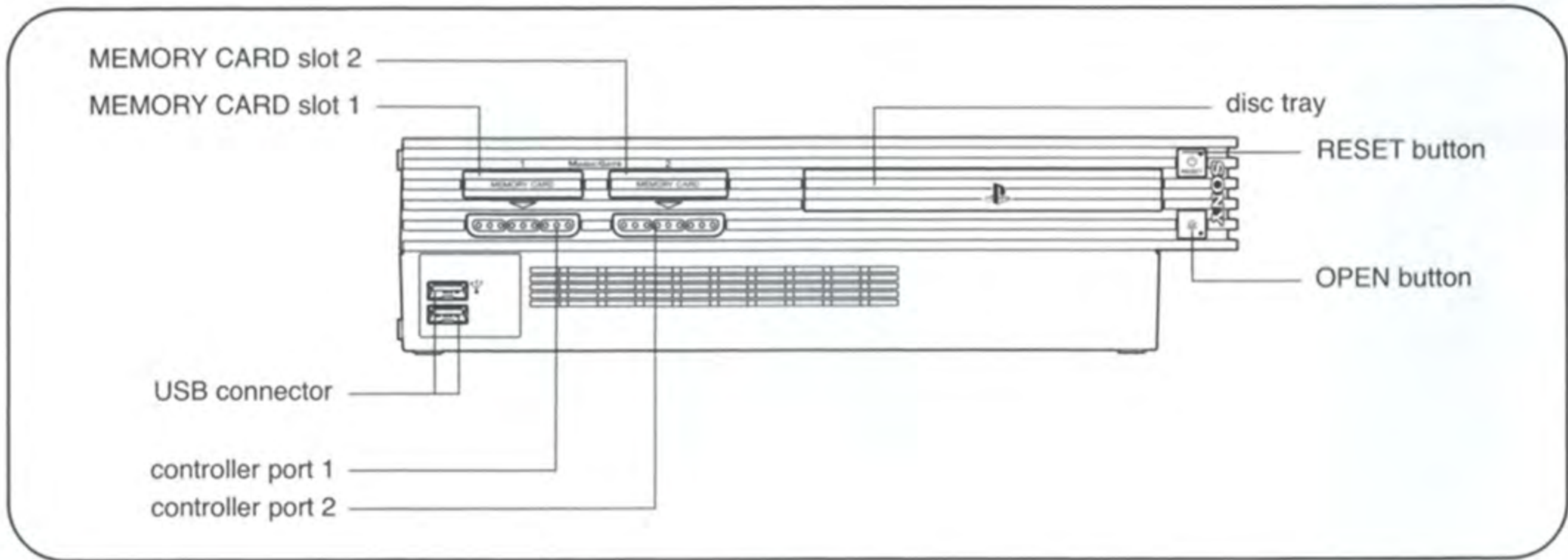
Asterix® & Obelix®



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GETTING STARTED



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 *Asterix[®] & Obelix[®]* 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.

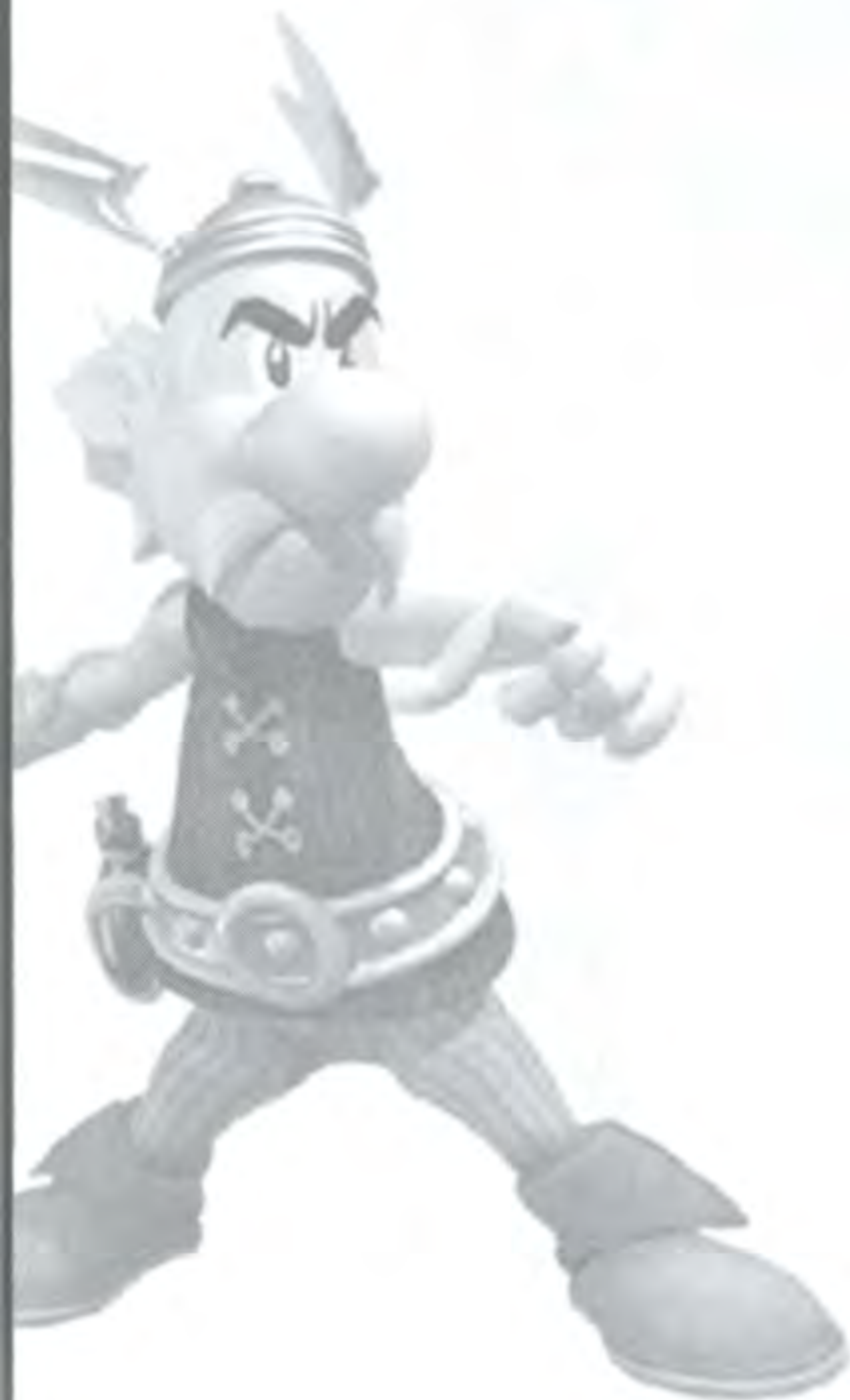
Memory Card (8MB) (for PlayStation[®] 2)

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.

Note: *Asterix & Obelix* supports the DUALSHOCK[®] 2 analog controller in controller port 1.

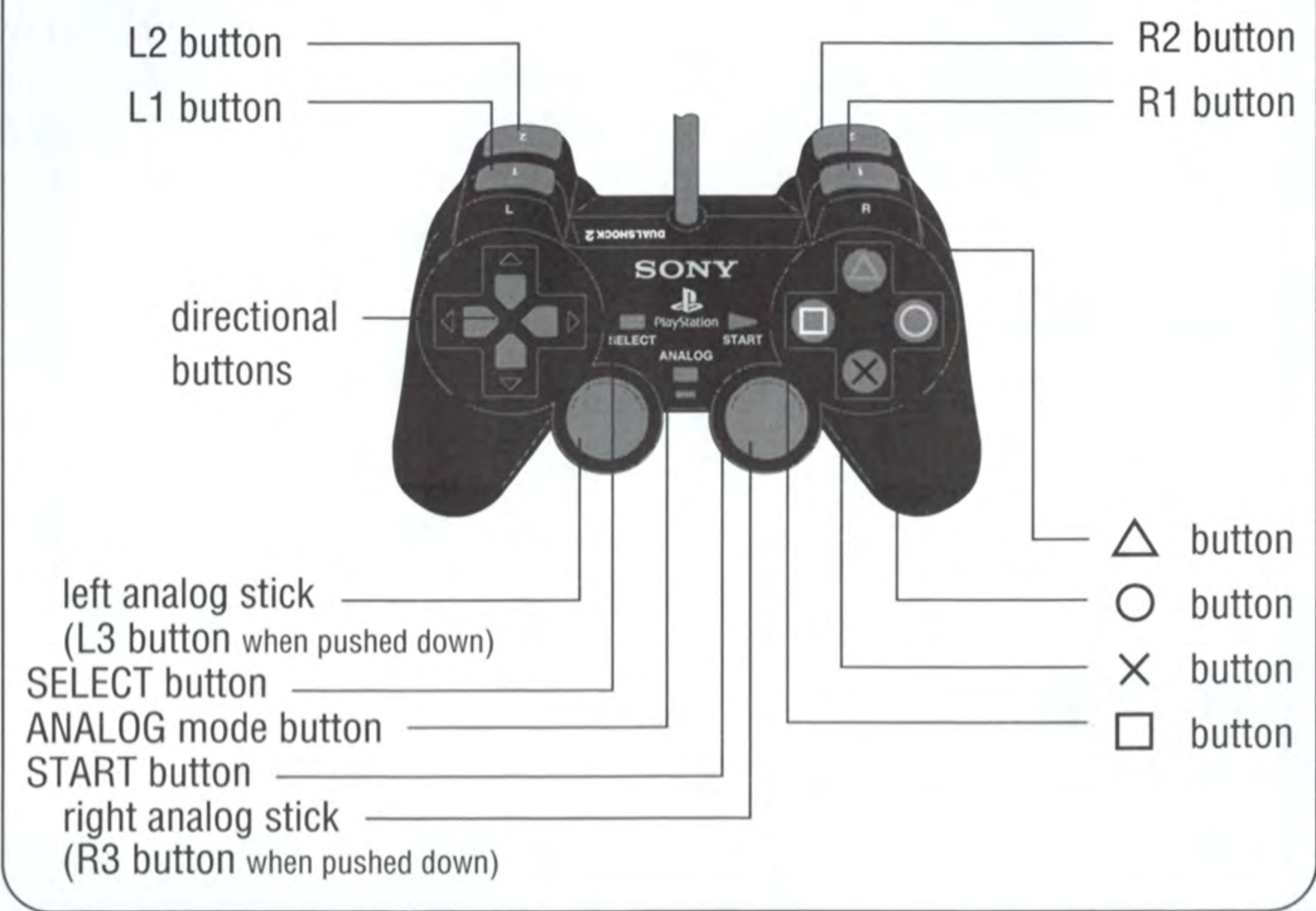
For Dolby[®] Pro Logic[®] II Decoding

This game is presented in Dolby Pro Logic II. To experience the excitement of surround sound, connect your PlayStation[®] 2 console to a sound system with Dolby Pro Logic, Dolby Pro Logic II or Dolby Pro Logic IIx decoding. You will also need to select "Dolby Pro Logic II" from the Audio section of the Options menu of the game (see "Options" on page 4 for details).

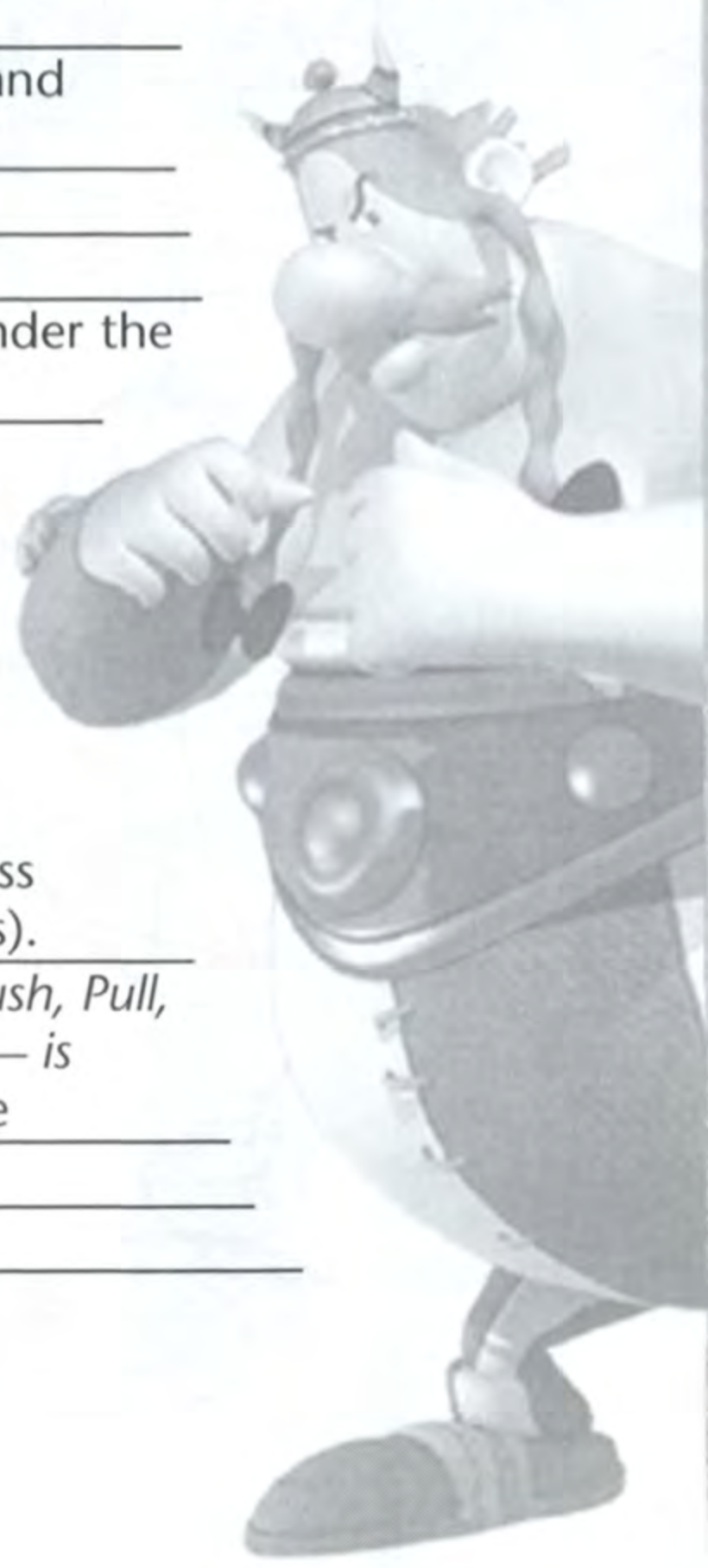


CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROL	ACTION
directional buttons	Change selection in menus and Great Map
right analog stick	Move camera
left analog stick	Move character
L1 button (press twice)	1st: Whistle to (Asterix or Obelix) to grab a Roman. 2nd: Whistle to (Asterix or Obelix) to throw a Roman.
R1 button	Launch Dogmatix
R2 button	Display Score, Life Points and Laurels collected
× button (press once)	Jump
× button (press twice)	Double Jump
× button (press three times)	Triple Jump (if Asterix is under the effect of magic potion)
▲ button	Grab a Roman
● button	Push enemies
■ button	Bash a Roman (If no other specific action is displayed on screen) Note: At the start of the game, Asterix is capable of three bashes in a row (press the ■ button three times).
■ button	Action button (If action — Push, Pull, Speak, Grab or Use Object — is displayed on screen) or Save
START button	Pause
× button (during cutscene)	Skip cutscene



THE VILLAGE IS DESERTED!

It is 50 B.C., and Caesar and his elite troops have pulled off the impossible. Taking advantage of a sudden spring storm and the absence of our two heroes, the Romans invaded the indomitable Gaulish village. Upon their return to the village, Asterix and Obelix quickly learn what has happened. Everybody is now Caesar's prisoner, and the Romans have also seized a cauldron full of Magic Potion! While the cauldron is on its way to Rome, the Gaulish prisoners have been split up and scattered across the Roman Empire. Without a moment's wait, Asterix and Obelix set off in search of their friends.

MAIN MENU

New Game:	Start a new game.
Load Game:	Continue a previously saved game.
Options:	Adjust game options (see "Options" below).
Credits:	See the names of the people behind this game.

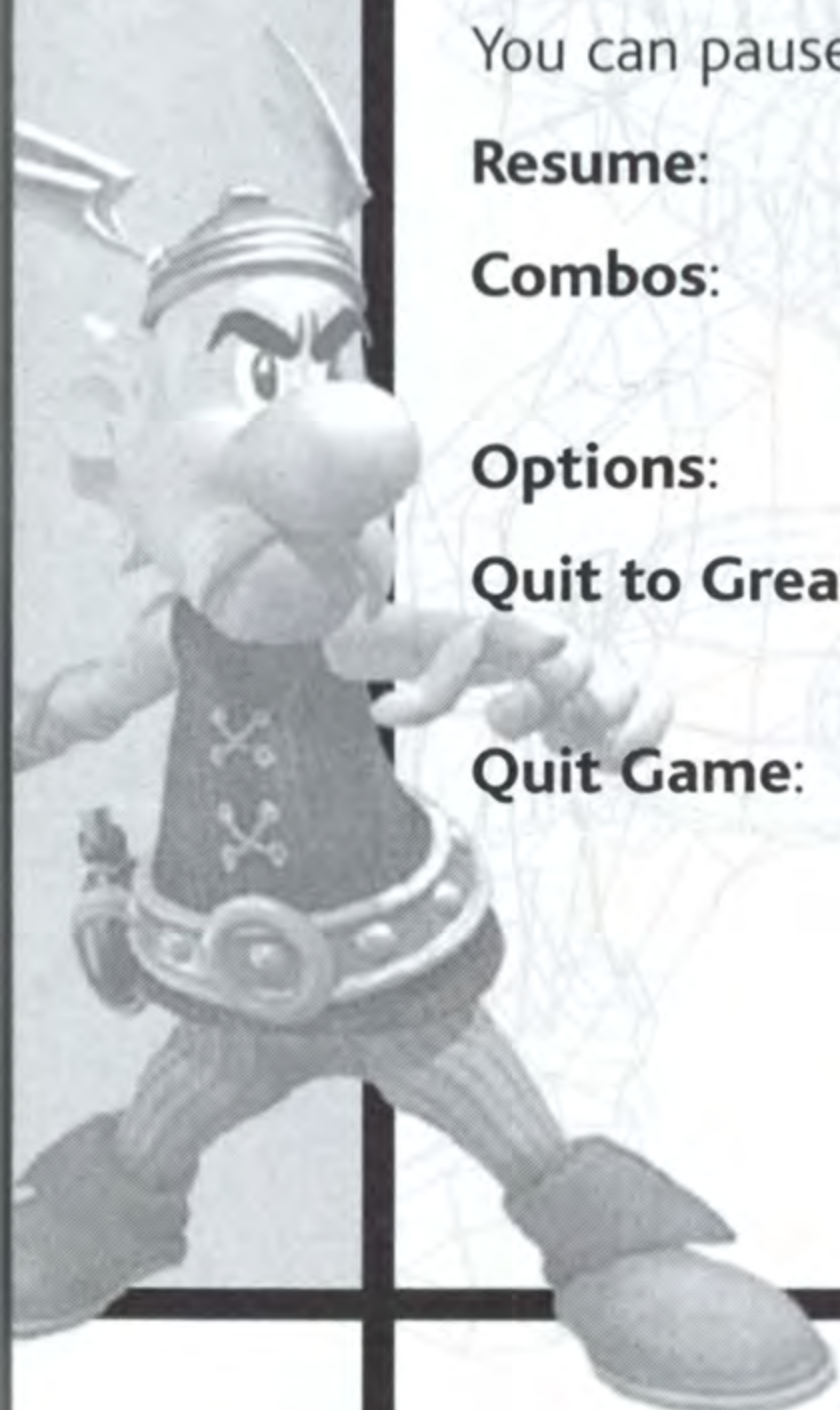
OPTIONS

Audio:	Stereo/Mono/Dolby Pro Logic II
Music Volume:	Volume adjustment
Sound Volume:	Volume adjustment
Voices Volume:	Volume adjustment
Vibration:	Yes/No
Default:	Return to default settings
Apply:	Save the changes

PAUSE MENU

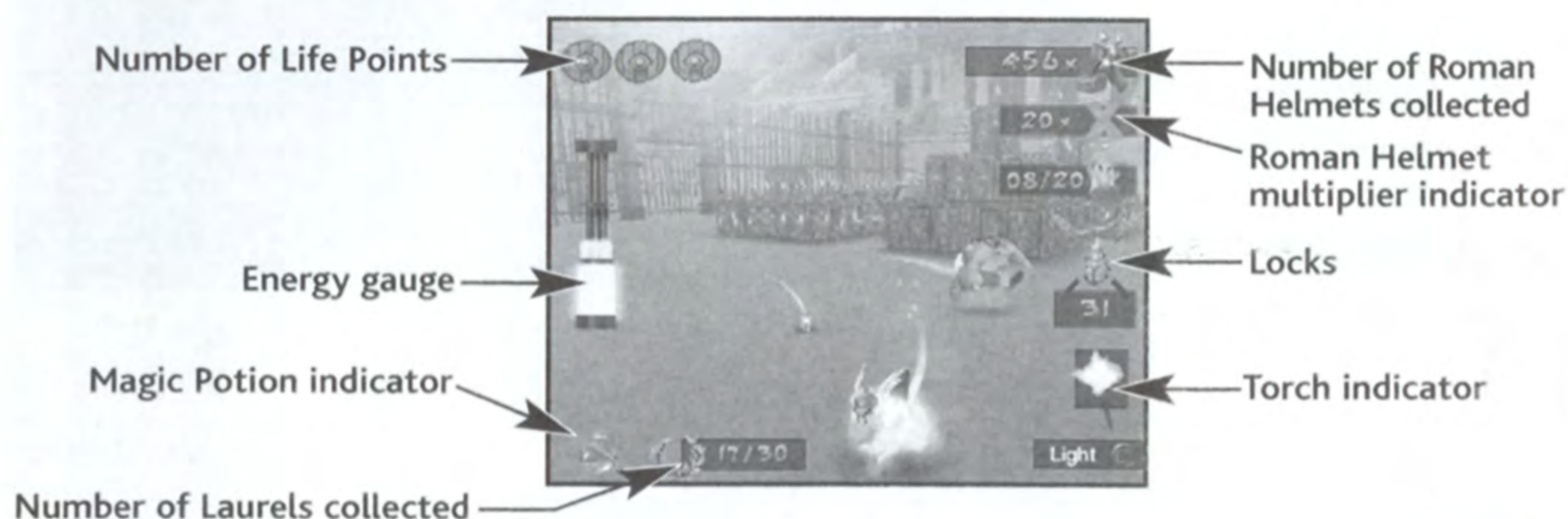
You can pause the game at any time by pressing the **START button**.

Resume:	Return to the game in progress
Combos:	Display special moves acquired during the game (see "Combos" on page 8).
Options:	Adjust game options (see "Options" above).
Quit to Great Map:	End the current level and return to the Great Map.
Quit Game:	Return to the Main Menu.



PLAYING THE GAME

This information appears depending on the context:



Asterix & Obelix



Two heads are better than one!

It won't be easy for our Gaulish duo. But they have one sure-fire advantage over the enemy hordes awaiting them — there are two of them! During the game, leadership shifts automatically between Asterix and Obelix, depending on the challenges you will encounter. You can also switch leadership by jumping onto certain objects that are surrounded by a blue aura. Remember, alternating our two heroes' particular skills is essential to your quest!

In combat, the follower will come closer to the leader to help out, and he will fall back a little when things are calm.



Dogmatix

Dogmatix is always available to help you battle the Romans. Press the R1 button in battle to deploy him and to bite your enemies.

Character progression

Asterix and Obelix initially have one basic attack — the Bash — but if you collect enough Roman helmets, you can buy Combo attacks from the Peddler (see "Combos" on page 8).

The Action button

The Action button is displayed on the screen when the character you are controlling can do something special such as pull a lever, light a torch, talk to the Peddler, etc. Press the **■ button** to perform the action when indicated.



Energy gauge



Each time you bash a Roman, the energy gauge on the left side of your screen fills up. To execute combos, this gauge needs to be full, then you can continue to use combos until the gauge is empty. If you stop bashing, the energy level in the gauge will drop.

SAVING AND LOADING



In each level, you will encounter sleeping Druids. Wake them up (press the **■ button**) and they will offer you the chance to save your game. Later, if you load a saved game from the Main Menu, you will restart the game beside the Druid. When a game save location is activated, that location appears on the Great Map. The game requires 360 KB of free space on your memory card to save your progress.

To load a previously saved game, select Load Game from the Main Menu.

THE GREAT MAP

Province Selection

Each province you complete adds a new fragment to the Great Map. Plus, you will be able to access the province revealed by the fragment. As you explore the provinces, you can collect Gold Laurels. If you find all the Gold Laurels in the province you are exploring, you will receive a special reward.

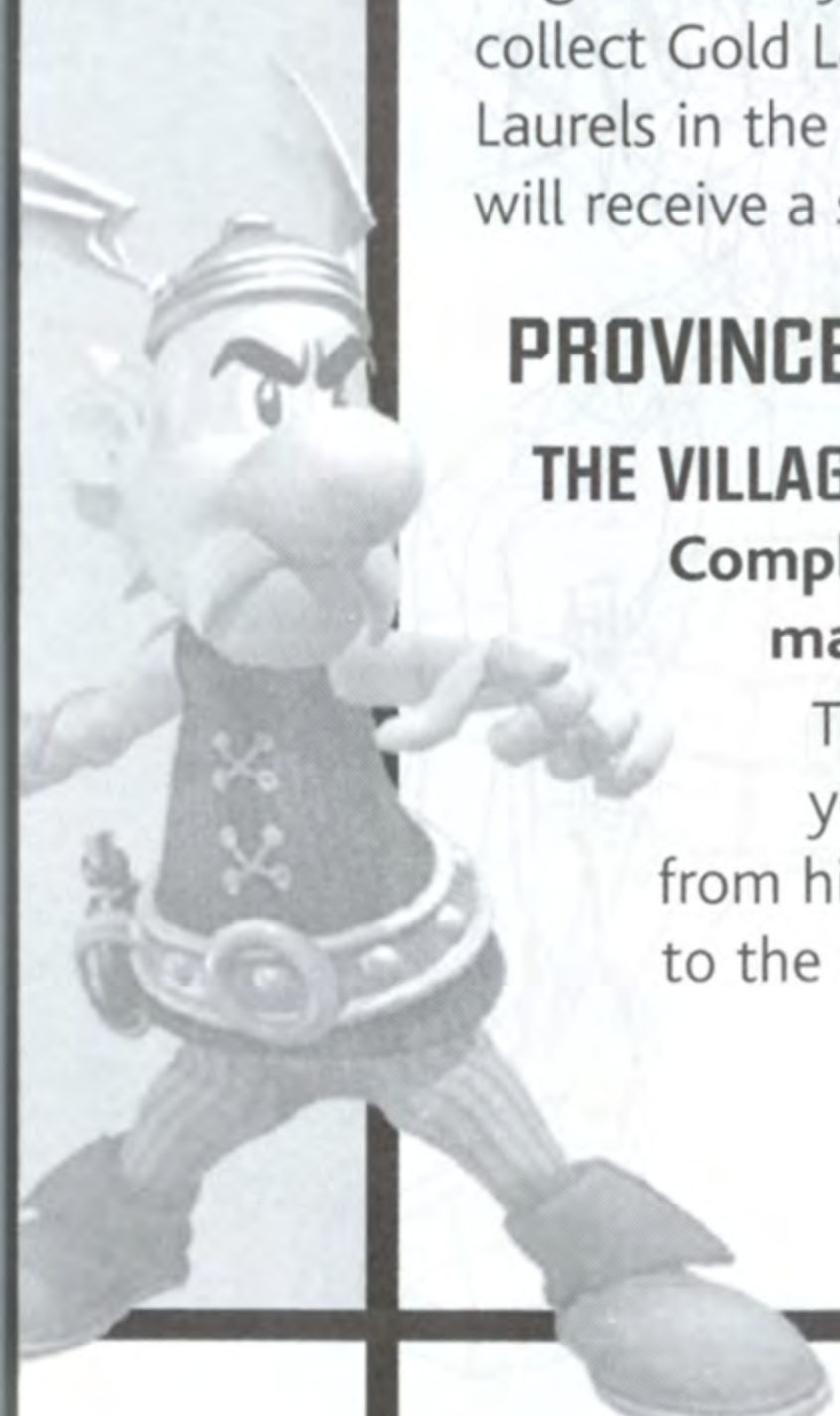


PROVINCES

THE VILLAGE (GAUL)

**Complete this level to win
map fragment 1**

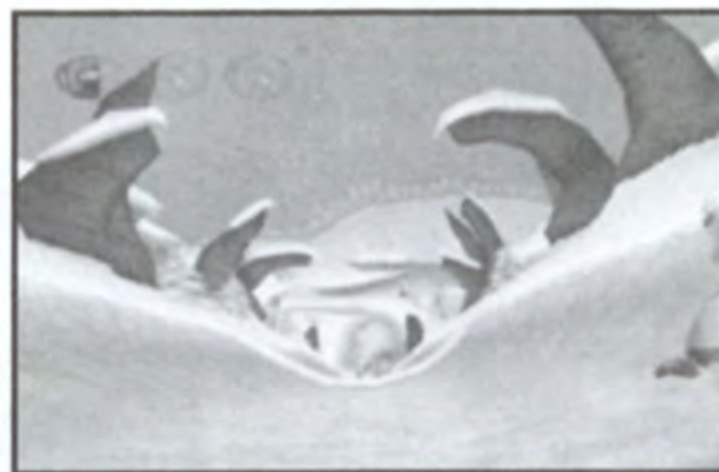
This training level will limber up your Gaulish reflexes. Release Getafix from his Roman captors to move on to the next level.



NORMANDY

Complete this level to win map fragment 2

Explore the beautiful Norman coastline and overcome hordes of Normans in order to rescue Fulliautomatix.



GREECE

Complete this level to win map fragment 3

You will have to use your brain-box, and ignore a fear of heights, if you want to reach Athens' prison.



HELVETIA

Complete this level to win map fragment 4

Climb and sled on the Swiss Alps in order to reach the Governor's palace.



EGYPT

Complete this level to win map fragment 5

Get ready! Disable Roman military equipment and your battles here will go down in history!

ROME

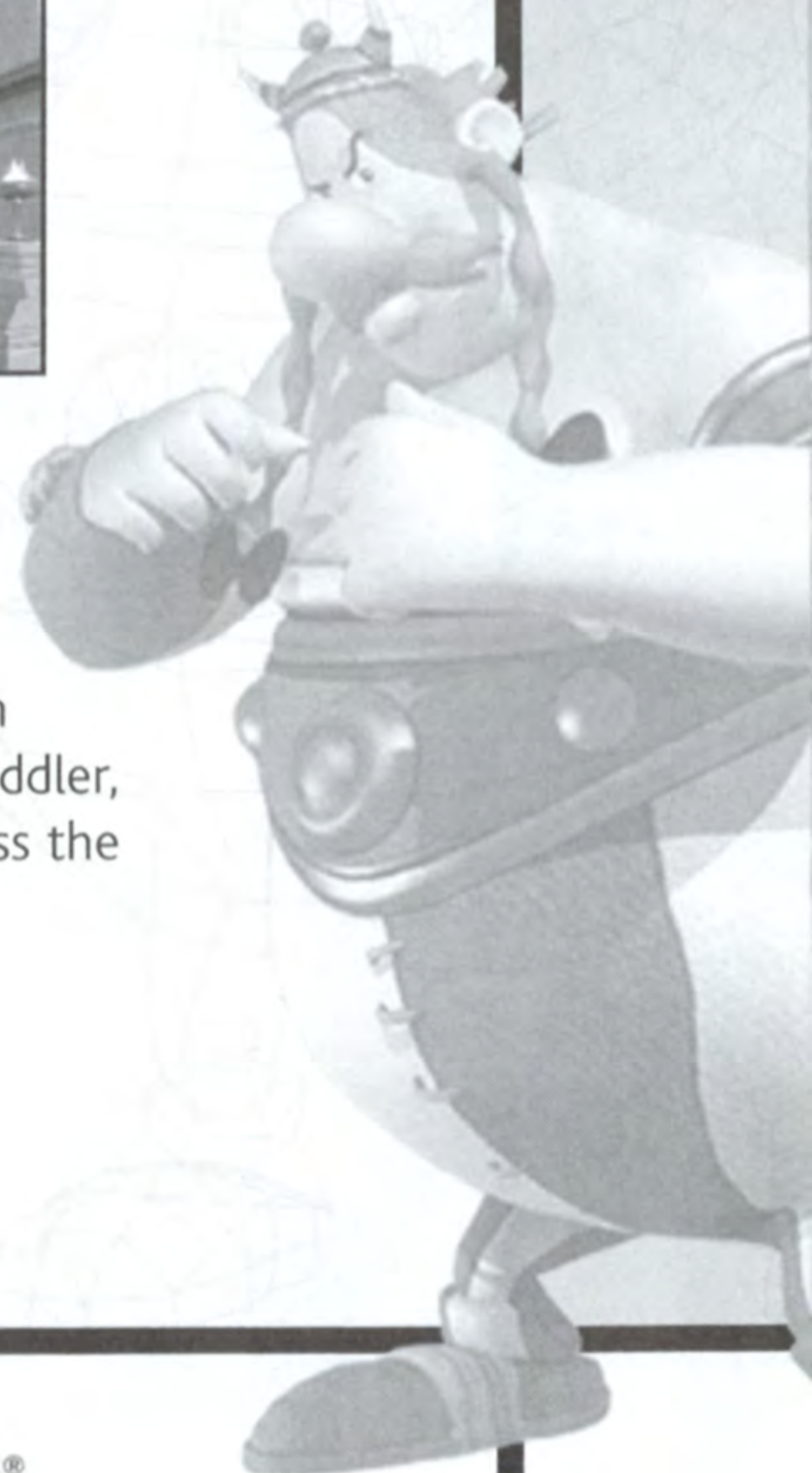
Enter Rome to grapple with bad guys and lions — and the final showcase battle!



THE PEDDLER



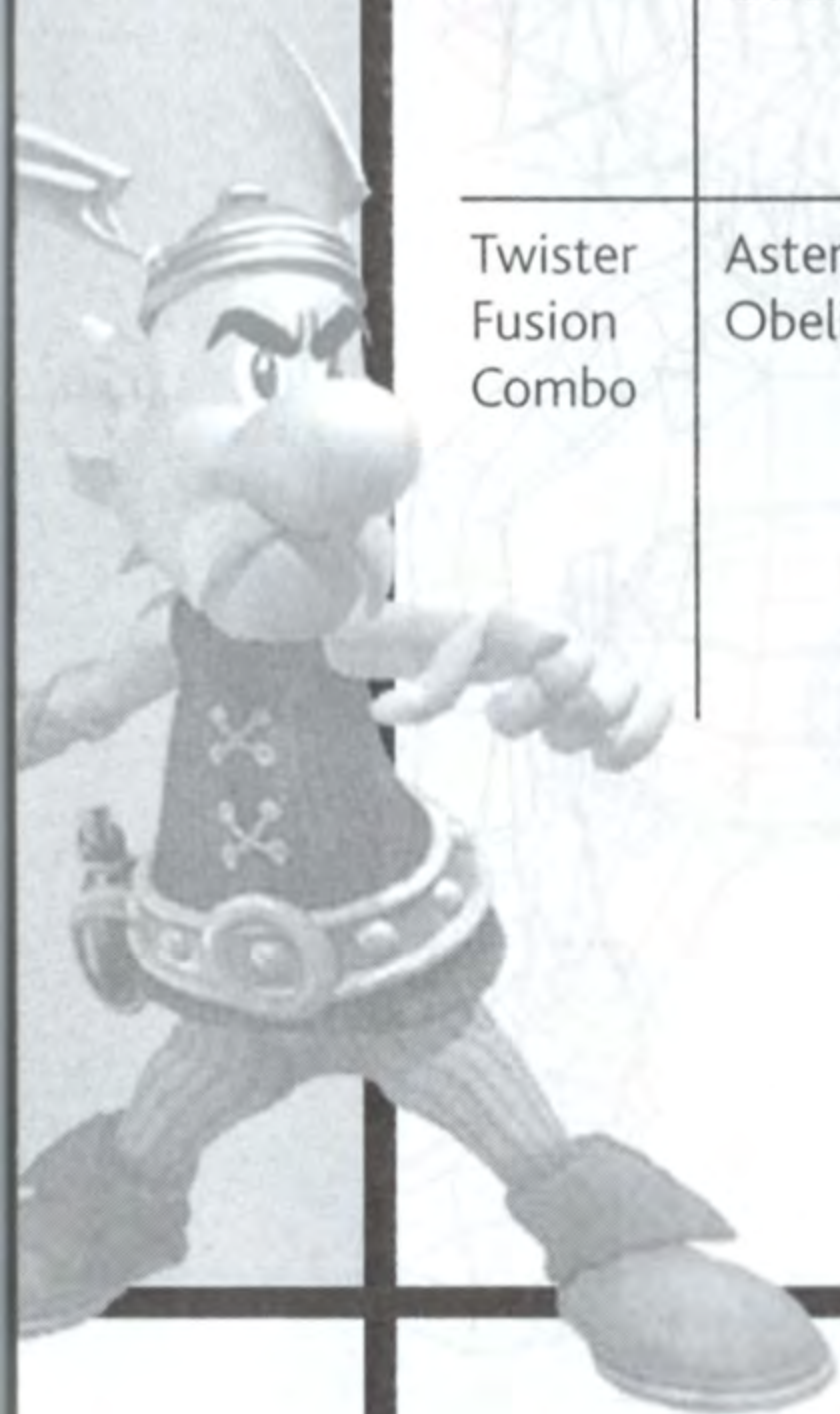
Use Roman Helmets as currency to buy combos, Leg O' Boar and Shields from the Peddler. To talk to the Peddler, walk up to his stand and press the Action button.



COMBOS

To activate a combo attack, you need to bash enough enemies to fill your energy gauge. Once it's full, press the proper button combination to launch the attack!

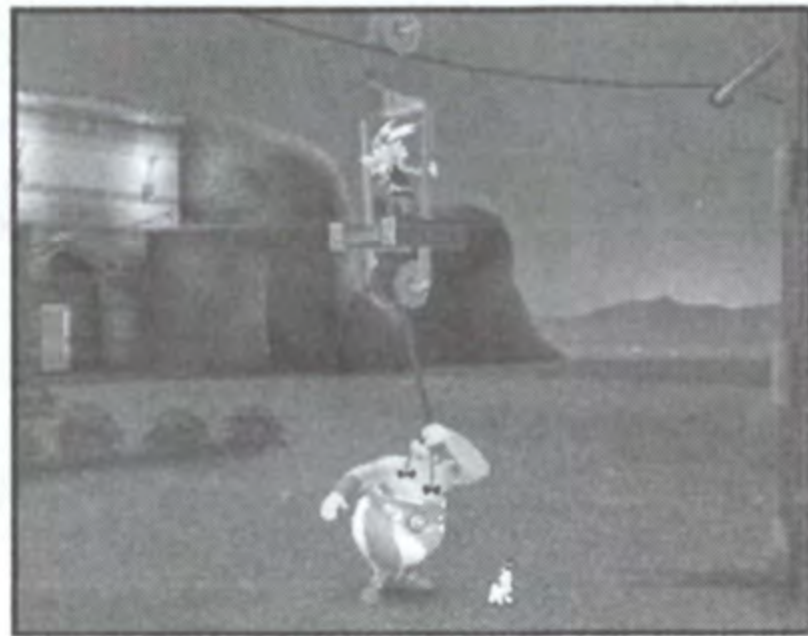
MOVE	CHARACTER	PICTURE	BUTTONS	DESCRIPTION
Rage Combo	Dogmatix		R1 button	Dogmatix can be launched quicker and further so that he can disarm more Romans before he returns.
Club Combo	Asterix-Obelix		✕ ✕ ■ ▲ buttons	Grab an opponent and use him as a club to strike the ground (or nearby enemies). Press the ✕ button multiple times to pound the enemy down faster. Striking the ground generates a shock wave that disarms any opponents nearby. The Roman is ejected on the sixth impact.
Power-hammer Combo	Asterix		✕ ▲ ■ buttons	Grab an opponent and use him as a power-hammer that causes nearby enemies to drop their weapons and retreat.
Mole Combo	Asterix		✕ ✕ ● ▲ buttons, then ■ button, ■ button	Eliminate a column of Roman troops in turtle formation. After a Double Jump, Asterix spins and makes a dive before burrowing into the ground at high speed. From underground, he eliminates all enemies near the impact zone.
Twister	Asterix-Obelix		✕ ■ ▲ ● buttons	Asterix and Obelix are both transformed into tornadoes that suck enemies in as they gain speed.
Twister Fusion Combo	Asterix-Obelix		■ button	Press the ■ button when the tornadoes are together and linked by an electric arc. The Twister Fusion is more powerful than the Twister.



MECHANISMS, ITEMS & LOCKS

Mechanisms

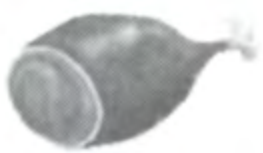
Sometimes you will find an object that takes both heroes to operate. For example, when Asterix climbs into the basket of the cable car, control switches to Obelix, who has to move Asterix along by pulling a rope. Other mechanisms (such as the Catapult, the Rotating Beam, and others) work in a similar way.



Items



Each **Shield** contains five Life Points. (You have three shields when the game begins.)



The **Leg O' Boar** replenishes Life Points.



To collect a **Roman Helmet** you simply have to walk over it. You obtain a number of points depending on the type of helmet collected.



The **Roman Helmet Multiplier** gives you a bonus, multiplying the number of Roman Helmets you collect for several seconds.



Only Asterix can collect gourds of **Magic Potion**, and he consumes it as soon as he collects it. If Asterix is already under the effect of Magic Potion, and he comes into contact with another gourd, an enormous shock wave is created that eliminates all Romans in proximity.

Locks



You will sometimes encounter **Locks**. To unlock them you will need to defeat the number of Romans indicated.



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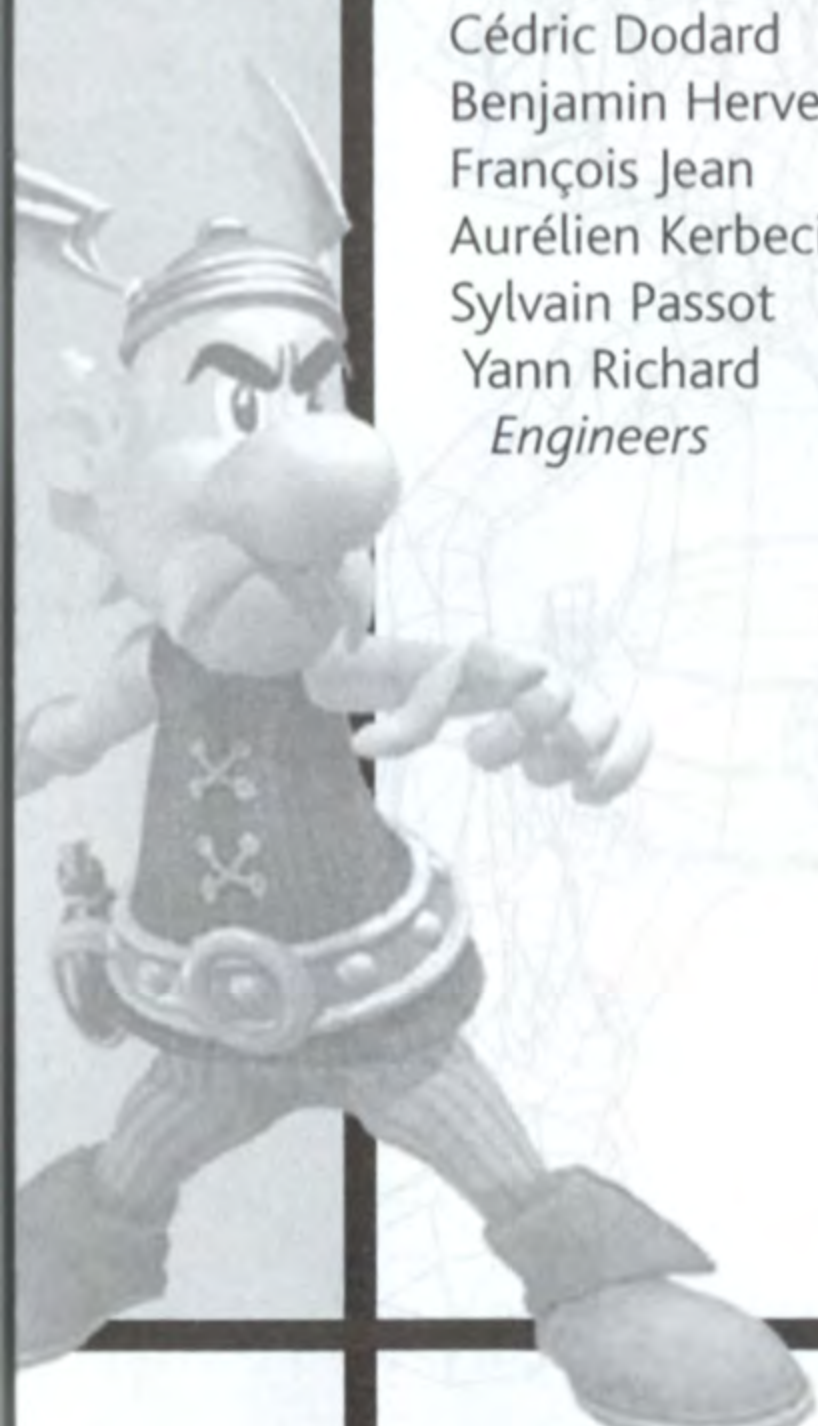
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TECHNICAL SUPPORT (U.S. & CANADA)

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<http://www.atarisupport.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys,



possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.



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