

BRAVE

The Search for Spirit Dancer



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.

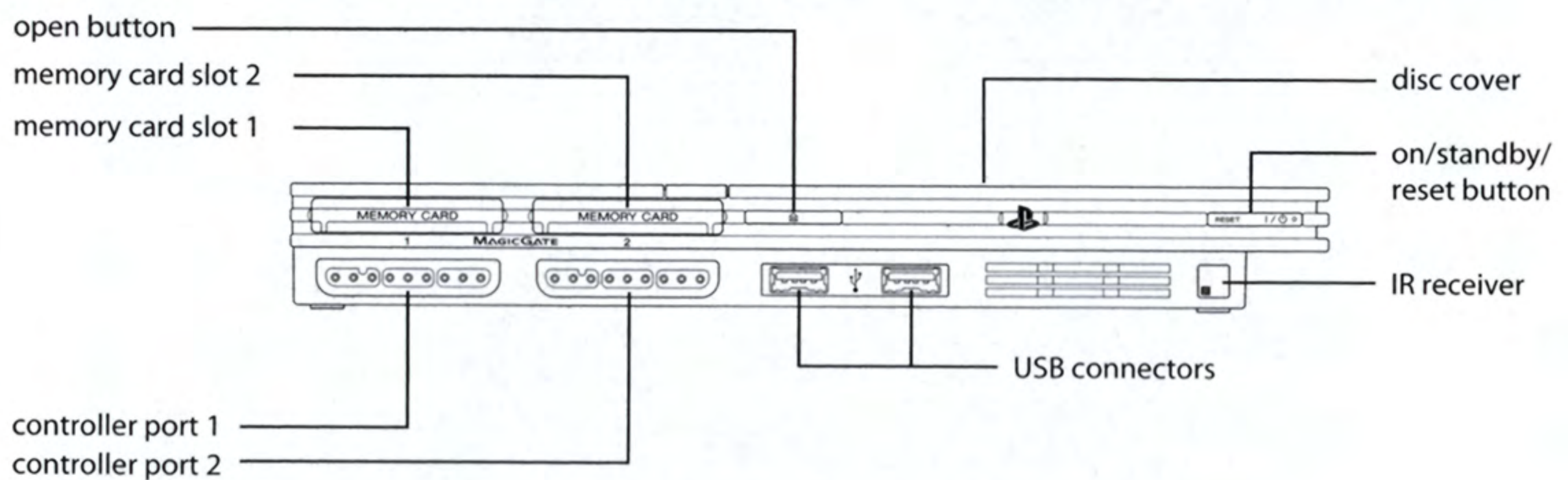
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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



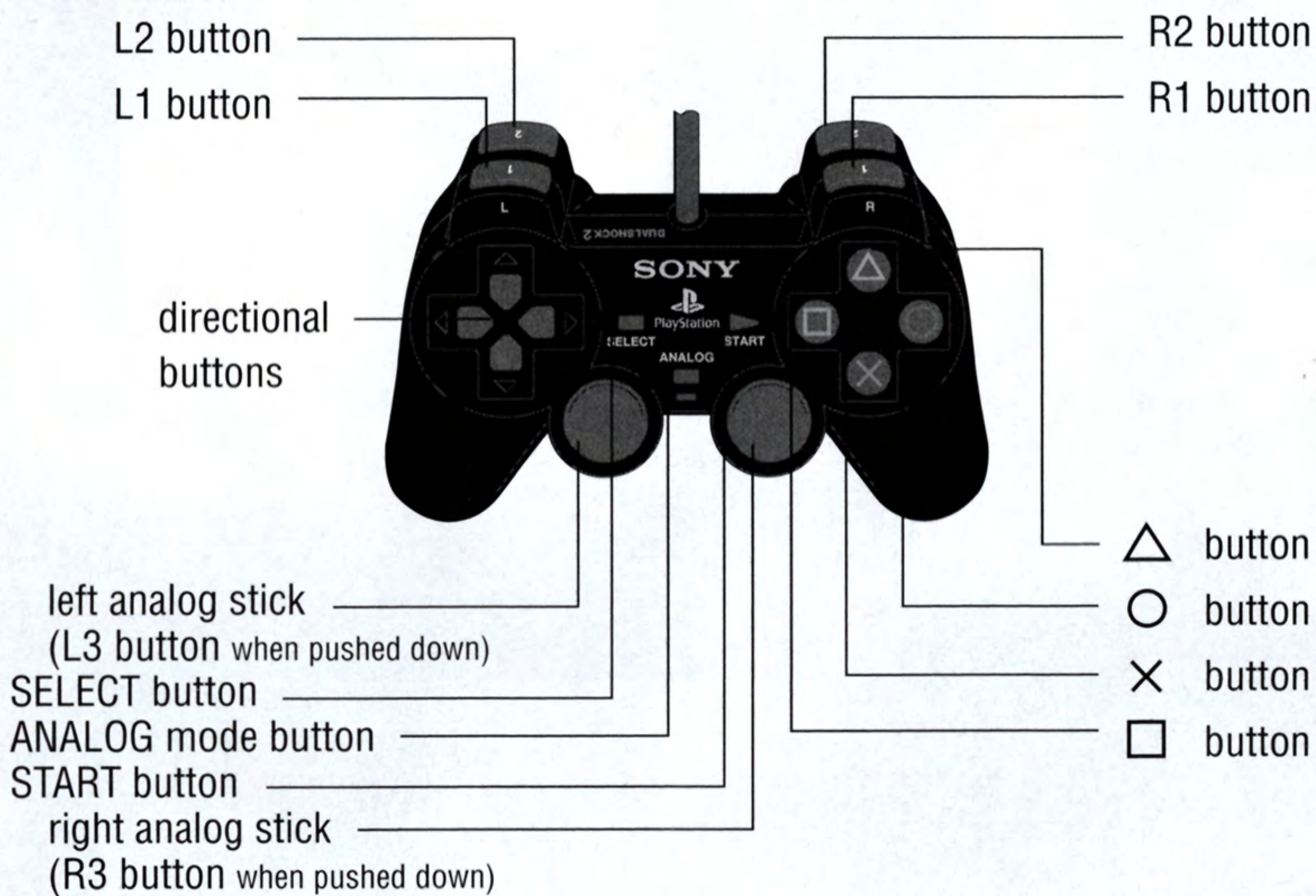
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the BRAVE: The Search for Spirit Dancer disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controller 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

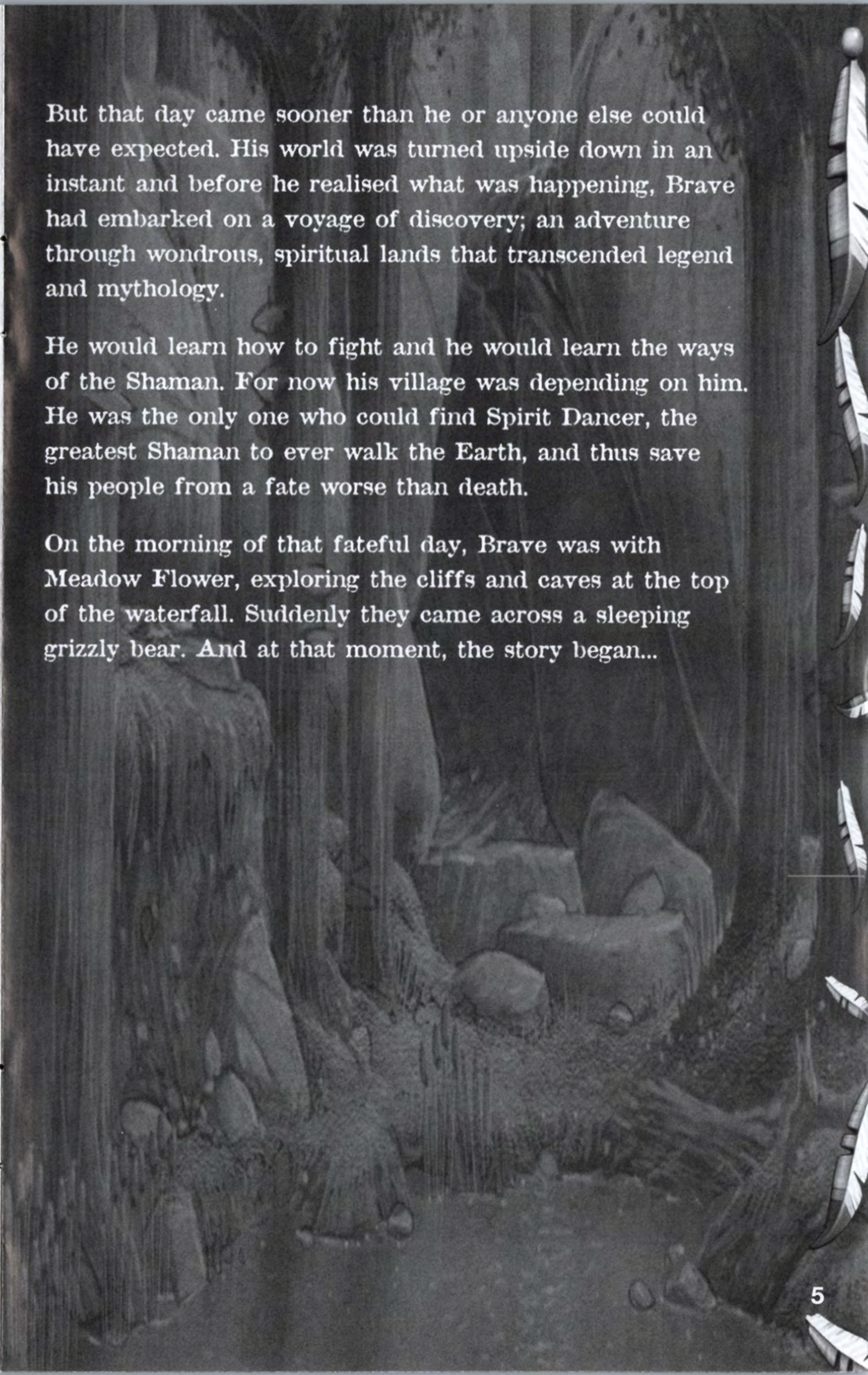
DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS





THE BEGINNING OF A GREAT ADVENTURE

Deep in the heart of the Red Tree forest, the village was always a sanctuary for Brave. An orphan since birth, he'd enjoyed a happy childhood there, spending his days swimming in the pools and playing in the glades with his friend Meadow Flower. At night, he dreamt of becoming a great warrior, begging Grey Bear, his guardian, for stories of the legendary Spirit Dancer. 'Soon,' the old storyteller would tell him. 'Soon.'




But that day came sooner than he or anyone else could have expected. His world was turned upside down in an instant and before he realised what was happening, Brave had embarked on a voyage of discovery; an adventure through wondrous, spiritual lands that transcended legend and mythology.

He would learn how to fight and he would learn the ways of the Shaman. For now his village was depending on him. He was the only one who could find Spirit Dancer, the greatest Shaman to ever walk the Earth, and thus save his people from a fate worse than death.

On the morning of that fateful day, Brave was with Meadow Flower, exploring the cliffs and caves at the top of the waterfall. Suddenly they came across a sleeping grizzly bear. And at that moment, the story began...

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Check that the I/⏻/RESET indicator on the front of the console is lit up red. Press the I/⏻/RESET button and the I/⏻/RESET indicator will light up green.

Press the  button on the front of the console to open the disc cover and place the Brave™: The Search for Spirit Dancer disc in the disc holder with the label side facing upwards. Press lightly until the disc clicks into place. Close the disc cover by pressing firmly until you hear a click. BRAVE™ will then commence loading. It is advised that you do not insert or remove accessories once the power is on.

Owners of SCPH-30000 and SCPH-50000 series consoles should refer to the setup instructions supplied with the console.

Select your preferred language from the console's internal system configuration.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

MEMORY CARD (8MB) (for PlayStation®2)

PLEASE NOTE: Throughout this manual, the term 'Memory Card' is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E).

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1. You can load saved game data from the same Memory Card or any Memory Card containing previously saved game data. Make sure there is enough free space on your Memory Card before commencing play.

An on-screen message will be displayed on boot up referring to the autosave feature used in BRAVE™. Inserting a Memory Card at any point after this message may result in data being overwritten. When the title is autosaving data, a Memory Card icon is displayed on screen. When this icon is displayed, do not remove the Memory Card, controllers or reset/switch off the console.

NOTE: This title only supports the use of MEMORY CARD slot 1.

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the left analog stick unless stated otherwise. On boot up the DUALSHOCK®2 analog controller will default to analog mode (indicator: red).

USING MENU SCREENS

Press the \uparrow , \downarrow , \leftarrow or \rightarrow directional buttons to highlight an option, then press the \otimes button to confirm. Press the \triangle button to return to the previous menu screen.

DEFAULT CONTROLS DUALSHOCK®2 analog controller



Walk/run/swim/climb

Rotate camera /
Zoom in/out in first person mode



Jump / Fast swim



Double jump



Context action / Roll



Jump into forward roll



Fight

L1 or **R3** First person mode



(hold then release) Mighty strike

L2 Toggle On-Screen information On/Off



Shoot arrow (hold then release for more powerful shot)

R1 Centre camera behind Brave



Use mobile stone


R1 (hold) Lock on

R2 Activate power-up





Pause

GETTING STARTED




Previously saved BRAVE™ game data stored on a Memory Card inserted into MEMORY CARD slot 1 will be automatically loaded upon boot up. The first screen displayed on boot up is the Title Screen. Press the  button on the Title Screen to access the Main Menu.

MAIN MENU






If you are playing BRAVE™ for the first time, press  or  to select either 'New Game' or 'Options.' If you are returning to a game previously saved to Memory Card, you can select either 'Continue Game' or 'Options.'

OPTIONS

Press  or  to select one of the following options from the Options Menu screen and press the  button to confirm:

LOAD GAME

Load a previously saved game from those saved to Memory Card. The game time and number of Secret Totems collected for each game are indicated on screen. Press  or  to select a game file and press the  button to load it.

NEW GAME

Choose **New Game** from the Main Menu to start Brave's adventure from the beginning.

REPLAY PREVIOUS LEVEL

Have another go at any previously cleared levels. This option is not available at the start of the game unless a Memory Card containing previously saved game data is inserted into MEMORY CARD slot 1. Select the level you want to replay by pressing **↑** or **↓**, then press the **⊗** button to confirm.

SECRET TOTEMS

Secret Totems are hidden throughout the world of BRAVE™ and can be discovered using your tracking and mimicry skills. Every time you find a Secret Totem, a special piece of artwork will be unlocked – there are 48 to collect in total, so try and find them all!

NOTE: This option is only available when you've found a Secret Totem. Upon finding a Secret Totem a message is displayed telling you how many you've found, and how many still remain in that level.

SETTINGS

Use the Settings Menu to alter a variety of game preferences. Press **↑** or **↓** to select a setting option and press the **⊗** button to confirm:

Audio

Press **←** or **→** to increase or decrease the Music Volume, Sound Effect Volume and change the Sound Mode by choosing either Mono, Stereo or Surround.

Video

Toggle the Widescreen format and Subtitles on or off, or follow the on-screen instructions to reposition the game screen on your TV. With the screen positioned correctly press the **△** button to return whilst accepting the changes.

Controls

Toggle the vibration function of the DUALSHOCK®2 analog controller on or off and if desired, choose to invert (reverse) the horizontal and vertical cameras, and the flying controls.

Help System

Choose from three levels of help to determine how much assistance you receive during the game.

THE GAME SCREEN

Health

Spirit Energy Bar

Brave

Mobile Stone

Map

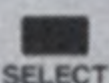
NOTE: Press the **L2** button to display the health, spirit bar and map. Blue circles on the map indicate places Brave needs to go, red circles signify enemies.

PLAYING THE GAME

CONTEXT SENSITIVE ACTIONS

At various times during his adventure, Brave will be able to perform particular actions, like read cave paintings, throw rocks or go fishing. The **○** button and sometimes the **⊙** button are used to perform these actions and an indicator will be displayed in the bottom left-hand corner of the game screen during these situations. The indicator tells you what button to press and what action Brave will perform.

THE MOBILE STONE

Brave's 'mobile stone' is one of his most valuable possessions as it allows Grey Bear to pass on help and advice. Whenever Brave receives a new help message, his mobile stone will be displayed on-screen. Press the  button to view the message.

NOTE: The amount of help Brave receives through his mobile stone depends on the help level selected via the Options Menu. Other important in-game help messages cannot be disabled, regardless of the help level selected.

SHAMANIC SIGHT

Shamanic Sight is an ancient power that has been passed down through the generations and allows the Shaman to see special 'shamanic creatures.' Before Brave can learn to use the power himself, he must first find the Shamanic Sight Carving. Grey Bear will provide some guidance once this unique artefact has been collected and from that moment on Brave can quickly spot shamanic creatures as they will each have a glowing 'aura.' Upon successfully catching a shamanic creature he will be granted a new carving which will bestow further magical powers and abilities. Some of these carvings are described in the following section of this manual, but many more will be discovered during his quest.

OTHER CARVINGS

MIMICRY CARVING

The Mimicry Carving allows Brave to mimic the call of certain birds and animals once he has spotted them. This is a particularly useful skill as Brave will quickly learn that effectively using the creatures that inhabit the environment around him is essential if his quest is going to be successful.

To use the mimicry ability, press the **L1** button or the **F3** button to enter first person mode and press **↑**, **↓**, **←** or **→** to look around. You can also use the right analog stick to zoom in/out. When you see a creature that Brave can mimic (a glinting indicator will be displayed around the animal), focus on it and press the **○** button.



DIVING AND CLIMBING

After obtaining the Diving Carving, Brave can dive underwater for brief periods of time. Press the **○** button whilst swimming to dive under the surface.

The Climbing Carving must be acquired in order for Brave to climb up the ivy which covers many of the trees in the forest. To climb, simply walk up to, or jump at the ivy and press **↑**, **↓**, **←** or **→**.

FISHING

Brave can catch fish if he is holding a stick weapon and stands still in a pool where fish are present. When Brave is standing motionless in the water, press the **○** button to change his stance, ready to strike at a fish. When the moment is right, press the **□** button to jab the stick quickly downwards. Remember, patience is a fisherman's biggest virtue!

SPIRIT ENERGY


Once Brave finds an eagle feather for his headdress he will gain the ability to see and collect 'spirit energy' to improve his combat prowess.


The amount of spirit energy Brave has collected is represented on his spirit energy bar, displayed on-screen next to his health meter. When he has obtained a certain amount of spirit energy a feather will become filled; press the **R2** button to temporarily charge Brave with power, thus making him faster, stronger and able to pull off additional attack moves. Using a spirit charge depletes the energy in one feather. Brave should keep looking for spirit energy to keep his feathers fully charged up and ready for use. Brave will discover further eagle feathers on his journey, thus providing him with more spirit charges.

DREAMCATCHERS

Dreamcatchers are magical shamanic symbols that restore Brave's health, so remember to search for them, especially when he is low on energy. Two strengths of dreamcatchers can be found; one provides a small increase in energy, and one completely restores Brave's health.

TRACKING

Follow trails of animal prints by pressing and holding the  button when near tracks. When Brave is near to the beginning of a trail, his heart will start to beat faster and a paw print will be displayed on-screen. When he uncovers a track, the next print will appear further up the path...

Brave can even sense hidden animal tracks – when you think you might be near to a trail, press the **L1** button to look around and see if you can spot a paw print. You can then uncover the track by pressing and holding the  button; follow the direction of the prints to find secrets.

NOTE: Brave's heartbeat whilst tracking is indicated through the vibration function of the DUALSHOCK®2 analog controller. The stronger the vibration, the closer Brave is to the print.

POSSESSING ANIMALS

This powerful invocation lets Brave temporarily possess and control certain creatures found in the forest. Evil creatures cannot be possessed. To possess a creature, Brave must stand on a 'possession invocation plinth' and focus on the animal in first person mode. Having done this, press the **○** button to possess the creature.

Once he has chosen a creature to possess, Brave remains in a trance on the plinth, while he takes control of the creature. All creatures are controlled using the left analog stick, and different animals have different abilities, for example, you can make a rabbit jump by pressing the **⊗** button.

When in possession of an animal, a trail of Spirit Hoops will often become visible to show Brave where he must take the possessed creature. However, Shamanic Possession saps the user of spirit energy; if Brave starts to run out of spirit energy while in possession of a creature, the continuously draining on-screen meter will begin to flash. If Brave completely runs out of spirit energy, he will come out of his trance, back on the possession invocation plinth.

In certain instances, Brave can also use Shamanic Possession to teleport to other locations. When in possession of a creature, Brave must make the creature travel to a sacred stone circle; if he manages this before his spirit energy runs out, he will be teleported to the circle.

TRANSFORMING INTO THE BEAR

When Brave is given the opportunity to transform into the bear, he can execute a number of powerful attacks. The bear can be made to swipe with a press of the **□** button, stomp by pressing the **⊗** button, roar by pressing the **○** button and even eat enemies by pressing the **△** button!

WEAPONS

STICKS

At the start of the game, Brave does not have any weapons, but all he has to do is find a sapling and uproot it with a press of the **○** button. The sapling can be used as a pretty handy stick weapon; press the **■** button to swipe with the stick. Once armed with a stick, don't forget to bash down ferns and plants to find spirit energy and dreamcatchers.

Brave can only carry one stick at a time. If he pulls a sapling from the ground whilst already equipped with a stick, then the new one will simply replace the old one. Sticks can also be turned into burning torches by holding them over a lit fire hearth or a lit torch pole; burning torches make a far more powerful weapon.

SPIRIT DANCER'S TOMAHAWK

This powerful axe once belonged to Spirit Dancer himself and allows Brave to inflict greater damage than with a stick. Wield the tomahawk by pressing the **■** button; if you press and hold the **■** button Brave will summon energy for a mighty strike – this is useful when you want to hit enemies with a more powerful attack and can even be used to smash boulders.

THE WARRIOR'S BOW

The Warrior's Bow is essential for defeating enemies when close combat is too dangerous. Press the **△** button to fire an arrow in the direction Brave is facing and press and hold the **△** button to perform a power shot.

Once Brave is equipped with the Warrior's Bow, you can also target enemies and fire arrows in first person mode by pressing the **L1** button or **R3** button, then using **←**, **→**, **↑**, **↓** to aim. Brave can also lock on to targets by pressing and holding the **R1** button. You can get more arrows by collecting quivers.

DANGERS FROM THE FOREST AND BEYOND



Brave will have to overcome all kinds of enemies if he is ever to find Spirit Dancer, from the beetles and bugs of the forest to the rabid wolves that prey on those who dare to step foot into the forest clearings they patrol. Even more dangerous are the Fallen Warriors, skeletal soldiers resurrected to cut Brave down to size. There are three different types of Fallen Warrior; be especially wary of those wearing heavy-duty armour! Fallen Warriors always attack in groups and carry deadly weapons; even the loss of limbs won't deter these brutes from continuing their attack.

Whilst a good Shaman must feel at one with nature and be able to use the land to their advantage, they must also accept that the natural world contains many hazards. Brave will often find himself scaling some of the tallest trees in the forest and leaping from cliffs and ledges – in these dangerous situations, be extra careful not to fall! Spiky grass, roots, bushes and nettles can also sap energy, concealed pathways provide the perfect hiding place for wolves...

OTHER CHALLENGES

Brave's journey will take him through many varied environments and each type of terrain will present different challenges and obstacles, friends and enemies. How will Brave traverse the white-water river? How can he collect the giant totem pieces that lay scattered across Maiden Rock valley? And how will he cross the great desert? The answers must be found if Brave is to save his village, but this is a journey of discovery... you'll have to figure some things out for yourself!

THE PAUSE MENU

Press the  button at any point to pause the game and access the Pause Menu. Use this menu to view Secret Totems or change Options following the same procedure as outlined earlier in this manual for the Options section of the Main Menu. You can also load an alternative game previously saved to Memory Card or save your current progress. Select Continue or press the  button to return to the game, or select Quit Game to return to the Main Menu.

CHARACTERS



Meadow Flower is Brave's friend from the village. They've known each other all their lives and they often get into scrapes together. Despite her youth, Meadow Flower is a very astute girl and helps Grey Bear set up the challenges that will allow Brave to prove himself as a warrior.



Grey Bear is the village storyteller who sees the potential in Brave. Over the years, Grey Bear has chronicled much of his wisdom in the cave paintings that can be found littered throughout the world; this information will be of vital importance to Brave, and as his adventure begins, Grey Bear's help will become more significant than either could have ever imagined...



Hooded Crow is the village Shaman. A somewhat cranky character, Hooded Crow is convinced of his own abilities and is waiting for a chance to show the rest of the villagers what he can do. But Grey Bear has noticed this arrogance and is worried that Hooded Crow might not be as strong as he thinks he is.



The Wendigo. For generations, the villagers have told stories about this evil being of immense power. However, because of all the tales and hearsay, in recent times the Wendigo has become little more than a peculiar old legend; a way for parents to scare their children from venturing too far into the forest. But, like dreams, sometimes nightmares can come true...

CREDITS

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Jake Thomas

Grey Bear

Hamilton Camp

Meadow Flower

Chelsea Emata

Hooded Crow

Andre Sogliuzzo

Eagle Spirit

Andre Sogliuzzo

Wendigo

Fred Tatasciore

Thunderbird

Fred Tatasciore

Sasquatch

Fred Tatasciore

Wolf Spirit

Paul Pape

Spirit Dancer

Paul Pape

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Gwendolyn Yeo

Arnaluk

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Gwendolyn Yeo, Chelsea Emata

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TECHNICAL SUPPORT

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