

Charlie

~ AND THE ~

CHOCOLATE FACTORY

TM



EVERYONE

E

CONTENT RATED BY
ESRB



GS

GLOBAL STAR
SOFTWARE

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:

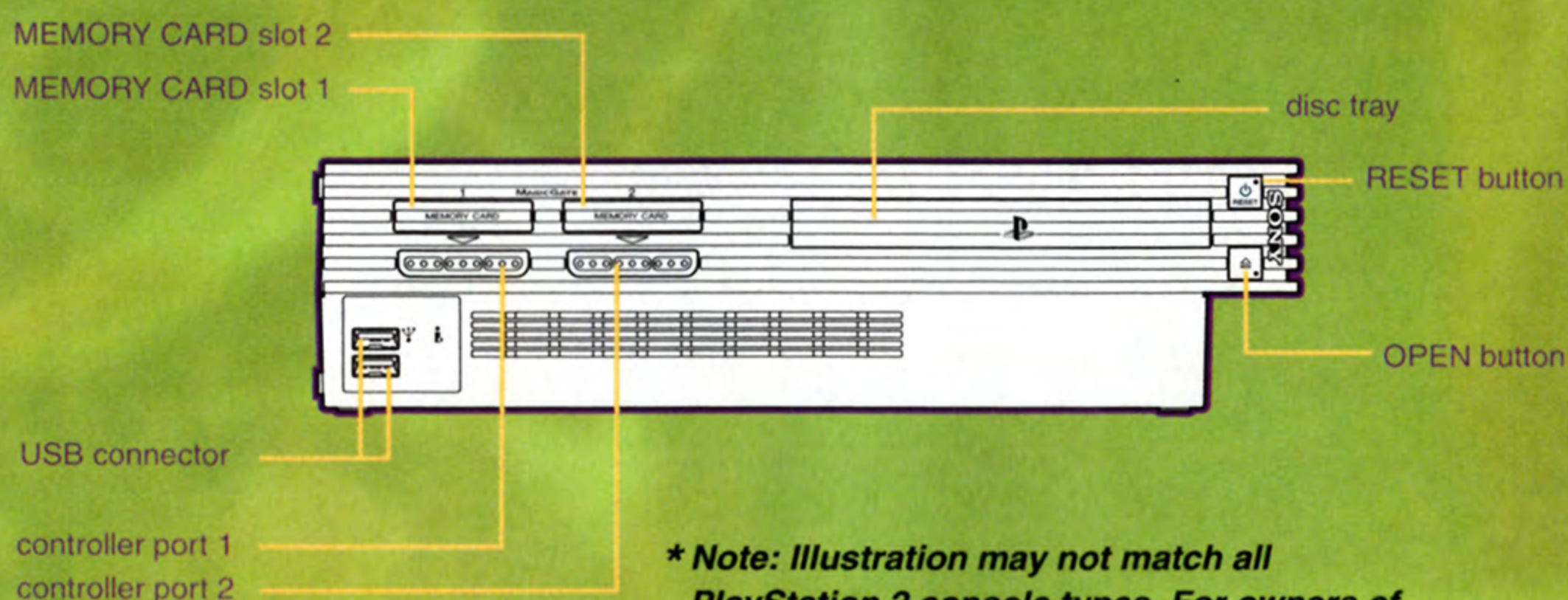
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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



** 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 display will open. Place the CHARLIE AND THE CHOCOLATE FACTORY 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.

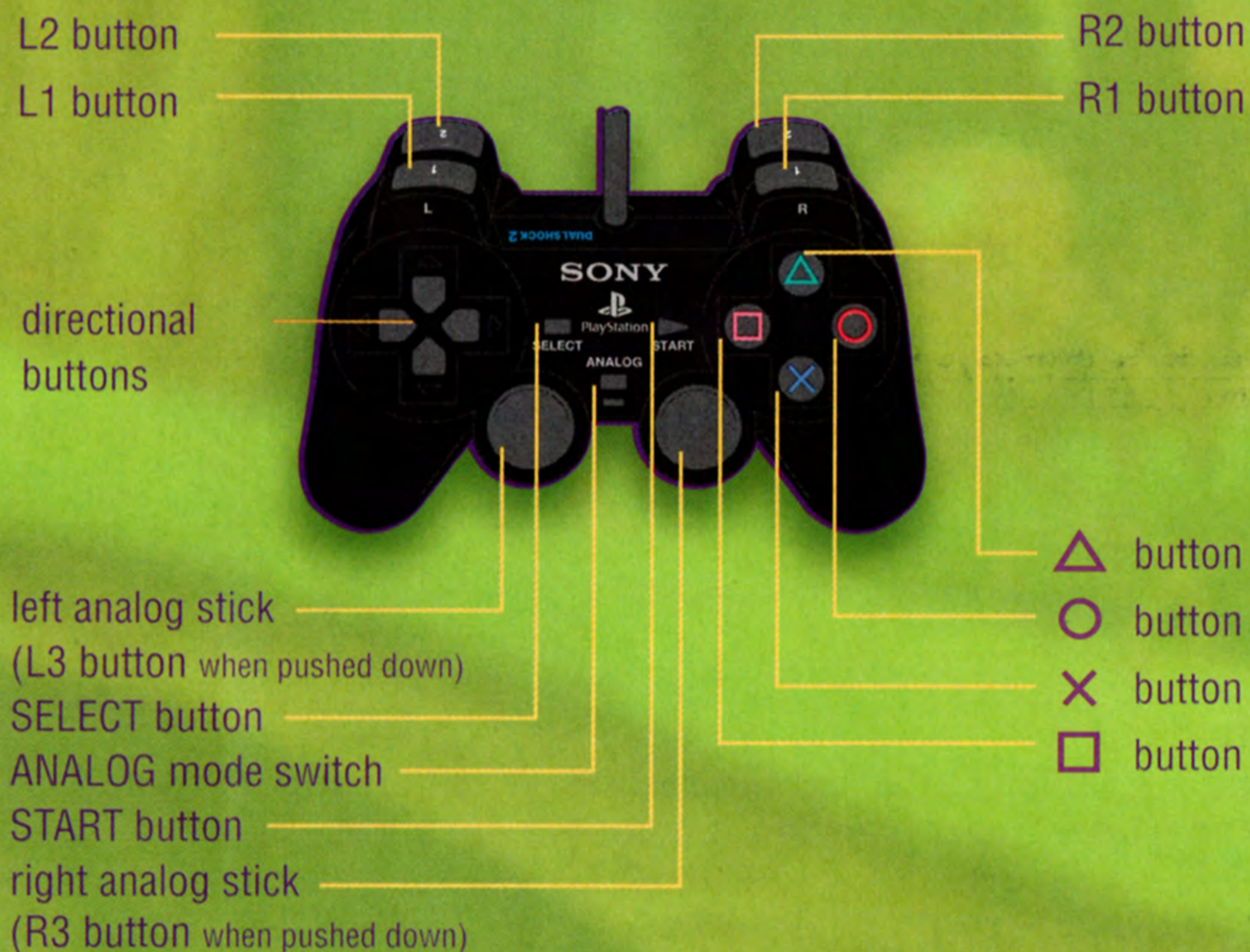
Memory Card (8MB)(for PlayStation®2)

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.



BASIC CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



NAVIGATING THE MENUS

Start/Pause game

START button

Select Menu Item

Directional buttons

Confirm Selection

× button

Return to Previous Page

△ button



LOADING & SAVING

Loading

Load a saved game from the Main Menu by selecting Continue. You must have a memory card inserted in order to load a saved game.

Saving

Game progress is automatically saved at the end of each level. If a memory card is inserted, the game will save automatically.

START MENU

New Game

Choose this option to start a new game.

Continue

This option will load a previously saved game.

Options

Select Options to adjust the audio and controller settings for the game. You can also turn Autosave on or off.

Credits

Select this option to view the game credits.

Bonus

This menu selection is unavailable at the start of the game. By completing certain tasks during the game, you can activate this menu option and view exclusive bonus materials.



Charlie

~ AND THE ~

CHOCOLATE FACTORY™

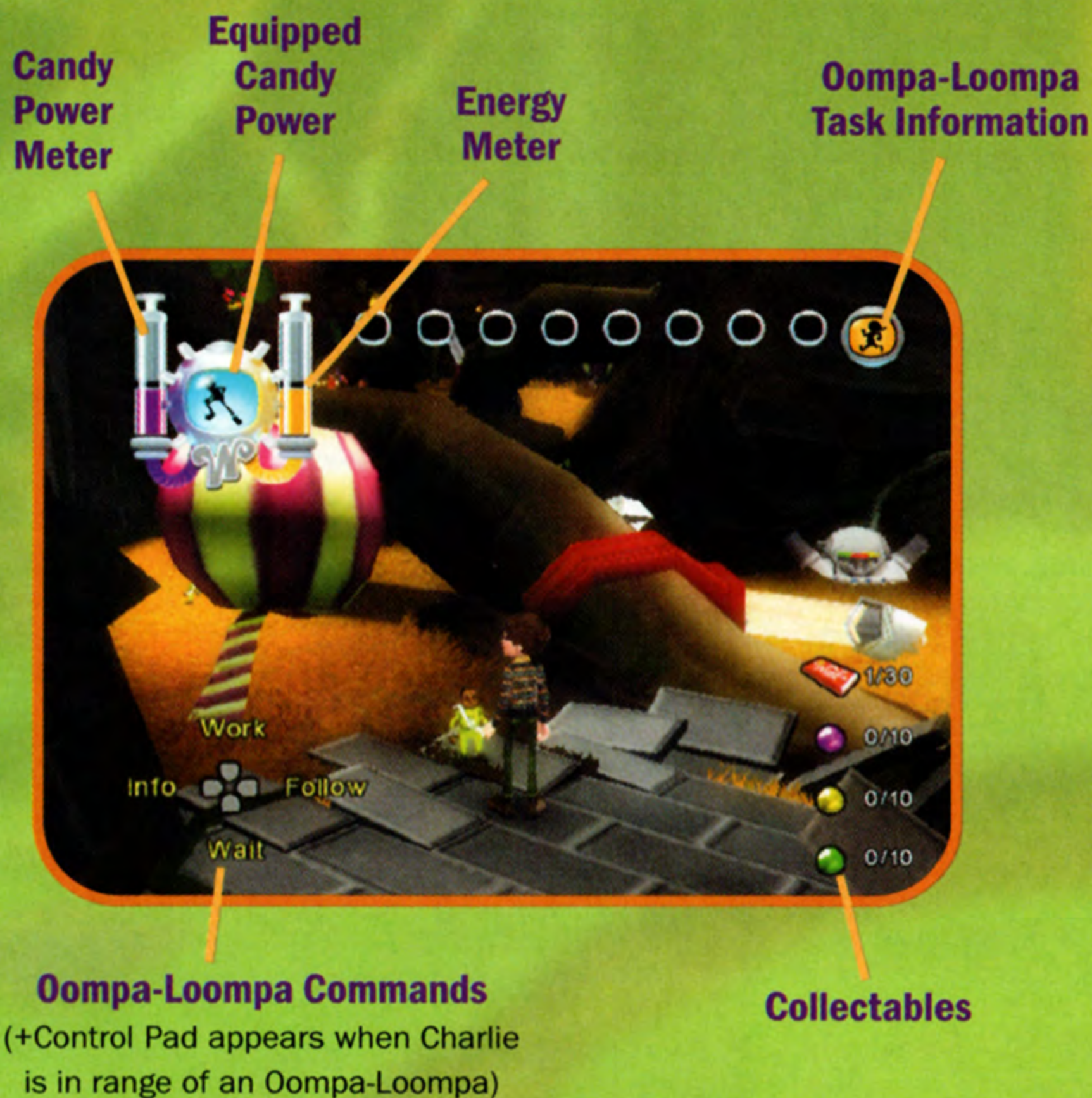


This is the story of an ordinary little boy named Charlie Bucket. He is not faster, or stronger, or cleverer than any other child. Indeed, Charlie is barely strong enough to stand in the wind. His family is not rich, or powerful, or well-connected. In fact, they barely have enough to eat. Yet Charlie Bucket is the luckiest boy in the entire world. He just doesn't know it yet.



Unseen for years, Willy Wonka, the world's greatest candy maker, has decided to invite five (and only five) children into his fantastic Chocolate Factory. Golden Tickets have been hidden beneath the wrappers of five ordinary Wonka bars—and the lucky children who find them are to be taken on a personal tour of the factory by Mr. Wonka himself. But the luckiest child of them all will receive an extra special prize, beyond their wildest imagination.

THE GAME SCREEN



CONTROLLING CHARLIE

Directional Buttons left: Display machine help icons/Oompa-Loompa help icons right: Press to command nearest Oompa-Loompa to follow Hold to command all Oompa-Loompas to follow up: Press to command nearest Oompa-Loompa to work Hold to command all Oompa-Loompas to work down: Press to command nearest Oompa-Loompa to wait Hold to command all Oompa-Loompas to wait	
Left Analog Stick	Move camera around Charlie

Left Analog Stick	Move Charlie Steer/Control Charlie's velocity during sliding levels (↑ to accelerate, ↓ to decelerate)
⊗ Button	Jump (When no Candy Power is enabled) Descend (When Fizzy Lifting Drink is enabled) Continue bouncing (When Candy Balloon bounce is enabled) <i>Button press must be timed with ground contact</i>
⊙ Button	Use currently selected Candy Power
◻ Button	Throw Everlasting Gobstopper/Snowball Quick toss: Press ◻ button Manual aim: Hold down ◻ button to aim; release to throw
△ Button	Interact with objects Throw Ball of Vines
R1 Button	Display Candy Power Inventory Menu. To navigate: Hold the R1 button Use Control Stick to select one of the Candy Powers Release R1 button To use/enable/disable Candy Power, press the ⊙ button
L1 Button	Display HUD (health/candy power bars, Oompa-Loompa icons, etc.)
R2 Button	Grandpa Joe hint



OOMPA-LOOMPAS

Sure, machines and ingredients are important to making great candy, but Oompa-Loompas are the life of Wonka's factory. You'll quickly learn that Oompa-Loompas are playful, tough, and always willing to lend a hand. Since the other Golden Ticket winners have managed to break some of the machines during their time in the factory, Charlie will need the Oompa-Loompas' help to fix what is broken.

INTERACTING WITH OOMPA-LOOMPAS

When Charlie is in range of an Oompa-Loompa, the Command controls will appear on the screen. Use the directional buttons to command the Oompa-Loompa:

- **Up directional button:** Command an Oompa-Loompa to work. If the Oompa-Loompa is in range of an actionable machine or object, he will begin to fix it.
- **Right directional button:** Command an Oompa-Loompa to follow Charlie
- **Down directional button:** Command an Oompa-Loompa to wait or stop working
- **Left directional button:** Display help icons

Note: Pressing the directional button will command a single Oompa-Loompa – the one standing in front of Charlie. Briefly holding the directional button will command all Oompa-Loompas in Charlie's range.

CHECKING THE STATUS OF OOMPA-LOOMPAS

The icons in the upper right of the game screen indicate the status of each Oompa-Loompa in the room.



A blank screen indicates an Oompa-Loompa that Charlie has not discovered yet.



Indicates an Oompa-Loompa that is working on a machine.



Indicates an Oompa-Loompa that is following Charlie.



Indicates an Oompa-Loompa has stopped or is waiting for a command.



Indicates an Oompa-Loompa that needs urgent help; Charlie better find and rescue them!

Although all Oompa-Loompas are talented, some can do jobs that others cannot. These guys are professionals!

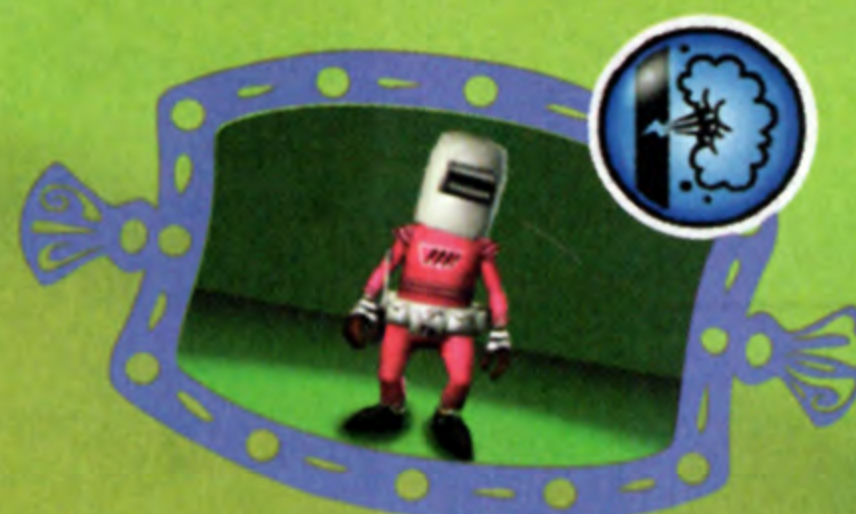
HARVESTER OOMPA-LOOMPA

Think candy doesn't grow on trees? Think again! Harvester Oompa-Loompas have an uncanny knack for finding candy hidden throughout the factory.



WELDER OOMPA-LOOMPA

A factory with leaks isn't very clean or efficient; if you see a leak anywhere, a Welder Oompa-Loompa can help Charlie repair it.



ELECTRICIAN OOMPA-LOOMPA

Making tons and tons of candy takes a tremendous amount of sweets and energy; if either is missing, Wonka's factory won't run. If you find an Electrician Oompa-Loompa, he can restore the flow of power to machines.



BLUEBERRY OOMPA-LOOMPA

These Oompa-Loompas have been testing Wonka's new gum but it always seems to go wrong when it comes to the blueberry pie. Despite their new shape, there are still some tasks they can perform.



CANDY POWERS

Candy made by Wonka in his factory doesn't just taste great; it has amazing effects too! If you can prove you're up to the challenge, you just might get to taste some...

CANDY POWER METER

Like all great things, Charlie's Candy Powers are not limitless. As you use the Candy Powers, Charlie's supply will diminish, so keep an eye on your Candy Power Meter. If you run out, don't worry; you can increase your Candy Power Meter by collecting candy. Just have a look around and you're sure to find some!

Candy Power Meter



CANDY POWER INVENTORY

As you progress through the game, Charlie will obtain new candy powers.

EVERLASTING GOBSTOPPER

- A candy that lasts forever? It's true! Toss these candies to your heart's content and maybe you'll find some exciting results. You can throw Everlasting Gobstoppers at any time and can use them to interact with things in the factory.
- Manual throw: Press  button.
- Lock-on throw: Hold  button to lock on to target, release to throw. To switch targets, use the left analog stick while holding the  button.



Not accessed through the quick-select menu.

Always available once collected.

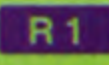
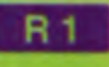
CANDY BALLOON

- Once you've got the hang of bouncing on a Candy Balloon, the only way to go is up!
- To bounce on the Candy Balloon, press the  button when Charlie jumps in the air. Continue pressing the  button when the Candy Balloon touches the ground to bounce even higher!



Not accessed through the quick-select menu.

Always available once collected.

As you earn additional Candy Powers, they become available in your quick-select menu. To access this menu, hold the  button and use the left analog stick to highlight one of the Candy Powers. When you release the  button, Charlie will hold the selected Candy Power in his hand; when you're ready, press the  button to use it.

WRIGGLE-SWEETS

- Using these is like fishing with sugary delights; watch the effect they have on Wonkabots and reel 'em on in.
- Toss Wriggle-Sweets by pressing the  button. Charlie will toss the Wriggle-Sweets at the cursor displayed on the ground.
- To aim the cursor, use the left analog stick while holding the  button.



JELLY BEANSTALK CANDY

- These candies leave some creatures all wrapped up. Try giving them a shove...
- Press the  button to toss the Jelly Beanstalk trap at the cursor displayed on the ground.
- To aim the cursor, use the left analog stick while holding the  button.
- When enemies are wrapped up in a ball of vines, Charlie can pick them up and throw them using the  button.



ROCK-CANDY

- Toss this on the ground and get ready to roll; everything in your path had better get out of your way.
- While in the Rock-Candy Ball, use the  button to perform a speed boost.
- Rock-Candy can be canceled at any time by pressing the  button.



FIZZY LIFTING DRINK

- My, oh my! One sip of this bubbly drink and you'll be floating on air!
- While floating with the Fizzy Lifting Drink, use the  button to descend.
- Fizzy Lifting Drink can be canceled at any time by pressing the  button.



EXPLODING CANDY

- This candy packs quite a punch; use it (carefully!) to get out of trouble, or perhaps to discover hidden rewards...
- Press the  button to toss the Exploding Candy at the cursor displayed on the ground.
- To aim the cursor, use the left analog stick while holding the  button.



COLLECTABLES

There are all sorts of interesting and unique candies throughout Wonka's factory. If you find all the candy and items in each room, you will be rewarded with energy and Candy Power.

WONKA-VITE

Everyone loves sweets, but not everyone can catch these treats. If you can get some help to grab these bundles of candy energy, they can provide a real boost to your day – and your Energy Meter!



OOMPA-LOOMPA TOOLS

Oompa-Loompas are some of the hardest working little guys in the world. While working in the factory, they've been known to drop some of their tools. If you can find all the tools, Wonka will surely make it up to you!



LOLLYDOODLES

Lollydoodles are some of the most delicious candies in the world. When they pop out of objects in the factory, hurry to collect them before they disappear!



SQUARE CANDIES THAT LOOK ROUND

These exotic sweets might seem odd but, like all of Wonka's creations, they're definitely worth collecting.



WONKA BARS

Candy so good, it's named after Wonka himself. Be sure not to pass one up if you find it during your adventure.



UNLOCKABLES

There are rumors of extra special items that Wonka has left lying around the factory. If you find them for him, he may show you something extra special as a reward.



CONTROLLING THE CAMERA

The camera positions itself automatically behind Charlie to provide the best view of the environment. You can also use the right analog stick to turn the camera; this may be especially helpful in certain areas where you want to take a better look.

In some situations, you may want to rotate the camera directly behind Charlie to get his perspective.

THE GREAT GLASS ELEVATOR



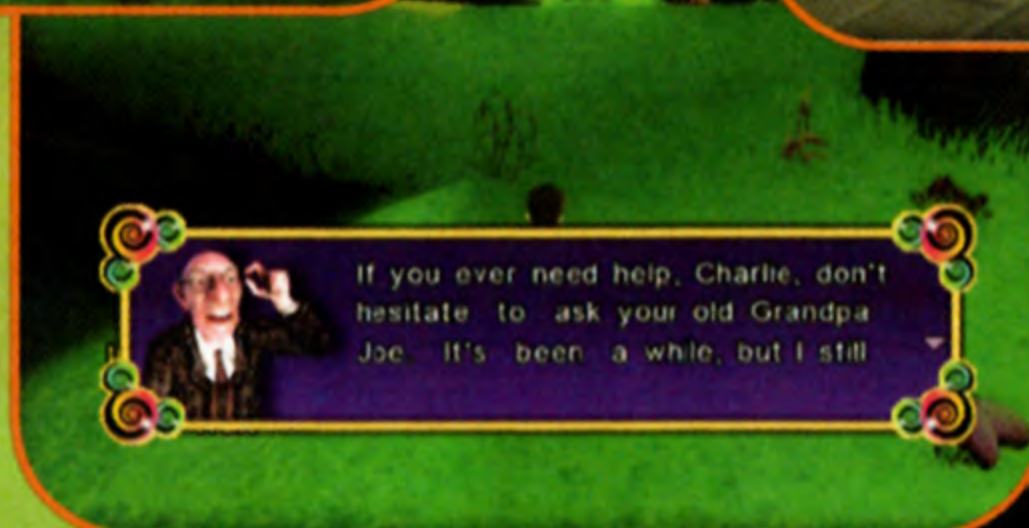
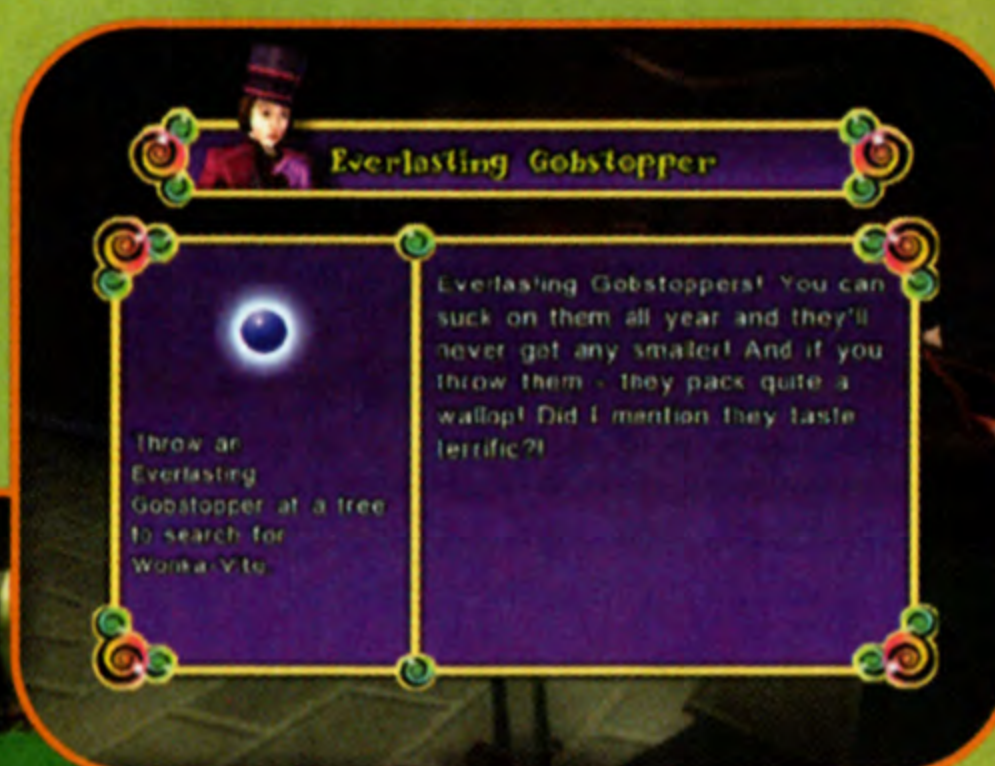
How do visitors travel through the factory? Why, the Great Glass Elevator is one fun way, of course!

Unfortunately, it doesn't seem to run as regularly as it used to. Rumor has it that the quirkiness began when the Great Glass Elevator lost some of its buttons. If you collect any buttons during your adventure, maybe you can get it running again.

If you find the Great Glass Elevator at one of its stop points, be sure to take a look inside. It may be able to help you return to some unfinished business. There's also some buzz about a special button that no one has ever pushed; maybe that's the ticket to the best view in the entire world!



HINTS AND TIPS



- When the going gets tough, don't forget about your Grandpa Joe; he used to work at the factory and can still remember a thing or two!
- All Oompa-Loompas are wonderful, but some are better than others at fixing certain problems. The INFO command (left directional button) will show you where they can perform best.
- Remember to toss an Everlasting Gobstopper at anything that looks like it might be chock-full of goodies.
- Be sure to collect candies and collectables whenever you can. If you get them all, they'll add up to an incredible prize!
- Are you really stuck? Remember: Broken machines can't make Wonka-certified candy! Keep an eye out for candy that's being wasted and falling on the ground; these might be areas where you and the Oompa-Loompas can lend a hand and fix the factory.

NOTES



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