

THE GOLDEN COMPASS



EVERYONE 10+
TM
E
10+
CONTENT RATED BY
ESRB


NEW LINE CINEMA
A Time Warner Company

Shiny
ENTERTAINMENT

SEGA®

⚠ WARNING: PHOTSENSITIVITY/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
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- 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:

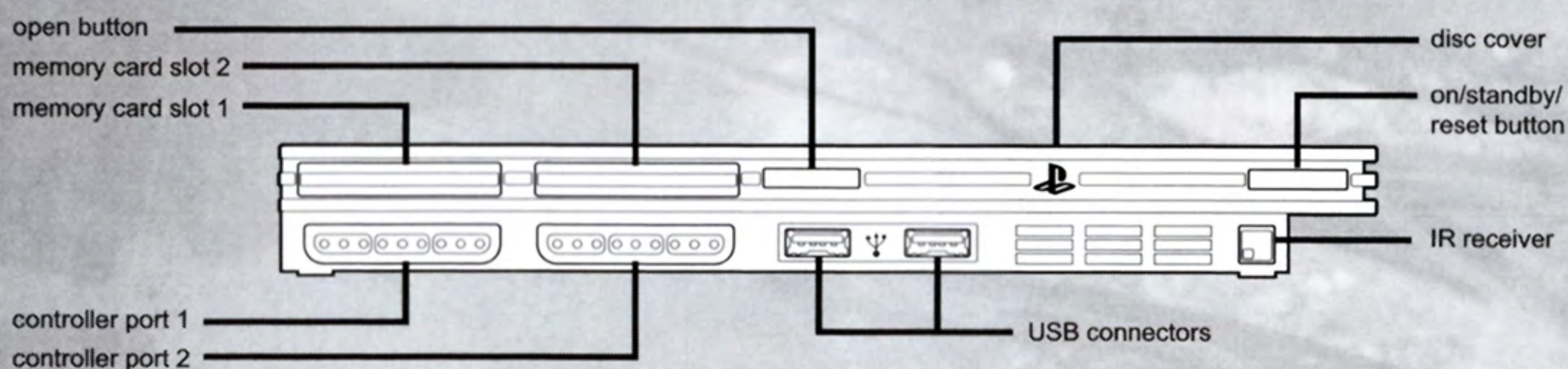
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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

THE GOLDEN COMPASS™

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GETTING STARTED



Setting Up Your PlayStation®2 Computer entertainment system

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 *The Golden Compass*™ 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.

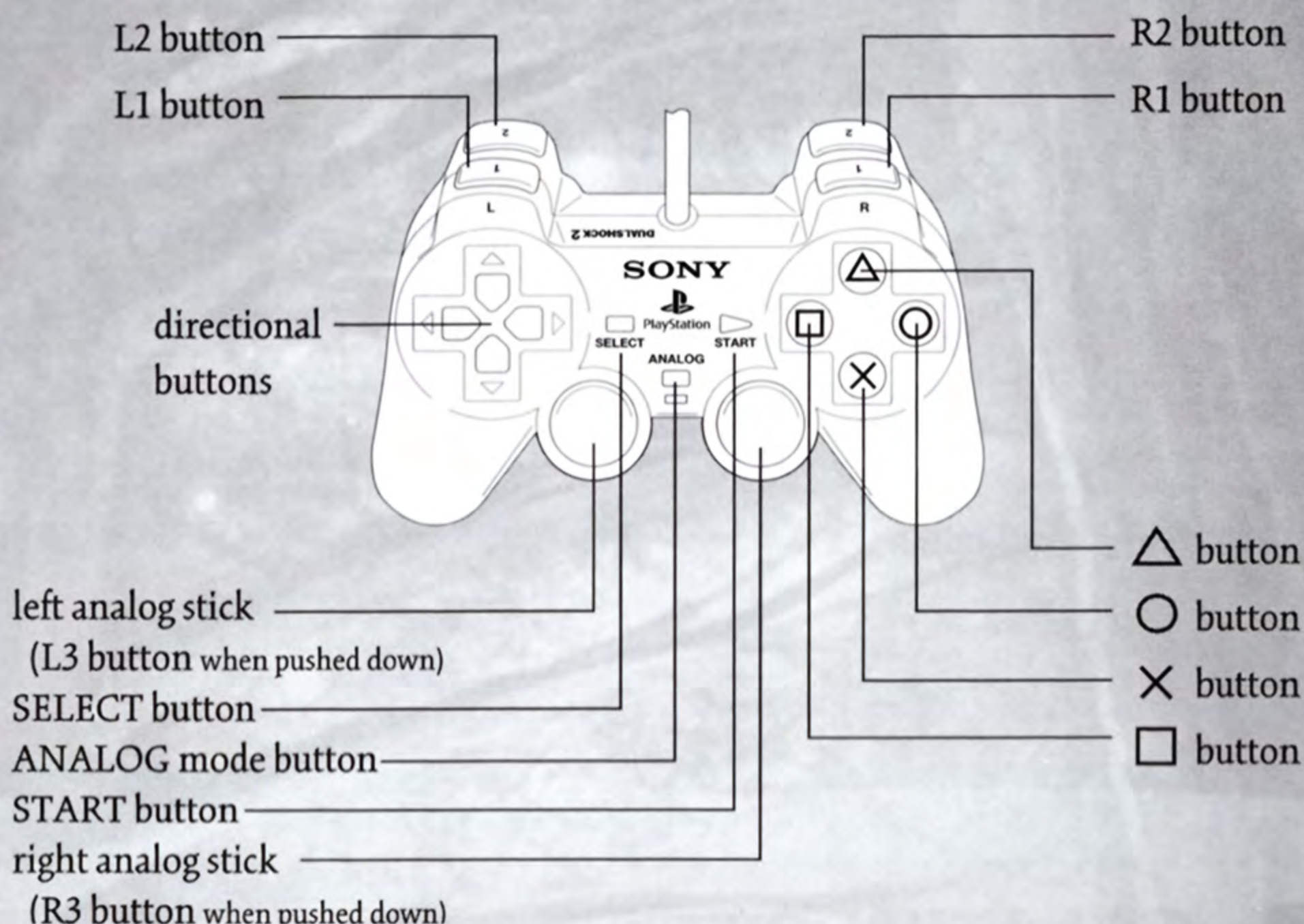
Memory Card (8MB) (for PlayStation®2)

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: *The Golden Compass*™ uses at least 135 KB of memory card data to save each game. Make sure there is enough free space on your memory card before starting play. Do not insert or remove a memory card while saving/loading games or after the power has been turned ON.

BASIC CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Below are the basic game controls you will use while playing *The Golden Compass*™.

LYRA

Left Analog Stick	Move, and keep Lyra's balance while she's walking across or standing on beams.
↑	Transform Pan into Sloth.
↓	Transform Pan into Wildcat.
←	Transform Pan into Ermine.
→	Transform Pan into Hawk.
×	Confirm / Jump.
□	Use Pan's special ability. Pan's ability depends on his current form.
□	Throw objects in certain portions of the game.
△	Special Action. What action Lyra takes depends on the situation.
START	Brings up the Pause Menu.
SELECT	Brings up the Journal Menu.

IOREK

Left analog stick	Move.
□	Attack. Attack while moving and Iorek will use his Run Attack.
×	Guard.
□ + ×	Grapple.
○	Rage Attack.
△	Special Action. What action is performed depends on Iorek's situation.
START	Brings up the Pause Menu.
SELECT	Brings up Iorek's Objectives or the Journal Menu (if Lyra is present).

❧ INTRODUCTION ❧

Prepare to embark on an adventure of epic proportions where witches streak across menacing skies, armored bears fight to defend their kingdom, and evil Gobblers have captured your friend and carried him off to a frozen wasteland. As the spirited Lyra Belacqua and the powerful Iorek, you will plunge into a realm of strange beasts and high adventure when your uncle - the mysterious Lord Asriel - is imprisoned and your best friend Roger is kidnapped. Leaving the safety of Jordan College at Oxford, you must explore the four corners of this fantastic realm on a journey of exploration, collaboration and discovery...

❧ CHARACTERS ❧



LYRA

Lyra is a spirited tomboy who was brought up in Jordan College, Oxford. She prides herself on her capacity for mischief, as well as her proclivity for adventuring. Lyra is the heroine of the story and the bearer of the Alethiometer, an ancient, mysterious artifact that can see the Truth.

PAN

Pan is Lyra's dearest companion. The embodiment of her soul, Pan is a dæmon that can transform into four different creatures throughout this quest as he helps Lyra reach otherwise inaccessible areas, and helps her solve deadly puzzles.

IOREK

One of the mighty armored bears of Svalbard, Iorek strikes a deal with Lyra when she helps him recover his Sky Iron armor. Iorek agrees to help Lyra and fight by her side with unsurpassed devotion.



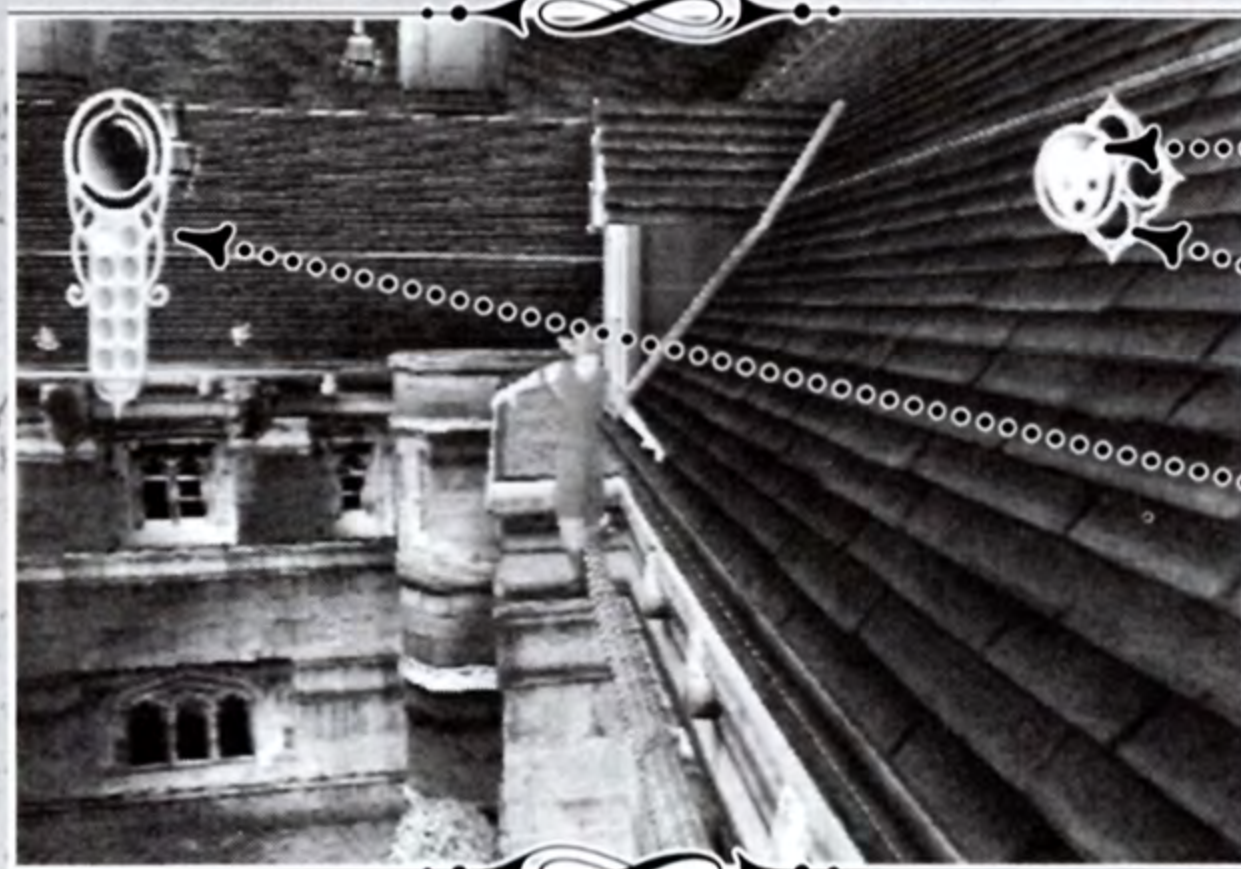
GAME START



Select START at the Title Screen to be taken to the Main Menu. From the Main Menu, you can select from a variety of options.

NEW GAME	Start a new game.
LOAD GAME	Load a previously saved game, and resume play.
OPTIONS	Adjust audio, video, language, and control options.
EXTRAS	View Journal entries, Photograms, Collectibles, Featurettes, Movies, and Game Secrets you've unlocked.

USING LYRA



Pan's Current Form.

Pan's Available Forms.

Courage Gauge.

Lyra is the main character of *The Golden Compass*[™]. She's very agile and clever, and excels at solving puzzles and exploring her surroundings.

In contrast to Iorek, Lyra prefers to use her wits to fool her enemies. When enemies appear, she prefers to avoid them by using Actions to hide behind crates & desks. Sometimes she has a limited amount of time to escape from an area or find a hiding place before being caught. When an enemy spots Lyra, she can try to use objects called Collectibles to escape. There are 16 Collectibles in the game, and only Lyra can gather them. For more information, see Collectibles, pg. 9.

When Lyra gets attacked by enemies, she loses Courage. You will find orbs of Courage scattered throughout most of the stages. Collect three orbs and Lyra will get another unit of Courage; she can hold up to 10 units in all. Lots of Courage helps when you're trying to figure out a difficult jump or puzzle, so collect as many orbs as you can.

Lyra can also gain information and other valuables by interacting with other characters. Sometimes she can play a Deception mini-game to gain rewards and Courage by outwitting characters.

✧ USING LYRA (CONTINUED) ✧

In her journal, Lyra keeps track of your game progress, and other information you've gathered. The most important information she gathers involves Alethiometer Symbols. You will need to use this information during Alethiometer sequences.

Finally, she can use her dæmon Pan's special abilities. Pan helps Lyra explore levels by helping her find objects, or reach areas she couldn't on her own. Pan can change into multiple forms that have different abilities, so it is wise to explore each one.

✧ USING PAN ✧

Pan is Lyra's dæmon, a manifestation of her spirit. Pan can take the shape of four different animals, and each animal grants Lyra a special power that helps her on her journey. You begin with the basic Ermine form, and unlock others as you proceed through the adventure.

PAN'S FORMS

Ermine: This form has the Ermine Insight ability. Using it reveals areas where Lyra can use Actions to solve a puzzle or find objects. While in this form, Pan can also use a special ability to chew through ropes.

Sloth: Pan's Sloth form possesses the Swing ability. Lyra can use Pan's Sloth form to grab ahold of narrow branches and swing from them. The Sloth helps her climb up to difficult areas and reach otherwise inaccessible items.

Hawk: Pan's Hawk form has the Glide ability. With it, Lyra is carried safely across pits and down from high places. Use the Hawk form when traversing high, dangerous areas.

Wildcat: Pan's Wildcat form grants him the Dash ability. Lyra can use this to evade enemies quickly by rolling swiftly away from them. It also lets Lyra climb certain walls and nets, giving her access to more areas. Finally, Lyra can use Pan in his Wildcat form to slide down certain special surfaces.

❧ USING IOREK ❧



1. Rage Meter.

2. Health Gauge.

3. Armor Gauge.

The other hero of our adventure is the powerful Ice Bear warrior, Iorek. He's a very strong fighter, able to send most enemies reeling with a few blows. He's not invincible though, so it's important to keep an eye on this Health. When he takes damage, he loses Health. If he loses all of his Health, it's Game Over. You can improve Iorek's defenses against enemy attacks by gathering Sky Armor and filling up his Armor Gauge. Special Bloodmoss, found in tucked away places, can refill Iorek's Health.

Iorek has a variety of physical attack abilities and combos including grabbing enemies and tossing them at each other. In addition, Iorek collects Rage orbs which can be found by destroying objects and opponents. When Iorek's Rage Meter is full, he can use a powerful super attack that damages everything around him by pressing the **○** button.

❧ LYRA'S JOURNAL ❧

You can bring up Lyra's Journal with the **SELECT** button at any time, or from the Pause Menu.

You'll find it's an important tool for making progress, and good for reminding yourself of your tasks in a given mission. When you've beaten the game, you can read it like a book and remind yourself of everything you did and learned, just like a real journal.



LYRA'S JOURNAL (CONTINUED)

The information in Lyra's Journal is split between four "tabs". You can see which one you're currently reading by checking the top of your screen, where your current tab is highlighted. You can select which tab you want to read by using the **L1** and **R1** buttons, and then flip through the pages by pressing the left analog stick or directional buttons.

Tasks: The Journal is a handy place to be reminded of what you need to do next in the game. Go to this part of the journal if you ever find yourself lost.

Information: As you progress, Lyra fills in more information entries here. The information tab also contains pictures of key locations you've been through. After you've completed the game, it will record the entire story of *The Golden Compass*[™], and you can read it whenever you like.

Questions: Go to this tab when you need to ask the Alethiometer a question. Click on a question to begin an Alethiometer sequence. See the Alethiometer section below for details.

Symbols: This tab is absolutely essential for using the Alethiometer. It lists all of the Alethiometer's Symbols that you've unlocked in the course of your game, along with all of the information about their meanings. You'll need to use this information to correctly ask the Alethiometer questions, and doing so is required in certain parts of the game.

THE ALETHIOMETER



First hand: Points to symbol that appears in upper-left corner of the screen.

Second hand: Points to symbol that appears in upper-right window.

Third hand: Points to symbol that appears in lower-left window.

Fourth hand: Divining hand.

The Alethiometer is a helpful tool, and using it is like solving a puzzle. Each of the three windows displays a meaning. To get the correct answer from the Alethiometer, you must point the hand to the window that corresponds to the correct symbol.

Note that the "third hand" (bottom Symbol /Meaning) will always point to the correct symbol automatically if you've discovered it in the game. This will give you an added advantage.

To figure out how the Alethiometer is answering your question, you have to play the Divining Game. Depending on how many symbols you matched correctly, the Divining Game may be easier or harder. The goal of this part of the game is to keep your “focus” (the circle of light) centered on the Alethiometer. When the fourth hand stops spinning, you will be prompted to press a face button within a given time. If you press it on time, the hand spins again. Perform this step successfully two more times, and you get an accurate reading from the Alethiometer. If you cannot complete all three Divining sessions, or your “focus” veers off-screen, you will fail the objective and must repeat it. If you input the correct symbols, controlling the focus is fairly easy. If you miss one or two symbols, controlling it can become very difficult.

Throughout your game, you can find new information on the meaning of the symbols by interacting with characters and objects. This information is stored in Lyra’s Journal, and it will be useful when trying to solve Alethiometer puzzles. See if you can discover them all!

❧ PICKUPS AND COLLECTIBLES ❧

Both Lyra and Iorek can collect objects in the environment to replenish lost Courage / Health (for Iorek, this also includes Armor, and Rage), or aid them in their progress through the adventure. In addition, these items may contain information, such as the meanings of Alethiometer Symbols, details on enemy behavior, or other helpful knowledge.

PICKUPS

Pickups are items that both Lyra and Iorek can collect during the adventure that will help keep them alive and/or aid them in their quest. Pickups can include:

Lyra’s Pickups



Courage Orb

This fills Lyra’s courage meter.



Hawk Coin

Unlocks Pan’s Hawk form granting the ability to Glide.



Sloth Coin

Unlocks Pan’s Sloth form granting the ability to Swing.



Wildcat Coin

Unlocks Pan’s Wildcat form granting the ability to Dash or Climb.

Iorek’s Pickups



Bloodmoss

Fills Iorek’s Health.



Sky Iron

Armor, to provide extra protection for Iorek.



Rage

Fill’s Iorek’s Rage Meter.



Full Rage

Completely fills Iorek’s Rage meter.

PICKUPS AND COLLECTIBLES (CONTINUED)

COLLECTIBLES

These items help Lyra Evade or Deceive enemies:



Marble (Evasion):

Collect six marbles to earn a Bag-O-Marbles.



A Bag-O-Marbles

Automatically defends the next loss of a Courage Point in the event that Lyra fails an Evade attempt.



Cards (Deception):

Collect six cards to earn a Card Deck of the Trickster.



Trickster Deck

Automatically defends the next loss of a Courage Point in the event that Lyra fails a Deception attempt.



Flash Powder (Evasion):

When activated, Lyra's enemies and their dæmons are temporarily slowed.



Wildcat Trinket (Evasion):

Causes the enemy to take one challenge point as opposed to just breaking away.



Inscribed Walrus Tusk (Evasion):

Every dodge successfully completed after activation will result in two opponent challenge points lost as opposed to one.



Cedar Charm (Evasion):

When activated, all subsequent Grapple evades will now cause the enemy double damage.



Compass Insight (Deception):

Compass Insight is knowledge gained directly from Alethiometer questions, which help make Lyra's Deception much easier.



Yellow Oil (Deception):

Yellow Oil slows the Deception Game Time Bar, allowing the game to be completed in a slightly longer amount of time.



Spice Cake (Deception):

Spice Cakes improve Lyra's chances of filling the Completion Bar during a game of Deception.



Silver-tongue Licorice (Deception):

Silver Tongue Licorice makes the first game of Deception remain the same throughout the entire conversation.



Spy-Fly (Multi-Use):

When activated, the Spy-Fly automatically defeats one enemy and refills Lyra's Courage Gauge to full.



Elixir of the Witch (Multi-Use):

When activated, the Elixir automatically refills Lyra's Courage Gauge.



Shaman Wishbone (Multi-Use):

Summons forth reserves of Courage.



Dæmon Coin (Multi-Use):

Using this item gives Lyra a 50/50 chance that she will either lose 50% of her Courage, and a 50% chance that she will automatically win the challenge.

EXTRAS

View a variety of hidden treasures, secrets, and unlockable content. The Extras option can be accessed via the Main Menu.

Journal: The same journal you can access in-game. Examine the progress you've made in your adventure.

Photograms: Collections of concept art for *The Golden Compass*™ that you unlock as you play the game.

Collectibles: See how many of the game's collectibles you've unlocked, and examine what you've found.

Featurettes: Documentaries about the making of *The Golden Compass*™.

Movies: After you unlock Cutscenes by progressing in the game, you can go here and watch them over again.

Game Secrets: Create your own destiny and unlock cheats to progress through the adventure.

PAUSE MENU

Press the **SELECT** button during gameplay to pause the game and access the Pause Menu. From here, you can perform and select from a variety of options.

OPTIONS: Adjust the basic game options. You can choose to customize the control configuration and adjust the volume levels of the music, sound effects, and voices, as well as alter the brightness of the graphics and aspect ratio. Finally, you can toggle the subtitles for dialogue ON/OFF.

JOURNAL: Tracks your progress through the game. Press the directional buttons **←** and **→** to flip the pages.

RESTART LEVEL: Return to the very beginning of the level. This is very useful if errors have sapped your Courage making the stage too hard to complete.

QUIT: Quit playing the current level and return to the Main Menu.

OPTIONS

In addition to the set of options you can access from the Pause Menu, you can configure a variety of additional options from the Main Menu.

Audio: Configure the volume of the voices, sound effects, and music.

Video: Adjust aspect ratio.

Language: Turn subtitles ON/OFF.

Controls: Customize your controls, toggle camera inversion ON/OFF, and toggle vibration ON/OFF.

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Special Thanks To

The American Federation of Musicians
for making the scoring session possible

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