



Instructional Manual



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 trigger an epileptic seizure in these individuals. Certain conditions may trigger 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.

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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 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.

Neopets®: The Darkest Faerie™

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday-Saturday 6AM-8PM and Sunday 7AM-6:30PM Pacific Standard Time.

Game Hint Guide Information

PlayStation Underground Game Guides

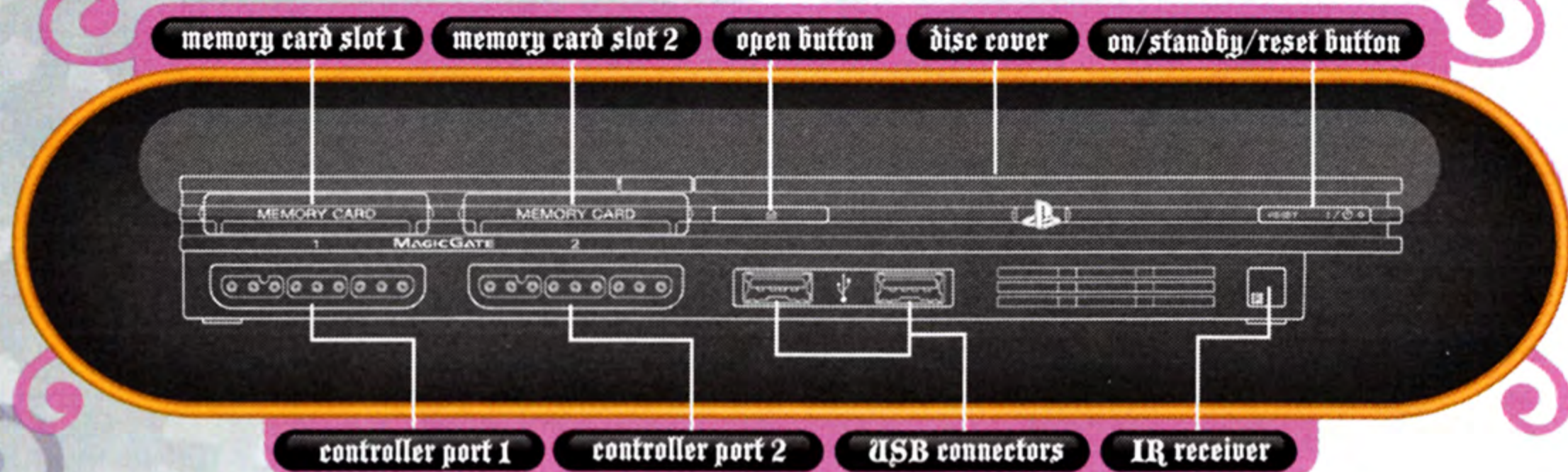
For free hints and tips visit us at www.us.playstation.com.

Sign up and become a member of the PlayStation Underground and access free hints, tips and cool moves for games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service/Technical Support Line.

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GETTING STARTED



Setting Up Your PlayStation®2 System

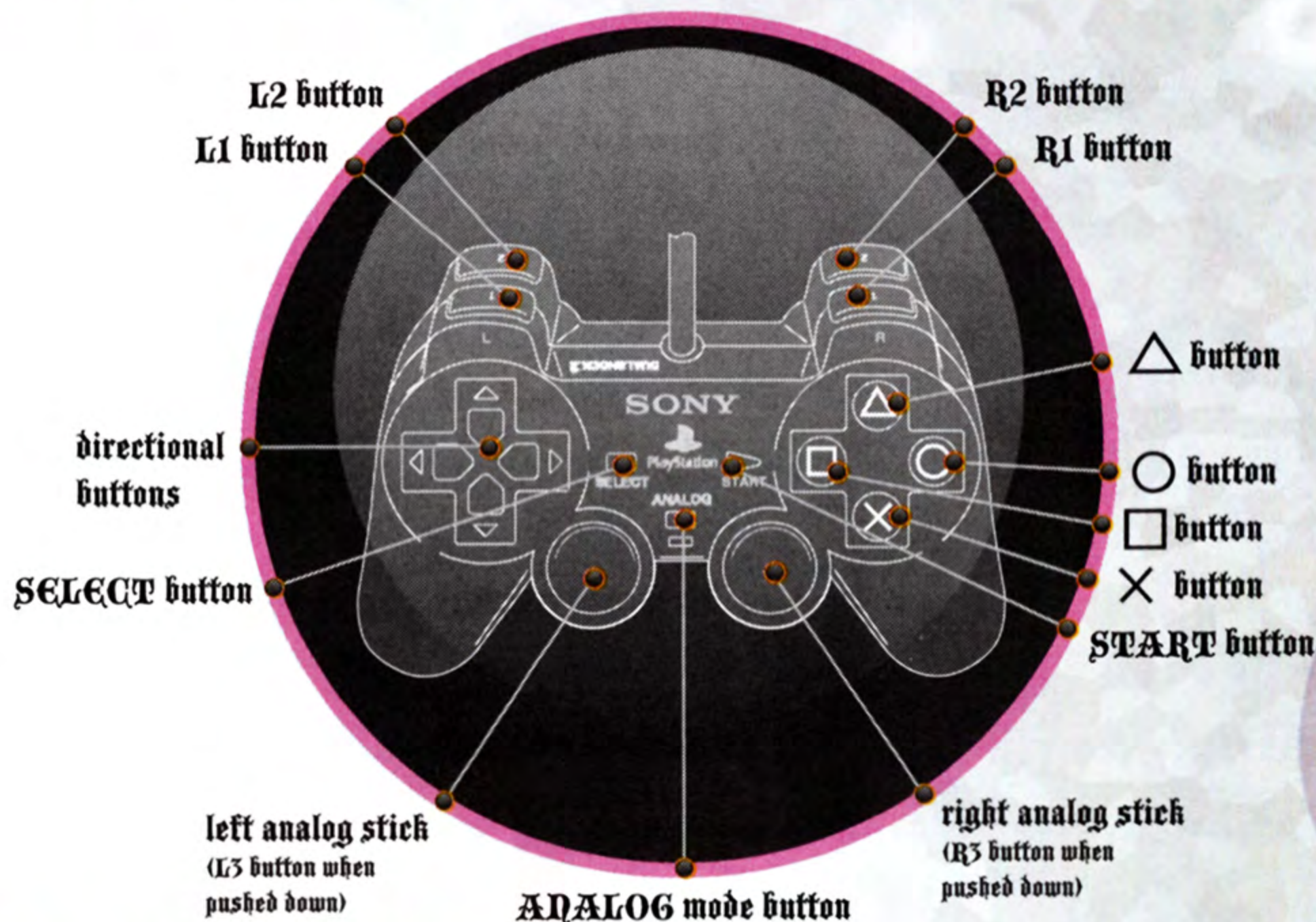
Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the  button. When the power indicator turns green, press the  button and the disc tray will open. Place the Neopets®: The Darkest Faerie™ disc on the disc tray with the label side facing up. Press the  button again and the disc tray will close. Attach a DUALSHOCK®2 analog controller and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Save Feature

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. You can load saved game data from the same card or any memory card containing previously saved Neopets®: The Darkest Faerie™ games.

STARTING UP

DUALSHOCK® 2 ANALOG CONTROLLER CONFIGURATIONS



Starting a New Game

Select New Game at Title Screen. When asked if you would like to create a Neopets®: The Darkest Faerie™ save file, choose “Yes” and press **X**. Neopets®: The Darkest Faerie™ has slots for up to three different save files.

Saving a Game

To save your game during play, approach a Save Point and activate it by pressing **□**. Choose a save file in which you would like to store your save game data and press **X** to confirm your selection.

Loading a Saved Game

If you want to resume your most recently saved game, choose Load Game at the Title Screen. You can also load a different saved game file at any time by pressing **SELECT** to display the Pause Menu, then choose the Load Game option.

INTRODUCTION

In her magical prison, which has no key,
She stands as a statue under the sea.

Queen of Nightmares, Altador's bane:
Her name is gone, but her evil remains.

Submerged in the ocean with skin made of slate,
She plots her revenge with terrible hate.

To Queen Fyora and legends of the past,
Not a single one will escape her wrath.

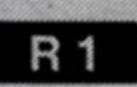
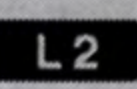
Nothing will be forgiven, no matter how small,
For she is the Darkest Faerie, the darkest of all...

CONTROLS

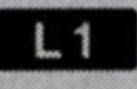
MENU CONTROLS

Start/Pause Game/ Access Pause Menu	 SELECT
Highlight Menu Item	Left analog stick or directional buttons  ,  ,  , or 
Select Menu Item	
Previous Menu	

MOVEMENT

Move	Left analog stick
Camera Rotate / Pan / Tilt	Right analog stick
Jump	
Run	 (Hold)
Sneak	Hold 
Strafe	 (Hold)

COMBAT

Attack	
Block with Shield	Hold  (Must first have a shield. By not moving, the hero will automatically block any oncoming attacks.)
Jump Attack	 + 
Combo Attack	 ,  ,  (Watch for the Flashes on the sword to time your presses!)

COMBAT CONTINUED

Rapid Attack	Ⓒ (Press repeatedly)
Spin Attack	Left analog stick (rotate in a full circle) then Ⓒ.
Dash Attack	Left analog stick ↓ away from enemy, then ↑ and Ⓒ.
Power-Up Attack	Hold Ⓒ and wait for the flash on the weapon before releasing. (This uses the power of any Mote assigned to the weapon.)
Aimed Attack	R2 (Use to fire while looking around with the Right analog stick)

OTHER ACTIONS

Use Activated Item	△ (Activate an item through the Quick Select menu.)
Talk / Feed / Use	□
Switch Heroes	L1 + R1 (Only with both heroes active.)
Show Map Information	Directional button ←
View Quest Log	Directional button →
Quick Inventory	Directional button ↑
Mote Inventory	Directional button ↓
Show HUD	L3
Orient Camera Behind Hero	R3
Fire RopeGun	R2 (Can only fire at valid RopeGun points.)

QUICK INVENTORY

Select Item	Directional buttons ↑, ↓, ←, →
Use Item	⊗
Activate Item	⊙
Close Quick Inventory	△

MOTE INVENTORY

Select Mote	Directional buttons ↑, ↓, ←, →
Assign Mote to Weapon	⊙
Assign Mote to Armour	⊗
Assign Mote to Shield	⊠
Close Mote Inventory	△

INVENTORY

Display Inventory	START
Select / Highlight Inventory Item	Left analog stick or directional buttons ↑, ↓, ←, or →
Cycle Inventory Menus	L1 and R1
Use Inventory Item	⊗
Activate Inventory Item	⊙
Exit Inventory	△

CHARACTERS



TORMUND, THE LUPE KNIGHT

Tormund is a young and restless farm boy with grand aspirations to be a knight of the realm one day. A bit of a daydreamer, this brave and goodhearted Lupe gets way more than he bargained for on a fateful day when asked to head to Meridell and deliver a package to the castle.



ROBERTA, THE ACARA SORCERESS

The niece of King Hagan and King Skarl, Roberta feels she is condemned to diplomatic court life. Bored and wistful, she has the talent and desire to be a sorceress and adventurer, and has been secretly training with the King's Royal Sorcerer, Seradar, in the ways of magic.



KING SKARL

The proud King of the lands of Meridell. Under his gluttonous and rather oafish exterior lies the mind of a brilliant tactician and the heart of a just ruler.



KING HAGAN

Brother to King Skarl and ruler of Brightvale. He is the epitome of wisdom and decorum. There is no book in his vast library that he has not read, analyzed, and corrected.



SERADAR

The Royal Sorcerer of Brightvale. He is the advisor to the throne – loyal and honorable to a fault. He has sensed great magical potential in the King's niece, Roberta, and has been secretly tutoring her in the mystical arts.



ILLUSEN, THE EARTH FAERIE

Making her home deep in the Lightwater Forest, this powerful Earth Faerie is the self-proclaimed defender of the woodlands and has come to Meridell's aid many times in the past. She has a long-term rivalry with the marauding Werelupe King.



QUEEN FYORA

The beautiful ruler of all faeriedom, Queen Fyora resides in her palace on the topmost cloud of Faerieland. From this place, she oversees all the goings-on of Neopia and lends her aid and wisdom whenever she can.



THE DARKEST FAERIE

A dark faerie of tremendous power, she was imprisoned by Queen Fyora a thousand years ago for her evil deeds, and her given name was stricken from all memory.

CHARACTER MOVEMENT



Traveling around Neopia can be a challenging proposition. Fortunately, Tor and Roberta are well-equipped adventurers, with the agility to pull off a variety of special actions.

SPECIAL ACTIONS

Sneaking: Press and hold  to begin Sneaking. While Sneaking, your heroes will quietly tiptoe around, allowing them to sneak up on unsuspecting enemies or get past a patrolling guard.

To stop Sneaking, just let go of .

Climbing: Tor and Roberta can automatically Climb ladders, as well as Climb some rocky or vine covered walls. The heroes are also capable of vaulting over small fences and obstacles. To Climb, simply approach the ladder or wall and press toward it with the left analog stick.

Cable Sliding: Whenever there is a taut rope spanning a gap, Tor and Roberta can use it to Cable Slide across to the other side. To Cable Slide, position the hero under the rope and jump up to automatically grab it. You can jump off at any time by pressing .

CONTEXTUAL ACTIONS

The  button can be used for a variety of contextual actions, which include communicating with the locals, interacting with the environment, pushing or pulling objects, or feeding Petpets®.

The  icon will appear on the bottom right of the screen whenever a contextual action can be executed.

Pushing and Pulling: Your heroes can grab objects, such as crates or blocks, and push / pull them in order to get past obstacles or use them to get up to high ledges, ladders, etc. To push / pull an object, approach it and press  when the icon appears on screen. Once your hero has grabbed the object, you can move it forward, backward, and side to side with the left analog stick.

Press  a second time to let go of the object.

Talking: When the hero is near a Neopian character they wish to speak to, the  icon will appear. Press it to talk to that person.

Activating Switches: There are many mechanical switches throughout Neopia. Many are used to activate machines or open locked doors. To activate a switch, simply approach it and press the  button.

Feeding Petpets: Many wild Petpets can be found roaming about the lands. Feeding a Petpet will cause it to follow you about on your adventures, providing your hero with special powers.

To feed a Petpet, you must first have a food item selected as your "Active Item." Then, approach the Petpet and use  to feed them the selected item. For more about Petpets, see page 15.

CHARACTER COMBAT



Tor and Roberta both have very different styles of combat. Tor uses his swords to deliver close combat melee strikes, while Roberta uses her wands to fire magical bolts from a distance.

Although their combat techniques vary, they use identical control schemes.

TORMUND – HAND-TO-HAND COMBAT

Tor fights by getting right into the midst of his enemies, bashing them up-close with his swords.

ROBERTA – MAGIC PROJECTILE COMBAT

Roberta has been training with Seradar, the court wizard of Brightvale, – but she still has much to learn. Using her wand, she can create bolts of magical energy to hurl at her foes. This combat strategy makes her effective at long distances, but open to attacks at close range.

EXPLORING NEOPIA



QUESTS

Neopia is a vast land, filled with grand cities, small villages, open farmlands, dense forests, murky swamps and dark dungeons. During their adventure to defeat the Darkest Faerie and her minions, Tor and Roberta will often find themselves asked to help out their fellow Neopians. While you don't need to complete every Quest you are offered, fulfilling them will oftentimes reward your heroes with items, Equipment, Neopoints, or rare Neggs that you might not be able to find elsewhere.

Every time you are offered a Quest, it will appear in the Quest Screen for reference (see Page 29).

PETPETS

These cute little pets are the animals of Neopia. They come in many different species and they can be found almost anywhere – from the fluffy Noil, to the hopping Mortog, to the always hungry Turmac.

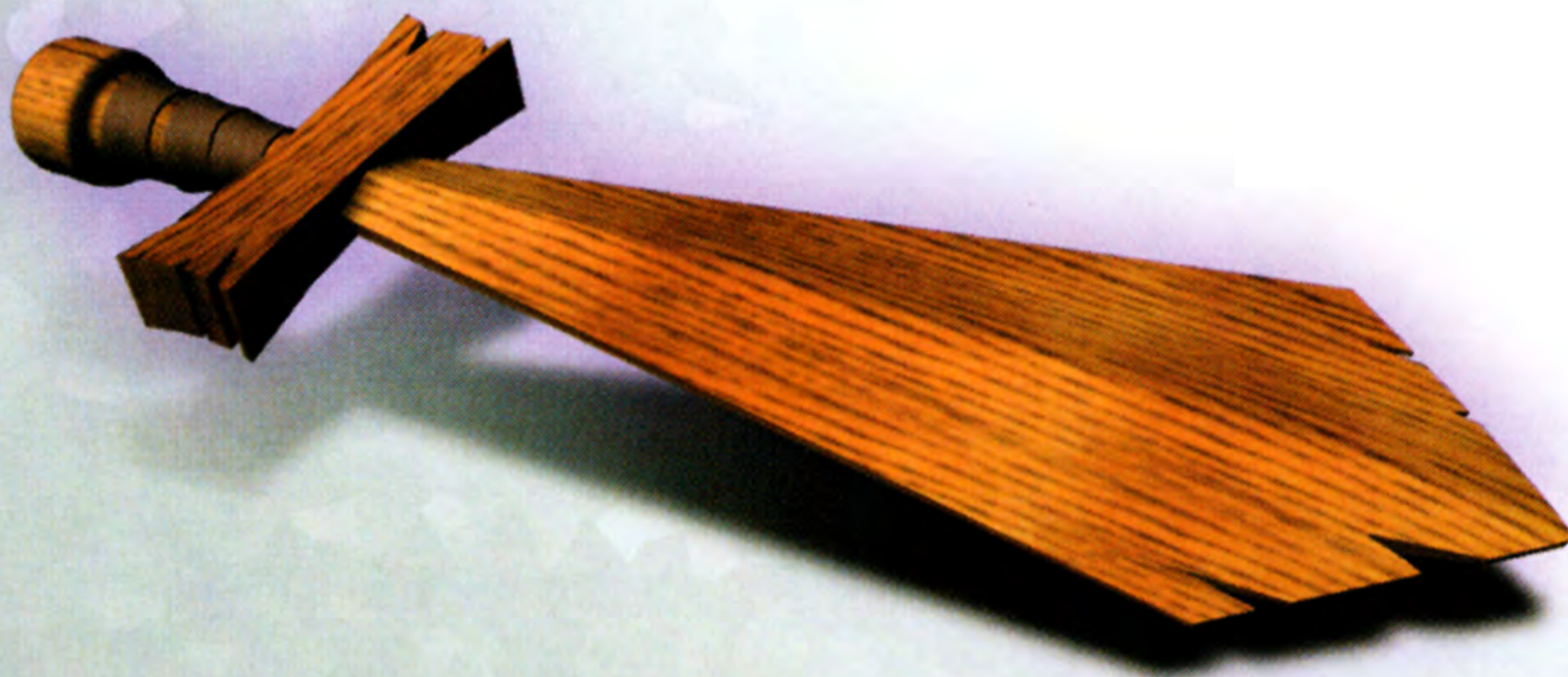
Certain tame Petpets will beg for food when the hero approaches them. To feed a Petpet, use the  button when prompted.

When you feed a Petpet, they will follow the hero around for a period of time. The type of food Item fed to them determines how long the Petpet will follow.

When a Petpet takes a liking to a hero, they will confer a special ability to them. Some Petpets will slowly recover the hero's Health over time, some increase their luck, some make the hero tougher. You'll have to find out which powers the Petpets have on your own!

DANGERS

Neopia is chock full of adventure – and danger. Villains and Monsters lurk around every corner. Some are merely nuisances. Other are some of the most evil and powerful creatures in all of the world! The greatest of heroes knows when to leap into battle – and when to make a tactical retreat. Never be afraid to run from a dangerous situation! You can always return later, refreshed, and with better Equipment.



THE GAME SCREEN



Sections of the interface will appear automatically when you need them, but you can see the entire interface at any time by pressing **R3**.

HERO BAR

It consists of two status meters – red for the hero's health, and blue for the hero's magic. Your current Active Item is displayed on the far left of the bar.

Health Meter: This shows your current hero's Health status. Your hero's Health can be replenished by eating certain foods (like Red Juppies or Chokatos) or drinking certain potions. Also, certain rare Neggs will permanently increase your hero's Health Meter when they are found.

Magic Meter: This shows how much magical power your hero currently has at their disposal. Your hero's Magic can be replenished by eating certain foods (like Purple Juppies or Starberries) or drinking certain potions. Also, certain rare Neggs will permanently increase your hero's Magic Meter when they are found.

Active Item: This displays the item you currently have selected as your "Active Item." To select an item in your hero's inventory as your Active Item, use the Quick Inventory Menu (↑ on the direction pad) or the Inventory Screen (▶ button).

Your hero can use the Active Item at any time during gameplay by pressing the △ button.

DIRECTIONAL BUTTON ICONS

Each direction of the directional buttons accesses a different interface. At the bottom left of the screen, the D-Pad Icons display which interface menus can be accessed: ↑ opens the Quick Inventory Menu, ↓ opens the Quick Mote Menu, ← takes you to the Automap Screen, and → takes you to the Quest Screen.

For more info about the Automap and Quest screens, see pages 28 and 29.

EQUIPPED MOTE ICONS

On the far right of the screen, three icons are displayed representing your hero's Weapon, Armour, and Shield. If you have a Magical Mote assigned to any piece of Equipment, it will be shown here. For more about Motes and their effects on Equipment, see page 34.

ENEMY BAR

When an enemy takes direct damage from your hero's attack, this bar will be displayed at the bottom of the screen and will show the enemy's name, as well as its Health Meter.



● Enemy Bar



INVENTORY SCREEN



Press  during gameplay to open up the Inventory Screen. This screen enables you to use items, choose an Active Item, assign Magic Motes to Equipment, and view your Quest Items.

At the top of the screen, your hero's Health and Magic meters are displayed. At the left of the screen are the Clover meter (displaying how many lucky clovers your hero has found), your equipment (Weapon, Armour, and Shield), and your Neopoint® count (below the two meters).

The Inventory Screen has three main panels: Items, Motes, and Quest Items. Pressing **L1** or **R1** will cycle through these panels. To move the highlight around each of these panels, use the left analog stick or the directional pad.

The Items Panel: This shows you what useful Items your hero has at their disposal, and how many of each they have. The bottom of the screen shows the name and the description of the highlighted Item.

- Press  to use the selected Item.
- Press  to make the selected Item the "Active Item" in the game.

The Motes Panel: This displays the Motes the heroes have in their inventory, as well as how many charges each Mote type has remaining. The Equipment icons show which Motes are attached to Equipment. The bottom of the screen shows the name and the description of the highlighted Mote.

- Press  to assign the selected Mote to the hero's Weapon.
- Press  to assign the selected Mote to the hero's Armour.
- Press  to assign the selected Mote to the hero's Shield.

The Quest Item Panel: This lets you see what Quest-related Items your heroes have acquired through their adventures. The bottom of the screen shows the highlighted Quest Item's name and description.

- Pressing  will take you to the Automap Screen.
- Pressing  will take you to the Quest Screen.
- Press  to exit from the Inventory Screen.

Kingdoms of Bright



Illusens Glade



Tor's Farm



Shadowglen
Woods

Meridell



Bandit
Cave

Abandoned
Mine



Cogham

Knigh
Kee

Old Crypts

Brightvale and Meridell



PAUSE MENU



Pressing  anytime during gameplay will pause the game and open the Pause Menu. Use the left analog stick or directional pad  and  to highlight an option. Press  to confirm your choice. Choose Resume Game or press  to return to the game.

VIEW MAP

This option takes you to the Automap Screen. This allows you to see the map where your hero is located. See page 28.

VIEW QUESTS

This option takes you to the Quest Screen. From here, you can see the Quests you have undertaken. See page 29.

LOAD GAME

You can load a previously saved game from this option. Choose the saved file you wish to load and press **X** to confirm your selection.

RESUME GAME

Return to your current game with this option. You can also press **△** to get back to your adventuring.

OPTIONS

This option takes you to the Options Screen. Select the options in these menus with the directional pad, pressing **X** to confirm and **△** to back out of the menu.

- Controls
- Audio
- Credits



QUIT

This option takes you back to the Main Menu. All unsaved information will be lost.

QUICK INVENTORY MENU



The Quick Inventory Menu provides instant access to your inventory items. To access the menu, press **↑** on the directional pad while in the game. Once opened, four icons will be displayed, each containing a specified type of Items:

Up: Health Restoration Items (Red Background)

Down: Magic Restoration Items (Blue Background)

Left: Special Items (Purple Background)

Right: Curative Items (Green Background)

Once this menu is active, you can highlight the various Items through the directional pad.

At the bottom of the screen, the highlighted Item's name is displayed as well as a description of what the Item does.

- Press the  button to immediately use the highlighted Item and close the menu. This also sets the selected Items as the Hero's "Active Item."
- Press the  button to set the selected item as the Hero's "Active Item" and close the menu.
- Press the  or  buttons to close the menu without selecting anything.



AUTOMAP SCREEN



This screen allows you to see the hero's current location, see the locations of your Active Quests, and even browse through the world maps you've already explored.

To access the Automap Screen, press **←** on the directional pad during gameplay, use **L2** in the Inventory Screen, or select View Automap in the Pause Menu.

You can press **L2** to jump to the Inventory Screen, or press **R2** to jump to the Quest Screen.

If your current Quest is somewhere in the map, you will see a small symbol and text label at the position you'll need to travel to.

The Treasures display shows how many treasures you have collected in the level. It also shows how many treasures exist in the level.

QUEST SCREEN



The Quest Screen shows all of the outstanding Quests your hero has undertaken. As you gain new Quests, they will appear on this screen, in order of importance. As you complete your Quests, they will be removed from the list automatically.

Each Quest is listed by its title and a description of what actions must be performed to complete the Quest. On the left is an icon that shows the importance of the Quest – whether it is a Primary Quest (a gold medal), a Side Quest (a silver medal), or a Buried Treasure (a chest).

Use the left analog stick or the directional pad to highlight the Quests in the list.

Press **X** to display the Automap Screen, focusing on the location of the Quest.

You can press **L2** to jump to the Automap Screen, or press **R2** to jump to the Inventory Screen.

Press **△** to return to the game.

EQUIPMENT



Even the greatest heroes need great Equipment! Tor and Roberta must use their respective Weapons, Armour, and Shields to survive the perils of Neopia and defeat the Darkest Faerie.

Proper assignment of Mote Magic on your hero's Equipment is essential to your Quest. For specific information about Motes, see page 34.

WEAPONS

Weapons can be bought at Blacksmith shops around Neopia.

Armour

Armour is purchased at the various Armouries in the villages of Neopia.

SHIELDS

Tor's Shields can be found all over the place: at the Blacksmiths, Armourers, and even in curio shops.

ESSENTIAL ITEMS

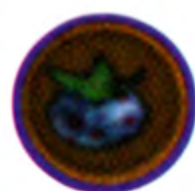
You will find a variety of Items during your quests throughout Neopia. Some Items are bought in shops, some Items can be found by chopping down plants, and some Items are only earned after performing specific Quests.

HEALTH RESTORATION ITEMS

These Items will heal a damaged character.



Red Juppie: These fruits can be found all over the world. When eaten, they restore a small portion of your lost Health.



Chokato: Less common than Red Juppies, they restore a little more Health.



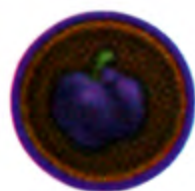
Peachpa: Hearty mountainous fruit, they can heal a large amount of Health in one bite.



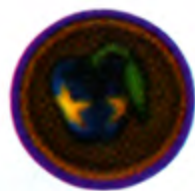
Kauvara's Potion: The most rare potions in Neopia! Not only does it restore all lost Health, but it prevents you from taking any damage for a while after drinking it!

MAGIC RESTORATION ITEMS

When used, these Items will rejuvenate the hero, returning any lost magical energies.



Purple Juppie: Just as common as Red Juppies, they only restore a small amount of lost Magic.



Starberry: Found near rivers, Starberries rejuvenate a fair amount of Magic.



Ergyfruit: Discovered in dark underground places, these glowing fruit restore a large amount of Magic.



Fyora's Potion: Named after the Faerie Queen herself, this expensive Potion not only restores all of the hero's lost Magic, but regenerates your magical energy for a short while!

CURATIVE ITEMS

These Items cure any ill effects that may be affecting the hero.



Bagguss: These foul tasting plants which cure poison when eaten, can be found in swamps.



Spyder Juice Elixir: Extracted from poisonous Spyders, this cures poison and prevents you from becoming poisoned for a while.



Dispelling Potion: Great for removing all sorts of Curses. One gulp removes your Curse and makes you impervious to new Curses for a while.



Ointment of Quickness: Use for temporary immunity to Slow-Down effects.



Unguent of Curing: This wonder Potion instantly cures anything that ails you!

SPECIAL ITEMS

There are many types of Items that give powers and abilities to your heroes.



Neggs: These tasty fruits restore both Health and Magic when eaten. There are several types with varying effects.



Potion of Revival: Use this to immediately awaken an unconscious friend.



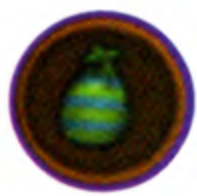
Potion of Heroism: Bristling with energy, one sip and all of your attacks will do more damage!



Potion of Meerca Speed: With this, you can move as fast as a speeding Meerca!

UNIQUE ITEMS

There are only a finite number of unique items in the game. Collecting them all is a sure-fire way to become more powerful!



Neggs: Some very rare Neggs have special properties. It is said that one bite can permanently increase your Health or Magic meters.



Clovers: Found in clover patches around Neopia, the more Clovers a hero has, the more lucky they become!



Treasure Maps: The land is riddled with buried treasures – and lots of Neopians will gladly sell you treasure maps to help you find them.

EQUIPMENT ITEMS

These are the Weapons, Armour, and Shields the heroes wear and wield in their adventures. Upgrading to new Weapons, suits of Armour, and Shields immediately makes your hero more capable in battle. Most equipment is found in village shops, but some special pieces can only be acquired through exploration and completing Quests. See page 30 for more information about Equipment.

QUEST ITEMS

Everyone wants something. Often times Neopians will offer you a reward if you bring them certain Items. Even though an Item may not be useful to the heroes, it's always worth something to someone!

MOTE MAGIC



So what is a Mote?

In a nutshell: Motes are small glowing balls of pure magic. Motes come in all sorts of shapes and sizes, and some are more powerful than others. These little specks are the basis for all magic working and spellcraft.

MAGICAL ALIGNMENTS

To understand Motes, you must first understand Magical Alignments. All magic is aligned to a specific element: Fire, Water, Earth, Air, Light and Dark. Every magical spell, every monster, every attack is aligned to one of the six Magical Alignments.

Fire: The power of heat and flames. Colored bright red. Good at setting things on fire. Its opposite Alignment is Water.

Water: The might of rain and sea. Colored deep blue. Can be used to freeze things in place. Its opposite Alignment is Fire.

Air: The forces of wind and storm. Colored light cyan. Can push things with powerful force and deliver shocking effects. Earth is its opposite Alignment.

Earth: The power of wood and stone. Colored bright green. Can be focused into poisonous magic toxins. Air is its opposite Alignment.

Dark: The energies of shadows and night. Colored purple. Used to sap the energies from victims, weakening them. The Light Alignment is its opposite.

Light: The forces of sun and purity. Colored bright yellow. Its brilliant light can cause confusion in your enemies. The Dark Alignment is its opposite.

Knowing which Alignments oppose one another is very important. Monsters of a specific magical Alignment are always weak against attacks of the opposite magical Alignment. For instance, Water aligned Slorgs are weak against Fire Aligned attacks. Air aligned Crokabeks take additional damage from Earth Aligned attacks.



CREDITS

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NOTES

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