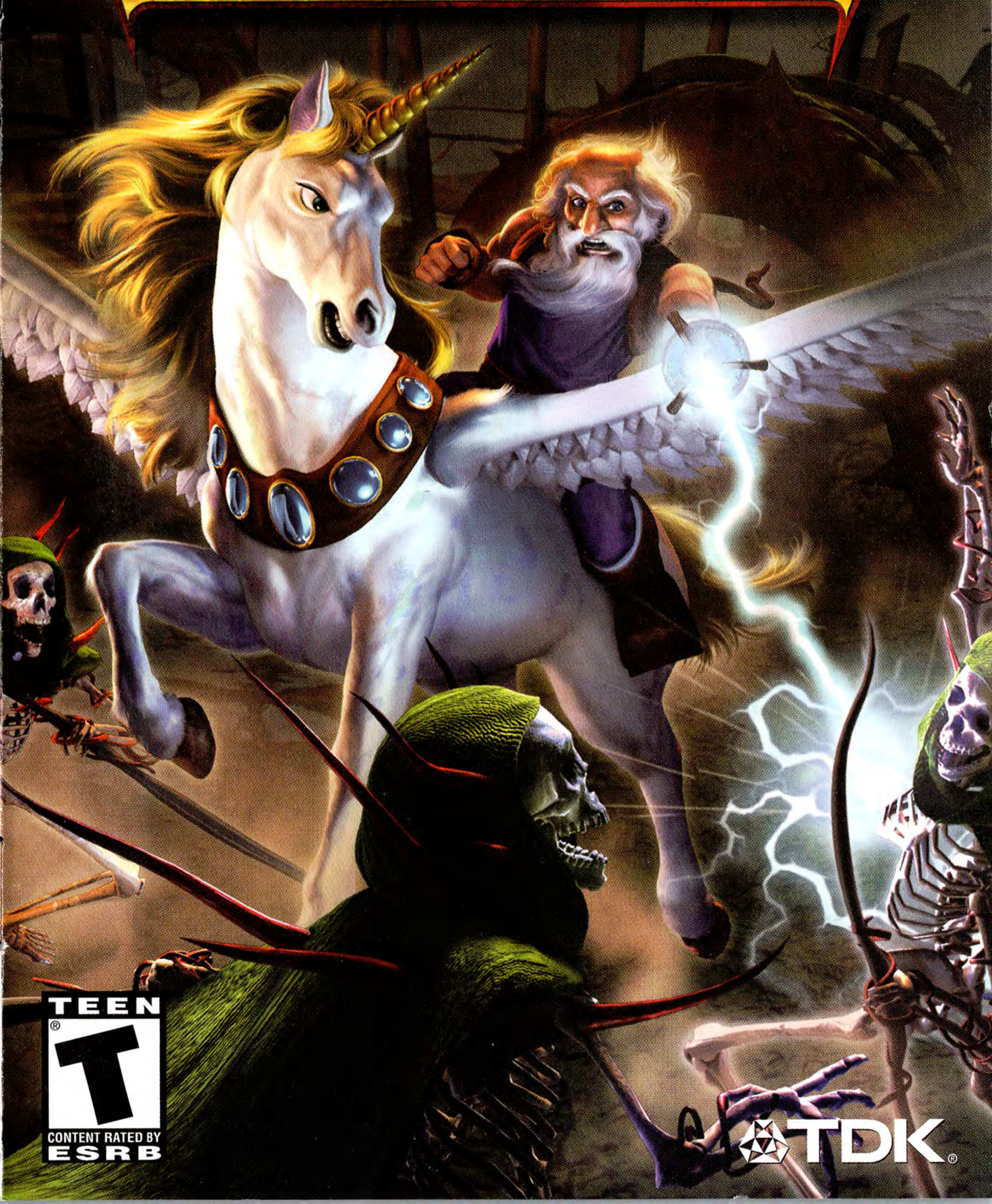


PRYZM™

CHAPTER ONE: THE DARK UNICORN™



TEEN
T
CONTENT RATED BY
ESRB

TDK®

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 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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

PRYZM™

CHAPTER ONE: THE DARK UNICORN™

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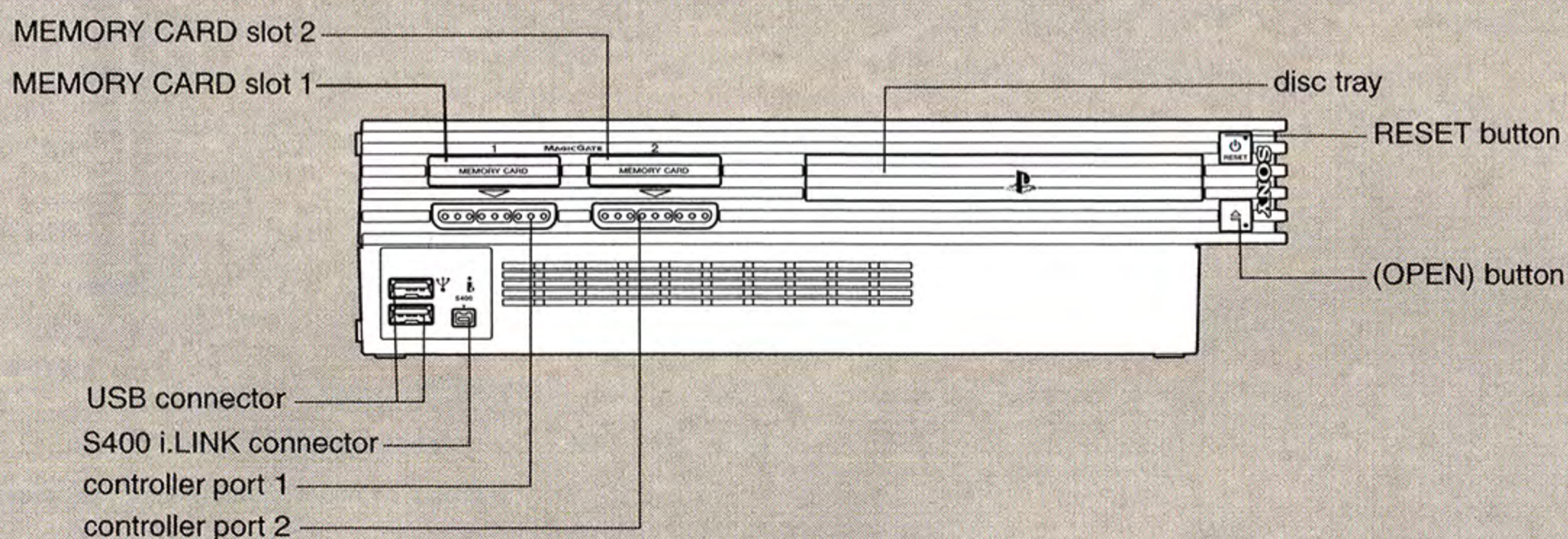
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Getting Started

"I'm up for any challenge!"

-PRYZM.

PlayStation®2 Console



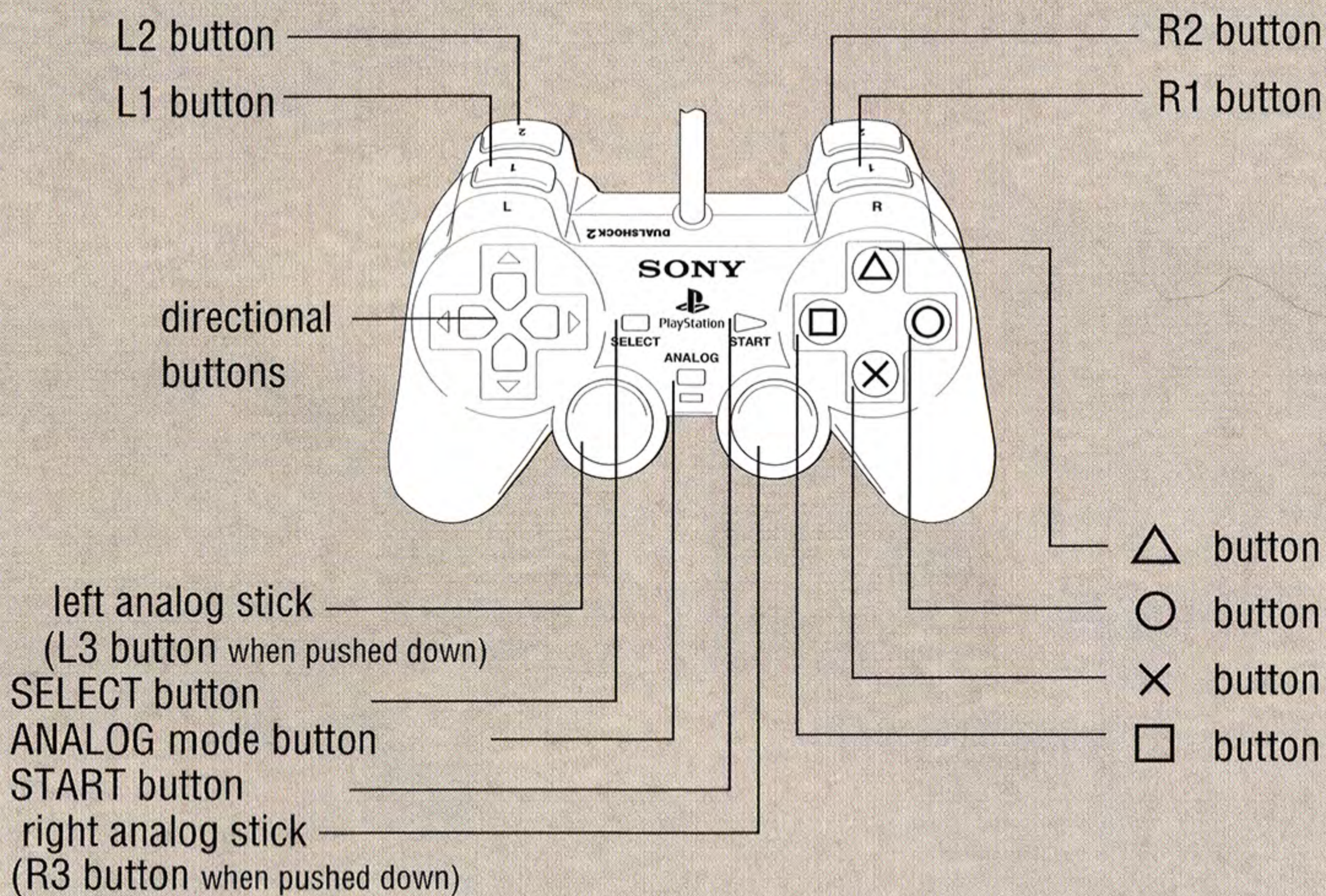
Set up the PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the PRYZM™ Chapter One: The Dark Unicorn™ 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.

Controls

DUALSHOCK®2 ANALOG CONTROLLER

“But before you set out, I see we must help you address some issues.”

-ZAIRRENA.



Menu Controls

L2 button / R2 button

Switch between lands

directional buttons or left analog stick

Select an available level within a land

⊗ button

Confirm selection

⊕ button

Return to previous screen

Gameplay Controls

START button	Pause / Pause Menu
left analog stick	Move Pryzm
left analog stick + L1 button	Backup Pryzm
left analog stick + L2 button	Charge Pryzm
right analog stick	Move Karrock's staff in a local attack
right analog stick	Move Karrack's staff as radar
right analog stick + R1 button	First person look about mode
⊗ button on ground	Pryzm Hovers
⊗ button in air	Magic Wind Spell
◻ button	Cast Karrock's major magic*
△ button	Cast Pryzm's major magic*
⊙ button	Cycle Magic Focus
R2 button	Focus magic on a target
R3 button	Show Tally and radar display

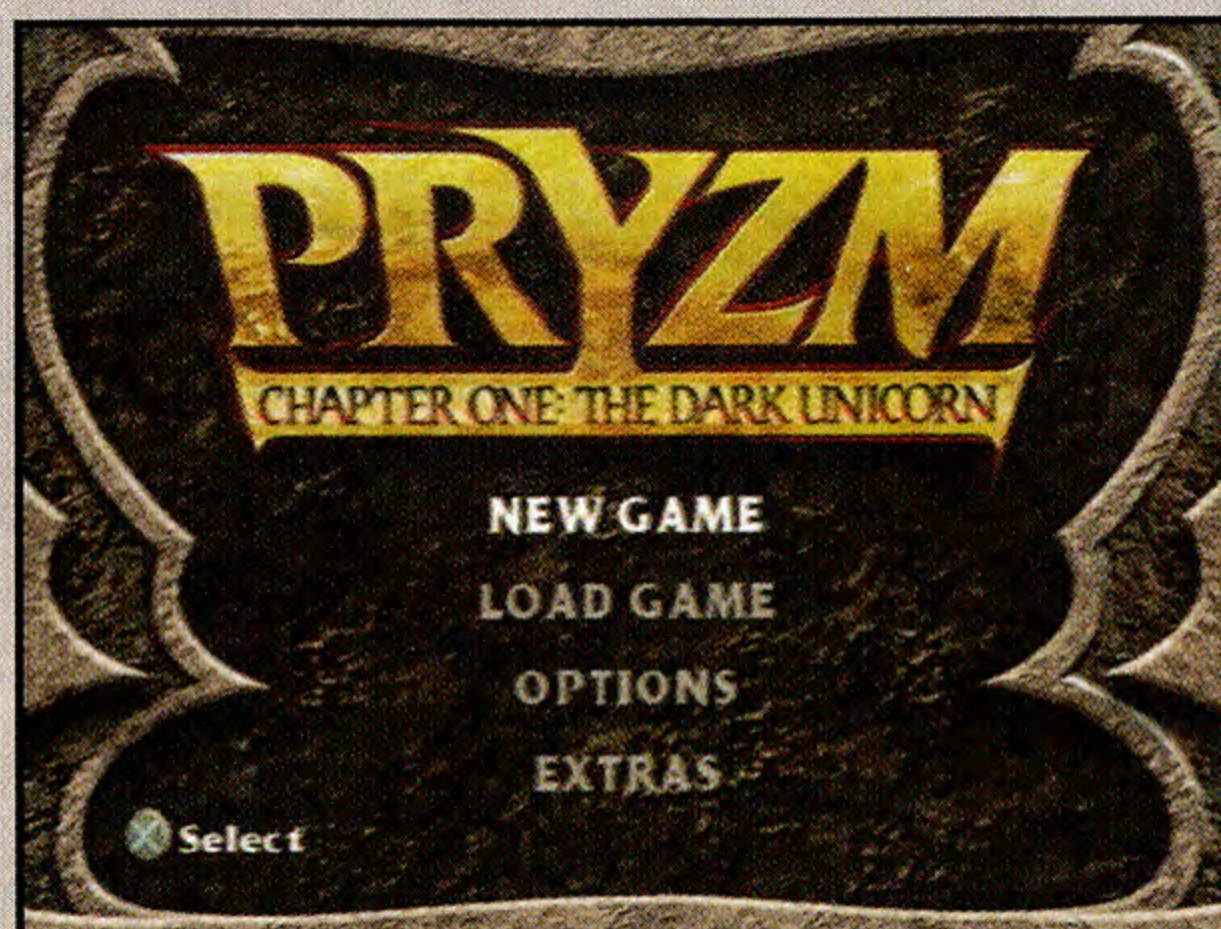
* Note: Both Pryzm's and Karrock's major magic can benefit from focusing on a particular target by using the R2 button. Indeed, there are instances where such magic will only be effective if it is focused on a target.


Menus

“Blaze forth and fear no evil.”


-YATU

Main Menu



From the Main Menu, you can begin a new game, load a previously saved game, go to the Options Menu, or go to the Extras Menu. Use the directional buttons or left analog stick to highlight your selection, then press the  button to confirm.

Start Game

First, select one of six slots in which to save your game. The save game feature is automatic so you don't need to worry about periodically saving your game. Once you've selected your slot, enter a name of up to twelve characters, select "OK," press  to confirm, and let the quest begin!

Load Game

If you have previously saved a PRYZM™ Chapter One: The Dark Unicorn™ game onto a memory card (for PlayStation®2), you can load it and continue on your quest! See Saving and Loading on page 17 for more information.

Menus

Options Menu



Here you'll find all the settings you need to tailor PRYZM™ Chapter One: The Dark Unicorn™ to your own tastes. Use the up or down directional button to highlight an option. Use the left or right directional button to adjust sound FX volume and music volume. You can also use left or right to turn on or off dialogue or vibration.

Extras Menu

Art Gallery



Here you can view sketch art that was created in the making of the game. Use the up or down directional button to highlight a story sequence. Press the ⊗ button to view the sequence. Please note that you will be unlocking the artwork for viewing as you progress through the game. The titles of artwork that still remain to be unlocked will be masked by question marks.

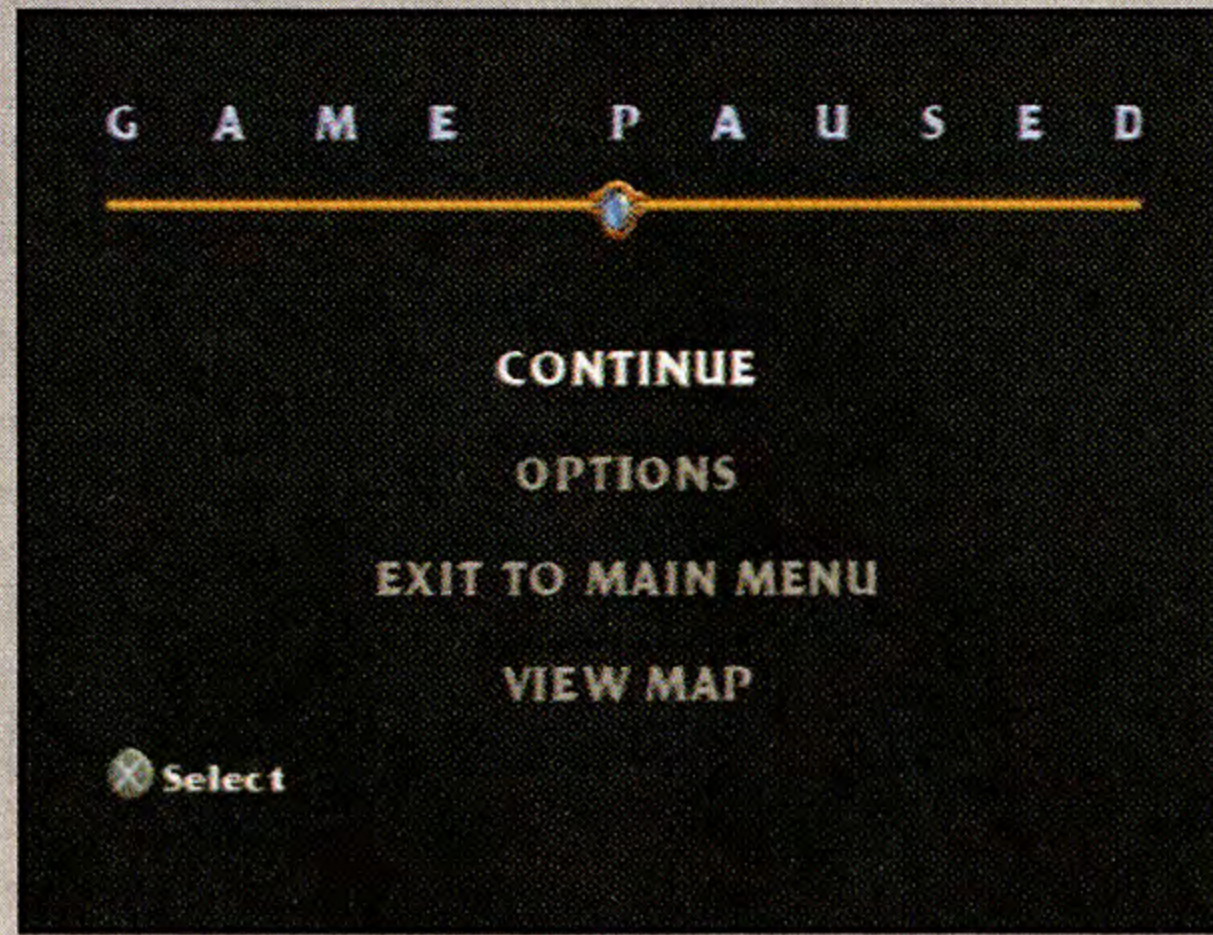
Movie Gallery

Here you can revisit previously viewed story sequences. Use the up or down directional button to highlight a story sequence. Press the ⊗ button to view the sequence. Please note that you will only be able to see those story sequences that have already occurred in the game. The rest of the sequences will remain locked and their titles masked with question marks until such time as they become available for viewing.

Credits

This lists all the people who worked on the game.

Pause Menu



At any point while you are playing as Pryzm and Karrock you can press the START button to pause the game. This will take you to the Pause Menu. Use the up or down directional button to highlight an option. Press the ⊗ button to activate the selected option.

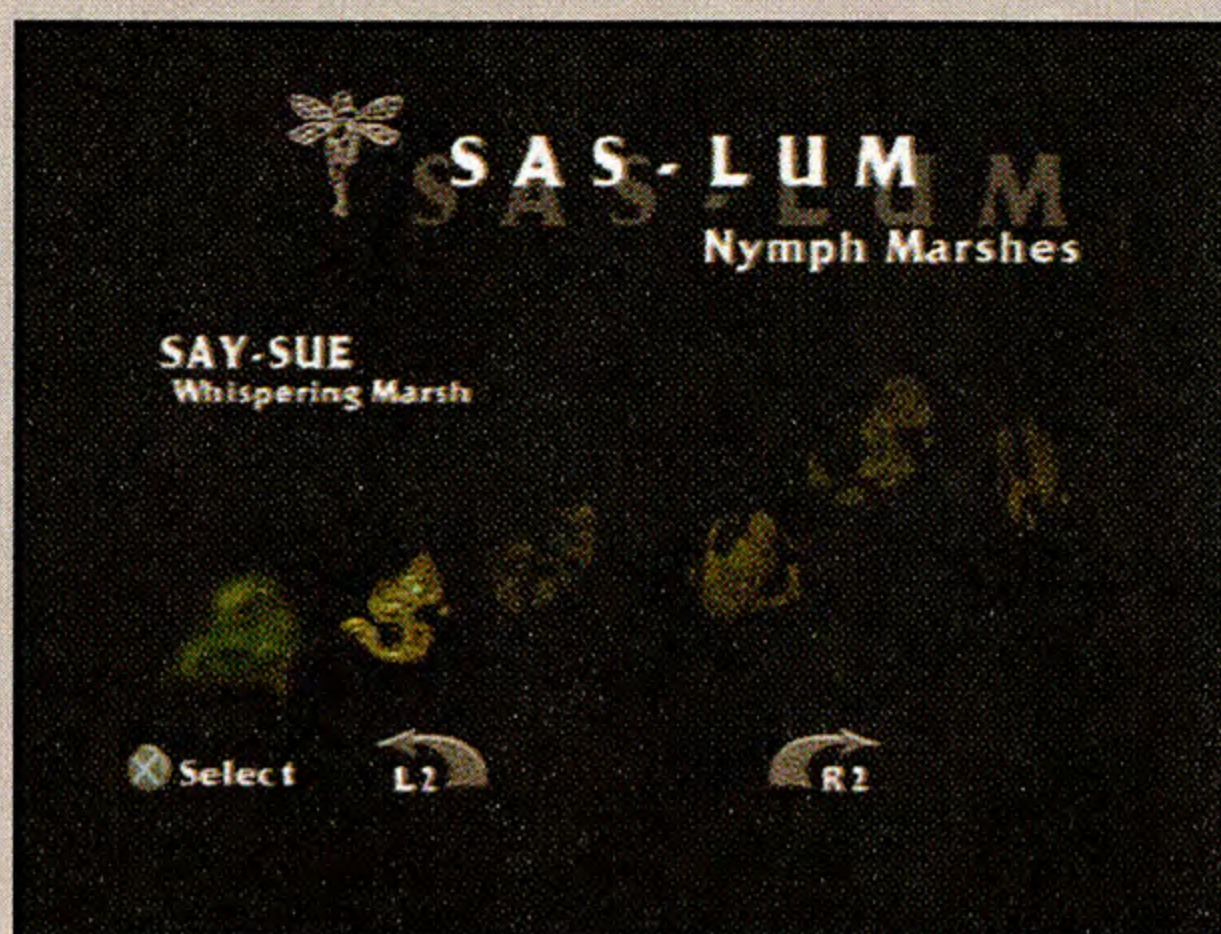
Continue: Go back to where you left the game.

Options: Go to the Options Menu.

Exit to Main Menu: Go to the Main Menu.

View Map: Go to the Map Menu.

Map Menu



Here you can select a level to enter. Use the L2 and R2 buttons to rotate the map and display one of the four worlds. Use the left or right directional button to select an available level from a world. The first level of each world will always be available. The next level in the chain will become available only after you have completed the prior level. Press the ⊗ button to enter the selected level.



Luminantia

“It is as if a huge spider has imprisoned the lands in its vast web.”

-YATU

History

Long ago, the gnomes, trolls, elves, and nymphs each had their own beautiful land. Then the plague came, twisting the lands into horrific mutations of their former glory. Those who could not outrun the wave of evil mutated into monsters. The wise amongst the races fled to Tu-lum, seeking refuge in the land of the unicorns. The refugees soon began to whisper, however, that the unicorns must somehow be responsible for the plague, since all the lands were infected save for Tu-lum. Anrenna, the last unicorn in a long line of seers, had a vision of a winged unicorn with a sunburst marking who would cleanse the lands of the plague and heal those who had been mutated into monsters. This prophecy turned the mistrust of many of the refugees to hope, but many remained unconvinced. Years later, when Pryzm was born bearing the sunburst marking, it was whispered amongst the various races that she fit the seer's description.

Now dawns a day like no other in Luminantia. It is the day that Pryzm comes of age. Never before has a lone unicorn been the focus of so much hope and so much hatred. Join Pryzm as she stands before the High Council and faces off against Karrock, the arch-mage of the trolls. So begins... PRYZM Chapter One: The Dark Unicorn.

Tu-lum (Unicorn Valley)

The beautiful valley of the unicorns is the only land unaffected by the plague. It is home to Pryzm and the Unicorn Council. Here many seek rest and wisdom.

Lum-mas (Troll Mountains)

In the north is “The Land of Fire and Ice.” It is a mountainous land that gives birth to the extremes of nature from lava flows to enormous glaciers. It was once the home of the trolls.

Lum-moo (Gnome Hills)

In the east is “The Land of Hills and Meadow.” It is a very fertile and picturesque countryside of rolling hills and pasturelands. It was once the cradle of the gnomes.

Sas-lum (Nymph Marshes)

In the south is “The Land of Moonlight and Water.” This exotic and mysterious realm gave birth to the nymphs through the enchantment of moonlight and water.

Quin-lum (Elven Woods)

In the west is “The Land of Leaf and Bough.” It is a heavily forested region in which the noble elves once built their treetop cities.

How to Play

“Go, my friends, and fight the good fight.”

-MAYRU.

To “fight the good fight” you’ll need to cleanse each land of the plague by changing the plague flowers back into their healthy state. You do so by casting healing magic on them until they are free of the plague. Be forewarned that mutated creatures will try to stop you. Indeed, many of the mutant creatures have a red energy connecting them to a plague flower. All the creatures connected to a plague flower in this way will need to be healed before the plague flower itself becomes vulnerable to healing magic.

At the end of each of the four lands, you’ll have to face off against and heal that land’s ultimate sovereign. Once all the lands are healed, be prepared to take on the source of the plague in one final battle. Throughout the quest, you must stargaze how best to use the magical energy that Pryzm and Karrock share to power their spells, as well as make the best use of their other abilities.

Movement

Normal

Use the left analog stick to move Pryzm about in a normal fashion: forward to move her ahead, left or right to turn her, and back to stop and back up.

Charge

While directing Pryzm with the left analog stick, press and hold the L2 button to make her charge. Charging has several advantages. It allows you to outrun some enemies or projectiles. It also allows you to gain the necessary speed to make certain jumps. Finally, within the initial few moments of starting a charge, your magic shield will inflict healing magic on the enemies you strike.

Hovering

Press the ⊗ button to hover. Hovering allows you to jump over objects and gaps, and avoid certain attacks.

Modes

“Look” Mode

Press and hold the R1 button to enter first person perspective.

Use the right analog stick to look about.

Magic Energies



Magic Shield

A magic shield is automatically generated from the amulet around Pryzm's neck. It protects Pryzm and Karrock from the lands' corrupting power as well as absorbing attacks. Absorbing attacks, however, weakens the magic shield. You can recharge the shield energy by coming into contact with cleansed ground. If the magic shield is weakened to the point of total collapse, it will expend the last bit of its energy to transport Pryzm and Karrock back to Tu-lum. There Pryzm and Karrock are healed by the Unicorn Council and then returned to the last flower they healed. Please note that for the sake of game play, this sequence of events has been shortened so that you will only see the shield failing followed immediately by Pryzm and Karrock being returned to the last flower they healed.



Magic Pool

Both Pryzm and Karrock draw their magic energy from the same pool. If the pool is completely drained, they will not be able to cast major magic until the pool is replenished. To replenish the pool, move Pryzm over cleansed ground.

Minor Magic

Wind Attack

When Pryzm is hovering, press the ⊗ button again to trigger her wind attack. She'll release a burst of wind magic that pushes all nearby enemies away from her.

Melee Staff Attack

Use the right analog stick to release Karrock's staff energy. This energy hovers a short distance away from Karrock in the direction the right analog stick is pointing. Rotate the right analog stick in a circle to get the best results with this energy. When the staff energy strikes an enemy it inflicts healing magic. Also when the staff energy strikes an enemy that has attached itself to your magic shield, the staff energy will knock the enemy off, freeing you from the attack. Finally, the staff energy homes in on plague flowers. When you point the right analog stick in the direction of a plague flower, the staff's energy floating beside Pryzm will redden. To get an even clearer idea of the location and status of the plague flowers, press down on the right analog stick to hit the R3 button. In the upper left hand side of the screen a tally will display the number of healed flowers in relation to the total flowers in the level. In the upper right hand side of the screen a radar display will show you your relationship to the plague flowers and call out the next plague flower to be healed.

Major Magic

Major Magic has several effects.

First, it influences the actions of plagued creatures. How the magic affects the creatures differs depending on which land you are in. All the varied effects, however, in one way or another allow you to control and win encounters with "enemies" despite being outnumbered. The last part of this section specifies these effects.

Second, Major Magic, as well as Pryzm's charge attack, are both useful to penetrate plague shielding that surrounds some of the creatures. Until this shielding is permanently broken, Karrock's melee staff attack will have no affect on such shielded creatures. That said, Major Magic also has a small healing affect on all plagued creatures. In fact, Karrock's Angeles spell has a healing affect that is equivalent to Pryzm's charge or Karrock's staff.

Finally, combining Karrock's and Pryzm's major magic is the only way to heal each land's ultimate sovereign and the final vessel of the plague. To combine their major magic, pool Karrock's magic around the target and then ignite it by firing Pryzm's magic into the pool.

Lum-mas (Troll Mountains)

Pryzm – Freeze spell: Immobilizes the target for a short period of time.

Karrock – Expunge spell: Creates a fear flame that causes every enemy who catches fire to run away.

Lum-moo (Gnome Hills)

Pryzm – Dust Devil spell: Creates a swirling vortex that pulls enemy towards it. Those caught in the swirling vortex are immobilized for a short period of time.

Karrock – Whirlwind spell: Creates a whirlwind that pulls enemies towards it. Those caught in it are stunned for a short period of time.

Sas-lum (Nymph Marshes)

Pryzm – Spirit Flame spell: A stream of fiery energy pushes the target away.

Karrock – Angeles spell: Creates rain like magic that has a healing effect on those it touches.

Quin-lum (Elven Woods)

Pryzm – Bewilder spell: An ancient spirit of confusion causes the target to attack its comrades.

Karrock – Harmony spell: A magic mist that causes a group of enemies to become immobile.

Saving and Loading

*“You have done much.
Yet much more remains to be done.”*
-ZAIRRENA



PRYZM™ Chapter One: The Dark Unicorn™ automatically saves data during a game with the use of a memory card (8MB) (for PlayStation®2). Insert a memory card into MEMORY CARD slot 1 of the PlayStation®2 computer entertainment system before starting a new game or loading a saved game. A PRYZM Chapter One: The Dark Unicorn file uses 114KB of memory and has room for six saved games.

Load Game Menu

The Load Game menu can be accessed from the Main Menu. Once here, use the left or right directional button to select the MEMORY CARD slot that holds the memory card where you saved your game. If there is no memory card containing a PRYZM Chapter One: The Dark Unicorn file you will be prompted to provide one.

Once you have a memory card selected, choose a Save Game Block with the left or right directional button. Once you have chosen a MEMORY CARD slot, press the ⊗ button.

Credits

"We admire what you have done."

-ZAIRRENA

Concept by

Vincent Bitetti

Written by

David Artuso

Developed by

CE Digital Illusions Canada, Inc.

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Gary Corriveau

Producer

Mikael Rudberg

Design

Atman Binstock

Gary Corriveau

Tom Galt

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Joakim Grundwall

Matt Moss

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Andy Berdan

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Claudette Critchley

Henrik Karlsson

Nicki Vankoughnett

Additional Programmers

Peter Osterblom

Nelson Yu

Lead Character Artist

Denis Cawson

Character Artists

Paul Brigham

Mark Choy

Jeremy Price

Larry Tremblay

Lead Technical Artist

Ryan Duncan

Level Artists

Daniel Aberin

Alexander Ahilov

Kamran Chahkar

Jerome Dela Cruz

Robin Holmes

Yoo Kim

Mark Maia

Dan Rickard

Paramjit Sarai

Peter Vlachodimitris

Concept and Texture Artists

Jean Appolinaro

Julio Ceran

Chris Elliot

Kevin Freitas

Jason James

Birgit Schulz

Nick White

Credits

Special Effects and Additional Art

Marc Brassard

Sound & Music

David Kerr

Clandro Cautillo

FMV Cutscenes

Digital Reality

Additional FMV Cutscenes

Daniel Aberin

Marc Brassard

Paul Brigham

Denis Cawson

Mark Choy

Jeremy Price

Dan Rickard

Nick White

Character Voices

Carolyn Lee

Matt "Masamune" Miller

Kim Nguyen

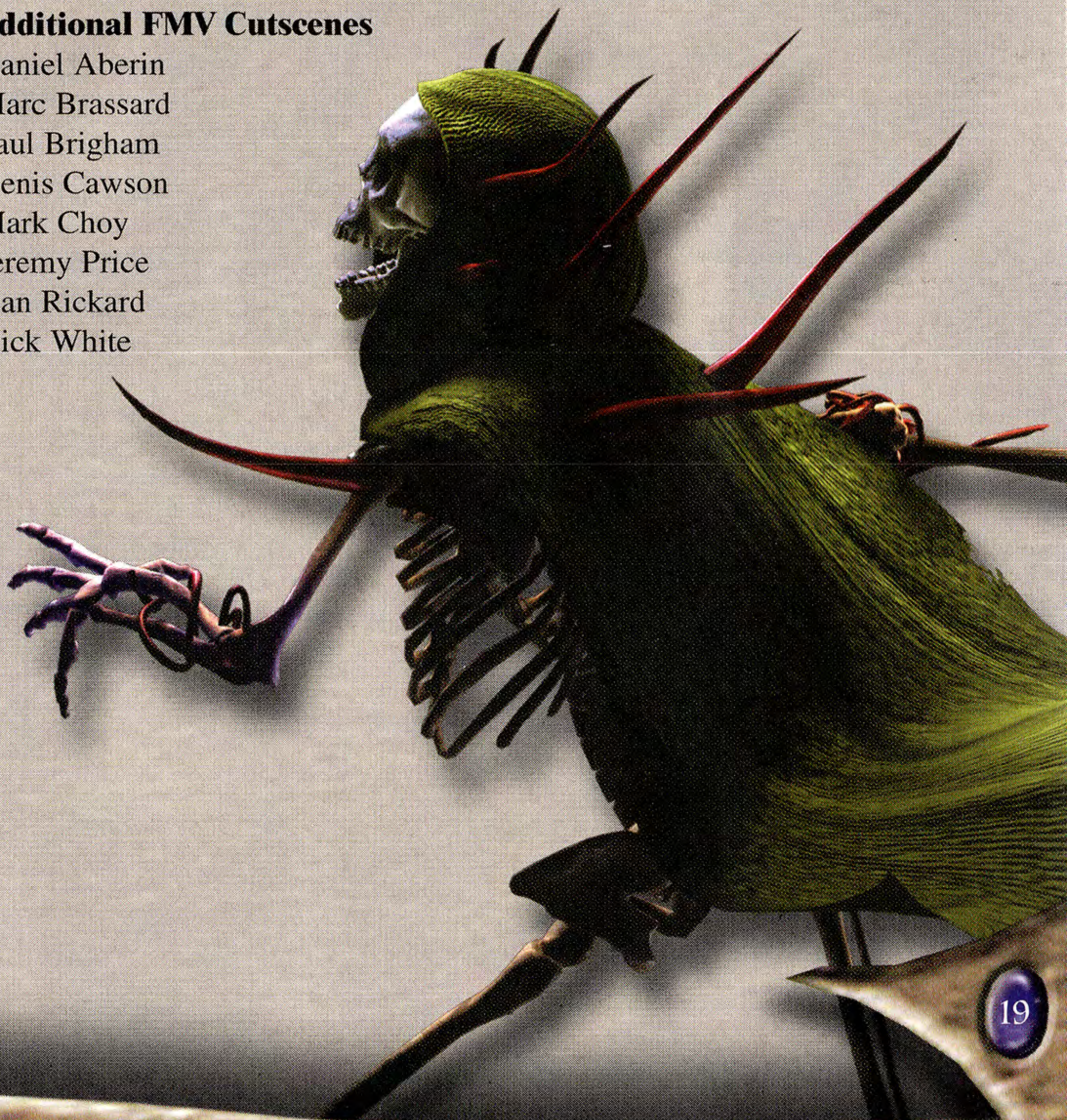
Doug Stone

Special Thanks

Mike Hart

Tamara Kent

Dustin Crenna



Credits

Published by
TDK Mediactive, Inc.

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Executive Producer in Charge of Production
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TDK Mediactive

26115 Mureau Rd., Suite B
Calabasas, CA 91302-3126
Attn: Product Support

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THE END

BY THIS MARK
YOU SHALL KNOW SHE
IS THE ONE CHOSEN TO
HEAL THE LANDS. I,
ANRENNA, SEER OF
TU-LUM, AM WITNESS
TO THIS VISION OF
HOPE!

...AND FROM
TU-LUM A WINGED
UNICORN SHALL
COME. SHE WILL
BEAR THE BANE OF
THE LANDS UPON
HER HIDE.

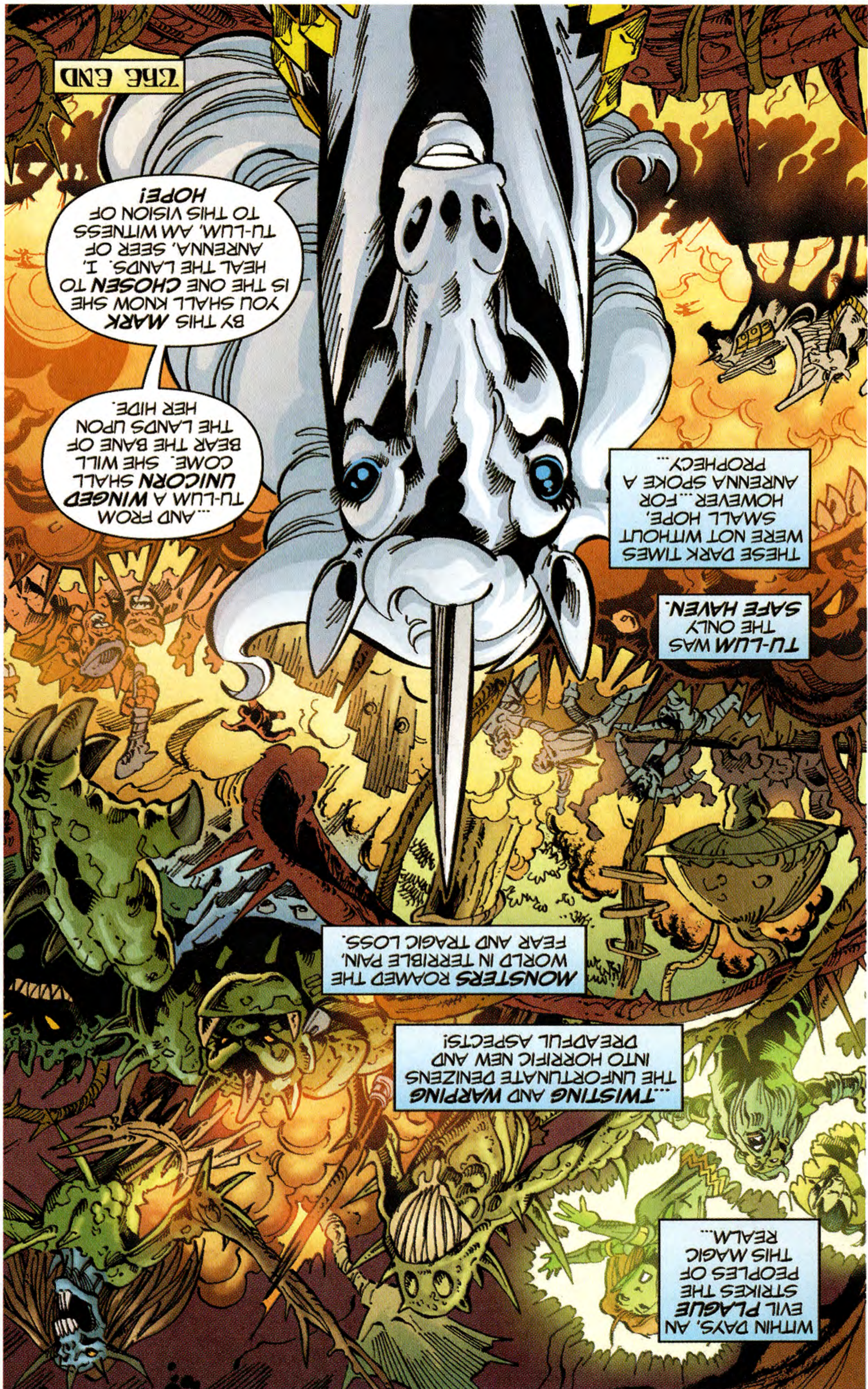
THESE DARK TIMES
WERE NOT WITHOUT
SMALL HOPE,
HOWEVER... FOR A
ANRENNA SPOKE A
PROPHCY...

TU-LUM WAS
THE ONLY
SAFE HAVEN.

MONSTERS ROAMED THE
WORLD IN TERRIBLE PAIN,
FEAR AND TRAGIC LOSS.

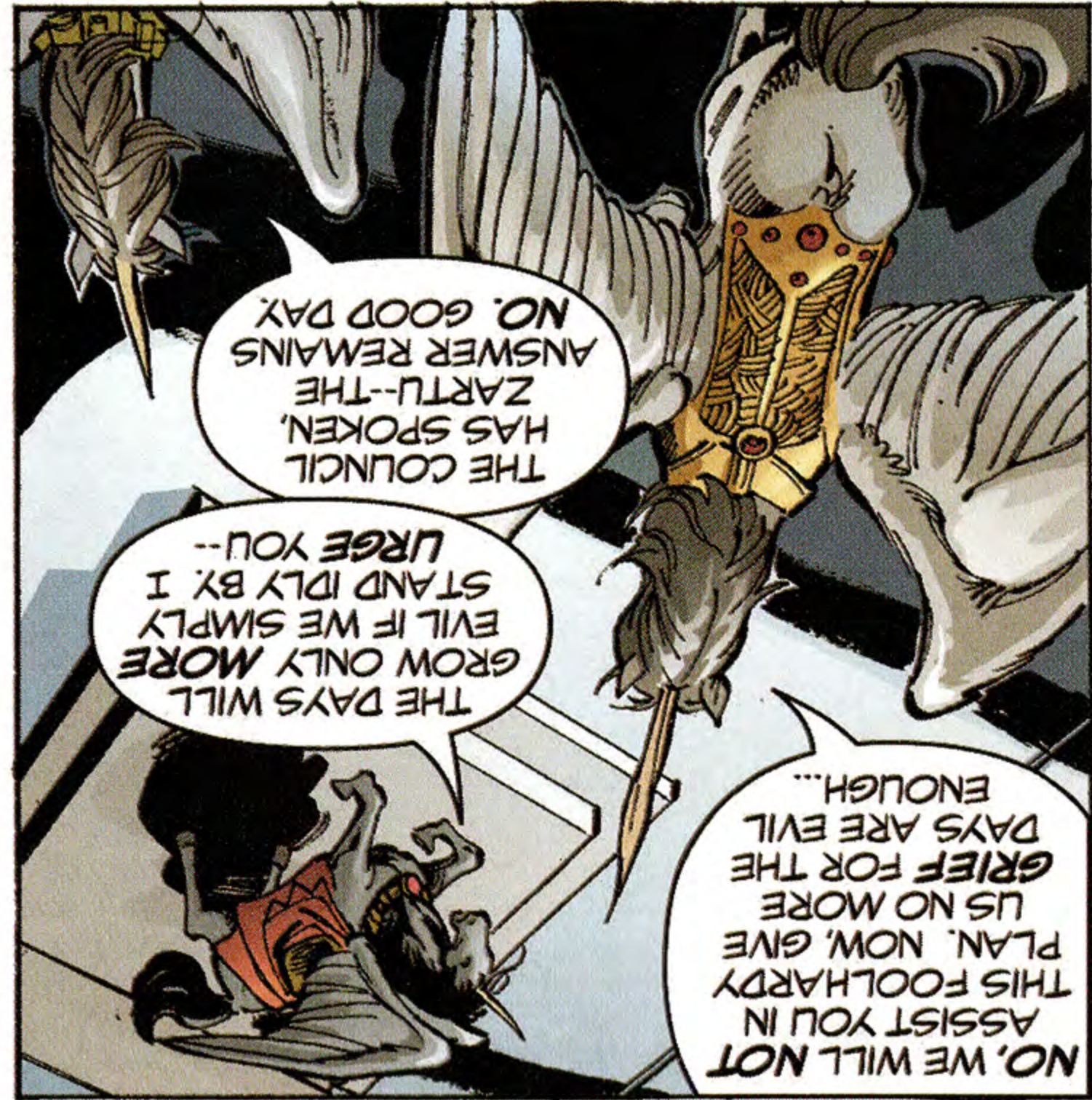
...TWISTING AND WARPING
THE UNFORTUNATE DENIZENS
INTO HORRIFIC NEW AND
DREADFUL ASPECTS!

WITHIN DAYS, AN
EVIL PLAGUE
STRIKES THE
PEOPLES OF
THIS MAGIC
REALM...





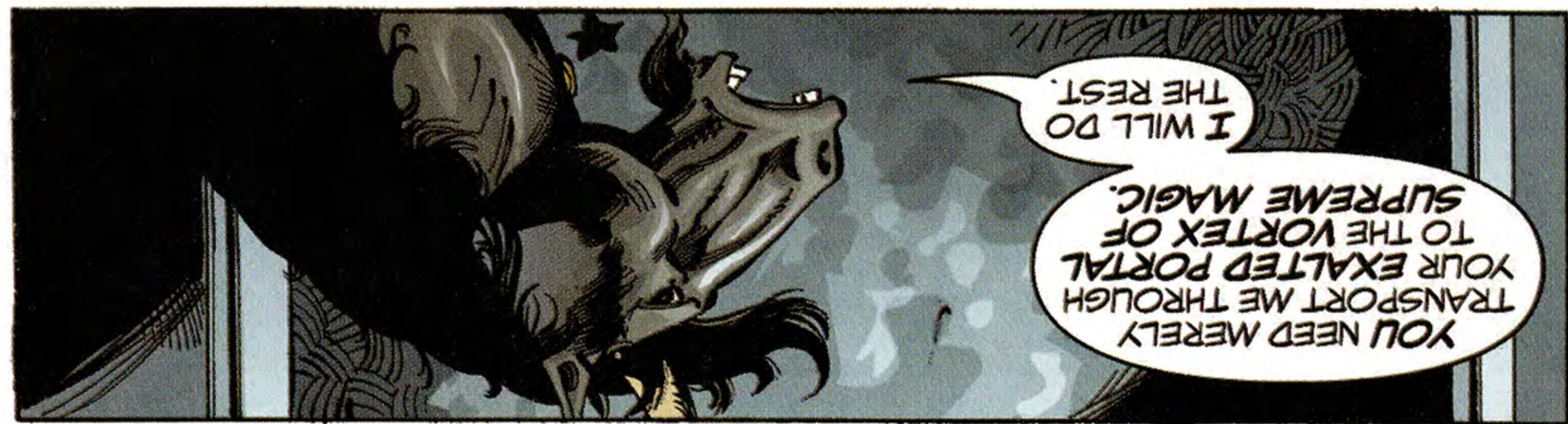
FOOLSI
YOU WILL REGRET
DENYING ME-- THAT
IS MY PROMISE!



THE DAYS WILL
GROW ONLY MORE
EVIL IF WE SIMPLY
STAND IDLY BY I
URGE YOU--

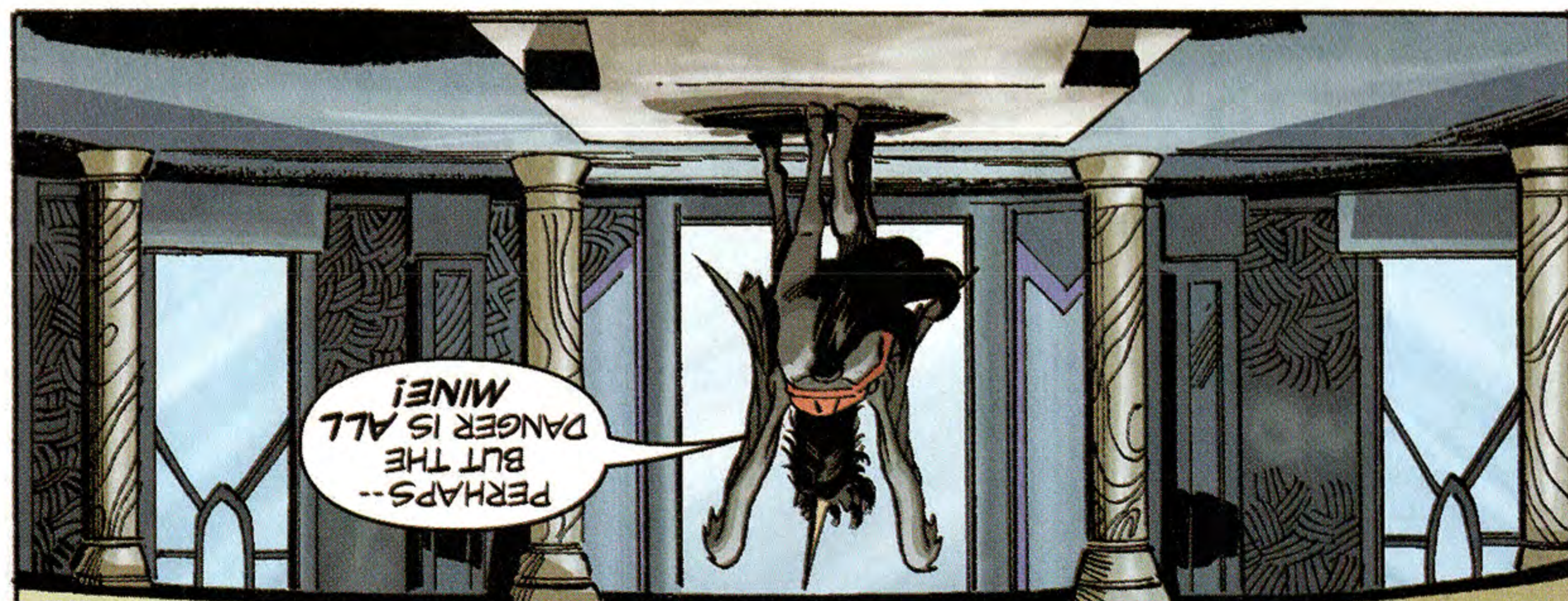
THE COUNCIL
HAS SPOKEN, THE
ZARTU--THE
ANSWER REMAINS
NO. GOOD DAY

NO, WE WILL NOT
ASSIST YOU IN
THIS FOOLHARDY
PLAN. NOW, GIVE
US NO MORE
GRIEF FOR THE
DAYS ARE EVIL
ENOUGH...



YOU NEED MERELY
TRANSPORT ME THROUGH
YOUR EXALTED PORTAL
TO THE VORTEX OF
SUPREME MAGIC.

I WILL DO
THE REST.



PERHAPS--
BUT THE
DANGER IS ALL
MINE!

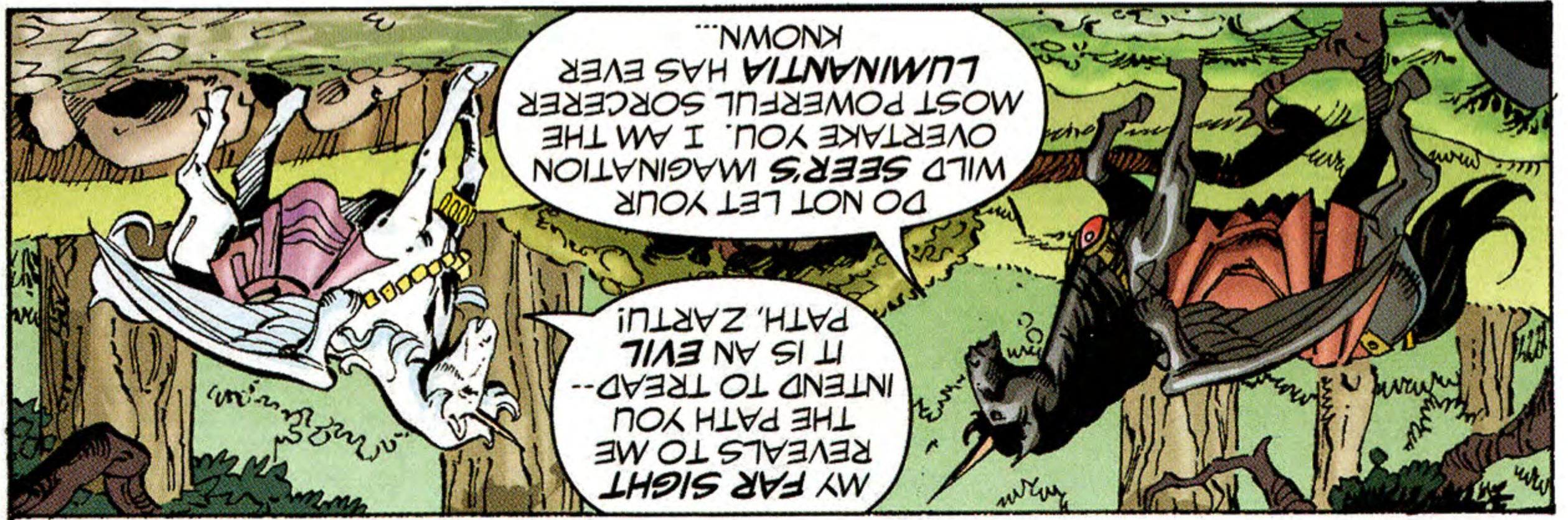


NO!

WHAT YOU
PROPOSE IS TOO
DANGEROUS.

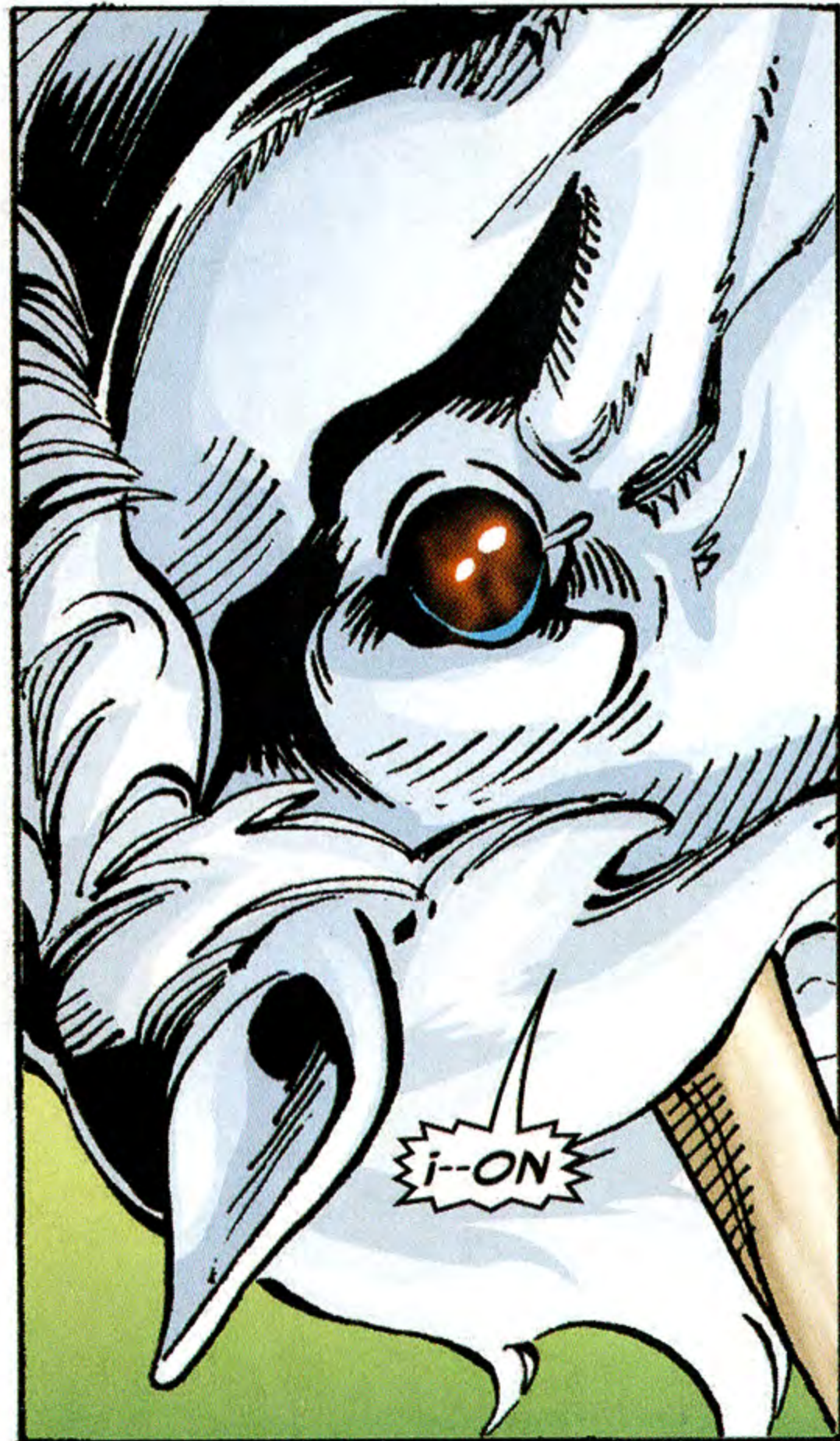


...TRUST ME, ANRENNNA, THE HIGH COUNCIL WILL AGREE TO MY PLAN FOR PEACE. THEY MUST...



DO NOT LET YOUR WILD SEER'S IMAGINATION OVERTAKE YOU. I AM THE MOST POWERFUL SORCERER LUMINANTIA HAS EVER KNOWN...

MY FAR SIGHT REVEALS TO ME THE PATH YOU INTEND TO TREAD-- IT IS AN EVIL PATH, ZARTUI!

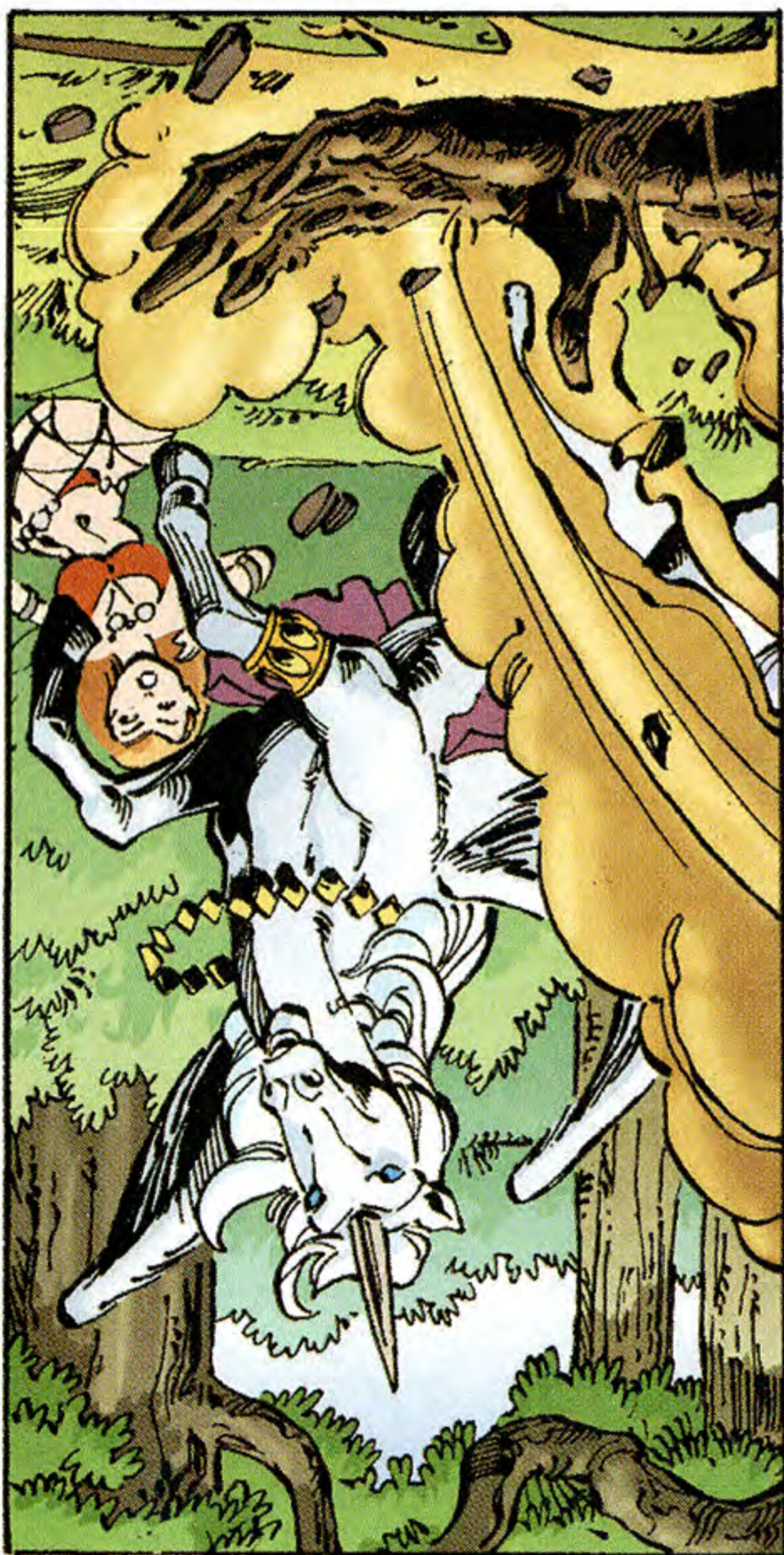


NO--!



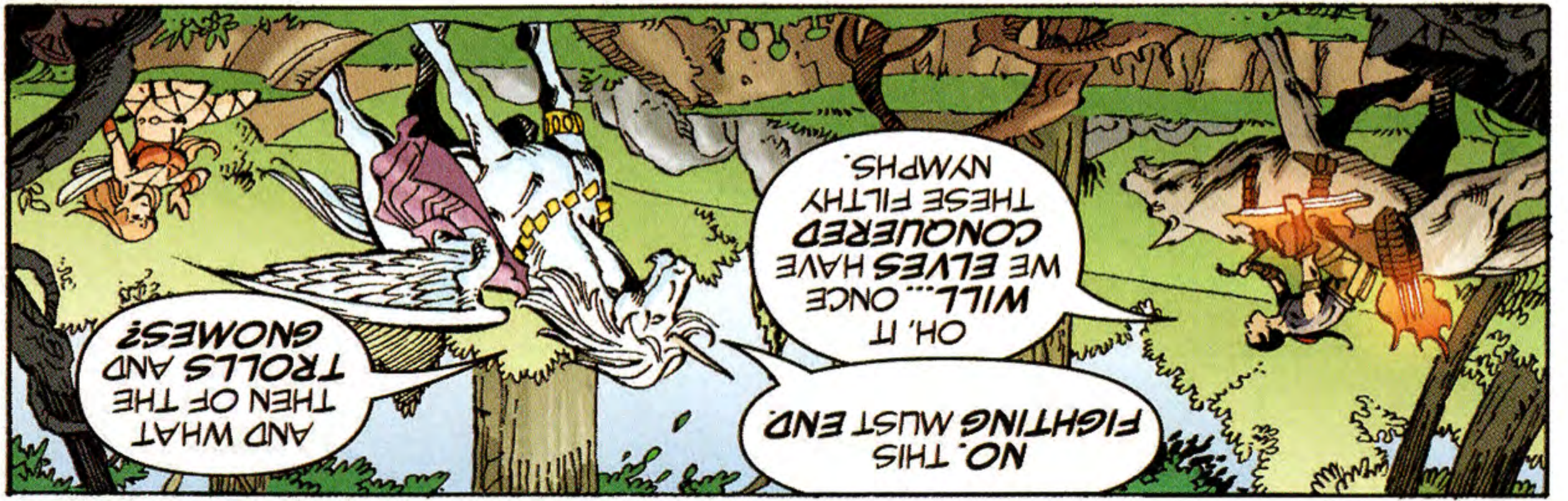
AND HOW ARE YOU ANY LESS SAVAGE? THIS SENSELESS SLAUGHTER MUST STOP!

YES... I INTEND TO SEE THAT IT DOES, ANRENNNA.



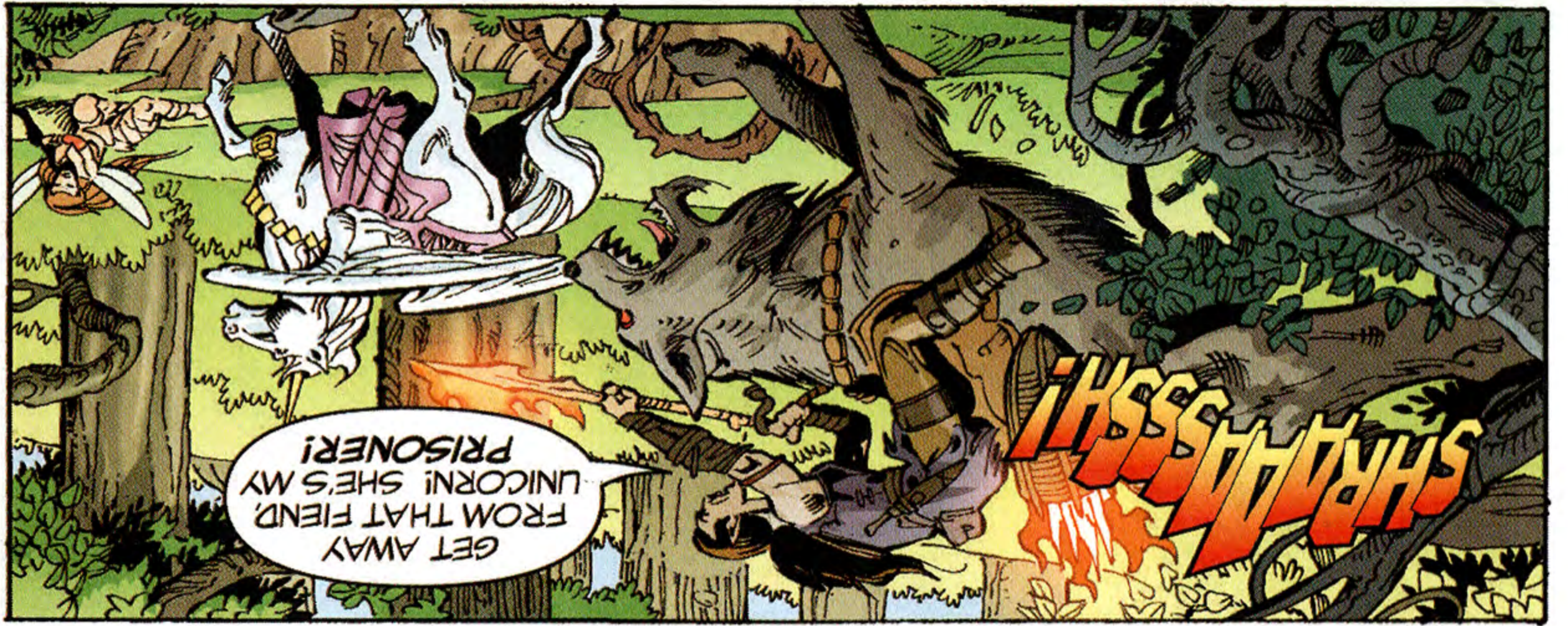


THEIR WAR IS NOT MY CONCERN! NOW STAND ASIDE, OR BE FRIED, ALONG WITH THE NYMPHS!



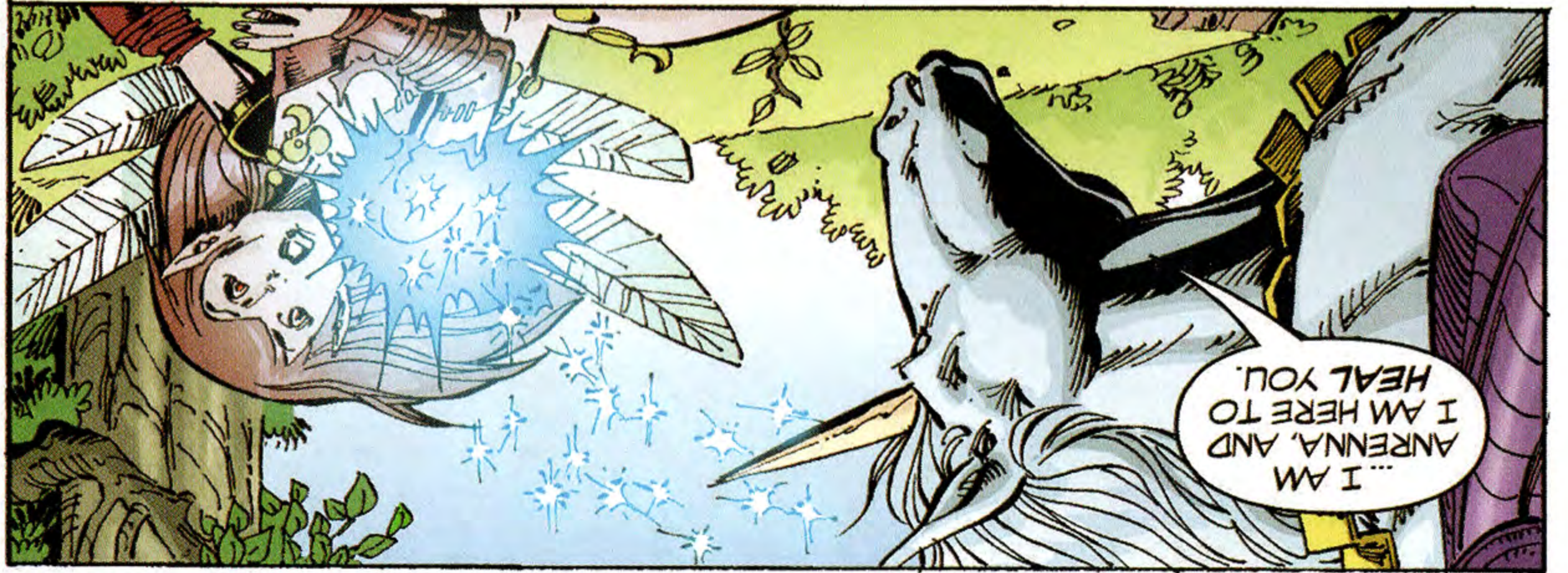
NO, THIS FIGHTING MUST END. OH, IT WILL... ONCE WE EYES HAVE CONQUERED THESE FILTHY NYMPHS.

AND WHAT THEN OF THE TROLLS AND GNOMES?

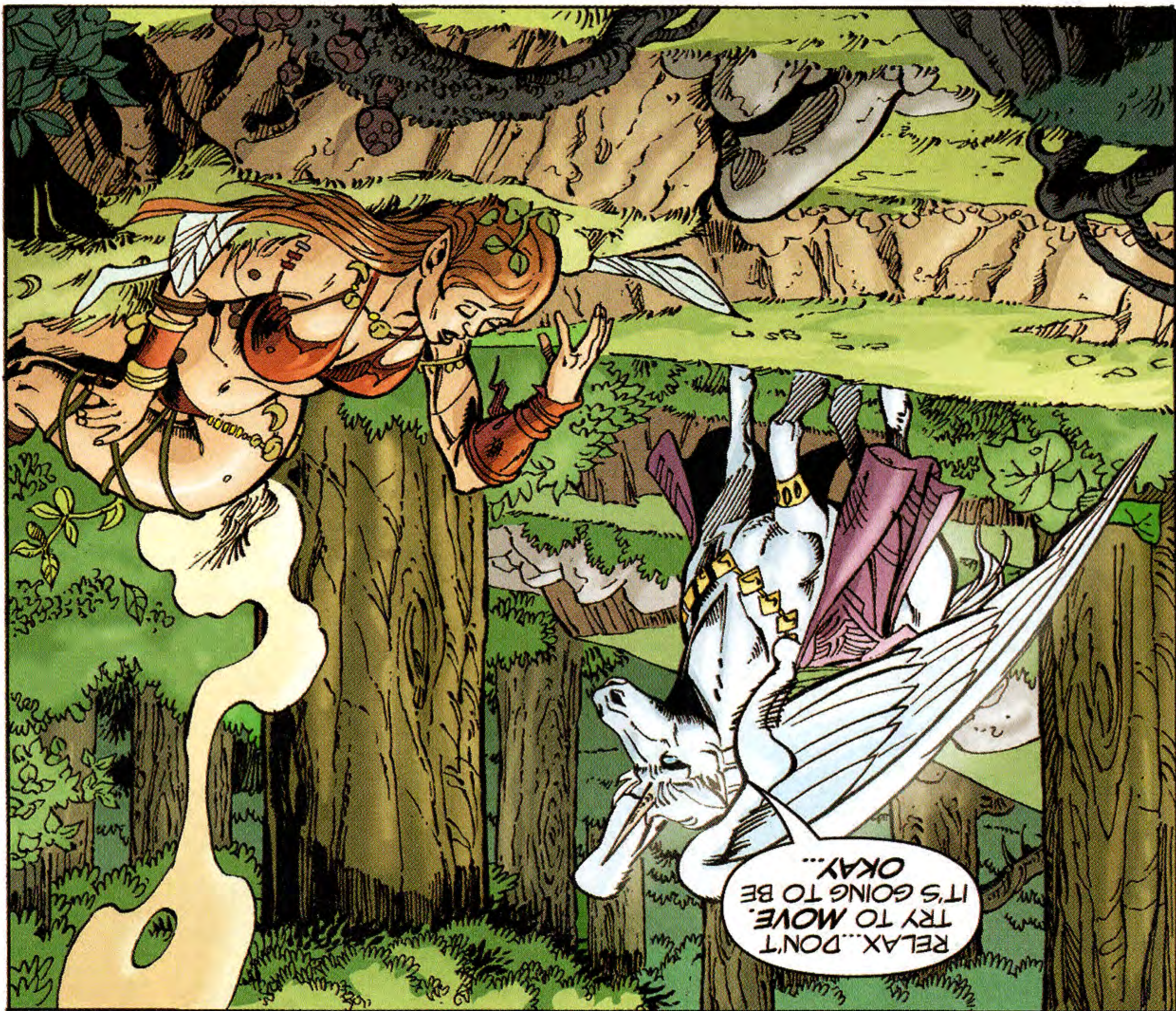


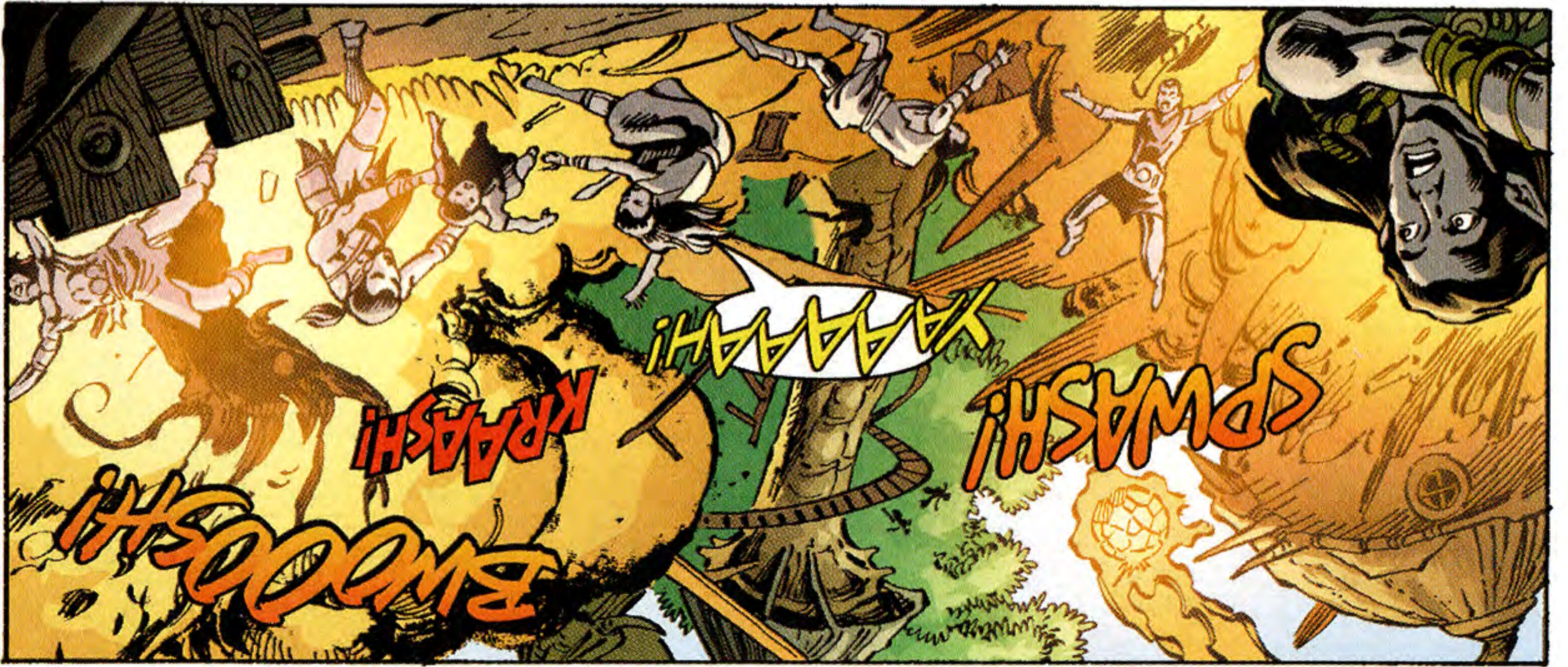
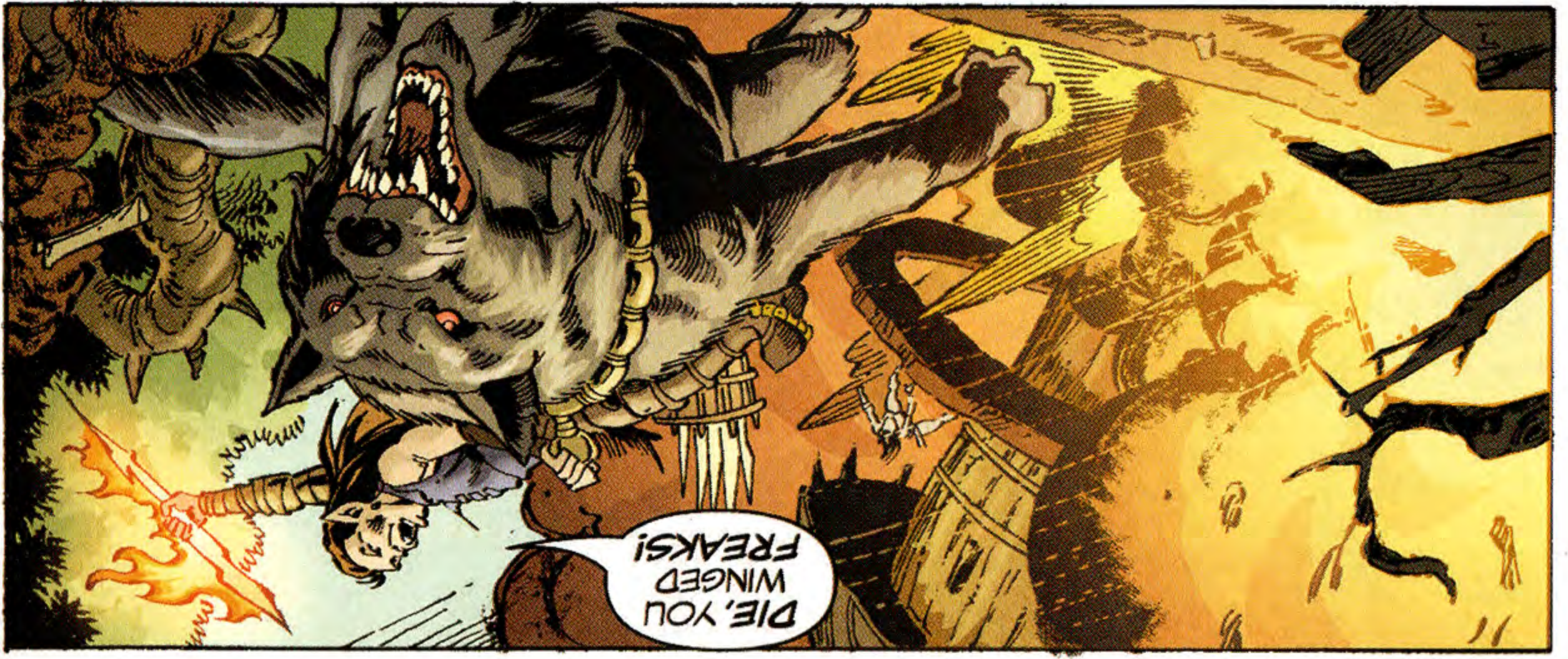
SHRADASSH!

GET AWAY FROM THAT FIEND, UNICORN! SHE'S MY PRISONER!



... I AM ARENNA, AND I AM HERE TO HEAL YOU.







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