



TOTTINGTON RECORDS OFFICE

CONFIDENTIAL



KONAMI

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:

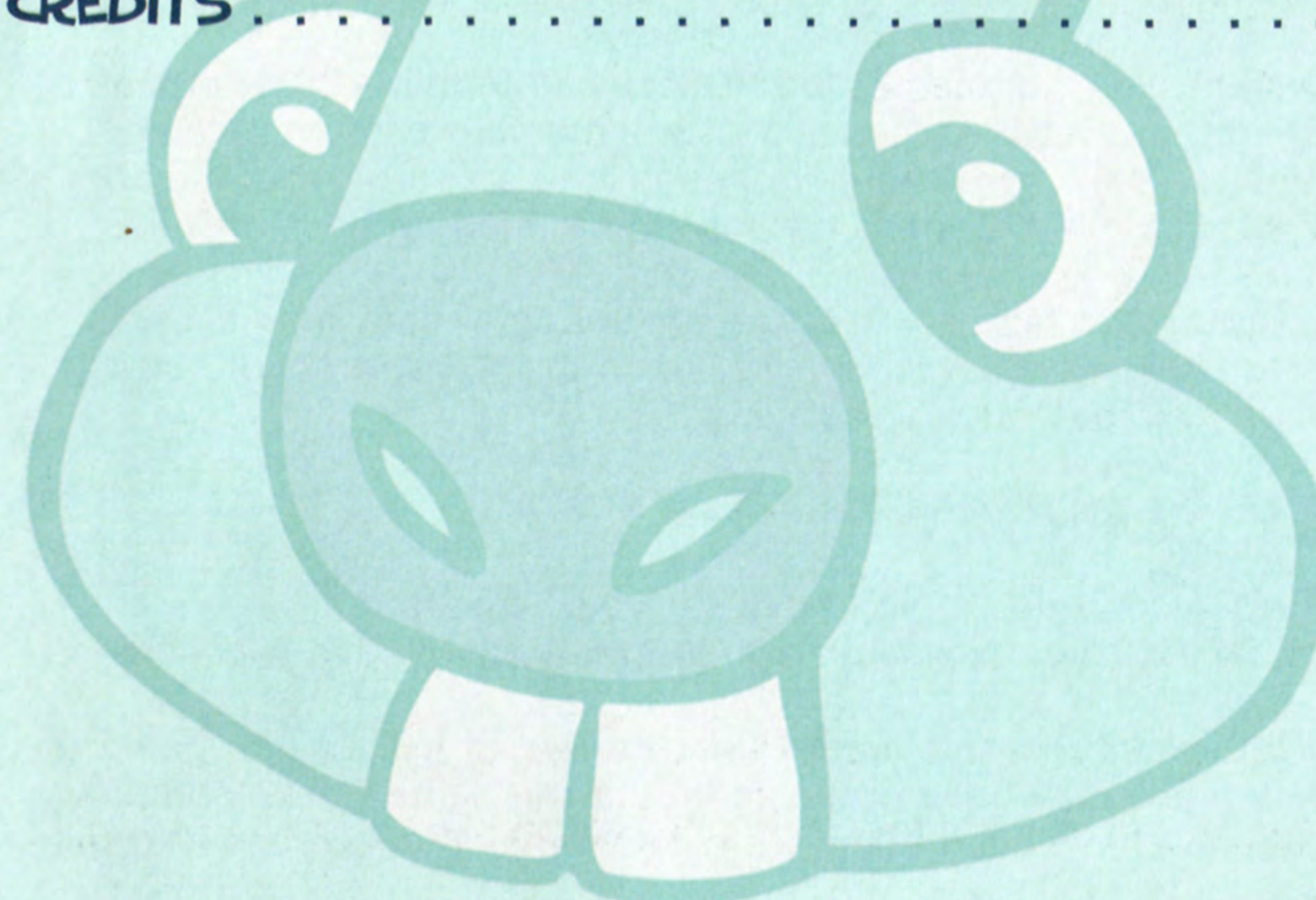
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

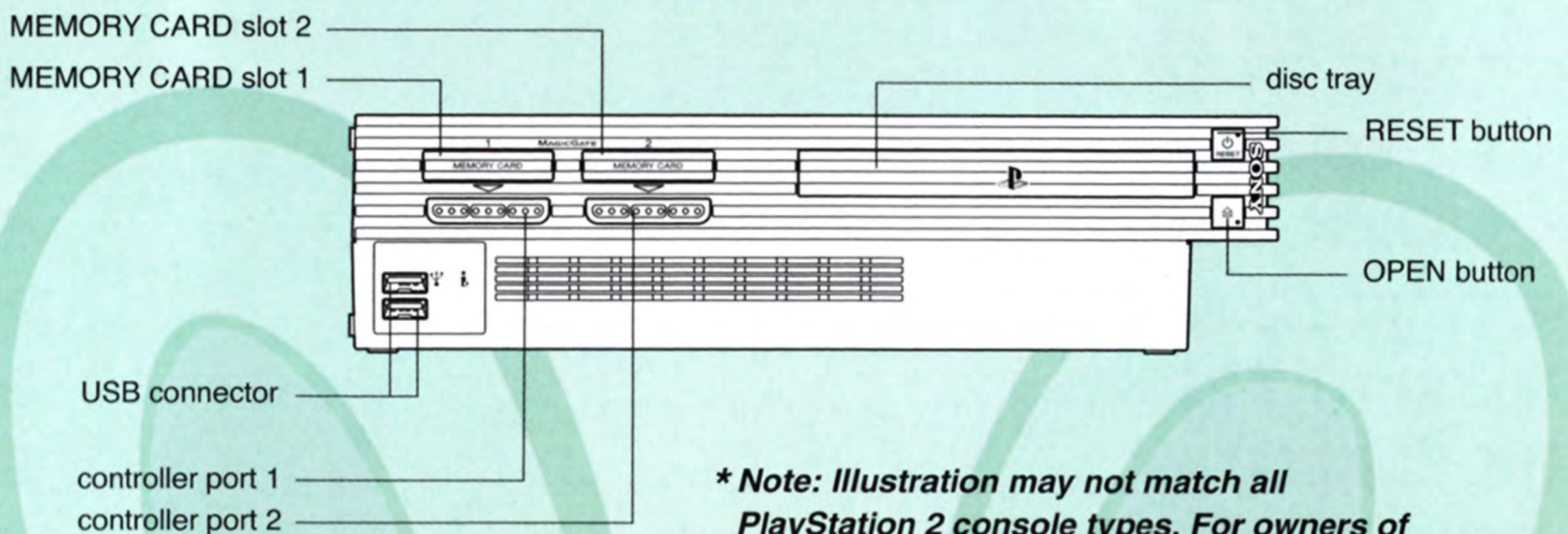
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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

PLAYSTATION®2 SETUP

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 EJECT button and the disc tray will open. Place the disk on the disc tray with the label side facing up. Press the EJECT button again and the disc tray will close. Attach a game controller 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)

Please Note: Throughout this manual, the term "Memory Card" is used to denote the Memory Card (8MB)(for PlayStation®2).

To save your game data and options settings, insert a Memory Card into MEMORY CARD slot 1 before turning on our PlayStation®2 computer entertainment system. You can load saved **Wallace and Gromit – Curse of the Were-rabbit** game data from the same card or any memory card containing previously saved data. Make sure there is enough free space on your Memory Card before commencing play. Options data is auto loaded on boot-up.

This title uses an auto-save feature. Possible corruption of data may occur if the memory card (8MB)(for PlayStation®2) or controller is removed, or if the console is reset/switched off whilst saving

WIDESCREEN SUPPORT

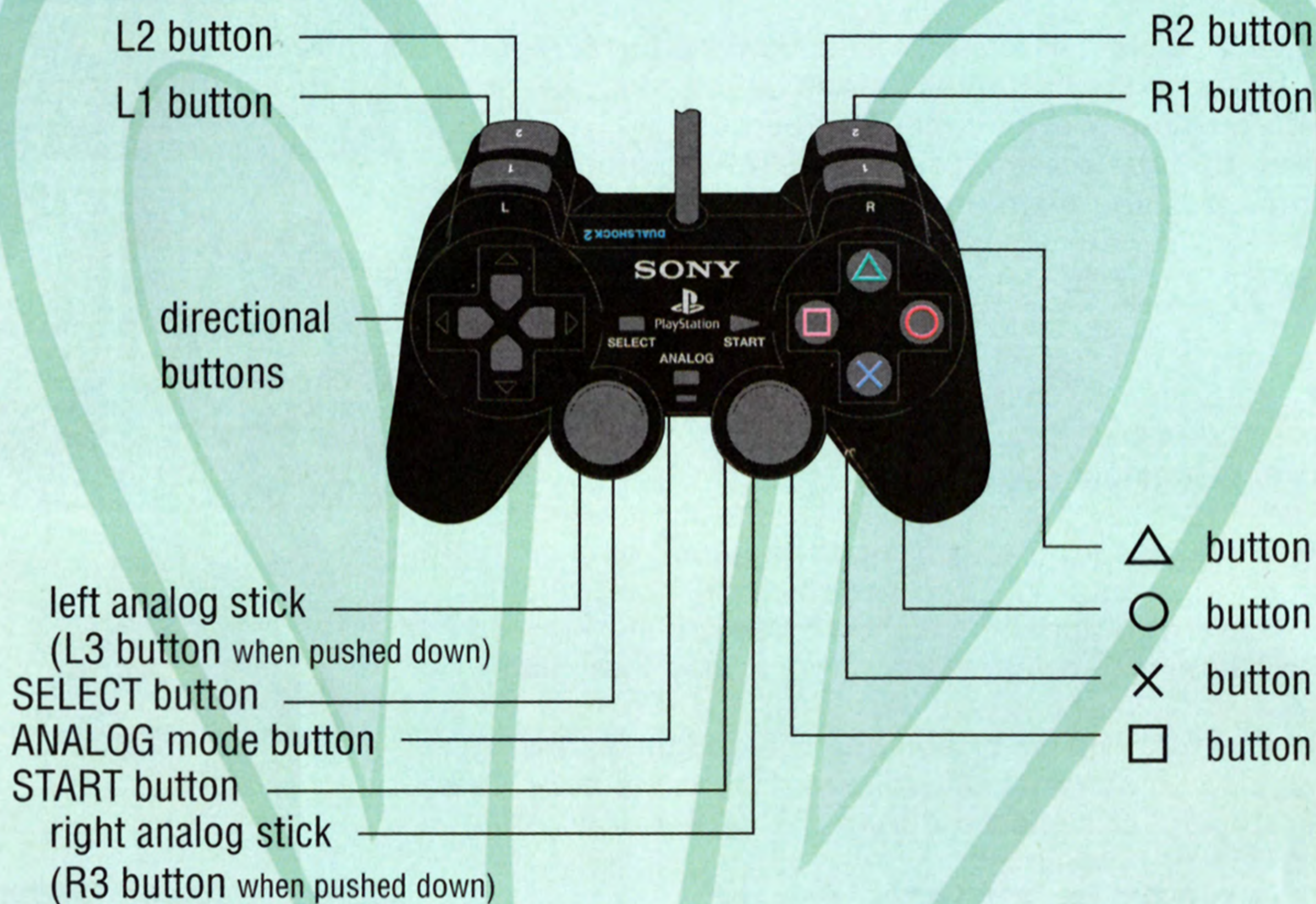
This game supports widescreen. If you have set your PlayStation®2 to widescreen in the config, then the game will automatically play in widescreen.

Please Note: The information in this manual was correct at the time of going to print, but minor changes may have occurred late in the game's development. Some screenshots may have been taken from pre-completion screens that differ slightly from the final version.

BASIC CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER

The DUALSHOCK®2 Analog Controller defaults to analog mode (indicator: red) on start up.



Directional buttons **↑, ↓, ←, →**

left analog stick

right analog stick

X button

□ button

○ button

△ button

SELECT button

START button

L1 button

R1 button

L2 button

R2 button

Navigate menus

Move

Rotate & zoom camera

Jump / Select

Attack

Defend

Action / Back

Exit task / 2P Leave

Pause / 2P Join / Pesto Pal

Command

Suck

Swap characters

Discharge were-energy

VIBRATION FUNCTION

When vibration is on, the controller will vibrate in response to actions performed by the player. This feature can be turned off using the options tab of the Pesto Pal.

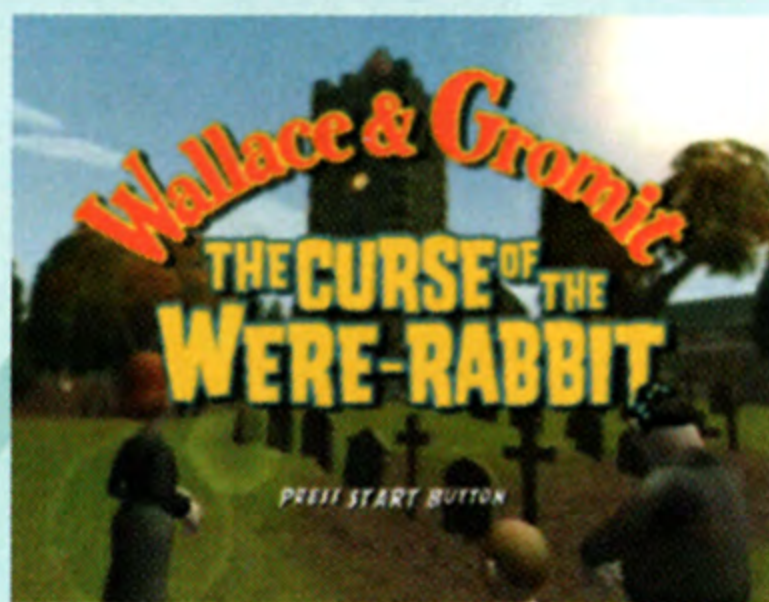
BEGINNING A GAME

TITLE SCREEN

In this manual, when navigating menus, **↑**, **↓**, **←**, **→** are used to denote both the directional buttons and the left analog stick.

Press **↑**, **↓**, **←**, **→** to select an option and then press the **⊗** button to confirm. Press the **⬆** button to cancel or return to the previous menu screen.

From the title screen, press the **START** button to proceed to the main menu.



NEW GAME

To start a new game, select **New Game**.

If you do not have a Memory Card, or there is insufficient free space on your Memory Card, select **continue without saving**.

Note: As you progress through the game, your progress is auto-saved to your Memory Card. When the save icon appears on the screen, do not remove the Memory Card or switch off your PlayStation®2.

This feature can be disabled in the options screen. It will also be automatically disabled if the Memory Card is removed or replaced during the course of a game.



LOADING A SAVED GAME

Select **Saved Games** to load a previously saved game. Press **↑** and **↓** to select a game, then press the **⊗** button. Now select **load** to load the game. You can alternatively select **copy** to copy the game to another save slot or **delete** to remove the game.

OPTIONS

Select **Options** to change audio, control and game options (see **Pesto Pal** section later in this manual for details).




GETTING AROUND

THE BASICS


As you progress through the game, you will learn to help Wallace and Gromit perform a huge variety of tasks, but when you first start off at Tottington Hall, be sure to practice the basics of running, jumping, grabbing and shooting. It's only by mastering these tasks that you will help the overrun townsfolk.




SWITCHES

The action  symbol will always appear above any item you can use.




Press the action  button to press a button. Some will need the cover to be sucked open first.




To pull a lever, hold the action  button, and push the **left analog stick** in the desired direction.





To turn a winch, hold the action  button and rotate the **left analog stick** in either direction.

PUSHING AND PULLING

Press the action  button to lock your Bungun onto the object. You can then push and pull it forwards and backwards. Some objects can also be moved sideways.





SWIMMING

If you fall into some water, you will start swimming. Use the left analog stick to move around. Tap the  button to swim faster and press the  button to jump out of the water.



WALL-JUMPING




Gromit can jump between walls that are close enough to gain height. Simply jump  at a wall, and then when you hit it, pull the left analog stick in the opposite direction and press jump  again. Repeat this until you reach the top.

Note: Due to Wallace's excessive cheese consumption, he is a little too heavy to perform this move.



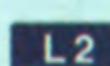
TALKING TO PEOPLE

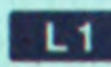
To receive a task, you must talk to one of the key characters in the game. The Pesto Pal will show which people currently have tasks available for you to play in both the map and cards tabs (see **Pesto Pal** later in this manual.)

When you walk up to a character, the talk/action icon  will appear above their heads. Pressing the  button will let you talk to them. Use the **left analog stick** and the  button to select any available options, or continue the conversation.



CONTROLLING WALLACE

Press the  button to swap control between Gromit and Wallace. The computer will automatically take over control of the other character for you.

Alternatively, if you want to quickly tell the other character to perform an action, tap the  button. The action they will perform (if any) is shown at the top of the screen .



WORKING TOGETHER

It's only by working together as a team that Wallace and Gromit can achieve the best results. Use the differences in their abilities and skills to best advantage and divide up tasks to get them done faster.

QUICKPLAY

A second player may join the game to control the second player character at any time.

Insert a second DUALSHOCK®2 Analog Controller for PlayStation®2 into controller port 2 and press the **START** button on that controller.

To leave the game at any point, press the **SELECT** button on the second controller and the game will take over again.



THE BUNGUN

The Bungun is Wallace's latest invention – a portable, high power, fully upgradeable and humane pest catching device.

Able to suck up small objects and fire them out, the world around you literally becomes your arsenal. The Bungun can only carry one object at a time – the current item must be shot or dropped before another can be picked up. With an item in the gun, you will automatically aim at any targets.



- | | |
|-------------|---|
| Suck | Press and hold R1 . To stop, release the button. |
| Fire | With an item in the Bungun, tap □ . |
| Drop | With an item in the Bungun, tap R1 . |

Try your Bungun out on as many different objects in the game as you like to see the effect it has.

COMBAT

As well as using it to interact with the environment, the Bungun makes a handy weapon too. If there's nothing around to suck up and use as ammo, take a swing with it by pressing the attack **□** button, or hold the defence **○** button to protect yourself from incoming attacks.



ADVANCED COMBAT MOVES

- | | |
|-------------------------|---|
| Hit | Press □ |
| Side Hit | Press □ and move the left analog stick to the side |
| Rear Hit | Press □ and move the left analog stick directly away from the target |
| Double Hit | Press □ , □ |
| Triple Hit Combo | Press □ , □ , □ . The third strike is slower but more powerful |
| High Swipe | Press × , × then □ . |
| Jump Smash | Press ○ then □ . |
| Uppercut | Press ○ then × . |
| Flip jump | Circle the left analog stick and press □ . |
| Spin Attack | Press and hold ○ . |
| Guard | Press ○ when running forward. |
| Slide | Press ○ when close to an enemy. |
| Shove | Press ○ and move the left analog stick to the side |
| Side Roll | Press ○ and move the left analog stick directly away from the target |
| Backflip | |

UPGRADES



AIRBLAST

Hold down the attack **□** button until Wallace (or Hutch) is in position, and then let it rip. Useful for shifting obstinate objects, pests and machinery from particularly tight or hidden spots.

Note: Gromit cannot perform this move.



SCREWDRIVER

The Warden guarding the back gardens will provide Wallace with this upgrade. When near a control box, as Gromit you can tell **L1** Wallace, or switch **L2** to him and press action **△** to use the screwdriver. Use the left analog stick to turn the central screw dial to highlight the symbols, then press the corresponding **×**, **□**, **△** and **○** buttons.

Note: Only Wallace and Hutch can use this.



AUTO-BROLLY

Once you've got the auto-brolly upgrade, press and hold defend **○** when in the air to float. This will allow you to safely descend from great heights and cross large gaps. It can also be used to float up on hot air currents. Put it away again by releasing the defend **○** button.



HARVESTER

With the harvester, you can plant your Bungun in the ground at specific points and suck up and shoot items such as veggies rapid-fire. When over a suitable harvest point, a light on your Bungun will flash.

Press suck **R1** to deploy the harvester, then press the **□** button to rapid-fire. Press **R1** again to stop harvesting, or jump **×** to disengage.



BUNNY HOPPER

To use a bunny hopper, simply jump on top of it. Once on board, pressing jump **×** will perform a higher bounce. Subsequently pressing attack **□** will make you smash down. This can be used to crush items or press particularly large pressure switches. To get off of the bunny hopper, press the action **△** button.

AUTO-BUNTER

Once you have the auto-bunter grapppler upgrade, you will be able to swing from various ropes, chains and bunting throughout the town (referred to as bunting points). To use auto-bunter, run and jump towards a bunting point and hold the **R1** button to suck and swing from the bunting line.

Let go of the **R1** button to release the auto-bunter. If another bunting point is within range, you can auto-bunt onto it by pressing the **R1** button again, swinging onwards.

BOLT CUTTERS

Much like the screwdriver, activate this upgrade by pressing action **△** when near a padlock as Wallace, or alternatively press the **L1** button as Gromit. Wallace (or Hutch) will then use the bolt cutters to try to break the lock. Press the symbols shown as quickly as possible to press down on the cutters, and then hit the final symbol to cut right through.

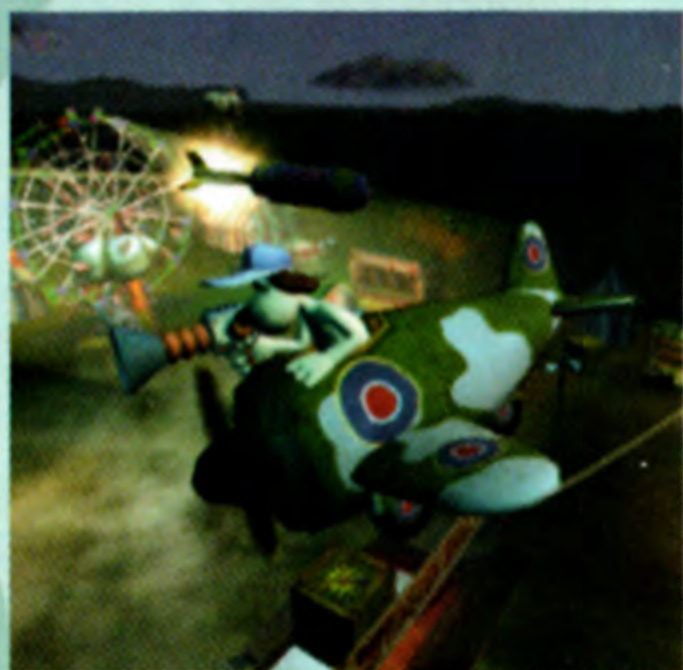
FAIRGROUND PLANE RIDE

Once you reach the final showdown at the Giant Vegetable Competition, you'll need all your skills as an ace pilot to defeat Philip and save the Were-rabbit. Once you're flying the plane, use the **left analog stick** to turn left and right. Push forward to go into a dive, and pull back to climb.

Once you've got Philip's plane in your sights, press the **⊗** button to fire the guns. You must shoot him down to enable you to fly up and protect the Were-rabbit from Victor's deadly aim. Once Philip's health gauge reaches zero (top right of the screen), you've done it!

Additionally, if you shoot one of the many large storage boxes around the fete, you will release a balloon with a firework attached. Collect this and press the **Ⓚ** button to fire a homing firework at Philip – Bingo!

But watch out for the ballooning gnomes! They'll use their missiles to try to stop you from getting Philip.



PESTS



RABBIT

Rabbits are the simplest pests to capture. Once you've locked onto one with your Bungun, he can't escape, and will gradually get sucked into the gun. By pulling against him, this will happen much faster.



FAT RABBIT

Being that much fatter, this little chap is much harder to suck up. You'll have to tug hard against him, or he'll pull himself free.



SHEEP

Sheep are obviously too big to fit into the Bungun. Sucking them will have little effect in controlling these large pests. Best to herd these guys into the pens provided then.



CHICKEN

Easily scared, these pests must be rounded up and secured in a coop. Once in your Bungun, you'll be able to fire a single egg before the chicken.



TURKEY

The much bigger cousin of the chicken, turkeys take some pulling out of the sky before you can tame them. Alternatively, if you can stun them with something, they'll be much easier to round up.



SQUIRREL

These are anti-social types and they will not herd together. They're slippery little devils too that can shift if scared, trees being their favorite bolt-holes.



GOAT

These angry pests will charge at you if you annoy them. If you're quick, you can use this to your advantage! They must be captured in their pens.



HEDGEHOG

Much like a rabbit in behavior, but these are anti-social types, so they will not herd together, making it that much harder to capture the blighters.

ANTI-PESTO DEVICES

ANTI-PESTO VAN

Wallace and Gromit's trusty van houses the Bunvac 6000, capable of 125 rabbits per minute. It is the best place to keep rabbits and transfer them to safer housing.



TRAPS

Anti-pesto have been providing the townsfolk with a number of different pest control devices for a while now. Ranging in efficiency, capacity and release mechanism, they all take the same basic form of a wooden trap.



COLD-FRAMES

Anti-pesto's patented pest-free vegetable propagator. Guaranteed free of pests. Use the lever to open the top, but be careful as it has a stiff spring action!



ALARMS

Hi-tech infra-red motion sensors feed into this top of the range super-loud alarm. Easily mounted on any external wall.



VAC-DRAINS

Having connected up the Bunvac 6000 to the town's drainage system, Wallace and Gromit can now use the powerful suction vortices from these to safely transport the pests they suck up straight back to their basement.



MECHANICAL DEVICES


Someone's been tampering with Anti-pesto's garden veg protection devices! And they're no longer behaving themselves. The gnomes have turned, the scarecrows are scatty and the bins are altogether berserk. It's just not easy in the frontline defense against garden pests!



NIGHT-TIME



SUNDIALS

Once you've convinced Madame Winnie Bago, the traveling fortune teller, of your ability to solve the town's problems, she will show you the secret of turning day to night - simply stand on a sundial and press the  button.

HUTCH

The hapless rabbit caught in Wallace's Mind-manipulation-o-matic helmet as the experiment goes wrong is starting to show some remarkably Wallace-like behavior. But at least he's around to lend a hand when Wallace is out at night causing havoc as his alter-ego.



WERE-CREATURES

As a result of Victor and Philip's tampering, the local wildlife has been strangely mutated. The only course of action is to take care of these abominations, find and disable Victor's fiendish devices. A few of them are described here. You will meet many others as you move around the town at night.



WERE-WEASELS

Bully-boy weasels aren't very tough, but they will attack in groups, and if they get a hit on you with their clubs, you'll certainly know about it. And beware the large ones - they're much tougher and have a larger club!



WERE-RATS

Slippery little fellows, these. Cowardly by nature, they'll pop out of the most unlikely places and chuck rocks at you. If cornered they'll give a nasty whip with their tails too.

WERE-CHICKENS

These monsters will charge at you and try to give you a bit of a slap. They're pretty good at blocking blows from your Bungun too, so either get behind them first or use your gun to block their attack and stun them before clobbering them.



WERE-HEDGEHOGS

These spiky nuisances will roll at you to hurt you. Block them and hit them onto their backs, then use your jump smash (X, X, □) move to finish them off.

WERE-BADGERS

The Werebadger is big. If he spots you, he'll come lumbering over to give you a pounding. As well as a swipe from his powerful claws, he can draw on the power of the devices for a super attack. If you encounter more than one of these, extreme caution, or backup, is advised.

STAYING HEALTHY

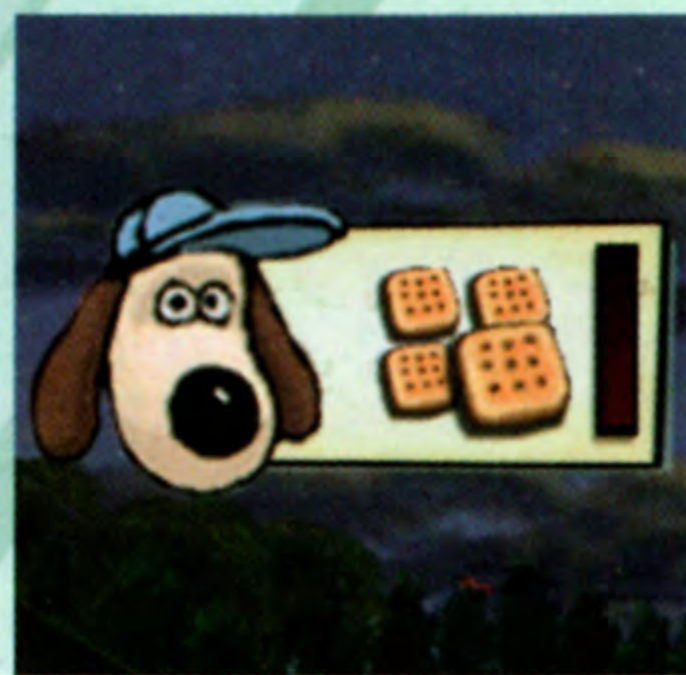
While fighting the various creatures, you need to keep an eye on your health, represented by crackers on the HUD. Replenish it by collecting more crackers. If one player runs out of health, they fall to the floor stunned. The other player has a short time to revive them by approaching and pressing the ▲ button. Your remaining health is shared between the two players.

WERE-ENERGY

All were-creatures leave behind spheres of were-energy when they're destroyed which you can collect and store in your gun. The current charge is shown on the HUD next to your health. Pressing the R2 button will shoot bolts of were-energy from your gun. Additionally, any ammo fired by pressing the R2 button will be charged with were-energy and explode on impact.

VICTOR'S DEVICES

These strange devices have been secreted around the town, and are causing the wildlife to turn into slaving monsters. They're protected by an energy sphere that you must first shoot with were-energy. Then you'll need to whack the batteries away to disable the device.



THE WERE-RABBIT

THE BEAST



Having discovered the true identity of the Were-rabbit to be none other than Wallace, it is now up to Gromit, and his new-found side-kick Hutch, to keep the beast and the prize vegetables from harm.

As the night draws in, the beast awakes with only one thing on his mind...Vegetables! Unfortunately for the townsfolk, the Were-rabbit has an especially sweet spot for Prize Vegetables.

Like most slavenuous creatures of the night, the Were-rabbit hates to be disturbed whilst eating. What's needed to keep the Were-rabbit from devouring the defenseless vegetables is a good jolt of electricity!!

CHARGING YOUR GUN

Fortunately enough, enemy were-creatures drop orbs of were-energy when they are destroyed. By collecting these orbs and harnessing their power through the Bungun, Gromit and Hutch can administer shocking jolts of electricity to the munching menace.

Once you have charge in your gun press the **R2** button to fire bolts of were-energy at the beast.

GRRRRRR!

This will anger the Were-rabbit, which you can see by watching the GRRRrrr meter above his head.

Once the meter is full, he flees the scene, and you have saved a prize vegetable from certain destruction.

But you must be quick, as the Were-rabbit is making his escape, and you must protect his identity...



GAME INTERFACE

THE GAME SCREEN

Around the town, the screen contains the following information:

GROMIT'S HEALTH AND POWER BAR

TASK TIMER

WALLACE/HUTCH'S HEALTH AND POWER BAR



COINS COLLECTED

BUNDAR

TASK COUNTER

PESTS CAPTURED

When in an arena, the screen contains the following alternative information:

GROMIT'S HEALTH AND POWER BAR

ARENA TIMER

WALLACE/HUTCH'S HEALTH AND POWER BAR



COINS COLLECTED

BUNDAR

PRIZE VEGETABLES TO PROTECT

PESTS CAPTURED

DISTRICTS

To prevent the spread of the pests, the town has been quarantined, and only by earning the respect of the wardens by performing tasks around the town, will you be able to progress to new areas.

As you move through the game, the new districts that will open up to you are **Wallersey** – the harbor town, **Grimsley** – the industrial area, and finally the Giant Vegetable Competition at **Tottington Hall**.

THE BEAST

There are also special arenas around the town where you can truly show your pest-catching potential. These are areas that are particularly overrun with pests, and are guarded day and night by the Wardens. Prove your worth in each of these arenas, gain the trust of the Wardens, and the town will gradually open up to you. The first arena is the Back Gardens at the end of Abbey Road.

The five arenas in the game are:

- The Back Gardens
- The Churchyard
- The Allotments
- The Town Farm
- The Old Factory

It is also from these arenas at night-time that you must retrieve the stolen Mind-manipulation-o-matic valves from Victor's devices, enabling you to ultimately return Wallace to normal.



THE STORY



THE GIANT VEGETABLE COMPETITION

It's 'veggie-mania' in Wallace and Gromit's neighborhood and our intrepid chums are cashing in as elite pest-control duo **Anti-pesto**. With only days to go before the annual Giant Vegetable Competition, business is booming!

But running a **humane** pest control outfit has its drawbacks. Wallace and Gromit's home is brim-full of captive bunnies and there's simply nowhere left to store them.



WALLACE'S PLAN

True to form, Wallace resorts to technology to cure all his problems with the **Mind-o-matic**, a simple brain-altering device. By connecting this to the **Bunvac 6000**, he embarks on a thought-transference experiment to rid the rabbits of their veggie-craving behavior.

HUTCH AND THE WERE-RABBIT

All is well until an unexplained, nocturnal, veg-ravaging monster begins attacking the town's sacred vegetable plots. On discovering the true identity of the beast, it is up to Gromit and his new-found side-kick **Hutch** – the innocent rabbit caught up in Wallace's experiment – to keep the beast from harm at night and save the townfolks' veggies.



TOTTINGTON HALL

Your adventure starts here. Just days before the vegetable competition, the elegant and beautiful **Lady Tottington** has a serious rabbit infestation in the grounds of Tottington Hall, which threatens the competition. She calls on Anti-pesto humane pest controllers to deal with the situation, assisted by their latest inventions. However in the process of helping a Lady in distress, our dynamic duo makes an enemy of her suitor, **Victor Quartermaine**.



VICTOR'S SCHEME

Meanwhile, **Victor** hatches a devious plan to make Wallace look like an incompetent, bumbling fool, clearing the way for his "traditional" hunting methods in tracking down this Were-rabbit. Thus enabling him to become the local hero, win the fair heart of Lady Tottington, and more importantly get his hands on Tottington Hall.

He sends **Philip**, his troublesome yet trusty sidekick, to cause some mischief at 62 West Wallaby St. by releasing all the bunnies. But when Philip sees that Wallace's experiment has failed, he goes one step better and steals all the valves from the **Mind-o-matic** as well.

Armed with the power of these valves, Victor and Philip create ingenious new devices and secrete them strategically around the town, where they turn the innocent local wildlife into slavering **Were-creatures**. These dreadful beasts must be destroyed, and the valves recovered if Gromit is to stand any chance of returning his master to normal.

THE QUARANTINE

Since the first sightings of the Were-rabbit, the town has been placed under quarantine. Starting off in the area immediately surrounding Wallace and Gromit's house, our dynamic duo must gradually gain access to the rest of the town by performing more and more tasks for the townsfolk. As their skills increase and the pair's fame spreads further, more people will come to them for help.

THE FORTUNE TELLER

Whilst out on Anti-pesto business, Wallace & Gromit meet Madame Winnie Bago, the traveling fortune teller, who is visiting the town for the vegetable competition.

They befriend her by fixing her van and she in turn offers them help and advice on how events are proceeding, and tips on what can be done to solve the various problems besetting our duo. If ever they're stuck, Winnie is their first port of call for a bit of help and inside information.



THE PESTO PAL

GAME TAB

- Continue** – Return to the game
- Exit Task** – Exit the current task you are playing (only present during certain tasks)
- Save** – Save your progress to Memory Card.
- Quit** – Quit the current game. Select **yes** to confirm your decision.

In addition, the four icons on the right are:

- the number of cards you've collected,
- cards left until the next health upgrade,
- the number of valves you've collected,
- how much money you have.

SAVING YOUR GAME

Press **↑** and **↓** to select the slot to save to, and then press the **⊗** button to confirm. Then follow the messages on the screen.

LOCATION TAB

This tab shows a map of the current district, along with the location of people with tasks for you to do. It also shows the key locations for certain tasks when in progress.

Use the **left analog stick** to pan around the map and the right analog to select an individual person, and press the **⊗** button to show information on a person's task.

Pressing the **⊙** button changes the zoom level on the map.

JOURNAL TAB

This tab provides a summary of your equipment and upgrades, together with information on all the pests and enemies you have encountered during your play. Hints and tips on capturing pests and destroying were-creatures can also be found here, so check in regularly if you find yourself stuck.

Use **←**, **→** to select between upgrades, pests, were-creatures and Anti-pesto devices, and then press **↑**, **↓** to scroll through each entry.



CARDS TAB

ALL CARDS VIEW

This tab displays the status of every collectable card in the game, organized into the 28 available card sets. Initially, each set is blank, showing that no cards have been collected in that set.

A flashing border represents those sets with cards/tasks available to complete.

As the game progresses, you will collect more and more cards. Once any card has been collected, the picture on the cards view changes to show that card. Eventually, if you play enough, all sets will be visible.

How many can you collect?

Use the **left analog stick** to select a card set and press the **X** button to take you to the **card set view**, where the status of each card can be seen in more detail.



CARD SET VIEW

Each set contains six cards. The sets are grouped by family and by location. Use the **left analog stick** to select a specific card and display information on the status of that card.

Press the **△** button to return to the **all cards view**.

OPTIONS TAB

Use **↑** and **↓** to select the options you want to change and press the **X** button to confirm or the **△** button to back out. When changing an option, press the **X** button to confirm the change, or the **△** button to cancel.

AUDIO OPTIONS

Set the music, ambient, sound effect and speech volumes from here. Also turn subtitles on/off.

CONTROL OPTIONS

Turn vibration on or off and change camera invert.

GAME OPTIONS

Turn auto-save on or off here



GROMIT'S PRIZE MARROW

COINS

Coins can be found everywhere if you look hard enough. Try using your Bungun to hit, suck and airblast all the items around the town. Once you've collected enough, you will be able to buy items from Mr Caliche's shops. You will also be able to earn coins by replaying various tasks for the townsfolk and fully completing the arenas.



GROMIT'S MARROW

If Gromit is to win first prize at the giant vegetable competition, you'll need to help him grow the biggest marrow possible.

Go to Gromit's greenhouse by pressing the action button at Wallace and Gromit's front door on West Wallaby St. Once in the greenhouse, you will see the marrow on the table in front of you, together with a measure of its size on the right.



CONTROLLING THE SETTINGS

The indicators in the bottom left of the screen show the current temperature, water level and soil pH of your marrow. You will need to buy at least a watering can and a temperature gauge before you can alter these to grow your marrow.

To maximise the growth of your marrow, be sure to visit the greenhouse each day and adjust the settings so that the pH indicator is green, and both bars are as close to the central green line as possible.

MR CALICHE'S SHOP

In here, you'll find everything you need to help monitor, grow and customize your marrow and greenhouse.

To get to Mr Caliche's shop, either go directly there from the greenhouse, or find his shops in each of the 4 districts.

To buy an item, walk up to it and press the action button and follow the instructions on the screen. Some items will aid the growth of your marrow directly, others will help improve the look of the greenhouse, making it a nicer place for your marrow to be growing. Just try buying and experimenting with everything that's on offer. You can even buy and play records to enhance your marrow's mood!



THE CAST

ANTI-PESTO - WALLACE, GROMIT...

With the aid of his ever-faithful companion Gromit, Wallace's humane pest-control business, Anti-pesto, is in full swing and with the Giant Vegetable Competition only days away, it's a good thing too! But when Wallace has a little mishap with his machinery, and Philip wreaks havoc by stealing all the Mind-manipulation-o-matic valves, Victor is coming up roses and our duo are left looking like prize turnips. There's only one pooch that can save the day - with a little bit of your help, of course!



... AND HUTCH

The result of Wallace's doomed experiment, Hutch, becomes Gromit's constant companion at night, ridding the town of Victor's devious devices and the were-creatures they create.

LADY TOTTINGTON AND VICTOR QUARTERMAINE



Beautiful and wealthy spinster, **Lady Campanula Tottington** is an attractive aristocrat who longs for romance, but so far suspects she has not found the right man. The elegant and exquisite owner of Tottington Hall often finds it difficult to see things Victor's way.

Proud, pompous and penniless aristocrat, **Victor Quartermaine** is a handsome and debonair bachelor. He struts his stuff sporting a poncey hairdo and fancies himself as a bit of a lady's man. He also has a natural passion for hunting and feels he must always win. In the field of marriage, like hunting, he's equally determined, and is intent on procuring a wealthy bride with a suitably handsome estate.



Philip is Victor's trusty canine sidekick. What he lacks in brains, he makes up for in brawn, and shares his master's love of hunting.

THE FORTUNE TELLER AND THE LAW



Madame Winnie Bago

The clairvoyant fortune-teller is never really surprised by anything. Befriended by Wallace and Gromit when they fix her van, she's willing and able to give them all the clues they need to help unravel the mysteries that surround the town and vegetable competition. Pay heed to her advice, for she is both wise and knowledgeable in all things.

PC Mackintosh is a cynic. The vegetable competition causes him nothing but trouble every year. Being the voice of logic and reason, he is classically mistaken in his assumption of the veggie-burglar's true identity, and as the townsfolk's prize hopefuls continue to be ravaged, the overburdened policeman quickly loses control and authority.



REVEREND & MRS HEDGES



Reverend Clement Hedges, the long serving Vicar of Wallace and Gromit's parish, is by nature a benevolent and understanding soul. However, when innocent vegetables are at risk the usually mild-mannered old gentleman becomes vengeful and tormented, spreading doom and gloom amongst the veg-

growing community, and supplying Victor Quartermaine with all the supernatural mumbo jumbo that he needs to destroy the beast.

Mrs Hedges is the long-suffering wife of the Vicar. She is mild-mannered, always softly spoken, and rarely without a sound course of action. She is the quiet woman behind the community man.



THE MULCHES

An elderly couple of vegetable growing fanatics. **Mrs Mulch** is the dominant one of the two and one of the key rabble rousers when things start to go wrong. Like most of the townsfolk, she changes her allegiance day by day, depending on who is taking the action.



Mr Mulch

Gently spoken Mr Mulch has little option but to go along with his tough wife. What thoughts of his own he does have, are soon pushed into the background by the outspoken Mrs Mulch.



Harriet

Quiet and shy Harriet is the granddaughter of Mr and Mrs Mulch. She shares her Grandparents' love of gardening but prefers growing flowers to vegetables.



THE BLIGHTS

Rob Blight is the town's harbor-master, and can usually be found looking after the boats at Wallersey. He's not the clearest bell on the pier, but can be very resourceful in a tight spot.



Miss Blight is not too bright. She's a large, potato growing fanatic who generally states the obvious, usually a good while after everyone else has got it. She lives for her potatoes and couldn't bear to see them mashed.



Betty Blight is a staunch vegetable grower. Anything that gets between her and the show can only be bad for business. If Anti-pesto can't pull the job off, then she knows a certain gentleman who can!

THE WINDFALLS

Mr Windfall
The Windfall family stick together through thick and thin. Thick Mr Windfall is a strong burly man, always ready to speak his mind and protect his family and their prize hopefuls.



Mrs Windfall
Thin Mrs Windfall is a highly strung nervous woman, easily moved to tears even at the mere mention of a ravaged vegetable.



Pip Windfall
Their young son Pip finds it all a big adventure and often receives a clip round the ear for not taking matters more seriously. Pip can usually be found practicing his football skills down at the local park.

THE CROCKS



Mr Crock is an organic, traditional gardener and giant vegetable grower. He finds it hard to keep up with the fast-moving tumultuous events. He is one of the innocent casualties of the Were-rabbit.

Miss Crock
When Mr Crock's only daughter is not worrying about running the factory at Grimsly, she's clearing up after her little nephew Alfie's latest mess. She never has time for anything else, but would dearly love, one day, to beat her father in this vegetable competition.

Alfie Crock, the shy nephew of stressed Miss Crock is always up to some mischief, or simply after a good old race.



THE CALICHES



Mr Caliche

Always willing to give Anti-pesto a second chance, Mr Caliche is a steadfast supporter of modern methods of agriculture. He grows exotic, Indian vegetables.

Jasminder Caliche

The ever-so responsible daughter of Mr Caliche, Jasminder can often be found helping out in her father's shops. She's also mad keen on football and will practise at any opportunity she can get.



THE TOWNSFOLK



Miss Thrip

Miss Thrip grows pumpkins as big as herself. She is timid and nervous, yet stirred she is surprisingly eager to see the beast blasted to kingdom come.

Mr Growbag

The original, founder member of the 'veg growers committee', Mr Growbag has seen it all before - if it's giant rabbits this time it was giant slugs last time - it makes no difference, the only way to deal with veggie burglars is with brute force!



THE LEACHINGS



Mr Leaching

Ready to sit down and discuss matters calmly, handsome Mr Leaching is one of the few townsfolk who thinks before speaking. However, faced with the force of the unruly mob it's a bit like trying to hold back the tide. Besides,

he's got enough to worry about keeping his scrapyard under control.

Rex Leaching

Little Rex is best friends with Alfie Crock, but when it comes to races, Alfie's got him beaten.



Mrs Girdling

A powerful woman who won't take any nonsense. Along with Mrs Mulch she's one of the earliest to voice her dissent of Anti-pesto. She stirs up trouble, gossiping over the garden fence - she loves her giant sprouts like no-one ever loved sprouts before.



Mr Dibber

Mr Dibber has been growing prize leeks for sixty eight years - and he's not about to let some oversized rabbit ruin his prize harvest. He's old before his time, but ready to take up arms with everyone else once the local pest controllers have failed.



HINTS & TIPS

Q I can't find anything to do?

A Try looking on the **location tab** of the Pesto Pal. Talk to the highlighted characters for a task card.

Q Some of the pests are stuck in tubes and barrels. How do I capture them?

A Swap to Wallace, or tell him to **Airblast** the object containing the pest. This will often dislodge trapped or stuck items.

Q I can't defeat some of the were creatures?

A Each creature has a different vulnerability. Try different moves out on them until you're successful – hit them, shoot them, get behind them, use your were-energy!

Q It's too hard to stop the Were-rabbit eating the prize veg!

A Firing ammo charged with Were-energy causes more GRRRR than firing normal Were-energy shots, so find something to suck up and shoot! He's big enough that it doesn't hurt him, and you've got to keep those veggies, and the Were-rabbit's identity safe!

Q Why can't I collect all the rabbits in the time limit?

A Try herding the rabbits to move them around in groups – this is much faster than sucking up and shooting them individually.

Q I can't seem to shoot the target?

A Try jumping and then shooting. You can fire objects higher/further this way.

Q What's the point of swapping characters?

A Whilst you can whistle the computer controlled character to help you out, it may be easier or simply more fun to swap to them yourself and use their special ability.

Q How can I make Gromit's marrow grow bigger?

A Don't be afraid to use the Bungun on everything to find more coins. Once you've enough money, you can buy more items from Mr Caliche's shop to help your marrow grow.

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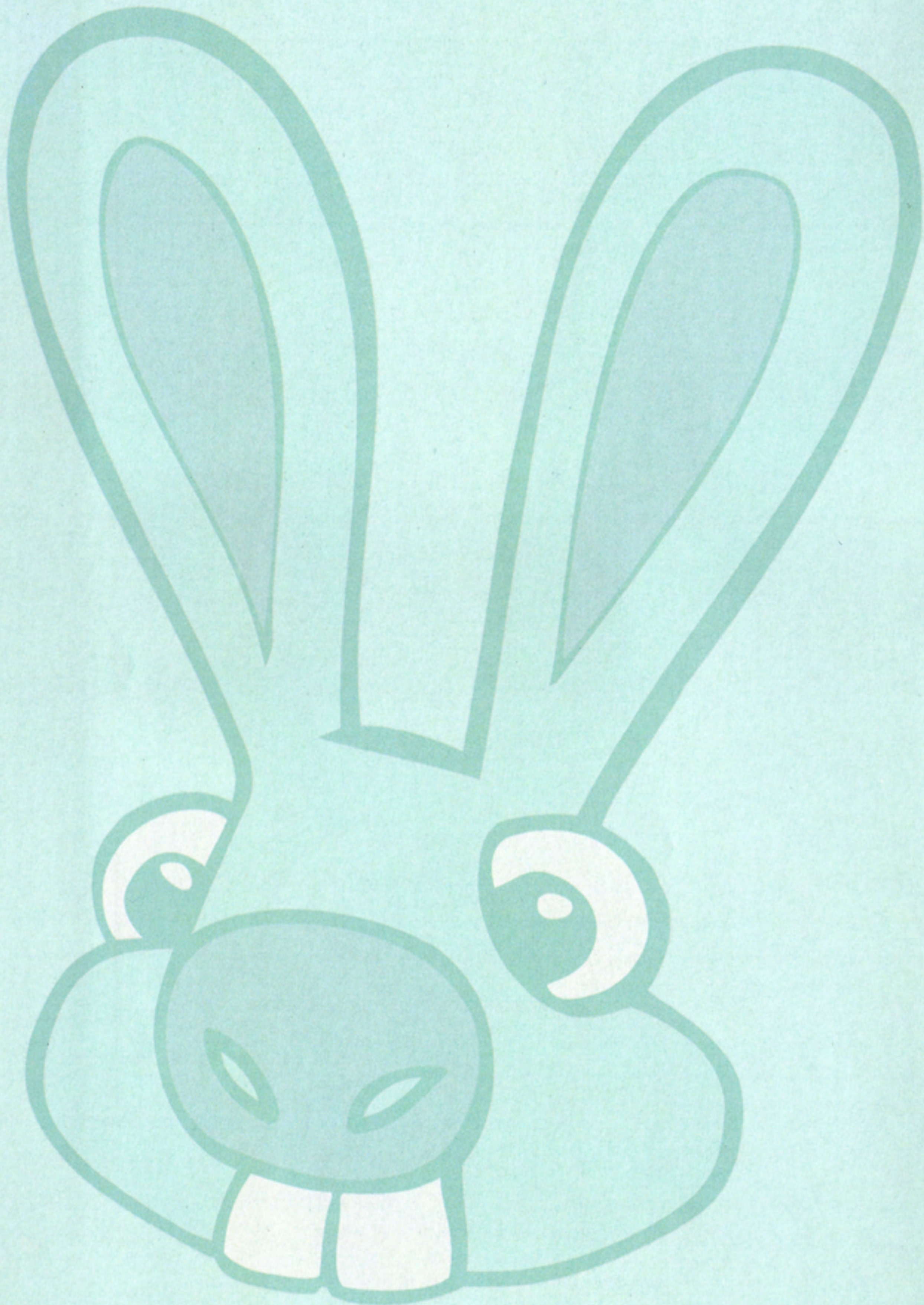
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NOTES



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