

ZATHURA



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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

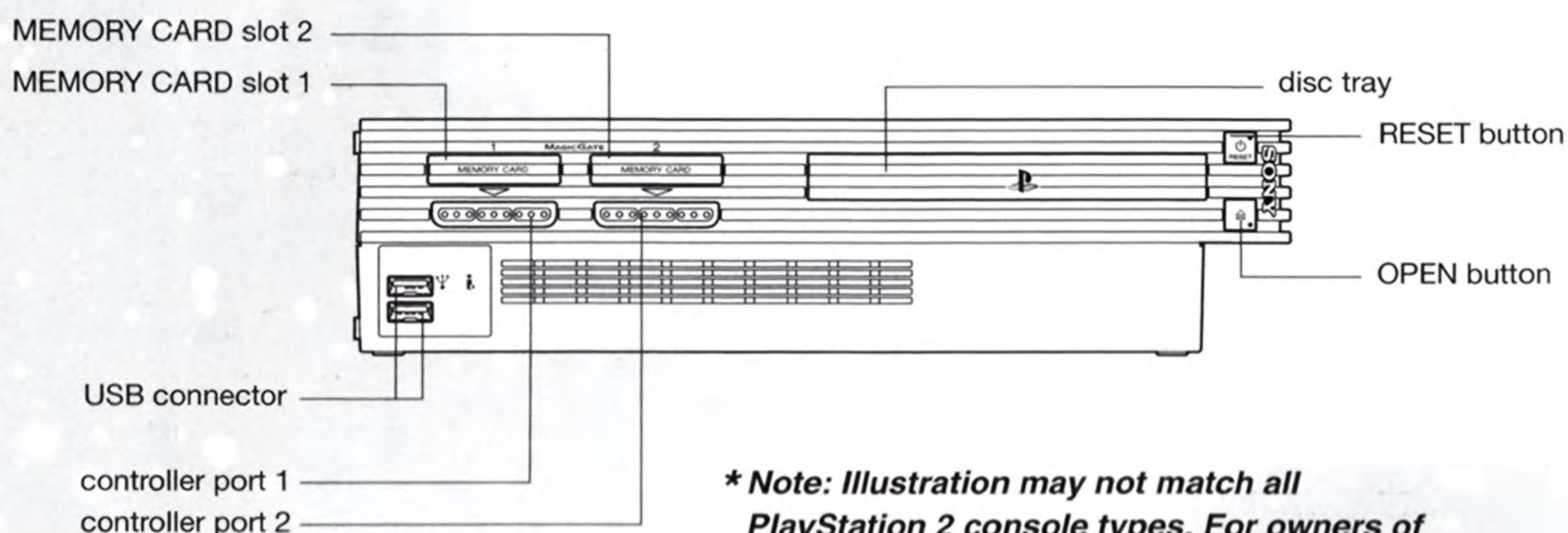
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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GETTING STARTED



*** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.**

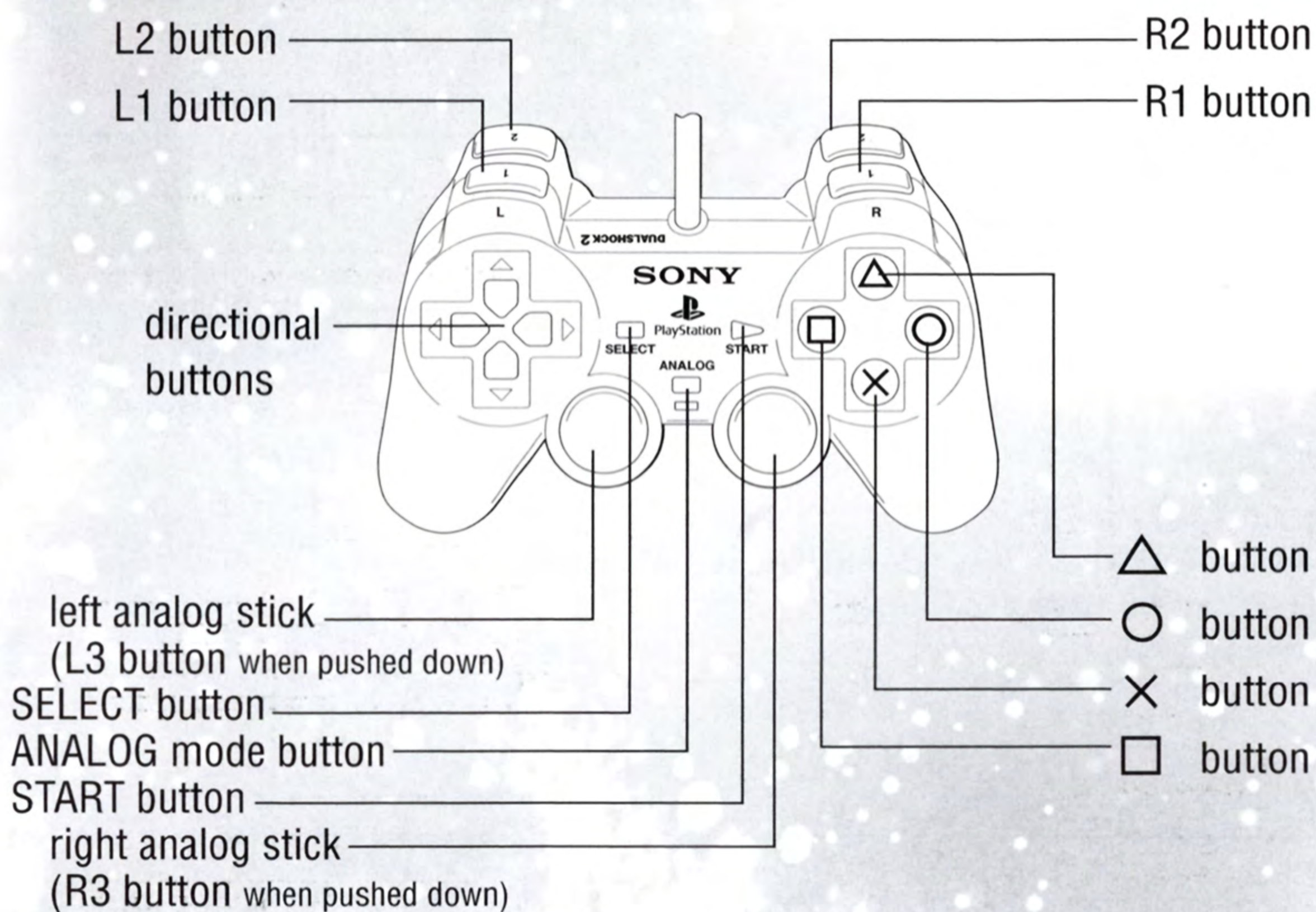
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the **ZATHURA™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

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

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

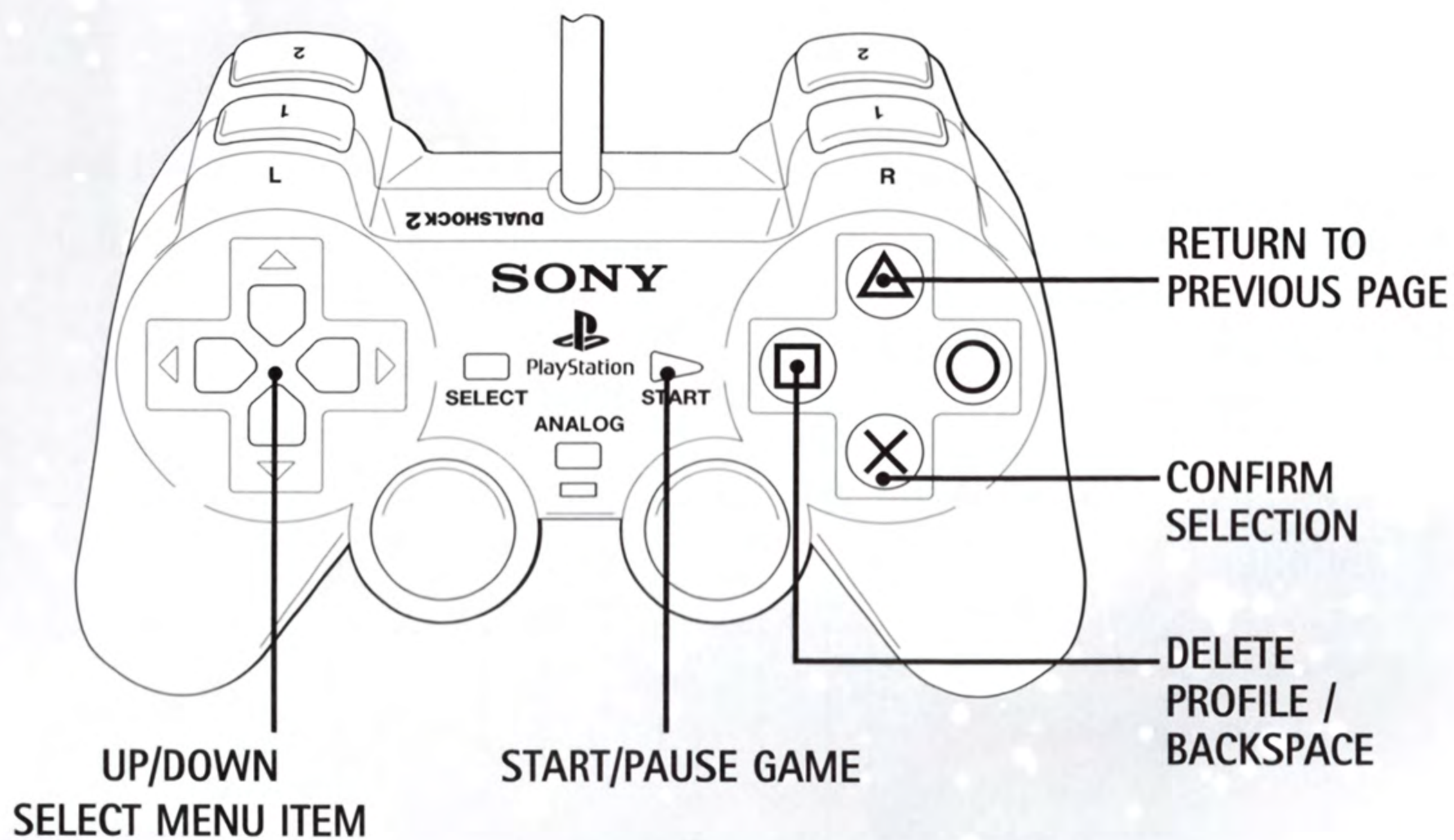


LOADING AND SAVING GAMES

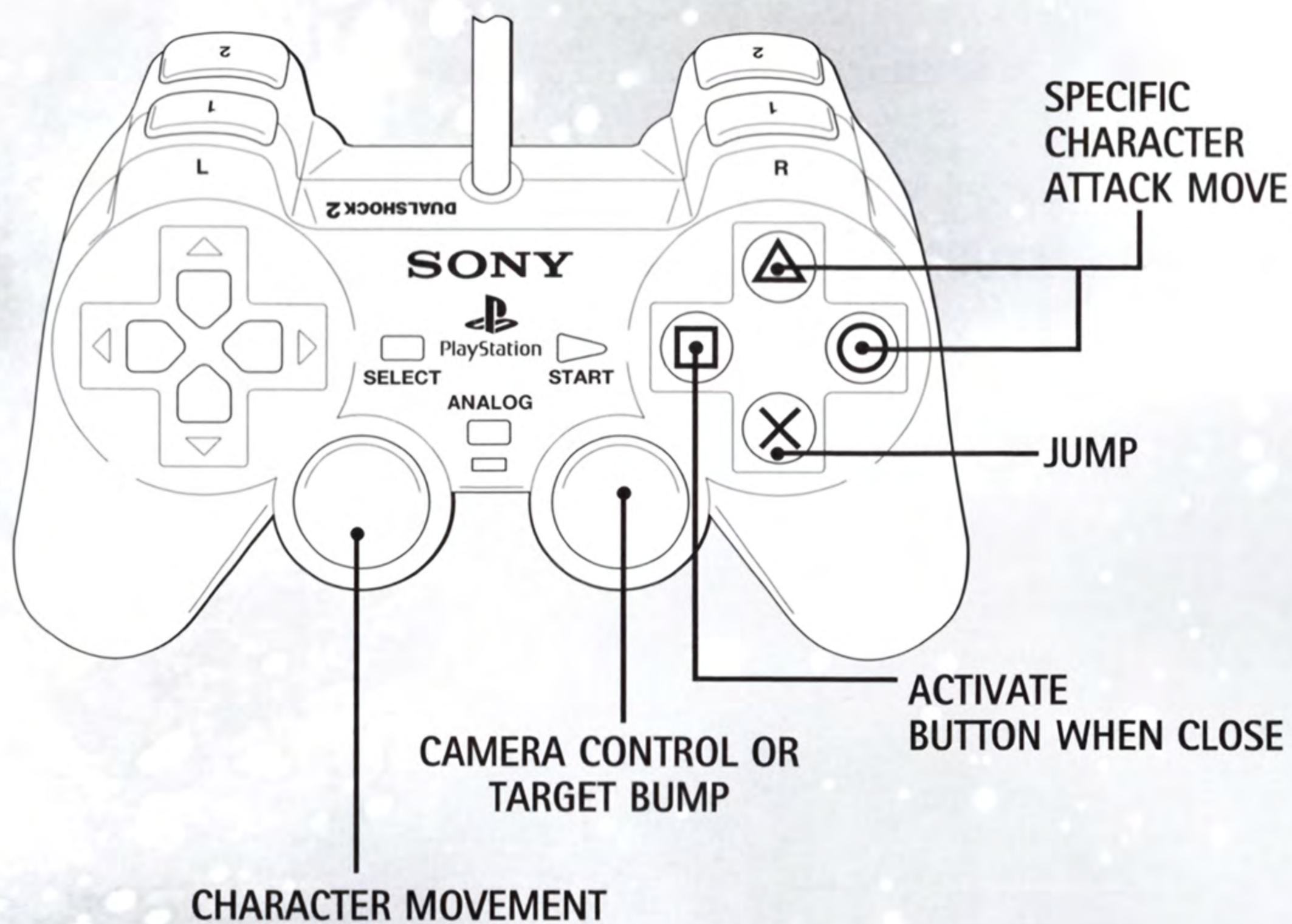
When you start **ZATHURA**, load your saved game from your memory card (8MB) (for PlayStation®2) as shown below. MEMORY CARD slot 1 and MEMORY CARD slot 2 are both supported.

BASIC CONTROLS

NAVIGATING THE MENUS



CHARACTER CONTROLS



GAME PROFILES

Upon booting the game, you will be asked to create a User Profile. This stores your game progress and settings.

CREATE PROFILE

Select this option to create a new profile. You will be prompted to select a profile slot and profile name.

LOAD PROFILE

Select this option to load a previously created profile.

SAVING

Zathura uses an Autosave feature that saves your game progress as each game level is completed. This feature can be turned off in the OPTIONS menu under GENERAL.

MAIN MENU

START GAME

Choose this option to start a new game or continue a game associated with the current profile. If the currently selected profile has saved game data, you can select any of the previously unlocked levels.

OPTIONS

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

EXTRAS

Select this to view exclusive bonus material. Game Extras are unlocked by completing levels.

PROFILES

Select this to create, load, and delete profiles.

CREDITS

Select this to view the game credits.



INTRODUCTION

Zathura starts with two ordinary brothers left alone for the afternoon. As expected, the brothers, Walter and Danny, soon start fighting. Walter chases Danny and though Danny is quick and sneaky, his brother is older – if not a bit wiser. He finds Danny and traps him in the basement of their old home. Down there, in the darkness and clutter, Danny finds something – something mysterious and extraordinary – a game. Zathura.

He quickly brings his new discovery to Walter and asks, as a peace offering, if he'd like to play. Of course the sour Walter says no. But Danny is persistent and chooses to play anyway. He turns the crank, punches the button, a card pops out, and nothing is ever the same again.

Now two brothers, a runaway Robot, and an inexplicable Astronaut must find their way home. Wherever that may be. For once the game is begun – it must be finished. There is no turning back. They can only go forward.

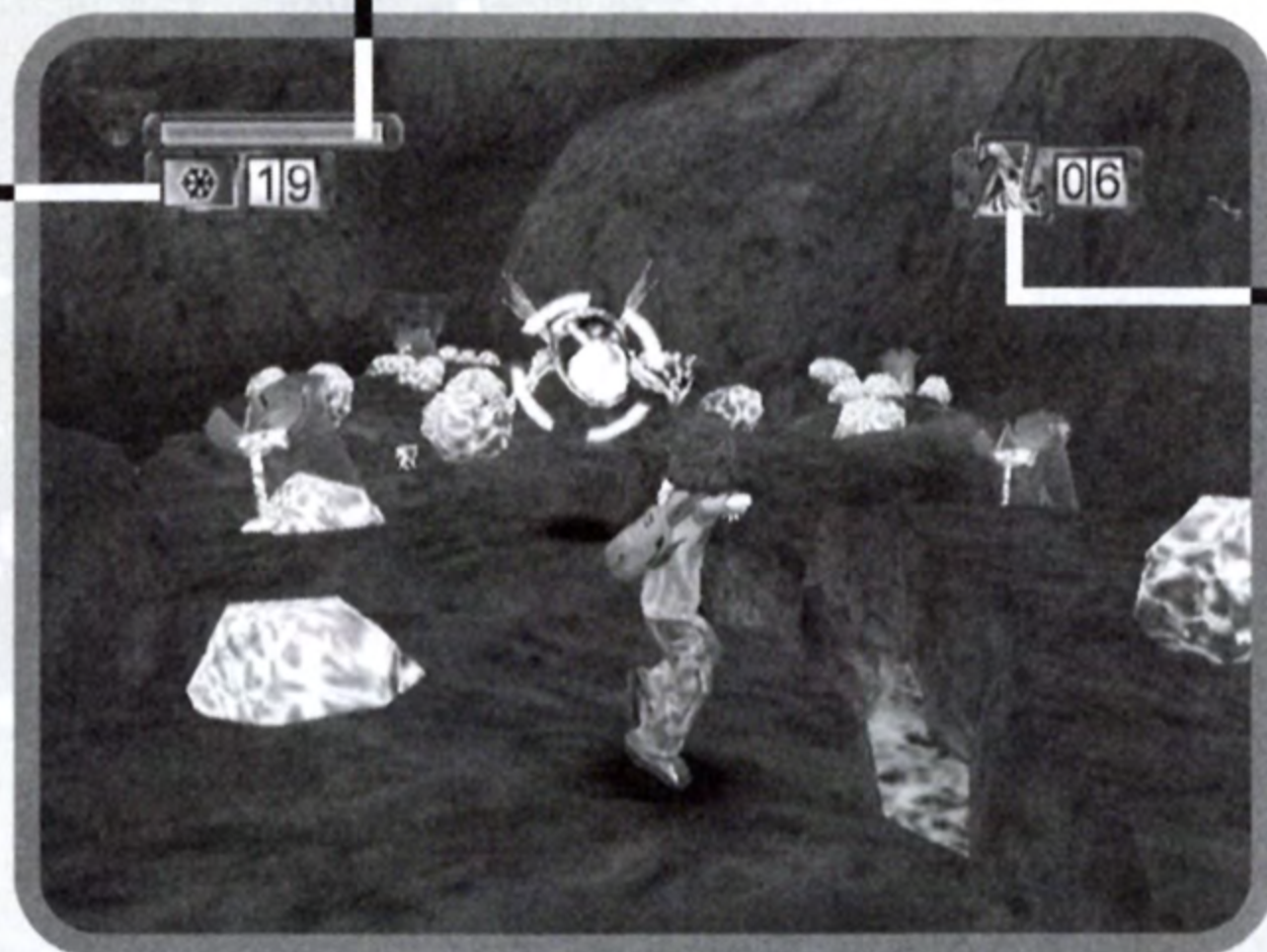
So take a turn – adventure is waiting...



THE GAME SCREEN

AMMO
COUNTER

ENERGY
METER



Z COUNTER

ENERGY METER –

Reflects the state of your character.

AMMO COUNTER –

Shows the type and amount of ammo for each character.

Z COUNTER –

Reflects the number of Zathura Collectables that have been picked up. For every 50 Z's a character collects, the Energy Meter is increased.

CHARACTER CONTROLS

DANNY

Danny is a determined little boy out to prove he's not the baby his big brother thinks he is. Though he is initially very timid and easily scared, he must overcome those fears in order to beat the game. Armed with a high-powered slingshot, Danny quickly learns that his small frame is exactly what is needed at times.



PlayStation®2**Action**

left analog stick	Character Movement
right analog stick when Locked On	Camera Control or Target Bump
⊗ button	Jump
⊗ button	Climb (while grasping ledge)
left analog stick while holding ledge	Hand Walk
▣ button	Shoot Sling Shot
▣ button	Activate Button when close
△ button	Low/Sweep Kick
○ button	Kick
R1	Duck
R1 + left analog stick	Sneak (done while ducking)
R1 + up on left analog stick + ⊗ button	Sneak Roll
L1	Lock-On
L1 + left analog stick ←/→	Strafe Left/Right
L1 + left analog stick ←/→ + ⊗ button	Dodge Left/Right
L1 + left analog stick down + ⊗ button	Dodge Back
directional button ↑/↓	Ammo Change

WALTER

Walter is athletic and his love for sports will certainly come in handy. He wields a broken robot arm with mighty homerun swings and uses his quarterback skills to launch handy projectiles at enemies. His robot arm is ideal for reflecting incoming projectiles back at enemies.

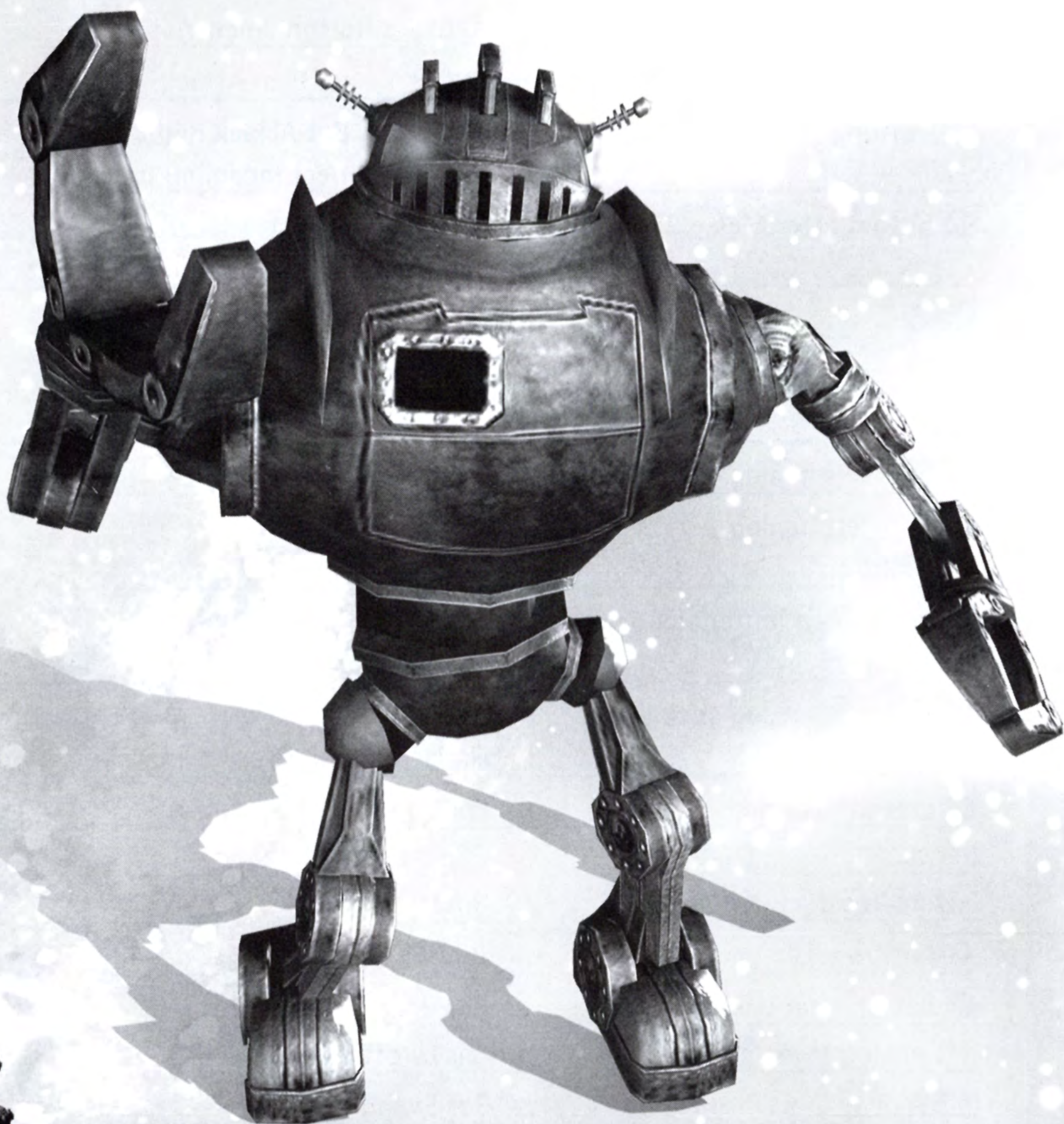


PlayStation®2**Action**

left analog stick	Character Movement
right analog stick	Camera Control or Target Bump when Locked On
⊗ button	Jump
⊗ button	Climb (while grasping ledge)
left analog stick while holding ledge	Hand Walk
□ button	Throw
□ button	Activate Button when close
△ button	Melee 1 – Vertical Attack
○ button	Melee 2 – Bat Attack Right. This can also reflect incoming projectiles
○ button after Melee 2	Melee 3 – Bat Attack Left. This can also reflect incoming projectiles
R1	Duck
R1 + left analog stick	Sneak (done while ducking)
L1	Lock-On
L1 + left analog stick ←/→	Strafe Left/Right
L1 + left analog stick ←/→ + ⊗ button	Dodge Left/Right
L1 + up on left analog stick + ⊗ button	Forward dive roll
L1 + left analog stick down + ⊗ button	Handspring Back
⊗ button near pole	Pole Grab
left analog stick ↑/↓	Climb up/down pole
left analog stick ←/→	Rotate on pole
⊗ button while on pole	Jump from pole
⊗ button near bar	Bar Grab
left analog stick ↑/↓	Bar Directional Switch
R1	Bar Swing
⊗ button	Jump from Bar
directional button ↑/↓	Ammo Change

ROBOT

The runaway Robot is a fierce and agile cast iron tank. It uses powerful claws to smash enemies at close range while firing its pulse cannons at distant targets. It has a vicious Backslap that sends enemies soaring through the air. Its jetpack charge attack can cover ground quickly or slam into groups of enemies.



PlayStation®2

Action

left analog stick	Character Movement
right analog stick when Locked On	Camera Control or Target Bump
⊗ button	Jump
⊗ button	Shoot Pulse Cannon
Hold ◻ button	Pulse Bomb
⊙ button	Melee 1 – Punch Attack Left
⊙ button after Melee 1	Melee 2 – Punch Attack Right
△ button press, hold, and release	Melee 3 – Back Slap
R1	Jet Pack Charge Attack
L1	Lock-On
L1 + left analog stick ←/→	Strafe Left/Right
L1 + left analog stick ←/→ + ⊗ button	Dodge Left/Right
L1 + left analog stick down + ⊗ button	Dodge Back
directional button ↑/↓	Ammo Change

CAMERA CONTROL

The camera positions itself automatically behind the character or in some cases move to predetermined locations for a better view of the action. You can also use the right analog stick to swivel the camera left, right, up, and down.

Remember! When you are Locked-On to a target, using the right analog stick will switch the target!

COLLECTIBLES



HEALTH

Collect these to restore Energy for Danny and Walter



ENERGY

Collect these to restore Energy for the Robot



ZATHURA SYMBOL

Collect 50 Zathura symbols to increase total Energy

AMMO



MOON ROCKS –

Danny's default slingshot ammo. This is infinite



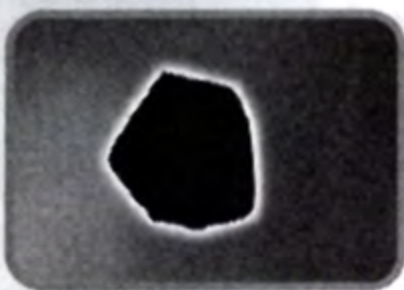
EMP SHOTS –

Danny and Walter can use these to shock enemies.



HYDRO SHOTS –

Danny and Walter can use these to freeze enemies. When an enemy is frozen, hit them again to watch them shatter!



CRYSTAL BOMBS –

Danny can use these to cause area-effect damage hurting multiple enemies.



RADIO ACTIVE WASTE CONTAINERS –

Walter can use these to cause area-effect damage hurting multiple enemies.



SANDCRAB EGGS – Walter can use these to cause concentrated damage.



PULSE CANNON –
The Robot's default ammo.
This is infinite.



PULSE BOMB –
The Robot can use this to cause area-effect damage.
This is infinite.



HOMING MISSILES – The Robot can use these to home in on targets that are not specifically aimed at.



HOMING PULSE CANNON – This temporarily upgrades the Robot's Pulse Cannon with homing blasts.

HINTS

- Use the Lock-On to target enemies. In some case, it might be best to keep the Lock-On button pressed so you automatically switch enemies as they are defeated.
- Walter's robot arm can reflect incoming projectiles back at enemies. This can be useful when you are unable to get close to things like Turrets.
- Use the Dodges to circle enemies and avoid attacks
- Break everything you can! Health and ammo are hidden in breakable objects.

CREDITS

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Astronaut

Dax Shepard

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Very Special Thanks

To Jon Favreau and
Peter Billingsly for
being the coolest movie
guys around!

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Extra Special Thanks to

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Peter Billingsley
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Wedgehead Character
on Danny's Shirt
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