

ARTHUR

AND THE INVISIBLES

THE GAME



EVERYONE 10+
TM
E
10+
CONTENT RATED BY
ESRB

ATARI

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.

CONTENTS

| | |
|--|----|
| Getting Started..... | 2 |
| Controls..... | 3 |
| Menus..... | 7 |
| Save Game..... | 7 |
| The Hall Of The Passageways..... | 8 |
| Working Together Makes It All Possible!..... | 9 |
| Battles..... | 9 |
| Game Screen..... | 11 |
| Special Actions and Devices..... | 12 |
| Characters..... | 14 |
| Credits..... | 16 |
| Atari Web Sites..... | 20 |
| End-User License Agreement..... | 21 |
| Technical Support (U.S. & Canada)..... | 25 |



GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the *Arthur and the Invisibles* disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

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

CONTROLS

DUALSHOCK² ANALOG CONTROLLER CONFIGURATIONS



MENUS

| | |
|---|----------------------|
| Directional buttons / left analog stick | Navigating the menus |
| △ button | Cancel / Return |
| × button | Validate / Select |

GAME (ALL CHARACTERS)

In the tutorial, the “main direction controls” refer to the “left analog stick” and the “secondary direction controls” refer to the “right analog stick.”

| | |
|--------------------------------|---|
| Left analog stick | Walk (speed varies according to the pressure you apply). |
| Right analog stick | Move camera / Zoom |
| △ button | Block |
| × button + × button + □ button | Round bash |
| × button | Jump / Double-jump (press a second time while in the air) |
| □ button | Special actions |
| □ button | Attack |
| ○ button | Open a padlock (key required) |
| L1 button | Restore energy |
| L2 button | Display mul-mul detector / rune detector (skill must be unlocked) |
| R1 button | Switch characters |
| R2 button | Display Interface |
| SELECT | Display goals |
| START button | Pause |

Arthur

Climbing

| | |
|--|--|
| Left analog stick (toward a ledge) + X button | Grab onto a ledge |
| X button | If Arthur is hanging from a ledge, press the X button to grab on to a higher ledge, then press the X button again to climb |
| Left analog stick left/right | Move along a ledge |
| Left analog stick (toward empty space) + X button | Jump off of the ledge |
| Left analog stick (toward opposite ledge) + X button | Jump onto ledge behind you |
| Left analog stick left/right + X button | Jump from one ledge to another |
| □ button | Let go (if Arthur lets go and there's another handhold below him, he will automatically grab onto it) |
| X button | Grab onto a vine |
| Left analog stick | Swing |
| □ button + left analog stick | Pivot on the vine |



Note: A lighted counter appears around the Arthur icon when he's hanging from a ledge or vine. If the counter completely disappears, Arthur will fall. Don't worry, Arthur will get stronger and will be able to hang on for longer periods.

Battle

Over the course of the adventure, Arthur's attack capabilities will improve and he'll become a more effective fighter.

| | |
|---|----------------------------|
| Left analog stick (toward enemy) + □ button | Bare-handed special attack |
| ○ button + left analog stick (shake) | Snatch the enemy's shield |

Mosquito

Avoid the obstacles, dodge the attacks and eliminate all the targets on screen.

| | |
|---|--|
| <input type="checkbox"/> button | Shoot |
| <input type="checkbox"/> button + left analog stick | Hold down the <input type="checkbox"/> button to lock onto enemy targets (maximum of 3) then release to shoot the targets automatically. |

Sports Car

| | |
|---------------------------------|--------------------------------------|
| Left analog stick | Steer the vehicle |
| <input type="checkbox"/> button | Accelerate |
| <input type="checkbox"/> button | Pick up momentum on the springboards |

Selenia

Just like Arthur, Selenia's fighting skills will improve over the course of the adventure.

| | |
|---------------------------------|---|
| <input type="checkbox"/> button | To trigger a special attack, hold down the <input type="checkbox"/> button then release. The more Selenia improves, the more powerful her attack force will be. |
|---------------------------------|---|



Betameche

Betameche will also improve!

| | |
|---------------------------------|---|
| <input type="checkbox"/> button | To trigger a special attack, hold down the <input type="checkbox"/> button then release. As the game progresses, Betameche's attack will increase with intensity. |
|---------------------------------|---|

Note: You can track the progress of your three heroes in the "Extras" Menu and see which moves or special items you have unlocked throughout the game.



Chtock Guardian

| | |
|---------------------------------------|--------------------------|
| <input type="checkbox"/> button | Start the sequence |
| left analog stick | Turn Betameche's knife |
| R1 button | Knife flip |
| L1 button | Leave the knife sequence |
| × button (once Guardian is activated) | Leave Chtock Guardian |

Ting-Tong

| | |
|---|------------------------------------|
| left analog stick | Resist |
| <input type="checkbox"/> button + left analog stick | Ask for the other's help to escape |

Standing Stones, Krominos, and Pashmi

| | |
|---|--|
| <input type="checkbox"/> button + left analog stick | Move |
| <input type="checkbox"/> button | Press repeatedly to ask for the other's help to stack objects on top of each other |



MENUS



Main Menu

Story – Before you can start the adventure, you must create a profile. Later you will use this profile to save your game.

Chapters – This menu gives you access to any level, but you cannot save your progress in them.

Options – Adjust game options.

Credits – See the names of the people who helped create this game.



Pause Menu

Press the START button while playing to display the Pause Menu, which contains the following options:

Continue – Go back to the adventure.

Extras – View the Invisibles runes and mul-muls that you have collected, and bonus videos. You can also see details on how much the three heroes have improved (Skills).

Options – Adjust game options.

Exit – Quit your current adventure and return to the Main menu.

SAVE GAME

Save points in the game are shaped like big flowers. They allow you to save your game at the point where you spot one of the big flowers. You can find these flowers at various locations throughout the game. To save your game in this area, jump into the flower. When you load your saved game, you will be positioned right beside the last flower at which you saved.

THE HALL OF THE PASSAGeways



Arthur's grandfather sadly disappeared several years ago, while desperately searching for a fabulous treasure hidden in his garden. His grandparents' house is now being sold and will soon be torn down, so young Arthur is paying a visit his grandmother. While he is there, Arthur searches through his grandfather's old belongings in a corner of the attic.

Arthur finds an old telescope, which magically transports him into the world of the Invisibles, a strange land where he is only two millimeters tall!

This wondrous place, called the "Hall of the Passageways," is where Arthur meets Betameche. Listen closely to what Betameche has to say, as he will teach you about the game controls and many other things.

Good luck!

WORKING TOGETHER MAKES IT ALL POSSIBLE!



Arthur doesn't go on his marvelous adventure alone — fortunately, he is accompanied by Princess Selenia and her brother Betameche. During the game you control all three heroes, each with his or her own abilities. To switch between characters, press the **R1 button**. The character you select is then the “leader,” and will usually be closely followed by the other two. However, the tiny heroes sometimes become temporarily separated for various reasons.

DON'T FORGET! WHEN ARTHUR SEEMS HELPLESS, SELENIA OR BETAMECHE CAN MAKE ALL THE DIFFERENCE ...

BATTLES



Priority on the holder of the key!



The wicked henchmen have only one goal: capture Invisibles and take them to Necropolis to use as slaves. You will need to defend yourself against the henchmen and find a way to leave the dangerous zone every time you are attacked. You do this by either retrieving the keys needed to open the door or somehow opening a passageway.

When you battle an enemy, the gauge above his head will empty as he takes damage. Once the gauge is empty, the enemy will fall to the ground, groggy. To eliminate him for good, hit him with a round bash.



Brutat is the strongest and toughest of the henchmen, and cannot be so easily defeated. Once Brutat's gauge is empty, you will need to follow the onscreen instructions to defeat him.

Opening Doors

When you neutralize a henchman in possession of a key, the key is automatically transferred to you. To use a key, go to the padlock and press the **O** button.

Note: Be careful — when a hero is opening a padlock, he or she is vulnerable!

Captured Heroes



When one of the heroes is captured, the character's image changes slightly to indicate this misfortune. To save the hero, you must find and attack the henchman who is holding him. **Note:** Some henchmen may "pass" a prisoner to another!

You may also have to climb onto the cage to free a captured hero. To do this, run to the cage and jump onto it. Once you're on the cage, press and hold the **□** button and shake the **left analog stick** until the cage comes off the hook.



If the cage is hoisted out of reach, the game is over! **Note:** Press the **R1** button to center the camera on a hero in danger. You cannot leave the dangerous zone if one of the members of the group is captured.

GAME SCREEN

On-screen indicators appear when necessary to give you information about the characters, items and level goals.



Character portraits in the upper-right of the screen are encircled by a life points indicator. You can give a character dragonfly eggs (**L1 button**) to replenish life points.

Counters also appear around the portrait of the active character. For example, when Arthur is climbing, a climbing counter appears around his portrait. If the counter is depleted, Arthur will fall.

The life gauges of the henchmen and mosquitoes appear above their heads.

Your supply of dragonfly eggs appears on the left side of the screen (see Dragonfly Eggs on page 12). To check the number of mul-muls you have freed, press the **START button** to open the Pause Menu, and then choose Extras and select mul-mul.

SPECIAL ACTIONS AND DEVICES

Action Sequences



Next to certain objects, characters or particular places, you will see instructions appear that tell you how to perform a special action. Place the active hero on the correct side and press the indicated buttons to trigger the special action.

Sometimes you must use several heroes to carry out a special action. (For example, pushing or pulling a heavy object or stacking an object on top of another.)



Sometimes you will have to choose a particular hero in order to make a certain device work. In such cases, the icon of this hero will light up to indicate that you need to use him or her.

Transportation

Often, you will need to use various modes of transportation to get around:



Riding a Mogoth

Go to the mogoth and press the **□ button** to climb on. Use the **left analog stick** to choose a route and then press the **□ button** to start. Press the **□ button** or the **○ button** to keep your balance on the mogoth's back. To climb off the mogoth's back, press the **× button**.



Riding the Betamoul or Spider

To climb on or off the bridge, press the **□ button**. Then use the **left analog stick** to steer.

The Pollen Globes

Certain insects are very fond of pollen and are useless unless you feed it to them. Stomp your foot in a plant to release a pollen globe, then go to the insect that you want to feed with the pollen globe stuck to your foot. Once you are near the insect, a target will appear. Hit the pollen globe by pressing the **□ button** to send it directly into the mouth of the insect. If you want to send it in another direction, press the **○ button**. Be careful, as with climbing, you only have a certain amount of time to carry the pollen globe.



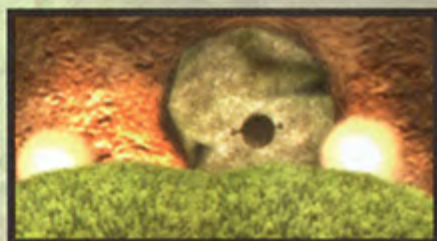
Note: You may also use the pollen globe for other things ...

Dragonfly Eggs



Dragonfly eggs allow you to win back life points (**L1 button**) or repair elements of the surroundings (**○ button**).

Secondary Quests



Free as many mul-muls as possible! They will enable you to gain access to areas where you can retrieve Invisibles runes that will unblock cards that give

you information about the characters in the game.

Be very careful. Mouf-moufs often lurk on either side of secret passages.



Note: The mouf-moufs are replaced by braziers in the henchman world.

CHARACTERS

Arthur



Arthur is not an Invisible by birth and he is only just discovering the world around him. He is deeply in love with Princess Selenia and is always very chivalrous and romantic toward her.

Arthur is the “acrobat” and the “pilot” of the group. He can climb, use the trapeze vines, fly mosquitoes and even drive a sports car!

Selenia



She is the princess of the Invisibles, destined to save her people from the threat of the henchmen. Selenia has been trained in the art of combat and expertly wields a sword. She does her best to conceal her feelings and hides behind the protocol that befits her rank. She has noticed Arthur’s attraction to her and, as would any princess worthy of that name, she uses and abuses it. Often bad tempered, Selenia directs most of her animosity toward her little brother, to whom she acts like a regular pain in the neck.

Betameche



Selenia’s little brother worships Arthur, but never misses an opportunity to jeer at his sister, and this is one thing they have in common. Naturally awkward, Betameche regularly ends up as the straggler of the group. Betameche carries an impressive number of objects in his huge backpack. He also has a multi-function knife that he can use to open certain doors.

M



A terrible threat looms over the kingdom of the Invisibles! A malevolent being lives in Necropolis, the terrible lair of the henchmen. Nothing is known of him, except that he is the master of the henchmen and is truly evil!

Henchmen



There are several kinds of henchmen, some stronger than others, but all as dangerous and mean as the next. However, keep a sharp eye out for the most dangerous of them all: Brutat. With

his armor and his enormous mace, he is a most formidable adversary!

Flying Henchman Guard



Watch out for its aerial attacks!

Pachymollet



Its size and strength will allow you to break the boulders that block your way. **Warning:** The centipede is a gigantic adversary. Nevertheless, you may find a way to make it your ally ...

CREDITS

Atari

Production

Bill Carroll
Producer

Hudson Piehl
VP of Production

Jean-Marcel Nicolai
Senior VP of Content Group

Samuel Gatte
*Director of Production Support &
QA*

Paul Steed
Creative Director

Chris Bergstresser
*Senior VP of Interactive
Entertainment*

Sara Hasson
Product Planning Manager

Marketing and Sales

Nique Fajors
VP of Marketing and Sales

Steve Tucker
*Senior Director of Marketing
Operations*

Emily Anadu
Product Manager

Brennen Vega
Customer Support Manager

Andrea Schneider
Director of Public Relations

Alissa Bell
Public Relations Specialist

Liz Fierro
Creative Services Manager

Kate Crotty
Saidia Simmons
Traffic Managers

Matthew Labunka
Atari Forums Head Administrator

Operations

Robert Spellerberg
*VP of Inventory &
Operations Accounting*

Shawn Johnson
Director of Operations

Lisa Leon
Lead Senior Buyer

Gardnor Wong
Senior Buyer

Tara Moretti
Buyer

Legal

Evan Gsell
VP of Legal & Business Affairs

Kristen Keller
*Senior Director of Legal & Business
Affairs*

Karen Moreau
Manager of Contract Administration

Joe McDonald
Manager of Rights and Clearances

Nancy Fischer
Trademark Paralegal

Quality Assurance and Support

Ezequiel "Chuck" Nunez
Manager of Publishing Support

Jason Kausch
Project Supervisor

Abby Suh
Project Lead

Ben Stoddard
Project Assistant Lead

Dave Strang
*Manager, Compatibility and
Engineering Services*

Ken Edwards
Engineering Specialist

Eugene Lai
Chris McQuinn
Randy Buchholz
Engineering Services Technicians

Joy Schneer
Director, Strategic Relations

Cecelia Hernandez
Senior Manager of Strategic Relations

Arthur Long
Strategic Relations Specialist

Atari Interactive, Inc.

Fred Chesnais
Chief Executive Officer

Kathryn Butters
VP, Atari Interactive Properties

Mike Rouette
Chief Financial Officer

Steve Bercu
*lime, llc - Lawyers for Interactive
Media & Entertainment*

Red Sheet, LLP

Morgan Tomaiolo
Design

Kurt Carlson
Documentation

Enzyme Testing Labs


Carolljo Maher
Studio Director

Pierre Langlois
Senior Project Manager

Guillaume Jolicoeur
Project Manager

Brian Zalavolgyi
Lead Tester

Antonio Berenguer
Micheal Fisher
Eric Morissette
Carl Lindberg
Test Team



The Weinstein Company, LLC

Bob Weinstein – Co-Chairman
Harvey Weinstein – Co-Chairman
Gary Faber – EVP, Marketing
John McCauley – EVP, Worldwide
Promotions
Pam Henning – SVP, Global
Integrated Marketing
Stephen Bruno – Director, Marketing

Etranges Libellules

Game Director
Jean Marie Nazaret

Executive Producer
Edith Protiere

Game Design & Level Design
Lead: Jean Marie Nazaret
Vincent Ravier
Michaël Bolufer
Eddy Leja
Ronan Soulier
Thomas Jacquemin

Gameplay Coding
Vincent Ravier
Gauthier Roussel
Christophe Champlong
Thomas Boissier
Wilfrid Girard
Eddy Leja

Screenplay and Dialogs
Jean Marie Nazaret

Additionnals Dialogs
Nicolas Pothier
Eddy Leja

Set Workshop
Lead : David Cros / Catherine Fusier
David Di Giacomo
Fabrice Tété
Aimé Jalon
Thomas Vuillier
Laurent Guittard
Jean-Baptiste Aizier
Sophie Van De Velde
Christophe Bastin

Texture workshop
Lead: Laurent Dury
Yannick Gombart
Florence Lapalu
Kevin Granger
Ludovic Texier

Kit Workshop
Lead: Jean-Christophe Blanc
Laurent Leuleu
Antoine Fernez
Sarah Mercier
Emilie Anthouard
Willy Lair
Guy-Joseph Aignel
Yoann Lemoine

Background Workshop
Lead : Fabrice Giraud
Jean-Baptiste Aizier
Thomas Girard

Assembling Workshop
Lead : Frédérique Blanc
Guillaume Barry

Rough Workshop
Thomas Girard

Aimé Jalon
Tristan Meudic
Pierre-Henry Laporterie
Cédric Forest
Miguel Vieira Da Silva

Animation Workshop
Lead : Benjamin Fleury
Emeline Mazallon
Alain Maindrón
Christophe Clamaron

Cinematic Workshop
Lead: Marc Dutriez
Mathieu Akita
Florian Canard
Emmanuel Linderer
Savitri Joly Gonfard
Tom Hermes
Storyboarder : Hervé Masseron

Special Effect & Interface Workshop
Nicolas Blanc

Technical Directors:
Guillaume Blanc & François Jean

Engine Department
Lead: Guillaume Blanc &
François Jean
Cyril Aymard
Doménico Albani
Cédric Bresson
Cédric Dodard
Mathieu Frémont
Yann Richard
Antoine Routon
Jérémy Virga
Nicolas Schaller

Tools & Engine Improvement and Support
Lead: Aurelien Kerbeci

Mastering et Tests
Lead: Alexandre Assier

Emmanuel Moiroux
Rodric Rambosson
Maxime Rollet

Game Programming
Lead: Sylvain Béen
Alexandre Assier
Cyril Aymard
Xavier Crespo
Christophe Panattoni
Sylvain Passot
Sylvain Praloix

Original Game Score
Fabrice Bouillon – Laforest

Original "Arthur and the Invisibles"
Movie Score
Eric Serra

Sound Effect Designer :
Thomas Mitton

Technical Support
Sylvain David

Administration
Laëtitia Faucitani
Hervé Fauchet

French Voice Recording :
Anatole

Special thanks
Achille Nazaret
Iounes Disdier
Alexis Jambon

ARTHUR AND THE INVISIBLES:
THE GAME and all related characters
© 2006 EuropaCorp – Avalanche
Productions – Apipoulaï Prod. All
rights reserved.

A Game Directed by
Jean-Marie Nazaret

ATARI WEB SITES

To get the most out of your new game, visit us at:

atari.com/arthur

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

ataricommunity.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

atari.com/us/tos

END-USER LICENSE AGREEMENT

IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement (“EULA”).

AGREEMENT

This document is an agreement between you and Atari, Inc. and its affiliated companies (“Company”). The enclosed software game disc(s), cartridge or Game Pak (“Software”) and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must contact Customer Support at www.atarisupport.com.

You will be given a Return Merchandise Authorization number (RMA #). You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you. If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the “I Accept” button. By clicking the “I Accept” button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and “applets” incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the

Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.

You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.

You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.

You may not electronically transmit the Software from one computer, console or other platform to another or over a network.

You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an "Editor"), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship

under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

Arthur and the Invisibles: The Game © 2006 Atari Interactive, Inc. All rights reserved. Marketed and distributed by Atari, Inc., New York, NY.

© 2006 EuropaCorp – Avalanche Productions – Apipoulai Prod. Produced and Developed by Etranges Libellules / Independence Production. ATARI word mark and logo are registered trademarks owned by Atari Interactive, Inc. All rights reserved.

Uses Bink Video. Copyright © 1997-2006 by RAD Game Tools, Inc.

Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. Manufactured under license from Dolby Laboratories.

This game is presented in Dolby® Pro Logic® II surround sound. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may need to enable Dolby Pro Logic II in the audio options menu of the game.

The ratings icon is a trademark of the Entertainment Software Association.

All other trademarks are the property of their respective owners.

11176



TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **Email** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

All customer support requests are handled via Email. No telephone support requests will be accepted.

Note: In the event we must send you an FAQ document, patch or update via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Product Return Procedures in the United States & Canada

In the event our technicians at **www.atarisupport.com** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician Emails you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

Get More Now!

Just register your game online at gameregister.com
and receive a **free Atari Extra!**

Your privacy is assured. Learn more about our privacy policy at atari.com/us/privacy
Specific offers subject to change.
SCEA takes no responsibility for this offer

www.ataricomunity.com

www.atari.com/arthur

© 2006 EuropaCorp -
Avalanche Productions -
Apipoulai Prod.



Atari, Inc.
417 Fifth Avenue
New York, NY 10016 USA

PRINTED IN USA.

Part # 27394M

ATARI