

Goosebumps™

HORRORLAND



EVERYONE 10+



ELASTIC

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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.

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.

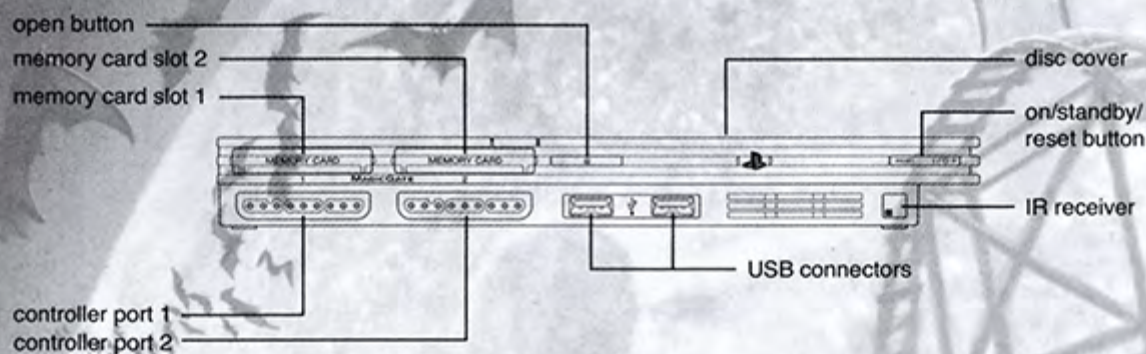
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Visit www.goosebumpsvideogame.com for
game tips, a behind-the-scenes peek and more!



GETTING STARTED



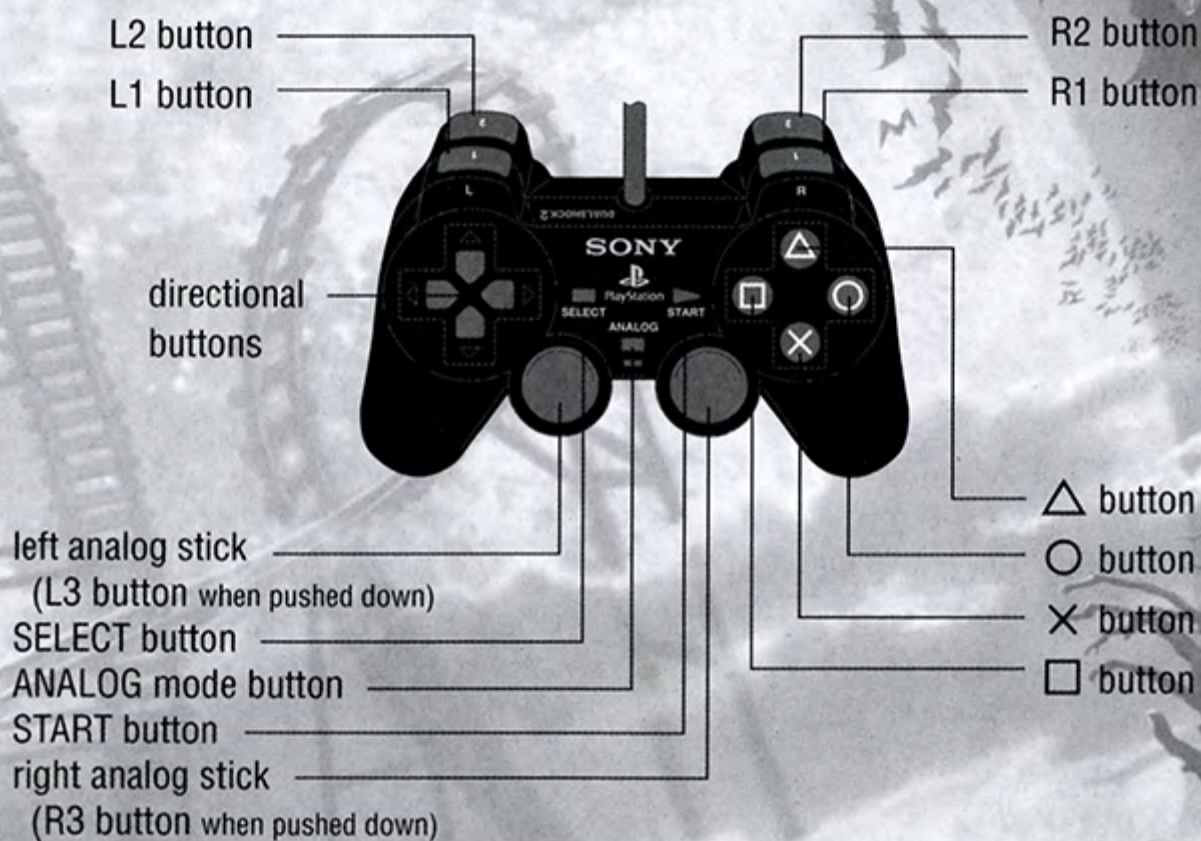
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Goosebumps: Horrorland* disc in the system with the label side facing up. Attach game controllers and other 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.

GAME CONTROLS

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS



GAME OVERVIEW

You're invited to the Grand Opening of HorrorLand, the world's only theme park where nightmares come to life! As you explore HorrorLand, you'll discover incredible fright-themed rides and attractions. Sounds like good, scary fun...until you discover the scares are all too real and find yourself trapped in the park by the Horrors. Your only way out is to collect the pieces of your HorrorLand ticket, hidden throughout the park. Play the games to earn frights and unlock areas of the park to find the pieces of your ticket. As you desperately try to escape the park, you will unravel a mystery; encounter a host of creepy horrors, monsters and mummies plus Goosebumps® twists and cliffhangers.

STORY MODE

Play **Story Mode** to find out what happens in HorrorLand. The story begins once you accept the mysterious invitation to the park and ends with your daring escape. Develop the story by exploring the park, playing games and unlocking the park areas. There are five uniquely themed areas in HorrorLand: *Carnival of Screams*, *Vampire Village*, *Fever Swamp*, *Mad Labs* and *Terror Tombs*. You will enter the park in *Carnival of Screams* but must unlock the remaining park areas by earning Frights.

TOKENS

Tokens are needed to play the games in HorrorLand. When you first begin the game in **Story Mode**, a Horror will provide you with 20 tokens. You can find more tokens hidden throughout the park or within the games. You can also use the tokens to buy monster cards and masks.

FRIGHTS

Frights are earned playing the games throughout HorrorLand. Frights are needed to unlock park areas and some rides and games. You may earn a maximum of three frights for each game. You may replay any ride or game but note that you must earn more frights than the last time you played the game for it to count toward your fright total. You may view your Fright achievements for each game by pressing **START**, then **Frights** from the subsequent menu.

TICKETS

The Horror tears your ticket into six pieces when he admits you into the park. You will enter the park with one piece of your HorrorLand ticket. To escape the park, you must find the remaining five pieces of your HorrorLand ticket, which are hidden throughout the park.

GIGI

GiGi is a little girl that needs your help escaping the Roller Ghoster in Vampire Village. Help her and she will help you find the pieces of your HorrorLand ticket.

ARCADE MODE

Once a game has been found in Story Mode, it will appear in **Arcade Mode**. Arcade Mode allows you to play any of the 30 games in HorrorLand once they have been unlocked in Story Mode. Arcade Mode offers single and multiplayer (up to 2 players) options.

SINGLE PLAYER

Single Player game mode will allow you access to any of the completed games that have been unlocked in Story Mode.

MULTIPLAYER

Multiplayer game mode will allow you direct access to 12 games from the park that offer multiplayer capabilities. You must first unlock the games in Story Mode in order for them to appear in Arcade Mode. The following games have multiplayer capabilities in Arcade Mode: *Wheel of Misfortune*,

Dead Ringer, *HorrorLand Derby*, *Monster Mash*,

Calamity Canyon, *Garlic Crusher*, *Putt Cemetery*, *Swamp Stomp*, *Brain Drain*, *Anchors Away*, *Tilt-A-Web*, and *Pharaoh's Fairway*.



MONSTER CARDS

Collect 25 monster cards! Monster cards are collected in different ways. Some are earned by playing games, others by asking for information while others can be bought using tokens or can be found within the games themselves. You may view your Monster Card Collection at any time by pressing the **Start Button**, then selecting **Monster Cards** from the subsequent menu.

CARNIVAL OF SCREAMS

Enter the park in a classic carnival-themed area with a fiendish twist. Dare to ride Bumper Carnage?

HORRORLAND DERBY

Tokens: 2

Fright Restriction: 0

It's human against Horror in a mad dash through HorrorLand! Do you have the speed to succeed?

HOW TO PLAY

To throw a ball, move the right analog stick down, then up. To change the direction of the throw, use the left analog stick.



MONSTER MASH

Tokens: 2

Fright Restriction: 0

Throw balls to mash the monsters and score big points...but don't let the evil clown catch your throw.

HOW TO PLAY

To aim at a target, move the left analog stick. To throw a ball, move the right analog stick down, then up.


DEAD RINGER

Tokens: 2

Fright Restriction: 0

Test your strength against the giant skeleton. Are you a Monster Masher...or a little Screampuff.

HOW TO PLAY

To build up speed, press L1 and R1, one after the other. To swing the hammer, press the  button.



WHEEL OF MISFORTUNE

Tokens: 2

Fright Restriction: 0

Step right up to the Wheel of Misfortune. Run as fast as you can then take a flying leap! Hit your spot on the wheel to score big points!

HOW TO PLAY

To run, move the left and right analog sticks up and down, one after the other. To jump, press R1 when you're in the red zone. To hit a target, press R1 again when in mid-air.

BUMPER CARNAGE

Tokens: 5

Fright Restriction: 0

It's a racetrack with no rules except one: DESTROY. Wreck the other cars before they wreck you.

HOW TO PLAY

To move your car, use the left analog stick. To get a burst of speed press L1 or R1.





CALAMITY CANYON

Tokens: 10

Fright Restriction: 0

Take a trip through an abandoned mine. The ride is falling apart...but if you steer carefully, you just might stay on track.

HOW TO PLAY

To dodge boulders or holes in the tracks, tilt the car using the left analog stick. To scream, press the  button when you're going downhill. To duck under an obstacle, press the  button.



VAMPIRE VILLAGE

Unlock the scares of a Transylvanian village featuring a Gothic castle, thirsty vampires and squealing bats!

Fright Restriction: 10

BATTING CAGE

Tokens: 5

Fright Restriction: 10

In this batting cage, the bats are the kind that fly. Swing away and try not to let them get caught in your hair. Batter up!

HOW TO PLAY

Use the left analog stick to look around. To swing the bat, move the right analog stick to either side. To get a bat out of your hair, quickly press L1 and then R1.

COFFIN CRUISE

Tokens: 10

Fright Restriction: 15

Enjoy your ride along our river of blood. But paddle quickly because in two minutes, your coffin will close.

HOW TO PLAY

To row your coffin, move the left and right analog sticks up and down. To turn left, row with only the left analog stick. To turn right, row with only the right analog stick. Press the **X** button to duck.



PUTT CEMETERY

Tokens: 5

Fright Restriction: 10

It's tee time in the tombstones. Can you get a GHOUL in one?

HOW TO PLAY

To aim your shot, move the left analog stick. Press the **X** button when you're ready to shoot. To shoot, move the right analog stick down, then up.

GARLIC CRUSHER

Tokens: 5

Fright Restriction: 10

The vampires are rising! Use your garlic to nail them back into their coffins.

HOW TO PLAY

Use the left analog stick to aim at a vampire. To throw the garlic, move the right analog stick down then up.



FLASH FRIGHT

Tokens: 5

Fright Restriction: 15

You're locked in a room with a pack of hungry vampires and nothing but a flashlight to protect you. Good luck!

HOW TO PLAY

Use the left analog stick to aim your flashlight. Press and hold R1 to turn it on. To recharge, quickly move the left analog stick up and down.

ROLLER GHOSTER

Tokens: 20

Fright Restriction: 20

Take a ride through a vampire's mansion. Fight off the vamps and ghosts...or you just might be staying for dinner.

HOW TO PLAY

Use the right analog stick to aim. Press R1 to shoot. Use the left analog stick to look around.



FEVER SWAMP

Avoid falling in Swamp Stomp or getting slimed by the Bogtopus in a marshland of rides and attractions that challenge the squeamish.

Fright Restriction: 20

ANCHORS AWAY

Tokens: 5

Fright Restriction: 20

Toss the anchor with a heave, heave, ho. How far into the swamp will it go?

HOW TO PLAY

Press L1 and then R1 quickly to build up speed.

When you're going fast, press the **X** button to throw the anchor.



SWAMP STOMP

Tokens: 5

Fright Restriction: 20

Run the right speed to stay on the log. Or take a swim in the bog.

HOW TO PLAY

Move the left and right analog sticks up and down to run. Run at the right speed to stay on the log.

TILT-A-WEB

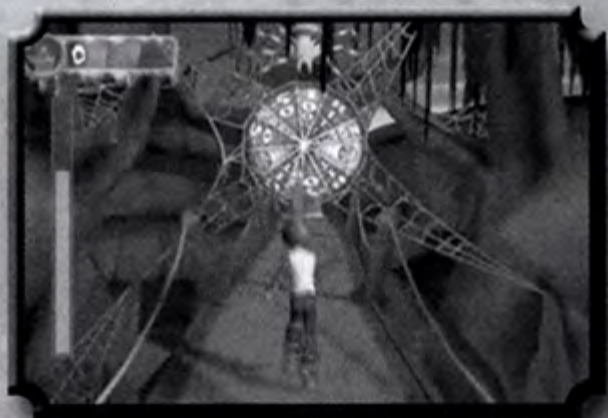
Tokens: 5

Fright Restriction: 20

Come get caught in our Web. Will you score big or get bit?

HOW TO PLAY

Move the left and right analog sticks up and down to run. When you're in the red zone, press R1 to jump. To hit a target, press R1 again in midair.



RUB-A-DUB SLUG

Tokens: 5

Fright Restriction: 25

HorrorLand's pet slug is infested with stenchworms! Pluck them before you choke on their deadly gas.

HOW TO PLAY

Use the right analog stick to rotate the slug. To grab a worm, use the left analog stick to aim at it, then press and hold R1. Still holding R1, quickly move the left analog stick left and right. When the worm goes limp, move the left analog stick down to pull it out. To fill a hole, aim at it, then press and hold R1 and move the left analog stick up and down.



SLIME FLUME

Tokens: 10

Fright Restriction: 25

The best way to see Fever Swamp is from the water! Paddle your way through the swamp before you sink into the muck.

HOW TO PLAY

To row, move the left and right analog sticks up and down. To turn left, row with only the left analog stick. To turn right, row with only the right analog stick. Press the **X** button to duck.

BOGTOPUS

Tokens: 20

Fright Restriction: 25

Welcome aboard the Bogtopus. Shoot the eyes, battle the slime-shooting pirates—and try not to get eaten!

HOW TO PLAY

Use the right analog stick to aim. Press R1 to shoot eyes, teeth or pirates. Use the left analog stick to look around. If your screen gets covered in slime, use the right analog stick to wipe it away.



MAD LABS

Get a jolt when science crosses with evil in a landscape of flashing electricity and shocks.

Fright Restriction: 30

BRAIN DRAIN

Tokens: 5

Fright Restriction: 30

The brain bots are attacking! Use your vacuum pump to drain their brain fluid before they get you.

HOW TO PLAY

Use the left analog stick to aim. Move the right analog stick up and down to drain the brain.



TOXIC GUNK DUNK

Tokens: 5

Fright Restriction: 35

You have one minute to hit the targets and dunk the Horror. Run out of time—and it's you in the gunk.

HOW TO PLAY

To aim at a target, use the left analog stick. To throw a ball, move the right analog stick down, then up. Use the left analog stick to wipe toxic gunk from your screen.

BUZZWIRE

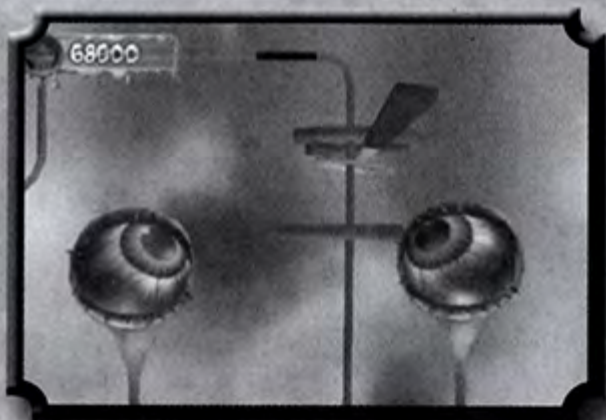
Tokens: 5

Fright Restriction: 40

Move your loop along the wire. You'll need a steady hand because each time you touch the wire, you shock the brain.

HOW TO PLAY

To pick up the loop, move the hand over it and press the **X** button. Use the left analog stick to move the loop carefully along the wire.



SHOCK N ROLL

Tokens: 10

Fright Restriction: 35

Are you ready for a CRASH COURSE in electricity? If the other cars don't get you, the giant electrodes will.

HOW TO PLAY

Use the left analog stick to move your car. Press L1 or R1 for a burst of speed.



THE DREAMMILL

Tokens: 5

Fright Restriction: 30

Get a workout on the Dreammill. Keep your speed right or suffer the consequences.

HOW TO PLAY

Move the left and right analog sticks up and down to run. Run at the right speed to stay on the treadmill. Press R1 to jump.

THUNDERVOLT

Tokens: 20

Fright Restriction: 40

Take a ride through an abandoned power plant, complete with shocking electrodes, giant deadly drills and robots run amok.

HOW TO PLAY

Use the right analog stick to aim. Press R1 to shoot. Use the left analog stick to look around.



TERROR TOMBS

Watch out for living mummies in an Egyptian-themed area, with rides based on pyramids and ancient crypts.

Fright Restriction: 50

MUMMY RUN

Tokens: 5

Fright Restriction: 50

Run as fast as you can and jump over the bottomless pits—or you'll be the mummy's new TOMB-mate.

HOW TO PLAY

To throw a ball, move the right analog stick down, then up. Use the left analog stick to change the direction of the throw.



SCORPION SPEEDWAY

Tokens: 10

Fright Restriction: 55

Race three times around the track to win the Gold!

HOW TO PLAY

Use the left analog stick to move your car.



PHARAOH'S FAIRWAYS

Tokens: 5

Fright Restriction: 60

The ancient Pharaoh's built the world's deadliest mini-golf course. Can you putt your way through?

HOW TO PLAY

To aim your shot, move the left analog stick. Press the **X** button when you're ready to shoot.

To shoot, move the right analog stick down, then up.




SNAKES ON A CHAIN

Tokens: 5

Fright Restriction: 55

Move your loop along the chain. Each time you touch the chain, the cobra will bite you to remind you to be more careful.

HOW TO PLAY

To pick up the loop, move the hand over it and press the  button. Use the left analog stick to move the loop carefully along the chain.

BEETLE BATTLE

Tokens: 5

Fright Restriction: 50

This tomb is swarming with ancient scarab beetles, known for their bad temper and deadly sting. Protect yourself as best you can.

HOW TO PLAY

Use the left analog stick to look around. Move the right analog stick left or right to swing the bat. Get stung too many times and your game is over.



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Product Warranty 568/11
557 Broadway
New York, NY 10012-3999

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