

# MONSTER HOUSE™



**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.



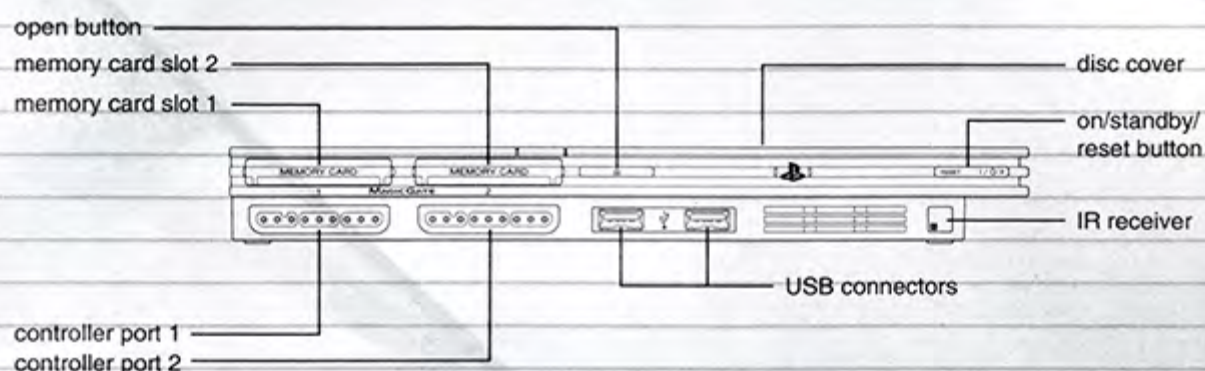
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# GETTING STARTED



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

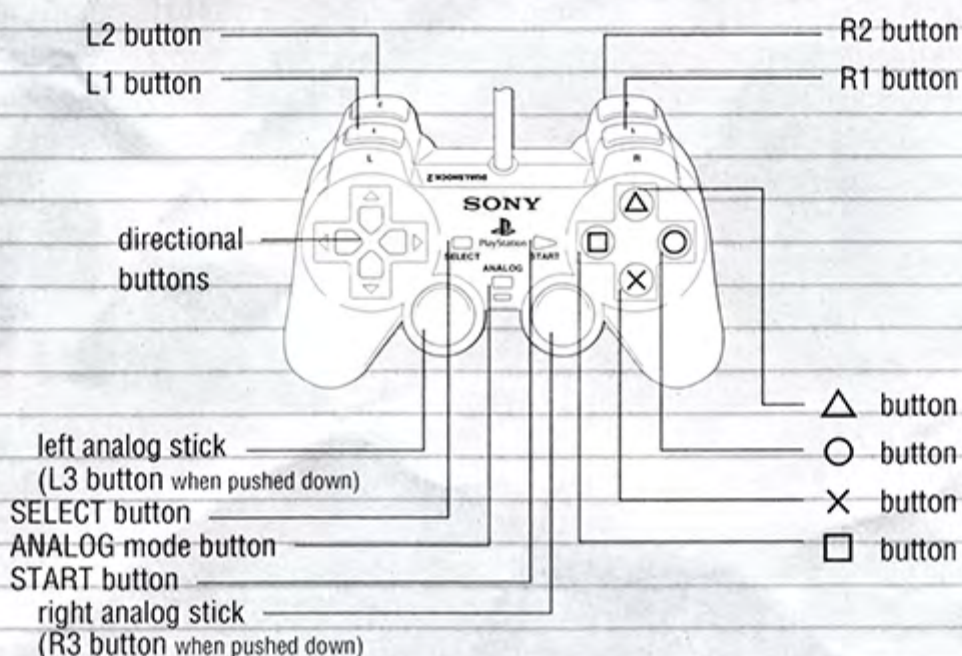
To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 of your PlayStation®2. You can load saved game data from the same card, or any Memory Card (8MB) (for PlayStation®2) containing previously saved *Monster House* games. For more information, see SAYING AND LOADING on page 10.





# CONTROLS

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



### BUTTON

### ACTION

#### Menu Navigation

Menu/Interface Controls

Directional buttons **↑/↓**

Directional buttons **←/→**

**△** button

**×** button

Highlight menu item

Change highlighted item

Back

Accept

#### Game Controls

Left analog stick

Right analog stick

**□** button

**×** button

**○** button

**△** button

Left analog stick + **L1** button

**L1** button

**R1** button

L3 button (push down left analog stick)

**▶** button

Walk & turn/Walk & Strafe

Free Look

Secondary Weapon

Fire + Combat Lock  
(if enemy in flashlight)/Fire

Action or Combat Lock/

Break Combat Lock + Action

Reload

Dodge/Jump Back

Crouch

Melee Attack

turn 180°/

Break Combat Lock & turn 180°

Pause game



# STORY

Twelve year-old D.J. Walters has been monitoring the unexplainable activities of the house across the street since he was a kid. He knows something just isn't right. Owned by the mysterious and reclusive Mr. Nebbercracker, the house has a way of making things disappear. Seems anything that lands on the old man's lawn is considered as good as gone.

Determined to find the secret to this ravenous piece of real estate, D.J. and his friends Chowder and Jenny concoct a plan to battle the ominous "Monster House," only to discover that it's not just things that are starting to vanish, but apparently, it's people too! Halloween, with its hordes of "trick-or-treaters," is quickly approaching, and the three friends realize there is only one choice - to go into the house and destroy it once and for all!

As soon as D.J., Chowder and Jenny enter the house, it comes to life. The entryway carpet turns into a giant tongue, its floorboards into an open mouth which swallows them whole, pulling them into the belly of the beast! Armed with only their water guns for protection and a walkie-talkie to communicate, the trio must face their fears and defeat the house.

Following a series of riddles and tasks, our young heroes travel through mind-boggling mazes of pipes and plaster, searching for the furnace - the literal heart of the house. It won't be an easy journey, as every room, corridor and corner is filled with evil creatures that want to protect the house and make D.J., Chowder and Jenny disappear forever.





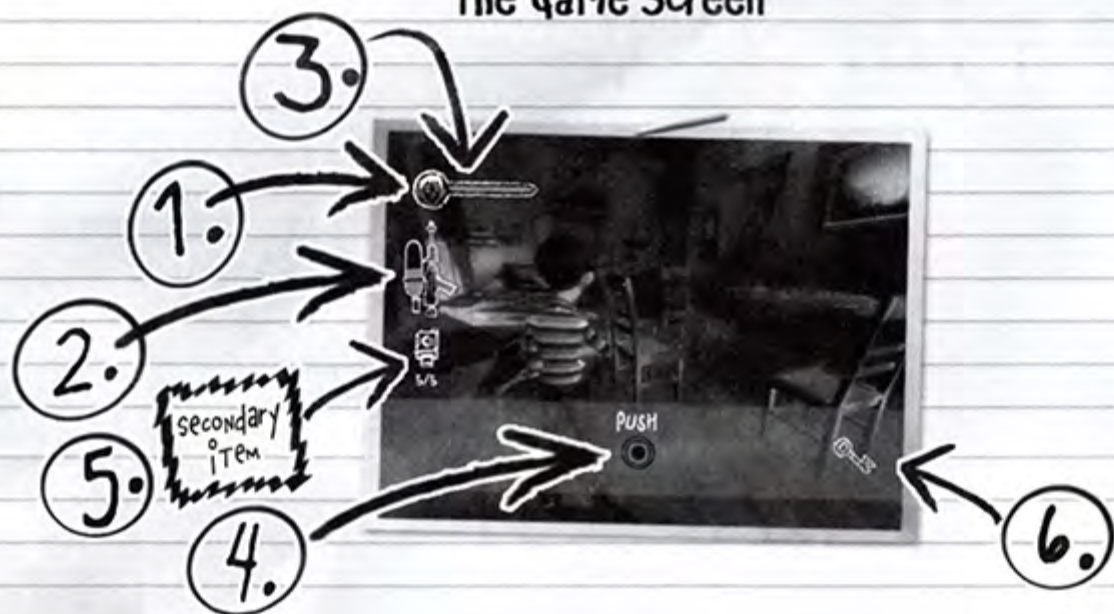
# MAIN MENU/PLAYING A GAME

- **New Game** - Start your adventure!
- **Load Game** - Load a saved game.
- **Options** - Access the following game options:
  - **Sound** - Adjust the in-game music, SFX, and voice volume.
  - **Subtitles** - Toggle subtitles ON/OFF.
  - **Brightness** - Adjust in-game screen brightness.
  - **Vibration** - Toggle Controller vibrate ON/OFF.
  - **Controls** - View the Control schematic.
- **Extras** - Access unlocked content.
- **Credits** - See the game credits.



To start your adventure, select **NEW GAME** from the Main Menu and choose an open **SAVE SLOT** from the New Game Menu.

## The Game Screen



### 1. Character

The character you are currently controlling.

### 2. Water Reservoir

Displays the remaining water left in the water gun. Press the **▲** button to reload.

### 3. Energy Meter

Displays the remaining energy of the character. Energy items can help you regain some energy.

### 4. Action Alert

Press the **○** button to perform the action shown.

### 5. Secondary Item


Displays currently equipped secondary item and number of charges left.

### 6. Collected Item

Displays any item (such as keys) that you've picked up.

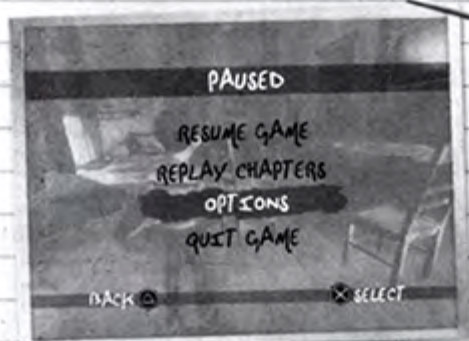


## Pausing the Game

Press the  button at any time to pause the game and access the Pause Menu.

## Pause Menu

- **Resume Game** - Return to the Monster House.
- **Replay Chapter** - Restart current or previously completed level.
- **Options Screen** - Access the Options Menu.
- **Quit Game** - Return to Main Menu.



## CHARACTERS

### DJ

DJ is a 12-year-old boy who is obsessed by the mysteries that surround the Nebbercracker house. He lives right across from it and has been "monitoring" it for some time now...

DJ is equipped with a water gun and a camera that stuns enemies.



DJ

### Chowder

DJ's best friend, Chowder (also 12), is a slightly overweight kid who acts like the fearless hero that he is not.

Chowder has a five-beam water gun with an integrated water balloon inflating device (these water balloons do a lot of damage and cover a big area!).



Chowder





JENNY

### Jenny

Jenny is a cute and brilliant 12-year-old girl who ends up in this adventure by mistake as she was about to sell candy to the Nebbercraker house.

She carries a unique water pistol that fires rapid bursts of smaller shots. She also has a slingshot that fires marbles. Jenny uses the slingshot to perform precise, powerful shots, and to help in puzzle-solving.

### Skull

An employee of the Pizza Freak restaurant, this all-wise, all-knowing, three-time Dragon War champion, is ready to interrupt his endless game of "Thou Art Dead" to offer his supernatural expertise and advice to the kids.



skull





# POWER-UPS/COLLECTABLES

NOTE: When you approach an energy item, the "circle button interaction" alert appears on screen. When you press the circle button, your energy meter will partially refill (unless your energy meter is already at 100%).



## Soda Can

Drinking a soda will refill your energy meter by 30%.



## Ice Cream

When consumed, these will add 50% to your energy meter.



## #U-Mon-Gulp

These large smoothies will fill your energy meter to 100%.

## Water Gun Upgrades

These upgrades increase the fire rate, the damage done, the range, and the ammo capacity of your water gun. Upgrades are installed automatically when you pick up the upgrade.



## Dj's Water Gun

Weapon Upgrade: Rapid Fire/Water Stream

For rapid fire, tap the  $\otimes$  button.

For the water stream, press and hold the  $\otimes$  button. This sprays a constant water beam that does more damage and pushes back enemies (these attacks use more water than the standard water burst).



## Chowder's Water Gun

Weapon Upgrade: Increased Water Bursts

Press the  $\otimes$  button to shoot as usual.

Chowder shoots more water pellets per shot.



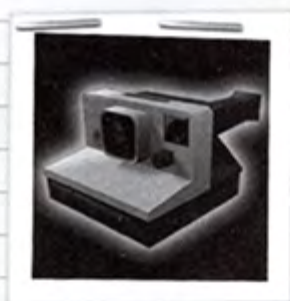
## Jenny's Water Gun

Weapon Upgrade: Rapid Water Bursts

To shoot rapid water bursts, press and hold the  $\otimes$  button. In addition to doing more damage, the rapid bursts attack pushes back enemies, but uses more water than the burst attack.



## Secondary Weapons Ammo



### Camera Film

Dj can pick up camera film, which allows him to use the flashes on his camera.



### Slingshot Marbles

Slingshot marbles reload Jenny's slingshot.



### Balloons

Balloons reload Chowder's water balloon secondary weapon.



### Toy Monkeys

Whenever you find a toy monkey in the game, keep it lit with your flashlight for one second to collect it. Each toy monkey you find unlocks hidden game art that you can view in the Art Gallery, accessed from the Extras Menu.



### Tokens

Tokens found in the house can be used to play the "Thou Art Dead" Arcade Game (accessed from the Extras Menu).



# SAVING AND LOADING

## Saving a Game

Monster House™ autosaves your progress at various points throughout the game.



## Loading a Game

To load a previously saved game, select Load Game from the Main Menu, use the directional buttons to select a SAVE SLOT, then press the X button.

## TIPS

- Initially the house is not aware that there are intruders. As you explore, you may alert the house (by doing things like breaking stuff or stepping into window light). When the house is alerted it will shake and cause a commotion. Parts of it will come alive and attack you! Eventually the house will calm down again. Once it does, it is a good idea to try not to wake it up again for as long as possible.
- Pump up your squirt gun between battles to keep your water pressure high.
- Try to finish off enemies with your squirt gun, but if an enemy gets too close use your melee attack to push them back.
- Keep moving while you're firing so that enemies don't get too close. Dodging can also buy you time to pump up your squirt gun in the middle of a tough battle.
- Save your secondary weapons for tough situations. Each secondary weapon is best used in particular situations. Dj's camera flash is most effective against many enemies. Jenny's slingshot works best against tough enemies at long range. Chowder's water balloon is devastating to enemies clumped together.



# THOU ART DEAD

"Thou Art Dead" is a classic arcade game and Skull's favorite. The coins you find in and around the Monster House can be used for extra plays of "Thou Art Dead."

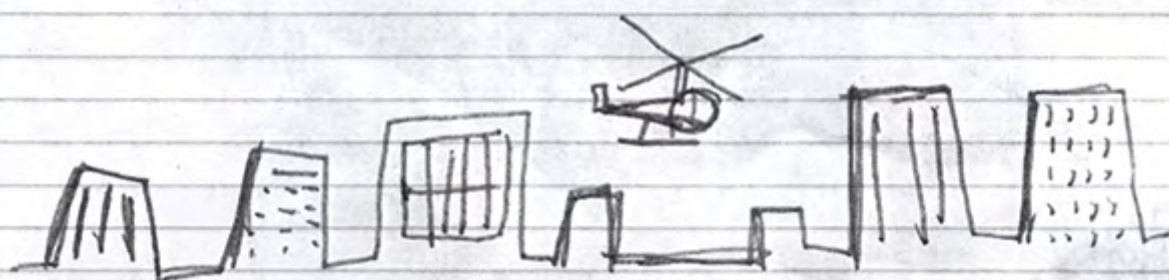
## thou Art Dead Controls

### BUTTON

Left analog stick  
Left analog stick up/right  
⊗ button  
Ⓚ button  
Left analog stick + Ⓚ button

### ACTION

Move Left / Right  
Move up stairs  
jump  
Attack  
Sliding Attack





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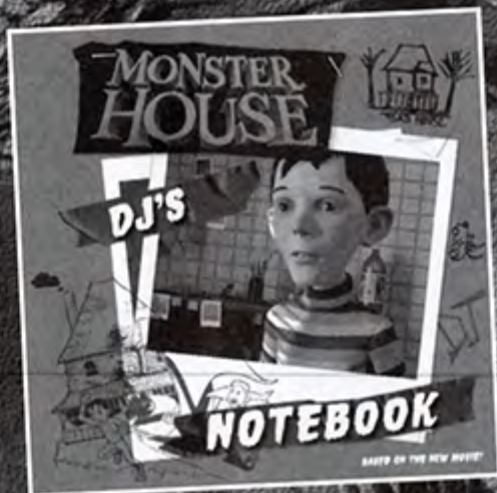
Special thanks

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# MONSTER HOUSE™

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spooky stories!



Monster House books from Simon Spotlight,  
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