



PIRATES *of*  *the* CARIBBEAN
THE LEGEND OF JACK SPARROW



TEEN
T
CONTENT RATED BY
ESRB

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.

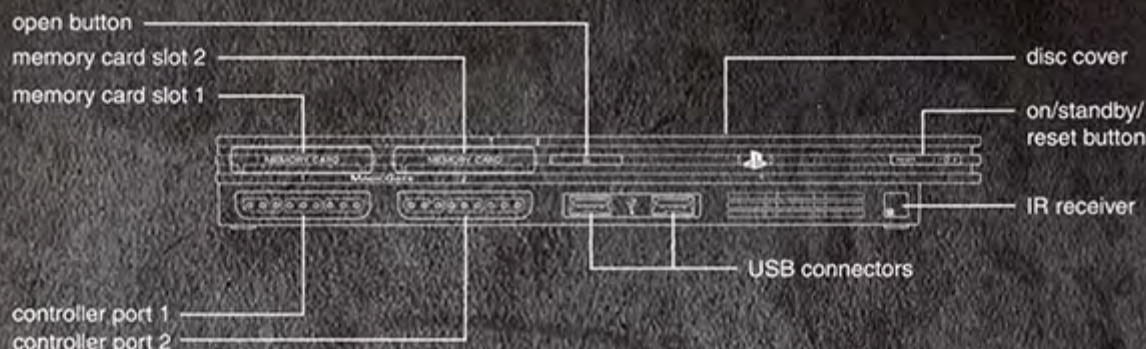
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GETTING STARTED



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 *Pirates of the Caribbean: The Legend of Jack Sparrow* 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.

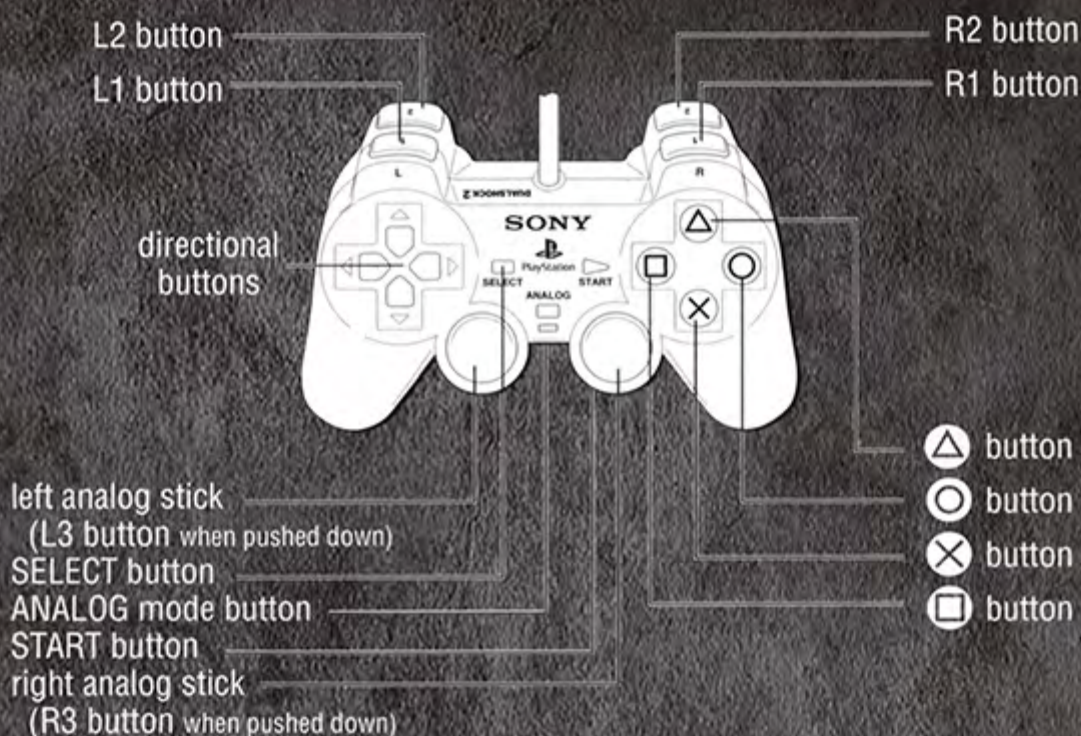
Memory Card (8MB)(for PlayStation®2)

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.

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STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



- X button Light Attack
- square button Heavy Attack
- triangle button Light Special Attack
- circle button Pick Up Objects/Drop Objects/Saber Lock
- R1 button Press and hold for Block
- L1 button Press and hold for Target Lock
- R2 button Heavy Special Attack
- L2 button Running Kick
- Left analog stick Move character forward, back, turn left, right.
- Right analog stick Rotate camera left or right
- Up directional button Set AI Hero to Defensive
- Left directional button Set AI Hero to Aggressive
- Right directional button Set AI Hero to Passive
- Down directional button Switch Heroes (single-player only)
- START button Pause

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INTRODUCTION

Welcome to *Pirates of the Caribbean: The Legend of Jack Sparrow*, where adventure and thrills lurk behind every tri-cornered hat. Join the world's most formidable pirate – Captain Jack Sparrow – on his globe-spanning adventures as he recounts some of his most harrowing tales and daring escapades.

MAIN MENU



New Game

This will start a new game in either single player story mode or cooperative mode. For cooperative mode please ensure a controller is inserted into Port 2. For more details on the cooperative mode please see pg. 6.

Load Game

This will load an existing save from the memory card. Once a load has been selected and confirmed the user will go to the level selection screen. For cooperative mode please ensure a controller is inserted into Port 2.

OPTIONS

The options menu allows you to configure the following game features:

Audio

Master Volume – Adjusts the overall volume for the game.

Music Volume – Adjusts only the music volume for the game.

Effects Volume – Adjusts only the sound effects volume for the game.

Subtitles On/Off – Set the in-game subtitles on or off.

Controls

View or change the default control configuration. There are three predetermined configurations.

Level Selection Screen (saved game only)

The Level Selection screen is represented as a sea chart that plots your journey. Areas that have already been visited appear as map locations on the chart.



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Map locations

The map shows locations previously visited during the game. Use the **directional buttons** to navigate the map from location to location and use the **X** button to load the level. After the location has been selected, you can choose the specific chapter for that location.

Most Gold Collected: Total Treasure found on this map.

Map Piece status: Indicates if the map piece was recovered on this hidden map.

Unlockables

The top of the Options chest is where you will see each of the 24 hidden map pieces once you have collected them. Four collected map pieces will complete a treasure map. A new piece of content is unlocked and can be viewed in the cabin.



GAME SCREEN

Selected Character Portrait

This shows the actively selected character.



Lives

This shows the number of lives available to you – when selected characters falls in battle they resume play immediately at full health if any lives remain. In cooperative mode, lives are shared between the two characters. (A maximum of four lives are shared in cooperative mode.)

Health Meter

This shows your character's total health. A full green bar is the maximum health and yellow when the character's health is in danger. When the bar is red the character is near death.

Items

This shows the total number of consumable items available to the selected character. Consumable items are used for Special Abilities (see pg. 8).

Gold collected

This is the amount of gold collected by the active character. The gold collected is split between the two players.

Subtitle

If subtitles are selected to be "on" the subtitles will display during the letterbox vignettes.



Subtitles on.

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Objective Icon

This icon is displayed when a mission objective has been added or updated on the objectives screen.



Camera Icon

During certain scenes, camera control is locked to ensure the best perspective on the action. When this icon is displayed, the camera rotation control – **Right analog stick** – cannot be used.

COOPERATIVE MODE

To start the game in cooperative mode select:

New Game

Please ensure that there is a controller in both Port 1 and Port 2. At the “Co-op?” prompt select “Yes”.

Load Game

To load a game in Cooperative Mode (a valid save game must be available) – ensure there is a controller in both Port 1 and Port 2. At the “Co-op?” prompt select “Yes”.

Player 1 icon –

(cooperative mode only)

This icon indicates the character controlled by the controller in Port 1.



Player 2 icon –

(cooperative mode only)

This icon indicates the character controlled by the controller in Port 2. These cannot be switched by using the character switch button.

Objectives/Pause Screen

Using the **START** button will pause the action at any time, allowing you to view the objectives for the current level.

Objectives are added during play. Completed objectives appear dimmed, required and incomplete objectives appear lit, and failed objectives appear in gray.



Objectives/Pause Screen

Resume

This resumes the game.



Upgrades Screen

Upgrade

The upgrade screen allows you to spend some of your plunder by customizing the selected character using the gold collected throughout the game. On the upgrade screen, each attack can be upgraded two additional levels to maximize its effectiveness against enemies.

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Options

Camera Normal/Inverted – Sets the camera control to Normal or Inverted.

Vibration On/Off – Turns the vibration on or off.

Subtitles On/Off – Turn the ingame subtitles on or off.

Master Volume – Adjusts the overall volume for the game.

Music Volume – Adjusts only the music volume for the game.

SFX Volume – Adjusts only the sound effects volume for the game.



Options

Hints

This offers in game help for finding treasure, defeating enemies or achieving objectives. It also displays unlocked combos or abilities for the current level.

Restart

This restarts the level from the beginning. NOTE: When restarting a level, any purchased upgrades, collected gold, or found items will be lost.

Quit

This exits the level entirely to the main menu.

Map Piece Found

This is displayed when you find the secret map piece for the level. Each map piece is part of six treasure maps that unlock hidden content in the Options chest located in the main menu!

COMBAT



Basic Attacks

Light Attack

Fast, responsive sword swings are performed by pressing the **X** button.

Heavy Attacks

Heavy attacks are performed by pressing the **□** button and take longer to perform than a light attack but deal more damage.

Block

By holding the **R1** button the character's sword will block most attacks, including ranged attacks, preventing damage. However, block is not effective against some heavy attacks such as those used by bosses.

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Dodge

While holding down the block button, moving the **Left analog stick** will allow you to quickly roll left, right, leap forward, or leap back to evade enemy attacks.

Combos

To deal devastating attacks on enemies combos can be performed by chaining together attacks. Some of these combos are unlocked by progressing through the game. Others are available at the start of the game.

X + □ = Jumping Overhead Slice

X + X + □ = Lunge

□ + X = Vault Kick

Saber-Lock

Pressing the **O button** will initiate a Saber-Lock on an enemy - once the character is locked you will have one second to initiate either of the following Saber-Lock moves:

Pressing the **X button** will initiate the Shoulder Throw.

Pressing the **□ button** will initiate the Critical Strike.

NOTE: Bosses and some larger enemies are not susceptible to the Saber-Lock.

Special Abilities

Jack

Grog Bombs

Jack employs Grog-bombs - fiery jars filled with flammable grog. Grog-bombs explode when thrown and, despite their limited range, are very useful against multiple enemies.

Grog-bombs can be thrown with the **Δ button** once this attack is unlocked.



Flame Cutlass

By dousing his sword in flammable grog and striking it on the ground to set it alight, Jack turns his sword into one of the most formidable weapons in the game. It can be used with light attacks to deal extra damage or in a single-use special attack that does massive area effect damage to all nearby enemies.

To use this move, you must have the maximum grog item in your inventory. To set the sword alight, press the **R2 button**.

Will and Elizabeth

Hatchet Attack

Will and Elizabeth both use hatchets and are quite adept at throwing these at long range. Hatchets can be thrown with the **Δ button** once this attack is unlocked. (This also works the same with fish you may find.)



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Blade Barrage

A special attack only, this does massive area effect damage to all nearby enemies and can be initiated with the **R2** button.

Item Dispensers

These handy dispensers hold the items needed for Jack, Will and Elizabeth's special abilities. Item dispensers are unlimited use, so you can always return to retrieve more. There are two types:

Kegs o' Grog - used to replenish Jack's Grog-bombs.

Hatchet/Fish Barrel - used to replenish either Will or Elizabeth's hatchets (or fish).

To use an item dispenser approach it and press the **O** button.

Interactive Objects



There are many types of interactive objects within the levels of *Pirates of the Caribbean: The Legend of Jack Sparrow*.

Thrown objects

Many items can be picked up and thrown - these can be useful in battle and often have treasure inside to boot! Press the **O** button to pick up or drop an object, and use either the **X** button or the **□** button to throw it.

Placed objects

Explosive crates cannot be thrown. These items are picked up but must be set into position to be used. Use Jack's grog-bombs to set these off.

Interactive levers

There are levers that activate trap doors or re-route mine carts scattered throughout the game. To activate simply strike these with a light or heavy attack.

Destructible objects

There are a number of destructible items in the world - ropes, crates, barrels, doors, beams, posts, and more. Some of these items will have treasure inside!

X Marks the Spot

Treasure Chests

There are treasure chests that can be found on nearly every level. Ordinary chests yield fabulous treasure. Chests with green jewels embedded in their tops contain health pickups.



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Hidden Treasure

There is hidden treasure throughout every level of the game. Sometimes it is hidden behind wooden doors or barricades.

Along with hidden treasure there are also map pieces that unlock content on the location map and upgraded swords that do more damage.

Skull Spots



When approaching an item where a specialized action can be performed you'll be prompted with a skull-shaped icon. Position the selected character within the icon and press the **O** button to activate. You may need to win a mini-game to complete the action.

Mini-games

Struggle

This is a test of your skill with the controller. Move the **Left analog stick** in the direction indicated to win the struggle puzzle.

Agility

Match the button prompts displayed to complete these sequences.

Strength

Show what you're made of – rapidly press the **X** button to power through these sequences.

Concentration

Press and hold the **X** button patiently to complete these sequences.



Cannons

At several points throughout the game, you will have the opportunity to use additional firepower in the form of cannons. When you find a cannon, press the **O** button to activate it. Then aim the cannon with the **Left analog stick** and press the **X** button to fire. Press the **O** button to discontinue using the cannon.

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