

# The Tale of Despereaux



**BRASH**  
ENTERTAINMENT™



**⚠ WARNING: PHOTSENSITIVITY/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.

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**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.

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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.





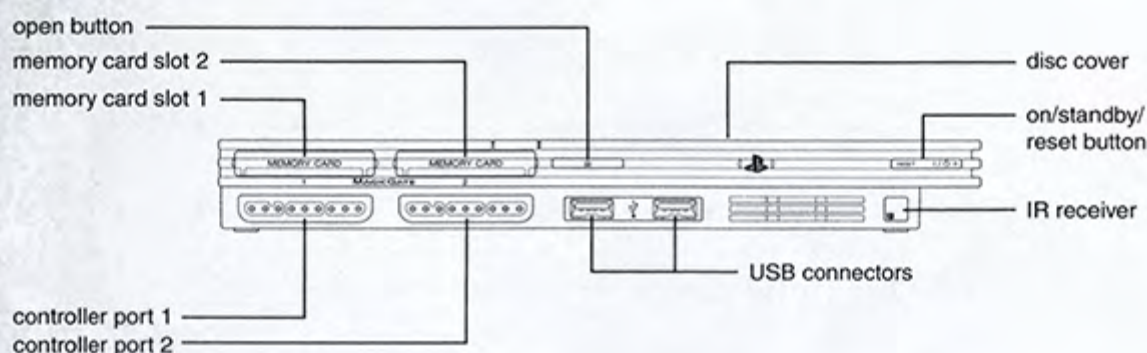


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# Getting Started



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 *The Tale of Despereaux* 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)

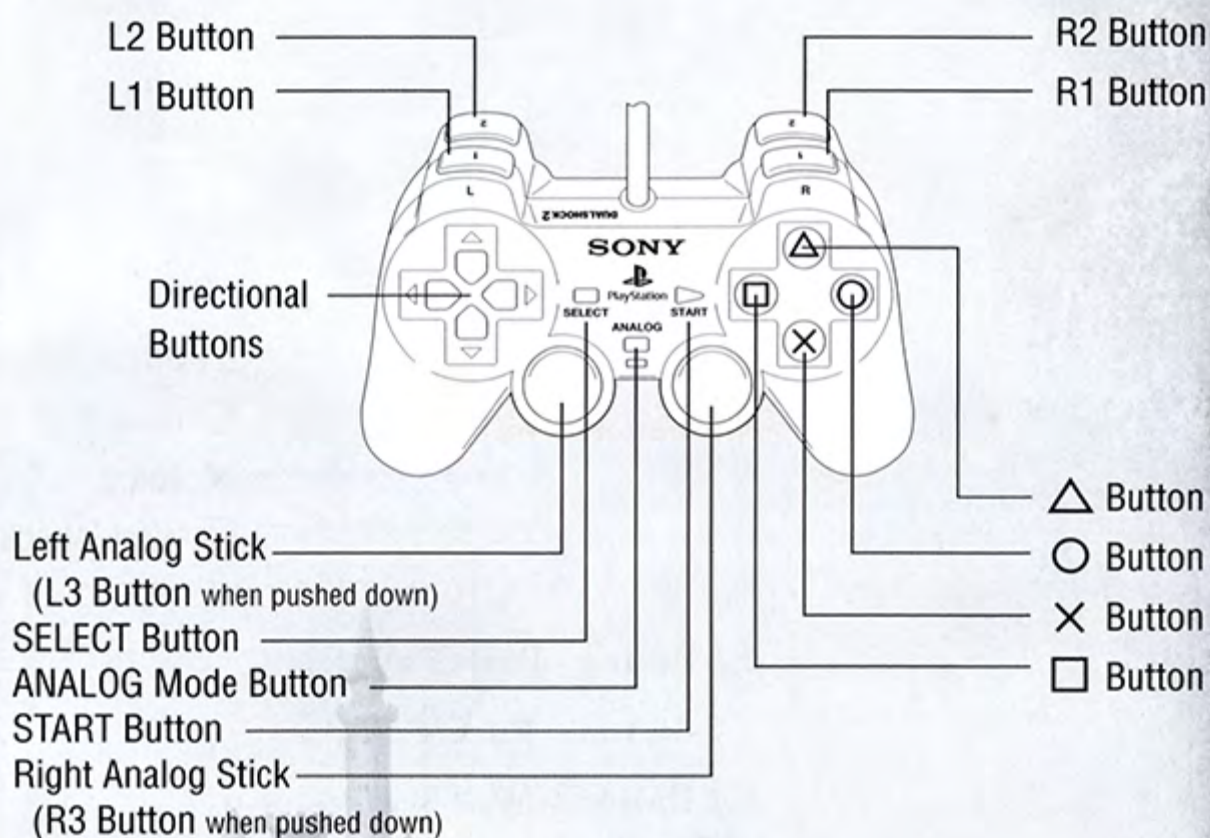
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.





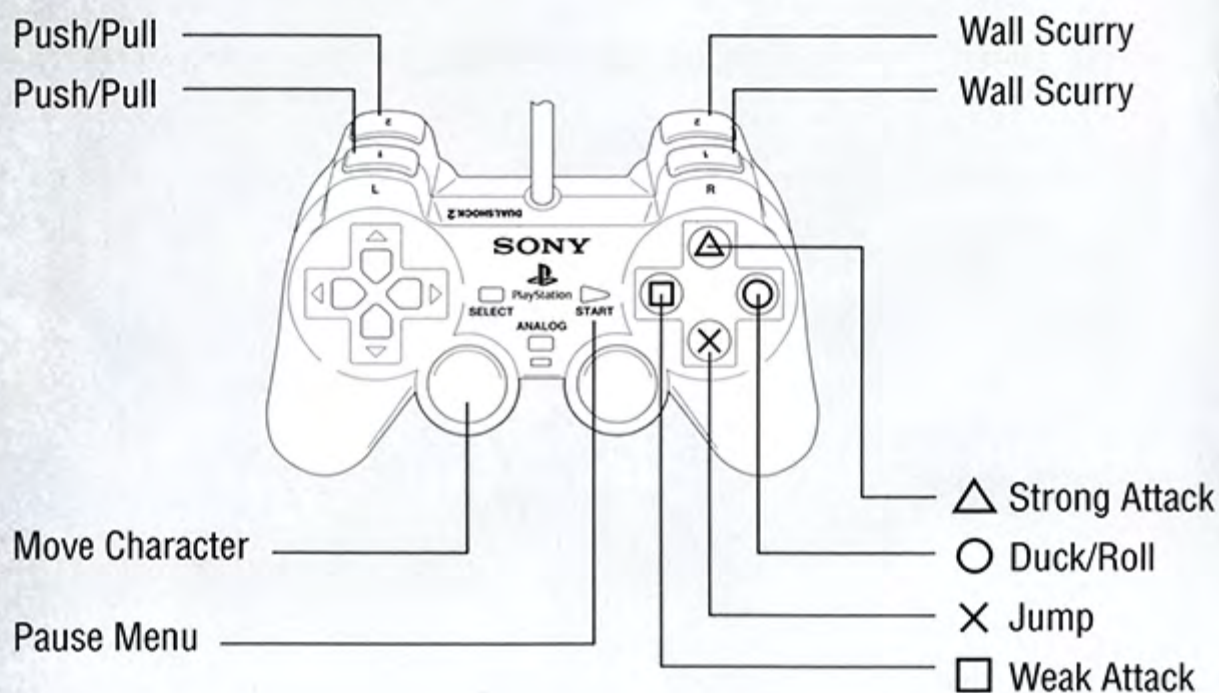
# Starting Up

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS





# Game Controls



**L2 Button – Push/Pull**

**L1 Button – Push/Pull**

**R1 Button – Wall Scurry**

**R2 Button – Wall Scurry**

**Left Analog Stick – Move Character**

**START Button – Pause Menu**

**Triangle Button – Strong Attack**

**O Button – Duck/Roll**

**X Button – Jump**

**Square Button – Weak Attack**





# Story



Once upon a time, in the faraway kingdom of Dor, there was magic in the air, laughter aplenty and gallons of mouthwatering soup. But an accident left the King broken-hearted, the Princess filled with longing and the townsfolk without their soup. All hope was lost in this land...until Despereaux Tilling was born.

A modern fairy tale, *The Tale of Despereaux* is the story of Despereaux, a brave mouse banished to the dungeon for speaking with a human. Tiny and graced with oversized ears, Despereaux was born too big for his little world. Refusing to live his life cowering, he befriends a Princess named Pea and learns to read (rather than eat) books - reveling in stories of knights, dragons and fair maidens.

After Pea is kidnapped, Despereaux discovers he is the only one who can rescue her...and that even the tiniest mouse can find the courage of a knight in shining armor.



# *Main Menu*

## **NEW GAME**

Start a new game.

## **RESUME GAME**

Continue playing from the last chapter played.

## **PREVIOUS CHAPTERS**

Replay chapters already completed.

## **SELECT PROFILE**

Manage profiles. Create a new profile by selecting an empty profile and entering a profile name. Delete a profile by highlighting a profile and pressing Triangle Button.

## **OPTIONS**

Select to adjust volume, controls, and view credits.

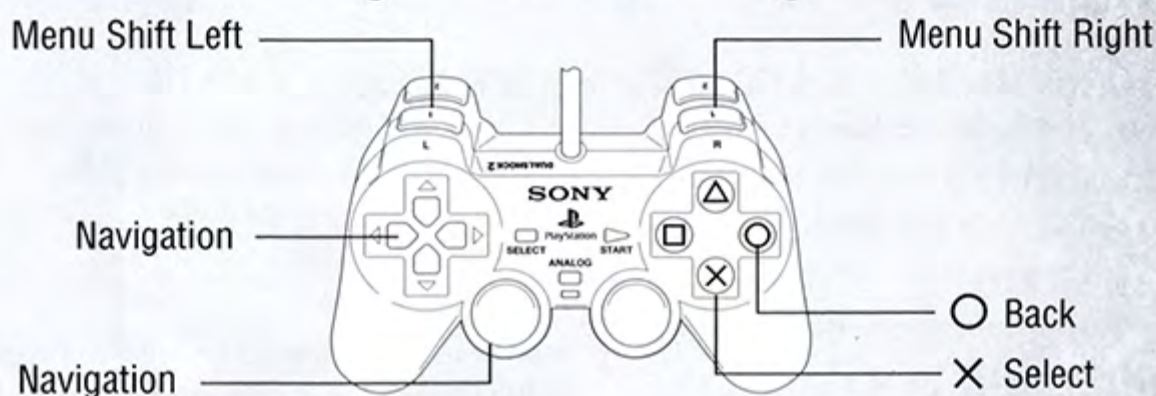
## **UNLOCKABLES**

Use buttons to purchase unlockable items.





# Menu Controls



# On-Screen Display



## TUTORIALS

Shows what controls are needed to perform a move.

## QUESTS / HINTS

Helps to guide players in the right direction.

## COURAGE METER

Shows how courageous Despereaux is feeling.

## COLLECTION COUNTER

Shows how many cheese collectables are in this level and how many have been collected.

## ACTION ICON

Shows when a special action is required.



# Advanced Controls

## CHARGED QUICK ATTACK

Press and hold the Square Button.

## CHARGED STRONG ATTACK

Press and hold the Triangle Button.

## EAR GLIDE

Press and hold the X Button to float.

## DUCK AND ROLL

Dodge enemies by holding the O Button and pressing the Left Analog Stick in the desired direction.

## TIP TOE

Press the Left Analog Stick slightly.

## LEDGE GRAB

Grab onto a ledge by pressing the X Button while under the ledge.

## PULL UP

Pull up from a ledge by pressing up on the Left Analog Stick.

## LEDGE SHIMMY

Shimmy along a ledge by pushing the Left Analog Stick in the desired direction.

## POLE/ROPE CLIMB

Climb up, down, and around on poles and rope by pressing the Left Analog Stick in the desired direction.

## ROPE SWING

Press L1 Button to swing on a rope and press the X Button to jump off while swinging.

## WALL STRADDLE

In narrow pathways, press the X Button to jump up and straddle between the two walls to climb up.

## SURFACE CLIMB

Some surfaces, like mossy stones or cloth, are climbable. Push up against them with the Left Analog Stick to climb.

## ZIP-LINE

Press the X Button to jump up onto taut strings to use them as a zip-line.





## *Special Actions*

Throughout the game, Despereaux can perform special actions in certain areas of the game. The objects or areas that require a special action will be identified by a collection of sparkling lights. Place Despereaux near the sparkling lights and look for the action icon displayed on screen to see which button press is associated with the special action.

## *Courage Meter*

The Courage Meter shows how much courage Despereaux currently has. If he falls or gets bit by an enemy, he'll lose some of his courage. If he loses all of his courage, he will faint and wake up in a nearby safe location.



## *Soup*

Drinking soup will increase the maximum capacity of Despereaux's courage meter.

## *Pillar of Light*

Despereaux can refill his courage meter by standing in a Pillar of Light.

## *Cheese*

### **YELLOW CHEESE**

Bits of yellow cheese form a trail to show Despereaux the way through the level. Simply pass near the cheese to collect it. Collected cheese can then be used to buy combat moves in Caravaggio's traveling store.

### **GREEN CHEESE**

Despereaux can also collect bits of green cheese. Green cheese isn't found on the main quest path. Despereaux will have to explore in hard-to-reach areas to collect all the green cheese. Green cheese can also be used to buy combat moves from Caravaggio.








## *Shiny Buttons*

Whenever Despereaux defeats an enemy, the enemy will dissolve into a burst of shiny buttons. Despereaux can collect the buttons to buy unlockable items from the main menu or combat moves from Caravaggio.



## *Caravaggio*

The swash-buckling Caravaggio will show up in various chapters to sell Despereaux new combat moves. As Despereaux discovers improved objects to help him on his quest, even more moves will be available in Caravaggio's traveling store. But Caravaggio doesn't sell on credit! Despereaux has to have enough cheese or shiny buttons to make the purchase.



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