



princecaspiangame.com
disney.com/videogames

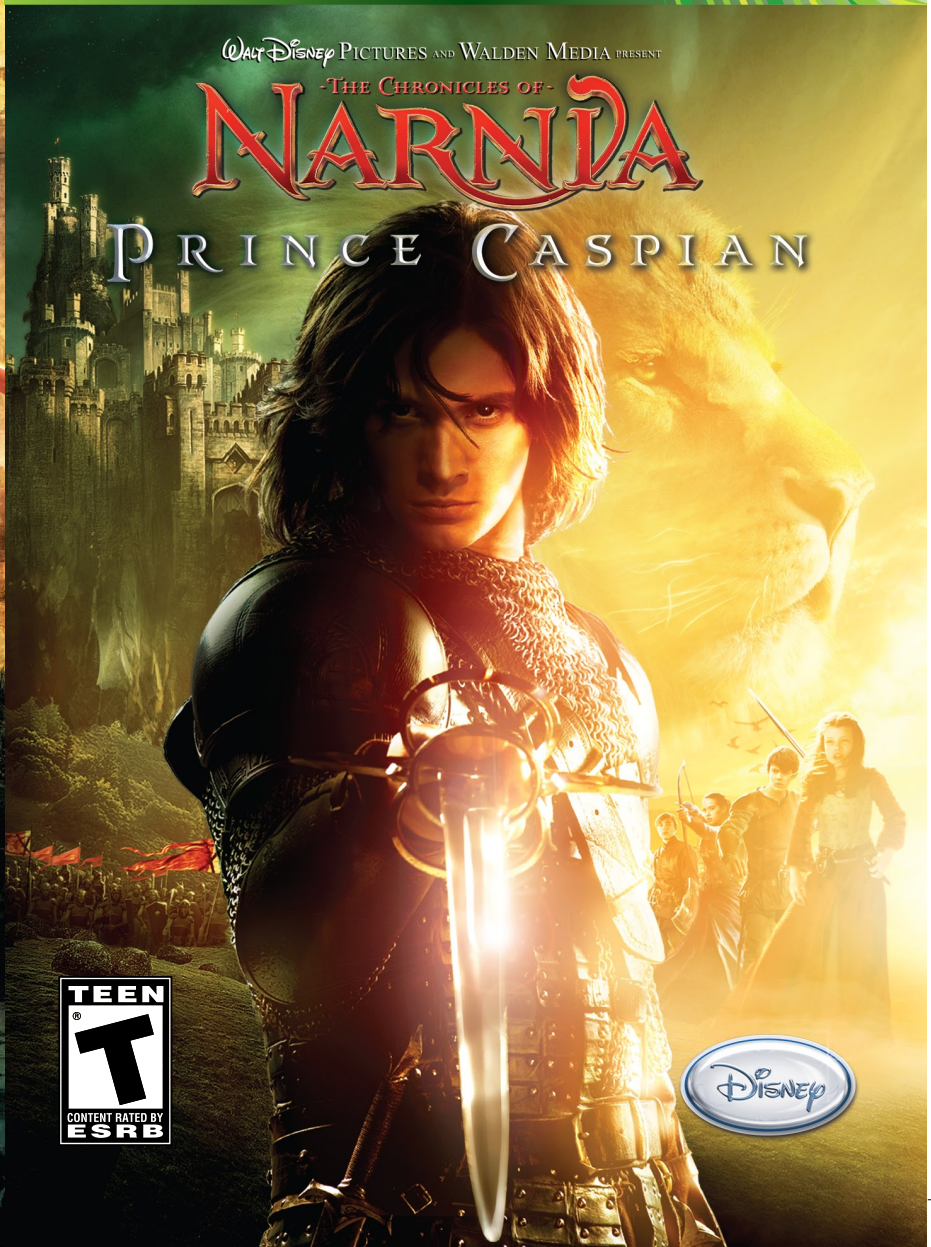


Disney Interactive Studios
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XBOX 360



WALT DISNEY PICTURES AND WALDEN MEDIA PRESENT
-THE CHRONICLES OF-
NARNIA
PRINCE CASPIAN



⚠ WARNING Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

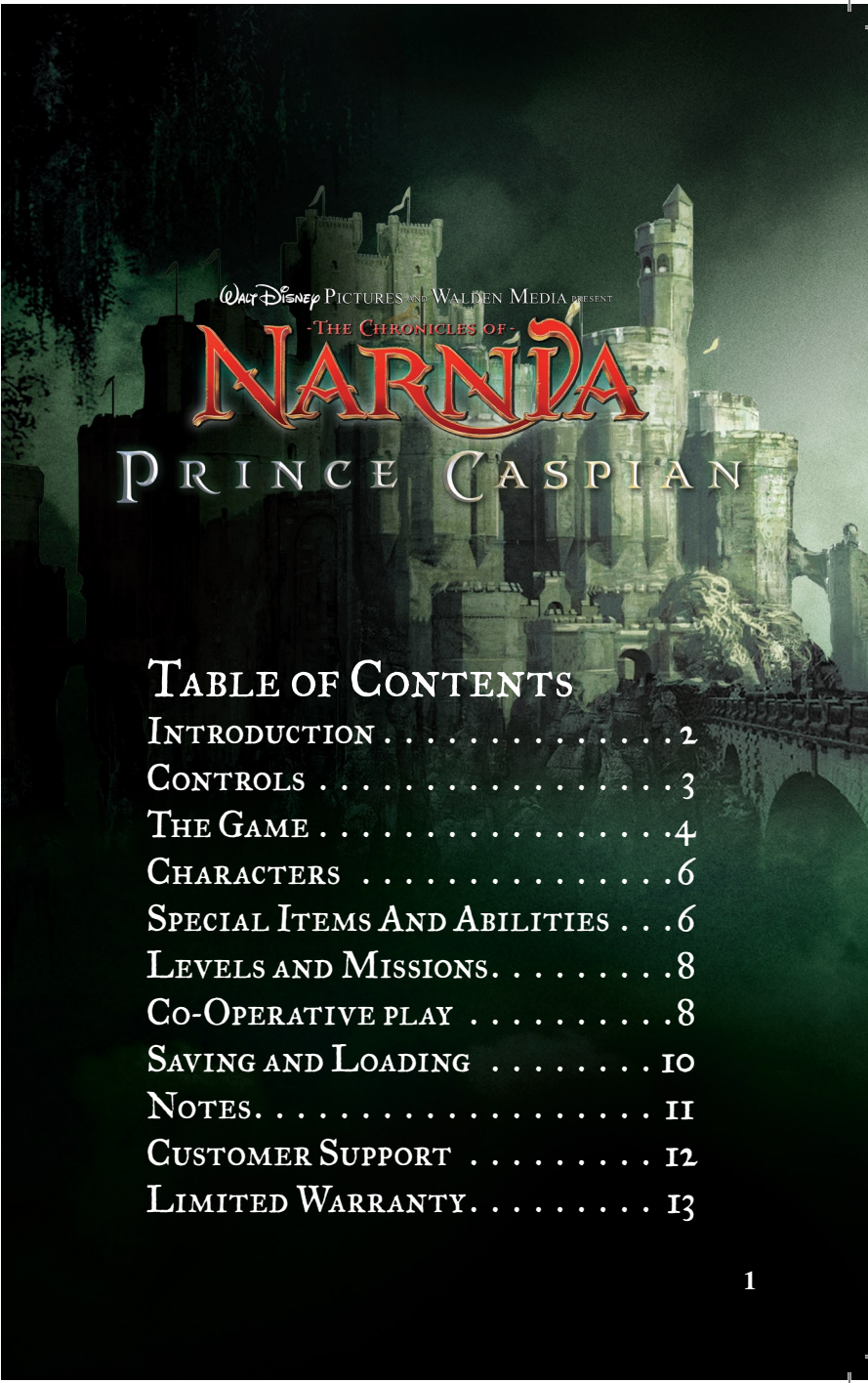
Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

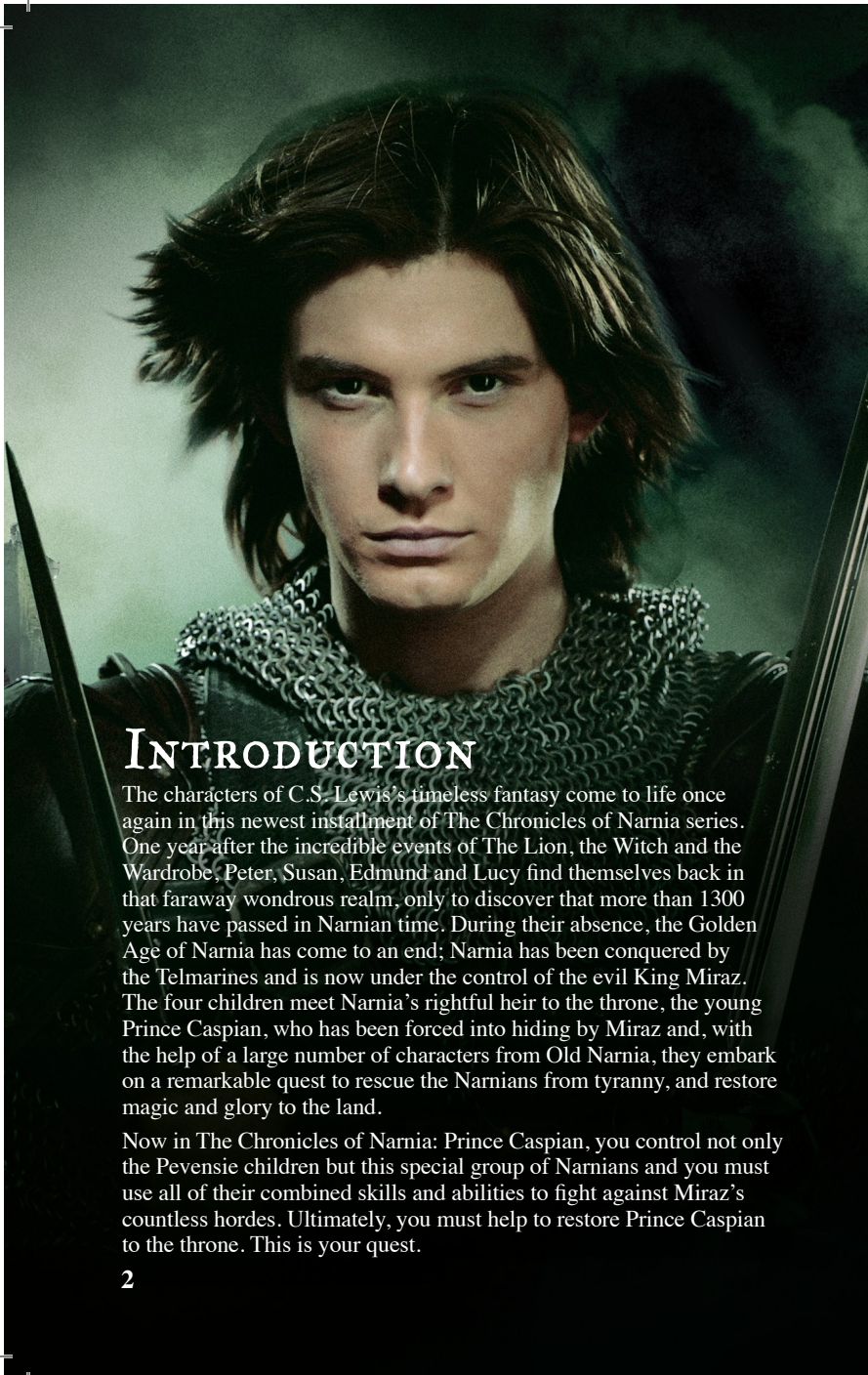
The background of the right page is a dark, atmospheric image of a castle, likely the White Witch's castle from Narnia. The title "NARNIA" is written in large, ornate, red letters with a gold outline, and "PRINCE CASPIAN" is written below it in smaller, white, serif letters. Above the title, it says "WALT DISNEY PICTURES AND WALDEN MEDIA PRESENT" and "-THE CHRONICLES OF-".

NARNIA

PRINCE CASPIAN

TABLE OF CONTENTS

INTRODUCTION	2
CONTROLS	3
THE GAME	4
CHARACTERS	6
SPECIAL ITEMS AND ABILITIES	6
LEVELS AND MISSIONS.	8
CO-OPERATIVE PLAY	8
SAVING AND LOADING	10
NOTES.	11
CUSTOMER SUPPORT	12
LIMITED WARRANTY.	13

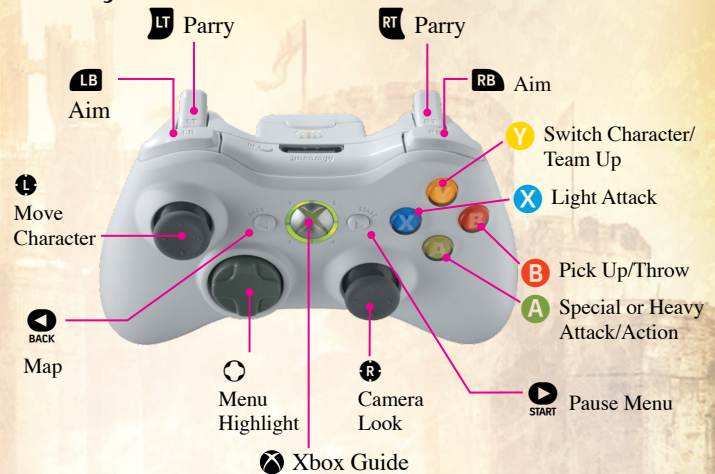


INTRODUCTION

The characters of C.S. Lewis's timeless fantasy come to life once again in this newest installment of The Chronicles of Narnia series. One year after the incredible events of The Lion, the Witch and the Wardrobe, Peter, Susan, Edmund and Lucy find themselves back in that faraway wondrous realm, only to discover that more than 1300 years have passed in Narnian time. During their absence, the Golden Age of Narnia has come to an end; Narnia has been conquered by the Telmarines and is now under the control of the evil King Miraz. The four children meet Narnia's rightful heir to the throne, the young Prince Caspian, who has been forced into hiding by Miraz and, with the help of a large number of characters from Old Narnia, they embark on a remarkable quest to rescue the Narnians from tyranny, and restore magic and glory to the land.

Now in The Chronicles of Narnia: Prince Caspian, you control not only the Pevensie children but this special group of Narnians and you must use all of their combined skills and abilities to fight against Miraz's countless hordes. Ultimately, you must help to restore Prince Caspian to the throne. This is your quest.

GAME CONTROLS XBOX 360 CONTROLLER



Menu Navigation	Control
Menu Highlight	thumbstick / Directional pad
Menu Select	button
In-Game Action	Control
Move Character	thumbstick
Special or Heavy Attack	button
Switch Character / Team Up	button
Light Attack	button
Pick Up / Throw / Action	button
Parry	or trigger
Aim	bumper or bumper
Camera Look	thumbstick
Pause Menu	button

THE GAME

SHIELD

HEALTH

SHARD



KEY

LEVEL MAP

THE GAME SCREEN

1. Shield

This shows the current character's identifying shield. If any character disappears from sight, you will see their shield in a position approximating where they are (behind a wall, in a tunnel, etc.).

2. Keys

There are a number of special keys in the game throughout the levels that can be picked up. These are used to unlock various bonus chests (which allow access to bonus missions or other rewards).

3. Shards

Silver, Gold and Blue Shards, are scattered throughout the game world. Collect the shards to level-up your overall health.

4. Health

The current character's health is below your shield. Health can be restored by picking up hearts in the game world - look out for them.

5. Level Map

The Level Map is a top down view of the immediate area around the current character and shows the location of other game characters, enemies and other useful objects.

6. Help

You will get lots of on-screen help as you explore the many levels and missions. If something can be done to an object or location there will be a prompt on the screen.

7. Objects, Items and Puzzles

Explore the detailed world very carefully; many objects in the game can be picked up, thrown, smashed, pushed, pulled, or made to work in some special way that could solve a puzzle.

8. Performing Tasks

Sometimes one of the characters will have to perform a specific task to progress the adventure and it's up to you to choose that character. For example, if a large chunk of rock has to be moved, you must select a physically strong character in the party to move it. These tasks are shown clearly with a flashing outline, an arrow or a button press graphic.

CHARACTERS

Switching Characters

There are a large number of different characters you can control in the game and you can easily switch control from one to the other. Switching allows you to use the characters' special skills, weapons, abilities, strength, or size (large and small) to your advantage in progressing through the adventure. For example, if there is a small opening, why not switch to a small figure like a Dwarf, and see if he can fit through it? Stand close to the other character and press the **Y** button to switch.

Teaming Up Characters

To Team Up with a Gryphon, Horse or Giant stand close to the team-up character and press the **Y** button.

Teamed Up Character	New Ability
Gryphon	Fly or Hover
Horse	Speed across ground and Jumping
Wimbleweather and Giants	Increased throwing distance, smash power and allows high access

SPECIAL ITEMS AND ABILITIES

The game features many different special items that can be used in the adventure to great effect. Look out for them.

Here are a few:

Grappling Hook

This is a length of rope with a hook on the end that you can aim and throw. It can be lodged at the top of a high wall allowing your character, and others in the party, to climb it.

Torch

A torch will light up a target or an area for a period of time.

Power Smash

Characters with Power Smash ability can lunge forward and do massive damage to any object or structure ahead of them. Sometimes a Power Smash is the only way to get through some difficult obstructions.



LEVELS AND MISSIONS

The Chronicles of Narnia: Prince Caspian leaves you free to roam all of the surrounding areas in a level. As you explore you will encounter different missions. You may also be faced with puzzles to solve or enemies to defeat before you can make any more progress in the adventure.

Some missions are key to the main adventure while others are secondary, allowing you (if you so wish) to explore other less frequented parts of the world around you. These missions will become available by opening bonus chests with keys.

Once all the main missions have been completed (most can be completed in any order) you will be able to go on to a new level.

CO-OPERATIVE PLAY

A second player can join the game at any time by connecting a second Xbox 360 Controller.

Connect the second Xbox 360 Controller and press the **START button**.

A HUD containing the statistics of the second player will appear at the top right corner of the screen. From that point on both players will be able to play the game co-operatively until one of the players decides to drop out of the game.

To drop out of the game press the **Y button** and select 'Drop Out' from the Options Menu.

The remaining player will then resume control of the characters in the mission or level.





SAVING AND LOADING

SAVING

The game will be auto-saved at the end of each mission.

LOADING

Select 'Load Game' from the Main Menu screen to load from a list of saved games.

PAUSE MENU

You can pause the game by pressing the **START** button. This will also give you access to the following

Pause Menu options:

- **Resume the game**
- **View Mission Objectives**
- **Drop Out of a Co-operative game**
- **Options**
 - **Adjust Sound and Music Options**
- **Quit**

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating.

For more information, go to www.xbox.com/familysettings.

NOTES

CUSTOMER SUPPORT INFORMATION

INTERNET SUPPORT

To access support for Disney Interactive Studios on the World Wide Web, point your browser to www.disney.com/videogames and click on “Support” at the top of the page.

GAME HINTS AND TIPS

Game hints and tips are available on our Customer Support website. To access Game Hints and Tips on the World Wide Web, point your browser to www.disney.com/videogames and click on “Support” at the top of the page.

MAILING ADDRESS

If you wish to write us, our address is:

**Disney Interactive Studios Customer Support
500 South Buena Vista Street
Burbank, CA 91521-9323**

TELEPHONE SUPPORT

You may contact Customer Support at **(866) 252-8108**. If you need additional information, our Customer Support staff for the U.S. and Canada is available Monday through Friday from 8:30 a.m. to 5:30 p.m. (Pacific Time).

TTY/TDD USERS

Please contact us by telephone through your local relay service. Customer Support staff for TTY/TDD users is available Monday through Friday 8:30 a.m. to 5:30 p.m. (Pacific Time). Our toll free number is **(866) 252-8108**.