# ARTHUR
AND THE INVISIBLES
THE GAME

ATARI

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.

CONTENTS

GETTING STARTED

open button
memory card slot 2
memory card slot 1
disc cover
on/standby/
reset button
IR receiver
USB connectors
controller port 1
controller port 2

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). Press the OPEN button to open the disc cover. Place the *Arthur and the Invisibles* disc with the label side facing up in the disc holder, and then close the disc cover. 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.

CONTROLS

L2 button
L1 button

R2 button
R1 button

directional buttons

△ button
○ button
✕ button
□ button

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)

MENUS

Directional buttons / left analog stick	Navigating the menus
△ button	Cancel / Return
✕ button	Validate / Select

GAME (ALL CHARACTERS)

In the tutorial, the "main direction controls" refer to the "left analog stick" and the "secondary direction controls" refer to the "right analog stick."

Left analog stick	Walk (speed varies according to the pressure you apply).
Right analog stick	Move camera / Zoom
△ button	Block
✕ button + ✕ button + □ button	Round bash
✕ button	Jump / Double-jump (press a second time while in the air)
□ button	Special actions
□ button	Attack
○ button	Open a padlock (key required)
L1 button	Restore energy
L2 button	Display mul-mul detector / rune detector (skill must be unlocked)
R1 button	Switch characters
R2 button	Display Interface
SELECT	Display goals
START button	Pause

Arthur

Climbing

Left analog stick (toward a ledge) + X button	Grab onto a ledge
X button	If Arthur is hanging from a ledge, press the X button to grab on to a higher ledge, then press the X button again to climb
Left analog stick left/right	Move along a ledge
Left analog stick (toward empty space) + X button	Jump off of the ledge
Left analog stick (toward opposite ledge) + X button	Jump onto ledge behind you
Left analog stick left/right + X button	Jump from one ledge to another
□ button	Let go (if Arthur lets go and there's another handhold below him, he will automatically grab onto it)
X button	Grab onto a vine
Left analog stick	Swing
□ button + left analog stick	Pivot on the vine

Note: A lighted counter appears around the Arthur icon when he's hanging from a ledge or vine. If the counter completely disappears, Arthur will fall. Don't worry, Arthur will get stronger and will be able to hang on for longer periods.

Battle

Over the course of the adventure, Arthur's attack capabilities will improve and he'll become a more effective fighter.

Left analog stick (toward enemy) + □ button	Bare-handed special attack
O button + left analog stick (shake)	Snatch the enemy's shield

Mosquito

Avoid the obstacles, dodge the attacks and eliminate all the targets on screen.

☐ button	Shoot
☐ button + left analog stick	Hold down the ☐ button to lock onto enemy targets (maximum of 3) then release to shoot the targets automatically.

Sports Car

Left analog stick	Steer the vehicle
✕ button	Accelerate
☐ button	Pick up momentum on the springboards

Selenia

Just like Arthur, Selenia's fighting skills will improve over the course of the adventure.

☐ button	To trigger a special attack, hold down the ☐ button then release. The more Selenia improves, the more powerful her attack force will be.

Betameche

Betameche will also improve!

☐ button	To trigger a special attack, hold down the ☐ button then release. As the game progresses, Betameche's attack will increase with intensity.

Note: You can track the progress of your three heroes in the "Extras" Menu and see which moves or special items you have unlocked throughout the game.

Chtock Guardian

□ button	Start the sequence
left analog stick	Turn Betameche's knife
R1 button	Knife flip
L1 button	Leave the knife sequence
✕ button (once Guardian is activated)	Leave Chtock Guardian

Ting-Tong

left analog stick	Resist
□ button + left analog stick	Ask for the other's help to escape

Standing Stones, Krominos, and Pashmi

□ button + left analog stick	Move
□ button	Press repeatedly to ask for the other's help to stack objects on top of each other
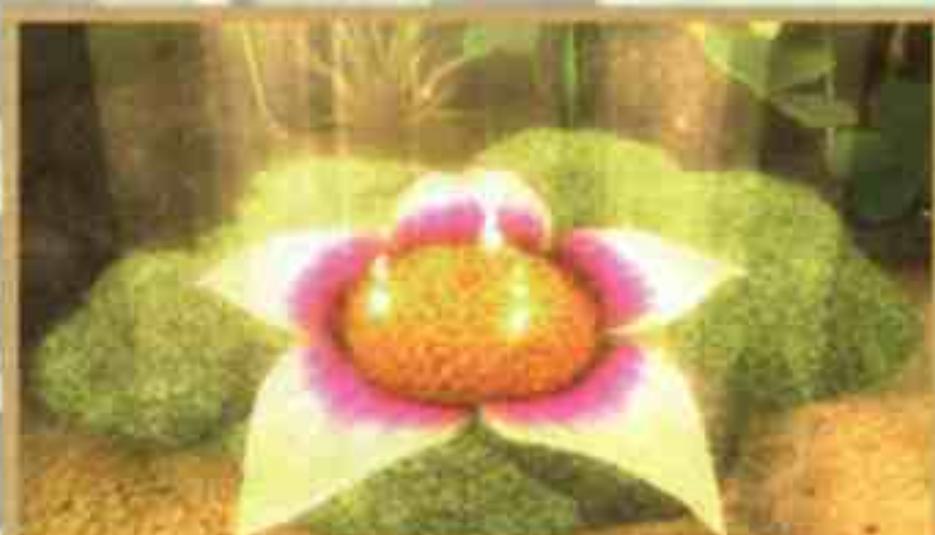
MENUS

Main Menu

Story – Before you can start the adventure, you must create a profile. Later you will use this profile to save your game.

Chapters – This menu gives you access to any level, but you cannot save your progress in them.

Options – Adjust game options.

Credits – See the names of the people who helped create this game.

Pause Menu

Press the START button while playing to display the Pause Menu, which contains the following options:

Continue – Go back to the adventure.

Extras – View the Invisibles runes and mul-muls that you have collected, and bonus videos. You can also see details on how much the three heroes have improved (Skills).

Options – Adjust game options.

Exit – Quit your current adventure and return to the Main menu.

SAVE GAME

Save points in the game are shaped like big flowers. They allow you to save your game at the point where you spot one of the big flowers. You can find these flowers at various locations throughout the game. To save your game in this area, jump into the flower. When you load your saved game, you will be positioned right beside the last flower at which you saved.

THE HALL OF THE PASSAGEWAYS

Arthur's grandfather sadly disappeared several years ago, while desperately searching for a fabulous treasure hidden in his garden. His grandparents' house is now being sold and will soon be torn down, so young Arthur is paying a visit his grandmother. While he is there, Arthur searches through his grandfather's old belongings in a corner of the attic.

Arthur finds an old telescope, which magically transports him into the world of the Invisibles, a strange land where he is only two millimeters tall!

This wondrous place, called the "Hall of the Passageways," is where Arthur meets Betameche. Listen closely to what Betameche has to say, as he will teach you about the game controls and many other things.

Good luck!

WORKING TOGETHER MAKES IT ALL POSSIBLE!

Arthur doesn't go on his marvelous adventure alone — fortunately, he is accompanied by Princess Selenia and her brother Betameche. During the game you control all three heroes, each with his or her own abilities. To switch between characters, press the **R1 button**. The character you select is then the "leader," and will usually be closely followed by the other two. However, the tiny heroes sometimes become temporarily separated for various reasons.

DON'T FORGET! WHEN ARTHUR SEEMS HELPLESS, SELENIA OR BETAMECHE CAN MAKE ALL THE DIFFERENCE ...

BATTLES
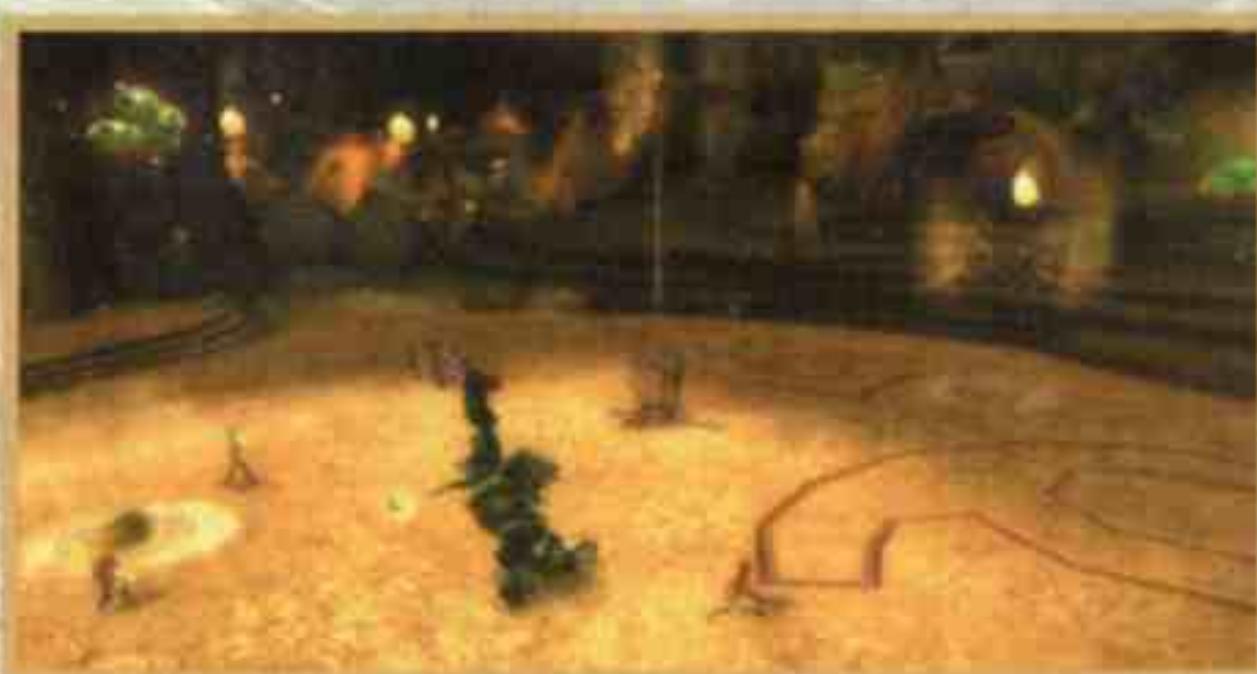
Priority on the holder of the key!

The wicked henchmen have only one goal: capture Invisibles and take them to Necropolis to use as slaves. You will need to defend yourself against the henchmen and find a way to leave the dangerous zone every time you are attacked. You do this by either retrieving the keys needed to open the door or somehow opening a passageway.

When you battle an enemy, the gauge above his head will empty as he takes damage. Once the gauge is empty, the enemy will fall to the ground, groggy. To eliminate him for good, hit him with a round bash.

Brutat is the strongest and toughest of the henchmen, and cannot be so easily defeated. Once Brutat's gauge is empty, you will need to follow the onscreen instructions to defeat him.

Opening Doors

When you neutralize a henchman in possession of a key, the key is automatically transferred to you. To use a key, go to the padlock and press the O button. **Note:** Be careful — when a hero is opening a padlock, he or she is vulnerable!

Captured Heroes

When one of the heroes is captured, the character's image changes slightly to indicate this misfortune. To save the hero, you must find and attack the henchman who is holding him. **Note:** Some henchmen may "pass" a prisoner to another!

You may also have to climb onto the cage to free a captured hero. To do this, run to the cage and jump onto it. Once you're on the cage, press and hold the ☐ **button** and shake the **left analog stick** until the cage comes off the hook.

If the cage is hoisted out of reach, the game is over!

Note: Press the **R1 button** to center the camera on a hero in danger. You cannot leave the dangerous zone if one of the members of the group is captured.
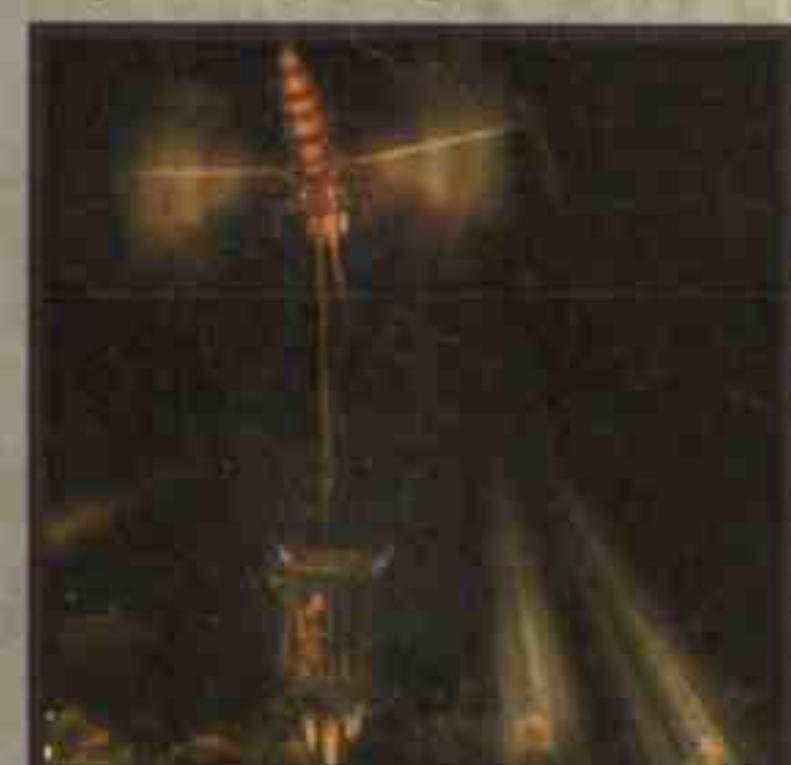
GAME SCREEN

On-screen indicators appear when necessary to give you information about the characters, items and level goals.

Character portraits in the upper-right of the screen are encircled by a life points indicator. You can give a character dragonfly eggs (**L1 button**) to replenish life points.

Counters also appear around the portrait of the active character. For example, when Arthur is climbing, a climbing counter appears around his portrait. If the counter is depleted, Arthur will fall.

The life gauges of the henchmen and mosquitoes appear above their heads.

Your supply of dragonfly eggs appears on the left side of the screen (see Dragonfly Eggs on page 12). To check the number of mul-muls you have freed, press the **START button** to open the Pause Menu, and then choose Extras and select mul-mul.

SPECIAL ACTIONS AND DEVICES

Action Sequences

Next to certain objects, characters or particular places, you will see instructions appear that tell you how to perform a special action. Place the active hero on the correct side and press the indicated buttons to trigger the special action.

Sometimes you must use several heroes to carry out a special action. (For example, pushing or pulling a heavy object or stacking an object on top of another.)

Sometimes you will have to choose a particular hero in order to make a certain device work. In such cases, the icon of this hero will light up to indicate that you need to use him or her.

Transportation

Often, you will need to use various modes of transportation to get around:

Riding a Mogoth
Go to the mogoth and press the □ **button** to climb on. Use the **left analog stick** to choose a route and then press the □ **button** to start. Press the □ **button** or the O **button** to keep your balance on the mogoth's back. To climb off the mogoth's back, press the ✕ **button**.

Riding the Betamoul or Spider
To climb on or off the bridge, press the □ **button**. Then use the **left analog stick** to steer.

The Pollen Globes

Certain insects are very fond of pollen and are useless unless you feed it to them. Stomp your foot in a plant to release a pollen globe, then go to the insect that you want to feed with the pollen globe stuck to your foot. Once you are near the insect, a target will appear. Hit the pollen globe by pressing the ☐ **button** to send it directly into the mouth of the insect. If you want to send it in another direction, press the O **button**. Be careful, as with climbing, you only have a certain amount of time to carry the pollen globe.

Note: You may also use the pollen globe for other things …

Dragonfly Eggs

Dragonfly eggs allow you to win back life points (**L1 button**) or repair elements of the surroundings (O **button**).

Secondary Quests

Free as many mul-muls as possible! They will enable you to gain access to areas where you can retrieve Invisibles runes that will unblock cards that give you information about the characters in the game.

Be very careful. Mouf-moufs often lurk on either side of secret passages.

Note: The mouf-moufs are replaced by braziers in the henchman world.

CHARACTERS

Arthur
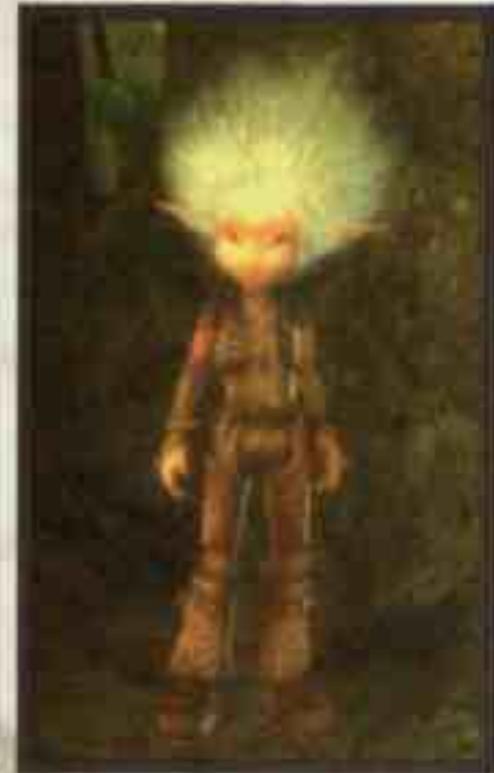
Arthur is not an Invisible by birth and he is only just discovering the world around him. He is deeply in love with Princess Selenia and is always very chivalrous and romantic toward her.

Arthur is the "acrobat" and the "pilot" of the group. He can climb, use the trapeze vines, fly mosquitoes and even drive a sports car!

Selenia

She is the princess of the Invisibles, destined to save her people from the threat of the henchmen. Selenia has been trained in the art of combat and expertly wields a sword. She does her best to conceal her feelings and hides behind the protocol that befits her rank. She has noticed Arthur's attraction to her and, as would any princess worthy of that name, she uses and abuses it. Often bad tempered, Selenia directs most of her animosity toward her little brother, to whom she acts like a regular pain in the neck.

Betameche

Selenia's little brother worships Arthur, but never misses an opportunity to jeer at his sister, and this is one thing they have in common. Naturally awkward, Betameche regularly ends up as the straggler of the group. Betameche carries an impressive number of objects in his huge backpack. He also has a multifunction knife that he can use to open certain doors.

M

A terrible threat looms over the kingdom of the Invisibles! A malevolent being lives in Necropolis, the terrible lair of the henchmen. Nothing is known of him, except that he is the master of the henchmen and is truly evil!

Henchmen

There are several kinds of henchmen, some stronger than others, but all as dangerous and mean as the next. However, keep a sharp eye out for the most dangerous of them all: Brutat. With his armor and his enormous mace, he is a most formidable adversary!

Flying Henchman Guard

Watch out for its aerial attacks!

Pachymollet

Its size and strength will allow you to break the boulders that block your way. **Warning:** The centipede is a gigantic adversary. Nevertheless, you may find a way to make it your ally …

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Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **Email** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

All customer support requests are handled via Email. No telephone support requests will be accepted.

Note: In the event we must send you an FAQ document, patch or update via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Product Return Procedures in the United States & Canada

In the event our technicians at **www.atarisupport.com** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician Emails you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

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