


NICKELODEON MOVIES PRESENTS



# THE SPIDERWICK<sup>TM</sup> CHRONICLES

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# MINIMUM SYSTEM REQUIREMENTS

- **OS:** Windows® XP, Windows Vista™
- **CPU:** 1.5 GHz or faster (2.2 GHz for Windows Vista™)
- **RAM:** 512 MB (1 GB for Windows Vista™)
- **Disc Drive:** DVD-ROM
- **Hard Drive:** 8 GB of uncompressed free space
- **Video:** 128 MB video RAM, DirectX® 9.0c-compatible
- **DirectX9 Minimum Card:** NVIDIA® GeForce® 6600 GT and above
- **Sound:** DirectX® 9.0c-compatible
- **Input:** Keyboard and mouse

## RECOMMENDED SYSTEM REQUIREMENTS

- **CPU:** 2.5 GHz or faster
- **RAM:** 1024 MB (1.5 GB for Windows Vista™)
- **Video:** 256 MB video RAM, DirectX® 9.0c-compatible
- **DirectX9 Graphics Card:** NVIDIA® GeForce® 7600 GT and above
- **DirectX10 Graphics Card:** NVIDIA® GeForce® 8600 GT and above

# INSTALLATION INSTRUCTIONS

Start your computer. Insert *The Spiderwick Chronicles*™ DVD into the DVD-ROM drive. If your DVD-ROM drive has Autoplay enabled, click the “Install” button via the launcher and follow the on-screen instructions. If Autoplay is disabled, double-click the “My Computer” icon (generally located on your desktop). Double-click on the CD-ROM/DVD-ROM drive containing the game DVD and follow the on-screen instructions.

## TROUBLESHOOTING

Please view the Read Me document on the DVD-ROM for troubleshooting information.

# GETTING STARTED

## GAME PAD

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<b>START</b>	Activate the Pause Menu
<b>Left Stick</b>	Movement
<b>Left Stick (Wiggle)</b>	Shake off Enemy
<b>Alternate Left Stick and Right Stick Up/Down</b>	Use Dumbwaiter, Climb Roof
<b>Right Stick</b>	Control Camera
<b>A button</b>	Attack/Fire/Scurry (Thimbletack)
<b>A button (HOLD then release)</b>	Charge Attack
<b>B button</b>	Interact with World/Character
<b>X button</b>	Evade/Scurry (Thimbletack)
<b>X button + Left Stick</b>	Directional Evade
<b>Y button</b>	Trigger current Sprite Power
<b>LB</b>	Change between Weapon and Net
<b>RB</b>	Cycle through available Sprite Powers
<b>RT</b>	Enter Ranged Weapon Mode
<b>LT</b>	Center Camera behind Character
<b>D-Pad Right/D-Pad Left</b>	Cycle between Weapon and Net
<b>D-Pad Up/D-Pad Down</b>	Cycle through available Sprite Powers



### Ranged Weapon Mode (While holding down RT)

<b>Left Stick</b>	Look/Aim
<b>A button</b>	Quick Fire Current Projectile
<b>A button (HOLD to charge, then release to fire)</b>	Charge Current Projectile
<b>D-Pad Right/D-Pad Left</b>	Cycle through available Ammo
<b>LB</b>	Cycle through available Ammo

### Pause Menu Controls

<b>LB/RB</b>	Turn page to new section
<b>Left Stick-Up/Down or D-Pad Up/D-Pad Down</b>	Change highlighted menu item
<b>Left Stick Left/Right or D-Pad Left/D-Pad Right</b>	Change current page side
<b>A button</b>	Select currently highlighted item; press again to Confirm
<b>B button</b>	Exit Submenu, Exit Pause Menu
<b>START</b>	Close Pause Menu

### Sprite Painting Mini-Game

<b>Left Stick</b>	Move brush
<b>X button/A button</b>	Paint with brush
<b>B button</b>	Quit Painting

## KEYBOARD/MOUSE

### PC Version (Default Single-Player Mouse and Keyboard)

<b>ESCAPE Key</b>	Activate Pause Menu
<b>W</b>	Run Forward
<b>A</b>	Run Left
<b>D</b>	Run Right
<b>S</b>	Run Towards Camera
<b>Space</b>	Evade
<b>E</b>	Interact with World/Character
<b>C</b>	Center Camera behind Character
<b>1</b>	Select Primary Weapon
<b>2</b>	Select Sprite Net
<b>Mouse Movement</b>	Rotate Player/Camera
<b>Left Mouse Button</b>	Attack/Fire/Use Current Item
<b>Right Mouse Button</b>	Camera Orbit Mode
<b>Mouse Wheel</b>	Cycle through Sprites
<b>Mouse Wheel Button</b>	Activate Currently Selected Sprite

### While in Ranged Weapon Mode (holding down R)

<b>Mouse Movement</b>	Look/Aim
<b>LMB</b>	Quick Fire Current Projectile
<b>LMB-HOLD</b>	Charge Current Projectile
<b>1, 2 or 3</b>	Select Ammo Type

## PC VERSION (DEFAULT COOPERATIVE, KEYBOARD)

**Note:** There is no Ranged Weapon Mode during cooperative mini-games.

### PLAYER 1 Controls

<b>W</b>	Run Forward
<b>A</b>	Run Left
<b>D</b>	Run Right
<b>S</b>	Run Towards Camera
<b>Space</b>	Attack
<b>Right Alt</b>	Evade
<b>1</b>	Select Primary Weapon
<b>2</b>	Select Sprite Net
<b>&lt;/&gt;</b>	Cycle Sprite Power
<b>L</b>	Use Selected Sprite Power

### PLAYER 2 Controls

<b>Up Arrow</b>	Run Forward
<b>Left Arrow</b>	Run Left
<b>Right Arrow</b>	Run Right
<b>Down Arrow</b>	Run Towards Camera
<b>Numpad Zero (0)</b>	Attack
<b>Numpad Period (.)</b>	Evade
<b>Numpad 1</b>	Select Primary Weapon
<b>Numpad 2</b>	Select Sprite Net
<b>Numpad 4/6</b>	Cycle Sprite Power
<b>Numpad 5</b>	Use Selected Sprite Power



# PLAYING THE GAME

## MAIN MENU

**New Game** – Start a new *The Spiderwick Chronicles* game

**Load Game** – Load a saved game

**Options** – Change game settings

**Extras** – View credits and extras

**Multiplayer** – Multiplayer mini-games

**Quit Game** – Exit the game

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## OPTIONS MENU

### CONTROLS AND GAMEPLAY

**Controls** – View Controller Layout

**Invert Camera “y” Axis** – Swaps the vertical tilt of the camera in relation to the right analog stick. Up = Tilt upward; Down = Tilt downward

**Invert Camera “x” Axis** – Swaps the horizontal pan of the camera in relation to the right analog stick. Right = Clockwise; Left = Counterclockwise

**Audio** – Adjust Voice Volume, Music Volume, Sound Fx Volume and Ambience Volume

**Video** – Adjust Video Display Options

**Vibration** – Enable/Disable Controller Vibration

**Subtitles** – Enable/Disable subtitles on screen

## OVERVIEW

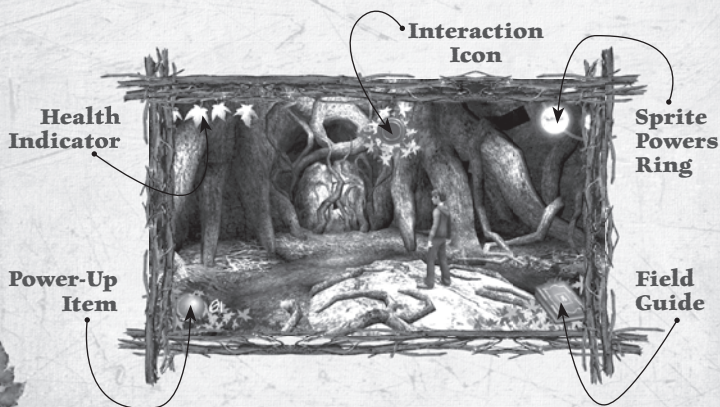
Take on the roles of Jared, Simon and Mallory Grace as they discover *Arthur Spiderwick's Field Guide to the Fantastical World Around You*, a magical book that documents an unseen world containing both wondrous and dangerous faerie creatures. Using the unique abilities of each child, you will battle hordes of Goblins, capture Sprites and solve puzzles as you explore the world of *The Spiderwick Chronicles*™.

As the Grace Children and the tiny Brownie Thimbletack, you will explore every nook and cranny of the Spiderwick Estate and the surrounding woods in freeform gameplay, leading to a final confrontation with the Ogre Mulgarath.

## THE WORLD OF THE SPIDERWICK CHRONICLES

To progress through the story, you must complete the current Chapter Quest (listed first on the Quest Page in the Pause Menu). Optional Side Quests can also be completed to upgrade your weapons and attacks, and add new pages in the *Field Guide*. Try to find all the Sprites and fill all the pages in the *Field Guide* for a special ending!

## GAME SCREEN





**Health Indicator** – Shows how much health you have remaining.

**Field Guide** – Appears when something has changed in the *Field Guide* or *Journal*. Press START/ESC to view these items in the Pause Menu.

**Sprite Powers Ring** – Shows which sprite powers you currently have.

**Interaction Icon** – Appears when you can interact with something in the world.

**Power-Up Item** – Appears when you pick up an item, and shows how many you have.

## INTERACTING WITH THE WORLD

As you explore, things in the world you can interact with are highlighted with one of four symbols (press the B button/Left Mouse Button when close to trigger the action):



**Eye** – Look or Read

**Hand** – Take, Use or Activate



**Item in Hand** – Give or Place

**Arrow** – Leave current area



Other interactions will occur automatically. Simply run towards an edge to jump, or push against a ladder or pole to climb it.

## PICK-UP ITEMS

To complete many Chapter Quests and Side Quests, you will need to collect and use many every day objects you find in the world. You can also collect the following special power-up items:



**Goblin Teeth** – Use to unlock new attacks and combos

**Ball Bearings** – Powerful  
ammo for Jared's slingshot



**Gobstones** – Grenade-like  
magical stones Simon can throw

**Faerie Fruit** – Used by Simon to lure tricky  
Sprites; used by Thimbletack to heal himself



## SPRITE COLLECTION

The first time you capture a new Sprite, you will need to record it in the *Field Guide*. Some Sprites can be easily caught with the Sprite Net, but others will require you to attract them with Faerie Fruit or by completing challenges.

Once you net a Sprite, the *Field Guide* page appears with a paintbrush icon. Hold the **X button/LMB** and move the **L Stick/Mouse** to paint and fill in the image of the Sprite. Hurry to finish before the time expires and the Sprite flies away!

Once a Sprite is successfully recorded, you can use its power by pressing the **Y button/Mouse Wheel Button**. You can only carry three Sprites at a time, but any Sprite can be recaptured at its original location after its power has been used.

There are several of each type of Sprite in the world. If you capture and record several of the same kind of Sprite, its power will be upgraded.





# CHECKPOINTS & SAVING

As you play, the game will automatically record your progress at various points along the way. If you die, you will restart at the most recent checkpoint you passed. When you exit the game, your progress to the last checkpoint crossed will be automatically saved.

## HINT

If you collect and record two different Leatherwing Sprites, your maximum health will increase.

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# THE FIELD GUIDE & JOURNAL

Press **START/ESC** at any time in the game to access the Pause Menu, where you can read Jared's Journal as well as Arthur Spiderwick's *Field Guide to the Fantastical World Around You*.

The Pause Menu is divided into the following sections:

**Options Page** – Allows you to Quit the game or change option settings

**Quest Page** – Lists active quests and current tasks

**Character Page** – Shows your current player's attacks, Sprite Powers and Power Ups

**Field Guide Pages** – A growing collection of pages about the Fantastical World. New *Field Guide* pages appear when Sprites are recorded and when various Chapter Quests and Side Quests are completed. Can you complete the entire *Field Guide*?





# ENEMIES



**Goblins** – These nasty creatures travel in dangerous packs and will attack on sight.



**Bull Goblins** – A larger and fiercer type of Goblin that throws rocks at you from a distance. Avoid its ram charge, or counter it with a well-timed attack.



**Changelings** – Encountering a Beetle Mimic in the wild causes it to turn into this sinister copy of you. Defeating it allows you to capture the Beetle Mimic Sprite.



**Fire Salamanders** – They explode when stepped on (or shot), but can be doused with tomato juice.



**Redcap** – The leader of the Goblins, and Mulgarath's second-in-command.



**River Troll** – This hungry troll lives in the river. Feed him Goblins to pass.








**Land Troll** – Running is the only option when you encounter this fearsome troll!








**Mulgarath** – This evil Ogre plans to take over the world by using the secrets contained within the *Field Guide*.

# FAERIES

There are ten types of Faeries that live in the area surrounding the mansion:

<b>Image</b>					
<b>Type of Sprite</b>	Leatherwing Sprite	Royal Orchid Sprite	Will-o-Wisp	Flower-Winged Sprite	Flower-Head Sprite
<b>Power</b>	Heal	Toadstool Ring	Distraction	Speed Boost	Whirlwind

<b>Image</b>					
<b>Type of Sprite</b>	Bellflower Sprite	Pondskater Sprite	Beetle Mimic Sprite	Stray Sod	Sprout Sprite
<b>Power</b>	Damage Boost	Invulnerability	Changeling	Gobstone (Reward)	Faerie Fruit (Reward)

## MULTIPLAYER

As you play through the single-player game, you will unlock mini-games that can be played on your own or with a friend on the same console. To play these games, select **Multiplayer** from the Main Menu.

The International Sprite League tournaments challenge you to capture sprites and fight off enemies. The player with the highest score at the end of the game wins!

## TIPS & HINTS

- Refer to the Quests page in the Pause Menu if you don't know what to do next.
- Use Sprite Powers to survive difficult situations or to solve puzzles.
- Collect as many Goblin Teeth as you can to power-up your attacks.
- Some quests can only be completed by a specific character. After the story is complete, you can switch characters whenever you like as you try to complete the remaining side quests.



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(Mom) and the

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