

Disney  
**PIRATES** *of the*  
**CARIBBEAN**  
AT WORLD'S END



**EmuMovies**



**⚠ WARNING: PHOTOSENSITIVITY/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.

**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.

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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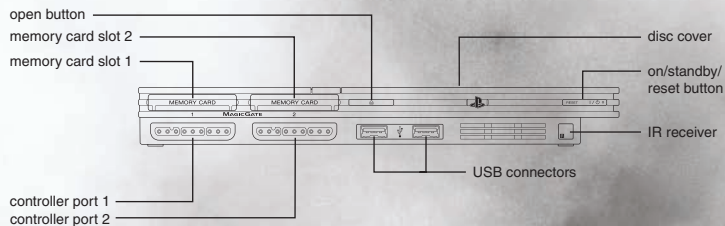
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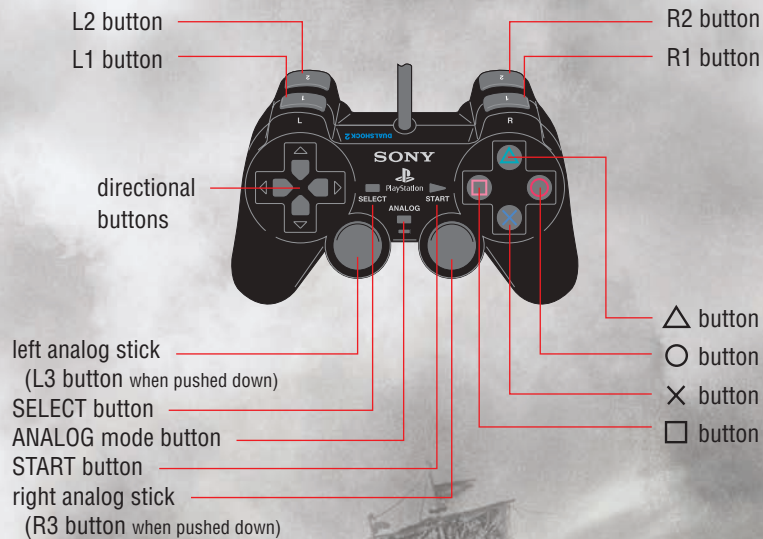


Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Disney Pirates of the Caribbean: At World's End* disc in the system with the label side facing up. Attach 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.

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



This game supports the analog mode and the vibration features of the DUALSHOCK®2 analog controller.

To use the vibration feature, turn on VIBRATION under OPTIONS.

## INTRODUCTION

Welcome *all*. Come aboard the Black Pearl, where you can follow the pillaging and plundering tales of Captain Jack Sparrow. He's trying to carve his own name and place in history as the most notorious pirate that ever lived. But the mighty East India Trading Company has different ideas. Under the iron fist of Lord Cutler Beckett, they are determined to stamp out piracy and take complete control of the highly profitable trading waters throughout the Caribbean. To preserve his freedom and his seafaring way of life, Jack must do battle in the only way he knows how:

*“Take what you can, and give nothing back”.*

*Disney Pirates of the Caribbean: At World's End* brings to life Jack's adventures from the movies *Disney Pirates of the Caribbean: Dead Man's Chest* and *Disney Pirates of the Caribbean: At World's End*.

## CONTROLLING YOUR CHARACTER

### MENU CONTROLS

Analog stick... Highlight Item

ⓧ... Select item / Advance to next screen

△... Cancel / Return to previous screen

START button... Start game

### BASIC CONTROLS

Analog stick... Move

ⓧ... Light / Fast Attack

□... Heavy / Slow Attack

○... Close Attack or Combo Attack (see page 7)

△... Action / Interact

L1... Block / Special Attack

R1... Use Secondary Item

← Directional button... Select Flintlock (secondary item)

➡ Directional button... Select Throwing Knives (secondary item)

⬆ Directional button... Select Grenades (secondary item)

⬇ Directional button... Select Health Boost (secondary item)

START button... Pause / Options

SELECT button... Inventory / Objectives

## PLAYING THE GAME

After pressing the **START** button, you will be asked if you want to start a new game or load an existing game. Select **NEW GAME** to begin or, if you have already played and saved a game, select **LOAD GAME**, then press the **ⓧ** button to confirm.

You can now select one of the following options:

Highlight the selection you want, then press the **ⓧ** button to confirm.

Challenge Mode and Dueling Mode must be unlocked in game before they can be selected.



### STORY MODE

This is the main game mode. If you have already loaded a save game, select **CONTINUE** to carry on where you left off. If you want to start a new game, select **NEW GAME**. If you have already loaded a save game, you can revisit a level you have already cleared by selecting **REPLAY LEVEL**. Press the **ⓧ** button to confirm. Once you've cleared a level you can choose to replay it and complete any sub-missions or find any collectables that you have missed. The level select screen shows you anything you've missed.

You're now ready to help Captain Jack Sparrow become the most notorious pirate that ever sailed the high seas and, in the process, protect the world of piracy from the evil intent of the East India Trading Company.

During the game you'll play as Captain Jack Sparrow, Will Turner, Elizabeth Swann, and even the legendary Captain Barbosa.

Once you've played through certain levels, these and other characters will be unlocked and usable in multiplayer games.



## GETTING AROUND

### Running

Move your character using the analog stick.

### Climbing

Anything you can climb will be highlighted by a glowing circle.

When standing near the object press the **▲** button to start the climb and use the analog stick to climb up or down.

You will automatically get off when you get to the top or bottom.

A glowing circle or exclamation point will appear above important objects and people that you can interact with. Move close and press the **▲** button to interact. This includes flipping switches, climbing, or swinging from ropes and using ladders.

## SWORDFIGHTING (A.K.A. SWASHBUCKLING)

As this is a game about pirates, it's fair to say there's plenty of fighting. But pirates don't just swordfight, they swashbuckle. Learn to use the environment to your advantage if you want to even up the odds a bit. See Advanced Swashbuckling below.

When you get into a fight, which will be often, you'll stay locked on to an enemy. If you're fighting more than one opponent, simply flick the **left analog stick** towards a different opponent to start fighting them instead. It's a good idea not to focus on one opponent too much as you don't want to give the others a chance to stick a sword in your back.



### Light Attack

Pressing the **×** button initiates a light / fast attack. It's not that powerful but allows you to get lots of hits in very quickly.

### Heavy Attack

Pressing the **○** button initiates a heavy / slow attack. This attack has a longer build up that can leave you open to attack yourself. However, if you manage to time your attack correctly, you will inflict a lot of damage.

*Tip! Use combinations of Light and Heavy Attacks to make your fighting more effective. Example, knock an enemy off balance with a Light Attack and then finish him off with a Heavy Attack.*

### Close Attack

Press the **○** button when very close to an enemy to attempt to perform a grab, kick or distraction move. Run up to an enemy and press the **○** button without attacking.

### Combo Attacks

Each character has four combo attacks that can help you get out of sticky situations.

#### Focus Attack



This combo unleashes a powerful attack in one direction. It is useful against very tough enemies.

#### Range Attack



This combo unleashes an attack in all directions. It is not very powerful but can give you some breathing space when you are surrounded by enemies.

#### Barge Attack



This combo unleashes a powerful barge attack that will send your enemy flying to the ground. You can also use this to barge enemies off ledges.

#### Block Breaker



This combo unleashes a focused attack that will break any blocking move. This is very useful for those enemies with persistent defensive tactics.

## BLOCKING (AND STRAFING)

Pressing the **L1** button will block an incoming attack. If you hold the **L1** button you can maintain a defensive stance and, using the **analog stick**, you can move (strafe) around. When moving around you will automatically target the nearest opponent and if they attack you will automatically block.

## ADVANCED SWASHBUCKLING

A clever fighter uses more than his sword to win the battle. While blocking (or strafing) you can upset your opponent's balance or position them to gain a tactical advantage.

### Stun

To stun the enemy and leave them open to attack, press the **L1** button and back (away from your opponent) using the **analog stick**.

### Side Step (or Olé)

To side step their attack, press the **L1** button and left/right (relative to your opponent) using the **analog stick**. Try this near to a wall or edge with a steep drop as the outcome will probably be to your advantage. Open barrels come in handy here too!

### Kick

To kick them back where they came from, press the **L1** button and forwards (towards your opponent) using the **analog stick**.

### Counter Move

While blocking (holding the **L1** button) press the **X** button and you will unleash an unstoppable counter move.

### IMPORTANT!

Every time you block or try these Advanced Moves you will use up some of your stamina as indicated by the Black Pearls on screen. When you run out of pearls, you will no longer be able to block or perform an Advanced Move. Release the **L1** button and your stamina will start to replenish.



## FIGHTING WITH AN ALLY

Sometimes you'll end up fighting alongside an ally. In these scenarios, timing your attacks with each other is extremely important. Help your heroes defeat their enemies by following the on-screen prompts. Don't delay as timing is crucial. Making a mistake may cost you a life... possibly yours!



## SECONDARY ITEMS AND INVENTORY

During your adventures, you'll find valuable loot and weapons dropped by defeated enemies, and also hidden in some barrels.

In addition to a sword, each character can carry four items:

Health	↓	Health is represented by a chicken.
Throwing Knives	→	These are very fast to use but are not very powerful.
Flintlock	←	The flintlock is your trusty pistol. It is slow to aim but quite powerful.
Grenades	↑	Grenades require skill in your aim but the explosive effect is devastating.

Press the appropriate button and the screen display will change to show the selected item. Press the **R1** button to use the selected item.

The amount of items you have is denoted by the number underneath that item on the screen. You can also check your inventory by pressing the **SELECT** button.

## SUB-MISSIONS

These vary from finding a specific quantity of Crab Pendants, demonstrating your swashbuckling skill or getting slapped by a number of spurned lovers! Completing these missions will open up more rewards in your 'Treasure Cove'.

Look for characters with Quest Points (!) over their heads. Move close then press the **△** button to speak to them. You can choose whether or not to offer them your help.



## 'JACKANISM'

Occasionally, when playing as Jack, you'll be given the opportunity to help him react to a situation in his own eccentric way by performing a 'Jackanism'. Performing for the crowds will give him even more fame and notoriety, as well as a tactical advantage in the approaching fight. You also unlock a special item from the Treasure Cove.

You use similar sequences of button presses and **analog stick** movements as when you're Fighting With an Ally. Follow the on-screen prompts as fast as you can as timing is important.

Be careful though as you only have one attempt. Failing a 'Jackanism' will leave you in a worse situation than before, maybe facing even more opponents.



## NOTORIETY

To become the most notorious pirate that ever lived, Jack will have to strike fear and admiration in to the hearts of his enemies and the general populace of the Caribbean.

You can earn Notoriety in a number of ways: Defeating enemies, varying your swordfighting tactics, triggering certain events, completing sub-missions, and performing a 'Jackanism'.

### There are 3 types of Notoriety:

#### Overall Notoriety

*This always increases and is an indication of how well you are doing.*

#### Level Notoriety

*This is an indication of how well you are doing on a level and is reset every time you replay a level.*

#### Combat Notoriety

*This is an indication of how well you are doing in combat*

### There are 10 Notoriety Ranks:

<i>Poor</i>	<i>Good</i>
<i>Wastrel</i>	<i>Pirate</i>
<i>Bilge Rat</i>	<i>Sea Dog</i>
<i>Scurvy Knave</i>	<i>Sea Devil</i>
<i>Scoundrel</i>	<i>Pirate Lord</i>
	<i>Pirate King</i>
	<i>Legendary Pirate</i>

You can check your Notoriety level at the end of each stage in Story Mode or on the Inventory screen. It also is displayed briefly on screen every time it increases.

## MINI-GAMES

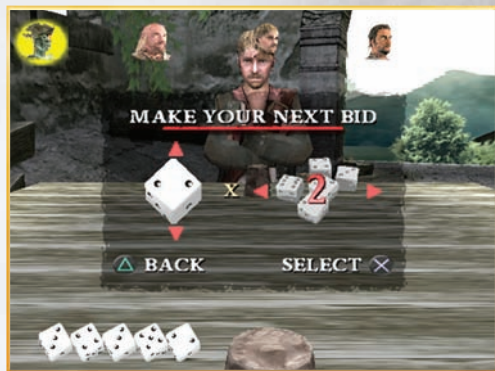
There are two mini-games to play: Pirate Dice and Poker.

During Story Mode, look out for characters with Quest Points (!) above their heads. Some of them will offer or challenge you to play. You can accept or decline the invitation but remember: you may be required to play in order to complete a Sub-Mission or unlock an item from the Treasure Cove (See page 18)

### PIRATE DICE

Pirate Dice is a unique version of Bluff. Each player takes turns to guess the total number of dice rolled on the gaming table showing the same face numbers.

#### How to play Pirate Dice



There are several stages to each game of Pirate Dice. In each stage you can bet and change tactics according to how your opponent's play:

1. You enter a stake in the game, which is the amount of loot you need to use in order to play. In story mode, your stake is automatically determined.
2. Your dice are then automatically shaken within their cup and the cup is upturned on the table, hiding your dice. All other players do the same.
3. You now automatically check your dice to see what you've rolled.

4. The player selected to start must now bid as to the number of dice under all cups showing a particular face number, for example five dice showing the number '3'.
5. The next player now has three options:

#### A. BID (guess)

- I. Bid a number that is higher than the previous player; or:
- II. Bid the same number of dice, but a higher value on the face of the dice.

For example: if the previous player bid 5 dice showing the number 3 on the face, you can bid 6 or more dice showing the number 3 on the face, or 5 dice showing the number 4 or higher on the face.

#### B. LIAR

- I. If you do not agree with the previous bid you can call the player who made that bid a liar. If you call the previous player a liar and you're wrong, you will lose some of your loot. If you call the previous player a liar and you are correct, the previous player will lose some loot.

#### C. EQUAL

- I. If you believe that the previous bid was correct then you can agree with their bid. If you are incorrect then you lose some of your loot. If you are correct then the previous player will lose some loot.

6. When you lose all of your loot you're out of the game. This applies to any of the players.
7. The winner is the player with the most loot after 10 rounds.

### POKER

This is a poker game based on Texas Hold 'Em rules.



Even if you already know how to play Poker, it is recommended that you read this section:



**Round:** Games are divided into rounds. A round consists of a sequence of card deals and/or bets so that every player around the table has a chance to place a bet or fold (discard your cards and forfeit interest in the current pot).

**Dealer:** This is the player who ‘deals’ the cards. It is done automatically for you, but you should note that the ‘dealer’ position moves one player to the left at the end of every game of Poker. Usually every player is the ‘dealer’ at least once.

**Blind:** The blinds serve a purpose in which players are forced to put money into the pot which gives the players an incentive to enter the hand. However, only two players will post or put up the blinds. The first blind is called the “small blind”. This bet is usually half the minimum bet of the game. The second blind is called the “large blind” and is always the same size as the game’s minimum bet. The player directly left of the dealer will have the “small blind,” while the player directly to the small blind will have the “large blind.” When setting up multiplayer games, the hosting player can choose the amount of loot for the initial Blind and the amount that each Blind is increased by.

**Hole:** Refers to the first two cards dealt face down to each player at the start of each round. You are the only one who can see what’s on the cards in your own hole.

**Hand:** A hand is any combination of up to five cards from your hole and the community cards.

**Flop:** This is the three cards dealt face up onto the middle of the table after each player has received their hole cards.

**Turn card:** The fourth card that is dealt face up in the middle of the table.

**River card:** The fifth card that is dealt face up in the middle of the table.

**Community:** This describes all the cards laid face up in the middle of the table. Eventually a total of five community cards will be face up on the table.

### How to play Poker

1. At the start of each game, every player automatically enters their blind bet into the pot (the total sum in the middle of the table that you are trying to win):
  - A. However, at the end of this and every other round, you have the option to quit (fold) should you desire to leave the game. You will only lose any loot that you have already placed in the pot.
2. Each player is then dealt two cards at random from the deck. The two cards that you receive form your hole.
3. There is then a second stage of betting (optional):

- A. Here, you have the option to try and bully your opponents by entering a large stake, signifying that you feel you have a strong hand, or at least try and make them believe that you do.

- B. You also have the option of quitting the round by folding and letting the others players remain in the game.

- C. You may also need to wager an amount of loot merely to stay in the game.

4. The three cards forming the ‘flop’ are automatically dealt on the table.

5. There is a third stage of betting (optional). See point 3 above.

6. A fourth card is then dealt (turn card).

7. There is a fourth stage of betting (optional). See point 3 above.

8. A fifth card is then dealt (river card).

9. There is a fifth stage of betting (optional):

- A. Here, you have the option to try to bully any remaining opponents by entering a large stake, signifying that you feel you have a strong hand, or try and make them believe that you do.

- B. You may also need to wager an amount of money merely to stay in the game.

10. Once the final round of betting is finished, all remaining players automatically reveal their cards. A combination of your hole and the community cards forms your hand. The player with the best hand wins the pot.

At each stage of betting you can decide whether you wish to remain in the game. Should you decide to stay in the game, the amount of gold needed to remain in the game will be automatically allocated. You then decide whether you want to raise this amount as part of your betting tactics. If you do not wish to raise, you simply pass the betting onto the next player.

### Rules for Poker

A ranking of poker hands from Royal Flush to High Card. Standard five-card poker hands are ranked here in order of strength, from the strongest poker hand to the weakest:

#### Royal Flush

The best possible hand in poker: Ace, King, Queen, Jack, and 10, all of the same suit.

#### Straight Flush

Any five-card sequence in the same suit. For example: 8, 9, 10, Jack, and Queen of Clubs; or 2, 3, 4, 5 and 6 of Diamonds, etc.

### Four Of A Kind

All four cards of the same value. For example: 8, 8, 8, 8; or Queen, Queen, Queen, Queen, etc.

### Full House

Three of a kind combined with a pair. For example: 10, 10, 10 with 6, 6; or King, King, King with 5, 5, etc.

### Flush

Any five cards of the same suit, but not in sequence. For example: 4, 5, 7, 10 and King of Spades.

### Straight

Five cards in sequence, but not in the same suit. For example: 7 of Clubs, 8 of Clubs, 9 of Diamonds, 10 of Spades, and Jack of Diamonds.

### Three-Of-A-Kind

Three cards of the same value. For example: 3, 3, 3; or Jack, Jack, Jack.

### Two Pair

Two separate pairs. For example: 2, 2, Queen, Queen.

### Pair

Two cards of the same value. For example: 7, 7.

### High Card

If a poker hand contains none of the above combinations, it's valued by the highest card in it.

## CHEATING

Not all pirates play fair. So, to tip the game in your favor the voodoo priestess, Tia Dalma, has given you a way to cheat.

She's made some special magic Charms. You'll find them when playing through the Story Mode, by locating secret areas or by completing certain sub-missions.



There are 24 to collect – 12 for use in Poker and 12 for use in Pirate Dice. All the Charms and their effects are listed on the Inventory Screen.

When you begin the game you can select three Charms to use from the ones that you've already collected. Place them in your Play List on the

Inventory screen. Only Charms already on your Play List can be used in the game.

Some Charms can be powered up to increase their effect. You are given this option at the start of each mini-game. Be careful, as some power ups take time to charge and won't be available until a later round of that game. Powering up allows them to affect one, two, or three opponents at the same time, and can even make them unstoppable.

## CHALLENGE MODE

This mode is first unlocked when you complete the first level in Story Mode. You must complete all levels in Story Mode to unlock all challenges along with the additional characters. This mode allows you to play a single or multiplayer game to test your pirate skills in a series of different challenges.

On each of the 12 levels there are three different challenges:

### Combat Challenge

Skill Test: Killing enemies as fast as possible.

Example: Kill a specific number of enemies within a time limit.

### Combo Challenge

Skill Test: Stringing flurries (combo attacks) together in succession.

Example: Perform a 'specific number of hits' combo.

### Loot Challenge

Skill Test: Basic pirate pillaging skills

Example: Collect a specific quantity of Loot within a time limit.

Each Challenge will appear where appropriate in various areas (zones) of the existing 12 levels. The specifics of the challenge will vary from level to level but will generally increase in difficulty from the Prison Fortress all the way up to the Maelstrom level.



## DUELING

At specific points during Story Mode you'll have to face an opponent one-on-one in a special duel. Your viewpoint for these contests is slightly different to the main game but all other sword controls are the same.

In addition, your swashbuckling pirate skills allow you to use the environment to give you the advantage. Watch the screen carefully and when you see a **△** symbol, press the **△** button.

Once dueling is unlocked, you can practice dueling on your own or against a friend. To unlock Dueling, you must complete specific levels in Challenge Mode by completing Combat, Combo and Loot challenges. Highlight Dueling on the Main Menu screen and follow the on screen instructions. You'll need a second DUALSHOCK®2 analog controller connected to controller port 2 for two player duels.

## OPTIONS

Adjust various game settings, such as volume. Pressing the **START** button during the game will give you access to some of these Options.

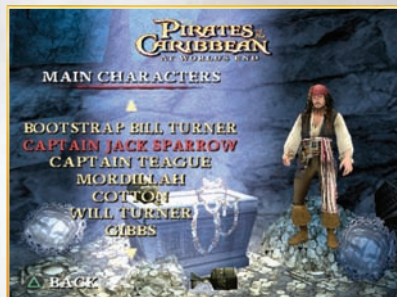
## TREASURE COVE

Treasure Cove is where Jack has stashed his ill-gotten gains. The Cove is split up into 5 sections.

- Character Treasures
- Location Treasures
- Charm Cards
- Bonus Treasures
- Achievements

Press left or right to highlight a section and press the **×** button to enter.

Check this area out when you want to know what secrets you've discovered. Each treasure item is labelled, whether or not you've unlocked it yet, so you always know what you have to do to gain that particular reward.



## NOTES

## GAME PROGRESS & CREDITS

These areas allow you to view your High Scores, such as Notoriety gained and Loot collected, and the game production credits.

## SAVING & LOADING

You can save your progress during Story Mode after completing a level, Select YES when the save message prompt appears. Follow the on-screen instructions and press the **X** button to confirm. You're given the option to load a Story Mode game from the Main Menu screen.