



For more fun and games visit:
www.Despereauxthegame.com

BRASH
ENTERTAINMENT™



SENSORY
SWEEP

BINK
VIDEO

The Tale of Despereaux is a trademark and copyright of Universal Studios. Licensed by Universal Studios Licensing LLLP. All Rights Reserved. © 2008 Brash Entertainment, LLC. Brash Entertainment, LLC and its respective logos are trademarks and/or registered trademarks of Brash Entertainment, LLC in the U.S. and other countries. Sensory Sweep Studios is a Trademark™. Game Engine Code © 2008 Sensory Sweep L.L.C. Uses Bink Video. © 1997-2008 by RAD Game Tools, Inc. The ratings icon is a trademark of the Entertainment Software Association. All other trademarks and copyrights are the property of their respective holders.

EmuMovies

300048

The Tale of Despereaux



BRASH
ENTERTAINMENT™

⚠ 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:

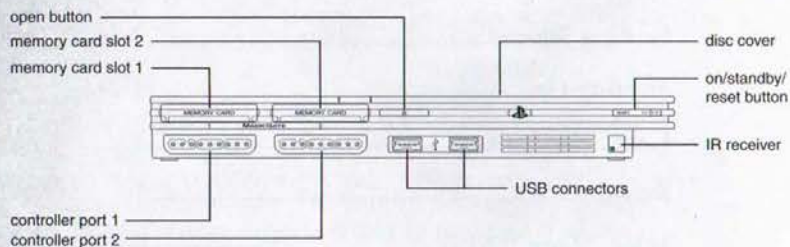
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.

Contents

| | |
|------------------------|----|
| Getting Started..... | 2 |
| Starting Up..... | 3 |
| Game Controls..... | 4 |
| Story..... | 5 |
| Main Menu..... | 6 |
| Menu Controls..... | 7 |
| On-Screen Display..... | 7 |
| Advanced Controls..... | 8 |
| Special Actions..... | 9 |
| Courage Meter..... | 9 |
| Soup..... | 10 |
| Pillar of Light..... | 10 |
| Cheese..... | 10 |
| Shiny Buttons..... | 11 |
| Caravaggio..... | 11 |
| Credits..... | 12 |



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.

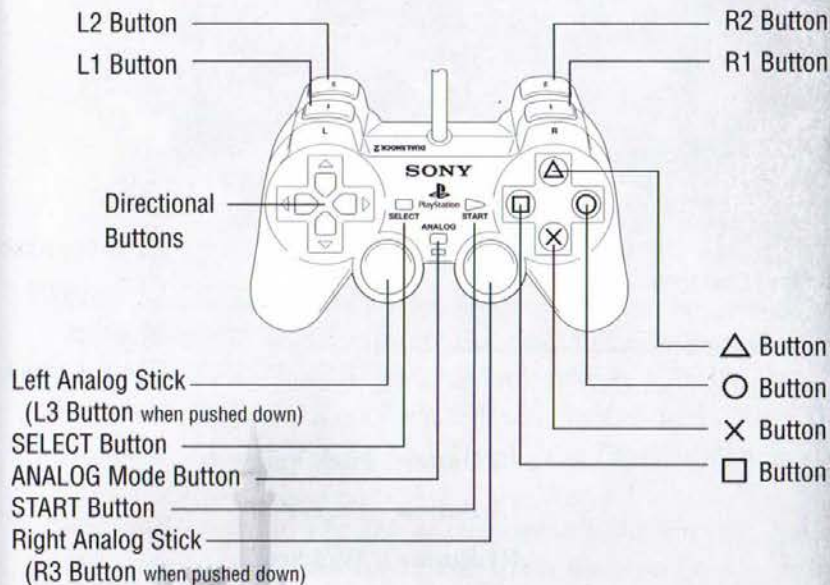
Memory Card (8MB)(for PlayStation®2)

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.

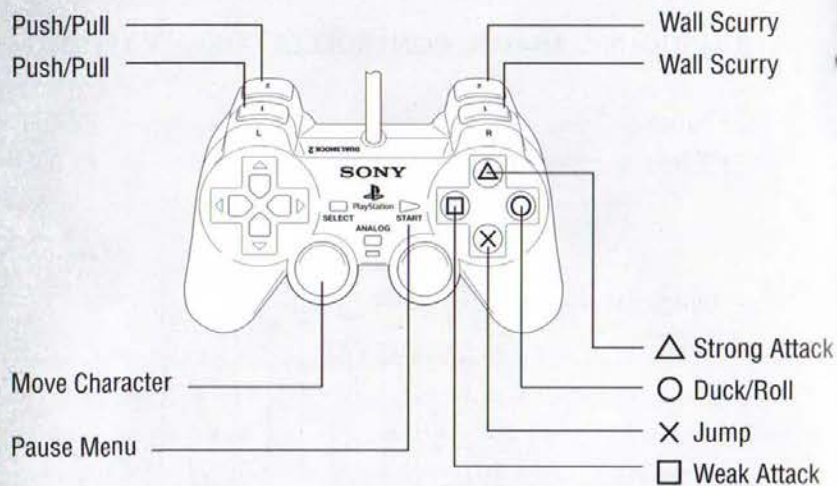


Starting Up

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

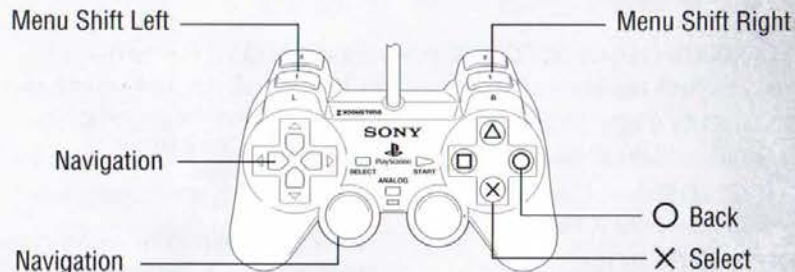
Select to adjust volume, controls, and view credits.

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.

Credits

Developed by Sensory Sweep Studios

PRESIDENT
Dave Rushton

VICE PRESIDENT
Chris Rushton

CHIEF ART OFFICER
Dave Kemker

TECHNICAL DIRECTORS
Don Milham
Brad Timmins

CHIEF CREATIVE OFFICER
Tony Rushton

BUSINESS DEVELOPMENT
Rico Lujan

EXECUTIVE PRODUCER
Chris Rushton

PRODUCER
Jeff Dent

ASSOCIATE PRODUCER
Zak Perschon

GAMEPLAY PROGRAMMING LEAD
Jerry King

GAMEPLAY PROGRAMMING
Todd Smith

Nick Seegmiller
Jay Barnson
Brad Grimm

ART LEAD
Ryan Bird

LEVEL ART LEAD
Kurt Quackenbush

RIGGING LEAD
Mike Snyder

LEAD ANIMATOR
Adam Hathaway

UI LEAD
Heinec Hinrichsen

ASSISTANT TO THE ART LEAD
Sarah Curnow

LEVEL ARTISTS
Carson Davidson

Tyler Davis
Dustin DeWitt
Erik Exeter
Becca Golins

Josh Goodale
Jared McAllister
Charlton Miller
Mikio Moriyasu
Lill Ohman
LaNac Richardson
Mark Wahlquist
Matt Wood
Brandon Wright
Chris Wright
Nicole Mott

CHARACTER RIGS
Greg Carter
Mikhail Merkurieff
Brandon Plagemann

CHARACTER MODELS
Bo Hacking
Tyson VanWagoner
Jonathan Coombs

CHARACTER ANIMATION
Ryan Hudson
Ian Johnston
Allen Stevenson

TECHNICAL ARTIST
Dave Kemker
Grant Heath

LEVEL DESIGN LEAD
Brandon Strong

LEVEL DESIGN
Bret Wardle
Sam Curnow
Ross Sewell
Chuck Sutter
Niven Wofford
Ryan Persch
Andre Morales

CAMERA DESIGN
Seth Cook
Paul Milham

CHARACTER AND ANIMATION DESIGN
Jason Santti

SCRIPT AND VO DESIGN
Russ Lees

FRONT END AND INTERFACE DESIGN
Joseph Tingey

ADDITIONAL DESIGN
Adam Hunter
Aaron Pendleton
Zach Woolf
Darrel Cameron
Asa Dang
Stephan Frost
Eric Diemer

AUDIO DIRECTOR
Jason Perkins

AUDIO TEAM
Greg Bower
Patrick Coffin
Josh Holyoak

ADDITIONAL MUSIC BY THE SOUND PSYCHIC
Jason Crawford

ENGINE TEAM PRODUCER
Hal Rushton

ENGINE TEAM LEAD
Brad Timmins

ENGINE TEAM
Brent Anderson
Paul Blagay
Matt Boynton
Eric Brown
Ryan Graham
Dave Robinson
Dan Silver
E.J. Thayer
Wen Zhang

CONCEPT ART DIRECTOR
Kim Passey

CONCEPT ART LEAD
Cameron Gardner

CONCEPT ART
Miles "Milo" Collins
Patrick Spens
Sarah Partington McPhee
Jonathan Clark
Thomas Tholen

STORYBOOK ARTWORK

Nasan Hardcastle
Don Seegmiller
Patrick Spens

STORYBOOK CINEMATICS

Glenn Harmon
Randall Sly
J. Chad Erekson

ADDITIONAL PROGRAMMING

Pengyu Chen
Matt Fry
Curtis Mirci
Eric Smith

ADDITIONAL ARTISTS

Peter Anderson
Henry Bawden
Shawn "shawners" Bird
Greg Davis
Ian Davis
Matt Dibb
Reed Eriksson
Rob Field
Steve Fox
Chad Griffiths
Paul Grimshaw
Matt Gollins
Van Miller
Sambo Ouk
Andrew Pace
Darren Peterson

Anthony Romrell
Scott Thurman
Mike Teran
Thomas Riley
Paul Grimshaw
Jenna Kemker
Robinson Valenzuela

QUALITY ASSURANCE DIRECTOR

Carter Pham

ASSISTANT QUALITY ASSURANCE MANAGERS

Aaron Glines
Rob Young

TEST LEAD

Ryan Colborne

QUALITY ASSURANCE

Trent Baird
Parker Checketts
William Douglas
Steven Downey
Max Fitt
Christina Howell
Cynthia Jolley
Nathan Magro
Chris McGill
Annie Meighan
Rick Mower
Nathan Pyle
Harrison Rollins
Tarrant Rollins

Thomas Fowler
Stephen Rushton
Ryan Hahn
Kyle Rogers
Ladawna Grow
Rich Porter

SPECIAL THANKS

Carrie Doulgerakis
Jessie Cameron
Kathy Cameron
Corinne Rushton
Paris Bailey
Garret Fry
Rebecca Heineman
Jason Brimhall
Christy Heyer
Kyle Jensen
Shaun Michaelson
Terrence Osborn
Ethan Smith
Jason Smith
John Kilbourn
Jason Barron
Nick Hardy
Brandon Harmon
Kevin Leinbach
Marc Babbel
Eric Hughes
Sid Heyer
Luke Meighan

In Memory of Jablett
1978 - 2007

Published by Brash Entertainment, LLC

EXECUTIVE PRODUCER
Kevin Simmons

CREATIVE PRODUCER
Troy Dunningway

ASSOCIATE PRODUCER
Veronica Castillo

CREATIVE SERVICES MANAGER
Amy Bennett

BRAND MANAGER
John Choon

BRAND MANAGER
Kathryn Perez-Fraga

PR MANAGER
Abby Topolsky

OPERATIONS MANAGER
Nicole West

QA MANAGER
William "Willy G" Guerrero

MANUFACTURING AND PRINT PRODUCTION MANAGER
Valeric Kent

PRINT PRODUCTION AND TRAFFIC COORDINATOR
Sandra Marquez

COUNSEL
Kevin Reilly

POST SUPERVISOR
Lyvonne Klinger

QUALITY ASSURANCE
Jason Tom
Jose Bernabel
Phillip Saypanya
Adrian Lujan
Carlos Moran

SPECIAL THANKS
Beckie Holmes
Candlewick Press
Ethan Stearns

Universal Pictures Digital Platforms Group

PRODUCER
Nick Torchia

VP/GENERAL MANAGER INTERACTIVE
Bill Kispert

SR. MANAGER BUSINESS DEVELOPMENT INTERACTIVE
Gary Lokum

DIRECTOR BUSINESS AND LEGAL AFFAIRS
Kam Naderi

LEGAL ASSISTANT
Angie Gonzalez

UNIVERSAL PICTURES
David O'Connor
Angie Sharma
Kimberly Lindgren

SPECIAL THANKS
Gary Ross
Allison Thomas
David Lipman
Tracy Shaw
Celia Boydell
Tripp Hudson
Daniel Booty
Peiyu Foley
Bekah Sturm

Notes



Limited Warranty

SOFTWARE LICENSE AGREEMENT: IMPORTANT – READ CAREFULLY: YOUR USE OF THE TALE OF DESPEREAUX (THE “PROGRAM”) IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. THE “PROGRAM” INCLUDES ALL SOFTWARE INCLUDED WITH THE AGREEMENT. THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION AND ANY AND ALL COPIES OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, INSTALLING, AND/OR USING THE PROGRAM AND ANY SOFTWARE PROGRAMS INCLUDED WITHIN THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH BRASH ENTERTAINMENT, LLC. (“BRASH”).

LIMITED USE LICENSE: Subject to the conditions described below, Brash grants you the non-exclusive, non-transferable, limited right and license to install and use one copy of the Program solely and exclusively for your personal use. The Program is licensed, not sold, for your use. Your license confers no title or ownership in the Program and should not be construed as a sale of any rights in the Program. All rights not specifically granted under this Agreement are reserved by Brash and, as applicable, its licensors.

LICENSE CONDITIONS

You agree not to:

- Exploit the Program or any of its parts commercially, including but not limited to use at a cyber café, computer gaming center or any other location-based site. Brash may offer a separate Site License Agreement to permit you to make the Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Brash.
- Use the Program, or permit use of the Program in a network, multi-user arrangement or remote access arrangement, including any on-line use, except as otherwise specifically provided by the Program.
Use the Program or permit use of the Program, on more than one computer terminal, or workstation at the same time.
 - Make copies of the Program or any part thereof, except for back up or archival purposes, or make copies of the materials accompanying the Program.
 - Copy the Program onto a hard drive or other storage device; you must run the Program from the included DVD-ROM/Blu-ray Disk/Cartridge (although the Program itself may automatically copy a portion of the Program onto your hard drive during installation in order to run more efficiently).

- Reverse engineer, derive source code, modify, decompile, or disassemble the Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export the Program or any copy or adaptation thereof in violation of any applicable laws or regulations.

OWNERSHIP: All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof are owned by Brash. The Program is protected by the copyright laws of the United States, international copyrights treaties and conventions and other laws. The Program contains certain licensed materials and Brash may protect their rights in the event of any violation of this Agreement. You agree not to remove, disable or circumvent any proprietary notices or labels contained on or within the Program.

LIMITED WARRANTY: Brash Entertainment warrants the original purchaser that this disk is free from defects and materials and workmanship for a period of ninety (90) days from the date of purchase. Brash Entertainment will, at its option, repair or replace this disk, free of charge, postage paid with proof of date of purchase, at its offices. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE BRASH.

RETURNS: You must contact Technical Support prior to returning any Program. When returning the Program for warranty replacement please send the original product disks only in protective packaging and include; (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per CD replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements: Brash Entertainment 6353 Sunset Blvd., 6th FL Hollywood, CA 90028

PRODUCT SUPPORT:

Technical Support Information:

Contact us over the Internet:

Visit our online technical support page at www.brashent.com/support.aspx or send an email to customersupport@brashent.com.

Contact us by Phone:

You can also contact us by phone by calling 323-330-8599. Note that this number is for technical assistance only. No hints and tips will be given out over the Technical Support line.

