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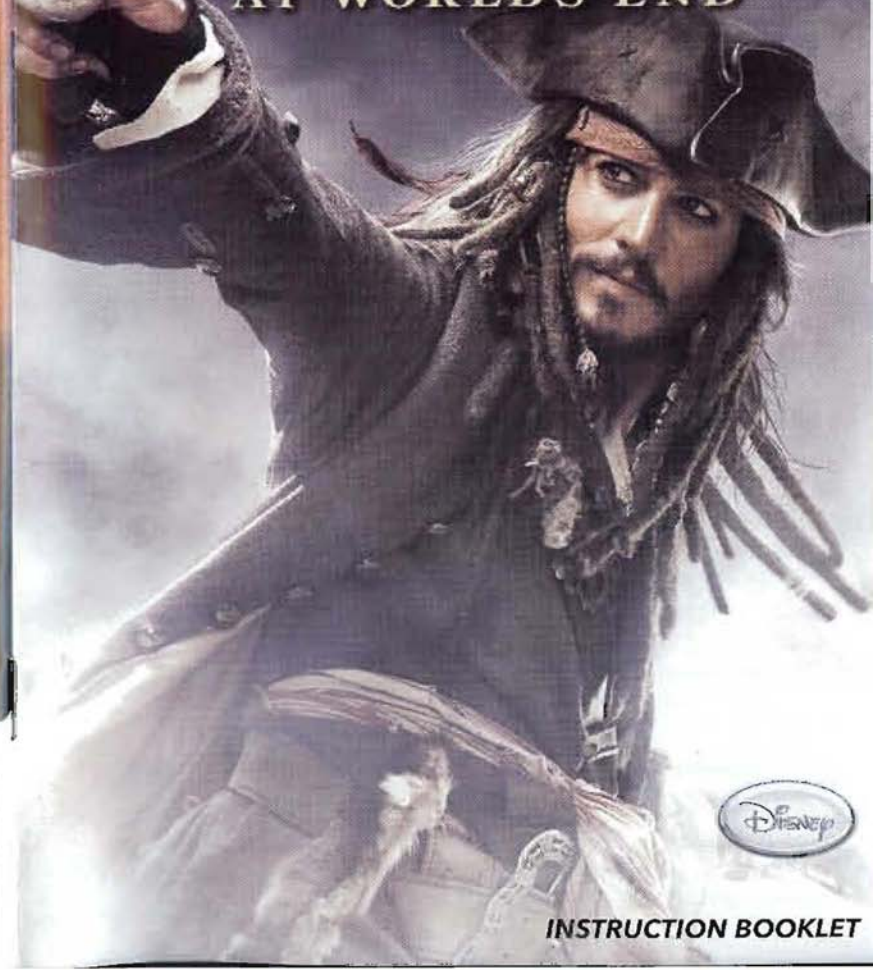
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Wii™

Disney PIRATES of the CARIBBEAN AT WORLD'S END



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE WII™ OPERATIONS MANUAL COMPLETING YOUR WII HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 - Sit or stand as far from the screen as possible.
 - Play video games on the smallest available television screen.
 - Do not play if you are tired or need sleep.
 - Play in a well-lit room.
 - Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

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REV-E



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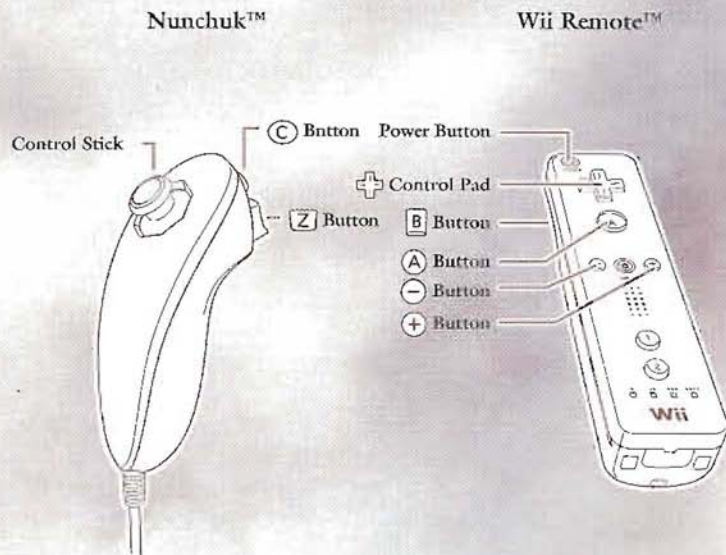


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Wii CONTROLS

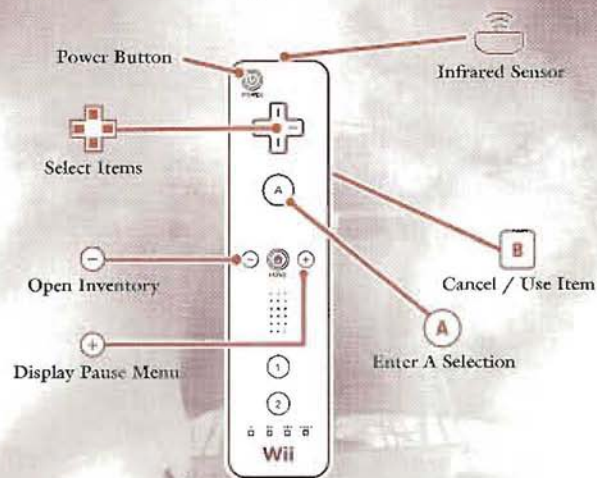
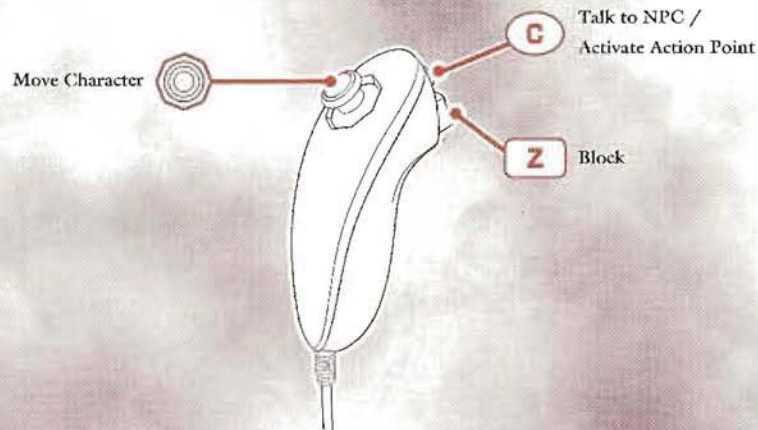
Disney Pirates of the Caribbean: At World's End is played with the Wii Remote and the Nunchuk controller together. Connect the Nunchuk to the Wii Remote's External Extension Connection. See the Wii console's instruction manual for details.



You can turn the Rumble On or Off by selecting Options, then Control Settings. This option is available via the Home Menu, not in-game. (See Page 21 for details on Options.)

Nunchuk Neutral Position Reset

NOTE: If the Control Stick is moved out of neutral position when the power is turned on, or when connecting to the **Wii Remote**, that position will be set as neutral position, causing incorrect game control during gameplay. To reset the Control Stick, allow it to return to the normal neutral position, then simultaneously hold down the (A) (B) (+) (-) Buttons on the **Wii Remote** for three seconds.



CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.

CONTROLLING YOUR CHARACTER

MENU CONTROLS

Wii Remote

- + Control Pad
- or Nunchuk Control Stick ... Highlight Item
- (A) ... Select item / Next Screen / Start Game
- (B) ... Cancel / Return to previous screen

BASIC CONTROLS

Nunchuk

Control Stick ... Move

- (Z) ... Block
- (C) ... Use action points and interact with NPC's
(Non-playable characters)

Swing Nunchuk UP & DOWN ... Grab

Wii Remote

- (A) ... Advance to next screen
- (B) ... Use Secondary Item

- + LEFT ... Select Flintlock (secondary item)
- + RIGHT ... Select Throwing Knives (secondary item)
- + UP ... Select Grenades (secondary item)
- + DOWN ... Select Health Boost (secondary item)
- (-) ... Open Inventory
Show Objectives
- (+) ... Game Menu
Continue
Options
Quit to Main Menu

Swing Wii Remote LEFT & RIGHT ... Light / Fast Attack

Swing Wii Remote UP & DOWN ... Heavy / Slow Attack

Thrust Wii Remote towards TV screen ... Combo Attack (See Page 9 for Combos)

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:

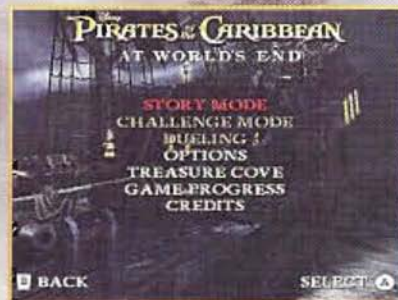
"Take what you can, and give nothing back".

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*.

PLAYING THE GAME

After pressing the **POWER** 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 **(A)** Button to confirm.

You can now select one of the following options:



Highlight the selection you want, then press the **(A)** 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 saved 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 saved game, you can revisit a level you have already cleared by selecting **REPLAY LEVEL**. Press the (A) Button to confirm.

Once you've cleared a level you can choose to replay it and complete any sub-missions or find and 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 Barbossa.

Once you've played through certain levels, these and other characters will be unlocked and usable in different game modes and for replaying through completed Story Mode stages.

GETTING AROUND

Running

Move your character using the Control Stick on the Nunchuk.

Climbing

Anything you can climb will be highlighted by a glowing circle. When standing near the object press the (C) Button to start the climb and use the Control 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 (C) Button to interact. This includes flipping switches, climbing, or swinging from ropes and using ladders.



SWORDFIGHTING (A.K.A. SWASHBUCKLING)

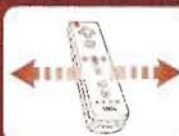
As this is a game about pirates, it's fair to say there's plenty of fighting. But pirates don't just swordfight, they swashbuckle. Learn to use the environment to your advantage if you want to even up the odds a bit. See Advanced Swashbuckling below.

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 Nunchuk's **Control 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.

Health Meter

Selected Item

Hit Combo



Light Attack

Swinging the Wii Remote **LEFT** or **RIGHT** initiates a light / fast attack. It's not that powerful but allows you to get lots of hits in very quickly.



Heavy Attack

Swinging the Wii Remote **UP** or **DOWN** 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.



Grab

Swing the Nunchuk **UP** and **DOWN** when very close to an enemy to attempt to perform a grab, kick or distraction move. Run up to an enemy and use this Thrust gesture without attacking.

***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.*

Combo Attacks

Each character has a four combo attacks that can help you get out of sticky situations. To perform a combo attack thrust the Wii Remote **FORWARD** after two successive hits (either light or heavy). See table below on how to perform different combos.



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 Attack

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 **Z Button** will block an incoming attack. If you hold the **Z Button** you can maintain a defensive stance and, using the **Control Stick** on the **Nunchuk**, 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 **Z Button** and back (away from your opponent) using the **Control Stick**.

Side Step (or Olé)

To side step their attack, press the **Z Button** and **LEFT**/**RIGHT** (relative to your opponent) using the **Control 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 **Z Button** and forwards (towards your opponent) using the **Control Stick**.

Counter Move

While blocking (holding the **Z Button**) swing the **Wii Remote** **LEFT** or **RIGHT** 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 **Z Button** and your stamina will start to replenish.

Stamina Meter



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 and moving the **Wii Remote** or **Nunchuk** in the motion shown on screen. 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	+ Down	Health is represented by a chicken.
Throwing Knives	+ Right	These are very fast to use but are not very powerful.
Flintlock	+ Left	The flintlock is your trusty pistol. It is slow to aim but quite powerful.
Grenades	+ Up	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 **B 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 **⊖ 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 **C** 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 the same controls as when you're fighting with an ally. Follow the on-screen prompts and move the **Wii Remote** or **Nunchuk** in the motion shown on screen. You need to react quickly.



Be careful though 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>Scurry 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 Pirate Poker.

During Story Mode, look out for characters with an **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 22)

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.
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 person with the most Loot after the 10th round has ended.



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.

Blinds: Blinds are initial stakes in a Round. Put up by two players at the beginning of the game, they act as an incentive for others to join. 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 to left of the dealer pays the Small Blind, while the player to the left of them (that is two to the left of the Dealer) pays 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

- At the start of each game comes the first stage of betting. This is mandatory. The player to the left of the Dealer pay their Blinds (Small Blind and Large Blind respectively) into the Pot. (The Pot is the total sum in the middle of the table which each player is trying to win.)
At the end of this and every other Round, you have the option to quit (Fold) should you have the desire to leave the game. You will only lose Loot that you have already placed in the Pot.
- Each player is then dealt two cards at random from the deck. The two cards that you receive form your Hole.
- There is then a second stage of Betting (optional):
 - 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.
 - You also have the option of quitting the round by folding and letting the others players remain in the game.
 - You may also need to wager an amount of loot merely to stay in the game.
- The three cards forming the 'Flop' are automatically dealt on the table.
- There is a third stage of Betting (optional). See point 3 above.
- A fourth card is then dealt (turn card).
- There is a fourth stage of Betting (optional). See point 3 above.
- A fifth card is then dealt (river card).
- There is a fifth stage of Betting (optional):
 - 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.
 - You may also need to wager an amount of money merely to stay in the game.
- 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.

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 Charms and their effects are listed in Treasure Cove under Charm Cards.

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 within time limit.

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.

If you manage to complete the challenge you are awarded an unlockable item from the Treasure Cove.

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 **C Button** symbol, press the **C Button** on the Nunchuk.

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 Nunchuk and Wii Remote for two player duels.



OPTIONS

Adjust various game settings, such as music and sound effects volumes or turn the subtitles on or off.

Pressing the **+ Button** during the game will give you access to these options.

Options can also be accessed from the Main Menu.

TREASURE COVE

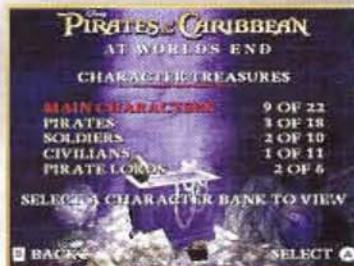
The Treasure Cove is where Jack has stashed his ill-gotten gains. The Cove is split up into 5 sections.

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

Press left or right to highlight a section and press the **(A) 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.



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 games at the end of every level. Simply follow the on-screen instructions.

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 **(A) Button** to confirm. You're given the option to load a Story Mode game from the Main Menu screen.

You won't believe
your eye patch.



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Disney's private island, Castaway Cay.



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Games 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**.

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