



XBOX

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A PSYCHIC
ADVENTURE
FROM THE
MIND OF
TIM SCHAFER



PSYCHONAUTS



MAJESCO
ENTERTAINMENT

SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing light patterns that may appear in video games. Even people who have no history of seizure or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front-or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images present during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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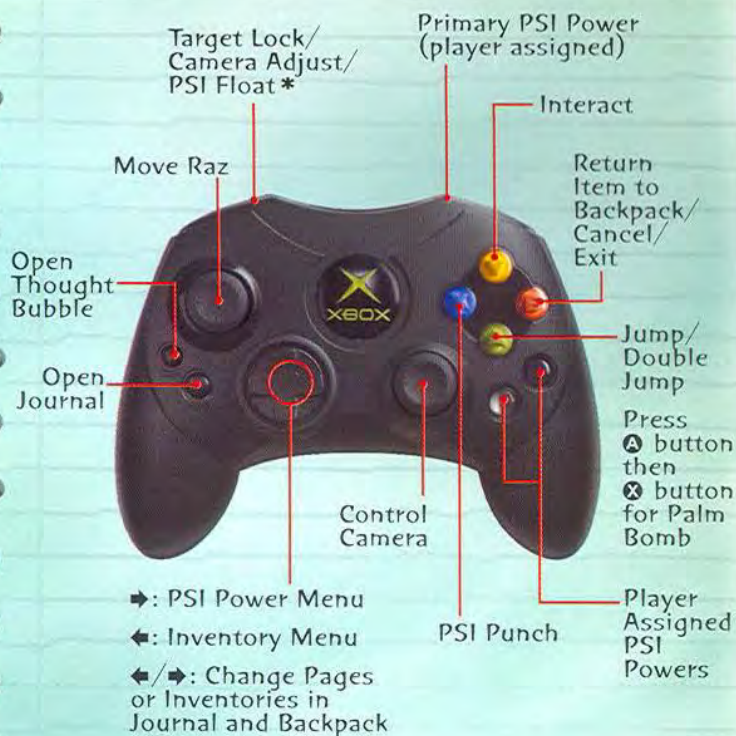
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LISTEN UP, PSI CADETS!

I'm here to recruit you for the greatest job in the world—being a Psychonaut. But Whispering Rock Psychic Summer Camp is not for tender brains; before you're ready for the battlefield, you have to learn the ropes first. That means reading this notebook and familiarizing yourself with everything in it so you're better prepared for the hardcore mental and physical challenges ahead. So what are you waiting for? You'll have plenty of time to stand around when you're dead! Go get 'em, soldier!



DEFAULT CONTROLS



* PSI Float is available once you have earned your Levitation Merit Badge.

MAIN MENU

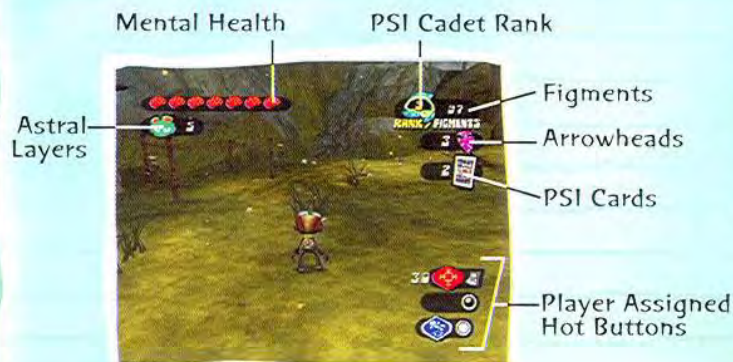
Choose from the following at the Main Menu:

New: Start a new adventure. Raz picks a bunk then designates his camp nickname. You will also choose default camera controls during set up. Once you make these choices, your profile is complete.

Continue: Loads the profile/game/bunk name most recently played.

Load: Load a saved game from your bunk in the bunkhouse.

HEADS UP DISPLAY



The Heads Up Display will automatically appear once any of the items on it are affected by gameplay. However, you can also bring it up at any point by clicking the **L thumbstick**.

Mental Health: Indicates Raz's available mental health. See **Recharging and Increasing Mental Health** on page 7.

Astral Layers: Shows available astral layers. When these run out, Raz is booted from the mental world back into the real world. See **Mental World Items** on page 18.

Figments of Imagination: Indicates total number of figments collected within the current area. Collect 100 figment points to upgrade Raz's PSI Cadet Rank. See **Mental World Items** on page 18.

PSI Cadet Rank: Shows Raz's current PSI Cadet Rank. The highest rank Raz can achieve is 100. See **PSI Cadet Rank** on page 7.

Arrowheads: Tallies number of collected arrowheads. See **Collectibles** on page 16.

PSI Cards: Tallies number of collected PSI Cards. See **Real World Items** on page 16.

Player Assigned Hot Buttons: You can customize the **R trigger**, **black button** and **white button** by assigning to them the PSI Powers you use most frequently. Press **right arrow** on the **plus button** to bring up the PSI Power/Inventory menu, highlight a PSI Power using the **L thumbstick**, then press the button you want that PSI Power mapped to.

REAL AND MENTAL WORLDS

There are both real and mental worlds in *Psychonauts*. The real world is the world in which Raz pursues his dream of becoming a Psychonaut while exploring the mysteries of the camp and his immediate surroundings. These are the environments where he develops his physical and psychic talents. The mental world is the world as imagined inside the psyches of the various characters he encounters in the real world.

MENTAL HEALTH

Maintaining adequate mental health is vital for any aspiring Psychonaut and it's also necessary for Raz to perform his psychic skills. Initially, Raz will have three brains' worth of health. When he takes damage, the brains start to lose their cranial fluid, $\frac{1}{4}$ brain at a time. If Raz ever loses mental health completely, one layer of his astral projection into this mind will peel off, and he will be sent back to the last checkpoint he crossed in the area, as long as he has enough astral layers left (see *Astral Layers* on page 19). If Raz is out of mental health and astral layers, he will be kicked out of the mind he is in and sent back to the real world. If Raz loses all his health in the real world, he will return to a respawn point in the real world.

Recharging and Increasing Mental Health

Raz can replenish lost mental health by:



Collecting Positive Mental Health that's found bouncing around people's minds, usually left behind by enemies or objects as they dematerialize.



Absorbing a Dream Fluff, a condensed form of Positive Mental Health that exists in the real world.

Raz can also increase his capacity for mental health. For every mental world Raz completes, he will earn an additional brain's worth of health. He will also earn an additional $\frac{1}{4}$ -brain capacity for each stolen campmate's brain he finds and reunites with its owner. The maximum number of brains he can achieve is 18.

PSI CADET RANK

On the road to becoming a Psychonaut, Raz will need to consistently "rank up" in order to earn new psychic abilities and purchase most items at the Main Lodge. The highest rank Raz can achieve is 100. There are a number of ways Raz can increase his rank:

- Collect nine PSI Cards and purchase a PSI Core at the Main Lodge, then redeem them all at Ford Cruller's Sanctuary.
- Find a PSI Challenge Marker.
- Collect 100 figment points.
- Find eight scavenger hunt items to get promoted four PSI Cadet Ranks. Find the remaining eight goodies to get promoted an additional four ranks. See page 17 for specifics.

RAZ'S BACKPACK

Raz has room for sixteen different items in his backpack. To access his backpack, press the **⬇️ button**. To toggle between his Backpack Inventory and available Merit Badges, press **⬅️** or **➡️** on the **⬇️**. To toggle within each menu, rotate the **🌀 thumbstick** in the desired direction, then press the **A button** to select the backpack item to use.

NOTE: Some of the items in Raz's backpack can be used in both worlds; some may only work in one. Some real world items may not be available to Raz when he's in the mental world.

JOURNAL

The Journal Raz carries with him throughout the game is a valuable tool. There are six different tabs in the Journal including the main tab.

Choose from **Options**, **Load**, **Save**, **Credits** and **Exit**.

OPTIONS MENU:

CAMERA: Allows you to invert the game camera's horizontal view, vertical view and first-person vertical view. The default selections are based on the initial profile choices you designated at the start of the game.

SOUND: Adjust volumes via a slider bar for Master, FX, Music and Voice. The default level for each is 100%. You can also designate whether subtitles appear during play (they will not appear by default).

CONTROLLER: Select "N" to turn vibration off. The default is on.



LOAD:

Select to load a previously saved game from the bunk originally selected.

SAVE:

Select to save the current game file. *Psychonauts* will also auto-save at key checkpoints in the game and at every loading screen.

CREDITS:

Select to view the credits for *Psychonauts*.

EXIT:

Select to quit from the current game.

In This Area

Provides statistics on the current game area. The area statistics screen will vary depending on whether Raz is in the real or mental world. In the real world, this tab tracks PSI Challenge Markers Collected, PSI Cards Recovered, PSI Cores Unredeemed, Scavenger Hunt Items Recovered and, in certain areas, Kids' Brains. In mental worlds, area statistics indicate Figments (number collected and number available), Emotional Baggage Matched (number collected and number available), Cobwebs Recovered and Vaults Cracked. This tab also includes a nifty Figment Viewer so you can check out all of Raz's collected figments. To access the Viewer, press the **A button**.



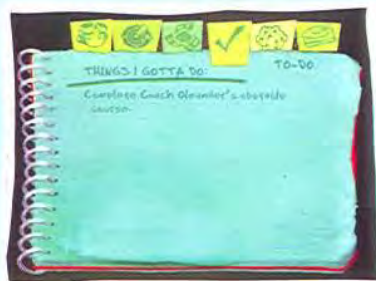
Totals

Tracks global game statistics including PSI Cadet Rank, Vaults Cracked, Arrowheads Collected, Emotional Baggage Sorted and Scavenger Hunt Items Found. It also tallies PSI Cards, Cobwebs, PSI Cores and Kids' Brains Raz can redeem at Ford Cruller's Sanctuary.



To-Do

This is Raz's list of "Things I Gotta Do." It includes the current main objective and all sub-objectives. If you're ever unsure of what to do next, consult this list for a refresher.



Memories

Allows you to look back at some of your favorite moments from playing *Psychonauts*. Memories are added as you progress through the game.



Map

Use the **R** thumbstick to navigate the map.



SAVING YOUR GAME

Psychonauts will autosave at key checkpoints in the game and at every loading screen. However, you can also manually save your game within your Journal. Press the **START** button to open your Journal and choose SAVE from the menu. Then select which empty slot to save your game to or which current game slot you want to overwrite.

TELEPORTING



Within some mental worlds, Raz has the ability to teleport back to any area he's already visited, as long as this little critter is present. Press the **Y** button to interact with him and then highlight the area to teleport to from the location menu that appears. The further Raz gets within a given level, the more location options there are to choose from.

COMBAT

As a psychic soldier, Raz must engage in battle. His most basic attack is his PSI Punch that you perform by pressing the **X** button. You can also jump then punch to execute a Palm

Bomb. After earning his Marksmanship Merit Badge, Raz also gains the ability to focus his psychic energy via his PSI Blast power.

Ammo



Raz will generate Mean Little Balls of Hate by smashing things. These are tiny little nuggets of aggression that Raz picks up to use as ammunition for his PSI Blast.

Targeting with Mental Focus



Raz's PSI Blast will auto-target within a certain range. However, using mental focus enables Raz to more accurately target his foes. Hold down the **L trigger** to focus while firing. Switch targets by pushing the **R thumbstick** in the direction you want.

Raz will also gain additional psychic powers later on that will help him kick butt on the battlefield. See **Merit Badges** on page 13 for more information.

ACTION BUTTON

Raz is a young man of action! When you press the **Y button** while looking at something, he will execute an appropriate action. If the item is a person, Raz will talk to him or her. If the item is a door, it will open. If it's a switch, the switch triggers. The **Y button** also allows Raz to pick up arrowheads buried in the ground.



THOUGHT BUBBLE

Raz's Thought Bubble is the most versatile tool he has at his disposal; Raz can manipulate it to glide and protect his hide. Once he completes training with camp counselor Milla Vodello, Raz will earn his Levitation Merit Badge that enables him to use his Thought Bubble to levitate and float. While falling from a height, hold the **L trigger** to PSI Float to safety with his bubble. While floating, press the **A button** to pull the bubble down underneath Raz so he can levitate on it. Once Raz earns his Shield Merit Badge, he can also use his bubble to defend himself against enemy attacks.

MERIT BADGES

Earning Merit Badges is a critical part of completing Raz's PSI Cadet training. He earns them by performing certain tasks camp counselors challenge him with or by completing objectives in various areas. Some Merit Badges have a minimum PSI Cadet Rank requirement before Raz can earn them since he needs to have a certain "mental muscularity" before he can handle the new skill. See **PSI Cadet Rank** on page 7.



Pyrokinesis: Raz obtains this Merit Badge once he can harness his internal energy and change it into the power of fire. He must have ranked up enough first. Press and hold the Pyrokinesis hot button to prepare an attack. When the temperature gauge maxes out, Raz will release a powerful Pyrokinesis attack.



Telekinesis: Learn how to pick up and toss objects with a psychically controlled hand and Raz will be awarded this Merit Badge. He must have ranked up enough first.



Invisibility: Once Raz has ranked up enough, he is in a position to earn his Invisibility Merit Badge. Raz will be able to cloud the visual cortexes of those around him, effectively rendering himself invisible. As Raz uses this power, his invisibility icon will drain of color. Raz will have approximately ten seconds of power usage and it will take another ten seconds for the power to fully replenish.



Marksmanship: Psychonaut superstar Sasha Nein awards Raz this badge once he is fully trained in the PSI Blast.



Levitation: Raz gets this badge from camp counselor Milla Vodello when he learns to master his thoughts and ride around on them like a balloon. He can also glide over hazardous materials (i.e., fire, electricity, radiation) and bounce on his Thought Bubble to reach higher areas. See **Thought Bubble** on page 13.



Shield: The Shield Merit Badge is essential for any serious Psychonaut in training. To acquire this Badge, Raz must learn how to project his Thought Bubble around him to use as a shield. As Raz uses this power his shield icon drains of color. Raz will have approximately four seconds of power usage and it will take just as long for his shield to fully replenish.



Clairvoyance: This Merit Badge allows Raz to see from the point of view of any other living thing in his immediate area. In addition to seeing the point of view of minds in close physical proximity to his own, Raz will eventually be able to send his mind far and wide through items belonging to other creatures.



Confusion: A very powerful weapon, Confusion lets Raz temporarily scramble the minds of others, making them forget who they are, and sometimes causing them to attack one another or even themselves.

PSI POWER UPGRADES

As Raz ranks up, some of his PSI Powers become even more powerful.

Palm Megabomb: After you start a Palm Bomb, hit the **X button** as many times as you can before Raz hits the ground. The more times you press the **X button**, the higher the bonus damage!

Chain Blast: Raz's PSI Blast will bounce from one enemy to the next, damaging up to three nearby enemies at once.

Wrecking Ball: Once Raz earns this Levitation power-up, his Thought Bubble becomes a deadly weapon at full speed.

Thermal Detonation: Raz's Pyrokinesis power will now invoke a massive explosion around the target, setting fire to anything nearby.

Offensive Shield: Enemies who use melee attacks when Raz is shielded are now knocked back.

Advanced Invisibility: Invisibility now lasts twice as long.

TK Extension: Raz's Telekinesis range is extended.

Super Chain Blast: Raz's Chain Blast can now hit up to six enemies in a row!

Rolling Havoc: Wrecking Ball activates as soon as Raz starts rolling on the Levitation Ball.

Ferocious Aura: Enemies who get knocked back will now also take damage!

Sensory Scramble: Raz further clouds his enemies' minds, and Confusion lasts twice as long.

Psychic Regeneration: Raz's friends at camp are focusing their energy directly into him, and he'll now slowly regenerate mental health!

Infinite Ammo: By tapping into the raw power of the nearby Psitanium deposit, Raz obtains infinite psychic ammo for PSI Blast and Confusion.

COLLECTIBLES

Raz has his work cut out for him in both the real and mental worlds, but everything he picks up can be put to use in his quest to become a Psychonaut.

Real World Items



Arrowheads: The dominant unit of currency in the camp made of the rare psychoreactive mineral, Psitanium. Collect these buried goodies to buy items at the Camp Store. See **Purchasing Items** on page 20.



Deep Arrowheads: These larger, more valuable arrowheads are buried deeper underground, so they can only be found with a dowsing rod (available at the Main Lodge).



Brains: Collect the lost brains of Raz's fellow campmates, turn them in at Ford Cruller's Sanctuary and increase Raz's mental health capacity.



PSI Cards: Collect nine of these and combine them with a PSI Core (available for purchase at the Main Lodge), then visit Ford Cruller's Sanctuary to redeem them for a PSI Cadet Rank increase. There are many PSI Cards scattered throughout real world areas.



PSI Challenge Marker: Finding these valuable items makes Raz's job easier since the PSI Challenge Marker is composed of nine PSI Cards and one PSI Core. Finding one of these increases Raz's PSI Cadet Rank without a trip to the Main Lodge or Ford Cruller's Sanctuary.

Scavenger Hunt Items: Find eight items to get promoted four PSI Cadet Ranks. Find the remaining eight goodies to get promoted an additional four ranks.



Mental World Items



Figments: Figments of imagination are scattered throughout the minds Raz explores. Each figment is worth a different number of figment points. Collect 100 figment points to gain a PSI Cadet Rank.

Emotional Baggage: Everybody has emotional baggage. To be specific, every mind has a purse, a suitcase, a duffle bag, a hat box and a steamer trunk. Reunite all of these heavy heaps of hang-ups with their respective luggage tags in a given mind and earn yourself Primal Memories accessible from Raz's Journal.



Mental Cobwebs: In most of the minds Raz enters, mental cobwebs clutter the landscapes, muddying their owner's head. Raz can only clean these up with a Cobweb Duster available for purchase back in the real world at the Main Lodge. Each cleaned cobweb is worth one PSI Card at Ford Cruller's Sanctuary.



Memories: Find and crack these vaults open to view memories from the minds that Raz explores.



Mental Arrowheads: These are echoes of Psitanium energy found in the mental world. Mental arrowheads add to Raz's total Psitanium value.



Astral Layers: Collecting these ensures that Raz returns to the last checkpoint reached in an area once his mental health depletes. If Raz is out of mental health and astral layers, he will be kicked out of the mind he is in and sent back to the real world.



Golden Helmet: Increases the number of astral layers Raz is allowed.



Golden Ball of Hate: Increases the maximum number of Mean Little Balls of Hate Raz can carry.



Confusion Grenades: Once Raz has the power of Confusion, he can throw these mental bombs to cloud the minds of others. These are very useful since they cause enemies to attack each other instead of Raz.



Golden Question Mark: Increases the number of Confusion Grenades Raz can carry.

Items Found in Both Worlds



Positive Mental Health: Appears after Raz smashes objects or enemies. Collect to replenish mental health.



Mean Little Balls of Hate: Raz generates these by smashing objects or enemies. These tiny little nuggets of aggression serve as ammunition for his PSI Blast.

PURCHASING ITEMS

Drop by the Main Lodge with collected arrowheads to buy any of the following:



Dream Fluff: Open one of these at any time to fully restore mental health. Dream Fluffs will also automatically open and restore health if Raz ever loses all of his mental health while carrying them.



PSI Core: Combine a PSI Core with nine collected PSI Cards to make a PSI Challenge Marker. Then drop by Ford Cruller's Sanctuary and redeem the whole lot for a PSI Cadet Rank increase.



Dowsing Rod: Raz can purchase this handy device as long as he has achieved a PSI Cadet Rank of 10. The rod helps locate hidden arrowheads deep underground in the real world.



Cobweb Duster: Once the duster is in Raz's possession, he's able to clean up messy mental worlds, access new areas and redeem the cobwebs for PSI Cards at Ford Cruller's Sanctuary.



PSI Energy Colorizer: The Colorizer is pricey but it lets Raz customize his ride with a range of colors to change up his Thought Bubble.



Mental Magnet: Once Raz has the Mental Magnet, he has the ability to pull toward him all of the bouncing collectibles in the game (Mental Health, PSI Blast Ammo, Mental Arrowheads, Confusion Grenades, etc.). All he has to do is walk by and all that good psychic energy comes flying his way.

OTHER IMPORTANT OBJECTS



Smelling Salts: When Raz breaks one open in a mental world and sniffs it, he will pop out of that mental world and back into the real one.



Bacon: When Ford Cruller gives Raz this little protein strip, Raz has the ability to summon him at will for helpful game hints.



Psycho-Portal: Once Raz completes key training in the three camp counselors' minds, he will find a lone, unguarded door that he can use to enter certain minds.

MISFITS, MONSTERS AND MADMEN

Razputin™ (Raz)



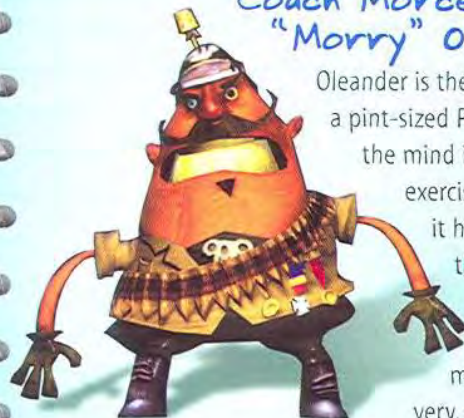
Born with psychic powers but forbidden to use them by his strict father, Raz ran away from home to train to be an international psychic secret agent. In other words, a Psychonaut. This has been his life's dream, and nothing is going to get in his way now. Not the threats of the camp bully, not the apathy of his cynical but cute girlfriend, not the hideous monster that comes out of the lake at night to eat children's brains—nothing.

Lili Zanotto

Lili has already passed every psychic test at camp, run every course, won every Merit Badge, and now... she's over it. She's over camp, over the Psychonauts, over the whole thing. Or, at least she was until the day Raz came to camp. Now she finds herself wrapped up in his excitement, caught up in a mystery and concerned about being a Psychonaut for the first time in a long while.



Coach Morceau "Morry" Oleander



Oleander is the camp's Head Coach—a pint-sized Patton. He believes that the mind is a muscle meant to be exercised. The Coach considers it his duty to toughen up the young minds that come to camp and turn them into fighting machines. The Coach is very, very short.

Ford Cruller

Janitor, Boatmaster, Ranger, Chef, and more, Ford is the man behind the scenes at Whispering Rock Psychic Summer Camp. He keeps it running smoothly, knows all the shortcuts, and somehow manages to be everywhere in camp at once, including a few secret spots where Raz discovers there's more to Ford than his brooms.





Sasha Nein

World famous super agent, the cold and logical Sasha is constantly striving to uncover the mysteries of the human psyche through science. He is so focused on his studies that he doesn't have the time to realize that he is a celebrity and hero to the thousands of kids like Raz who read *True Psychic Tales* magazine.

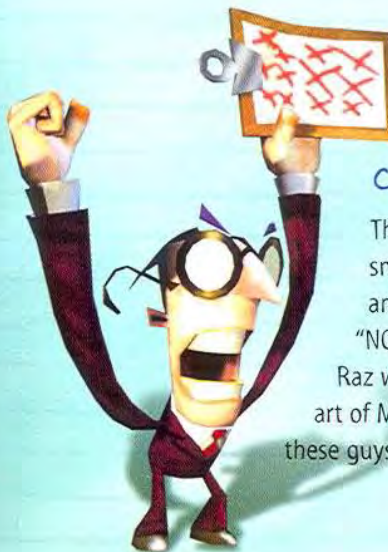
Milla Vodello

The Mental Minx. International secret agent. Brazilian levitation instructor. Party girl. Wherever Milla goes, there seems to be an upbeat soundtrack. She loves working with children and worries about their safety. She teaches them how to use their thoughts to fly, float and keep bouncing.



Censors

An important part of any sane person's mind, the censors roam our psyches, stamping out any thoughts that don't belong. Their job is hunting out manias, delusions, and waking dreams, then smashing them to bits. And since Raz is a foreign body in the minds he enters, he is fair game, and the censors will not rest until he is stamped out.



Shouting Censors

These censors are bigger and smarter than normal censors, and can fire a deadly blast of "NO!" at Raz from far away. Raz will have to master the fine art of Mental Focus Lock to nail these guys with his PSI Blast.

Strongarm Censors

Just run away. That's all I'm saying. These guys are much tougher than your average censor and if you see one you should just run. Or hide somehow. Probably should write a letter home to your mom and tell her you love her, and goodbye.



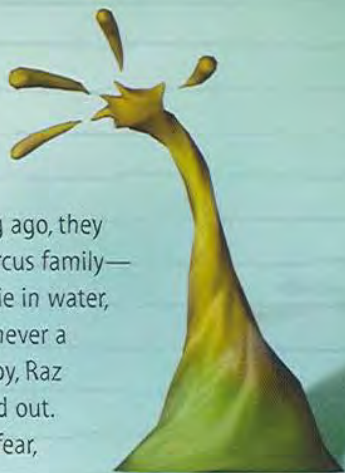
Personal Demons

Even though they look small, you have to deal with Personal Demons before they blow up in your face. And by "deal with" I mean, "PSI Blast them into oblivion." Don't let them get too close because when they go, they take out everyone around them. Mostly you.



Hand of Galochio

This evil claw of water is a phenomenon only Raz and his family can see. Long ago, they were all cursed by a rival circus family—the Galochios—cursed to die in water, every one of them. So whenever a deep body of water is nearby, Raz gets understandably freaked out. He is literally gripped with fear, sometimes even paralyzed and pulled under. Do not take Raz swimming.



PSYCHONAUTS

WWW.PSYCHONAUTS.COM

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Squeaky Flower/
Squeaky Thistle

Nicki Rapp

Sasha Nein/Bonita Soleil

Stephen Stanton

Milla Vodello

Alexis Lezin

Coach Oleander/Dr.
Loboto/Pokeylope/
Kochamara

Nick Jameson

Dogen Boole/
Whispering Rocket

Lady/First

Rainbow Squirt

Nika Futterman

Ford Cruller/
Hulking Lungfish/
Officer O'Lungfish/
Lungfish Zealot/
French Soldier

David Kaye

Bobby Zilch

Doug Giorgis

Benny "The Nose"

Fideleo

Bill Tanzer

Clem Foote

Andy Morris

Crystal Flowers

Snagrash/Nils Lutefisk

Colleen

O'Shaughnessey

Maloof Canoia/
Kitty Bubai/Chloe Barge

Brett Walter

Mikhail Bulgakov/
Lungfish Zealot

Mark Ivanir

Elka Doom

Victoria Hoffman

J.T. Hoofburger

Jeannie Elias

Chops Sweetwind/
Male Dancer

Ogie Banks

Elton Fir

Christina Pucelli

Phoebe Love

Crystal Scales

Quentin Hedgemouse

Sherrie Jackson

Franke Athens

Jessie Di Cicco

Vernon Tripe

Faith Abrahams

Milka Phage

Lara Jill Miller

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Armin Shimerman

Boyd Cooper/
Second Peasant

Alan Blumenfeld

Edgar Teglee/
Third Peasant

Jerry De Capua

Gloria Von Gouton

Roberta Callahan

Fred/Napoleon
Bonaparte

Andre Sogliuzzo

Sheegor

Tara Strong

Crispin Whytehead

Dwight Schultz

Female Dancer

Sydney Rainin

Lungfish Mom/
Den Mother

Ginny Westcott

Lungfish Zealot/
Dingo Inflagrante/
Matador

Josh Keaton

G-men/Lungfish
Zealot/Tiger

Steve Blum

Becky Houndstooth

Zoe Galvez

Froggy Flower/
Froggy Thistle

Thessaly Lerner

Head Flower/
Head Thistle

Peter van Shaik

Jasper Rolls/Phantom

Joe Paulino

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Paul Francis

First Peasant

Jarion Monroe

Hearty Knight

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