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# MONSTER HOUSE™



INSTRUCTION BOOKLET

**THQ**

**NINTENDO  
GAMECUBE**

Winn's Lair

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET 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, such as while 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 when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

<b>Convulsions</b>	<b>Eye or muscle twitching</b>	<b>Loss of awareness</b>
<b>Altered vision</b>	<b>Involuntary movements</b>	<b>Disorientation</b>

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. 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 after a few hours. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents 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, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **⚠ CAUTION - Motion Sickness**

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

### **⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1 Player

THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.



Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

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Rev-D (L)



Comic Mischief  
Fantasy Violence

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Nintendo

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Winn's Lair

## GETTING STARTED

Set up your Nintendo GameCube™ system according to the instructions in the instruction manual. Make sure the POWER Button is turned on. When the power indicator lights up, press the OPEN Button and the Disc Cover will open. Place the Monster House Game Disc in the Optical Disc Drive with the label facing up. Manually close the Disc Cover and the game will begin to load.



### Memory Cards

Insert a Nintendo GameCube™ Memory Card to load a saved game or create a new Monster House™ game file. Before starting Monster House, a Memory Card check will occur. If there is no saved Monster House data on the Memory Card, then a new save file needs to be created manually. If Monster House game data already exists on the Memory Card, then the saved game will need to be loaded manually. Please refer to the Nintendo GameCube™ Instruction Booklet for directions on how to format and erase Memory Card files. For more information, see SAYING AND LOADING on page 10.

## CONTROLS

### BUTTON

### ACTION

#### Menu Navigation

##### Menu/Interface Controls

Control pad Up/Down	Highlight menu item
Control pad Left/Right	Change highlighted item
Y Button	Back
A Button	Accept

#### Game Controls

Control Stick	Walk & turn/Walk & Strafe
C Stick	Free Look
B Button	Secondary Weapon
A Button	Fire + Combat Lock (if enemy in flash/light)/Fire
X Button	Action or Combat Lock/ Break Combat Lock + Action
Y Button	Reload
L Button	Dodge/Duck
R Button	Melee Attack
Z Button	turn 180°/Break Combat Lock & turn 180°
START	Pause game



# STORY

Twelve year-old D.J. Walters has been monitoring the unexplainable activities of the house across the street since he was a kid. He knows something just isn't right. Owned by the mysterious and reclusive Mr. Nebbercracker, the house has a way of making things disappear. Seems anything that lands on the old man's lawn is considered as good as gone.

Determined to find the secret to this ravenous piece of real estate, Dj and his friends Chowder and Jenny concoct a plan to battle the ominous "Monster House," only to discover that it's not just things that are starting to vanish, but apparently, it's people too! Halloween, with its hordes of "trick-or-treaters," is quickly approaching, and the three friends realize there is only one choice - to go into the house and destroy it once and for all!

As soon as Dj, Chowder and Jenny enter the house, it comes to life. The entryway carpet turns into a giant tongue, its floorboards into an open mouth which swallows them whole, pulling them into the belly of the beast! Armed with only their water guns for protection and a walkie-talkie to communicate, the trio must face their fears and defeat the house.

Following a series of riddles and tasks, our young heroes travel through mind-boggling mazes of pipes and plaster, searching for the furnace - the literal heart of the house. It won't be an easy journey, as every room, corridor and corner is filled with evil creatures that want to protect the house and make Dj, Chowder and Jenny disappear forever.

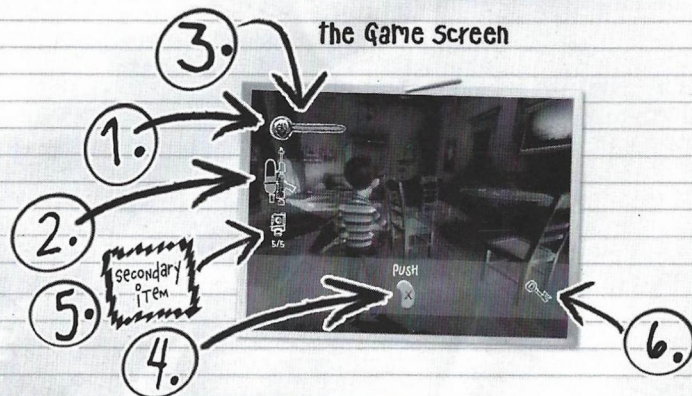


# MAIN MENU/PLAYING A GAME



- **New Game** - Start your adventure!
- **Load Game** - Load a saved game.
- **Options** - Access the following game options:
- **Sound** - Adjust the in-game music, SFX, and voice volume.
- **Subtitles** - Toggle subtitles ON/OFF.
- **Brightness** - Adjust in-game screen brightness.
- **Rumble Feature** - Toggle Controller Rumble ON/OFF.
- **Controls** - View the Control schematic.
- **Extras** - Access unlocked content.
- **Credits** - See the game credits.

To start your adventure, select **NEW GAME** from the Main Menu and choose an open **SAVE SLOT** from the New Game Menu.



the Game Screen

## 1. Character

The character you are currently controlling.

## 4. Action Alert

Press the A, B, X or Y Button to perform the action shown.

## 2. Water Reservoir

Displays the remaining water left in the water gun. Press the Y Button to reload.

## 5. Secondary Item

Displays currently equipped secondary item and number of charges left.

## 3. Energy Meter

Displays the remaining energy of the character. Energy items can help you regain some energy.

## 6. Collected Item

Displays any item (such as keys) that you've picked up.

## Pausing the Game

Press **START** at any time to pause the game and access the Pause Menu.

### Pause Menu

- **Resume Game** - Return to the Monster House.
- **Replay Chapter** - Restart current or previously completed level.
- **Options Screen** - Access the Options Menu.
- **Quit Game** - Return to Main Menu.



## CHARACTERS

**Dj**  
Dj is a 12-year-old boy who is obsessed by the mysteries that surround the Nebbercracker house. He lives right across from it and has been "monitoring" it for some time now...

Dj is equipped with a water gun and a camera that stuns enemies.



DJ

**Chowder**  
Dj's best friend, Chowder (also 12), is a slightly overweight kid who acts like the fearless hero that he is not.

Chowder has a five-beam water gun with an integrated water balloon inflating device (these water balloons do a lot of damage and cover a big area!).



Chowder

### Jenny

Jenny is a cute and brilliant 12-year-old girl who ends up in this adventure by mistake as she was about to sell candy to the Nebbercracker house.

She carries a unique water pistol that fires rapid bursts of smaller shots. She also has a slingshot that fires marbles. Jenny uses the slingshot to perform precise, powerful shots, and to help in puzzle-solving.



JENNY

### Skull

An employee of the Pizza Freak restaurant, this all-wise, all-knowing, three-time Dragon War champion, is ready to interrupt his endless game of "Thou Art Dead" to offer his supernatural expertise and advice to the kids.



Skull



# POWER-UPS/COLLECTIBLES

**NOTE:** When you approach an energy item, the "X Button Interaction" alert appears on screen. When you press the X Button, your energy meter will partially refill (unless your energy meter is already at 100%).



## Soda Can

Drinking a soda will refill your energy meter by 30%.



## Ice Cream

When consumed, these will add 50% to your energy meter.



## Hu-Mon-Gulp

These large smoothies will fill your energy meter to 100%.

## Water Gun Upgrades

These upgrades increase the fire rate, the damage done, the range, and the ammo capacity of your water gun. Upgrades are installed automatically when you pick up the upgrade.



## DJ's Water Gun

**Weapon Upgrade: Rapid Fire/Water Stream**  
For rapid fire, tap the A Button. For the water stream, press and hold the A Button. This sprays a constant water beam that does more damage and pushes back enemies (these attacks use more water than the standard water burst).

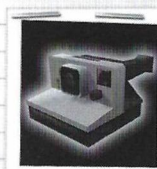
## Chowder's Water Gun

**Weapon Upgrade: Increased Water Bursts**  
Press the A Button to shoot as usual. Chowder shoots more water pellets per shot.

## Jenny's Water Gun

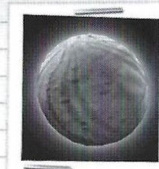
**Weapon Upgrade: Rapid Water Bursts**  
To shoot rapid water bursts, press and hold the A Button. In addition to doing more damage, the rapid bursts attack pushes back enemies, but uses more water than the burst attack.

## Secondary Weapons Ammo



## Camera Film

DJ can pick up camera film, which allows him to use the flashes on his camera.



## Slingshot Marbles

Slingshot marbles reload Jenny's slingshot.



## Balloons

Balloons reload Chowder's water balloon secondary weapon.



## Toy Monkeys

Whenever you find a toy monkey in the game, keep it lit with your flashlight for one second to collect it. Each toy monkey you find unlocks hidden game art that you can view in the Art Gallery, accessed from the Extras Menu.



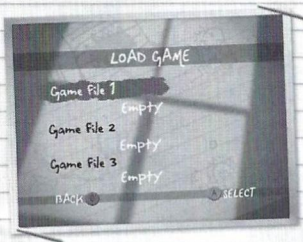
## Tokens

Tokens found in the house can be used to play the "Thou Art Dead" Arcade Game (accessed from the Extras Menu).

# SAVING AND LOADING

## Saving a Game

Monster House™ autosaves your progress at various points throughout the game.



## Loading a Game

To load a previously saved game, select Load Game from the Main Menu, use the Control Pad to select a SAVE SLOT, then press the A Button.

## TIPS

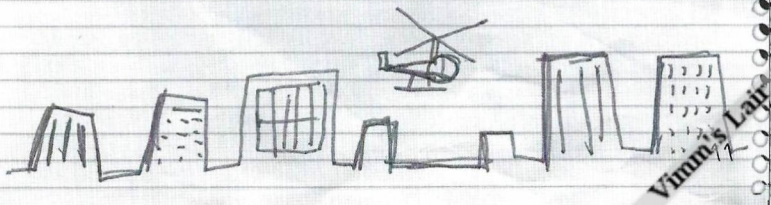
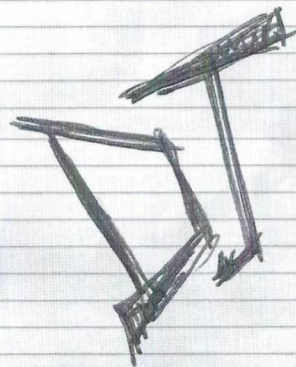
- Initially the house is not aware that there are intruders. As you explore, you may alert the house (by doing things like breaking stuff or stepping into window light). When the house is alerted it will shake and cause a commotion. Parts of it will come alive and attack you! Eventually the house will calm down again. Once it does, it is a good idea to try not to wake it up again for as long as possible.
- Pump up your squirt gun between battles to keep your water pressure high.
- Try to finish off enemies with your squirt gun, but if an enemy gets too close use your melee attack to push them back.
- Keep moving while you're firing so that enemies don't get too close.
- Dodging can also buy you time to pump up your squirt gun in the middle of a tough battle.
- Save your secondary weapons for tough situations. Each secondary weapon is best used in particular situations. Dj's camera flash is most effective against many enemies. Jenny's slingshot works best against tough enemies at long range. Chowder's water balloon is devastating to enemies clumped together.

# THOU ART DEAD

"Thou Art Dead" is a classic arcade game and Skull's favorite. The coins you find in and around the Monster House can be used for extra plays of "Thou Art Dead."

## Thou Art Dead Controls

BUTTON	ACTION
Control Stick	Move Left / Right
Control Stick Up/Right	Move up stairs
A Button	Jump
B Button	Attack
Control Stick Down + B Button	Sliding Attack



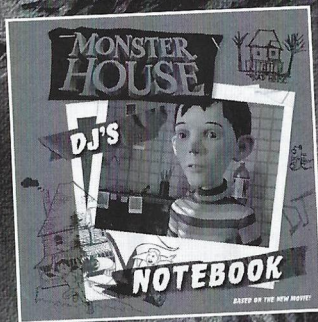
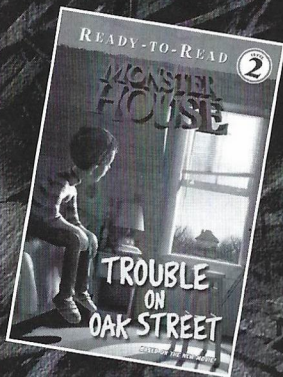
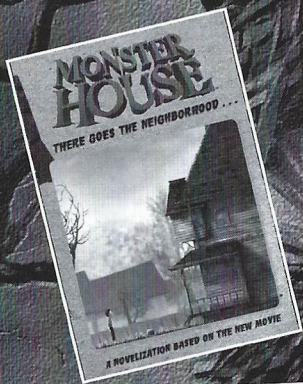
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# MONSTER HOUSE™

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