

Lemony Snicket's
A Series of Unfortunate Events
Review Guide (GameCube)

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Introduction

A wildly popular series of books by author Daniel Handler and illustrator Brett Helquist, ***Lemony Snicket's A Series of Unfortunate Events*** captured the imagination and attention of children (and adults) everywhere with its captivating blend of intrigue, perilous adventures, and dark humor.

This December, the phenomenon is being transformed into a major motion picture starring a roster of A-list Hollywood stars, including Jim Carrey, Jude Law, and Meryl Streep. In perfect synchronicity with the movie, Activision is proud to release the only video game that allows players to experience the dark and enigmatic world originally depicted in the best-selling book series and now the silver screen. Top-notch voice acting led by Jim Carrey, Emily Browning, Liam Aiken, and Tim Curry (who narrates the game) have signed on to present a riveting – and unique — experience.

In ***Lemony Snicket's A Series of Unfortunate Events***, players switch between the three Baudelaire orphans – Violet, Klaus, and Sunny — as they attempt a harrowing escape from the evil Count Olaf who is after their immense fortune.

As you play through the game's 16 adventure-filled missions, you'll constantly switch between the three orphans, mastering each one's unique skills in order to outsmart Olaf's troupe of creepy cohorts by solving puzzles and collecting various items to build ingenious inventions.

Designed to appeal to fans of the book series and feature film, as well as novices to the franchise and anyone interested in action adventure games, ***Lemony Snicket's A Series of Unfortunate Events*** creates an intricate and unusual plot filled with numerous twists and turns. Fans of the series will be pleased to discover several new locations and adventures not seen in the movie, including a vastly expanded Olaf's mansion and Justice Strauss' library.

We hope you (and/or your kids) enjoy the action, thrills, and laughs in this fantastical, movie- and book-based adventure. If you have any questions or comments, please contact us.

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Characters

THE BAUDELAIRE ORPHANS

This is the story of the Baudelaire siblings. After a mysterious fire destroys their parents, their mansion, and their previously happy lives, the children are sent to live with Count Olaf, one of the world's six worst villains and four worst actors. Olaf will do anything to get his greedy hands on the vast Baudelaire fortune. Let's meet the orphans...

Violet: The oldest Baudelaire sibling is one of the finest 14-year old inventors in the world. Whenever her hair is tied up with a ribbon to keep it out of her eyes, it means Violet is thinking about pulleys, levers and gears as she works out another complicated device. The orphans often rely on Violet's inventions to save them from imminent danger—sometimes mistakenly. Violet is voiced by Emily Browning ("Ghost Ship," "Darkness Falls").

Klaus: The middle child, Klaus Baudelaire has read more books at 12 years of age than most people read in their entire lives. He is highly skilled at solving puzzles and finding and deciphering clues. He also has a few other skills that the orphans will find themselves relying on from time to time. Klaus is voiced by Liam Aiken ("Road to Perdition," "Good Boy!").

Sunny: An infant, Sunny is small enough to crawl into very tight spaces. Her unique talent is a set of four very sharp teeth she uses to bite and grip with.

VILLAINS AND WELL-MEANING ADULTS

The Baudelaire's new environment is creepy and sinister. Who can they trust?

Count Olaf: Count Olaf is a terrible villain and worse actor who will stop at nothing to get the enormous Baudelaire fortune. He only has one eyebrow, which would normally make him easy to spot, but he often wears disguises as he hatches his sinister plots. What sinister plots, you ask? You'll have to play to find out. Count Olaf is voiced by Jim Carrey.

Mr. Poe: A banker and a family friend, Mr. Poe is responsible for overseeing the Baudelaire's affairs.

Uncle Monty: Dr. Montgomery Montgomery, known to the children as Uncle Monty, is a works famous snake expert. He's currently planning a trip to Peru with the orphans to research exotic reptiles, but he probably won't make it.

Aunt Josephine: A widow who is scared of nearly everything, including doorknobs, which just might suddenly explode into a million sharp pieces. Unfortunately, she isn't very good at detecting the most obvious perils, like the appearance of a sinister villain.

Playing The Game

The storyline in ***Lemony Snicket's A Series of Unfortunate Events*** is based on the film and book series. It challenges players to take full advantage of teamwork between the three Baudelaire orphans in order to outwit Count Olaf and survive his nefarious (and quite painful) plans. To do so, you'll have to switch three children to devise unique inventions that will allow you to solve a wide range of challenging puzzles and situations.

This is a walkthrough of the early stages of the game; if you get stuck later on, or have any questions, please call or email us.

Mission 1: Build the Bouncy Bopper & get rid of the rats

After the game's introductory sequence, where the orphans meet Count Olaf Violet, Klaus, and Sunny start the game in their disgusting room. Their mission is to eliminate the rats in the kitchen. Violet comes up with an idea to build an elaborate device that will bop the rats, but you'll have to round up the ingredients to make it work.

After some basic introductions to the controls (voiced by Tim Curry, who serves as the game's narrator), it's time to get down to business. Controlling either Violet or Klaus, you'll need to move through the house to find the objects you need – a boxing glove, coffee can, broom, and spring.

Retrieve the boxing glove

The narrator walks you through the first task -- retrieve the first object, the *boxing glove*. Simply move the crate near the door by pressing the USE button and the direction you want to push the crate in. Once it's in the corner of the room, press the JUMP button to climb up onto it, and then the USE button again to grab the boxing glove.

As you play through this first level, you'll notice that there's no clock or timer measuring your progress. In an effort to make A Series of Unfortunate Events enjoyable to all demographics of core and casual gamers, players are allowed to take their time solving the various puzzles and challenges in the game. After all, Count Olaf isn't going anywhere...

Tip: If at any point, you forget what you need, you can press the Start button and select "What Now?" This will tell re-brief you on the specifics of your mission objectives.

Get the Spring, Broom, and Coffee Can

Once you have the boxing glove, exit the orphan's unfortunate room by moving to the door and pressing the USE button. As you walk out, look to your right. The *spring*, the second ingredient in the rat-eliminating Bopper, is there.

Tip: After you pick up the spring, turn around, and you'll see a long hallway. In the middle of this hallway is a golden locket. These lockets are scattered throughout the game and contain pictures of the Baudelaire parents, who perished in that terrible fire. Collecting them can heal the orphan's misery – represented by the **Misery Meter** in the top right-hand corner of the screen. As you take damage from enemies or other hazards, their Misery Meter drops. If it drops to empty, you'll have to go back to an earlier point in the game and start over.

Memories can be found hidden inside boxes and pots, which can be broken using the Brilliant Bopper invention you're now assembling.

Now you'll get your first chance to play as baby Sunny. Walk up to the boarded-up door in the hallway and press the USE button. A short cut scene will play where Klaus notices a small hole to the right of the door. Use the SWITCH button to take control of Violet. Then walk up to the hole in the wall and press the USE button. Violet will put the very brave, sharp-toothed Sunny into the hole.

Once this has been done, you'll engage in a short, entertaining action sequence. You'll have to help Sunny slide down a series of panels and pipes. Press the JUMP key to help her avoid falling through the cracks and getting burned by steam. If she gets hurt, her Misery Meter (in the top right corner) will drop.

Once you get through that harrowing sequence, Sunny needs to make her way to the door to let her older brother and sister in. Just like in the A Series of Unfortunate Events books, Sunny's great strength is her teeth. Press the USE button to chew through the pipes. Then press USE again while moving the left analog controller to the left to push the chest out of the way. Then press USE again to have Sunny chew through the wood plank.

Tip: Inside the now-open room, you'll see a puzzle piece. These will help you unlock clues in your Secret Files (accessible by pressing the START button) throughout the game. There are five different colors of puzzle pieces. Collecting 25 pieces of one color unlocks a clue in your secret file. Like the memory lockets, puzzle pieces can often be found hidden inside boxes and pots, which can be broken using the Brilliant Bopper invention.

As you start to unravel the clues in your Secret Files, you'll be given the locations of secret rooms throughout the game. Inside these rooms, amazing bonuses await, such as original photos and other special content from the movie, "Lemony Snicket's A Series of Unfortunate Events."

Inside the room, you'll see the broom. Grab it by using the USE key, and you're on your way. You only need one more item to build the Brilliant Bopper – the coffee can. As you exit the room, it's right in front of you on the table. Grab it, and let's assemble the Bopper.

Assemble the Brilliant Bopper

One interesting and unique component of *Lemony Snicket's A Series of Unfortunate Events* is that after you collect the items for Violet's crazy inventions, you actually get to assemble them yourself. Let's jump into building the Brilliant Bopper.

Once you've collected all the items, the assembly screen comes up. You place each part in order. You'll start with the coffee can in the center. Rotate it around horizontally until you see the "X". This means that it is in the proper position for the next item—the broom. Press the JUMP button to attach the item. Now rotate the assembly around horizontally to the open end of the can. You'll see another "X" Press the JUMP button again. The boxing glove goes on the end of the spring.

Voila – the Brilliant Bopper. Press the JUMP button one more time, save the game (you will be asked if you'd like to save), and let's go take care of those rats...

Kill the Rats

Make a left at the end of the hallway, and Violet will ask you to take care of rats. You'll encounter your first one here. Simply press the FIRE button to hit it when it's close to you. Be careful, though. If the rat touches you, your Misery Meter will go down. If it goes all the way down to empty, you'll have to start over.

Once you've killed the first rat, double back to the hallway you came from and take care of the other two.

Now go through the doors into the East Hallway. Here you'll encounter more rats. Kill the three here, go to the end of the hallway, make a left, and you'll find two more. Eliminate them and move on. You may notice a telescope at the end of the hallway where you take care of the final two rats ... it will come into play later.

Tip: After you kill this set of rats, use the Brilliant Bopper on the vases near the grandfather clock. You'll pick up a puzzle piece or two...

Now enter the Main Room via the open door back in the middle of the hallway you just came through. A quick cut scene that shows a Very Fast Delivery (VFD) package floating into the room will play. It appears that someone is onto Count Olaf, but they need your help.

Head down the stairs and you'll have to kill several more rats.

Once you've cleared this room, go to the door directly across from the stairs and open it. This is the kitchen, and it is full of 10 disgusting rats. Time for the Bopper again – make sure you take out as many of the crates as you can, too — they're full of secret puzzle pieces. Nail all 10 (yech!) of them, and you're done. Well, with this gross mission, at least.

After you're finished, you find a note from Count Olaf saying that since you did such a great job with the rats, he'd like for you to get rid of a bunch of spiders. Clearly, the life of an oppressed orphan never ends. It sounds like it's time for another of Violet's crazy inventions...

Mission 2: Create the Fruit Flinger and get rid of the spiders

After the short cut scene plays where you find out Count Olaf's new task for you, Violet comes up with another clever idea for an invention: the Fruit Flinger. You start off in possession of the first item, which is your lunch – which consists of rotten fruit.

Next you need a fork. Go back into the kitchen, and you'll have to confront a bald-headed man who seems dead set on not letting you have it. A Series of Unfortunate Events has many different types of gameplay. This battle is akin to a mini-boss fight. You have to dodge the spaghetti the bald-headed man hurls at you, and attack him with the Brilliant Bopper. His health is depicted in the top left-hand corner of the screen – when it drops to empty, you've won and can pick up the fork.

Tip: As you fight the bald-headed man, keep your eyes open for memory lockets – they can heal Klaus as he fights the good fight.

Get the fan and the funnel

Now exit the kitchen, and go back up the stairs. Here's the fan you need. See those two crates to the right of the fan. Destroy the top one with the Bopper, then push the lower crate right next to the fan, jump on top, and grab the fan.

Now go all the way back up the stairs you came down originally. Open the door and you'll encounter the nasty hook-handed man. In another entertaining action sequence, he'll roll a series of barrels at you. Make like Mario in *Donkey Kong* and jump over them. Once you reach the hook-handed man, hit him with the Bopper. One shot is all it takes.

Once you've defeated this mini-boss, grab the funnel at the end of the hallway you first ventured down to beat the hook-handed man. Then make a left and head towards the end of the hallway (the one with the telescope at the end). Klaus will say that he sees something behind a bookcase in the middle of this

hall, and indeed he does. Push the bookcase out of the way to reveal a secret door. Inside you'll find the last piece of what Violet needs to build the Fruit Flinger – the water toy.

Assemble the Fruit Flinger via the same process you used to build the Brilliant Bopper, and it's time for Violet to kill some spiders.

Kill the Spiders

Once the Fruit Flinger has been assembled, head back to the Main Room via the door you just came from in the middle of the hallway. You'll see a massive spider web with a large spider in the middle. It's time to use Violet's Fruit Flinger. Hold down the RIGHT TRIGGER to aim at the spider. Then press the FIRE button to fire off a rotten fruit at it.

This will anger the big spider, and begin a boss battle. The big spider will hurl webs at you. Avoid them, and return fire using the Fruit Flinger. Note that **you do not have to use the trigger-aiming button to fire the Fruit Flinger at enemies in front of you**. Simply press the FIRE button, and the object right in front of you will be hit with rotten fruit. Aim at the big spider when she shows her red belly.

This boss game is more challenging than the others, because when you hit the big spider a few times, it will call in her minions, who will also attack you. Dispatch these by also using the Fruit Flinger.

Once you've beaten the spider, you'll be treated to another funny cut scene with Count Olaf. It seems that he has yet another enjoyable task for you.

We'll leave you to play through the rest of the game on your own. We encourage you to enjoy the experience. As you move through the game environments, you'll notice that the environments in the **Lemony Snicket's A Series of Unfortunate Events** game mirror those of the movie. Close collaboration with Nickelodeon and Paramount pictures has allowed us to ensure that the game's cut scenes and visual tones are based on the adventures depicted in the movie.

GameCube Control Scheme

A = Jump

X = Fire

Y = Switch Characters

B = Use and Examine

Right trigger = 1st person targeting

Left trigger = Activates stilts

Left Thumbstick = Character movement

Right Thumbstick = Camera movement

Start=Main Menu/Pause