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# MONSTER LAB

## LAB

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EVERYONE 10+  
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**E**  
10+  
CONTENT RATED BY  
ESRB



## **⚠️ WARNING: PHOTSENSITIVITY/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.

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#### **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.

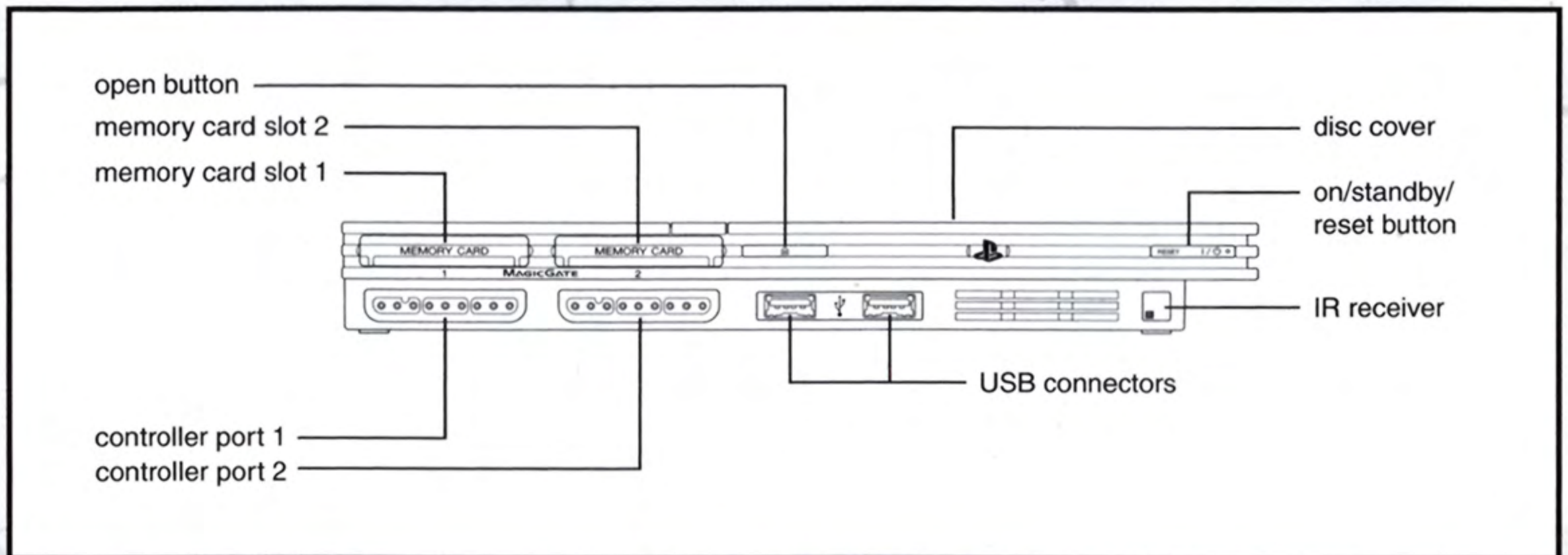


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# GETTING STARTED

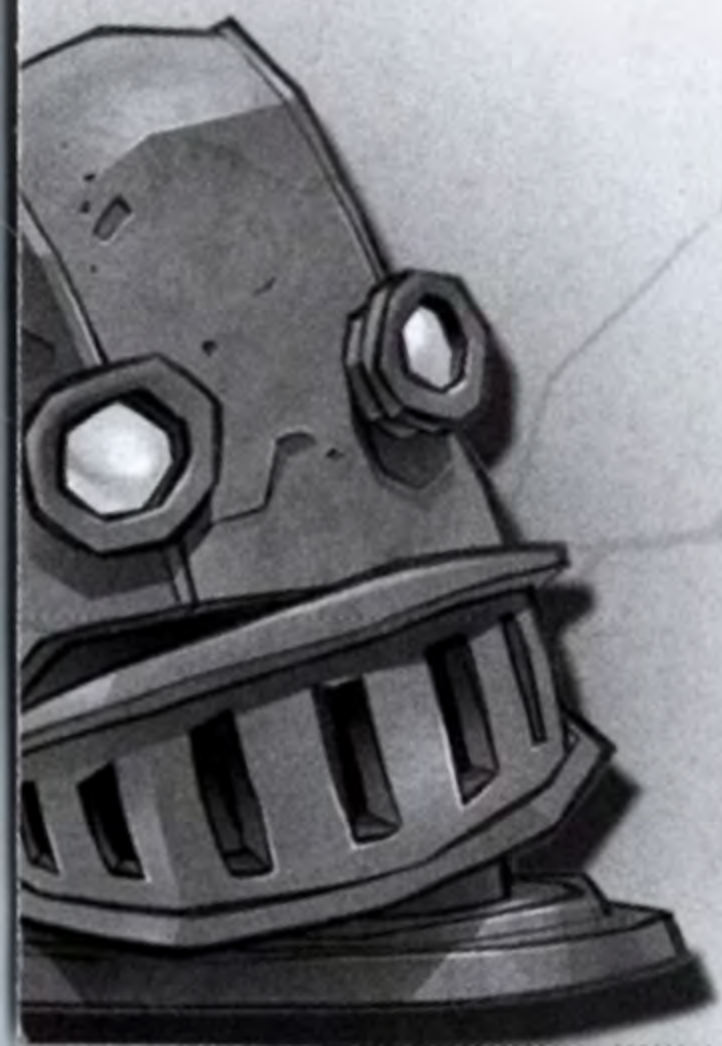


Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the **MONSTER LAB** disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

## MEMORY CARD (8MB) (for PlayStation®2)

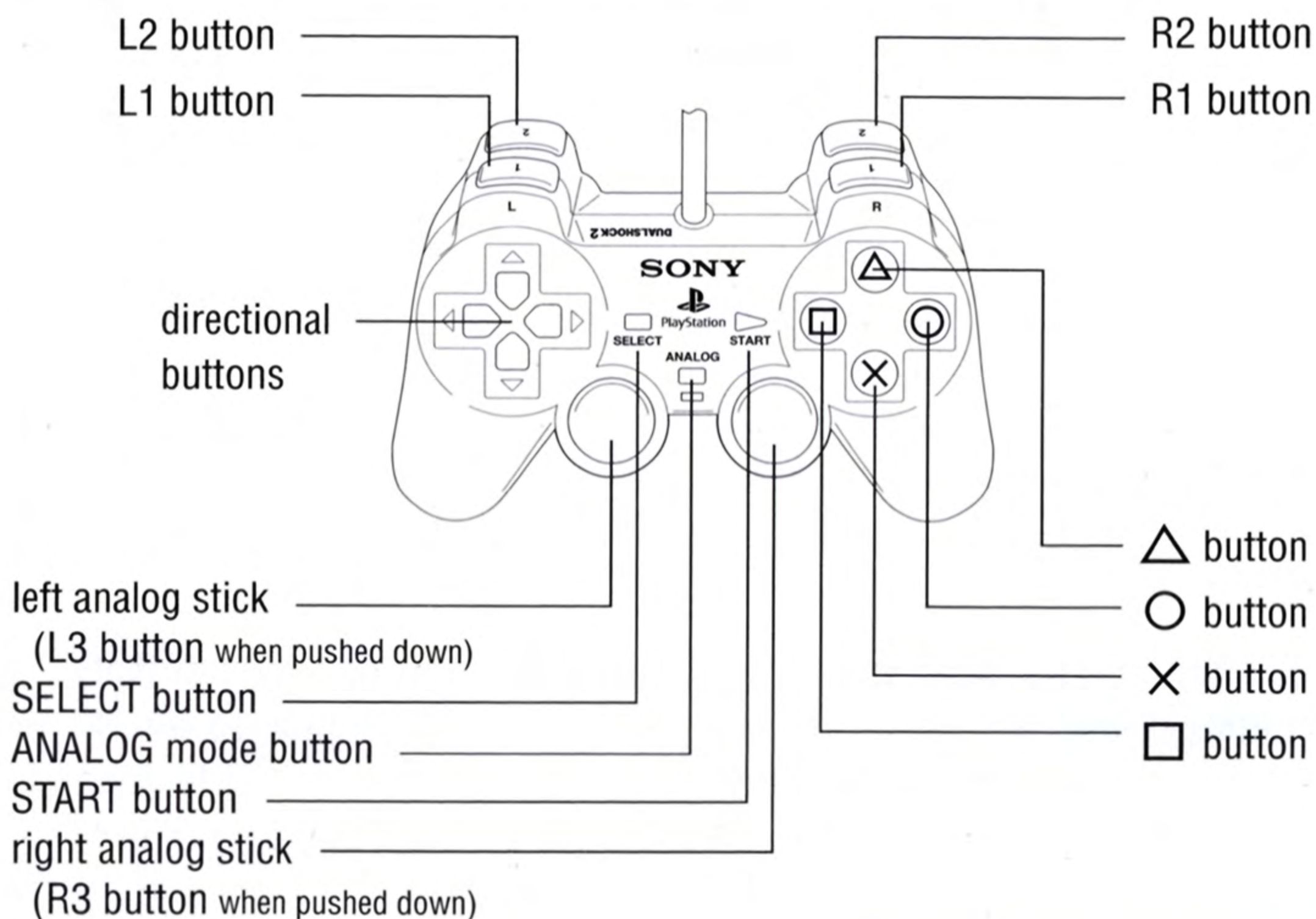
To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system.

You can load saved game data from the same memory card or from any memory card containing previously saved games.



# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1.

You can turn the controller's vibration function on/off from the Options Menu. When vibration is on, the controller vibrates in response to game events.



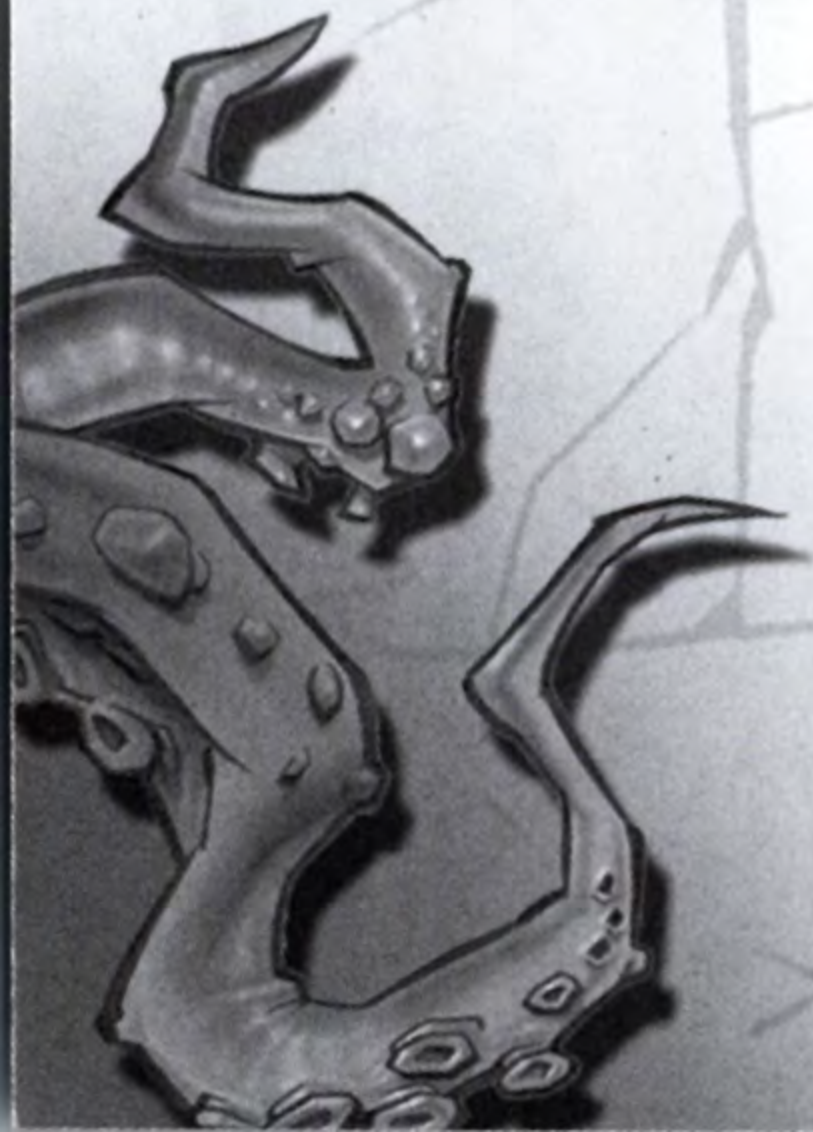
# INTRODUCTION

Welcome to **MONSTER LAB!** You are an apprentice in the Mad Science Alliance (MSA), an organization for the truly maddest of mad scientists.

Your goal is to become a fully-fledged member of the MSA by taking on a variety of challenges:

- Experience the blood-boiling excitement of building your very own monster!
- Get “hands-on” and perform mad experiments to bring new creations to life!
- Send your fiend to explore the perilous lands of the Uncanny Valley and do battle against vicious rivals!
- Bring back the parts of your toughest defeated foes to enhance your monster or build new ones!

If you can master the three Mad Science disciplines (Mechanical, Alchemical and Biological) you may even have a chance to build the ultimate mad monster creation to defeat the super-evil Baron Mharti—and gain immortal status in the Monster Lab fraternity!



# GAME CONTROLS

Menu navigation	LEFT ANALOG STICK
Menu accept	⊗ BUTTON
Menu cancel	⊙ BUTTON
Move Monster/Pointer	LEFT ANALOG STICK
Action/Select	⊗ BUTTON
Pan camera	RIGHT ANALOG STICK
Select parts	LEFT ANALOG STICK + press ⊗ BUTTON
Deselect parts	⊙ BUTTON
I.G.O.R.	SELECT BUTTON
Pause Menu	START BUTTON

## IN THE CASTLE

- Use the LEFT ANALOG STICK to move the cursor over buttons and objects.
- Press the ⊗ BUTTON to activate buttons and objects.
- In the castle, use the RIGHT ANALOG STICK to pan the camera left/right.
- Press the SELECT BUTTON to open I.G.O.R. (your PDA).

## TROUBLESCOPE VIEW

- Use the LEFT ANALOG STICK to direct your monster along the paths.
- Press the ⊗ BUTTON to talk to a character or start a Challenge.

## COMBAT

- Use the LEFT ANALOG STICK to select which monster part you want to attack with, and press the ⊗ BUTTON to confirm.
- Move the RIGHT ANALOG STICK ↑/↓ to select a combat action, and press the ⊗ BUTTON to confirm.



# GETTING INTO THE GAME

## CREATING A PROFILE

When you save your progress for the first time in the Dat-O-Saver, you will create a Profile. Select this profile when you return to **MONSTER LAB** to continue a game. After the game loads, you will be taken to the Main Menu. You are now ready to begin **MONSTER LAB**.

## MAIN MENU

When the game begins, you see the Main Menu.

- Select **JOIN NOW!** to begin playing.

## THE MAD SCIENCE APPRENTICESHIP

Like any apprentice, you will have to learn the ropes. Your first experiment is to construct a monster to defeat other monsters roaming the perilous lands of the Uncanny Valley. But monster building is only the beginning! You will also have to explore this weirdly wacky world, complete a host of Mini-Games and work towards the top **MAD SCIENTIST** ranking using a mix of strategy, cunning, and inspired experimentation.

## TUTORIAL

You start in the Mad Science Castle. The first person you meet is Professor Fuseless – the Master of Mechanical Mad Sciences and one weird kook! But listen carefully to his warped wise words, because he'll guide you through your first task in his own special way.

## FIRST MONSTER MISSION

You'll have little time to explore the castle, because a message and plea for help comes through on the Troublescope: Cobbleshire is under attack!

Because you're still wet behind the ears, Professor Fuseless will guide you through your first task and lend you his monster in order to complete it.





## THE OUTSIDE WORLD

Don't worry about being stuck in the Mad Science Castle, because you can see all the action on the Troublescope. You can interact with all the characters in the outside world and fully control your monster—even during Mini-Games.

When your monster reaches its starting point in this first mission, guide it along the path until you meet the Mayor of Cobbleshire. He will ask you to do something about the two monsters that are running riot in the surrounding area.

- Explore the area by continuing along the path. Eventually your monster will come up against your first enemy monster!
- Now you'll begin your first combat (*see page 8*)!

## COMPLETING THE MISSION

To complete your first mission, you must defeat both enemy monsters that are terrorizing Cobbleshire. The second monster appears further along the path.

- Follow the path until you meet the second monster.
- Defeat it in combat!

## BADGES

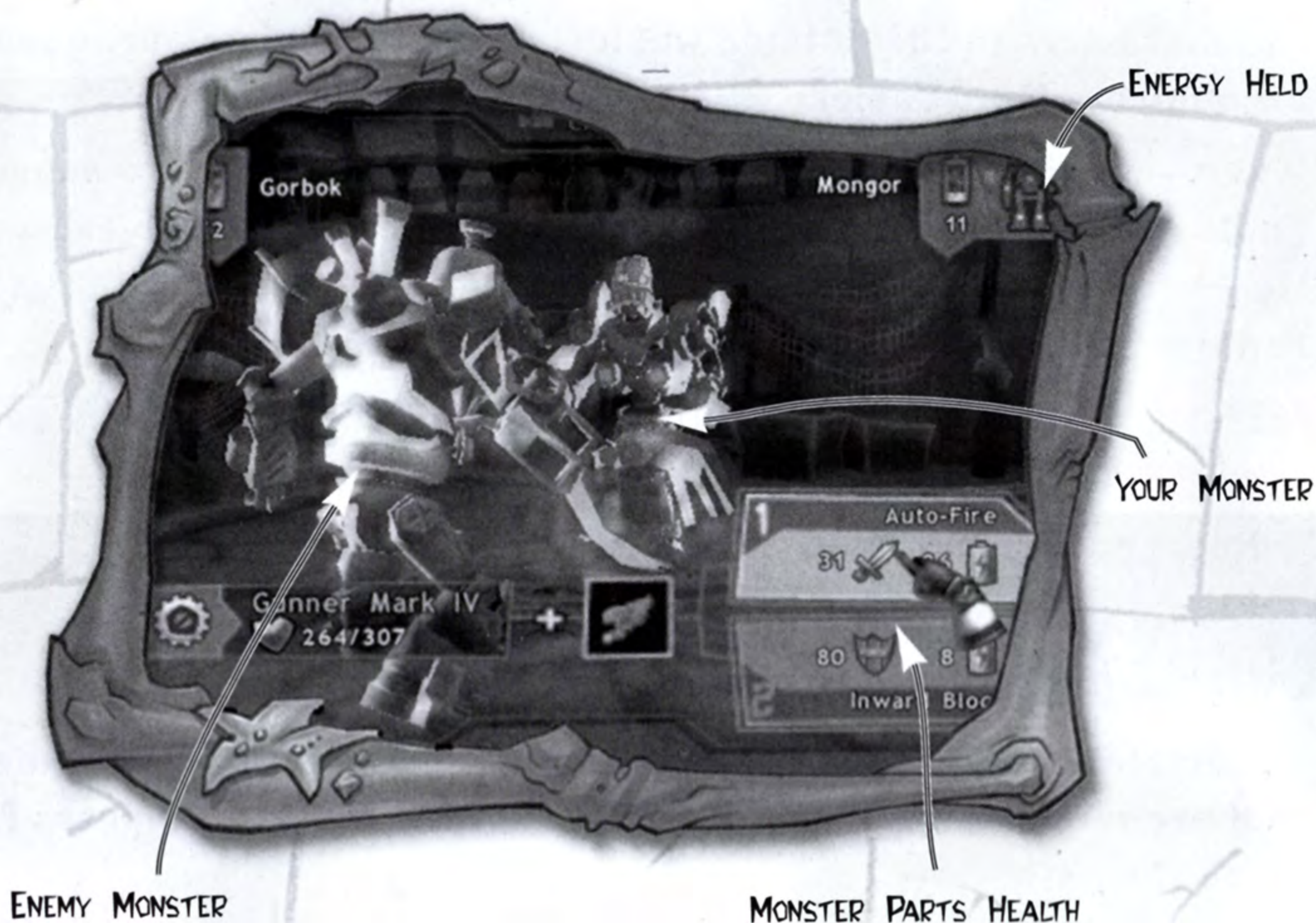
When you successfully complete the mission, you may receive a Badge (check I.G.O.R. later on for a detailed summary).

## RETURN TO THE CASTLE

After defeating the second monster, speak with Mayor Neidervoten at the gates of Cobbleshire. Your monster will then be transported back to the Castle.



# COMBAT



This is where you prove your monster building skill! Combat in **MONSTER LAB** is turn-based. This means you take a turn to strike at the enemy, then it takes its turn to strike back.

- In each display, your monster's data is on the left, and the enemy monster's data is on the right.
- The monster icon in the top left corner displays the Health of each of your monster's key parts: Head, Torso, Arms and Legs.
- When it is your turn, use the **LEFT ANALOG STICK** to highlight a part of the enemy monster to strike: **HEAD, TORSO, ARMS** or **LEGS**. Press the **X** **BUTTON** to select the highlighted part.



## COMBAT ACTIONS

Now you can select a combat action to be performed by the selected part. Your choices are **ATTACK**, **BLOCK**, **DODGE**, **RECHARGE** and **FLEE**. You can see which enemy monster part will be affected by the action by highlighting the action with the **RIGHT ANALOG STICK**. Press the **X** **BUTTON** to select the highlighted action.

Your monster's energy value number shows how much energy your monster needs to perform the selected action. You must have at least that amount in your **Energy Held** to perform that chosen action.

- Your monster will use the selected part to strike at the enemy with your chosen attack.

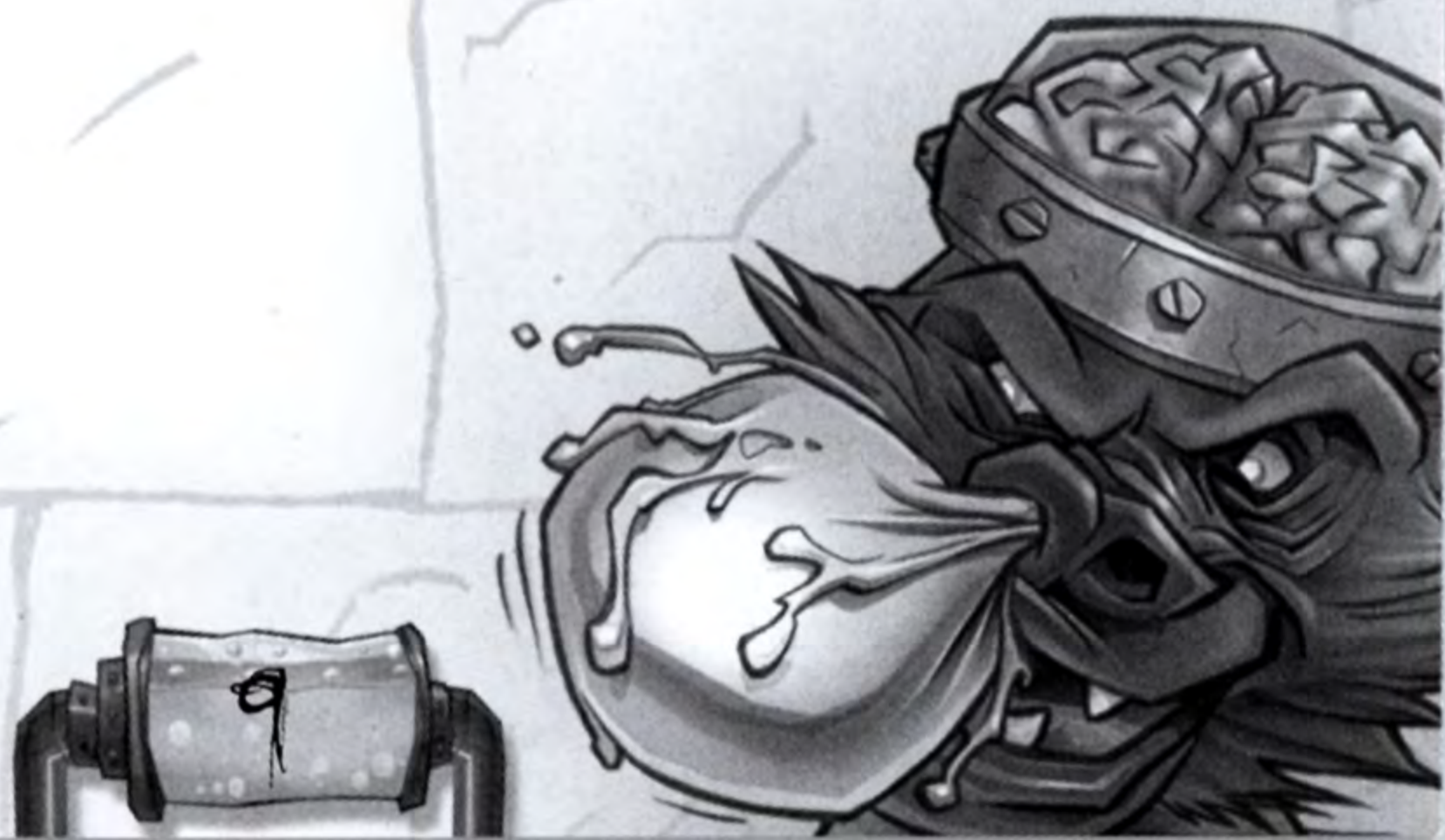
## HEALTH

Each monster part has a different Health level that ranges from **WHITE** to **YELLOW** to **RED**.

- **WHITE** is undamaged.
- **YELLOW** is moderate damage.
- If it turns **RED**, a monster part is extremely damaged.
- If a part turns **BLACK**, that means it's broken or knocked off, rendering it useless.

## RECHARGE & DODGE

If you are low on energy during combat, you may need to command your monster to **RECHARGE**, but remember that this will use a combat turn. You will also have the chance to **DODGE** an enemy attack but this will also use up your turn. The Dodge ability will partially refill your monster's **Energy Held**.



## FIELD REPAIR & MINI-GAMES

Your monster will usually take some damage in combat. Selecting **FIELD REPAIR** takes you to a Mini-Game. If you can complete the Mini-Game successfully (follow the on-screen instructions), your monster will be restored to full health.

## VICTORY

Victory in combat is assured when your attack makes the opposing monster's Torso turn black on the Combat Screen icon, or when you have destroyed all other parts other than the Torso.

- If you win a confrontation with a boss, any enemy body parts knocked off during the battle will be yours! You will be able to take them back to the lab to use in later experiments.
- When you win the combat, you see a summary of your Victory.
- Don't worry if you're beaten; you'll return to the Mad Science Castle where you can try again with the same monster and hopefully a better strategy!



# MAD SCIENCE CASTLE

The Castle is the HQ of the Mad Science Alliance. It has all the basic equipment a mad scientist needs to conduct experiments in monster creation and to send monsters off to perform tasks.

The Grand Hall gives access to a number of different rooms:

## THE THREE LABORATORIES

The three fields of monster creation are **MECHANICAL**, **BIOLOGICAL** and **ALCHEMICAL**. Each has its own laboratory controlled by a highly skilled (and highly deranged) Professor. At first you will only be able to use the Mechanical Lab, the haunt of Professor Fuseless (the F is not silent!). As your skills develop and you explore the world, you'll be given access to the Biological and Alchemical laboratories and the Professors in them.

## LIGHTNING TOWER

From the Grand Hall you can also go to the Lightning Tower. This is where you build and customize your monster. You can create a new monster or customize an existing one with parts recovered from successful battles with bosses, and any parts that are created in any laboratories. Your creation can then be brought to life with a zzzap of lightning!



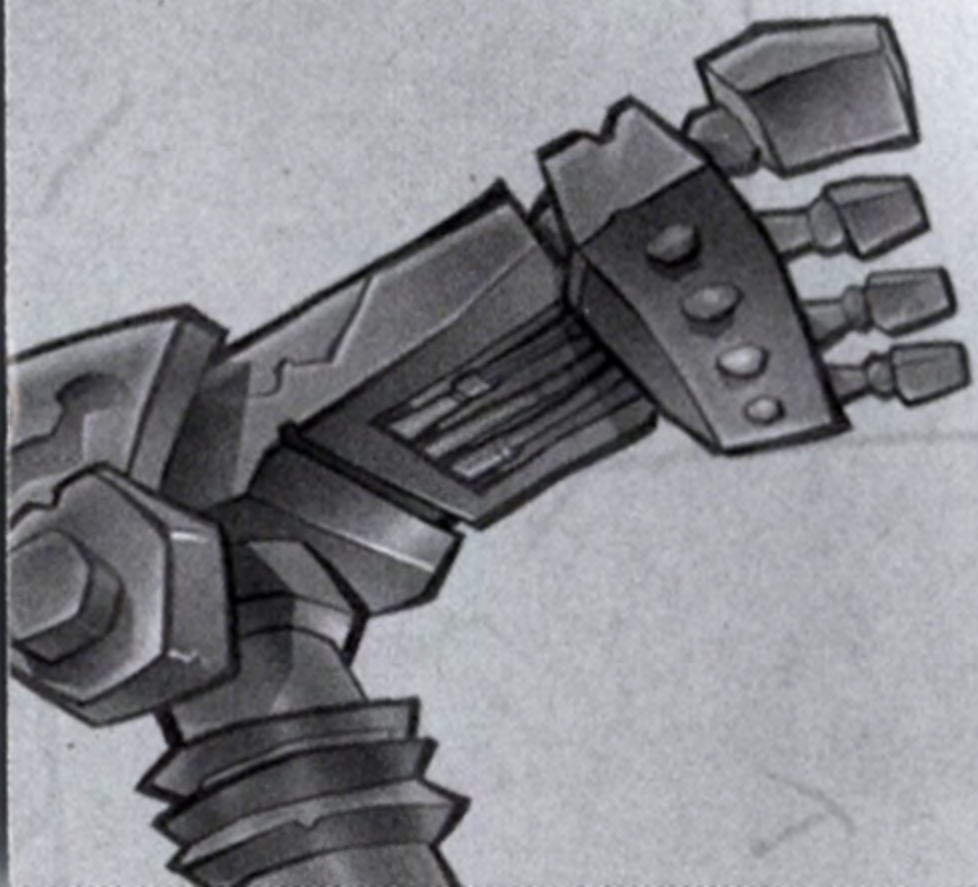
## COMMAND ROOM

The Command Room is the center of operations. It houses the Troublescope and Inter-Lab Link. The MSA's motto is: "If there's trouble, it'll be on the scope!"

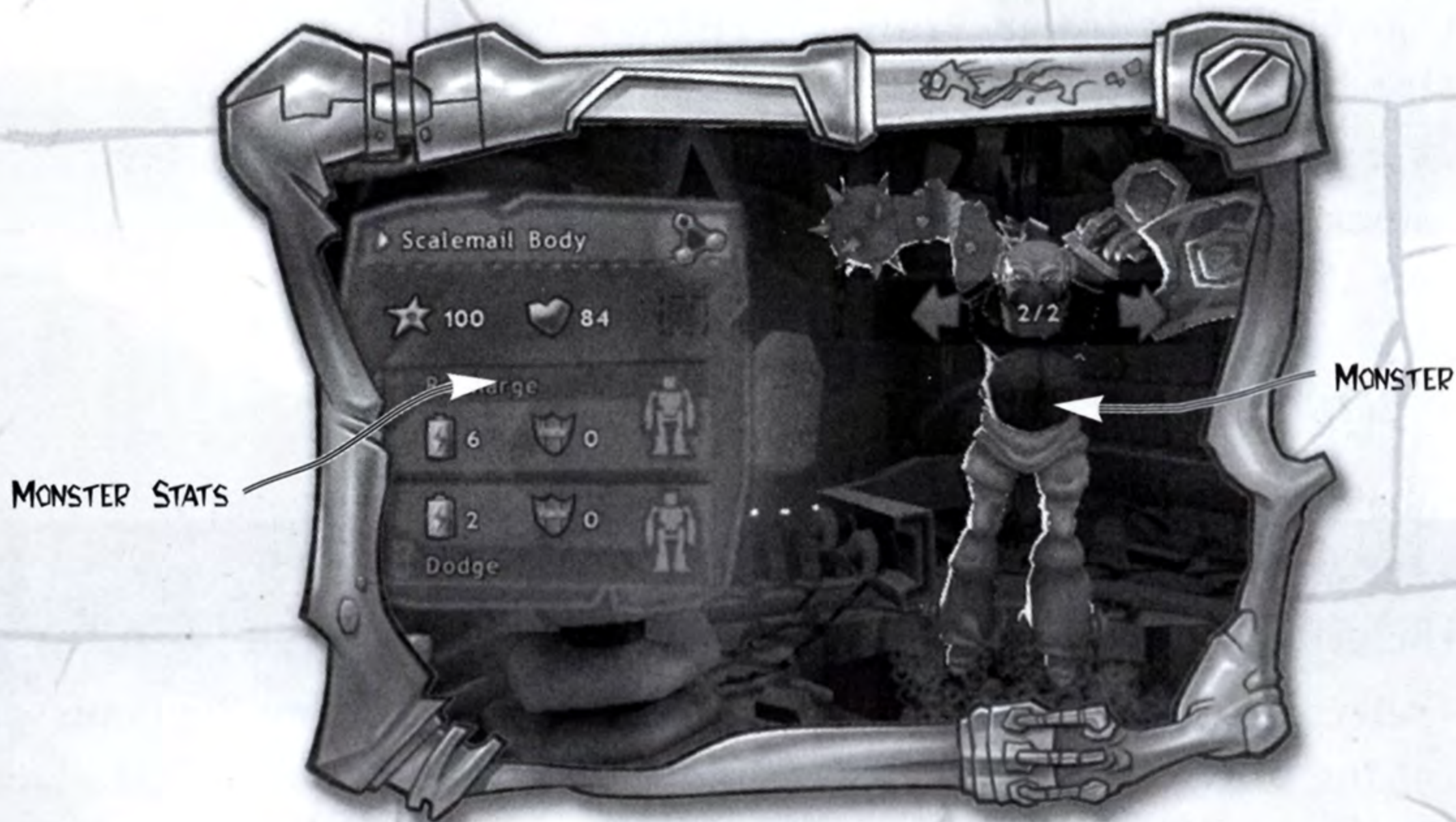
You can use the patented TROUBLESCOPE to:

- Send your newly created monster out into the world.
- Answer pleas for help.
- Fight enemy monsters.
- Collect special parts and interesting ingredients for your latest experiments.

The INTER-LAB LINK is where you can challenge other Monster Lab apprentices to combat in the PlayStation® Network (see page 22).



# MONSTER BUILDING



A monster is made up of several basic monster parts: **HEAD**, **TORSO**, **ARMS** and **LEGS**. The Torso is key to the workings of your monster — if that fails, your monster will be destroyed and defeated.

The Lightning Tower has a few scrap parts that you can use to create your first monster. Also, when you succeed in any boss level combat, you will be able to bring back parts you've knocked off the enemy monster and use them to build or customize your own creations.

Now try building a monster:

- Select **MONSTER CONSTRUCTOR** in the Lightning Tower to start creating a new monster.
- Select a part: **HEAD**, **TORSO**, **ARMS** or **LEGS**.
- Scroll through the different options of what you can add to the basic frame, and select from them.
- Give your creation a special name using the on-screen keyboard.

## BRINGING YOUR MONSTER TO LIFE

After the monster is built and named, it will need to be brought to life. The life-giving force is provided by a lightning strike in the Lightning Tower. Professor Fuseless will help you to do this using his own special equipment.

- You can also return to the Lightning Tower to edit an existing monster. Select **EDIT MONSTER** in the Monster Constructor for this option.

## SETTING OFF WITH YOUR NEW MONSTER

When your new monster has been brought to life, you return to the Grand Hall.

- Select the Command Room.
- Select the Troublescope. You will see screens featuring the lands of the Uncanny Valley. (Most of these lands are locked at first, until you unlock them throughout in the adventure.)
- Select a region.
- When you see the Destination Screen, select Deploy to launch your monster into the selected Region.





# I.G.O.R.



I.G.O.R. is your “best friend” in **MONSTER LAB**. I.G.O.R. stands for “Inventory and General Operational Resonator.” This device is always available during your many experiments and adventures.

It displays a wealth of information that you can consult at the touch of a button.

- Press the **- BUTTON** to open I.G.O.R.
- This helpful display of what you have or will achieve features eight useful tabs.

## INGREDIENTS TAB

- Lists all ingredients you’ve received to date, sorted into **MECHANICAL**, **BIOLOGICAL**, **ALCHEMICAL** and **ALL** categories.

## I.G.O.R. TABS

- |               |                  |
|---------------|------------------|
| ① INGREDIENTS | ⑤ BADGES         |
| ② PARTS       | ⑥ SCIENTIST DATA |
| ③ QUEST LOG   | ⑦ RECIPES        |
| ④ MONSTERS    | ⑧ CLOSE I.G.O.R. |



## **PARTS TAB**

- Lists all parts you've accumulated, sorted into **MECHANICAL**, **BIOLOGICAL** and **ALCHEMICAL** categories.
- Shows the part statistics.

## **MONSTERS TAB**

- View all monsters you currently own.
- Shows each monster's base statistic.

## **RECIPES TAB**

- Lists all the recipes you've received to date, sorted into **MECHANICAL**, **BIOLOGICAL**, **ALCHEMICAL**, and **ALL RECIPES**.
- Each category is further sorted into **HEADS**, **LEGS**, **ARMS**, **TORSOS** and **ALL PARTS**.

## **SCIENCE DATA TAB**

- View information on your accomplishments sorted into four categories: **SCIENTIST DATA**, **EXPERIMENT HIGH SCORES**, **BEST CHALLENGE TIMES** and **COMBAT HIGH SCORES**.

## **QUEST LOG TAB**

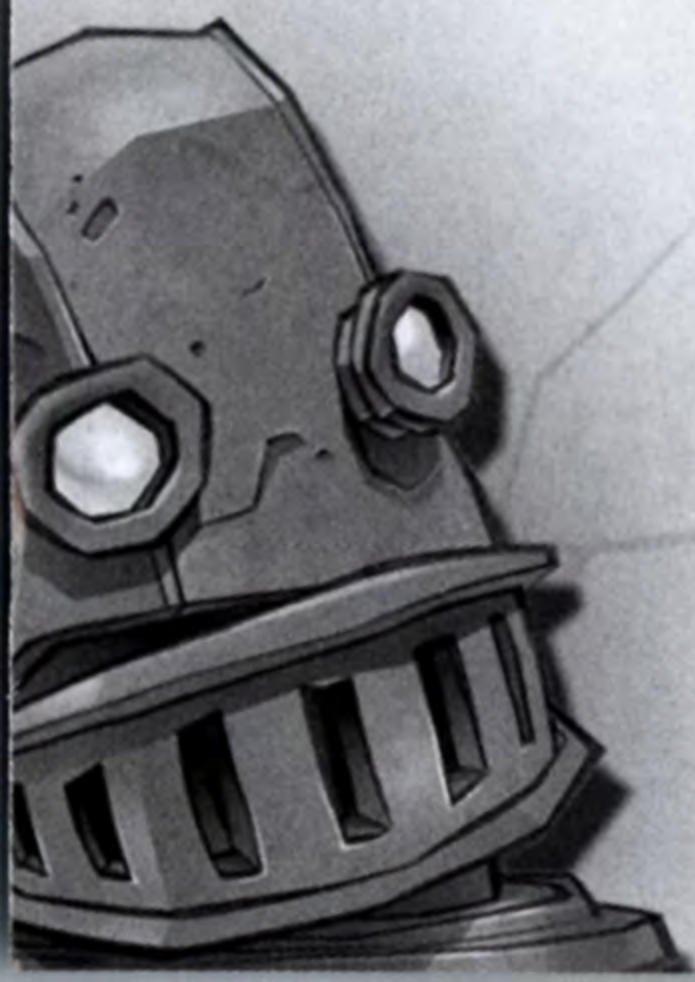
- An important resource for information on your current and completed missions.
- Tracks your success at each stage of a mission, checking off goals as they are completed.

## **BADGES TAB**

- See all your earned badges, sorted into four categories: **EXPERIMENT**, **EXPLORATION**, **COMBAT**, and **ALL BADGES**.
- Descriptions of how you earned each badge are listed beneath the name and badge.

## **CLOSE I.G.O.R.**

- Hide the I.G.O.R. display.

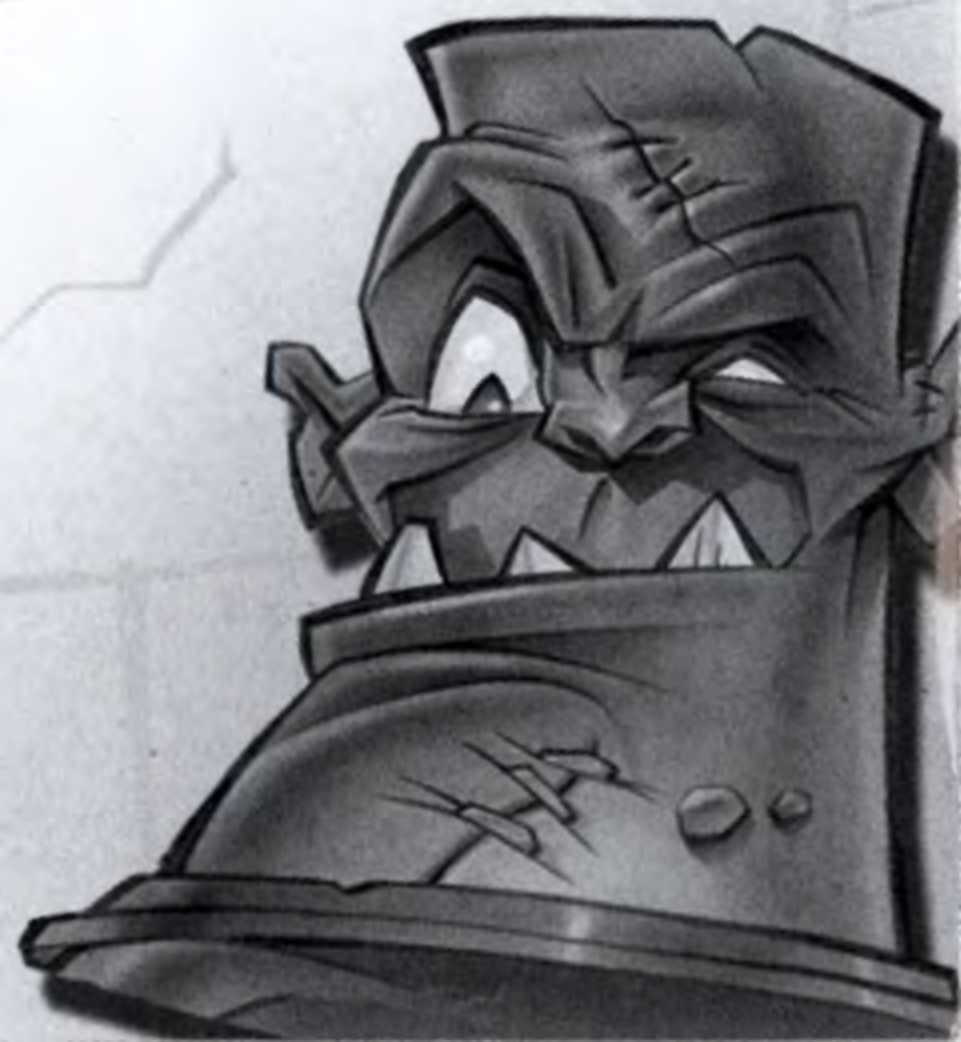







# MINI-GAME CHALLENGES

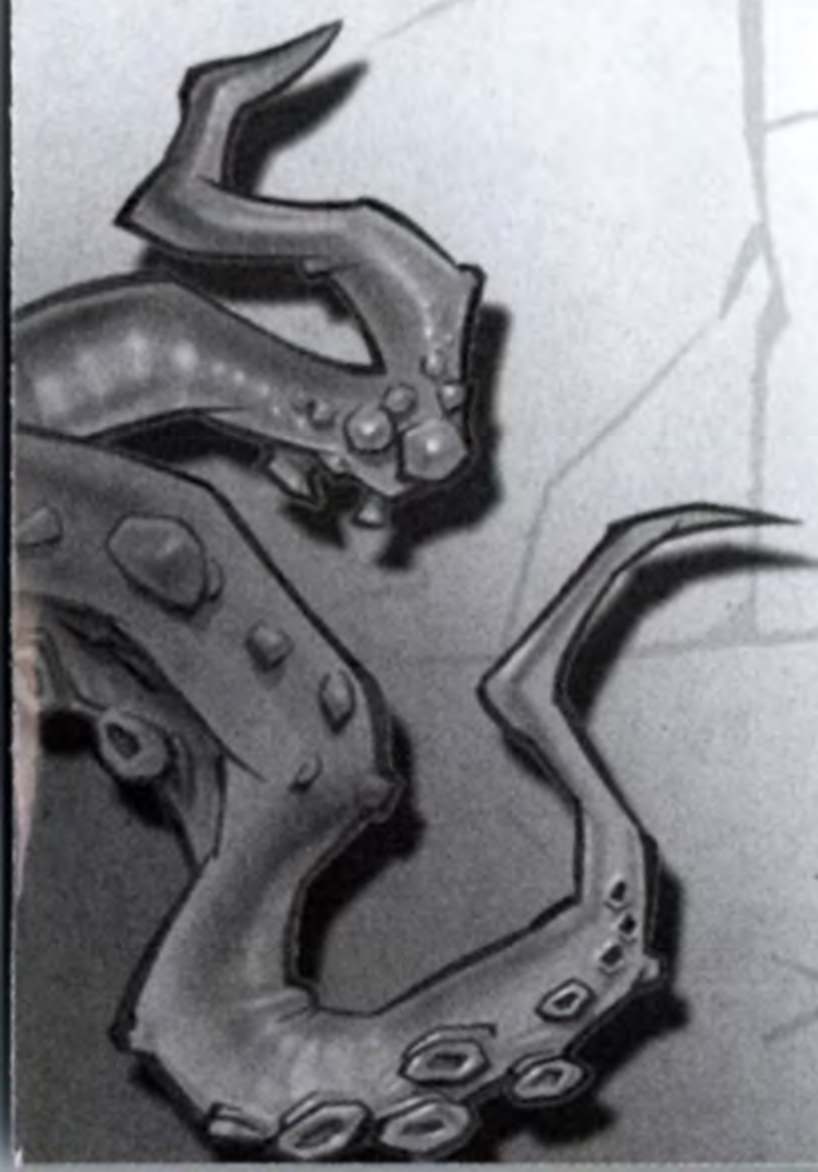
Mini-Games are an essential part of **MONSTER LAB**, and the game has many, divided into **CHALLENGES** and **EXPERIMENTS**. Some are more difficult than others, but all are wacky, frantic and fun to play.

**CHALLENGES** are your chance to perform a quick task, seen through your monster's eyes.

- **ANCIENT PUZZLE**—Highlight pieces with the **RIGHT ANALOG STICK** or **DIRECTIONAL BUTTONS**, and press the **X** **BUTTON** to pick up and drop them. Rotate pieces with the **L1** and **R1** **BUTTONS**. Drop pieces into place to solve the puzzle! Watch out for fake pieces!
- **ANGRY MOB**—Highlight incoming objects with the **RIGHT ANALOG STICK** or **DIRECTIONAL BUTTONS**. Fling objects toward the crowd by flicking the **RIGHT ANALOG STICK** **▲**. Fling them off-screen by flicking the **RIGHT ANALOG STICK** **◀/▶**. Fling the pipes back at the crowd and fling the tomatoes off-screen. Tomatoes splat if you bash them!
- **BOX BREAKING**—Move the hammer with the **LEFT ANALOG STICK** or **DIRECTIONAL BUTTONS**, and hammer with the **X** **BUTTON**. Break boxes by smashing weak spots. (Look and listen to find weak spots; they're colored yellow and have a louder impact.)
- **BUG SMASHING**—Move the monster hand with the **LEFT ANALOG STICK** or **DIRECTIONAL BUTTONS**, and press the **X** **BUTTON** to smash bugs. Aim for the tiny yellow bugs and try not to squash the big blue ones. Squash enough bugs before time runs out!
- **BURIED TREASURE**—Execute the on-screen button presses in the right order to find the hidden treasure.



- **FIELD REPAIR**—Select a monster part to repair. Hold the LEFT ANALOG STICK /// to select HEAD, LEGS, LEFT ARM, RIGHT ARM, and release the LEFT ANALOG STICK to select the TORSO. Spin the wheel with the RIGHT ANALOG STICK. The faster you spin, the more damage you repair.
- **GEM HARVEST**—Use the LEFT ANALOG STICK or DIRECTIONAL BUTTONS to chip away at gems as they appear. Gems shatter if you wait too long. Some gems are tougher to dig out than others.
- **SEWER SNOOPER**—Use the LEFT ANALOG STICK or DIRECTIONAL BUTTONS to move into the top or bottom stream. Press and release the  BUTTON to dip into the stream and lift out junk. Collect the cans, bottles and rings in the stream to succeed. Shake the RIGHT ANALOG STICK to shake off hungry fish.
- **SHRUB SHAKEDOWN**—Shake the RIGHT ANALOG STICK to make items fall from the tree. Move the bucket with the LEFT ANALOG STICK to collect as many falling items as you can. Branches will knock the bucket and disable it for a short period.
- **ELECTRO-TRACE**—Press the  button to activate the trace line, and move the LEFT ANALOG STICK or DIRECTIONAL BUTTONS to trace. Stay as close as you can to the line. Trace a complete symbol before time runs out!



# MINI-GAME EXPERIMENTS

EXPERIMENTS allow you to create new monster parts by mixing together found ingredients from all over Uncanny Valley. Use I.G.O.R to keep track of which ingredients create the best parts—and which should be avoided in the future!

Each different monster type in **MONSTER LAB** has unique strengths and weaknesses.

- A part's **SCIENCE** determines how good it is against **ENEMY** parts.
- **MECHANICAL** parts have an advantage over **BIOLOGICAL** parts.
- **BIOLOGICAL** parts have an advantage over **ALCHEMICAL** parts.
- **ALCHEMICAL** parts have an advantage over **MECHANICAL** parts.

All Science types are effective in combat, but the smart scientist will know which ones are best suited for particular fights. The only way you'll learn this information is to experiment!

- **ARM-AGGEDON**—Wrestle the arm under the green light—you will gain quality the longer you can keep it there. Press the **L1** and **R1** BUTTONS to pull the arm left and right. Rotate the **LEFT ANALOG STICK** to fix the left arm; rotate the **RIGHT ANALOG STICK** to fix the right arm. Pull the arm under the green light to gain quality!
- **ASTRAL RIFT**—Use the **LEFT ANALOG STICK** or **DIRECTIONAL BUTTONS** to navigate through rips in parallel universes. Collect power-ups to slow time; press the **▲** BUTTON to put them to good use. You can also collect power-ups to increase your speed and quality. Go fast and don't crash for high quality!



- **CARDIO CHAOS**—Defend the growing heart by destroying the seeds before they become carnivorous tentacle plant-beasts. Follow the on-screen button presses to shoot the plants and seeds. Use the **LEFT ANALOG STICK** or **DIRECTIONAL BUTTONS** to move. Reload with the **L1** or **R1** **BUTTON**. Protect the heart from the carnivorous plants—and don't hesitate too long or the plants will stun you!
- **ELEMENT INFERNO**—Use the **LEFT ANALOG STICK** or **DIRECTIONAL BUTTONS** and hold the **X** **BUTTON** to catch the symbols with your wand—you can only catch one type of symbol at a time. Trying to catch another type removes one symbol from your chain. Release the **X** **BUTTON** to flick the symbols into the Brazier's fire. Big clusters are worth more. Fill up all three meters to gain extra quality.
- **FUSION COMPACTOR**—Try to keep the reactor from overloading. Skip to the next bolt with the **LEFT ANALOG STICK** or **DIRECTIONAL BUTTONS**, and hammer with the **X** **BUTTON** to knock the loose bolts into the plates. Hammer bolts as fast as possible to earn quality. Don't hammer bolts that are already in or they'll pop back out!
- **HAUNTED ORGAN**—Summon an Alchemical head from another dimension with your manic tune. Press the **L1**, **L2**, **R1** and **R2** **BUTTON** to play the notes. Time your swings with the notes when they are over the buttons.
- **HYPER-CHOPPER**—Use the **LEFT ANALOG STICK** or **DIRECTIONAL BUTTONS** to steer, and press the **X** **BUTTON** to accelerate. Drive over the Energy Pads to gain quality—but avoid the obstacles!



- **IQ INJECTOR**—Throw as many pieces of brain into the monster's skull as you can. Use the **LEFT ANALOG STICK** or **DIRECTIONAL BUTTONS** to aim the hand. Press the **■**, **⊗** or **◎** **BUTTON** for a short, medium or long throw. Try to hit the skull, and also try to hit power-ups that spawn around the skull to gain a boost!
- **MYSTIC MAELSTROM**—Protect the summoning orb: use the **LEFT ANALOG STICK** or **DIRECTIONAL BUTTONS** to rotate the shield around the orb. Reflect shots back at the ghosts to destroy them, or toward power-ups to improve your shield. Press the **⊗** **BUTTON** to shoot when power-ups give you ammo!
- **ROBO-EVOLVER**—In each round, the robots try to guess the answer shown in the center of the screen. You only want the smartest robots, so smash the ones that are wrong. Hold the **LEFT ANALOG STICK** or **DIRECTIONAL BUTTONS** **◀** or **▶** to select a robot to the left or right, or release the **LEFT ANALOG STICK** or **DIRECTIONAL BUTTONS** to select the robot in the middle. Press the **⊗** **BUTTON** to smash the selected robot. Smash all the robots that show the wrong symbol and complete as many rounds as possible to get the highest quality mechanical head!
- **STITCH-O-MATIC**—Position and rotate staples with the **LEFT ANALOG STICK** or **DIRECTIONAL BUTTONS** and the **L1** / **R1** **BUTTONS**. Press the **⊗** **BUTTON** to staple: line up the Staple Gun with the guides to increase your quality. Staple the bugs before they eat away your work!
- **WELD-O-TROLL**—Move the **LEFT ANALOG STICK** or **DIRECTIONAL BUTTONS** and press the **⊗** **BUTTON** to weld. Fill the entire seam for the highest quality. The gun overheats if you drag it off-screen; shake the **RIGHT ANALOG STICK** to cool down the gun.



# SAVING THE GAME

You can save your progress by going to the Grand Hall and selecting the **DAT-O-SAVER** (via the Vault at the bottom right). It's always wise to save your progress every time you start or finish an experiment, or when you enter or leave the Mad Science Castle.

## MULTIPLAYER: INTER-LAB LINK

Select **INTER-LAB LINK** in the Command Room to connect with your friends via PlayStation® Network, and challenge each other in turn-based combat using your favorite saved monsters. See who can build the ultimate crazy creature to smash all opposition and come out top of the heap! Multiplayer **MONSTER LAB** is frantic fun, played against real live opposition!

## PAUSE MENU

Press the **+ BUTTON** to open the Pause Menu at any time during the adventure. This will pause the game and allow you to access the game's Audio options.





# CREDITS

## BACKDOME

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