

Disney · PIXAR

UP



EVERYONE
E
CONTENT RATED BY
ESRB

THQ

⚠ 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.

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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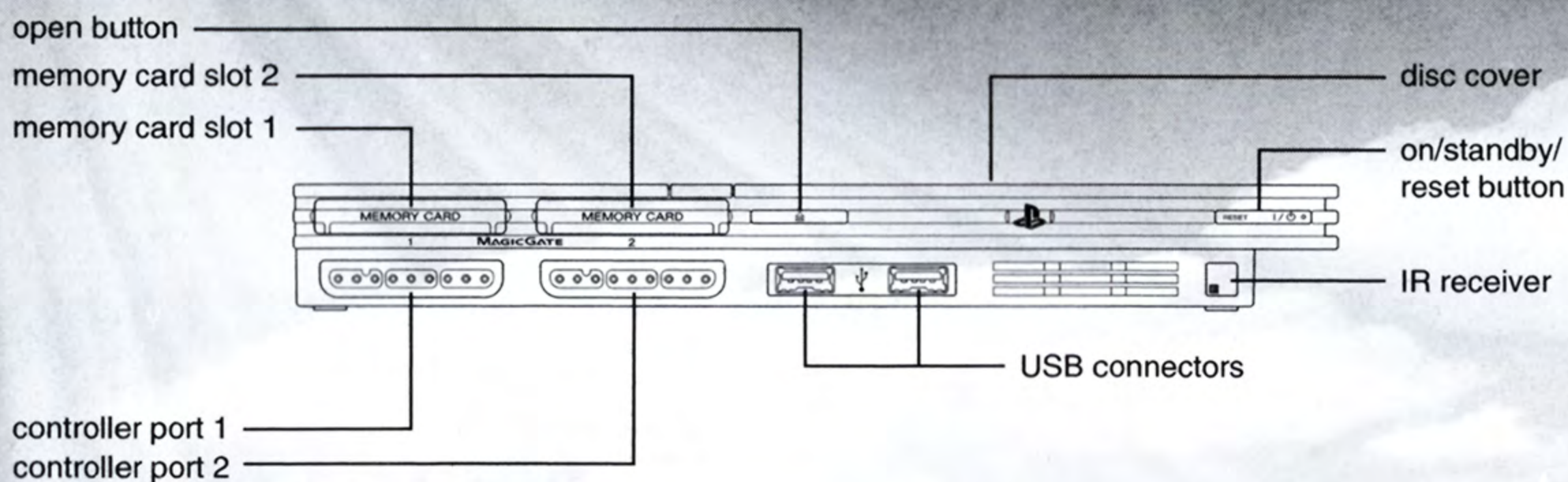
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GETTING STARTED



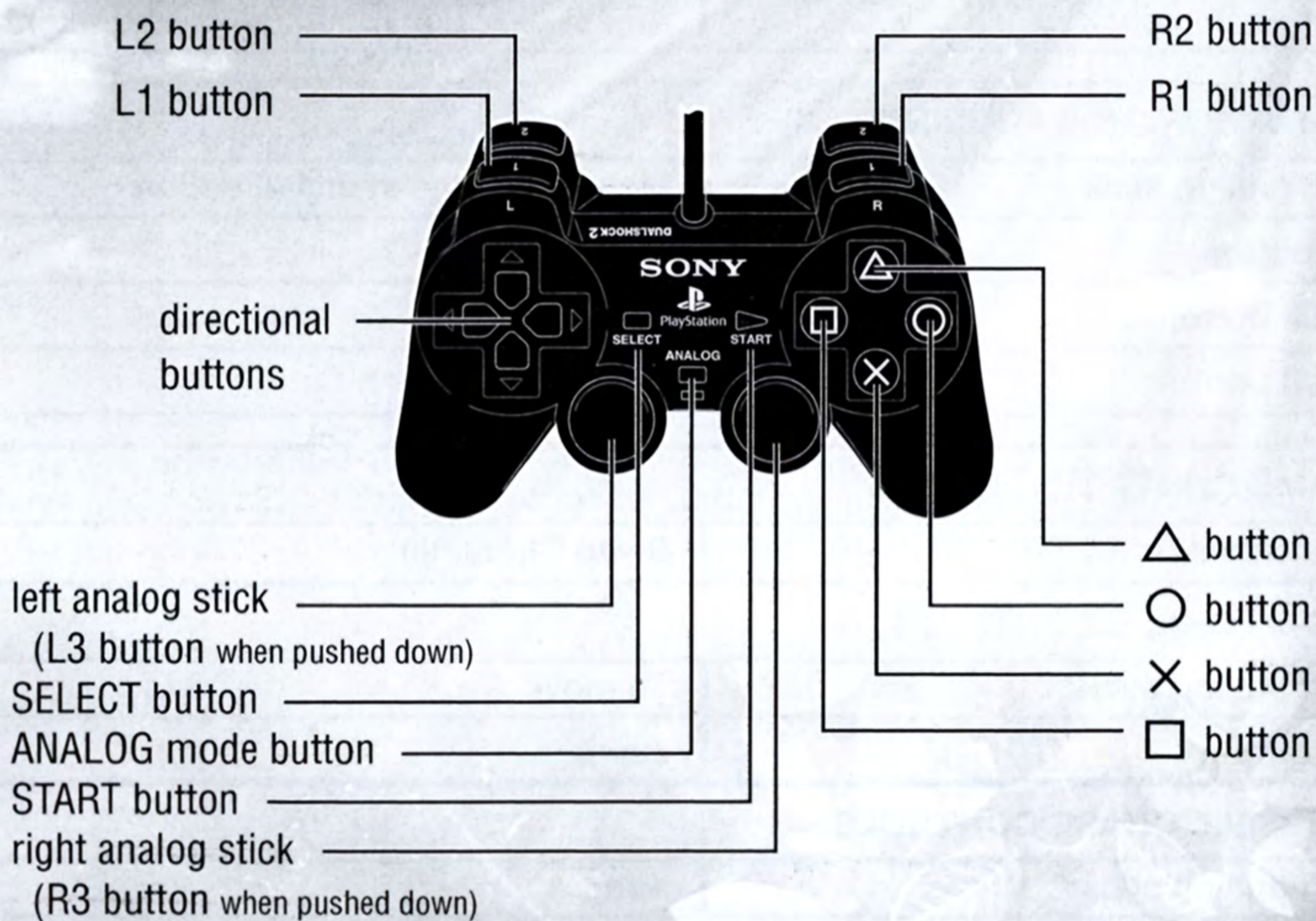
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Disney•Pixar *UP* disc in the system with the label side facing up. Attach game controllers and other peripherals 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 any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS	
L2 button	Display HUD
SELECT button	View collections
START button	Pause
△ button	Attack
○ button	Action/Collect
× button	Jump
□ button	Swap between Carl and Russell (single player only)
Left analog stick	Move the characters

CONTROLS

GAME CONTROLS | RAFTING

⊗ button	Row
Left analog stick	Adjust direction (push down to brake)

GAME CONTROLS | PLANE

Left analog stick	Move the plane in any direction
⊙ button	Fire
R1 button	Speed up
L1 button	Brake

GAME CONTROLS | CHASE

⊠ button	Swap Character
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KEVIN CHASE CONTROLS

Left analog stick	To move
⊗ button	Jump

RUSSELL CHASE CONTROLS

Left analog stick	Aim
△ button	Use mirror

THE STORY

Carl Fredricksen lives alone and wants to fulfill his late wife's dream to have their home overlook the most beautiful place in the world, Paradise Falls. Conflicted about being forced into a retirement home, Carl decides to literally break free and fly his house to Paradise Falls powered by wind and an enormous number of helium filled balloons. Carl didn't plan on company, but now he must go on his journey with an unexpected passenger, Russell, a young Wilderness Explorer trying to earn his Assisting the Elderly badge.

Upon arriving in Paradise Falls, Carl and Russell set out to maneuver the house to the peak of the falls. Along the way they encounter mysterious talking dogs, a flightless bird named Kevin being hunted, and an airship!

Things aren't what they seem when they encounter famous adventurer Charles F. Muntz, the brains behind the airship and the talking dogs. Carl and Russell must work together to keep the house safe and protect Kevin from being captured.

This isn't exactly the adventure Carl imagined...

MAIN MENU

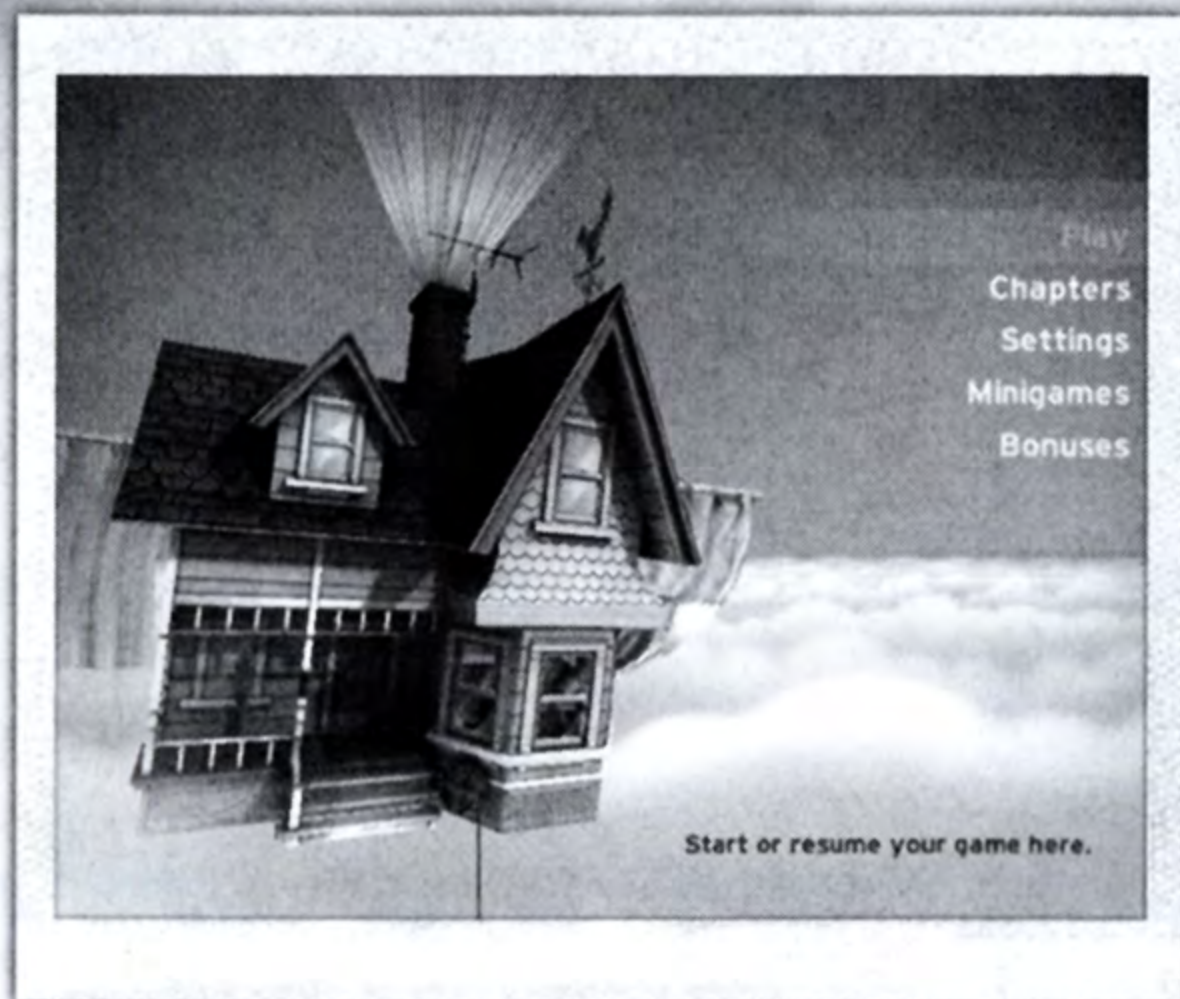
Play: Start your game here! Once you have already completed the first chapter this selection loads you at your last save point.

Chapters: Brings you to the chapter selection menu where you can load into a previously completed level or the level you are currently on.

Settings: See page 8 for more information on settings.

Minigames: Once you've unlocked a minigame, you can select it here.

Bonus: View unlocked content or purchase hi-res images and concept art. Here you can also unlock cheats with codes or with points. This is also where you will be able to see all of the collectibles you gathered in the game.



GAME SCREEN



Press **L2** to view Carl and Russell's:

- Characters Life gauges
- Butterflies collection status
- Ellie's Mementos collection status
- Bugs collected/squashed
- Timer (displayed only for timed chapters)
- Hint Text

ITEMS



Life Fruit - Pull this special fruit out of the ground or shake it loose from trees to refill your life gauge.



Hearing Aid - Use Carl's hearing aid to fend off enemies.



Mirror - Use Russell's mirror to temporarily blind enemies.



Butterflies - Spread throughout the game are butterflies for Russell to catch with his bug net. Try and catch them all.



Ellie's Mementos - As Carl's house descended to the tepui several of Ellie's objects fell out. As you travel across the tepui try and collect them all.



Spiders - Some will cross your path while others are hiding in rotten fruit, logs or under rocks. Compete with a friend or the AI to collect or smash as many as you can in each level.



Lantern - Carl can light dark places with this item.



Rope - Russell can throw the rope to Carl in specific areas to initiate the "rope challenge" (see Interactive Elements).



Magnifying Glass - During Carl's trek to Paradise Falls he will collect a magnifying glass. Use this in future and already completed levels to find hidden collectibles.



Pick Axe - Russell can grab onto crags in the rock with this pick axe and use it to swing to unreachable areas.



Grapple - Russell can use the grapple to create his own ropes to swing across gaps.



Ant Fruit - Use this fruit to attract swarms of angry ants out of your way.

INTERACTIVE ELEMENTS



Vines and Branches - Jump towards these and Russell and Carl will automatically grab on. For vines, use the left analog stick to start to swing. For branches, Carl and Russell swing automatically. Press **X** button to let go.



Teeter Totters - Use these rock formations to help you reach high ledges. Have one character stand on one end while the other character jumps from a high point onto the other side. You can use teeter totters to launch objects too.



Levers - Use levers to move Muntz's bird traps to access unreachable areas or trap enemies.



Tree Trunk Challenge - In certain areas Russell and Carl will need to cross ravines using fallen tree trunks. One character rolls the log back and forth while the other walks across the log through a maze of roots and dangerous thorns.



Rotten Fruit and Logs - Kick these to unleash a storm of spiders. Compete to smash or collect the most bugs.



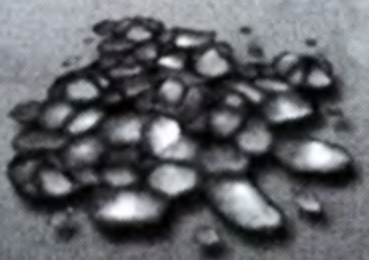
Rope challenge - In certain areas Russell will need to use his rope to guide Carl along a cliff side around dangerous thorns. Use the left analog stick to move the characters.



Dog Gates - Only Dug can pass through these specialized gates built by Muntz.



Crates - Use crates to help the characters access unreachable places. Some crates are heavy and require both characters to move them.



Pile of Pebbles - During the game Carl will collect one of Muntz's golf clubs. Use this in future and already completed levels to fend off enemies or reach hidden areas.

MINIGAMES

Minigames are automatically unlocked as you progress through the main game. There's also a Championship Mode to compete in. Below are some of the minigames you can unlock. Try to unlock them all!

Biplane Balloon Bash - Try to shoot down as many balloons as you can in the time allotted. In this split screen challenge the player who shoots down the most balloons wins.

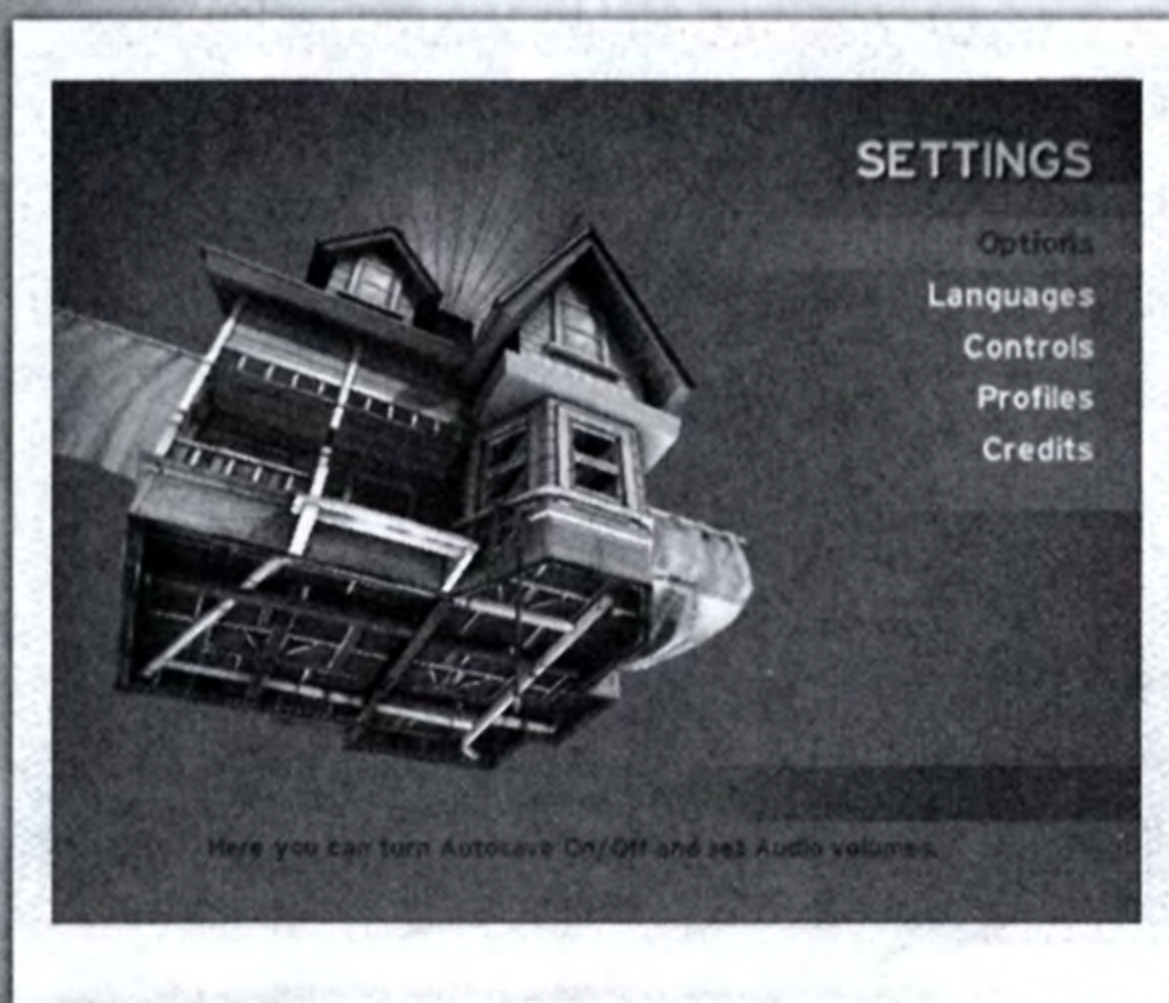
Biplane Battle - Last man or dog standing wins this bi-plane battle. Compete against your friends in this split screen challenge to be the last bi-plane to survive.

Raft Racing - Compete against a friend in this split screen challenge to complete the canoe race before your opponent.

Tug of War - It's Kevin and Russell versus Carl and Dug in this classic challenge. Try to move the left analog stick left and right as fast as you can to pull your opponent into the mud.

Bug Competition - Collect or squash more bugs than your friend.

SETTINGS



Options - Set audio, video, vibration, and autosave options.


Languages - Set language.

Controls - View the game controls.

Profiles - Load, create, or delete a profile.

Credits - View the names of the people who worked on the game.

PAUSE MENU OPTIONS

Press the  button at any time during the game to pause the action and bring up the following menu. Use the left analog stick or directional buttons to highlight an option.

Resume - Get back into the game.

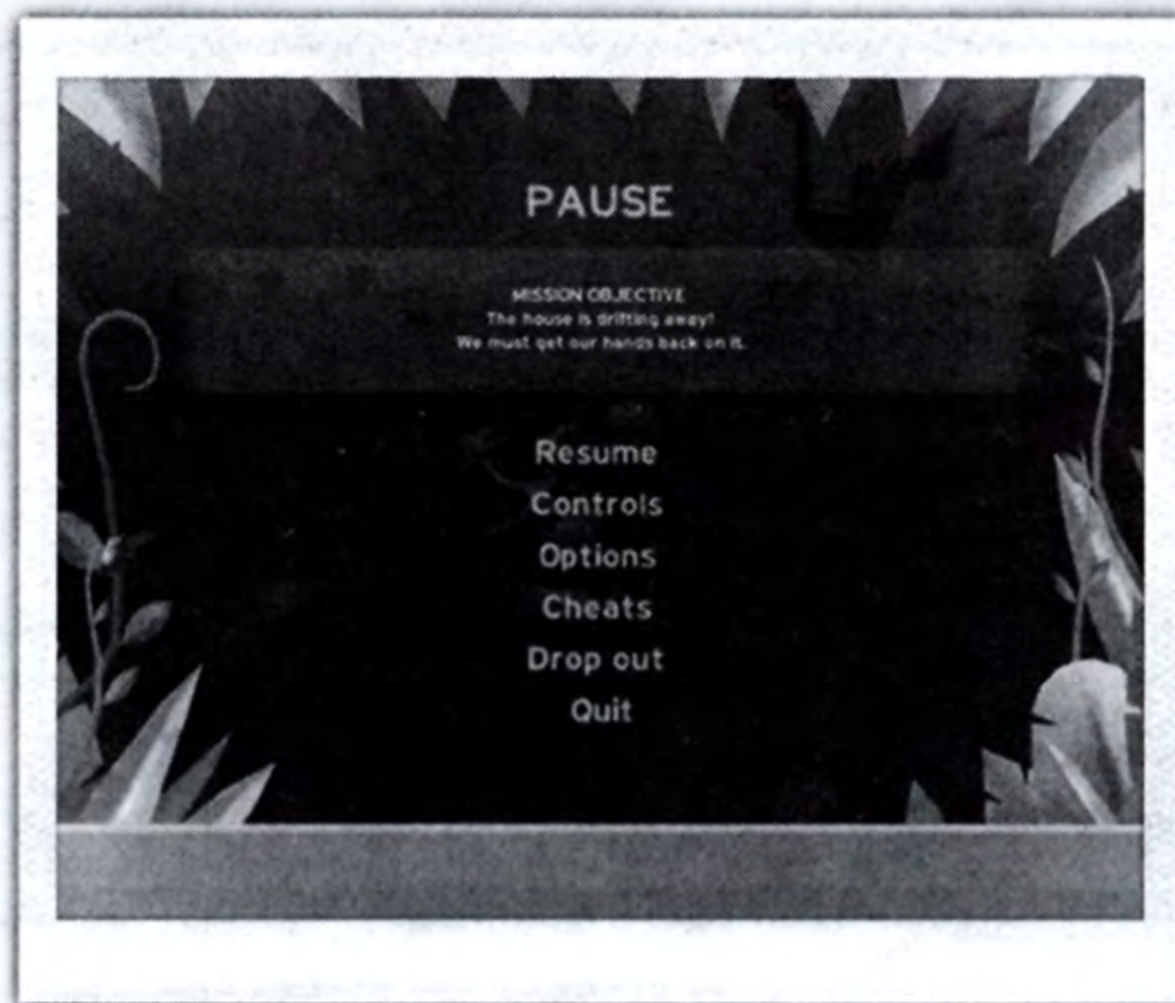
Controls - View the game controls

Options - Access the Options menu to adjust settings. Profiles cannot be managed from the Pause Menu.

Cheats - Activate cheats that you have unlocked with the points that you have earned.

Drop out - In a two player game, this allows one of the players to quit the game without needing to restart the game for the other player.

Quit - Here you can quit to the level selection menu to play a different level or you can return to the Main Menu.



LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is **46160**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Sony Computer Entertainment America or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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BINK

VIDEO

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PLAY THESE EXCITING DISNEY·PIXAR GAMES



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