

Disney • PIXAR

WALL • E



⚠ 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:

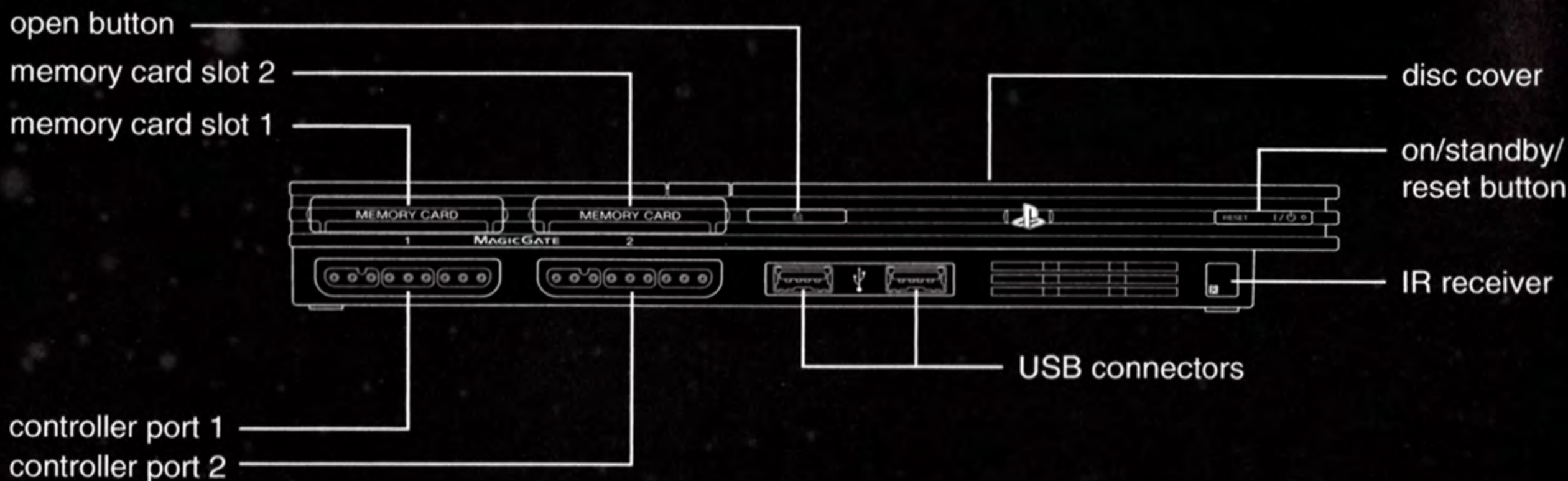
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.

CONTENTS

| | |
|---------------------------------|-----------|
| GETTING STARTED | 2 |
| CONTROLS | 3 |
| THE STORY SO FAR | 5 |
| MAIN MENU..... | 5 |
| GAME SCREEN | 6 |
| ITEMS | 7 |
| MINIGAMES..... | 8 |
| OPTIONS | 8 |
| PAUSE MENU OPTIONS | 9 |
| LIMITED WARRANTY | 13 |



GETTING STARTED



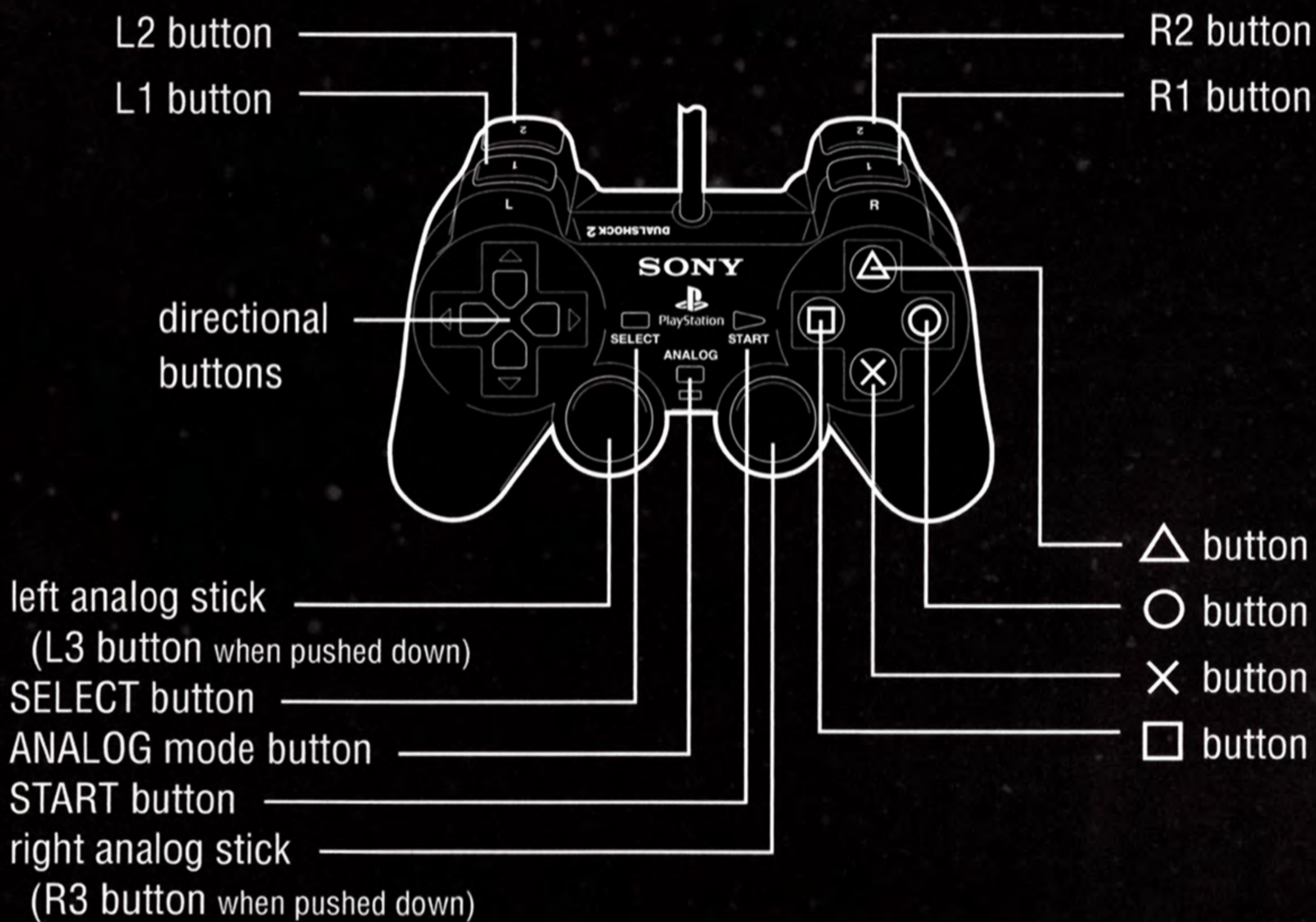
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Disney•Pixar **WALL•E** disc with the label side facing up in the disc holder, and then close the disc cover. 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



| Main Menu / Pause Menu Controls | |
|--|--|
| Left analog stick | Highlight Menu Selection |
| Directional buttons | Highlight Menu Selection |
| ⊗ button | Confirm Menu Selection |
| △ button | Return to previous menu / return to game |

CONTROLS

Game Controls | WALL•E

| | |
|--------------------------------------|----------------------------------|
| Left analog stick | Move WALL•E |
| Right analog stick | Camera Controls |
| ⊗ button | Jump / Exit Ramps |
| ⊙ button (Hold) | Box Form |
| ⊠ button | Action Button |
| ⊠ button holding cube (Hold) | Drop cube |
| ⊠ button holding cube (Tap) | Throw cube |
| △ button | Laser |
| L1 button (Hold) | Charm Reject Bot |
| R1 button (Hold) | First Person View |
| L2 button | Bring HUD up |
| R3 button (Click right analog stick) | Reset Camera |
| ▶ button <small>START</small> | Pause Menu |
| ■ button <small>SELECT</small> | Global Map / Mission Information |

Game Controls | EVE

| | |
|----------------------------------|---------------------|
| Left analog stick | Move EVE / Take aim |
| ⊗ button / △ button | Fire Laser |
| R1 button | Accelerate |
| ▶ button <small>START</small> | Pause |

THE STORY SO FAR

In the future, the Earth is ravaged by pollution, trash, and mass consumerism. A single benevolent corporation called Buy n Large runs all government and business. Robots designated as Waste Allocation Load Lifter Earth-Class or WALL•E have been created by BnL to clean the planet while the humans “vacation” on the luxury BnL space cruisers, one known as the Axiom. The cleanup was supposed to take only 5 years, but 700 years have passed since the humans left and the Earth is still a desolate wasteland. The only living thing left is a cockroach and a lone WALL•E robot that is still functioning. For the past 700 years, WALL•E has been on Earth performing his directive day after day, compacting trash and organizing it.

Until one day something different happens. A ship lands on Earth and deploys an Extra-terrestrial Vegetation Evaluator or EVE. EVE is sleek and well designed, a totally different robot than WALL•E. WALL•E is instantly smitten.

EVE’s directive is to find evidence that Earth can support life. She is there to find a plant. Once she does, she is taken away. Now WALL•E must decide to take the biggest step in his life and leave what he was programmed to do, and follow his heart to find out what he was meant to do.

MAIN MENU

- Play Game** Once you have completed the tutorial, selecting Play Game brings you to the Chapter Selection Menu.
- Options** See page 8 for more information on options.
- Cheats** Enter cheats that you have unlocked with the points that you have earned. You can also enter codes here.
- Minigames** Once you’ve unlocked a minigame, you can select it here.
- Bonuses** Once you’ve unlocked extra content, you can view it here.

GAME SCREEN



1. Time
2. Energy Collection and
Crate Destruction Status
3. BnL Crates
4. WALL-E's Life Bar
5. Laser Gauge
6. Speed Indicator

ITEMS



Sunbeam: Stand under a Sunbeam to replenish all of WALL•E's health.



Health Charge (Yellow): WALL•E can replenish his health by collecting Health Charges. They can be found in Red or Gray BnL Crates.



Energy Charge (Blue): Energy Charges are used to open Energy-locked doors. Look for them when you destroy Blue BnL Crates.



Laser Charge (Red): Laser Charges replenish WALL•E's laser gauge. Look for Laser Charges when you destroy Red or Gray BnL Crates. You may also collect these from the Laser Recharge Stations.



Artifact: Collect artifacts while on Earth and on the Axiom. When you collect an artifact, you are rewarded with a humorous animation of WALL•E. You can only collect an artifact after you have seen it in First Person View mode.



Junk Piles: Junk Piles can be used to create multiple cubes.



Junk Cube: WALL•E can create Junk Cubes from Junk Piles and use them to interact with objects in the environment.



Magnetic Cube: Throw a Magnetic Cube and watch what happens. The stored magnetic power in the BnL cube will stun enemies and move larger Magnetic Cubes.



Explosive Cube (Red and Yellow): WALL•E can throw an Explosive Cube to destroy multiple enemies at once. True enemies like the Stewards and OP-T Bots are destroyed whereas others will be stunned by an Explosive Cube. Be careful! WALL•E will take damage if he is within the blast radius of an Explosive Cube.



BnL Cube Generator: These generators create cubes. They can create Normal, Explosive, or Magnetic cubes depending on the type you find. On Earth, the BnL Cube Generator only creates Explosive cubes.



BnL Crate: BnL Crates contain collectibles like Health Charges, Laser Charges, and /or Energy Charges.

MINIGAMES

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



- Spaceship Shootout:** Destroy the specified target objectives within the time allotted.
- Heavy Traffic:** Cross the human highways before your opponent.
- Plant Collection:** This is a split screen minigame. Collect as many plants as possible to defeat your opponent.
- High Speed Flight:** Another split screen minigame, put your flight skills to the test by trying to beat your opponent in a head-to-head racing challenge.
- WALL•E's Race:** See who's the fastest WALL•E in this split screen racing minigame.

OPTIONS

- Game:** Turn Vibration On / Off or Invert the Camera Control. The flight controls can also be inverted.
- Sound:** Adjust music, sound effects, and dialog volume.
- Video:** Select your TV's aspect ratio and adjust your screen either horizontally or vertically.
- Credits:** View the names of the people who worked on the game.
- Profiles:** Load, create, or delete your profile. Profiles keep track of your saved games.

Note: Disney•Pixar **WALL•E** uses an autosave feature to save your progress.

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. Press the  button to select that option.

- | | |
|-----------------------|--|
| Resume | Get back into the game. |
| Controls | View the Game Controls. |
| Options | Access the Options Menu to adjust settings or view the credits. Profiles cannot be managed from the Pause Menu. |
| Change Chapter | Quit to the level selection menu to play a different level. You can only select levels that have already been completed. |
| Quit Game | Quit and return to the Main Menu. |

NOTES

NOTES

BL

Disney • PIXAR

WALL•E

**COSMIC BOOKS
BASED ON THE MOVIE!**



Deluxe Coloring Book



Paint Box Book



Hologramatic Sticker Book



Little Golden Book



Storybook



 **RANDOM HOUSE**
CHILDREN'S BOOKS

AVAILABLE WHEREVER BOOKS ARE SOLD
For more Disney books, log on to www.randomhouse.com/kids/disney

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 **46130**. 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.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

WALL•E © Disney/Pixar. Licensed by THQ Inc. Developed by Asobo Studio. Asobo Studio is a registered trademark. The technology is the property of Asobo Studio SARL. Uses Bink Video. Copyright © 1997-2008 RAD Games Tools, Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.

BINK

VIDEO

13

PLAY THESE EXCITING DISNEY·PIXAR GAMES



PLAYTHQ.COM



PIXAR
ANIMATION STUDIOS

EVERYONE

E

Comic Mischief
Cartoon Violence

ESRB CONTENT RATING

www.esrb.org



Available on PLAYSTATION®3 and PlayStation®2
computer entertainment systems and
PSP® (PlayStation®Portable) system.



THQ Inc. 29903 Agoura Road, Agoura Hills, CA 91301
Cars and Ratatouille © Disney/Pixar. Licensed by THQ Inc. THQ, PlayTHQ.com and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved.
All other trademarks, logos and copyrights are property of their respective owners. "PlayStation", "PLAYSTATION", "PS" Family Logo and "PSP" are registered trademarks of Sony
Computer Entertainment Inc. Memory Stick Duo™ may be required (sold separately).



113131