

ICE AGE 2™ THE MELTDOWN



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

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.

ICE AGE 2™ THE MELTDOWN

TABLE OF CONTENTS

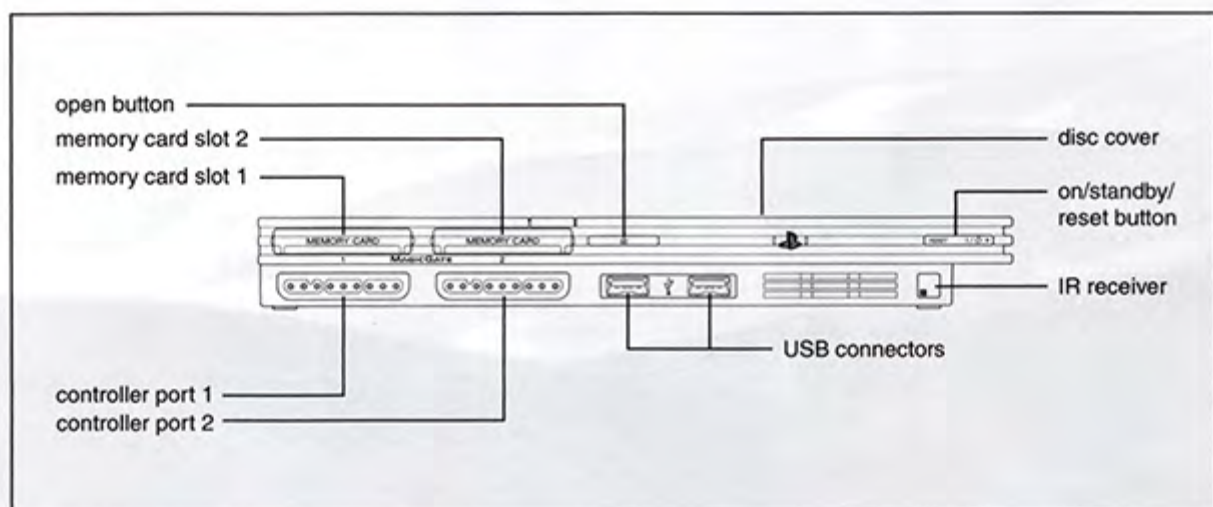
Getting Started	2
Using the PlayStation®2 System	2
Basic Controls	3
Introduction	4
Playing the Game	5-6
Main Menu	5
Pause Menu	5
HUD (Heads Up Display)	5
Interactive Objects	6
Collectibles	6
Mini Games	7-8
Credits	9-10
Customer Support	10-11
License Agreement	inside back cover



Ice Age 2 The Meltdown™ & © 2006 Twentieth Century Fox Film Corporation. All rights reserved. Twentieth Century Fox, Ice Age 2 The Meltdown and their associated logos are registered trademarks or trademarks of Twentieth Century Fox Film Corporation. Sierra and the Sierra logo are registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. All other trademarks are property of their respective owners.

GETTING STARTED

Using the PlayStation®2 System



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Ice Age 2 The Meltdown* disc on the disc tray with the label side facing up. Press the OPEN button again, and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

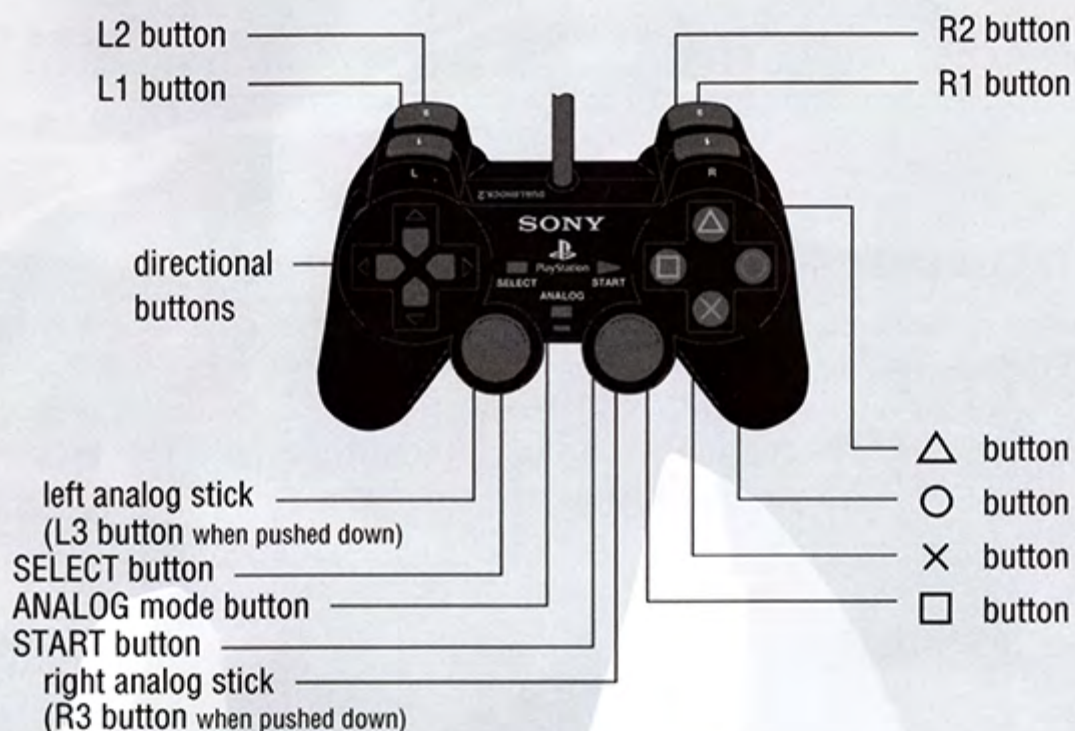
Memory Card (8MB)(for PlayStation®2)

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.



STARTING UP

DUALSHOCK² ANALOG CONTROLLER CONFIGURATIONS



BASIC CONTROLS

SCRAT ON LAND	
Left Analog Stick	Player Movement
Right Analog Stick	Camera Movement
⊗ button	Jump
○ button	Pebble Toss
△ button	Activate/Talk
□ button	Combo Attack
⊗ button + ⊗ button	Double Jump
⊗ button + ⊗ button + □ button	Ground Stomp
⊗ button + R2 button	Roll Attack
L1 button (Hold)	Sniff
R1 button (Hold)	First Person Camera
R2 button	Spin Attack
R3 button	Center Camera

SCRAT UNDERWATER

Left Analog Stick	Player Movement
△ button	Dive
⊗ button (Tap Repeatedly)	Swim Forward
⊗ button (Surface)	Jump Out

INTRODUCTION

The Ice Age is coming to an end! Pretty soon, the entire valley will be flooded as the ice dam melts away. Follow all of the animals as they make their way across the valley to safety. Along the way, help Scrat sniff out all of the acorns scattered about the land. Guide Sid as he zooms down the treacherous ice slide. And help our other heroes, Manny and Diego, as they take on new adventures.



PLAYING THE GAME



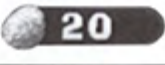
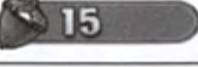
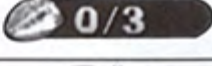
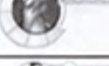
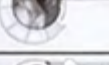


MAIN MENU

New Game	Start a New Game
Load Game	Load a Saved Game
Options	Change Game Settings
Bonus Features	Access Unlocked Bonuses
Credits	View Credits







PAUSE MENU

Continue	Return to Game
Hints	View Useful Hints
Save	Save Game
Options	Change Game Settings
Quit Game	Quit to Main Menu

HUD (Heads Up Display)

	Scrat's Health
	Scrat's Energy
	Pebble Count
	Nut Count
	Walnut Count
	Sniff
	Carry
	Zipline
	Dig

INTERACTIVE OBJECTS

	Dig Hole	Dig here for a goodie
	Scurry Hole	See what's on the other side
	Pebble Pile	Grab some more pebbles to toss by attacking these piles
	Plant	Hit these plants to see if any goodies pop out
	Hint Sign	When in doubt, take a peek at what these signs say
	Flowers	Hitting these will release petals

COLLECTIBLES

	Pebbles	Pick these up and toss them at pesky creatures
	Petals	Replenishes health
	Small Brown Acorn	1 point towards bonus unlock
	Medium Green Acorn	5 points towards bonus unlock
	Chestnuts	20 points towards bonus unlock
	Walnut	Scrat likes to collect all of these before he leaves an area
	Golden Nut	The most elusive Acorn of all
	Fruit	Replenishes Scrat's energy

MINI GAMES

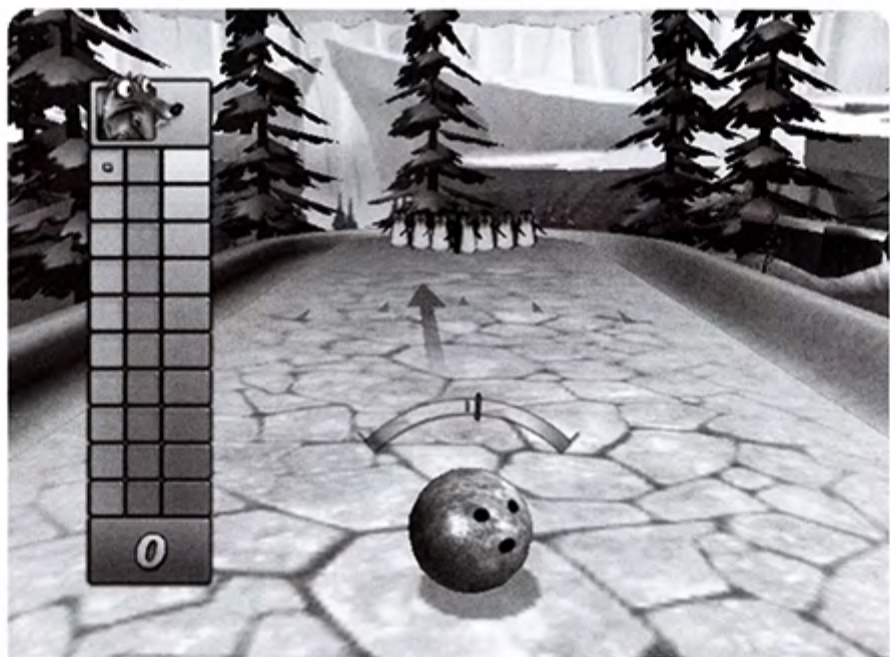
SID SLIDE

Take on the most feared water slide in the park, "The Eviscerator"!



PENGUIN-BOWLING

Score 100 points in an icy game of bowling!



MONKEY SHOOTING GALLERY

Teach those rascally monkeys a lesson and win a walnut!



AND MANY OTHERS!

BE SURE TO PLAY THEM ALL!



CREDITS

A very special thanks to all of the wonderfully talented and brilliantly creative individuals at Blue Sky Studios for their guidance, support and continued inspiration. We could not have done it without you.

Fox Animation

Chris Meledandri
Kate Lewine

Special Thanks

Elie Dekel
Luke Letizia
Jamie Samson
Kate Carlyle
Erik Larson
Gail Harrison
Porscha Ricketts

Voices

Ray Romano
John Leguizamo
Denis Leary
Jay Leno
Alan Tudyk
Josh Peck
Chris Wedge
Andrew Bowen
Grey Delisle
Jess Harnell
Tara Strong
Debra Wilson

Eurocom

Entertainment

Software Production:

Mike Botham
Paul Cooke

Game Code:

David Arnold
Duane Bradbury
Joel Garabedian
Mike Halsall
Graham Reeves

Environment Art:

Barry Lawless
Rehaan Akhtar
Andrew Allen
Rob Berry
Gordon De Haseth
Mark Edwards
Paul Harrison
Raul Ovejero Saiz

Stuart McReath
Gary Newman
Mark Potente
Chris Prelot
Antony Reeves
Mike Simonds
Rob Smith
Anthony Stevens
Karol Wlodarczyk

Character Art:

Paul Gregory
Mike Boylan
Hans Johansen
Helen Jones
Hervé Piton
Neil Roberts

Level Design:

John Barker
Thomas O'Neill
Paul Twynholm

Animation:

Phil Hackney
Danny Wong
Odinn Arnason
Kenny Beard
Roisin Hunt
Sam Malone
Phil Rowe
Jochen Volz

Music:

Jim Croft

Sound Effects:

Guy Cockcroft

Audio Programming:

Kevin Grantham
Kevin Stainwright

Audio Production:

Neil Baldwin
Steve Duckworth

Engine Team:

Ian Denny
Chris Jackson
Ashley Finney
Jason Gosling

Lenny Johnson
Dave Looker
Jean-Marc Leang
Tim Rogers
Steve Walker

Tools Team:

Kevin Marks
Kris Adcock
Anita Aggarwal
Joe Burmeister
Daphne Coatesworth
Sian Contell
Andy Dilks
Mark Duffill
Karl Gillott
Ben Idoine
Mark Jackson
Kevin Mitchell
Annie Simmons
Bob Smith
Kat Sourkova
Kevin Thacker
John Trahearn
Adrian Tucker

QA

Michael Robinson
Richard Charles
Louise Sargison
Marcus Baxendale-Baines
Neil Bushnell
Thomas Crofts
Thomas Dhenin
Andrew Green
Dominic Hallam
James Prestwood
Ed Richardson
Jamie Small
Caven Lee

Special Thanks

Mat Sneap
Hugh Binns
Dick Alton
Paul Bates
Kevin Holt

Vivendi Universal Games

Executive Producer

Greg Goodrich

Producer

Mike Schneider

Associate Producer

Luke Thai

Vice President & Executive in Charge of Production

Kelly Ryan

Executive Vice President of Worldwide Studios

Peter Della Penna

Technical Director

Brian Leake

Vice President, Global Marketing

Al Simone

Director, Marketing

Ivo Gerscovich

Associate Brand Manager, Marketing

Glenn Gregory

Senior PR Manager

Erik Reynolds

Director, Business & Legal Affairs

Brent Rabowsky

Special Thanks:

Chief Operating Officer and President North America

Phil O'Neil

Executive Vice President, Chief Strategy and Marketing Officer

Cindy Cook

Senior Vice President, Global Marketing

Ed Zobrist

Vice President, Communications

Leslie Hollingshead

Dialog Casting, Coordination and Direction

Chris Borders

Technicolor Creative Services (Burbank, CA)

www.technicolor.com

Dialog Supervision

Tom Hays

Recording Engineer

Morgan Gerhard

Dialog Editing

Lydian Tone

Morgan Gerhard

Dialog Technical Assistance

Mike Gollom

GET INSIDE!
Join Now!

Register Your Game Today

Free tips, tricks, demos, trailers, and more! Receive free technical and customer support. Be the first to know about beta tests, tournaments, game testing opportunities, and other events. Plus, stay informed on the latest VU Games news, updates, discounts & more!

Go to <http://reg.vugames.com> Now!

CUSTOMER SUPPORT

**VU GAMES CUSTOMER SUPPORT CAN BE REACHED
IN THE FOLLOWING WAYS:**

Technical Support

Phone: (800) 630-0811, 6:00 AM-6:00 PM EST

Online Support: <http://support.vugames.com>

Customer Service

Phone: (800) 757-7707, 6:00 AM-6:00 PM EST

Mail

VU Games
4247 South Minnewawa Avenue
Fresno, CA 93725



LICENSE AGREEMENT

This software program, any printed materials, any online or electronic documentation (the "Program") are the copyrighted work of VU Games, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

- Limited Use License.** VU Games, Inc. ("VUG") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a PlayStation®2 computer entertainment system.
- Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by VUG or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and VUG's licensors may act to protect their rights in the event of any violation of this Agreement.
- Responsibilities of End User.**
 - Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of VUG.
 - You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of VUG; or exploit the Program or any of its parts for any commercial purpose.
- Program Transfer.** You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
- Termination.** This License is effective until terminated. You may terminate the License at any time by destroying the Program. VUG may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.
- Limited Warranty.** VUG EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however VUG warrants the disc(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. VUG's sole liability in the event of a defective disc shall be to give You a replacement disc. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.
- Limitation of Liability.** NEITHER VUG, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.
- Equitable Remedies.** You hereby agree that VUG would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VUG shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as VUG may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
- Miscellaneous.** This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

www.iceage2game.com



**VIVENDI
UNIVERSAL**
games

Vivendi Universal Games, Inc. 4247 S. Minnewawa Ave., Fresno, CA 93725

Ice Age 2 The Meltdown™ & © 2006 Twentieth Century Fox Film Corporation. All rights reserved. Twentieth Century Fox, Ice Age 2 The Meltdown and their associated logos are registered trademarks or trademarks of Twentieth Century Fox Film Corporation. Sierra and the Sierra logo are registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are property of their respective owners.

7244910