

Disney PRESENTS A PIXAR FILM

THE INCREDIBLES

RISE OF THE UNDERMINER



EVERYONE 10+
TM
E
10+
CONTENT RATED BY
ESRB

THQ

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:

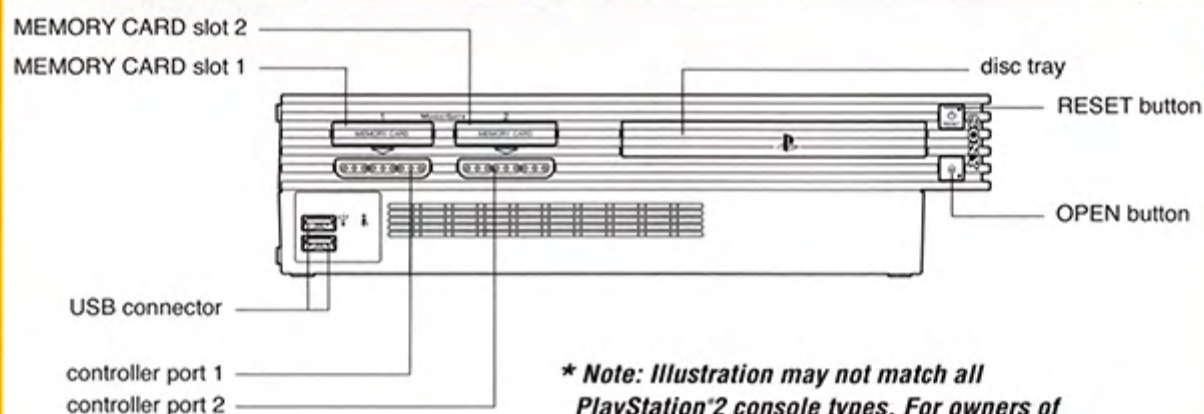
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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

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GETTING STARTED



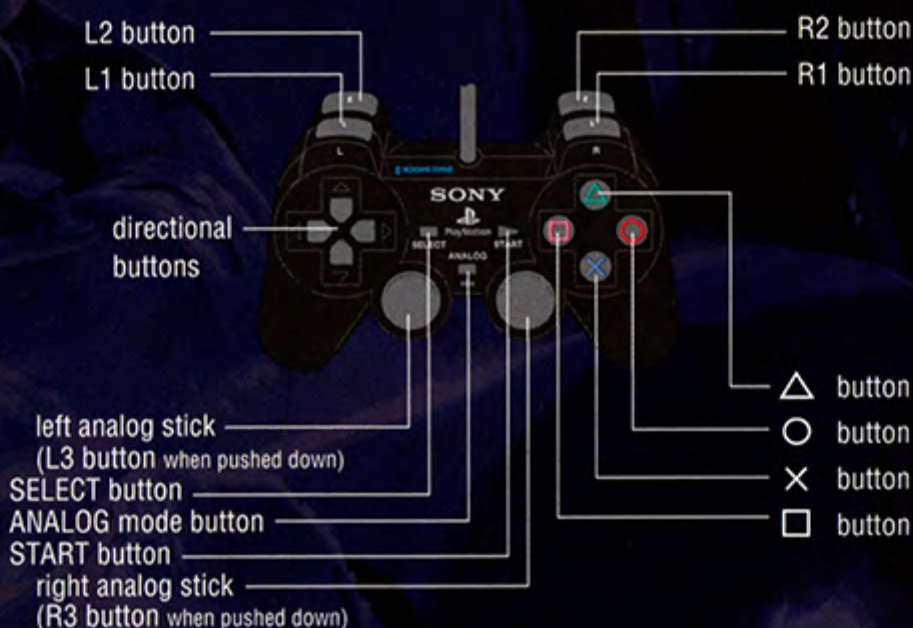
*** Note:** Illustration may not match all PlayStation² console types. For owners of SCPH-70000 series PlayStation² systems, refer to the setup instructions supplied with your system.

Set up your PlayStation² computer entertainment system according to the directions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator light comes on, press the OPEN button and the disc tray will open. Place the *Disney presents a Pixar film, The Incredibles: Rise of the Underminer* 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 PLAYSTATION²)

To save game settings and progress, insert a memory card (8MB) (for PlayStation²) into MEMORY CARD slot 1 of your PlayStation² system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation²) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MAIN MENU CONTROLS

- directional buttons . . .Highlight Menu Selection
- left analog stickHighlight Menu Selection
- X buttonConfirm Menu Selection
- triangle buttonReturn to previous menu

GAME CONTROLS

- left analog stickControl Your Character
- up directional buttonSwitch Playable Characters
- down directional buttonSet the AI to Guard Mode
- right directional buttonSet the AI to Follow Mode
- left directional buttonSet the AI to Aggressive Mode
- right analog stickMulti-Directional Dodge
- X buttonJump
- square buttonPunch
- square or circle button in mid-airMr. Incredible: Ground Pound, Frozone: Ice Glide
- circle buttonMr. Incredible: Pick up/Throw, Frozone: Freeze Ray
- triangle buttonInteract
- L1 button + R1 buttonSuper Move
- SELECT buttonUpgrade Screen

THE ADVENTURE CONTINUES

A large, muscular man (Mr. Incredible) is shown from the chest up, wearing a dark, rugged outfit and a black helmet with a glowing green light on top. He has a large, round, metallic breathing mask over his mouth and nose. He is holding a small, glowing blue object in his right hand. The background is a dark, cavernous space with blue light filtering through openings, creating a dramatic atmosphere.

WHEN THE EVIL UNDERMINER RISES to the surface with

a sinister plan to rule the world, it's up to Mr. Incredible and his

super cool pal Frozone to save the day. While Mrs. Incredible,

Violet, Dash, and Jack-Jack take care of things topside,

Mr. Incredible and Frozone race underground to put a

stop to the Underminer's dastardly plans and bury

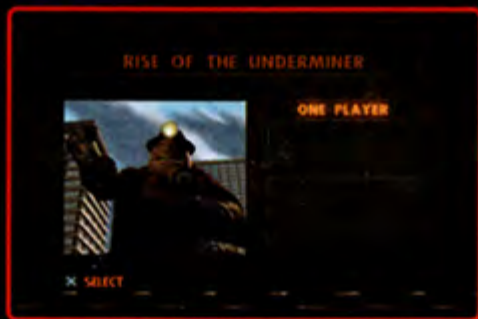
the diabolical baddie once and for all!

MAIN MENU OPTIONS

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ONE PLAYER

Highlight this option with the directional buttons/left analog stick, and then press the **X** button to begin a brand-new adventure! When you begin, you'll be asked whether you'd like to create a Save File. You need a memory card (8MB)(for PlayStation®2) to save your game — make sure you have one inserted! You can have up to three Save Files.



TWO PLAYER *(Requires a controller connected into controller port 2)*

Highlight this option with the directional buttons/left analog stick, then press the **X** button to take on the Underminer with a friend! When you begin, you'll be asked whether you'd like to create a Save File. You need a memory card (8MB)(for PlayStation®2) to save your game — make sure you have one inserted! You can have up to three Save Files.

LOAD GAME

During your game, you can save your progress at any time to a memory card (8MB)(for PlayStation®2). Use this option to access your saved games and race back into action right where you left off.

OPTIONS

Music Volume: Turn the Music Volume (the tune playing in the background) up or down.

SFX Volume Control: Turn the SFX Volume (the game's grunts and zaps) up or down.

Controls: View your Control Configuration.

Vibration: Select your vibration mode here.

Sound Mode: Choose Mono, Stereo, or Dolby Surround®.

Screen Adjust: Adjust your screen position.

BONUS

Access bonus items and view previews for upcoming THQ games.


CREDITS


View the list of the incredible people who helped create this game!


PAUSE MENU

Press the START button at any time during the game to pause the action and access the Mission Select Screen.

Mission Select: Enables you to replay any mission you've already unlocked.

Select: Press the  button to confirm a selection on this screen.


Press the  button to access the options menu and stats screen.

Press the  button to exit out of any menu.

Secondary Goals: Aside from your primary mission in each level, you'll also have a secondary goal. The first is to reach your damage goal. The second is to pass the level without being defeated. Challenge yourself to meet the secondary goals! How Super are you??



MENU AND STATS

Press the  button to access the following menu:

Options: Allows you to access the previous Options Menu.

Quit Game: Supers never give up. But if you do need to take a quick break, then use this option to exit the game. Don't forget to save!

Save Game: Save your adventure at any time.

Gallery: If you've unlocked any bonus art, you can view it here.

Secrets: What's the password? Hmmm ... Enter your secret codes here.



To the right of the menu, you will see two boxes - one for Mr. Incredible and one from Frozone. Each contains the current stats for that hero.

Health: The first number shows your current level of health and the second number shows your maximum health level.

XP: This keeps track of the current number of experience points that you've earned. The more points you earn, the more upgrades you can obtain.

Next Upgrade: The amount of experience points needed to earn the next upgrade.

Left Icon: Indicates which player you're currently controlling. If it's Mr. Incredible, you'll see his trademark "i." If you're using Frozone, you'll see an "F."

Right Icon: This shows what mode the character you're not controlling is currently in.



Aggressive: If you see one arrow moving in this icon, it means your buddy has got your back - no matter what.

Follow: Two arrows means that your buddy will fight by your side, but not too closely.

Guard: A circle with a ring around it denotes that your partner is in guard mode. Use it when you want him to stay put while you check something out.

Defeated: Uh-oh! If you see a star moving around this icon, your partner will need to take a breather to regain his strength. You won't be able to switch between characters until he gains his strength back.

RIGHT ICON (Two Player Game)

When playing a two-player game, the Health and XP for Player Two will be displayed in the Right Icon.

HEALTH METER

Shows your current health count. Don't let it run out or you'll have to take a knee.

XP METER

Keeps track of your current experience points and the experience points goal needed to receive your next upgrade point.

SUPER MOVES

You can only store one super move initially, but throughout the course of the game you'll be able to store up to three super moves, so use them wisely - and only when absolutely necessary!

UPGRADE

When you fill your XP meter, you will earn a move upgrade. Press the SELECT button to go to the Upgrade screen and choose what you want to upgrade!

SUPER UPGRADES

You've earned some Upgrade Points — now it's time to cash them in and make your supers even more super!



MR. INCREDIBLE UPGRADES

Health: Increase your health and you'll be able to stay in the game that much longer.

Power Punch: Pack those punches with a little extra power.

Incredi-slam: Increase how hard you pound the ground and watch those robots fly!

Throw: Pick up stunned robots and toss them straight into the junk pile. The more you upgrade, the more explosive your throw will be!

Super Move: Want to carry more than one Super Move? Upgrade this and you can carry up to three.

FROZONE UPGRADES

Health: More health means more time for fightin' the good fight.

Ice Punch: Make those punches a little more powerful!

Ice Glide: Glide farther and cause more frozen damage.

Freeze Ray: Upgrade here to put those robots on ice even faster!

Super Move: Want to carry more than one Super Move? Upgrade this and you can carry up to three.

JOINING A GAME

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If you're playing a One Player game, you can have a friend join in at any time! Just make sure there is a controller connected to controller port 2 and then press the START button on the second controller to bring up the following menu.



Join This Game: Select this option and you'll join the action immediately!

Return To Game: Select this option if you've changed your mind and want to go back to the One Player game.

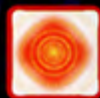
If you'd like to leave a previously joined game, press the START button on the second controller and simply select the "Drop out of this game" option.

**HEALTH**

As you defeat enemies, you'll see these flying towards your Health meter. Each one will replace a portion of the health you've lost and will help you go that extra mile.

**XP**

When you defeat an enemy, you'll see these flying towards your XP meter. Each one brings you closer to earning your next upgrade point!

**SUPER MOVE**

If you see this floating over an enemy, make sure to take him out because you'll earn a Super Move for your efforts! Use your super moves wisely as they are few and far between.

**BONUS ITEM**

Hidden throughout the game, find them to unlock artwork in the Gallery.

**INCREDI-POINT**

These icons represent items that Mr. Incredible and Frozone can interact with.



Mr. Incredible Icon: This incredible red icon means that only Mr. Incredible can interact with this item.



Frozone Icon: An icy blue icon indicates that it's a Frozone-only interaction item.



Dual Icon: Both red and blue, this icon allows either super to interact with the item.

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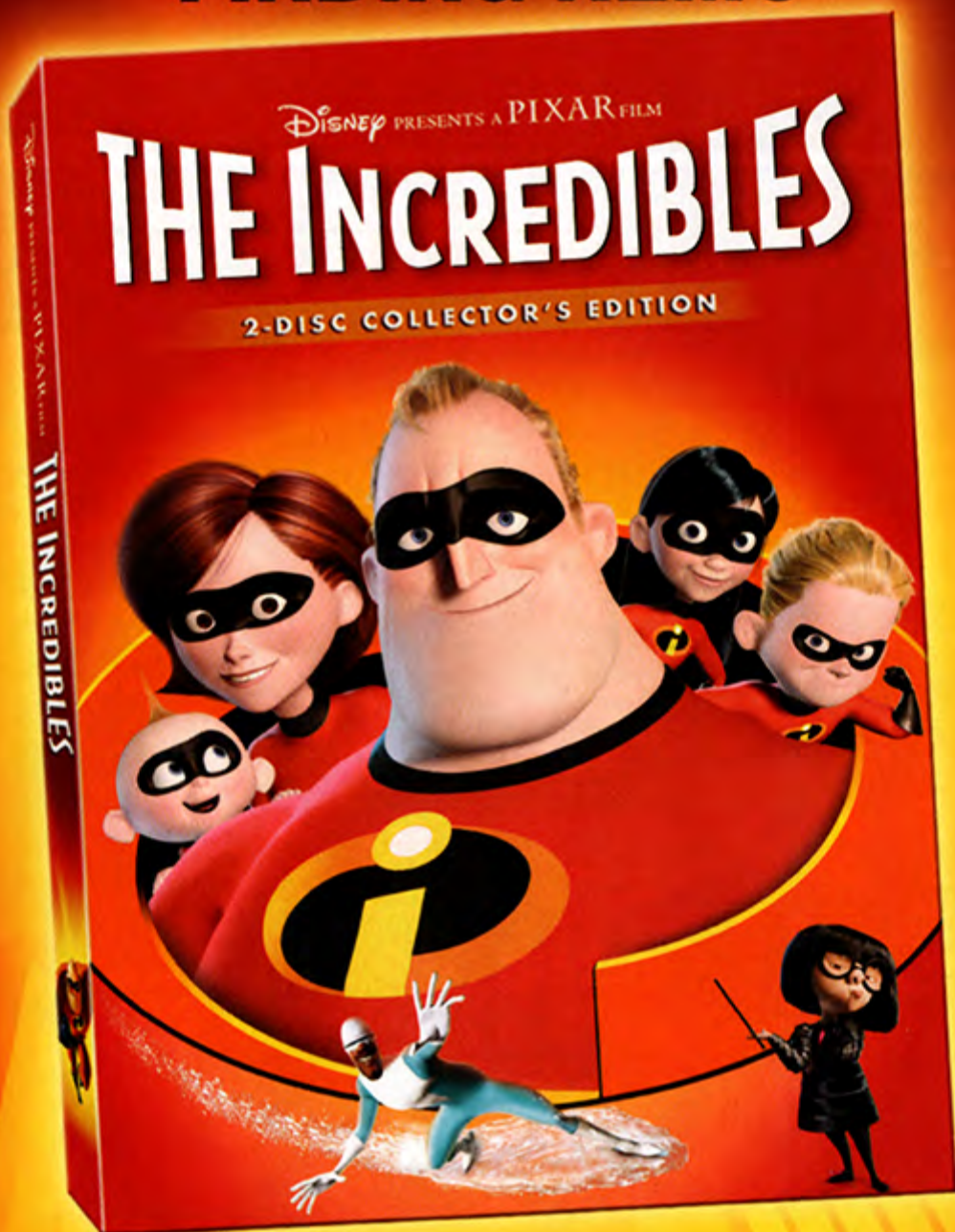
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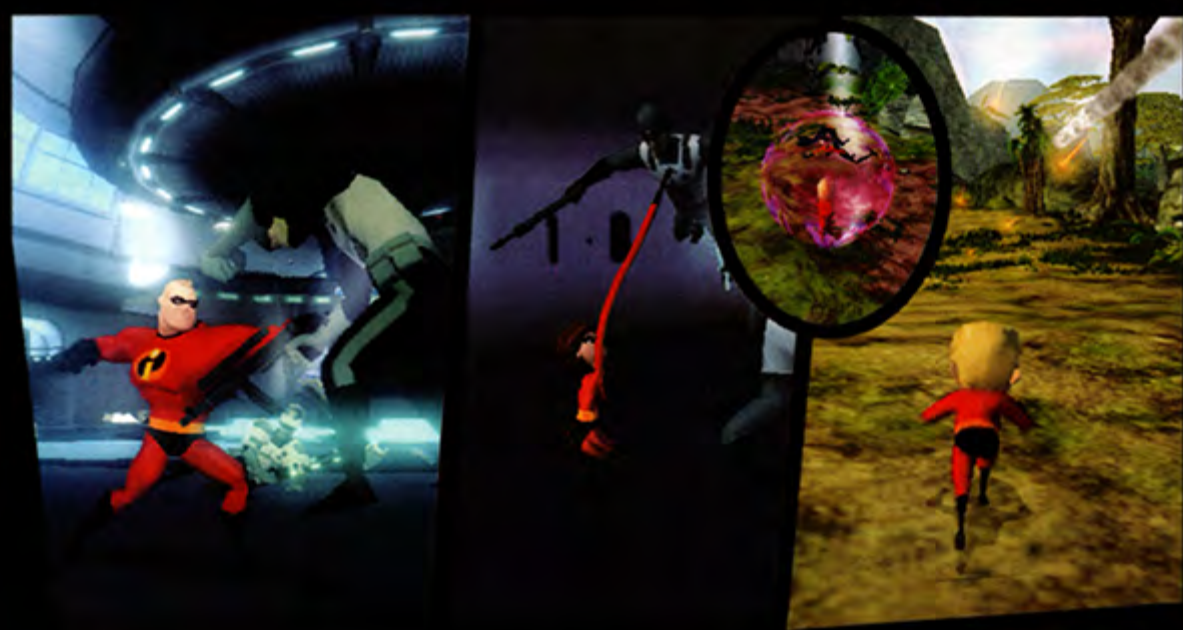
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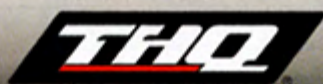
PlayStation 2

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*Video Game
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Spring 2006*

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Available for the PlayStation[®]2 computer entertainment
system and PSP[™] (PlayStation[®]Portable) system.

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