Disney's
KIM POSSIBLE
WHAT'S THE SWITCH?
EVERYONE
E
CONTENT RATED BY
ESRB
bvg
BUENA VISTA
GAMES

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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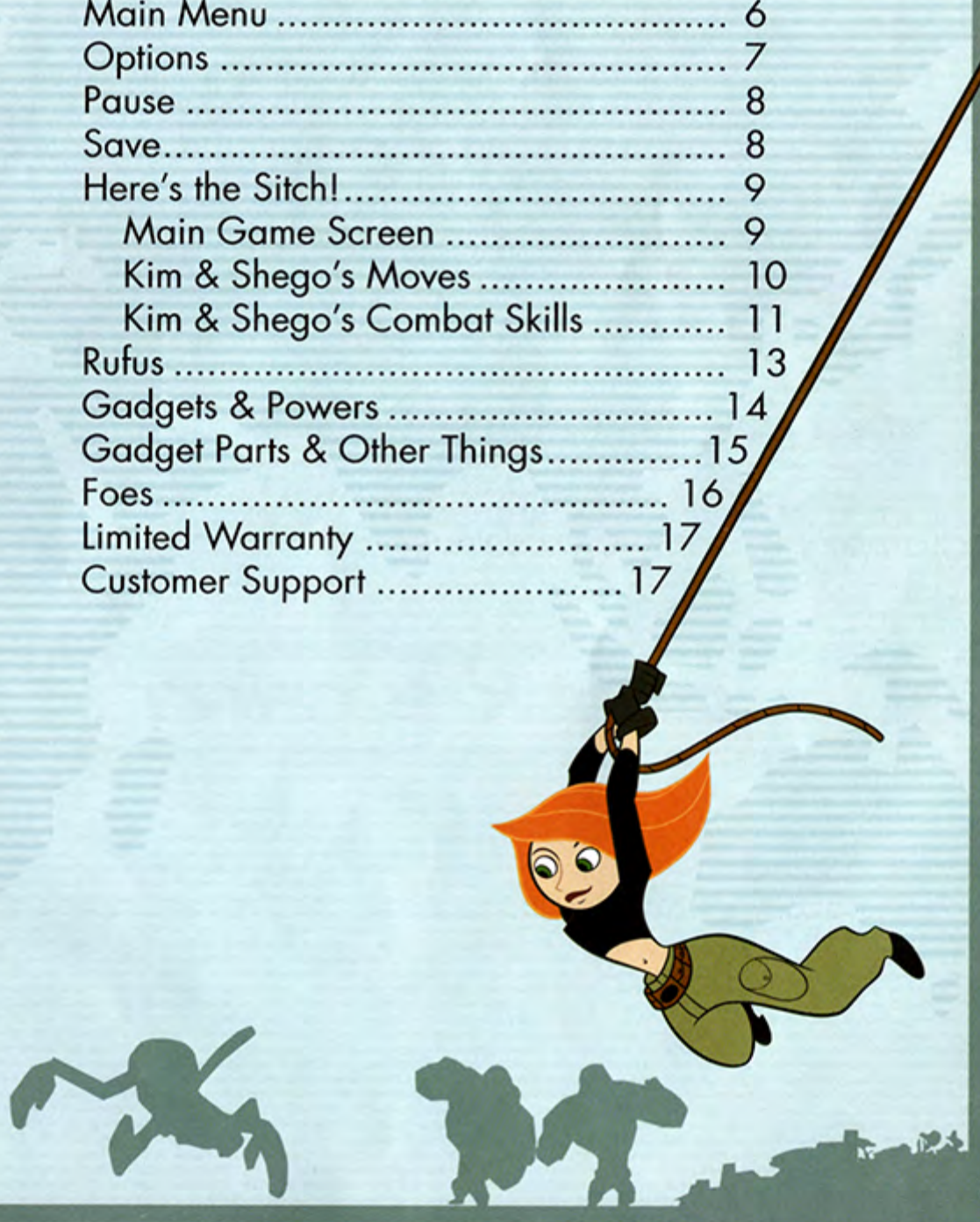
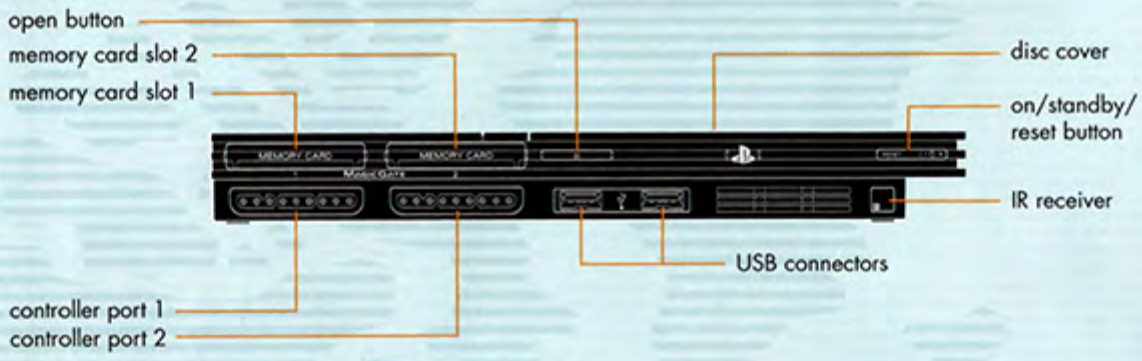


GETTING STARTED



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's Kim Possible: What's the Switch?*** 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.

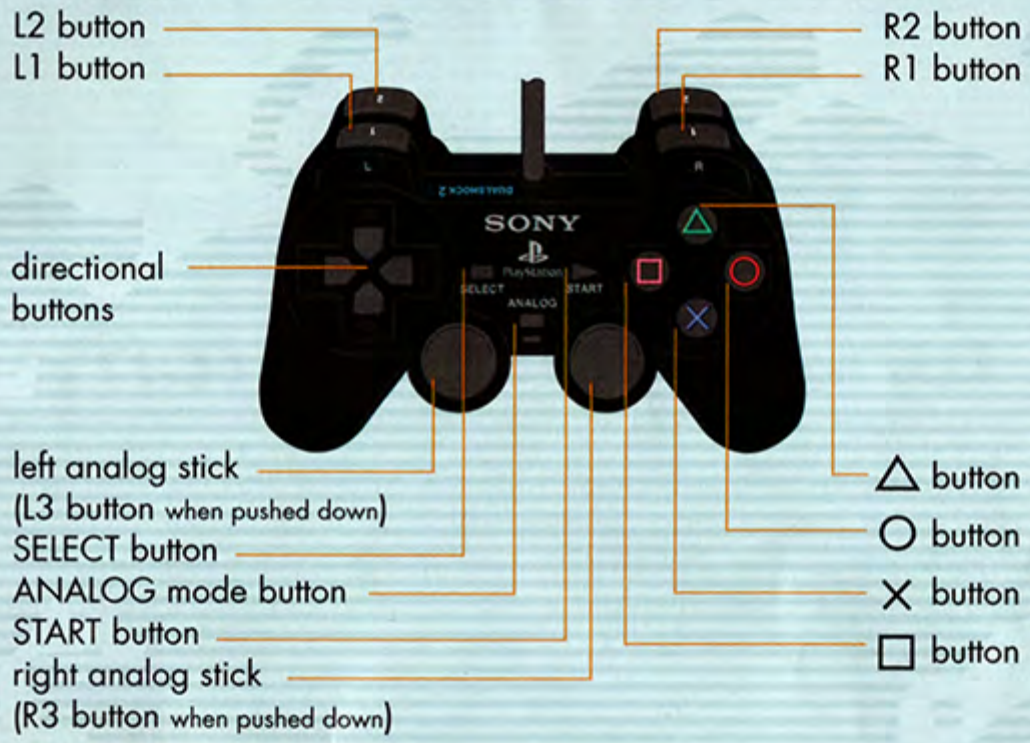
Memory Card (8MB)(for PlayStation®2)
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

QUICK START

If you like, skip all the reading and get Kim and Shego ready to jet... right away! However, you'll find more information about both girls and their abilities in the pages that follow. Here's an early tip: Both Kim and Shego are agile but Kim prefers cunning while Shego prefers brute force.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Directional buttons ↑/↓/←/→	Highlight menu options
⊗ button	Select / Confirm
△ button	Return to previous screen

IN-GAME CONTROLS

These are the controller settings for Kim *and* Shego.

Left analog stick [LEFT/RIGHT]	Movement
Directional buttons ←/→	Move left and right
⊗ button	Jump (Tap again in midair to Double Jump)
□ button	Punch (Tap three times for a Combo)
○ button	Use selected gadget
△ button	Kick (Tap three times for a Combo)
L1 button	Handspring left
R1 button	Handspring right
L2 button	Switch Gadget or Power
R2 button	Switch Gadget or Power
START button	Pause Menu
Right analog stick [LEFT/RIGHT]	Choose gadget/power/ Press to show interface

What's The Switch?

Kim Possible and Shego are like oil and water, matter and anti-matter: they never mix. Kim is all about acrobatic finesse and fighting for good, and Shego uses her awesome strength to fight for evil. And, if they're ever in the same room... lookout fireworks are gonna fly!

That is, fireworks flew until Kim's pal Ron Stoppable's brain was switched with Dr. Drakken's brain. Kim and Shego aren't sure how it happened (something about a "Monkey Idol"), but now the former arch-enemies must work together to put Ron and Drakken's brains back where they belong.

If they succeed... will the pair remain allies afterward?

Anything's possible!

LET'S GET STARTED!

TITLE SCREEN

Press the START button to open the Main Menu.

Load a saved game or select an empty slot from your Memory Card. The game will automatically save your progress as you play.

LOAD FAILED SCREEN

If you don't have a Memory Card inserted into Memory Card slot 1, or if you have a Memory Card inserted but no game saved to it; then you will see this screen. Press the ⊗ button to continue to the Main Menu.

MAIN MENU

NEW GAME

Select this to begin a brand new game. Choose **Single Player** to play as both Kim and Shego. Choose **Tag Team** to take turns with a friend when you lose a life.

LOAD GAME

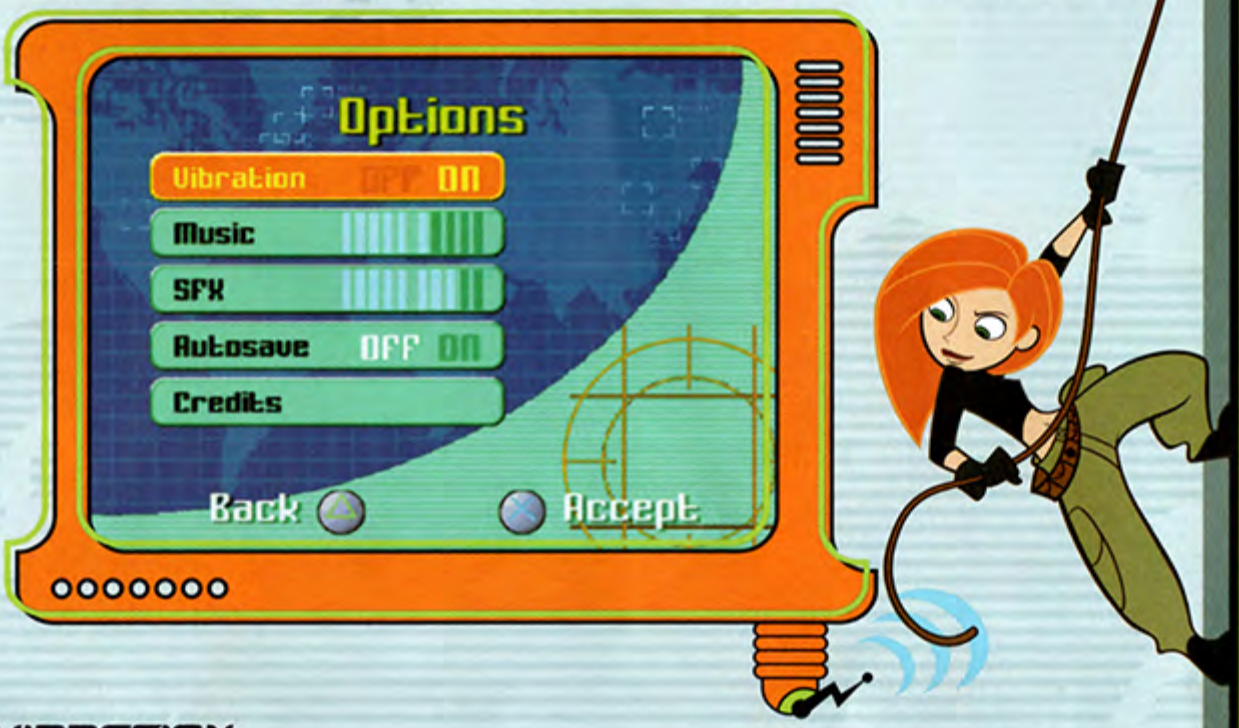
Look here to open a previously saved game.

MULTIPLAYER

Clear certain missions as Kim and Shego defeat their foes, and they'll unlock multiplayer games you can play with your friends.

OPTIONS

Open this menu to adjust various settings described below.



VIBRATION

Press the ⊗ button to switch ON/OFF the Vibration Function of your DUALSHOCK®2 analog controller.

MUSIC

Press directional button ⬅ to lower the music volume or directional button ➡ to raise the music volume. When you are finished, press the ⊗ button to return to the Main Menu.

SFX

Press directional button ⬅ to lower the sound effects volume or directional button ➡ to raise the sound effects volume. When it sounds just right, press the ⊗ button to return to the Main Menu.

AUTOSAVE

Turn the autosave function OFF or ON.
Remember, without autosave your progress will not be tracked!

CREDITS

Open this to see the names of all the people who helped create ***Kim Possible: What's the Switch?*** Press the ⊗ button to return to the Options Menu.

EXTRAS

Hmm, mysterious. Something goes here, but what? *RUFUS! Stop that!* Find out by completing Missions or by collecting 100% of the Kimmunicator tokens in a Mission or by finding all of the Club Banana tokens for Kim or Shego.

PAUSE

Need a break? Press the START button to pause the game. Choose Resume to keep playing the game, or Quit Game to go back to the Main Menu. If you choose Quit Game, you will be asked if you are sure you want to – select **Yes** to confirm, or **No** to go back to the Pause Menu. When you're ready to rejoin Kim and Shego, press the START button again.

SAVE

Kim Possible: What's the Switch? saves your game automatically. Your progress is saved whenever you complete a level. Select "Load Game" from the Main Menu to choose from up to three saved games.

Here's the Sitch!

Go team! And what a team Kim Possible and Shego are, jumping, swinging and fighting their way through hordes of monkeys, henchmen, robots, and whatever else Dementor and Monkey Fist have created. But they won't get far without your help. Play as both Kim and Shego or you can play with a friend in "Tag Team Multi-player" mode, each player taking turns guiding one of the fear-some twosome.

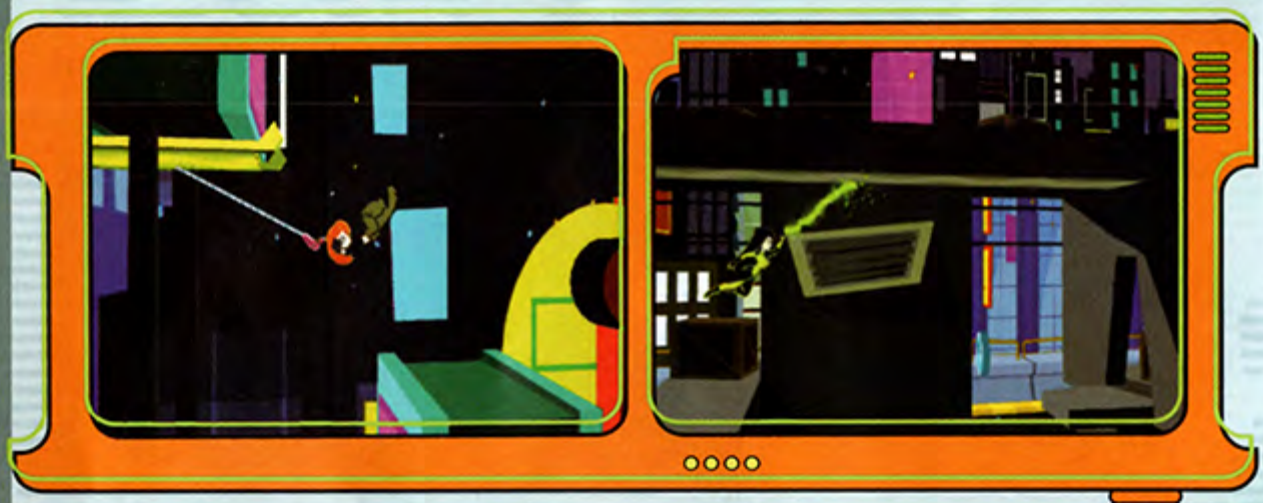
However you play, one thing's for sure: Ron and Drakken can't stay the way they are forever. You better zoom!

MAIN GAME SCREEN

The Kimmunicator is always visible in the upper left corner, even when Shego is in action. Pull-down counters to keep track of lives and tokens. Press right analog stick to view these meters anytime. The Kimmunicator shows you Kim or Shego's health (the red bar) and which Kim gadget or Shego power is active.

KIM & SHEGO'S MOVES

Even though they are unlikely allies, Kim and Shego have a lot in common. Both are daring. Both are ready for anything. Both are skilled acrobats, capable of the most amazing feats of strength and agility.



RUN

Use directional button ⬅ and directional button ➡ or left analog stick LEFT or RIGHT to run left and right.

HANDSPRING

Press and hold the L1 button or the R1 button to perform handsprings to the left or to the right.

JUMP

Kim and Shego will do a lot of jumping as they solve the mystery of Ron and Drakken's mixed-up brains. Tap the ⊗ button for a simple jump.

DOUBLE JUMP

Double-tap the ⊗ button to turn a simple jump into a double jump. It's almost twice the height of a regular jump.

HANDSPRING JUMP

A handspring (L1 or R1) already covers a lot of ground. Tap the ⊗ button during the handspring to perform a handspring jump and fly about twice as far as a normal jump.

WALL BOUNCE

Jump or double jump into a wall, then tap the ⊗ button to spring off in the opposite direction.

LEDGE UP

Press directional button ⬆ or left analog stick up to scramble up a ledge. Press the ⊗ button to jump up. If Kim or Shego are close to a ledge following a jump, they'll grab it automatically.

LEDGE DROP

Should Kim or Shego decide not to climb up that ledge, press directional button ⬇ or left analog stick down to drop back down.

FLAGPOLES & PIPES

When Kim or Shego jump toward a flagpole or pipe they'll grab on automatically. After that it's up to you. Tap the ⊗ button to fly off. If there's another pole or pipe nearby, try to swing over and grab it in mid-air

KIM & SHEGO'S COMBAT SKILLS

After thrilling acrobatics comes the real fun – battling henchmen and robot monkeys and spirit monkeys... OH MY! Study your opponent's tactics and adjust your strategy to suit. If your foe is blocking your jump kicks, try a sliding kick instead. That's how you win!

PUNCHES

Punching is fundamental. Press the ▣ button to sock 'em one.

QUICK PUNCH COMBO

Double-tap the ▣ button for a quick one-two punch.

TRIPLE PUNCH COMBO

This combo is devastating if either Kim or Shego throw it. Tap the ▣ button three times in a row.

UPPERCUT

The uppercut is truly a stunning punch. Crouch (directional button ⬇), and then tap the ▣ button.

JUMP PUNCH

Throw a punch in mid-air (while dodging an opponent, maybe). Hit jump and punch at the same time (✕ + ▣).

KICKS

Tap the △ button for a basic, chest-thumping kick. This kick will also help you to squeeze into tight spots.

QUICK KICK COMBO

Double-tap the △ button for twice as much kick.

TRIPLE KICK COMBO

One, two, three kicks in a row! Tap the △ button three times in a row.

JUMP KICK

Not as quick as a regular kick, but hurts more and stuns your opponent. Jump (▣), then kick (△).

SLIDING KICK

Use this to take out your opponent's feet and stun them briefly. Crouch (directional button ⬇ or left analog stick down) and then kick (△).

DROP STRIKE

Jump up in the air, then drive straight down onto your opponent – or onto a weak spot in the floor. Jump (✕), then directional button ⬇ + the △ button. This useful move can also be triggered by pressing the ▣ button.

RUFUS

Ron's favorite naked mole rat just may become Shego's favorite naked mole rat, too. He will crawl into places Kim and Shego can't go and help out with a well-timed hop or toothy gnaw.

RUN

Directional button ⬅/➡ or right analog stick left/right. With his sharp claws, Rufus can cling to ceilings as well as floors.

JUMP

Tap the ⊗ button to jump. If he jumps near a wall, he'll stick to it!

CLIMB

Use directional buttons ⬆/⬇ to climb up and down vertical walls and barriers. Watch out for white-hot steam!

GNAW/HOP

To hop up and down on a switch or chew through a wire, tap the ◉ button as fast as you can.

GADGETS & POWERS

Wade has outfitted Kim with her familiar arsenal – hair dryer grappling hook, chewing gum immobilizer and the Electro Magnetic Scrambler. This time, Wade has come up with some new ways for Shego to use her powers so she's ready for anything, too.
Push right analog stick left/right or use the L2 and R2 buttons to cycle through and select available gadgets or powers (viewable in the Kimmunicator). Tap the ◉ button to use.

KIM'S GRAPPLING HOOK

Scale the heights and swing across wide chasms with Kim's... hair dryer. Press the ◉ button to activate. The grappling hook fires up at a 45 degree angle. Once it's hooked to the target, use directional buttons ⬅/➡ to swing and directional buttons ⬆/⬇ to shorten or lengthen the rope. Tap the ⊗ button or the ◉ button to let go and fly off.

KIM'S GUM

Fling a wad of sticky chewing gum at a foe's feet and leave him stuck right there. Press the ◉ button to activate. The chewing gum is also good for jamming buttons and levers open or closed. Tap the ◉ button to fling some gum in the direction Kim faces.

KIM'S ELECTRO-MAGNETIC SCRAMBLER A.KA. - [EMS]

Some of Professor Dementor's inventions include complex electronics that make them invisible. Wade thinks the Electro Magnetic Scrambler just might scramble the signal, allowing Kim to get a good look at hiddenfoes. The EMS is also good at revealing electronically hidden ledges and walls.

SHEGO'S GRAPPLE BEAM

This works like Kim's grappling hook, but uses a green power beam instead of a hair dryer. After firing the beam with the ◉ button, use directional button ⬅/➡ to swing and directional button ⬆/⬇ to control the length of the beam. Tap the ⊗ button or the ◉ button to let go and fly off.

SHEGO'S MAGNE-GO

Wade's invention puts the power of metallic attraction into Shego's hands. Anything made of metal – levers, robots, boxes – can be pulled irresistibly toward her. Press and hold the ◉ button to activate.

SHEGO'S ELECTRO-MAGNETIC PUNCH A.KA. - [E.M. PUNCH]

This is similar to Kim's EMS, except Wade has figured out a way to use Shego's power to disrupt electronic signals (such as those used by stealthy foes). The pulse is so powerful that nearby enemies are likely to be momentarily stunned. Tap the ◉ button to throw an E.M. Punch.

GADGET PARTS

AND OTHER THINGS!

What's Collectible you ask?

HEARTS

A small heart heals Kim or Shego just a little. A bigheart heals Kim or Shego a lot – all the way to full health!

KIMMUNICATOR TOKENS

In Tag Team mode try to collect more Kimmunicator tokens than your partner. Otherwise, collect 100% of them in a mission to unlock Extras!

CLUB BANANA TOKENS

Like Kimmunicator tokens, collect them all during a mission to unlock Extras.

KP TOKENS

KP tokens are super-valuable! Each one adds a life.

SPECIAL MISSION TOKENS

Collect these to unlock secret missions!

OUTFIT

Hidden inside each level is a Club Banana icon. Collect all of these to access the Club Banana clothing collection.

FOES

Kim and Shego will face a variety of evil-minded foes, but don't freak out. Review this list of some of them and you'll be ready for anything.

SPIRIT MONKEY

Monty Fiske conjured these ghost monkeys and now they haunt his castle. So not scary!

HENCHMAN

Where does Professor Dementor find these guys? They look a little like Drakken's low quality, easy to beat Henchmen, but watch out! These are much tougher than those.

STEALTH HENCHMAN

Hard to see and impossible to punch or kick. Impossible, that is, until Kim disables his electronic cloaking device.

ROBOT MONKEY NINJA

Scarier than Spirit Monkeys, Robot Monkey Ninjas are tough; but don't freak out.

MINI-MECHA MONKEY

These seem to be related to Robot Monkey Ninjas, but so not hard to defeat; especially for Kim and Shego.

DRONES

Drones of various types are more of a bother than a danger, although they can cause Kim and Shego some pain. A punch or a kick will mangle most beyond repair.

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Well done Rufus!

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