

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.**

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**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:**

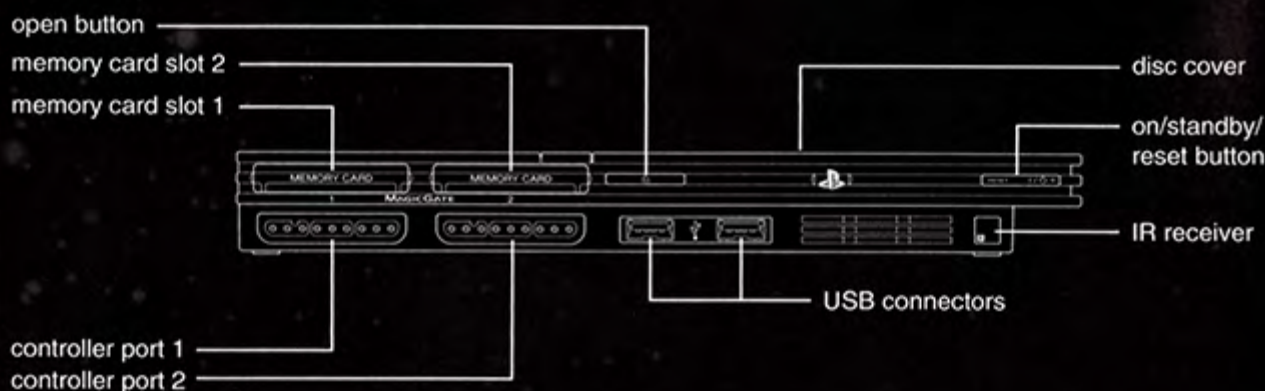
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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

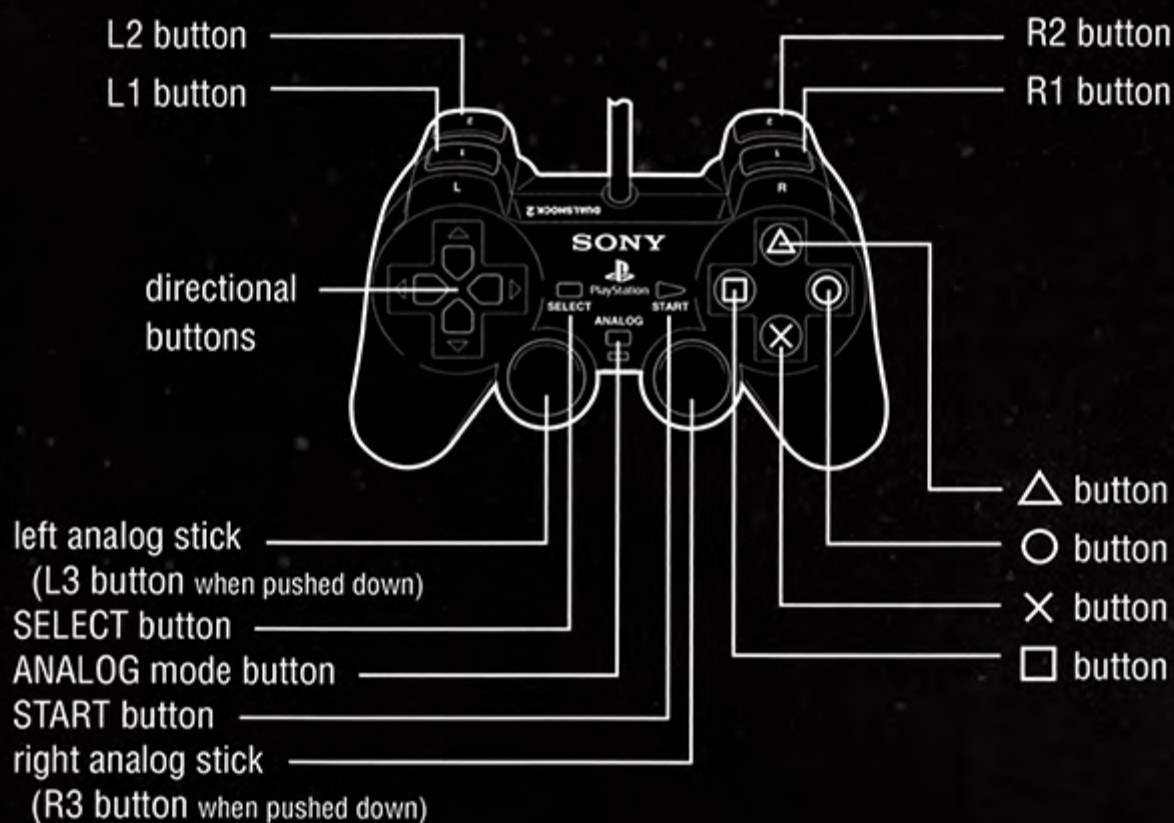


Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Disney•Pixar *WALL•E* disc with the label side facing up in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

## 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  | 4. WALL-E's Life Bar |
| 2. Energy Collection and<br>Crate Destruction Status | 5. Laser Gauge       |
| 3. BnL Crates  | 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.

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

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# WALL•E

**COSMIC BOOKS  
BASED ON THE MOVIE!**



Deluxe Coloring Book



Paint Box Book



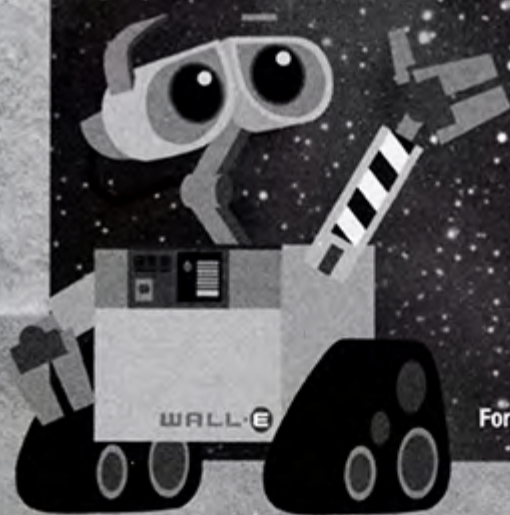
Hologrammatic Sticker Book



Little Golden Book



Storybook



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Agoura Hills, CA 91301

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## 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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