



XBOX 360

XBOX
LIVE

CLOUDY with a chance of MEAT BALLS



UBISOFT

⚠ WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

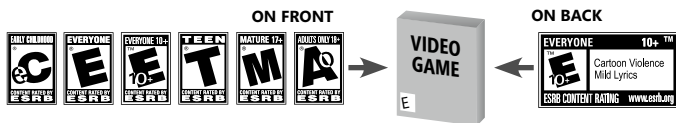
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



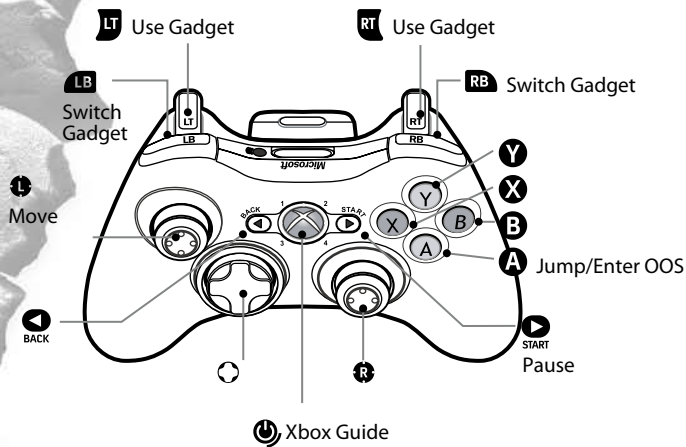
For more information, visit www.ESRB.org

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GAME CONTROLS

Xbox 360® Controller



XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

INTRODUCTION

Flint Lockwood is a young inventor who dreams of creating that one big invention that will improve everyone's life. When he created the F.L.D.S.M.D.F.R. (Flint Lockwood Diatonic Super Mutating Dynamic Food Replicator), it looked like he finally pulled it off, when food miraculously began to fall from the sky! However, what started as a triumph for the people of his hometown of Swallow Falls soon turned into a mess of gigantic pro-"portions". Now Flint must utilize every invention and crazy gadget he has made in order to save the world from a food-tastrophe!

Characters

Flint Lockwood



Since childhood, Flint Lockwood has dreamed of inventing something that would make a difference in people's lives. Unfortunately, all of his absurd inventions (including spray-on shoes, a hair unbalder, and the Monkey Thought Translator) have ended in trouble for him, his parents, and his town. But the ceaseless optimist has never given up on his lifelong goal and now, his latest invention – a machine that makes awesome food rain from the sky – actually works and changes the lives of everyone in his small town. Flint is ecstatic, but there's still a nagging suspicion that something, as always, will go wrong...

Steve the Monkey



Steve is Flint's best (and only) friend, and most trusted (and only) colleague. Flint, convinced that mankind would benefit if humans could understand the deep, wise thoughts of animals, invented the Monkey Thought Translator. Unfortunately, just about the only thought that goes through Steve's tiny monkey-brain is "Hungry! Hungry! Hungry! Hungry!" But Steve and Flint still share a bond, and when Flint must save the world from his out-of-control food machine, Steve will prove what a fearless sidekick he really is.

Sam Sparks



Sam is a cute, young, enthusiastic weather station intern who dreams of becoming a professional TV weather reporter. She gets her big break when she witnesses – and exclusively reports on – one of the greatest weather stories of all time: a cheeseburger rain! As Flint's food machine creates more and more delicious food weather, Sam's career catapults worldwide. Everything is perfect until Sam discovers larger-than-normal food storms in the forecast. Sam can help Flint stop the out-of-control machine, but to do so, she risks revealing a side of herself that she's kept hidden from the world – and that might mean giving up on her dream!

Brent McHale



Brent is the biggest celebrity in Swallow Falls. When he was a baby, he posed for the label of Swallow Falls's only export: sardines. Now all grown up, it still doesn't take much to get Brent to recreate his baby-diaper pose. But Brent's world is about to come crashing down when Flint puts Swallow Falls on the map with his food-weather. With his star tarnished, will Brent find a new purpose in life?



Cal Devereaux

Cal is the adorable young son of Swallow Falls's town cop Earl and his wife, Regina. Earl and Regina love Cal so much they don't want to put any restrictions on him, especially when it comes to how much of Flint Lockwood's delicious food-weather Cal should eat.



Earl Devereaux

Earl is the overprotective town cop who insists on everyone obeying the rules. Everyone, that is, except his adorable son, Cal, who is allowed to get away with everything because Earl can't say no to him. Still, when Flint sees the unconditional love that Earl has for Cal, he longs for the same relationship with his own father.



Tim Lockwood

Tim is Flint's old-fashioned, technophobic, tongue-tied dad. He loves his son and tries to be a supportive father, but only knows how to communicate using fishing metaphors, which make no sense to Flint. When Flint's amazing food machine turns him into the town hero, Tim is worried that things will end in disaster, just like all the other times. Only when Flint loses faith in himself does Tim rise to the occasion and find a way to show his son how much he loves and appreciates him.



Mayor Shelbourne

The self-absorbed mayor of Swallow Falls, Mayor Shelbourne knows a good thing when he sees it, and a rainfall of yummy cheeseburgers is definitely a good thing. He persuades Flint to overwork his food machine to create three meals a day of delicious food-weather that will attract tourists from all over the world and make the mayor famous. But it isn't long before the mayor pushes Flint's machine too hard, resulting in a smorgasbord of giant food mayhem that threatens to destroy the town and perhaps the world.

THE GAME

The Lab

Think of Flint's lab as your headquarters. From here, you can do everything you need to do, from selecting a level to play to upgrading your gadgets. There are five monitors in the lab. Each one has a different function. To access a monitor, simply walk up to it and press **A**.

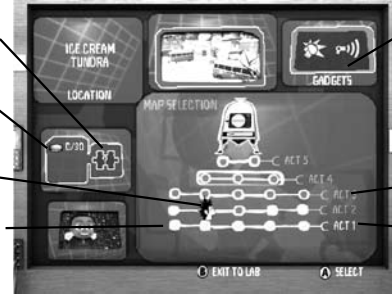
Selecting a Level

Unlockable Blueprint (Destroy all Hydronic Foodpods in selected level)

Hydronic Foodpods in selected level

Selected level

Completed level



Gadgets to be used in selected level

Locked level

Unlocked level

Choose the level you want to play by selecting it and then pressing **A**.

You can only select highlighted levels. Darkened levels are not available. Completed levels will have a check mark over them and can be replayed at any time.

The Game Screen

Hydrons collected in current level

HP bar

Selected Gadget

Gadget Bar









Mission Objective Icon

Progress Gauge

Locked-on Food

LEVEL OBJECTIVES

Each level has an objective. There are six different types of objectives for Flint to complete.

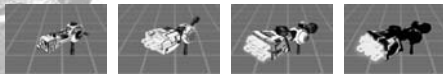
 Reach a character	 Clear an area of all enemies	 Search and destroy a specific type of food (e.g., broccoli)
 Find and gather a specific type of food (e.g., butter pats)	 Use the Outtasighter to clean an area	 Use the Outtasighter to destroy a specific type of food from an area

How to Play

To...	Control
Move	Move the left stick in the direction you wish to go.
Jump	Press A to jump.
Switch Gadget	Press RB to switch to the previous weapon. Press LB to switch to the next weapon.
Use Gadget	Pull L3 or R3 .
Pause Game	Press the START button.

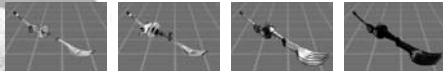
Gadgets

HOT ENOUGH



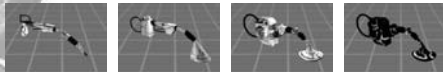
Handheld thermal accelerator. Melts stuff.

FORKAMAJIGGER



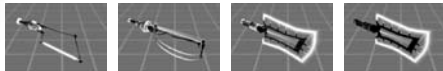
Hyperbionic handheld stabber and transporter. Handy for picking up certain types of food.

UPSUCKER PLUS!



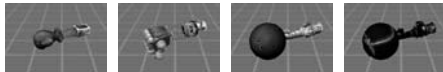
Porta-vac with liqui-pulsion squirter. Sucks up liquids and spits them out.

CHOPPER-ER



Manual anodized blade with ergo-grip. Slices up food.

BIGACIOUS POW



Bionomic clubber with sure-grip handle. Good for punching.

Outtasighter



The Outtasighter is another one of Flint's wacky inventions. It was built to help clean up extra unwanted foods that are left lying on the ground. Based on the idea that out of sight is out of mind, the Outtasighter was designed to vacuum up foods and then launch them out of sight – literally.

Approach the Outtasighter and press **A** to enter it. You can then use the Outtasighter to clean food from certain areas.

To...	Control
Move	Move the left stick in the direction you wish to go.
Enter/Exit	Press A to enter and exit the vehicle.
Switch Gadget to Vacuum Cleaner or Fork	Press LB to switch to the previous weapon. Press RB to switch to the next weapon.
Use Gadget	Pull LT or RT .

Hydrons and Hydronic Foodpods








A Hydron


Hydrons are water molecules in an excited state, produced by the F.L.D.S.M.D.F.R. when it turns water into giant food. Their energy can be used to upgrade your gadgets. Hydronic Foodpods have the highest concentration of Hydrons, so collect as many as you can find!

By breaking all Hydronic Foodpods, it is rumored that Flint can then harness the energy required to successfully build his secret, ultimate invention! Now if only anyone knew what this ultimate invention could possibly be used for...

Hint: Find and break all Hydronic Foodpods in the game to unlock the secret ending.

	Sugar Cube		Ice Cream Ball
	Cheese Puff		Ravioli
	Strawberry		

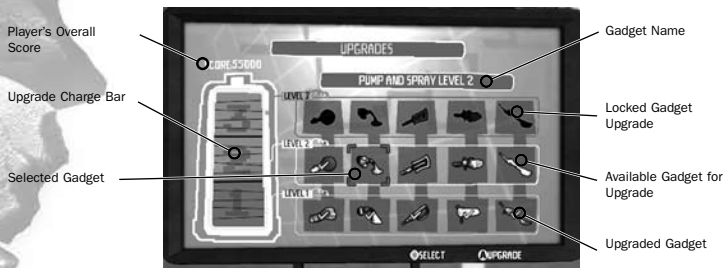
Food Ingredients

			
Chili Drop	Oil Drop	Coffee Drop	Honey Drop
			
Avocado with Guacamole Drop	Big Broccoli	Nacho Chip	Gorgonzola
			
Ice Cream Sandwich	Ice Pop	Cookie	Burrito
			
Egg Muffin	Burger	Bread Slice	Spaghetti Rope
			
Orange	Coconut and Coconut Shield	Carrot	Chorizo
			
Butter Pat	Pickle and Pickle Slice	Big Jelly and Small Jelly	

Upgrading Gadgets

You can use the Hydrons you have collected to "charge up" upgrades for your gadgets. After enough Hydrons have been collected for an upgrade, choose a gadget and upgrade before continuing your objectives.

Gadget Upgrade Screen



Cooperative Mode



A second player can join the game at anytime by playing as Steve the monkey. To do so, simply connect the second controller and press the START button.

To stop playing as Steve the monkey, the second player must press the START button and then select Drop Out.

Register Your Game for Insider Access!

It's painless, we swear. Not to mention you'll enjoy all the benefits of registration, including:

- Exclusive first access to in-game content: maps, skins, and downloads
- A wealth of news updates and pre-release game information
- Community involvement through official forums and blogs
- Invitations to join private betas and preview upcoming game demos
- Access to an extensive library of game walkthroughs and help files
- So much more!

Just go to www.ubireg.com to get started.

Thanks,
The Ubisoft Team



SONY PICTURES
animation



Cloudy With a Chance of Meatballs™

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NOTES

NOTES

Technical Support

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems:

<http://support.ubi.com>.

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778**. Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand. Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time**. While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Pour du service en français, veuillez contacter / Para la ayuda en español llame: (866) 824-6515

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

CLOUDY with a chance of MEAT BALLS

IN
THEATERS
9/18/09

Prepare to Get Served!



Weather Report

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Cloudy with a Chance of Meatballs Junior Novelization
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Tasty Tale of Chewandswallow

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Meet the Folks!

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