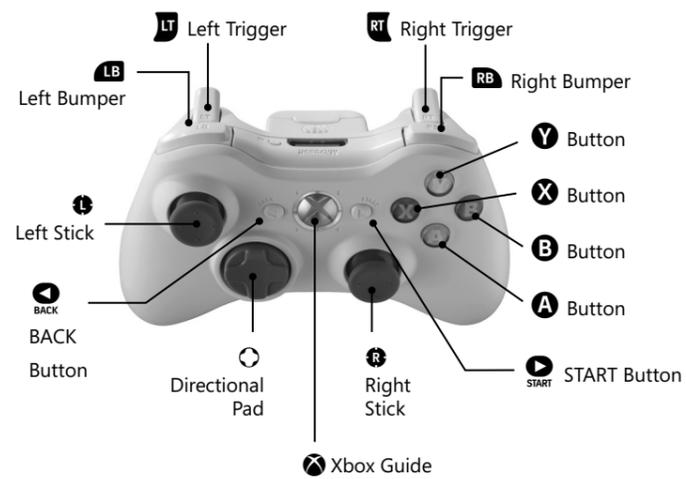


DISNEY EPIC MICKEY 2: THE POWER OF TWO

In *Disney Epic Mickey*, Mickey Mouse used his powers of Paint and Thinner to rebuild Wasteland, the world of forgotten Disney creations ruled by Oswald the Lucky Rabbit. Now a catastrophic disaster has changed Wasteland forever... and only the combined powers of Mickey and Oswald can restore this once proud home for forgotten Toons. Has the Mad Doctor turned good? Can the dreaded Beetleworx be contained? Unleash the power of these two epic heroes and find out!

CONTROLS

Xbox 360 Controller



MICKEY'S CONTROLS

A Button	Jump/double jump/ interact with objects and characters	RB Right Bumper: Press	Cycle sketch
RT Right Trigger: Tap	Paint splash while aiming with the pointer	RB Right Bumper: Hold	Cast sketch
RT Right Trigger: Hold	Paint stream while aiming with the pointer	B Button	Call Oswald/Co-Op Toss
LB Left Bumper	Camera reset to original position	Y Button	1st person view/photo mode (once the player has the camera)
Left Stick	Move	START Button	Display pause menu
Right Stick	Control camera direction	LT Left Trigger: Tap	Paint thinner splash while aiming with the pointer
X Button	Spin attack	LT Left Trigger: Hold	Paint thinner stream while aiming with the pointer

OSWALD'S CONTROLS

A Button	Jump/double jump/interact with objects and characters	Right Stick	Reprogram when in this mode
RT Right Trigger	Electric blast/electric stream	Right Stick	Control camera direction
LB Left Bumper	Lock on/re-center	B Button	Call Mickey/Co-Op Toss
Left Stick	Move	Y Button	1st person view/photo mode (once the player has the camera)
X Button	Spin attack	START Button	Drop in/Drop out

MICKEY'S ABILITIES

Paint and Thinner are powerful tools in Wasteland. Use Paint to fill in objects and befriend characters. Use Thinner to erase an object and battle enemies.

USING PAINT SPRAY

Tap the Right Trigger while aiming the reticule with the Right Stick to release a quick splash of Paint. The Paint Spray is very powerful but it has a limited range. If the aiming reticule is not on screen, the Paint Spray will shoot out straight in front of Mickey.

USING PAINT STREAM

If Mickey needs to use Paint on an object that is farther away or that requires more Paint, hold the Right Trigger while aiming with the Right Stick. Be careful— this uses a lot of Paint fast!

USING THINNER SPRAY

Tap the Left Trigger while aiming at the screen with the Right Stick to unleash a short, powerful splash of Thinner.

USING THINNER STREAM

Hold the Left Trigger while aiming the cursor with the Right Stick to stream Thinner.

PAINT AND THINNER JUMP

Press either the Right Trigger or Left Trigger while in mid-jump to send a spray of Paint or Thinner directly beneath Mickey. This can be used in challenging situations.

OSWALD'S ABILITIES

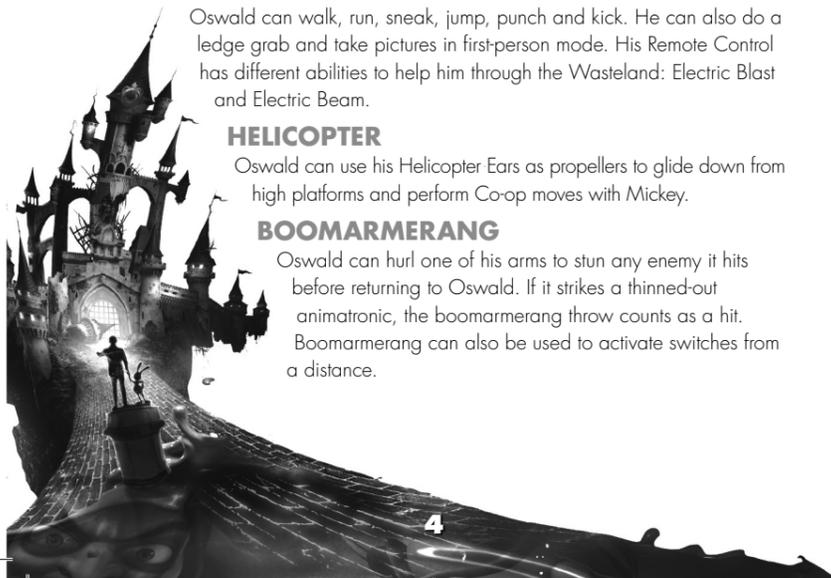
Oswald can walk, run, sneak, jump, punch and kick. He can also do a ledge grab and take pictures in first-person mode. His Remote Control has different abilities to help him through the Wasteland: Electric Blast and Electric Beam.

HELICOPTER

Oswald can use his Helicopter Ears as propellers to glide down from high platforms and perform Co-op moves with Mickey.

BOOMARMERANG

Oswald can hurl one of his arms to stun any enemy it hits before returning to Oswald. If it strikes a thinned-out animatronic, the boomerang throw counts as a hit. Boomerang can also be used to activate switches from a distance.





REPROGRAMMING

(minigame when close to a stunned Beetleworx or mechanical device)

Constructed by the Mad Doctor from old animatronic pieces of forgotten rides, these mechanical monsters are barely affected by Paint and Thinner. If a Beetleworx is stunned, Oswald can adjust the frequency of his remote to reprogram it, activating a mini-game where you take control of the Beetleworx.

MICKEY & OSWALD CO-OP PLAY

GRAB AND TOSS PLAYER

For those times when you absolutely, positively need to have your character tossed high in the air. To send a request, hold the Co-op button. A simple icon will appear above your teammate's head, indicating that you'd like to be tossed. If the icon appears in colour, you're both in range (it will be grayed-out if either one is out of range). Your teammate can then hold the Jump button and toss your character high in the air. This move can be performed while running, and the tossed character has a degree of control once they are in the air (for example, Oswald can activate his Helicopter Ears in mid-toss).

HELICOPTER EARLIFT

When Oswald is floating through the air with his Helicopter Ears ability, Mickey can hitch a ride by jumping towards Oswald while holding the Co-op button to grab onto him. Either player can use their Spin/Melee attack to break apart while in the air.

CROSSING THE STREAMS

If Mickey and Oswald cross their Paint/Thinner and Electric Beam Streams, a force field of both elements will begin to form at the point where the streams cross. The force field will continue to grow in size at a steady pace as long as the connection is maintained. If either player releases the connection, the force field will be launched as an attack. The amount of damage the force field causes depends on how large it was before launch. The direction the force field travels depends on the angle of the two streams crossing. This move is especially strong against Blotworx.

OSWALD'S LUCK

This will rumble Mickey's Game Controller when Oswald is wearing a Gremlin costume.

REVIVE

If a player loses all of their health while over solid ground, they will puddle and remain in the area for a short period of time. The other player will then have the opportunity to bring them back before they respawn at their last spawn point. When revived, the puddled player will return with partial health. Mickey can use Paint to bring a puddled Oswald back. Oswald can use a Shock from his remote to bring a puddled Mickey back.



GUARDIANS

These mystical (and very useful) Wasteland beings are drawn to Mickey and Oswald. When present, Guardians will rotate around your character, ready to help!

GUARDIAN TYPES

TINTS are blue. Guardians earned by using Paint to restore objects and befriend enemies in Wasteland. Using a Tint on an enemy turns the enemy to Mickey's friend.

TURPS are green. Guardians that appear when you use Thinner to erase objects or enemies in Wasteland. Using a Turp on an enemy can erase it completely but may only erase a portion of a bigger enemy.

GUARDIAN STRIKES

When you have a Guardian, press the Right Stick to send a single Guardian to battle with an enemy situation.

SKETCHES

Mickey has the ability to turn sketches into actual objects in Wasteland. Sketches can be found in Wasteland or bought from shops.

SKETCH PAD

The sketch pad in the upper left corner of the game screen holds various sketches that Mickey finds throughout Wasteland. Note that the sketch pad won't appear until Mickey acquires his first sketch. Some sketches are found while others are earned. Press the Right Bumper to cycle through the Sketch Pad.

USING SKETCHES

Once the desired sketch is selected, use the Right Stick to aim at the spot in Wasteland where the sketch should appear, then press and release Right Bumper. To cancel using a sketch, press the B Button to put it away.

TV: Everybody loves television, even Mickey's enemies in Wasteland. Drop a TV sketch into the world to distract smaller enemies. Use the TV sketch on bigger enemies to get an electrifying outcome.

ANVIL: Anvils are heavy, heavy, heavy. Drop them on enemies to squash them; use them in the game's weightier puzzles and even as platforms to help collect out-of-reach items.

WATCH: Watches don't only track time in Wasteland—they control it. Use a Watch sketch to outrun enemies or to outsmart a machine by slowing it down.





THE FAIRY: This sketch casts a fairy into the world that will dust any target below her with fairy dust, allowing that object or character to become lighter and hover. Use this when you want to take enemies out of the fight.

TRAVELLING WASTELAND

PHOTOGRAPHY

Photograph hidden Mickeys and Oswalds in the Wasteland or use your camera for special quests.

INKWELLS

While exploring Wasteland, you may come across inkwells. These will grant you the ability to temporarily power up. If you're restoring the land, jumping into the well covers you in invisible ink, making your character hard to detect by any threats in the environment. Jumping into the well while thinning the land covers your character in indelible ink, creating a temporary armour that protects the player from hazards.

TALKING WITH IN-GAME CHARACTERS

Talking to the inhabitants of Wasteland will give you useful information throughout your journey.

Note: The game automatically saves your progress during play.

