

DREAMWORKS

MONSTERS VS ALIENS



EVERYONE 10+
TM
E
10+
CONTENT RATED BY
ESRB

ACTIVISION®

⚠ 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.

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.

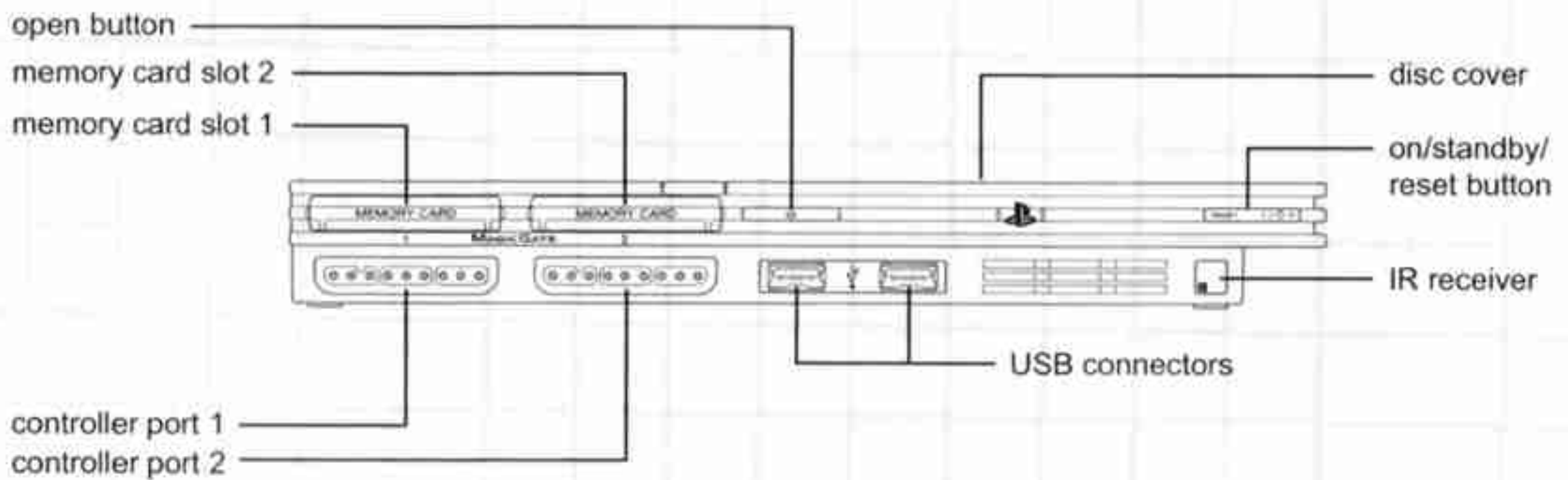
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- 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



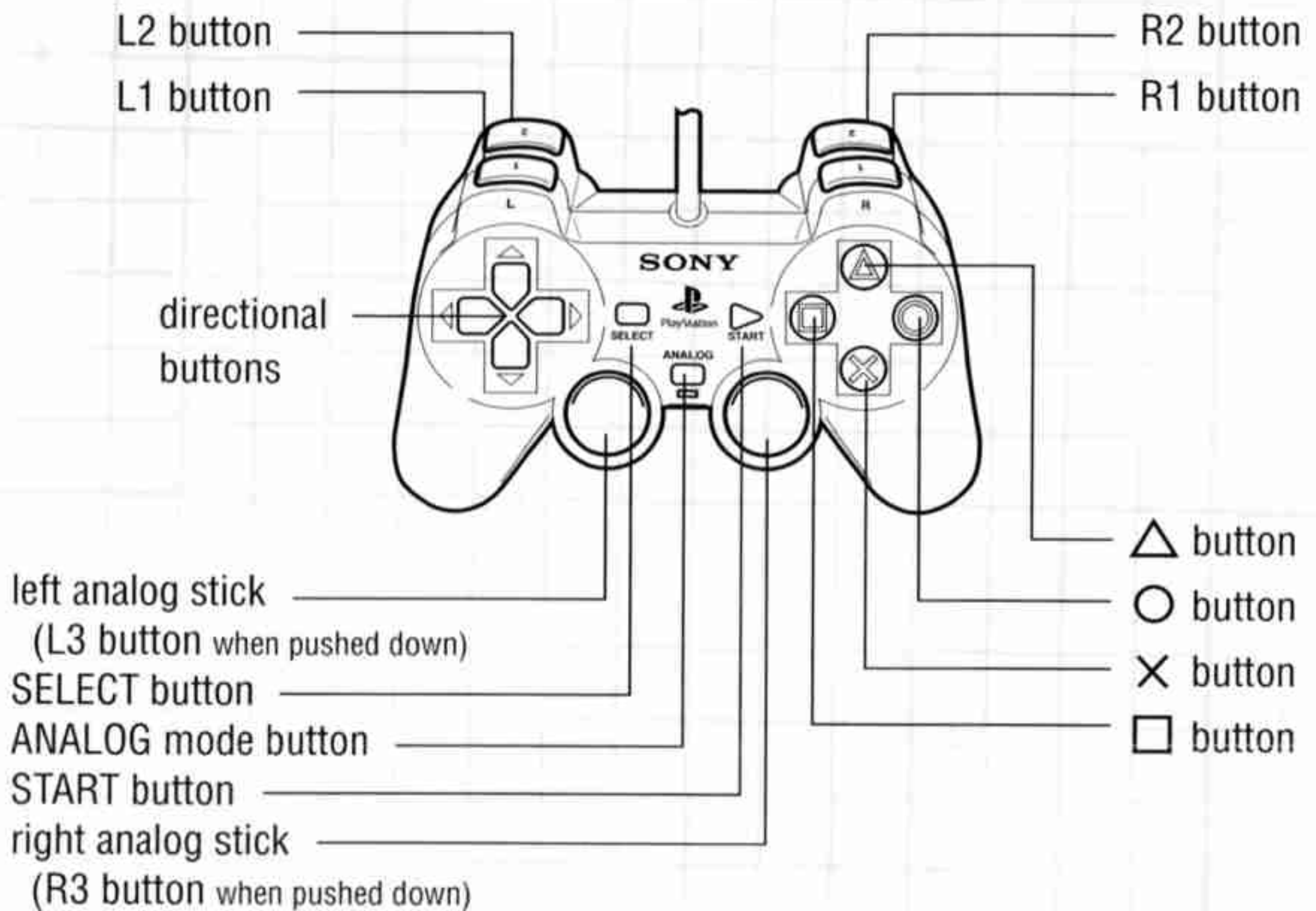
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Monsters vs. Aliens*™ disc in the system with the label side facing up. Attach game controllers and other 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.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



To select menu options, use the **↑** and **↓** directional buttons to navigate. Highlight the desired option and press the **×** button to accept. To select a menu option, follow the on-screen button prompts and press the **×** button to accept and the **□** button to go back. *Monsters vs. Aliens* supports the DUALSHOCK®2 analog controller. When Analog mode is on, the left analog stick works the same as the directional buttons.

MONSTERS INVADE SAN FRANCISCO

When California girl Susan Murphy is unwittingly clobbered by a meteor full of outer space gunk on her wedding day, she mysteriously grows to 49 feet 11 inches tall. The military jumps into action and Susan is captured and secreted away to a covert government compound. She is renamed Ginormica and placed in confinement with other monsters: the brilliant but insect-headed Dr. Cockroach, Ph.D., the macho half-ape, half-fish The Missing Link, the gelatinous and indestructible B.O.B., and the 350-foot grub called Insectosaurus. Their confinement is cut short, however, when a mysterious alien robot lands on Earth and begins storming the country. The President is persuaded by General W.R. Monger to enlist the motley crew of Monsters to combat the Alien Robot and save the world from imminent destruction.

SINGLE PLAYER MODE CONTROLS

GINORMICA

Basic Control	Button
Pause/Pause Menu	 button
Moving Direction/Lean (when riding a rail)	Left Analog Stick
Jump	 button
Double Jump	 button (2x)
Feat of Strength (rapidly tap)	Follow on-screen prompts
Dash Attack	 button
Chain Dash (unlocked in the DNA Lab)	 button + wait for Green Aiming Circle + follow prompts
Crouch	L2 button / R2 button
Wall Ride	 button with Left Analog Stick

THE MISSING LINK

Basic Control	Button
Pause/Pause Menu	 button
Moving Direction	Left Analog Stick
Aiming/Targeting	Left Analog Stick/Right Analog Stick
Evasive Maneuver	Right Analog Stick

THE MISSING LINK (CONT'D.)

Jump	⊗ button
Double Jump	⊗ button (2x)
Unfreeze	Rapidly tap ⊗ button
Grab	⊙ button
Attack	⊞ button
Leap Attack	Hold ⊞ button then release and target with Right Analog Stick/Left Analog Stick
Strong Attack/Tail Spin	△ button
Throw (while holding an enemy)	R2 button
Turret Ride	⊙ button to mount turret, then follow the button prompts
Jump Tail Spin	⊗ button, then △ button
Stomp Attack	⊗ button, then ⊞ button
Super Stomp Attack	⊗ button (2x), then ⊞ button
Grab & Punch	Press ⊙ button, then ⊞ button repeatedly until enemy explodes

B.O.B.

Basic Control	Button
Pause/Pause Menu	▶ button START
Moving Direction	Left Analog Stick
Aiming/Targeting in Plasma Turret mode	Left Analog Stick/Right Analog Stick
Jump	⊗ button
Grab/Release	⊙ button
Spit	R2 button
Head Bash	△ button/⊞ button
Fire Plasma Balls when in Plasma Turret mode	R2 button/R1 button
Use Shield when in Turret mode	L2 button/L1 button
Free B.O.B. from Grappling Beam	Rapidly tap △ button
Zoom Out when in a Maze	L1 button

COOPERATIVE MULTIPLAYER MODE (DR. COCKROACH, PH.D.)

Basic Control	Button
Aiming/Targeting	Left Analog Stick/Right Analog Stick
Activate Laser/Tractor Beam	ⓧ button/ L2 button/ R2 button
Cooling (when overheating)	Rapidly tap Ⓞ button
Toggle Laser/Tractor Beam (unlocked in the DNA Lab)	⬆ button
Join Game	ⓧ button

MENU NAVIGATION

Left Analog Stick — Navigate menus.

ⓧ button — Press button to accept.

⬆ button — Press button to go back to the previous menu.



START MENU

From the **Start** Menu you can start a new game or load a previously saved game.

MAIN MENU

PLAY/CONTINUE

Selecting this option will allow you to start a new game or continue your previously saved game.

SCENES

Entering this area will allow you to replay an already completed scene.

Scene High Score — View your highest score achieved in each scene.

Total Score — View the total of all your highest scene scores.

OPTIONS

Audio — Select this option to toggle the Music and Sound FX volume.



Other — Select this option to turn subtitles, dialog, tutorials, audio commentaries and controller vibration on or off, or invert the Y-axis crosshair.

Savegame — Select this option to manage save slots and re-enable autosave.



SPECIAL FEATURES

DNA Lab — Select this option to use collected Monster DNA to unlock character upgrades and cool extras like movie stills!

Credits — Select this option to view the game credits.

Characters — Select this option to get to know the government-captured monsters.

Madagascar: Escape 2 Africa™ Game Video — Select this option to view the trailer for the *Madagascar: Escape 2 Africa* video game.

SAVE SYSTEM

Monsters vs. Aliens uses a checkpoint system. When progressing through a scene, you'll restart at your last checkpoint if you lose all of your health. *Monsters vs. Aliens* also uses an autosave system — your game will automatically be saved each time you complete a scene and at certain checkpoints during some scenes.

GAME MODES

SINGLE PLAYER

Aliens have invaded Earth, and it is up to the monsters to save the day. Play as B.O.B., The Missing Link and Ginormica and travel from the caverns of the top-secret U.S. government Monster Containment facility, to the hangars of Gallaxhar's inter-galactic mothership!

COOPERATIVE MULTIPLAYER

Anytime during single player Story mode gameplay when the "join" prompt is present at the upper-right of the screen, a friend can join by plugging in a second controller and pressing the  button. Player 2 can now control one of Dr. Cockroach, Ph.D.'s inventions to shoot or pick up enemies and collect items. To exit Cooperative Multiplayer mode, simply stop controlling the device.



IN-GAME DISPLAY



1. **Health Meter & Monster DNA Counter** – The bar displays the amount of health your character has: the more green, the more health. The number displays the amount of Monster DNA your character has collected. Monster DNA can be used to unlock cool extras in the DNA Lab.
2. **Point Counter** – This displays the amount of points you have obtained.
3. **Dr. Cockroach, Ph.D. Cooperative Multiplayer** – When this meter is on screen, the game is currently in Cooperative Multiplayer mode. This meter will let you know if the device has overheated. To begin Cooperative Multiplayer mode, plug in a second controller and press the  button at any time when the "join" prompt is present at the upper-right of the screen.
4. **Monster DNA** – Collect Monster DNA to unlock extras and upgrades in the DNA Lab!
5. **Monster DNA Multiplier** – Pick up multipliers to increase the amount of Monster DNA you can collect. You can multiply the DNA up to five times, but one multiplier level will be lost every time damage is taken. The number of active multipliers will be displayed next to the Monster DNA Counter.
6. **Dr. Cockroach, Ph.D. Targeting Icon** – In Cooperative Multiplayer mode the second player can use the targeting icon to shoot, pick up enemies and collect Monster DNA. To collect Monster DNA, simply move the targeting icon over the DNA particles.
7. **Health & DNA Particles** – Your character will absorb these particles whenever enemies or objects are destroyed, increasing your health meter or DNA count.

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Internet: <http://www.activision.com/support>

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Note: Internet support is handled in English only.

Note: The multiplayer components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

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