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MONSTERS, INC.

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EmuMovies

WARNING: PLEASE BEFORE USING YOUR PUFFMASTER 2 COMPUTER ENTERTAINMENT SYSTEM. It is an entertainment system that requires regular maintenance. Please read the instructions before using the Puffmaster 2 system. The instructions are located in the manual that came with the Puffmaster 2 system. The manual is located in the manual that came with the Puffmaster 2 system. The manual is located in the manual that came with the Puffmaster 2 system. The manual is located in the manual that came with the Puffmaster 2 system. The manual is located in the manual that came with the Puffmaster 2 system.

WARNING TO OWNER OF PROJECTION TELEVISION

To be correct, you Puffmaster 2 system is a projection television. The manual for this system is located in the manual that came with the Puffmaster 2 system. The manual is located in the manual that came with the Puffmaster 2 system. The manual is located in the manual that came with the Puffmaster 2 system. The manual is located in the manual that came with the Puffmaster 2 system.

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Disney/Pixar's MONSTERS, INC. Tip & Tricks

Puffmaster 2 Manual

Visit us at www.pixar.com to view the manual.

Manual for the Puffmaster 2 system is located in the manual that came with the Puffmaster 2 system.

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Disney PIXAR
MONSTERS, INC.

world before the CDA catches up with you. It's a hair-raising comic adventure across monstrous puzzle-laden zones.

IT'S SCARE TIME!

Featuring all the characters from Disney/Pixar's hit movie, *Monsters, Inc.*

SPINETINGLING ACTION!

It's non-stop antics as you run, jump, body slam and slide your way past dozens of net-so-scary monsters.

ENHANCED DVD!

Go behind-the-scenes with a special "Makings of" featurette including a collection of Pixar artwork, sketches and **MORE** movie clips!



Get set to have a roaring good time as you scare your way across Monstropolis. Get Boo back to her

PlayStation 2

PlayStation 2



ULTIMATE

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MONSTERS, INC.

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CONTROLLER

Controller Setup — Press the directional button [←/→] to select one of the controller setups. When you leave the setup you want, press the **X** button.

Vibration Function — Press the Directional button [↓] to highlight VIBRATION and [←/→] to turn the vibration function ON/OFF.



Center Screen

Press the Directional button to center the target image and press the **X** button.



EXTRAS

Movie Clips

Come here to view your movie clips from Disney/Pixar's **MONSTERS, INC.**

Press the Directional button [←/→] to select a movie clip and press the **X** button. You can movie clips by winning bonus levels as you progress through the game. Movie clips you have not seen yet are locked.



SCARING NICE

When you find mice, scare them by pressing the **X** button. When you scare the first mouse, the timer will begin ticking down. Scaring all five mice within the time limit is one part of earning a movie clip as a view on the Movie Viewer.



CHALLENGES

When the Challenge icon appears on screen, you must perform a task. The task will be described for you. The Challenge icon will appear over the Monster Meter until you complete the challenge.

LOOKING AROUND

- To view up, down and all around, press and hold the **R2** button and press the Right analog stick.
- To swing the camera around Sulley, press the Right analog stick.
- To quickly return the camera to behind Sulley, press the **L2** button.
- If you want to really get a view of everything, find a high vantage point.



PLAYING THE GAME

Take Sulley throughout Monstropolis. Most every other monster admires Sulley and will help him. The only exception is Randall, who is jealous of Sulley's top scorer status and will do anything to sabotage his efforts.



KEYS

You must find keys to open important doors. When you discover a door that needs a key, start looking around. When you find a key, it will be hovering and spinning over the floor. You have to

figure out how to grab it.



MISSING SCREAM CANISTERS

Collect these to earn half of the Top Scorer Award. Win it and you are half-way to standing in Disney movie clips. Earns the five monster votes for the second part of the movie.

View Trailer
Check out the preview for Disney/Pixar's **MONSTERS, INC.**



Concept Art
Press the **Directional** button [**Left/Right**] to view the art. Press the **Close** button to close the screen.

Pixar Tour
Press the **Directional** button [**Left/Right**] to select one of the tours and press the **Close** button. Press the **Close** button to stop watching a tour and return to the tour screen.



MONSTER HEALTH METER

The Monster Health Meter is on the lower left side of the screen and shows Sulley's health level. When Sulley gets hurt, one point disappears from this meter. If Sulley loses all five health points, he must retry the given challenge. To replenish the Monster Health Meter, find Treats or Health Icons.

DISCARDED SCREENS

Grab as many of these as you can to help your open bonus levels.



TREATS

Being scary is dangerous work and Sulley can get hurt. To regain his strength Sulley needs Treats. Find these throughout the game.



HEALTH ICON

Find one of these to restore Sulley to full health.

BUTTON PROMPTS

Button prompts help you know what button to press at certain times. When you drive close to something that requires a certain button press, the prompt will show which button you need to use.

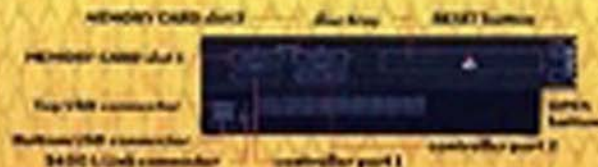


SETTING UP YOUR CONSOLE

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON.

Press the **STANDBY/RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the Disney/Pixar's **MONSTERS, INC.** disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close.

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 CARDS

To save game settings and progress, insert a **MEMORY CARD (SR8)** (for PlayStation®2) into **MEMORY CARD slot 1** of your PlayStation 2 computer entertainment system. You can load saved game data from the same card or any **MEMORY CARD** containing previously saved games.

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Special Thanks

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Kurt Bussner

Tommy Whitaker

Luigi Priore

PIXAR ANIMATIONS STUDIOS

Pete Docter

Clark Anderson

John Lasseter

Rob Peterson

Albert Jones

Leann Novak

Michelle Spore

Heather Field



STARTING UP THE GAME

1. On the Title screen, press the **START** button.

2. On the Name Entry screen, name the file where Disney/Pixar's **MONSTERS, INC.** game data will be saved. Press the **Directional** buttons to highlight a letter or number and press the **X** button to enter it.

- If you want to erase an entry, press the **△** button.
- To create a space, select the square icon and press the **X** button.

3. When you leave the screen the way you want, highlight **ACCEPT** and press the **X** button to create your file and continue to the Main Menu.

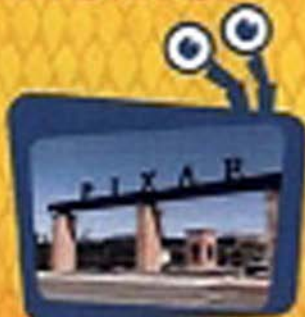


Note! You can press the **△** button and erase name entry, but a save file will not be created and any game progress will not be saved.

DISNEY/PIXAR'S MONSTERS, INC. DVD IS LOADED WITH EXTRAS!



Meet the Killerious
Director, Producers, and
Artists Who Created the
Movie Monsters, Inc.




Take a Tour of Pixar Studios.



Be Sure to Come Back
and See the Movie Clips
You Have View.



See Some Wild Early Ideas
of How the Monsters, Inc.
Character Should Look.

To check out all the fun, select "EXTRAS" on the Main Menu
and press the  button.

RANDALL

Randall wants to be Top Scarer, as there is no way he'll ever let a finger to help Sulley. But you can bet he'll try every trick he can to mess things up for Sulley. Look out because Randall cheats.



MR. WATERMOOSE

Mr. Henry J. Watermooose is the CEO of Monsters, Incorporated. His family has presided over the corporation for many generations.

Mr. Watermooose is looking for ways to solve the serious shortage that has been threatening the power supply in Monstropolis.



BOO

She is a curious and friendly little girl from the human world who slips through her closet door to invade Monsters, Incorporated. She will spread panic throughout Monstropolis. There is only one monster who really scares her and his name is Randall.



THE MONSTERS

SULLEY

James P. Sullivan is the top scorer at Monsters, Incorporated. Beneath the fabulous fur, and sometimes fangs is a sweetheart of a monster.



MIKE

Mike Wazowski is Sulley's best friend and coach. He is a one-eyed monster with boundless energy and a heart of gold. If you have a question, keep an eye out for Mike and talk to him (X button) to get great personality advice. He'll keep an eye out for you too.



CONTROLS

Mouse Controls

- Pause game
- Select menu item
- Confirm menu selection
- Previous screen
- Move through dining boxes

START button

Directional button

X button

Y button

Z button

SULLEY CONTROLS

Note: The controls below are for Controller Setup #1. You can change the controls on the Controller screen of the Options Menu.

Move

Left analog stick

Stare

Y button

Jump

Z button

Jump, grab and pull up

X button + Left analog stick [↑]

Bouncy Box Double Jump

X button + Z button on Bouncy Boxes ONLY

Swash with Tail Whip Attack

Y button

Talk/Activate hint

Z button

Push object

X button

Hide & cover face

D1 button

Swash

R1 button + Left analog stick

Get/Drop Box

Y button

Look around

R2 button (hold) +

Right analog stick

Move camera

Right analog stick

Reset camera to behind Sulley

L2 button

THE SECRET LIFE OF MONSTERS

As sleep falls across the world, children lie in bed just waiting for monsters to pop out through the closet door and scare them silly. Monsters don't really want to scare little kids. They just need the screens.

Each child's screens are collected by Monsters, Incorporated, the biggest screens-processing factory in Monstropolis. All of Monstropolis is powered by screen energy: every TV, every car, every light bulb.

Monsters, Incorporated has a file on every child and every closet door in the human world. Every night, doors are selected from a huge door vault and clinic Monsters, Incorporated Kid Scavengers smash through closet doors and scare kids until they scream. Meanwhile, special screen extraction equipment captures every screen for processing. But Monstropolis is having a power shortage. These days, kids are harder to scare, resulting in less screens. Monsters, Incorporated CEO, Henry J. Waternoose, is always looking for ways to increase screen production.

The top Kid Scavenger at Monsters, Incorporated is a huge hairy monster with horns named James P. Sullivan. His friends call him Sulley. Everyone in Monstropolis admires scavengers and everyone loves Sulley. His best friend is Mike Wazowski, a fast-talking, one-eyed little green monster who runs the screen equipment and closet door when Sulley goes on scare missions. Sulley and Mike are celebrities and at the top of their game. But the tables are

THE END OF LEVEL INFO SCREEN

When you perform all the challenges in a level, the Info Screen appears.

On the Info Screen you can see!

- Your total monster score (that's for five miles (if you got all five))
- Missing Screen Capturers collected
- Your total Disassembled Screens collected



THE PAUSE MENU

Press the **START** button to pause the game and display the Pause Menu. You can see how many Discarded Screens, missing Screen Containers, and the current round scoring record on the Pause Menu.



Press the **Directional button** [/] to select a menu item and press the **START** button.

Resume

Return to play.

Restart

Restart the current level.

Quit

Stop playing and return to the Main Menu.

Options

Change sound settings and turn the vibration function ON/OFF. Press the **Directional button** [/] to change a setting.

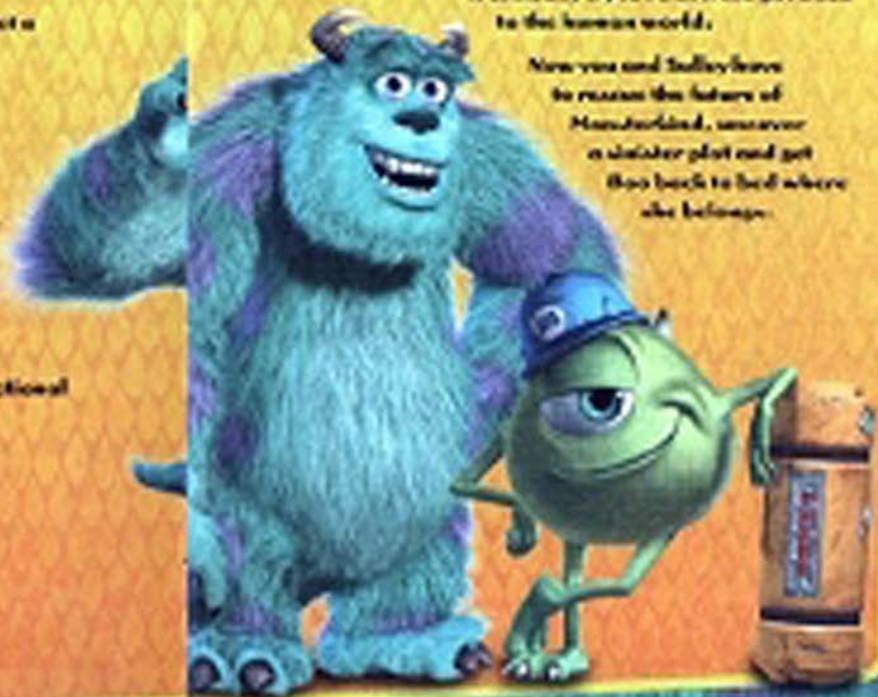
about to be turned. The monsters are about to be scored out of their wits.

One secret that children don't know is that monsters are terrified of them. What gives every monster goose bumps is the risk of direct contact with a human child. Kids are toxic! Humans must never cross into the monster world.

Catastrophe strikes when Sulley accidentally lets a cute little girl named Boo slip through her closet door into Monstropolis. Sulley and Mike's perfect lives come crashing down as they

frantically try to return the girl back to the human world.

Now you and Sulley have to rescue the future of Monstropolis, uncover a sinister plot and get Boo back to bed where she belongs.



THE MAIN MENU

Start a new game, set options or enjoy some extra fun.
Press the Directional button [↑/↓] to highlight an item and press the **X** button.

PLAY GAME

New Game

Start a new Disney/Pixar's **MONSTERS, INC.** game from the beginning.

Continue

Continue playing a saved game.

Select Player

Select a different saved game to continue playing. Select the file name of the game you want to continue and press the **X** button.

Level Select

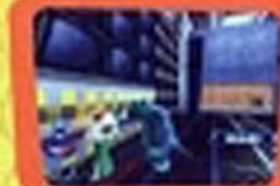
Revisit Levels and Bonus Levels you have previously completed. Levels you have not completed are locked.

1. Highlight LEVELS or BONUS and press the **X** button.
 2. Press the Directional button [←/→] to select a level. Press the **X** button to view scoring information for the selected level. To enter the level, press the **X** button.
- On the Level or Bonus Select screen, press the **X** button to view your information for any level or bonus you have selected.



SWITCHES

To activate switches, scare them with a press of the **X** button.



BONUS LEVELS

Screens are your ticket to unlocking a Bonus Level. Collect enough discarded screens to see if you can unlock all the Bonus Levels!

