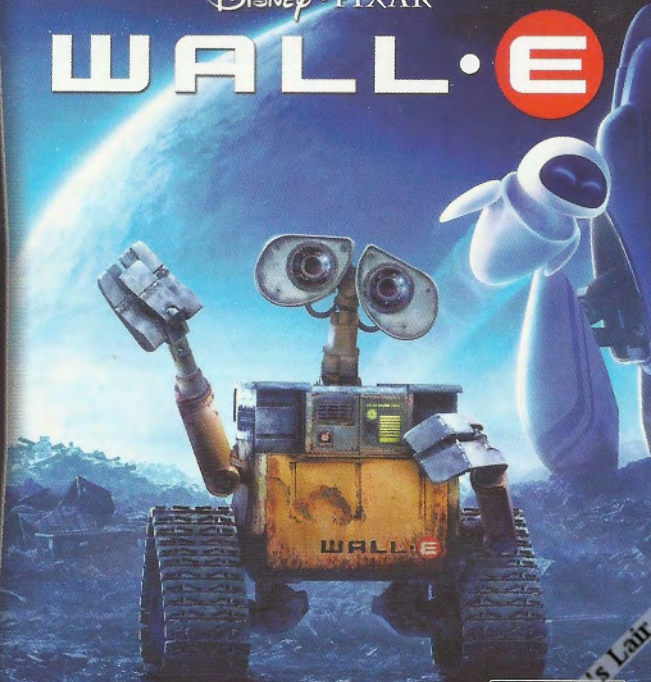


NTR-YWLE-USA

Disney • PIXAR

WALL•E

NINTENDO DS™



INSTRUCTION BOOKLET



Wally's Lair

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

Winnipeg Lab

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Multi-Card
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

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CAUTION - Stylus Use

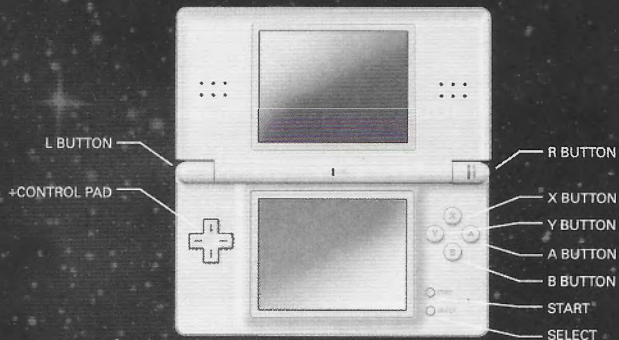
To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Winn's Lair

GETTING STARTED

1. Press the Power Button to turn the Power OFF on your Nintendo DS™ system. Never insert or remove a Game Card when the power is on.
2. Insert the Game Card of Disney•Pixar **WALL•E** into the top slot of your Nintendo DS™ system. To lock the Game Card in place, press firmly until the Game Card is locked.
3. Press the Power Button to turn the power ON. The Logo screens should appear (if you don't see them, begin again at step 1).

CONTROLS



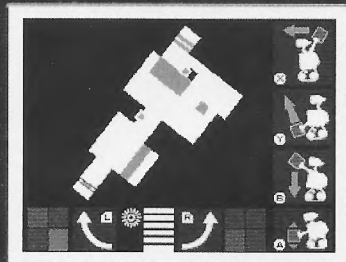
NINTENDO DS™

Default Adventure Control

Button	Action
+Control Pad	Move
A Button	Pick Up / Drop
B Button	Short Throw
X Button	Long Throw
Y Button	Medium Throw
L Button	Rotate Camera Counterclockwise
R Button	Rotate Camera Clockwise
Touch Screen	Pick Up / Drop Short, Medium, Long Throw Camera Controls

Default Raceway Mode Control

Button	Action
+Control Pad	Move
B Button / L Button	Move at Slow Speed
A Button / R Button	Move at Fast Speed



Map

The bottom screen on the Nintendo DS™ shows a map of the current level. The map shows WALL•E's location. It also shows switches, doors, pushers, blowers, conveyors, and laser walls.

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.

STARTING THE GAME

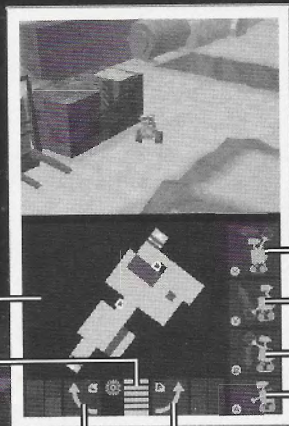
MAIN MENU

- New Game** Start a new game from the beginning.
- Load Game** Continue where you left off.
- Multiplayer** Players can compete head-to-head against a friend in EVE raceway. At first, you can only race on the first EVE raceway. Once you have unlocked another raceway in the game, you can compete in that raceway in the multiplayer mode. Both players need a game card to play against each other. See page 11 for more information.
- Sound Options** Customize the sound options.
- Credits** View a list of people who worked on Disney•Pixar *WALL•E* for Nintendo DS™

LOAD GAME MENU

- Continue Game** Jump into the action right where you left off.
- Select Level** Once you complete a level, you can always go back and replay it. Jump to the desired level from the Select Level menu item.
- Bonus Content** View the bonus content that you have unlocked in the game. If you collect all of the BnL Coins in each level, you unlock movie artwork that can be viewed here. Movies are unlocked as they appear in the game, and Bonus Levels become available after the game is completed.
- Multiplayer** Players can compete head-to-head against a friend in EVE raceway. See page 11 for more information.

ADVENTURE MODE



Mini-Map

Health Meter

Long Throw

Medium Throw

Short Throw

Pick Up / Drop

Camera Control

Pits

Watch out for the pits that surround the edge of the levels and block WALL•E's path within the level. If you fall in, you have to start over again at the beginning of the room.

Ramps

Ramps are one of the ways that WALL•E can get over a pit. Use Magnetic Cubes, Explosive Cubes, or a pusher to get WALL•E across the ramp and over the pit.

Switches

A switch can be activated by WALL•E running into it, throwing a cube at it, or tricking an enemy into shooting or running over it. Switches will affect objects that are the same color. For example, activating a switch with blue markings can extend a bridge with blue markings. Some switches will reset after time, so WALL•E must hurry to achieve his goals before they do.

Doors

Doors can block your progress in a room, or can lead WALL•E to the exit. Look for a switch to open the door.

Trash Dispensers / Cube Dispensers

On Earth, Trash Dispensers dispense trash that WALL•E can compact into cubes. On the Axiom, Cube Dispensers give WALL•E cubes ready to throw.

Basic Cubes (Gray/Brown)

WALL•E can throw basic cubes at switches to activate them.

Explosive Cubes (Red)

Explosive Cubes push anything nearby away from them when they activate. WALL•E can use Explosive Cubes to push himself over a ramp and a pit, or to push enemies into pits or other obstacles.

Magnetic Cubes (Yellow)

Magnetic Cubes pull anything nearby towards them when they activate. WALL•E can use Magnetic Cubes to pull himself over a ramp and a pit, or to pull enemies into pits or other obstacles.

EMP Cubes (Blue)

Only found on the Axiom, EMP Cubes disable any nearby bots when they activate. This effect is temporary. Be careful, they can even disable WALL•E.

Bridges

Bridges can either be extended or retracted. Extended bridges allow WALL•E to cross over a pit.

Conveyors

Conveyors move in a straight line. WALL•E won't be able to move against the flow of a full speed conveyor. However, WALL•E will be able to move against a conveyor that's set at half speed. Be careful! Conveyors often end in pits.

Pushers

Piston-activated Pushers can shove WALL•E, objects, or bots. Pushers near pits can be dangerous as they can shove WALL•E into the pit. Other pushers can help WALL•E get over pits and other obstacles.

Laser Walls

Only found on the Axiom, Laser Walls block WALL•E's progress and damage him. Some are permanent while others can be disabled by switches.

Blowers

Blowers act like giant fans on the floor or the wall. They aren't powerful enough to move WALL•E, but they can send cubes and vortices flying.

Vortices

Vortices appear on Earth levels and come in two varieties – normal and electrical. Normal vortices push WALL•E out of the way (even into pits). Electrical vortices throw off little sparks that can damage WALL•E.

Stewards

Found on the Axiom, Stewards may be armed with one of three different types of weapons. Lasers are simply bolts of energy. Energy orbs are guided projectiles, homing in on WALL•E. Some Stewards are equipped with a blast weapon which takes some time to charge, but packs quite a punch and never misses.

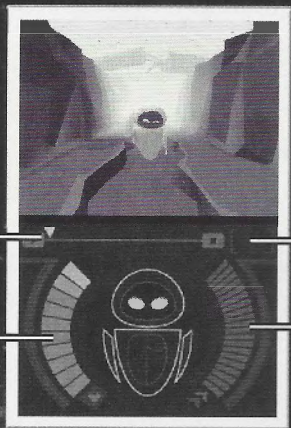
“FLR-BF”, “DST-MO”, “VAC-MO” Bots

These bots will charge headlong at WALL•E trying to clean him. They cause no direct damage, but they can bump WALL•E into a pit if you are too close to the edge.

GO4

Found on the Axiom, GO4 raises an alarm that will alert nearby Stewards. GO4 also fires a beam that holds WALL•E in place. While held, WALL•E is defenseless to the other Stewards on the Axiom.

EVE RACEWAY MODE



Level Progress

Timer

Health Meter

Speedometer

Stationary Obstacles

Some obstacles in the raceway levels don't move. Navigate around them.

Moving Obstacles

Some obstacles in the raceway move – either in a pattern or across the play area. Navigate around them.

MULTIPLAYER

In order to play in Multiplayer Mode, each player must have their own Nintendo DS™ system and their own **WALL•E** Game Card. After selecting Multiplayer on-screen, you will have the option to Host or Join. If you select Host, you will be able to choose which level you want to play, and then choose an opponent. Join allows you to compete in a game that someone nearby has already created. At first, you can only race on the first EVE raceway. Unlock additional Multiplayer levels by playing through the main game.

Note: During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

introducing...
WALL-E kid's
crocs™ shoes!



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WALL-E

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Paint Box Book



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Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

LIMITED WARRANTY

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

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\$20.00. 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.

Warranty Limitations

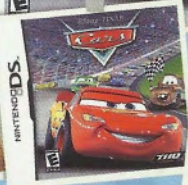
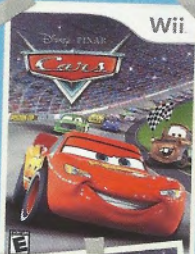
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Comic Mischief
Mild Cartoon Violence
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Wii
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PIXAR
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PLAY THE WAY YOU WANT



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