

Wii™

Disney • PIXAR

# WALL•E



INSTRUCTION BOOKLET

Vision's Lair

**PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL 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, and this may occur while they are 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 their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	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 - Repetitive Motion Injuries and Eyestrain**

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

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

### **▲ CAUTION - Motion Sickness**

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **IMPORTANT LEGAL INFORMATION**

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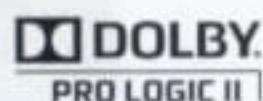


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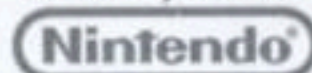
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### **▲ CAUTION: WRIST STRAP USE**

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play. Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

# GETTING STARTED



## System Menu Update

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.

Updating... Do not turn the power off. Please wait a moment.


OK

# CONTROLS



Main Menu Controls	
+Control Pad	Highlight Menu Selection
Control Stick	Highlight Menu Selection
A Button	Confirm Menu Selection
B Button	Return to previous menu / Return to game
Game Controls   WALL•E	
Control Stick	Move WALL•E
Shake Wii Remote 	Crush or Pick Up Cube
Shake Nunchuk 	Cycle Cubes
A Button	Jump (Hold to stay in Box Form)
B Button	Fire Laser (Level Specific)
C Button	Jump (Hold to stay in Box Form)
Hold B + Press A	Throw Cube
Z Button	Precision Aiming Mode
+Control Pad Left / Right	Camera Control
+Control Pad Up x1	Precision Aiming Mode
+Control Pad Up x2	First Person View
+Control Pad Down x1 (from First Person View)	Precision Aiming Mode
+Control Pad Down x2	Exit First Person View
+/- Buttons	Center the Camera
1 Button	Start Game / Pause Game
2 Button	Play Radio SFX

# CONTROLS

## Game Controls | EVE

Wii Remote	Control EVE
Shake Nunchuk 	Power Surge
A Button	Accelerate
B Button	Fire Laser
C Button	Accelerate
Z Button	Brake / Laser Scan
+Control Pad Left / Right	Camera Control
+Control Pad Up	First Person View
+Control Pad Down	Exit First Person View
+/- Buttons	Center the Camera
1 Button	Start Game / Pause Menu
2 Button	Play Radio SFX

## Game Controls | WALL•E and EVE

Control Stick	Control WALL•E
Shake Wii Remote 	Crush or Pick Up Cube
Shake Nunchuk 	Cycle Cubes
A Button	Stork Jump
B Button	Fire Laser
C Button	Jump (Hold to stay in Box Form)
Hold B + Press A	Throw Cube
Z Button	Precision Aiming Mode
+Control Pad Left / Right	Camera Control
+Control Pad Up x1	Precision Aiming Mode
+Control Pad Up x2	First Person View
+Control Pad Down x1 (from First Person View)	Precision Aiming Mode
+Control Pad Down x2	Exit First Person View
+/- Buttons	Center the Camera
1 Button	Start Game / Pause Menu
2 Button	Play Radio SFX

## 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•Es 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.

## MAIN MENU

- New Game** Highlight this option with the +Control Pad or Control Stick then press the A Button to begin a brand new adventure.
- Continue Game** The game utilizes an auto save feature. When you want to return to your game choose this option to load a game that you have already saved. Then you can jump right back into the action!
- Unlocked Level Select** This option allows you to load any level that you have previously unlocked.
- Options** See page 10 for more information on options.
- Multiplayer** View a list of games you can play with your friends. These games allow two to four players to compete against each other or to play together in cooperative mode.
- Bonus Features** Here you can access bonus items that have been unlocked during the single player game.

## GAME SCREEN

### WALL•E Game Screen



1

### EVE Game Screen



1

### WALL•E and EVE Game Screen



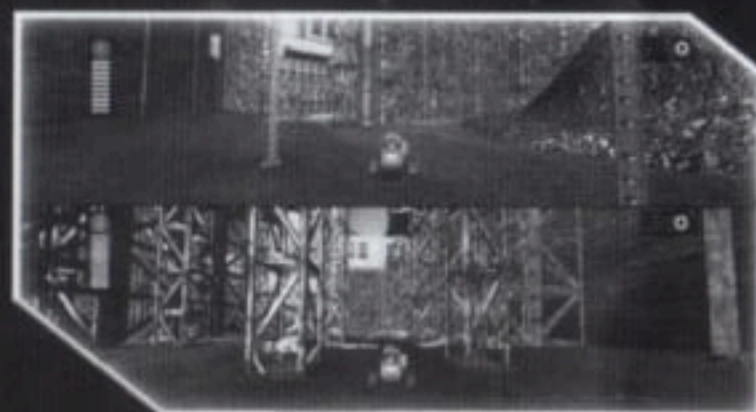
1

2

1. **Health Meter:** Shows your current health.

2. **Stork-Jump Meter:** Shows how much "juice" you have left in your jump.

## MULTIPLAYER



Select a multiplayer game to play with your friends. Choose a costume to represent you and start the game.

## SPECIAL MOVES

Here is a description of some of the special moves that WALL•E and EVE can perform.

### **Create Cube**

WALL•E can create a cube when he comes across a BnL Vending Station or Trash Piles. Shake the Wii Remote to create a cube when near a Vending Machine or Trash Pile. Cubes can be used in various ways throughout the environment.

### **Laser Scan**

EVE can perform a laser scan of the objects she comes across. Come to a full stop and scan an object by pressing and holding the Z Button. When in close proximity EVE will automatically initiate Laser Scan.

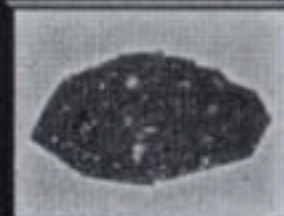
### **Stork Jump**

EVE can help Wall-E navigate through the level. Use Stork Jump (A Button) to access hard-to-reach areas. EVE can only carry Wall-E for a limited amount of time so keep a close eye on the Stork Jump meter!

## ITEMS



**BnL Vending Stations:** Vending stations are found throughout the world and dispense unique items. Here the WALL•E unit can compact these items to create unique cubes.



**Trash Pile:** WALL•E can use these piles of trash to create new cubes when there are no BnL Vending Stations available.



**BnL Recharge Station:** These are places in the world that WALL•E can drive onto to regenerate his health.



**Energy Charge:** These Collectibles give back 2 bars of WALL•E's health when collected.



**Suitcase Collectible:** Picking up this item will give a costume upgrade for WALL•E or EVE that can be used in the multiplayer mode.



**Simple Cube (Brown):** A Simple Cube is lightweight and can be thrown at a target to activate a mechanism.



**Heavy Cube (Silver):** A Heavy Cube requires more force to throw, but it can cause extremely heavy objects to move in a desired direction. It can also weigh down objects.



**Charge Cube (Blue):** A Charge Cube emits an electrical glow of energy that can trigger or power up electronic objects within its proximity. These cubes are highly volatile, so take care around them.

## ITEMS



**Magnet Cube (Red):** A Magnet Cube emits a positive or negative charge that affects metallic objects in the world. These can be very useful for getting objects out of WALL•E's way. These cubes are red and have magnets stuck to them.



**Explosive Object:** These items pack quite a punch. They can be destroyed by hitting them with a cube, laser fire, or by touching them. Be sure to stay clear of the blast or you could get hurt.



**Charge Up Pylons:** These are used to activate items in the world, but first you need to turn them on with a Charge Cube.



**EVE Activity Marker:** Move to one of these in the world to activate a timed challenge.



**Wallops:** Collect these in levels to unlock additional multiplayer maps.



**Holo-Hammer:** Pick up this item in a multiplayer match to give you that extra "oomph" to beat your opponents.



**Thermite Caster:** In a multiplayer match, this item can be used for a limited amount of time as a short-range blast that can cause extreme damage.



**Orbiting Orb Plasma Shield:** Activate this item in a multiplayer match for it to rotate around WALL•E, causing damage to anything that comes in contact with it.

## OPTIONS

- Music Volume Control** Adjust the Music Volume up or down.
- SFX Volume Control** Adjust the Sound Effects volume up or down.
- Cinematic Volume Control** Adjust the Sound volume in the cinematics, up or down.
- Camera Y Invert** Invert the camera controls for the Y / Vertical Axis.
- Camera X Invert** Invert the camera controls for the X / Horizontal Axis.
- Split Screen Controls** Set vertical/horizontal split screen settings for Multiplayer.

## PAUSE MENU OPTIONS

Press the 1 Button at any time during the game to Pause the action and bring up the following menu. Use the Control Stick or +Control Pad to navigate the menu. Press the A Button to select that option.

- Level Select** Choose from a list of previous levels played to quickly navigate through the game world.
- Options** Access the Options Menu.
- View Controls** View the current character control set.
- Collectibles** View number of BnL Suitcases, Radios, Wallops, and Souvenirs collected in the game.
- Resume Game** Get back into the action.
- Quit Game** Quit and return to the Main Menu.

# introducing...

## WALL-E kid's crocs™ shoes!



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# WALL•E

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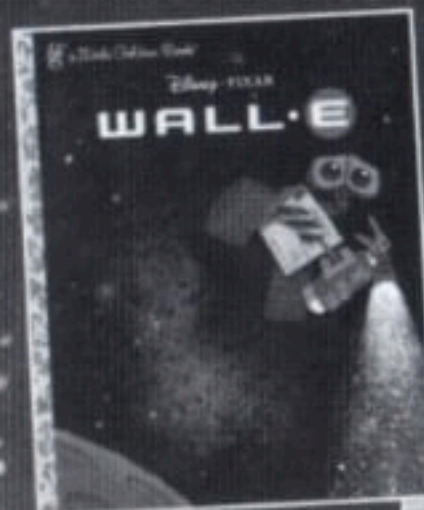
Deluxe Coloring Book



Paint Box Book



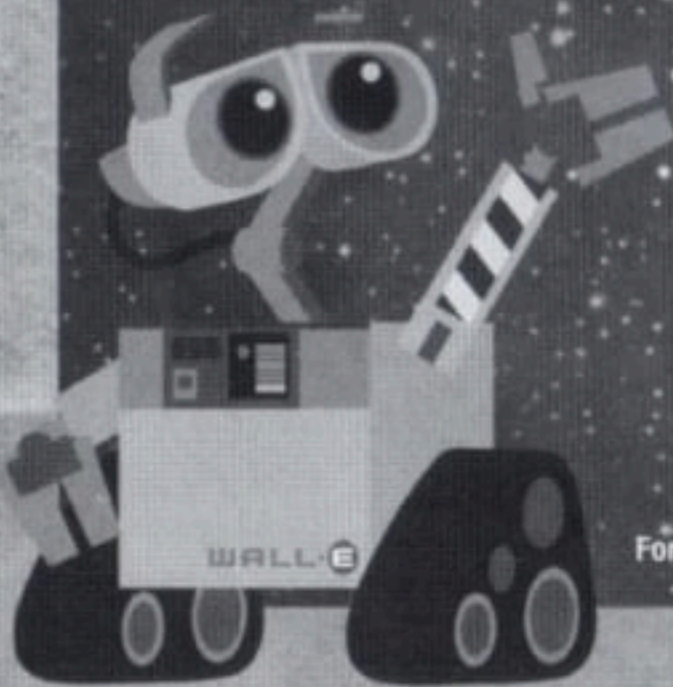
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