PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SCUS-94635
94635

Disney·PIXAR

# MONSTERS, INC.

## Scream Team

MEMBERS ONLY

Disney INTERACTIVE

SONY COMPUTER ENTERTAINMENT®

## WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your PlayStation game console 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® DISC

- This compact disc is intended for use only with the PlayStation® game console.
- 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 the outer edge. Never use solvents or abrasive cleaners.

# Disney and Pixar's MONSTERS, INC. SCREAM TEAM Tips and Hints

## PLAYSTATION® HINT LINE

Hints for all games produced by SCEA are available:

- **Within the U.S.: 1-900-933-SONY (1-900-933-7669)**
  $0.95/min. auto hints; $5.00 - $20.00 for card recharge.
  Automated support: 24 hours a day, 7 days a week.
- **Within Canada: 1-900-451-5757**
  $1.50/min. auto hints. In Canada, automated support is available 24 hours a day, 7 days a week.
  This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.
- **CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE: 1-800-345-SONY (7669)**
  Call this number for help with technical support, installation or general questions regarding the PlayStation® game console and its peripherals. Representatives are available 6AM-8PM PST, M-Sat, 7AM-6:30PM PST Sun.
- **PlayStation ONLINE: http://www.scea.com**
  Our news is always hot! Visit our website and find out what's happening — new titles, new products and the latest information about the PlayStation® game console.

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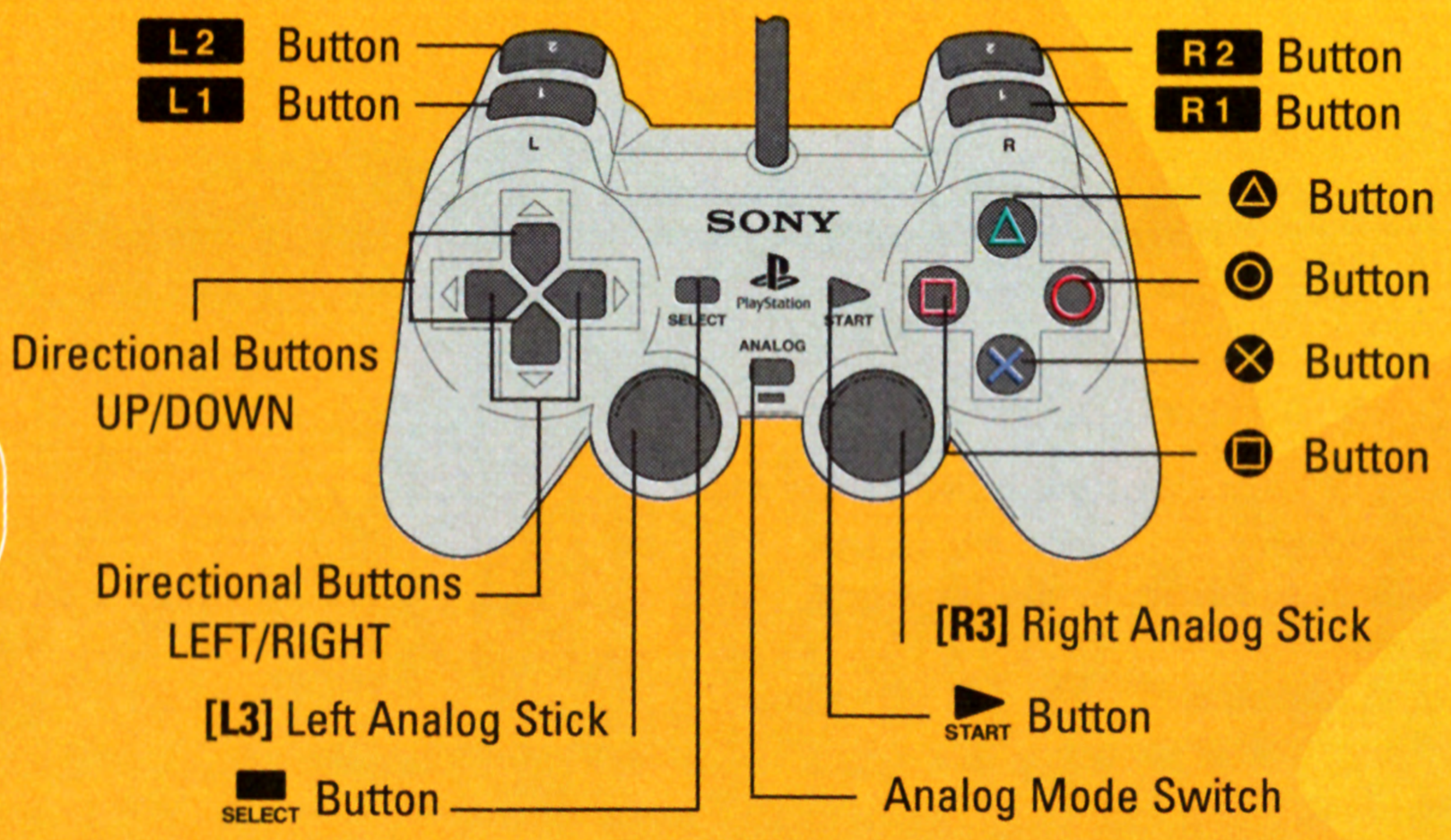

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# SETTING UP YOUR CONSOLE

Setup your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the Disney and Pixar's Monsters, Inc. Scream Team disc and close the disc cover. Insert one game controller and turn ON the PlayStation game console. Follow the on-screen instructions to start a game.

# MEMORY CARDS

To save game settings and progress, insert a MEMORY CARD into MEMORY CARD slot 1 of your PlayStation game console BEFORE starting play. You can load your saved games from the same card, or from any MEMORY CARD containing previously saved Monsters, Inc. games. Saving MEMORY CARD data requires one free block. To learn more about how to save and load games, see "Saving and Loading Game Data" on page 26.




**Note:** DUALSHOCK™ analog controller only: Toggle the vibration function ON/OFF by using the Option mode >Vibration function. The Vibration function is not affected by the controller's ANALOG mode switch.

## Menus

| | |
|---|---|
| Start game | START |
| Advance through text | Directional button or Left stick |
| Highlight menu item | Directional button or Left stick |
| Display status during game | △ button |
| Return to previous screen | △ button |
| Talk | ✕ button |

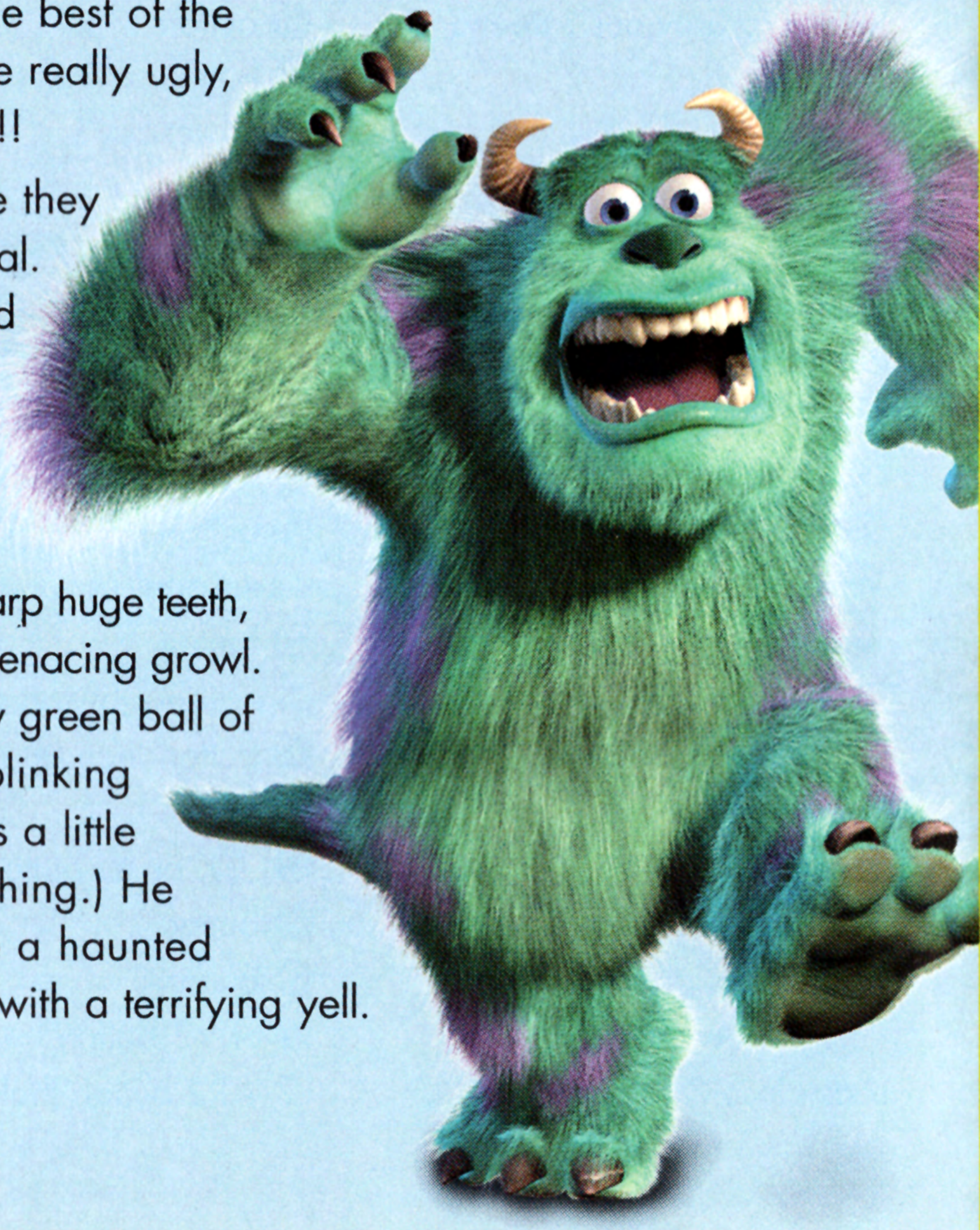
## Sulley or Mike

| | |
|---|---|
| Jump | ✕ button |
| Double jump | ✕ button (tap twice) |
| Hang | Press Directional button or Left stick toward ledge |
| Pull up from hanging position | Directional button or Left stick UP |
| Move while hanging | Directional button or Left stick LEFT/RIGHT |
| Grab object | □ button while standing next to object |
| Drop object | □ button |
| Throw object | Directional button or Left stick and the □ button |
| Attack | □ button |
| Moving attack | Directional button or Left stick and the □ button |
| Unique aerial attack | ✕ button then □ button |
| Enter scare mode | ○ button |
| Scare | ○, △, or □ button as prompted (tap rapidly) |
| Finishing scare | ✕ button |
| Enter some doors | ○ button |
| Rotate view | L2 or R2 button |
| Look closely/Look around | L2 + R2 button (hold) + Directional button or Left stick |

# LEARN TO BOO! WITH THE BEST

Each night the elite Scream Team members fan out worldwide to hide in closets so they can frighten little kids. These monsters are the heroes of their world. They're the best of the best, they're cool, they're really ugly, and most of all, SCARY!!!

Sulley and Mike are sure they are Monsters, Inc. material. Sulley's enormous horned head and body are covered by blue and purple fur. Ferocious claws stick out from his massive paws. He has sharp huge teeth, and can deliver a deep menacing growl. Sulley's pal Mike is a tiny green ball of energy with one huge blinking eyeball for a head. (He's a little sensitive about the eye thing.) He can bounce around like a haunted basketball and cut loose with a terrifying yell.



In the Monster world, Sulley and Mike are the one's who will, with your help, one day become the Top Scarers.

But the scariest, most toxic thing to a monster is a child. The thought of being touched by a little kid leaves even the creepiest most hideous monster trembling in terror. The monsters are convinced that if a kid's hands ever got on them, even for a second, they would instantly melt into a puddle of ooze. Worse, monsters know that some kids even think they're cute. Nothing could wreck a career at Monsters, Inc. like being branded cuddly.

To help get over the kid dread thing, these future Top Scarers created a special monster training program at Scare Island. Experts at scare-ology teach scare tactics to help trainees overcome toddler terror to become frightening Scream Team level monsters. They use specially designed training robots called Nerves that scream in terror when frightened. Since they are not really children, the monsters feel safe.



So if your growl gets giggles, if there's no bang in your BOO!, maybe you should join Sulley and Mike at Scare Island. We'll transform you into major league Monsters, Inc. material and you'll graduate with top honors as a shrieking, Nerve shattering superstar of scare.

# THE MAIN MENU

## Starting a New Game

1. Press START to display the entrance door to Scare Island and press START again to open it.
2. Highlight NEW GAME and press the ⊗ button.
3. Press the Directional button or Left stick LEFT/RIGHT to select Sulley or Mike and press the ⊗ button to begin the game.




Note: At the beginning of each new training region, you can choose to play as Sulley or Mike.

## Load Game

See "Saving and Loading Game Data" on page 26.

### Options

Press the Directional button or Left stick UP/DOWN to highlight an option and LEFT/RIGHT to change settings.

#### Speaker Setup

Select the setting that is correct for your television.

#### Music Volume

Adjust the music volume or turn music OFF.

#### Sound Volume

Adjust the game sound effects and voice volumes or turn them OFF.

#### Vibration

Turn the vibration function of the DUALSHOCK™ analog controller ON or OFF.

## THE GAME SCREEN

### Health Meter

The Health Meter shows one life divided into five pieces. Each time Sulley or Mike gets damaged, one piece is removed. Press the △ button to display the Health Meter.



## Medals Earned

Earned certificates appear here. Press the △ button to view your earned certificates.

**Bronze** (left box)
**Silver** (center box)
**Gold** (right box)



## Lives Indicator

This shows total lives. Begin with three lives. Find Extra Try tokens or collect 100 Primordial Ooze containers to raise the number. If you lose all your lives, the game is over. To display remaining lives and other information, press the △ button.

## Fright Meter

The Fright Meter tells you if you have enough Primordial Ooze to scare a Nerve of a certain color. In order to scare a Nerve, the Fright Meter's corresponding color must be completely filled with Primordial Ooze.

## Ooze Counter

This shows how much Primordial Ooze you have. Primordial Ooze raises your Fright Meter, so be sure to grab as much as you can before putting a scare into a Nerve.

# PLAYING THE GAME

## Orientation

Our orientation program teaches you the basics for training at Scare Island.




You will learn:

- Monster moves including attacks and crate crushing.
- Learn about Primordial Ooze collection and use.
- Scaring a Nerve to pieces.

The orientation is directed by Roz, a longtime Monsters, Inc. staff member. Follow her directions and everything will be just fine. After Orientation, Sulley and Mike will get a few words of encouragement from Monsters, Inc. head of operations, Waternoose. Then serious training begins.



## Scare Island and Training Grounds

Scare Island is the center of operations. There are three training grounds — the Urban Training Grounds, the Desert Training Grounds and the Arctic Training Grounds. Each training ground has four different regions. Urban Training Grounds is your first training area, followed by the Desert Training Grounds and finally, the Arctic Training Grounds. Once you have earned access to an area, you can return by walking up to its door on Scare Island and pressing the ◉ button to open the gate.

### Returning to Scare Island

At the beginning of each training ground there is a Region Select Screen. If you want to return to Scare Island from a Region Select Screen, press the △ button to CANCEL and Sulley or Mike will return to Scare Island.

## Regions

Each of the three training grounds is divided into four regions. When you enter an area from Scare Island, the Region screen appears.



- Select any of the four regions to begin.
- Certain areas of a region are really tough to find, or are totally unreachable without the help of Monster Enhancements. Monster Enhancements give Sulley and Mike special powers to explore the far reaches and hidden areas of a region. You will have to return to regions once you unlock a Monster Enhancement to explore areas you were unable to reach before.

See "Challenge Randall to Win Monster Enhancements" on page 20.

## Play as Sulley or Mike

Once you have selected a region, the character select screen appears. Select Sulley or Mike and press the ⊗ button to enter the region. You always have a choice of monsters before entering a region.

## Searching

Keep your eyes (or eye) peeled for hidden treasures including Bags O' Calories, Extra Try Tokens, Monster Tokens and Primordial Ooze. Nerves hide too. Sometimes you can flush them out by hitting boxes or other objects where they might be hiding. To get a close look at an area or search overhead, press and hold the L1 and R1 buttons while pressing the Directional button or Left stick.

## Beware of Tough Toys

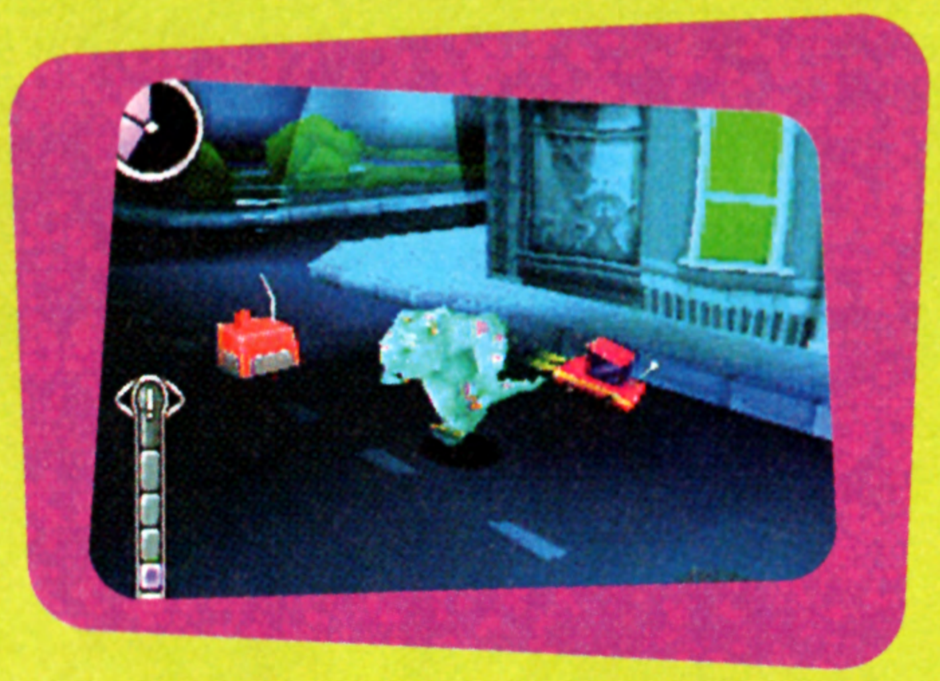


At Monsters, Inc. the children are fake but the toys are real. To graduate, every monster must learn to defend against tough toys.

More than one tough monster has limped back from a Monsters, Inc. mission after being beaten up by some kid's toys. In the old days, toys weren't so dangerous. But modern electronic toys love to attack monsters.

Each attack costs one health point. Try smashing toys with a main attack and others with a pounce attack. Some toys are very tough. You have to figure out special ways of defeating them.

## Look Out for Traps and Other Hazards



Be careful of traps or dangerous machinery that are usually placed close to items you really want to grab. Monsters can walk through water, but falling into water results in a loss of health. Each injury costs one health point so be careful.

## Doors, Switches and Ladders

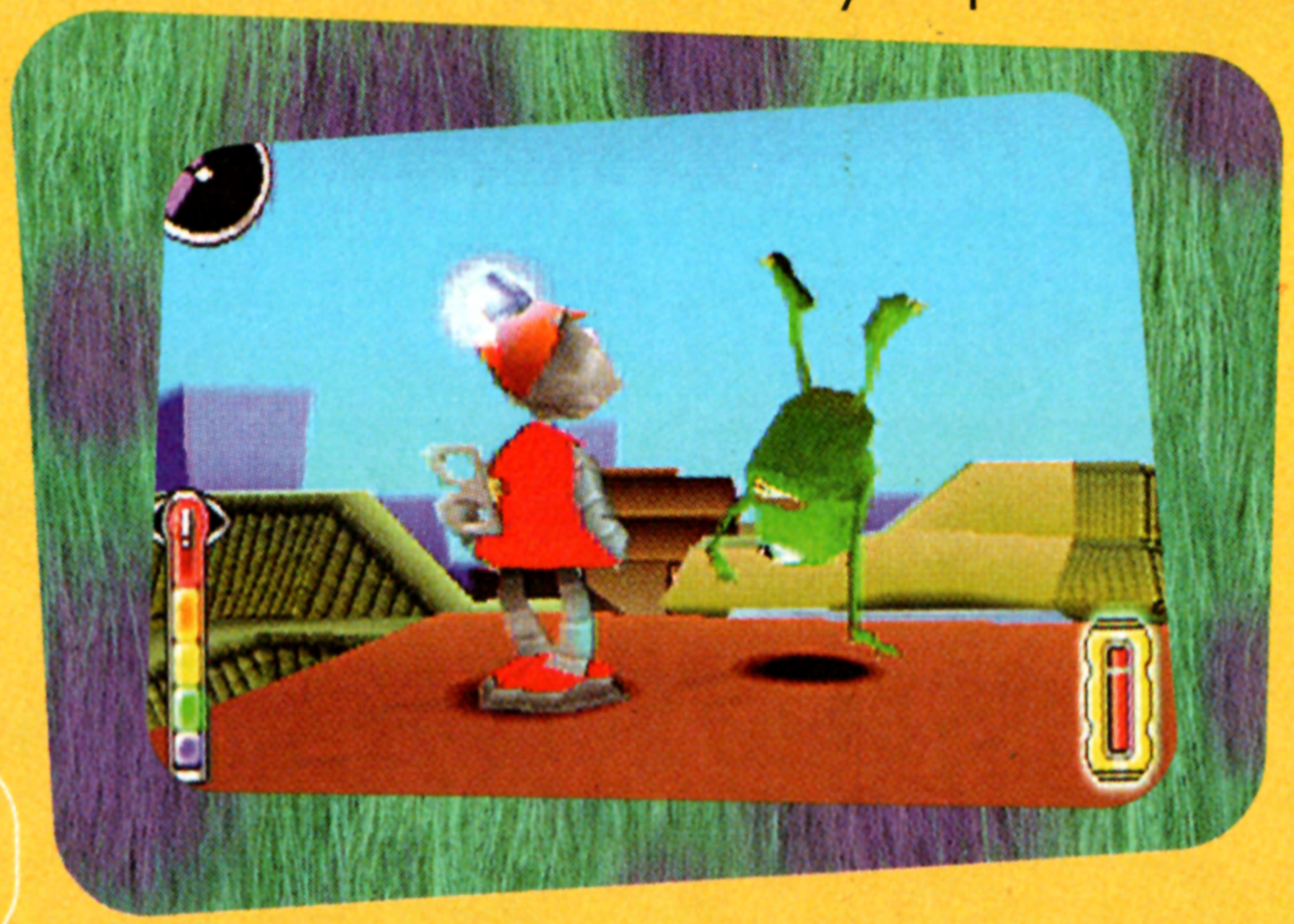
- To open some doors, press the ◉ button when prompted. Some doors will not open unless you have performed a certain task.
- Switches open doors. To activate a switch, jump on it. Sometimes a door will open some distance away from the switch. Watch closely when you jump on the switch. A close-up of the door opening appears to help you figure out its location.
- To climb a ladder, walk Sulley or Mike up to it and jump on. When asked if you want to climb, select YES and press the ⊗ button.



# THE SCARE MODE SCREEN

## Get Enough Ooze

Scaring Nerves is the most important task on Monster Island. Nerves are different colors depending on how tough they are to scare. Blue Nerves are easy. Red ones are the hardest. The Fright Meter color that matches the color of the Nerve you want to scare must be completely filled. If you don't have enough Ooze to scare a Nerve, he'll laugh at you just like a real kid. Don't feel bad.



Go find some more Ooze and come back. The little Nerve won't be laughing next time. If you have enough Primordial Ooze, the siren on top of the Nerve will flash when you get close.

## Enter Scare Mode

Walk Sulley or Mike up to a Nerve with a blue flashing helmet and press the ◉ button to enter Scare Mode. Rapidly tap the button that corresponds to the button icon that appears above the Scare Canister. Watch for the button icon to change and switch to a new button. Rapidly tap the displayed button until the next button icon appears. When a siren sounds and the Nerve's headlamp flashes yellow, that means the Scare Canister is almost full. Quickly press the ⊗ button to deliver the finishing scare.

## Watch the Scare Canister

The Scare Canister fills as you scare the Nerve. When you are pressing the scare buttons, watch the Scare Canister. If the Scare Canister level starts dropping, you are not pressing the correct buttons or not pressing them fast enough. Keep pressing the correct button until the canister reaches the final scare line and the siren sounds. Then press the ⊗ button quickly to finish off the Nerve.



# MONSTER MOVES

## Sulley's Moves

### Tailspin or Slap Attack

Sulley's main attack is the Tailspin. While pressing the Directional button or Left stick in any direction, press the ■ button and Sulley spins to whack his tail into crates or toys. If the Directional button or Left stick is not pressed, Sulley slaps things with a powerful right paw.



### Monster Fur Flop Aerial Pounce

Sulley's aerial pounce attack (✕ button + ■ button) is a belly flop. Use the pounce to squash metal crates and toys.

### Somersault Jump

Press the ✕ button twice to perform Sulley's Somersault jump. For a little extra distance, hold the ✕ button on the second press and Sulley rolls into a ball and flips.

## Mike's Moves

### Spinning Ball Attack

Like Sulley, Mike's main attack is the spin (■ button). But this little monocular monster can roll like a ball careening around on the ground to total out attacking toys or smash wood crates. Just press and hold the ■ button while pressing the Directional button or the Left stick.

### The Bouncing Eyeball Aerial Pounce

Mike's aerial pounce attack (✕ button + ■ button) rolls him up into a ball to bounce on a toy or crate. Press the ■ button when in mid-air and Mike will bounce to attack sturdy crates and toys.

### Double Jump and Hover Jump

Press the ✕ button twice to perform Mike's double jump. Hold the ✕ button on the second press and Mike gives his legs a quick wiggle to squeeze in a little extra hover time for huge leaps.



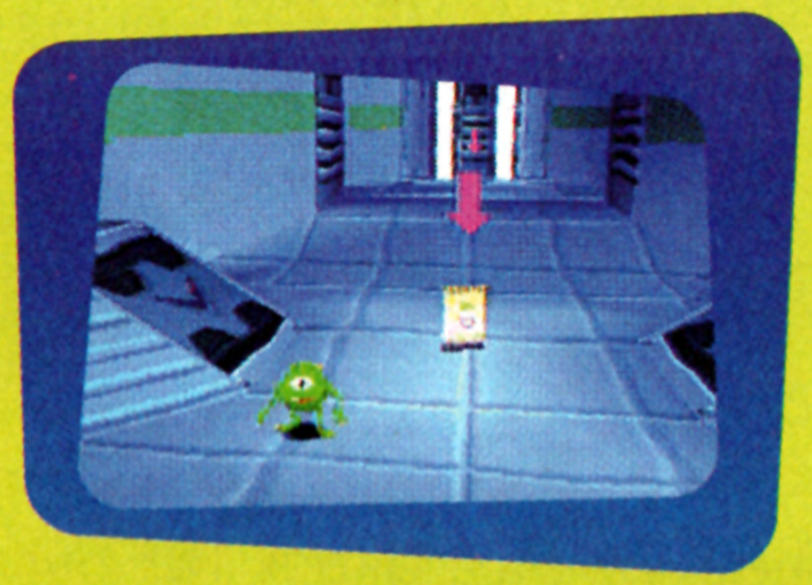
## Jumping and Hanging

Both Mike and Sulley can jump up to a ledge and hang. Press the ✕ button twice and hold on the second press to make them grab and hang. Press the Directional button or Left stick LEFT/RIGHT to move Sulley or Mike while hanging from a ledge. Press the Directional button or Left stick UP and they will pull up onto a ledge.

# MONSTER SUPPLIES

## Bag O' Calories

Increases health lost from damage by one point.





## Extra Try Token

Sulley and Mike start out with three lives. Find one of these and win another life.

## Primordial Ooze

A Monster's scare power comes from Primordial Ooze. It comes in two different strengths to help fill your Scare Meter. Green ooze fills the meter a little. Red ooze fills it a lot.



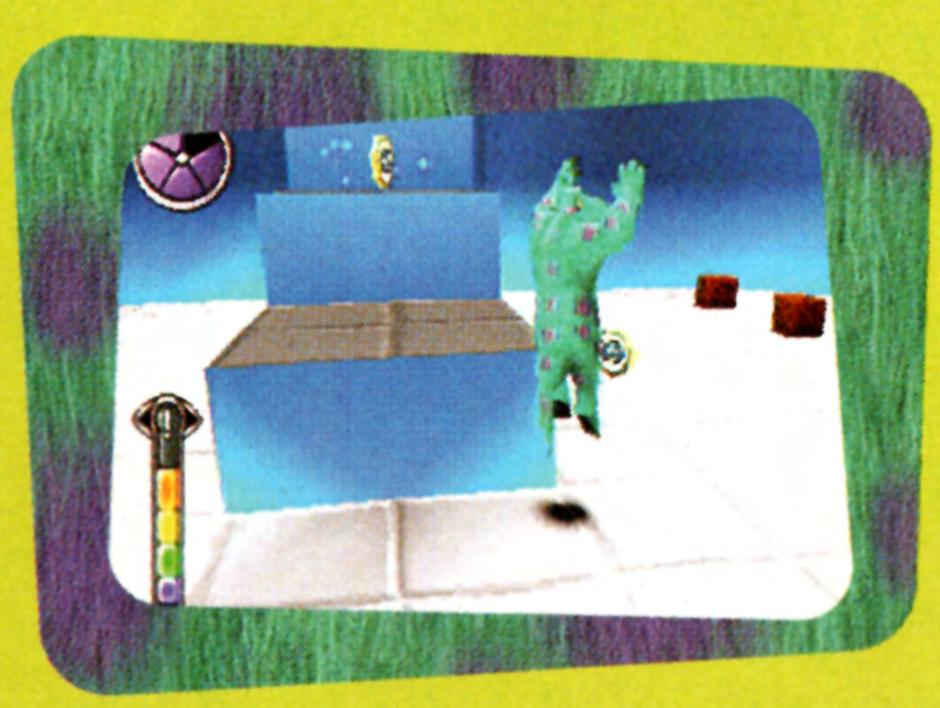
# THINGS YOU NEED TO WIN

## Medals

Medals are treasured by our graduates. In every region of your scare training, you must win either a Bronze, Silver or Gold Medal to clear the region.




**Bronze** – Scare a total of five Nerves.
**Silver** – Collect all 10 Monster Tokens.
**Gold** – Scare all 8 Nerves.

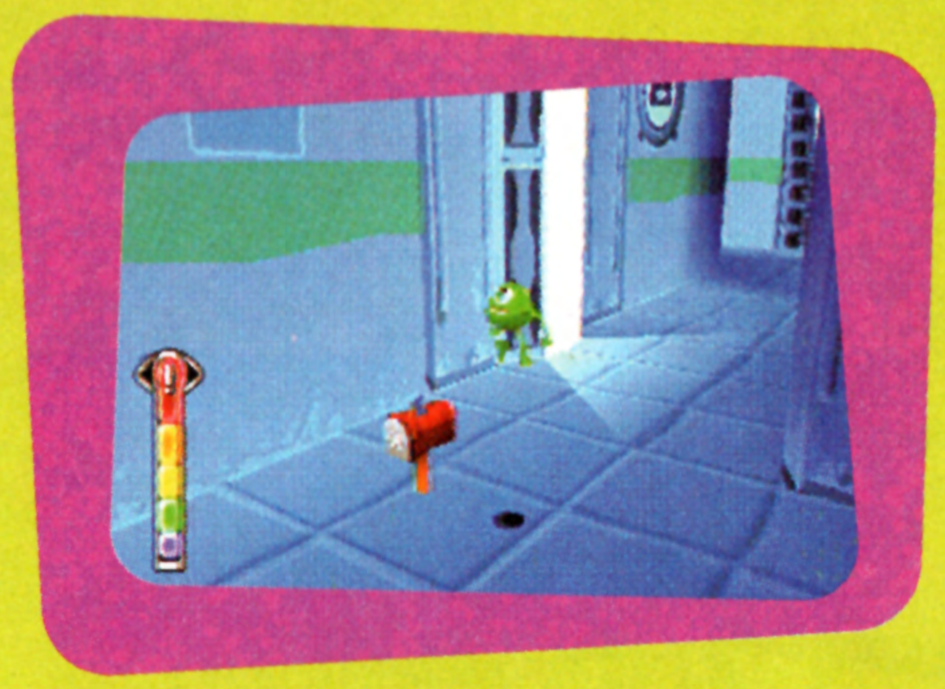


## Monster Tokens

Collect 10 Monster Tokens to win a Silver Medal.

## Mail Boxes

Hit these by pressing the ▣ button for valuable tips and information.



# CHALLENGE RANDALL TO WIN MONSTER ENHANCEMENTS

Monster Enhancements give you the power to reach hidden or out of reach places within the training grounds. Monster Enhancements are unlocked by getting four bronze medals in a particular training ground.




Randall is one of Monsters, Inc.'s professional trainers. Collect enough Bronze Medals and automatically compete with Randall in Monster Pursuits. You must beat Randall in a pursuit while collecting the required number of Monster Tokens. Randall Race is used to unlock the next training ground.



Beating Randall is tough. If he wins a pursuit, select RETRY to give it another shot. You can also give up and try later by selecting QUIT TO SCARE ISLAND. Randall hangs around on Scare Island waiting for students to challenge.

### To start a Monster Pursuit with Randall on Scare Island:

1. Walk up to him and press the ◉ button when prompted to talk.
2. He'll challenge you and three race options will appear.
3. Highlight one and press the ⊗ button to accept.

## The Monster Enhancements

### The Trampolines in the Urban Training Grounds

Get altitude for some real rooftop treasures by bouncing on a trampoline. To use a trampoline, press the ⊗ button to jump on and keep jumping.



### The Speed Arrows in the Desert Training Grounds

Jump into Speed Arrows to dart over the dunes. These flashing markers will accelerate your monster to a scary speed and allow access to new areas or puzzles. To use the Speed Arrows, simply walk across them.

### The FlingShot in the Arctic Training Grounds

Find a FlingShot and press the ⊗ button to jump into it. You'll teleport into shortcuts that reveal hidden areas or items.

# WINNING BIG AND GRADUATING WITH HONORS

To win big, you must collect every Bronze, Silver and Gold medal in every level of the training grounds. To achieve this goal, you must win all the Monster Enhancements.




## THE PAUSE SCREEN

Press START to pause the game. The Pause screen is different depending on whether you pause in a training region or on Scare Island.

***On the Pause Screen you can:***

- Check Stats for the present level or previous levels.
- Save the game.
- Change options.
- Quit the game.
- See important game stats.

Press the Directional button or Left stick to highlight an item and press the ⊗ button.



## Pause in the Training Grounds

### *Check Stats in Current Training Level*

**Continue**
Return to play.

**Save Game**
Saves game progress to the Save Slot.

**Inventory**
Show your progress and items collected in each level.

**Quit to Scare Island**
Returns Sulley or Mike to Scare Island.

**Exit Game**
Return to Title Screen.

**Options**
Set game options.

Press the Directional button or left analog stick UP/DOWN to highlight an option and LEFT/RIGHT to change the setting.

***Speaker setup*** — Select STEREO or MONO.
***Music volume*** — Adjust the music volume.
***Sound f/x volume*** — Adjust the volume of game sound effects.
***Vibration*** — Turn the Vibration function ON/OFF on a DUALSHOCK™ analog controller.

## Pause on Scare Island

Press START when on Scare Island to view the statistics for each completed level in your academy training. Press the Directional button or Left stick UP/DOWN to highlight a level and see your progress for that level.

# THE MONSTERS, INC. TRAINING STAFF



## Randall: Speed Trainer

Randall is a veteran of the Scream Team on loan to Scare Island. He will challenge Sulley and Mike to races. Beat him to unlock some training grounds. Find Randall roaming around Scare Island and press the ⊗ button to hear what he has to say. Beware of Randall. He's competitive and crabby.



## Roz: Orientation

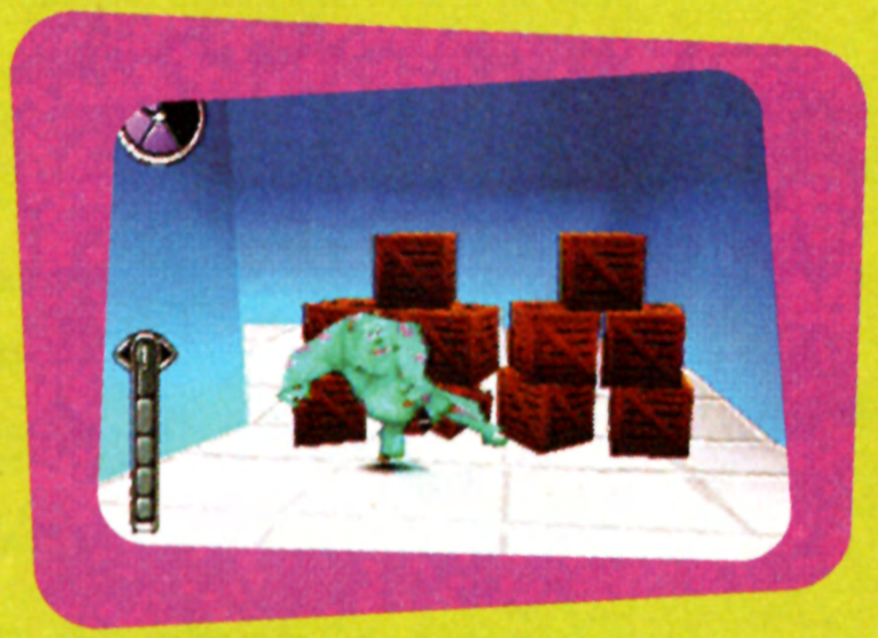
Sulley and Mike won't see Roz but they will sure hear her. She's in charge of orientation training and will teach you the basics. She's trained about a million monsters so nothing really impresses her anymore.

## Mr. Waternoose: Your Boss

With all those legs to keep organized you wouldn't think Mr. Waternoose has time for anything else. But he is the big boss at Monsters, Inc. and acting dean at Scare Island too. He'll give Sulley and Mike gameplay tips and tell them what is expected.



# THE TRAINING GROUNDS



## The Urban Training Grounds

The Scream Team gets lots of missions in the big city. Battle robots, remote control cars and wind-up wharf rats. Track down Nerves in The Marketplace, Downtown, City Park and on the Docks.

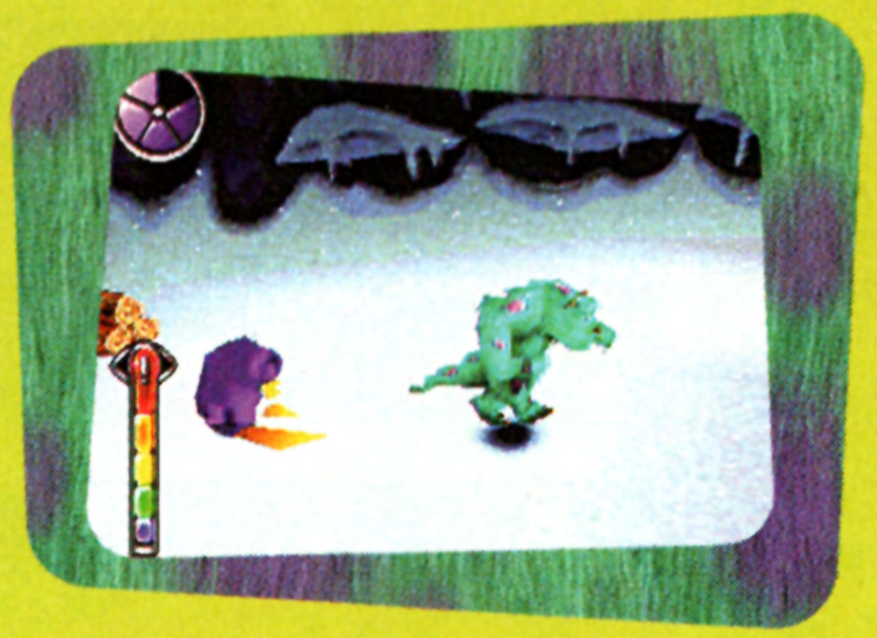


## The Desert Training Grounds

It's tomb training time when Sulley and Mike cruise crumbling crypts in search of hard to find Nerves. Sledgehammer Scorpions, Cobras and Spikey Lizards keep our monsters walking on sore toes.

## The Arctic Training Grounds

We forgot to tell you. The Nerves can fight back. They build sneaky snowmen who nail Sulley or Mike with snowballs. Monsters, Inc. has also stocked the frozen lake with starving ice piranha just to keep it challenging. Hit the penguins when they aren't looking and look out for icicles.



# SAVING AND LOADING GAME DATA

## Saving




***To save a game while inside a training area:***

Press START button to pause the game and select SAVE GAME.

To save a game while on Scare Island:

Walk Sulley or Mike through the main entrance of the academy and talk to Flint, the receptionist.

When she asks if you want to save your game, select YES.

## Loading a Saved Game

***To Load a saved game:***

1. On the Main Menu, select LOAD GAME.




2. Select MEMORY CARD SLOT 1 or SLOT 2 and press the ⊗ button.
3. Select the saved game you want to play and press the ⊗ button.

The number of Bronze, Silver and Gold certificates you have won in each game is listed next to the saved file.

# CREDITS

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Steve Buscemi
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***Movie Sequences Only***
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John Goodman

***Video Clips Provided by:***
Forward Never
Straight Productions

***Special Thanks***
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Tamira Webster
Luigi Priore
Scott Cuthbertson
Don Polite

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