



XBOX 360

Disney
EPIC MICKEY 2
THE POWER OF TWO



! WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

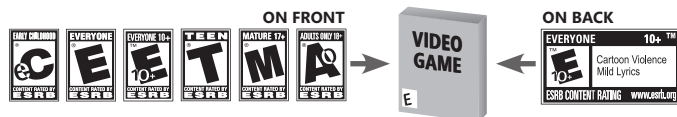
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



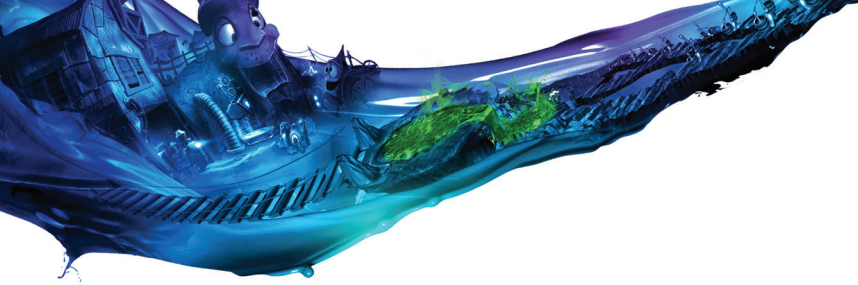
For more information, visit www.ESRB.org.

Disney EPIC MICKEY 2 THE POWER OF TWO

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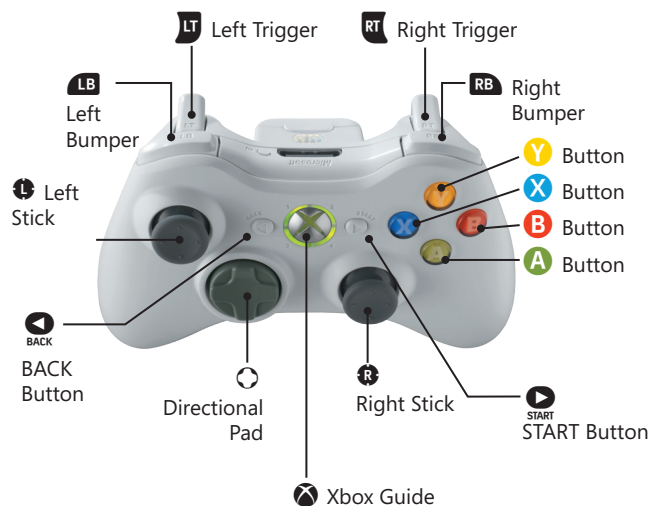


DISNEY EPIC MICKEY 2: THE POWER OF TWO

In *Disney Epic Mickey 2*, Mickey Mouse used his powers of Paint and Thinner to rebuild Wasteland, the world of forgotten Disney creations ruled by Oswald the Lucky Rabbit. Now a catastrophic disaster has changed Wasteland forever... and only the combined powers of Mickey and Oswald can restore this once-proud home for forgotten Toons. Has the Mad Doctor turned good? Can the dreaded Beetleworx be contained? Unleash the power of these two epic heroes and find out!

CONTROLS

Xbox 360 Controller



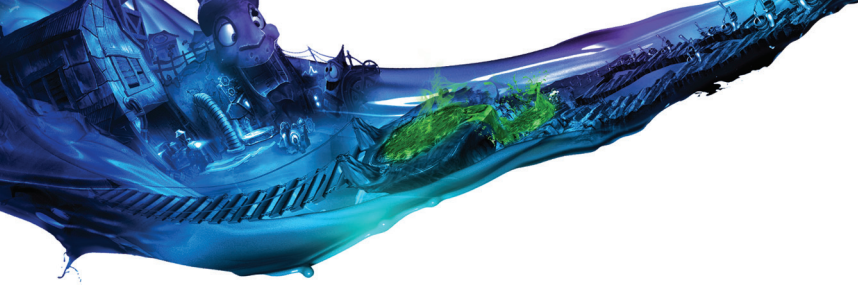
MICKEY'S CONTROLS

A Button	Jump/double jump/ interact with objects and characters	RB Right Bumper: Tap	Cycle sketch
RT Right Trigger: Tap	Paint splash while aiming with the pointer	RB Right Bumper: Hold	Cast sketch
RT Right Trigger: Hold	Paint stream while aiming with the pointer	B Button	Call Oswald/ Co-Op Toss
LB Left Bumper	Camera reset to original position	Y Button	1st person view/photo mode (once the player has the camera)
L Left Analog Stick	Move	START Start Button	Display pause menu
R Right Analog Stick	Control camera direction	LT Left Trigger: Tap	Paint thinner splash while aiming with the pointer
X Button	Spin attack	LT Left Trigger: Hold	Paint thinner stream while aiming with the pointer

OSWALD'S CONTROLS

A Button	Jump/double jump/ interact with objects and characters	R Right Analog Stick	Reprogram when in this mode
RT Right Trigger	Electric blast/ electric stream	R Right Analog Stick	Control camera direction
LB Left Bumper	Lock on/re-center	B Button	Call Mickey/ Co-Op Toss
L Left Analog Stick	Move	Y Button	1st person view/photo mode (once the player has the camera)
X Button	Spin attack	START Start Button	Drop in/Drop out

Note: The game automatically saves your progress during play.



MICKEY'S ABILITIES

Paint and Thinner are powerful tools in Wasteland. Use Paint to fill in objects and befriend characters. Use Thinner to erase an object and battle enemies.

USING PAINT SPRAY

Tap the Right Trigger while aiming at the screen with the Right Stick to release a quick splash of Paint. The Paint Spray is very powerful but it has a limited range. If not aiming at the screen, the Paint Spray will shoot out straight in front of Mickey.

USING PAINT STREAM

If Mickey needs to use Paint on an object that is farther away or that requires more Paint, hold the Right Trigger while aiming with the Right Stick. Be careful — this uses a lot of Paint fast!

USING THINNER SPRAY

Tap the Left Trigger while aiming at the screen with the Right Stick to unleash a short, powerful splash of Thinner.

USING THINNER STREAM

Hold the Left Trigger while aiming the cursor with the Right Stick to stream Thinner.

PAINT AND THINNER JUMP

Press either the Right Trigger or Left Trigger while in mid-jump to send a spray of Paint or Thinner directly beneath Mickey. This can be used in challenging situations.

OSWALD'S ABILITIES

Oswald can walk, run, sneak, jump, punch and kick. He can also do a ledge grab and take pictures in first-person mode. His Remote Control has different abilities to help him through the Wasteland: Electric Blast and Electric Beam.

HELICOPTER

Oswald can use his Helicopter Ears as propellers to glide down from high platforms and perform Co-op moves with Mickey.

BOOMARMERANG

Oswald can hurl one of his arms to stun any enemy it hits before returning to Oswald. If it strikes a thinned-out animatronic, the boomerang throw counts as a hit. Boomerang can also be used to activate switches from a distance.

REPROGRAMMING

(minigame when close to a stunned Beetleworx or mechanical device)

Constructed by the Mad Doctor from old animatronic pieces of forgotten rides, these mechanical monsters are barely affected by Paint and Thinner. If a Beetleworx is stunned, Oswald can adjust the frequency of his remote to reprogram it, activating a mini-game where you take control of the Beetleworx.

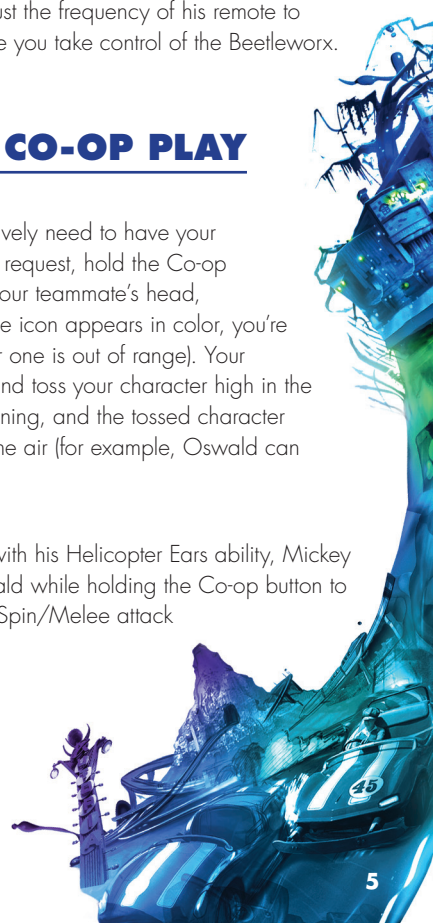
MICKEY & OSWALD CO-OP PLAY

GRAB AND TOSS PLAYER

For those times when you absolutely, positively need to have your character tossed high in the air. To send a request, hold the Co-op button. A simple icon will appear above your teammate's head, indicating that you'd like to be tossed. If the icon appears in color, you're both in range (it will be grayed-out if either one is out of range). Your teammate can then hold the Jump button and toss your character high in the air. This move can be performed while running, and the tossed character has a degree of control once they are in the air (for example, Oswald can activate his Helicopter Ears in mid-toss).

HELICOPTER EARLIFT

When Oswald is floating through the air with his Helicopter Ears ability, Mickey can hitch a ride by jumping towards Oswald while holding the Co-op button to grab onto him. Either player can use their Spin/Melee attack to break apart while in the air.



CROSSING THE STREAMS

If Mickey and Oswald cross their Paint/Thinner and Electric Beam Streams, a force field of both elements will begin to form at the point where the streams cross. The force field will continue to grow in size at a steady pace as long as the connection is maintained. If either player releases the connection, the force field will be launched as an attack. The amount of damage the force field causes depends on how large it was before launch. The direction the force field travels depends on the angle of the two streams crossing. This move is especially strong against Blotworx.

OSWALD'S LUCK

This will rumble Mickey's Game Controller when Oswald is wearing a Gremlin costume.

REVIVE

If a player loses all of their health while over solid ground, they will puddle and remain in the area for a short period of time. The other player will then have the opportunity to bring them back before they respawn at their last spawn point. When revived, the puddled player will return with partial health. Mickey can use Paint to bring a puddled Oswald back. Oswald can use a Shock from his remote to bring a puddled Mickey back.

XBOX LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to **www.xbox.com/live** to learn more.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a highspeed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.

