

Disney PRESENTS A PIXAR FILM

THE INCREDIBLES



INSTRUCTION MANUAL





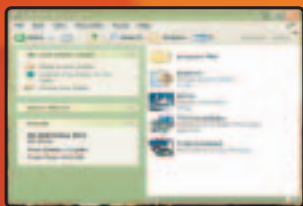
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GETTING STARTED

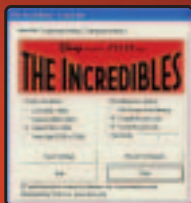
1. Insert your *Disney presents a Pixar film, The Incredibles* CD into your CD or DVD drive. You should double-click on your CD or DVD Drive to bring up this menu.
2. Run the Setup.Exe file (PC version) and theincredibles.pkg (Mac Version).
3. Once the installation procedure starts, please follow the on-screen instructions. Your set-up should look like this:



CONTROLS

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When playing the game on your computer, you can assign the controls to any key on your keyboard. This screen automatically launches when you click on the game icon. There are three tabs on the top of the window. The left one (shown) allows you to change the screen resolution. The middle one enables you to assign any key you like for any in-game command you want. The right one allows you to plug in a PC-compatible joypad (sold separately), and configure the buttons to in-game commands. Don't forget to plug in your joypad before you begin the game!



KEYBOARD

Menu Controls

Arrow Keys

Highlight Menu Selection

Enter

Confirm Menu Selection

Escape

Return to Previous Menu

GAME CONTROLS

A,D,S,W

Control Character

Key Pad (2,4,6,8)

Move Camera

Space Bar

Jump (not available on Incredi-Ball)

Q or Left Mouse Button

Punch (Mr. Incredible, Mrs. Incredible)

Left Shift

Grab (Mr. Incredible, Mrs. Incredible)

Left Shift

Throw (Mr. Incredible, Mrs. Incredible)

Left Shift

Action (Mr. Incredible, Mrs. Incredible, Violet)

E or Right Mouse Button

Incredi-Attack/Move

TAB Key

First person Camera view (Mrs. Incredible)

C

Crouch/Roll (Mr. Incredible)

C

Stretchy/Punch/Grapple/Swing (Mrs. Incredible)

X

Centre Camera

ESCAPE

Start Game/Pause Menu



ARE YOU READY to play as one of the world's greatest superheroes [known to all as Mr. Incredible] and as his family of supers? You'd better be; this mission needs the help of Mr. Incredible's entire family, and friends too! After reminiscing about the days before he struggled into his super suit, Mr. Incredible receives a mysterious call that summons him to a remote island for a top secret assignment. With a new purpose, he heads off to the island of Nomanisan for an extraordinary battle of wits and superpowers. Watch out world: it's Showtime!

MAIN MENU OPTIONS

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NEW GAME

Highlight this option with your Arrow Keys, then press the ENTER key to begin a brand new adventure! When you begin, you'll be asked whether you'd like to create a Save File.



LOAD GAME

During your game, you can save your progress at any time. When you return to your game, choose this option to load a game you've already saved. Then you can hop right back into the action!

OPTIONS

Turn the Music Volume (the tune playing in the background), and the SFX Volume (the grunts, zaps, and shrieks in the game) up or down. Change the Sound Mode from Mono (one speaker), Stereo (two), or Dolby® Surround. All options are changed using the arrow keys on your keyboard.

BONUS

Enter this menu to view bonus videos about the movie and the game.

Super Tip!	Menu Controls
Arrow Keys:	Highlight Selection
Enter:	Approve Selection
Escape:	Go Back to Previous Screen

PAUSE MENU OPTIONS



Press ESCAPE during the game to access this Pause Menu. There are a number of options here; select one with the ENTER key, or return to the game with the ESCAPE key. The top left area shows the name of the level you're playing, and how many checkpoints you've passed. Underneath is a video of the level you're in. To the right is a list of sub-menus.

Options – Allows you to enter the main options menu, just like you could at the Main Menu. You can change the music, sound effects, sound, vibration function, and can look at the current controls.

Save Game – Save your progress at any time from this screen.

Mission Select – Enables you to replay any missions you have already unlocked.

?????????? – What form of hidden game mode is this? It appears as ?????????? until you unlock it.

Gallery – The further you progress, and view artwork and videos unlocked by collecting Bonus Item pickups in the game.

Secrets – Visit www.thq.com for the latest secrets and information on this game!

Quit Game – Ready to quit? Never! But just in case, choose this to return to the Main Menu. Don't forget to save first!

Super Tip!

More Moves

Your Incredibles team has many more super moves at its disposal. Check the Characters and Moves section for all the information!

GAME SCREEN

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Incredible Icon – This quickly shows you your health and Incredi-Meter. The "i" dot flashes when you're at 25 percent health or less.

Health Meter – Shows how much health you have left. Collect Health to fill this bar. If you take damage, the bar goes down counter-clockwise. If it empties completely, you'll restart at the last checkpoint.

Incredi-Meter – Each time you attempt an Incredi-Move, this empties a little. Certain items and defeating Henchmen add to this meter. So get cracking!

Special Action Meter – This is used to show how "charged" a move is or how much longer the player has to repeatedly press the key to lift things.

Enemy – This is the enemy you're currently attacking; in this case, Bomb Voyage's henchman.

Instructions – If you see information here, be sure to read it!

STATISTICS

Once you complete each level, your skills are comprehensively detailed in a series of statistics shown on the screen to the right.

– Shhh! There are some Incredible codes to type in at this screen, but we can't tell you what they are yet!



GAME SCREEN



Dash Meter (Dash Levels Only) – Check the screen above, and you'll spot the Dash meter on the right side of your screen. It is used to track the progress throughout the level you're running through. Below is a description of how to read this meter.

Dash Icons – The "Dash icon" shows you the location of Dash. It moves from the bottom of the meter to the top as you continue through the level.

Checkpoints – Notice orange bars appearing at the top of the meter and slowly moving towards the "Dash icon"? These are checkpoints. When your "Dash icon" passes through the checkpoint, you've passed through it too! If Dash is defeated by being tripped, striking objects, or overheating, you start at the last orange bar you ran through.

Time – At the top of the screen, you'll see a timer. This shows the elapsed time since you started the race.

Mph – Meaning "miles per hour", and appearing on the bottom left hand corner of your screen, this indicates Dash's speed.

% (Percent) – Check the bottom of the timer for a percentage that increases once you start. When you reach 100 %, the level is done!

ITEMS

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When you're thwacking evil do-ers left and right, here's a couple of items that are handy for your plight!

Health: Replenishes your health.



50 % Replenishment.



25% Replenishment.



10% Replenishment.

Incredi-Power Increase: Replenishes your Incredi-Meter.



50 % Replenishment.



25% Replenishment.

Bonus Item: Unlocks artwork and video in the Gallery.



Incredi-Pointer: Provides in-game instructions.



18 stages of robots and thugs are ready to hack; here's what to expect so that you can stay on track.

Level 1:

BANK HEIST

A young Mr. Incredible on the trail of Bomb Voyage, the elusive criminal mastermind, and his host of cronies. There are a series of bank robberies and Mr. Incredible correctly assumes that this devious burglar is making off with the loot. It's up to Mr. Incredible to stop him!



Level 2:

SKYLINE STRETCH

That Bomb Voyage is one slippery customer, and as the chase heats up, Helen (the future Mrs. Incredible) joins in to help in his apprehension. Can she halt Bomb Voyage once and for all?



Level 3:

BUDDY PINE & BOMB VOYAGE

Buddy Pine's Rocket Boots are an impressive piece of jet technology, but Mr. Incredible doesn't want to examine them quite this close! Taking off on a wild ride across the city as he tries to remove a bomb from Buddy's Cape, Mr. Incredible drops onto a rooftop right next to that master thief, Bomb Voyage – time for his journey to end!



Level 4:

APARTMENT INFERNO

Remember superheroes' lives in the good old days? There was respect, adoration, and people screaming for help from a burning building. Great news! Mr. Incredible's old friend Frozone is back, and so is the excitement! Are they getting in over their heads?



Level 5:

LATE FOR SCHOOL

The bus has left again without Dash. He's late! Or is he? With some sneaky superpower moves he may make it on time. Being the speediest person around does have its benefits though. It's time to test his sprinting ability and get to school before the bus does.



Level 6:

BEACH LANDING

The mysterious Mirage has offered Mr. Incredible a top secret assignment that he's in no position to refuse. Moments later, she debriefs him while on a jet plane heading straight toward Nomanisan Island.



Level 7:

NOMANISAN ISLAND

After an unforgettable landing on Nomanisan Island, Mr. Incredible only gets to stretch his legs briefly before he has to start battling robots once again. Mirage warned him the Omnidroid is loose and wreaking havoc on the island, but where is it? It's up to Mr. Incredible to find and destroy it!



Level 8:

VOLCANIC ERUPTION

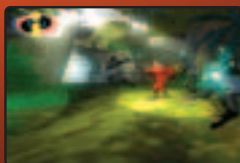
Mr. Incredible's luck matches his name, and he locates the Omnidroid. It's at about this point that Mr. Incredible wishes he had Frozone with him. The metal monstrosity throws Mr. Incredible into the mouth of an active volcano, and then dives in itself to finish the job!



Level 9:

ROBOT ARENA

After destroying the Omnidroid in his first mission Mr. Incredible has a new lease on life. He is now back on Nomanisan ready for adventure again. On his way to the conference room to get debriefed, he runs into a couple of obstacles. Don't worry - nothing can stop Mr. Incredible!



Level 10:***GREAT FALLS***

It's bigger, it's better, and it's back! Is it too much for Mr. Incredible? The giant metallic shape starts to block out all the lights. An even more impressive Omnidroid engages Mr. Incredible in hand-to-claw combat.

**Level 11:*****SYNDROME'S BASE***

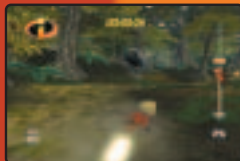
Just what is really going on within the belly of Nomanisan Island? Mr. Incredible will soon discover more about Syndrome's diabolical plan. He now has to figure out what happened to his former allies and stop Syndrome, preferably in spectacular fashion.

**Level 12:*****FINDING MR. INCREDIBLE***

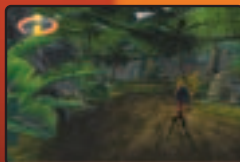
Suspicious of her husband's whereabouts, Mrs. Incredible and the kids fly out to Nomanisan to find Mr. Incredible. After a horrific landing Mrs. Incredible leaves the kids in a cave and takes off on her own adventure inside Syndrome's base to find her husband.

**Level 13:*****100 MILE DASH***

Uh-oh! Dash is running for his life in a deadly race against the pursuing velocipods! These Henchman-driven flying contraptions are as deadly as they are fast, and Dash needs every ounce of energy to keep one step ahead of them.

**Level 14:*****VIOLET'S CROSSING***

With Dash speeding away, Violet is left to fend for herself. She's not too worried though; she doesn't cut enough of an imposing figure to worry Syndrome's Henchmen. In fact, her plan is to not reveal herself at all – invisibility is the best method of escape!



Level 15:**INCREDI-BALL**

Dash escapes Syndrome's flying fiends, while Violet completes her stealthy sneak. They both meet up to combine their powers into a fearsome Incredi-Ball. Take Violet's force field, add Dash's speed, and mix together to form a real force to be reckoned with

**Level 16:****SECRET LAVA LABS**

While the kids are having a ball, Mrs. Incredible has finally arrived at the inner sanctum of the reprehensible Syndrome. He doesn't make his underground lair easy to navigate, but continue she must in order to locate Mr. Incredible.

**Level 17:****ROCKET SILO**

The Incredilbes meet up and try to find a way off the island. They run right into the rocket bay. Violet's idea is to use the rocket, but they run into trouble when they discover that the power to the entire silo is out. Meanwhile, Mrs. Incredible tries to re-establish power to the rocket silo, and Mr. Incredible heads off to ready the rocket that will fly his family home.

**Level 18:****SAVE THE WORLD**

What seemed like a hare-brained scheme to blast back to civilization has worked! Of course, when The Incredibles arrive, they see that their work isn't done. Syndrome's greatest invention is wreaking havoc on Metroville. Can Syndrome save the city and finally be super?



Welcome the heroes of the game.

MR. INCREDIBLE

Once considered one of the world's greatest superheroes (known to all as Mr. Incredible), Bob Parr comes out of hiding and accepts a mysterious top secret assignment! He can't wait to get back to the good old days of saving the world, and fighting evil on a daily basis.

Incredi-Moves!

Incredi-Punch

Charge your Incredi-Meter up, hold the E key or Right mouse button, and release it to unleash your Incredi-Punch! Hold the E key or Right mouse button while Mr. Incredible is in mid-air, and then release to crush anything directly below you.

Crouch-Jump

Want to leap higher than normal? Then jump once you're crouching.

Roll

Press C key to crouch and press A key or D key to roll left or right.

Throw

A useful technique to deal with airborne foes. Stand next to the object (or enemy), press the Left SHIFT key to pick it up, and press the Left SHIFT key again to launch it.

Incredi-Actions!

Incredi-Jump

Have you found an Incredi-Pointer? Then press and hold the Space Bar, and release it for a truly spectacular leap!

Incredi-Turn

Grab large objects with the Left SHIFT key, and use the Arrow Keys to turn them in place.

Incredi-Lift

Got a really heavy object blocking your path? Then stand next to it, tap the Left SHIFT key repeatedly until you lift it up and out of the way!

Incredi-Throw

Lift up an Henchman with the Left SHIFT key, and instead of pressing the Left SHIFT key again, press and hold the E key or right mouse button for an even longer throw!



MRS. INCREDIBLE

Mrs. Incredible misses the old days, but doesn't dwell on those times as she has a wonderful family and is quite happy to spend her time with them. It is only when her family is in danger that she reassumes her secret identity and uses her elastic powers to save the day.

Incredi-Moves!

Stretching

Mrs. Incredible has stretching talents that can knock out Henchmen from far away. Press the C key when a Henchman is targeted and knock him out.

Throwing

Press and hold the Left SHIFT key, and you'll grab a Henchman before throwing him. Use the Arrow Keys on your keyboard to change the direction you throw him.

Swinging

When near a grapple point, shown by a Incredi-Pointer, press and hold the C key to swing across a gap. Release C key to let go of the grapple point.

Incredi-Actions!

Incredi-Punch

Press the E key or Right mouse button to unleash Mrs. Incredible Incredi-Punches. The longer you hold the key or button, the stronger the attack will be!



VIOLET

Violet Parr, like her parents has special powers, and it seems only right that hers allow her to turn invisible and protect herself with an equally invisible shield. While on Nomanisan, she learns to confront fearsome situations, turning her defensive energies into an offensive force.

Incredi-Move!**Invisibility**

Press and hold the E key or Right mouse button to use Violet's invisibility power. Hold the key or button too long though, and you'll deplete her Incredi-Meter, so use this sparingly.

Incredi-Actions!**Incredi-Ball**

Once Violet meets up with Dash; she'll use her force field ability in conjunction with Dash's speed to form the Incredi-Ball. Almost nothing can stand in their way when they work together



DASH

The smallest member of The Incredibles family, next to Jack-Jack, is also the quickest. Being able to run as fast as he can is awesome! But these Nomanisan baddies aren't like the ones on TV. They don't hold back!

Incredi-Actions!

Incredi-Boost

While running, press the E key or Right mouse button for a turbo boost. Watch out! Hold the key or button too long, and Dash will overheat due to all that friction.

Incredi-Ball

Once Dash meets up with Violet they can form the Incredi-Ball. Use Dash's speed to navigate the Incredi-Ball, and destroy Henchmen and anything else in your path.

Incredi-Ball Tips

In a tight squeeze Dash and Violet are a great brother and sister team! Be sure you learn the following tips and keep the ball rolling to help defeat Syndrome's Henchmen.

Super Tip!

Keep Healthy

Watch that health meter! Henchmen attacks and laser beams damage the Incredi-Ball. Lose all your health, and Violet will lose her concentration. This will cause the Incredi-Ball to disappear, leaving Dash and Violet defenceless!

Full Force!

Use the Incredi-Ball to send Henchmen flying! You can also use it to destroy generators that can't be reached.



ENEMIES: HENCHMEN

These evil do-ers don't have enough clout; we've uncovered some weaknesses so the Incredibles can win every bout!



ARSONISTS

Burning down an apartment building in lower downtown, these pyromaniacs need to be taught a lesson. Get ready to give them a bunch of fives, and keep it going!



NOMANISAN ISLAND HENCHMAN

Are you an evil genius bent on diabolical revenge with a secret subterranean volcano base? Then do we have the guards for you! Not too bright, fiercely loyal, and guaranteed to waylay superheroes. Syndrome must have seen the advertisement; these Henchmen are swarming the island.



ARMOURED HENCHMAN

Imagine a Henchman with enough seniority to afford a set of armour strong enough to stand up to Mr. Incredible's punching. However, it isn't solid enough to withstand repeated pummeling, so get in, up close and personal.



LOBBER HENCHMAN

These adversaries launch bombs in your general direction. You've got a second or two before the devices explode. Make good use of this time and launch the bomb back where it came from. Bombs can only be picked up when green.



FLYING LOBBER HENCHMAN

If you've encountered a Lobber Henchman, you know what to expect – they fly about on personal helicopter units. Roast their rotors in the same manner as before.



LASER GUN HENCHMAN

Deadly both far and near to you, these thugs come armed with laser guns, and they aren't afraid to use them! Use your impressive dodging ability to avoid those blasts, and finish them off.



FLYING LASER GUN HENCHMAN

Don't these guys ever stop?! Throw an object at them before they try to blast you. Hitting them before they fire sends them into a flat spin, down to the ground.



SHIELD HENCHMAN

They may not be much offensively, but attacking them directly won't get you anywhere. If these baddies get in your way, you'll have to throw at them everything that's available and within reach in order to take them out.

ENEMIES: ROBOTS

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Robots are nasty and an attack really jolts; be sure you attack well, and unscrew their bolts!



COCKATIEL

Avoid the brightly coloured birds. They're actually hidden cameras, strategically placed by Syndrome throughout the island. If one spots you or if you set it off, you'll alert any nearby enemies thanks to the piercing alarm these security sentries emit!



HELIBOT

A hovering robot with an electrical discharge that will shock you if you stand under it. This terror from above can only be reached after an Incredi-Jump to its level. Then clip those rotor blades and bring the Helibot down to earth for good.



VELOCIBOT

These are just as nasty as the Henchman-piloted velocipods, but don't have a pilot. This means that careful aiming and then shooting them down to earth as quickly as possible is your only option.



LEAPERBOT

These robots are the peskiest around. When you try to get in close to attack, they leap back away from you. Of course, they launch an airborne barrage to make you think twice about chasing them! Dodge that devastation, and keep following the Leaperbot until it runs out of room. Then finish it!



MELEEBOT

Nomanisan Island is teeming with them! They spawn from robot generators in the dense jungle ground. Dodge their scanning lasers, or face their array of charging and slicing attacks. Instead, leap at them and stun them, using them to defeat other robots.

ENEMIES: ROBOTS



SEEKERBOT

As you might expect, these robots seek and then destroy. The only problem is they're programmed to execute this task when they spot you! If you're caught close to their explosion, expect a singed super suit at the very best. Use whatever means you can to explode these kamikaze devices in mid-flight.



TANK

Although sharing the name of a tracked vehicle with a turret, this is a slightly more incredible version. Armed with a mass of weaponry from lasers to bombs, it will use any of them to defeat you. If you're able to turn one of the tank's weapons back on it, and giving it a taste of its own medicine, you'll take it down.



OMNIDROID

CENSORED! THIS MATERIAL HAS BEEN DEEMED "CLASSIFIED" BY SYNDROME CORPORATION! AVERT YOUR EYES!

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All of our loved ones for their
support and patience...

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Special Thanks to

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Special thanks to our

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