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Nintendo

GAME BOY **COLOR**

Disney · PIXAR

CGB-B4QE-USA

MONSTERS, INC.



INSTRUCTION BOOKLET



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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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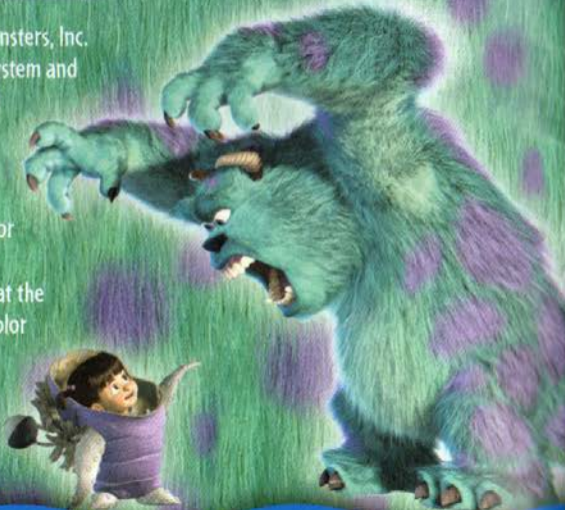
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GETTING STARTED

Insert the Disney/Pixar's Monsters, Inc. Game Pak into your game system and turn the power on. Once the title screen appears, press START, to bring up the main menu. From there you can start a new game, continue or configure the game via the options menu. Make sure that the power to your Game Boy® Color is off before inserting or removing the Game Pak.



GAME CONTROLS

GAME CONTROLS

Control Pad	Move Character around the screen
A Button	Jump
B Button	Attack (Scare, Throw Can or Kid Germ)
START	Pause
SELECT	Switch between characters

CONTROLLING MIKE

Control Pad	Duck/Crawl
A Button + A Button	Double Jump
B Button	Throw can of Blort

CONTROLLING SULLEY

Control Pad	Charge
Control Pad	Lift Up
Control Pad	Duck/Drop Down
B Button	Roar/Throw Kid Germ (with Boo)

MENU CONTROLS

Control Pad	Navigate the menu
A Button	Select Option / Move Forward
B Button	Return to previous menu
START	Select Option / Move Forward



THE CHARACTERS

JAMES P. SULLIVAN or "SULLEY"

A gentle giant to those who know him, Sullivan is the number one Kid Scarer at Monsters, Inc. In fact, he's just days away from breaking the coveted all time scare record. When he accidentally lets a little girl into the monster world, life gets turned upside down for him and his best buddy, Mike. While running from the law, Sulley grows attached to the girl and starts protecting her at all costs.



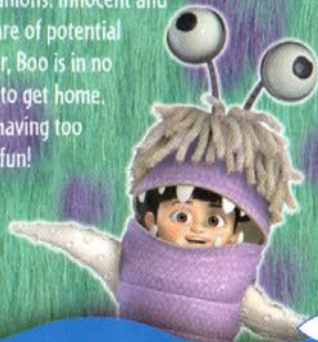
MIKE WAZOWSKI

Full of energy and zest, Mike always has his eye on the future. But when the little girl they call Boo shows up, plans change and Mike quickly focuses on getting her home before he and Sulley get into BIG trouble.



BOO

Boo (the nickname given to her by Sulley) is an adorable human girl, a bundle of energy and curiosity who quickly adapts to her strange new surroundings. Instead of being scared, she is amused and entertained by her monster companions. Innocent and unaware of potential danger, Boo is in no hurry to get home. She's having too much fun!



INTRODUCTION

Sulley woke up to another day in Monstropolis. As the top scarer his day would be quite a busy one. The morning went well, but it was after work when things fell apart. Sulley's friend Mike sent him back to the Scare Floor to get his paperwork. The paperwork was there all right, but so was Boo! Sulley had accidentally let a child through the door to Monstropolis. Now it's up to Sulley and his friend Mike to get Boo back to her door before Randall or the CDA (Child Detection Agency) find out about her.

You will take control of Sulley, Mike and Boo to get past the Child Detection Agency, Randall, Waternoose, and Kid Germs in your quest to get Boo back home. You'll travel across five different areas in search of the real door before it's too late.

MAIN MENU

When you turn on Disney/Pixar's Monsters, Inc. for Game Boy® Color you will have three options from the Main Menu:

New Game - Start a new adventure.

Continue Game - Pick up where you left off before.

Badges - View the I.D. badges of your favorite Monsters, Sulley and Mike.

NEW GAME

Take control of Sulley as he begins a new day as the top scarer for Monsters, Inc. The scares of little kids will provide much needed energy for the city. Start out in Sulley's Apartment to learn all the skills you will need to play through this exciting adventure. But that's not all, there are 14 other great levels waiting for you to explore. Check out the next page for a description of the worlds of Disney/Pixar's Monsters, Inc.



CONTINUE GAME

During the game press **START** to pause the game. In the lower right hand corner, you will see a password. Write this password down so you can resume this level the next time you play the game.

HINT: While playing the game, you can view game hints. Press **START** to pause the game, then press **SELECT** to view the game hints!



Choose Continue game from the main menu and you will be presented with this screen. Enter the password you were given (by pressing **START**) to pick up the action on the same level.

GAMEPLAY SCREEN



Number
of Lives

Collected
Blort Cans

Collected
Take-out Boxes

GAME AREAS

SULLEY'S APARTMENT

Take control of Sulley as you wander around his apartment. Find items like Blort cans, take-out boxes and the green Teddy Bear as you learn the controls of the game. Make sure you can control Sulley's movements like jumping, hanging, pushing, charging and ducking. You will need to learn these skills to do well in the game.

SCARE FLOOR

This level is where all of the scare doors are kept. Walk through the doors to enter several children's bedrooms. Dodge the toys and other obstacles that are covered in kids germs. Make it to the bed with the sleeping child and press the B Button to frighten them. Scare five kids and you'll get to advance to the next level of the game.



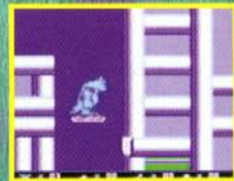
KID GERMS: Watch out for kids toys and other playthings. Sure the rocking horse looks cute on screen, but it's covered with kid germs. Kid germs are known to be toxic to monsters, so be careful!

MONSTERS, INC. - PART 1

In this level you will take control of Sulley's friend, Mike. He wants to go out on a date with Celia but first he has to collect his paperwork. Look for the five notepads scattered through the level. Once you find them, you can advance to the next level. Practice Mike's double jump and throwing Blort cans. You will need these skills later in the game.

MONSTERS, INC. - PART 2

Now that Mike has collected the first five notepads, it's up to Sulley to fetch the next five. Once you have completed this task, it's on to the next adventure.



MONSTROPOLIS - NIGHT

Oh no! Boo has followed Sulley into Montstropolis. Kids can't be in Monstropolis! What are Mike and Sulley going to do? They can't let anyone find out about this, so they decide to bring Boo back to Sulley's apartment until they can figure out what to do. Scroll through the streets of Montstropolis at night as either Mike or Sulley. Press SELECT to switch between Mike and Sulley.



MONSTROPOLIS - DAY

The town is crawling with CDA! So be careful. Boo is now disguised as a monster and rides upon Sulley's shoulders. Push the movable objects to reach your goal. Try to distract the CDA Agents with kid germs.

THE CDA: The Child Detection Agency (CDA) patrol the streets of Monstropolis looking for children that have made it through the doors. With Boo crossing over, they will be out in force looking for her. Watch out!

MONSTERS, INC. - PART 3

Back at Monsters, Inc., you have to get Boo back to her door before you get caught. Play as Mike or as Sulley with Boo on his back (press SELECT to switch) to get to the right door. Each character has their strengths and it will have to be a team effort to get Boo back safely. Watch out for the CDA and other monster workers.



SECRET LAB - PART 1

Sulley and Boo must get through the laboratory safely on this level. If you fall on stalagmites, you're history. Use Sulley's pushing and dashing abilities to complete the level. Be careful of the damaged tiles, spiked steel balls and the robotic claws that will get in your way.

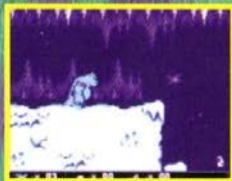


BOSS FIGHT 1

Randall's caught up to Sulley and he's out to stop him. Sulley has always been better at scaring kids than Randall, but no more. If he can catch Sulley with Boo, Randall will step up from number 2 to number 1. Sulley will have to dodge the falling cages while pushing them on top of Randall. Drop a cage on Randall three times to advance to the next level.

HIMALAYAS CAVE

Inside the Yeti's cave, Sulley must find three special objects in order to escape and return to Monsters, Inc. Sulley must push objects and dash through walls to make his goal. Watch out for stalagmites, stalactites, damaged tiles and rolling rocks. Sulley must find the three pieces to the sled; the lantern, crate and skis.



HIMALAYAS SLED

Sulley's gotten the three objects and is heading back to Monsters, Inc. on his sled. Avoid the rocks, logs and ditches to complete the sled run and advance to the next level.

SECRET LAB - PART 2

Sulley and Mike have to navigate the lab maze again. Switch between Sulley and Mike as you dodge falling stalactites, stalagmites, robot claws, and spiked steel balls.

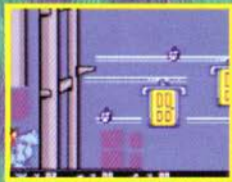


BOSS FIGHT 2

Randall has caught up with Sulley again and this time he has Waternoose there to help him. To defeat this dastardly duo, activate the three scream machines by having Sulley jump on top of them.

THE DOOR VAULT

Sulley and Mike have found Boo again. Now it is up to them to return her to her bedroom. Go through the door vault and find Boo's door before Randall can catch up with them. If you fall off a door you will have to start the level over again.



BOSS FIGHT 3

Waternoose has caught up with you for one last battle. Set in the Scream Simulator Room, Waternoose will attack by throwing scream canisters at you. When the canisters hit the floor, they will make holes in the platform. Push scream canisters through the floor to hit Waternoose. Get him three times and you will have saved the day. Boo will be back home, safe and sound.



ITEMS



Blort Cans - Collect Blort cans throughout each of the levels found in Monsters, Inc. When you get hit by kid germs or another obstacle, Blort cans will spill out and away from you. If you don't have any Blort cans at the time, Sulley will have to start the level over.



Take-Out Boxes - Collect 10 for an extra life.



Green Teddy Bear - Find a green teddy bear for one free life.



Paper Work - Collect Mike's paper work so he can go on a date.

PASSWORDS

Record the passwords you receive here so you can continue your game from where you left off.

_____	_____
_____	_____
_____	_____
_____	_____
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