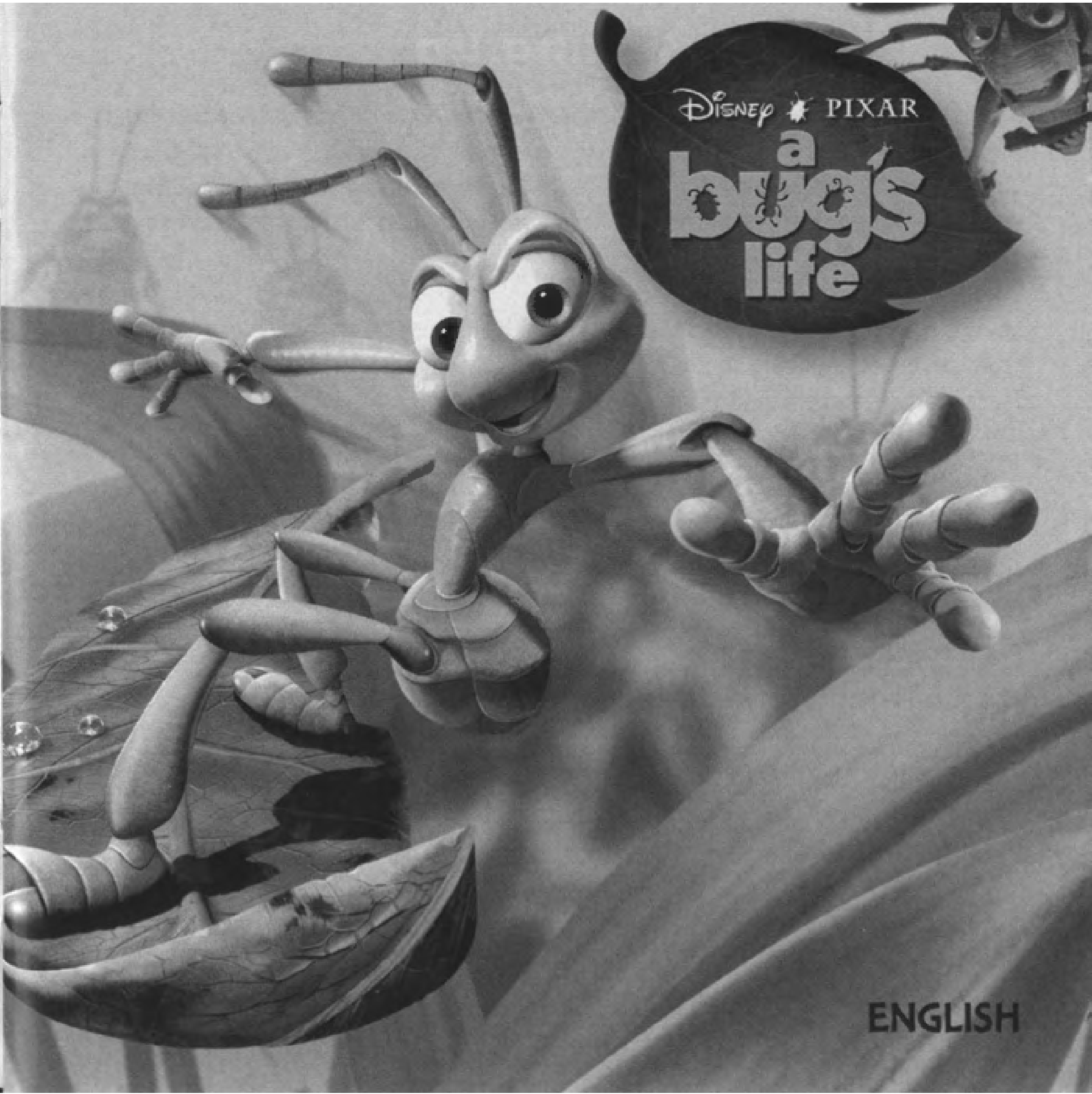

PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY
ESRB
Disney PIXAR
a bug's life
Disney INTERACTIVE
TAKE2 interactive

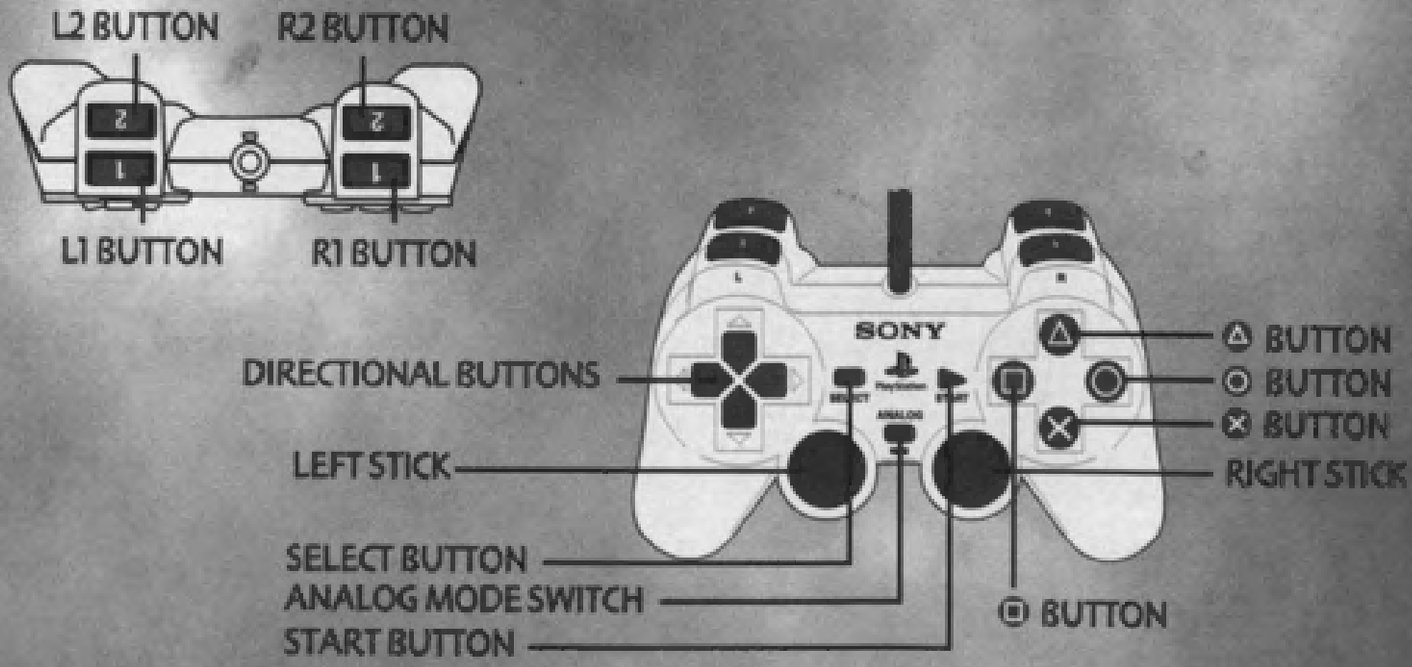

Disney PIXAR
a bug's life
ENGLISH

Setting Up

Set up your PlayStation® according to the instructions in its Instruction Manual. Insert the A BUG'S LIFE™ disc and close the disc cover. Turn the PlayStation® ON at the POWER button. **It is advised that you do not insert or remove peripherals or Memory Cards once the power is turned on.** Make sure there are enough free blocks on your Memory Card before commencing play.

PLEASE NOTE: All screenshots for this manual have been taken from the English version of this game. Some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

How To Play The Game



A BUG'S LIFE™ can be played using the directional buttons or, if you are using an Analog Controller (DUAL SHOCK™), the left stick. When using the left stick, ensure the analog mode switch is on (the LED will light up Red). The Vibration Function of the Analog Controller (DUAL SHOCK) can be toggled on or off in the options menu (see the Options section further on in this manual for more information).

⊗ button	Begin a level.
Start button	Pause (during gameplay).
Directional buttons or left stick	Move Flik.
L2 or R2 + directional buttons	Walk.
⊗ button	Jump / Jump on seed pods.
△ button	Change seed colour.
□ button	Throw berries / Pick up/drop seeds / Handstand on seeds.
○ button	No Function.
L2 or R2 (hold) + ○ button	Kick.
⊗ button (double-tap)	Abdomen bounce on enemies.
⊗ button (double-tap and hold while moving)	Abdomen slide (only when going downhill).
L1 button (tap)	Swing camera view behind Flik.
L1 button (hold)	Use camera to look around.
R1 (hold)	Locks camera in place.
⊗ (while Flik holds a seed)	Cycles through various plants Flik can grow.
Select button	Display Status Icons.



Main Menu

To access the Main Menu, press the START button at the Title Screen. Flik lives in an organic, ever-changing world, so the Main Menu is made up of a vine. Each leaf on the vine takes Flik to a different place. Move left and right along the vine to access the various selections, then press the ⊗ button. From left to right, the vine will show:



OPTIONS:	See the Options section further on in this manual.
LOAD/SAVE:	Access the Memory Card save & load functions.
MOVIE CLIPS:	As you complete sections, you will be rewarded with clips from the movie. You can rewatch them here.
TRAINING:	This is a level to teach you the basics for survival.
ANTHILL	Begin your journey by finding the entrance to the Anthill.
Other levels:	These will appear as you proceed through the game.

OPTIONS

To choose an option selection, select the options leaf and press the ⊗ button. In the options screen you can perform the following functions:

CHANGE CONTROLS:	Choose from 8 alternative Controller configurations.
MUSIC VOLUME:	Press ⬅ or ➡ to decrease or increase the music volume.
SFX VOLUME:	Press ⬅ or ➡ to decrease or increase the sound effects volume. This also controls the volume for the speech in-game and in the movie clips. If you turn the sound completely off, you might miss important information!
VIBRATION:	Toggle the Vibration Function of an Analog Controller (DUAL SHOCK) ON or OFF.
CENTRE SCREEN:	Use the directional buttons or left stick to centre the screen, then press the ⊗ button to confirm and return to the OPTIONS menu.

SAVING AND LOADING GAMES

Note: You must have a Memory Card inserted in your PlayStation game console before you turn on the power in order to save a game or load a previously saved game. DO NOT INSERT OR REMOVE MEMORY CARDS ONCE THE POWER IS TURNED ON. Make sure you have at least 1 free block on your Memory Card before commencing play.

To save a game:
Use the directional buttons or left stick to select the leaf marked LOAD/SAVE and press the ● button. Press the ■ button to access the Save screen. Next, use the directional buttons or left stick to highlight the block you wish to save onto and press the ■ button to save your game.

To load a saved game:
Use the directional buttons or left stick to select the leaf marked LOAD/SAVE and press the ✕ button. Press the ● button again to access the Load screen. Next, use the directional buttons or left stick to highlight the save you wish to load and press the ■ button to load a game.

TRAINING

Select the Training leaf to learn everything you need to know about berry throwing, planting seeds and using plants. Your teacher is Mr. Soil. Pay attention to the master and you'll soon be ready to go grasshopper hunting.



CHOOSING A LEVEL

Use the LEFT / RIGHT directional buttons or the left stick to select a Level leaf. Now press the ✕ button to enter the level.



The Story

Every year on Ant Island, the ant colony, under the rule of the Queen Ant and Princess Atta, who is training to succeed her aged mother, works tirelessly gathering food for winter. And every year, cold-hearted Hopper and his hungry horde of unruly grasshoppers ride through and extort food from the timid ant colony.

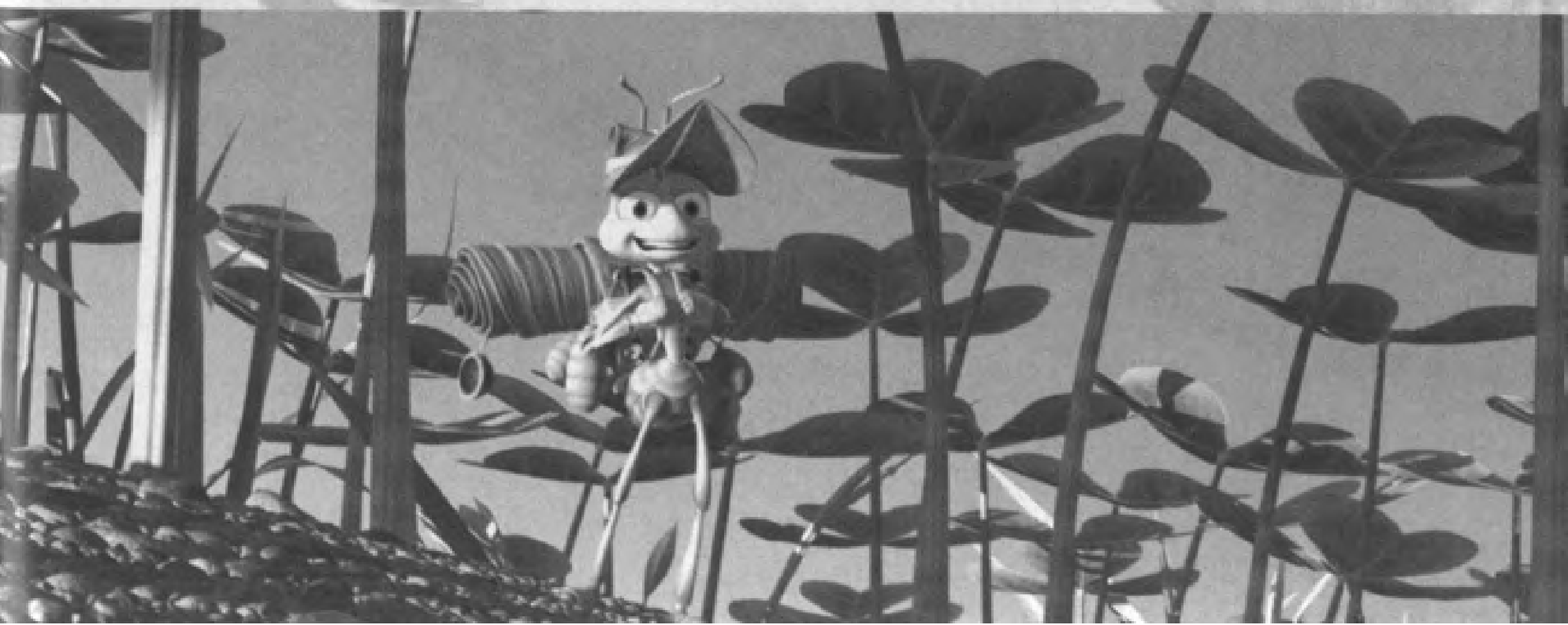
It's not only terrifying to the ants; it's downright humiliating! Flik, a klutzy but inventive worker, has built a harvesting contraption to help increase food production. Instead, it runs out of control and destroys the ants' food offering to the grasshoppers.

When the grasshoppers arrive, Hopper is furious with the colony's apparent lack of progress. Unwilling to listen to an explanation, Hopper demands "twice the food."

"We'll be back at the end of the season," Hopper intones, "when the last leaf falls."

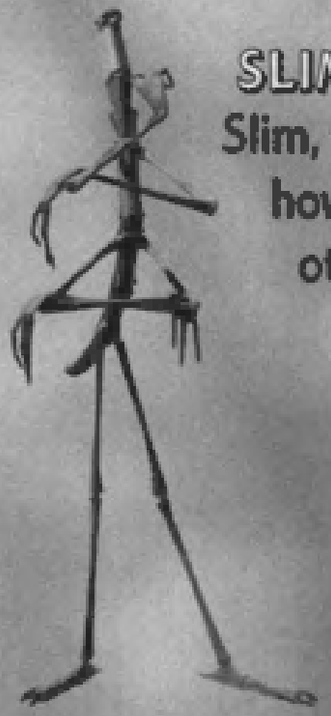
Flik is put on trial for his colossal mistake and brought before Princess Atta and the Ant Council. During the proceedings, Flik, unable to contain his thoughts and ideas, suggests they find bigger bugs to help defend the colony against the grasshoppers. Flik even volunteers to find them himself. Surprisingly, Princess Atta grants his request to go search for the bugs, secretly hoping it will keep the jinxed Flik out of the way, allowing the colony to meet Hopper's demands without interruption.

Now Flik will leave the island in search of tough bugs, oblivious to the fact that the colony is more than happy to see him go. Once he gets to the big world outside, the adventures awaiting Flik will change him and Ant Island forever!



Meet Flik's Friends

Meet Flik's tough and battle-ready bug warriors.



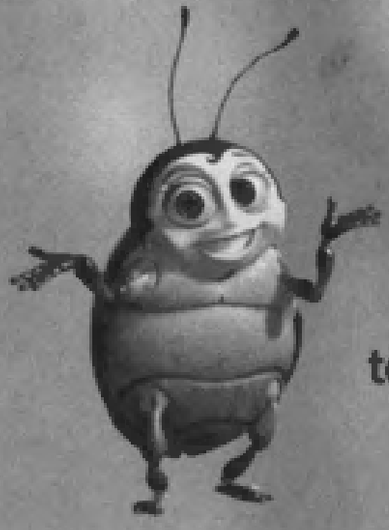
SLIM the Walking Stick

Slim, the unfriendly circus clown, always complains about how misunderstood he is and that he is merely a prop for others' amusement.

HEIMLICH the Caterpillar

Heimlich likes to eat and his stomach proves to be a useful trampoline. Heimlich tends to giggle when you hop on his tummy.



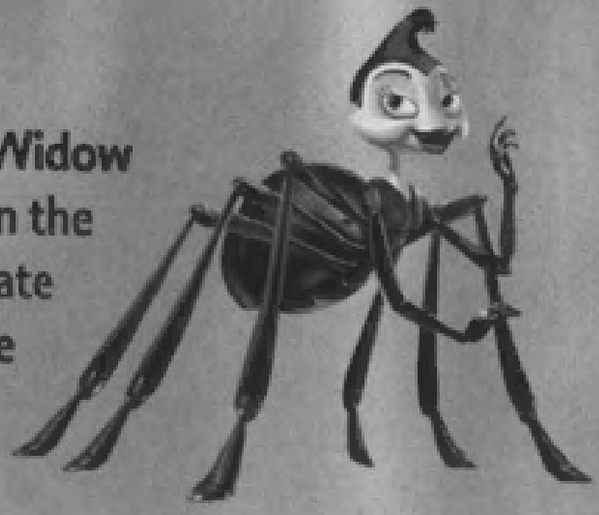


FRANCIS the Lady Bug

Francis is often mistaken for a lady. He is a ladybird after all. Francis overcompensates for this by attempting to pick a lot of fights.

ROSIE the Black Widow

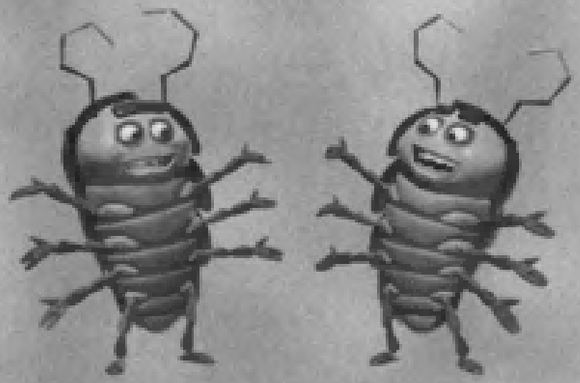
Rosie doesn't spin the strongest web in the world, but she tries her best. Flik can navigate over obstacles by using Rosie's webs. Rosie hangs nearby encouraging Flik to hurry along.



Meet Flik's Friends



DIM the Rhino Beetle
Dim is all heart. Flik uses Dim as an airlift to transport Blueberry Scouts in The Tree level. Despite Dim's usefullness, he tends to speak in single syllables.



TUCK & ROLL the Pillbug Acrobats
Flik uses these eager pillbugs to bounce himself upwards. All the while they speak a very enthusiastic Hungarian form of gibberish.



GYPSY the Moth
Gypsy, a stunning beauty, radiates self-confidence. When Gypsy's wings unfurl, her back takes on a splendiferous appearance.



MANNY the Magnificent Praying Mantis
Manny tends to take his magic arts and himself very seriously. Beneath the curmudgeonly surface however, lurks a helpful heart-of-gold. Manny's magical chamber (a Chinese take-out container) comes in very useful in Flik's quest to rid the colony of the grasshoppers.

Keep Flik Moving!

Flik is one agile ant! He's strong too, since all ants are strong. Flik can pick things up and haul them around. He can throw berries and whack a flying wasp right between the eyes (if the wasp deserves it). He can jump, abdomen bounce, spin, kick, slide and swing from vines.

To move Flik around in his world, press the directional buttons or left stick in the direction you want him to go.

If he needs to get over an obstacle, press the ⊗ button to make him jump. Many obstacles are too high for Flik to jump over unless he has some help. Check out your surroundings to find what you need. Think like a bug!

Flik can pick up objects. When Flik gets close to a seed, press the ▣ button. If the seed is moveable, Flik will hoist it over his head. If not, Flik will do a handstand on it.

Hint: Movable seeds are resting on the ground. Immovable seeds are planted a small bit into the ground.

Seeds and Plants

There are plenty of seeds scattered throughout Flik's world. All seeds are brown when you first see them. The plants that grow from them can do amazing things:

- Enhance Flik's health.
- Shield him from attack.
- Help him fly.
- Make him invincible.
- Grow platforms for jumping.
- Damage enemies.

SEED TOKENS

Seed tokens (which show a picture of an acorn) let you change the colour of a seed and the kind of plant that grows from it.

When you collect tokens, the kind of plant you can grow is shown at the bottom right of the screen, along with the colour you need to choose when you want to make that kind of plant.

When you collect more than one of the same token colour,
Flik gains the power to grow more plants.

For Example: If Flik collects all four brown tokens he can grow four different plants.

What the Tokens Grow

Brown

1 Token – A mushroom for jumping.
2 Tokens – A Propeller Plant to lift Flik up.
3 Tokens – Flik can fly on a Dandelion.
4 Tokens – A cannon plant to shoot Flik to new heights.

Green

Each new Token helps grow plants with more leaves,
so Flik can climb higher and higher.

Seeds and Plants

Blue

This plant produces useful items which can help Flik. Pick these up to gain their powers.

1 Token – Invincibility for a short time.
2 Tokens – Health to restore damage.
3 Tokens – Bubble shield protects you from enemy hits.
4 Tokens – Super jump.

Purple

Berry power! You can power-up your berry one step for each token collected, or find the right berry power-ups in the level.

Yellow

1 Token – Blue berry shooter can damage grasshoppers.
2 Tokens – Purple berry shooter! Homes in on grasshoppers.
3 Tokens – Mine plant, same as gold berry, this plant permanently eliminates enemies.

Seeds and Plants

HOW TO HANDLE SEEDS

Pick up a seed – Walk up to it and press the ◉ button. Press the ◉ button again to put the seed down. (You can't pick up a seed that's already planted.)

Do a handstand on a planted seed – Walk up to it and press the ◉ button. Press the ◉ button again to let go of the seed.

Change the colour of a seed – Press the △ button button while standing near a seed or holding onto it. You must have picked up a token to change the colour of a seed.

Plant a seed – Jump on it.

Drop the seed on an enemy – Press the ◉ button.

Get another seed from a plant you already planted – Walk up to the plant and press the ◉ button. Lift the plant and drop it somewhere else. The new seed is below it. You can change the colour of the new seed providing you have already collected the tokens.

Cycle through plants – While Flik is holding a seed, you can cycle through all of the different plants you have earned by pressing the ⊗ button.

Berry Attack!

Flik's first line of defence is to throw berries. To throw a berry, turn Flik to face the enemy and press the ◉ button. If an enemy is in range either on the ground or in the air, Flik can get him. When an enemy gets hit with enough berries, it vanishes... if it's the right berry.

Berries vary in power. Flik always carries red berries, which are the weakest. He must hit enemies with multiple red berry shots to knock them out. Red berries won't even bother a grasshopper – they just make them mad. More powerful berries are scattered around for you to find.

When you see a berry power-up, walk Flik into it. Then your berry shots will be more powerful and require fewer throws to take out an enemy.

Berry Power

Red – Flik has these all the time until he finds more powerful replacements. Grasshoppers just laugh at this one.

Blue – Smoke bomb. Hit a bug with this and it vanishes in a blue cloud.

Green – This homing berry chases down a target.

Purple – A homing berry just like the green one but it wipes the smile off a grasshopper's face. It's more powerful than the green berry and flies faster to the target.

Gold – The most powerful berry. It explodes in flames when thrown. Bugs stay gone after getting hit with this one. A gold berry keeps enemies from returning after you knock them out the first time. When you have gold berries, you can keep track of how many enemies you have left in a level. Every time you whack an enemy, a countdown number displays at the bottom of the screen.

Berry Attack!

Be careful! Don't pick up a weaker berry than the one you already have!



Success Tokens

Make sure to search each level for useful items. Many are hidden in secluded places. After you collect all items or destroy all enemies on a level, one of the three Success Tokens listed below will appear. When you collect a Success Token, it appears briefly on screen and then flies off. Collect all three Success Tokens in a level for 100% completion and a Bonus Movie Clip.

FLIK Token

In every level, the letters of Flik's name are scattered around. Find all four letters and receive an extra life. When you have all the letters, you'll receive the FLIK Token.

Press the SELECT button to show the Status Icons and see how many letters you have collected.

Grain Tokens

Grain is the ants' main source of food. They are golden and float in the air. Many times they are grouped together. When you pick up the last grain, the Grain Token appears and lets you know you've succeeded. You also gain full health.

Enemy Tokens

Gold berries and Flik's harvester are two of the ways Flik can wipe out an enemy permanently. Clear all the enemies on a level and win the token.

The Status Icons

Keep track of Flik's status by pressing the SELECT button to display the Status Icons at the top and bottom of the screen.



Lives – Flik begins the game with six lives. If he takes health damage and falls over, he returns to the game where he left off, but with one less life. Check the number by Flik's face in the Status Icons to see how many lives you have left. When Flik loses all his lives, the game is over.

FLIK Letters – Collect the four letters of Flik's name to find a Flik Token and receive an extra life. As you collect them, they take their place in the top Status Icons.

Health – Watch the Health Leaf closely. When Flik has full health, the leaf is perfect. But every time he gets attacked or injured, a bite gets taken out of the leaf. Too many bites and the leaf is gone – and Flik along with it. Repair Flik's Health by picking up Health leaves, marked with a red cross, released by some defeated enemies and blue seed plants.

Seed Power – As you find more seed tokens of the same colour, the number of plants Flik can grow increases. The Seed Power symbols show the plants that will grow from seeds of that colour.

Grains – Watch your grain count. Collecting 50 grains in any level gives Flik full health.

Completing the Levels

To complete a level, you don't have to get all the tokens and destroy all the enemies. You simply have to find an exit, complete a goal, or defeat the boss. If you don't get 100% completion, you can return later and try again.

DEWDROP TELESCOPES

Flik's ingenious scopes reveal level exits and hidden treasures. Touch a telescope (you'll see them hovering in mid air just above Flik's head) and look through it to see a rotating view of hidden items or the exit location and surrounding detail.

Bad Bugs!

These rotten insects make you ashamed to call yourself a bug!



GRASSHOPPER – They can munch their way through a cornfield in a couple of hours and not leave a scrap. Try to knock them out with a red berry? Forget it.



MOSQUITOES – Not too tough but a real pain. River beds are loaded with them.



FLIES – You'll know when you're in the city because these guys treat you like garbage.



COCKROACHES – Look for these urban crawlers around junk piles.

SPIDERS – The most common of enemies, spiders pop out of the ground to take a bite out of Flik.





MITES – Watch out for their pointy nose, or they'll poke Flik.

Bad Bugs!



GRUBS – Don't hang around in tunnels when these things come drilling through the walls.

CENTIPEDES – These creeps pop out of walls and take a bite out of Flick.





ARMOUR PLATED BEETLES – APB's are built like iron balls. They retreat into their armour to avoid berries.

WASP – These vicious aerial attackers hover over Flik and try to sting him.

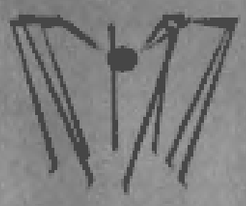




DRAGONFLIES – These airborne obstacles aren't overly aggressive, but they will take a bite out of Flik.

EARTHWORMS – Lurking underground, these bugs loom above Flik when they come out of hiding.





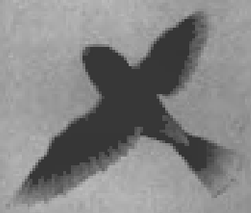
DADDY LONG LEGS – They tower over Flik, and wander the streets of the city. Watch out for those webs.

Boss Bugs

Flik will travel to five different lands during his search. To win victory in each land, he must defeat the boss bug.



THUMPER – Can you say "crazy"? Thumper can't – he's too busy screaming while trying to tear Flik into tiny Flik flakes. He also launches deadly mosquitoes, so beware!



BIRD – Everything is afraid of the Bird. . . even Hopper!

THUD THE HORSEFLY – This bug looks like he could eat a horse!





MOLT – Shedding puts this heavy duty grasshopper in a rotten mood. Once he gets up speed, he has a tough time slowing down.

HOPPER – This grasshopper gang leader is the reason for Flik's quest away from Ant Island. Defate him and the game is won!



The Lands of Bugdom

Flik must travel through all five lands to complete his journey. Each part of his trip contains three levels

ANT ISLAND

This is your homeland. But it's still dangerous. Practice your planting skills and berry attacks. Dot will guide you in the first level. She knows the exit's location. But don't just run for the door. There are treasures to find. Next, travel eerie tunnels and escape danger using your seeds. Battle a grasshopper in the council chamber.





LEAVING ANT ISLAND

Change your altitude or you'll never get out of here. When you make your escape, travel the sunbaked soil of a river bottom thick with mosquitoes. Don't even think about how scary birds are.

LITTLE BUG, BIG CITY

Dodge traffic and explore this strange new land. This is where you'll make some friends and begin to see solutions to the Hopper problem. Get ready to heave some serious berries and watch out for the cockroaches!

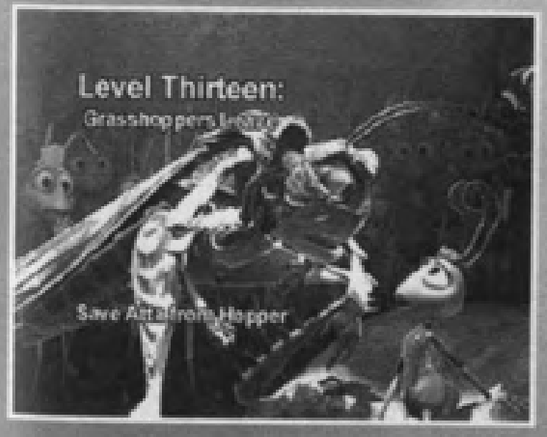


The Lands of Bugdom

RETURN TO ANT ISLAND

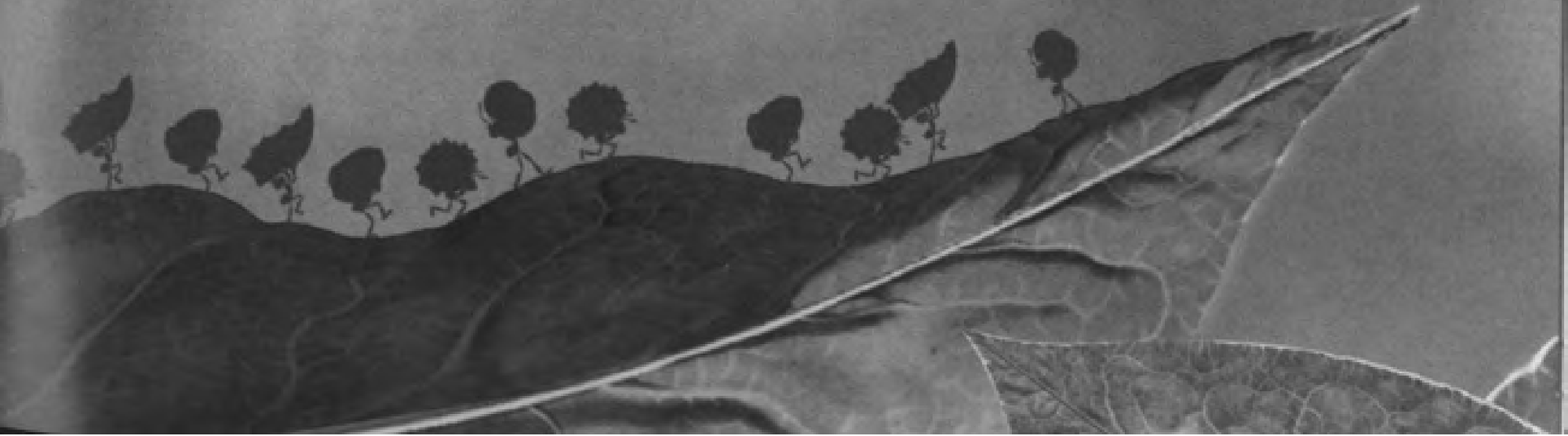
You head back home leading a band of warriors. Each one of your friends can help in difficult situations. You begin to hatch a scheme to rid your colony of the dreaded Hopper.





GRASSHOPPER WAR

Grasshoppers are everywhere! They swarm over your colony in this final battle for the future of Antkind. Learn to fight with new weapons but save your strength. Hopper won't go quietly..



Game Hints

- Remember, if you are carrying a seed you can drop it on top of enemy bugs. You have to get pretty close, so be careful.
- Some seeds are movable. Try placing them under tokens you can not reach with a normal jump.
- If a token is out of reach, try finding another token that will allow Flik to reach new heights.
- Propeller plants are very useful for moving seeds.
- Use the L2 or R2 to walk Flik on ledges.
- Propeller plants give Flik a boost when he is flying on the Dandelion.
- Sometimes Flik will find movable seeds in tight places where it seems impossible to remove the seed. Keep trying different things to find a way out. Think like Flik!
- Check everywhere for treasures. Vital items can be hidden in out of the way places.
- Sometimes the best defence is to run for your life – remember, it takes a bigger ant to walk away!
- Bad bugs aren't the only thing that can damage Flik. Look out for hazards that may appear harmless but are hopeless for ants.

Credits

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Senior Tester
Carlos Schulte

Lead Tester
Karl Drown, Kevin Cope

Testers
Andre Aguilar, Pat Larkin, Ernie Gallardo

Credits

Cast (in order of appearance)

Flik - Dave Foley
Mr. Soil - Roddy McDowall
Dot - Hayden Panettier
Slim - David Hyde Pierce
Heimlich - Joe Ranft
Francis - Nick Jameson
Manny - Jonathan Smith
Gypsy - Madeliene Kahn
Rosie - Bonnie Hunt
Dim - Brad Garrett
Tuck/Roll - Michael McShane
Thud - Jack Angel
Blueberry Scout - Lauri Shillinger
Molt - Richard Kind
Atta - Jodi Benson
Hopper - Andrew Stanton

Traveller's Tales

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Head Artist
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Dave Dootson

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Character Artwork
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Background Artwork
James Cunliffe, Neil Allen, Bev Bush, Jeremy Pardon, Will Thompson

Terrain Design
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Utilities Programming
Andy Holdroyd, Dave Dootson, Gary Ireland, Paul Hobart

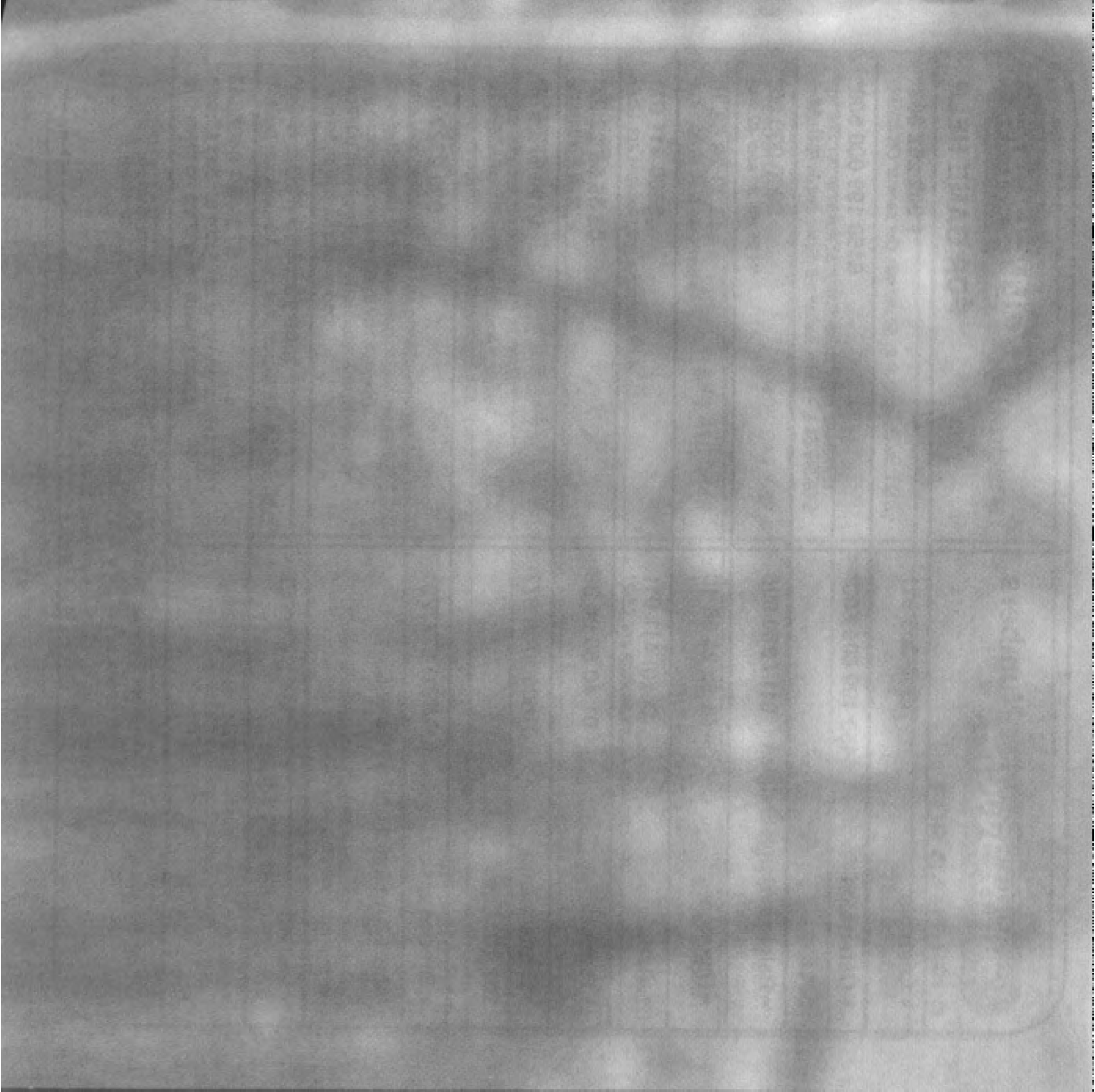
Directed by
Jon Burton

Package and Manual Design
Katherine Lee, Beeline Group, Inc.

Special Thanks

Helen Burton, Sue Fuller, Kaz Hirai, Andrew House, Jack Tretton, Marilyn Weyant, Peggy Gallagher, Ed DeMasi, Jonathan Manahan, Marie Macaspac, Brian Balistreri, John Lasseter, Bob Pauley, Katherine Sarafian, Kathleen Handy

Disney Feature Animation
Steve Riding, Francesca Charlesworth, Disney Character Voices, Disney Interactive Videogames Team



Memory Card

PlayStation

Save your progress through 16 adventurous free roaming levels and store the movie clips for playback in the game's movie gallery - all with an official Memory Card from Sony.

Look out for other games bearing the Memory Card icon:



Memory Card
1 block

www.playstation-europe.com

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