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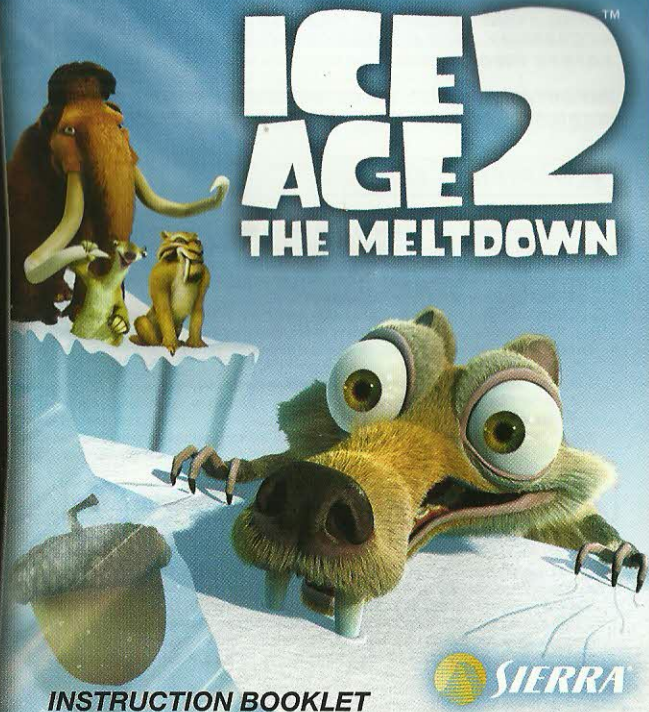
Vivendi Universal Games  
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NINTENDO DS <sup>TM</sup>



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

#### **Convulsions**

#### **Altered vision**

#### **Eye or muscle twitching**

#### **Involuntary movements**

#### **Loss of awareness**

#### **Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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# ICE AGE 2™ THE MELTDOWN

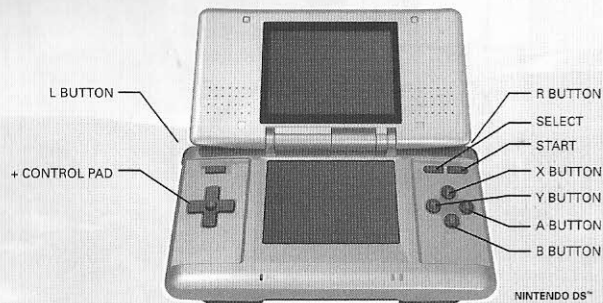
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## STARTING THE GAME



1. Press Power Button to turn power OFF. Never insert or remove a Game Card when the power is ON.
2. Insert *Ice Age 2 The Meltdown* Game Card into the Game Card slot on the Nintendo DS™ system. To lock the Game Card in place, press firmly.
3. Press Power Button to turn power ON.
4. The Health and Safety Screen appears.
5. On the DS Menu Screen, select "*Ice Age 2*" on the Touch Screen to launch the game.
6. The Legal Screen appears, followed by the introduction sequence.
7. Press the A Button to advance to the Title screen.
8. When the Title screen appears, press START to advance to the Main Menu.

## STORY

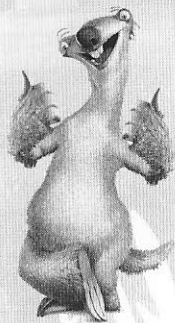
Sid, Manny and Diego must race out of the valley before the big flood hits. It's a race against the clock as they brave their way toward salvation, a giant boat rumored to be large enough to carry all the mammals in the valley to dry land.

## GETTING STARTED

After the game loads, touch the Touch Screen to get started. Select a "new game" slot to begin a new game or select a game you have already started.

## CONTROLS

CONTROL	ACTION
+ Control Pad	Player movement
B Button	Player action: Diego - Jump /Manny - Ram / Sid - Spark fire
Y Button	Run
L/R Buttons	Camera control
START	Pause menu
SELECT	Exit





## PLAYING THE GAME

To complete each stage, find the missing special animal as highlighted in the stage's preview screen. After finding each special animal, replay levels to find all animals.

### FLOOD METER

The impending flood, marked by the flood meter's steady rise, is the player's biggest adversary. When it reaches the top, the stage is over. To reduce the meter, destroy objects and enemies to find Ice Tokens.

### ADVENTURE MARKINGS

#### TOP SCREEN

Bright Yellow with Red Outline Dot: Player Position  
Pink Dot: Mole Hog  
Blue Dot: Beaver  
Star: Special Animal

Yellow Dot: Sloth  
Green Dot: Glyptodon  
Red Dot: Aardvark



#### BOTTOM SCREEN

	Manny Swap	Change to Manny
	Diego Swap	Change to Diego
	Sid Swap	Change to Sid
	Jump Spot (Orange)	Diego can jump here
	Hop-on Spot (Blue)	Hop over gaps here (any character)
	Tight Rope	Sid can cross here
	Ladder Climb	Sid can climb here
	Slide	Slide here (any character)
	Knock-over Point	Manny can push here

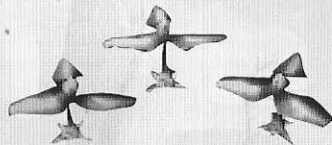
## ENEMIES

### HAZARDS

Dangerous hazards fill the valley. Players will be momentarily stunned if they are hit by a hazard. Hazards can be avoided by watching their patterns and timing movements.

### PLANTS

Carnivorous plants thrive in the hostile valley environments. Destroy them with Manny or Sid before they hit and stun the player.



### COLLECTIBLES

Many items in the valley help the player complete each level and obtain a high score.

COLLECTIBLE	PURPOSE	POINT VALUE
Golden Acorn	Marks best path to reach stage goal	100
Acorn	Collectible	100
Small Ice Token	Adds one second to Flood Meter	-5
Large Ice Token	Resets Flood Meter to 0	-15
Animals	Sid, Manny or Diego rescues from impending flood	150
Frozen Animals	Sid melts their ice to rescue from impending flood	150
Melon	Marks best path to dodo	100
Dodo	Rare creature in Ice Age	250
Scrat	Completes stage goals & opens Go Nuts!	100
Crash	Completes stage goals & opens Split Identity	100
Eddie	Completes stage goals & opens Split Identity	100

## TOUCH SCREEN MINI GAMES

### GO NUTS!

Drag as many acorns as possible to Scrat before time runs out. Complete three rounds to unlock the next stage on the Progress Map.

Acorns are not the only things that pop out of the holes, though. Crash and Eddie fire peashooters at the player, and each hit costs Scrat one acorn. Tap these meddlesome possums before they fire to force them back into their holes.




Crash and Eddie also toss up bombs that look like acorns except that they have fuses. Don't touch a bomb. If you do – KABOOM! Poor Scrat will be momentarily stunned and unable to collect acorns.

### SPLIT IDENTITY








Ellie's not sure if she's a mammoth or a possum. Help her figure it out by directing six mammoth cards across the goal line on the left side of the screen. And while you're at it, don't let possum cards cross on the right.

Dung beetles, moving in three rows across the bottom screen, carry cards on their back. Each card represents a possum, a mammoth, an acorn or a special effect. Flip cards by touching the card or the beetles carrying it.

Win the game and advance to the next round by sending six mammoths across the goal line on the left. Lose the game by allowing six possum cards to cross the goal line on the right. Win three rounds to unlock the next stage on the Progress Map.

OBJECT	POINT VALUE
	100
	25
	-15



CARD ICON	EFFECTS	POINT VALUE
	+1 to mammoth meter when it crosses mammoth goal line	75
	+1 to possum meter when it crosses possum goal line	-25
	Toggles the row's direction when it crosses any goal line	0
	Increases the beetles' movement speed on a row	0
	Decreases the beetles' movement speed on a row	0
	+1 point to acorn total	100
	All beetles flip their tokens	0

### ICE BREAKER

At the end of each world, players face Cretaceous, the evil reptile who cannot wait for the flood to destroy the mammals. Use Manny as a catapult to hurl snowballs at Cretaceous. To launch a snowball, drag back the snowball in Manny's tusk, aim and release to launch it at Cretaceous. Cretaceous can only be hit while he is above water, and a hit stuns him, temporarily delaying his attack. Watch out for Cretaceous! He will charge the icebergs under Manny.

Icebergs will flow across the screen during the battle with Cretaceous. Manny can drag these icebergs to repair any of his broken platforms. Carnivorous plants on these moving icebergs can get in Manny's way. These plants can be knocked off of icebergs by tapping on them.

The game is over when Manny knocks Cretaceous out or Cretaceous has destroyed all Manny's icebergs. In later levels, Maelstrom joins Cretaceous to gang up on Manny.

### OPTIONS MENU

This menu allows the player to change sound volumes and view the high score screen.

## CREDITS

A very special thanks to all of the wonderfully talented and brilliantly creative individuals at Blue Sky Studios for their guidance, support and continued inspiration. We could not have done it without you.

### **Fox Animation**

Chris Meledandri  
Kate Lewine

### **Special Thanks**

Elie Dekel  
Luke Letizia  
Jamie Samson  
Kate Carlyle  
Erik Larson  
Gail Harrison  
Porscha Ricketts

### **Amaze Entertainment**

#### **Executive Producers**

Dan Elenbaas  
David Mann

#### **Executive Studio Director**

Rodney Gibbs

#### **Associate Producer**

Anjanette Lange

#### **Lead Programmer**

Jeff Lafitte

#### **Programmers**

John Styes  
Scott Graessle  
Acy Stapp  
Doug Schilling  
Scott Perras  
Joe Bryant  
Trevoli Handyside

### **Lead Artists**

David Genet  
Blake Bush

### **Artists**

Sean Murphy  
Wiley Akins

### **Additional Artist**

Jeff Foucart

### **Lead Designer**

Mike Wabschall

### **Designer**

Marshall Andrews

### **Audio**

Noel Gabriel

### **QA Lead**

Amanda Kraus

### **Creative Director**

Phil Trumbo

### **Director of Development Services**

Jack Brummet

### **Director of Operations and Finance**

Mike Dean

### **Director of Marketing**

Curtis Asplund

### **Special Thanks to Amaze Entertainment Operations**

Stephanie Card  
Susan DeMerit  
Stephanie Hjertager  
Christian Kimball  
Matt McIntire  
Paul Stokes

### **Vivendi Universal Games**

#### **Producer**

Mike Schneider

### **Associate Producer**

Luke Thai

### **Executive Producer**

Greg Goodrich

### **Vice President & Executive in Charge of Production**

Kelly Ryan

### **Executive Vice President of Worldwide Studios**

Peter Della Penna

### **Vice President, Global Marketing**

Al Simone

### **Director, Marketing**

Ivo Gerscovich

### **Associate Brand Manager, Marketing**

Glenn Gregory

### **Senior PR Manager**

Erik Reynolds

### **Director, Business & Legal Affairs**

Brent Rabowsky

### **Special Thanks:**

**Chief Operating Officer and President, North America**

Phil O'Neil

### **Executive Vice President, Chief Strategy and Marketing Officer**

Cindy Cook

### **Senior Vice President, Global Marketing**

Ed Zobrist

### **Vice President, Communications**

Leslie Hollingshead



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Fresno, CA 93725



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