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**SYSTEM MENU UPDATE**

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.

When the system menu is updated, unauthorized hardware and/or software modifications may be detected and unauthorized content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorized software or accessories will continue to function with the Wii console after this or future updates of the Wii system menu.
DISNEY EPIC MICKEY 2: THE POWER OF TWO

In Disney Epic Mickey, 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!

CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

CONTROLS

This game is played with both the Wii Remote and the Nunchuk, so you will need to connect a Nunchuk to your Wii Remote.

MICKEY’S CONTROLS

<table>
<thead>
<tr>
<th>Button</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>A Button</td>
<td>Jump/double jump/interact with objects and characters</td>
</tr>
<tr>
<td>B Button: Tap</td>
<td>Paint splash while aiming with the pointer</td>
</tr>
<tr>
<td>B Button: Hold</td>
<td>Paint stream while aiming with the pointer</td>
</tr>
<tr>
<td>C Button</td>
<td>Camera reset to original position</td>
</tr>
<tr>
<td>Control Stick</td>
<td>Move</td>
</tr>
<tr>
<td>+ Control Pad</td>
<td>Control camera direction</td>
</tr>
<tr>
<td>Z Button</td>
<td>Choose target/throw boomarang</td>
</tr>
<tr>
<td>+ Button: Press</td>
<td>Cycle sketch</td>
</tr>
<tr>
<td>+ Button: Hold</td>
<td>Cast sketch</td>
</tr>
<tr>
<td>- Button</td>
<td>Call Oswald/Co-Op Toss</td>
</tr>
<tr>
<td>1 Button</td>
<td>1st person view/photo mode (once the player has the camera)</td>
</tr>
<tr>
<td>2 Button</td>
<td>Display pause menu</td>
</tr>
<tr>
<td>Z Button: Tap</td>
<td>Paint thinner splash while aiming with the pointer</td>
</tr>
<tr>
<td>Wii Remote: Shake</td>
<td>Spin attack</td>
</tr>
<tr>
<td>Wii Remote: Shake</td>
<td>Spin attack</td>
</tr>
<tr>
<td>1st person view/photo mode (once the player has the camera)</td>
<td>Paint thinner stream while aiming with the pointer</td>
</tr>
</tbody>
</table>

OSWALD’S CONTROLS

<table>
<thead>
<tr>
<th>Button</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>A Button</td>
<td>Jump/double jump/interact with objects and characters</td>
</tr>
<tr>
<td>B Button</td>
<td>Electric blast/electric stream</td>
</tr>
<tr>
<td>C Button</td>
<td>Lock on/re-center</td>
</tr>
<tr>
<td>Control Stick</td>
<td>Move</td>
</tr>
<tr>
<td>+ Control Pad</td>
<td>Call Mickey/Co-Op Toss</td>
</tr>
<tr>
<td>Z Button</td>
<td>1st person view/photo mode (once the player has the camera)</td>
</tr>
<tr>
<td>Wii Remote: Shake</td>
<td>Spin attack</td>
</tr>
<tr>
<td>Wii Remote: Twist</td>
<td>Reprogram when in this mode</td>
</tr>
</tbody>
</table>
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 B Button on the Wii Remote while aiming at the screen 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 B Button on the Wii Remote while aiming the cursor. Be careful—this uses a lot of Paint fast!

USING THINNER SPRAY
Tap the Z Button on the Nunchuk while aiming at the screen with the Wii Remote to unleash a short, powerful splash of Thinner.

USING THINNER STREAM
Hold the Z Button on the Nunchuk while aiming the cursor with the Wii Remote to stream Thinner.

PAINT AND THINNER JUMP
Press either the B or Z Button 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 boomarmerang throw counts as a hit. Boomarmerang can also be used to activate switches from a distance.

REPROGRAMMING

(mini game 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 Wii Remote when Oswald is wearing a Gremlin costume.

Note: The game automatically saves your progress during play.
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.

GUARDIANS
These mystical (and very useful) Wasteland beings are drawn to Mickey and Oswald. When present, Guardians will rotate around your character, ready to help!

GUARDIAN TYPES
TINTS are blue Guardians earned by using Paint to restore objects and befriend enemies in Wasteland. Using a Tint on an enemy turns the enemy to Mickey’s friend.

TURPS are green Guardians that appear when you use Thinner to erase objects or enemies in Wasteland. Using a Turp on an enemy can erase it completely but may only erase a portion of a bigger enemy.

GUARDIAN STRIKES
When you have a Guardian, flick the Nunchuk forward to send a single Guardian to battle with an enemy.

SKETCHES
Mickey has the ability to turn sketches into actual objects in Wasteland. Sketches can be found in Wasteland or bought from shops.

SKETCH PAD
The sketch pad in the upper left corner of the game screen holds various sketches that Mickey finds throughout Wasteland. Note that the sketch pad won’t appear until Mickey acquires his first sketch. Some sketches are found while others are earned. Press the + Button on the Wii Remote to cycle through the Sketch Pad.

USING SKETCHES
Once the desired sketch is selected, use the Wii Remote to aim at the spot in Wasteland where the sketch should appear, then press and release the – Button. To cancel using a sketch, press the B Button to put it away.

TV: Everybody loves television, even Mickey’s enemies in Wasteland. Drop a TV sketch into the world to distract smaller enemies. Use the TV sketch on bigger enemies to get an electrifying outcome.

ANVIL: Anvils are heavy, heavy, heavy. Drop them on enemies to squash them; use them in the game’s weightier puzzles and even as platforms to help collect out-of-reach items.

WATCH: Watches don’t only track time in Wasteland—they control it. Use a Watch sketch to outrun enemies or to outsmart a machine by slowing it down.

THE FAIRY: This sketch casts a fairy into the world that will dust any target below her with fairy dust, allowing that object or character to become lighter and hover. Use this when you want to take enemies out of the fight.

TRAVELING WASTELAND
PHOTOGRAPHY
Photograph hidden Mickeys and Oswalds in the Wasteland or use your camera for special quests.

INKWELLS
While exploring Wasteland, you may come across inkwells. These will grant you the ability to temporarily power up. If you’re restoring the land, jumping into the well covers you in invisible ink, making your character hard to detect by any threats in the environment. Jumping into the well while thinning the land covers your character in indelible ink, creating a temporary armor that protects the player from hazards.

TALKING WITH IN-GAME CHARACTERS
Talking to the inhabitants of Wasteland will give you useful information throughout your journey.