

The cover art for the video game 'Ant Bully' features a large, muscular man in a red jumpsuit and a red fireman's hat with a yellow bell. He is holding a long, silver, telescopic tool horizontally across his chest. The background is a bright blue sky with a few small flies. Below the man, the title 'the ant BULLY' is written in a large, stylized font. The word 'the' is in red, 'ant' is in black, and 'BULLY' is in red. The title is set against a white background with a black border. Below the title, there is a decorative black bar with red ant patterns and a central red ant icon. In the foreground, a young boy with spiky brown hair and orange goggles on his head stands in the center. He is wearing a brown, segmented, ant-like vest and a green leaf skirt. He is surrounded by several anthropomorphic ants of various sizes and colors (brown, orange, green, purple). They are standing on a dark brown, textured ground. In the background, there are large green leaves and a large, reddish-brown rock formation.

# the ant BULLY

INSTRUCTION MANUAL





# WARNING

## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

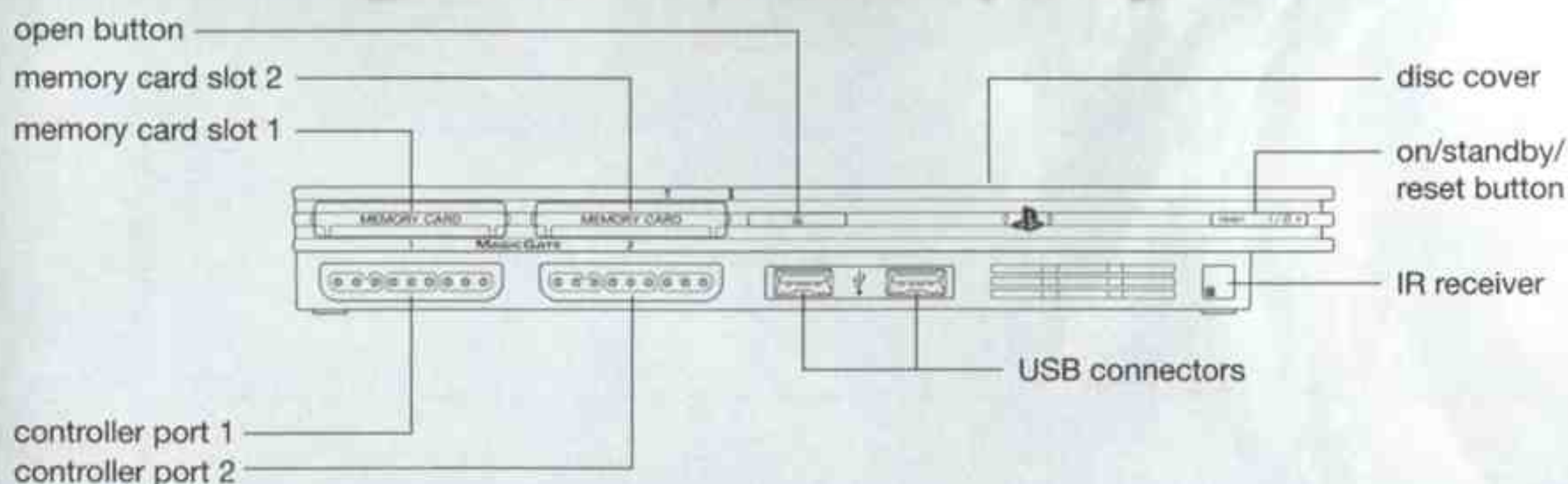


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# GET STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button.

When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **"THE ANT BULLY"** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## MENU/SUB-MENU NAVIGATION

Throughout this manual, **↑**, **↓**, **←** and **→** will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (**↑**, **↓**, **←** or **→**) to highlight a selection.

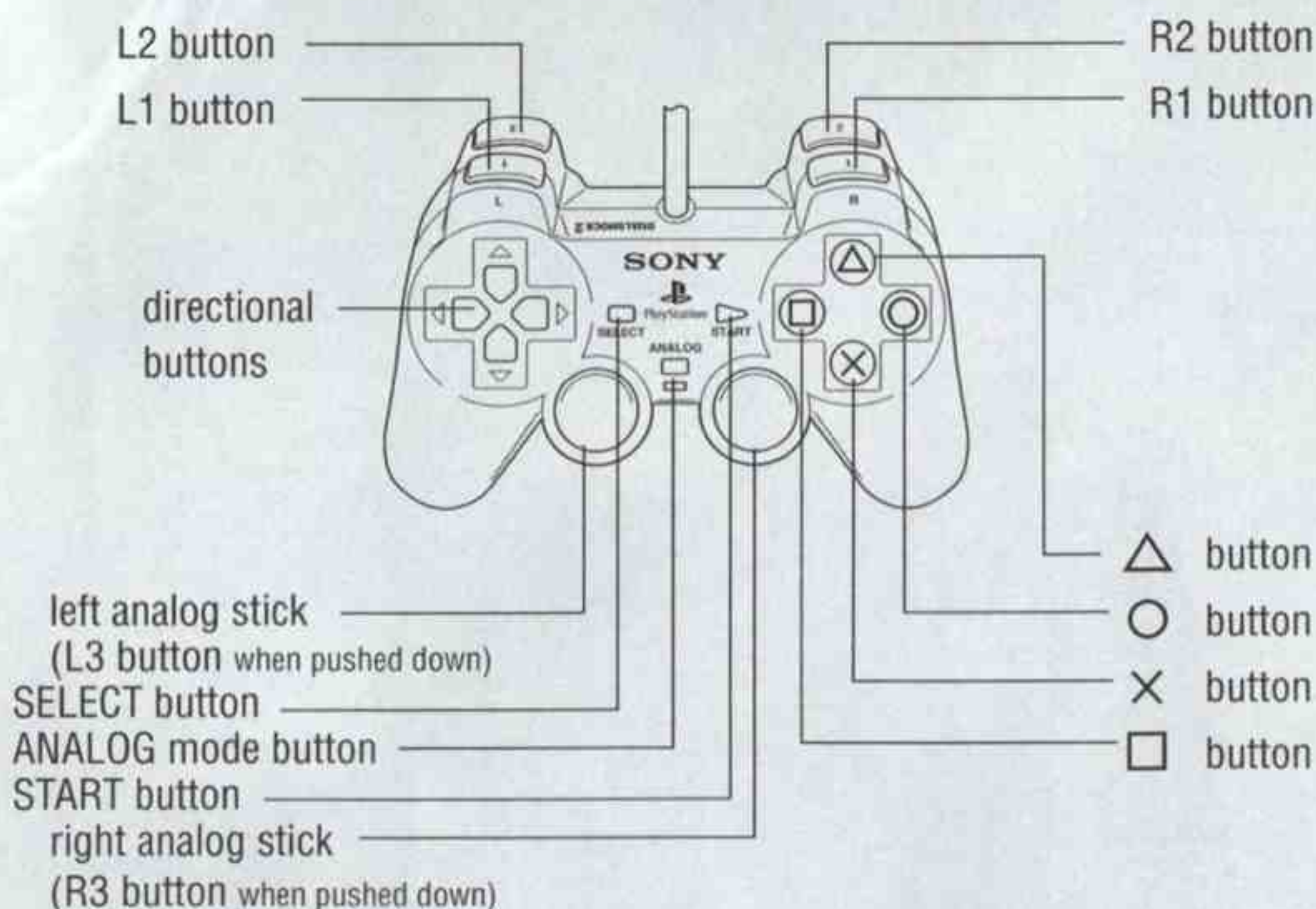
## QUITTING A GAME IN PROGRESS

During the game, press the **START** button to display the Pause Menu. Press the directional buttons **↑** or **↓** to select **QUIT GAME**, then press the **×** button. Highlight **YES** and press the **○** button again to go to the Main Menu.



# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



This game does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

## SAVING

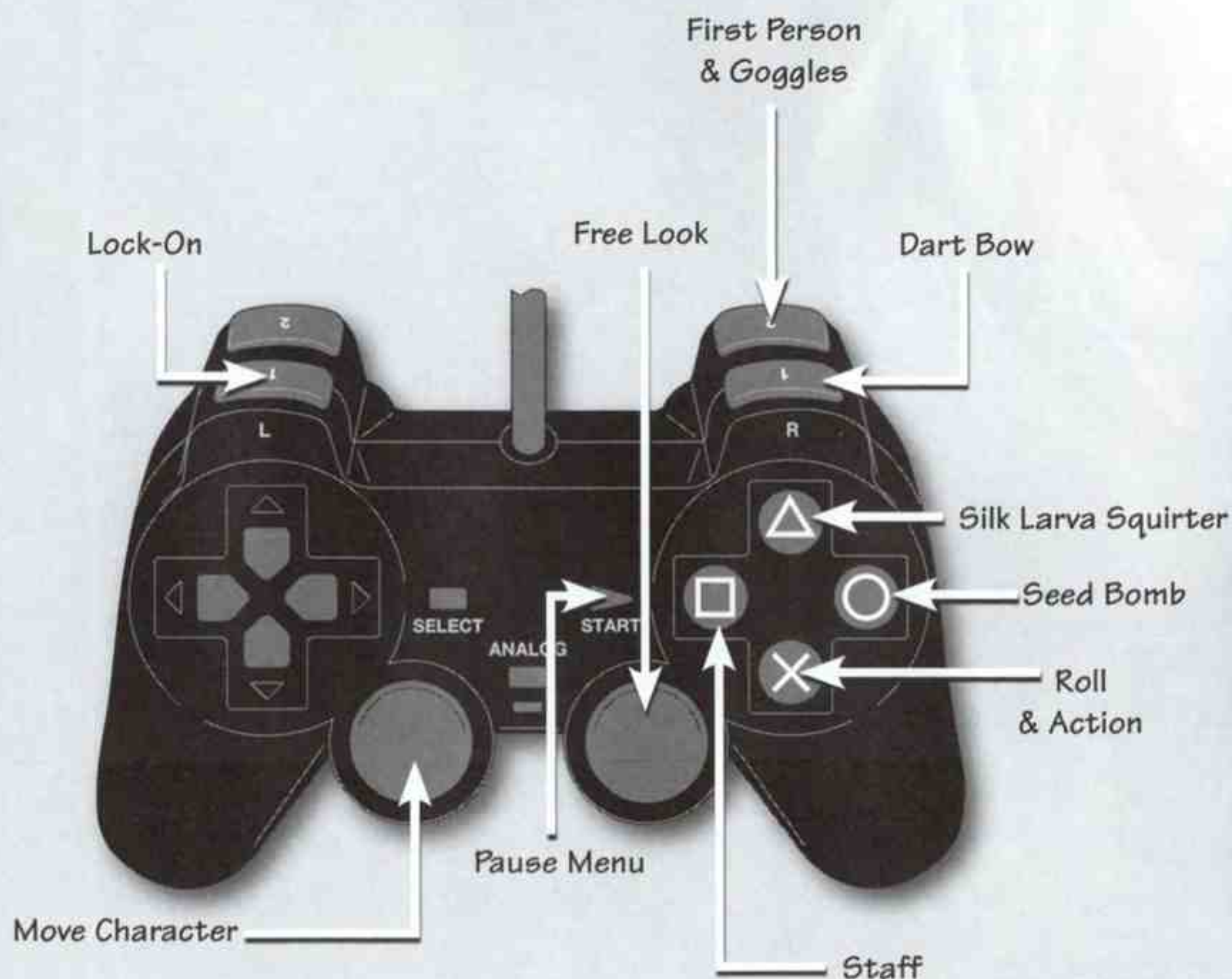
THE ANT BULLY uses an Autosave feature. When saving to the memory card (8MB) (for PlayStation®2), "autosaving" will appear on screen. Do not remove the memory card or turn off your PlayStation®2 computer entertainment system while saving.

## Mission Completion

Every time a mission is successfully completed, you'll automatically be brought back to the Chamber of Ages. Once there, the Autosave feature will immediately save all progress up to the furthest point in the story.



# DEFAULT CONTROLS



## Using Goggles

Goggles can be obtained through game-play progression. When Goggles are in use, a bee hive effect will surround the screen. Goggles allow you to easily find Fire Crystals as you explore a level.



## The Lock On Targeting System

Hold the **L1** button to lock on to the closest enemy. Tap the **L1** button to switch to the next nearest enemy in the field of view, then hold the **L1** button to lock on again.



# THE ANT BULLY STORY

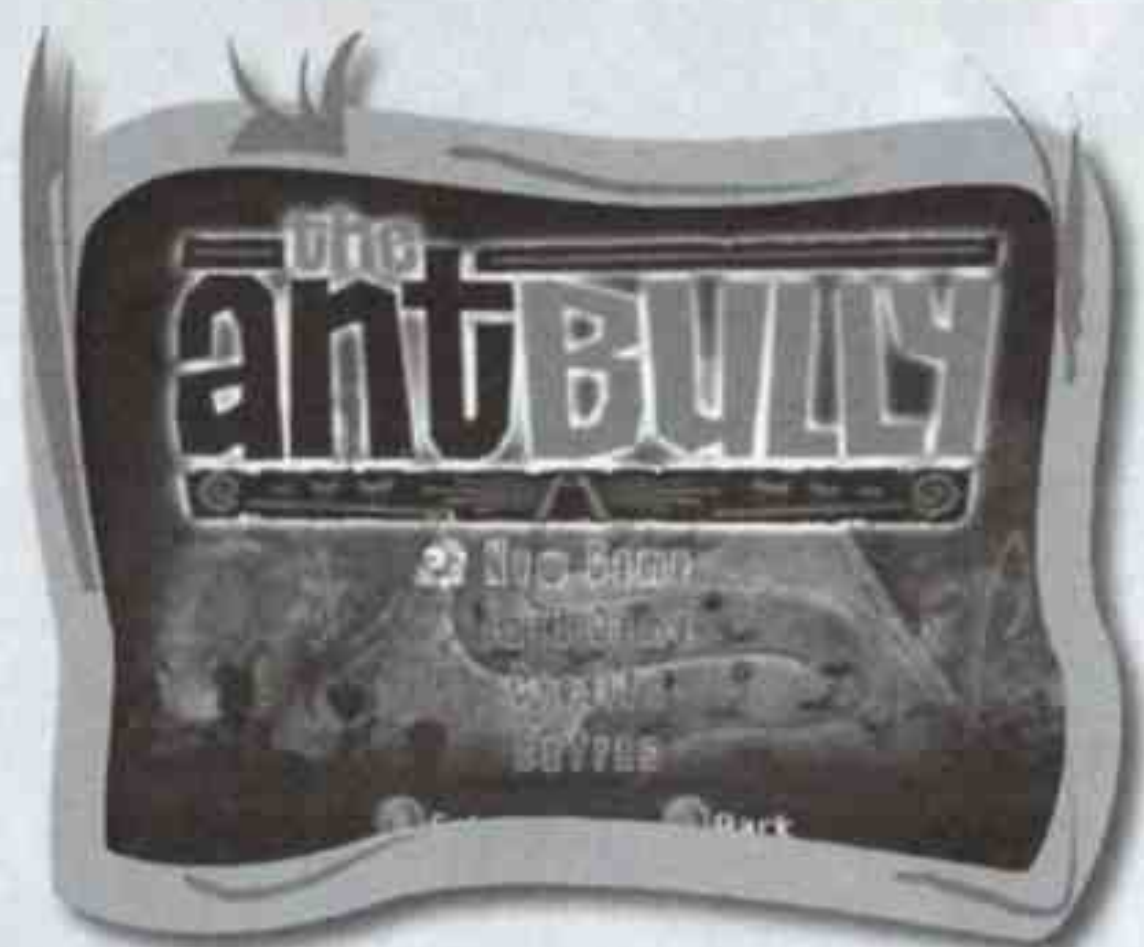
The Ant Bully tells a witty and heartwarming story about a 10 year-old boy who embarks on a remarkable journey. New in town, friendless and tormented by a neighborhood bully, young Lucas Nickle has been taking out his frustration on the innocent ant hill in his yard. But one day the ants retaliate.

Using a magic potion, the ants shrink Lucas down to ant size and sentence him to live like an ant in their colony. In this strange new world, Lucas will learn important lessons about team work, get a whole new perspective on life and ultimately discover the courage to stand up for himself.





# MAIN MENU



## NEW GAME

Select this option to start your new game. If you don't have a game saved to your memory card, you'll be prompted to save. You'll then select a slot in which to save your game. Following the Save process, the game will begin. You can also start a game without saving.

## The Chamber of Ages

The Chamber of Ages is the return point when you've completed your first mission and every mission after that. When you've completed missions, you will be informed that new areas have been unlocked. At this point, you'll need to refer to the Map (see **MAP**, pg. 8).

## Meeting Room

The Meeting Room can be accessed through the Chamber of Ages. There are four Mission Givers in the Meeting Room. Each time you return to the Meeting Room, you may notice a slight glow emanating from a Mission Giver's head. This will indicate that a new mission has become available.

## LOAD GAME

If you've already started and saved a new game, you can load it using this option. Select the slot that contains your saved game, then press the **X** button. You can then continue your game.

## CREDITS

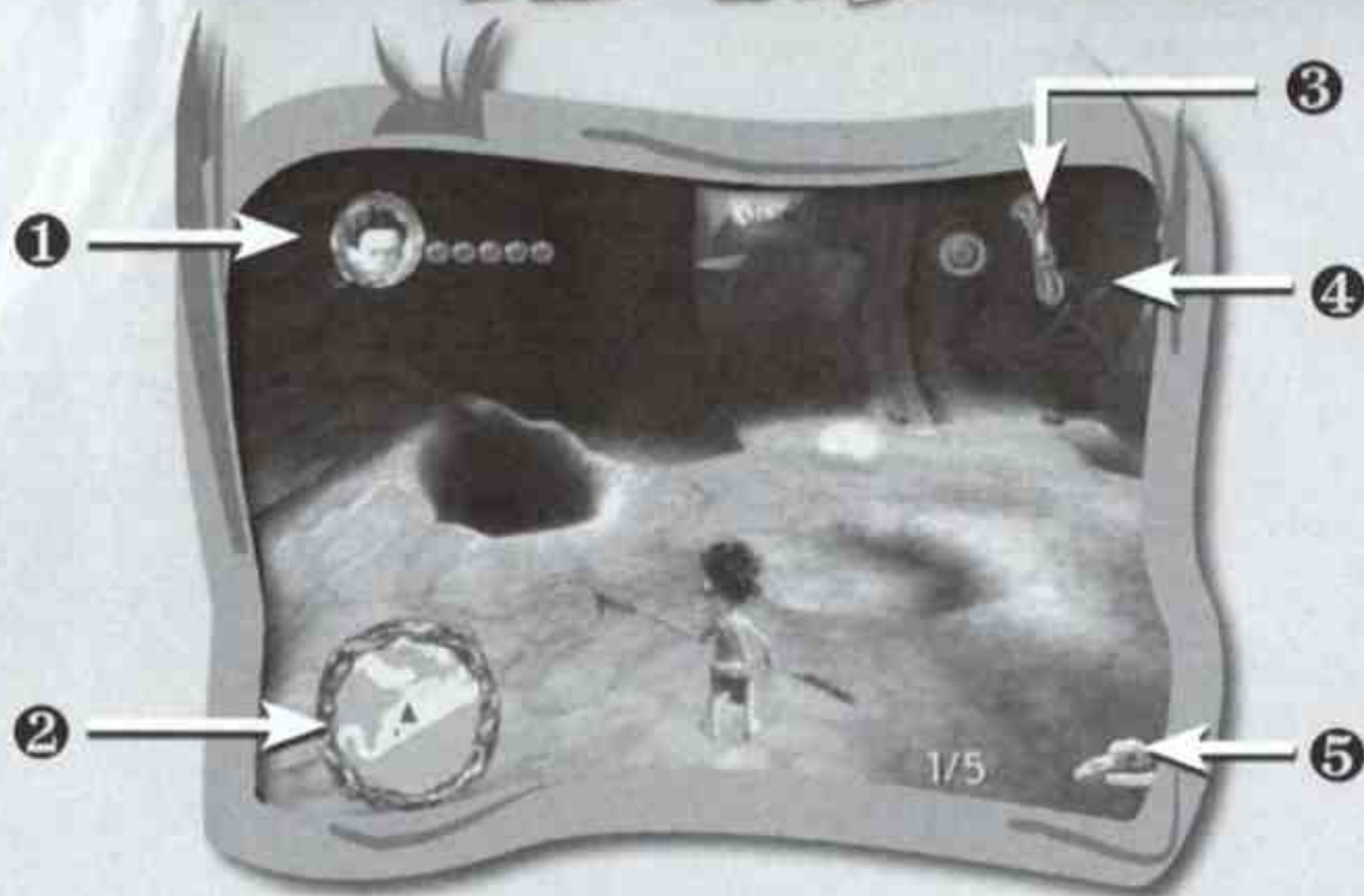
View the names of those responsible for bringing you **THE ANT BULLY**.

## EXTRAS

View trailers of Midway's upcoming games.



# THE HUD



## 1. HEALTH

This icon displays Lucas' health as individual sweet rocks (energy). Each sweet rock depletes before going to the next sweet rock. When all the sweet rocks are gone, Lucas is knocked out. You'll then be offered an opportunity to "Retry" the mission or "Return to the Colony".

**NOTE:** When Lucas is close to being knocked out, his face will change to let you know you'll need to get more health right away.

## 2. THE MAP

The Map helps you navigate the level. The **RED** Arrow indicates Lucas' position and orientation. The Red points indicate enemies, the Green indicate active mission givers and White indicate mission objectives.

## 3. WEAPONS

The weapon indicator displays the current weapon in use. The controller button displayed next to the weapon indicates the button needed to use that particular weapon.

## 4. AMMUNITION TOTAL

When using the Dart Bow, Silk Larva Squirter and Seed Bombs, the current ammunitions total will be displayed next to the Weapon Indicator.

## 5. MISSION OBJECTIVE

This icon represents the requirements needed to complete a mission in which a certain number of items need to be collected, destroyed, freed or protected.



# PAUSE OPTIONS

## MISSION OBJECTIVE

Review your current Mission Objective.

## STATUS SCREEN

This screen displays Lucas' Progress and player Upgrades. As you complete missions, Upgrades become available. Upgrades include: **LIFTING**, **CLIMBING**, **TELEPATHY**, **WEAPON INVENTORY**, **FIRE CRYSTALS** and **MEDAL POINTS**.



## MAP

View a larger view of the game's map and available areas for exploration. When you've completed a mission, new areas will be unlocked. Lucas can then Teleport to these areas to explore and find Fire Crystals. He'll also be able to walk to these areas from other areas on the map, as long as they're already unlocked. As you progress, your story is told in hieroglyphic images (see **THE MEDAL SYSTEM**, pg. 10).

## OPTIONS

### Audio

Highlight **MUSIC**, **SOUND FX** or **VOICE**, then press the directional buttons **←** or **→** to adjust the volume levels.

### Vibration

Turn the controller's **VIBRATION** feature **ON** or **OFF**.

### Camera Controls

Invert the **HORIZONTAL** or **VERTICAL** camera controls.

### Autosave

Turn the game's Autosave feature **ON** or **OFF**.

## RESTART MISSION

If things aren't working out, select this option to give it another try.

## RETURN TO COLONY

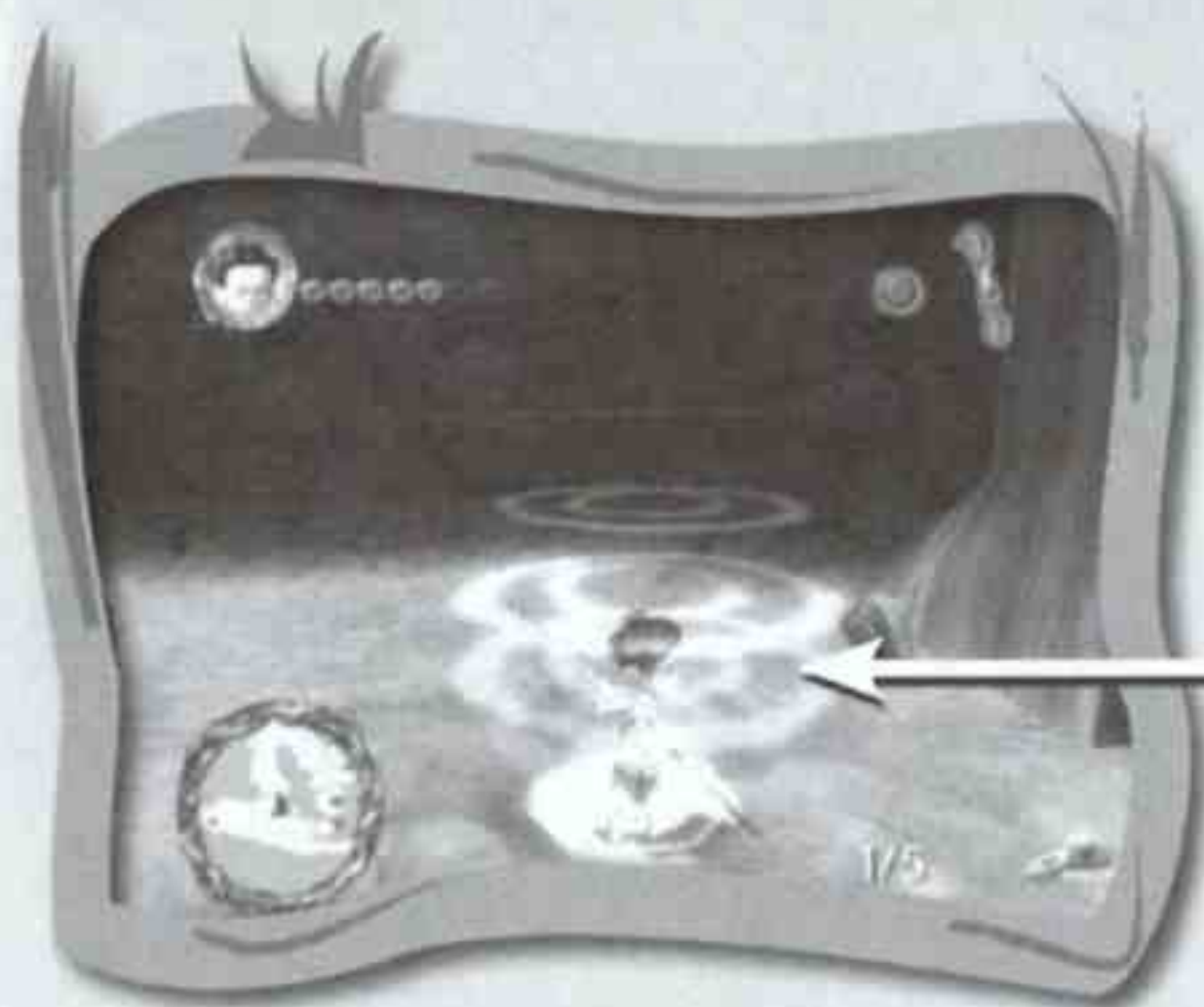
When you return to the Colony, you can choose another mission.

## QUIT GAME

Return to the Main Menu.



# TELEPATHY



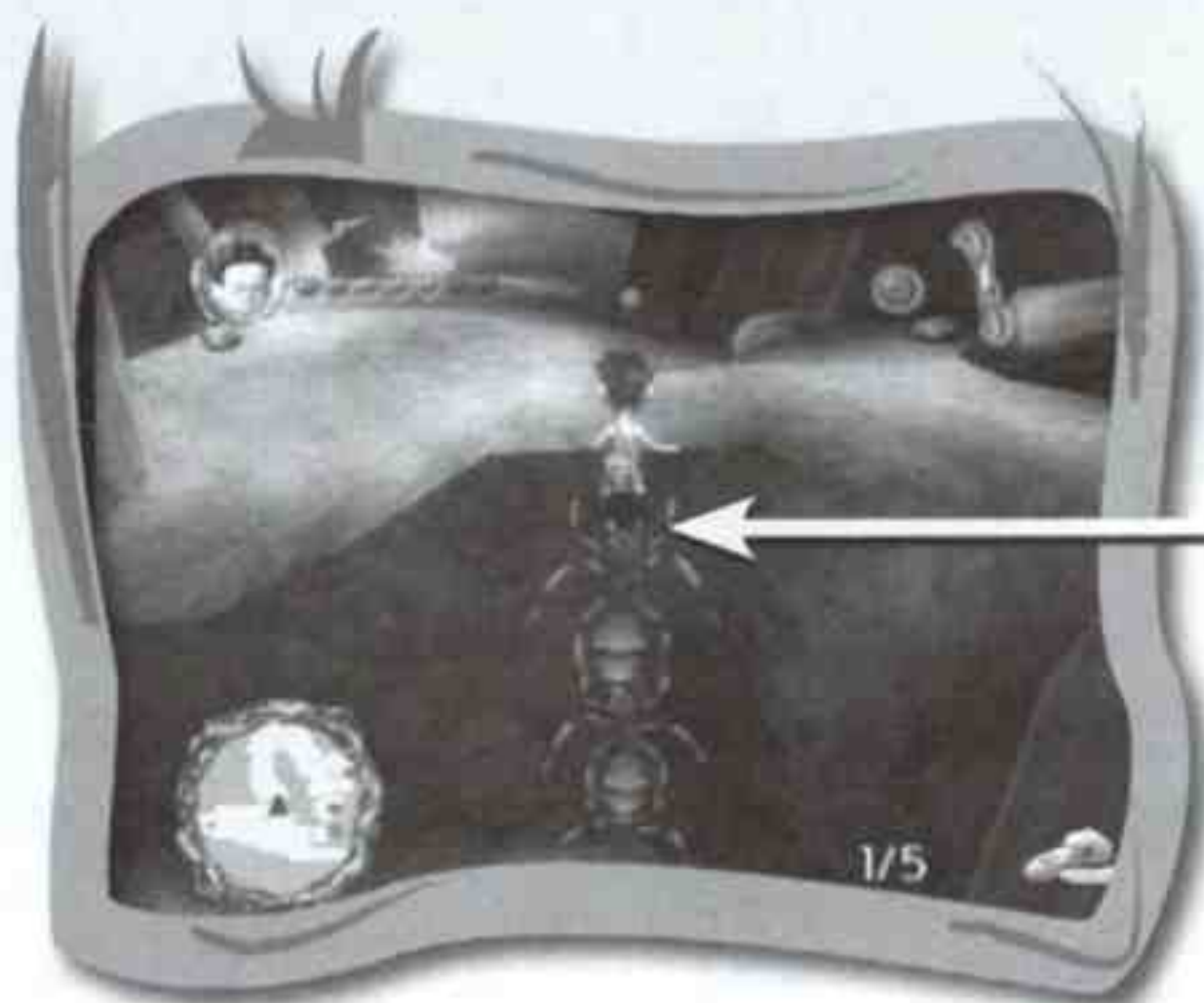
Telepathy  
Marker

After completing certain missions in the game, you can achieve the ability to communicate with other ants via **TELEPATHY**. You can use it to request that other ants help you to reach new areas. Ants can form ladders, bridges, create towers, create slingshots, form spring formations and topple over formations. In order to complete puzzles, you'll need to use one or more of these formations.

For example, you may need to use a Spring formation, followed by an Ant Bridge to retrieve an object.

Telepathy can be performed while standing on a Telepathy Marker. To activate Telepathy, place Lucas on the hotspot then press and hold the **X** button.

Ants roaming within the immediate area will react accordingly when the action is triggered. If ants are not within the area, they will arrive from another location.



Ants Lifting  
Lucas

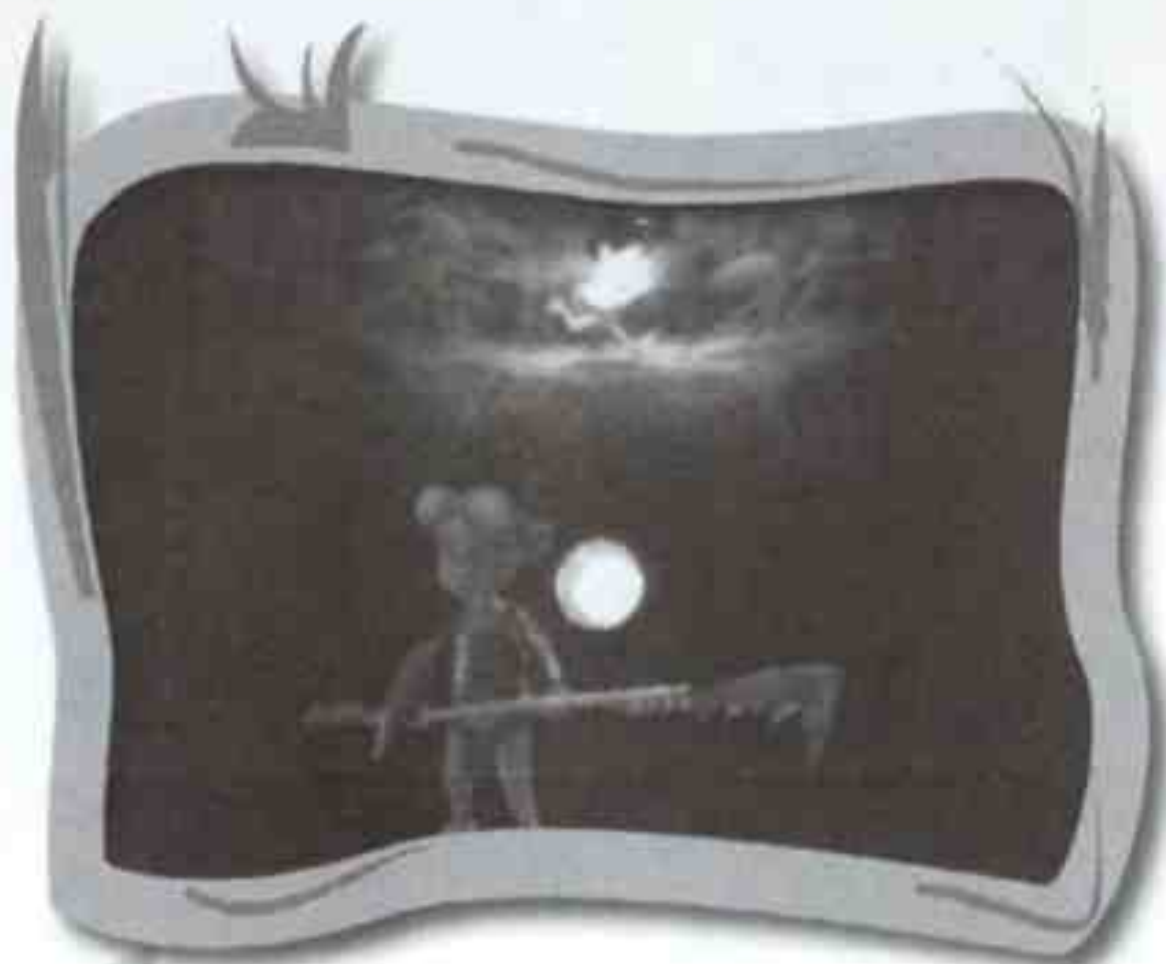


# THE MEDALS SYSTEM

In The Chamber of The Ages, you can see your progress in hieroglyphics. Each hieroglyphic represents the mission you've just completed. If you've collected any medals, they will also be displayed. As you progress throughout the game, your story is told in these hieroglyphic images.

## MEDALS

- When you complete a mission without being knocked out, you'll earn a **GOLD** medal.
- When you complete a mission (only being knocked out once), you'll earn a **SILVER** medal.
- When you complete a mission (being knocked out more than once), you'll earn a **BRONZE** medal.
- To unlock environments, you'll need to collect all of the **BRONZE** medals for missions taking place in the environment.
- The accumulation of points linked to the **SILVER** and **GOLD** medals will unlock special rewards like: Regenerating Life, Lifting Level 3 or 15 Fire Crystals.





# COLLECTIBLES

There are many collectible items throughout the game. Here's a list of what to look for:

## FIRE CRYSTALS

Fire Crystals are hidden throughout the environments. You must collect 100 Fire Crystals in order to unlock the game's ending.



## SWEET ROCKS

Finding sweet rocks will replenish Lucas' energy. Collecting yellow Sweet Rocks will replenish one slot in the Health Bar, while red ones will completely replenish it.



## HONEYDEW

Passing over each Honeydew will permanently increase (by one) the number of slots in Lucas' Health Bar. Honeydew Containers will replenish all of Lucas' Health.



## LARVA SILK

Lucas must collect larva silk in order to use the Larva Silk Squirter. Larva silk can be found in water drops, or it can be found directly on the ground.



## DARTS

Lucas must collect darts in order to use the Dart Bow. Darts can be found in water drops or hidden in the game.



## FLOWER SEEDS

Lucas must collect these in order to use the Seed Bombs. Flower seeds can be found in seed bomb dispensers.






# WEAPONS

## LUCAS' STAFF


This is Lucas' basic weapon. It's a great weapon for close-ranged attacks. Lucas will always have his staff in hand unless he is holding another weapon or performing an action that requires both hands. Here are the attacks the player will be able to perform using the staff:




1 Hit Attack =  button x 1

2 Hit Attack =  button x 2

3 Hit Combo =  button x 3


Spin Attack = Hold  button to power up, then release

## LARVA SILK SQUIRTER

Lucas uses this weapon to shoot "Goo." It temporarily immobilizes enemies. This weapon has a limited number of shots and must be recharged. Press and hold the  button to charge the Squirter, then release the button to fire the silk.



## DART BOW

Use the  button to shoot insect darts just like a crossbow. It's the perfect long-ranged weapon, but it has a limited number of shots. The Dart Bow is less powerful than the staff. Taking down an enemy will take more hits, but its long range aspect makes up for the lack of power.



## SEED BOMBS

Seed Bombs are thrown by Lucas and will explode after a short period of time. This is an area damage weapon, consisting of Alka Root and various other ingredients. It's useful to blow up fragile walls and help Lucas deal with a large number of enemies at once.



## Ammunition Upgrades

Ammunition is found in various locations within the environments. Pass over the item to collect it. Ammunition capacity upgrades are also available. They permanently increase the amount of ammunition Lucas can hold at one time. Ammunition upgrades are shaped the same as the regular ammunitions, but they have a different color and glow.



# THE ANT BULLY CHARACTERS



## Lucas

You play as Lucas, experiencing life as an ant. As Lucas, you'll have to learn new abilities and upgrade basic skills in order to defeat enemies, overcome obstacles, participate in ant life, preserve the colony and become a hero.

## NON-PLAYABLE CHARACTERS

### Zoc, the Wizard

Zoc's lack of trust in Lucas' ability to become an ant forces him to conceive a series of trial missions to overcome. These will teach you how to control Lucas and adapt to life as an ant.



### Spindle, Zoc's Pet

Spindle is Zoc's trusted sidekick.





# THE ANT BULLY CHARACTERS

## Hova, the Nurse

Hova will inform you of rescue missions, such as lost baby ants. As your mentor, she will provide advice and hints.



## Fugax, the Scout

Fugax's scouting missions involve venturing into new and unexplored territories. These territories are likely to be hostile and combat will often be required. Missions can involve tasks such as venturing into the Broken Glass Garden or making your way through the Grassy Jungle.



## Kreela, the Forager

The ants need food and Kreela is there to ask Lucas for help. Foraging missions will mostly involve Lucas locating new foraging ground or providing protection to ants carrying food. Obviously, it won't be easy as other insects might want the food for themselves.





# THE ANT BULLY ENEMIES

Most of the enemies Lucas will encounter will be insects. All enemies will damage Lucas on contact. Avoid physical contact with the enemies while trying to defeat them.

## PILL BUGS

The Pill Bug will curl up into a ball and charge attack Lucas.



## WARRIOR PILL BUGS

The Warrior Pill Bug reacts just as the Pill Bug does, but it's a bit tougher and requires more hits to defeat.



## PREDATOR BUGS

Predator Bugs will not reveal themselves until the target is in range. They lunge at the Caterpillars and use their mouthparts to hurt them. Caterpillars then enter a panic stance, preventing them from moving.



## EARWIG

Earwigs will attack Lucas. They'll also try to steal any mission object that Lucas is carrying.



## COCOONS

Destroy the cocoons before they spiders have a chance to hatch!



## FLEAS

Fleas attack in large numbers, always bouncing toward Lucas.



## MOSQUITOES

These **YELLOW** mosquitoes are hovering enemies that slowly make their way closer to Lucas. Once in range, they use their pointy nose stingers to strike. Don't be fooled by their slow moving advances. These enemies are quick and will attempt to dodge attacks.





# THE ANT BULLY ENEMIES

## SPIDERS

Spiders mostly drop down from above. They are the perfect ambush enemy, and many may drop from above or come out of the dark to surprise Lucas.



## SPITTING SPIDERS

Spitting Spiders avoid getting close to Lucas. They stay at a reasonable distance and attack with silk. Silk glues Lucas to a stand-still for a short period of time. Break free by quickly wiggling the left analog stick. Spitting Spiders make a deadly combination with normal Spiders.



## BLACK WIDOW SPIDERS

Black Widow Spiders are the largest and most menacing enemies in the game. They are tough to beat and can take a lot of hits. They patrol their immediate area until Lucas comes too close. They will then move in to attack with brute force.



## SHOOTING MOSQUITOES

RED Shooting Mosquitoes behave exactly the same as basic Mosquitoes, except they don't move in for a close-ranged attack. They maintain a distance and attack with projectile darts. They are also quick and will dodge attacks.



## WASPS

Wasps are larger than Lucas, occupying a large portion of the screen. They are very dangerous.



## THE FROG

As quick as lightning, the frog's tongue can snatch you up! See if you can throw enough seed bombs into the frog's mouth. The dart bow can also help you irritate the frog, and make him an easier target!



## THE CLOUD BREATHER

A.K.A. Stan Beals, the owner/operator of Beals-A-Bug Pest Control. He's the exterminator, coming to eradicate the Ant Colony. You must use all your resources to defeat Cloud Breather in the game's final battle!





# CREDITS

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Regina King.....	Kreela
Jason Zumwalt .....	Zoc, Generic Ant
Kirsten Nelson.....	Hova, Generic Ant
Richard Green .....	Wasp Leader, Generic Ant
Grant Albrecht.....	Stan Beals, Generic Ant
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Vernee Watson Johnson...	Head Nurse
Michelle Morgan .....	Generic Ant
Shane Baumel.....	Ant Kid
Rachel Fox .....	Ant Kid
Spencer Ganus.....	Ant Kid
Jordan Orr .....	Ant Kid
Bella Thorne.....	Ant Kid

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## Music Studio

Music by Studio Global Inc.  
Gilles Leveillé

## Font "Subaccuz"

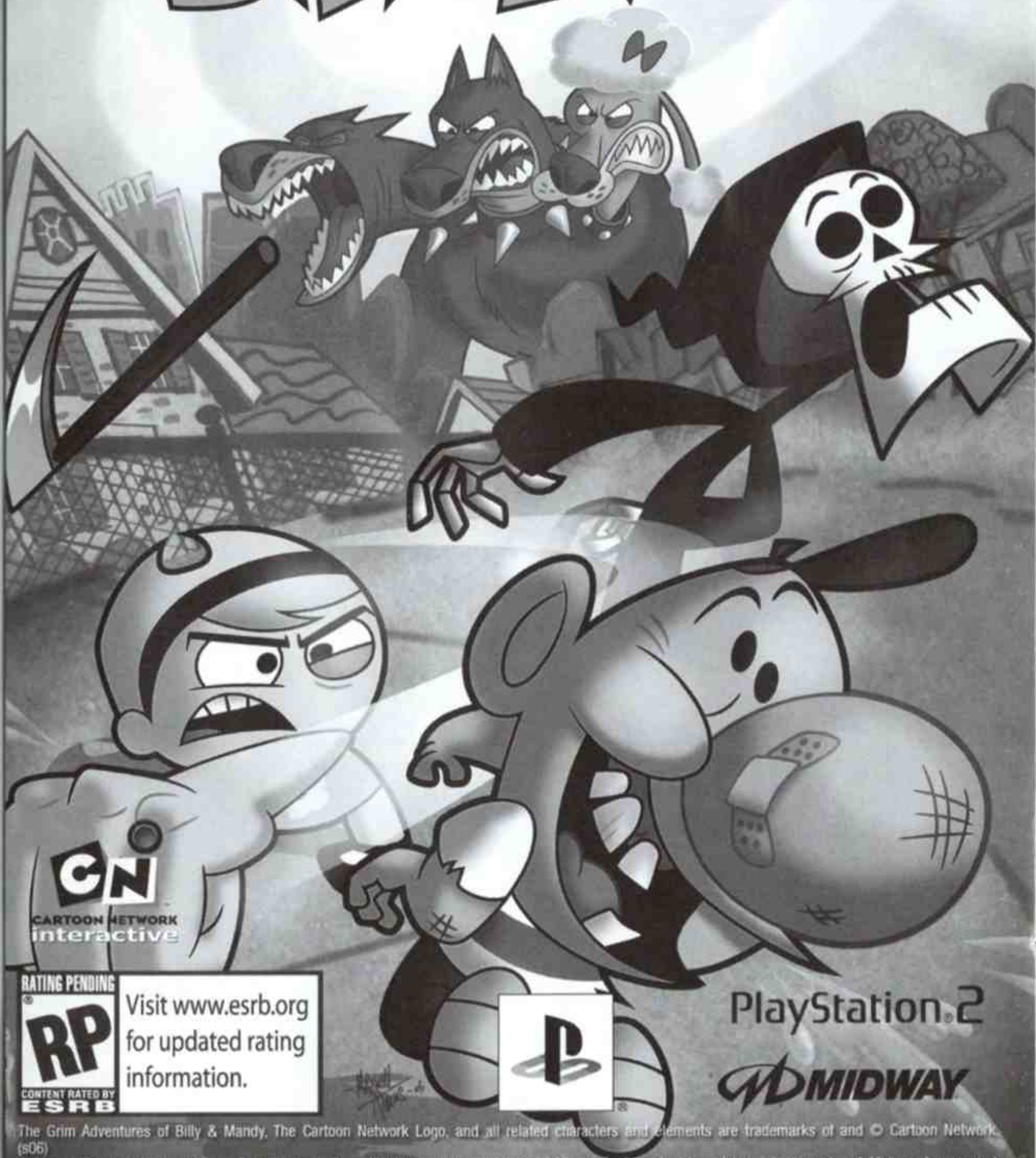
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# The Grim Adventures of Billy & Mandy™



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interactive

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PlayStation 2

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PlayStation.2

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