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**DISNEY INTERACTIVE STUDIOS CELEBRATES 42<sup>nd</sup> ANNIVERSARY  
OF THE VERY FIRST MOONWALK WITH DISNEY•PIXAR'S "WALL•E"  
APPEARING IN *DISNEY UNIVERSE***

***Upcoming Fall Video Game Will Include Environment and Characters  
Based On Disney•Pixar's Hit Space Adventure***

**July 20, 2011** – Disney Interactive Studios is commemorating the 42<sup>nd</sup> anniversary of mankind's first steps on the moon by unveiling the space-set world that is inspired by Disney•Pixar's "WALL•E" for their upcoming multiplayer action-adventure game, *Disney Universe*. Newly unveiled images of the environment and characters give players yet another glimpse into the mischievous world of *Disney Universe*, the first video game that brings together characters and worlds inspired by both animated and live action films from Walt Disney Animation Studios, Pixar Animation Studios and Walt Disney Pictures.

"The first walk on the moon was such a monumental event in history, it seems fitting to honor this accomplishment by revealing the level inspired by one of our favorite space-aged films, 'WALL•E,'" said Adam Sussman, senior vice president of publishing, Disney Interactive Media Group. "Combining the excitement of outer space adventures with the worlds of *Disney Universe* will generate nonstop action for players of all ages."

After hundreds of lonely years of doing what he was built for, the curious and loveable WALL•E discovers a new purpose in life when he meets a sleek search robot named EVE. In the new WALL•E world of *Disney Universe*, players will be able to suit up as those very robots, along with several of their recognizable companions, and use some of the gravity-defying elements the level brings to the game. In the WALL•E world, players will experience the effects of

overhead magnets, magnetic platforms, bouncy tire stacks, gravity paths and more. The *WALL•E* world also introduces laser cannons and other tools of mischief and mayhem that players will use to help and hinder their fellow players as they make their way through the off-the-wall nonstop action-adventure.

The new *WALL•E*-inspired environment joins the other *Disney Universe* worlds of iconic Disney properties including Tim Burton's "Alice in Wonderland" and Disney•Pixar's "Monsters, Inc." as players suit up in more than 40 classic and contemporary character costumes and explore six environments designed to please and delight fans of all ages.

*Disney Universe* will be available this fall for Xbox 360® video game and entertainment system, PlayStation®3 computer entertainment system, Wii™ and Windows PC/MAC.

Please visit [www.DisneyUniverse.com](http://www.DisneyUniverse.com) for more information. Art assets for *Disney Universe* are available at <http://bit.ly/disuniv>.

### **About Disney•Pixar's "WALL•E"**

What if mankind had to leave Earth, and somebody forgot to turn the last robot off? WALL•E, a robot, spends every day doing what he was made for. But soon, he will discover what he was meant for. From Academy Award®-winning writer-director, Andrew Stanton ("Finding Nemo"), Disney•Pixar's "WALL•E" is the story of one robot's comic adventures as he chases his dream across the galaxy.

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