

두뇌 play2™



INSTRUCTION MANUAL

SONY



COMPUTER
ENTERTAINMENT ©

WARNING

READ BEFORE USING YOUR PLAYSTATION®2.

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 trigger an epileptic seizure in these individuals. Certain conditions may trigger 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 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.

EYETOY: PLAY 2™

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday–Saturday 6AM–8PM and Sunday 7AM–6:30PM Pacific Standard Time.

GAME HINT GUIDE INFORMATION

PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com.

Sign up and become a member of the PlayStation Underground and access free hints, tips and cool moves for games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service/Technical Support Line.

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QUICK START GUIDE FOR YOUR ENJOYMENT

SETTING UP THE CAMERA

- Place the EyeToy™ USB camera (for PlayStation® 2) on top of or below the TV.
- Stand back approximately 5 to 7 feet from the TV.



ADJUSTING THE CAMERA

- Gently rotate the Focusing Ring to sharpen your image.
- Gently tilt the EyeToy™ USB camera (for PlayStation® 2) up or down to center the image.



LIGHTING RECOMMENDATIONS

- Ensure there is enough light in the room.
- The red LED will blink if it is too dark.



MAKE SURE YOU HAVE ENOUGH ROOM TO PLAY!





Please see pages 4 and 5 for complete details on the EyeToy peripheral.



EyeToy™ USB camera (for PlayStation®2)

SLEH-00030
SLEH-00031



Usage Instructions

Thank you for purchasing the EyeToy™ USB camera (for PlayStation®2). Before using this product, carefully read this manual and retain it for future reference. Refer also to the instruction manual for the PlayStation 2 console. This EyeToy™ USB camera is designed for use with the PlayStation®2.

WARNING

To prevent fire or shock hazard, do not expose the unit to rain or moisture.

Precautions

Safety

This product has been designed with the highest concern for safety. However, any electrical device, if used improperly, has the potential for causing fire, electrical shock or personal injury. To help ensure accident-free operation, be sure to follow these guidelines.

- Observe all warnings, precautions and instructions.
- Do not use the device if it functions in an abnormal manner.
- If the device does not function properly, contact our technical support line at 1-800-345-7669 for assistance.

Use and handling

- Do not expose the EyeToy™ USB camera to high temperatures, high humidity or direct sunlight (operate in an environment where temperatures range between 41°F – 95°F).
- Do not allow liquid or small particles to get into the EyeToy™ USB camera.
- Do not put heavy objects on the EyeToy™ USB camera.
- Never disassemble or modify the EyeToy™ USB camera.
- Do not twist the cable or pull it forcibly.
- Do not throw or drop the EyeToy™ USB camera, or subject it to strong physical shock.
- Do not touch the metal parts or insert foreign objects into the connector of the EyeToy™ USB camera.
- Do not place, or use, the EyeToy™ USB camera on an unstable surface.
- Make sure you have enough room to play.

Cleaning the EyeToy™ USB camera

After using the EyeToy™ USB camera for an extended period of time, you may find that dust has collected on the unit.

- Before cleaning the EyeToy™ USB camera, be sure to disconnect it from the PlayStation®2 console for safety.
- Wipe off the surface of the EyeToy™ USB camera with a soft, dry cloth.
- Use air pressure to clean off any dust that has collected on the lens.

Notes

- This product contains small parts, which, if removed, may present a choking hazard to children.
- Any cleaning of the EyeToy™ USB camera should be done by an adult, or under close adult supervision.
- Do not use a moistened cloth to clean the EyeToy™ USB camera. If water gets inside, it may cause the camera to malfunction.
- Do not use benzene, paint thinner, or other chemicals, as these may damage the EyeToy™ USB Camera.
- When using a commercially available cleaning cloth, follow the instructions supplied with the cloth.

Connecting the EyeToy™ USB camera (for PlayStation® 2)

Holding the connector for the EyeToy™ USB camera with the USB mark facing up, securely insert the connector into either the upper or lower USB connector on the front of the PlayStation®2 console. The LED power indicator (blue) on the front of the camera will light up blue to indicate that the EyeToy™ USB camera is now ready to use.



You can connect or disconnect the EyeToy™ USB camera while the console is turned on. However, the software titles may not work properly when the EyeToy™ USB camera is not plugged in.

Disconnecting the EyeToy™ USB camera

To disconnect the EyeToy™ USB camera, pull it out by the connector. Do not pull on the cable itself as this may damage it. Removal of the EyeToy™ USB camera during play will result in termination of the live feed.

Using the EyeToy™ USB camera

The usage and function of the EyeToy™ USB camera may vary depending on the software in use. See the appropriate software manual for details.



Positioning the EyeToy™ USB camera

Place the EyeToy™ USB camera on top of, or immediately below your television and stand back between 5 and 7 feet.



Focusing the EyeToy™ USB camera

The player's on-screen image may need to be focused. Do this by rotating the manual focus ring on the front of the camera.



Adjusting the angle of the EyeToy™ USB camera

The EyeToy™ USB camera must be positioned so that the player's image is centered on the screen. Do this by holding the camera base steady and gently tilting the camera body.

Troubleshooting

If you experience any of the following difficulties while using the EyeToy™ USB camera (for PlayStation®2), use this troubleshooting guide to help remedy the problem. Should any problem persist, contact our technical support line at 1-800-345-7669 for assistance.

Your on-screen image appears bright or too dark and the red LED is blinking.

- The lighting in the room is not suitable.
- If your on-screen image looks dark, switch on all available lighting in the room and point them at the user.
- If your on-screen image looks too bright, close any curtains and use artificial light instead.

You cannot see yourself on-screen.

- The EyeToy™ USB camera is not plugged in.
- The EyeToy™ USB camera is not positioned correctly.
- Position the camera either on top of your television set, or on top of your PlayStation®2 console.

The on-screen image is blurred.

- The camera has not been focused correctly.
- Rotate the manual focus ring on the front of the EyeToy™ USB camera until the user's body shape is clearly defined on the screen.

The software seems to be picking up extra movement.

- The EyeToy™ USB camera is reacting to your environment.
- Make sure that nothing is moving in the background behind you.

Moisture Condensation

If the EyeToy™ USB camera is brought directly from a cold location to a warm one, or is placed in a very damp room, moisture may condense on the inside of the camera. If this occurs, the EyeToy™ USB camera may not work properly. In this case, wait about 30 minutes for the moisture to evaporate. If the camera does not work properly after one hour, contact our technical support line at 1-800-345-7669 for assistance.

Specifications

Interface	Connector	Power consumption	Dimensions (approx.)	Weight (approx.)
USB	USB Type 1.1	50mA	1 1/4 x 2 1/16 x 3 1/2 in	3/4 lb
Cable length (approx.)		Operating temperature	Video capture	Lenshead
6 1/2 feet		41°F – 95°F	640 x 480 pixel	Manual focus ring

Design and specifications are subject to change without notice.

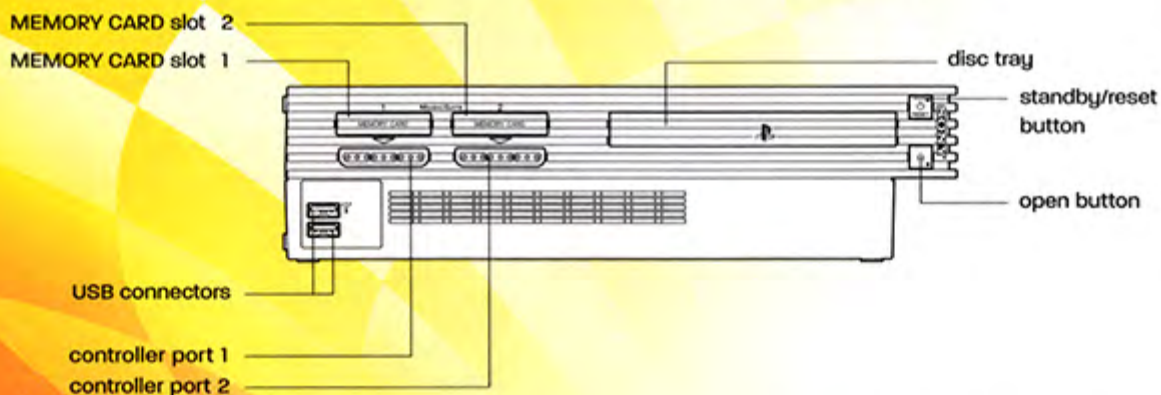
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SETTING UP

PlayStation®2 computer entertainment system (slim):



PlayStation®2 computer entertainment system (original):



Set up your PlayStation®2 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 **EyeToy: Play 2™** 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.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. Some screenshots for this manual have been taken from pre-completion screens that differ slightly from those in the finished game.

MEMORY CARD

PLEASE NOTE: Throughout this manual, the term "memory card" is used to describe the memory card (8MB)(for PlayStation®2). Memory cards designed for use with the PlayStation® format software are not compatible with this game.

On boot up, any saved options data present on the memory card (PS2) will auto load. To save game settings and progress, insert a MEMORY CARD (PS2) into memory card slot 1. Make sure there is enough free space on your memory card (PS2) before commencing play. If your memory card (PS2) contains previously saved **EyeToy: Play 2™** game data, then the system data will be automatically loaded.

If you do not have a memory card (PS2), then you will still be able to play **EyeToy: Play 2™** but you will not be able to save high scores or game settings. Data can be saved and loaded from MEMORY CARD slot 1.



USING THE EYETOY™ USB CAMERA (for PlayStation® 2)



Insert the EyeToy™ USB camera (for PlayStation®2) into either the upper or lower USB connector on the front of the console. The LED power indicator (blue) should be on.



Place the camera on top or immediately below your television and stand back between 5 and 7 feet.



Rotate the manual focus ring to focus the lens. Try to ensure that your body shape is clearly defined on the screen. If your television is positioned on the floor, simply tilt the EyeToy™ USB camera (for PlayStation®2) for extra elevation. Alternatively, swivel the camera base around to reposition the camera.



Players of different height should tilt the angle of the camera for extra convenience. DO NOT move the whole camera, just tilt it gently.



Cover the camera lens to pause the current game.

When triggering menu buttons, please find a waving style that suits you, but it is recommended that you wave with your fingers apart as this creates more motion feedback.

Make sure that there is no movement in the background as this motion will be detected by the EyeToy™ USB Camera (for PlayStation®2) and may hinder gameplay.

Make sure you have enough room to play. Consider the space around you and watch out for shelves, doors, walls, pets, and above all, other people.

Enjoy playing **EyeToy: Play 2™** and stay in control!

EYEToy™ USB CAMERA (for PlayStation® 2)

LIGHTING RECOMMENDATIONS

The EyeToy™ USB camera's ability to detect movement depends upon there being a significant difference in lighting between you and your background. Ideally, you should be lit from the front, as evenly as possible.



A single, central light of between 60 and 100 watts between you and your television should be sufficient. Any additional light pointing at you will also be beneficial.



If your on-screen image looks too dark, switch on all available lighting in the room and point them at you.



The red LED on the EyeToy™ USB camera (for PlayStation®2) will blink if the room is too dark.



If your on-screen image looks too bright, close any curtains and use artificial light instead. Where artificial light is the primary source of illumination, concentrate all available light on you.

If possible, avoid low-energy bulbs and fluorescent tubes as these tend to flicker, which may be detected as movement by the EyeToy™ USB camera (for PlayStation®2).

Do not setup the EyeToy™ USB camera (for PlayStation®2) so that the camera is pointing directly towards a strong light source – for example, a window with direct sunlight streaming through it will affect the camera's initial calibration.

Even with daylight providing the primary light source, the introduction of any extra artificial light directed at you will always be beneficial.

So now that this is all clear, it is time to get started.

PLEASE NOTE: For additional options regarding improving lighting conditions, please see the Bright and Dim Room lighting options in the Lighting Conditions selection on pg. 17.

GETTING STARTED

PLEASE NOTE: Set up the EyeToy™ USB camera (for PlayStation®2), following the instructions outlined earlier in this manual, so that you can stand comfortably within the on-screen player outline.

If you have a memory card (PS2) inserted into MEMORY CARD slot 1 which does not contain any **EyeToy: Play 2™** save data, you will be prompted to create an **EyeToy: Play 2™** data file. Wave your hand over "Confirm" to create a data file or wave your hand over "Cancel" to continue without saving. The Title Screen will be displayed. Wave your hand over "Start" to access the Main Menu.

PLEASE NOTE: If you do not create a data file, you will not be able to save any game settings, high scores or photo data.



MAIN MENU

Select one of the following options from the Main Menu:

Games
Extras

The MiniMate at the bottom of the screen will give you a helping hand through the menus and will host the multi player game.

If you don't want to see or hear any instructions, tap MiniMate on the head to knock him out. You'll be able to revive him by tickling him gently.



USING MENU SCREENS

EyeToy: Play 2™ uses the player's motion to activate objects and buttons on screen. The motion buttons can only be activated if they detect motion over a period of time. Indicators on the motion buttons will fill up as motion is applied.

Use the motion buttons to select menu items.

Wave your hand over the motion button until the liquid fills the button completely. You can also make menu selections by using an analog controller (DUALSHOCK®2) connected to controller port 1 - use the left analog stick to highlight an option and press the  button to activate it.

GAMES

SINGLE PLAYER

Are you up for the challenge? Do you think you can master all of the games? Do you possess the talent to get your photo into the Hall of Fame?

Make sure you stretch and get plenty of rest before starting! Single Player mode's tough challenges require lightning fast reflexes and lots of energy.

TIP: Notch up high scores and cement your place in the coveted Hall of Fame photo gallery. Try the three difficulty levels if you're up for a little more of a challenge.

MULTI PLAYER

Up to four contestants can take part in the Multi Player mode to find out who is the ultimate party champion! Get your friends and family together and battle your way through 75 games, but before you begin you'll have to pose for a photo. When your photo is displayed, it's your turn, so get ready to make your mark.

PLEASE NOTE: The winner of each game will select the next game to be played. If the result is a draw, the competitors whose scores are tied at the end of a round will take part in a "face off" to determine the result (See page 34).

PLAYROOM



EYETOY: ANTIGRAV™ Demo

Experience a gravity-defying demo of the futuristic hoverboarding game that makes your whole body the controller! Hop onto your hoverboard and take to the skies as you jump, duck and lean to control your board. Move your arms to pull off insane tricks and rack up serious combos. **EyeToy: AntiGrav™** is available in stores now.

Coloring

There's an artist in everyone! See what masterpieces you can create by moving your whole body around.



Pool

You can make up your own rules to play, but just make sure you have fun! Take turns with a friend or play by yourself... Who can sink all the balls the fastest? Who can get the biggest break?



Sonic Sub

Use your voice to move the submarine around an underwater world. The pitch of your voice controls the sub's depth and your volume controls its speed.



Sonic Goo

Manipulate the on-screen effects with your voice or any type of noise. The more noise you make the more the screen will distort. Try experimenting with as many different noises as you can think of.



GAMES (cont.)



Citrus Fighter

Try to knock the other characters off their fruit to find the best fruit fighter! The faster you move your fruit towards the opponent, the more damage you'll inflict, but be careful because if you move too fast your fighter might fall off.



Wizard

Cast spells with a flick of the wrist. How many spells can you conjure up? Use different colored objects to trace out different shapes and create a little bit of magic on your TV.



Chameleon

Blend into your surroundings with this super special effect. When the countdown is displayed at the start of the effect, move out of the view of the EyeToy™ USB camera (for PlayStation®2), and when the effect has been initialized, move back in front of the EyeToy™ USB camera (for PlayStation®2) and see what happens.



Solar System

Travel around the solar system exploring strange planets. Each of the planets has its own unique atmosphere so it might do something strange to your image. Just like the Chameleon effect you'll have to stand out of the view of the EyeToy™ USB camera (for PlayStation®2) during the countdown. No spacesuit required!

EYETOY: CAMEO™ CREATOR

See the “EyeToy: Cameo™ Creator” section of this manual for further details.

EYETOY: CAMEO™ GAMES

HeadSpring

Have you ever wished you could punch yourself in the face? No? Well, now you can, but without the pain. As long as you have saved a Cameo™ to a memory card (PS2), you can take out your frustrations on the TV screen.

HeadTogether

Bang your mini heads together to create one massive head and then watch it explode into mini ones again. Simply fun.

EXTRAS

SPYTOY™

Another new feature for **EyeToy: Play 2™**, SpyToy™ turns the EyeToy™ USB camera (for PlayStation®2) into your very own security device. Set it up and see what you can catch on film using the different modes.

ALARM MODE

Want to frighten intruders away? Then this is the setting for you. Enter your secret code number, activate the system and then simply leave your TV on. Anyone that enters the view of the EyeToy™ USB camera (for PlayStation®2) will get quite a shock as the alarm sounds and warning graphics appear on-screen, letting them know they've been caught on camera.

STEALTH MODE

This mode lets you keep an eye on who's been sneaking about. Turn the TV off this time and anyone coming near the EyeToy™ USB camera (for PlayStation®2) will have their picture taken without them knowing a thing. Look through the pictures in your own time and see what's been happening behind your back.

EXTRAS (cont.)

TIME LAPSE MODE

Use this mode to take a whole series of snapshots. Check out the comings and goings over a whole day or experiment making time-compressed movies.

TIP: Why not try using SpyToy™ to create some real life stealth games. Place an object in front of the EyeToy™ USB camera (for PlayStation®2) and activate Alarm Mode. Then take turns with friends to see who can steal the object away without triggering the siren.

VIDEO MESSAGING

Wish you were a movie star? With Video Messaging you'll be able to record directly from the EyeToy™ USB camera (for PlayStation®2) to a memory card (PS2) in memory card slot 1. Follow the on-screen instructions to select the length of video you want to record and then act your heart out.

OPTIONS

AUTO SAVE

High scores and photos are saved automatically if the Auto Save function is turned on. To save high scores and photos manually, please refer to the save data function in the Options Menu.

SCREEN POSITIONING

Use the arrow buttons to change the position of the screen and wave your hand over the "Confirm" button to keep your changes or the "Cancel" button to restore the screen position to its original settings.

AUDIO SETTINGS

Use the arrows to change the volume of the music and sound effects. Wave your hand over the "Confirm" button to keep your changes or the "Cancel" button to restore the Audio Settings to their original levels.

CAMERA SENSITIVITY

Pinpoint unwanted areas of motion that may hinder gameplay. Make sure that the background behind you is as motionless as possible. Try out the three settings to find the one that best suits your room. Wave your hand over the Confirm button to keep your changes.

LIGHTING CONDITIONS

If you are playing in a room bathed in light, select the "bright room" button, but if you are playing in a darkened room, select the "dim room" button. Wave your hand over the Confirm button to keep your changes.

LOAD DATA

Load previously saved **EyeToy: Play 2™** game data from the memory card (PS2).

SAVE DATA

Save your **EyeToy: Play 2™** game data to the memory card (PS2).



THE GAMES



AIR GUITAR



Say goodbye to standing in front of the mirror with a tennis racquet in your hands strumming along to rock anthems. Now you can stand in front of the TV, throw some windmills and strum along to some classic rock riffs. So grab your air guitar and get ready to hear the crowd cheer. Rock on!



Single Hit/Pick

Each time one of the icons hits a fret, the fret has to be highlighted and you'll have to strum the strings at the same time. It may sound complicated but you'll soon get the hang of it and be rocking through the whole tune.



Strum

When the icon hits the fret you have to catch it and strum continuously until the icon disappears. Don't worry if you catch it a little late because you'll still score some points.



Slide

Catch the slide icon when it hits the fret and follow the direction in which it moves. Get the timing right and you might set the strings on fire!



Windmill

At the same time as catching the icon on the fret, you'll have to strum across the whole of the guitar to get the power chord up to full volume. Rock on!



HOMERUN

Are you ready for some major league action? Have you perfected your line drive? Your batting skills will be put to the test by our pitcher's knuckle ball and backdoor sliders. You'll have ten balls to grab as many bases as possible, and score a minimum of 20 points. Go and slug it out on the diamond!



Base Running

Once you've hit the ball you must run around as many bases as possible. Your running style is up to you (moving your arms helps a lot), but stay within the view of the EyeToy™ USB camera (for PlayStation®2). Each time you pass a base you will be told if you are safe, but if you have time you might be able to steal another base.

Strike Zone

At the start of each game, the strike zone will be displayed. Each of the balls the pitcher throws will travel through the strike zone at some point. Don't stand too close to the strike zone or the ball might hit your body.

Direction Gauge

During the pitch you'll notice that the "Ball Pointer" travels through the direction gauge. Use this gauge to time your swing and hit the ball between the fielders to stand a chance of running all the bases.

Minimap

The "MiniMap" shows the position of the fielders and the baseball. Use the map to judge your base running. The fielders change position for every pitch, so carefully hit the ball and try to find the gaps.

THE GAMES (cont.)



KNOCKOUT



Can you last three rounds in the ring against the best boxers in the world? Avoid each fighter's punches and land as many blows as you can to KO the competition. Listen for the combo tune which signifies each opponent's weak spots, but if you start to see stars it won't be long until you're counted out. Move your arms to push the stars off screen to beat the count.

Speed Bag

It's time to get those hands up to speed! Rhythmically hit the punch bag with each hand alternately and build up your speed until your hands are just a blur.

Heavy Bag

Now you need to add some aggressive power to those punches! Punch the bag as hard as possible. It sounds easy and it is, but to get the best results, you must hit the bag when it returns to its starting position.

Sparring Mitts

Now that you have power and speed, it's time to test your accuracy. Hit the mitts back in the direction they appeared from to register a hit. As the number of pads increases you'll have to increase your speed to match. If you miss a mitt, you'll have to repeat the combo.



THE OPPONENTS

Dil "The Destroyer" Kumar

He may not look it but he's a dangerous boxer with speed on his side. You may find it difficult to keep up with him, so stay on your toes and keep moving.

Igor "The Indestructible" Ivanov

Just as his name suggests, this lad can take a beating. However don't get too complacent because he doesn't mind hitting back. Watch out for his spinning hook attack.

Jonah "The Juggernaut" Johnson

Have you ever tried boxing a bear? Well, Jonah Johnson is just as tough. If you hit him as hard as you can he will just keep coming forward. This guy knows no fear and feels no pain.

Linton "Lights Out" Lambert

Raised on the streets, this mountain of a man is the whole package: stamina, speed and power. Unbeaten in all his fights, only his feet have ever touched the canvas. If you beat Lambert, you will be a true champion of champions.

THE GAMES (cont.)



BUBBLEPOP



Pop all the bubbles as quickly as you can, but don't pop the red bubbles! Simple, yet strangely satisfying. Watch out for the bomb bubbles and detonate them at your peril – sometimes they can help you, but they can also cause a chain reaction that could wipe out a whole load of red bubbles.

Bubble Match

The bubble-blowing octopus will turn up every now and again to give you the chance to gain some extra points. Use the two jellyfish controls at the end of its tentacles to make the octopus fire the bubbles into the color-coded containers. You'll have to get a good rhythm going if you want to get a high score.

Bubble Inflate

Blow up the bubbles until they burst. The more you burst, the more points you'll get. Don't stop pumping or your bubble will deflate!

Bubble Shoot

Try to fill as much of the screen with bubbles as possible, but make sure that the bubbles stay above the waterline for as long as possible. Watch out for the bubble bombs that appear on every fifth bubble as they may be useful for getting rid of a few bubbles.

Bubble Boss

Watch out for the bubble blowing sea anemones who will try and trick you by mixing up the blue and red bubbles. And beware of the puffer fish—burst its bubbles at your own risk as they all hold a nasty surprise. You'll have to move fast to catch those anemones. Good luck!



DIY

Fancy yourself as a bit of a handy man? Or do you just like the idea of destroying stuff with power tools? Either way you're certainly going to like DIY. You're going to have to do a professional job to score big in this game. Try and find the best technique for each of the different disciplines.

Tree Shredder

Hit the tree branches into the shredder but prevent all the other objects from being destroyed.

Chainsaw

Use the chainsaw to cut the logs. The more you chop the more you score!

Drill Chase

Chase the runaway drill through the streets. The more you move your body, the faster you'll go. Don't let the drill escape or you'll have to pay for the damage it'll cause. Try and catch it if you can!



THE GAMES (cont.)



DRUMMIN'



Beat out some rhythms on the drums. Keep up with the icons to get the best score possible. If you perform well enough you'll have to prove your skills against the king of drumming in the boss drum contest. It's all about timing and getting into the swing.

Single Hit

Hit the drum at the same time as the icon reaches the drum.

Sustained Hit

Continually hit the drum as soon as the icon reaches it. Keep on beating the drum until the icon runs out.

Perfect Timing

If you hit the drum at the same time as the icon reaches it, you'll get a big effect and the maximum number of points.

Good Timing

If you're a little early or a little late you'll get a smaller effect and you'll only receive a few points.

Poor Timing

If you're very early or late you'll get a tiny effect and hardly any points.

Miss

If you're so late that the icon has completely disappeared, you'll get no effect at all and lose a little of your performance bar. Don't get beat – keep to the beat!



GOALATTACK

The goalkeeper is always the last line of defense, so put on your keeper's gloves, make yourself as imposing as you can and try to stop the strikers from scoring. In each game you'll have a target number of balls you must save to proceed to the next round, so be ready to dive all over the goal to keep the ball out.



Fitness Test

Like all top class soccer players you're going to have to be fit to play the game. Jump and run between the target lines after the trainer has blown his whistle to gain some extra points.

Reaction Test

Top goalies don't rise to the peak of their profession without fast reflexes, so hit the red soccer balls when they spring out and we'll see if you have the reactions necessary for a high score.

Agility Test

Your fitness and reflexes may be of top quality, but what about your ball control and passing techniques? Guide the soccer balls into the color-coded baskets to pick up some more points.

THE GAMES (cont.)



SECRET AGENT



Rotting in a dank, dark cell is no way to spend your life, but you're going to have to be careful if you want to escape from the enemy castle. Sneak around and collect all of the equipment you need for your break-out attempt, then avoid the searchlights and CCTV cameras if you don't want to get caught.

Puzzle Elements

Are you any good at safe-cracking? It's time to find out.



Move Slowly

Move with care because the searchlights and CCTV cameras are very sensitive.



Hidden Items

If you can outmaneuver the spotlights and CCTV cameras, try searching around because there may be a few hidden items that will help you out.





TABLE TENNIS

Can you be the undisputed champion of the ping-pong table? Take on talented table tennis experts in the coveted challenge cup. Set your sights on gold because it's the only way you are going to win against the four opponents we've lined up for you. Yell at the top of your lungs at the same time as you hit the ball to give it an extra boost of speed.



Suzi Swift

She moves around the table like lightning, so you'll have to hit the ball into space if you want to get the better of her.

Max Armstrong

With a powerful right arm, it's obvious that this lad takes the game seriously. The best way to beat him is to wait until he does a pose and then blast the ball past him.

Dragon Pants Jim

He may not look it, but this boy is a table tennis prodigy, and he can bend the ball any way he chooses. Watch out for his patented "Dragon Smash" or you'll be left wondering how you lost so quickly!

Master Pong

He may look old but Master Pong is a ping pong master! Watch out for his power shots and spin attacks. You'll be a master yourself if you manage to beat him!

THE GAMES (cont.)



KUNG2

Get ready as highly trained martial arts experts are ready to kick you where it hurts or karate chop you down to size. If you're looking for a fight then these guys will take you on!



Ice Breaker

How solid are your attacks? Check out the power of your punches by smashing up blocks of ice. A clean hit to the center of the blocks will break through the whole lot.

Room Of Traps

Quick reactions are the key to this game, so watch out for the statues as they open their mouths. It will give you the split second you need to avoid the attack.

Escaping Ninja

Don't let any of the ninja escape. Your reflexes will have to be super fast to get a super score.

Tengu

Always ready to punish the arrogant, Tengu uses his flaming sword attack to good effect, damaging all those that get in his way. Tengu also has the power to turn to stone, making himself indestructible, so you'll have to wait for a good opportunity to hit him.



Retsudo

Master of the ninja, Retsudo has created a house of traps to foil any would-be assailant. He prides himself on his mechanical prowess and he won't show his face for long, so you'll have to be quick to catch him. The only time he makes himself vulnerable is when he's triggering one of his traps, so strike while you're still standing.

Hydra

A beast of legend, the Hydra has three heads each with its own special power: fire, ice and lightning. If you come face to face with this demon of the deep, strike as soon as you see it emerge from the water and dodge its devastating attacks. If you defeat the Hydra, your Kung2 quest will be complete.

THE GAMES (cont.)



MR. CHEF



Can you handle the heat of the kitchen? You're going to have to keep your customers well fed if you want to succeed in this game! Grab and drag all the ingredients from the top of the screen and build them into the perfect burger. Upon completion of an

order, the bin icon at the top of the screen will rotate and become a bell icon. Wave your hand over the bell to send those dinners to the diners.

If you make a gastronomic mistake then wave your hand over the bell/bin icon at the top of the screen to junk the food and start again. If you prove yourself in the kitchen, the current master chef may challenge you to a "cook off". Good luck and start building those burgers – yum-yum, my tummy's growling just thinking about it!



PickleChop

Adding a few extra pickles to the burgers will gain you some brownie points with the customers. So get your chopper out and slice up those big juicy gherkins.



CheeseGrate

Just like the pickles, go heavy on the cheese to gain extra points.

TomatoMash

Run out of ketchup? Get saucy and smash some tomatoes to earn more points.



FryFlavor

Do you want fries with that? Fresh from the deep fat fryer, these tasty fries are the perfect side-order, so salt them up to score big.



Ice-CreamSave

Do you want flies with that? Prevent the insects from eating all the ice cream by swatting them as they dive! Clap your hands directly over the flies to make sure they are well and truly splattered.



PancakeToss

Toss the pancakes and catch them again to gain extra points.



THE GAMES (cont.)



MONKEYBARS



Get inside your Monkey Machine and hit the corner buttons to swing your way to victory. Collect as many bananas as you can and watch out for the cherries for some super bonus points. If you are quick enough, the Blue Monkey Machine will challenge you to a race, but don't let him beat you or he'll laugh in your face—be warned, his breath is foul!

Punching

Stuck next to an object? Punch left or right to trigger the Monkey Machine's boxing gloves and smash your way through. Be careful though – some objects are too tough to break.



Single Banana Icon

Try and find as many of these icons on your way down the building to get a high score.

Banana Bunch Icon

More bananas mean more points. The bunches of bananas might be harder to find but they are worth looking around for.

Cherry Icon

There are loads of these juicy treats to find on each level, and they are worth quite a few points. If you manage to find all of the cherries on a level you'll get a super bonus score.

Warp Tunnel

Warp tunnels transport you directly to bonus games where you'll be able to gain some extra points.



Time Bonus

Grab yourself extra time to play and use the time wisely to earn a few extra points.



TIP: Clear a path for your Monkey Machine by shouting and scaring away easily-frightened enemies.

Blue Monkey Machine



"Dare you challenge me?
In all my years, I have never been
beaten or even equalled. You're
going to have to be super
fast to beat me."

FACE OFF

ONLY AVAILABLE IN MULTI PLAYER MODE



BOMB DODGE

Hit the bomb around the screen but don't let it explode on your section or you'll be out.



WEIGHTLIFTING

Wave your hands just under the weight to lift it to the top of the screen. The first competitor to raise the weight is the winner.



CHOPPER LANDING

Hit the landing pad at the top of the screen when the helicopter's directly above its center. It's all about accurately landing your helicopter, so timing's vital.



BUILDING CRUSH

Think you're a demolitions expert? You're going to have to find a good technique to crush the building in the fastest time.

RUNNIN'

Get those arms and legs pumping, because it's going to take a lot of effort to get around the track in record time. The first across the finish line is the winner.



SUNFLOWER

Help your sunflower grow by using your green fingers to wave over the rain cloud to water the plant. The first to make their flower grow to the top of the screen will be the winner.



EYETOY: CAMEO™ CREATOR

EyeToy: Cameo™ is an innovative way to put your face on TV. The EyeToy™: USB camera (for PlayStation®2) films footage of your head and then generates a digital "mask" of your face to be used in-game. It is easy, fun and simple to use, and as long as you save your creations to memory card (PS2), your face could appear in any EyeToy: Cameo™ compatible game.

EyeToy: Cameo™ Creator MAIN MENU

- Create** – see the "Creating a Cameo" section of this manual
- Load** – see the "Loading a Cameo" section of this manual
- Exit** – return to the PlayRoom

EYETOY: CAMEO™ CREATOR (cont.)

CREATING A NEW CAMEO

To create a new Cameo, select "Create" from the Main Menu. An introduction screen will be displayed explaining how to use EyeToy: Cameo™ Creator. Press the  button to bypass the introduction.

Get Ready

Press the  button to commence recording footage. Follow the on-screen instructions on how to position your head. When footage is being recorded, the message "Recording Clip" will be displayed. Press the  button to stop recording at any point. Press the  button to return to the start of the footage recording section and re-record.

Select Still

Once the video footage has been successfully loaded, the "Select Still" screen will be displayed. Use the left analog stick to play and rewind the footage and press the  button to select the image that best matches the on-screen instructions. Once you are happy with the image, press the  button to continue or press the  button to remove selected images.

Plot Points

Once you've selected your two images, you must plot points on those images, as per the on-screen instructions. Use the left analog stick to position the cursor and use the right analog stick to zoom in and out of the image. Once the cursor is in the correct position as per the on-screen diagram, press the  button to set the marker or press the  button to remove markers. In total, there are nine markers to position on the first image. The second image requires the positioning of seven markers.

Once all of the markers have been positioned on both images, press the  button to continue on to the Options Screen.

Options

On this screen you can further customize your Cameo by adjusting various options. Try different hairstyles and hats for fun!

Press the **○** button again to confirm and initialize the creation of the Cameo.

The creation process of the Cameo will take approximately four minutes to complete. If you wish to abandon the building process, press the **△** button.

Cameo Preview

Once the creation process is complete the Cameo will be displayed on-screen. Rotate the Cameo using the left analog stick and press the **←** and **→** directional buttons to change the pose setting. This enables you to test the Cameo with an array of emotions. The pose that is currently displayed is listed in the top right hand corner of the screen. To activate the current pose press the **○** button. Press the **×** button to proceed to the "Save Cameo" screen.

Save Cameo

To name a newly created Cameo and save it to a Memory Card (PS2), press the **×** button. Once the Cameo has been saved, press the **×** button to return to the Main Menu. If you do not wish to save the Cameo, press the **△** button.

Loading a Cameo

Position the cursor on the mask that you wish to load from a Memory Card (PS2) and press the **×** button to confirm. Once the mask has been loaded, you will be able to preview it. Use the left analog stick to rotate the mask. Press the **←** and **→** directional buttons to change the pose setting and test your mask with an array of emotions. The pose that is currently displayed is listed in the top right hand corner of the screen. Press the **○** button to activate the currently selected pose and press the **×** button to continue.

Deleting a Cameo

An EyeToy: Cameo™ can only be deleted from within the console's internal System Configuration.

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