

ICO

TM



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.

ICO™ Tips and Hints

PlayStation 2 Hint Line

Hints for all games produced by SCEA are available:

Within the U.S.: 1-900-933-SONY (1-900-933-7669)
\$0.95/min. auto hints, \$6.95-\$16.95 for tips by mail (subject to availability),
\$5.00-\$20.00 for card recharge

Within Canada: 1-900-451-5757
\$1.50/min. auto hints

For U.S. callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated support is available 24 hours a day, 7 days a week. Live support for Canada not available at this time. This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support

1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation 2 console and its peripherals. Representatives are available Saturday 6AM-8PM PST, Sunday 7AM-6PM PST.

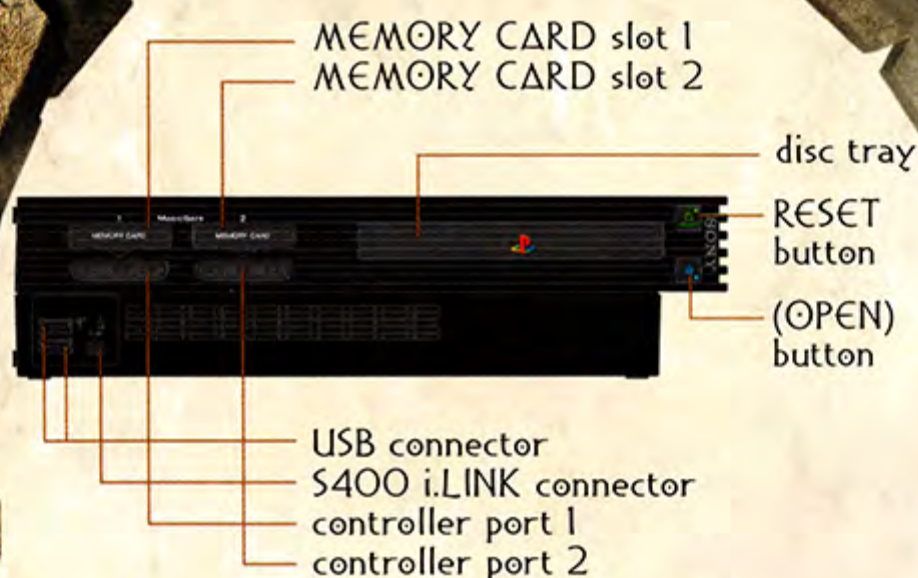
PlayStation 2 Online: www.scea.com

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

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GETTING STARTED



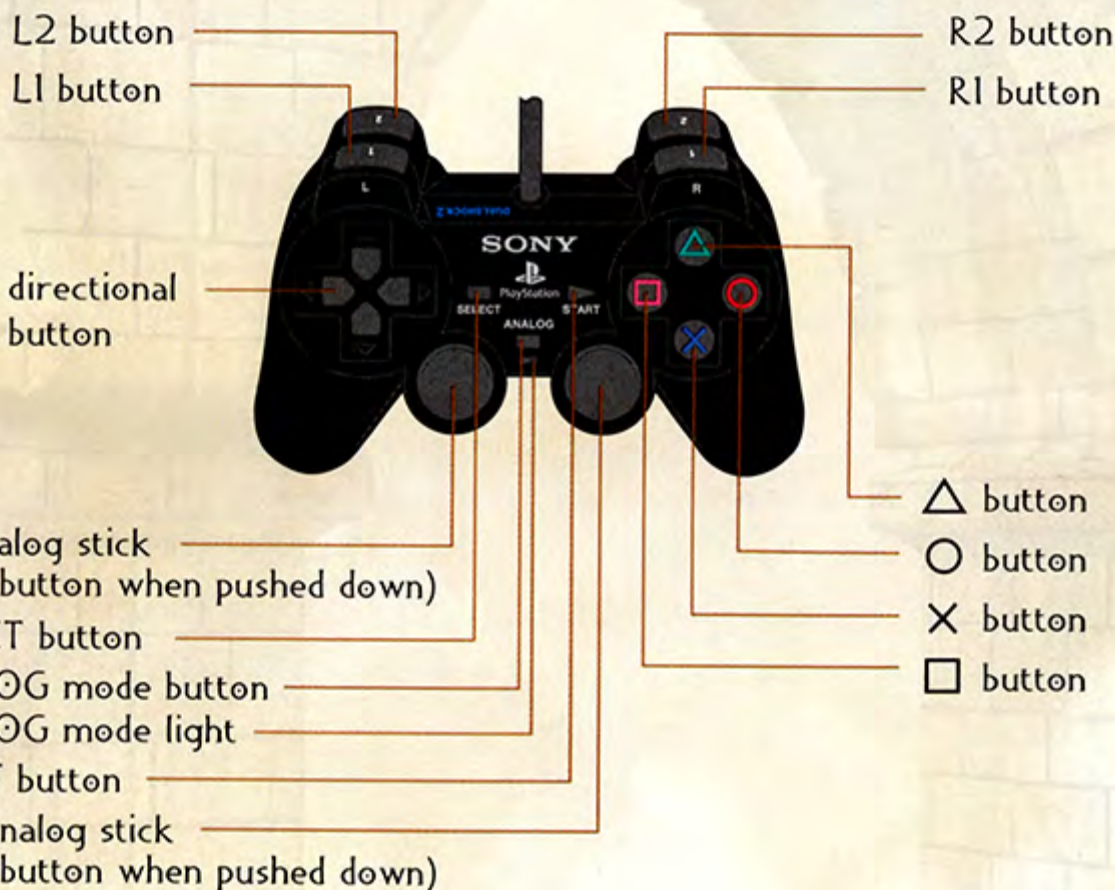
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the ICO™ 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.

Memory Cards

To save game settings and progress, insert a memory card (for PlayStation 2) into MEMORY CARD slot 1 or slot 2 of your PlayStation 2. You can load saved game data from the same card, or any Memory Card (8MB) (for PlayStation 2) containing previously saved ICO games. For information, see "Couches and Saving Game Progress" on page 13.

STARTING UP

DUALSHOCK™2 analog controller configuration



Basic Controls

Start/Pause game.....	START button
Select menu item.....	Directional button UP/DOWN
Confirm selection.....	× button

CONTROLLING ICO

- Run/Swim left analog stick(analog sensitive). Can also be done with the directional pad.
- Walk To walk, you can either use the sensitivity of the analog stick or hold the  button down and move with the directional pad or analog stick.
- Jump up button
- Lunge/Strike with weapon button
- Release button
- Pull up and stand left analog stick +  button
- Climb chains/pipes left analog stick UP
- Slide down chains/pipes left analog stick DOWN
- Leap left analog stick +  button
- Move while hanging left analog stick
- Hold Yorda's hand/Call her/
Pull her up R1 button
- Activate switch/Throw lever.. button
- Pick up objects or weapons..... button
- Throw objects..... button
- View surroundings.....right analog stick
- Zoom camera R2 button

ICO'S ODYSSEY

Ico's nightmare started the day he drew his first breath. In his village, the birth of a normal child is a source of happiness and relief. Proud fathers show off their new offspring, reassuring themselves and others that this time, the curse has not left its mark. But some births bring suspicion and fear. Once in every generation, the curse arrives with the birth of a special child born with tiny horns jutting from his head.



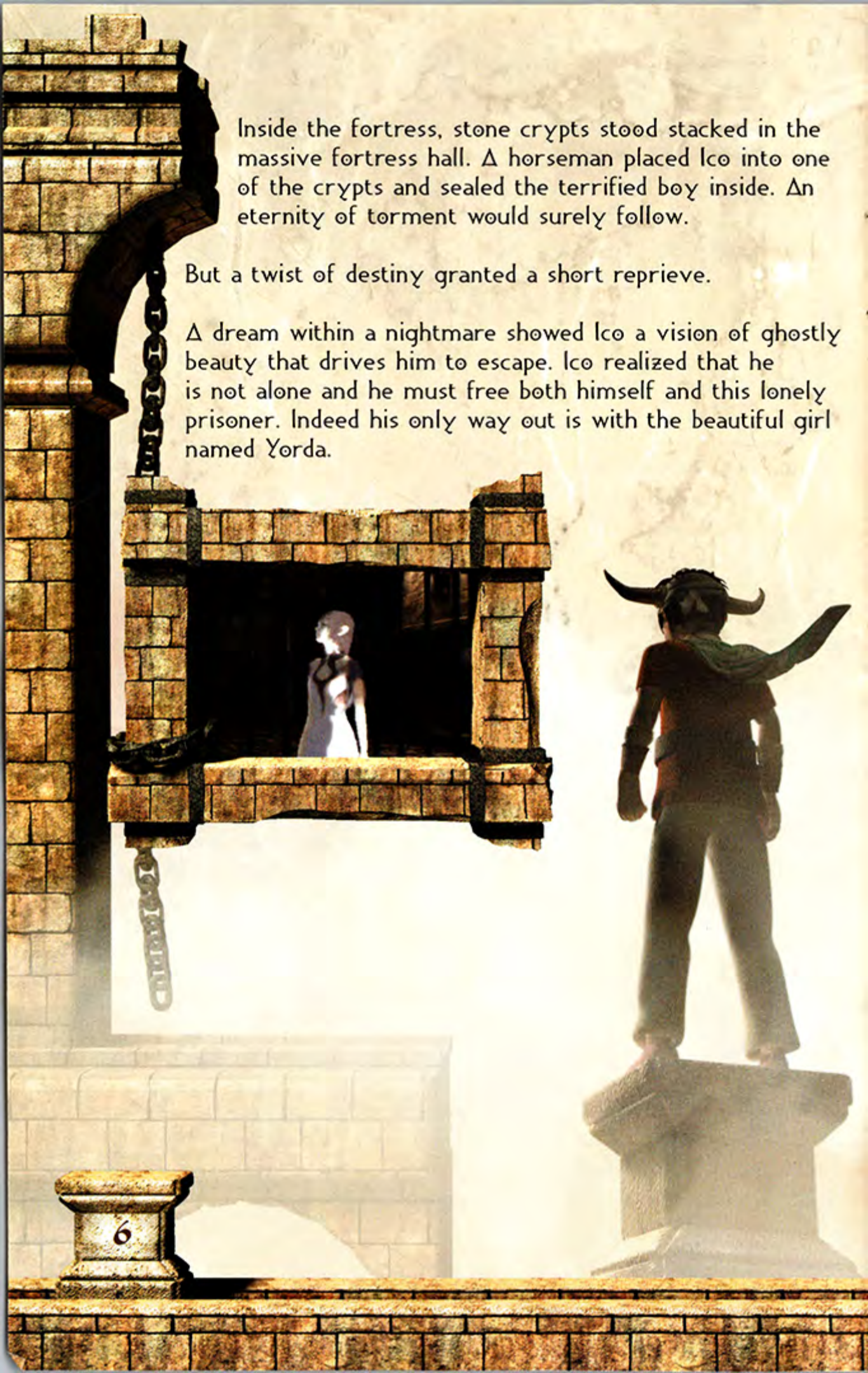
With word of a cursed birth, fear leaps from person to person like a plague. The whole village settles into a state of quiet, suspicious panic. Any misfortune that befalls the village is blamed on the child with horns. If a crop fails or an illness strikes, he is blamed. Everyone wishes for the day of the sacrifice and the return to good fortune.

For Ico that day was his 12th birthday. When his horns grew large, the villagers knew that it was time. The elders would sacrifice him to keep the spirits from harming the village. In the morning, faceless horsemen arrived and took Ico away, riding deep into the forest and beyond. The journey ended at an ancient fortress ruin that stood crumbling against the harsh grey seas.

Inside the fortress, stone crypts stood stacked in the massive fortress hall. A horseman placed Ico into one of the crypts and sealed the terrified boy inside. An eternity of torment would surely follow.

But a twist of destiny granted a short reprieve.

A dream within a nightmare showed Ico a vision of ghostly beauty that drives him to escape. Ico realized that he is not alone and he must free both himself and this lonely prisoner. Indeed his only way out is with the beautiful girl named Yorda.

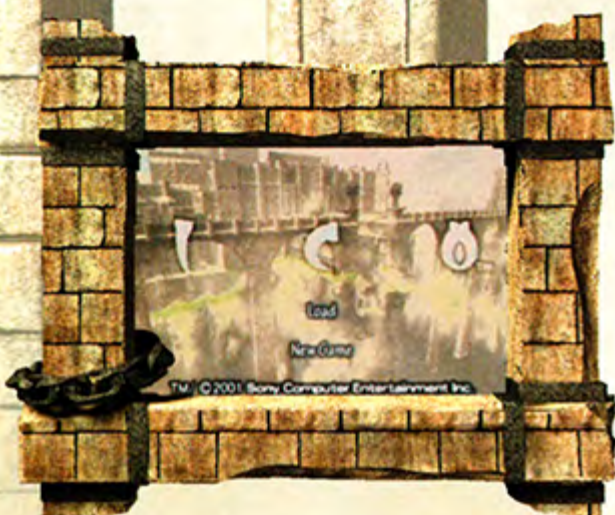




An ancient Queen rules the castle and her body is beginning to fail. Ico must take Yorda out of the castle before the evil Queen can stop them. He will learn quickly that the shortest distance between two places is a perilous detour. Centuries of disrepair have turned the castle into a death trap and many escape routes are hidden magical portals that must be opened by complex actions. Ico will literally crawl the walls in search of a way out. Throughout the castle, spirits erupt from the floors to capture the princess and Ico must fight them off. Every twisted towering staircase and stone block of this castle tomb is the piece of a puzzle. Each torch and shaft of light illuminates another mystery. Every open window, dangling chain and razor thin escape is the invitation to one more riddle.

Solve the puzzles or join the tormented spirits forever.

THE MAIN MENU



Press the START button to display the Main Menu. Press the Directional button UP/DOWN to make a selection and press the **X** button.

New Game

Begin a new game.

Load

To load an Ico game in progress:

1. On the Title screen, highlight LOAD and press the **X** button.
2. On the Load game screen, press the Directional button to select the game you want to continue playing and press the **X** button.

Note: See "Couches and Saving Game Progress" on page 13 to learn about saving game progress.

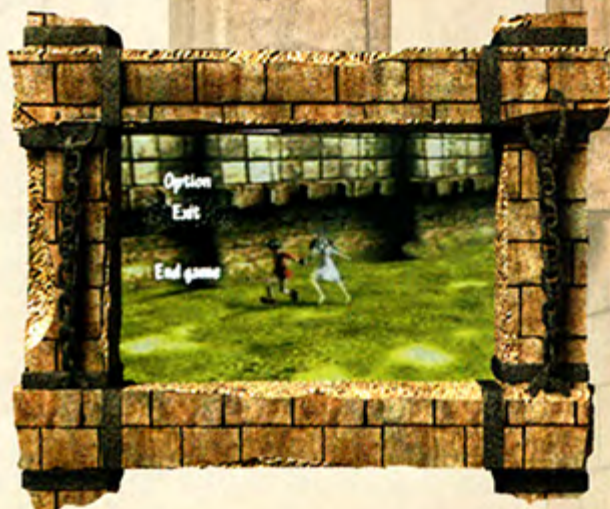


THE PAUSE SCREEN

Press the START button to pause the game and display the Pause Screen. Press the Directional button UP/DOWN to select an option and press the **X** button.

Options

1. Press the Directional button UP/DOWN to highlight an option.
2. Press the **X** button to change a setting or open the highlighted option.



Sound

Adjust the sound volume.

Vibration

Turn the vibration function ON/OFF.

Key Configuration

Highlight a control action and press the button you want to assign to that action. Select DEFAULT to undo any changes.

Brightness

Press the Directional button LEFT/RIGHT to adjust display brightness.

Exit

Return to the game.

End Game

Quit playing ICO.

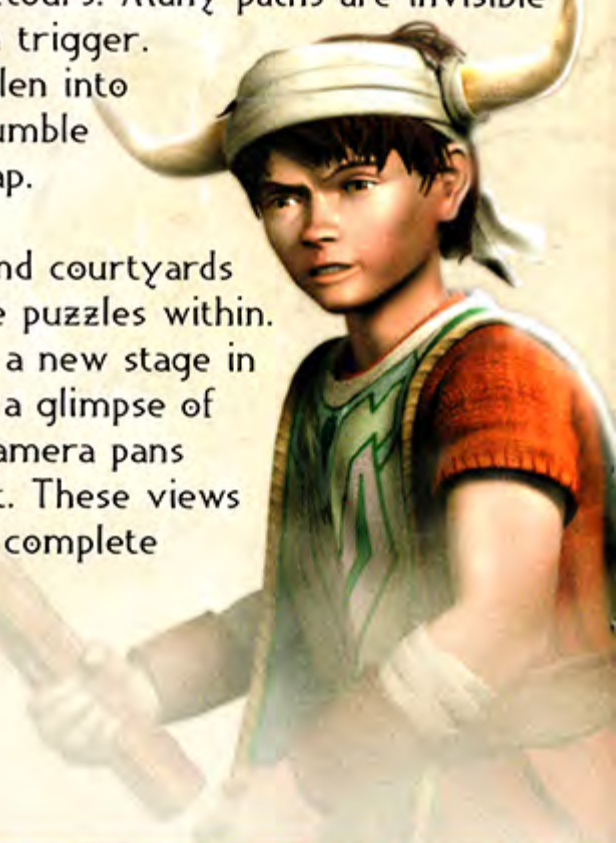
PLAYING ICO



Ico must escape the fortress with the girl and save her from the Queen's evil designs. Begin Ico's escape from his sacrificial crypt. He has to first search out the girl in the cage and attempt to free her by escaping the castle. She is weak and easily overcome by the spirits who attempt to recapture her. There is no way out of this place without her. The whole fortress is designed to confuse

and mislead the rare mortal that walks freely within its walls. Finding an escape route presents one puzzling dilemma after another. Some passages are merely blocked. Others require dangerous detours. Many paths are invisible until opened by some hidden trigger. Much of the fortress has fallen into disrepair. Walkways may crumble underfoot or chains may snap.

Search the corridors, halls and courtyards of the fortress and solve the puzzles within. When Ico and the girl reach a new stage in the journey, you are shown a glimpse of important elements as the camera pans around the new environment. These views hint at what is necessary to complete part of the escape.



The Queen and the Princess

The Queen rules this fortress of enslaved spirits. She has the power over body and soul of any who enter. Like her underlings, the Queen can take pure spirit form. But she also assumes human form by inhabiting a body. The Queen will send her spirit slaves after Ico and Yorda to foil any escape. But you can be sure, if Ico proves resourceful enough to outwit this fortress, she will take a more direct role in dealing with him.



Planning Out An Escape

- To scan your surroundings, use the right analog stick.
- Press the R2 button to zoom in on points of interest.

Many important routes may be high overhead. Look for handholds on walls, broken windows, pipes, chains or ledges. Peer into the darkness or use a torch to discover useful escape routes obscured by darkness. Gain insights into future exploration by looking off in the distance when Ico and the princess are outside and can view the rest of the fortress from a parapet or other high position.



Protecting the Princess

If Ico loses the princess to the spirits, the escape is a failure. Try to keep her as close and protected as possible. The princess cannot go every place that Ico needs to go and he has no choice but to leave her at times.

- To call the princess, press the R1 button. If she is able, Yorda will walk toward Ico.
- To take the princess by the hand, walk up to her and press the R1 button. Ico can pull her along with him. To release her, press the R1 button again.
- Sometimes the princess will have enough strength to climb. Other times she will need help. To make Ico bend down to pull her up to him, walk to a position close to a ledge and press the R1 button. Ico may bend down and grab the princess or she will climb up to him.



She may become disoriented and wander away, leaving her vulnerable to the next attack by the spirits. If you do not see the princess, press and hold the R1 button to call out to her. If she is within view, the camera will shift briefly to let you see where she is.

When the Spirits Attack

When the spirits rise up to retrieve Yorda, they will attempt to drag her back to the portals. When the spirits attack, send Ico in to counter-attack any way he can, barehanded if necessary. The spirits only want Yorda, but they will attack Ico if he gets in the way.

Couches and Saving Game Progress

Sit Ico and Yorda down in couches to save game progress. Sit Ico down while holding Yorda's hand and she will follow. Both Ico and Yorda must be seated to save game progress.

With Ico and Yorda resting in a couch, the Save Game screen will appear:

1. Press the  button with YES highlighted to begin saving.
2. Select the file you want to save the game to.
3. If prompted to OVERWRITE data, select YES and press the  button or select a different file in which to save the game.



JUMPING, CLIMBING AND HANGING

Much of Ico's progress through the game will involve climbing and hanging from ledges or chains to find routes through the fortress. To jump up and grab a ledge, chain or pipe, press the  button.

Ladders

 Climb a ladder by walking up to it and pressing the left analog stick UP. To climb down press the left analog stick DOWN. (The directional buttons can also be used).



 The princess climbs or descends ladders with some encouragement. After she ascends or descends a ladder, press the R1 button to tell her to climb.

Chains

Jump While Hanging from a Chain

Ico can crawl up a chain and jump either forward or backward. Once Ico is at the height you want him to jump from, press the  button to jump back away from the chain.



Swinging from Chains

Ico can swing back and forth on chains to throw himself great distances. After climbing onto a chain, press and hold the  button. Then press the left analog stick back and forth (either LEFT/RIGHT or UP/DOWN) to begin swinging.

 To let go of a swinging chain, press the  button.

 To slide down a chain, press the left analog stick DOWN.

Leaping

To leap: Press the left analog stick in the direction you want Ico to leap and press the  button.

Some situations demand that Ico and Yorda make great leaps across open chasms or broken bridges. Some of these are leaps of faith and can end the game if Ico or Yorda takes a fatal fall.

The princess will leap with encouragement from Ico. After he leaps across an open area, turn Ico toward her and press the R1 button. He will lean over the edge and reach for the princess as she flies toward him.

Moving While Hanging

Look for horizontal pipes or ledges to hang from. Then move left or right. When Ico runs out of room to move, look for more handholds directly above or below him.

 To let go of a ledge and drop, press the  button.

 To hoist Ico up to stand on the ledge he was hanging from, press the  button.



SWITCHES & LEVERS

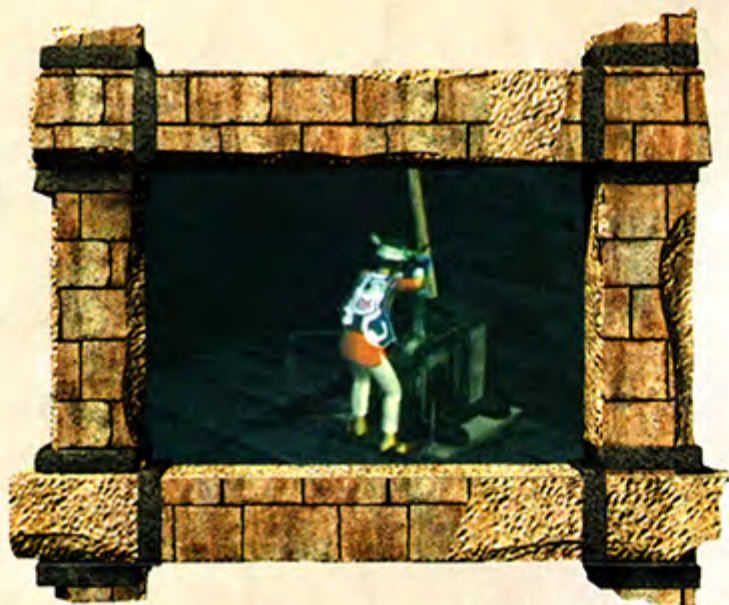
When Ico finds switches and levers, press the  button to throw them.

Pressure Switches

Pressure switches open doors or sometimes reveal unseen avenues of escape. Some pressure switches must bear constant weight to keep a passage open. Remove the weight and the passage snaps shut.

Levers

Levers control machinery or open passages. A lever may be far from the device it controls. Throw a lever by walking up to it and pressing the  button.



MOVING OBJECTS

Pushing and Pulling Objects

Some objects can be pushed or pulled to operate machinery, open passages, reveal something useful or to use as a step.

■ To push an object, lean Ico against it, press and hold the  button and press the left analog stick toward the object.

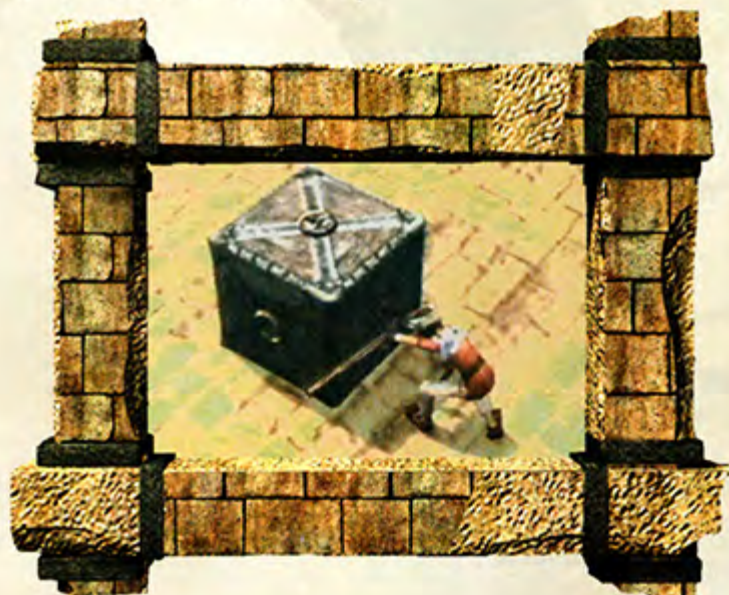
■ To pull an object, lean Ico against it, press and hold the  button and press the left analog stick away from the object.

Picking Up Objects

Press the  button to pick up weapons or other objects.

When picking up heavy objects, Ico will bend down and heave the object up. Press the left analog stick to move the item where you want and press the  button to set it down.

Be careful! If you press the  button while Ico is moving forward he will throw the object instead of setting it down.



DOORS

Idol Doors

Idol doors mark the progression from one stage to the next. Carved in them are images of the sorry horned souls who arrived before Ico. Ico is mortal and in

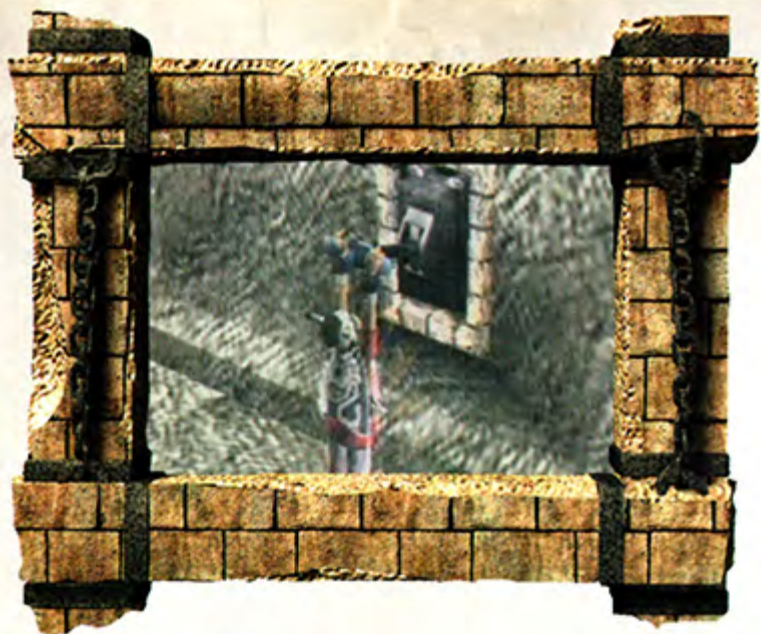
most cases, cannot open an Idol Door. The Princess Yorda, who straddles the real and spiritual world, can open these doors. Ico may discover the secret to opening these doors himself at a later time.



Pressure Switch Doors

Pressure switch doors respond when weight is applied to the pressure switch in front of them. Once Ico and the princess pass through them, they may slam shut. If there is no pressure switch on the other side, returning through them may be impossible.





Lever Gates

Find levers to open huge gates that block Ico and Yorda's way. You may find that others can control these gates.



THE SPIRITS

Spirits flow up through solid rock anywhere in the fortress to recapture the princess and return her to the cage. Most are slow but all are relentless. Some attack or distract Ico while others drag the princess into a portal. They must materialize to grab the princess and are then vulnerable to attack.

Spider Wraith

Spider wraiths scamper around madly without attacking Yorda. They may congregate close to her but seem too weak to drag her away. But when Ico defeats a larger spirit, they morph into a replacement and attack.



Sentry

Sentries are the size of a grown man. They may try to separate Ico and the princess before throwing her over a shoulder and walking into a portal. Sentries can dodge some attacks or throw up shields.



Fortress Ghouls

These large hulking spirits can knock Ico across a room. They may attack in pairs while pounding and tossing Ico so furiously he cannot counterattack. They often try to corner him while another drags the princess away.

Other Spirits

Occasionally, other apparitions will appear to battle Ico and attempt to take back Yorda. Do not take these spirits lightly.

FIGHTING

Ico can destroy the spirits that come to steal back the princess. In the moments they materialize, they can be attacked and destroyed.

There are weapons in the fortress Ico can find to help him defend Yorda. To attack with a weapon, press the  button. If spirits latch onto the princess, Ico can attack them without fear of hurting her.

Lunging

If Ico is weaponless, he can drive his horns into spirits by lunging at them ( button + left analog stick). Weaker ones are sometimes sent sprawling. Stronger spirits may respond by hurling Ico across a room.

The Stick

The stick is Ico's weakest weapon, but it can double as a torch should you discover how to light it. The stick will defeat Spider Wraiths easily and can defeat Sentries. Though he can defeat larger spirits with a stick, they have a better chance of taking Yorda back to their portal.





Swords

Ico can find swords but they must be won by solving a puzzle. They are far superior to a stick for fighting spirits and one carries essential magical powers.

Throwing Bombs

To use a bomb against a spirit or to clear an obstruction:

1. Light the fuse with a flame from a torch. Have Ico hold the stick up to a torch to light the end of it, then move the stick towards the bomb or pick up a bomb and hold it up to a torch.
2. Pick up the bomb by pressing the  button.
3. Press and hold the left analog stick in the direction you want to throw and press the  button.



LOSING

Several threats loom in the Castle:

Ico or Yorda suffers a fatal fall

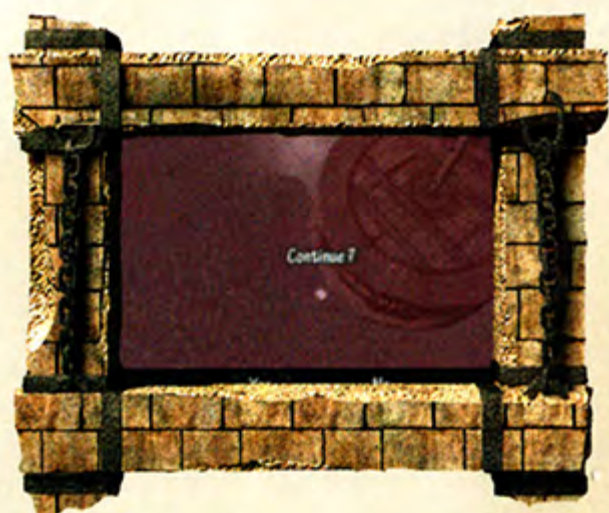
Ico or Yorda can survive short falls. After a short fall, each will get up and recover. But if the fall is too far, it will be fatal and the game is over.

The Spirits capture Yorda.

If a spirit can take Yorda back to a portal and disappear into the floor with her, the game is over.

Continue Play

When Ico or Yorda is mortally injured, the Continue Screen appears. You will be prompted to continue the game. Select YES to continue play from the last couch where you saved game progress.



STAGES

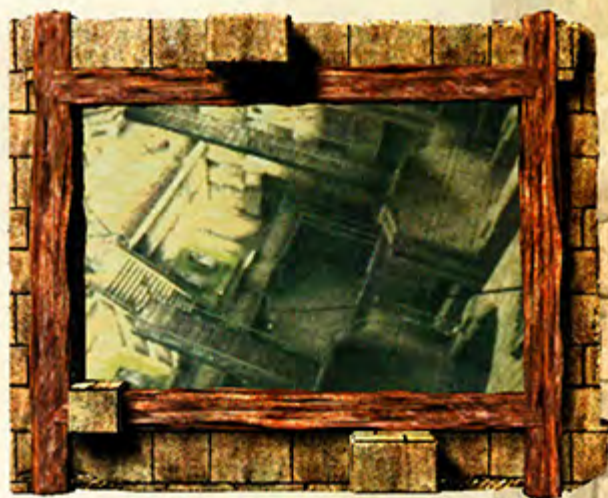
Tombs

Learn the art of the detour in this first puzzle. Ico dreamed of her, and now he must search for Yorda in the cage. There is no exit from this towering tomb without her. If Ico can even free the girl, smoldering spirits will not waste a moment before attempting to snatch her away. Take the time to learn how to guide Yorda. Discover when she will follow and when she needs to be grabbed and rushed out of danger (RI button). If they can make it outside, a commanding view of the castle complex will hint at escape routes. The sacrificial tombs stand isolated from the castle. The only hope of escape is a rail trip right to the heart of this bewildering prison.



Fear of Falling

The fear of eternal confinement gives way to the terror of falling. Scurry along the high crumbling battlements on the outside walls where a miscalculated leap means a descent into oblivion. Yorda and Ico's fate may lie in the strength of the other's grip. It is here that the spirits make a relentless show of force as Ico attempts to puzzle out a solution to the drawbridge.





Symmetry

Travel a long windblown parapet atop a sky-high castle bridge to enter the first area of this baffling puzzle.

Terror gives way to frustration as Ico tries to figure out how to open huge circular doors that serve some unknown purpose. Symmetry is really two sides of the same riddle, one left and one right. Ico will

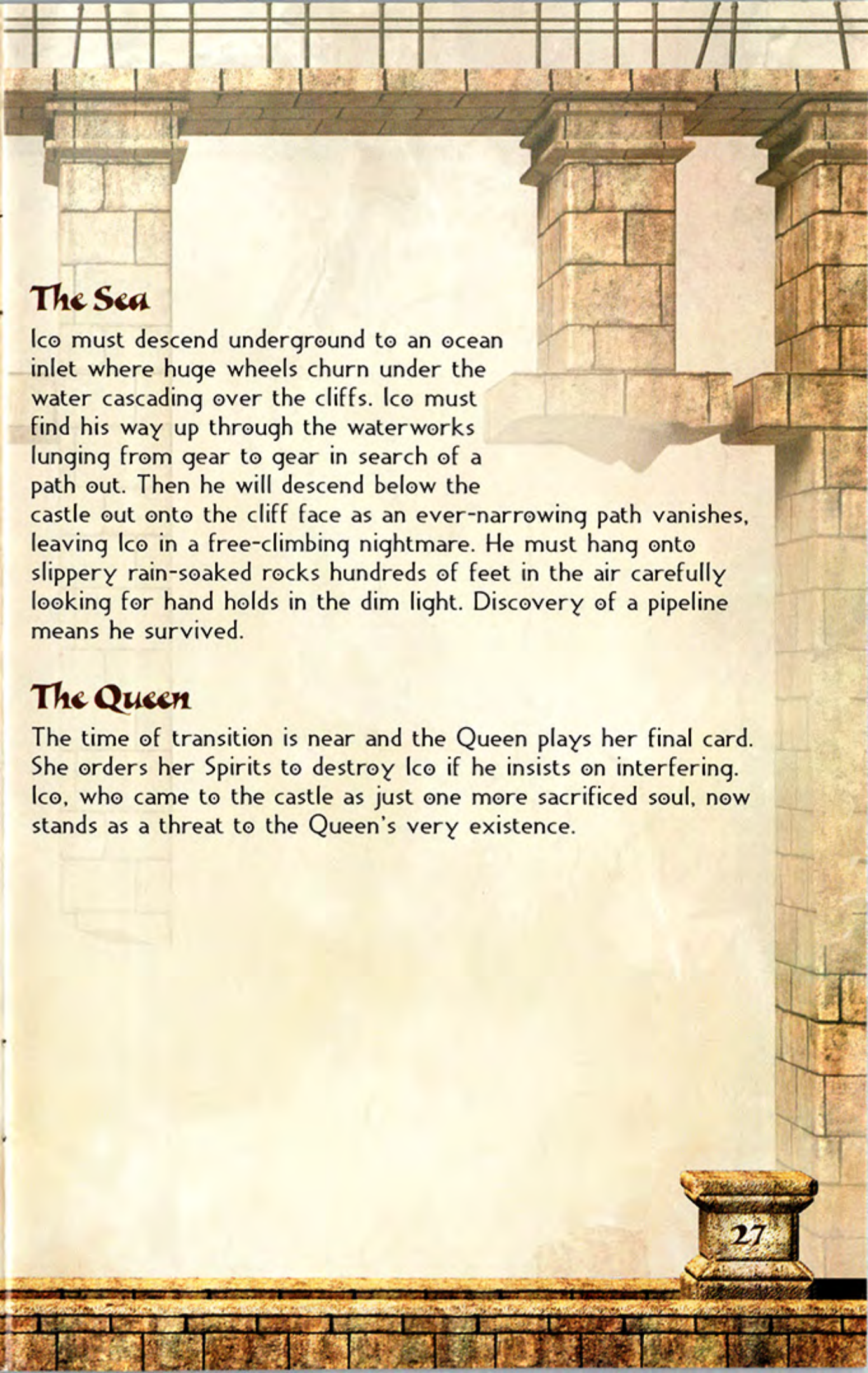
confront the other side later. The spirits level a furious effort to reclaim Yorda while pounding Ico to the ground. A better weapon would even the score as the spirits become bigger and meaner. Another cage awaits and the Queen prepares to take a personal role in stopping the escape.



Water & Wood

Water moves toward the sea but where it comes from is a mystery. Begin by solving the puzzle of the waterfall. It is easy for Ico to move through this area, but finding a path for Yorda is not. Next, descend into the rock underground that supports the castle and move toward the seaside cliffs. Peril returns as Ico

tries to figure out how to cross decaying wooden catwalks that lead to the outer reaches of the castle. Huge leaps are your only hope for moving forward. The fortress juts straight out of the cliff here and some connecting walkways have crumbled into the ocean long ago. Exploit the decay and ancient machinery to travel this confusing and deadly area.

The background of the page is a detailed illustration of a stone archway. It features three square pillars supporting a heavy stone beam. The stone has a textured, aged appearance with various shades of brown and tan. At the bottom right, there is a decorative stone pedestal or base with the number '27' carved into it.

The Sea

Ico must descend underground to an ocean inlet where huge wheels churn under the water cascading over the cliffs. Ico must find his way up through the waterworks lunging from gear to gear in search of a path out. Then he will descend below the castle out onto the cliff face as an ever-narrowing path vanishes, leaving Ico in a free-climbing nightmare. He must hang onto slippery rain-soaked rocks hundreds of feet in the air carefully looking for hand holds in the dim light. Discovery of a pipeline means he survived.

The Queen

The time of transition is near and the Queen plays her final card. She orders her Spirits to destroy Ico if he insists on interfering. Ico, who came to the castle as just one more sacrificed soul, now stands as a threat to the Queen's very existence.



NOTES



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