

# SPACE CHIMPS



**BRASH**  
ENTERTAINMENT™

## **⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES**

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

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

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### **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
  - Avoid large screen televisions. Use the smallest television screen available.
  - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
  - Avoid playing when you are tired or need sleep.
- 

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

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

Do not connect your PlayStation®2 system 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.

### **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.

## THE STORY ACCORDING TO HAM

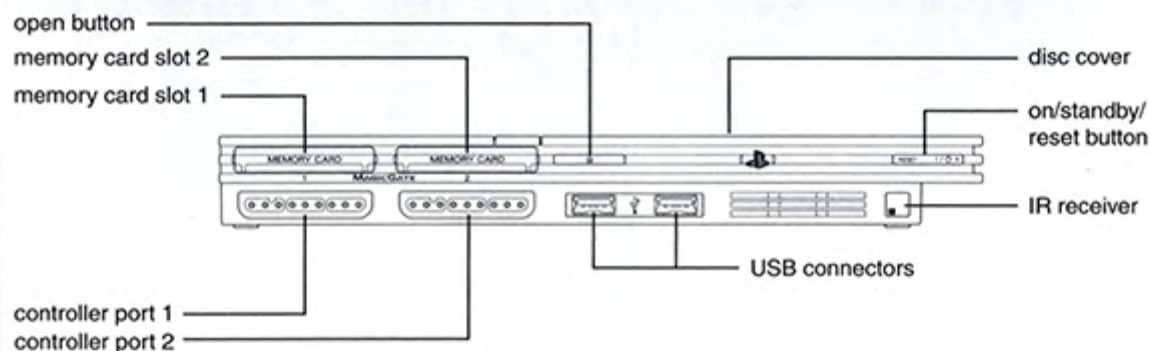
My life wasn't always this complicated. Feels like just a few days ago I was at the circus getting shot out of a cannon, but being the grandson of a legendary chimp astronaut means life has a few bananas to throw at you. Next thing I know, I'm sent to the NASA Space Program to train as their new astronaut to explore a wormhole that has sucked in one of our space probes. Who knows what will come next!

-Ham III

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## GETTING STARTED



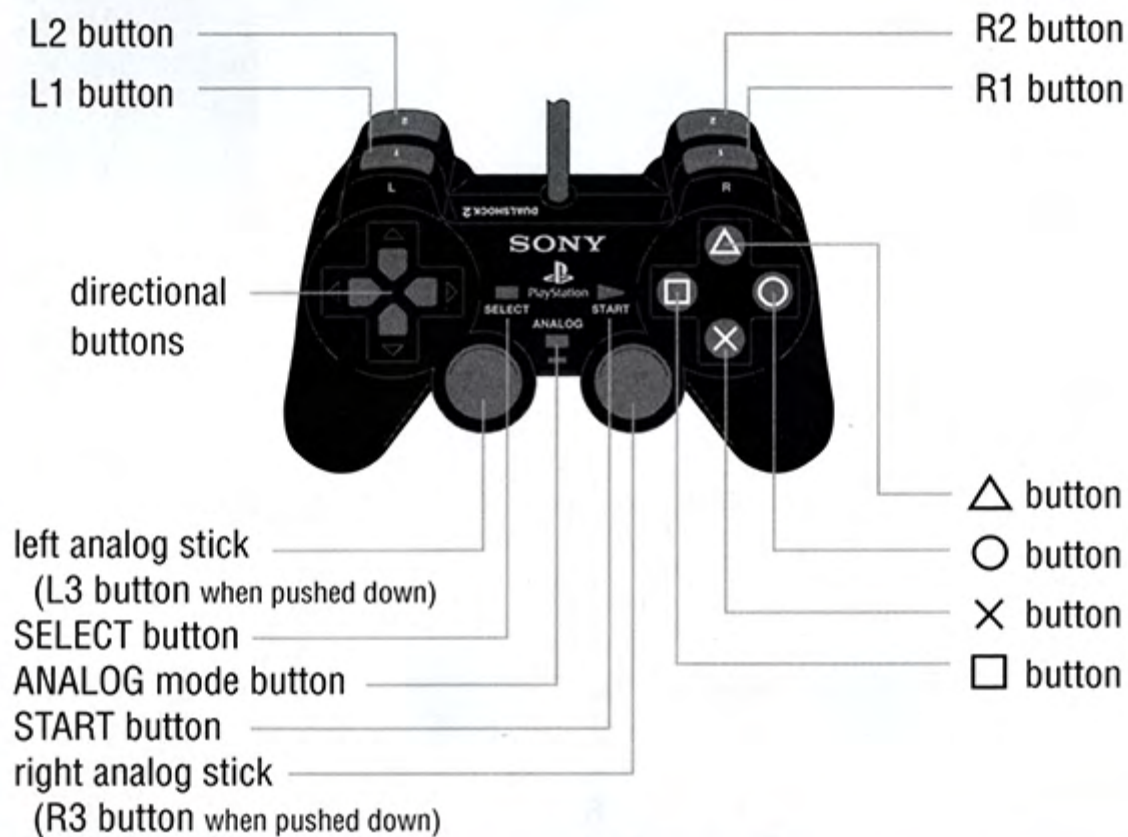
Set up your PlayStation<sup>®</sup>2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Space Chimps disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

### Memory Card (8MB)(for PlayStation<sup>®</sup>2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation<sup>®</sup>2) into MEMORY CARD slot 1 of your PlayStation<sup>®</sup>2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation<sup>®</sup>2) containing previously saved games.

## STARTING UP

### DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

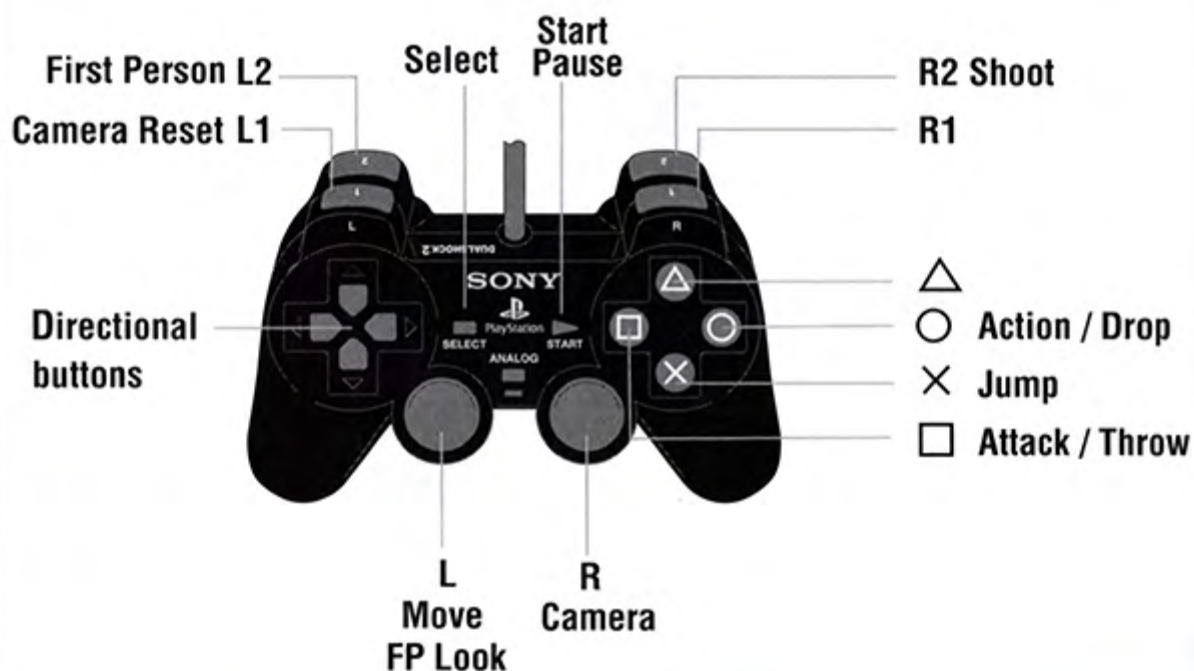


## CONTROL SCHEME

In *Space Chimps* the player can play as either Ham or Luna. Ham is a gung-ho and fearless ex-Circus Chimp and is a strong contrast to the bookish and intellectual Luna. In addition to a large number of common controls, each Chimp has an appropriate set of unique abilities. Ham and Luna will be playable on different levels throughout the game.

### STANDARD GAMEPLAY CONTROLS

These are the standard controls for Ham and Luna:



### FLUTTER EYE CONTROLS

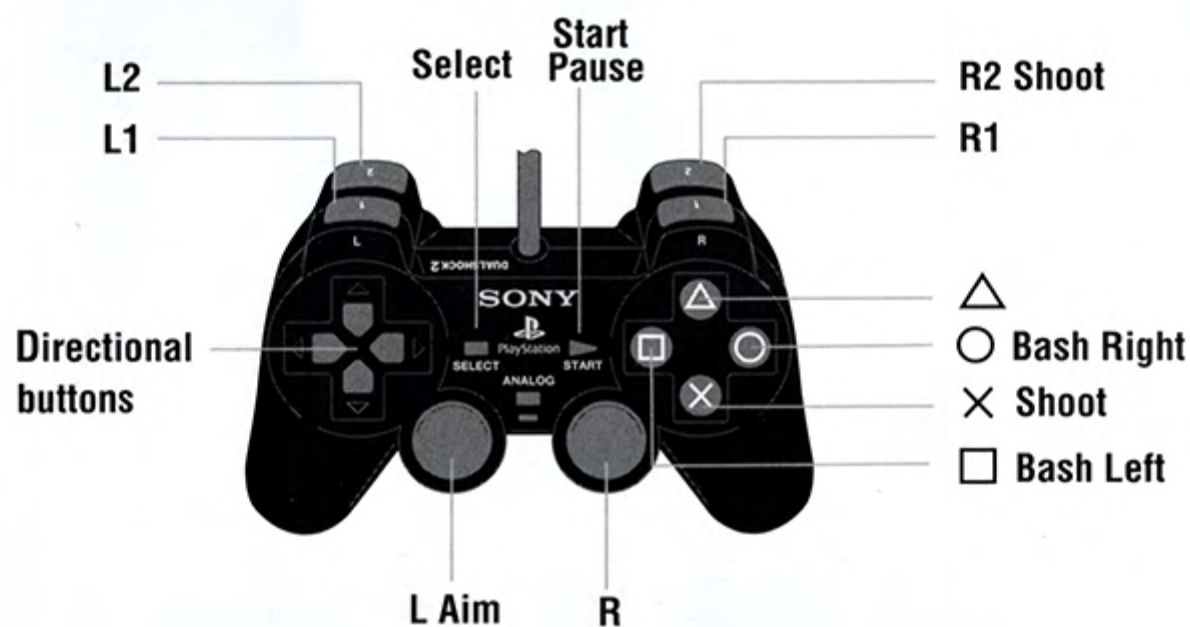
Early in the game, Luna encounters and recruits the help of a Malgorian butterfly-like creature called a flutter eye. This creature attaches itself to Luna's back and gives her the power to fly. In order for the flutter eye to fly it must have fuel. Fuel fountains are scattered appropriately throughout the game. To refuel the flutter eye, Luna simply stands close to a fountain. The amount of available fuel is indicated on the HUD. Fuel decreases continuously irrespective of whether Luna is actually flying and will be gone after a short time. Additional fuel cells of differing value are located at convenient points on flutter eye flight paths.

Once the flutter eye is fueled up, start flying by performing a double jump. Holding the Jump button while in flight will cause the flutter eye to gain height.



## FLUVIAN CONTROLS

In one area of the game, Ham, Luna and their alien friend, Kilowatt, navigate the planet on the back of a giant Malgorian flying creature called a Fluvian. This sequence uses the following control scheme:



## PLAYING THE GAME

Get ready for the Chimp adventure of your life! When two Space Agency Chimps are marooned on a far distant planet, all they want to do is find the probe they were sent to retrieve and get out of there. Unfortunately Zartog, a local tyrant, is using that very "sky beast" to scare the Malgorians into servitude. When Ham and Luna turn up with a "sky beast" of their own Zartog snatches their ship and their friend. Can the Chimps find their way home or will the hazards of Malgor be their undoing?

## GAME SCREEN



## COLLECTIBLES

### GLOBHOPPER

Globhoppers are cute little friendly aliens widely distributed across Malgor. Collecting these little guys will unlock a range of bonus content in the game such as movie clips and concept art. All bonus content once unlocked is available through the game's main menu. You can replay levels from the main menu to pick up any globhoppers you missed the first time.

### DOLE® BANANAS

Each level contains a single Dole® Banana collectible. Collecting enough Dole® Bananas will unlock a new costume for Ham or Luna. Once costumes are unlocked they can be selected through the main menu.



## SAVING AND LOADING

*Space Chimps* automatically saves your progress to the hard drive or memory unit every time you complete a mission. When you start the game you will have the option to either load a previously saved game or select an empty save slot to begin a new game. All globhoppers and Dole® Bananas you have collected are retained when you load a previous game.

## FLUVIAN RUN MINIGAME

In the Fluvian Run Minigame you race through the dangerous skies of Malgor on the back of a giant fluvian, encountering wave upon wave of progressively harder flying enemies. You can battle alone or plug in a second controller and a friend can join you for cooperative or competitive 2-player action.

Once unlocked, the Fluvian Run Minigame can be accessed through the main menu.

## SHOT MULTIPLIER

Every bullet that hits an enemy will increase the amount of damage caused by the next shot. Missing a shot will cause the multiplier to return to normal, so keep concentrating!

## GAME MODES

### CLASSIC MODE

In Classic Mode you face wave after wave of increasingly difficult foes. See how many points you can rack up before your 3 lives are gone.

### TIME ATTACK

In Time Attack mode you have a limited time (5 minutes for single player and 10 minutes for 2-player mode) to see how many points you can get. Rather than reducing life as in Classic Mode, getting shot in Time Attack mode costs a few seconds of your remaining time.

### SURVIVAL

See how long you can last. Things will get hectic fast - before you know it the hardest foes in the game will be teaming up to take you out.

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**\* ADDITIONAL MUSIC BY  
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Contact us by Phone:

You can also contact us by phone by calling 323-330-8599. Note that this number is for technical assistance only. No hints and tips will be given out over the Technical Support line.



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