

eJay
CLUBWORLD

INSTRUCTION MANUAL



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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eJay CLUBWORLD

Welcome to eJay CLUBWORLD, the essential music making experience on PlayStation®2!

In CLUBWORLD, you can make your own tracks without any prior musical knowledge in a matter of minutes! Choose between eight recording studios in different clubs across the globe, each featuring a different style of music. At each club you'll find a huge selection of eJay sounds and loops in DVD quality - an incredible 10,000 in total - which you can arrange on the audio tracks to create your own hits.

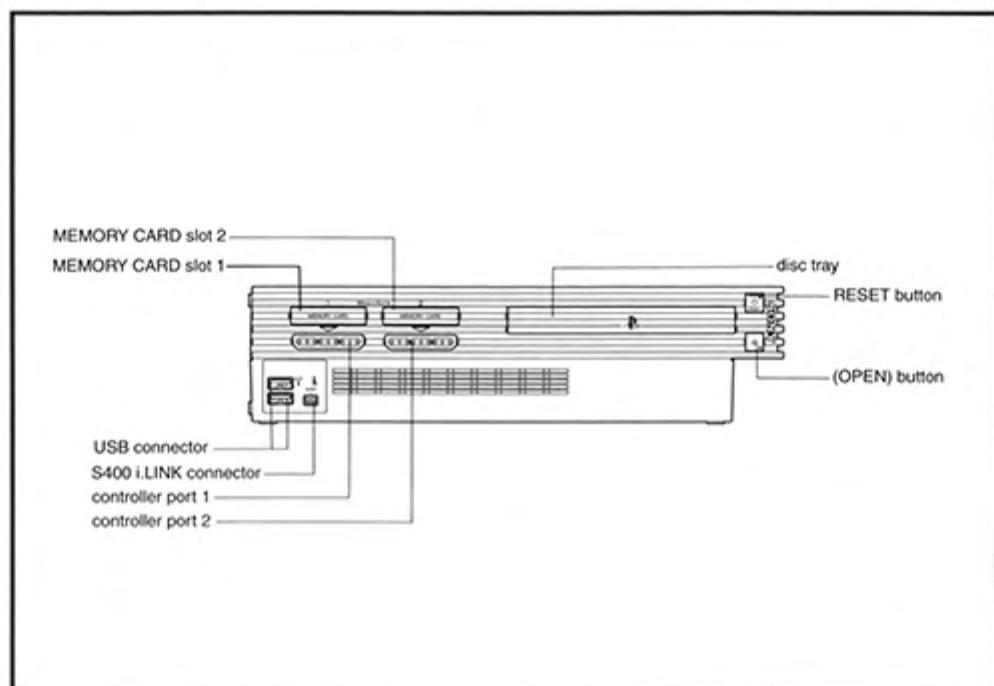
Each club comes complete with a range of innovative equipment for generating your own samples. Create your own scratches using the turntables, program unique drum beats in the drum computer and record amazing melodies with the synthesizers - make PlayStation®2 your music tool.

Another great feature of CLUBWORLD is the jam mode. Jam live with up to three friends! You can record the session so that it can be edited and mixed later.

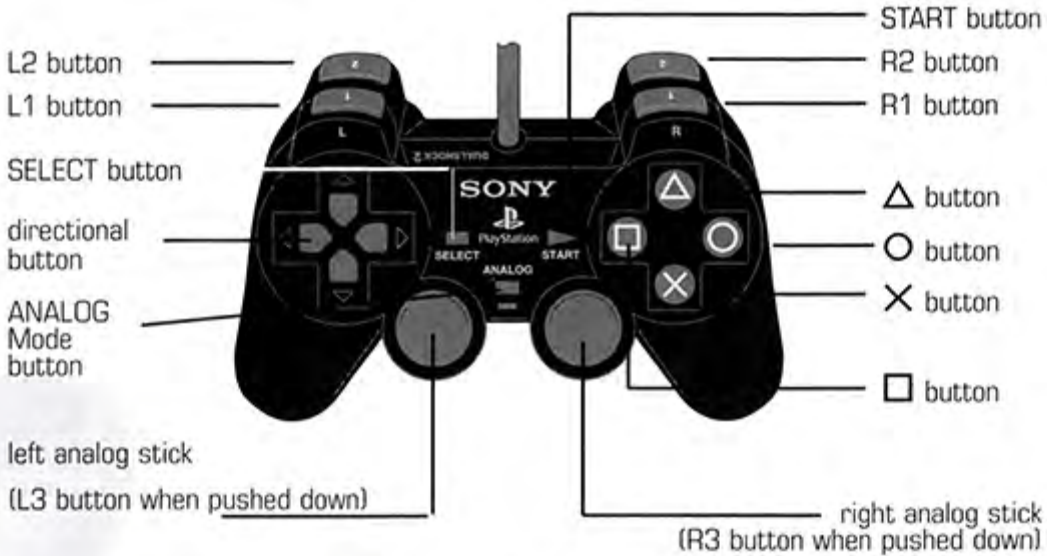
eJay's sound engine guarantees high performance and endless fun - so come & feel the music making experience on PlayStation®2!

CLUBWORLD

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 EJAY CLUBWORLD 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 CONTROLS



Note: eJay CLUBWORLD does not support a digital Controller.

BASIC CONTROLS

You will find that most of the controls in eJay CLUBWORLD are the same no matter where you are in the game. Inside each club the screen is split into OPERATION FIELDS to keep things nice and tidy. You can switch between these fields by holding the R1 button and using the directional buttons. It won't take long before this is second nature, once it is, you will find it easy to start making mixes. Pressing the START button at any point when you are in a club will bring up a menu where you can save and load your mixes. Mixes made in a particular club can only be loaded back in when you are in that club (except when you are in the Jukebox, where any mix can be played).

These are the main functions:

CONTROL	LOCATION	ACTION
X button	Any	Selects samples or menu items.
□ button	Inside a club	To preview a sample.
○ button	Inside a club	To drop a sample if it is selected, deletes a sample from the mix if a sample is not selected.
△ button	Inside a club	Play and Stop the current mix.
directional buttons	Any	Move the cursor and highlight menu options.
R1 button	Inside a club	Used with the directional buttons to move between OPERATION FIELDS.
R2 button	Inside a club	Access the TOOL SELECTOR.
R3 button	-	Not used.
L1 button	Inside a club	Access tools on a selected sample.
L2 button	Inside a club	Return to the first bar of the mix.
L3 button	-	Not used.
START button	Inside a club	Gives access to Save, Load, Delete and Clear options as well as Settings.
SELECT button	Inside a club	Toggles between mix info and control help in the INFO OPERATION FIELD.
left analog stick	Scratch Mode	Alter the speed of the left hand turntable.
right analog stick	Scratch Mode	Scratch the right hand turntable.
R1 + directional buttons	Inside a club	Move between OPERATION FIELDS.

CLUBWORLD

LANGUAGE SELECT

Upon starting eJay CLUBWORLD, you have to choose the language used in the game.



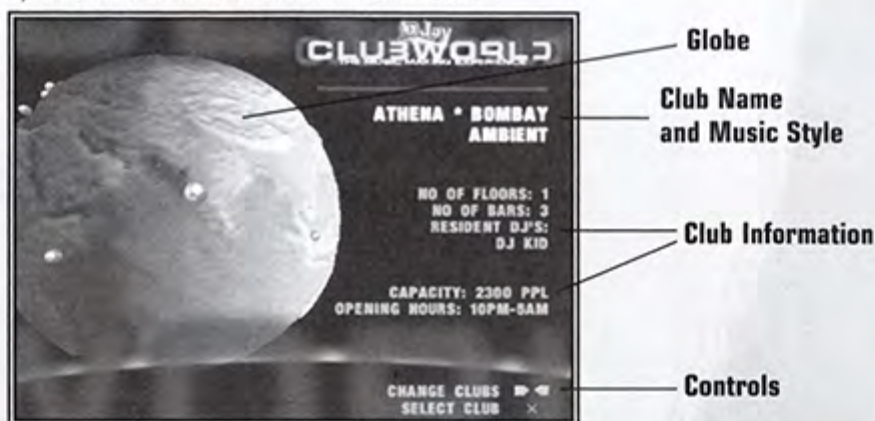
Once you have chosen the language it will be saved on the memory card (8MB) (for PlayStation®2) when you save your Settings. If Settings data exists, it will be automatically loaded before the game starts.

Note: The Settings save is separate to any Mixes you save, deleting the Settings data will not affect any Mix data you may have.

After you have chosen your language, you will be led to the selection of the different locations of eJay CLUBWORLD: THE GLOBE.

THE GLOBE

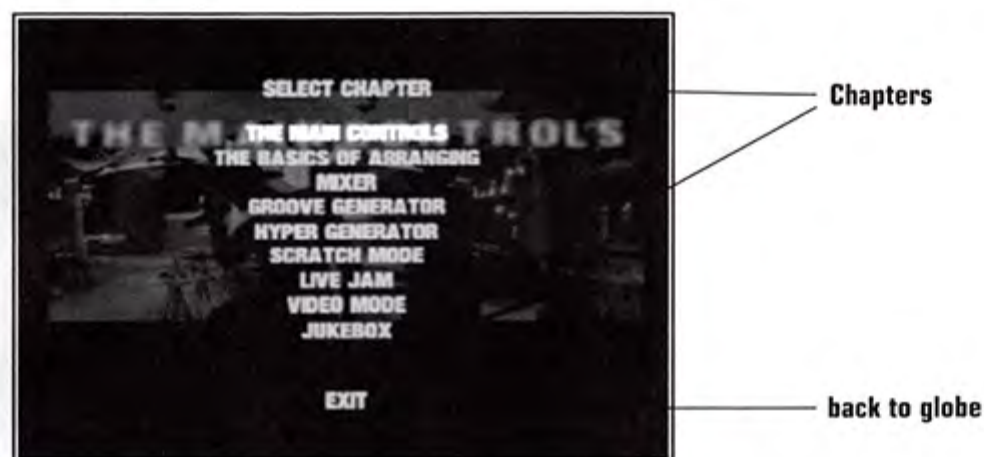
Here is the starting point for your Club expedition. Here you can access all areas of eJay CLUBWORLD. On the globe you can see the clubs and the other levels that you can visit, the TUTORIAL and the JUKEBOX.



There is no particular order in which you have to attempt the clubs. You can just choose the club with your sort of music. However, we recommend that you first take a look at the TUTORIAL. This shows you the controls and functions of the game.

TUTORIAL

Arrange and mix songs, make your own drum beats and synthesizer sequences, jam live with friends, play your songs with video animation on the jukebox...that's quite a bit! To get to know the most important functions quickly you can take a look in the TUTORIAL.



Select the chapter you wish to view by using the directional buttons and then press the **X** button. To quit from a chapter, press the **X** button again.

When you have got the hang of these functions, you should be ready to mix it in all levels of eJay CLUBWORLD.

THE CLUBS

Amnesia started as one of the first big open-air Ibiza clubs, boasting the most legendary stories of never-ending parties, where the native bongo drummers heated up the atmosphere once the music had ended.

There is a wide variety of music played in the club. At the famous foam party - Espuma - the DJs manage to mix house and trance with rock and pop music. The foam, which snows down onto the dance floor from massive foam cannons, is nearly as high as the dancers are tall - and it often goes higher! Other special nights, such as Cream, promoted by the renowned Liverpool club and the German Party Cocoon (with Sven Väth and friends!) bring top DJs from the whole of Europe onto the isle. Good trance music and a fantastic atmosphere are popular with both tourists and locals!

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Today, due to strict noise regulations, both the inside and terrace areas are now covered. Even so, **Amnesia** has still managed to maintain the style and class of its early years

The terrace is a big glasshouse with palms, many bars and a mellow, funky house sound. After 6a.m. is when things really start to hot up.

Inside **Amnesia** the shock of the dry ice machine is awaiting you, when the hot mass of people on the dance floor is cooled down with a shot of ice-cold air - an exciting and totally legal exhilaration!

The disused pedestrian subway "Am Roßmarkt" in Frankfurt, Germany, has been totally redesigned. Now concerts, dancefloor parties and other events take place in the 1000m² of available space. The new club is central, only 100m from the main station, so it is very easy to reach. The experimental design by the architects Bernd Mey and Christian Pantzer is done in several variations of the techno and underground styles, which represent a unique interplay with the remaining elements of the subway. This way an eccentric and groovy location has come into being, which offers a unique surrounding for concerts, parties and special events. The underground station has been divided into two areas, club **U 60311** and the U BAR.



U 60311 - THE CLUB & AND CONCERT LOCATION

The **U 60311** has got room for up to 1000 people. The world's best DJs of the house and techno scene are turning the tables here, Boris Dlugosch, Sven Väth, Chris Liebing, DJ Tonka, Jeff Mills, Richie Hawtin, Spiller, DJ Rush, Timo Maas, Paul van Dyk, Carl Cox and more.

The U BAR is part of the **U 60311**, although it can be opened separately if required. The U BAR is open every Wednesday and Thursday. Renowned DJs turn the tables here, but newcomers are given a chance as well. Once a month, readings by scene authors are held here, and the quartet-series takes place two or three times a month.

A T H E N A

The dream child of Moshe Shek, formerly with the Hilton chain of hotels in Europe, **Athena** was born with the support of India's pioneering wine manufacturers, Chateau Indage. **Athena** is amongst the hottest spots in Mumbai, a restaurant-club-bar with an awesome decor, which is a fusion of Arabic, Western and Indian spanning over 10,000 square feet. The ambience is that of a classy nightclub combined with the mood of a happening, young discotheque that is tailor-made for a city like Mumbai.

There's something for everyone, from the quiet diner where the night slips by with a steady supply of exotic cocktails, to the exuberant party-hopper, who must shake a well-shod leg.

Head out to the spacious central room, with two bars and a DJ console. It is ideal for dancing or just plain hanging out.

The resident DJs at **Athena** are known for, quite appropriately, 'Ambient' music. Major influences of western house and tech-house are also present. Indian tunes are also in vogue in their remixed versions often in fusion with western dance tracks.

Fusion ambient sounds and remixed cuts is what you can find here.

There is a separate ultra comfortable lounge area, with dim lighting, an exclusive bar, and a staff that's eager to please.

At the end of 1992 the **Queen Club** opened its doors on the most beautiful avenue in the world. It soon became one of the most popular clubs of the French capital, where the rich and famous were to be found. The Queen's success is mostly due to its ability to attract a varied mix of people, that way achieving an explosive cocktail, which makes this club one of the most renowned in Europe.



This success hasn't faded for 9 years now. The spirit of this place still exists: a club which has never lost its claim.

In the **Queen Club**, the night never ends. When other clubs close their doors around 5 o'clock, the Queen rocks on with its invincible party crowd.

The biggest fashion designers (Paco Rabanne, Vivienne Westwood, Versace, Azzaro, Hugo Boss, Kenzo, Agnes B., Renomma...) have presented their collections or their products here. International artists such as Liza Minnelli, Cher, Jimmy

Summerville and Jocelyn Brown have performed here; numerous films had their opening night in the Queen (Dracula, Donnie Brasco, Pulp Fiction, The Addams Family...). Apart from that, several clubs or parties have had appearances here as well: Space, Amnésia

& Privilège (Ibiza), Trade, Ministry of Sound & Fabric (London), Tunnel & Club USA (NY), La Démence (Brussels), Black&Blue (Canada).

Of course we may not forget the best DJs of the world, who have been behind the turntables in the Queen. Masters At Work, Junior Vasquez, Laurent Garnier, Daft Punk, Cassius, Bob Sinclar, David Morales, Danny Tenaglia, Armand Van Helden, Eric Morillo, Victor Calderone, Roger Sanchez, Pete Heller and Kojak to name but a few.



Opened in 1995 **The End** is the brainchild of Layo Paskin and Richard West. They both pinpointed a need for a quality venue to showcase cutting edge and quality music. This idea translated into what has become one of the world's most renowned and groundbreaking forces in youth culture. The

setting for this venture was the underground vaults of an 19th century postal sorting office and where the later conceived AKA bar and restaurant acted as a storage area for the postal horses. After developing the site, a state of the art Thunder Ridge sound system rig was introduced, delivering an awesome amount of dispersion power coupled with an unrivalled clarity that suits The End's intimate design. The sound system has been updated in recent years and is still notorious throughout the world and remains a system that DJ's love and request to use.

The End has a philosophy - that its survival is ultimately dependent on the continued delivery of a quality cutting edge experience and our ongoing independence.

The story continues...

2001 saw Laurent Garnier, Carl Cox, Richie Hawtin, Steve Lawler, Sander Kleinenberg, Darren Emerson, Sven Väth, Evil Eddie Richards, Ben Watt, Jon Carter, Derrick Carter, Justine Frischmann, Soulwax, Andy Weatherall, Pete Heller, Terry Farley, Afrika Bambaata, Photek, Boris D'Lugosch, Mousse T, Gilles Peterson, Jazzy Jeff, Peter Kruder, LTJ Bukem, DJ Hype, Sister Bliss, Andy C, Spiller, Miguel Migs, Todd 'the God' Terry and Roger Sanchez, amongst a host of others visit 18 West Central Street.

Walk into **Zouk** and the club's unique features become immediately clear. The design

of the overall club itself reflects the attention to detail, sense of style and artistic design that makes a night at **Zouk** such a special clubbing experience.



The building itself - consisting of three warehouses built on the Singapore River in 1919 - is part of Singapore's history. When management tendered for the space, the buildings were dilapidated, roofless with crumbling walls. Zouk sought to restore the facade to its original state. Existing walls were conserved and new levels and compartments were added to create a modern interior.

Launched in March 1991, **Zouk** has grown into a club like none other in Asia. Regularly inspiring comparisons with Europe's top clubs such as Pacha in Ibiza and the legendary Hacienda, **Zouk** aims to propel Asia's dance music culture and lead Singapore to the forefront of global clubbing.

Since its beginning, **Zouk** has delivered an innovative and progressive clubbing environment, introducing Singapore to the world's freshest dance music - from house to garage, from techno to progressive, from big beat to breaks. It was Singapore's first club to play house music, a risk at a time when its peers relied on Top 40 and retro playlists. Zouk's commitment to pushing the boundaries of music in Singapore and Asia remains as strong as ever as the worldwide phenomenon of dance music expands across Asia. It has now evolved into a venue housing four distinct rooms with seven resident DJs spinning a range of musical styles.

The major venue for nightlife in St. Thomas has recently become **The Old Mill**, the largest and newest entertainment complex to open on the island. There's also a dance club, the largest of its kind in the U.S. Virgin Islands, built upon old mills.



Apart from relaxed hospitality in a restaurant under palms and sunshades,

the **The Old Mill** offers first-class Club culture with international stars and lots of reggae.

Between the reggae and ragga nights, artists and bands from other stylistic lines frequently appear as well. This way the club mixes up a fresh Pina Colada of reggae, ragga house and pop music.

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BROOKLYN BRIDGE

Brooklyn Bridge represents the birthplace of hip-hop and it is here where you will find the eJay CLUBWORLD Hip-Hop studios.

The shared historic experience of the hip-hop nation is rich and complex, replete with triumphs and tragedies, heroes and villains, and even a civil war between East Coast and West Coast in the mid 90s that threatened to destroy it. But while most hip-hop fans today may be well versed in the tale of Tupac and Biggie and the extravagant world of Puffy Combs, that all is light-years away from the hand-stencilled mimeographs with crude sketches advertising a block party featuring Grandmaster Flash.

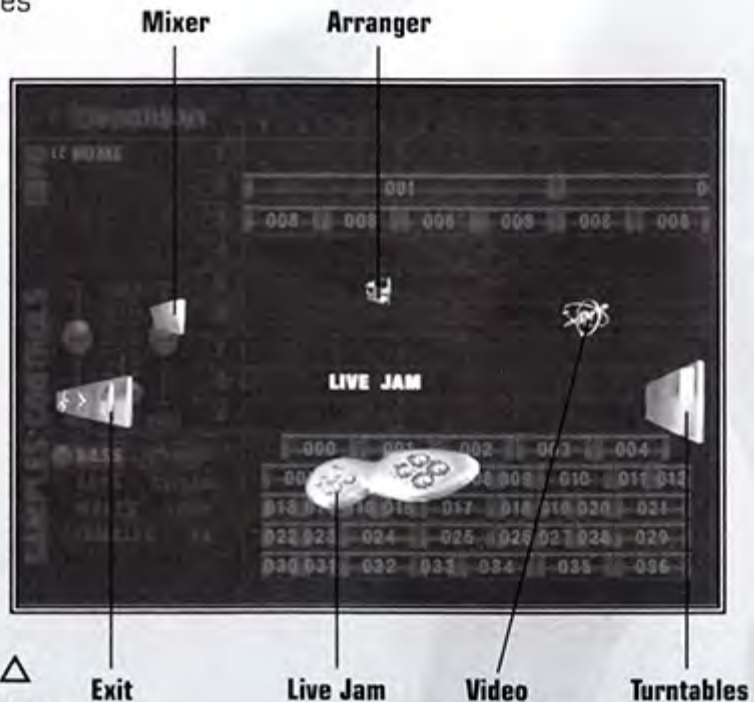
It was at those parties in the "Boogie Down" South Bronx that hip-hop's founding fathers first began delivering spoken rhymes over the break beats on funk and disco records sometime in the mid '70s. Today the four pillars of hip-hop are still defining the bandwidth of hip-hop (and its sister R&B): deejaying, rapping, (break) dancing and graffiti tagging. And it all came together when hip-hop artists built a following through word of mouth in the days of the block parties and tiny clubs in New York's outer boroughs and under the Brooklyn Bridge.

INSIDE THE CLUBS

8 clubs - 8 styles. These places represent the heart of eJay CLUBWORLD. Here you play the music and mix the hits. As soon as you enter one of the clubs, eJay CLUBWORLD is 100% tuned into the club scene and you can access all the tools you need to make the right club sound.

Upon entering a club you will find yourself in the ARRANGER. If you press the Δ button, you can hear the Resident

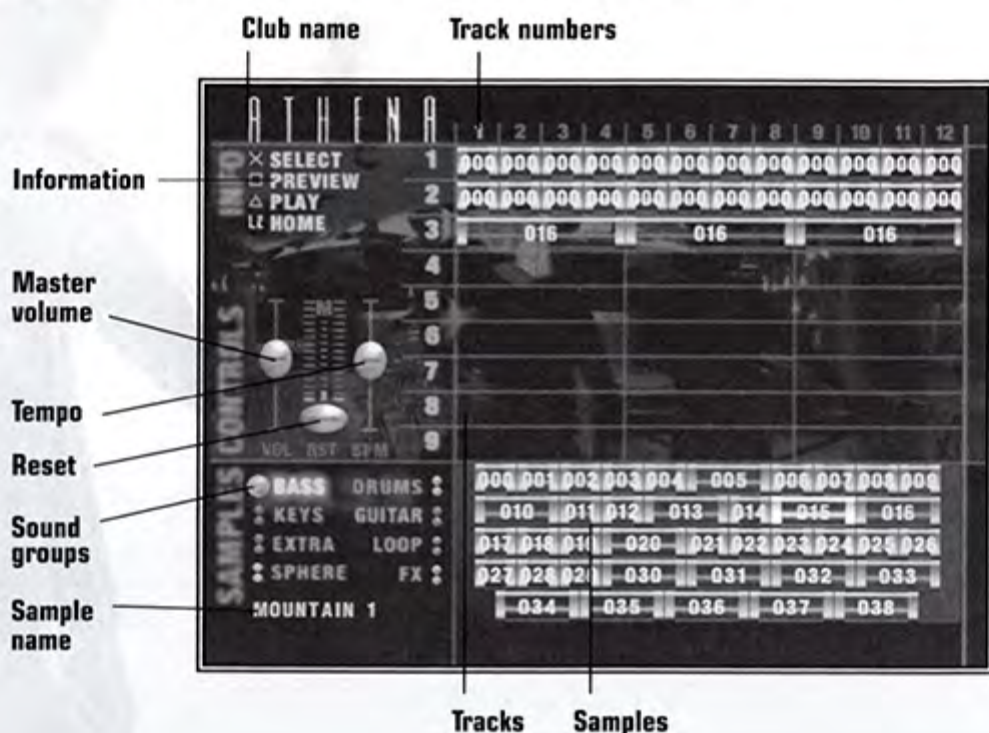
Mix. This is a readymade mix that will show you a little bit of what can be done in eJay CLUBWORLD. To clear the Resident Mix, select CLEAR MIX from the Pause menu.



Besides the ARRANGER, each club has many other tools to offer you via the TOOL SELECTOR. To open the TOOL SELECTOR press the R2 button. The various symbols for the TOOLS appear on the screen. Choose the function you are looking for using the directional buttons and select it with the X button.

ARRANGER

The ARRANGER is there to make complete songs out of the individual samples. You can access all sounds and all of the 20 stereo tracks. In addition you can vary the master volume and the playback speed of the song. The current song information and the most important controls are shown in the info field.



THE ZONES - OPERATION FIELDS

The ARRANGER - as with of the other TOOLS - is divided into OPERATION FIELDS. You can switch between these by holding the R1 button and pressing a directional button. You cannot move the cursor beyond the edge of an OPERATION FIELD with the directional buttons alone, as they are intended for navigation within the field.

The different OPERATION FIELDS in the ARRANGER are the SOUND GROUP BUTTONS, SAMPLES, TRACKS, TRACK NUMBERS, INFO and VOLUME & PITCH.

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SOUND SAMPLES

The SOUND SAMPLES are loaded from the individual sounds of the club. Each club has at least 1000 SOUND SAMPLES. The SAMPLES are found in the various SOUND GROUPS of the lower OPERATION FIELDS. When you choose one of the SOUND GROUPS such as drum loops, bass, keys, vocals etc., all sounds within that group will then be shown.

To hear and select SOUND SAMPLES:

- Press the R1 button and the directional buttons to move the highlight onto the SOUND GROUP field in the bottom left of the screen.
- Choose a SOUND GROUP (bass, drums etc.) by using the directional buttons. Select a group by pressing the X button. The SOUND SAMPLES to the right will change depending on which SOUND GROUP you have selected.
- Press the R1 button and the right directional button together to move the highlight to the right, into the SAMPLE field.
- You can select a SAMPLE using the directional buttons. As all the SAMPLES cannot be seen simultaneously, the panel scrolls automatically when moving through the SAMPLES. One SOUND SAMPLE is always active, meaning it can be played or selected.
- Press to preview to the active SOUND SAMPLE.
- Press X to select the active SOUND SAMPLE. The cursor jumps automatically with the SAMPLE onto the tracks. You can then place it wherever you want to.

As well as a number, each SOUND SAMPLE has a name that appears at the bottom of the screen, underneath the SOUND GROUPS.

TRACKS

In each club there are 20 stereo tracks on which to place the SOUND SAMPLES. You can place sounds on any track - it doesn't matter if you have drums, bass and keys samples on the same track. This gives you a great deal of freedom when arranging. There is a separate track for the HYPER GENERATOR in the ATHENA and U60311 clubs; the QUEEN CLUB and THE END have an extra track for the GROOVE GENERATOR. These appear on top of the 20 stereo tracks and are denoted with either an 'H' or a 'G' rather than a number.

To arrange **SOUND SAMPLES** on the tracks:

- Choose a sound from one of the sound groups (as outlined above)
- the **SAMPLE** onto the track and place where you want using the directional buttons.
- If you press the **X** button, the **SAMPLE** will be placed in the current position. Move the cursor to place the sound in another position.

By default the **SAMPLES** are placed exactly at the start of a bar. This means you can get a mix that sounds good easily.

- To drop the **SOUND SAMPLE** that you have chosen, press the **O** button.

You will notice that the **SAMPLE** remains selected even after you have placed it into a track. This enables you to place multiple copies of the **SAMPLE** into the mix without having to reselect it every time.

- To select a **SAMPLE** that has already been placed into a track, move the cursor over the **SAMPLE** and press the **X** button. Once it has been selected, it is free to move to another position in the mix.
- To delete **SAMPLES** from the mix, move the cursor over them and press the **O** button.

To hear your mix:

- Move the cursor to the desired position in the mix using the directional buttons. The bar number above the tracks lights up to show you the current position during playback.
- Press the **Δ** button to start playback from this position.
- Press the **Δ** button again to stop playback.
- Press the **L2** button to return to Bar 1, regardless of the current position.

OTHER FUNCTIONS

There are further cursor functions that on the one hand make arranging easier and on the other hand enable more detailed work. You can for example select and move groups of samples, reduce the length of samples or move samples in 16th note intervals.

To select and move several samples simultaneously:

To do this you cannot have a SOUND SAMPLE selected.

- Press the L1 button to switch the cursor to MULTIPLE SELECTION mode.
- Pressing the X button will lock one corner of a box.
- Move the cursor to draw a box around the SAMPLES in the mix you want to select.
- Press the X button again when you have drawn the box, any SAMPLES inside the box will now be selected.

When you have the samples selected you can copy the complete selection to another position, or of course move the complete selection.

- Press the L1 button to switch the cursor back from MULTIPLE SELECTION mode to STANDARD mode.

The SOUND SAMPLES can be worked on individually. Once a SOUND SAMPLE is selected in the ARRANGER, pressing the L1 button switches between the different modes.

To move SAMPLES in 16th intervals within a bar:

- First select the SAMPLE with the X button.
- Switch the cursor to 16th mode by pressing the L1 button once. You will see a cursor appear at both ends of the SAMPLE.



Cursor in 16th Mode

- Using the directional buttons you can now move the SAMPLE in 16th intervals instead of in whole bars.

To alter the beginning and end of SAMPLES, do the following:

- First select the SAMPLE with the X button.
- Switch the cursor to CUT EDGE mode by pressing the L1 button twice. You will see the cursor move to the beginning of the SAMPLE.



Cursor in Cut Edge Mode

- Using the directional buttons you can now move the beginning of the SAMPLE in small steps. In this way you can mask parts of a sound so that they are no longer audible.
- Pressing the L1 button again will move the cursor from the beginning to the end of the SAMPLE.
- Now you can alter the end of the SAMPLE.
- Press the L1 button to switch the cursor back to STANDARD mode.

TRACK NUMBERS - SOLO & MUTE

When arranging songs it is often helpful if you can switch tracks to SOLO or MUTE. MUTE means that the track is not audible. SOLO means that this is the only track that is audible.

The SOLO/MUTE switch can be found in the OPERATION FIELD to the left of the tracks, where the track numbers are located.

Part of Track Number Field with standard, solo and mute settings



Track Number

Solo

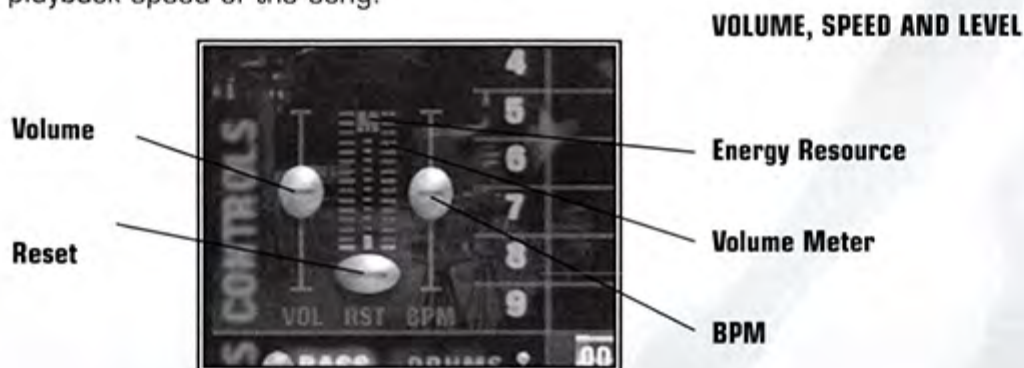
Mute

To change the state of tracks:

- Move the cursor with the R1 button and the directional buttons onto the OPERATING FIELD with the track numbers.
- Select the desired track using the directional buttons.
- With the directional buttons you can now switch the active track between SOLO, MUTE and STANDARD. When you switch a track to SOLO all other tracks will automatically be switched to MUTE. You can however activate the SOLO state for several tracks simultaneously. SOLO and MUTE states are displayed by the appropriate symbols next to the track number.

VOLUME AND BPM

In the OPERATING FIELD above the SOUND GROUPS you can find the playback parameters Volume and BPM. Here you can vary the master volume and the playback speed of the song.

**To vary the playback parameters:**

- Move the cursor using the R1 button and the directional buttons onto the OPERATING FIELD with the VOL, RST and BPM controls.
- Choose the desired controller using the directional buttons.
- With the directional buttons you can operate the controllers for VOL and BPM, the master volume and the playback speed. BPM is short for Beats per Minute (a musical term used to describe the tempo of a song).
- To reset both VOL and BPM to their default values select the RST controller situated between them and press the X button.

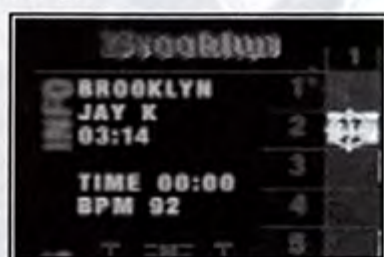
MEMORY BAR

The Memory Bar shows important information and sits between the left and right volume indicators (it has the letter 'M' above it). It indicates how much memory the samples you have placed are using. If you fill this bar, then some of the SOUND SAMPLES will not be played. However, it is very rare that you will fill this bar when arranging.

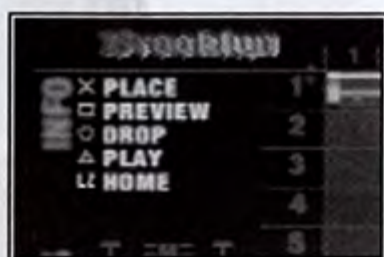
Note: The Memory Bar changes for each bar, it is not for the entire mix. So the bar may go up and down as you move along the mix. Each sample takes some memory, so using multiple versions of the same sample in one bar will only make it go up once.

INFO

The INFO FIELD always indicates information on the current mix or the relevant controls. Use the SELECT BUTTON to switch between SONG INFO and CONTROL INFO.



SONG INFO displays the song name, author, overall length the current playing position, and the speed in BPM (beats per minute).



CONTROL INFO indicates the most important control functions depending on your current mode.

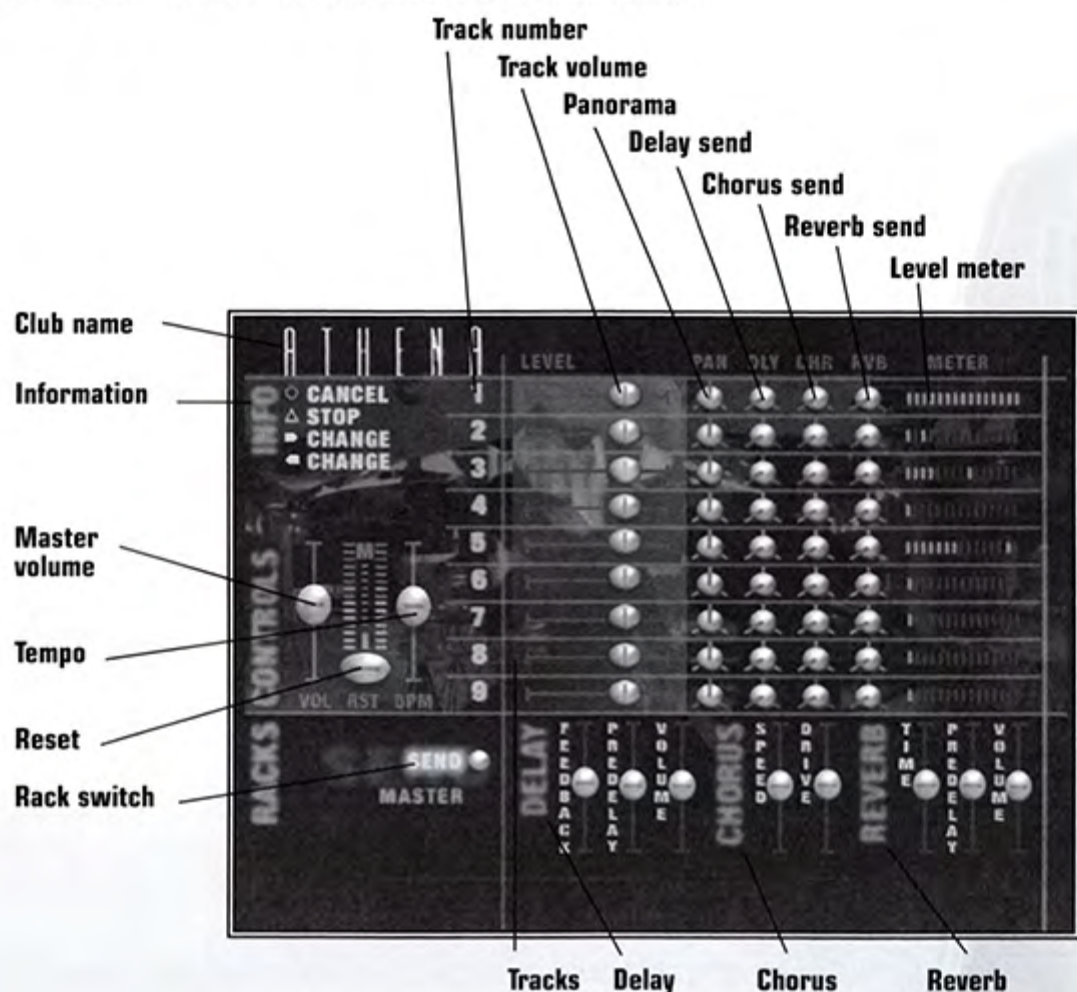
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After you have arranged a song with the SOUND SAMPLES on the tracks, you can adjust settings and add effects to individual tracks in the MIXER.

To open the MIXER press the R2 button and choose the MIXER TOOL using the directional buttons and select it with the X button.



TRACK SETTINGS

Each track in the ARRANGER has a track with the same number in the MIXER. The mixer tracks have been ordered horizontally, as in the ARRANGER.

The tracks in the MIXER contain controllers with which you can influence the sound of all the SAMPLES on a given track:

- **Level** This sets the volume of a track.
- **Pan** This sets the balance between the left and right channels during playback.

- **Delay** This generates a copy of the original sample and is played again at set time intervals.
- **Chorus** Chorus gives the impression that several voices or instruments are playing the given part. Often the sound becomes fuller, and voices can be used to simulate a choir.
- **Reverb** The reverb effect is an echo device that simulates the sound produced in a large hall. Reverb can bring dry sound to life, as if it were being generated in a large space, such as a hall or cathedral.

The level meter shows when an SAMPLE from the tracks is played - you can recognise the volume of the sound by the deflection of the level meter.

Note: The Delay, Chorus and Reverb settings here only control how much of the effect is put onto each track. The actual effect settings are set in the SEND FX RACK (see later).

To adjust the settings mentioned previously:

- Move the cursor with the R1 button and the directional buttons onto the OPERATING FIELD with the controllers and tracks.
- Using the directional buttons you can move the cursor freely within this field, allowing you to select the desired controller.
- To activate a controller press the X button.
- Change the setting using the directional buttons.

If you want to hear the song whilst you are mixing, you can start playback at any time with the Δ button. You can then change the controller settings during playback and hear the difference in real time. Remember, pressing the L2 button will return to start of the song.

EFFECTS - THE TWO FX RACKS

Effects are used to alter the properties of a sound or to create new sound colours. As effects are applied differently, we have arranged the various types of effects into two FX RACKS. In the SEND FX RACK you will find delay, chorus and reverb. The equalizer and the compressor are in the MASTER FX RACK. Only one of the RACKS can be viewed at any one time.

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CLUBWORLD

To switch between FX RACKS:

- Move the cursor using the R1 button and the directional buttons onto the OPERATING FIELD with the SEND and MASTER buttons.
- Move between the two RACKS using the directional buttons. Press the X button to switch RACKS.

SEND FX RACK

Send effects are so-called because a sound is sent to an effect. With the sound controllers DLY (Delay), CHR (Chorus) and RVB (Reverb) on each track you can activate these effects.

Only when you turn up, for example, the delay send controller on the desired track, can you then hear the delay effect that you have set in the FX RACK. You can send as many tracks as you like to any combination of the three send effects.

**Delay**

This generates a copy of the original sample and is played again at set time intervals. Feedback defines the number of repeats whilst predelay represents the time intervals between each repeat.

Feedback controls the number of reflections and thereby the length of the effect signal.

Predelay defines the time before the first reflection is heard. Increasing the length of the predelay effectively increases the size of the space in which the sound is being generated.

Volume refers to the volume of the effect. Setting volume to zero is the same as turning off the effect.

Chorus

Chorus gives the impression that several voices or instruments are playing the given part. Often the sound becomes fuller, and voices can be used to simulate a choir.

SPEED regulates the modulation speed.

DRIVE controls the intensity of the effect. Setting drive to zero is the same as turning off the effect.

Reverb

The reverb effect is an echo device that simulates the sound produced in a large hall. Reverb can bring dry sound to life, as if it were being generated in a large space, such as a hall or cathedral.

PREDELAY defines the time before the first reflection is heard. Increasing the length of the predelay effectively increases the size of the space in which the sound is being generated.

VOLUME refers to the volume of the effect. Setting volume to zero is the same as turning off the effect.

To modify the effect parameters:

- Position the cursor using the R1 button and the directional buttons in the OPERATING FIELD with the three effects.
- Select the desired controller using the directional buttons.
- Change the settings using the directional buttons.

MASTER FX RACK

In contrast to the other send effects, the effects in the MASTER RACK are applied to the complete song. If the mix has too much bass and the high-pitched sounds aren't good enough, you can make improvements with the EQ (Equalizer). Maybe your mix is too soft and lacks punch? Then give it some power with the COMPRESSOR.

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Equalizer on/off

Equalizer Reset

Equalizer

The selection and setting of the controller is done in exactly the same way as in the send effects. The only differences are as follows: the effects have an individual ON/OFF switch, so that you can turn off the effect without changing the other settings, and the EQ has an additional reset button to restore the settings to neutral.

EQ (Equalizer)

The controls of the equalizer increase or decrease individual frequency ranges. The equalizer ranges from 40 Hz (far left) (low pitch) up to 20 kHz (far right) (high pitch).

COMPRESSOR

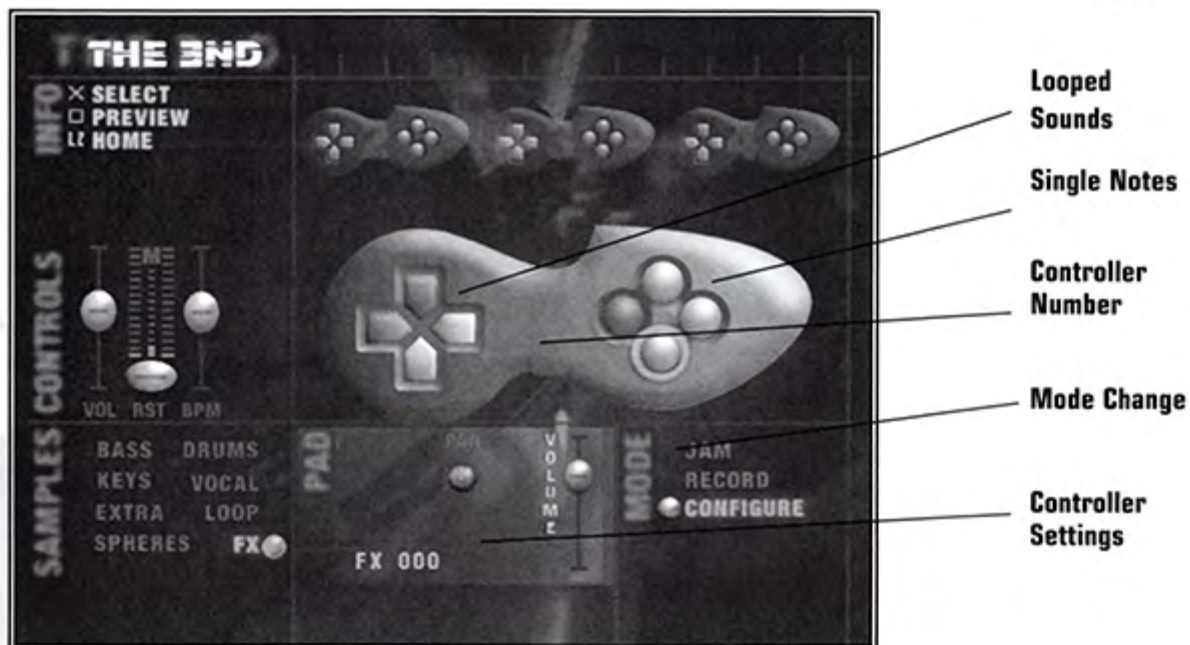
The compressor has three controls: DRIVE regulates the compressor. The more DRIVE, the more noticeable the effect of the compressor. SPEED regulates how fast the compressor reacts to the music. GAIN regulates the volume with which the music is played out of the compressor.

To adjust the ON/OFF and Reset buttons, position the cursor on the desired button with the directional buttons and press the **X** button. ON/ OFF buttons are ON when they are lit up.

LIVE JAM

In order for 4 Players to play Live Jam a multitap (for PlayStation®2) must be used. Insert the multitap (for PlayStation®2) in controller port 1 before turning on your console. Insert the controllers sequentially in controller port 1-A, controller port 1-B etc.

Live Jam transforms eJay CLUBWORLD into a multiple instrument for up to 4 players. In each of the clubs you can configure four controllers with eight sounds each (a total of 32 sounds) that can then be played back.



To give a controller new sounds, you'll have to perform the following steps:

- Choose the controller you want to configure by selecting it with the directional buttons (when the number in the middle of the controller is lit).
- Now choose the button you want to configure with the directional buttons and press the X button.
- Now the PAD FIELD will be automatically active, where you can choose a sound as well as change the volume and pan.

Note: The only sounds you can assign to the directional buttons are loops, which mean that they run in an endless loop and thus make a connected rhythm. The only sounds you assign to the X, □, ○ and △ buttons are single notes.

- The sample name will be displayed at the bottom of the PAD FIELD. To change the sample, highlight it and press the X button. Then use the directional buttons to change the sample. You can preview the sample by pressing the □ button.
- Press the X button again to assign that sample to the selected button.

Changing the SOUND GROUP is the same as in the ARRANGER.

LIVE PERFORMANCE

To jam live you'll have to perform the following steps:

- Choose "JAM" in the MODE field and press the X button.
- Start LIVE JAM by pressing the START button.
- You can change the controllers with the R1 and R2 buttons.
This is especially important if you use all 4 controllers on your own.
- Press the START button again to finish the session.

NOTE: The L1 and L2 buttons can be used to simultaneously activate and deactivate all the loops assigned to the directional buttons.

RECORD

To record the live session you'll have to perform the following steps:

- Choose "RECORD" in the MODE field and press the X button.
- Start the recording by pressing the START button. After a short countdown, the session will start.
- You can change the controllers with the R1 and R2 buttons.
- Press the START button again to finish your recording session.

During the recording the sounds are automatically written on the sound tracks in the ARRANGER. There you can change them later and remix your session. You can access the ARRANGER by pressing the R2 button. Save your recording from the Pause menu.

VIDEO MODE

With the video animation you can let your songs become visible. Your mix get

analysed and produces a unique display. You can also vary parameters live during playback, in so doing influencing the resulting video.



The video generator has 9 different display types, pushing left or right on the left analog stick will cycle through them. You can use the Δ button to start and stop the mix, pressing the L2 button returns to the beginning of the mix.

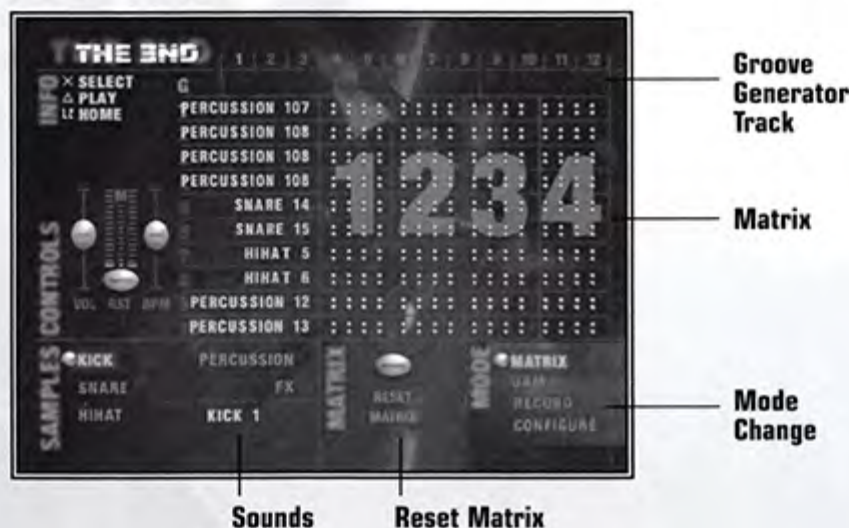
GROOVE GENERATOR

In the Queen Club and The End you have a real drum machine at your disposal – the GROOVE GENERATOR. Here you can create your own drum loops for your song. That is why these two clubs contain a “G” track at the top of the ARRANGER. This is where you can arrange the GROOVE SAMPLES that you have created.

The GROOVE GENERATOR is divided into four modes: MATRIX, JAM, RECORD and CONFIGURE. In the MATRIX you can program and arrange the drum loops, whilst in RECORD mode you can play your song live and record at the same time. CONFIGURE is used to choose the sounds for JAM and RECORD.

MATRIX

In the MATRIX you can create 1 bar drum loops. The ten sounds of your instrument are displayed; for each sound there are 16 bar divisions. That makes a Matrix of 10x16 buttons that can be individually turned on and off in order to program a complete loop.



To create a new loop:

- Move the cursor using the R1 button and the directional buttons onto the OPERATING FIELD with the GROOVE GENERATOR track on the top.
- Using the directional buttons select the bar in which the new loop is to appear. The matrix will scroll left and right, the bar number appearing above the GROOVE GENERATOR track at the top of the screen.
- Using the directional buttons you can now move the cursor freely; individual notes can be activated and deactivated with X.

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- Press the L1 button to listen to the loop.
- Press the Δ button to listen to the loop along with the mix already made in the ARRANGER. The Δ button ends playback in the same way.

To delete the entire content of a loop, do the following:

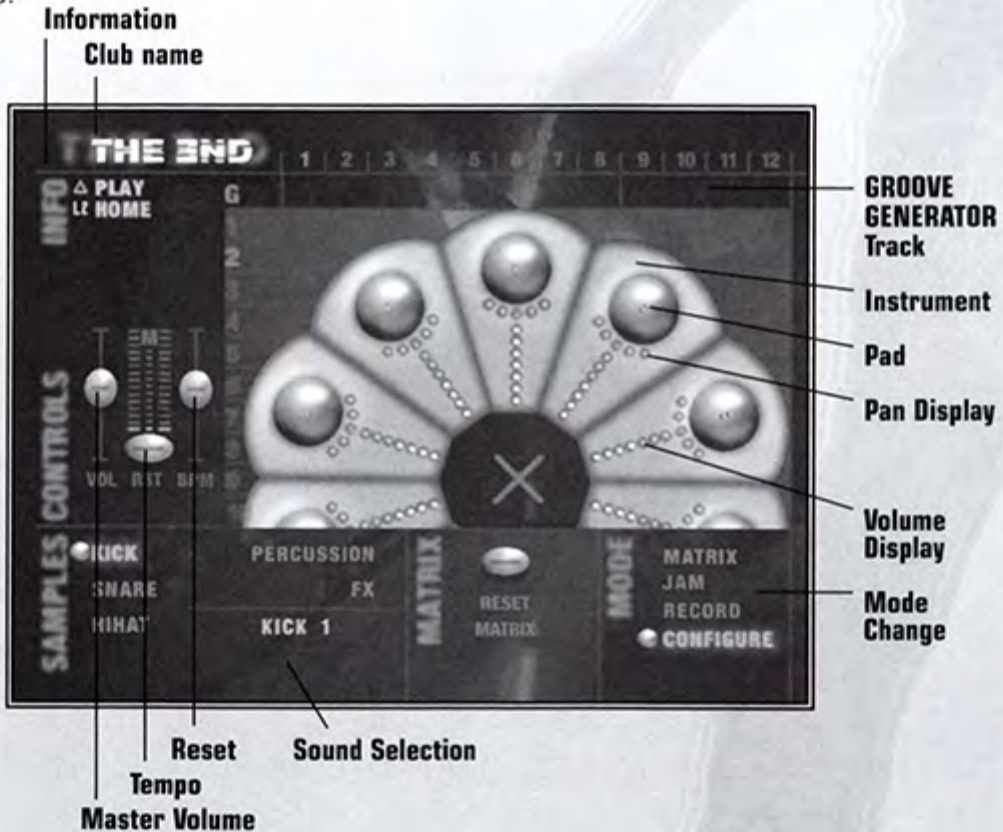
- Move the highlight using the R1 button and the directional buttons onto the OPERATING FIELD with the RESET MATRIX button.
- Press the \times button to clear the currently selected bar.

Naturally you can move and copy your own GROOVE SOUND SAMPLES on the GROOVE GENERATOR track. To do so move the cursor as described above onto the track and carry out the same steps as when modifying SAMPLES in the ARRANGER.

The content of the various GROOVE SOUND SAMPLES will always be automatically displayed in the matrix when the play position reaches the appropriate bar.

CONFIGURE

The GROOVE GENERATOR is an instrument that you can configure with up to ten different drum sounds. There are ten PADS for which you can individually set the volume.



To listen to the sound of the instruments

- Move the highlight using the R1 button and the directional buttons onto the MODE OPERATING FIELD.
- Using the directional buttons to choose CONFIGURE and press the X button.
- The instrument appears. Move the highlight onto it. Now you can turn it with the directional buttons. Only the middle PAD can be modified.
- Press the □ button to preview the sound. The current sample name is displayed in the SAMPLES OPERATING FIELD.

To configure the instrument:

- Turn the instrument using the directional buttons until the PAD that you want to modify is in the middle.
- Using the R1 button and the directional buttons to choose the SAMPLES OPERATING FIELD.
- Use the directional buttons to move between the five sound groups and the sound display. Highlight the sample name and press the X button, then use the directional buttons to change the sample.
- Press the □ button to preview the sound.
- Press the X button to use the sound.

To modify other PADS go back to the instrument using the R1 button and the directional buttons. There you can choose another PAD.

LIVE JAM

For a live jam with the Groove Generator:

- Choose "JAM" in the MODE OPERATING FIELD and press the X button.
- Start LIVE JAM by pressing the START button.
- Now you can play the individual sounds with the defined buttons of your controller.
- Press the START button again to end the session.

RECORD

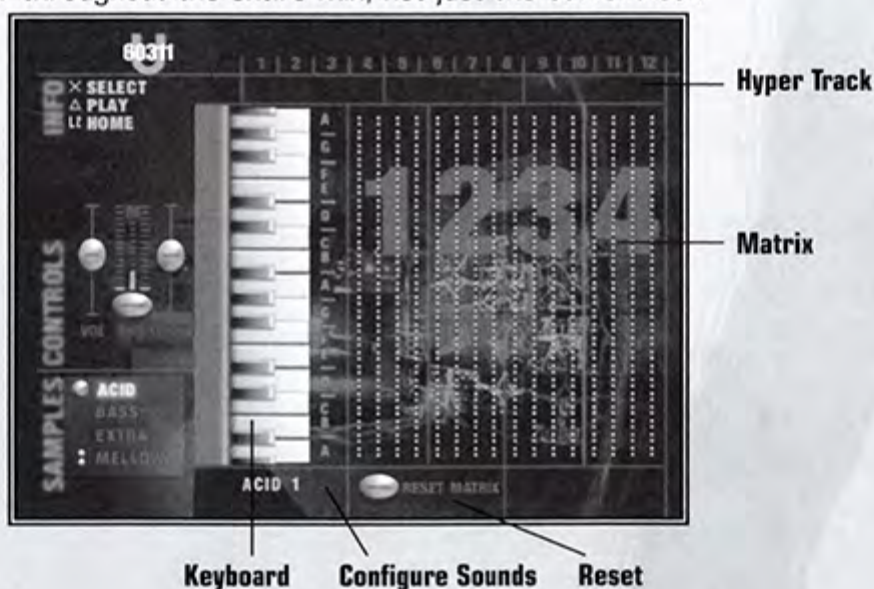
To record live with the Groove Generator:

- Choose "RECORD" in the MODE OPERATING FIELD and press the X button.
- Start recording by pressing the START button. After a short countdown, the session will start.
- Now you can play the individual sounds with the defined buttons of your controller.
- During the recording, the playback is played on the tracks at the same time. Individual GROOVE SAMPLES are created, which appear on the groove track. You'll be able to edit them later on.
- Press the START button again to finish the session.

HYPER GENERATOR

In the Amnesia and U60311 clubs you can create your own synthesizer sequences with the HYPER GENERATOR and integrate them into your song. The sequences are created in a Matrix, and can then be loaded and arranged on the extra "H" track.

Note: The HYPER GENERATOR differs slightly from the GROOVE GENERATOR in that you cannot mix samples in the same bar. If you have made a HYPER SOUND SAMPLE and then change the sample it uses, it will change all SAMPLES with the same number throughout the entire mix, not just the current bar.



SETTING SOUNDS

To set the desired sound in the Hyper Generator:

- Choose one of the sound groups in the SAMPLES OPERATING FIELD with the directional buttons and press the **X** button. Repeat this to high-light the sample name.
- Choose the desired sample with the directional buttons.
- Press the **□** button to preview the sample.
- Press the **X** button to use the sample.

ENTERING SEQUENCES

To enter sequences in the Hyper Generator:

- Choose the MATRIX field with the R1 button and the directional buttons.
- With the **□** button you can listen to every individual sound of the MATRIX and place it with the **X** button.
- As soon as you place the sample in the Matrix automatically, a HYPER SOUND SAMPLE is created, which is displayed on the hyper tracks at the top of the screen. It can be moved and copied there as well.
- Press the L1 button to listen to the sequence as a loop.
- Press the **△** button to listen to the loop along with the mix already made in the ARRANGER. The **△** button ends the playback in the same way.

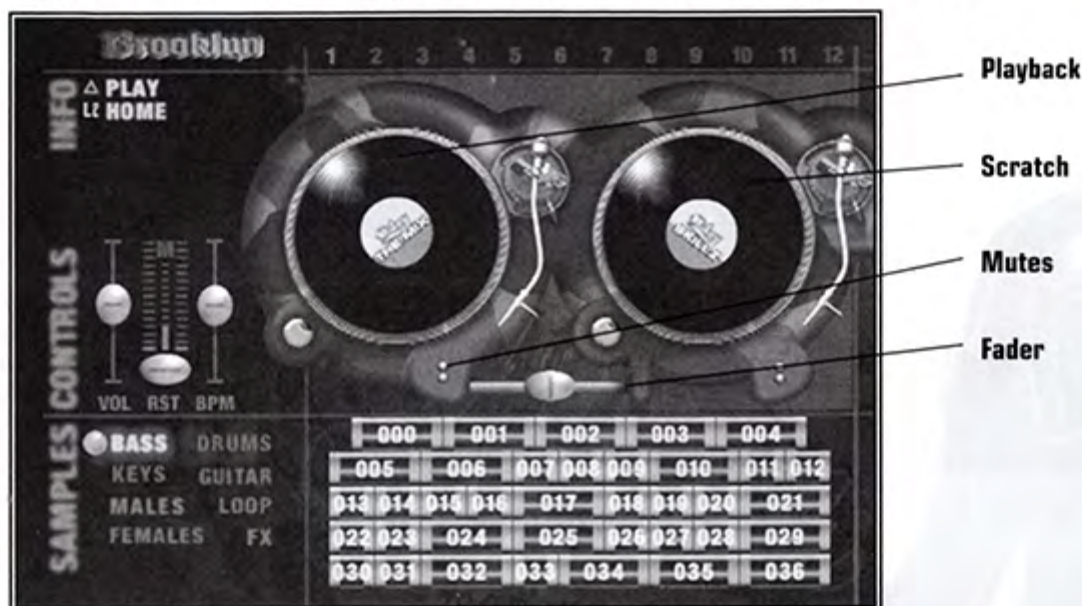
If you wish to clear the MATRIX for the current bar, highlight the RESET MATRIX button and press the **X** button.

HYPER TRACK

On the HYPER TRACK you can arrange the individual HYPER SOUND SAMPLES the same way as the other samples on the sound tracks. Keep in mind that the changes in the matrix have effects on all copies of a sequence, so all HYPER SOUND SAMPLES with the same number are changed at the same time.

SCRATCH MODE

At the Brooklyn Bridge club you can really scratch with your controller! When you select the Turntables from the TOOL SELECTOR, you can load a SAMPLE from the SOUND GROUPS onto the right turntable and play your mix on the other.



LOADING A SOUND

To load a sound for scratching, you'll have to perform the following steps:

- Choose one of the sounds the same as in the ARRANGER and press the X button.
- The Sound Sample will now be played in the right hand turntable.

PERFORMING

To scratch live to the playback:

- Press the Δ button to start the playback of your mix.
- You can steer the movement of the right turntable with the right analog stick and thus scratch the sound.
- Hold the R1 button to mute the right turntable, hold the L1 button you mute the left one.
- With the directional buttons you can change the volume ratio between the two turntables.
- Use the left analog stick to change the speed of the left turntable.

SAVING AND LOADING SONGS



To save and load a song press the START button at any time when you are in a club.

Choose an option with the directional buttons and press the X button.

SAVE MIX: Saves your mix to the memory card (8MB) (for PlayStation®2). Here you can set the title and enter your name as the author as well.

LOAD MIX: Loads a mix from the memory card (8MB) (for PlayStation®2).

Note: If you have no mixes saved you can load the default club mix. Only mixes that were made in the club you are in will show up in the list.

CLEAR MIX: Clears the current mix in the Arranger and sets all controls in the mixer to their default position.

DELETE MIX: Individual mixes can be deleted from the memory card (8MB) (for PlayStation®2).

SETTINGS: Here you can set the general settings.

- Adjust Screen. You can move the default position of the screen to ensure everything is visible.
- In the Controller Settings you can redefine the controls.
- SFX Volume sets the volume the sound affects in the menus. It does not affect the mix volumes at all.

CONTINUE: Back to the club.

EXIT CLUB: Leads to the Globe. From there you can go to a new club or open the jukebox. If you choose Exit Club, you will be asked if you wish to save the settings. This saves the Adjust Screen, Controller Settings, SFX Volume and also the Language. If the memory card (8MB) (for PlayStation®2) is inserted they will be automatically loaded next time eJay CLUBWORLD is played.

Note: Make sure you save your mix from the Pause menu before exiting the club. If you do not your mix will be lost.

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JUKEBOX

In the jukebox you can create a playlist from any the mixes you have created in any of the clubs.

- **Choice of club**
- **Title list of a club**
- **Playlist**

To create a play list:

- Choose the LEVELS OPERATING FIELD with the R1 button and the directional buttons and choose the desired club with the directional buttons. The mixes available for this club will now be displayed in the MIXES OPERATING FIELD.
- You can preview the opening 5 seconds of the mix by highlighting it in the MIXES OPERATING FIELD and pressing the button.
- Highlight a mix and press the button to add a mix to the playlist.
- To start the playlist, press the button.
- If you want to shift an individual title in the playlist, pick it up with the button, bring it into the desired position with the directional buttons and press the button again.
- To remove a mix from the playlist, highlight it and press the button.

When you pick up a mix in the playlist, its name is displayed at the bottom to remind you which mix you have selected.

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NOTES

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In the U.S. send to:

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