PlayStation®

KULA WORLD™

... a whole new ball game!

Guide your Kula beach-ball across 200 enticing 3D labyrinths floating thousands of feet above the ground. Collect all the treasure and find the keys that open the way to freedom, taking care not to bounce off the edge and plummet to the ground.

Leap across scorching tiles, piercing spines and patrolling captivators intent on bursting your bubble, all within an ever-decreasing time limit. ***Includes 2 player and bonus modes.***

www.playstation-europe.com

1 or 2 Players | Memory Card 1 block | Vibration Function Compatible

This software is only compatible with hardware displaying "PlayStation" and PAL

PlayStation

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COMPACT disc

For Ages – Pour Ages – Para Años – Für Jahre – Per Anni

3-10 ✓ 11-14 ✓ 15-17 ✓ 18+ ✓

ELSPA

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KULA WORLD™
SCES-01000
PlayStation
PAL
COMPACT disc
SONY
COMPUTER ENTERTAINMENT
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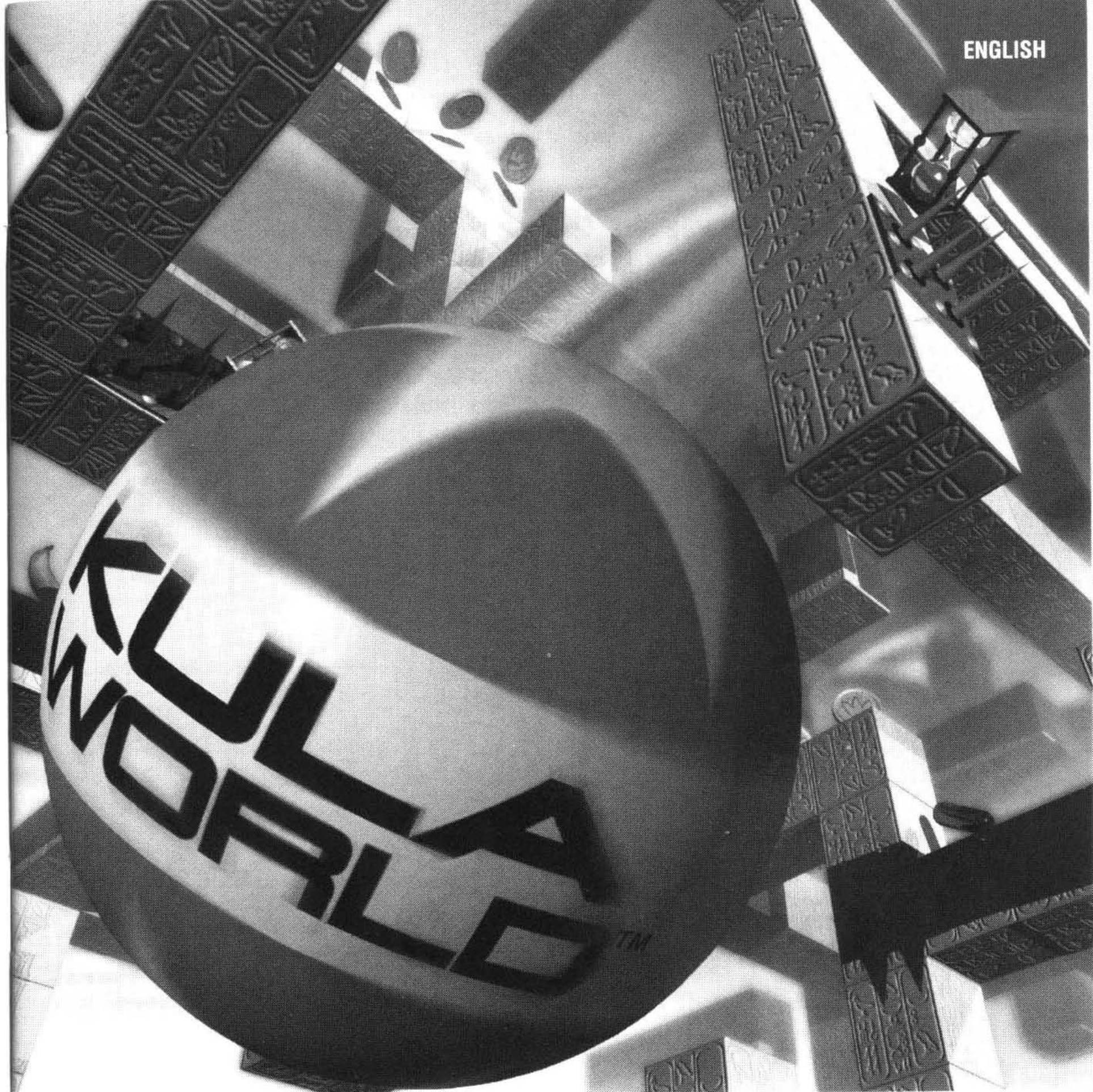

KULA
WORLD
TM

SETTING UP

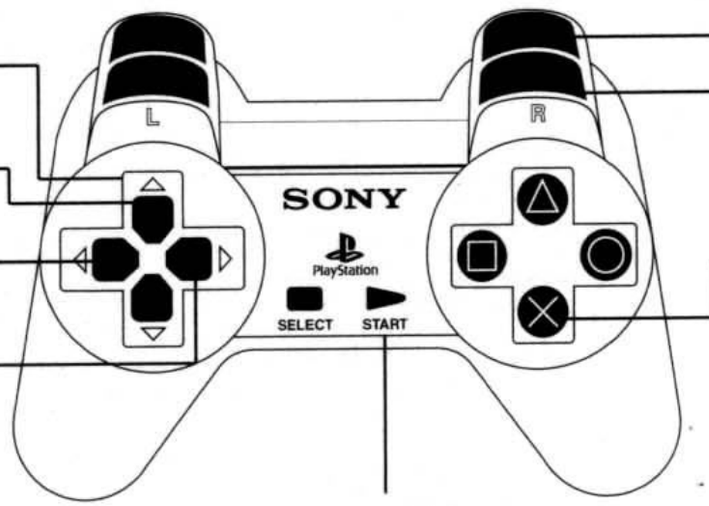
Set up your PlayStation® according to the instructions in its Instruction Manual. Insert the KULA WORLD™ disc and close the Disc cover. Turn the PlayStation® ON at the POWER button.

It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on. Make sure there are enough free blocks on your Memory card before commencing play. Please also note that KULA WORLD only supports a Memory card in Memory card slot 1.

GETTING STARTED

After the start up sequence you'll come to the Main Menu which automatically highlights the option 1 PLAYER (see the Main Menu section below). If you wish to go straight into a new game, press the CROSS button and you'll go straight to the first level.

HOW TO USE THE CONTROLLER IN KULA WORLD



Directional buttons
Use to move your ball

UP
Move ball forward

LEFT
Turn ball to the left

RIGHT
Turn ball to the right

R2 button
Look up

R1 button
Look down

CROSS button
Makes the ball jump.
To jump forward 2 spaces use the CROSS button and the UP Directional button at the same time

START button
Pause the game and display the Pause menu

TIPS

- When turning, press once for a 90 degree turn, press twice to do fast 180° degree turns
- Press UP and JUMP and keep them pressed to make many jumps in a row.

USING AN ANALOG CONTROLLER (DUAL SHOCK)

The controls for the Analog Controller (DUAL SHOCK) are identical to those for the Controller, however you will also experience the added sensation of the built-in DUAL SHOCK vibration feature. Feel the thud as you plummet to a platform hundreds of feet below you, the throbbing of your heartbeat as you pick up a lethargy pill or the shudder of collapsing blocks as they disintegrate from beneath you.

MAIN MENU

Use the UP and DOWN Directional buttons to highlight an option and press the CROSS button to select:

1 PLAYER	Takes you to the 1 PLAYER menu
2 PLAYER	Takes you to the 2 PLAYER menu
SCORES	View the best scores so far
OPTIONS	Set the game to your own preferences

OPTIONS MENU

FX	Use the LEFT/RIGHT Directional buttons to adjust the volume for the sound effects
CD	Use the LEFT/RIGHT Directional buttons to adjust the volume for the background music.
ADJUST SCREEN	Lets you adjust the position of the screen
TURN DELAY	Turns the delay after 90 degree turns ON or OFF.
VIBRATION	If you are playing using an Analog Controller (DUAL SHOCK) you can toggle the DUAL SHOCK function ON or OFF
BACK	Return to previous screen

1 PLAYER MENU

Here you'll find the following options:

ARCADE	Begin with an easy level (but watch out for the time limit at the top)
TIME TRIAL	TIME TRIAL Similar to ARCADE but you play to beat the ideal time (See TIME TRIAL below)

LOAD GAME Restore a previously-saved game (see the LOAD GAME section below)
BACK Return to the previous screen

2 PLAYER MENU

Here you'll find the following options:

COPYCAT A game of follow-the-leader (see the section on COPYCAT later on in this manual)
TIME TRIAL Same as 1 PLAYER – TIME TRIAL but players take alternate turns against the clock.
BACK Return to the previous screen

PAUSE MENU

If you press the START button in-game you will pause the game and bring up the Pause Menu, where you'll find the following options:

CONTINUE **RESTART LEVEL** **OPTIONS** **QUIT GAME**

SAVE GAME

At certain points in the game you will reach a SAVE POINT which will ask you if you wish to ENTER THE SAVE GAME MENU. Press the CROSS button to enter the menu or the TRIANGLE button to continue to the next level without saving.

Use the LEFT or RIGHT Directional buttons to highlight one of the four available save files and press the CROSS button to save. Press the TRIANGLE button to continue without saving.

NOTE: Do not insert or remove Memory cards once the power is turned on. Make sure there is at least one free block on your Memory card before commencing play. Please also note that KULA WORLD only supports a Memory card in Memory card slot 1.

LOAD GAME

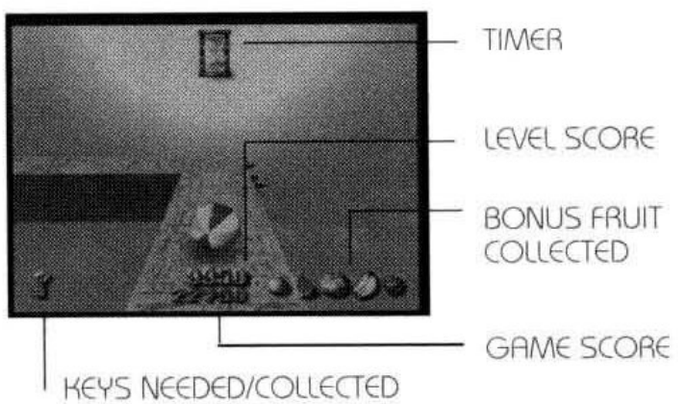
Select LOAD GAME from the 1 PLAYER Menu. Use the LEFT or RIGHT Directional buttons to highlight the save you wish to load (the graphic below the save files shows how far you've progressed through the game on each of the four available saves), then press the CROSS button to confirm the selection. Press the TRIANGLE button to return to the 1 PLAYER menu.

HOW TO PLAY KULA WORLD

1. ARCADE

The objective of each level is to collect the key or keys that open up the EXIT. On the way there are numerous objects to collect, which will add to your overall score, as well as traps and enemies to avoid. The first few levels of KULA WORLD are effectively training levels, introducing elements slowly so you can learn how best to tackle each level.

THE GAME SCREEN



TIMER: The hourglass shows how much time there is left. A countdown begins when the sand nears the bottom of the hourglass. Some levels begin with the countdown already running, so keep an eye on this!

BONUS FRUIT COLLECTED: Collect all five pieces over a number of levels to get a bonus level

LEVEL SCORE: Shows your collected score on this level.

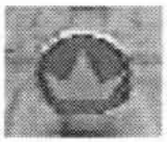
GAME SCORE: Shows the total game score so far. When it is below zero the game is over.

KEYS NEEDED/COLLECTED: Once you have collected a key it will fill the empty key slot. Once all keys have been collected, head for the EXIT.

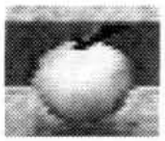
WHAT TO LOOK FOR IN KULA WORLD

On each level in KULA WORLD, you'll find at least two things: an EXIT door and at least one key. As you progress across the many continents and through the many levels on KULA WORLD you'll find that you sometimes have to collect more than one key to complete certain levels.

In addition there are a number of obstacles and items you might want to look out for:



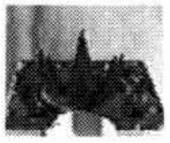
COINS — Pick up these to add points to your score



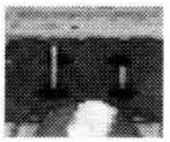
FRUIT — Collect one of each type of fruit to earn a bonus level

BOOST BUTTONS — Roll across one of these and find yourself catapulted three patches forward. Watch out – make sure there's somewhere safe to land on the other side!

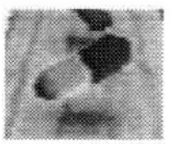
HOUR-GLASSES — Turns your timer upside down. Learn how to use this to your best advantage, so if your hourglass timer has nearly run out, pick up one of these to flip your timer over and start the countdown again



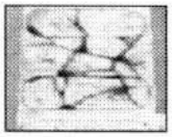
SPIKES — If you run over these your ball will pop



MOVING SPIKES — You can roll over the spike traps when the spikes retract or jump over them if they're fully extended – just make sure the spikes don't pop you!



LETHARGY PILLS — Make you temporarily slow and dizzy. When you recover you may find they make your timer speed up too! Learn how to use them to your best advantage



CRUMBLING BLOCKS

You only have a fraction of a second to rest on this before it collapses beneath you – but it also helps to reach surfaces you might otherwise have found inaccessible

GEMS

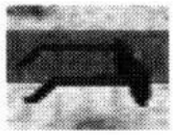
Adds points to your score

CAPTIVATORS

Various types of object are programmed to capture you. Some look like multi-coloured stars moving backwards and forwards, some look like rolling wheels. Basically, if it's moving about, avoid it!

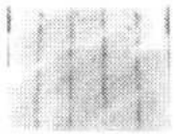
TRANSPORTERS

If the transporter is rotating it is activated, then you can step onto the pad and be taken to another transporter of the same colour in the level. Sometimes these pads need to be switched on. Find a switch of the same colour as the pad to activate it, then prepare to beam up!



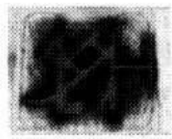
SUNGLASSES

Some areas are made of clear glass and can only be seen if you have a pair of sunglasses. unfortunately this effect only lasts a short time, so take a scout around and see what has been revealed



ICE PATCHES

Step onto one of these and find yourself sliding forward. Often you'll have to work out at which point to jump off before you're led straight into a trap!



FIRE PATCHES

Don't wait around here and don't roll onto more than three patches at the same time or your ball will inflate till it pops!

Of course, there are many more items and traps to discover, but maybe you'd prefer to discover them yourself.

BONUS LEVELS

You can win a bonus level by collecting all five types of fruit. On these levels, you are not looking for keys. Instead you colour the blocks you roll over. You must try to roll over every single block on the level, picking up any bonus items along the way. If you fail to complete the bonus level you'll simply continue without picking up your bonus score.

2. TIME TRIAL

TIME TRIAL is almost identical to ARCADE, except you are playing to beat an ideal time. If, say, the ideal time on the level is 1 minute and you complete the level in 55 seconds, your score will show you as being –0:05, or to put it another way you are five seconds under par. If you finish the level at 1:05 you'll be 5 seconds over par. These scores contribute to your overall par score and are the deciding factor in how far you can go. If your overall par time is over par, then you will not be able to complete the game but you will be able to replay any level to improve your par time.

You can choose between EASY, MEDIUM and HARD. If you think you can beat the par times of KULA WORLD's creators, choose hard.

In 2 PLAYER TIME TRIAL, player 1 attempts the level, then player 2 tries to beat the first player's score. Then player 2 will tackle the next level followed by player 1, and so on. The winner is the player with the best overall par time after 14 rounds.

COLLECTING FRUIT

Unlike in the ARCADE mode, collecting fruit in this mode helps you reduce your overall par time. This is especially advantageous in later levels where every second counts.

3. COPYCAT

COPY CAT is a 2-player mode where you have to copy previous moves. Player #1 will make two moves. Then it is player #2's turn. First, he has to copy player one's moves and after that add two new moves. Continuously the players take turns and first copy all previous moves made and then add two new moves. You will win the round if the other player fails to copy a move or if he dies. This game consists of twenty rounds.

PLEASE NOTE: Some screenshots may show pre-completion screens that differ from the actual screens.