

# BUZZZ!

## JUNIOR

### ROBO JAM



EVERYONE  
E  
CONTENT RATED BY  
ESRB

## **⚠ 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.

### **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.

## **BUZZ!™ Junior: RoboJam Tips and Hints**

### **Game Hint Guide Information**

**PlayStation Underground Game Guides** For free hints and tips visit us at [www.us.playstation.com](http://www.us.playstation.com).

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games published by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

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

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



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# ATTEN-SHUN!

I'm Sarge - and it's my job to get you into shape. You will be smart. You will be fast. You will be on target. And with my help - you will be a WINNER! Well... one of you will, anyway. Which one's it going to be, though? I only take on the best, so let's get going!



Is it going to be BLUE?

... or ORANGE?



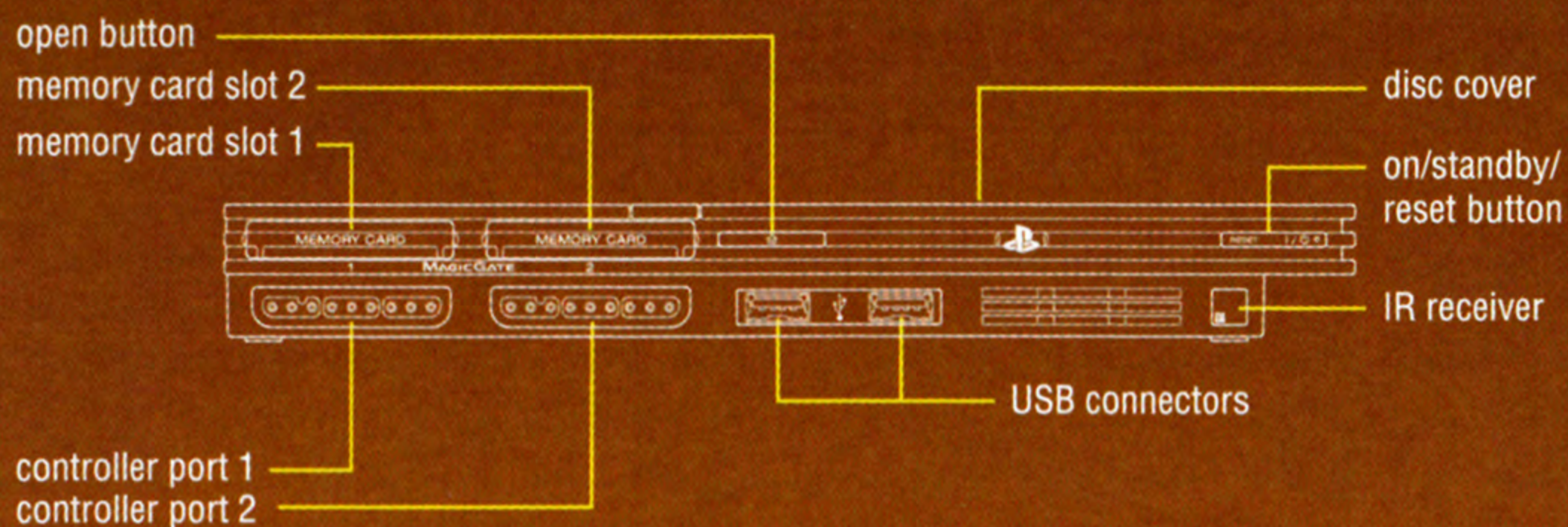
... or is it you, GREEN?



Or could it be YELLOW?



# SETTING UP



Set up your PlayStation®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 Buzz!™ Junior: RoboJam 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®2)

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

Buzz!™ Junior: RoboJam features an autosave function that saves progress after a save game file has been created. At certain points during the game, a "Save" icon will be displayed on-screen indicating that progress is being saved. While the icon is on screen, DO NOT remove the memory card (8MB)(for PlayStation®2) or turn off your console.

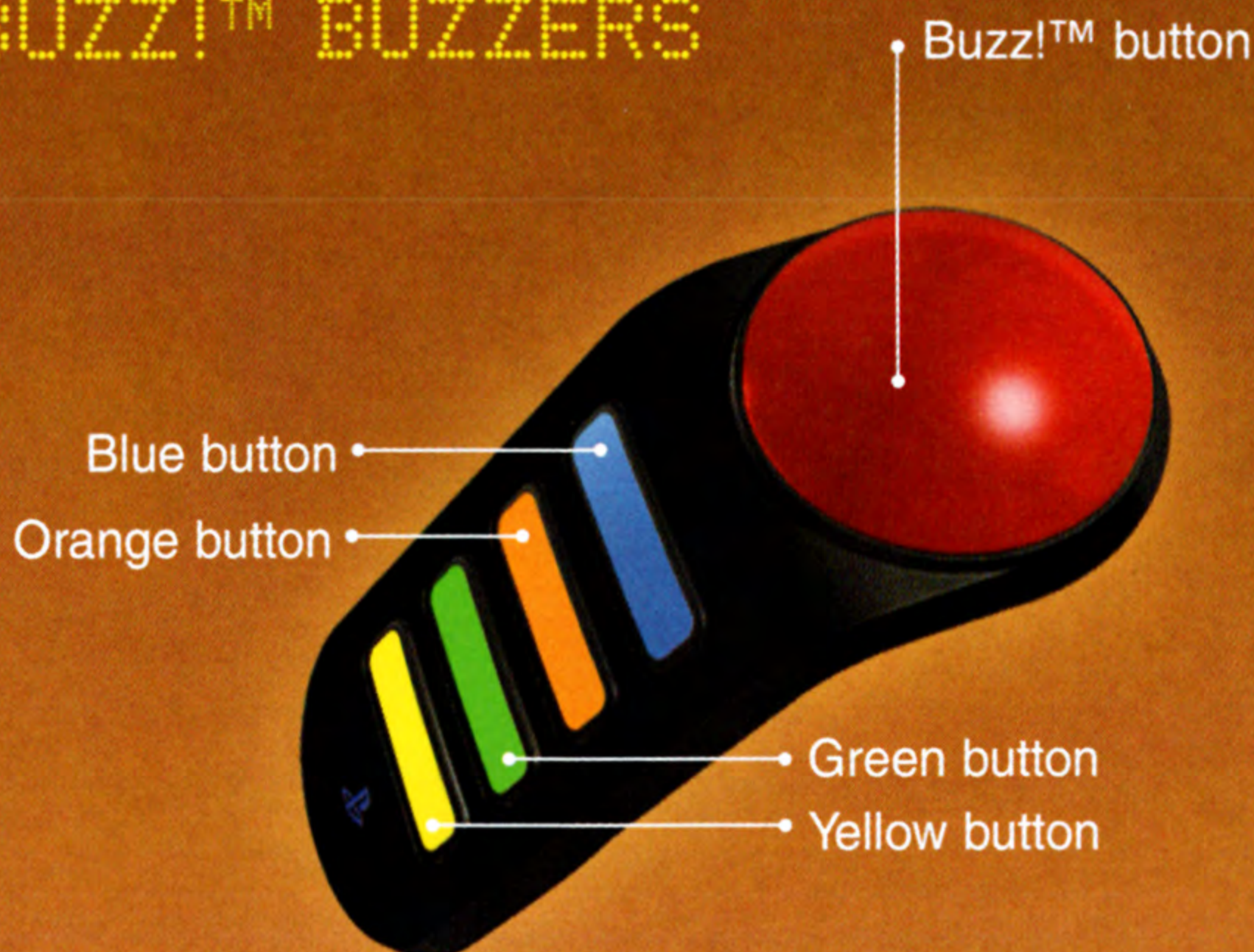
# THE BUZZ!™ BUZZERS

## SETTING UP

Before turning the power on, hold the USB connector for the Buzz!™ Buzzers with the USB mark facing up, and securely insert the USB connector into either USB connector on the front of the console.

## CONTROLS

### BUZZ!™ BUZZERS



### MENU CONTROLS

Press one of the colored buttons to select a menu option. Press the Buzz!™ button to confirm the selection or return to a previous menu, depending on the screen you're currently on.

### GAME CONTROLS

Each game uses the Buzz!™ Buzzers in a different way: some games use only the Buzz!™ button, some use only the colored buttons and some use all the buttons. See The Game section later on in this manual for more information.

# GETTING STARTED

## SELECT LANGUAGE

Press either the blue button or the orange button to scroll through the different languages. Press the Buzz!™ button to select your language.

## STATUS/WARNING SCREEN

After the Status Screen has checked to see if you have a memory card (8MB)(for PlayStation®2) inserted, you will be able to choose whether you want to Autosave your scores. If you want to save your game data, press the blue button to switch on the Buzz!™ Junior: RoboJam Autosave feature. Press the orange button to switch off Autosave, then on the next screen, press the blue button.

If you switch AUTOSAVE on, you will be prompted to confirm at certain points in the game. Press the blue button to proceed.

## THE TITLE SCREEN

When you see the Buzz!™ Junior: RoboJam logo, press the Buzz!™ button to open up the Main Menu.



# main menu



Press the colored button that matches your game choice.

## PLAY GAME

Press the blue button to play a new game.

## CUSTOM GAME

Press the orange button to create a custom game, or select one you've already created.

## PRACTICE

Press the green button to play any of the mini-games by yourself or with your friends.

## OPTIONS

Press the yellow button to enter the Options screen.

## PLAY GAME

You now have two choices:

### QUICK GAME

Just choose your game length and the color of your robot.

### STANDARD GAME

Choose your game length, robot color and game difficulty, and pick a name for your robot.



## GAME LENGTH

Choose from SHORT, MEDIUM, LONG or MARATHON.

You might want to go for a short game to start off with, but if you're feeling up to it, go for the Marathon game to really show me what you're made of.

## CHOOSE A ROBOT

Next, each player must choose a robot - their colors match the buttons on your Buzz!™ Buzzer, so if you want to be blue, be quick! Once all players have chosen, press the Buzz!™ button to proceed.



If you've chosen the QUICK GAME, you'll go straight into the first game here. If you've chosen the STANDARD GAME, there are a few more fun options to choose.

## CHOOSE DIFFICULTY

Choose from EASY, MEDIUM or HARD.

## ENTER YOUR NAME

Press the blue button or press the orange button to highlight different letters and press the Buzz!™ button to select that letter. Highlight DELETE and press the Buzz!™ button if you make a mistake to delete the last letter selected. When you are happy, highlight DONE and press the Buzz!™ button.



## BUILD YOUR ROBOT

Press the blue button to swap the head of your robot or the orange button to swap the robot's body.

## READY TO PLAY?

Then press the Buzz!™ button to start the first game.

If you want to find out more about the games, meet me in The Games section later on in this manual and I'll give you a few tips.

## CUSTOM GAME

In a CUSTOM GAME, you can choose which games to play and in which order.



## CREATE CUSTOM GAME

Select CREATE CUSTOM GAME to build your custom list. Press the blue or orange button to scroll through the games, press the Buzz!™ button to select a game, the green button to remove a game from the list or the yellow button to cancel the selection and return to the previous screen.

Once you've filled your list, you can give it a name - it's just the same as naming your robot in the STANDARD game.

Make sure you save your custom game. If you don't save it, you won't be able to play it again later so don't come crying to me - you'll make me rusty!



## PLAY CUSTOM GAME

Once you've created your custom game, select this option to play. Choose which custom game you want to try, then carry on through the options as with a STANDARD game (see earlier in this manual for more details).

## PRACTICE

Press one of the colored buttons on your Buzz!™ Buzzer to select a robot - for instance, if you want to be the blue robot, press the blue button. Once everyone has chosen a robot, press the Buzz!™ button (any robots that haven't been chosen will be controlled by the computer). Watch out - you have to make your selection quickly!

On the next screen, choose your difficulty level, from HARD to EASY, then on the game selection screen, press the blue button or orange button to scroll through the different games and press the Buzz!™ button to select a game. Press the yellow button to quit and return to the Main Menu.

## OPTIONS

SAVE/LOAD OPTIONS	Press the blue button.
SCREEN OPTIONS	Press the orange button.
SPECIAL FEATURES	Press the green button.
VIEW LEADERBOARD	Press the yellow button.

## SAVE/LOAD OPTIONS

TURN AUTOSAVE ON/OFF	Press the blue button to turn the Autosave feature on or off.
LOAD DATA	Press the orange button to load previously saved Buzz!™ Junior: RoboJam data.
DELETE CHARACTER	Press the green button to delete a character previously saved to memory card (8MB)(for PlayStation®2).

## SCREEN OPTIONS

### SCREEN ALIGNMENT

- Press the blue button to move the screen up.
- Press the green button to move the screen to the left.
- Press the orange button to move the screen down.
- Press the yellow button to move the screen to the right.

When you've positioned the screen correctly, press the Buzz!™ button to return to the Options Menu.

### TURN WIDESCREEN ON/OFF

Press the orange button to switch the widescreen function on or off.

## SPECIAL FEATURES

Here you can view the intro movie from the beginning of Buzz!™ Junior: RoboJam, or watch a trailer for a new game coming soon.

## VIEW LEADERBOARD

Press the blue button or the orange button to choose a LEADERBOARD and press the Buzz!™ button to select it.

## PAUSE MENU

To access the Pause Menu during a game, press and hold the blue button, the orange button, the green button and the yellow button at the same time during a mini-game. Press the blue button to resume the mini-game or the orange button to quit and return to the Title Screen.



# THE GAMES

They might look like games to you, but I created every one of them to test your abilities as a robot. Some games test your speed, some test your skill and some test your robot brain.

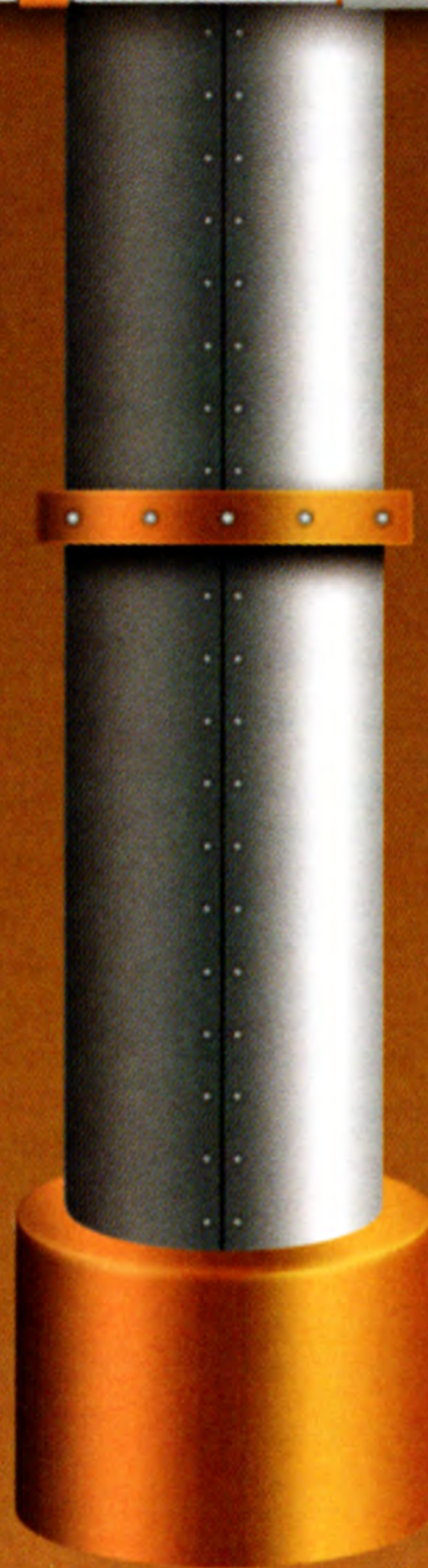
The games also use your Buzz!™ Buzzer in different ways. Have a look at these examples.



## BUZZI!™ BUTTON ONLY



POP-UP PAIRS - Press the Buzz!™ button each time you see two pictures the same. Fastest player wins.



ASTRO BLASTER - as the launcher rotates, press the Buzz!™ button once to set the direction of your missile, then press it again to explode the missile and blow up asteroids.

BASKET EYE-BALL - your robot is helping to build bigger robots by putting the eyes in. Press the Buzz!™ button once to jump, then again to throw the eye. The more eyes you get into the robot heads, the more points you score.

ROBOT TELEPORT - press the Buzz!™ button to teleport around the grid. Land on the same pad as another robot to knock them off. Watch out for faulty teleport pads - if you land on one of those, you'll be thrown off the grid.

## COLORED BUTTONS ONLY



**ODD BOT OUT** - press the colored button that matches the odd robot. But be quick!

**CRAZY CONVEYOR** - press the correct colored button to jump the colored lasers like your battery life depends on it.

**PILLOW FIGHT** - when the lights go out, the robots will mix up. When the lights come back on, you'll have just a few seconds to spot which of the other robots you are facing. Press the colored button that matches that robot to hit them with a pillow. If you're too slow, they'll hit you first!

**PISTON PERIL** - Stand under the piston to collect points, then press the colored buttons that match the other robots before the piston drops. If you're under the piston when it stomps down... well, you'll be visiting our Docbot for a rebuild.

## ALL THE BUTTONS!



**BUG BLAST** - press the buttons on your Buzz!™ Buzzer to blast the alien when he pops his head through one of the holes - but don't blast the friendly snake alien by mistake!

In **BARREL BASHING**, press the colored button that matches the barrel at the bottom of the stack and your robot will bash it out of the way. Watch out for radioactive barrels - press the Buzz!™ button to remove those.

**SAUCER SHOOTOUT** - as you fly through an asteroid field on your saucer, zap the other robots with the color buttons and press the Buzz!™ button to activate your shield. If you accidentally shoot an alien, expect them to jump on your saucer - taking you out of the game for a few seconds.



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**SPECIAL THANKS**

Spouses/Significant Others and families of the development team. We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of Buzz!™ Junior RoboJam with special recognition to the Executive Management team including:

Kaz Hirai

Jack Tretton

Jim Bass

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Shuhei Yoshida

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**NOTE:**

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.



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# notes



