



antigrav™



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 trigger an epileptic seizure in these individuals. Certain conditions may trigger 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 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.

EYETOY: ANTIGRAV™

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.

GAME HINT GUIDE INFORMATION

PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com.

Sign up and become a member of the PlayStation Underground and access free hints, tips and cool moves for games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service/ Technical Support Line.

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EyeToy™ USB camera (for PlayStation®2)

SLEH-00030
SLEH-00031



Usage Instructions

Thank you for purchasing the EyeToy™ USB camera (for PlayStation®2). Before using this product, carefully read this manual and retain it for future reference. Refer also to the instruction manual for the PlayStation 2 console. This EyeToy™ USB camera is designed for use with the PlayStation®2 computer entertainment system.

WARNING

To prevent fire or shock hazard, do not expose the unit to rain or moisture.

Precautions

Safety

This product has been designed with the highest concern for safety. However, any electrical device, if used improperly, has the potential for causing fire, electrical shock or personal injury. To help ensure accident-free operation, be sure to follow these guidelines.

- Observe all warnings, precautions and instructions.
- Do not use the device if it functions in an abnormal manner.
- If the device does not function properly, contact our technical support line at 1-800-345-7669 for assistance.

Use and handling

- Do not expose the EyeToy™ USB camera to high temperatures, high humidity or direct sunlight (operate in an environment where temperatures range between 41°F – 95°F).
- Do not allow liquid or small particles to get into the EyeToy™ USB camera.
- Do not put heavy objects on the EyeToy™ USB camera.
- Never disassemble or modify the EyeToy™ USB camera.
- Do not twist the cable or pull it forcibly.
- Do not throw or drop the EyeToy™ USB camera, or subject it to strong physical shock.
- Do not touch the metal parts or insert foreign objects into the connector of the EyeToy™ USB camera.
- Do not place, or use, the EyeToy™ USB camera on an unstable surface.
- Make sure you have enough room to play.

Cleaning the EyeToy™ USB camera

After using the EyeToy™ USB camera for an extended period of time, you may find that dust has collected on the unit.

- Before cleaning the EyeToy™ USB camera, be sure to disconnect it from the PlayStation®2 console for safety.
- Wipe off the surface of the EyeToy™ USB camera with a soft, dry cloth.
- Use air pressure to clean off any dust that has collected on the lens.

Notes

- This product contains small parts, which, if removed, may present a choking hazard to children.
- Any cleaning of the EyeToy™ USB camera should be done by an adult, or under close adult supervision.
- Do not use a moistened cloth to clean the EyeToy™ USB camera. If water gets inside, it may cause the camera to malfunction.
- Do not use benzene, paint thinner, or other chemicals, as these may damage the EyeToy™ USB camera.
- When using a commercially available cleaning cloth, follow the instructions supplied with the cloth.

Connecting the EyeToy™ USB camera

Holding the connector for the EyeToy™ USB camera with the USB mark facing up, securely insert the connector into either the upper or lower USB connector on the front of the PlayStation®2 console. The LED power indicator (blue) on the front of the camera will light up blue to indicate that the EyeToy™ USB camera is now ready to use.



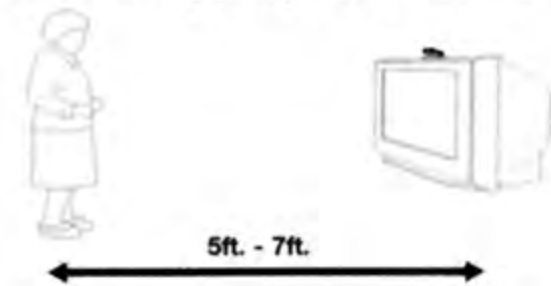
You can connect or disconnect the EyeToy™ USB camera while the console is turned on. However, the software titles may not work properly when the EyeToy™ USB camera is not plugged in.

Disconnecting the EyeToy™ USB camera

To disconnect the EyeToy™ USB camera, pull it out by the connector. Do not pull on the cable itself as this may damage it. Removal of the EyeToy™ USB camera during play will result in termination of the live feed.

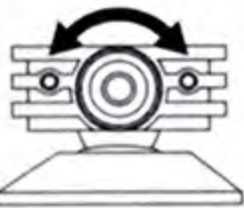
Using the EyeToy™ USB camera

The usage and function of the EyeToy™ USB camera may vary depending on the software in use. See the appropriate software manual for details.



Positioning the EyeToy™ USB camera

Place the EyeToy™ USB camera on top of, or immediately below your television and stand back between 5 and 7 feet.



Focusing the EyeToy™ USB camera

The player's on-screen image may need to be focused. Do this by rotating the manual focus ring on the front of the camera.



Adjusting the angle of the EyeToy™ USB camera

The EyeToy™ USB camera must be positioned so that the player's image is centered on the screen. Do this by holding the camera base steady and gently tilting the camera body.

Troubleshooting

If you experience any of the following difficulties while using the EyeToy™ USB camera (for PlayStation®2), use this troubleshooting guide to help remedy the problem. Should any problem persist, contact our technical support line at 1-800-345-7669 for assistance.

Your on-screen image appears bright or too dark and the red LED is blinking.

- The lighting in the room is not suitable.
- If your on-screen image looks dark, switch on all available lighting in the room and point them at the user.
- If your on-screen image looks too bright, close any curtains and use artificial light instead.

You cannot see yourself on-screen.

- The EyeToy™ USB camera is not plugged in.
- The EyeToy™ USB camera is not positioned correctly.
- Position the camera either on top of your television set, or on top of your PlayStation®2 console.

The on-screen image is blurred.

- The camera has not been focused correctly.
- Rotate the manual focus ring on the front of the EyeToy™ USB camera until the user's body shape is clearly defined on the screen.

The software seems to be picking up extra movement.

- The EyeToy™ USB camera is reacting to your environment.
- Make sure that nothing is moving in the background behind you.

Moisture Condensation

If the EyeToy™ USB camera is brought directly from a cold location to a warm one, or is placed in a very damp room, moisture may condense on the inside of the camera. If this occurs, the EyeToy™ USB camera may not work properly. In this case, wait about 30 minutes for the moisture to evaporate. If the camera does not work properly after one hour, contact our technical support line at 1-800-345-7669 for assistance.

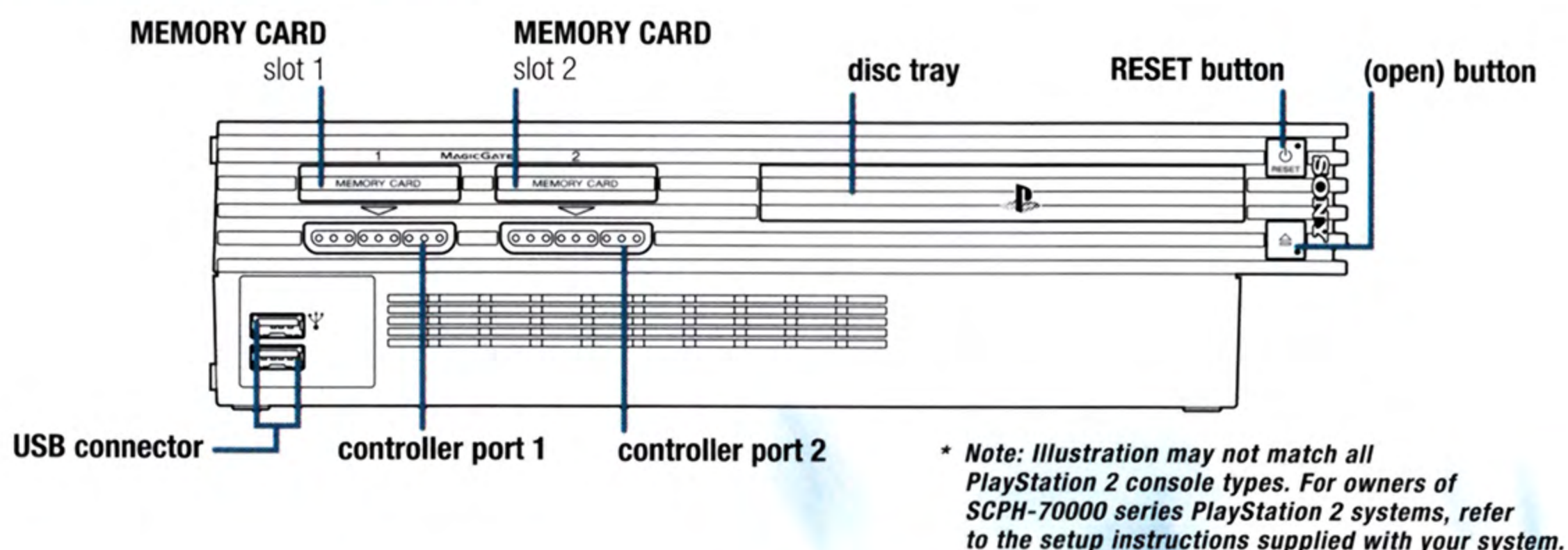
Specifications

Interface	Connector	Power consumption	Dimensions (approx.)	Weight (approx.)
USB	USB Type 1.1	50mA	1¾ x 2⅙ x 3½ in	¾ lb
Cable length (approx.)	Operating temperature	Video capture	Lenshead	
6½ feet	41°F – 95°F	640 x 480 pixel	Manual focus ring	

Design and specifications are subject to change without notice.

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SETTING UP



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 **EyeToy: AntiGrav** 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.

PLEASE NOTE: This information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. Some screenshots for this manual have been taken from pre-completion screens that differ slightly from those in the finished game.

MEMORY CARD

PLEASE NOTE: Throughout this manual, the term “memory card” is used to describe the memory card (8MB)(for PlayStation® 2). Memory cards designed for use with the PlayStation® format software are not compatible with this game.

On boot up, any saved options data present on the memory card will auto load.

To save game settings and progress, insert a memory card into memory card slot 1.

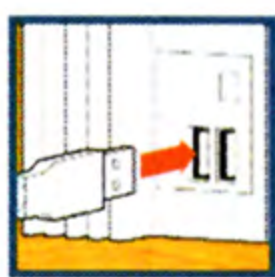
Make sure there is enough free space on your memory card before commencing play. If your memory card contains previously saved **EyeToy: AntiGrav** game data, then the system data will be automatically loaded.

If you do not have a memory card, then you will still be able to play

EyeToy: AntiGrav but you will not be able to save high scores, game settings, or unlocked levels. Data can be saved and loaded from memory card slot 1.



USING THE EYETOY USB CAMERA



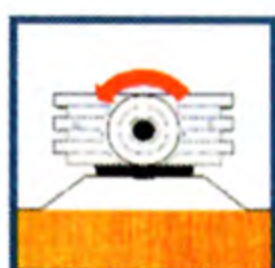
Insert the EyeToy™ USB camera (for PlayStation®2) into either the upper or lower USB connector on the front of the console. The LED power indicator (blue) should be on.



Place the camera on top or immediately below your television and stand back between 5 and 7 feet.



Rotate the manual focus ring to focus the lens. Try to ensure that your body shape and clearly defined on the screen. If your television is positioned on the floor, simply tilt the EyeToy™ USB camera (for PlayStation®2) for extra elevation. Alternatively, swivel the camera base around to reposition the camera.



Players of different height should tilt the angle of the camera for extra convenience. DO NOT move the whole camera, just tilt it gently.



Cover the camera lens to pause the current game.

When triggering menu buttons, please find a waving style that suits you, but it is recommended that you wave with your fingers apart as this creates more motion feedback.

Make sure that there is no movement in the background as this motion will be detected by the EyeToy™ USB camera (for PlayStation®2) and may hinder gameplay.

Make sure you have enough room to play. Consider the space around you and watch out for shelves, doors, walls, pets, and above all, other people.

Enjoy playing *EyeToy: AntiGrav* and stay in control!

EYETOY™ USB CAMERA (for PlayStation 2) LIGHTING RECOMMENDATIONS

The EyeToy™ USB camera's ability to detect movement depends upon there being a significant difference in lighting between you and your background. Ideally, you should be lit from the front, as evenly as possible.



A single, central light of between 60 and 100 watts between you and your television should be sufficient. Any additional light pointing at you will also be beneficial.



If your on-screen image looks too dark, switch on all available lighting in the room and point them at you.



The red LED on the EyeToy™ USB camera (for PlayStation®2) will blink if the room is too dark.



If your on-screen image looks too bright, close any curtains and use artificial light instead. Where artificial light is the primary source of illumination, concentrate all available light on you.

If possible, avoid low-energy bulbs and fluorescent tubes as these tend to flicker, which may be detected as movement by the EyeToy™ USB camera (for PlayStation®2)

Do not setup the EyeToy™ USB camera (for PlayStation®2) so that the camera is pointing directly towards a strong light source – for example, a window with direct sunlight streaming through it will affect the camera's initial calibration.

Even with daylight providing the primary light source, the introduction of any extra artificial light directed at you will always be beneficial.

So now that this is all clear, it is time to get started.

PLEASE NOTE: For additional options regarding improving lighting conditions, please see the *Bright and Dim Room lighting options in the Calibration Screen selection on pg. 8.*

GETTING STARTED

Set up the camera (following the instructions outlined on pg. 6) so that you can stand comfortably within the on-screen player outline on the Title Screen.

USING MENU SCREENS



EyeToy: AntiGrav uses the player's motion to activate objects and buttons on screen. The motion buttons can only be activated if they detect motion over a period of time; indicators on the motion buttons fill up as motion is applied. Use the motion buttons to select menu items.

Wave your hand over the motion button until the icon indicators reach their maximum level. You can also make menu selections by using an analog controller DUALSHOCK 2 connected to controller port 1 - use the left analog stick to highlight an option and press  to activate it.

Now to begin playing *EyeToy: AntiGrav*, you must first Calibrate the EyeToy USB camera.

CALIBRATE SCREEN



The Calibrate Screen is used to ensure all movements and actions of the user are clearly detected on the EyeToy™ USB camera (for PlayStation®2). To begin, position yourself to the outline of the white face character and wave your hand over the LOCK button to calibrate. If you make a mistake, wave your hand over the RECALIBRATE button to try again.

Once face lock is achieved, move your head from side to side to hit the two consecutive targets to complete the calibration. If successful, the Main Menu will automatically appear.

If you are having difficulty getting EyeToy: AntiGrav to track your head and hands properly, here are some suggestions to improve tracking.

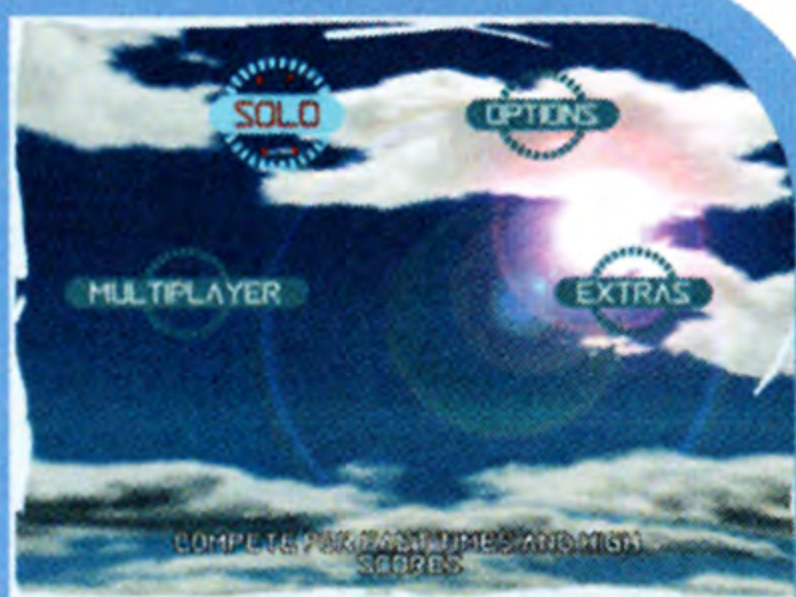
- You can always check the tracking by pausing the game and watching the head and hand icons in the motion tracker display while you move your head and hands. The icons should track your movements smoothly. If they do not, you may need to recalibrate or adjust your play environment.
- If you are wearing a hat, try taking it off. A hat can cast a shadow over your face, which can interfere with head tracking.
- If you have long hair, you may need to tie it back, so that it does not obscure your face.
- If your face is strongly lit by only one light, you may lose head tracking when you tilt your head forward and backward. Try adding another light that shines from a different direction.
- If your skin or clothing is a similar color to the background, EyeToy: AntiGrav may have difficulty tracking your movements against the background. Try wearing a different-colored shirt if you have serious trouble getting the tracking to work properly.
- If the room lighting is too dim, and you can't make out your face or hands properly in the video image, activate the Settings button on the calibration screen, and try the Dim Room setting.
- If the room lighting is too bright and your face is washed out in the video image, try reducing light in the room.
- Make sure that there is no movement in the background behind you, as this can interfere with proper tracking.

Once you have calibrated, you should stay about the same distance from the camera as when you calibrated. Moving closer or farther away can interfere with proper tracking.

You are now ready to begin!

THE MAIN MENU

Select one of the following options from the Main Menu



Solo
Multiplayer

Extras
Options

When you first start EyeToy: AntiGrav, Multiplayer mode is unavailable. Complete the tutorial in order to unlock Multiplayer mode. In order to play the Tutorial, select Solo mode, choose a character, and select Tutorial from the Solo Mode screen.

SOLO

Solo Mode is where you'll compete against the toughest courses and baddest riders around in two different Modes: Speed and Style (see descriptions of these Modes on page 12). Solo Mode is where you'll unlock new levels, new equipment, new outfits, and more!

MULTIPLAYER

Multiplayer allows up to four players to challenge one another in a "Ghost Battle" for the top score or fastest time. In Speed Mode, the Ghost Image of the previous racers will appear in the next challenger's race. This Ghost Image will help you to determine if you're ahead or falling behind the fastest time.

OPTIONS

Data Manager

Follow the on-screen instructions to load or save game data to your memory card.



Audio Settings

Follow the on-screen instructions to adjust Voice-over, Music, and Sound Effects volume.

EXTRAS

High Scores

All time *EyeToy: AntiGrav* high scores

Credits

See the people who brought you *EyeToy: AntiGrav*

Movies

Check out the in-game library of movies.

GAME MODES

TUTORIAL

To get familiar with the unique control mechanics of hoverboarding, you'll need to blast through a basic training course. The training course will teach you the basics (i.e. steering, rail riding, jumping, tricks, etc.) of controlling your hoverboard. You're probably thinking, "Eh...who needs instructions?" But, because hoverboarding is so different, it's highly recommended that you take a few minutes and go through the tutorial. You'll learn some cool moves, and will be carving up the skies like a pro in no time!



Once you've played through the Tutorial mode, you're ready to hit the skies. Whether you decide to fight gravity by yourself (SOLO) or with friends (MULTIPLAYER), you can play through EyeToy: AntiGrav's five different levels in two different modes: 1) STYLE, and 2) SPEED. Each of these modes offers unique objectives and challenges, so you've gotta learn to adapt your techniques accordingly.

STYLE MODE



Are you ready to pull off your best airborne acrobatics and set insane new record scores? **The object in Style Mode is to collect as many points as possible and ultimately exceed the Score to Beat.** You can collect points by performing wicked tricks, hitting targets, avoiding obstacles, flying through rings, and collecting point pick-ups.

Explore the level for the routes with the most point opportunities, but remember to watch the clock – you have to keep moving through the level or time will run out and you'll have to start over.

Get your wings! Collect all of the special wing tokens in each level for cool unlocks.

SPEED MODE



The object in Speed Mode is simple - to finish the races in 1st Place! In each race, you'll be competing against three computer-controlled hoverboard racers. In order to go faster you'll need to pull off insane tricks, hit Target Combos like crazy, and make through as many Rings as possible, as these will all jack up your speed.

But going fast isn't the only trick to finishing first.

There are literally thousands of ways to get to the finish line. You'll need to find the paths that allow for the most combos, the sickest tricks, and the best Ring routes in order to beat the other riders!

In Speed Mode, you have to win three Heats in order to beat the Track. If you fail to win a Heat, you can retry that Heat immediately. However, if you quit the Track at anytime, you'll have to start over again at Heat 1 when you return.

Remember, there's no prize for coming in second!

PLAYING THE GAME

EyeToy: AntiGrav is played much differently than any other game. Instead of using a traditional controller, YOUR BODY IS THE CONTROLLER. Simply put, your character is controlled by your body movement. Lean your body and head left, and your character will move left. Lean right and it will move right. Do you want to avoid that upcoming obstacle? Just move your body to duck under or jump over it. How about collecting that Target? Reach with your left or right hand and you'll nail it. It's that easy!

THE GAME SCREEN



BASIC MOVES

When performing any moves in EyeToy: AntiGrav you can always check the Motion Tracker in the bottom right hand corner of the screen to insure that your movements are being tracked correctly by the EyeToy™ USB camera (for PlayStation®2). If your moves are not being tracked correctly, simply pause the game and recalibrate.

There are four different ways to control your character in EyeToy: AntiGrav: Ground, Tricks, Rail, and Flight. Each has its own unique set of moves, so it is important to understand how your movements control your character.

Ground

Steering

Lean your body and head left, and your character will turn to the left. Lean right and it will move right.

Jumping

Jumping will cause your character to ollie off the ground and is a great way to get up over curbs or other raised surfaces

Turbo



Crouching or ducking in Ground Mode will activate your Turbo and give you a huge speed boost. Once you activate the Turbo, it will burn through all its energy until it is empty. The Turbo is only available when the Turbo meter is green. Your Turbo will refill gradually over time, but you can refill it by landing tricks or by running into a Turbo power-up.



Rail

Throughout the tracks, you'll encounter Rails. To get onto a rail, either ride over it or fly onto it. Once you touch it, you'll be automatically locked onto the rail until the rail ends.



Jumping

In order to avoid the obstacles that appear while you are grinding on rails, simply "jump" over them. You do this by literally jumping in place. The EyeToy USB camera will track your head movement and your on-screen hoverboard will instantaneously jump. It's that easy. If you don't avoid the obstacles, you'll slow down, and miss the opportunity for bonus points.



Crouching

In addition to jumping, there will also be obstacles you'll need to duck (or crouch) to avoid. Failing to crouch under the obstacle will slow you down and you'll miss out on bonus points. To crouch, simply bend your knees and crouch in place.

Targets

While on the rail, simply reach out your hands to hit the targets. Collecting Target Combos will gain instant speed boost and score points. Targets are laid out in sets that can be collected as Target Combos. Target Combos are identifiable by their coloring. Three blue Targets in a row are a Combo. If you collect all three blue Targets, you will receive additional points in Style Mode and a speed boost in Speed Mode. Combos can range from just a few targets in a row up to 20 or more targets. Find and hit big combos in order to get the highest scores and the fastest times.



Rail Switch Combos are sets of Targets that look like gears. If you successfully hit all of the Rail Switch Combos in a set you will activate a “rail switch” that will allow your character to transfer from the current rail onto another rail. These new rails can lead to more point opportunities, faster paths through a level, or even entirely new sections of terrain!

FLIGHT

If you ride over a Launch Pad, you can launch yourself into the air and fly!

Once you're flying, use your body to control your character's flight path. Bending your knees and crouching down will cause your character to descend. Fly higher by standing up as tall as possible. Leaning left and right will cause your character to steer to the left and right. You'll want to bend your knees just slightly to fly straight ahead.



Once you have the board under control, the goal is to fly through a series of Rings. There are three types of Rings in EyeToy: AntiGrav.

- **Blue Rings:** These will propel you to a top speed of 70 MPH and are worth 300 points each.
- **Bulls-Eye Rings:** These rings have a ring within a ring. The smaller, red center ring will propel you to a top speed of 100 MPH and is worth 1200 points. The outer blue ring will speed you up to 80 MPH and earn you 600 points.
- **Skill Rings:** These red rings are the smallest in the game, but they are worth the most points. Flying through a Skill Ring will increase your speed to 130 MPH and are worth 2,000 points each!

TRICKS



You can only access Tricks Mode by getting some air from Ground Mode. Steer off a ramp or drop-off and you're in Tricks Mode!

The key to pulling-off tricks is mastering the movements and then nailing the landing. Once you've mastered the basic moves, string them together to pull off Super Tricks, or combine them together to create your own wicked combos.

BASIC TRICK MOVES

To perform the following tricks, move your arms according to the directional arrows. Use your left hand for the ← and your right hand for the →.

Note: To successfully land a Trick (or Trick Combo), you must hold still prior to hitting the ground. This will bring the character to a stop so that it can successfully "land" on the ground. Failure to land the trick before hitting the ground will result in a severe crash and burn.



Back Flip: Simultaneously sweep both arms up in a circular motion, starting down by your side moving them up above your head.



Left Flip: Sweep your left hand from down by your left side to up over your head to perform a full clockwise flip.



Right Flip: Sweep your right hand from down by your right side to up over your head to perform a full counter-clockwise flip.



Left Spin: Sweep your left hand across in front of your body from right to left to perform a 360 degree clockwise spin.



Right Spin: Sweep your right hand across in front of your body from left to right to perform a 360 degree counter-clockwise spin.

Kick Flip

Jump into the air after your character has launched off of a surface in the game.



Grab

Bend your knees and crouch immediately after your character has launched off a ramp or ledge to make them crouch down and grab their board. They will continue to grab their board for as long as you remain crouching. Characters will automatically pull out of a grab when they approach the ground (you won't crash if you are still crouching when you land).





Combos

To get maximum points, you'll need to learn how to Combo your tricks. You will receive additional multiplied points when you perform a Combo trick move. For example, a Right Flip can be combined with a Left Spin so that your character is doing clockwise flips while spinning counter-clockwise. Flips and Spins can also be combined

with Grabs and Kick Flips to perform a wide variety of combo moves. Combos are all about creative freedom, so get your juices flowing and show the world what you've got!



SuperTricks

Each character in EyeToy: AntiGrav has their own unique SuperTrick move.

When your character goes off a jump, you will see a string of blue SuperTrick icons at the bottom center of the screen. These icons will show you what moves you need to complete, and

in what order you need to perform them in, in order to activate a SuperTrick. Once a move has been successfully completed, the corresponding SuperTrick icon will turn green.

Remember that you need enough time to completely pull off all of the required moves and the SuperTrick itself before landing, so make sure you get big air before attempting one of these moves!

TRICK NAMES

Here are the basic moves that you can pull off in EyeToy: AntiGrav. This is only the beginning though. You're in control – be creative! Let's see what you can do out there!

Back Flip	
Left Roll	Caveman Roll
Right Roll	Oil Can Roll
Grab	
Kick Flip	
Left 360	Backside 360
Right 360	Frontside 360

Back Flip + Left 360	Naked Fish
Back Flip + Right 360	Gravitron
Back Flip + Left Roll	Pesky Roll
Back Flip + Right Roll	French Lick

Left 360 + Left Roll	Ice House
Left 360 + Right Roll	Curse Reversed
Right 360 + Left Roll	Acrobat
Right 360 + Right Roll	Face Scratch

Nomad Super Trick	Diamond Plate
Luna Super Trick	Crazy Legs
Compound Super Trick	Dizzy Splinter
Mika Super Trick	T-K-O
Jett Super Trick	Cold Fusion
Skye Super Trick	Bangers n' Mash
Tetsuo Super Trick	Silent Rage
Tantrum Super Trick	Skitzo

EQUIPMENT UPGRADES

As you beat levels and advance through the game, you'll be awarded with equipment upgrades that will allow your hoverboard rider to go faster and pull off more insane tricks. Your equipment will be automatically upgraded every time you beat a track.

PICK-UPS

The only way you can put the smack down on your opponents is to make sure you stay powered-up and do whatever it takes to get maximum points.

Luckily for you, there are Pick-Up icons placed throughout each of the tracks. If you can steer through these icons, you'll stay ahead of the pack and dominate the skies.



TURBO

Refills your Turbo Meter to give you some extra "juice" to blast past your opponents.



POINTS

Extra Bonus Points so you can claim that High Score.



POINT MULTIPLIERS

These pick-ups will double or triple your points earned for a limited time after they're collected.



TRICKS

Allows you to pull off tricks at insanely quick speeds for a limited time.



"ANTIGRAV" WINGS

Each level in Style Mode has 6 AG Wing icons. Finding and collecting them all on a level will unlock hidden bonus items!

HOVERBOARDERS

Assembled here are the most hardcore hoverboarders ever to cut the airwaves. They have dedicated their lives to this sport and none have regretted any of the broken bones or hospital time. To this crew, it's all about the skies, pulling off a wicked trick and dominating the races.

Rider:
NOMAD



CLAN: SONAR



Rider:
LUNA

Rider:
JETT



CLAN: TALON



Rider:
SKYE

Rider:
COMPOUND



CLAN: SCARAB



Rider:
MIKA

Rider:
TETSUO



CLAN: STINGER



Rider:
TANTRUM

Make sure you keep an eye out for the other “secret” hoverboarders. You’ll really need to be a pro to discover and unlock them.

TRACKS

These Tracks were specially designed for *EyeToy: AntiGrav* hoverboarders. Each one is unique and they each provide challenges that only true hardcore riders can tackle. Also, don't forget you can race each of these tracks in Style and Speed Modes.

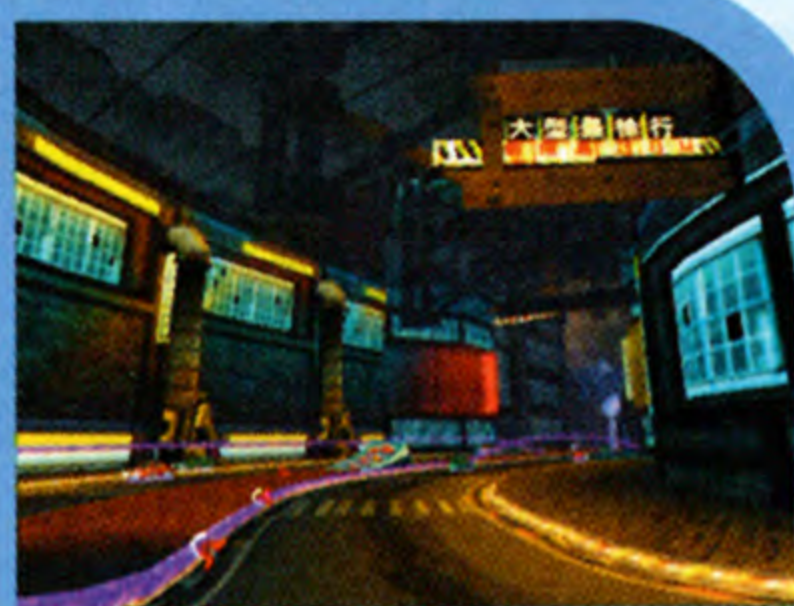
Make sure you keep your eyes open for obstacles, shortcuts and Pick-Ups. But keep in mind that your hoverboard may not be powerful enough to reach every item – you'll need to win some races and return with faster equipment.

THE FALLS



Hundreds of years ago this city was built on the banks of a series of waterfalls. Now they've become such an integral part of the metropolis that everyone just calls them The Falls. Boarders call them their playground. And the bell for recess just went off.

WATERFRONT



This gritty section of the city has seen its share of use and abuse. Years of new construction right on top of the old wharf buildings may not win any industrial design awards, but it has created some seriously diverse terrain to test your skills. There's more than one way to get down to the docks—but you're gonna want to work the rails and rings for the best scores.

SKYWAY

Soar miles above the streets below as you carve the clouds through twisty chasms of concrete and steel. Master pulling off wicked tricks and then landing on rails for the ultimate Skyway jam. Watch out though, these valleys in the sky are packed with enough traffic to turn even the most skilled rider into roadkill.



AERODOME

This lap based arena will test every ounce of your hoverboarding skill! Try to ride your way up through the man-made ice, jungles, lava and more as you climb your way to the top tier to face the most extreme challenges and gain the most extreme rewards! You have to earn your spot at the top - one wrong move and you'll find yourself right back at the bottom.



BLACK ROCK RIDGE

Empty your mind. Feel the energy of the mountain beneath you. Unwavering concentration, efficient fluid movements, reflexes so tuned that you don't even realize what you've done until it's over... these are the qualities you will need to possess in order to conquer this ride. Beat Black Rock Ridge and achieve the ultimate state of boarding Zen. Let it flow...



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SPECIAL THANKS

Josh "Robotkid" Randall,
Tracy Rosenthal-Newsom, and the
entire Karaoke Team
All the playtesters who helped us
tune the game

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Special thanks to our friends at Nike, Inc.

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We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of EyeToy: AntiGrav with special recognition to the Executive Management team including: Kaz Hirai, Andrew House, Jack Tretton, Jim Bass, Glenn Nash, Steve Ross, Riley Russell, and Shuhei Yoshida.

EYETOY: ANTIGRAV MUSIC

Music performed by Apollo 440

Written by Noko/Gray/Gray

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Entertainment America Inc.

Produced by Apollo 440 at
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Assisted by Ashley Krajewski

Apollo 440 are represented by

XL Talent Partnership.

Courtesy of Reverb Music

Remixes by Drumattic Twins,
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NOTES

This image shows a single sheet of white paper with horizontal blue lines, resembling notebook paper. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

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FOREIGN AND U.S. PATENTS PENDING

*Requires memory card (8MB) (for PlayStation(R)2) - sold separately.

INCLUDED IN THE
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Dance to 28 hit songs from Jessica Simpson, Good Charlotte, Kool and the Gang and more! Compete in simultaneous multiplayer dance competitions, create your own dance moves, record video messages* and relax in the Chill Out room. It's time to get groovin' with EyeToy: Groove!

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