

The EyeToy logo is a stylized white font inside a rounded purple rectangle. The letters 'E', 'Y', and 'E' are mirrored horizontally. The 'T' and 'O' are positioned between the 'E's, with the 'O' containing a small white circle.

EyeToy™

The Groove logo is a stylized, outlined white font with a purple shadow. The letters are bold and rounded. Small purple stars are scattered around the text.

GROOVE



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 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™: Groove

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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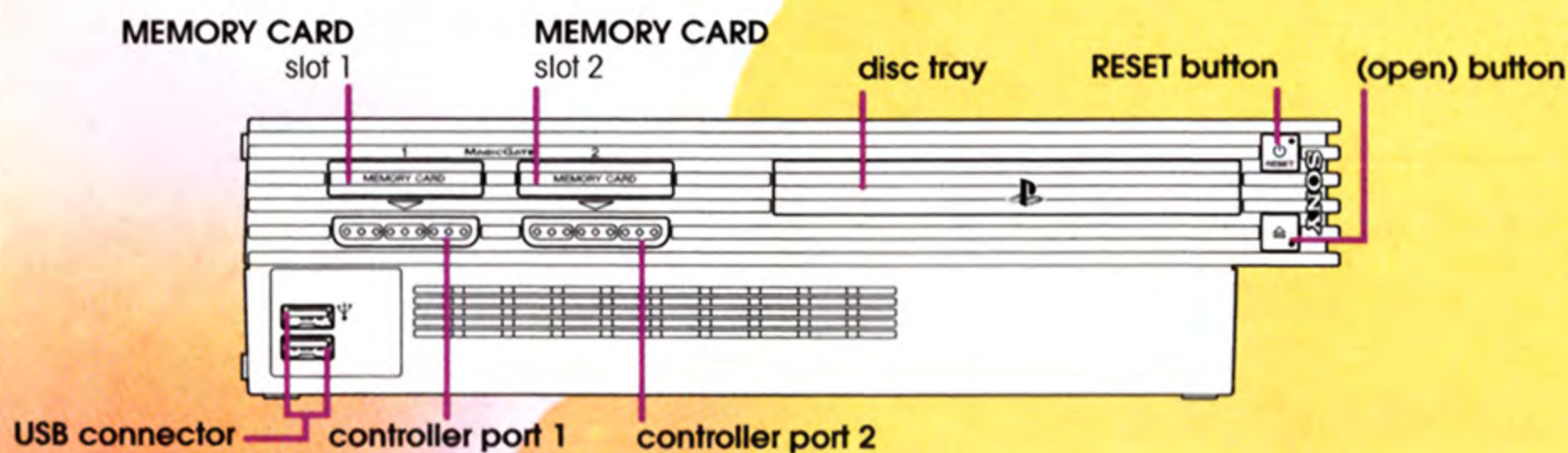
Are You Ready To Groove?

Let's get this party started! Now clear out the dance floor and get ready to bust out your best moves.

Have you got rhythm? Can you get down and boogie? Have you got "da funk"? Well make sure you stretch and take a breath, because now is the time to prove you've got the groove.

Yah...you look good on TV, we'll give you that. But looking like a rock star won't get you any points in this dance club. It's all about how fresh your dance moves are. So toss your controller aside, put your hippest shoes on and let's see you get down, get jiving and get grooving!

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™: GROOVE** 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: The 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 (8MB)(for PlayStation®2)

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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 autoload. 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™: GROOVE** 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™: GROOVE** but you will not be able to save high scores, game settings, photos or dance routines. Extra space will be needed to save Video Messages, player photos and dance routines. Data can be saved and loaded from memory card slot 1.

Using The EyeToy™ USB Camera (for PlayStation®2)



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 of or immediately below your television and stand back between 5 to 7 feet.



Rotate the manual focus ring to focus the lens. Try to ensure that your body shape is 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 heights 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 exit the current game.

By all means find a waving style that suits you, but it is recommended to wave with your fingers apart as this creates more motion feedback.

Make sure that there is no movement in the background as background motion 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™: GROOVE** and stay in control!

EyeToy™ USB Camera (for PlayStation®2)

Lighting Recommendations

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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 set up 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 Camera Settings section on p.10.

Getting Started

Set up the camera (following the instructions outlined on p. 4) so that you can stand comfortably within the on-screen player outline on the Title Screen.

Using Menu Screens

EYETOY™: GROOVE 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 disco light 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 the **X** button to activate it. Press the **△** button to exit a menu and return to the previous screen.

The Main Menu

Select one of the following options from the Main Menu:

Solo Groove
Group Groove
Dance Move Maker
Chill Out Room
Photo Album
Options

Activate a button on the Main Menu without filling the disco light indicators to their maximum level to see a brief description of that Main Menu option.

Solo Groove

Put your dancing skills to the test and let our judges make the call.

Use the Freestyle and Pose bonus games to boost up your score, and remember - you're the star of the game. Also, make sure you keep dancing because if you move a lot, you'll be awarded bonus points and also generate special visual effects. Play through all 23 tracks to open up another five bonus tracks.

Dance Your Way to Fitness



Enter your weight in Calorie Mode to find out an approximation of how many calories you've burnt after a session of dancing.



● Calorie Counter

Group Groove

You wanna have some fun with your friends? This is where it's at! Round up your friends and turn your living room into a real disco inferno as you play a range of wacky **EYETOY™: GROOVE** multiplayer games.

Dance Move Maker

The Dance Move Maker allows you to create your own dance routines, save them to memory card and then play them as part of the Solo Groove mode. It shouldn't take long before you're creating your own masterpieces. To get you started here are a few instructions (please refer to pp. 12-13 for descriptions of the Dance Icons):

- ★ Select the track you want to dance to and access the Dance Move Maker screen.
- ★ Once the music starts, it is up to you to create the moves by hitting the appropriate targets.
- ★ A quick hit will represent a 'normal icon'.
- ★ Waving your hand in a target will represent a 'motion quota icon'.
- ★ Hitting one target and then instantly following the arrows around to any of the other targets will represent a 'directional icon'.
- ★ The beat counter will help you to keep track of timing.
- ★ If you want to exit, just hold your hand over the camera lens at any time or simultaneously press the  button and the  button.

After creating the dance routine, you'll be given the chance to name it and save it onto a memory card. The routine will then appear as one of the options in Solo Groove mode, allowing you to challenge yourself or your friends to one of your own creations. Discover how good your choreography is and whether your friends can come to grips with your stylish moves.

Chill Out Room

Listen to some of the tracks from **EYETOY™: GROOVE** and check out some cool video effects that accompany the tunes. This is perfect to have on during a party for some hi-tech visuals, or if you've had a big night out and just need time to chill!






Press  or  to adjust the blur effect. Press  or  to adjust the color shift. Press the  button to cycle through the different effects.

Photo Album

Check out your saved photos in your own virtual photo album. Make sure that you have enough space on your memory card to save all your fantastic snapshots. Space permitting, each album can hold up to 192 stills.

Options



Select one of the following options from the Options Menu to change game preferences and access a range of **EYETOY™: GROOVE** special features:

Audio Settings

Follow the on-screen instructions to adjust the music and sound effects volume.

Camera Settings

CAMERA FOCUS

Stand within the on-screen player outline and use the manual focus dial on the front of the EyeToy™ USB Camera (for PlayStation®2) to correctly focus the camera and position yourself on the game screen.

CAMERA SENSITIVITY

Change the sensitivity setting for your EyeToy™ USB Camera (for PlayStation®2). Highlight Low, Medium or High and select. Choose within ten seconds to confirm the sensitivity setting, or Exit to return to the default setting.

SCREEN POSITION

Follow the on-screen instructions to reposition the game screen on your TV.

LIGHTING

- ★ **Bright Room** (default): Under optimal lighting conditions, selecting this option will give you the highest quality video and reliable motion detection.
- ★ **Dim Room**: Select this option if your room lighting is low and you are having trouble interacting with objects on the screen.

EyeToy™ Manual

Access a beginner's guide to getting the most out of your EyeToy™ USB Camera (for PlayStation®2).

Load

Select this to load saved data from your memory card.

Video Messaging

Record a message onto a memory card and play it back at your leisure. You can also record a message and take it along to a friend's house to view (they will need a copy of **EYETOY™: GROOVE** or **EYETOY™: PLAY** to view the message).

Music Videos

Check out some of the musicians in action. Select one of the music videos to watch, sit back, relax and let someone else do the hard work. Press the **X** button at any time to exit.

Playing The Game

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THE GAME SCREEN



Solo Groove Mode

When a Solo Groove game begins, there will be a short two-bar intro before the sequencing starts. You'll see yourself standing within an arc of six motion activated buttons.

Different "dance icons" fly out from the center of the screen to one or two of the respective buttons. You have to hit the corresponding button as the dance icon passes over it. The closer in time to the beat you hit the button, the more points you will receive.

But it's not all about rhythm and timing - you can also score points via the Extreme Movement Detector; a large button located in the center of the screen that detects the amount of motion over time. This ensures that a dancer with poor timing will still receive points in proportion to the amount of effort they are putting into their dance moves.

NOTE: During the game, place your hand over the camera lens to return to the Title Screen. If you exit the game this way, all scoring information for the current game will be lost.

Dance Icons

NORMAL ICON:



Normal



Missed!



Good



Perfect!

Hit the icon as it fits inside the Button perfectly to score maximum points. The further outside the Button the icon is before being hit, the fewer points you'll receive.

WAVE ICON:



Hit anywhere within the icon as it fits inside the Button to score maximum points.

MOTION QUOTA:



This stubborn little icon demands your continuous attention if you're to improve your star rating. Don't let it escape the capture area - keep applying motion until it disappears.

DIRECTIONAL ICON:

The direction the icon is pointing gives you a clue as to where your hand will have to follow. These icons connect two or more of the motion buttons together. Sweep your hand between the two buttons to collect all the extra points.

POSE:

During your dance routine, the assembled press photographers might want to get a good photo of your dancing style, so when you see the lights start to flash, get ready to pose for the paparazzi. At the end of the game, you'll be able to view and save your assorted photographs.

FREESTYLE:

This is your chance to show off your big moves so don't be shy, give it all you got. See the "Freestyle" section on p. 17 for further details.

So, Just How Good Are You?

Scoring



Score

The scoring information for your performance will be summarized at the end of each game. If you've managed to get a high score, the name entry screen will be displayed, and after you've entered your name you can check out your position on the updated high score

table. You can then also view your in-game photos and video before returning to the Main Menu.

If you're not setting the dance floor on fire just yet and aren't managing to achieve a top score, you'd better go straight back to the track selection screen and try again!

STAR RANKING

Your Star Ranking is based on your ability to hit the Dance Icons in time with the beat—successfully hitting the icons in time with the music will increase your ranking, but hitting the icons out of sync will decrease your ranking. The flashing letter in the status display at the bottom of the screen refers to your current Star

Ranking. The letters range from A to E, where A is the top and E is the pits. Don't let your ranking remain on E for too long or you might find yourself booted off the dance floor!



Star Ranking

GROOVE BAR

The Groove Bar reacts to the amount of movement you are making - the more you move, the faster your Groove Bar will increase. When the Groove Bar reaches its maximum, a live video effect will be triggered and you'll score double the points for any of the dance icons hit.

PERFECT

If you hit the dance icon perfectly in time with the beat, you'll score the maximum number of points available and activate a massive effect. Hit four perfects in a row to create a "combo" for some extra bonus points.



• Groove Bar

Group Groove Mode

Setting Up A Group Groove Mode Game



The following Group Groove Mode games are available for you to play with friends: Team Sync., Battle Sync., Battle Groove and Tournament.

If you choose to play Battle Sync., Battle Groove or Tournament, photos are taken of each player before the game begins.

Activate the Take Photo button and after your picture has been taken, select "Yes" to confirm you are happy with the outcome, or "No" to retake your picture. At least two photos must be taken to begin a game and another two players may be added by selecting Take Photo again. When all players have had their picture taken and are ready to play, activate the Start Game button to begin.

TEAM SYNC.

It takes two to tango, so pick a friend and groove together! Team Sync. Features double the number of icons for double the fun!

You'll both have to be well synchronized to get a top Star Ranking, so here's a quick tip: decide on a strategy *before* the game starts.

BATTLE SYNC.

Another opportunity to team up with a friend but this time it's one against one in this tug-of-war style dance competition.

BATTLE GROOVE

Show your friends who is the boss of boogie!

Up to four players can compete in the ultimate competition to see who is the Champion Groovemeister. The game will keep a record of everyone's scores throughout the competition.

TOURNAMENT

This dance exercise program will have you and your friends fit in no time. Burn some calories as you dancercise your way through four mini-games to see which one of you is the star of the show:

Tag

You don't get much of a warning in this game - when your photo appears it's your turn to jump up and do your stuff.

But don't worry, there won't be much time before the next unsuspecting person is called up to dance.

Frenzy

All you have to do in this game is hit the Dance Icons, you don't even have to worry about accuracy. Sounds easy, but just wait until you see how fast they appear! Miss three and your turn will be over. And don't hit the skull or else you'll lose a life!

Perfection

This one's all about accuracy. Try to hit every icon in perfect time with the music - get three even slightly off beat and it's game over for you!

Copycat

Now that your body's been danced into shape, it's time to exercise your mind with this test of memory. Watch and memorize a sequence of button flashes and then try to repeat the sequence yourself.

Freestyle

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When playing Solo Groove mode in Dynamic, Easy, Medium, Hard, or Your Dance Routine difficulty settings, Team Sync. mode or Battle Groove mode, watch out for the Freestyle round.

Freestyle is a bonus round and gives you an extra opportunity to build up your score. During this round the Extreme Movement Recorder will cover the entire screen, so you can build up your Groove Bar even faster.

The screen will be cleared of buttons because we don't want to cramp your style. So don't just stand around looking bashful! This will be the best time to increase your Groove Bonus as the Extreme Movement Recorder will become extra sensitive.

During Freestyle sequences, the on-screen action is recorded and you can watch a video of your freestylin' masterpiece at the end of the game.

Pose



During Pose bonus rounds, you have to watch the pose icons switch from one position to the next until they settle in two places somewhere on the screen. Then hit those icons as quickly as possible and for the duration that they stay on screen.

The icons will only be displayed for a short time, so you'd better be quick. You can only collect the pose bonus and photo opportunity if the highlighted buttons are hit and motion held within them.

Saving Photos

At the end of each routine you will be given the opportunity to save the photos to a memory card. All of the saved photos can then be viewed in the Photo Album accessed from the Main Menu.

Hints And Tips

- ★ Beef up your Groove Bonus by moving around as much as possible.
- ★ Listen to the beat of the music to help you anticipate the pattern of icons.
- ★ When creating a routine in the Dance Move Maker, be very definite about your movements. For example do not wave your arms about too much or you may trigger some unwanted extra moves.
- ★ When creating your own routine, don't panic if you're slightly out of time; the Dance Move Maker will automatically put your moves onto the nearest beat.

Credits

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Music Credits

"Y.M.C.A"

Performed by The Village People
Courtesy of Island Def Jam (US)
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WORLDWIDE PUBLISHER : SCORPIO MUSIC (BLACK SCORPIO) SACEM
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"Praise You"

Performed by Fatboy Slim
Features a sample from "Take Yo Praise" by Camille Yarborough under license from Welk Music Group
Courtesy of Astralwerks under exclusive license from Skint
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EMI Film & Television Music
Published by Universal Music Publishing Ltd/Universal - Polygram Int.Publ.,Inc

'All I Want' (Sunship Radio Edit) Mis-Teeq

Written by (Dixon/Brant/Glass/Morgan).
Published by Universal Music Publishing Ltd./EMI Music Publishing Ltd/Reverb Music Ltd. Produced by Ceri Evans for Sunship Productions and Delirious/Blacksmith Management. Recorded at Sunship Studios and Soho Recording Studios. Additional vocal productions by Pete Trotman for Blacksmith Productions. First production by David Brant. © 2001 Telstar Records Ltd. © 2001 Telstar Records Ltd. Telstar Records Ltd, 107 Mortlake High Street, London SW14 8HQ. www.mis-teeq.com. Taken from the album "Lickin On Both Sides" available on Telstar Records. GB-AWV-01-02468

'Superstylin'

Groove Armada
Composed by
Cato/Findlay/Daniel/Lee/White.
© Warner/Chappell Music Limited/Universal Music Publishing Limited / Zomba Music Publishers Limited. By Kind Permission of Warner/Chappell Music Limited / Universal Music. Publishing Limited / Zomba Music Publishers Limited.
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'Hooray Hooray (It's A Cheeky Holiday)' The Cheeky Girls

Written by
(Hawes/Farian/Jay/Semal/Kirtley).
Published by Far Musikverlag GmbH/Sony/ATV Music Publishing / Strongsongs / Universal Music Publishing. Adaptation of 'Hooray! Hooray! It's A Holi-Holiday' written by Farian/Jay and published by Far Musikverlag GmbH/Sony/ATV Music Publishing. Used by permission. All rights reserved. Taken from the album 'PartyTime'
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'Deeper Underground' (Album Version)

Jamiroquai
Written by (Kay/Smith/Zender/McKenzie/Katz). Published by EMI Music Publishing Ltd.
© 1998 Sony Music Entertainment (UK) Ltd. ISRC: GB-BBL-98-02020

'Canned Heat' (Album Version)

Jamiroquai
Written by (Kay/Smith/McKenzie/Katz/Akingbola/Buchanan).
Published by EMI Music Publishing Ltd.
© 1998 Sony Music Entertainment (UK) Ltd.

'Dancing In The Moonlight' (Album Version)

Toploader
Written by (Kelly). Published by EMI Music Publishing Ltd. © 2000 Sony Music Entertainment (UK) Ltd. ISRC: GB-BBL-99-02165

'Hustler Groove' (Instrumental)

Apollo 440
Written by (Trevor Gray, Howard Gray, Noko, Stuart Crichton). Published by Reverb Music Ltd.
© 2003 Sony Music Entertainment (UK) Ltd. ISRC: GB-BBN-03-00323

Puretone - "Addicted To Bass"

Written by Amiel Daemion,
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Published by Festival Music Pty Ltd.
Administered by Universal-MCA Music
Publishing, a division of Universal
Studios, Inc. (ASCAP)
Produced by J.A. at Fishtank
Recording Studio, Melbourne,
Australia for Just Managing
Josh G. Abrahams and Puretone
managed by Debbi Gibbs @
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'Aserejé' (Spanglish Version)

Las Ketchup
Writer - Manuel Ruiz "Queco";
Adapted by - Manny Benito. Published
by Sony/ATV Music Publishing Ltd.
© 2002 Shaketown Music S.L. ISRC:
ES-511-02-04224

'Starlight'

Performed by Supermen Lovers.
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by Atlan/Benichou. Published by Cyclo
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'Keep On Moving'

Performed by Five.
Licensed courtesy of BMG UK &
Ireland Ltd for the world. Written by
(Stannard/Gallagher/Conlon/Brown/
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**'Rubberneckin'
(Remix by Paul Oakenfold)**

Performed by Elvis Presley.
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Dory Jones. © Elvis Presley Music Inc
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'A Little Less Conversation'

Performed by Elvis vs JXL.
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'Jungle Boogie'

Performed by Kool & The Gang
Written by
Bell/Westfield/Smith/Boyce/Mickens/
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ISRC: US-PR3-73-08011

"Move Your Feet"

Junior Senior
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Published by Crunchy Tunes /
Universal Music Publishing Ltd.

'ABC' (Album version)

Performed by The Jacksons
Written by Perren/Mizell/Lussier/Gordy.
Published by EMI Music Publishing
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'Gotta Get Through This'

Performed by Daniel Bedingfield
Written by Daniel Bedingfield.
Published by Reverb Music Ltd.
Produced by Daniel Bedingfield.
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GB-EBM-02-00064

'Machine Gun' (Album version)

Performed by The Commodores
Written by Williams. Published by
EMI Music Publishing Ltd.
Produced by James Anthony
Carmichael. Produced by
Commodores. © 1974 UMG
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ISRC: US M01-74-00285

'Don't Stop Movin''

Performed by Livin' Joy
Written by Visnadi/Diggs.
Published by Universal/MCA Music
Ltd. Produced by Visnadi. © 1994
ISRC: GB-BBY-96-10380

'Jumpin''

Performed by Liberty X
Written by Mike Peden/Lucie
Silvas/Charlie Russell. Published by
19/BMG Music/Chrysalis/EMI Music
Publishing Ltd. Produced by
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'Let's Groove'

Performed by Earth, Wind & Fire
Written by White/Vaughn. Published
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'Dance To The Music'

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and Mirwais Ahmadzai.
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'Overload'

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United Kingdom. © 2000 London
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'We Are Family'**Sister Sledge**

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"Forbidden Fruit"**Performed by Jessica Simpson**

Written by Thomas Mark Harmer Nichols, Greg Fitzgerald and Jessica Simpson

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"I Will Survive"**Performed by Gloria Gaynor**

Written by Dino Fekaris and Frederick Perren

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"The Anthem"**Performed by Good Charlotte**

Written by Benji Madden, Joel Madden and John Feldmann

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