



EYETOY™ **Play**



EYETOY™ USB CAMERA (FOR PLAYSTATION®2)
USAGE INSTRUCTIONS AND GAME 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™: PLAY

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.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.

FCC and IC Statements

This device complies the IC Rules and Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. Note: The manufacturer is not responsible for ANY interference, for example RADIO or TV interference, caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

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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.



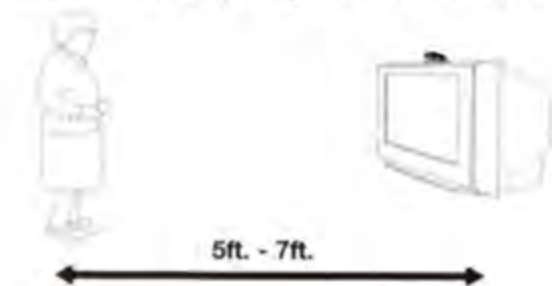
You can connect or disconnect the EyeToy™ USB camera while the console is turned on. However, the software titles may not work properly when the EyeToy™ USB camera is not plugged in.

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 | 1 ³ / ₄ x 2 ¹ / ₁₆ x 3 ¹ / ₂ in | ³ / ₈ lb |
| Cable length (approx.) | Operating temperature | Video capture | Lenshead | |
| 6 ¹ / ₂ 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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CHARACTERS



How's it going? If you don't already know who I am, that's OK, they call me the Oracle. I'm the all-knowing, all-seeing, all-powerful master of the EyeToy™ : Play games. If you've got a problem, then come and consult me for some handy hints and tips.

You'll soon get the hang of how to play the games, and maybe I can turn you into a master too.

OK, I think you're now ready to meet the rest of the gang. Let me introduce you to...



DEX

This boy only likes two things—soccer and music. Dex is more than willing to show off his skills.



TORO

A real sci-fi fan, Toro helps me out with some of my crazier experiments. He's usually found riding around on his BMX bike looking for aliens.



VERNON BOH

Vernon's a tough fighter when it comes to beating the oil out of the Big Robo Bro. Just don't let him anywhere near a soccer ball because he'll crush it to the size of a pea!



MAH-FU

Spending most days hanging out down at the graveyard, it's hard to know who would be more frightened if he did ever come across a ghost!



B-MONKEY

Committed to having a good time and trying anything that sounds like fun, B-Monkey can usually be found hanging around on a street lamp or a tree.



KIEU

Kieu is a dedicated sports fanatic and is always on the move. She adores flowers and wears pink petals in her hair.



YUMI

Yumi may not always wear a black belt but get on her wrong side and she'll be happy to show you her martial art skills.



QT

With her big hair and tall boots she's more than happy to be the center of attention.



And here's a chap you won't want to meet...

Wonton!



WONTON

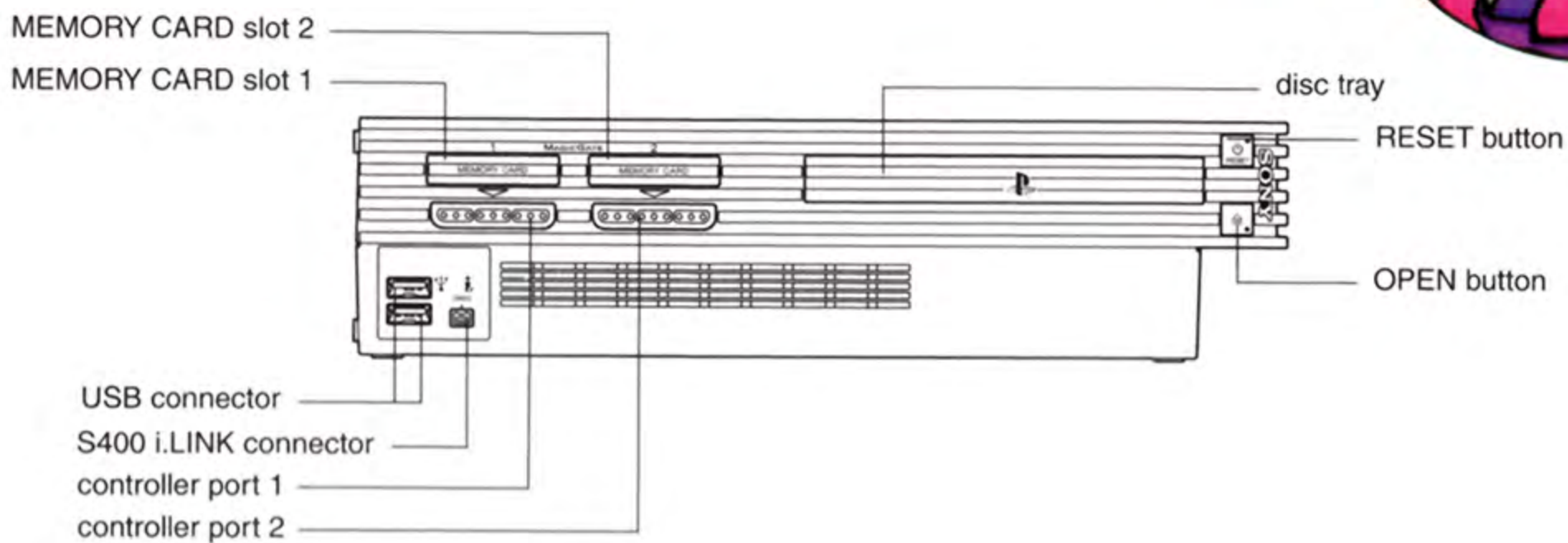
With his gang of wicked goons to carry out his dirty work, he won't be happy until he's spoiled everybody's fun.



Wonton's minions are dedicated to spoiling your fun.

SETTING UP

OK, listen up. These next few sections are really important to read, so make sure you read them and understand them. See you later.



Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON.

Press the RESET button. When the power indicator turns green, press the OPEN button and the disc tray will open. Place the EyeToy™: Play disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a game controller 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. Screenshots for this manual have been taken from pre-completion screens and may differ slightly from those in the finished game.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

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.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. You can load saved game data from the same Memory Card or any Memory Card containing previously saved games.

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 and 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™: Play 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 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.

GETTING STARTED

Hey, I'm back. Did you miss me?

Right then, put away all controllers—you'll just be needing your body from now on!



USING MENU SCREENS



Copy the girl in the photograph by waving your hand in the air to make your selections.



ARROW BUTTONS

Wave your hand over the Arrow Buttons to rotate the menu screen options. The Arrow Buttons are enclosed in a purple circle, which will sparkle and turn orange when your hand moves over them.

Keep waving your hand over the Arrow Buttons until your chosen option is displayed in the center of the screen.



MENU BUTTONS

Wave your hand over the Menu Buttons to confirm your selections. Make sure you wave long enough to fill up the entire button with orange! Choose BACK to return to the previous Menu Screen. Choose SELECT to confirm and access the next Menu Screen.

NOTE: For those of you who are used to the DUALSHOCK®2 analog controller, you can use it for Menu selections. Press the ← and → directional buttons to highlight an option, and then press the X button to confirm. Press the □ button to access the in-game help tutorials. Press the START and SELECT buttons at the same time to exit the game and return to the Title Screen. To return to the previous Menu Screen, press the △ button. Trust me though—you'll have more fun using your body!

TITLE SCREEN

On the Title Screen, stand inside the outline, so that your head and upper body fill the transparent outline. Wave your hand over the Start button in the top right-hand corner of the screen to access the Main Menu.



The Title Screen

MAIN MENU



SINGLE PLAYER

Complete all of the twelve games to be crowned the EyeToy™: Play champion!

MULTI PLAYER

Go head to head against up to three other players for the ultimate multi player challenge!

CREATE NEW PROFILE

Before commencing play, you will need to create a new profile. A Memory Card must be inserted into MEMORY CARD slot 1 in order to create a new profile. Wave your hand over the Arrow Buttons to rotate the alphabet carousel. When your desired letter or character is displayed in the center of the screen, wave your hand over the Select button. Then select END to access the Profile Photo Screen.

PROFILE PHOTO SCREEN

Put your face in the center of the viewfinder mask and wave your hand over the "TAKE PHOTO" Button. You will have three seconds each to take three photographs of yourself—a happy face, a sad face and a silly face. We are sure you won't have any problems pulling a silly face, so go for it!



HAPPY FACE



BAD FACE



BILLY FACE

When all three photos have been taken, if you are happy with your photos wave your hand over the "YES" button to save your photogenic profiles to Memory Card. If not, select the "NO" button to take the photos again.

DIFFICULTY LEVEL

After all that posing and face pulling you may want to go easy in the main event, and here's your chance to select the difficulty level of the games. Choose either EASY, MEDIUM or HARD and then wave your hand over the Select button. Use the Arrow Buttons to rotate the game carousel. When the game that you want to play is displayed in the center of the screen, simply wave your hand over the Select button. See the "Playing The Games" section on page 14 of this manual for more information.

VIDEO MESSAGES

If you have ever wanted to record and give a message to your friends via your PlayStation®2 console, then this option is for you. Simply follow the on-screen instructions to record and save a message to Memory Card, then play it back and laugh till you drop. Exchange your Memory Card with friends and other EyeToy™: Play gamers to view their video messages. Who knows what they have recorded for you?

EDIT PROFILE

Follow the on-screen instructions to edit your profile.

SAVE PROGRESS

Follow the on-screen instructions to save your progress file.

LOAD PROGRESS

Follow the on-screen instructions to load your progress file.

PLAY ROOM

Discover a multitude of magical effects in the EyeToy™: Play Room.

NOTE: Cover the camera lens of the EyeToy™ USB camera (for PlayStation®2) to exit each Play Room sub-game and return to the Play Room Menu.

OPTIONS

AUDIO

Wave your hand over the "+" and "-" buttons to adjust the volume level of the music and sound effects. Then wave your hand over "CONFIRM" to keep the new settings or alternatively choose "CANCEL" to return to the default settings.

CAMERA

SCREEN POSITION

Wave your hand over one of the four directional Arrow Buttons to re-position the screen to your satisfaction. Wave your hand over "CONFIRM" to keep the new screen position, or choose "CANCEL" to return to the Camera Menu without accepting any changes.

FOCUS

Adjust the manual focus ring on the front of the EyeToy™ USB camera (for PlayStation®2). Stand in the outline to test the focus and ensure your image on the screen is clear. Finally, choose, "EXIT" to return to the Camera Menu.

SENSITIVITY / BRIGHT ROOM / DIM ROOM

If the motion buttons seem hard to activate, you may want to increase the sensitivity and/or change the room brightness option. These 3 buttons allow you to do just that...

SENSITIVITY

Adjust the camera sensitivity using the motion buttons on the right-hand side of the screen. Any motion will show up as blue. Stand still and check that there is not any unwanted movement in the background. If you change the setting, you have ten seconds to wave your hand over "CONFIRM" before the sensitivity automatically returns to its default setting.

BRIGHT ROOM

Under optimal lighting conditions, this will give you the highest quality video and reliable motion detection. This is the default setting.

DIM ROOM

Select this option if your room lighting is low and you are having trouble interacting with objects on the screen.

CREDITS

Check out the names of the people responsible for EyeToy™: Play.

PLAYING THE GAMES

Each of the games has its own tutorial screen to help you. Pay attention to the Oracle (that's me!) who will guide you through each game's features and set your tasks to complete. You can leave any of the games at any time simply by covering the camera lens of the EyeToy™ USB camera (for PlayStation®2). You will then be returned to the Title Screen or if you are in a Play Room, you will be returned to the Play Room Selection Screen.



Get up and
Play!

THE GAMES

EyeToy™: Play comprises of twelve wacky party games:



BEAT FREAK

Hit the speakers in time with the music to build up your score.



KUNG FOO

Fight off wave upon wave of nifty ninja nasties!



WISHI WASHI

How many windows can you clean in two minutes?



SOCCER CRAZE

Use your body to bounce the ball around the screen.



BOXING CHUMP

Enter the boxing ring and come out a champion!



UFO JUGGLER

Get those Unidentified Flying Objects into orbit.



SLAP STREAM

Use your reflexes to save QT and Yumi from the Ratmen.



PLATE SPINNER

Keep the plates spinning at top speed for top points.



DISCO STARS

Learn some moves and strut your stuff on the dance floor.



GHOST ELIMINATOR

Stop those ghouls from escaping the graveyard.



MIRROR TIME

The screen is reversed and rotated to keep you on your toes.



ROCKET RUMBLE

Use your skill to unleash a dazzling display of fireworks.

BEAT FREAK

Are you ready to get down to some funky beats?

Select a tuneful melody to dance your cares away to and get on the dance floor with the PLAY crew.

The four stereo speakers in the corners of the screen are motion sensitive. Each time a CD flies out from the center of the screen it'll reach the center of a speaker in time with the beat. Your objective is to activate the speaker's motion button at the exact time the CD reaches the center of the speaker. Each CD caught in the speaker will increase your score, but if you miss any then a red cross will be displayed in the speaker and your Style Bar will be reduced.

You'll see the speaker pulsate if you get it spot on, and if you get a lot of pulses in a row, you'll start to rack up a massive score. Respect!



Hit the speaker as each CD passes through its center.



Stretch out your arms to hit the speakers in the corners of the screen—up, down, left and right.



It may prove easier to use the flat of your hand.



Speaker

You

Flying CD

TIPS FROM THE ORACLE

I hope you've got your dancing shoes on, because the PLAY crew will be checking out your dancing prowess.

You'll have to hit the speakers in time with the music if you want to increase your score, but make sure you don't miss any! Your skill rating depends on catching as many CDs as you can.

Each time you touch one of the motion buttons while a CD is passing through it, the speaker will pulse and bounce, and this should help if your timing's out of sync. If your timing's spot on I'll give you some extra points, but if you miss a beat then a nasty red cross will be displayed to the ultimate shame of disco divas like your good self.



KUNG FOO

Are you ready for a battle of Kung Foo fighting?

The pagodas on the left and right of the screen hold loads of Wonton's henchmen, each one of them skilled in the evil art of "Won Foo"—Wonton's secret fighting technique. Use all of your agility, guts and guile to repel wave upon wave of vicious ninja assaults. Prevent them from reaching the center of the screen, as one of their attacks will reduce your lives by one. You think you're so good now, but they'll be coming at you from all angles, so watch out!

Break as many of the wooden boards as possible in the bonus round to build up your skill level. Come on, give it a go, let me see those muscles flex!



*Hmmm, nice pagodas.
I love the Orient.*



*Punch down and to the sides to
eliminate low attacks.*



*To repel aerial assaults,
simply punch upwards.*

Number of Lives

Game Time Remaining

Current Score



Enemy

You

Pagoda

TIPS FROM THE ORACLE

Don't just stand there! You'll have to have quick reactions and plenty of stamina to take on the might of Wonton's minions. Turn your body into a weapon and use every means at your disposal to take out all of the attackers!!! If you see Wonton, give him a slap and steal some of his magical power.

Good luck from the Orient!



WISHI WASHI

Well hello there, I presume you're here to clean some windows? Put on your rubber gloves and I'll show you the best way to do it.

You can use your whole body to wipe the suds from the screen, and each wipe removes more soapy lather. Collect the water droplets as they slide down the window pane by wiping them a number of times. Buff up those dirty windows as fast as you can but watch out for the bird poo. You'll have to use a bit of elbow grease to get through those stubborn stains!

So pop down to your kitchen, grab a sponge and get window washing. Who knew that household chores could be this much fun?



Multi player fun—the more pairs of hands the better.



Use the flat of your hand to wipe the screen clear.

Percentage complete

Game time remaining

Bird poo

Current score



Arrow (indicates remaining suds)

You

Bonus bubble

TIPS FROM THE ORACLE

My advice is pretty simple for this one—move around the whole screen as quickly as possible to clear off the soapy suds.

Collect the water droplets to get some power ups, although they won't always be too helpful! Helpful collectable drops include score bonuses of 250 and 500 points, and a bucket of water to wipe the whole window clean in one go. But watch out for the sponge, as it'll add more suds to the window and more soap means more exertion.

At least 95% of the screen will have to be cleared before you'll be able to progress to the next window. Clean off the bird droppings to gain some extra points. Get washing!



SOCCER CRAZE

Think you're the next super soccer star?

Can you control the ball as well as you claim to? Well, here's your chance to prove it!

You'll really have to use your head to keep that soccer ball up and don't let Wonton's goons muck it up. Watch out for the Pandaman! He's got a soccer ball of his own, but if you bounce the ball into him you'll have two to play with.

Try to tag Dex if you see him appear from any of the windows, as he'll give you a hand with his soccer skills. Avoid hitting Vernon with the ball, as he'll crush it to the size of a pea.

Come to think of it you'll have to avoid hitting me and Wonton too as Wonton hates soccer and he'll chop it in half, whereas hitting me will lose you some valuable points. If your ball skills are good enough then you won't have to worry!



Stop the ball from falling off the screen.



Use your hands to keep the ball in the air.



Or use your head and shoulders to keep the ball in the air.



Lives Remaining

You

Game Time Remaining

Current Score

TIPS FROM THE ORACLE

The shape of my head's not really designed for heading the ball but I can still give you a few tips on playing the game. It's best to practice on the title page first, just until you get the hang of hitting either side of the ball and hitting it in the direction you want it to go.

Dex will help you out if you get the chance to tag him with your hand. Don't let Ba-Boon or Marshall put you off hitting the ball into them to improve your score. But make sure you don't hit me while I pop my head round to see how you're doing or I'll take some of your score away.

Your final score will be calculated by combining your total "ball bounces" with your skill bonuses and your longest chain of consecutive hits. For a really high score try to hit and bounce the ball as many times as you can within the time limit.



BOXING CHUMP

Boxing may be the sport of kings, but you'll need to beat Big Robo Bro to earn your place. Being made from metal has its advantages, but I'm sure he's got a screw loose somewhere.

Don't get caught out by his power punch as he'll box you into submission. Big Robo Bro's weakness is in his head so he'll protect it with all his might. Try working the body until an opportunity to clock him appears.

The match consists of three 30 second rounds for all difficulty levels.



*Use your fists to take on
Big Robo Bro.*



*Aim for his head
—knock his block off!*

Your Energy Level

**Round Number/
Current Score Round Time Remaining**

Big Robo Bro's Energy Level



You

Big Robo Bro

TIPS FROM THE ORACLE

High and low combinations always work well but watch out for Big Robo Bro's stunning uppercut because he'll only need to hit you a couple of times to drain your stamina away. Move about as much as you can between rounds to regain some of your stamina.

Keep it clean—I don't want to see any blows below the belt. Break when you're told to, as it's the only way to get a good score.

If you see Big Robo Bro's head spin, it means he's dazed! Here's your chance to recharge your energy. Move your arms and body before he snaps out of it.

The best defense is to avoid his punches completely—you'll know when he's about to punch when he lowers his shoulders.

Ducking and diving, bobbing and weaving, with a lovely combo slapped on the end—that's my advice as you take on Big Robo Bro.



UFO JUGGLER

5, 4, 3, 2, 1... blast off!!!

It's a big day for Toro as he launches his new fleet of prototype spaceships into orbit, but he needs your assistance.

To get the UFO's into the upper atmosphere you'll need to spin the UFO's just enough to create the correct electromagnetic motion to power the rocket propulsion turbo boost. Sounds complicated, huh? Nah, it's just like riding a bike. Be careful not to give it too much power though, as there could be a circuitry overload and the test pilots will have to eject.

That good-for-nothing Wonton is out to spoil Toro's experiments again. This time he has created his own awesome-looking craft with the specific aim of destroying all of Toro's UFO's. Unluckily for Wonton, his craft runs on anti-electromagnetism which means that you'll be able to overload his circuits with some furious hand motion. Jumping Jupiter!!! All this crazy space-talk is making me dizzy!



For a successful launch, wave your hand over a UFO to make it rise to the top of the screen.



Be careful not to spin it too much or it will explode!



Stop waving when the UFO starts shaking.



Number of Lives

You

Launch Pad

Current Score

TIPS FROM THE ORACLE

Get those UFO's into orbit and don't hang around or you might cause a pile up. Beware of Wonton in his custom battleship as he can sap all the power from your engines with a ferocious bolt of lightning.

Get those UFO's up to optimum speed to rack up the skill points.

Toro can only afford to lose three crafts so be careful not to lose too many. Toro will award you points for each successfully launched UFO when it clears the top of the screen.

Cosmic!



SLAP STREAM

QT and Yumi are in trouble and they need your help. On their way to Kieu's fancy dress party, they were taken hostage by the evil Ratmen and imprisoned in the clouds.

The sky is no place for such lovely ladies, what with constant lightning strikes and turbulent tempests. In fact, not all of the wind up there is natural—the Ratmen are moving in mysterious ways.

But the Ratmen aren't as clever as they like to think they are, and they do like a good gloat. Instead of hiding in the clouds, they keep popping up to goad and taunt their captives. Such teasers deserve a big slap in the chops, so get ready to sock them in the kisser when they emerge from the clouds.

But watch out for the ladies—QT and Yumi are dressed up as Bunny Girls. If you hit them, you will lose a life.

It's up to you now. Get rid of those filthy Ratmen.



Slap those pesky Ratmen!



Don't slap QT or Yumi!



TIPS FROM THE ORACLE

Save the Bunny Girls and bust up the Ratmen. You'll have to have lightning reactions if you don't want to get struck down.

The faster your reactions, the more points you'll earn. Try hitting more...

Watch out for the Bunny Girls though as they'll be popping up from time to time too and we don't want them to get hurt now do we?



PLATE SPINNER

That B-Monkey has some strange hobbies! And plate spinning is one of them. He's set up his poles in the depths of the jungle but Wonton has sent out a legion of Ba-Boons to spoil the fun.

Don't let those blinking Ba-Boons bother you though, keep those plates spinning at top speed for top points. Spin too slowly and the plates will drop off the poles, too fast and you'll send the plates whizzing off into the jungle, and that's not a good idea, buddy! The higher the Ba-Boons get up the poles the more points you'll get for hitting them off.

And if nothing else, it'll put a smile on B-Monkey's face!



Stretch up to keep those plates spinning.



Use both hands for maximum efficiency.

Plate in the Sweet Spot

Game Time Remaining

Plate



Number of Lives

You

Current Score

TIPS FROM THE ORACLE



The B-Monkey has informed me that the best way to get a high score is to make all of the plates spin at top speed. He also said that he'll reward a skill bonus to anyone who can get all four plates spinning in their "sweet spots"—you can tell that a plate is spinning in the sweet spot by the sparkly effect and the sound they make.

If the plates are spinning in the sweet spot and you allow a Ba-Boon to jump onto the plate they will be spun off and, for that, I'll give you some extra points.

Just be careful with the plates, eh?

DISCO STARS

Try and keep up with QT as she takes you through some funky dance moves. Memorize her dance sequence and then bust out some moves in time with the beat. Good timing and memory will increase your score, but don't falter if you want to get a high total.

Watch her sequence of dance moves and then repeat the same sequence. When the disco lights turn red, QT is showing you the moves to do. When they turn green just repeat her moves in time with the flashing lights. You must hit the green light as it flashes to score some points. You'll get a really high score if your timing's perfect, but get it wrong and your Style Bar will suffer.

You're gonna have to get funky now.



Watch QT and memorize her dazzling moves.



Repeat QT's moves when the lights turn green.

Style Bar

Current Score



TIPS FROM THE ORACLE

QT's been busting up the dance floor but do you have the skill to keep up with her?

This game requires a good memory and good timing, because the only way you're going to get a good score will be to time your moves perfectly.

And if you become an ultra-funky dance floor diva, you may just be rewarded with unlocked tracks. So don't forget to check them out.



GHOST ELIMINATOR

You'll have to keep your eyes peeled for sneaky little spirits as they'll try any ghoulish trick to put the willies up you. Just pop them before they escape from the graveyard. Get in and banish those banshees!

Don't let the vampire bats bother you, a couple of slaps and they'll be bat-dust. The dreaded Wonton has also been seen lurking about in the harder levels, but will you have enough skill to take him on or will he bury you alive?



Use your whole body to stop those nasty apparitions.



Use two hands for extra efficiency.



TIPS FROM THE ORACLE

Once you've spotted a ghost wave your hand over the top of it to fill it full of air, and eventually they'll pop. Neat.

Wonton's relatives can't stop bothering people even after they've passed on. So keep an eye out for Wonton's Great, Great, Great Grandpa who might put in an appearance if he thinks you're getting too good at ghost catching.

Just don't get too spooked, my friend.



MIRROR TIME

I told Kieu hundreds of times not to play around with the magic mirror, but did she listen? No, of course not. Now she's gone and got herself trapped inside along with Little Robo Bro. Although it's not all her fault, I'm sure Big Robo Bro had something to do with it.

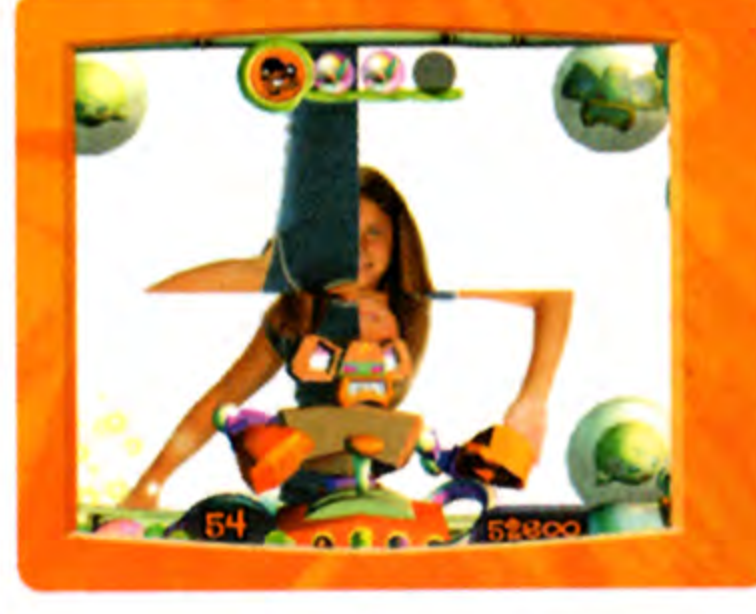
Your aim will be to rescue Kieu from the magic mirror controlled by Big Robo Bro. Each time Big Robo Bro pulls his big lever, the orientation of the mirror will change and it may even split into two or four.



Get ready to rescue Kieu, but don't touch Little Robo Bro.



Big Robo Bro will split the screen in two.



Oh, no, it's a four-way split—can you work out the correct direction?



Game Time Remaining **Big Robo Bro** **Current Score**

TIPS FROM THE ORACLE

Right is left and left is right, but is up down or down up? Everybody gets confused when the Big Robo Bro pulls his lever. Try performing a few small movements in the center of the screen to get properly oriented. You may lose your bearings and it may take some getting used to, but I've got every faith in you to rescue young Kieu. Don't let me down, friend.

The only tip I can give you is that Mirror Time will DEFINITELY get confusing—so only the most patient players will succeed!!!

Get your friends playing this game to see who is the best at Mirror Time and you'll all be up all night till you get it right!



ROCKET RUMBLE

How big a bang can you make?

It's time to have fun with fireworks! The combo is king, so grab as many rockets of the same color as possible and use the white bridge rockets to combine the colors for a truly spectacular display.

Then stand back and gaze skywards in amazement.



Wave your hand over the firework until a circle is displayed.



Press the plunger on either side of the screen to detonate.



TIPS FROM THE ORACLE

Activate the fireworks once they've passed the horizon and detonate them with the plungers at the bottom corners of the screen. Combine fireworks of the same color to increase your score and access the bigger rockets.

Use the bridge rockets to combine rockets of different colors. You'll produce a massive fireworks show!

The audience is expecting to see something special and their attention span is short—the bar at the bottom of the screen represents their interest level. So, give them a night to remember. Make their night go with a BANG!!!



CREDITS

Sony Computer Entertainment Europe

Producer

Ron Festejo

Lead Programmer

Pete Marshall

Programmers

Graham Clemo, Greg King, Tom Lansdale, Steve Madsen, Alistair Mann, Neil Rowlands, Dave Serafim, Steven Tweed

Additional Programmers

Tim Darby, Peter Hodges, Mansoor Nusrat, Andy Swann

Lead Artists

Masami Kochi, Andrea Falcone

Artists

Richard Carter, Alana Challis, Mike Haigh, Philippa Moore, Nick Philips

Additional Artists

Tamsin Aston, Noel Flores-Watson, Julian Gibson, Iki Ikram, Phil Jackson, Dave Ramsbottom, Damon Rayner, John Venables, Ian Wood, Wai Ming Yuen

Art Director

Mike Haigh

Design Lead

Craig Kerrison

Additional Design

Jonathan Alpine, Ron Festejo, Mike Haigh, Peter Marshall, Eric Matthews, Daniel Navarro

Design and Content Manager

Eric Matthews

Audio

Dan Bardino, Alistair Lindsay, Kaori Ohshima, Dave Ranyard, Garry Taylor

Graphic Design

Andrew Hamilton, Julian Gibson, Alex Townsend, Oliver Wright

Senior VP of Product Development

Phil Harrison

Development Director

Jamie MacDonald

Software Marketing Manager

Mark Hardy

Product Manager

Dan Taylor

Communications Manager

Jason Fitzgerald

PR Manager

Julie Skinner, Stuart Turner

PR Executive

Rebecca Rice

Legal

Hogarth Anandel, Anthony Hodgson, Gary Hopkins, Albert Marshall

QA Manager

Geoff Rens

QA Assistant Manager

Dave Parkinson

QA Supervisor

Paul Tweedle

Lead Tester

Rob Sutton

Test Team

Barclay Christmas, Chris Cubbin, Graham Foxall, Anthony Gill, Richard Grannell, Gary Lightfoot, Graham Miller, Jenny Newby, Samantha Score, Jonathan Wild, Rob Young

TRC Auditors

Paul French, John Hale, Mike Kennedy

Planning and Localization Manager

Vanessa Wood

Software Operations Coordinator

Jenni Rees

Localization Supervisor

Gaelle Leysour

Localization Lead Tester

Monica Dalla Valle

Localization Testers

Yolanda Akil, Giorgio Anselmi, Leire Corcuera, Sacha Fellica, Jose Flores, Gaelle Grenapin, Nadege Josa, Nathalie Marchau, Virginia Martin, Nadine Martin, Yannick Paulet, Sandra Raue, Katharina Tropf, Deniz Ulu, Domenico Visone

Manual Text QA Approval

Stephen Griffiths, Clare Crawley

Manual Text

Russell Coburn

EyeToy: Play Voice Talents

- Burt Kwouk as The Oracle
- Ben Fairman as Dex, Max Fu and Toro

- Cornell John as Wonton and Vernon Bok

- Amy Shindler as QT, Yumi and Kieu

Actor

Dottie Evetts

Special thanks to: James Baker, Lauren Barry, Alex Bubb, Scott Butler, Simon Cheung, Dominic Craig, Tim Darby, Katrien De Bauw, Chris Deering, Shiho Deruiter, Vince Diesi, Peter Edward, Hiromi Endo, Hywel Evans, Jonathan Fargher, Liz Hill, Nic Ho Chee, Paul Holman, Patrick Inskip, Jennie Kong, Shawn Layden, Richard Lee, Vicky Lord, Klaus Odegaard, Laura Owen, Jason Page, Rob Parkin, Deepa Patel, Shyamal Patel, David Reeves, Duncan Reid, Martin Rollinson, Simon Rutter, Tom Robberechts, Erin Ryan, Suzi Scott, Hayley Simmons, James Turner, Gail Williams, Ashley Wilson, David Wilson, Carole Wright, Exposure, Hobson's, Nexus, Qvoice, Some Research, TBWA and everyone involved at the PlayStation Experience

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"Sing It Back" performed by Moloko and written by Roisin Murphy and Mark Brydon. ©1999 The Echo Label Limited. Published by Chrysalis Music Publishing.

Sony Computer Entertainment America Research & Development

Manager, Special Projects

Dr. Richard L. Marks

Sony Computer Entertainment America Product Development

Vice President of Product Development

Shuhei Yoshida

Producer/Director of Audio

Buzz Burrowes

Associate Producer

Mike Benton

Licensing Manager

Mai Kawaguchi

Licensing Coordinator

Tod Matsunaga

Dialogue Editing

Greg deBeer

Voices

Doug Boyd

Special Thanks

Michelle Manahan

Dan Figueroa

Sony Computer Entertainment America First Party Quality Assurance

Director

Michael Blackledge

Senior Manager

Ritchard Markelz

QA Managers

Bill Person

Sam Bradley

Release Coordinator

Eric Ippolito

Project Coordinator

Jason Villa

Technology Manager

Kevin Simmons

Lab Technician

Ara Demirjian

QA Lead

Scott Nyce

Testers

Ric Stepp

Richard Hideshima

Christopher Johnson

Ben Chen

Danielle Canamar

Neil Musser

Sony Computer Entertainment America Marketing

Associate Product Manager

Grant Luke

Senior Manager, Product Marketing

Susan Nourai

Director, Product Marketing

Ami Blaire

Director, Promotions

Sharon Shapiro

Director, Public Relations

Molly Smith

Public Relations

Jennifer Clark

Patrick Seybold

Director, Creative Services

Ed DeMasi

Creative Services Manager

Quinn Pham

Point of Purchase Manager

Josh Bingham

Packaging and Manual Design

Origin Studios, LLC

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