

HAPPY FEET™



INSTRUCTION BOOKLET



Warning

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.

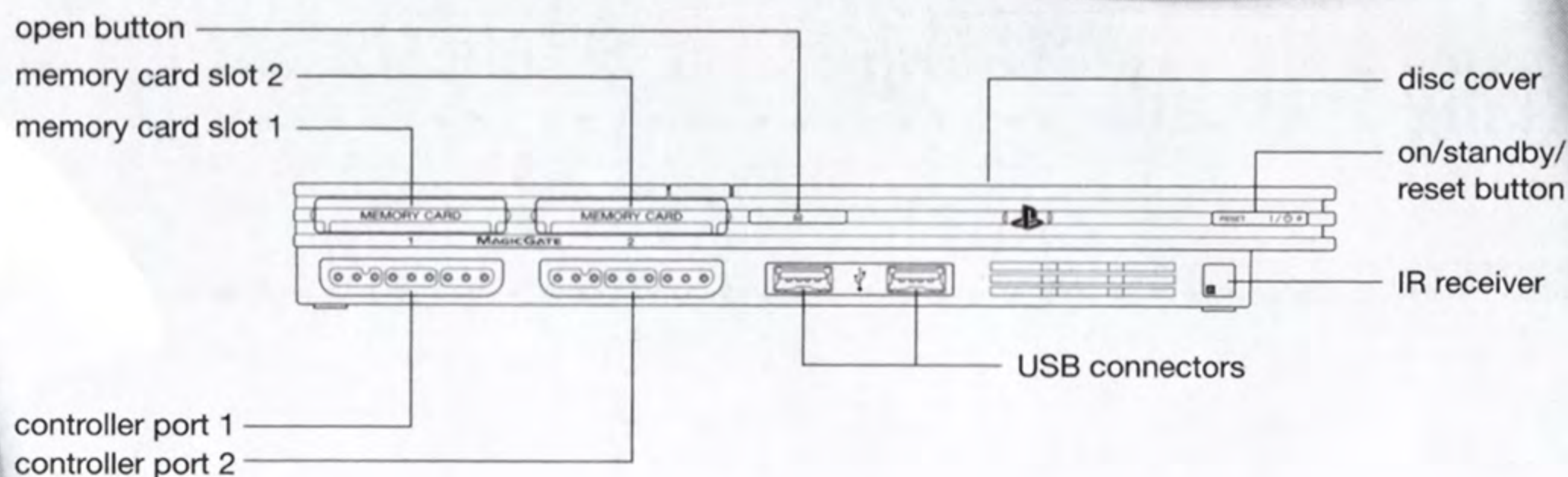
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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 compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover.

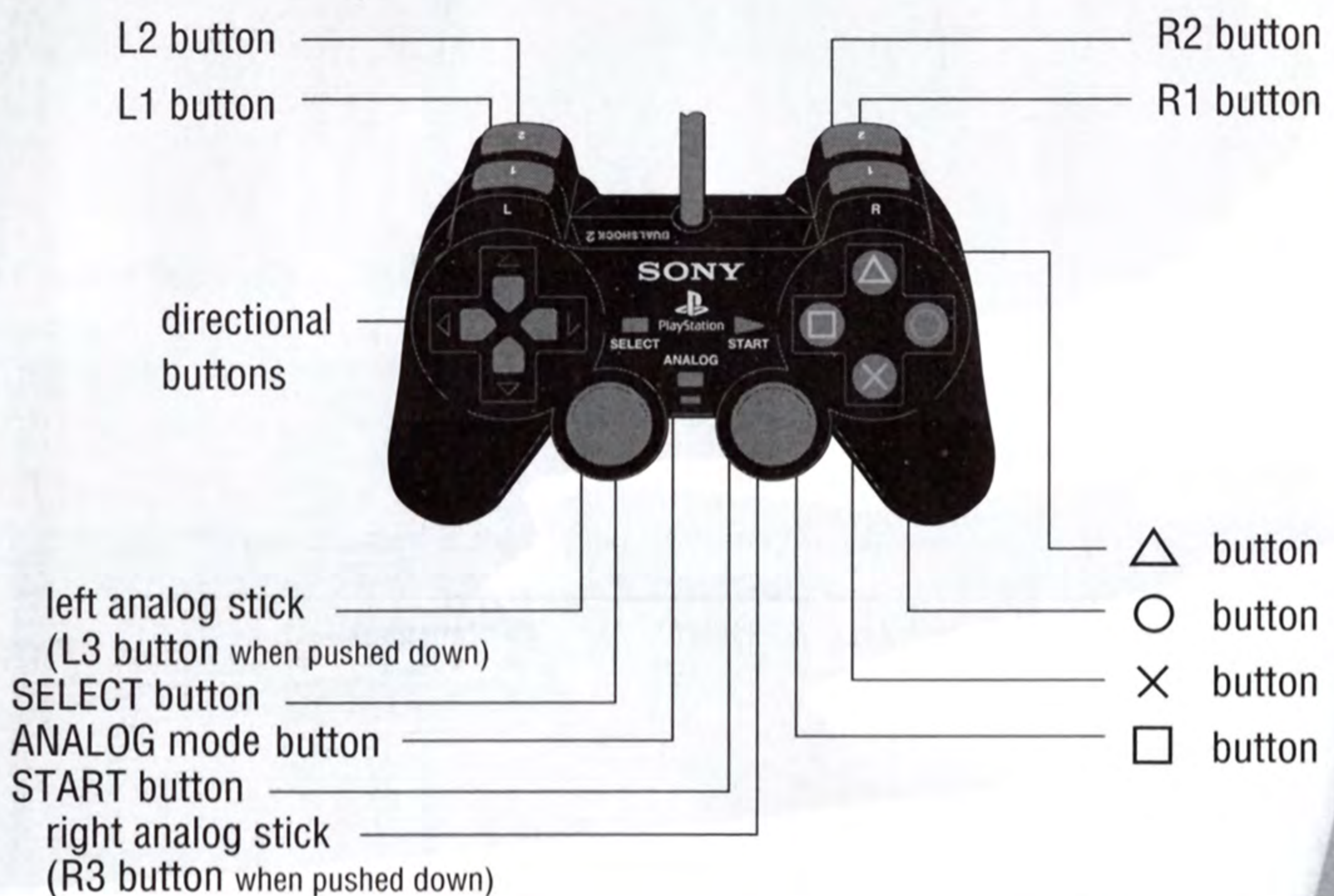
Place the "Happy Feet™" disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

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

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Happy Feet does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

Autosave

Happy Feet uses an Autosave feature. When saving to memory card (8MB)(for PlayStation®2), an "autosaving" icon will appear on screen. Do not remove the memory card or turn off your PlayStation®2 computer entertainment system while saving.




As you progress in the game, the autosave feature automatically saves to your memory card at the completion of each mission.

Note: Happy Feet's Save feature does not save your option settings.

Menu/Sub-Menu Navigation

Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (↑, ↓, ← and → depending on the menu) to highlight a selection.

Quitting a Game in Progress

During the game, press the  button to display the Pause Menu. Press the directional buttons ↓ to highlight **Quit**, then press the  button. To confirm exiting the game, highlight **Yes**, then press the  button again to return to the Main Menu.

Note: You cannot quit a game during a cut-scene.

Story

Based on Warner Bros. Pictures' comedy adventure HAPPY FEET, put yourself in the "tap shoes" of Mumble, a young penguin born into a nation of Emperor Penguins— where each needs a Heartsong to attract a soul mate. Unfortunately, Mumble is the worst singer in the world... however, as it happens, he is a brilliant tap dancer!

Experience life as Mumble! Step into his happy feet - from his tap dancing birth, his harrowing escape from a hungry Leopard seal, his fiesta-filled friendship with the Adelie Amigos and finally to his climactic encounter with humankind.



Toddler Mumble

Mumble

Gloria

Toddler Gloria



Adelie Amigos

Dancing

Follow on-screen icons using directional buttons ↑, ↓, ← or →

You can also press the △, ×, □ or ○ buttons

Belly-Sledding

Steering.....left analog stick ↓ or directional buttons ← or →

Slow Mumble Down.....Hold left analog stick or directional buttons ↓

Jump.....× button

Perform Trick.....× button while in the air

Swimming

left analog stick or directional buttons ↑, ↓, ← or →

Spin× button

Map Screen

Next (following completed level)directional button →

Previous.....directional button ←

Skip introduction/conclusion

Press the × button.

Dance Pads

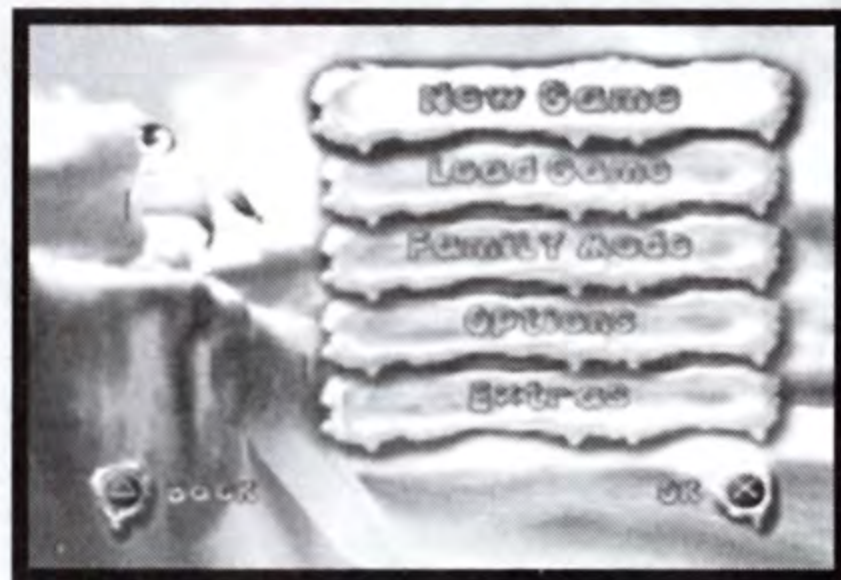
Happy Feet does support video game Dance Pads. If you choose to use a Dance Pad, it must be connected to controller port 2 in Single Player mode. In Family mode, you can insert the Dance Pad in controller ports 1 or 2.

Main Menu

New Game

STORY MODE

Play as Mumble and experience the Happy Feet game in Story Mode through Dancing, Swimming and Belly-Sledding missions (see **Story Mode**, pgs. 7-9).



Load Game

When you select this option, any saved games will be displayed up to three Save slots. Select a saved game to load to continue the game.

Family Mode

This is Happy Feet's multiplayer game mode. Two players can play a variety of Dancing, Belly-Sledding or Swimming missions (see **Family Mode**, pg. 10).

Options

LANGUAGE

Highlight **English** or **French**, then press the **X** button to confirm your choice.

SETTINGS

Highlight an option, then press the directional buttons left or right to adjust music or **Sound FX** volume. You can also turn ON or OFF your controllers **Vibration** and **Autosave**.

Extras

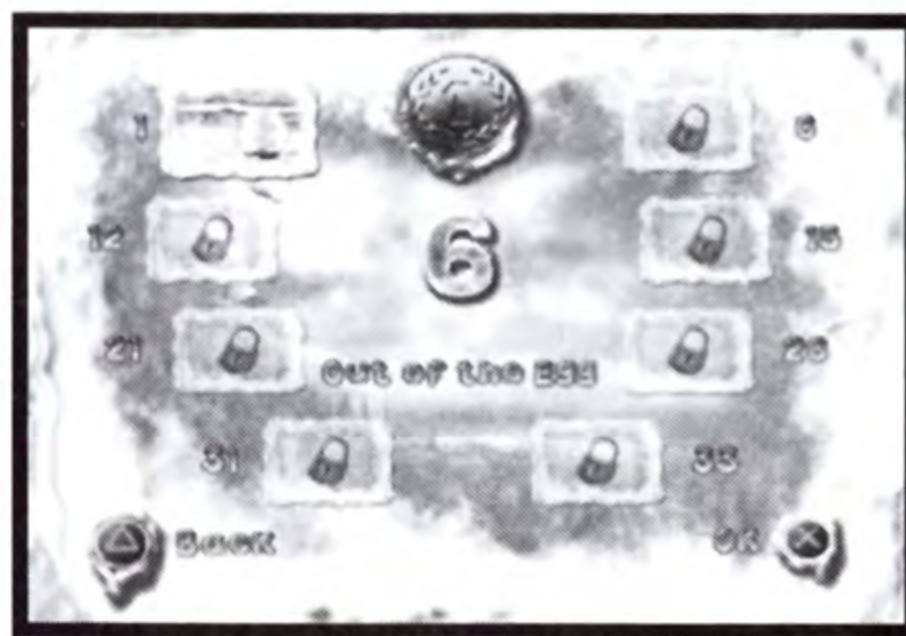
CREDITS

View the names of those who worked to bring you the Happy Feet game.

UNLOCKABLES

As you play Happy Feet in single-player mode, you'll earn Gold Medals. Gold Medals can be used to purchase unlockable content. As you collect Gold Medals, the amount will be saved to your memory card. When you go to the Unlockables screen, the number of medals earned will be displayed.

The Unlockables screen displays eight Unlockables, along with the number of Gold Medals you'll need to view them. Highlight the Unlockable you want to view, then press the **X** button.

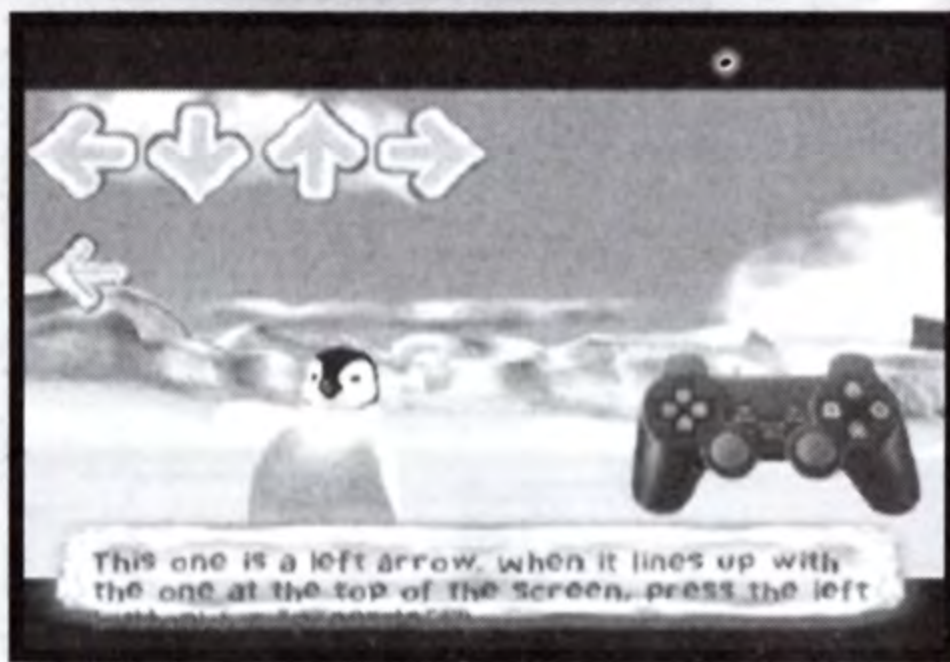


NOTES

- Although you're awarded Silver and Bronze Medals, only Gold Medals can be used to unlock items.
- The amount of Gold Medals saved on the memory card is only loaded when you boot up.

Story Mode

This is the single-player game. To start a game, select one of the three available Save slots. Prior to dancing, you'll have the option to choose from **Easy**, **Medium** or **Hard** difficulty settings. If you're playing a game for the first time, a short tutorial will help you learn how to play. You'll need to complete the first Dance level (Out of the Egg) before you can move on to the other types of games.



Story Mode Map



In Story Mode, the Map screen will be displayed each time you finish a Mission. It displays your score and type of medal you've earned. It also displays the name of the Mission, the type of Mission and the scores you'll need to earn each of the three medals. Here are all of the Story Mode game types:

DANCING

Keep Mumble's feet moving by successfully pressing the directional buttons as displayed on-screen (see **Dancing**, pg. 8).

COLLECTION

Collect specified objects as you sled down the hill or swim under water. You must collect a certain amount of items in order to succeed.

RACE

Race other penguins as you sled down a hill.

FLEE

Flee from predators as you swim under water. Swim fast! If they bite you, you'll lose air.

CHECKPOINT

Checkpoint Missions require Mumble to reach each checkpoint before his time expires. When he reaches a checkpoint, more time is added to his counter.

To move to the next mission (or the previous mission), press the directional buttons ← or →. Once you've selected a mission, press the ⊗ button. At the Map screen, you can forge ahead to the next mission or replay any of your previously played missions.

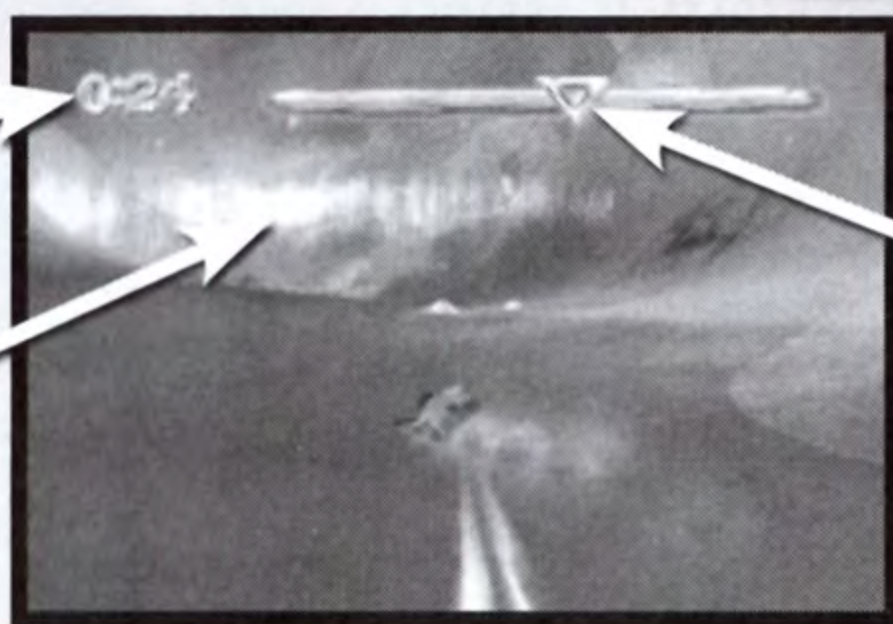
Note: If you fail a mission two times, you will be given the option to Skip the mission. If you decide to Skip the mission, you won't receive a medal. But you can play the mission at a later time to get a medal.

Story Mode

Belly-Sledding

Timer/
Collectibles

Checkpoint



Race
Progress

The HUD display changes based on the type of Belly-Sledding mission you're playing. The Timer will appear for Checkpoint missions, and an item counter will appear for Collection missions. Watch for rocks or rocky surfaces. They'll slow you down if you make contact. Ice surfaces will give you speed. To perform a trick, press the \otimes button while in the air.

TIMER/COLLECTIBLES

You must meet each Checkpoint to keep time on the Timer. If you're collecting, the number of collectible objects will be displayed in the upper left portion of the screen. During a race mission, the Timer display total race time.

RACE PROGRESS

The triangular cursor moves from left (beginning) to right (end) on the bar. The number inside the triangular cursor will show you if you're running in first or second place.

CHECKPOINT

Cross the Checkpoint to add more time to the Timer.

Dancing

Grace Meter

Arrows



Note Bar

GRACE METER

Using the directional buttons, you can make the penguin dance. Press the correct directional buttons as the Arrows enter the like icon on the Note Bar. Good timing will break apart the arrow, signifying that your timing was good. If the arrow turns red, your timing was off.

Press the directional buttons at the right time to keep the yellow dots from disappearing. If all of the dots disappear, the dance ends. If you lose any dots, successfully hitting arrows will refill the meter with one dot.

Note: If you run out of dots in Multiplayer mode, you'll have to wait for the Grace Meter to refill before you can continue.

Story Mode

Dancing (cont.)

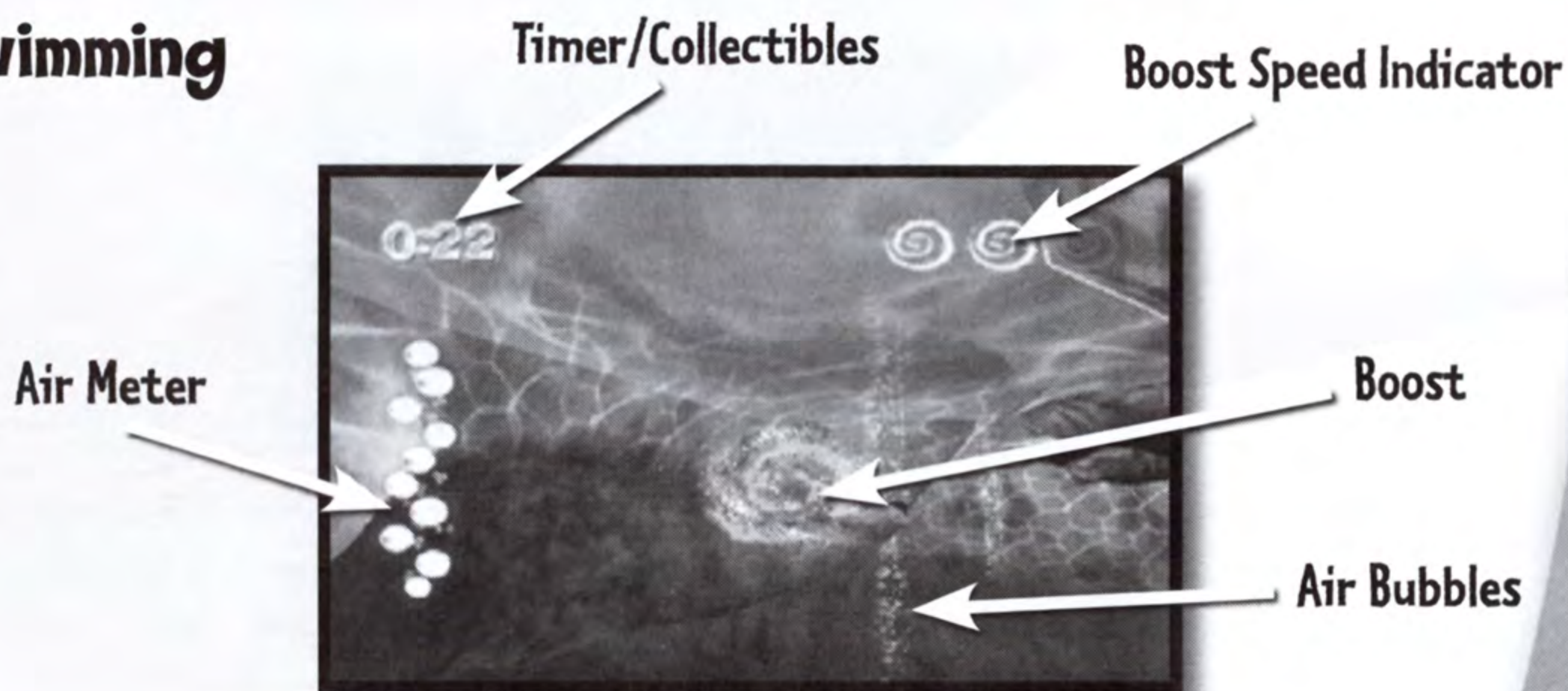
ARROWS

These directional indicators rise from the bottom of the screen. As they cross the Arrows at the top of the screen, press that same directional button.

NOTE BAR

As indicators cross these arrows, press the matching directional button. For example, when the arrow is pointing up, press the directional buttons ↑.

Swimming



There are three types of swim missions: Collection (collect items), Checkpoint (race the clock) and Flee (escape from a predator). The HUD display changes based on the type of Swimming mission you're playing. The Timer will appear for Checkpoint missions, and an item counter will appear for Collection missions. Watch for falling Ice columns or ice pillars. They'll slow you down if you make contact, and you will lose air in your Air Meter.

BOOST/BOOST SPEED INDICATOR

Swim through Boosts to add speed to your swim. Each time you swim through a Boost, your speed increases. The Boost Indicator illuminates up to three Boosts. If you swim through three Boosts in a row, your speed will be at its maximum. Once you miss a Boost, the Boost Indicator will reset.

AIR METER

As you swim underwater, your air supply diminishes. Swim through air bubbles to replenish your air.

AIR BUBBLES

Swim through these air bubbles to replenish and increase your air meter.

CHECKPOINTS

Checkpoints are gold rings appearing in the water. Swim through the Checkpoint to add more time to the Timer.

TIMER/COLLECTIBLES

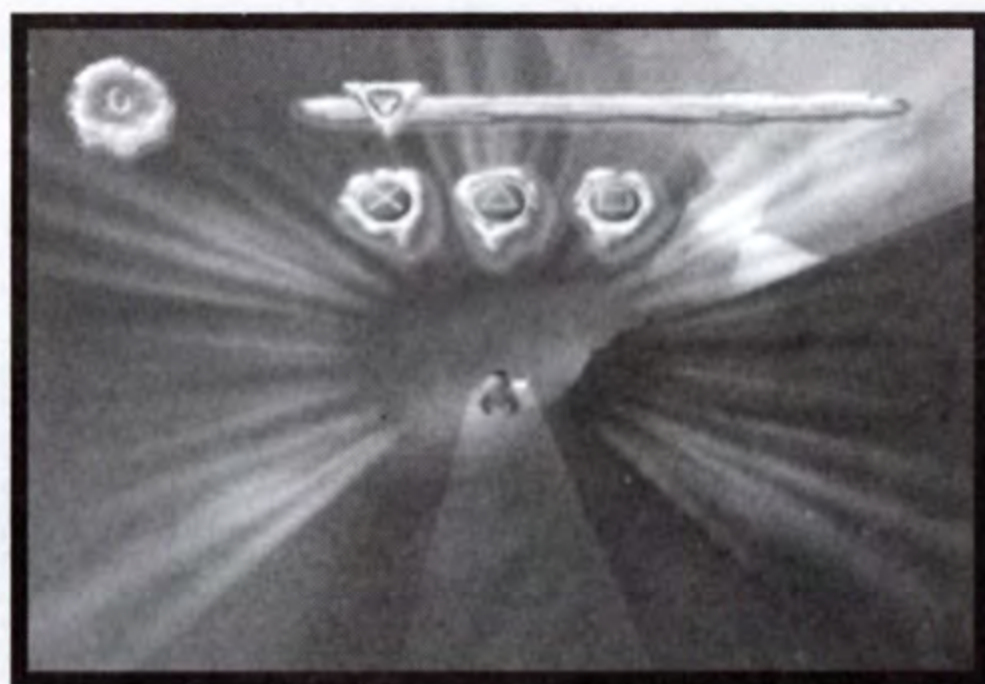
You must meet each Checkpoint to keep time on the Timer. If you're collecting, the number of Collectibles will be displayed in the upper left portion of the screen.

Family Mode

BELLY-SLEDDING

Player 1 guides Mumble down the mountain, and Player 2 uses on-screen button instructions to break through obstacles. Buttons must be pressed at the right time to be most effective.

Note: You'll receive points if you break a gate and sled through it. You'll get no points if you try to go through an unbroken gate or miss it completely. Only Player 2 can break through ice gates while Player 1 controls Mumble.



DANCING

Using the directional buttons, each player can make their own penguin dance. Press the correct directional buttons as the Arrows enter the like icon on the Note Bar. Good timing will break apart the arrow, signifying that your timing was good. If the arrow turns red, your timing was off.

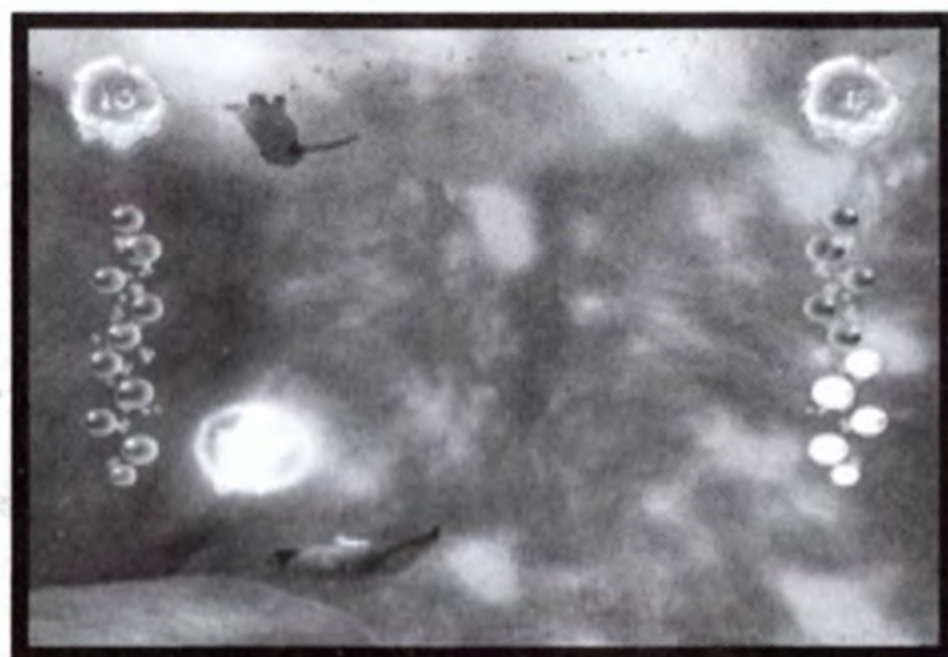
Note: If you run out of yellow dots, you'll have to wait for the Grace Meter to refill before you can continue playing (see **Grace Meter**, pg. 11).



SWIMMING

Both players race underwater, collecting an illuminated item along the way. The player who collects the most items wins. To collect an item, simply make contact with it. Make sure you swim through air bubbles to take in needed air.

Note: If you run out of air bubbles, you'll have to wait for the Air Meter to refill before you can continue playing.



Credits

Voice Talent

Mumble	Elijah Wood
Gloria	Brittany Murphy
Toddler Mumble, Toddler Gloria	EG Daily
Lovelace	Fred Tatasciore
Ramon	Dan Castellaneta
Nestor	Carlos Alazraqui
Lombardo	Johnny Sanchez III
Rinaldo	Jeff Garcia
Raul	Lombardo Boyar
Norma Jean	Catherine Cavadini
Memphis	Christopher Smith
Miss Viola, Mrs. Astrakhan	Grey Delisle
Noah the Elder	Christopher Smith
Eggbert the Elder	Grant Albrecht
Elephant Seal #1	Dan Castellaneta
Elephant Seal #2, Alpha Sku, Maurice	Dee Baker
Other Skuas	Roger Rose, Christopher Smith, Fred Tatasciore
Young Penguins	Catherine Cavadini, Grey Delisle
Adult Penguins	John Adair, Brigitte Burdine, Grey Delisle, Joseph Murray, Adam Nelson & Roger Rose
Elder Penguins	Chris Edgerly, Fred Tatasciore
Zombie Penguin	Ricky Early
Humans	Catherine Cavadini, Chris Edgerly, Johnny Sanchez III
Dancer (Mo-Cap)	Travis Knights
Leopard Seal	Roger Rose

Developed by Artificial Mind and Movement

PRODUCTION TEAM

Executive Producer/President	Rémi Racine
Game Executive	Christophe Gomez
Creative Directors	Gary Corriveau & Claude Pelletier
Game Director	Marie-Jo Leroux
Production Manager	Annie-Catherine Valiquette
Lead Designer	Morgan Jaffit
Senior Artistic Director	Éric Warin
Artistic Director	Jonathan Gingras
Lead Programmer	Lesley Phord-Toy
Technical Lead Programmer	Nicolas Trudel
Lead Animators	Velislava Nikolova & Lorne Nudel
Lead Modeling	Jean-Philippe Simard
Lead Texturing/Lighting/VFX	Mathieu Fecteau
Technical Art Directors	Stéphane Dubois & David Lightbown
Sound Technical Director	Jean-Frédéric Vachon
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Additional Level Design	Jonathan Cournoyer & Justin Przedwojewski
Illustrations	Marek Olejarz & Sophie Ouellet
Animation	Steven Dickinson, Éric Dubreuil & Marjolaine Philibert-Lajoie
Additional Animation	Louis-Guy Dumais, Caroline Prénoveau, Éric Rouer & Kien Tran
Modeling	Michael Steward & Brian Yee
Texturing and Lighting	Médéric Chassé, Audrey Flamand-Lapointe & James Miguel
Additional Texturing	Mélanie Caron
Visual Effects	Dominic Gadoury
Additional Visual Effects	Vincent Fiset
Sound Design	Philippe Charron
Assistant Sound Design	Ian Chuprun
Production Coordination	Paolo Pace & Frédéric Plante
Arrow Patterns	Michel Donais
Head of Production	Chafye Nemri
CTO	Martin Walker

Credits

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Tools Team	Thierry Bouchard, Sébastien Lavoie, Alexis Matte, Valérie Méthot & Martin Paradis
Framework Team	Bruno Champoux (Lead), François Cayouette, Gabriel Côté & Mathieu Rouleau
Graphics Team	Michel Vachon (Lead) & Sébastien Génovèse
Audio & Peripherals Team	Daniel Carrier (Lead), Simon Pelsser & David Andrew Reid
Simulation Team	Étienne Danvoye (Lead), Christian Martineau, Liko-Paul Pinsonnault & Pierre-Jules Tremblay

CTEK

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ARTIFICIAL MIND AND MOVEMENT WOULD LIKE TO THANK:

Marjolaine Allie, Alexei Anikine, Mike Baugh, Alexandre Bélanger, Alexandre Beloin, Jérémie Chicoine, Martin Cright, Chloé Desautels, Marc Devault, Myrienne Dontigny, Richard Dumont, Wendy Enriquez-Donissaint, Fernando Falcao, Éric Fontaine, Lyne Girouard, Angel Hashemi, Stephanie Houde, Pierre Hubson, Shelley Johnson, Shane Keller, Thierry Labelle, Xavier Lestourmeaud, Lysanne Martin, Jean-Martin Masse, Mark Mitchell, Pierre Poulin, Maria Radice, Benoît Rullier, Martin Saindon, David Sasson, Shawn Segal, Brennan Schoeler, Martin Thibert, Paul Williams, Friends & Families...

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Channel Marketing Director	Greg Mucha
Channel Marketing Manager	Jill Kogut

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Operator/Animator	Fredy Palma
Tech Animation	Brian Wright
Animation	Jeff Baker, Darrel Christian, Mike Peterson & Randy Stratton

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Submissions Coordinator	Ki Wolf-Smith
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Assistant Producer	Greg Ranz

Credits

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Licensing Coordinator Chari Ong

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Assistant to Ms Burdine Keith Clark

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Credits

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COO Paquito Hernandez
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Testers Stephan Maltais, David Cruau, Pierre-Hugues Legault Monty, Luc Bergeron, Mathieu Pinsonnault, Henry Chen, Nhi Ngo, Marco Rodi, Maxime Chartrand, Nicolas Pelletier, Vo Dao, Emmanuel Paul Blain, David Rivard, Marc Beauchamp, Jesse Penning, Kain Lacroix, Sebastien Héroux, Erin Martel, Nicolas Germain, Linda Ly, Sylvain Menouillard, Jérôme Vu Than & Pierre Boudreau

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QA Lead Chintu Raju
Assistant QA Leads Srikanth S K, Karthik S & Prajesh Thoppil
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Music

“Boogie Wonderland”

Performed by Brittany Murphy
Written by Allee Willis and Jonathan Lind
EMI Blackwood Music Inc o/b/o itself, Irving Music and Big Mystique Music (ASCAP).
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Produced by John Powell
Mixed by Bob Clearmountain
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“I Will Survive”

Performed by Gloria Gaynor
Written By Frederick J. Perren, Dino Fekaris
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“I Wish”

Written and Performed by Stevie Wonder
©1976 Motown Records, a Division of UMG Recordings, Inc.
Courtesy of Motown Records under license from Universal Music Enterprises
Used by Permission of Jobete Music, Co., Inc. and Black Bull Music
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“Jump N Move”

Performed by The Brand New Heavies featuring Jamalski
Written by Simon Bartholomew, Jan Kincaid, Andrew Levy and Jamal Mitchell
Published by Warner-Tamerlane Publishing Co. (BMI), Roughneck Reality Music (BMI), Mud Slide Music (BMI)
© 1992 London Music Ltd. (PRS) & Unknown Publisher (NS)
Courtesy of Delicious Vinyl Records
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Credits

“Somebody to Love”

Performed by Brittany Murphy
Written by Freddie Mercury
Published by Beechwood Music Corp.
Produced by John Powell
Mixed by Bob Clearmountain
©2006 Warner Bros. Entertainment

“(Shake, Shake, Shake) Shake Your Booty”

Performed by KC & The Sunshine Band
Written by Harry Wayne Casey and Richard Raymond Finch
By arrangement with Warner Music Group Video Game Licensing
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“Groove Is In The Heart”

Performed by Dee-Lite
Written by D'mitry Brill, Dong-Hwa Chung, Kier Kirby, Kamaal Fareed, Towa Tei and Herbie Hancock
Published by Delovely Publishing (ASCAP)
Courtesy of Elektra Entertainment Group
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“That’s The Way (I Like It)”

Performed by KC & The Sunshine Band
Written by Harry Wayne Casey and Richard Finch
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John Powell Score

“LEOPARD SEAL ATTACK”

“HATCH SCHOOL”

“AVALANCHE”

“GLORIA JOINS”

“MEET SKUA”

“ADELIE LAND”

Written by John Powell
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Includes 8 retro-racing classics!

MIDWAY ARCADE TREASURES™ 3



Featuring Hydro Thunder,
San Francisco Rush 2049
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PlayStation®2



Cartoon Violence

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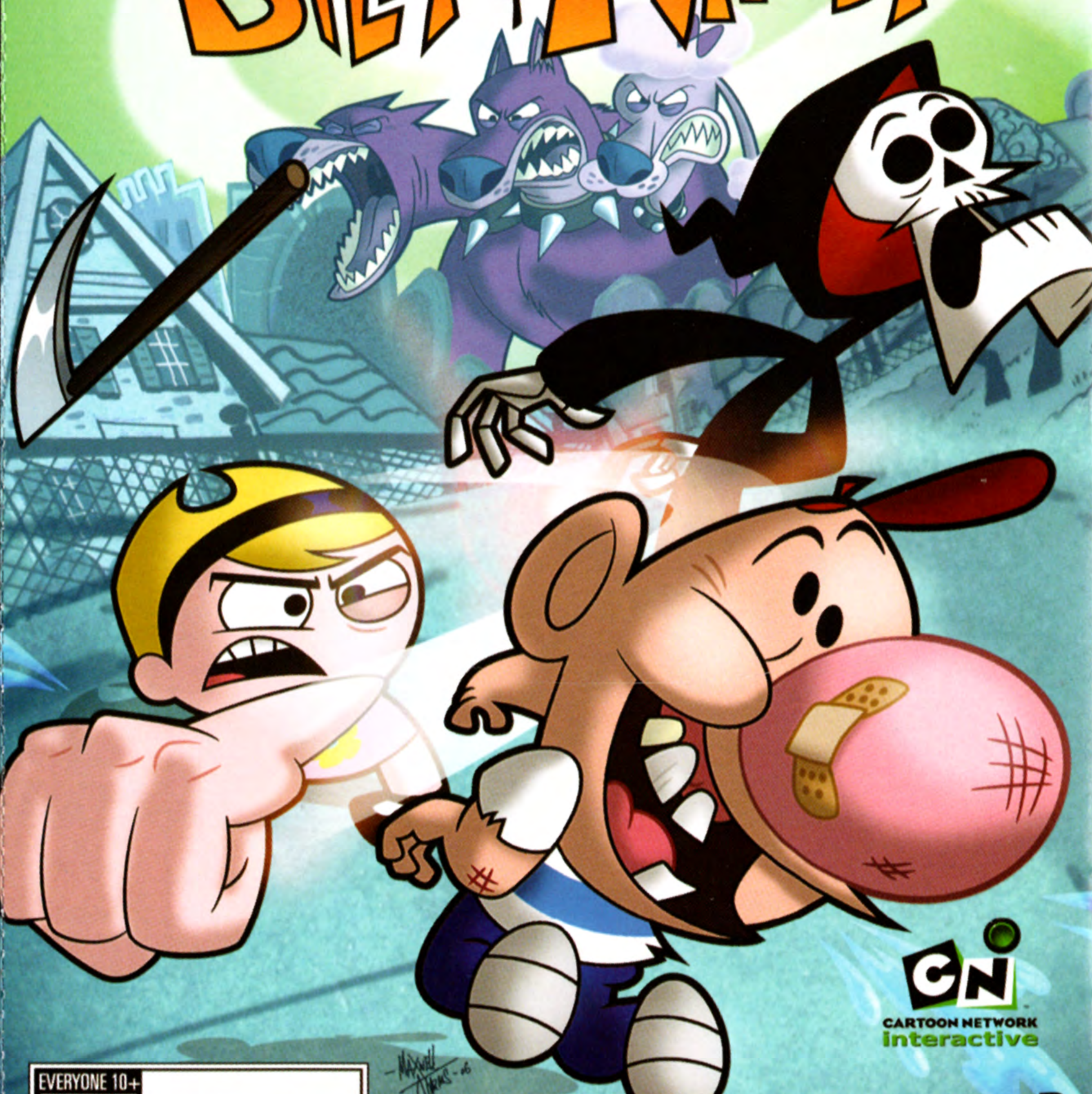


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(s06)

The Grim Adventures of Billy & Mandy™



Cartoon Violence
Crude Humor



PlayStation.2



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