

HERDY GERDY™



EIDOS
INTERACTIVE

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:

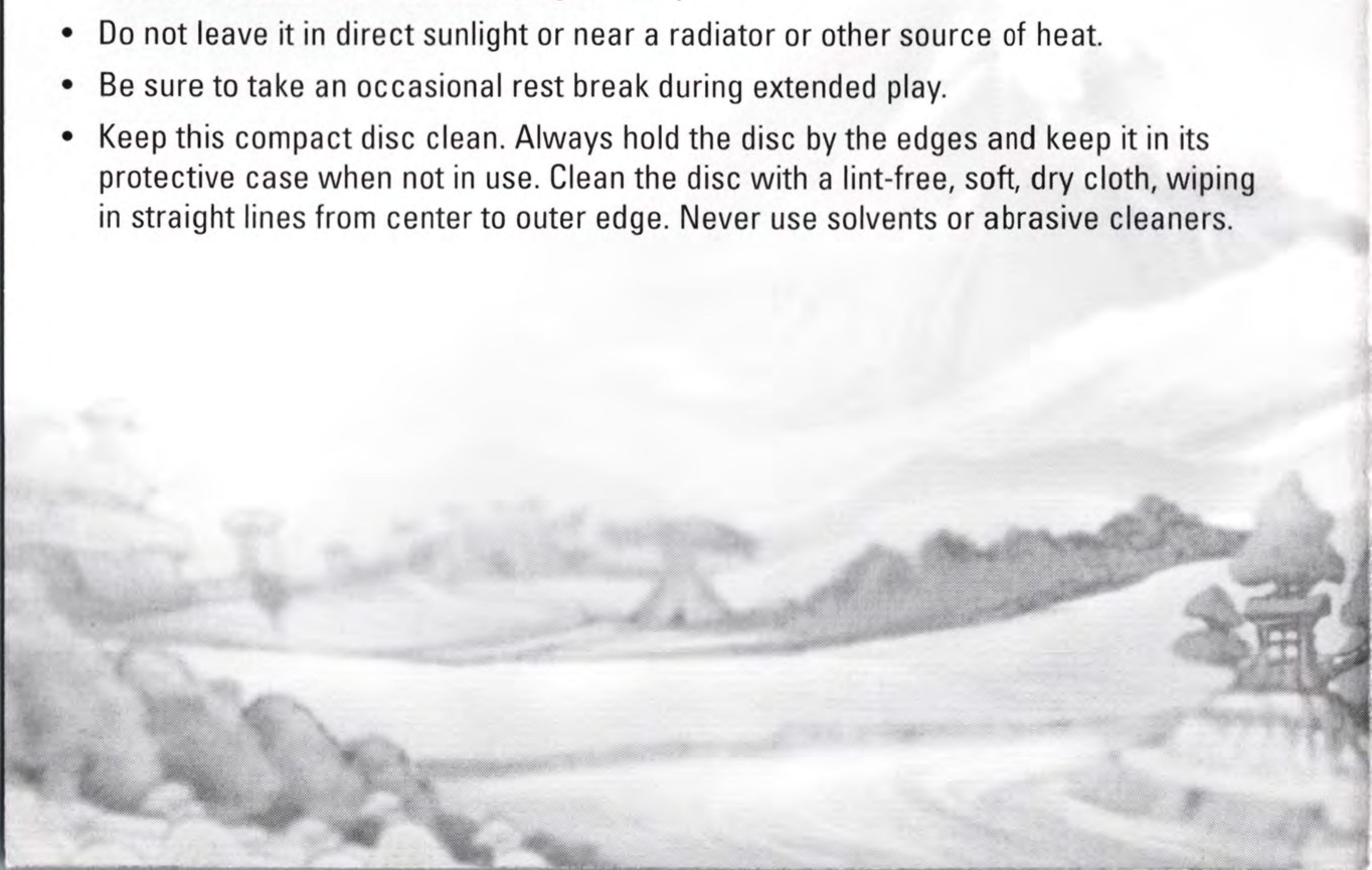
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

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:

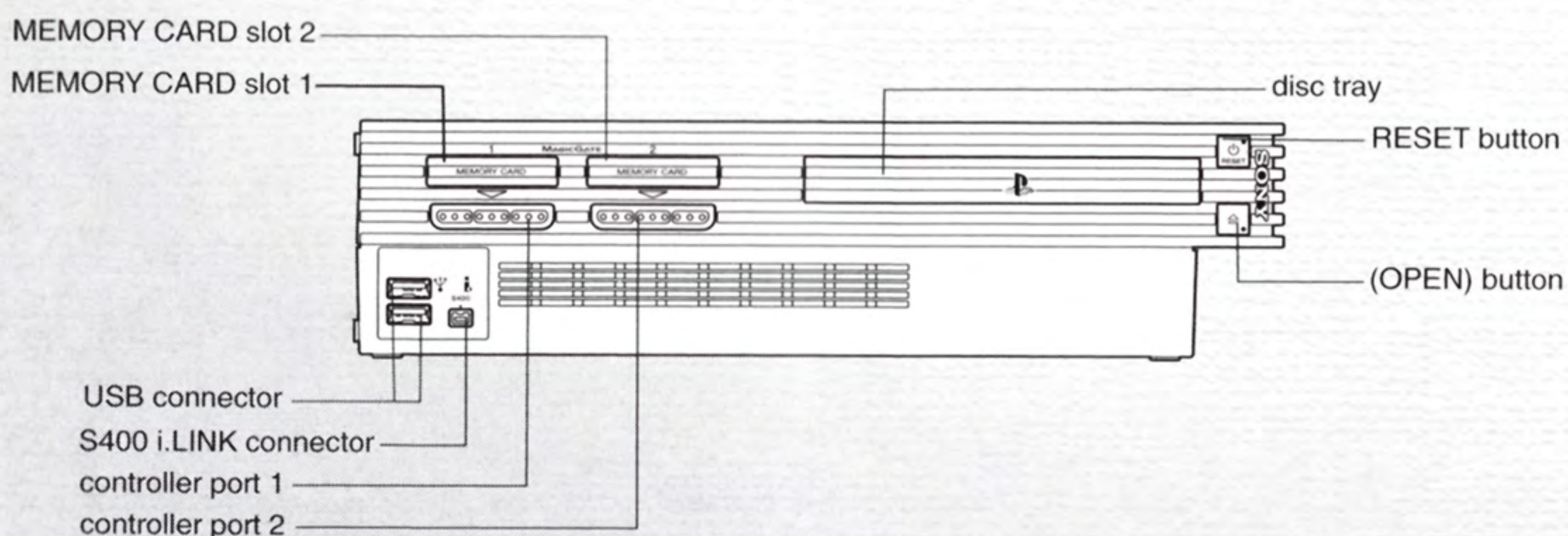
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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 in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.

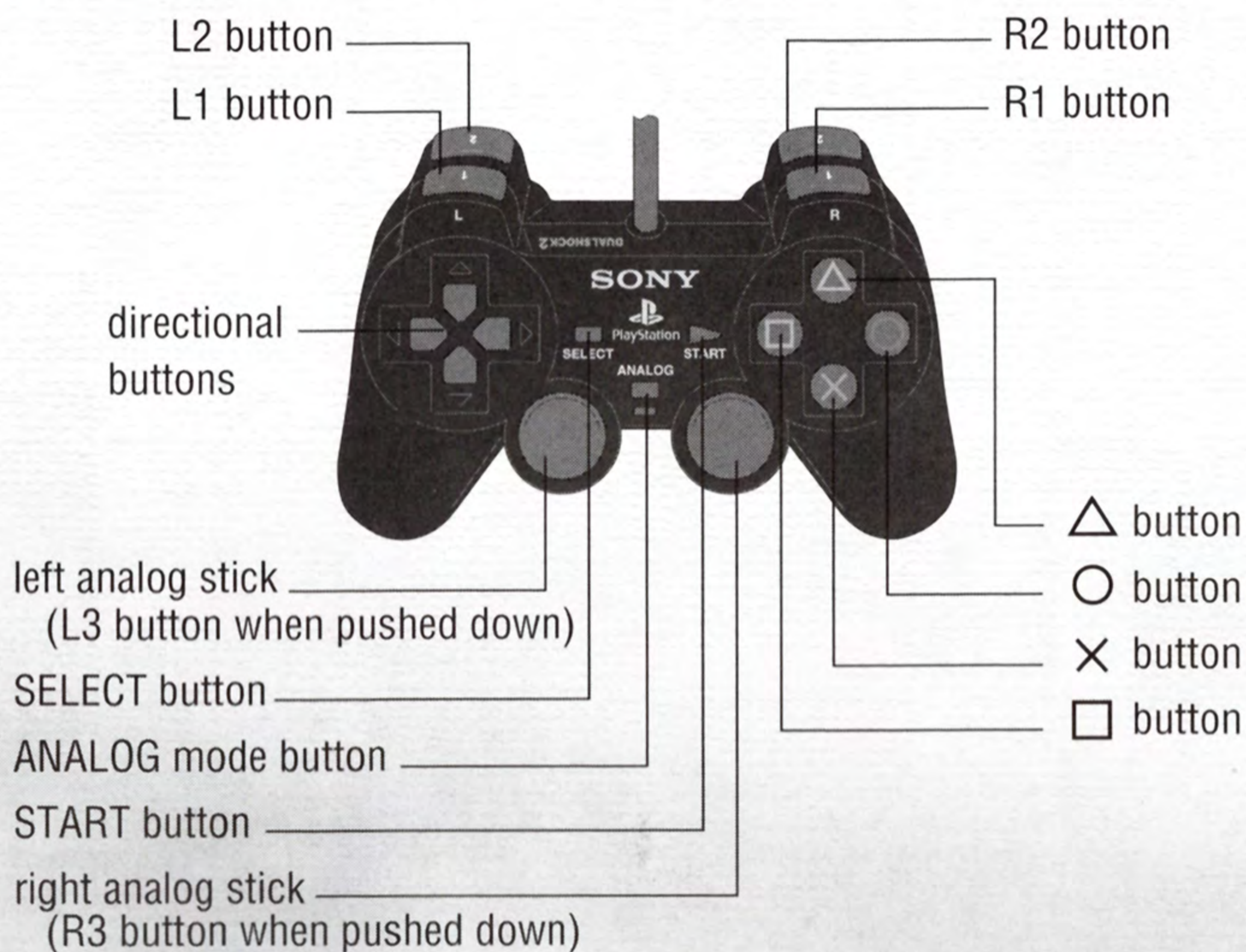
When the power indicator lights up, press the open button and the disc tray will open. Place the HERDY GERDY™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



HERDY GERDY is best played with the DUALSHOCK®2 analog controller. The controller should be connected to controller port 1. With this analog controller, the ANALOG mode button and mode indicator are always set to ON, indicating that the controller is in analog mode.

When vibration is ON, the controller will vibrate in response to game events. You can adjust vibration ON/OFF from the Options Menu.



STARTING THE GAME

You will be prompted to press the  button to begin the game. Doing so will call up the Main Menu. If you do not press the  button, a rolling demo will automatically play after a short period of time. Pressing any button on the controller will recall the Start Screen.

MAIN MENU

New Game

Select this option to start a new game.

Load Game

Select this option to load a previously saved game.

Options

Select to call up the Options Menu.

Extras

Select this option to view any unlocked secrets!



OPTIONS MENU

Audio

Change audio levels in the following categories:

- SFX
- Music Volume
- Movie Volume
- Speech Volume
- Sound Mode STEREO (default) / SURROUND

Video

Adjust the position of the picture on your TV

Control

Adjust vibration ON / OFF



CONTROLLING GERDY

left analog stick Move Gerdy around his world. Push forward gently to walk and fully to run.

right analog stick Move the camera around Gerdy.

L1 button + left analog stick Walk.

R1 button + left analog stick Sprint when Gerdy is wearing magic boots.

L2 button Cycle through the inventory counterclockwise.

R2 button Cycle through the inventory clockwise.

R3 button Cycle between three preset camera viewpoints.

L3 button Switch to Headcam. Use the left analog stick to look around the environment from Gerdy's eye view, press the **L3** button once again to return to standard view. You cannot move Gerdy while in Headcam mode.

△ button Re-center the camera behind Gerdy.

□ button Use an item in Gerdy's inventory.

○ button Talk.

× button Jump.

DIRECTIONAL BUTTONS

← button Press once to display half of the map, twice to display the full map and once again to hide the map.

↑ button Zoom in on the map.

↓ button Zoom out of the map.

→ button Not used.

▶ button
START Pause the game and display the Pause Menu. Press again to resume the game.

■ button
SELECT Display the inventory and status bars. Press again to hide this information.

MENU CONTROLS

Navigate all menus using the following controls:

directional buttons / left analog stick Move through the menus.

ⓧ button Make selections.

⓪ button Return to previous screen.

CUT SCENE CONTROLS

Follow the on-screen prompts throughout the movie cut scenes, usually using the ⓧ button to speed up conversations or to confirm YES / NO answers.



ITEMS AND PICK-UPS

When Gerdy begins his adventure he starts with just the clothes he is wearing. As he travels around the island in his quest to become the champion herder he will meet lots of characters that will offer advice. Some of these characters will give Gerdy tasks, which when completed, will reward him with a piece of equipment to aid his quest. Some of the items he will find are:



Herding Stick – This is the first item Gerdy gets the chance to win. Find Yggdrasil and he'll tell Gerdy what he has to do. Once this stick is planted in the ground it releases an enchanting melody that places certain animals close to it into a trance. They will not leave the stick until Gerdy removes it from the ground.



Boots – Enable Gerdy to run faster and jump higher than ever before.



Flute – Gerdy needs the flute to charm certain types of creatures found on the island. It plays a magical tune that mesmerizes these creatures so they follow the tune wherever it goes.



Feather – Magically grants Gerdy the power and ability to climb great heights.



Shillelagh (leprechaun's hammer) – This tool can be pried from Poric's hands with a little trickery. It is required to enable Gerdy to push the rainbow buttons.



Horn – Blowing the horn scatters many creatures close by. Some will be so frightened by the noise that they will be temporarily stunned.



Suit – Enables Gerdy to swim.



Gloves – Give Gerdy additional strength, enabling him to push heavy blocks.



Rainbow Buttons – These switches are located throughout the island. When pressed they open gates and doors and also trigger platforms.

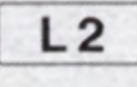
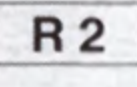


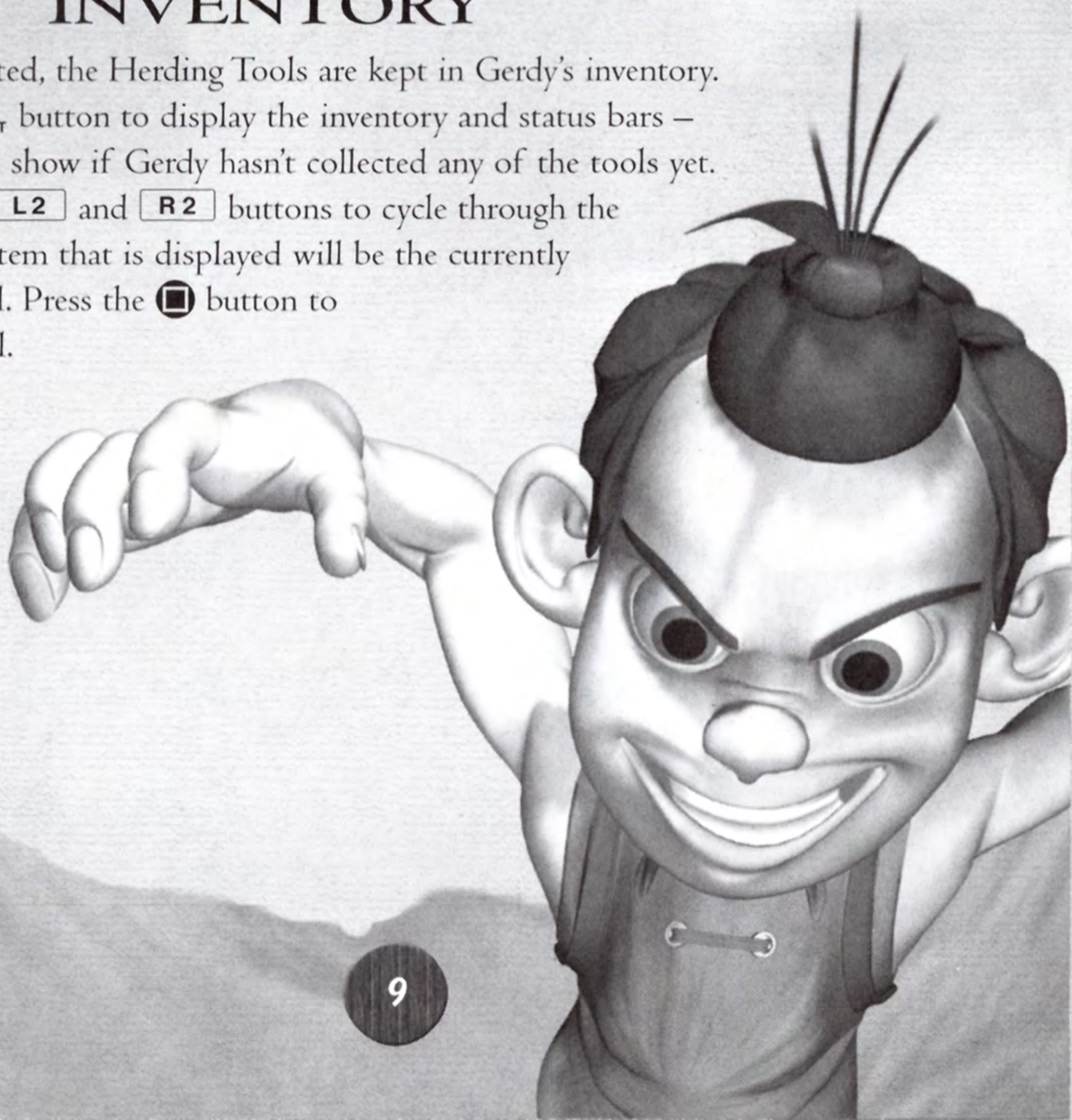
Bells – Throughout each level there are 100 bells. If Gerdy collects all 100 bells on any level a cow bell will appear.



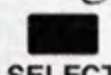
Cow Bells – Collect this bell and take it to the Cow Man to earn a secret bonus.

INVENTORY

Once collected, the Herding Tools are kept in Gerdy's inventory. Use the  button to display the inventory and status bars – nothing will show if Gerdy hasn't collected any of the tools yet. Or use the  and  buttons to cycle through the items. The item that is displayed will be the currently selected tool. Press the  button to use that tool.

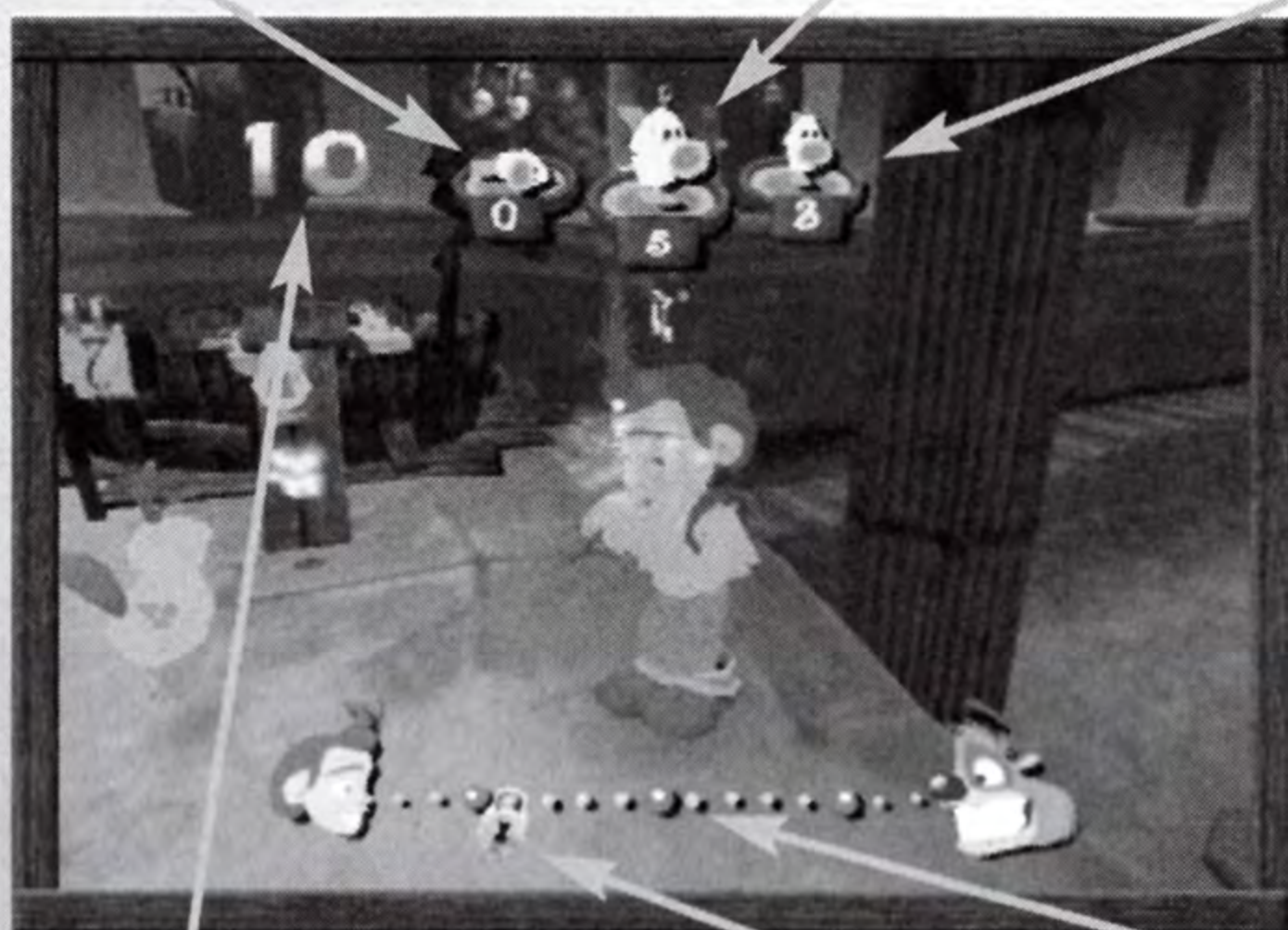


LEVEL STATUS

Throughout the game you can check on Gerdy's progress by pressing the  button. This will display the following:

Creature Status:

Dead (where applicable) Alive and running free Penned

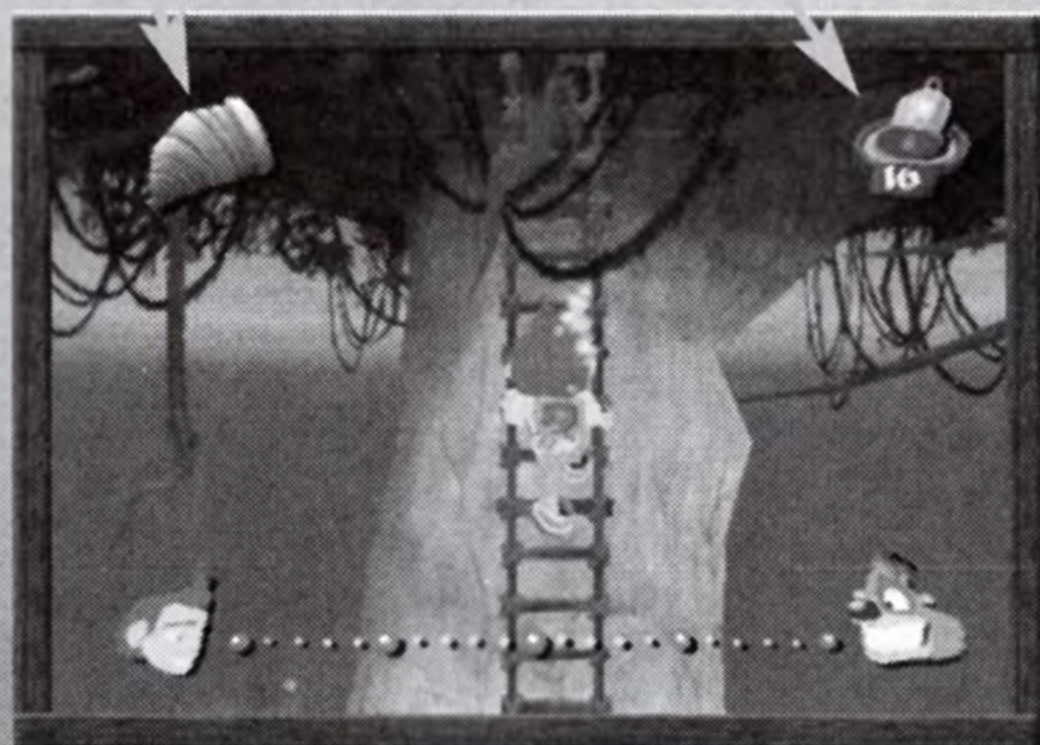


Number of creatures in your herd Locked area Progress bar

Progress bar - As Gerdy herds the creatures on a level, an icon of his head begins to munch along the progress bar – one point for every 5% of creatures! If the Gromp catches and eats the creatures (or in some instances they may fall from cliffs and die) the Gromp icon will chomp along the bar.

In certain levels there will be secret areas that are unlocked by Gerdy's icon reaching and eating the lock before the Gromp does! If the Gromp gets there first the secret is gone forever, well, unless you re-start the level.

Inventory **Number of collected bells**



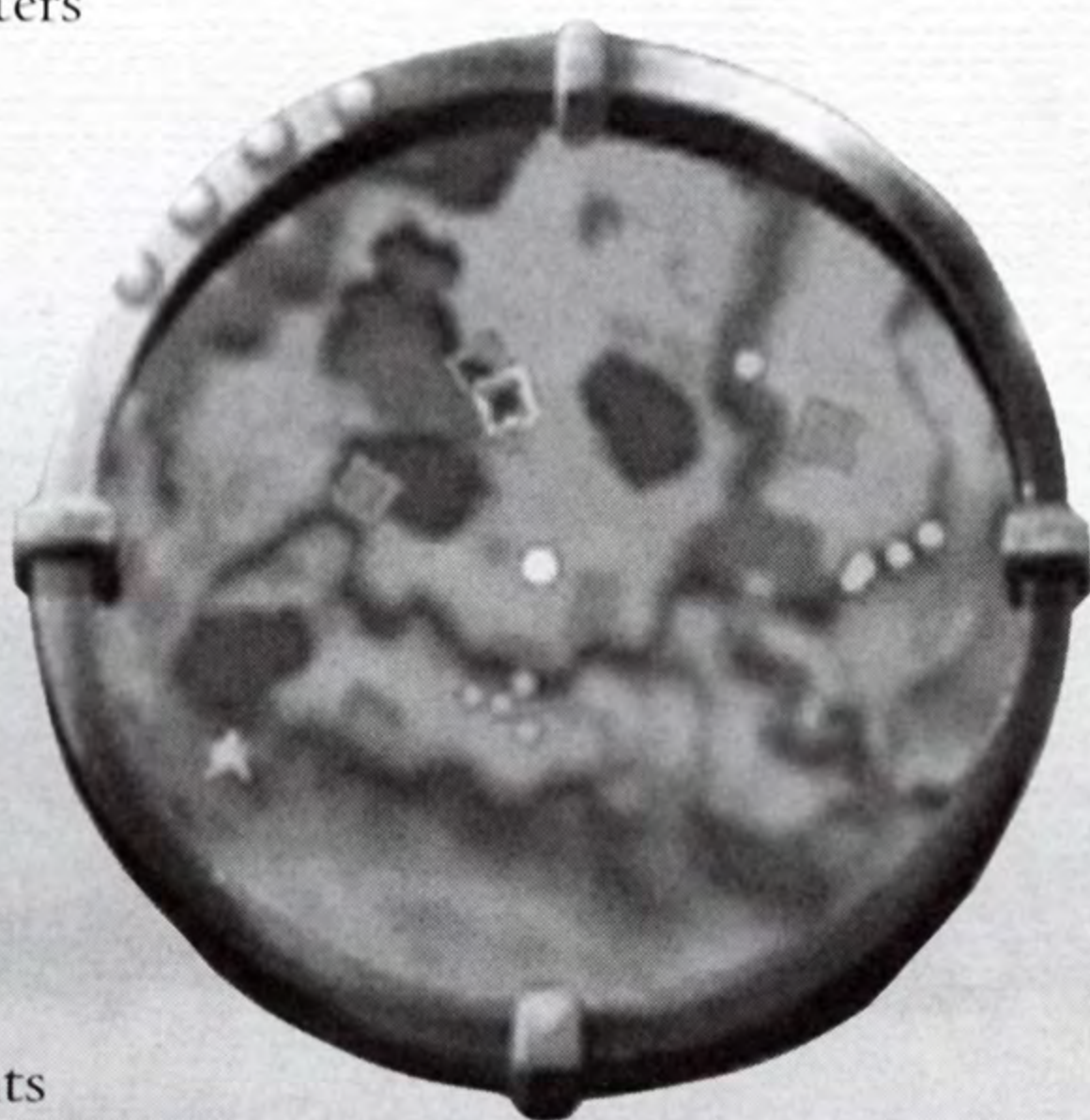
Gerdy's current time

Challenge time

GAME MAP

To help Gerdy on his travels, you can view an island map that shows Gerdy's position as a yellow circle in the center of the map. To display the map, use the ← directional button. Press the button once to display half of the map, twice to display the full map and once again to hide the map. You can also zoom in or out of the map using the ↑ ↓ directional buttons. The map also shows all the characters and their pens along with Exit points. Map colors are:

Yellow dot	- Gerdy
Green arrows	- Entry and Exit level points
Red arrows	- Entry and Exit sub-level points
Yellow stars	- Interactive characters
Green dots	- Doops
Green squares	- Doop pens
Blue dots	- Bleeps
Blue squares	- Bleep pens
Red dots	- Gromps
Red squares	- Gromp pens
Purple dots	- Grimps
Purple squares	- Grimp pens
Brown dots	- Brown Soldier Ants
Brown squares	- Brown Soldier Ant pens
Scarlet dots	- Red Soldier Ants
Scarlet squares	- Red Soldier Ant pens
Yellow dots	- Honks and Honklings
Yellow squares	- Honk and Honkling pens
Pink dots	- Glooters
Pink squares	- Glooter pens
Multi-colored dot	- Rainbow button



LEVEL MAP

In between levels a map of the islands will appear showing Gerdy's position. As he progresses through his adventure more of the map will be uncovered. Use the directional buttons to move Gerdy over the unlocked level entrances and press the **X** button to load that level.

You can also look at how well Gerdy's done by pressing the **○** button to display a list of statistics for that level.

You will also be able to save your current game. See page 22 for details.



SECRET AREAS

Gerdy will come across locked areas throughout his quest. The entrance to these secret areas will be blocked, and a golden padlock will be displayed signifying that the area is locked. To unlock the entrance Gerdy will need to complete a certain task. These tasks vary from level to level. Once the task is completed the lock will break before your eyes and Gerdy will be able to explore what lurks in these areas!

LEAVING THE LEVELS

At the entrance and exit of each level Gerdy will meet the Gypsy Woman. She will tell him if he's able to progress to the next level, or check if he's sure he wants to leave the level. Note that if you exit the level and then re-enter it, all the creatures will have been released from their pens and you will have to herd them all again!

CHARACTERS AND HERDING TECHNIQUES

There are lots of creatures on the island, some living harmoniously, some running wild and others just plain hungry! Gerdy will be called upon to herd many of the creatures. To know how to do so he must listen carefully to the other inhabitants of the island who will give him help and advice along the way.

Many characters will offer Gerdy advice or challenges. To speak with them, walk up to them and press the  button. If they want to speak they will, if not — they won't!

As Gerdy will discover, different creatures react differently to each other and to Gerdy. Here are some examples of creatures that can be found on the island and ways to herd them...

CREATURE PENS

To restore order to the islands and prevent the Gromps from eating all the inhabitants, Gerdy must lead certain creatures to their specific pens. These creature pens can be found scattered throughout the island. Each pen will have a picture of the creature it's made to hold.

A counter by the side of each pen tells you how many more creatures it will hold until it's full. When the counter reaches zero the pen won't be able to hold any more creatures and Gerdy will need to find another pen.

Note: Gromp pens only hold one Gromp.

Be careful when penning Gromps.

Even when they are penned they have devious ways of finding creatures to eat!

DOOPS

Doops are rather unintelligent creatures that occur in relatively large numbers.

Their natural behavior is to graze in flocks, but individuals may stray from the group. It is advantageous to herd the Doops into flocks as this makes them easier to maneuver.

Doops taste just great, so watch out for predators eager for an easy snack.



HOW DOOPS BEHAVE

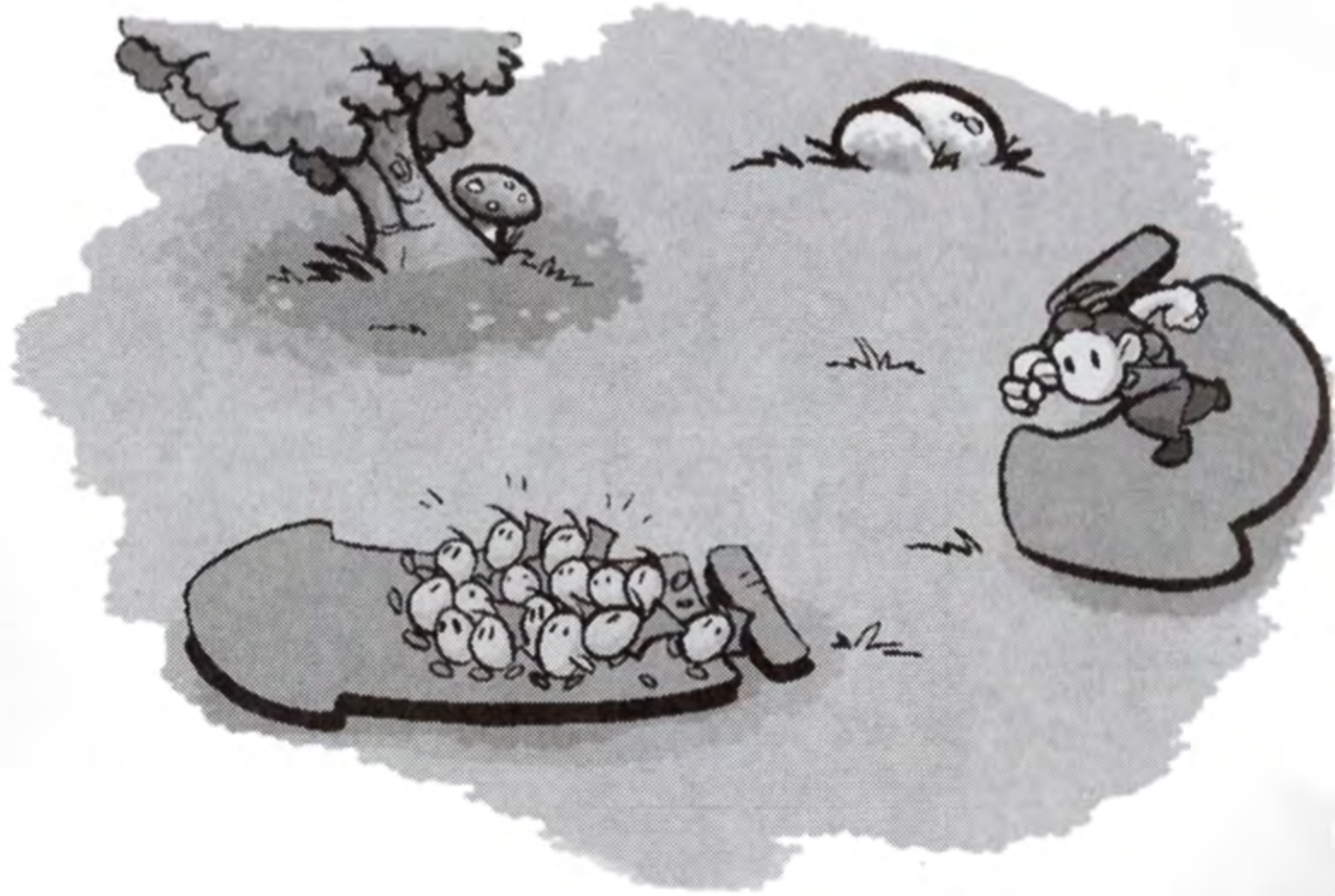
- Gerdy** - They run away.
- Flute** - The flute has no effect.
- Stick** - They flock in groups around the stick.
- Horn** - Any flocks break and all the Doops run away.
- Doops** - When Doops meet they form circular flocks.
- Bleeps** - They ignore Bleeps.
- Gromps** - They are incredibly stupid and ignore Gromps, allowing them to eat as many as they like.
- Water** - They will try to avoid water, but if pushed they will jump in and float downstream.
- Falling** - They can withstand a small drop, but falling off cliffs or high ledges will kill them unless they land in water.

HOW TO HERD DOOPS



1. First find your Doops. It's best to get as big a herd as possible, so push any strays into the herd. The Doops prefer to be in herds, so when the strays get close to the main group they will run into it.

2. Next get behind the herd and move toward it. The Doops move away from Gerdy so don't get too close to the main group yet,

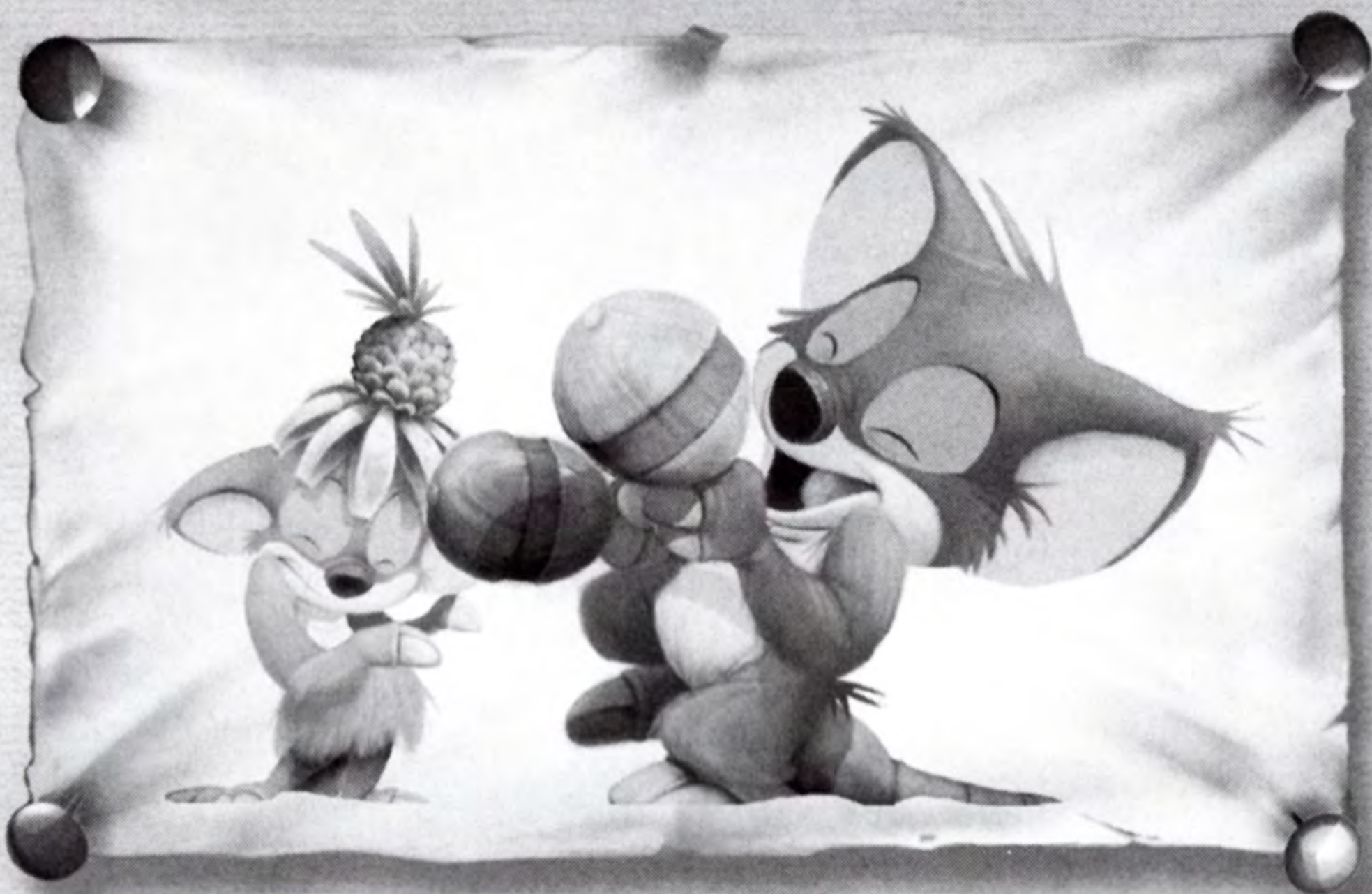


3. Move toward the herd and pick up your speed. Remember, the Doops' direction is a combination of Gerdy's direction and the angle between Gerdy and the group. This allows you to steer the herd.



BLEEPS

Bleeps are slightly deranged music-loving creatures. They usually occur in small groups, but can be solitary. Their natural behavior is energetic and playful. Left alone they easily get themselves into trouble. The only way to control Bleeps is with music.



HOW BLEEPS BEHAVE

- Gerdy** - They ignore Gerdy.
- Flute** - When Gerdy plays the flute any Bleeps nearby line up behind him. They continue to follow Gerdy as long as he plays the flute.
- Stick** - They gather around the stick.
- Horn** - The horn causes Bleeps to run away.
- Doops** - Bleeps ignore Doops.
- Bleeps** - Bleeps ignore each other.
- Gromps** - They ignore Gromps, even when they are feasting on them!
- Water** - Bleeps like water but cannot swim. If they land in water they will sink and drown.
- Falling** - Bleeps love heights. They quite happily jump off high ledges and float to the ground, using their tails to hover.

HOW TO HERD BLEEPS



1. Bleeps can usually be found around cliffs or streams bouncing around and generally placing themselves in extreme danger.

2. Get in among the Bleeps and play the flute. They will stop what they are doing and rush toward the music.



3. The Bleeps will line up behind Gerdy, dancing and bouncing to the music. They will now follow Gerdy as long as he continues playing the flute.

GROMPS

Gromps are large dumb creatures with voracious appetites.

They are generally solitary animals, the reason for this being that if two or more Gromps meet they immediately start fighting. It's best to avoid a Gromp at all costs. Unfortunately this is not always possible.



HOW GROMPS BEHAVE

- Gerdy** - They chase Gerdy when he is near. If a Gromp catches Gerdy, he will punch him, sending him airborne and crashing to the ground somewhere close by.
- Flute** - The flute does not affect Gromps.
- Stick** - Gromps walk towards the stick, pick it up, snap it in two and throw the two halves to the floor. Gerdy has to pick up the two halves to reclaim the stick.
- Horn** - Playing the horn alerts Gromps to your presence and causes them to chase you.
- Doops** - They eat any Doops nearby.
- Bleeps** - They eat any Bleeps nearby.
- Gromps** - When two or more Gromps meet they start fighting. This is an opportunity to sneak a few animals past them.
- Water** - Gromps will not go anywhere near water. They hate it.
- Falling** - Gromps can withstand quite a fall. They land on their behind and get up.

HOW TO HERD GROMPS



1. First find your Gromp. He will probably be sulking in some corner or eating half your herd.

2. Now that you've found him you've got to get his attention. This shouldn't be too hard because he's always hungry and you look like lunch. The safest thing to do is to blow the horn. It's so loud you can do this from a distance. If you don't have the horn you will have to run past him going really close!



3. Now that you've got him chasing you, don't lose him! Stay just far enough away from him so he can't get you. If you get too far ahead he will lose interest.

OTHER CHARACTERS



RED

An apprentice magician who seems to be in a constant state of sheer panic. Red has the magic flute, which he gives to Gerdy in exchange for a little help.



YGGDRASIL

Gerdy's mentor and the keeper of the forest. He appears early in the game to tell Gerdy about the legend of the island and challenges him to win the herding stick.



PORIC

A leprechaun of dubious intentions. Poric holds the shillelagh but has no desire to give it away. He is, like all leprechauns, a devious hoarder.



EFRIN

A young Elven huntsman. Efrin believes he is the greatest and will not hesitate to broadcast it to anybody within earshot. He holds the horn that Gerdy will need to progress. Efrin, however, is far too busy blowing his own trumpet to give it away.

EXTRA GERDY MOVES



Using the Herding Tools – Simply pressing the  button will use whichever Herding Tool you currently have selected. To change your current selection use the **L2** and **R2** buttons to cycle through the tools in Gerdy's inventory. To remove the herding stick from the ground, press the  button at any time, providing the stick is still the currently selected inventory item.

Pushing blocks – If Gerdy is wearing the gloves he will be able to push blocks. These blocks are indicated by the presence of paw prints. Walk up to a pushable block and Gerdy will automatically begin to push the block forward.



Swimming – If Gerdy is wearing the suit he can swim. Jump into a river or pool and he will automatically begin to swim. Use the jump button to climb out of pools. Don't jump into water without the suit or Gerdy will drown!

Climbing ladders – When Gerdy has won the feather he'll be able to climb the rickety ladders. Position him at the bottom of the ladder and press the  button. This will enable Gerdy to then climb up. He'll jump off the ladder by himself when he reaches either the top or the bottom.



Running – really fast! And **Jumping** – really high! – Once Gerdy collects the boots he's able to run really quickly. Press and hold the **R1** button while running to get an extra speed burst. He'll also be able to jump higher to reach areas he couldn't previously get to.

SAVE GAME

While the Level Map screen is being displayed, press the  button. This will call up the Pause Menu. You will now notice that a Save Game option is available. Highlight and select this option. You will be asked to specify which MEMORY CARD slot you want to write to. When you've done that you'll be able to save your game to a memory card (8MB)(for PlayStation®2). When saving is successfully completed you'll be shown a confirmation message. You'll return to the Pause Menu when you acknowledge this message.

Note: There is a maximum of 64 save game slots per memory card.

QUICKSAVE MOLE

At various points in the levels Gerdy will come across Quicksave Mole. Pressing the  button to speak to the little fella will result in him asking if you'd like to save your game. Use the directional buttons to display either YES or NO and press the  button to confirm.

You are allowed only one Quicksave slot. If you choose to ask Quicksave Mole to save your game again you will overwrite your previously Quicksaved game.

LOAD GAME

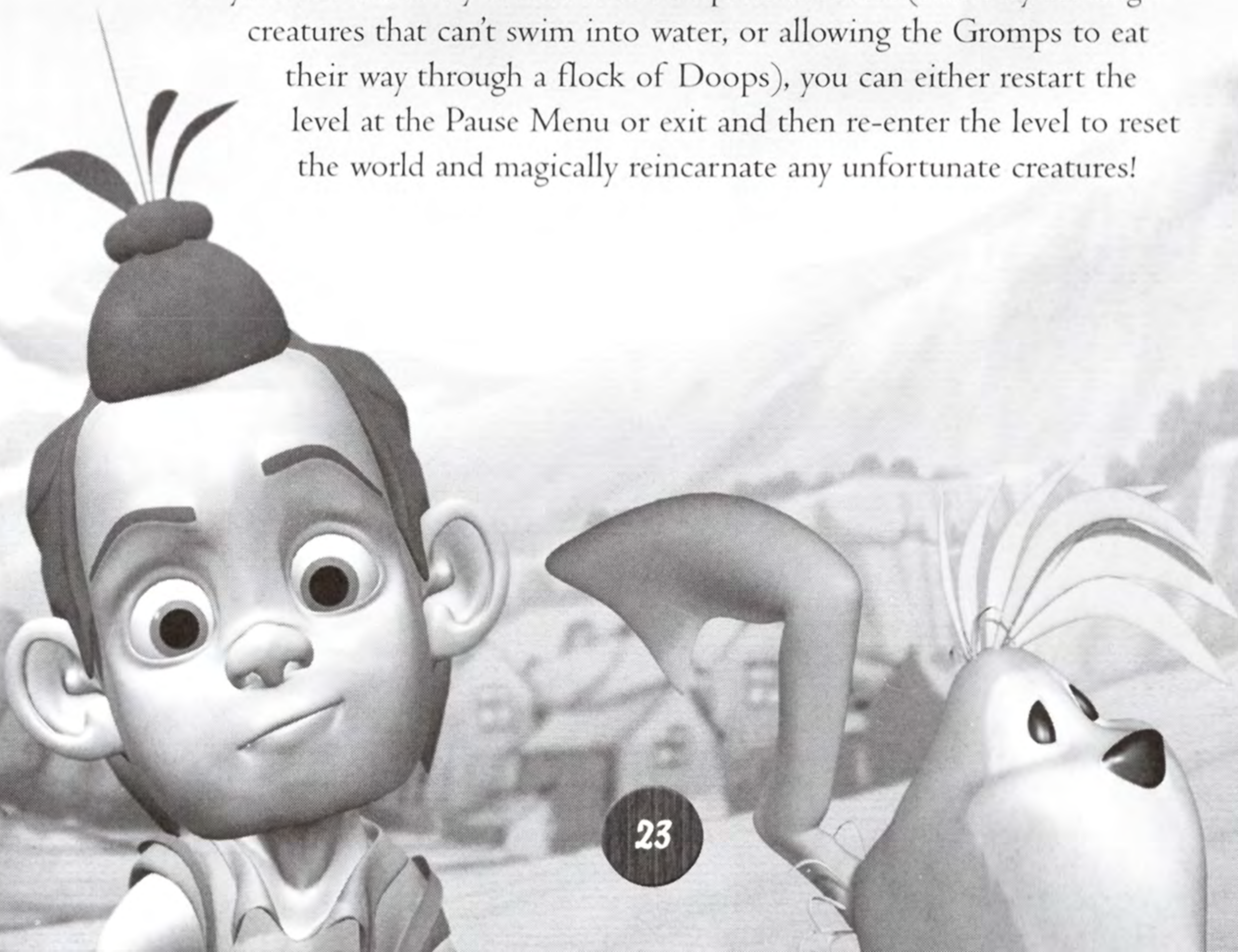
You can load a previously saved game at the Main Menu by selecting the LOAD GAME option. Following this selection you will be given the option to select a MEMORY CARD slot to load from. Upon selection you will be presented with a list of saved games. Highlight and select the game you want to load. Upon confirmation you will be returned to your previous saved game point.

Note: Never insert or remove a memory card when loading or saving files.

Note: HERDY GERDY supports both MEMORY CARD slot 1 and MEMORY CARD slot 2.

HINTS AND TIPS

- Listen carefully to the people Gerdy meets on his adventure. Most characters have something interesting and helpful to tell the young shepherd.
- Be careful when penning a Gromp that his pen is not in reach of other creature pens, or suddenly you may discover that the Gromp will find a way to feed his appetite anyway!
- Not all items can be picked up or paths opened when Gerdy first discovers them. He may need to return later when he has the equipment to satisfy the task!
- Please note, you must collect all 100 bells from the same level to obtain a cow bell. If you leave a level without collecting all 100 bells, when you return to that level you'll have lost them all and will have to start again.
- Keep the herding stick away from the Gromps. If they get hold of it they'll snap it in two! Gerdy will then have to collect the two pieces so the stick can magically join itself together again.
- As Gerdy becomes more experienced he'll be able to use combinations of Herding Tools to achieve his tasks!
- While the Gromps have a huge appetite and will eat almost anything on the island, there's no one big enough to eat them — so they never die!
 - If you lose too many creatures to complete the level (either by leading creatures that can't swim into water, or allowing the Gromps to eat their way through a flock of Doops), you can either restart the level at the Pause Menu or exit and then re-enter the level to reset the world and magically reincarnate any unfortunate creatures!



CREDITS

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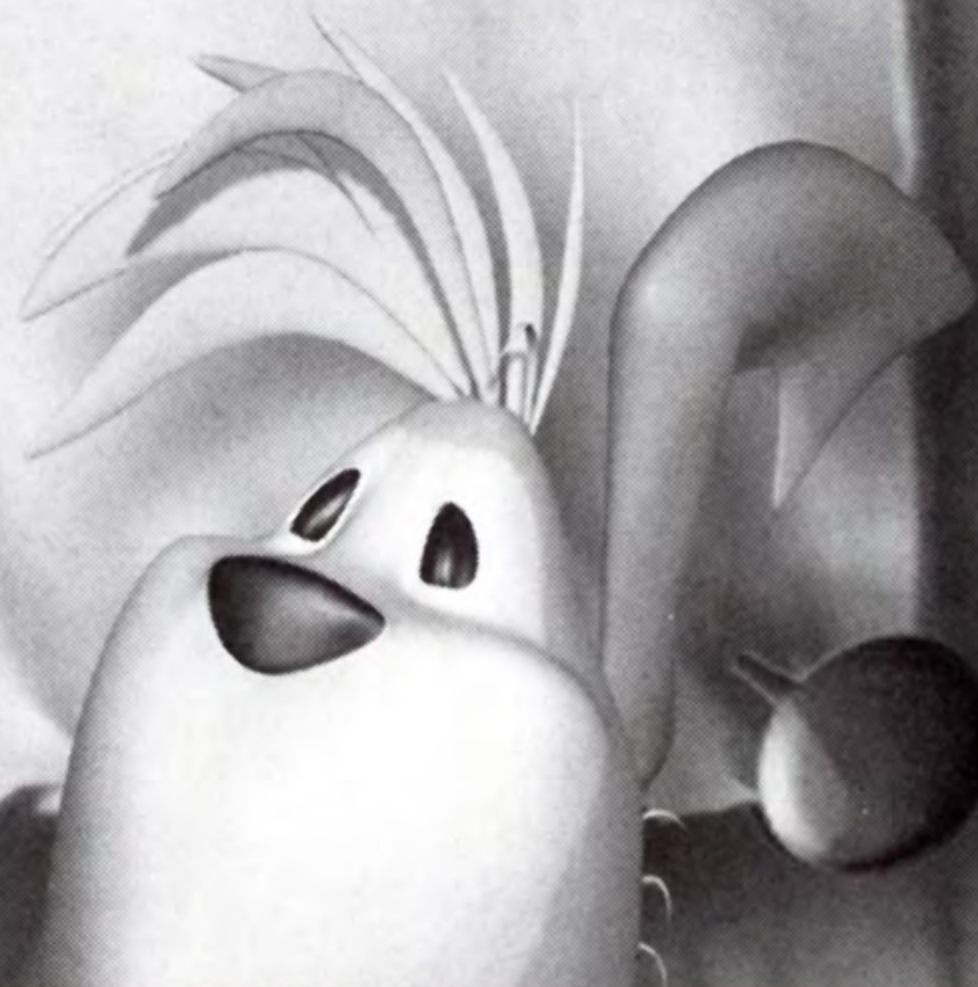
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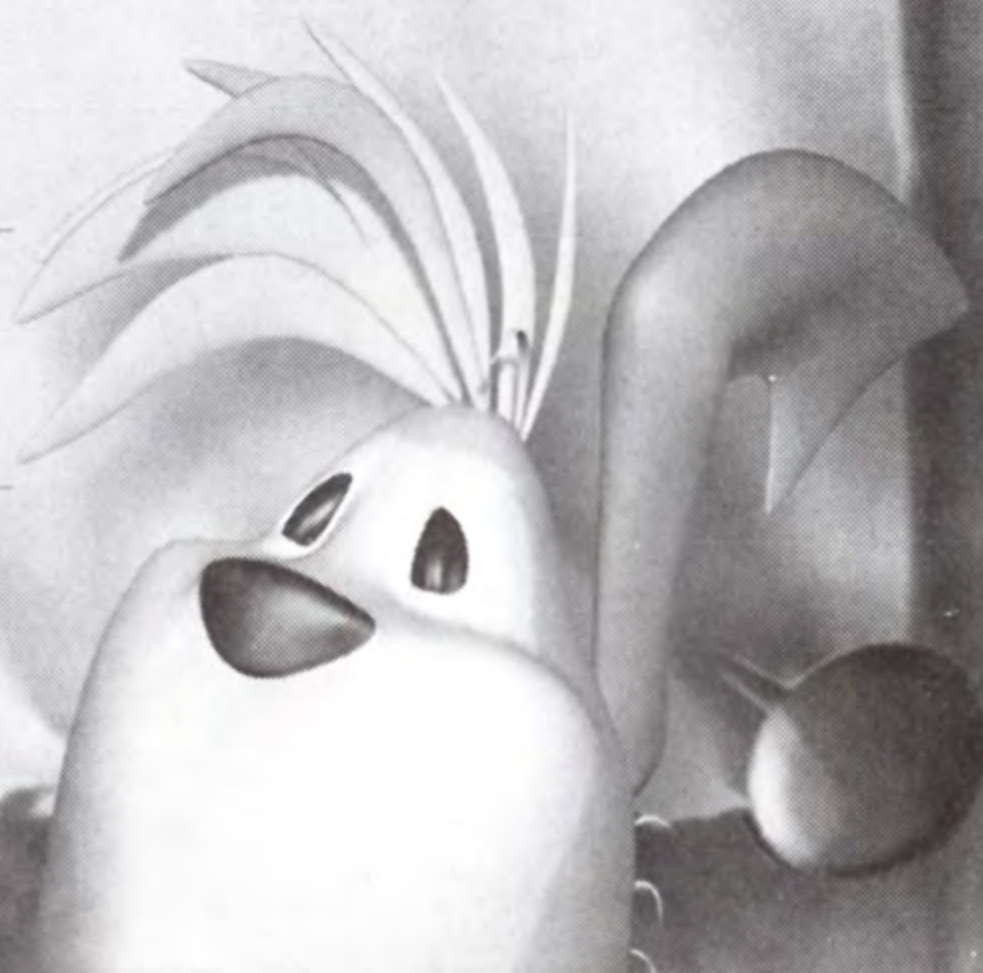
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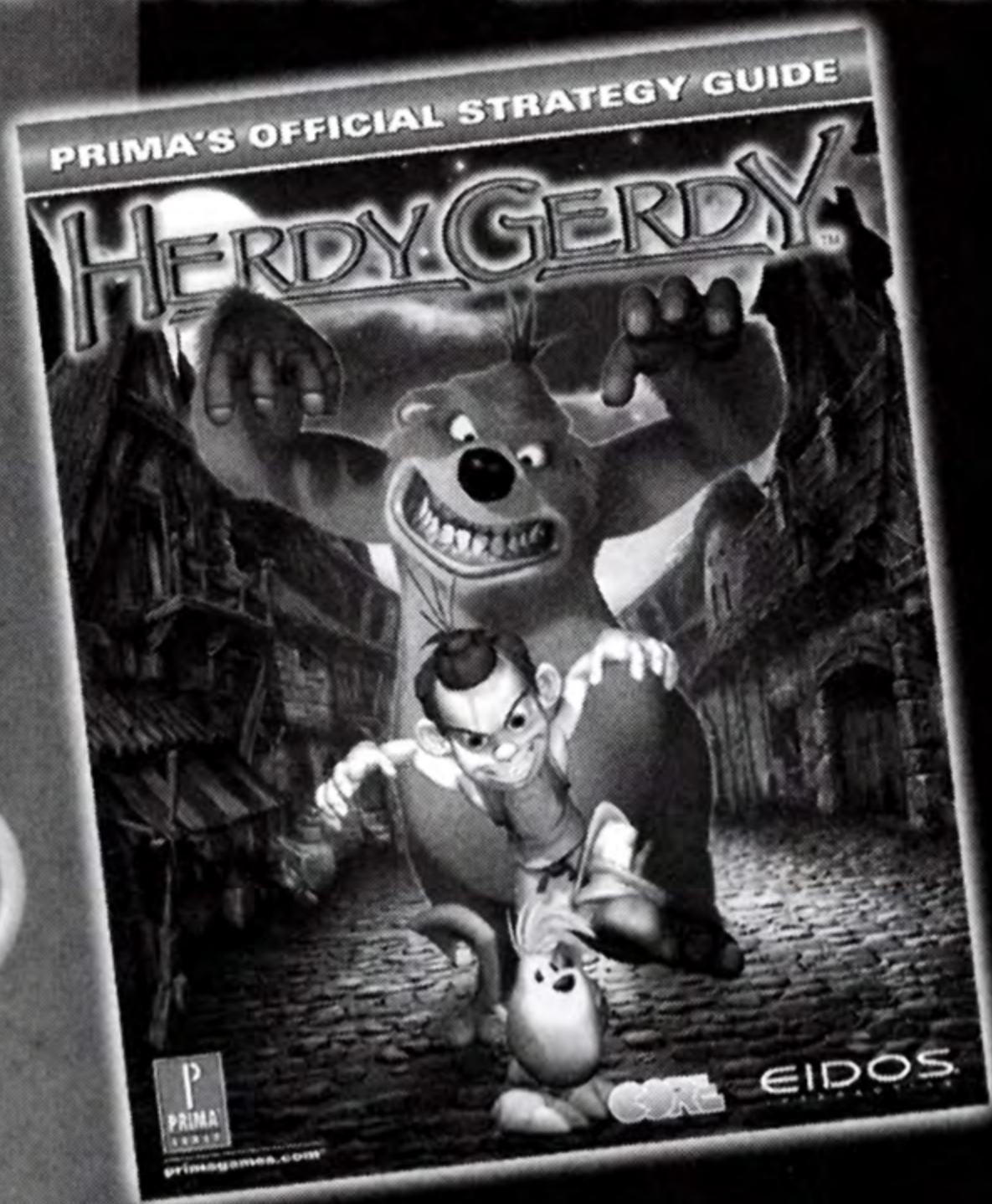
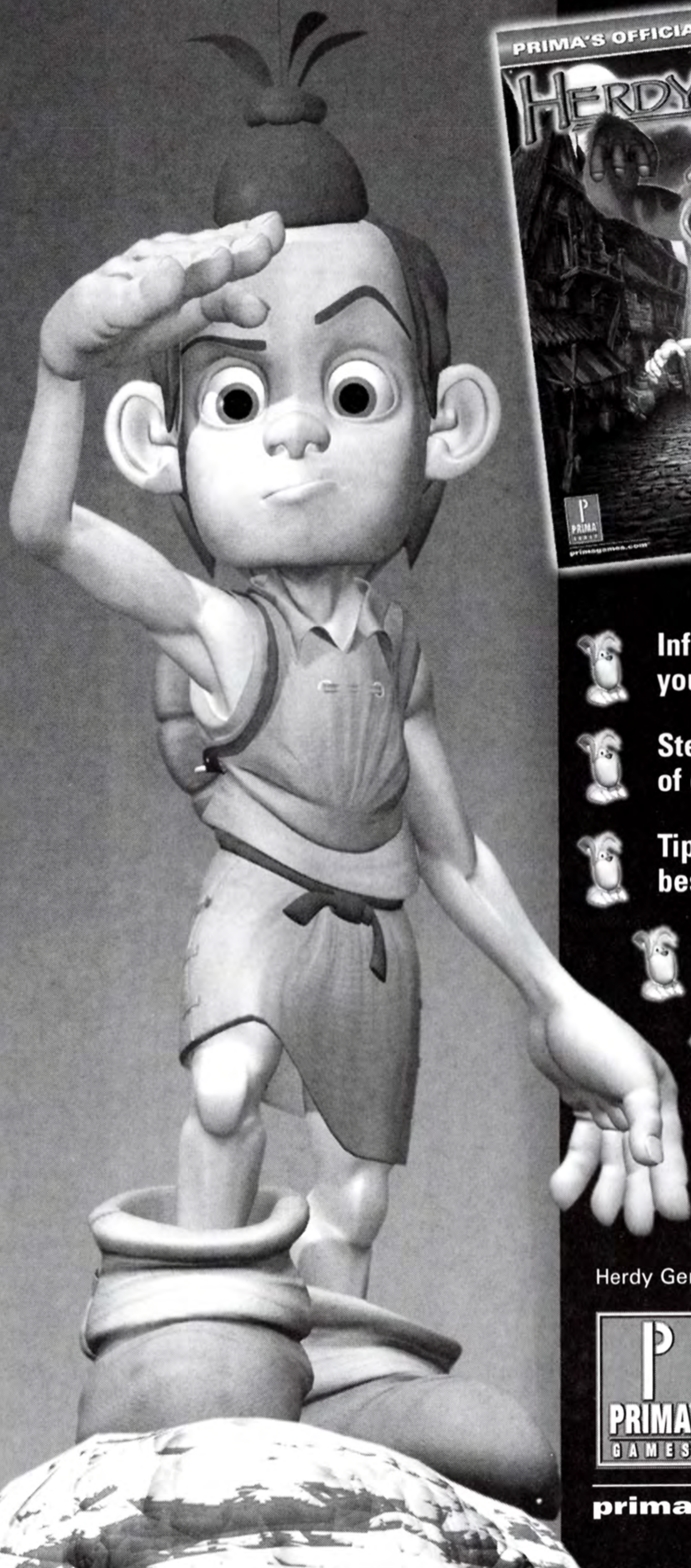
Moore Design Group

NOTES

Hand-drawn illustration of a large, grumpy-looking bear with its arms raised, a small boy in a suit holding a book, and a small dog, all on a lined background.



You've Got The Game. Now Get The Guide.



Info on every character
you meet in the game



Step-by-step walkthrough
of each and every level



Tips for beating your own
best time again and again



Detailed herding
techniques



Bell locations for
opening extras



Creature profiles
and specific tactics

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EIDOS
INTERACTIVE



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In the event our support agents determine that your game disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included. You will also need to include a daytime phone number so that we can contact you if necessary. **Any materials not containing this authorization number will be returned to you unprocessed and unopened.** Your postage paid package should be sent to the following address:

Eidos Interactive Customer Services
651 Brannan Street, Suite 400
San Francisco, CA 94107
RMA# (include your authorization number here)

Note: You are responsible for postage for your game to our service center.

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Call the Eidos Interactive Hint Line

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Touch-tone phone required.

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