

# MAX STREET™



EVERYONE  
®  
**E**  
CONTENT RATED BY  
ESRB



**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.

**MY STREET™ Tips and Hints**

**PlayStation 2 Hint Line**

Hints for all games produced by SCEA are available:

Within the U.S.           1-900-933-SONY (1-900-933-7669)  
\$0.95/min. auto hints, \$5.00-\$20.00 for card recharge

Within Canada:         1-900-451-5757  
\$1.50/min. auto hints

The automated support hint line is available 24 hours a day, 7 days a week. Live support is not available at this time. This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

**Consumer Service/Technical Support**

1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation 2 game console and its peripherals. Representatives are available Monday-Saturday, 6AM-8PM PST, Sunday 7AM-6:30PM PST

[www.playstation.com](http://www.playstation.com) – The official source for all things PlayStation

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

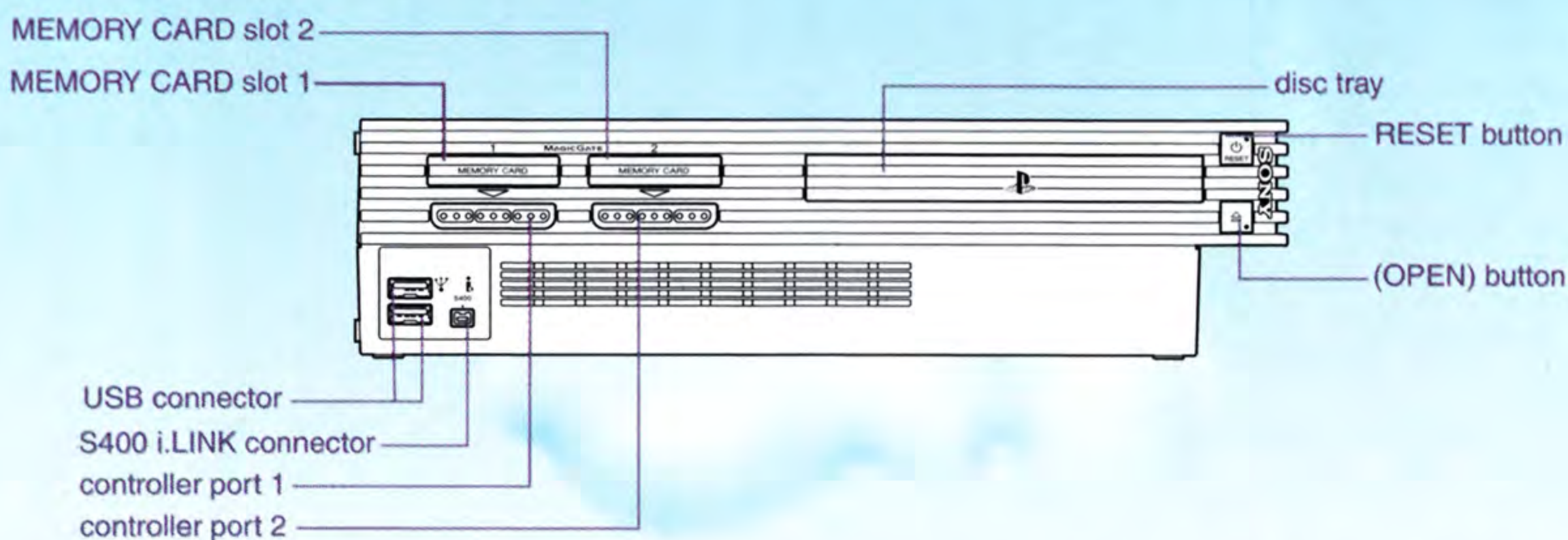


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# GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in the 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 turns green, press the **OPEN** button and the disc tray will open. Place the **My Street™** 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 the on-screen instructions and refer to this manual for information on using the software.

## Memory Card

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

## Multitap (for PlayStation 2) (for 3 or 4 Player Games)

For a 3 or 4 Player game, use a multitap (for PlayStation 2) (sold separately). Each player will need a DualShock®2 controller. Connect the multitap (for PlayStation 2) to Controller Port 1 of the PlayStation 2 console. Then connect the controllers to the controller ports on the side of the multitap. You cannot use the multitap (for PlayStation 2) in Controller Port 2. When the multitap is connected to Controller Port 1, you cannot connect a controller to Controller Port 2. When using the multitap, insert the memory card, (8MB) (for PlayStation 2) into **MEMORY CARD** slot 1-A of the multitap.

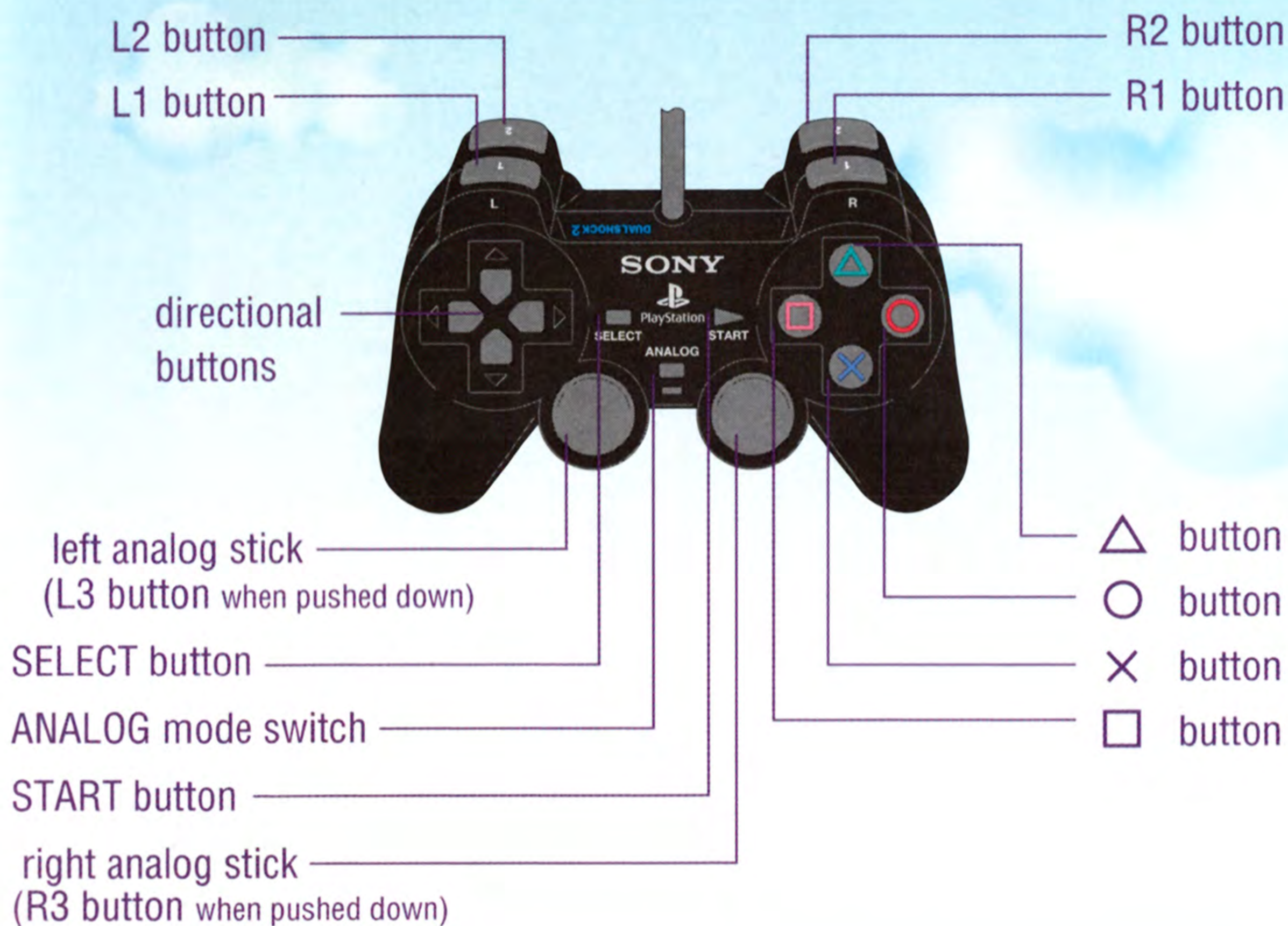
## Network Adaptor

To compete in Online Play you must have an internet connection through a broadband, or 56K dialup account. Install and set up your Network Adaptor (Ethernet/Modem) (8MB) (for PlayStation 2) according to the instructions in its manual. A memory card with a valid Network Configuration must be inserted into the **MEMORY CARD** slot before starting up My Street to play online.



# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



### Menu Controls

Select menu option / house on map	left analog stick or directional button + × button
Change setting	left analog stick or directional buttons ←→
Previous screen	△ button
Advance through dialogue screens	× button

### Character Controls

Move	Move left analog stick
Interact with people or objects	△ button
Free look camera	R1 button
Wave	R2 button
Give thumbs-up	L1 button
Shake head no	L2 button
Swing camera view left/right	right analog stick ←→
Zoom camera view in/out	right analog stick ↑↓

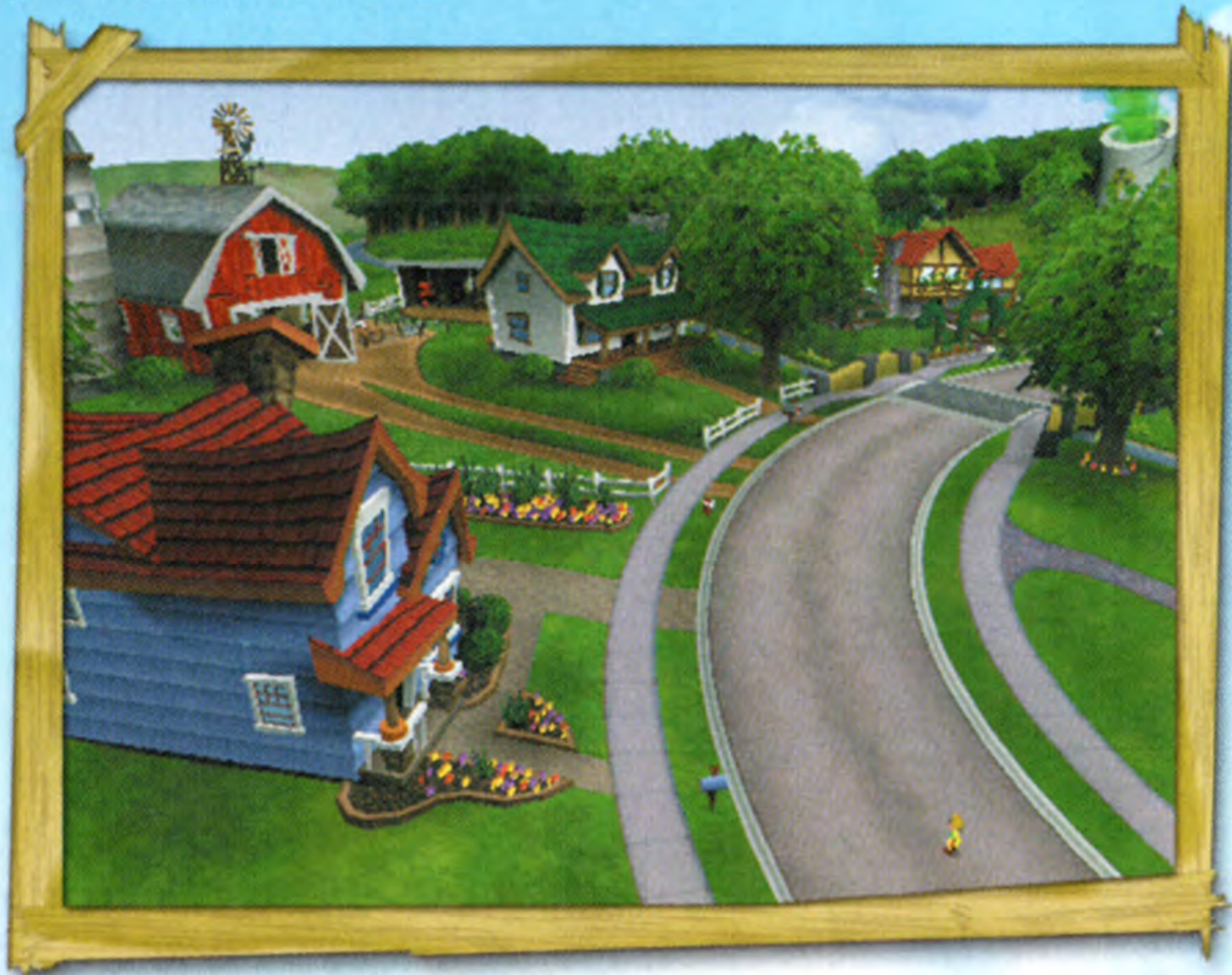
### Chat/Data Entry for My Street Online

Chat in lobby or during online game	○ button
Toggle letters/numbers & symbols	R2 button
Capital letters	R1 button (hold)
Enter space	L1 button
Send message	○ button
Highlight character	left analog stick (hold)
Enter characters	×, □, △, or ○ button
Delete last character	△ or L2 button

**Note:** Controls for each specific game are listed in "The Mini-Games" starting on page 16.



# BEAT THE STREET!



On My Street it's a perfect day to come out and play. There's blue sky, hopping bunnies, butterflies and tons of kids eager to play games. But don't be fooled by all this serenity. Every kid is a fierce competitor just itching to rule the 'hood by beating every other kid on the street. If you play here, you're playing to win.

All the kids on the block are running their own game and eager for challengers. Take on some hot competition during team classics like Volleyball and Dodgeball. Or try the old standby, Marbles— but this time with a magnetic twist. There are also games you've never heard of. Try battling it out in the barnyard during the Chicken Herding event. Then mix up some molecular madness playing Chemistry. Take the checkered flag in the race with a battle-winning missile shot. Even lawn mowing is a competitive sport here!

Get into the game by creating your own custom designed kid. When your kid is dressed to win, hit the street to challenge the others in games with up to four players. There's even a neighborhood bully who you'll just love to whip. Go for single games or tournament play with the games of your choice. If you want to challenge a really big neighborhood, play My Street Online over the internet. The competition gets real stiff when it's you against the world. Be the captain of your own online tournaments or roll into another player's turf and show 'em who's boss.

I bet you can't beat My Street!





# THE MAIN CLUBHOUSE MENU

## Story

This is a 1 Player mode. Progress through the game with the goal of a good school year. Challenge and beat the other kids at Mini-games. You have to earn money to buy important stuff to keep you playing. Win by defeating the bully in Dodgeball in a final Mini-game showdown.

See "Story Mode" on page 11.

## Play

One to four players compete in single games or tournaments.

## Online

Play online with up to four other players. See "Setting Up for Online Play" on page 30.

## Options

Press the left analog stick or directional buttons  $\uparrow$  $\downarrow$  to highlight an option and  $\leftarrow$  $\rightarrow$  to change a setting. Press the  $\otimes$  button to select a highlighted option.



### Volumes

Change VOICE, SOUND, and MUSIC volumes individually or change all three at once by adjusting MASTER VOLUME.

### Save

Save options settings.

- YEAH
- NAH

### Load

Load saved kids or a game in progress.

- YEAH
- NAH

### Vibration

Turn the vibration function on DUALSHOCK® and DUALSHOCK®2 analog controllers ON/OFF.



# THE CREATE-O-KID SCREEN

Before playing, you need to create a kid. Create your kid from the shoes up and conquer the My Street games! Decide on looks, clothing style, colors, and even voice. Make a he, a she, or somebody really weird. Just make a winner!

## Creating a Kid

On the main Create-O-Kid screen, select CREATE to display your Create-O-Kid options or load a previously created kid.



- Press the left analog stick or directional buttons **↑↓** to highlight an option and press the **⊗** button.
- Press the left analog stick or directional buttons **←→** to change a setting.
- In multiplayer games, Player 1 creates a kid followed by the remaining players in numerical order.



## Customize

Create every feature of your kid. Add a hat, change the hair, pants, shirt and shoes.

## Color

Select COLOR to display the Color Menu. Highlight a feature and press the **⊗** button to open its color palette.

- Press the left analog stick or directional buttons to set the color you want and press the **⊗** button.
- Change the contrast or brightness of the color by pressing the **R1** and **R2** buttons.

## Random

Press the directional buttons **←→** to create a kid with randomly generated features.



## Pre-select

Select from a group of already created kids.

## Voice

Select your created kid's voice. To listen to the highlighted voice, press the **○** button.

## Save Kid

Save your kid creation to a memory card (8MB) (for PlayStation 2).

- Select an empty file to save your kid. If you select a file that already contains data, the old data will be overwritten.
- Enter a name for your kid. Press the left analog stick to highlight a letter and press the **⊗** button to enter it. You can enter up to 12 characters. If you change your mind, press the **L2** or **△** button to delete a character. Enter your character's name and press the **○** button to enter the new name and return to the previous screen.



## Loading a Previously Created Kid


1. On the Main Create-O-Kid screen select LOAD.
2. Press the left analog stick or directional buttons **↑↓** to highlight YEAH or NAH slot where your kid is located and press the **⊗** button.



**Note:** In Story Mode loading a new kid will erase any progress made since your last save.



# GETTING AROUND ON THE STREET

- Press the left analog stick to move your kid.
- Press the  button to talk to other kids.



## Boundaries

When your kid wanders toward the boundaries of the neighborhood or into certain areas, you will see a three second warning. Move your kid back to avoid being repositioned in front of his or her house. To gain access to some areas your kid must be properly equipped with certain inventory items.






# SINGLE PLAYER GAME

You can play single player games in two modes:

- **Play Mode** - Select PLAY from the Main Clubhouse Menu (see page 5), to play quick single Mini-games or set up a tournament with multiple Mini-games.  
**Note:** Select PLAY mode for multiplayer games too! See "Starting a Multiplayer Game" on page 14 for more information.
- **Story Mode** - Go for 'hood dominance by challenging other kids, winning Mini-games and earning valuable inventory items that help you become the best player on the street. Select STORY on the Main Clubhouse Menu. See "Story Mode" on page 11.

## Finding a Game on the Street







Each kid on the street is a Mini-game boss and runs the Mini-game at his or her house or some other location.

1. Walk around your neighborhood to find other kids.
2. Get close to another kid and press the  button to ask if a Mini-game is available. The response screen will show the kid's Mini-game. If the kid wants to play, he or she will say, "Up for a Game?"
  - If you want to play, select **WHATEVER**. The options for that Mini-game will appear and you can decide how you want to play.
  - If you want a description of the kid's game, select **DESCRIBE IT**.
  - If you don't want to play, select **NAH**.See "The Mini-Games" on page 16 for gameplay instructions and options.



## Selecting a Mini-Game from the Map

You can also select a single Mini-game from the Map.

1. While on the street, press the  button to display the My Street Clubhouse Menu.
2. Select single game or tournament to bring up the My Street map.
3. Press the left analog stick or directional buttons   or   to move from house-to-house on the Map. The Mini-game for each house appears at the bottom of the screen.
4. Press the  button when you find the Mini-game you want to play. See "The Mini-Games" on page 16 for information on how to play the Mini-game you select.





## Playing a Tournament

You can create customized tournaments with any games you want.

### The Game List and Map

Choose games by selecting the house or building where the game is played.



Set up your tournament on the game list:

1. Press the  $\otimes$  button to begin Mini-game selection on the Tournament Map. Press the left analog stick or directional buttons  $\leftarrow\rightarrow$  or  $\uparrow\downarrow$  to highlight a house/Mini-game for the empty slot. Press the  $\otimes$  button to place the Mini-game in the slot. If you change your mind about a Mini-game press the left analog stick or directional buttons  $\uparrow\downarrow$ . To highlight the slot you want to change, press the  $\otimes$  button and choose a new Mini-game.
2. Press the left analog stick or directional button  $\downarrow$  to highlight the next empty slot. Press the  $\otimes$  button and select your next tournament Mini-game.
3. Repeat the process until you have selected all the games you want for your tournament and press the  $\blacktriangle$  START button to begin.



## STORY MODE (1 PLAYER)

Beat the masters of six Mini-games. Then bust huge in a final Dodgeball duel with the toughest and meanest kid on the Street.

1. On the Main Clubhouse Menu select STORY.
2. On the Create-O-Kid screen, create or load a kid.
3. Begin exploring the neighborhood looking for kids who want to play.

### Playing Story Mode Mini-Games

In Story Mode you play the same Mini-games as Play Mode with some different rules.

- Before you can play, you must sometimes find the right equipment. For example: You can't play a game of marbles unless you show up with your own marbles.
- Sometimes you won't be able to play until you help the kid who is running a certain game.
- You cannot select options for a Mini-game until you have beaten all 3 rounds.
- The Difficulty Level increases with each round of a Mini-game you play after winning a round.

### The Inventory

The My Street kids don't play with just anyone. You have to be equipped to play and that's where the Inventory comes in. It's where you keep important items you win, find or buy during the game.





To view the inventory, press the  button and select INVENTORY.


- You can get hints about what kind of items you will need later by talking with the other kids.
- The Inventory will be empty when you begin.
- To use an item, select it from the Inventory menu.

## The Piggy Bank

See how much money you have by looking at the Piggy Bank at the bottom of the Inventory. You need money to buy items at the store.

## Do Your Chores to Earn Store Money

Money in your piggy bank is a must! Earn money by doing chores. You have to search for someone who needs work done.

If you have some money in your piggy bank you can go to the store and buy items. Walk up to the store and press the  button to walk in.



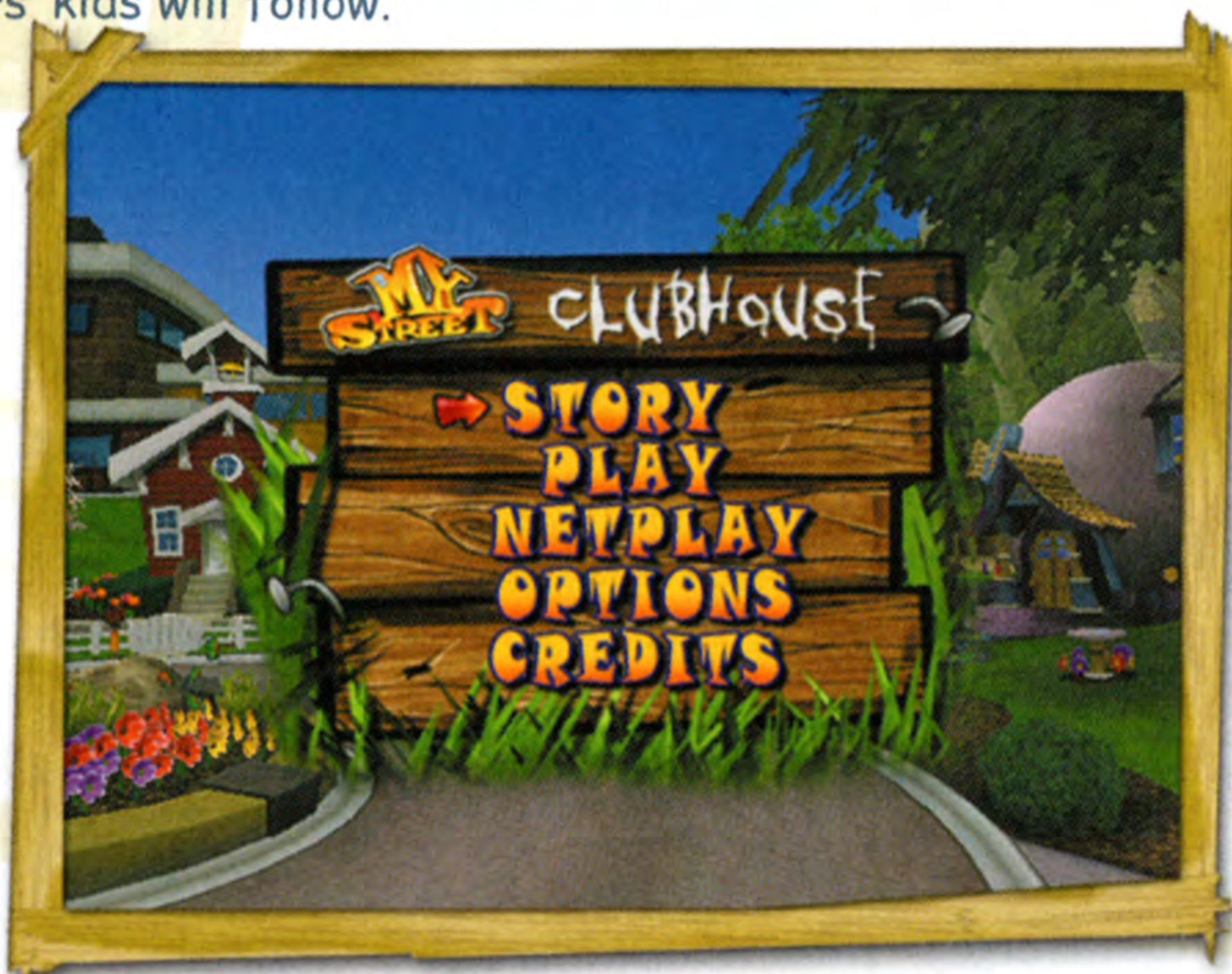
- On the upper right corner of the screen are the available items and their price tag.
- Compare the price of something you want to buy with your piggy bank total on the bottom of the screen.
- If you can afford to buy an item, select it and the cost is automatically subtracted from your piggy bank total. The new item will appear in your Inventory.



# MULTIPLAYER GAMES

Two, three or four players compete in single games or tournaments. For a 3 or 4 Player game, use a multitap (for PlayStation 2) (sold separately).

- Player 1 makes all gameplay decisions including which Mini-games to play and game options.
- If Player 1 chooses to play by wandering the street, all other players' kids will follow.



1. On the Main Menu select Play.
2. Select the number of players from 1 to 4.
3. Each player will create or load a kid. Player 1 starts first followed by the other players in numerical order. See "The Create-O-Kid Screen" on page 6 to learn how to create or load a kid. When the last player selects DONE the game will begin on the Street.



## Remember Your Colors

Each player has a color:

- Player 1 - Red
- Player 2 - Blue
- Player 3 - Green
- Player 4 - Yellow

- Game equipment (such as marbles or RC racers) will appear in your color.
- Game results and scores during Mini-games will also appear in your color.




## Starting a Multiplayer Mini-Game

Starting a multiplayer Mini-game is performed by Player 1 in the same way as a 1 Player game.


### Starting a single game from the Street

When you begin by wandering the Street you will always play a single Mini-game. Player 1 finds a Mini-game by talking (▲ button) to other (computer controlled) kids and selecting WHATEVER when invited to play.

### Starting a single game from the map

While on the Street, Player 1 presses the  button, selects SINGLE GAME and selects a game from the Map.

### Multiplayer tournament

While on the Street, Player 1 presses the  button, selects TOURNAMENT and makes Tournament Game choices as in a 1 Player game. See "Playing a Tournament" on page 10.

## GAME RESULTS

View the trophies awarded for the current Mini-game.






# THE GAME STANDINGS SCREEN

Keep track of your progress on the Game Standings screen that appears after each Mini-game. It lists winners and trophies by player color. Each round is displayed from left to right next to the player color.



# THE PAUSE MENU

Press the  button to pause the game. You can pause from the Street or in the middle of a Mini-game.

## Pause During a Game

### Restart

Start the game over from the beginning.

### Resume

Continue playing the same game.

### Options

Set sound options or turn the controller vibration function ON/OFF.

### Rules

Review the rules for the current Mini-game.



### Exit Game


Quit the event and return to the Street. Select YEAH if you would like to quit. Select NAH to return to the pause menu.





### Resume Game

Return to play.



# THE MINI-GAMES

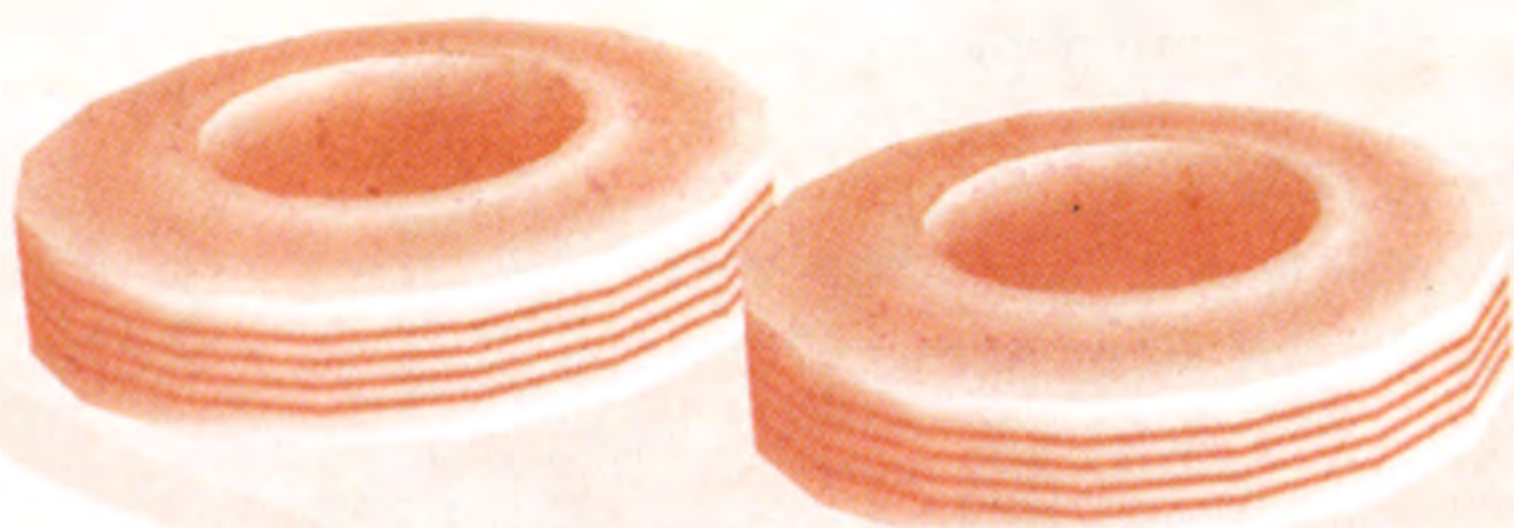
**My Street** features seven Mini-games. Check out the rules and game features here. If you want to quickly review the rules while playing any Mini-game, press the  button to pause the game and select RULES.

You can select play options before playing in Game Mode. Press the left analog stick or directional buttons   to highlight an option and   to change it.

**Note:** In Story Mode you will not be able to select options until you have won all three rounds of a Mini-game. Difficulty increases with each game round you win.

## RC RACING

Go for the checkered flag racing remote controlled dune buggies, trucks or nitro powered tanks. You can race forward, backward or a combination of both. Fire missiles to mess up the other racer's machine and make quick repairs on your way to the finish line.





## RC Racing Options

**Track-** Select one of nine tracks.

**Laps per Race-** Your race can be up to 30 laps.

**Races to Win-** Set up to 10 races to decide who wins.

**Computers Players-** Compete against up to three computer players.

**Lap Type-** Decide if you want to run the race forward or in reverse and how many laps of each. You can even choose to have two players going forward and two racing in the reverse direction.

**Computer Skill-** Set one of three skill levels for computer players.

**Handicapping-** Select one of the three handicapping levels per player.

## Controls

<b>Gas</b>	⊗ button
<b>Steer</b>	left analog stick
<b>Reverse</b>	△ button
<b>Brake</b>	□ button

<b>Power Slide</b>	⊗ + □ button
<b>Use Powerup</b>	R1 button
<b>Next Powerup</b>	L1 button
<b>Previous Powerup</b>	L2 button

## Powerups

<b>Nitros</b>	Boost your speed.
<b>Wrench</b>	Fix racer damage and get three seconds of invulnerability.
<b>Missiles</b>	Launch your opponent into the air for a short period of time.
<b>Smoke Screen</b>	Douse the track behind you in a cloud of gas.
<b>Oil Slick</b>	Drop slippery oil behind you to make your opponent spin out.

## Playing RC Racing

- Get around the track to finish ahead of the other racers.
- Hazards such as pools will slow you down so try to avoid them.
- You can carry multiple Powerups. If you've picked up more than one, press the **L1** or **L2** button to cycle to the one you want to use.



# VOLLEYBALL

Get ready to eat some sand! This is a team game with two players on each side. Deliver fiery serves, make game saving dives and take the trophy with a brutal spike at the net.



## Volleyball Options

**Points to Win-** Set the game winning point from 4-21.

**Games to Win-** Play up to 10 games to win.

**Computer Skill-** Set one of three skill levels for computer players.

**Handicapping-** Select one of the three handicapping levels per player.

## Controls

Move Player	left analog stick
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### Serving

Underhand Serve	⊗ button
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Toss-up Serve	⊙ button
---------------	----------

Jump Serve	⊕ button
------------	----------

### Returning

Bump / Dive	⊗ button
-------------	----------

Set	⊙ button
-----	----------

Spike or Block	⊕ button
----------------	----------

Dink the ball over opponent's head	⊙ + ⊕ button when spiking the ball
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## Starting a Game

Before you begin a game, play Rock, Paper, Scissors with an opposing player to decide who serves.

Press a button to make a selection:

Rock	□ button
Paper	△ button
Scissors	○ button



## Serving

Use one of the three serves by pressing the ⊗, ⊙ or △ button. If you are using a Toss-up or Jump serve, you must press the button once to put the ball in the air and again to deliver the serve.

## Returning the Serve

- A large red circle will appear on the sand to mark where the ball will land. You must get your player to the center of the circle before hitting the ball. If your player is within the circle, it will change to yellow, and you will have a chance to hit the ball. If you make it to the center of the circle, it will turn green and you will have a better chance of hitting the ball. You will also make better contact when you hit it.
- Press the ⊗ button to bump the ball to your teammate. You can also bump the ball over the net by aiming with the left analog stick or directional buttons ←→ or ↑↓.
- Your teammate will try to hit the ball over the net on the final (third) hit.
- If you set the ball by pressing the ⊙ button, your teammate will usually attempt to spike or dink the ball over the net.
- Press the ⊗ button to dive at the ball and dig it out just before it hits the sand.
- Press the △ button to spike the ball. You have to time this just right. To get really sneaky, "dink" the ball over their heads (△ + ⊙ buttons).
- To jump and block spikes or other low shots, press the △ button.





## CHICKEN HERDING

Think farmers have it easy? Try herding as many chickens and chicks as you can into your chicken coop...while keeping the pigs out! These fat porkers are too big for your coop and will destroy it. Get them to stampede into your opponent's coop. The player who fills a chicken coop with the most cluckers wins.



### Chicken Herding Options

**Wrecking Pigs-** Decide how many pig hits your hen house can take before being wiped out.

**Points to Win-** Set up to 9000 pts to decide the winner.

**Games to Win-** Decide the winner with up to ten games.





**Computer Players-** Compete against up to three computer players.

**Computer Skill-** Set one of three skill levels for computer players.


**Handicapping-** Select one of the three handicapping levels per player.



## Chicken Herding Controls

Move Your Player	left analog stick or directional buttons.
Grab Power-Up	<b>R1</b> , <b>L1</b> , <b>R2</b> , or <b>L2</b> button
Drop Tile Left	 button
Drop Tile Right	 button
Drop Tile Down	 button
Drop Tile Up	 button

## Powerups

	<b>Reverse Tiles</b> Any opponent tiles that are currently in play reverse direction for a short time. Your tiles are unaffected.
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	<b>Fragile Tiles</b> Weaken your opponents' tiles so they won't last long.
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	<b>Pig Shield</b> Prevents pigs from entering your coop for a short period of time.
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	<b>Super Tiles</b> Your tiles last longer.
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## Playing Chicken Herding

- Herd the chickens to your own house and away from your opponent's house by dropping arrow tiles that point back to YOUR chicken house.
- Avoid the oinkers! Get invaded by a pig and lose 250 points. Get too many pigs in your coop and it will collapse. Use the tiles to sic pigs on your opponents and make them lose points. Lose your chicken coop and lose the game!



## LAWN MOWERS

Win by cutting the most grass with your riding mower. The more grass you cut, the more points you score. Look out for them flowers! Whack the begonias and you lose big points. Each lap you complete banks the grass you already have in the catcher.



### Lawn Mowers Options

**Yard-** Select one of four lawns.

**Laps per Race-** Select up to five laps for each race.

**Games to Win-** Play up to 10 games to win.

**Computer Players-** Compete against up to three computer players.

**Computer Skill-** Set one of three skill levels for computer players.

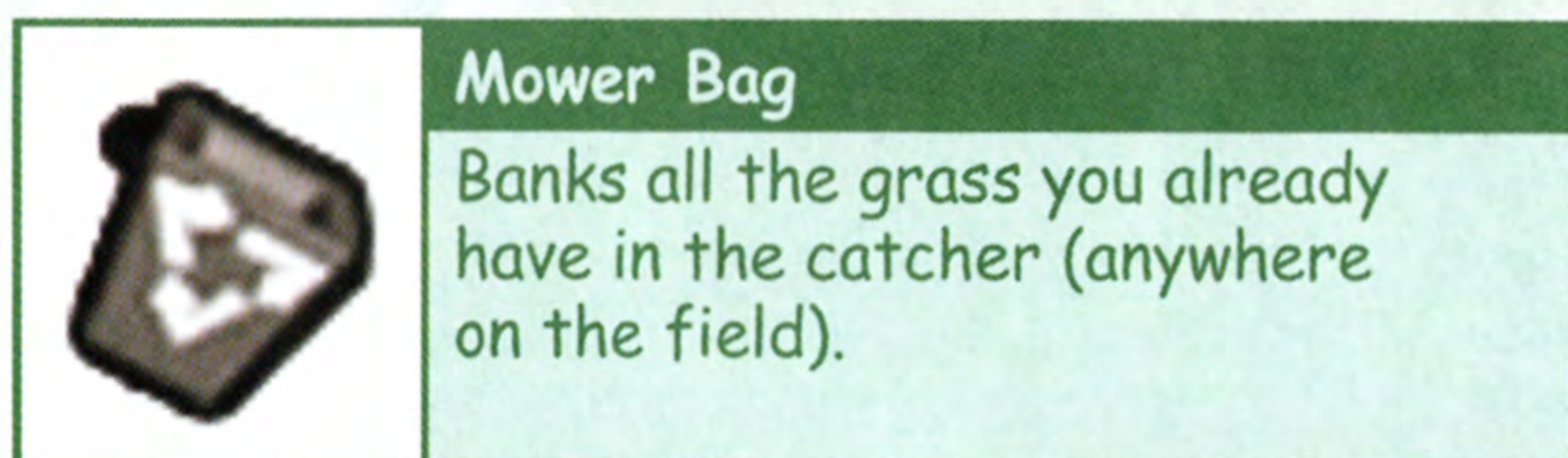
**Handicapping-** Select one of the three handicapping levels per player.

### Lawn Mowers Controls

Steer	left analog stick
Gas	⊗ button
Reverse	△ button
Trigger Power-up	R1 button
Turbo / Ram	R2 button



## Bonuses and Powerups



## Playing Lawn Mowers

- Cut as much grass as you can to earn points. Complete race laps to bank the grass you have in your catcher.
- Be careful! You can easily lose mowed grass if you hit a wall too hard, or get rammed by an opponent.
- If you lose control and cut the flowers, you receive a flower penalty.
- Ram into your opponent (**R2** button) to knock the grass out of his or her catcher.
- Grab Flower Power. Then press the **R1** button wherever you want to plant fast-growing flowers. When your opponent rolls over them he or she will lose points.
- You'll go faster on already mowed grass and even slower through the thick weeds.



## CHEMISTRY

Win by keeping your beaker from filling to the top. Drop molecules so that their atoms land touching a matching colored atom. This creates a chemical gas which charges your power meter. When the power meter is fully charged, zap your molecules with a laser to make them vanish. Zap your opponents' molecules and they will turn to stone making the chemical reaction impossible. The more you zap your opponent's beaker, the faster it will fill up.



### Chemistry Options

**Games to Win-** Play up to 10 games to win.

**Computer Players-** Compete against up to three computer players.

**Computer Skill-** Set one of three skill levels for computer players.

**Handicapping-** Select one of the five handicapping levels per player.



## Chemistry Controls

Move Pieces	left analog stick ←→
Drop Pieces	left analog stick ↓
Rotate Counter Clockwise	⊗ button
Rotate Clockwise	⊙ button
Zap Opponent	⊗, ⊙ or ⊠ button
Select Opponent to Zap	L2 or R2 button

## Playing Chemistry

- Each molecule is made of multi-colored atoms. As a molecule falls, rotate it so its colored atoms touch the same colored atoms of the previous molecule to form like-colored blocks.
- The faster you build molecule blocks, the faster the laser meter will climb. When it reaches the top, you get a chance to zap the molecules and cause a chain reaction.
- The more molecules you can chain together, the more powerful the attack on your opponent will be.
- Change who you are attacking by pressing the **R2** and **L2** buttons.
- Press the ⊠, ⊗ or ⊙ button to fire the laser at your own molecules. The resulting chain reaction will gasify your chemicals and power up your attack.
- Once you or an opponent's chemicals harden, they cannot be laser-zapped.
- The only way to get rid of the hardened molecules is to cause a chain reaction that reacts with the same color molecule. The key is to remember what color molecules you had before they hardened.
- The winner is the one who still has room in his or her beaker when all others are full.



# DODGEBALL

This is the old schoolyard classic. Eliminate the other team members by hitting them with the ball. The team with the last player or players standing wins the match. You can knock another kid for a loop or dive to avoid taking a hit.



## Dodgeball Options

**Games to Win-** Decide the winner with up to ten games.

**Computer Skill-** Set one of three skill levels for computer players.

**Handicapping-** Select one of the three handicapping levels per player.

## Dodgeball Controls

### With Ball

Throw the Ball	⊗ button (hold for more power)
Pass	⊙ button + left analog stick to aim
Jump (for power throw)	⊞ button
Lock on Target	R2 button

### Returning

Catch the Ball	⊗ button
Dodge the Ball	⊙ button
Lock onto Ball Carrier	R2 button
Switch Lock to Different Player	L2 button



## Bonuses and Powerups



X2

When the X2 Powerup appears in the center of the court, run your player over to it before throwing, then throw for a double-damage hit.



First Aid

This will heal the character that picks it up.



Nuclear



Hit the player and "nuke" the whole team.



Magnetic

Attracts the ball when nearby.

## Playing Dodgeball

- The game starts with a race to the ball which sits at the center of the court. First team to the ball gains possession.
- The ball holder must take a shot within a time limit. When there are three seconds remaining, a countdown displays over the ball holder who must throw. If he or she does not throw, the ball repositions to the center of the court and is up for grabs.
- Hit your opponents with the ball.
- When someone throws a ball at you, dodge it by pressing the  button or catch it by pressing the  button.
- Catch the ball and inherit the thrower's Powerup.
- Each player has a hit bar over his or her head. When a player is hit, a black mark appears in the hit bar. Four hits and the player is out of the game. He or she will display stars over their head and hit the bleachers.
- A target appears under the targeted player.
- The team with the last player standing is the winner!





## MARBLES

The classic game of Marbles gets **MAGNETIZED!** Use your Shooters (big marbles) to hit the small marbles and change their color to yours. Once they have changed to your color, press the **X** button to magnetize the marbles. Then head them all for the goal. You can accidentally drop them off the table, so make sure they go through the goal.



### Marbles Options

**Playfield-** Select one of 10 game tables. (Check out the name of each table on the bottom of the screen as you scroll through the options.)

**Points to Win-** Set up to 100 points to win a game.

**Games to Win-** Set a maximum of 10 games to decide the winner.

**Computer Players-** Compete against up to three computer players.

**Computer Skill-** Set one of three skill levels for computer players.

**Handicapping-** Select one of the three handicapping levels per player.

### Marbles Controls

Guide Shooter	left analog stick
Activate Magnet	<b>X</b> button
Turbo	<b>□</b> button
Activate Powerups	<b>R2</b> button



## Marbles Powerups

Powerups appear on the board during play. The kind is random. Just grab 'em as quick as you can. You can only hold one Powerup at a time.



### Super Magnet

Increase the power of your magnet.



### Color All Marbles on Table

All of the small marbles change to your color.



### Double Points

Score double each time you knock your marbles through the goal.



### No Magnet

Turns off all opponents' magnets, but yours is cool.

## Playing Marbles

- You get one point per marble but the first player to score gets a five point bonus, so come out shooting!
- Marbles that fall off the table are out of play. If your Shooter falls off the table, another will appear above your colored start spot. You will incur a short time penalty for marbles that fall off the table. The time penalty grows each time a marble falls off.
- You can Turbo (Ⓜ button) into another shooter and attempt to knock it off the table. Pull it off and you will receive a two point bonus while your opponent gets a two point penalty.
- Each table has a trick, so learn to adapt your game to the table.



# SETTING UP FOR ONLINE PLAY

You've whipped all your friends in the neighborhood and think you're pretty hot stuff. What if the competition pool were a little bigger? It's time to play My Street Online and show the whole world what your moves are all about.

Before you begin Online play you need:

- A broadband (Cable or DSL) or 56K dial-up internet connection
- A Network Adaptor (Ethernet/Modem) (for PlayStation 2) - The Network Adaptor (Ethernet/Modem) (for PlayStation 2) wires you to the world of PlayStation 2 online games. You must install the Network Adaptor (Ethernet/Modem) (for PlayStation 2) before playing. Install the Network Adaptor (Ethernet/Modem) (for PlayStation 2) according to its instructions.
- A memory card (8MB) (for PlayStation 2) with a valid network configuration must be inserted into the MEMORY CARD slot. The disc that comes with your Network Adaptor (Ethernet/Modem) (for PlayStation 2) will help you create a configuration or you can create one using your My Street disc.

**Cautions:** Be sure to turn off and unplug your PlayStation 2 system before installing the Network Adaptor (Ethernet/Modem) (for PlayStation 2).

## Network Configuration

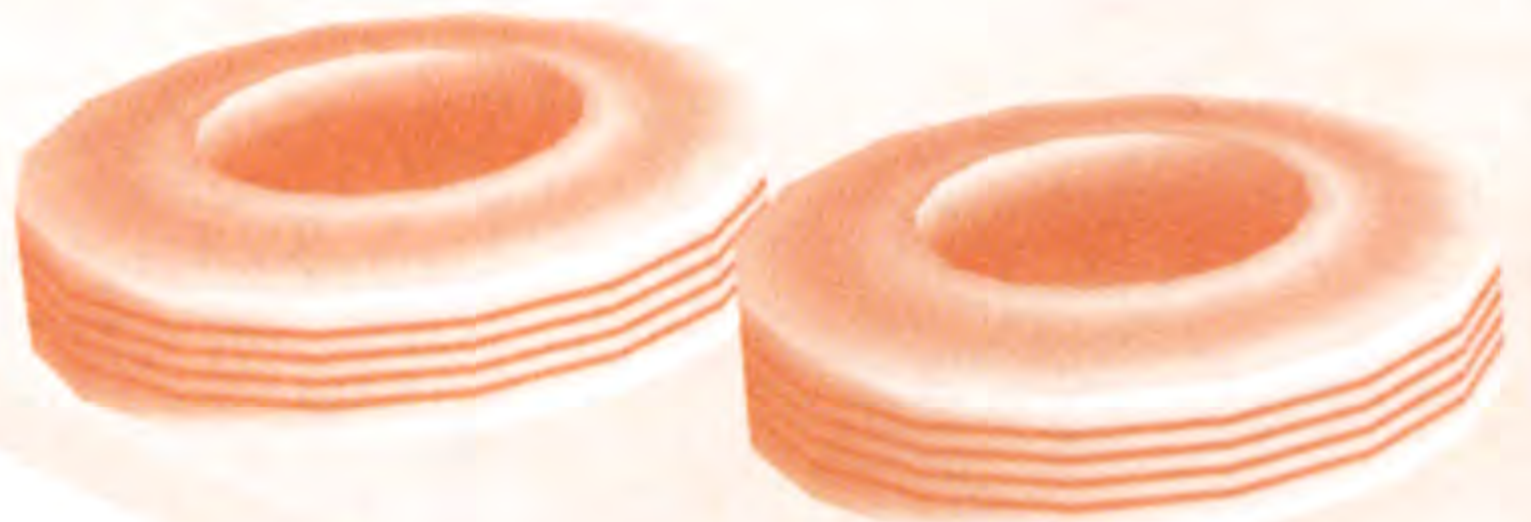
My Street contains a network configuration program to help you make any changes necessary to get online.

If you already have a memory card with a valid network configuration and don't need to make any changes, you're ready to play! See "Getting Online" later in this section. If you need to make changes to your configuration or need to create a new one, keep reading.

**Note:** The network configuration saved to a memory card (8MB) (for PlayStation 2) will only work on the PlayStation 2 system in which it was created.

## Editing, Creating or Testing Network Configuration

If you need to edit, test or create a network configuration, select CREATE/EDIT YOUR NETWORK CONFIGURATION FILE on the Network setup screen that follows the Create-O-Kid screen. Wait briefly for the network configuration program to load and the Network Settings screen to display. To ensure that you can quickly make changes, have your ISP settings available.







- Press the directional buttons  $\uparrow\downarrow$  to highlight an option or change a setting.
- Press the  $\otimes$  button to select an option or confirm an entry.
- Press the directional buttons  $\leftarrow\rightarrow$  to advance to the next screen.
- When changing numbers, press the directional buttons to highlight the field where you want to change a number and press the  $\otimes$  button. Then press the directional buttons  $\uparrow\downarrow$  to change the number.

On the Network Settings menu select what you want to do:

### **Add Setting**

Use this if you want to create a new configuration. Previous configurations will remain unchanged.

### **Edit Setting**

Make changes to an existing configuration.

### **Delete Setting**

Remove a network configuration from the memory card (8MB) (for PlayStation 2).

### **Test Connection**

Test your network configuration before beginning play.



## The Chat Data Entry Screen



With the Chat/Data Entry screen you can hurl rants at opponents or give encouragement during a Mini-game and enter important data.

To open the Chat/Data Entry screen in a lobby or during play press the **○** button.

To enter characters and send a message:

1. Press and hold the left analog stick to highlight a group of characters.
2. Press the button on your controller that corresponds to the character you want to enter. It will be the **×**, **□**, **△** or **○** button.
3. Press the **○** button to transmit your message or enter data.
  - To toggle between Letters or Numbers and symbols press the **R2** button.
  - To enter capital letters press and hold the **R1** button while entering the character.
  - To delete the last character press the **△** or **L2** button.
  - To enter a space press the **□** or **L1** button.
  - Press the **SELECT** button to mute chat.



## Getting Online



After your Network Adaptor (Ethernet/Modem) (for PlayStation 2) is installed and you have created a network configuration, you're ready to get Online.

- On the Main Menu select NET PLAY.
- Press left analog stick or directional buttons  $\uparrow\downarrow$  to select My Street ONLINE or LAN PLAY.
- On the Network Setup screen select LOAD YOUR NETWORK CONFIGURATION. Then select the configuration you want to use to connect.
- Enter your Login information. First select NAME and use the Chat/Data Entry screen to enter the name you will use when playing My Street Online. Next, select PASSWORD and create a password.  
\*See "The Chat/Data Entry Screen" on page 32 to learn how to make entries.
- Select LOGIN TO MY STREET ONLINE.
- Read the End User License Agreement. If you agree to all the terms press the  $\otimes$  button to connect.  
Note: You must be age 18 or older to accept the agreement.
- Enter your birth date. Press the left analog stick or directional buttons  $\leftarrow\rightarrow$  to change a setting and  $\uparrow\downarrow$  to move to a different line. Press  $\otimes$  button to accept.
- Select PLAY on the My Street Online Clubhouse menu.
- Select your skill by pressing the left analog stick or directional buttons  $\uparrow\downarrow$  and pressing the  $\otimes$  button. Depending on how you rate yourself different game Lobbies will appear. Select the lobby you want.



## The Game Lobby

To enter characters and send a message.

### Join Game

Select this to scroll through the available games and press the **X** button to start playing.

### Start a Game

Start up your own game. See "Running an Online Game" below to learn how.

### Refresh List

Select this to make sure all the available games are displayed.

### Show Players

Select this to see the names of everyone in the currently selected game.



## Running an Online Game

You can be the boss of your own My Street Online game. On the Lobby screen select START A GAME.

### Lock Game

Stop additional players from joining your game.

### Start Game

Begin playing your game.

### Kick Player

Remove a player from your game.

### Cancel Game

Quit playing and return to the Lobby.

## My Street Online News

You can get the latest information on the My Street Online Clubhouse menu. Select NEWS.

## Play on Your Local Network

You can play My Street Online on a local area network.

To play on a local area network each player must have:

- A My Street disc
- A PlayStation 2 computer entertainment system
- A memory card (8MB) (for PlayStation 2) holding a valid network configuration.





# CREDITS

## Idol Minds

### Animator

David Blanchette

### Character Setup

Keith Bruns

### Character Modeling/ Texturing

Peter Walters

### Concept Artist

Jason Buch

### Designer

Mark Lyons

### Environment Artists

Chris Brown  
Kevin Gregg  
Tim Lindsey  
Kathleen Lowe  
Andy Meier  
Chad Riggs  
Eric Schafer

### Graphic Artist

Chris Brown

### Programmers

Phil Collins  
Mark Lyons  
Alex MacPhee  
Jim Mooney  
Adam Pino  
Shawn Sheridan  
Phil Weeks

### Animation Team Lead

Keith Bruns

### Environment Team Lead

Andy Meier

### Graphic Arts Team Lead

Peter Walters

### Programming Team Lead

Phil Collins

### Project Manager

Jim Mooney

### Character Supervisor

Peter Walters

### Environment

Supervisor  
Andy Meier

### Programming Supervisor

Mark Lyons

### Operations Manager

Phil Weeks

### President

Mark Lyons

### Addition Art

Don Creger  
Craig Neering  
Morris Olmsted

### Additional Programming

Randall Foster  
Zak Taylo

### Operations

Amy Olson  
Mike Medley

## Produced and Published by Sony Computer Entertainment America

### Producer

Kolbe Launchbaugh

### Senior Producer

Chris Cutliff

### Director of Sports Product Development

Kelly Ryan

### Audio Director

Buzz Burrowes

### Sound Design Manager

David Murrant

### Lead Sound Designer

Tristan des Pres

### Dialog Engineer

Greg deBeer

### Sound Designer

Nathan Brenholdt

### Dialog Editor

Kim Foscatto C.A.S.

### Script Writer

Chris Tannhauser

### Voice Talent

Andrew Chaikin  
Mark Giamonte  
Corina Harmon  
Marcie Henderso  
Thesaly Lerner  
Monica Murray  
Nikki Rapp  
Erica Smith  
Jacob Thompson  
Giovanni Pico  
Pascal des Pres  
Annemieke Frost  
Chuck Carr  
Sharon Coleman  
Connie Hall  
Carolyn des Pres

### Music Director

Chuck Doud

### Music

Original Music  
Composition by  
SCORPIO SOUND, LLC

### Additional Music

Chuck Carr

### Director First Party Quality Assurance

Michael Blackledge

### Senior Manager First Party Quality Assurance

Ritchard Markelz

### Core Manager First Party Quality Assurance

Mike Veigel

### Technology Manager First Party Quality Assurance

Kevin Simmons

### Lab Technician First Party Quality Assurance

Vince Loughney

### Usability / Online Manager First Party Quality Assurance

Fred Dodson

### Project Coordinator First Party Quality Assurance

Jason Villa



# CREDITS

**Release Coordinator  
First Party Quality  
Assurance**  
Eric Ippolito

**Game Test Engineer  
First Party Quality  
Assurance**  
Steve Schulte  
Gary Valois

**Analysts**  
Timothy Lanning  
Guillermo Garcia Michael  
A. Willette  
Randy Icasas  
Chad Walker  
Sean D. Valencia  
Gabe Datte  
Conrad M. Noche  
Fred D. Fabian Jr.  
Chris Cromwell  
Jacques Segall  
Greg Hicks  
Bryan Fong  
Tyler Everett  
Mathew J. Zauher  
Joe Price  
Cruz Garcia  
Kevin Hoiland  
Jason C. Coker  
Daniel Guerrero  
Kirk Watson

**Director Online Technology**  
Glen Van Datta

**Project Manager**  
Greg Becksted

**Developer Support Lead**  
William McCarrol

**Lead Engineers**  
Brian Fernandes Adam  
Harris  
Erika Kato  
Ken Miyaki  
Steve Wagner

**Engineers**  
Mark Jacob  
Sunmee Jang  
John Kleven  
Anthony Mai  
Allen Pouratian Ramana  
Prakash  
Tom Sawyer  
Steve Slover  
Eric Whelpley

**Tools & Technology  
Manager**  
Brian Dawson

**Senior Tools Engineer**  
David Hubbard

**Tools Engineer**  
Joe Wilkerson

**Development Tools &  
Accounts Administrator**  
Jason Young

**Maya Technical  
Support Group**  
Chris Mayberry  
Dave Marshall  
Rick Harding

**Special Thanks**  
Jody Kelsey  
Algon Leighton  
Rick Rossiter  
Randy Lopez  
Andrew Lee  
Keith Hutchinson  
Derrell Jenkins  
Robert Clark  
Kristin Mason  
Kristin Hansen  
Annemieke Frost  
Becky Boyd  
Tracy Rossiter

## SONY COMPUTER ENTERTAINMENT AMERICA

**Product Marketing Manager**  
John Koller

**Product Marketing Specialist**  
Maggie Rojas

**Director, Product Marketing**  
Ami Blaire

**Director, Promotions**  
Sharon Shapiro

**Director, Public Relations**  
Molly Smith

**Director, Direct and  
Online Marketing**  
Steve Williams

**Director, Creative Services**  
Ed DeMasi

**Creative Services Manager**  
Quinn Pham

**POP Manager**  
Josh Bingham

**Promotions**  
Donna Armentor  
Mary Thomas  
Johanna Legarda

**Public Relations**  
Patrick Seybold  
Alyssa Casella  
Heather Crosby  
Tina Casalino

**Director, Legal &  
Business Affairs**  
Shelly Gayner

**Packaging and  
Manual Design**  
INO Group

**Documentation**  
Hanshaw Inc &  
Image

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