ENGLISH

EmuMovies

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SLES-50751

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HERDY GERDY

Precautions

• this disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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SLES-50751

1 Player . Memory Card (8MB) (for Playstation®2) : 110KB minimum . Analog Control Compatible. all buttons . Vibration Compatible

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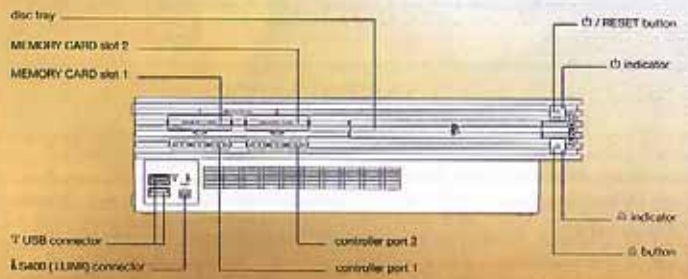
SETTING UP

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

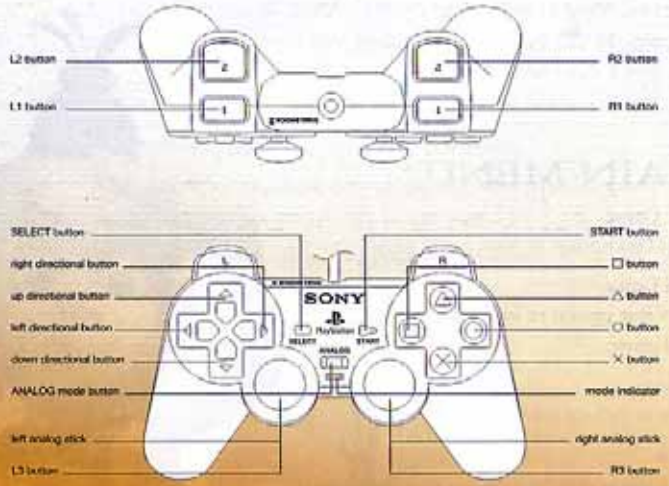


Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the ⏻ /RESET button.

When the ⏻ indicator lights up, press the ⏏ button and the disc tray will open. Place the Herdy Gerdy disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close.

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

ANALOG CONTROLLER (DUALSHOCK®2)



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

The controls shown on pages 8-9 are the default configurations.

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

GETTING STARTED

Initially you will be asked to select your desired language. Once this is completed you will be prompted to press the START Button to begin the game, doing so will call up the Main Menu. If you do not press the START Button a rolling demo will automatically play after a short period of time. Pressing any button on the controller will recall the Start Screen.

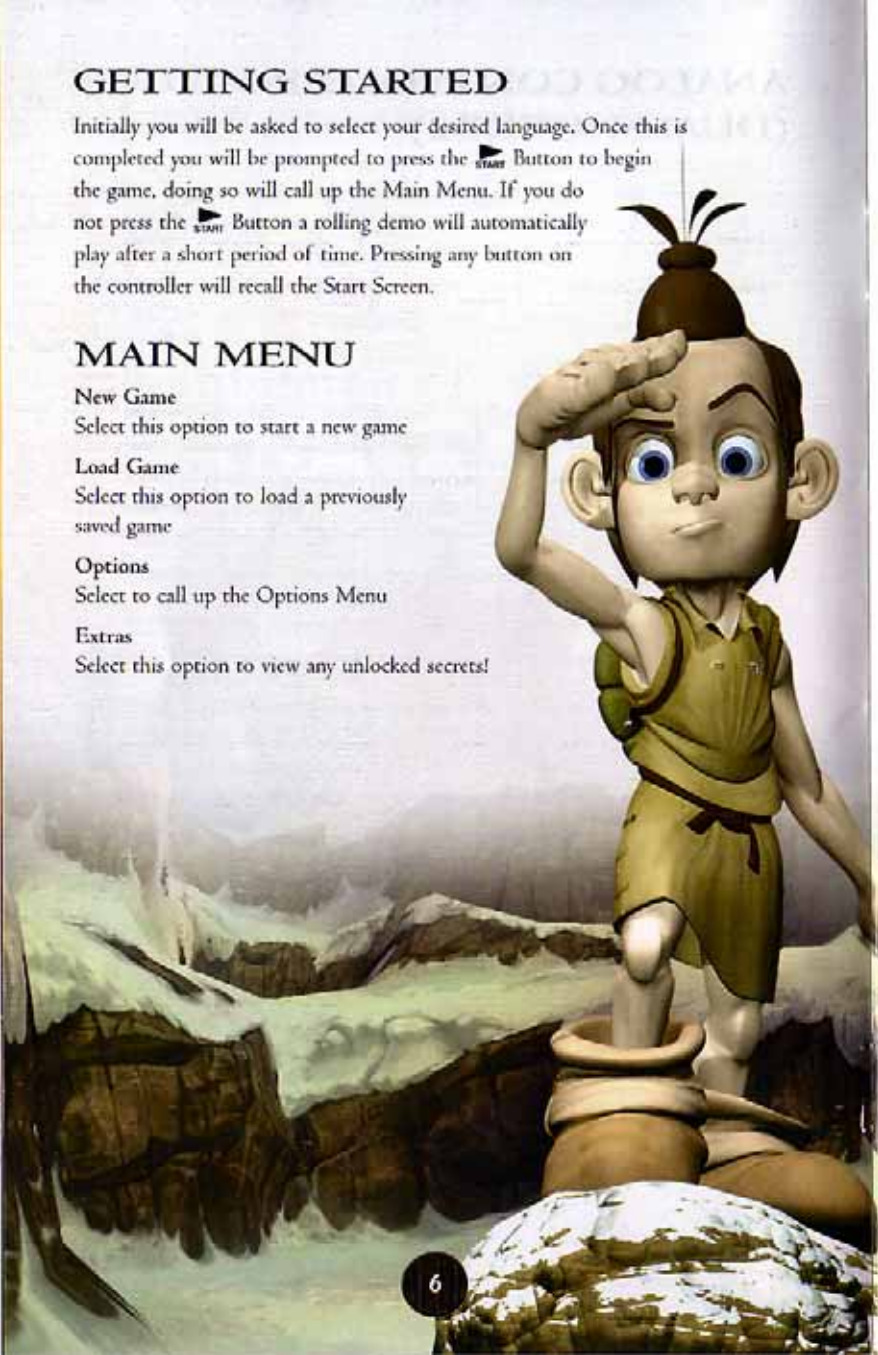
MAIN MENU

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

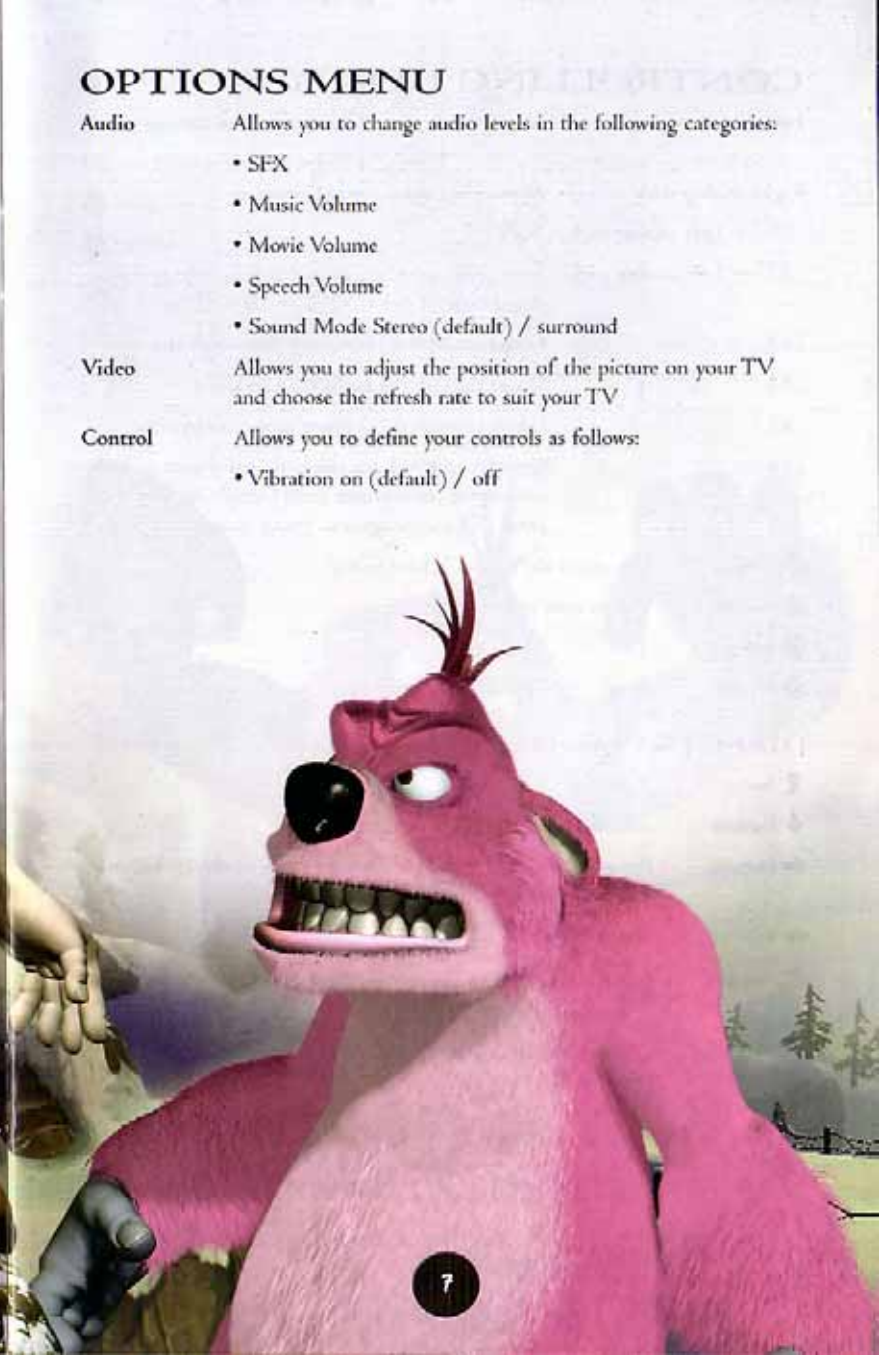
Audio — Allows you to change audio levels in the following categories:

- SFX
- Music Volume
- Movie Volume
- Speech Volume
- Sound Mode Stereo (default) / surround

Video — Allows you to adjust the position of the picture on your TV and choose the refresh rate to suit your TV

Control — Allows you to define your controls as follows:

- Vibration on (default) / off



CONTROLLING GERDY

Left analog stick	Moves Gerdy around his world, push forward gently to walk and fully to run
Right analog stick	Moves the camera around Gerdy
L1 **+ Left analog stick**	Walk
R1 **+ Left analog stick**	Runs really quickly – when Gerdy is wearing the magic boots
L2	Cycles through the Inventory Anti-clockwise
R2	Cycles through the Inventory Clockwise
R3	Cycles between the 3 preset camera viewpoints
L3	Switches to Headcam, use Left analog stick to look around the environment from Gerdy's eye view, press L3 once again to return to standard view
△ **button**	Re-centres the camera behind Gerdy
□ **button**	Use an item in Gerdy's inventory
○ **button**	Talk
✕ **button**	Jump

DIRECTIONAL BUTTONS:

↑ **button**	Zooms in on the map
↓ **button**	Zooms out of the map
← **button**	Press once to display half of the map, twice to display full map and once again to hide the map
→ **button**	Unused
START **button**	Pauses the game and displays the Pause Menu, press once again to resume the game
SELECT **button**	Displays Inventory and status bars, press once again to hide this information

MENU CONTROLS

Navigate all menus using the following controls:

Directional buttons / Left Analog Stick	Use to move through the menus
✕ **button**	Press to make selections
△ **button**	Press to 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-UP'S

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 meets lots of characters that will offer advice, some of these characters will set 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 will be 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 into the ground it releases an enchanting melody that places all animals close to it into a trance and 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 will need the flute to charm certain types of creatures found on the island, it plays a magical tune that mesmerises these creatures, they will follow the tune wherever it goes.

Feather - magically grants Gerdy the power and ability to climb great heights.

Shillelagh (leprechauns hammer) – This tool can be prized from Portic's hand's with a little trickery.... It is required to enable Gerdy to push the Rainbow Buttons.

Horn – blowing the horn will scatter 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 the wearer additional strength enabling pushing of heavy blocks.

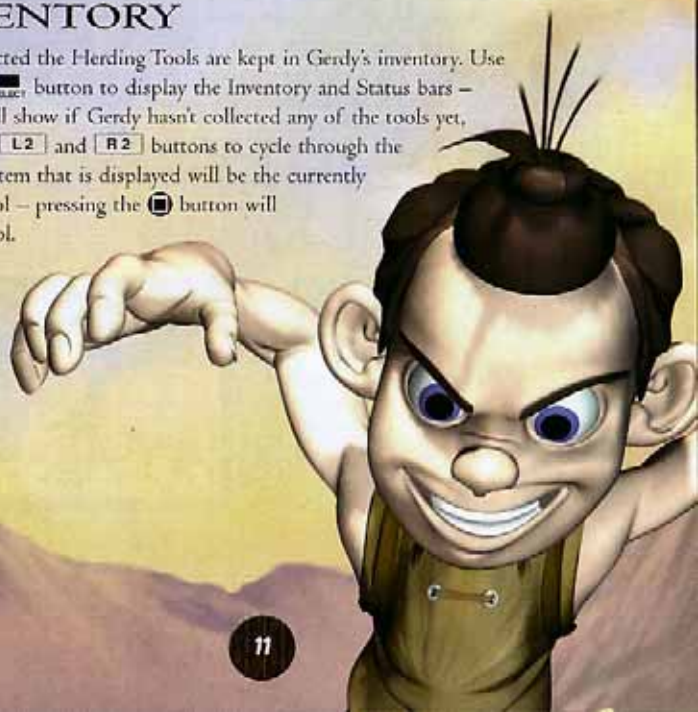
Rainbow Buttons – these are switches that are located throughout the Island, when pressed they will open gates and doors and also trigger platforms.

Bells – throughout each level there are 100 bells.

Cow Bells – if Gerdy collects all 100 bells on any level a Cow Bell will appear, 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 either the SELECT button to display the Inventory and Status bars – nothing will show if Gerdy hasn't collected any of the tools yet, or, use the L2 and R2 buttons to cycle through the items, the item that is displayed will be the currently selected tool – pressing the ● button will use that tool.



LEVEL STATUS

Throughout the game you may check on Gerdy's progress by pressing the SELECT 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 secrets gone forever, well, unless you re-start the level that is!

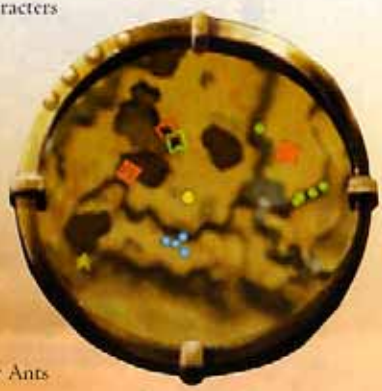
Inventory Number of collected bells

Gerdy's current time Challenge time

GAME MAP

To help Gerdy on his travels an island map can be viewed showing the position of Gerdy as a Yellow circle right in the centre of the map. To display the map press the ⬅ Directional button, pressing the button once will display half of the map, twice to display 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 of the characters, their pens along with exit points, these are coloured:

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-coloured dot	- Rainbow button



LEVEL MAP

In-between levels a map of the islands will appear, this will show 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 ✕ Button to load that level.

You can also take a look at how well Gerdy's done by pressing the ○ Button, this will display a list of statistics for that level.

Here you will also be able to save your current game, see 'Save Game' for more details.

SECRET AREAS

Gerdy will come across locked areas throughout his quest, the entrance to these secret areas will be blocked, and a golden pad-lock 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 tells him if he's able to progress to the next level or checks with the young Shepherd if he's sure he wants to leave the level. The Gypsy Woman will also hold your herding score that she displays as you approach her.

Note, 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 ○ button, if they want to speak they will, if not – they won't!

As he 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 the whole inhabitants of the island, Gerdy must lead certain creatures to their specific pens. These creature pens can be found scattered through the Island. Each pen will have a picture of the creature it's made to hold, there will also be a counter by the side of each pen that 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.

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 behaviour 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 manoeuvre.

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

HOW THEY BEHAVE.

Gerdy	- they run away.
Flute	- the flute has no effect.
Stick	- they will flock in groups around the stick.
Horn	- any flocks will break and all the Doops run away.
Doops	- When Doops meet they form circular flocks.
Bleeps	- they ignore Bleeps.
Gromps	- they are incredibly stupid & ignore Gromps, allowing him to eat as many as he likes.
Water	- they will try and 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 DO YOU HERD THEM?

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 towards them, the Doops move away from Gerdy so don't get too close to the main group yet.

3. Move towards 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 behaviour is energetic and playful, left alone they easily get themselves in trouble. The only way to control Bleeps is with music.

HOW THEY BEHAVE.

Gerdy	- they ignore Gerdy.
Flute	- when Gerdy plays the flute any Bleeps nearby will line up behind him. They will continue to follow Gerdy as long as he plays the flute.
Stick	- they will gather around the stick.
Horn	- the horn will cause the Bleeps to run away.
Doops	- Bleeps ignore Doops.
Bleeps	- Bleeps ignore each other.
Gromps	- they will ignore Gromps, even when he's 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 will quite happily jump off high ledges and float to the floor, using their tails to hover.

HOW DO YOU HERD THEM?

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

2. Get in amongst 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 to play 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 THEY BEHAVE.

Gerdy	- they will 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 the Gromp.
Stick	- The Gromp will walk towards the stick, pick it up, snap it in two and throw the two halves to the floor. Gerdy has to pick the two halves up to reclaim the stick.
Horn	- Playing the horn alerts him to your presence and causes him to chase you.
Doops	- they will eat any Doops nearby.
Bleeps	- they will eat any Bleeps nearby.
Gromps	- when two or more Gromps meet they will 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 will land on their behind and get up.

HOW DO YOU HERD THEM ?

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

2. Now 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 you've got him chasing you don't lose him! stay just far enough away from him so he can't get you, but get too far ahead and 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 in broadcasting so to anybody within earshot. He holds the Horn which 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 simply 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. To do this walk up to a pushable block, these blocks are indicated by the presence of paw prints, 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. To climb out of pools use the jump button. 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 all by himself when he either reaches the top or the bottom.

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

SAVE GAME

Whilst the Map screen is being displayed, press the START 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 wish to write to, when you've done that you'll be able to save your game to Memory Card (8MB)(for PlayStation®2). When saving is successfully completed you'll be shown a confirmation message, you'll go to back to the Pause Menu when you acknowledge this message.

Note: There is a maximum of 64 save game slots per Memory Card (8MB)(for PlayStation®2).

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, therefore, 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 Start Menu by selecting the Load game option. Following this selection you will be given the option as to which Memory Card slot you wish to load from, upon selection you will be presented with a list of saved games, highlight and select the game you wish to load, upon confirmation you will be returned to your previous saved game point.

Note: Never insert or remove a Memory Card (8MB) (for PlayStation®2) when loading or saving files.

Note: Herdy Gerdy supports Memory Card slot 1and Memory Card slot 2.

HINTS AND TIPS!

- Listen carefully to the people that Gerdy meets on his adventure, most characters will have something interesting and helpful to tell the young Shepherd.
- Be careful when penning Gromps that their pen is not in reach of other creature pens, or suddenly you may find that the Gromp will find a way of feeding 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, 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, doing so the stick will magically join itself together again.
- As Gerdy becomes more experienced he'll be able to use combinations of Herding tools to achieve his tasks!
- Whilst 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'll never die!
- If you lose too many creatures, either by leading creatures that can't swim into water, or the Gromps are allowed to eat their way through a flock of Doops, to complete the level, you can either restart the level at the Pause Menu or exit and then re-enter the level to re-set the world and magically reincarnate any unfortunate creatures!

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NOTES

NOTES

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- **Suomi** — **0600 411 911**
  "4,70 fmk/min + ppm avsiona ark 17-21." Sorta nähin asiakaspalvelunumeroihin vain PlayStation laittvistotukea varten.
- **France** — **0803 843 843**
  Veuillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.
- **Deutschland** — **01805 766 977**
  Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.
- **Greece** — **(00 301) 677 7701**
  Παρακαλούμε να καλείτε αυτά τα Τηλέφωνα Εξυπηρέτησης Πελατών μόνο για τεχνική υποστήριξη για τον κονσόλα PlayStation.
- **Ireland** — **(01) 405 4022**
  Please call these Customer Service Numbers only for PlayStation Hardware Support.
- **Italia** — **848 82 83 84**
  Chiamare i numeri dell'assistenza clienti solo per problemi tecnici riguardanti l'hardware della PlayStation.
- **Malta** — **344 700**
- **Nederland** — **0495 574 817**
  Wij verzoeken u deze klantenservicenummers alleen te bellen indien u advies wilt vragen over PlayStation apparatuur.
- **New Zealand** — **(09) 415 2447**
  Please call these Customer Service Numbers only for PlayStation Hardware Support.
- **Norge** — **2336 6600**
- **Portugal** — **(01) 318 7450**
  Por favor, contacte os seguintes números do nosso Serviço de Atendimento ao Cliente se tiver alguma dúvida ou problema com qualquer produto de hardware PlayStation.
- **España** — **902 102 102**
  Por favor, llama a los siguientes números de nuestro Servicio de Atención al Cliente si tienes problemas con cualquier producto de hardware relacionado con la PlayStation.
- **Sverige** — **08-587 610 00**
  Vänligen ring följande kundtjänstnummer enbart om problem uppstår på PlayStations programvara.
- **Schweiz/Suisse** — **0900 55 20 55**
  Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigten um Erlaubnis fragen.
- **UK** — **08705 99 88 77**
  Please call these Customer Service Numbers only for PlayStation Hardware Support. Calls may be recorded for training purposes.

Please call these Customer Service Numbers only for hardware support of PlayStation products.