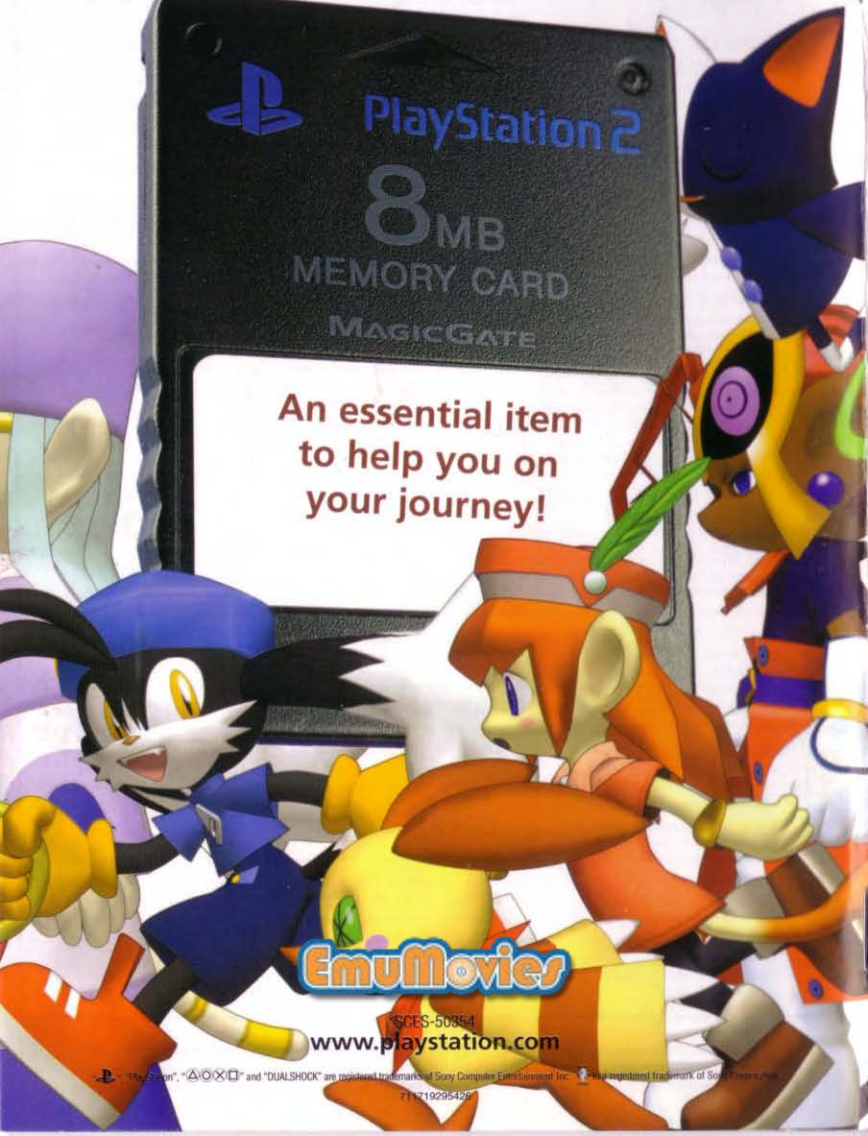


Memory Card (8MB)
(for PlayStation®2)



EmuMovies

SCES-50864
www.playstation.com

KLONKWA™ 2

Lunatea's Veil



namco®



PlayStation, the PS Family logo, and DUALSHOCK are registered trademarks of Sony Computer Entertainment Inc. Klonkwa is a registered trademark of Sony Computer Entertainment Inc. © 2004 Sony Computer Entertainment Inc. SCEA-119295429

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.

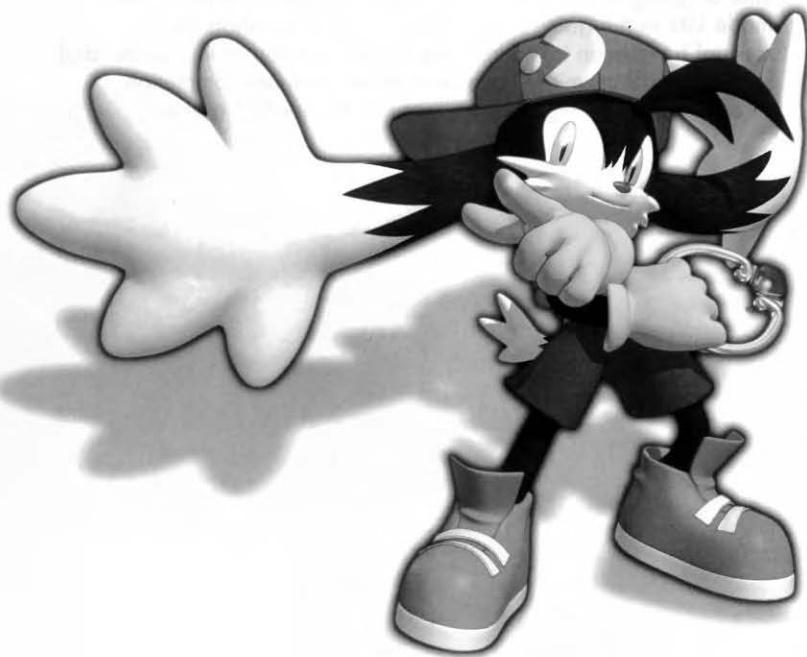
PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Nos. and **POWERLINE** Nos.

KLONOA™2

Lunatea's Veil



SCES-50354

1 Player • Memory Card (8MB) (for PlayStation®2): 370KB minimum • Analog Control Compatible: analog sticks only






DUALSHOCK®2

Made in Austria. Klonoa™ 2 Lunatea's Veil & © 1997/2000 NAMCO LTD. All Rights Reserved. Namco is a registered trademark of Namco Ltd. A Namco product. Library programs © 1997-2001 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Distributed by Sony Computer Entertainment Europe. "Dolby" and the double-D symbol are trademarks of Dolby Laboratories.

English

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Attach game controllers / other accessories as appropriate BEFORE you switch your console on. It is advised that you do not insert or remove accessories once the power is turned on.

Now turn the console ON at the MAIN POWER switch and press the /RESET button. When the  indicator lights up green, press the  button and the disc tray will open. Place the KLONOA™ 2 LUNATEA'S VEIL disc on the disc tray with the label side facing up. Press the  button again and the disc tray will close. Finally, press the /RESET button again before commencing play.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

MEMORY CARDS

PLEASE NOTE: throughout this manual, the term 'Memory Card' is used to describe the Memory Card (8MB) (for PlayStation®2) - (product code SCPH-10020 E). Memory Cards (SCPH-1020 E) designed for use with PS one™ format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same Memory Card, or any Memory Card containing previously saved KLONOA™ 2 LUNATEA'S VEIL data. Make sure there is enough free space on your Memory Card before commencing play - you will need at least 370KB. You can create up to four data files, each of which has room for up to four game saves. See later in this manual for more information about how to save your game.

WELCOME TO LUNATEA

The enchanted world of Lunatea is made up of four Kingdoms, and each Kingdom is home to one of the four Harmony Bells. It is said the peace that reigns in Lunatea is preserved by these bells.

But now a Fifth Bell is threatening to sound, upsetting the balance that has existed for so long. All the peace and tranquillity will disappear, to be replaced with chaos and darkness.

But there is some hope... Baguji the Wise, an ancient Lunatean prophet, has divined that a Dream Traveller will appear in the time of need. He will bring with him a mystical ring which will be the key to Lunatea's salvation.

Now you are about to embark on a great adventure in this magical world. You will be aided by a shrine maiden called Lolo and her assistant, Popka. Lolo's knowledge of Lunatea will prove very useful, for there are many strange and wonderful things to be found in this fantastical place.

Welcome to a world you have only dreamed of...

DIRECTIONAL BUTTONS - MOVEMENT

In this manual, **↑**, **↓**, **←** or **→** are used to denote the direction of both the directional buttons and the left analog stick unless stated otherwise. If you want to use the left analog stick, the Analog Controller (DUALSHOCK®2) must be in analog mode (mode indicator: Red).

USING MENU SCREENS

Press **↑**, **↓**, **←** or **→** to highlight an option, then press the **△** button to confirm. To return to the previous screen, press the **△** button. Or, on some screens, you can go back by selecting the option NO.




CONTROLS



| | |
|--|---|
| ↑ , ↓ , ← or → | Control Klonoa |
| □ button | Shoot |
| × button | Jump |
| △ button | Jump |
| ○ button | Shoot |
| L1 button | Action |
| L2 button | Action |
| R1 button | Display remaining lives / Momett Doll Tracker |
| START button | Pause |

PLEASE NOTE! – These are only the basic controls. For more details, including information on how to control a Hover Board, please see the CONTROLLING KLONOA section later in this manual.

POPKA MODE


To enter Popka Mode, a second Analog Controller (DUALSHOCK®2) must be connected to controller port 2 of your console. When you press the  button on the second controller, Popka will appear. You or a friend can then perform the Popka Jump by pressing the  button (again, on the second controller) to give Klonoa a boost. This is very useful in a variety of situations. Use the Popka Jump if Klonoa is about to take a fall, for example. It is also handy for getting him across areas where he faces hazards such as a moving floor. To make Popka disappear, press the  button again.

GETTING STARTED

TV SETTING

The first thing you need to do is select your TV's picture frequency - choose from 50Hz or 60Hz. To check which setting your TV is compatible with, select TEST. If the picture flickers, it means your TV isn't 60Hz compatible, so you'd better go for the 50Hz option.



NEW GAME / CONTINUE SCREEN

Press the  button at the Title Screen and you'll be given the option to start a NEW GAME or CONTINUE an adventure you previously saved to Memory Card.

NEW GAME

If you are starting a new game you will need to create a new data file. Select YES to do this and then choose the slot you want to create the file in. If you have selected a slot that already has a data file saved in it, you will need to select YES to confirm that you want to overwrite.

NAME INPUT

Once you have chosen a slot to save the game in, the Name Input screen will be displayed. Enter the name of the file by highlighting each letter and pressing the  button. Highlight and select DEL or press the  button to delete letters. When you are finished, choose OK and then select YES to confirm that you are happy with the name. The Options Menu will then be displayed.

PLEASE NOTE! - You cannot create more than one data file with

the same name on a single Memory Card. If a file with the name you have chosen already exists, try entering another name.

OPTIONS MENU







CONTROLS


You can choose between Type A or Type B button configurations.

SOUND

Select Mono, Stereo or, if you have a compatible TV, 5.1ch Dolby Digital sound.

ADJUST SCREEN

Press , ,  or  directional buttons to adjust the screen position. If you want to cancel and restore the original setting at any time, press the  button. When you are happy with the screen position, press the  button to save your adjustments.

When you have finished making your changes on the Options Menu, highlight and select OK and they will be saved to Memory Card. When the message "Save Complete" is displayed, press the  button and your adventure will begin with a Puppet Display (see the PLAYING THE GAME section of this manual for information about Puppet Displays).

CONTINUE

Select this option to load a game you have previously saved to Memory Card. First select the data file and then the save you want to load. The World Map, which is explained later in this manual, will then be displayed.

In Dolby Digital 5.1 channel mode, the audio from the AV MULTI OUT of the PlayStation®2 is disabled. When Dolby Digital 5.1 channel mode is activated, sound will only come from the DIGITAL OUT (OPTICAL) of the PlayStation®2. The DIGITAL OUT (OPTICAL) of the PlayStation®2 should be connected to the "digital optical in" of a receiver with Dolby Digital decoding. This game uses both Dolby Digital and PCM audio. Some receivers will switch between both audio formats automatically, and others will not. Please refer to your receiver's instruction manual to determine if it is necessary to activate an "auto-detect" feature.

PLAYING THE GAME

Now you are ready to begin your adventure. As you explore Lunatea, you must clear various 'visions' and battle some formidable enemies in your quest to restore peace.

VISIONS

Visions are the levels where you control Klonoa. There are two types of vision. In one type, you can explore, defeat a variety of enemies and collect special items. In the other, you must face a Boss. You will need to use your magical ring to clear visions – it will help you to catch enemies, use them as weapons, perform double jumps and so on. Don't forget that Popka can also offer you a helping hand (see the POPKA MODE section earlier in this manual).



DREAM STONES

Collect a hundred of these to earn an extra life.

MOMETT DOLL TRACKER

Although normally hidden, this display will appear when you collect a Momett Doll Bell (see the ITEMS section of this manual to learn about Momett Dolls). You can also call it up by pressing the **R1** button.

LIVES REMAINING

This display appears when you get an extra life or if you press the **R1** button.

HEALTH METER

This displays the status of your health. When the meter is full, it will contain three hearts. If an enemy touches or injures you, one of the hearts will disappear. If all the hearts are lost, you will lose a life. If you fall off a ledge or into water, all three hearts will disappear and you will lose a life instantly.

To restore your health, find and collect heart icons to restore health. To earn extra lives, look for a 1-UP Coin or collect a hundred Dream Stones. When you clear a vision, your health meter will be fully restored.

IN-GAME PAUSE MENU

To start playing a vision again from the beginning, press the **START** button to display the In-Game Pause Menu and select **RETRY**. **CANCEL** will return you to the vision without restarting. Select **WORLD MAP** to exit the vision.

BOSS BATTLES

Entering a Boss Point on the World Map will begin a Boss Battle. To defeat the Boss, you must hit it with captured enemies. Clear the vision by reducing the Boss's health meter to zero.

PUPPET DISPLAYS

Puppet Displays are short movies that tell the story of your adventure. They contain lots of useful information, so be sure to pay attention. When characters are talking during Puppet Displays, a green leaf symbol will sometimes appear. This means you need to press the **X** button to continue. To fast forward through text, press the **○** button. To skip a Puppet Display altogether, press the **START** button.

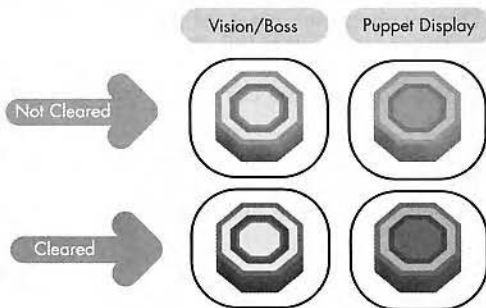
THE WORLD MAP



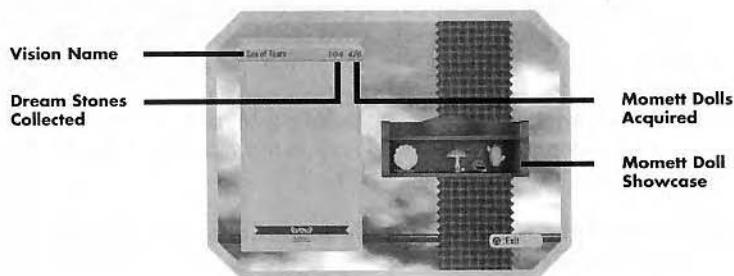
When you clear a vision, the World Map will be displayed. On this map you can journey from point to point (points are explained below). Choose the vision or Boss Point you want to play by standing on it and pressing the **X** button. You can replay visions and Boss Points over and over, or just follow the story. It's up to you to choose your path through Lunatea...

POINTS

Four types of points - the entrances to various areas - are displayed on the World Map. Select an uncleared vision, Boss or Puppet Point on the World Map to enter that area (uncleared Points are red). You can replay a vision or a Boss Point you have previously cleared, but you can't replay a Puppet Point (cleared points are blue).



STATUS SCREEN



If you press the **R1** button while you are on the World Map, the Status Screen will be displayed. This screen shows items you have collected and the details of each vision you have cleared. It shows the number of Momett Dolls and Dream Stones you have acquired (see the ITEMS section for an explanation of these). If you collect 150 Dream Stones, you will get a surprise. Press the **△** button when you have finished viewing the Status Screen to return to the World Map.

WORLD MAP PAUSE MENU

Press the **START** button to display the World Map Pause Menu. You can then choose to CANCEL and return to the World Map, or you can save the game by selecting SAVE (see the SAVING THE GAME section of this manual for more details). Choose OPTIONS to access the Options Menu, explained in the GETTING STARTED section of this manual. Or, to exit to the Title Screen, select TITLE.

SAVING THE GAME

When you clear a vision, you will be asked if you want to save your progress. Select YES and then choose a data file to save to. If you are overwriting a previously saved game, you must then choose YES to confirm. When the save is complete, press the **X** button to continue the game.

You can also save the game from the World Map. Enter the World Map Pause Menu (explained previously in this manual), select SAVE and save your game in the usual way.

PLEASE NOTE! – Make sure your Memory Card is inserted into MEMORY CARD slot 1.

CONTINUES

If you lose all of your lives, you can select CONTINUE to start the vision you were playing from the beginning. Or, to return to the Title Screen, select QUIT. You can continue an unlimited number of times.

CONTROLLING KLONOA

Control Klonoa by pressing **↑**, **↓**, **←** or **→**.



↑: Face away,
enter doorways.

↓: Face forwards.

←: Walk left.

→: Walk Right.

JUMPING

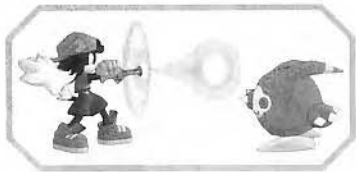
Press the **X** button or the **A** button to jump. If you press and hold the jump button, Klonoa will flap his ears, enabling him to hover in mid-air for a few seconds. Although you can normally only hover once during a jump, if you take damage you will be able to do it a second time.

ATTACKING

Press the **□** button or the **○** button when closing in on an enemy to fire a Wind Bullet from Klonoa's ring. This will capture the enemy and pump it full of air. Press the **□** button or the **○** button again to throw the captured enemy.

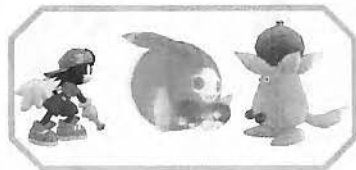
To shoot enemies into the background or foreground, press **↑** or **↓** whilst firing. There are some enemies who can't be captured, so be careful.

Shoot a Wind Bullet by pressing the **□** button or the **○** button.



If you score a direct hit, the enemy will be captured and pumped full of air.

To throw the enemy, press the **□** button or the **○** button again.



The thrown enemy will explode if it hits another object or enemy, or if it flies past a certain distance.

DOUBLE JUMP

You can use captured enemies to jump even higher than normal. To do this, press the **X** button or the **A** button to jump whilst holding an enemy. Then quickly press the **X** button or the **A** button again to use the enemy to perform a double jump. This move is useful for attacking enemies underneath you, as they will be destroyed by the captured enemy.



Press the **□** button or the **○** button to shoot a Wind Bullet and capture an enemy.



Use the **X** button or the **A** button to jump, then press the **X** button or the **A** button again quickly whilst in mid-air.



As you perform the double jump, the enemy is kicked beneath you...



And the other enemy below is destroyed.

CONTROLLING A HOVER BOARD

In some visions, you get to ride a Hover Board. Press **↑**, **↓**, **←** or **→** to control the board.



Accelerate



Decelerate



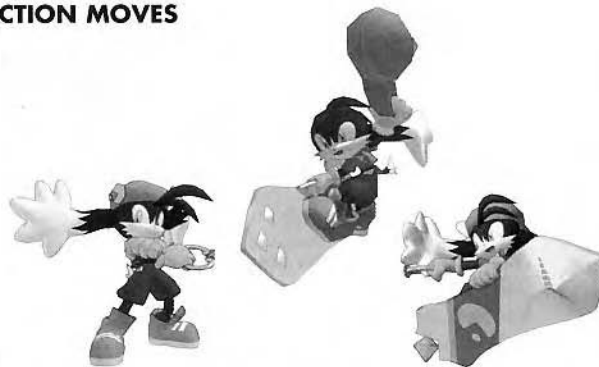
Move Left



Move Right

| | | | | |
|-----------------------|----------|----------|----------|----------|
| When facing forwards | ↑ | ↓ | ← | → |
| When facing backwards | ↓ | ↑ | → | ← |
| When moving sideways | ← | → | — | — |

ACTION MOVES



Press the **L1** button or the **L2** button during a vision to see Klonoa's various moves. The moves will change according to the timing of the button press, so experiment to see them all.

ITEMS

There are two types of item to collect. Some are simply picked up when you touch them, and others are acquired when you hit them.

PICK-UP ITEMS

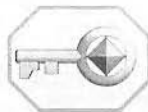
Small Dream Stone – collect a hundred of these to earn an extra life.



Large Dream Stone – one of these equals five small Dream Stones.



Key – you will need these to open certain doors.



Small Heart – restores your health meter by one heart.



Large Heart – restores your health meter by two hearts.



1-UP Coin – gives you an extra life.

HIT ITEMS

To collect these items, hit them with a Wind Bullet or a captured enemy.



Memory Clock - when you lose a life, the vision will restart at the location of the last clock you hit. You will still have all the items you had collected up to that point.

Ngapoko Egg – these contain useful items like Dream Stones and Hearts.



Mirror Spirit – when you have a Mirror Spirit with you, the number of Dream Stones that you collect will be doubled.

Momett Doll Bell - there are six Momett Doll Bells in each vision. Each time one is acquired, the Momett Doll Tracker will be displayed. Clear the vision with all six Bells to acquire a Momett Doll. You can check out your doll collection in the Momett Doll Showcase on the Status Screen (see the WORLD MAP section of this manual for more details).

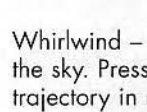


EXPLORATION ITEMS

As you journey through Lunatea, you will come across a number of special exploration items. Some of these may help you get to hard-to-reach places, and some must be used to open up new paths.



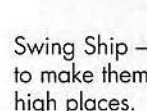
Goomi - hit a Goomi with a Wind Bullet to hang from it. Some Goomis can move around.



Whirlwind – enter one of these to bounce high into the sky. Press **↑**, **↓**, **←** or **→** to adjust your trajectory in mid-flight.



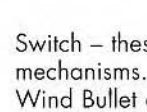
Box – to open a box, throw a captured enemy at it. Boxes often contain pick-up items.



Swing Ship – throw captured enemies at Swing Ships to make them move. They are very useful for reaching high places.



Fordon – these are great for getting around. Jump into one and you will be shot out over a long distance.



Switch – these are used to open doors and activate mechanisms. To activate a Switch, fire at it with a Wind Bullet or a captured enemy.



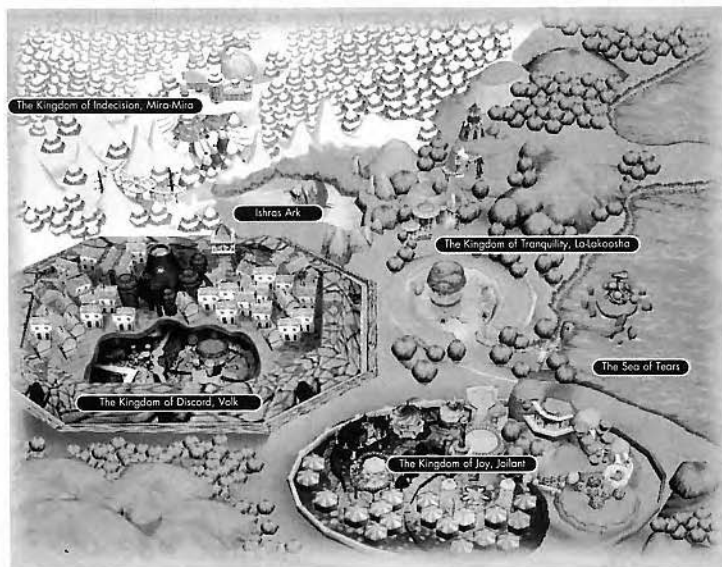


Time Switch – these turn off automatically after a set period of time. To activate Triple Switches, you need to get all three switches moving simultaneously.

On/Off Switch – fire Wind Bullets at these to turn them On or Off. Experiment with On/Off Switches to open up new paths.



THE ENCHANTED WORLD OF LUNATEA



THE SEA OF TEARS

At the heart of this stormy sea you will find the Island of Claire, where an ancient statue of the Goddess keeps watch over the Sea of Tears.

LA-LAKOOSHA - THE KINGDOM OF TRANQUILITY

This quiet and peaceful country is home to the worshippers of the Goddess Claire. To get to the Claire Moa Temple, you must journey through Glowshroom Cave. Your path will be shown by the mysterious light of the gigantic magic mushrooms.

MIRA-MIRA - THE KINGDOM OF INDECISION

It is always winter in Mira-Mira, a cold country of snow and ice. Its inhabitants are a quiet, unsophisticated people, and they do not welcome strangers. A perpetual sadness seems to hang over this beautiful Kingdom.

JOILANT - THE KINGDOM OF JOY

The entire Kingdom of Joilant is one giant amusement park. It is full of circus tents and fairground attractions, from hot air balloons to rollercoasters. Although it seems like a happy and joyful place, there are many dangers lurking in the shadows.

VOLK - THE KINGDOM OF DISCORD

The inhabitants of this Kingdom are constantly at war with each other. No one remembers why, but they continue to fight simply because that's the way things have always been.

ISHRAS ARK

In a secluded lake between La-Lakoosha and Mira-Mira lie the remains of an ancient ark. It is said that this ship once travelled across all the lands of Lunatea...

THE LUNATEANS

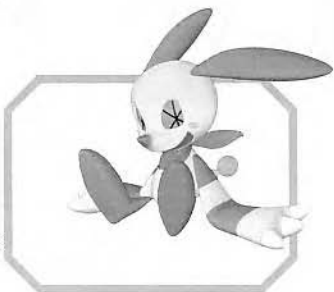
KLONOA

Always full of energy and curiosity, Klonoa becomes drawn into an adventure in the enchanted world of Lunatea. He does not yet realise how important he is, or that he holds the fate of this magical place in his hands...



LOLO

Lolo hopes one day to become a priestess, but she keeps failing the test. She is sure that one day, however, with the help of her assistant Popka, she will succeed.

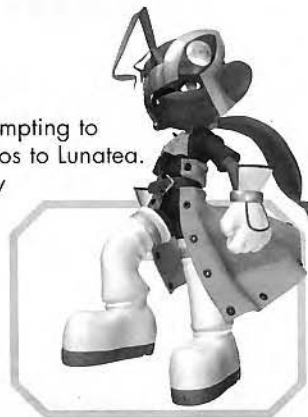


POPKA

Loud mouthed, pushy and insensitive, Popka isn't the ideal partner by any means. But deep down inside he cares for Lolo deeply, and he will always be there to offer her his support.

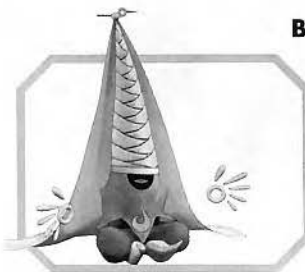
LEORINA

A female sky pirate who is attempting to ring the Fifth Bell, bringing chaos to Lunatea. Cunning, cool-headed and very devious, Leorina places Klonoa in constant peril.



TAT

Leorina's sneaky sidekick. She pops up under Klonoa's nose time and again, and trouble is usually not far behind.



BAGUJI THE WISE

A mysterious prophet of unknown origin who makes his home beneath a giant tree. Having foreseen the troubles facing Lunatea, he sends Klonoa and Lolo out on a mission to restore peace to the world.

MOMETT THE SHOWMAN

An entertainer from Joilant, the Kingdom of Joy. He is always coming up with ideas for new attractions and is a keen observer of Klonoa in action.



ENEMIES

You will encounter a variety of enemies during your travels through Lunatea. Find their weaknesses and use them to your advantage.

MOO

Moos look cute, but will injure you if you touch them.



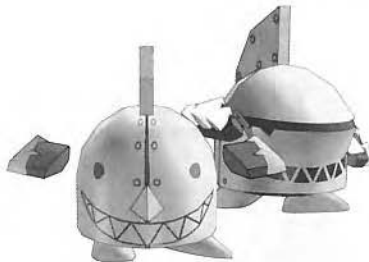
GIANT MOO

A Moo that has grown quite large after eating too many Dream Stones. Giant Moos can't be captured, but you can jump on top of them if you hit them with a Wind Bullet first.



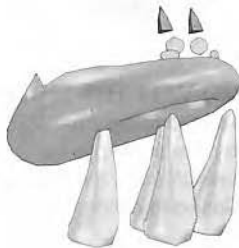
ARMOURED MOO

The tough armour on this Moo will deflect Wind Bullets, but you can destroy its armour by hitting it with a captured enemy.



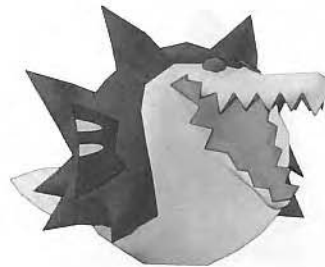
KITON

Catch a Kiton with a Wind Bullet and then jump repeatedly to fly. The height you reach will be determined by the number of times you jump.



SPIKER

Shooting Wind Bullets or throwing enemies at a Spiker will have no effect whatsoever, so you might as well just try to get by without getting hurt.

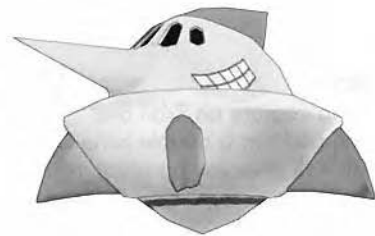


DIGON

A huge and very violent fish which inhabits the rivers and bogs of Lunatea. Like the Spiker, it is invincible to attacks, so you should leave it alone.

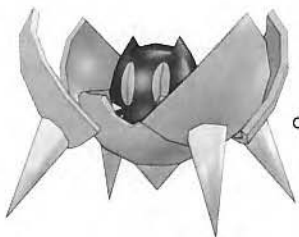
JETIMO

Upon capture, these strange creatures fly high into the air. You can't get rid them until they explode.



BOOMIE

Boomies explode after a set amount of time elapses. Once a Boomie starts to glow, watch out! Throw it against a wall and it will fall straight down and explode when the time runs out.

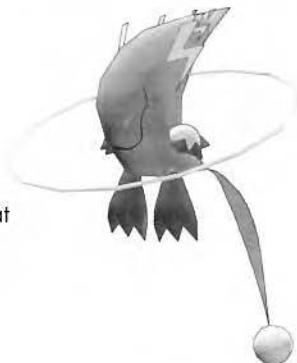
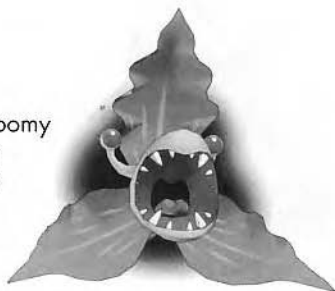


SPINDLE

The Spindle's hard shell deflects sideways attacks. Try to jump over it and attack from above.

OW-GOW

These creatures live in dark and gloomy areas. They try to eat anything that passes in front of them. To get past an Ow-Gow, throw a captured enemy at it and try to slip by while it is eating.



ERBIL

Try to capture an Erbil and then perform a double jump. This will give you an electric charge that allows you to defeat enemies by flying into them.



LIKURI

If you capture a Likuri and throw it against another enemy, it will change colour several times before returning to you. The sequence of colours is yellow, blue, then red, depending on the number of times it hits the enemy.

HINTS AND TIPS

FINDING HIDDEN ITEMS

Some items can't be seen until you touch them. If you see a strange shadow on the ground, jump up and you might just find something useful.

USING ENEMIES TO YOUR ADVANTAGE

It is important to make good use of your enemies. For example, Kitons are great for reaching high places, and Boomies are indispensable for solving puzzles which use time delays. Throw captured enemies at boxes marked with an X to open up blocked paths and reveal hidden items.

COLLECTING MOMETT DOLLS

There are six Momett Doll Bells in each vision. You will get a Momett Doll if you collect all six bells and clear the vision. Once you have acquired all the dolls, take them to Momett's House, where a surprise awaits you...

Customer Service Numbers

POWERLINE

FOR GAME HELP

- **Australia** ————— **1 902 262 662*** ————— **1 902 262 662***
*(Calls charged at \$1.99 per min. inc. GST. Get parents' OK to call.) *(Calls charged at \$1.99 per min. inc. GST. Get parents' OK to call.)
- **Österreich** ————— **0820 500 535**** ————— **0900 970 111***
**Der Anruf unter dieser Nummer kostet 2 ATS/Min. *Der Anruf unter dieser Nummer kostet max. 41 Groschen/Sek.
- **Belgique/België/Belgien** ————— **011 516 406** ————— **0900 000 00***
*(6.05 Bfr. 20 sec/40 sec)
- **Danmark** ————— **33 26 68 00** ————— **33 26 68 20**
Man-Torsdag 9-16.30 Fre 10-15 Man-Torsdag 16.30-19.30
- **Suomi** ————— **09-4764460** ————— **09-47644621**
maanantai - perjantai 8.30 - 16.30 maanantai - torstai 18.00 - 20.00
- **France** ————— **0803.843.843** ————— **08 36 68 22 02***
*(2,23 F la minute)
- **Deutschland** ————— **01805 / 766 977** ————— **0190 578 578***
(0,48DM/min.) *(1, 21DM/min. Kinder und Jugendliche sollten vor dem Anrufen der PlayStation-PowerLine die Eltern/Erziehungsberechtigten um Erlaubnis fragen.)
- **Ελλάδα** ————— **(00 301) 6777701** ————— **090 2322 00***
*Χρέωση κλήσης 189 δραχ. τα λεπτά συν ΦΠΑ. Παρακαλούμε πριν καλέσετε τον αριθμό αυτό ζητήστε την έγκριση του προσώπου που πληρώνει το λογαριασμό Η τηλεφωνική σύνδεση υποστηρίζεται από τη Mediatel
- **Ireland** ————— **0818 365065** ————— **1550 13 14 15 (R.O.I. only)***
All calls charged at National Rate. *Calls cost per min. 58p (inc.VAT)
- **Israel** ————— **1-800-390-900** ————— **1-800-390-900**
ל 17:00 בכל יום מלבד ימי שישי וערבי חג קווי התמיכה פעילים בין השעות 12:00
- **Italia** ————— **848 82 83 84*** ————— **848 82 83 84***
* Al costo di una chiamata urbana da tutta Italia * Al costo di una chiamata urbana da tutta Italia
- **Malta** ————— **344700** ————— **344700**
- **Nederland** ————— **0495 574 817** ————— **09 09 9000 000***
*(0.99 Hfl./min)
- **New Zealand** ————— **(09) 415 2447** ————— **0900 97669***
*(Before you call this number, please seek the permission of the person responsible for paying the bill. Call cost \$1.50 (+ GST) per minute).
- **Norge** ————— **2336 6600** ————— **820 85 050**
Mon-Fre 8.30-16.30 Åpen 24 timer 8.75 NOK pr. Min
- **Portugal** ————— **707 23 23 10**** ————— **707 23 23 10***
Número único nacional -22500 por minuto única e exclusivamente. Número único nacional -22500 por minuto única e exclusivamente.
Antes de ligar peça autorização a quem paga a conta de telefone. Antes de ligar peça autorização a quem paga a conta de telefone.
**Serviço de Atendimento ao Consumidor/Serviço Técnico. *Serviço de Ajuda para Jogos

Please call these Customer Service Numbers only for PlayStation Hardware Support. Details of call costs apply only to PowerLine Game Help numbers. For Game Help, please call your local PowerLine number.

Customer Service Numbers

POWERLINE

FOR GAME HELP

- **España** ————— **902 102 102** ————— **902 102 102**
- **Sverige** ————— **08-587 822 40** ————— **08-587 822 25**
Mån-Tors 8-17 Fre 8-15.30 Mån-Fre 17.00-21.00
- **Schweiz/Suisse** ————— **0900 55 20 55** ————— **0900 55 20 55/Ein Anruf kostet***
*(Sfr. 1.-/min.) Kinder und Jugendliche sollten vorher die Eltern oder Erziehungsberechtigten um Erlaubnis fragen.
*(Sfr. 1.-/min.) Les enfants et les adolescents doivent se procurer l'accord de leurs parents ou de la personne chargée de leur éducation.
- **UK** ————— **08705 99 88 77** ————— **09064 765 765 (incl. NI)***
Calls may be recorded for training purposes *Touch Tone activated service. Calls charged at 60p per minute
[* Correct at October 2000. Please seek permission from the bill payer before calling. Service provider - Telecom Potential, P.O. Box 66, Clevedon, BS21 7QX.

Please call these Customer Service Numbers only for PlayStation Hardware Support. Details of call costs apply only to PowerLine Game Help numbers. For Game Help, please call your local PowerLine number.