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SCES-52748

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

SCES-52748/ANZ

1 - 4 Player • Memory Card (RMK) for PlayStation®2 : 820KB minimum • EyeToy® USB Camera for PlayStation®2 compatible
• Analog Control Compatible. analog sticks only

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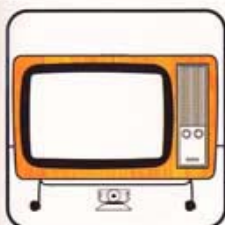




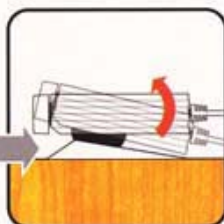
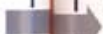
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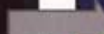
SETTING UP THE CAMERA



ADJUSTING THE CAMERA



LIGHTING RECOMMENDATIONS



MAKE SURE YOU HAVE ENOUGH ROOM TO PLAY!



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. A controller must be inserted into controller port 1 to play EYETOY®: PLAY 2.

Now turn the console ON at the MAIN POWER switch and press the ⏻/RESET button. When the 3 indicator lights up green, press the ⏻ button and the disc tray will open. Place the EYETOY®: PLAY 2 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 CARD (8MB) (for PlayStation®2)

PLEASE NOTE:

throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (SCPH-1020 E) designed for use with the PlayStation®2 format software are not compatible with this game.

On boot up, any saved EYETOY®: PLAY 2 options and game data present on the Memory Card will autoload. To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1. Make sure there is enough free space on your Memory Card before commencing play. Additional space will be needed on the Memory Card to save Video Messages.

If you do not have a Memory Card, then you will still be able to play EYETOY®: PLAY 2 but will not be able to save high scores, game settings and photos. Data can only be saved and loaded from MEMORY CARD slot 1.

USING THE EyeToy® USB Camera (for PlayStation®2)

Holding the connector for the EyeToy® USB Camera (for PlayStation®2) with the USB mark facing up, securely insert the connector into either the upper or lower USB connector on the front of the console. The LED power indicator (blue) on the front of the camera should light up blue to indicate that the EyeToy® USB Camera (for PlayStation®2) is now ready to use. If you encounter difficulties, refer to the instruction manual for the EyeToy® USB Camera (for PlayStation®2).

Place the EyeToy® USB Camera (for PlayStation®2) on top of, or immediately below your television and stand back between 1.5 metres and 2.0 metres.

Rotate the manual focus ring to focus the camera lens. Try to ensure that your body shape is clearly defined on the screen. If your television is positioned on the floor, simply tilt the EyeToy® USB Camera (for PlayStation®2) for lower elevation. Alternatively, swivel the camera base around to reposition the EyeToy® USB Camera (for PlayStation®2). Players of different heights should tilt the angle of the EyeToy® USB Camera (for PlayStation®2) for extra convenience. DO NOT move the whole EyeToy® USB Camera (for PlayStation®2), just tilt it gently.

Cover the camera lens to exit the current game, the multi player games and the PlayRoom.

Make sure that the background behind you is as motionless as possible, as background motion may hinder gameplay. Use the camera Sensitivity screen in the Options Menu to balance any interference.

Make sure you have enough room to play. Consider the space around you, watch out for shelves, doors, walls, pets and above all, other people.

Enjoy playing EYETOY®: PLAY 2 and get ready for some fun!



EyeToy® USB Camera (for PlayStation®2) LIGHTING RECOMMENDATIONS

The EyeToy® USB Camera's ability to detect movement depends upon there being a significant difference in lighting between you and your background. Ideally, you should be lit from the front, as evenly as possible. A single, central light of between 60 and 100 watts between you and your television should be sufficient. Any additional light pointing at you will also be beneficial.

If your image looks too dark on the screen, switch on all available lighting in the room and point them at you. The red LED on the EyeToy® USB Camera (for PlayStation®2) will flash if the room is too dark.

If your on-screen image looks too bright, draw the curtains and use artificial light instead. Where artificial light is the primary source of illumination, concentrate all available light on you. If possible, avoid low-energy bulbs and fluorescent tubes as these tend to flicker, which may be detected as movement by the EyeToy® USB Camera (for PlayStation®2).


Do not set up the EyeToy® USB Camera (for PlayStation®2) so that it is pointing directly towards a strong light source. Even with daylight providing the primary light source, the introduction of any extra artificial light directed at you, will always be beneficial.

USING MENU SCREENS

EYETOY®: PLAY 2 uses the player's motion to activate objects and buttons on screen. The motion buttons can only be activated if they detect motion over a period of time. Indicators on the motion buttons will fill up as motion is applied.



Use the motion buttons to select menu items.

Wave your hand over the motion button until the liquid fills the button completely. You can also make menu selections by using an Analog Controller (DUALSHOCK®2) connected to controller port 1 - use the left analog stick to highlight an option and press the  button to activate it.

GETTING STARTED

NOTE: set up the EyeToy® USB Camera (for PlayStation®2), following the instructions outlined earlier in this manual, so that you can stand comfortably within the on-screen player outline.

Following an introductory sequence, the Language Select Screen will be displayed. Wave your hand over the Left and Right buttons to scroll through the available languages. Choose either English, French, German, Italian, Spanish, Portuguese, Danish, Finnish, Norwegian, Swedish, Dutch or Greek. Once you've selected your language, wave your hand over the Select button.

If you have a Memory Card inserted into Memory Card slot 1 which does not contain any EYETOY®: PLAY 2 save data, you will be prompted to create an EYETOY®: PLAY 2 data file. Wave your hand over "Confirm" to create a data file or wave your hand over "Cancel" to continue without saving. The Title Screen will be displayed. Wave your hand over "Start" to access the Main Menu.

NOTE: if you do not create a data file, you will not be able to save any game settings, high scores or photo data.

MAIN MENU



Select one of the following options from the Main Menu:

- Games
- Extras

The MiniMate at the bottom of the screen will give you a helping hand through the menus and will host the multi player game. If you don't want to see or hear any instructions, tap MiniMate on the head to knock him out. You'll be able to revive him by tickling him gently.

GAMES

Single Player - see the "Single Player" section of this manual for further details.

Multi Player - see the "Multi Player" section of this manual for further details.

PlayRoom - see the "PlayRoom" section of this manual for further details.

SINGLE PLAYER

Are you up for the challenge? Do you reckon you can master all of the games? Do you possess the talent to get your photo into the Hall of Fame?

Combining quick fire skill and stamina with a steep learning curve up through the difficulty levels, if Single Player Mode does not wear you out, you're not trying hard enough!

TIP: notch up high scores and cement your place in the coveted Hall of Fame photo gallery. Try the three difficulty levels if you're up for a little more of a challenge.

MULTI PLAYER

Up to four contestants can take part in the Multi Player Mode to find out who is the ultimate party champion! Get your friends and family together and battle your way through over 50 bonus games, but before you begin you'll have to pose for a photo. When your photo is displayed, it's your turn, so get ready to make your mark.

NOTE: the winner of each game will select the next game to be played. If the result is a draw, the competitors whose scores are tied at the end of a round will take part in a "face off" to determine the result.

PLAYROOM

COLOURING

Have you ever fancied yourself as an artist? See what masterpieces you can create by moving your whole body around.



POOL

Make up your own rules to play but don't get snookered! Who can pot the lot? Who can get the biggest break? How fast can you sink all the balls? Take turns with a friend or play by yourself - it's up to you.



SONIC SUB

Use your voice to move the submarine around an underwater world. The pitch of your voice controls the sub's depth and your volume controls its speed.



SONIC GOO

Manipulate the on-screen effects with your voice or any type of noise. The more noise you make the more the screen will distort. Try experimenting with as many different noises you can think of.



CITRUS FIGHTERS

Try to knock the other characters off their fruit to find the best fruit fighter! The faster you move your fruit towards the opponent, the more damage you'll inflict, but be careful because if you move too fast your fighter might fall off.

WIZARD

Cast spells with a flick of the wrist. How many spells can you conjure up? Use coloured objects to trace out different shapes and create a little bit of magic on your TV.

CHAMELEON

Blend into your surroundings with this super special effect. When the countdown is displayed at the start of the effect, move out of the view of the EyeToy® USB Camera (For PlayStation®2), and when the effect has been initialised, move back in front of the EyeToy® USB Camera (For PlayStation®2) and see what happens.

SOLAR SYSTEM

Travel around the solar system exploring strange planets. Each of the planets has its own unique atmosphere so it might do something strange to your image. Just like the chameleon effect you'll have to stand out of the view of the EyeToy® USB Camera (For PlayStation®2) during the countdown. No spacesuit required!

EYETOY®: CAMEO CREATOR

See the "EyeToy®: Cameo Creator" section of this manual for further details.

EYETOY®: CAMEO GAMES

HeadSpring

Have you ever fancied punching yourself in the face? No? Well, now you can, but without the pain. As long as you have saved a head to Memory Card, you can take out your frustrations on the TV screen.

HeadTogether

Bang your heads together to create one massive head and then watch it explode into mini ones again. Simply fun.

EXTRAS

SPYTOY™

Another new feature for EYETOY®: PLAY 2, SpyToy™ turns the EyeToy® USB Camera (for PlayStation®2) into your very own security device. Set it up and see what you can catch on film using the different modes.

ALARM MODE

Want to frighten intruders away? Then this is the setting for you. Enter your secret code number, activate the system and then simply leave your TV on. Anyone that enters the view of the EyeToy® USB Camera (for PlayStation®2) will get quite a shock as the alarm sounds and warning graphics appear on-screen, letting them know they've been caught on camera.

STEALTH MODE

This mode lets you keep an eye on who's been sneaking about. Turn the TV off this time and anyone coming near the EyeToy® USB Camera (for PlayStation®2) will have their picture taken without them knowing a thing. Look through the pictures in your own time and see what's been happening behind your back.

TIME LAPSE MODE

Use this mode to take a whole series of snapshots. Check out the comings and goings over a whole day or experiment making time-compressed movies.

SPY GAMES

Why not try using SpyToy™ to create some real life stealth games. Place an object in front of the EyeToy® USB Camera (for PlayStation®2) and activate Alarm Mode. Then take turns with friends to see who can steal the object away without triggering the siren.

VIDEO MESSAGING

Have you ever fancied yourself as a movie star? With Video Messaging you'll be able to record directly from the EyeToy® USB Camera (for PlayStation®2) to a Memory Card in MEMORY CARD slot 1. Follow the on-screen instructions to select the length of video you want to record and then act your heart out.

OPTIONS

AUTO SAVE

High scores and photos are saved automatically if the Auto Save function is turned on. To save high scores and photos manually, please refer to the save data function in the Options Menu.

SCREEN POSITIONING

Use the arrow buttons to change the position of the screen and wave your hand over the "Confirm" button to keep your changes or the "Cancel" button to restore the screen position to its original settings.

AUDIO SETTINGS

Use the arrows to change the volume of the music and sound effects. Wave your hand over the "Confirm" button to keep your changes or the "Cancel" button to restore the Audio Settings to their original levels.

CAMERA SENSITIVITY

Pinpoint unwanted areas of motion that may hinder gameplay. Make sure that the background behind you is as motionless as possible. Try out the three settings to find the one that best suits your room. Wave your hand over the Confirm button to keep your changes.

LANGUAGE

Wave your hand over the Left and Right buttons to scroll through the available languages. Choose either English, French, German, Italian, Spanish, Portuguese, Danish, Finnish, Norwegian, Swedish, Dutch or Greek. Once you've selected your language, wave your hand over the Select button.

LIGHTING CONDITIONS

If you are playing in a room bathed in light, select the "bright room" button, but if you are playing in a darkened room, select the "dim room" button. Wave your hand over the Confirm button to keep your changes.

LOAD DATA

Load previously saved EYETOY®: PLAY 2 game data from Memory Card.

SAVE DATA

Save your EYETOY®: PLAY 2 game data to Memory Card.



THE GAMES

AIR GUITAR



Say goodbye to standing in front of the mirror with a tennis racquet in your hands strumming along to rock anthems. Now you can stand in front of the TV, throw some windmills and strum along to some classic rock riffs. So don your denims, pump up the amp and flex your plectrum for all the ladies in the crowd. You rock!

SINGLE HIT/ PICK

Each time one of the icons hits a fret, the fret has to be highlighted and you'll have to strum the strings at the same time. It may sound complicated but you'll soon get the hang of it and be rocking through the whole tune.



STRUM

When the icon hits the fret you have to catch it and strum continuously until the icon disappears. Don't worry if you catch it a little late because you'll still score some points.



SLIDE

Catch the slide icon when it hits the fret and follow the direction in which it moves. Get the timing right and you might set the strings on fire!



WINDMILL

At the same time as catching the icon on the fret, you'll have to strum across the whole of the guitar to get the power chord up to full volume. Rock on!



HOMERUN



Are you ready for some major league action? Have you perfected your line drive? Your batting skills will be put to the test by our pitcher's knuckle ball and backdoor sliders. You'll have ten balls to grab as many bases as possible, and score a minimum of twenty points. Go and slug it out on the park!

BASE RUNNING

Once you've hit the ball you must run round as many bases as possible. Your running style is up to you, but stay within the view of the EyeToy® USB Camera (for PlayStation®2). Each time you pass a base you will be told if you are safe, but if you have time you might be able to steal another base.

STRIKE ZONE

At the start of each game, the strike zone will be displayed. Each of the balls the pitcher throws will travel through the strike zone at some point. Don't stand too close to the strike zone or the ball might hit your body.

DIRECTION GAUGE

During the pitch you'll notice that the "Ball Pointer" travels through the direction gauge. Use this gauge to time your swing and hit the ball between the fielders to stand a chance of running all the bases.

MINIMAP

The "MiniMap" shows the position of the fielders and the baseball. Use the map to judge your base running. The fielders change position for every pitch, so carefully hit the ball and try to find the gaps.



KNOCKOUT



Can you last three rounds in the ring against the best boxers in the world? Avoid each pugilist's punch and land as many blows as you can to KO the competition. Listen out for the combo tune which signifies each opponent's weak spots, but if you start to see stars it won't be long until you're counted out. Try pushing the stars off screen to beat the count.

SPEED BAG

It's time to get those hands up to speed! Rhythmically hit the punch bag with each hand alternately and build up your speed until your hands are just a blur.

HEAVY BAG

Now you need to add some aggressive power to those punches! Punch the bag as hard as possible. It sounds easy and it is, but to get the best results, you must hit the bag when it returns to its starting position.

SPARRING MITTS

Now that you have power and speed, it's time to test your accuracy. Hit the mitts back in the direction they appeared from to register a hit. As the number of pads increases you'll have to increase your speed to match. If you miss a mitt, you'll have to repeat the combo.

THE OPPONENTS

DIL "THE DESTROYER" KUMAR

He may not look it but he's a dangerous boxer with speed on his side, and you may find it difficult to keep up with him, so stay on your toes and keep moving.

IGOR "THE INDESTRUCTIBLE" IVANOV

Just as his name suggests this lad can take a beating, however don't get too complacent because he doesn't mind hitting back. Watch out for his spinning hook attack.

JONAH "THE JUGGERNAUT" JOHNSON

Have you ever tried boxing a bear? Well, Jonah Johnson is just as tough. If you hit him as hard as you can he will just keep coming forward. This guy knows no fear and feels no pain.

LINTON "LIGHTS OUT" LAMBERT

Raised on the streets, this mountain of a man is the whole package: stamina, speed and power. Unbeaten in all his fights, only his feet have ever touched the canvas. If you beat Lambert, you will be a true champion of champions.



BUBBLEPOP



Pop all the bubbles as quickly as you can, but don't pop the red bubbles! Simple, yet strangely satisfying. Watch out for the bomb bubbles and detonate them at your peril - sometimes they can help you, but they can also cause a chain reaction that could wipe out a whole load of red bubbles.

OCTO-BUBBLE

The bubble-blowing octopus will turn up every now and again to give you the chance to gain some extra points. Use the two jellyfish controls at the end of its tentacles to make the octopus fire the bubbles into the colour-coded containers. You'll have to get a good rhythm going if you want to get a high score.



BUBBLE BLOWING

Blow up the bubbles until they burst. The more you burst, the more points you'll get. Don't stop pumping or your bubble will deflate!

BUBBLE PUZZLE

Try to fill as much of the screen with bubbles as possible, but make sure that the bubbles stay above the waterline for as long as possible. Watch out for the bubble bombs that appear on every fifth bubble as they may be useful for getting rid of a few bubbles.



BIG BUBBLE GUARDIAN

Watch out for the bubble blowing sea anemones who will try and trick you by mixing up the blue and red bubbles. And beware of the puffer fish - burst its bubbles at your own risk as they all hold a nasty surprise. You'll have to move fast to catch those anemones out, good luck!

DIY



Fancy yourself as a bit of a handy man? Or do you just like the idea of destroying stuff with power tools? Either way you're certainly going to like DIY. You're going to have to do a professional job to score big in this game. Try and find the best technique for each of the different disciplines.

TREE SHREDDER

Hit the tree branches into the shredder but prevent all the other objects from being destroyed.



CHAINSAW

Use the chainsaw to cut the logs. The more you chop the more you score!

PNEUMATIC DRILL

Chase the runaway drill through the streets. The more you move your body, the faster you'll go. Don't let the drill escape or you'll have to pay for the damage it'll cause. Try and catch it if you can!



DRUMMIN'



Beat out some rhythms on the drums. Keep up with the icons to get the best score possible. If you perform well enough you'll have to prove your skills against the king of drumming in the boss drum contest. It's all about timing and getting into the swing.

SINGLE HIT

Hit the drum at the same time as the icon reaches the drum.

SUSTAINED HIT

Continually hit the drum as soon as the icon reaches it. Keep on beating the drum until the icon runs out.

PERFECT TIMING

If you hit the drum at the same time as the icon reaches it, you'll get a big effect and the maximum number of points.

GOOD TIMING

If you're a little early or a little late you'll get a smaller effect and you'll only receive a few points.

POOR TIMING

If you're very early or late you'll get a tiny effect and hardly any points.

MISS

If you're so late that the icon has completely disappeared, you'll get no effect at all and lose a little of your performance bar. Don't get beat - keep to the beat!

GOALATTACK



The goalkeeper is always the last line of defence, so don your keeper's gloves, make yourself as imposing as you can and try to stop the strikers from scoring. In each game you'll have a target number of balls you must save to proceed to the next round, so be ready to dive all over the goalmouth to keep the ball out.

FITNESS TEST

Like all top class footballers you're going to have to be fit to play the game. Jump and run between the target lines after the trainer has blown his whistle to gain some extra points.

REACTION TEST

Top goalies don't rise to the peak of their profession without fast reflexes, so hit the red footballs when they spring out and we'll see if you have the reactions necessary for a high score.

AGILITY TEST

Your fitness and reflexes may be of premiership quality, but what about your ball control and distribution techniques? Guide the footballs into the colour-coded baskets to pick up some more points.



SECRETAGENT



Rotting in a dank, dark cell is no way to spend your life, but you're going to have to be careful if you want to escape from the enemy castle. Sneak around and collect all of the equipment you need for your break-out attempt, then avoid the searchlights and CCTV cameras if you don't want to get caught.

PUZZLE ELEMENTS

Are you any good at safe-cracking? It's time to find out.



MOVE SLOWLY

Move with care because the searchlights and CCTV cameras are very sensitive.



HIDDEN ITEMS

If you can outmanoeuvre the spotlights and CCTV cameras, try searching around because there may be a few hidden items that will help you out.



TABLE TENNIS



Can you be the undisputed champion of the ping-pong table? Take on talented table tennis experts in the coveted challenge cup. Set your sights on gold because it's the only way you are going to win against the four opponents we've lined up for you. Yell at the top of your lungs at the same time as you hit the ball to give it an extra boost of speed.

SUZI SWIFT

You'll need to get up so early to catch this girl out that you may have to stay up all night. She moves around the table like lightning, so you'll have to hit the ball into space if you want to get the better of her.

MAX ARMSTRONG

With a powerful right arm, it's obvious that this lad takes the game seriously. The best way to catch him out is to wait until he does a pose and then blast the ball past him.

DRAGON PANTS JIM

He may not look it, but this boy is a table tennis prodigy, and he can bend the ball any way he chooses. Watch out for his patented "Dragon Smash" or you'll be left wondering how you lost so quickly!

MASTER PONG

He may look old but Master Pong is a ping pong master! Watch out for his power shots and spin attacks. You'll be a master yourself if you manage to beat him!





In the land of the Orient, highly trained martial arts experts are always on hand to kick you where it hurts or karate chop you down to size. If you're looking for a fight then these guys will take you on!

ICE BREAKER

How solid are your attacks? Check out the power of your punches by smashing up blocks of ice. A clean hit to the centre of the blocks will break through the whole lot.

ROOM OF TRAPS

Quick reactions are the key to this game, so watch out for the statues as they open their mouths, and it will give you the split second you need to avoid the attack.

ESCAPING NINJA

Don't let any of the ninja escape. Your reflexes will have to be super fast to get a super score.

TENGU

Always ready to punish the arrogant, Tengu uses his flaming sword attack to good effect, damaging all those that get in his way. Tengu also has the power to turn to stone, making himself indestructible, so you'll have to wait for a good opportunity to hit him.

RETSUDO

Master of the ninja, Retsudo has created a house of traps to foil any would-be assailant. He prides himself on his mechanical prowess and he won't show his face for long, so you'll have to be quick to catch him. The only time he makes himself vulnerable is when he's triggering one of his traps, so strike while you're still standing.

HYDRA

A beast of legend, the Hydra has three heads each with its own special power: fire, ice and lightning. If you come face to face with this demon of the deep, strike as soon as you see it emerge from the water and dodge its devastating attacks. If you defeat the Hydra, your Kung2 quest will be complete.



MICHEF



Can you handle the heat of the kitchen? You're going to have to keep your customers well fed if you're going to succeed in this game! Grab and drag all the ingredients from the top of the screen and build them into the perfect burger. Upon completion of an order, the bin icon at the top of the screen will rotate and become a bell icon. Wave your hand over the bell to send those dinners to the diners.

If you make a gastronomic mistake then wave your hand over the bell/bin icon at the top of the screen to junk the food and start again. If you prove yourself in the kitchen, the current master chef may challenge you to a "cook off". Good luck and start building those burgers - yum-yum, my tummy's growling just thinking about it!

PICKLE CHOP

Adding a few extra pickles to the burgers will gain you some brownie points with the customers. So get your chopper out and slice up those big juicy gherkins.



CHEESE GRATE

Just like the pickles, go heavy on the cheese to gain extra points.



TOMATO MASH

Run out of ketchup? Get saucy and smash some tomatoes to earn more points.

FRY FLAVOUR

Do you want fries with that? Fresh from the deep fat fryer, these tasty chipped potatoes are the perfect side-order, so flavour them up to score big.



ICE-CREAM SAVE

Do you want flies with that? Prevent the insects from eating all the ice creams by swatting them as they dive! Clap your hands directly over the flies to make sure they are well and truly splattered.

PANCAKE TOSS

Toss the pancakes and catch them again to gain extra points.



MONKEY BARS



Get inside your Monkey Machine and hit the corner buttons to swing your way to victory. Collect as many bananas as you can and watch out for the cherries for some super bonus points. If you are quick enough, the Blue Monkey Machine will challenge you to a race, but don't let him beat you or he'll laugh in your face - be warned, his breath is foul!

PUNCHING

Stuck next to an object? Punch left or right to trigger the Monkey Machine's boxing gloves and smash your way through. Be careful though - some objects are too tough to break.

SINGLE BANANA ICON

Try and find as many of these icons on your way down the building to get a high score.

BANANA BUNCH ICON

More bananas mean more points. The bunches of bananas might be harder to find but they are worth looking around for.



CHERRY ICON

There are loads of these juicy treats to find on each level and are worth quite a few points. If you manage to find all of the cherries on a level you'll get a super bonus score.



WARP TUNNEL

Warp tunnels transport you directly to bonus games where you'll be able to gain some extra points.

TIME BONUS

Grab yourself extra time to play and use the time wisely to earn a few extra points.



MONKEY CHAT

Clear a path for your Monkey Machine by shouting and scaring away easily-frightened enemies.

BOSS BLUE MONKEY MACHINE



"Dare you challenge me? In all my years, I have never been beaten or even equalled. You're going to have to be super fast to beat me."



FACE OFF



BOMB DODGE

Hit the bomb around the screen but don't let it explode on your section or you'll be out.

WEIGHTLIFTING

Wave your hands just under the weight to lift it to the top of the screen. The first competitor to raise the weight is the winner.



CHOPPER LANDING

Hit the landing pad at the top of the screen when the helicopter's directly above its centre. It's all about accurately landing your helicopter, so timing's vital.



BUILDING CRUSH

Fancy yourself as a demolitions expert? You're going to have to find a good technique to crush the building in the fastest time.



RUNNIN'

Get those arms and legs pumping, because it's going to take a lot of effort to get round the track in record time. The first across the finish line is the winner.

SUNFLOWER

Help your sunflower grow by using your green fingers to wave over the rain cloud to water the plant. The first to make their flower grow to the top of the screen will be the winner.



EYETOY®: CAMEO CREATOR


EyeToy®: Cameo is an innovative way to put your face on TV. The EyeToy® USB Camera (for PlayStation®2) films footage of your head and then generates a digital "mask" of your face to be used in-game. It is easy, fun and simple to use, and as long as you save your creations to Memory Card, your face could appear in any EyeToy®: Cameo compatible game.

EYETOY®: CAMEO CREATOR MAIN MENU

- Create - see the "Creating a New Mask" section of this manual
- Load - see the "Loading a Mask" section of this manual
- Exit - return to the PlayRoom



CREATING A NEW MASK

To create a new Cameo mask, select "Create" from the Main Menu. An introduction screen will be displayed explaining how to use EyeToy®: Cameo Creator. Press the  button to bypass the introduction.

OPTIONS

Press , ,  or  to adjust the various options, and press the  button to continue.


GET READY



Press the  button to commence recording footage. Follow the on-screen instructions on how to position your head. When footage is being recorded, the message "Recording Clip" will be displayed. Press the  button to stop recording at any point. Press the  button to return to the start of the footage recording section and re-record.


SELECT STILL

Once the video footage has been successfully loaded, the "Select Still" screen will be displayed. Use the left analog stick to play and rewind the footage and press the  button to select the image that best matches the on-screen instructions. Once you are happy with the image, press the  button to continue or press the  button to remove selected images. Repeat this process to select a second image.





PLOT POINTS

Once you select your two images, you must plot points on those images, as per the on-screen instructions. Use the left analog stick to position the cursor and use the right analog stick to zoom in and out of the image. Once the cursor is in the correct position as per the on-screen diagram, press the  button to set the marker or press the  button to remove markers. In total, there are nine markers to position on the first image. The second image requires the positioning of seven markers.




Once all of the markers have been positioned on both images, press the  button to continue. Press the  button again to confirm and initialise creation of the Cameo mask.

The creation process of the Cameo mask will take approximately four minutes to complete. If you wish to abandon the building process, press the  button.






MASK PREVIEW

Once the creation process is complete the Cameo mask will be displayed on-screen. Rotate the Cameo using the left analog stick and press the  and  directional buttons to change the pose setting. This enables you to test the Cameo with an array of emotions. The pose that is currently displayed is listed in the top right hand corner of the screen. To activate the current pose press the  button. Press the  button to proceed to the "Save Mask" screen.

SAVE MASK

To name a newly created Cameo and save it to Memory Card, press the  button. Once the Cameo has been saved, press the  button to return to the Main Menu. If you do not wish to save the Cameo, press the  button.

LOADING A MASK

Position the cursor on the mask that you wish to load from Memory Card and press the  button to confirm. Once the mask has been loaded, you will be able to preview it. Use the left analog stick to rotate the mask. Press the  and  directional buttons to change the pose setting and test your mask with an array of emotions. The pose that is currently displayed is listed in the top right hand corner of the screen. Press the  button to activate the currently selected pose and press the  button to continue.

DELETING A MASK

EyeToy®: Cameo masks can only be deleted from within the console's internal System Configuration.



CREDITS

Developed by Sony Computer Entertainment Europe London Studio

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Lead Programmer
Programming

Design Lead
Game Design
Additional Design
Lead Artist (Technical)
Lead Artist (Creative)
Art

Lead Animator
Animation

Illustration
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QA Testers

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CD Duplication
TRC Supervisor
TRC Auditors

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Localisation Manager
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Localisation Lead Tester
Localisation Testers

Voice-over Actors

Special Thanks
SCEE Staff

Kuju Brighton Staff

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• Israel	09 971170	1 800 390 900 <small>ל 17:00 בכל יום מלבד ימי שישי וערבי חג קווי התמיכה פעילים בין השעות 12:00</small>
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