LocoRoco™
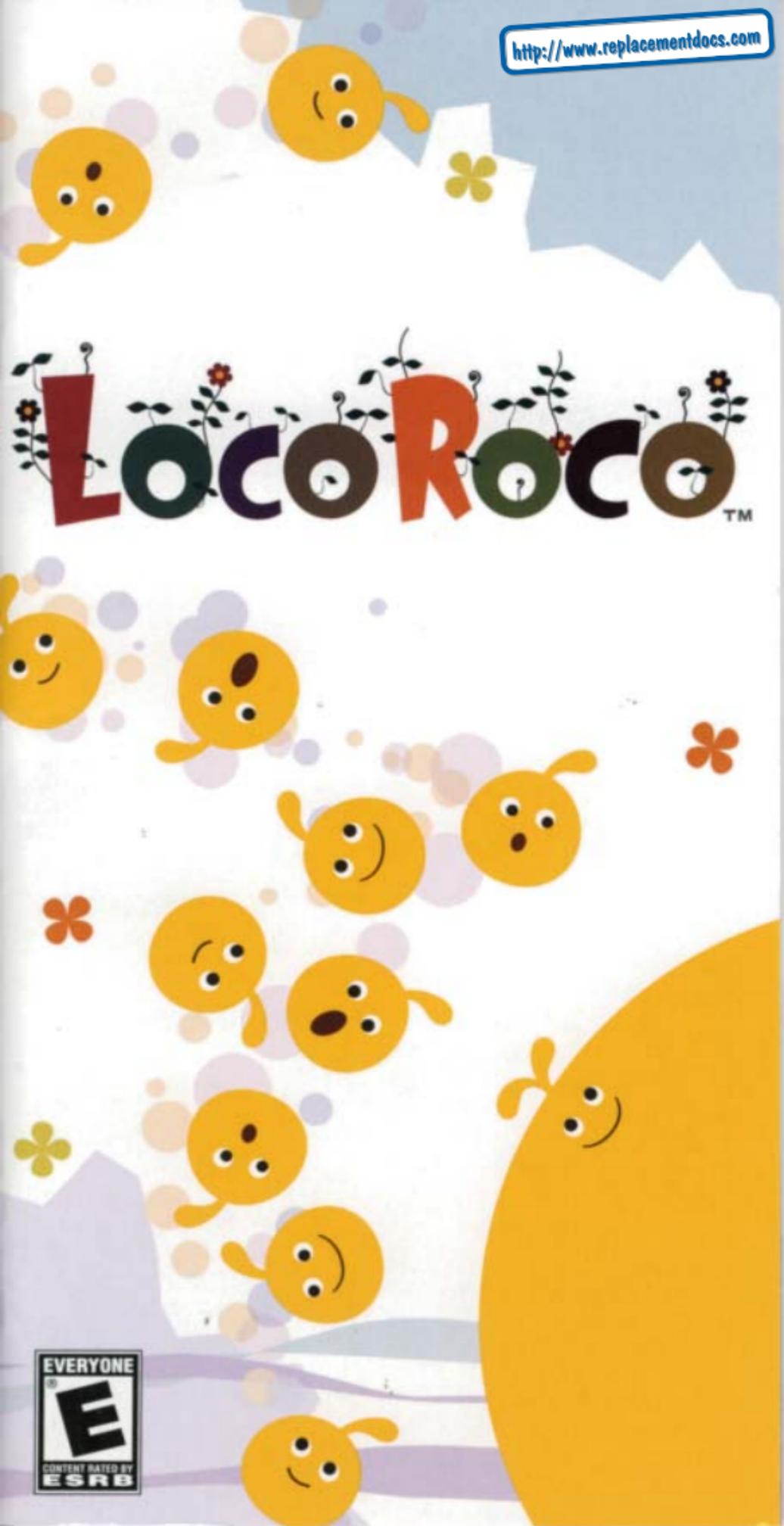
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP™ (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play. • Do not use the console when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

• This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY • Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing) Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recording surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

LocoRoco™ Tips and Hints

Game Hint Guide Information PlayStation Underground Game Guides
For free hints and tips visit us at www.us.playstation.com. Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

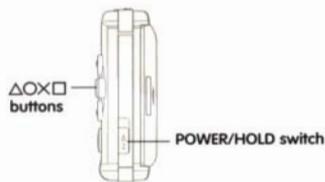**Consumer Service/Technical Support Line 1-800-345-7669**
Call this number for technical support, installation or general questions regarding PSP and its peripherals. Representatives are available Monday – Saturday 7AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

UCES-00304

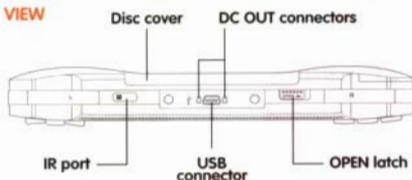# TABLE OF CONTENTS

GETTING STARTED

RIGHT SIDE VIEW

△○✕□ buttons

POWER/HOLD switch

FRONT VIEW

Disc cover

DC OUT connectors

IR port

USB connector

OPEN latch

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the LOCOROCO™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the 🎮 icon and then the ⬤ icon. A thumbnail for the software is displayed. Select the thumbnail and press the ✕ button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

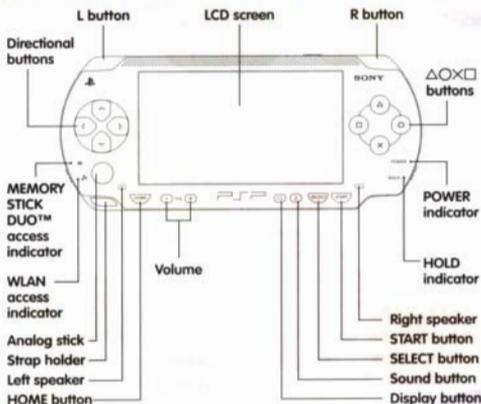NOTICE: Do not eject a UMD™ while it is playing.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the memory stick slot of your PSP®. You can load saved game data from the same memory stick or any Memory Stick Duo™ containing previously saved games.

4

STARTING UP

PSP® (PlayStation®Portable) system configuration

L button

LCD screen

R button

Directional buttons

△○✕□ buttons

MEMORY STICK DUO™ access indicator

WLAN access indicator

Analog stick

Strap holder

Left speaker

HOME button

Volume

POWER indicator

HOLD indicator

Right speaker

START button

SELECT button

Sound button

Display button

DIRECTIONAL BUTTONS - MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of the directional buttons only unless stated otherwise.

CONTROLS

L button	Tilt left
R button	Tilt right
L button plus **R** button	Bounce
⊙ button	Press briefly to split, press and hold to join together
SELECT button	Take photo
START button	Pause

USING MENU SCREENS

Press ↑, ↓, ← or → to highlight an option, then press the ✕ button to confirm. To return to the previous menu screen, press the ⊙ button.

5

Wi-Fi (WLAN) Features

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® system, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc mode and Infrastructure mode.

NOTE: Player responsible for Wi-Fi fees.

Ad Hoc Mode

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP® systems to communicate directly with each other.

Game Sharing

Some software titles feature Game Sharing facilities that enable the user to share a portion of the full game with other users who do not have a game in their PSP® system.

NOTE: Shared game code is licensed solely for distribution through PSP® systems for noncommercial purposes. All rights to make copies of any portion of the game for subsequent redistribution is retained by the copyright holder.

Welcome to a Weird and Wonderful World

A long, long way away, past the moon, the sun and further than the very best telescope could see, an extra special planet spun contentedly in space. This planet was very much alive, covered with greenery and home to many exotic species of creature, including the ever-cheerful LocoRoco.

The LocoRoco lived in harmony with the planet, helping to look after the plants and generally making it a pleasant place to be, playing and singing the days away.

It seemed like the fun and laughter would go on forever… that was until the day the Moja Corps came down from the stars to take over!

Now everything's going wrong. The LocoRoco are a peaceful bunch, they don't know how to deal with invaders from outer space!

It's up to you. There's only one thing to do:

Take control of the planet, tilt the land and rescue the LocoRoco!

STARTING LOCOROCO™

The Language Select screen will be displayed. Press ← or → to highlight your desired language and press the ✗ button to confirm and access the Title Screen.

TITLE SCREEN
Press ← or → to select one of the following options and press the ✗ button to confirm:

Continue

New

STARTING A NEW GAME
Select New from the Title Screen. A short cinematic sequence will introduce you to the plight of the LocoRoco before the game gets underway.

LOADING A PREVIOUSLY SAVED GAME
Select Continue from the Title Screen to load a game previously saved to Memory Stick Duo™. Choose the file you want to load and press the ✗ button to load it.

MAIN MENU

NOTE: The Main Menu is not accessible until you've successfully completed the first stage. After the first stage the World Map screen will be displayed; press the ◉ button to access the Main Menu.

Press ↑, ↓, ← or → to select from the following Main Menu options and press the ✗ button to confirm:

Title Screen	Return to the Title Screen
World Map	Head to the next stage, or a stage you've played previously
Loco House	This is where our little friends live
Mini Games	The place to play some marvelous mini games!
Options	Access your Photo Album or share LOCOROCO™ stages wth friends

THE GAME SCREEN

Pickories

Berry

LocoRoco

8

9

PLAYING A STAGE

WORLD MAP SCREEN
Select World Map from the Main Menu in order to play the next stage.

SELECTING A STAGE
You can access each of the worlds by pressing the **L** button or **R** button and the different stages by pressing ← or →, and visit the ones you've unlocked by pressing the ✖ button. If you highlight a stage that you have already cleared, your performance record for that stage will be displayed. You can head back to a stage you've previously cleared and play it again as many times as you like to improve your scores.

CHANGING LOCOROCO
While on the World Map screen you can change to a different type of LocoRoco by pressing the ● button. You can only choose LocoRoco types that you've already found in the game.

SAVING PROGRESS
You can also save your progress to the Memory Stick Duo™ via the World Map screen, by pressing the START button.

FINISHING A STAGE
You only need to get one LocoRoco to the goal to finish a stage. When you get to the end, the Stage Clear screen will show you how well you've done. Any Mui Mui you've discovered will then make their way into your Loco House.

The next screen to be displayed will be the World Map screen, where you can choose to move on to the next stage or return to the Main Menu by pressing the ● button.

TIME ATTACK MODE
If you have collected 20 LocoRoco by the time you get to the end of a stage, 'Time Attack Mode' will be enabled. If you play through the stage again and beat the default time score, you'll earn an extra 1000 Pickories.

NO MISS CLEAR BONUSES
If you finish a stage having collected all 20 LocoRoco, you'll earn a 'No Miss Bonus', awarded in the shape of bonus items (or 'parts') for your Loco House. Bonus items vary with each stage and can be earned multiple times.

PAUSE MENU
Press the START button during a stage to access the Pause Menu, where you can press ← or → followed by the ✖ button to choose from these options:

Start Again?	Begin the current stage again
Return to the World Map	Go back to the World Map screen
Time Display	Toggle the in-game time display on or off
Controls	View a summary of the controls

TAKING PHOTOS
At any point during the game you can press the SELECT button to take a picture of what's happening. When you press the SELECT button, a thumbnail of your photo will be displayed, along with two options – Save Photo and Don't Save. Choose Save Photo to save your picture to Memory Stick Duo™, or select Don't Save to return to the game.

NOTE: You can not take photos during mini games or cinematic sequences.

OPTIONS
The Options Menu is accessed from the Main Menu.

GAMESHARING
Share a demo version of **LOCOROCO™** with friends. There are four levels for you to share using the PSP® system's Game Sharing function. For information on how to share stages, see the Game Sharing section at the end of this manual.

NOTE: You can also play either stage yourself by highlighting a stage and selecting 'Play'.

PHOTO ALBUM
View any photos you've taken during the game. Select 'Go to Photo List' to view the list of pictures you've taken and press the ✖ button to select a photo. By choosing Copy you can now use the selected photo as the wallpaper for your PSP® system.

NOTE: See the PSP® system instruction manual for information on using an image as wallpaper.

PLAYING THE GAME

THE SECRETS OF LOCOROCO

LocoRoco are simple creatures; all they want to do is have fun! Their favorite food is a rare type of red berry – every time you feed them these berries, a new LocoRoco will be born. Eat as many berries as possible to enable your LocoRoco to grow.
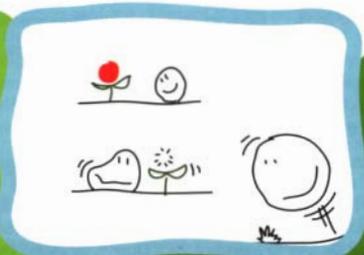
EAT THE BERRIES TO GROW!

ROLLING!

TILT THE GROUND TO ROLL!
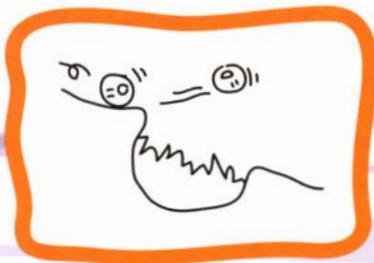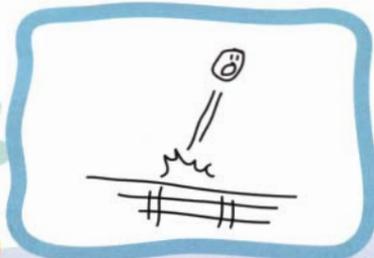
It won't take you long to get the hang of LOCOROCO™; all you have to do to get your LocoRoco on the move is tilt the ground. You can do this by pressing the [L] button or the [R] button.

Remember, LocoRoco have minds of their own and might not always want to go the same way as you! However, sometimes if you leave them alone for a few seconds they might give you a clue as to what to do next.

ROLL FAST FOR BIG JUMPS!

SKILLFULLY AVOID ENEMIES!

BOUNCING!

BOING!

SPLITTING!

SPLIT UP AND COMBINE!

By pressing both the **L** button and **R** button you can make your LocoRoco jump. It takes a bit of getting used to, but by pivoting the environment and jumping at the same time, you can bounce your LocoRoco into otherwise inaccessible places.

LocoRoco have some particularly quirky characteristics and this is probably the strangest! Usually, they like to stick together and move about as one big LocoRoco, but if you surprise them, they will split up into tiny individuals!

Sometimes your LocoRoco might be too big to fit through certain obstacles or crevices. If this happens, don't worry – by pressing the ◉ button you can split into smaller LocoRoco who will hopefully be able to squeeze their way through.

Sometimes there's more to a location than meets the eye… with a little experimentation and exploration, you can help them find their way into hidden caves, or break through to a new path with a few well aimed bounces.

FIT THROUGH NARROW GAPS!
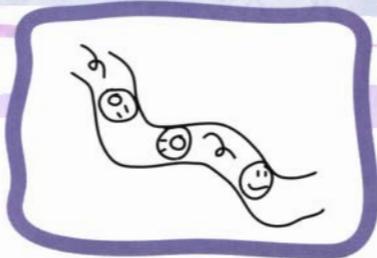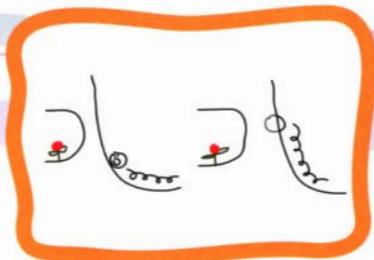

A HIDDEN ROOM?

If you press and hold the ◉ button, all nearby LocoRoco will combine back into one big LocoRoco – do this to get them back on their way, making sure you don't leave any little ones behind, otherwise they'll be picked off by the Moja Corps.

Your LocoRoco are also likely to come across switches, strange bits of machinery, and unexpected gusts of wind during their travel; just take care, have a good look around, and watch over them as they travel the world!

GUIDE THE LOCOROCO TO THE GOAL!
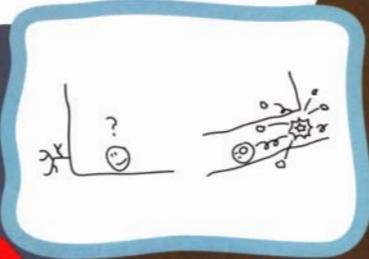
BREAK THE WALL!

THINGS TO LOOK OUT FOR

MUI MUI

These friendly beings are sometimes cunningly hidden in the stages. If you find any Mui Mui you'll see them pop up in your Loco House at the end of the stage. Find as many Mui Mui as you can to unlock hidden elements in the Loco House.

BERRIES

Keep your eyes peeled for these delicious plants – they're how you make your LocoRoco bigger! The fruit can sometimes be hidden, but if you get close enough it will start to grow. Look out for small fruit buds and try and touch them to make them grow into ripe, red berries.

CHUPPA

The Chuppa is a strange creature with a long snout – if your LocoRoco get close enough it'll fire them into the air! This can be handy when you want the LocoRoco to reach somewhere high up.
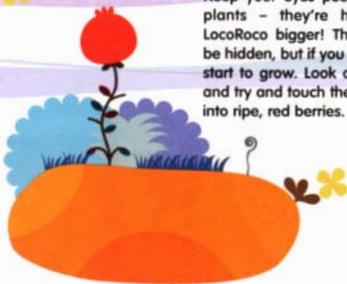
BURRS

If the LocoRoco get too close to one of these splintery obstacles, you'll lose a LocoRoco. It only takes the slightest of touches for one of your LocoRoco to separate and start to fade away, but if you're really quick, you might be able to catch it back before it disappears for good.

MOJA

The Moja Corps are troublemakers who are trying to gobble up all the LocoRoco, so keep the LocoRoco out of their way! If your LocoRoco can't avoid them, give them a good hard bounce to knock them down.

NOTE: Your LocoRoco will encounter plenty of other creatures during their adventure. Some are friendly and might give them a helping hand, but others aren't quite so nice. Be careful!

PICKORIES

Pickories come in a few different shapes and sizes – have the LocoRoco collect as many as they can. The Pickories they collect will be added up at the end of a stage; you can then use them to play mini games.

MiNi GAMES

Select Mini Games from the Main Menu to try out three fantastic LOCOROCO™ bonus activities.

The 'Mui Mui Crane' mini game can be accessed from the start, 'Chuppa Chuppa' and 'Loco Editor' are unlocked by playing the main game.

MUi MUi CRANE

If you've collected 100 Pickories, you'll be able to enjoy a game of Mui Mui Crane – a skill game, similar to the arcade games where you operate a crane to grab yourself a prize.

Use the Mui Mui Crane to pick up items and LocoRoco for your Loco House! All you have to do is manage to get hold of them and then drop them in the item chute.

PLAYiNG MUi MUi CRANE

1. Set the Mui Mui Crane moving by pressing the ⊙ button.

2. You can stop the Mui Mui Crane over the items or LocoRoco you want to pick up by pressing the ⊙ button again.

3. After the Mui Mui Crane has performed its grabbing action, it will automatically return to the start position.

4. Claim your prizes by dropping them into the Item Chute when it returns to the start position.

CHUPPA CHUPPA

To play Chuppa Chuppa you'll first need to have collected some Pickories. One game of Chuppa Chuppa costs 100 Pickories.

Chuppa Chuppa is a bit like golf – you use a Chuppa to fire a LocoRoco towards a goal in order to collect a special item. The power with which the Chuppa sends your LocoRoco flying is controlled with the ⊙ button and is indicated on the Power Gauge to the right of the screen.

PLAYiNG CHUPPA CHUPPA

1. When your LocoRoco is picked up by a Chuppa, the Power Gauge will be displayed to the right of the game screen.

2. Press and hold the ⊙ button, then keep your eye on the Power Gauge. Release the ⊙ button when it reaches the desired power level.

3. Fire your LocoRoco from Chuppa to Chuppa. If your LocoRoco touches any Burrs on the way, then it's Game Over. If you pick up any Pickories, and successfully finish the level, they will be added to your total.

LOCO EDITOR

In 'Loco Editor' you can create your own LOCOROCO™ stage using any parts you've collected. You can then send them to your friends via Ad Hoc Mode!

USING LOCO EDITOR

1. Press the ⓐ button to open the parts list. You can scroll through the lists of different parts by pressing the ▪L▪ and ▪R▪ buttons. Select parts you've unlocked by pressing the ⓧ button.

2. Place parts on to your stage. You can move the part by pushing the analog stick and rotate it by pressing the ▪L▪ and ▪R▪ buttons. Zoom in or out of your stage by pressing the ↑ or ↓ directional buttons.

3. To delete or move a part you've already put in place, press the ⓧ button to grab it. You can then delete the part by pressing the ⓞ button.

4. Once you're happy with your stage, press the START button to place a LocoRoco at the beginning. You can then play the stage! Press the START button again if you want to change anything.

LOCO EDITOR MENU

While in Loco Editor Mode, press the ⬤ button to access the Loco Editor Menu. Press ↑ or ↓ to highlight one of the following options and press the ⓧ button to confirm.

Data	Access save/load options
New Stage	Choose a different type of stage to build
Exchange	Send your stage to a friend via Ad Hoc Mode
Change Music	Press ← or → to choose a song from those you've unlocked
Exit Loco Editor	Return to the Main Menu

SHARING STAGES

Swap your stages with other players via Ad Hoc Mode. In Ad Hoc Mode, Wireless (WLAN) functionality enables the PSP® systems of two LOCOROCO™ players to communicate directly with each other. Before starting an Ad Hoc Mode game, ensure that you set up your PSP® systems as instructed in the Ad Hoc Mode section at the end of this manual.

LOCO HOUSE

Collect items during the main game and mini games, and then use them to build your own Loco House! After creating your house, LocoRoco will move in and express various emotions and reactions to the different types of items you subsequently collect and bring home.

You can also send your Loco House plans to other players via Ad Hoc Mode to show off your building skills – see the 'Sharing House Plans' section of this manual.

ADDING OR REMOVING PARTS

Press the ⓐ button to access the 'Parts List' where all the items you've collected so far are stored. Press the ▪L▪ and ▪R▪ buttons to scroll through all the available parts, and look out for the ones you've found. Select a part to add it to your Loco House – it's up to you where you put things; you can rotate a part before putting it in place by pressing the ▪L▪ and ▪R▪ buttons.

To remove a part, press the ⓧ button to grab it and then press the ⓞ button to delete it from your house.

Press the START button when you want your LocoRoco to move in!

LOCO HOUSE MENU

While in Loco House Mode, press the ⬤ button to access the Loco House Menu. Press ↑ or ↓ to highlight one of the following options and press the ⓞ button to confirm.

Data	Access save/load options
New Loco House	Start a new house. There are a couple of different sizes of house, but you'll have to unlock the larger ones!
Exchange	Send your Loco House to a friend via Ad Hoc Mode
Change Music	Press ← or → to choose a song from those you've unlocked
Exit Loco House	Return to the Main Menu

Make sure you save your data before leaving the Loco House or you will lose your parts!

SHARING HOUSE PLANS

Swap your house plans with other players via Ad Hoc Mode. In Ad Hoc Mode, Wireless (WLAN) functionality enables the PSP® systems of two LOCOROCO™ players to communicate directly with each other. Before starting an Ad Hoc Mode game, ensure that you set up your PSP® systems as instructed in the Ad Hoc Mode section at the end of this manual.

Choose 'Exchange' from the Loco House Menu for your PSP® system to search for other available PSP® systems. Choose the PSP® system you want to exchange data with and a screen will be displayed offering the options 'Send' and 'Cancel'. To send data, choose 'Send'. To receive data, wait while on this screen until the message 'Receiving, Please Wait' is displayed.

LOCO HOUSE PHOTOS

Once some LocoRoco have moved in, you can take a snapshot of your Loco House in the same way as described elsewhere in this manual for taking a photo during the main game.

AD HOC MODE

Share your stages and Loco House designs with other LOCOROCO™ players by first setting up your PSP® systems as follows:

Specify the same settings for Ad Hoc Mode - Using the PSP® system's Home Menu all players should select 'Settings', then 'Network Settings', and set 'Ad Hoc Mode' to 'Automatic'. If the 'Automatic' setting does not enable everyone to establish a connection, all players should then select either 'Ch1', 'Ch6', 'Ch11' (i.e. everyone should use the same setting).

Set the WLAN switch to 'ON' - Slide the WLAN switch to the ON position before play. This switch must be left in the ON position while playing.

Stay close together - The two PSP® systems should be kept as close together as possible.

GAME SHARING

One user (known as the 'host') can temporarily transfer two different LOCOROCO™ stages to another user (known as the 'receiver') via the PSP® system's Game Sharing facility. The receiver is not required to have a PSP® Game inserted into their PSP® system in order to receive LOCOROCO™ content via Game Sharing.

The host must first select Demo Levels from the Options Menu. Next choose the stage to be shared and select 'Exchange' to attempt to locate other PSP® systems, within a range of 30 feet, that are currently searching for Game Sharing data.

The receiver must choose the icon from the Home Menu and then select the Game Sharing icon to initiate the data transfer. Once both PSP® systems have connected wirelessly, the receiver should follow the on-screen instructions to send a request to the host.

Once the transfer is complete, the host is free to continue to use their PSP® system as they wish. The receiver will have their LOCOROCO™ stage to sample and enjoy. The receiver can terminate their LOCOROCO™ session by either switching off their PSP® system or returning to the Home Menu. Any Game Sharing data received will subsequently be deleted.

NOTE: Both the host and receiver must have the WLAN switch on their PSP® systems switched to the on position for the Game Sharing facility to function.

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Words by
Tsutomu Kouno

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Tomonobu Kikuchi (Sony Music Publishing Inc.)

Music Product Coordinator
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Voice Production / Casting
Yuko Komiyama (Latina International Corporation, Inc.), Akiko Kamae
(Intac Co.,Ltd.), Katsuhiko Sato (K&M PROMOTION Co.,Ltd.)

Voice Actors
Melody Chubak (Yellow/vocal), Alex Yamato Flaherty (Yellow/dialog),
Leah (Pink/dialog & vocal), Greg Irwin (Blue/dialog & vocal), Hiroaki Takeuchi
(Red/dialog & vocal), Jeff Gedert (Black/dialog & vocal), Tomonobu Kikuchi
(Black/chorus), Cameron Strother (Green/vocal), Jack Merluzzi (Green/dialog),
Kemmei Adachi (Muimui/vocal & etc.)

Recording & Mixing Engineers
Hirokazu Fukushima, Masatsuna Chubachi

Recorded & Mixed at
BOM Recording Studio, SCEJ Sound Studio, COCONUTS GROOVE STUDIO,
Studio Sound Beats

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Game Test Engineer: David Paymard
Quality Assurance Analyst: Chad Shoemaker
Lab Technician: Vince Loughney
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Daniel Carrigan, Marc Fellows, April Nazareno, Mike Nelson, Juan Padilla, Mariusz Weichec

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Project Coordinator: Randall Lowe

QA Support
Manager: Ken Kribs
Applications Admin: Christian Davis

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Senior Manager, Product Marketing
Jeff Reese

Product Marketing Manager
Grant Luke, Mark Valledor

Product Marketing Specialist
Verna Hsu

Senior Director, Promotions and Sports Product Marketing
Sharon Shapiro

Promotions
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Public Relations Managers
Ryan Bowling, Ron Eagle

Director, Direct and Online Marketing
Steve Williams

Senior Manager, Creative Services
Quinn Pham

Creative Services Specialist
Steve Ervin

Packaging and Manual Design
Art Machine

SCEE Manual Text Copywriter
Sam Holding

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Paralegal: Suzanne Williams

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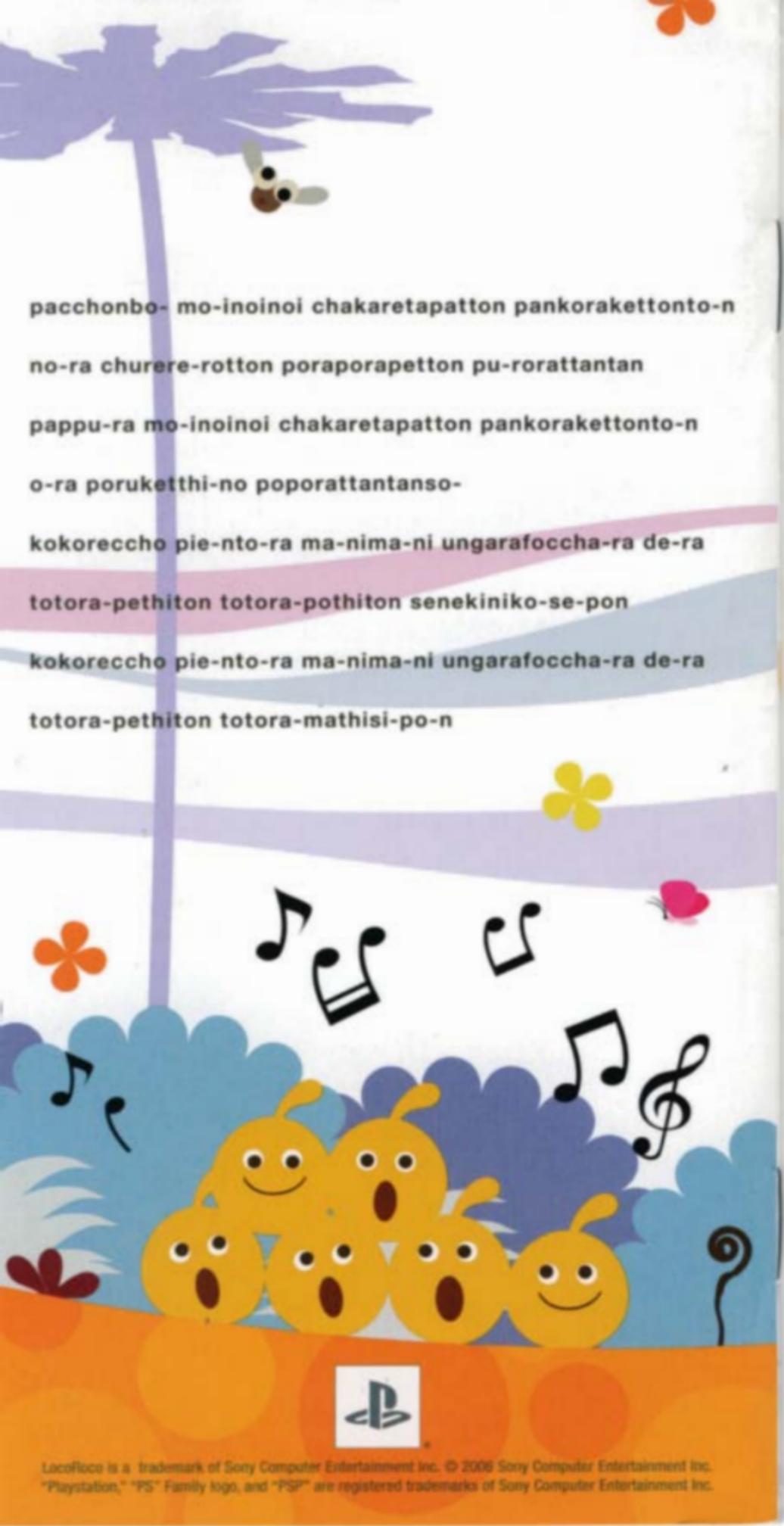
pacchonbo- mo-inoinoi chakaretapatton pankorakettonto-n

no-ra churere-rotton poraporapetton pu-rorattantan

pappu-ra mo-inoinoi chakaretapatton pankorakettonto-n

o-ra poruketthi-no poporattantanso-

kokoreccho pie-nto-ra ma-nima-ni ungarafoccha-ra de-ra

totora-pethiton totora-pothiton senekiniko-se-pon

kokoreccho pie-nto-ra ma-nima-ni ungarafoccha-ra de-ra

totora-pethiton totora-mathisi-po-n