PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.
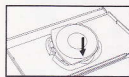
Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.

Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

PARENTAL CONTROL LEVEL	AGE GROUP
9	Restricted to 18 and over
7	Not suitable for under 15 unless accompanied by an adult
5	Recommended for mature players
3	Parental guidance recommended
2	General

UCES-00304

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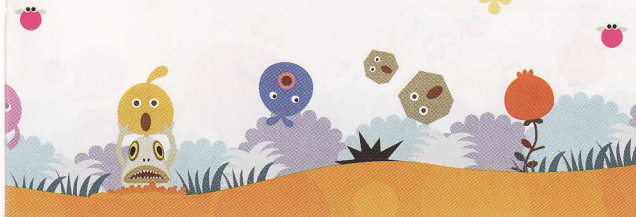
It seemed like the fun and laughter would go on forever… that was until the day the Moja Troop came down from the stars to take over!

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 for it:

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

SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the LOCOROCO™ disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the ▬ icon from the Home Menu and then select the ⊙ icon. A thumbnail image of the software will be displayed. Select the image and press the ⊗ button to commence loading.

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 product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved LOCOROCO™ data. Make sure there is enough free space on the Memory Stick Duo™ before commencing play.

The minimum amount of free space required to save LOCOROCO™ data will vary depending on the capacity of the Memory Stick Duo™ inserted. The minimum amount of free space required for different capacity official Memory Stick Duo™ products is listed below:

32MB – 128MB = 80KB

256MB – 2GB = 160KB

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.

GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™Game in their PSP™ system.

INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ⬆, ⬇, ⬅, ➡ etc. are used to denote the direction of the directional buttons only unless stated otherwise.

CONTROLS

L button   R button

directional buttons
analog stick

● button
▲ button
◎ button
✕ button

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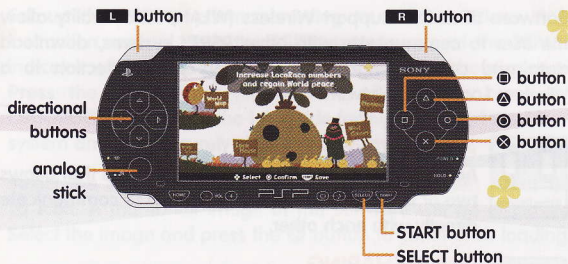
L button	Tilt left
R button	Tilt right
L button plus R button	Bounce
● button	Press briefly to split, press and hold to join together
SELECT button	Take photo
START button	Pause

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.

GETTING STARTED

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 marvellous mini games!

Options — Access your Photo Album or share LOCOROCO™ stages with friends

THE GAME SCREEN

- Pickories
- Berry
- LocoRoco

PLAYING THE GAME

THE SECRETS OF LOCOROCO™

LocoRoco are simple creatures; all they want to do is have fun! Their favourite 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. You can also eat special bugs to open up other features in the game.
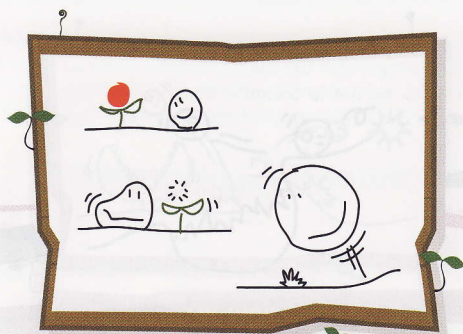
EAT THE BERRIES TO GROW!

ROLLING!
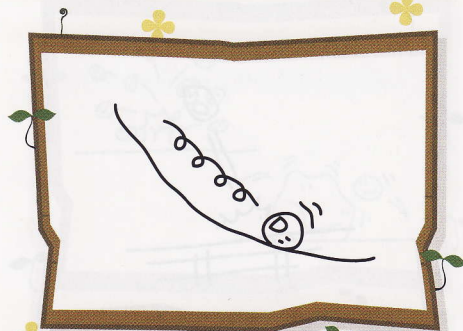
TILT THE GROUND TO ROLL!

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!

SKILFULLY AVOID ENEMIES!

BOUNCING!

BOING!

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.

SPLITTING!
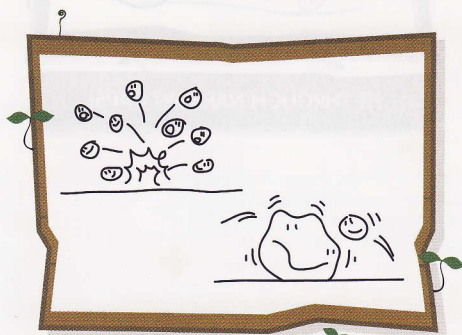
SPLIT UP AND COMBINE!

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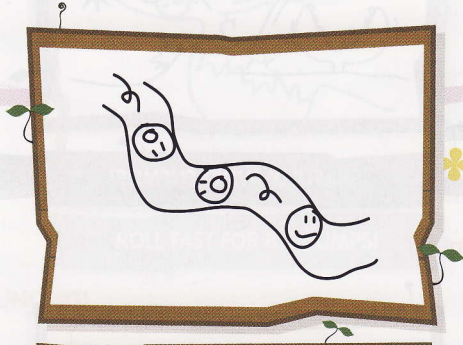
If you press and hold the ◉ button, all nearby LocoRoco will combine back into one big LocoRoco – do this to get back on your way, making sure you don't leave any little ones behind, otherwise they'll be picked off by the Moja Troop.

FIT THROUGH NARROW GAPS!
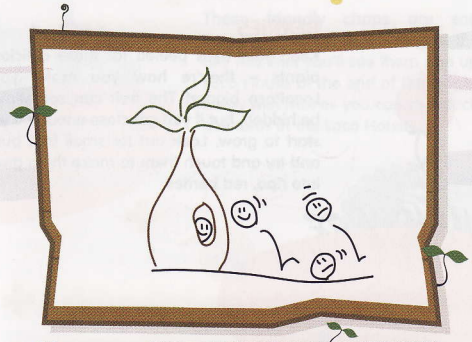
GUIDE THE LOCOROCO TO THE GOAL!

THINGS TO LOOK OUT FOR

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.

BURRS

If you 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.

PICKORIES

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

MUI MUI

These friendly chaps 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.

CHUPPA

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

MOJA

The Moja Troop are the spoilsports who are trying to take over the planet, so stay out of their way! If you can't avoid them, give them a good hard bounce to knock them for six.

NOTE: You'll find plenty of other characters during your adventure. Some are friendly and might give you a helping hand, others aren't quite so nice, so be careful!

TRICKS AND SECRETS
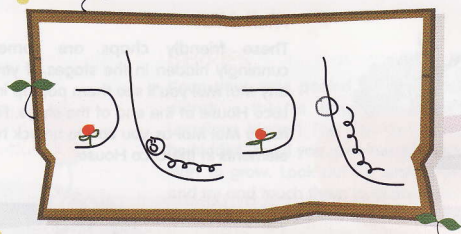
A HIDDEN ROOM?

Sometimes there's more to a location than meets the eye... with a little experimentation and exploration, you can find your way into hidden caves, or break through to a new path with a few well aimed bounces.
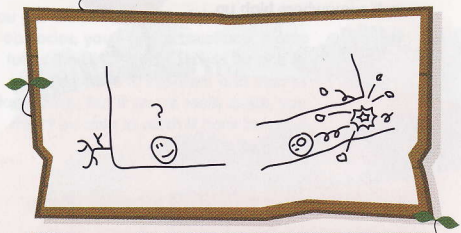
BREAK THE WALL!

You're also likely to come across switches, strange bits of machinery and unexpected gusts of wind on your travels; just take care, have a good look around and see where the adventure takes you!

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

Whilst 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 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.

GAME SHARING

Share a demo version of LOCOROCO™ with friends. There are two stages 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.

MINI GAMES

Select Mini Games from the Main Menu to have a go at 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 you touch 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. Press the ◉ button to increase the number of LocoRoco you have in the stage (up to a maximum of 20).

LOCO EDITOR MENU

Whilst 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
Share	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 slotting 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

Whilst 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!
Share	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

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 'Share' 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 whilst 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.

CHANGING THE CAMERA MODE

Move the analog stick to move the camera manually. In 'Auto Mode' the camera follows the LocoRoco automatically and you can zoom in or out by pressing the ↑ or ↓ directional buttons. Choose 'Manual Mode' if you want to control the camera yourself.

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 whilst 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 Game Sharing from the Options Menu. Next choose the stage to be shared and select 'Share' to attempt to locate other PSP™ systems, within a range of 10 metres, 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. The Game Sharing transfer will commence once the request has been accepted by 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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