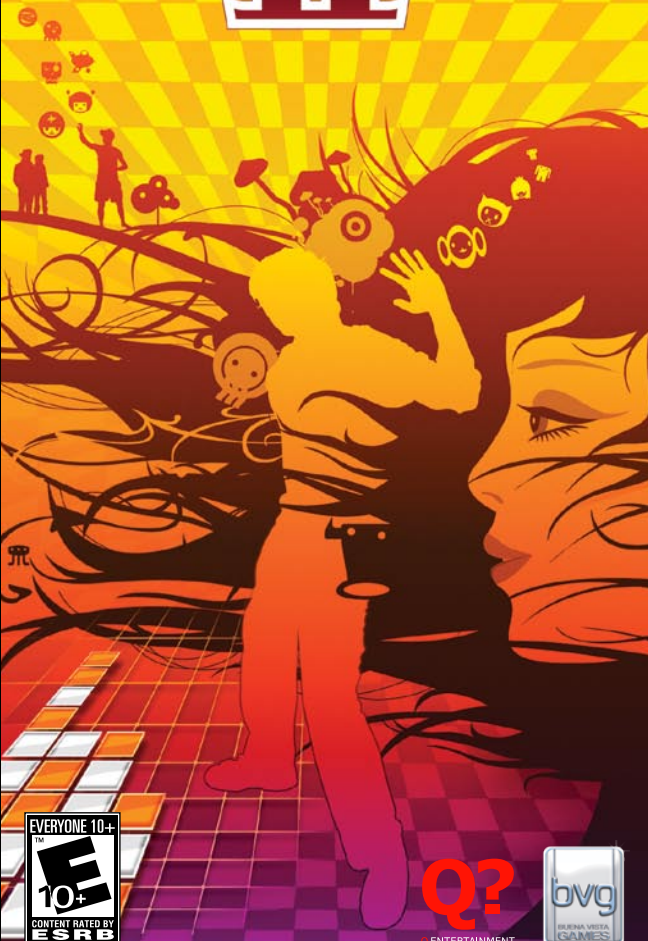For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

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® system 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
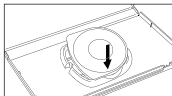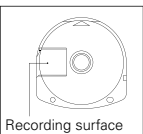
Ejecting the disc

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.
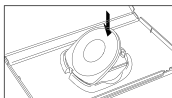
Storing the disc

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.
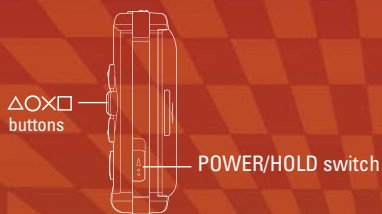
"PlayStation", "PS" Family logo, and "PSP" are registered trademarks and "UMD" is trademark of Sony Computer Entertainment Inc. "Memory Stick Duo" and "Memory Stick PRO Duo" are trademarks of Sony Corporation.
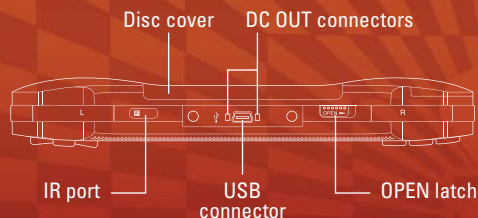
TABLE OF CONTENTS

01

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 LUMINES™ II 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 Game icon and then the UMD 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® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration

L button

LCD screen

R button

Directional buttons

△○✕□ buttons

MEMORY STICK DUO™ access indicator

WLAN access indicator

Volume

POWER indicator

HOLD indicator

Right speaker
START button
SELECT button
Sound button
Display button

Analog stick
Strap holder
Left speaker
HOME button
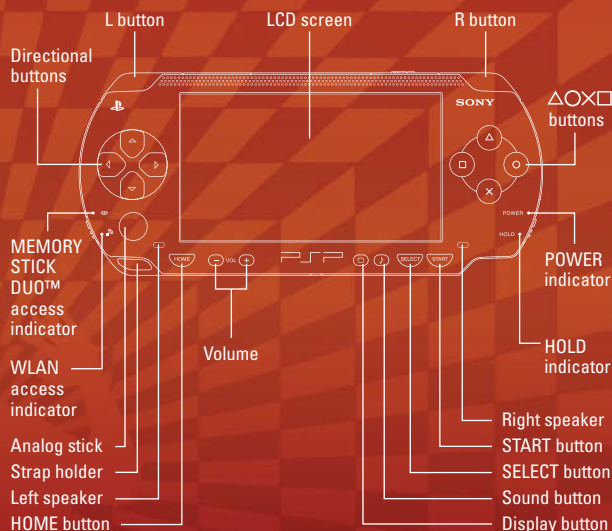
BASIC CONTROLS

ROTATE BLOCKS CLOCKWISE.....◎ ✕
ROTATE BLOCKS COUNTER CLOCKWISE.....△ ■
DROP BLOCK FASTER.....↓
MOVE BLOCK.....← →
PAUSE/STATUS SCREEN.....(START)
QUIT TO PSP® SYSTEM MENU.....(HOME)

INTRODUCTION

Lumines™ II, like its phenomenally popular predecessor, is the inspired, intoxicating and addictive fusion of block-rocking beats and block-dropping puzzle strategy. Like any great game, it is simple to grasp, but may take a lifetime to master. 2x2 blocks drop from the top of the screen and you must move and rotate them to create same-color blocks, erasing as many of them as you can in the process. Sounds easy? You must also contend with the moving Time Line which relentlessly crashes your block party, forcing you to make ever more desperate moves if you want to beat that high score.

STARTING THE GAME

When the title screen is displayed, press the START button, then select "Continue" or "Start".

"Continue" allows you to load save data and play the game.

"Start" allows you to start a new game.

After you select "Start" the LOGIN screen will appear. Choose your character and go to Main Menu.

Main Menu

Use the directional buttons to choose from the following game modes, press the ⊗ button to select one:

1P Mode (Single Player Games)

Duel Mode (VS 2P Mode)

Sequencer Mode

Database

Options

Tutorials

Data Exchange

Game Sharing

Every Extend Extra trial

Credits

The Game Screen

Blocks in queue

Stage

Blocks

Gameplay and Controls

Rotate blocks using the ⊗ and ◎ or ■ and △ buttons. The object is to form same-colored squares.

When a colored square is formed, it will then be eliminated by the advancing Time Line. The Time Line moves from left to right, relentlessly. When the Time Line passes the colored square you have created, it eliminates that square and points will be added to your score.

The more squares you manage to eliminate at once, the higher you will score.

When the falling blocks reach the top of the screen, it's game over.

Special Blocks

Sometimes special blocks appear in the game. When you form a colored square using these special blocks, a chain reaction is set off: all blocks that are the same color as the colored square containing the special block and are connected to that square – are cleared from the screen.

LOGIN SCREEN

Select a Character

Select your character before starting a new game. You can have multiple characters and save scores for each of them. The nickname entered on your PSP® will be used as your game name.

Saving the Game

You will be able to access the Save menu by pressing the START button at the Main Menu or when you clear the game.

You will need at least **192KB** of free space in order to save.

Stage	Time	Score	HI-Score
1 - 1	1:10	13,361	535,142
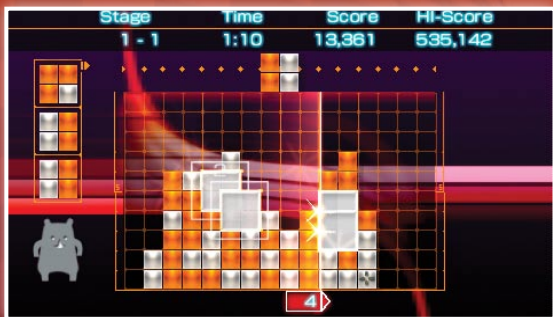
1P MODE (SINGLE PLAYER GAMES)

Challenge Mode

Background skins and music will change as you progress throughout the game. This game mode does not have a set time limit.

There are three different classes in Challenge Mode:
Class B - For beginners
Class A - For intermediate players
Class S - For advanced players
When you start the game, you can select from one of the classes above. Each class can be played up to three full laps.

Enduro - The ultimate Lumines™ II challenge! An endurance challenge for elite players that displays all skins. In order to play this class, you must clear at least the first lap of all three classes (B, A, S).

Skin Edit Mode

Skins unlocked in Challenge Mode can be used in this mode. Unlocked skins will appear under Available Skins and you will be allowed to select your own favorite skins to use in your own custom playlist. Create your own mix of stages, give it a name and save it. You can send your playlist to friends through Data Exchange.

Single Lap: You can select up to ten of your favorite skins. Compete for the top score in a single-cycle game that begins with the first skin in a playlist you have created and ends with the last skin in the playlist.

Endless Lap: You can select as many skins as you like and play endlessly, without any time limit.

VS CPU Mode

Play by yourself against the CPU opponent in VS 2P-style gameplay.

Time Attack Mode

Choose your own time limit for this type of game: 60, 180, 300 or 600 seconds. Attain the highest score that you can within your chosen time limit. You can also save and view your 60-Second Time Attack play data in Replay Theater as well as exchange that data with friends through Data Exchange.

Puzzle Mode

Enjoy even more puzzles similar to those made popular in the original Lumines™.

Mission Mode

Try to solve the different missions built into the game.

DUEL MODE (2P VS MODE)

Ad Hoc Mode

Two players join a game using the built-in wireless ad hoc mode of the PSP® system.

This mode requires two PSP® systems connected wirelessly. Select and send a request to your opponent using the directional buttons and hit the ⊗ button. As your opponent accepts your request, select the skin and start the match.

Duel Mode

The playing field is split into two. The more squares you manage to eliminate, the larger your playing field becomes.

SEQUENCER

A mode that allows you to use a sequencer to edit and create your own original Lumines™ II background music! You will choose from one of four unique base music types and play around with the powerful sequencer tool to create your original music and sound effects. With each base music, you can save up to 20 original music sequences (you will need at least 192KB of free space in order to save). Port up to four skins into Skin Edit Mode to create your ultimate playlist!

Stage	Time	Score	HI-Score
1 - 1	0:47	3,810	535,142

DATABASE

Allows you to view play history, high scores and replay data for games you have played.

Play History

Allows you to view your play history and a play analysis.

Score Ranking (Local)

Allows you to view the score rankings for games you have played.

Replay Theater

Allows you to view replay data created and saved during the 60-second Time Attack Mode.

OPTIONS

Controls

Here you can change the buttons you use to play Lumines™ II. Switch between the shoulder triggers and various button configurations to rotate your squares.

Character Edit

You can select or change your character on these screens.

Console Edit

Lumines™ II is customizable. You can even change the H.U.D. layout!

TUTORIALS

Lets you view hints and techniques for getting the most out of Lumines™ II.

DATA EXCHANGE

Lets you transmit and receive data to and from other PSP® systems (Ad Hoc mode). This can include playlists created in the Skin Edit Mode, replay data from the 60-second Time Attack Mode and data edited in the Sequencer Mode.

GAME SHARING

Allows you to use the Game Sharing function to transmit and play Lumines™ II with other PSP® systems.
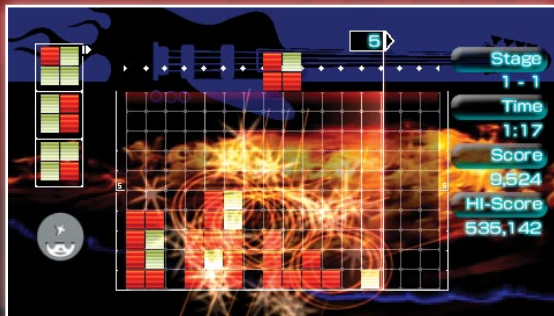
CREDITS

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Lead Programmer
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Programmer
Kenji Senba

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Osamu Kodera

Sound Designer & Engineer
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Sound Engineer
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Assistant Director
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Product Manager
Yuko Saito

Executive Producer
Shuji Utsumi

Director
Ryuichi Hattori

Producer
Tetsuya Mizuguchi

FEATURING MUSIC

"Stroll around the world"
Performed by Star Casino
P&C 2006 AVEX ENTERTAINMENT INC.
Licensed by AVEX ENTERTAINMENT INC.
Video by Yu Maruno a.k.a. GLAMOOVE

"Pump It"
Written by Will Adams, Allan Pineda, Stacy Ferguson, Thomas Van Musser and Nicholas Roubanis
Performed by Black Eyed Peas
Courtesy of A&M Records under license from Universal Music Enterprises
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Contains a sample of "Misirlou" by Nicholas Roubanis

"Born To Lead"
Written by Daniel Estrin, Douglas Robb and Chris Hesse
Performed by Hoobastank
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Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises
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"4X4 BRICKS"
Performed by TECHRIDERS
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Video by TECHRIDERS

"Star Guitar"
Written by Thomas Owen Rowlands and Edmund John Simons
Performed by The Chemical Brothers
Courtesy of Astralwerks
Under license from EMI Film & Television Music Published by Universal Music Corp. obo MCA Music Ltd. (ASCAP)

"Let It All Ride"
Written, produced and mixed by Ken Ishii
Recorded at Far East Lab, 2006
Published by 70 Drums Publishing
Licensed from 70 Drums
Video by HEART BOMB (iseneehihinee)

"Girls"
Video and Sound by Takagi Masakatsu, 2003

"Bottle Rocket"
Written by Ian Parton and Shirley Elliston
Performed by The Go! Team
Courtesy of Columbia Records and Memphis Industries Ltd. under exclusive license to Sony BMG Music Entertainment (UK) Ltd.
By arrangement with Sony BMG Music Entertainment
℗ 2005 Memphis Industries Limited
Contains elements from "Soul Time" performed by Shirley Ellis used courtesy of Sony BMG Music Entertainment
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"Hollaback Girl"
Written by Gwen Stefani and Pharrell Williams
Performed by Gwen Stefani
℗ 2004 Interscope Records Courtesy of Interscope Records under license from Universal Music Enterprises
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"Heavenly Star"
Produced by Tetsuya Mizuguchi
Music produced by Kenji Tamai for agehasprings
Music by Yusuke Tanaka
Lyrics by Tetsuya Mizuguchi, Kenji Tamai, Kaori Fukano
Video by Yu Maruno, Yuichi Kodama, Video remixed by Katsumi Yokota

"Lose Control"
Written by Missy Elliott, Juan Atkins, Richard Davis, Isaac Freeman, Curtis Hudson, Bernard Lentz and Willie Lee Duckworth
Performed by Missy Elliot featuring Ciara and Fat Man Scoop
Courtesy of Atlantic Recording Corp.
By arrangement with Warner Music Group Video Game Licensing
℗ 2005 Atlantic Recording Corp.
Fat Man Scoop appears courtesy of AV8 Records
Ciara appears courtesy of LaFace Records
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Contains a sample from "Body Work" performed by Hot Streak, Courtesy of Easy Street Records International Corp, ℗ 1983 Easy Street Records

"HOUSE66"
Performed by Sugiurumn
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Video by M.M.M

"Take My Time"
Written by Jesper Mortensen
Performed by Junior Senior
Courtesy of Crunchy Frog
© 2005 Crunchy Frog

"el viento"
Video and Sound by Takagi Masakatsu, 2006

"Black Tambourine"
Written by Beck Hansen, Eugene Blacknell, John Robert King and Michael Simpson
Performed by Beck
Courtesy of Interscope Records under license from Universal Music Enterprises
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Published by Sony/ATV Tunes LLC (ASCAP) obo Plastic Kosmos Music,
Be Loved Publishing (BMI), Universal Music Corp obo itself and Dust Brothers
Music (ASCAP)
Contains sample from "We Know We Got to Live Together" performed by
Eugene Blacknell & The New Breed, Courtesy of Seaside Records

"Regret"
Written by Gillian Gilbert, Stephen Hague, Peter Hook, Stephen Morris and
Bernard Sumner
Performed by New Order
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Manufactured and distributed by Qwest Records
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Songs Inc. (ASCAP)

"Breezer"
Written by Tom Holkenborg and Alexander Coe
Performed by Junkie XL featuring Sasha
Courtesy of Roadrunner Records
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Blackwood Music Inc. (BMI)
Video by NUMAN(GLAMOOVE) +CHA2

"Bloomy Girls"
Video and Sound by Takagi Masakatsu, 2005

"Gangster Trippin'"
Written by Norman Cook, Josh David and Nicholas Lockett
Performed by Fatboy Slim
Courtesy of Astralwerks
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Published by Universal/MCA Music Limited/Mo Wax Music admin. by Universal
Music Corp., Universal Music Publishing, Ltd. admin. by Universal-PolyGram
International Publishing, Inc. and Dust Junky's Music admin. by Universal-Songs
of PolyGram International, Inc. (ASCAP) (BMI)

"Cosmic Humming"
Written and produced by muku, mixed by Ken Sugai
Copyrights by muku
muku are Malo, snfkn, Ken Sugai, Dac
Video by yako from flapper3

"Be-bop Acid"
Written and produced by Toby Izui and Masaya Kyuhei
Performed by Toby & Q'hey
Video by M.M.M

"Reality Check"
Written by D. Leese, T. Rosell and C. Sanchez
Performed by Stigmato Inc.
Courtesy of Utensil Recordings
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Video by yako from flapper3 / Photo by Bomba Atomica

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Music Consultant: Sessing Music Services

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