LittleBigPlanet™
Media Guide

LittleBigPlanet™
Contents

LittleBiGPlanet™

What is LittleBigPlanet™?

Hello there! Welcome to **LittleBigPlanet™**.

LittleBigPlanet™ is a unique game combining an amazing platform adventure with a huge social community enabling consumers to play, create and share their gaming.

The world of **LittleBigPlanet™** is unlike anything you have visited before: a handcrafted landscape made from recognizable materials together with pure imagination! Instead of the pre-scripted gameplay normally seen in platform games, **LittleBigPlanet™** uses an advanced physics system which takes full advantage of the **PLAYSTATION®3's** power. Shapes, materials and objects all react exactly as you expect; so balls roll, sledges slide and springs go boing.

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Play LittleBigPlanet™

As you explore **LittleBigPlanet™** with your **Sackboy™** you will visit some amazing locations. Each level is unique and fun, using realistic physics and imaginative design to deliver plenty of surprises.

There are challenges to complete, items to collect and opportunities to prove your gamer skills in races and high score tables.

There's also multiplayer for up to four players on the same **PLAYSTATION®3** or online via **PLAYSTATION®Network** – gameplay can be co-operative, competitive or both!

CALAVERA!

LittleBiGPlanet™

Create LittleBigPlanet™

But that is only half the story ...

LittleBigPlanet™ is the first game to give you a fantastic adventure AND the tools which we used to make it – all wrapped up in a simple and intuitive package.

To begin with, take your **Sackboy™** or **Sackgirl™** and customise your area with stickers and decorations. Once you feel like getting more creative you can move on to placing obstacles, enemies and challenges within one of the pre-built level templates.

Believe us; creating in **LittleBigPlanet™** can get seriously addictive! Before long, you will want to start building your own levels and objects from scratch: planning the whole thing out and pouring your imagination into **Sackboy's™** world. The levels in the main adventure will have given you lots of ideas and inspiration.

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Share
LittleBigPlanet™

Whether you feel like creating your own stuff or not, there will be thousands of players out there who do. By accessing the online community within the game, you can download and play their levels or share your own creations with them.

Intuitive search, rating and commenting functions mean that the **LittleBigPlanet™** community is a lot like your favourite social network or entertainment web sites, so you will feel right at home. Make friends, leave messages and organise gaming session, or even just chat with others to get your creative juices going.

As you can see, there is a lot going on in **LittleBigPlanet™**, and we have only just scratched the surface.

This October your **PLAYSTATION®3** is going to become the most creative tool in your life, and gaming is never going to be the same again.

Yeah!

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LittleBigPlanet™
Who is SackBoy™?

Like all platform adventures, **LittleBigPlanet™** has a hero.

Meet **Sackboy™**, the cool little character that explores the world with you. One of the things that make **Sackboy™** unique is that you decide how he looks.

Change his colour, costume, and style or decide how he acts and expresses himself. In fact, you can make your **Sackboy™** behave exactly the way you want; and you can have a **Sackgirl™** instead if you want!

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LittleBigPlanet™ Story

Ladies and Gentlemen: Welcome to **LittleBigPlanet™**...

Upon arrival, the first place that your **Sackboy™** will find himself in is known as the King's Gardens. This idyllic playground is the perfect area to learn the tricks and skills required to successfully explore the colourful landscapes of **LittleBigPlanet™**.

You'll soon learn that the King is one of the fabled Curators responsible for all of the creations within **LittleBigPlanet™**. Once **Sackboy™** has proved his worth in the King's realm, he'll be sent off to other lands to learn the skills of other Curators.

But all is not well in the wider world of **LittleBigPlanet™**. It seems that many inhabitants and their creations have gone missing and nobody knows why. You've arrived just in time: everyone needs your help to catch the culprit!

Explore eight astonishing realms, each with their own unique style, as you search for the missing creations. When you're truly ready, it's time to take your **Sackboy™** to the frozen Wilderness and confront the strange Curator at the heart of this mystery: a mysterious rogue known only as "The Collector".
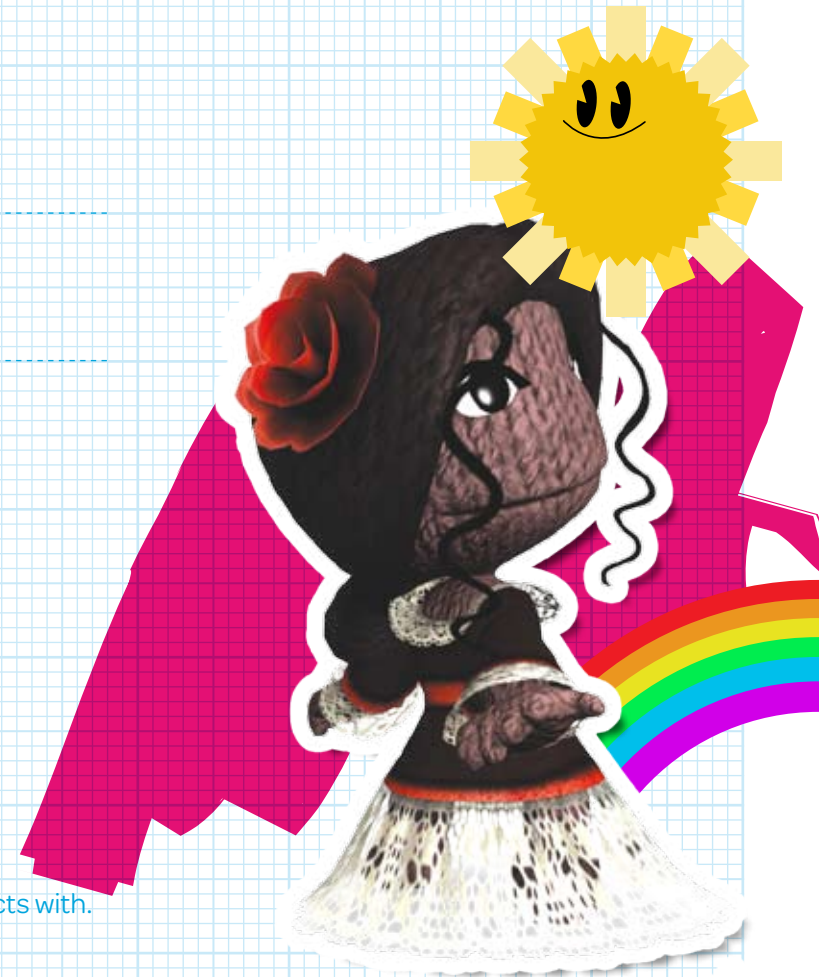
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LittleBigPlanet™
Packaging

LittleBigPlanet™
Glossary of terms

Terms

|	
POD	The cardboard spaceship that the players uses as a home / menu / starting point.
Popit	**Sackboy's™** personal creation menu.
LittleBigPlanet™	The name of the game.
LittleBigPlanet™	The main planet in the game that holds the developer levels.
My Moon	The area of the game that the user saves their creation on.
InfoWorld	Community news and multiplayer options.
Areas	A themed "hub" containing levels and mini-games following a specific art style and types of gameplay.
Levels	Adventure areas for the player to explore.
Mini-games	Bite-sized challenges for the player to take on.
Jetpack	Allows a Sack Person to hover around.
Craft Materials	Stuff with inherent properties that the player makes levels and objects with.

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LittleBigPlanet™
Glossary of terms

Terms

|	
Creature	Ready-made or player-made entity with a Brain to govern behaviour.
Creature Pieces	The bits you make Creatures from (Brains, Legs, etc).
Magic Mouth	Mouth object you can stick anyplace and type in text for it to say when a Sack Person comes near it.
Close-Level Post	Pass this to stop other players joining a level when you're partway through it.
Floaty	Materials that float.
Entrance	Place where you enter a level.
Checkpoint	Place where you are re–spawned if you die.
SackBoy™	Player character–male.
SackGirl™	Player character–female.
Score Bubble	Pick up for points.
Prize Bubble	Pick up for prizes.
Create Mode	Part of the game where you are creating levels.
Play Mode	Part of the game where you are just playing the game.
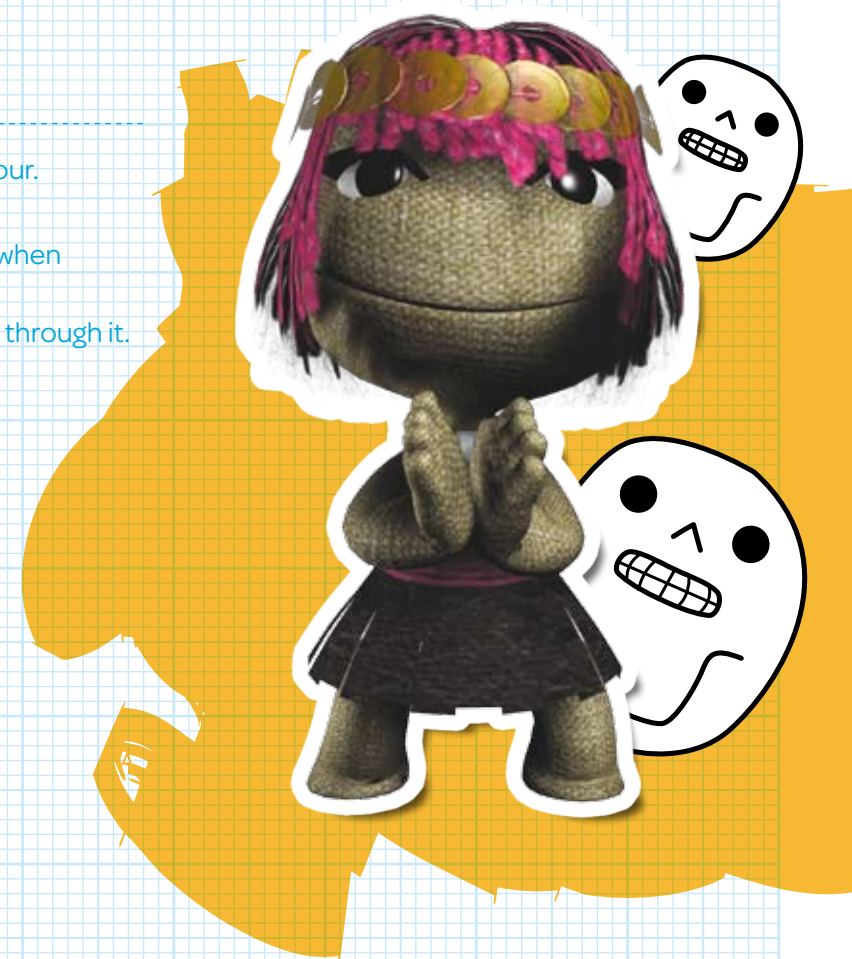
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LittleBigPlanet™
Default Controls

Default Controls
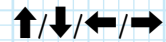
left stick	Move.
⬆/⬇/⬅/➡	Directional buttons Change a SackPerson's expression.
✕ button	Jump / confirm an action.
◉ button	Cancel.
▣ button	Open PopitMenu / open Tweak Menu / open Popit Info Page.
△ button	Delete.
R1 button (hold)	Grab.
L1 button/ R1 button	Shuffle menu pages.
L1 button/ L2 button	Shuffle menu pages / objects.
L2 button/ R2 button (hold) + left/right stick	Move a SackPerson's arms.
R1 button/ R2 button	Adjust object thickness.
START ▶ button	Access the Start Menu.
SELECT ■ button	Access the Good Grief! Menu.
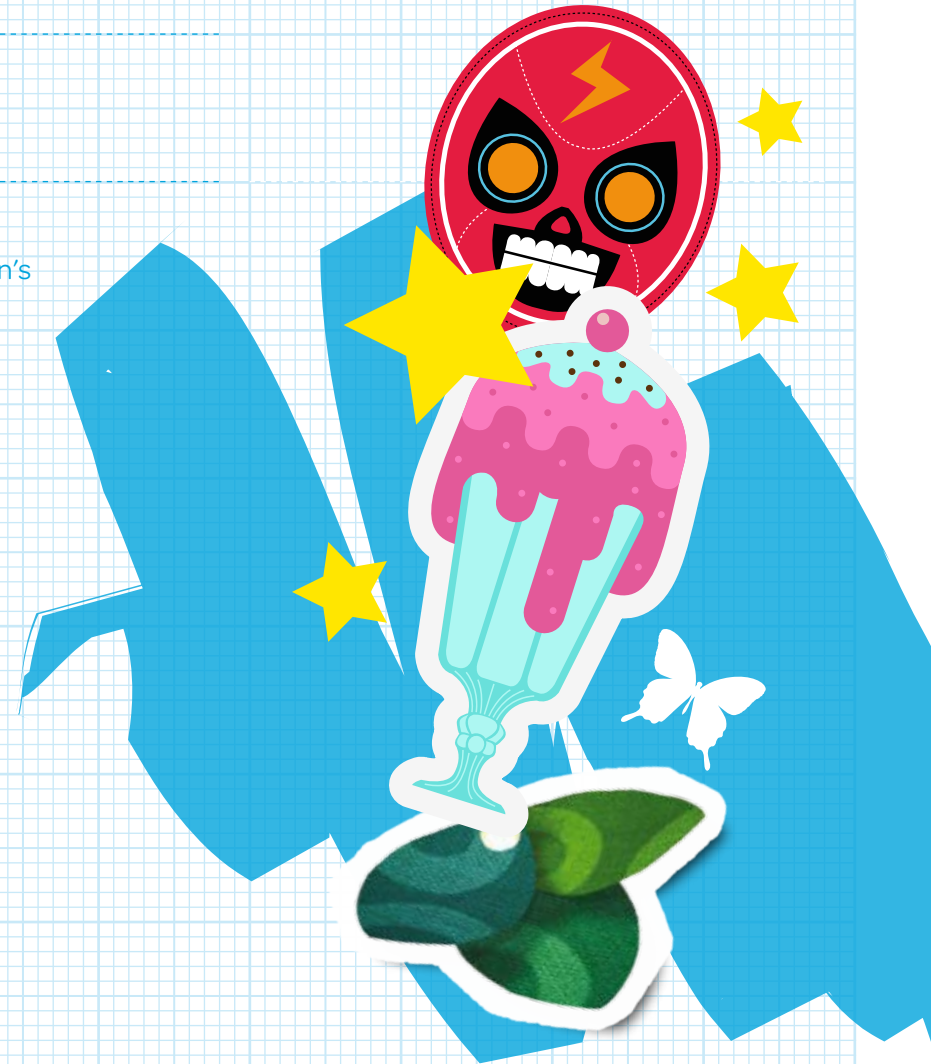
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LittleBigPlanet™
The Game Screen

The Game Screen

A. **Score**
B. **Score Bubbles**
C. **Prize Bubble**
D. **Checkpoint**
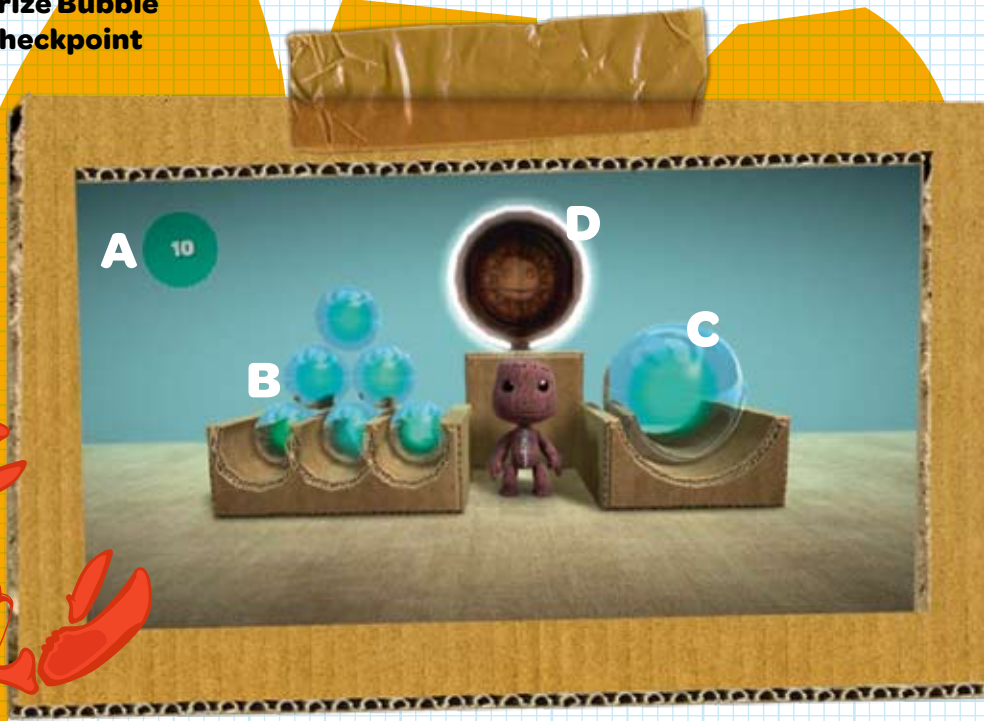
Using Your POD

Your POD is a cross between your bedroom and your garden shed: in other words, it's the place to chill out! It may be empty when you enter it for the first time, but as you explore **LittleBigPlanet™** further you'll pick up lots of keepsakes and decorations to help brighten things up. The Wireless Controller in your POD is your very own computer, inventory and access device. Stand in front of it and press the ▣ button to start navigating **LittleBigPlanet™**.

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LittleBigPlanet™
Main Menu

Story

Make your way across the **LittleBigPlanet™** globe to discover the weird and wonderful worlds of the Creator Curators. Use the left stick to navigate between the Creator Curators and press the ⊗ button to make a selection.

The first area your SackPerson will visit is The Gardens. This idyllic setting is the perfect place to learn the tricks and skills required to successfully explore the inventive landscapes of **LittleBigPlanet™**.

You'll soon learn that the King of the Gardens is just one of the legendary Creator Curators responsible for tending the creations on **LittleBigPlanet™**.

When you've proved your worth to the King of the Gardens, it's time to travel to new lands and learn more skills.

Start Menu

Press the ▶ button during gameplay and the Start Menu will be displayed.
Choose Return to POD or Restart Level or select any of the following options...

Videos Overs And Voice Over

Having trouble with **LittleBigPlanet™** or your latest masterpiece?
Don't get flustered: check out a wide selection of helpful tutorial videos – there are plenty to find on your travels!

Settings

Alter the **LittleBigPlanet™** Display Settings and Audio Settings.

About This Level

Learn more details about the level you're exploring: who created it, the sights to see and what you can expect to do there.

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LittleBigPlanet™
Playing The Game

Controlling Your SackPerson

Move the left stick ← or → to run to the left or the right. Move the left stick ↑ to move into the background or ↓ to move into the foreground.

Press the ✗ button to jump: tap it lightly to perform a smaller jump or hold it for a longer, more athletic leap. Press and hold the R1 button to grab hold of objects. You can't grab onto everything, though!

Tilt the Wireless Controller to shake your SackPerson's head. Press the L3 button and tilt the Wireless Controller to wiggle your SackPerson's hips.

Use the directional buttons to change expression: press ↑ for happy, ↓ for sad, ← for worried and → for annoyed. Continue pressing a directional button to increase the expression.

To move your SackPerson's arms around, press and hold the L2 button and use the left stick or press and hold the R2 button and use the right stick.

Popit Menu

The Popit Menu is the most important tool you'll come across in the world of **LittleBigPlanet™** – press the ⬛ button and it will literally "pop" into the air above your SackPerson's head.

Think of the Popit Menu as an interactive lasso that's capable of amazing things: it contains all of the creative options at your disposal.
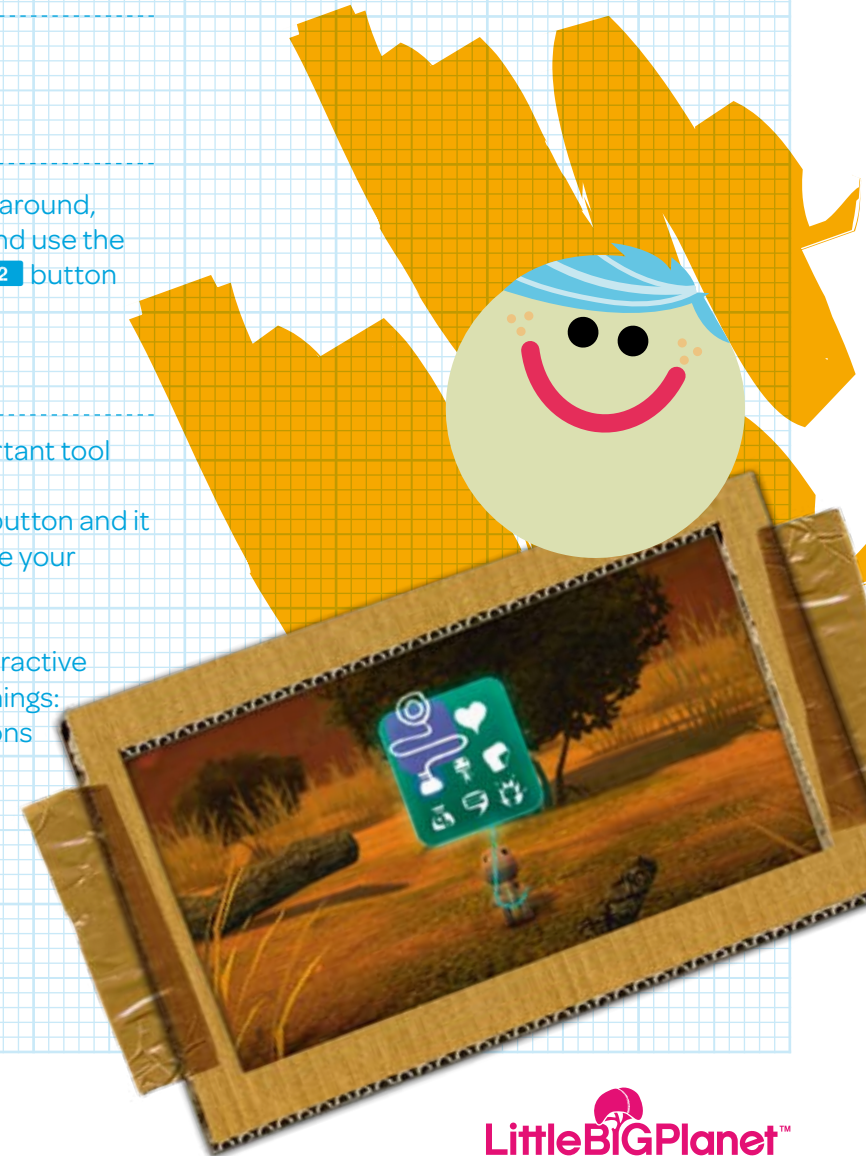
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LittleBigPlanet™
Playing The Game

Customising Your SackPerson

Press the ⬛ button to open the Popit Menu. Highlight and select the Customise Character icon and use the left stick to peruse the available options. Press the **L1** button or the **R1** button to shuffle between pages. Press the ✕ button to try an item on and press the ✕ button again to take it off.

What To Do If Your Sackperson Gets Trapped!

Occasionally, even the most skilled players will get stuck. It's nothing to get upset about! If there really is no way out, press the ⬛ button to open the Popit Menu, select the Retry icon and press and hold the ✕ button for a few seconds.

Hey presto! Your SackPerson will reappear at the last activated checkpoint.

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LittleBigPlanet™
Making Your Mark

Stickers & Decorations

There are many stickers and decorations to collect on your journey through **LittleBigPlanet™**. Press the ▣ button to open the Popit Menu, then highlight and select the Stickers & Decorations icon to take a look at your prized treasures.

Even better than finding new stickers and decorations is actually using them. Press the ✕ button to select an item, then use the left stick to move it around the environment. Move the right stick ⬅ or ➡ to rotate a sticker or decoration and move the right stick ⬆ or ⬇ to change its size. Once happy, press the ✕ button to stamp the chosen embellishment into place. Press the ◎ button to return to the Popit Menu.

To remove a sticker or decoration, open the Popit Menu, choose the Stickers & Decorations icon and select the Stickers & Decorations Edit Tool. Use the left stick to move the Edit Tool over the desired item,

which will emit a glow. Press the ✕ button to "lift" the item into the air and press the ◎ button to delete it and exit the Popit Menu.

Using The PLAYSTATION®Eye Camera

If a **PLAYSTATION®Eye camera** is connected to the **PLAYSTATION®3** system and you have collected some **PLAYSTATION®Eye** stickers, you can create some personalised pictures.

Point the **PLAYSTATION®Eye** at the desired subject, open the Popit Menu, choose the Stickers & Decorations icon and select the **PLAYSTATION®Eye** Camera page.

Select a sticker shape and move it around the scenery: when it's in the right place, press the ✕ button to capture your image and stamp it into position.

Don't take pictures of anything rude, though!
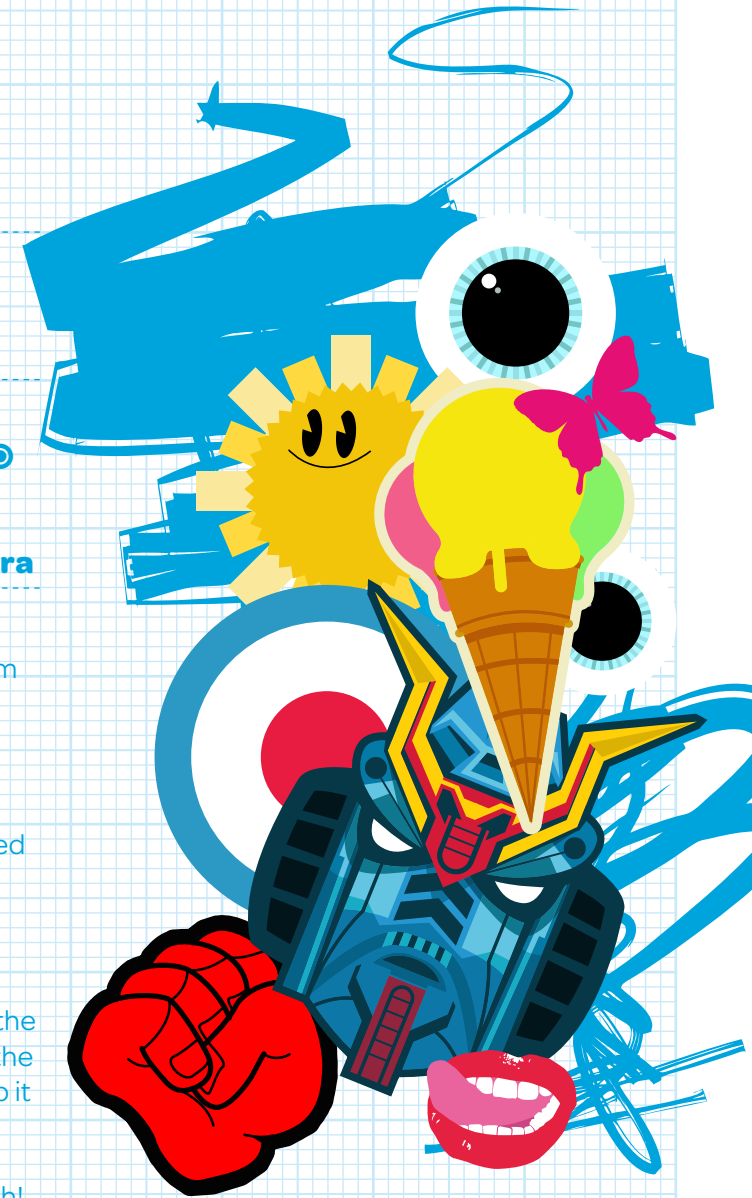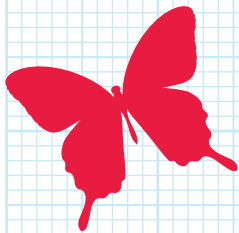
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LittleBigPlanet™ Online

Getting Started Online

Discover the wonder of **LittleBigPlanet™** with other players from all over the world via **PLAYSTATION®**Network.

To meet new friends online and gain access to My Moon and the InfoWorld, you'll need to complete the first three levels in The Gardens.

Whilst looking at More Info on any level, choose Play Online to join up with anyone currently playing that level in **LittleBigPlanet™**. Remember that you can choose to join or invite your friends or other Creators when viewing their Info Page.

Playing Together Online

When exploring **LittleBigPlanet™** online with friends or anyone else, please bear in mind a few simple pointers.

• The first person to enter a level automatically becomes the host and between levels their personalised POD will become the group's lobby.

• If the host chooses to go somewhere – be it from the POD to a level or from a level to the POD – all other players automatically follow.

• Players invited to join the group will not become hosts.

• If anyone leaves the group, all players will be asked if they would like to follow that particular player.

• You can see who you are following in the Player Management Screen. This can be accessed by pressing the START button and selecting Manage Players.

Some Friendly Advice

Playing online and mixing with the **LittleBigPlanet™** community comes with certain responsibilities. We want to create a big, happy family – and that means that we all need to respect each other's feelings. So, as tempting as it is, please refrain from being rude! No swearing, no rude drawings and nothing that would offend your granny.

LittleBigPlanet™ Online

Good Grief! Menu

The Good Grief! Menu is the place to report any offensive content uploaded by other players online. We want to keep **LittleBigPlanet™** as clean and respectable as possible, so please let us know as soon as you discover any questionable content. Simply press the SELECT button at any time and the Good Grief! Menu will be displayed, through which a grief report can be submitted directly.

Quick Play

Want to explore a new level with other online players straight away? No problem! Choose Quick Play and you'll be whisked away to a random new level where others are already having fun.

Cool Levels And Cool Creators

Jump into **LittleBigPlanet™** with the online community and check out the creations that other members have been publishing. Have a look at Recent levels that have been published or Search for something more specific.

Online Start Menu

There are a few additional options that become available within the Start Menu once you are online...

Manage Players
When exploring **LittleBigPlanet™** with other players online, use the Manage Players option to mute certain players or, if you are the host, remove them from the current level.

Friends
When exploring **LittleBigPlanet™** with other players online, use the Manage Players option to mute certain players or, if you are the host, remove them from the current level.

LBP Messages
Have you received anything from another Creator? Check LBP Messages to see if they have sent you an Object to use within Create mode.

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LittleBigPlanet™
Time To Get Creative!
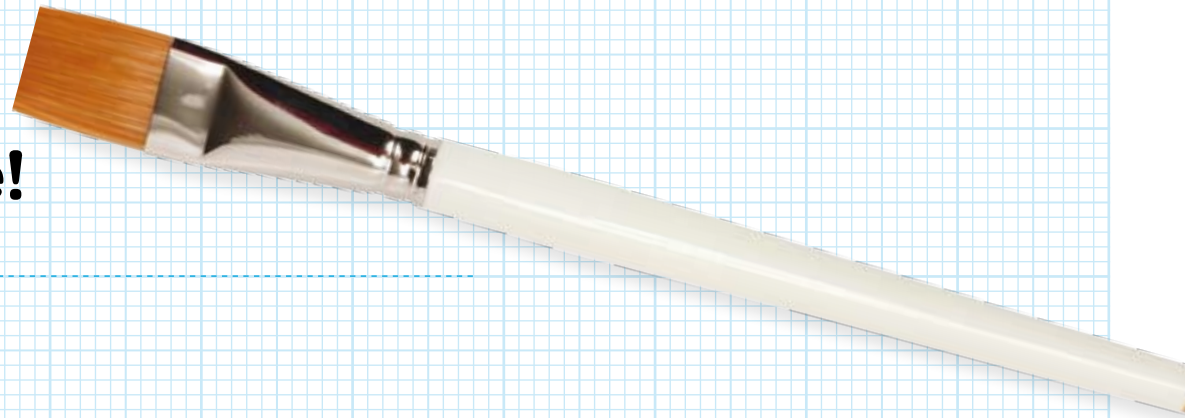
My Moon

My Moon is the place where creativity flourishes and can be accessed via your POD space station.

Within My Moon, select Create to start building a new level from scratch. To revisit previously created levels, select Play or Create. To share a creation with the **LittleBigPlanet™** online community, select Publish.

In Create mode, select the item or tool you want to use via the Popit Menu, then use the left stick to navigate around and press the ❌ button to select an area to create within. If you're creating a brand new level and the idea of a blank canvas is too scary, feel free to select a template to work from. When working on your creations, bear the following handy hints in mind:

• There is a nifty jetpack available for those hard-to-reach areas. Press the ⬇ directional button to put it on or take it off.

• Use the right stick to zoom in and out to give yourself a better view of what you are creating.

• In Create mode, there is a useful thermometer on the left-hand side of the screen that indicates how much more you can cram into your creation.

• You can make life easier by changing the view and displaying a special Grid. Press the ▶(START) button and select Settings to alter your Popit Settings.

• To try out your creation, press the ▶(START) button and select Change to Play Mode. To return to Create mode, press the ▶(START) button and select Change to Create Mode.

• For help from a handy tutorial, just press the ▶(START) button and select the Videos option.

• To return to your POD at any time, press the ▶(START) button and select Return to POD.

NOTE: to access My Moon you must complete the first three levels of The Gardens, as outlined earlier in this manual.

There are also numerous tutorials and videos that will become available as you experiment in Create mode.

Popit Cursor

This may well be the most versatile tool in your collection. Hover the Popit Cursor over an object and press the ❌ button to select it. Move your selected object around with the left stick and use the right stick to alter its size or rotation. When the object is in the desired position, press the ❌ button to place it and press the ⊙ button to exit to the Popit Menu.

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Time To Get Creative!
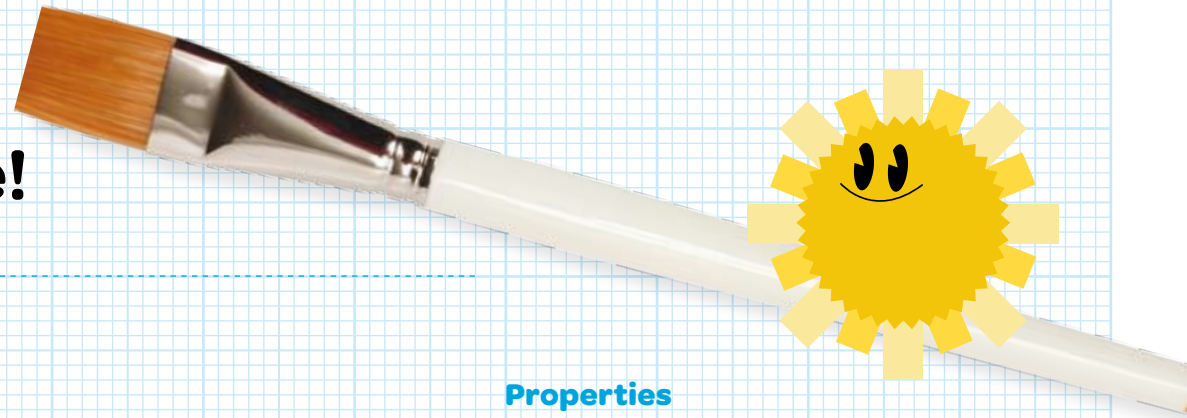
Objects And Tools

Almost everything in the Popit Menu has an Info Page, offering further information and functions. Access a particular Info Page to do different things – for example give an item a Heart or watch a Tutorial Video.

NOTE: you can see all of your Heart items for quick and easy access from the main Popit Menu by selecting the Heart icon.

Capturing Objects In The Popit Menu

When an object has been created, it can be stored within the Popit Menu for easy use in the future. Open the Popit Menu, select the Goodies Bag icon and choose the My Objects page.

To add an object to the Popit Menu, select the Capture Object icon and a small rectangular box will be displayed. Manipulate the rectangular box using the left stick and the right stick, position it around the object so that its outline glows and press the ❌ button. The chosen object will now be added to the My Objects page for easy access.

Want to send an Object to another Creator? On the My Objects page, choose an Object and press the ⬜ button. Select Send To My Friend to attach it to a message.

Materials

Materials can be found within Prize Bubbles, which are liberally scattered throughout **LittleBigPlanet™**. Once some Materials have been collected, new objects can be created. Simply open the Popit Menu and select the Goodies Bag icon, choose the Materials page and make a selection.
Choose a shape to use and manipulate it with the left stick or the right stick, then press the ❌ button to create the object. Press the ⬜ button to use a selected shape as a cutting tool – think of it as a giant cookie cutter!

Properties

Glass
Glass is slippery and your SackPerson will slide all over it, given half a chance.

Metal
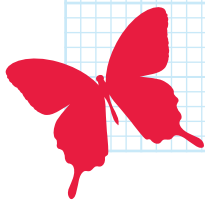Metal is the weightiest material of all and is recommended for heavy-duty purposes

Sponge
Sponge is fairly light and is soft enough for a SackPerson to grab onto.

Polystyrene
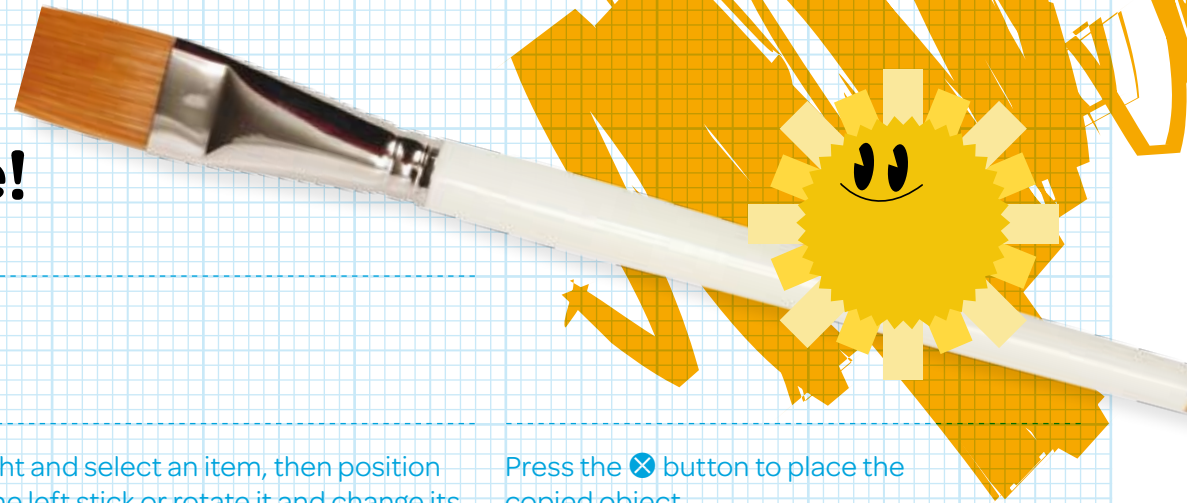Polystyrene is exceptionally light and can be grabbed easily.

Cardboard
Cardboard is also very light and can be pushed around easily – but a SackPerson cannot grab onto it.

LittleBigPlanet™
Time To Get Creative!

Properties

Rubber
Rubber is a great choice when good traction is needed.

Thickness
Materials can be created with four different levels of thickness: 3 Fat, 2 Fat, 1 Fat or Wafer Thin. Wafer Thin shapes will fall between bigger objects, so be careful when positioning particularly thin shapes.

Using Objects

Dotted around **LittleBigPlanet™** are numerous Prize Bubbles that contain special objects, which can be used when making creations.

Placing Objects

• Open the Popit Menu and select the Goodies Bag icon.

• Highlight and select an item, then position it with the left stick or rotate it and change its size with the right stick.

• Press the **L1** button or the **L2** button to move an object into the foreground or background.

• Press the ⊗ button to place an object and press the ◉ button to return to the Popit Menu.

Remember that as soon as the Popit Menu is closed, gravity will take its course.
If you have a keen artistic eye and want to flip an object into its mirror image, press the **R3** button.

Copying Objects

Select the Popit Cursor and position it over the object. Press the ⊗ button to select the object and press the **L3** button to copy it.

Press the ⊗ button to place the copied object.

Deleting Objects

Select the Popit Cursor, position it over the object, press the ⊗ button to select it and press the △ button to delete it.

Tweaking

To help satisfy your inner engineer, there are lots of things in and around **LittleBigPlanet™** that can be tweaked. To open a Tweak Menu, hover the Popit Cursor over an item and press the ▣ button. Within a Tweak Menu, use the left stick to choose a setting and use the right stick to change it.

NOTE: when placing an object that can be tweaked, hold down the ⊗ button a little longer and the relevant Tweak Menu will be displayed.

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Time To Get Creative!
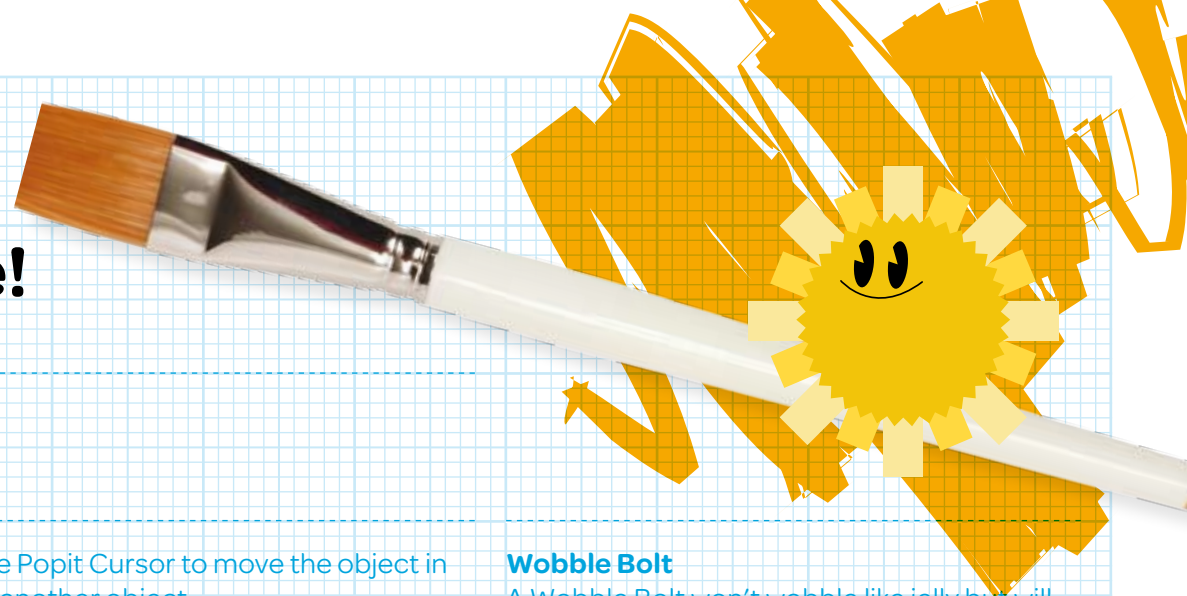
Glue

Glue is a handy way of sticking various things together and can only be used when in Create mode. To use glue, open the Popit Cursor and select an object. Place the object in close contact to another object and press and hold the ✗ button until you hear a "sticking" noise. Both objects are now stuck firmly together and can be moved around like a single object.

Bolts

Bolts come in useful when creating objects with moving parts.

To use a Bolt, follow these simple steps:

• Open the Popit Menu and select the Tools Bag icon, choose the Gadgets page and select the Bolt icon.

• Position the Bolt with the left stick and press the ✗ button to place it onto an object.

• Use the Popit Cursor to move the object in front of another object.

• Press the ✗ button and both objects will become bolted together.

To make a Bolt tighter or amend other settings, press and hold the ✗ button to access the Tweak Menu.

### Types Of Bolt

Sprung BoltSprung Bolt
A Sprung Bolt allows moving parts to wobble slightly. Don't worry, it's not unsafe and it's perfect for see-saw devices.

Motor Bolt
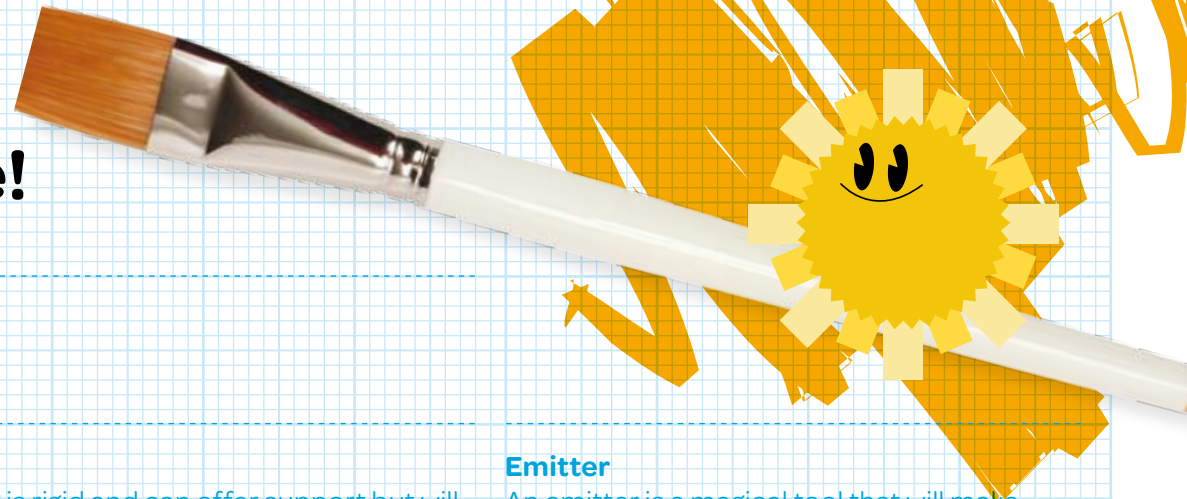A Motor Bolt is just the thing for making objects that can move of their own accord.

Wobble Bolt
A Wobble Bolt won't wobble like jelly but will create a back-and-forth rotating action for your different creations.
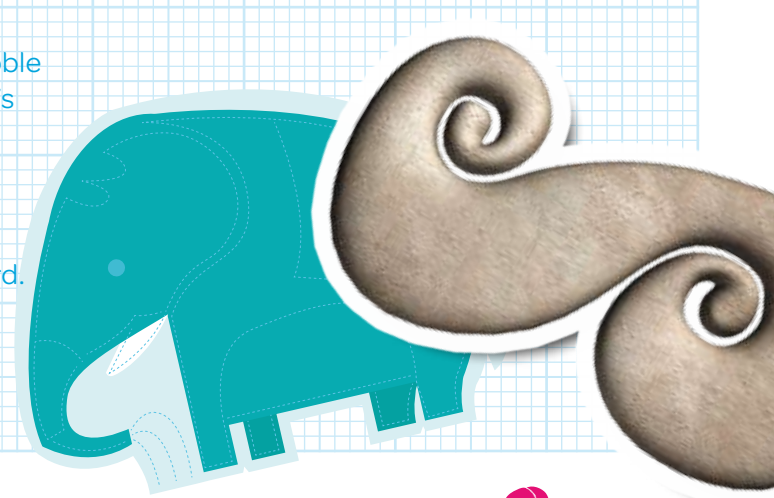
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Time To Get Creative!

Other Tools

Many other tools can be used to connect and build things. To access the tools below, open the Popit Menu, select the Tools Bag icon, choose the Gadgets page and select the relevant icon in the Connectors section.

String

String is the perfect tool for hanging things up or making swings and bridges. To attach string, place it on the edge of an object and press the ✖ button.

Position the other end of the string over another object and press the ✖ button to secure the connection. Visit the Tweak Menu to shorten or lengthen your piece of string.

Rods

Rods are very similar to string and connect in the same way: the only difference is that once a length is set for a rod, it cannot be made longer or shorter.

Spring

A spring is rigid and can offer support but will also give your connections some bounce. Connect a spring like a rod or some string and visit the Tweak Menu to alter its length and strength.

Elastic

Elastic will not support anything it's attached to, but will allow connections to stretch further.

Winch

A winch will join two objects together and put them into motion: visit the Tweak Menu to alter its strength and speed.

Pistons

Pistons are just like rods but can remain rigid and be put into motion if required.

Emitter

An emitter is a magical tool that will make things appear and then disappear. Attach an emitter to an object such as a brick wall, then access the Tweak Menu and select a different object such as a flower. The flower will then appear and disappear periodically on the brick wall.

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Time To Get Creative!
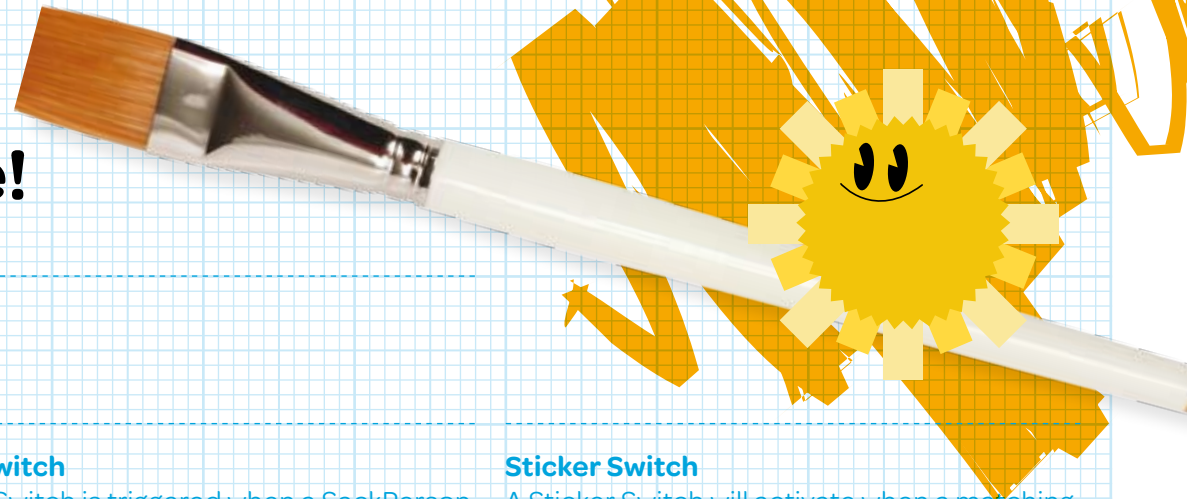
Buttons And Switches

Buttons and switches bring even more control to your **LittleBigPlanet™** creations. All buttons and switches can control other objects – for example, a Motor Bolt.

Using the Popit Cursor, select the Connector Tab sticking out of your button or switch and attach it to the Motor Bolt. You can now start or stop a Motor Bolt at the flick of a switch!

Button
A button will activate a contraption when a SackPerson or anything heavy enough is placed on it. Use the Tweak Menu to change the various settings for a button.

Two-way Switch and Three-way Switch
A switch can be used to control various animated components. To be activated, a Two-way Switch or a Three-way Switch must be pulled by a SackPerson or nudged by another object.

Grab Switch
A Grab Switch is triggered when a SackPerson grabs the object attached to it.

Sensor Switch
A Sensor Switch will activate when a SackPerson gets near enough to the object it's attached to. Open the Tweak Menu to adjust speed settings and choose a trigger radius.

Magnetic Key Switch
A Magnetic Key Switch will only activate when a matching key is within a specifi ed range. Once you've placed the Magnetic Key Switch, don't forget to add a Magnetic Key for other players to find. Visit the Tweak Menu to change the key's colour: it's a good idea to make it the same colour as the Magnetic Key Switch.
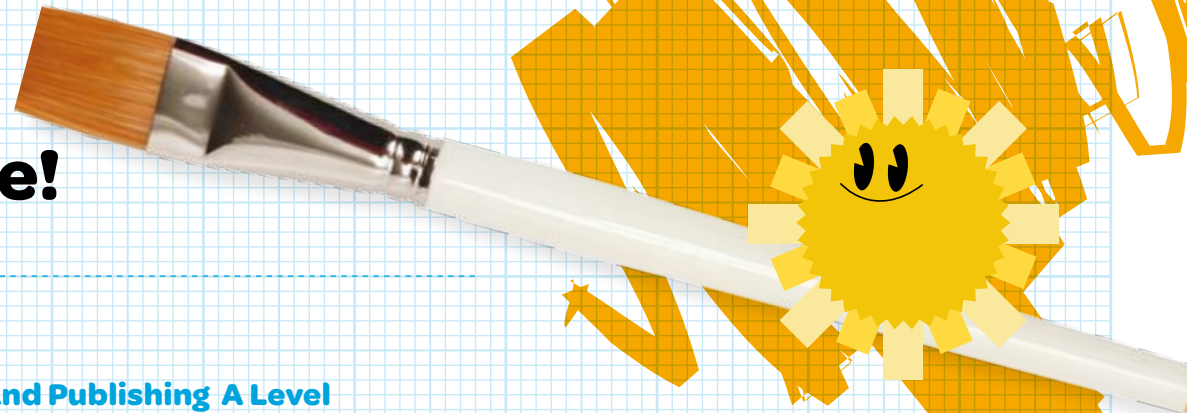
Sticker Switch
A Sticker Switch will activate when a matching sticker or decoration is stuck nearby. Don't forget to specify a sticker for your Sticker Switch – otherwise anything could activate it!

LittleBiGPlanet™

LittleBigPlanet™
Time To Get Creative!

Making Stuff Harmful

Various elements of danger can be added to **LittleBigPlanet™** – making things a little more exciting for the adventurous players out there.

In Create mode, open the Popit Menu and select the Tools Bag icon. Choose the Tools page and press the ⊗ button to select one of the Danger Tools (Electricity, Flame or Horrible Gas). Use the left stick to move around the scene and press the ⊗ button to apply the hazardous element to your object.

Save And Publishing A Level

To save a level you've created in My Moon, press the ▶ button and choose Save. If you choose Leave Level at any point you will get the chance to save your progress before returning to the POD. To share a new level with the rest of the **LittleBigPlanet™** online community, follow these simple steps...

• From the POD, access My Moon and select a level to publish.

• At the top of each page is the name of each level. Highlight the name and press the ⊗ button to access the virtual keyboard and rename your level.

• Add a small description of your level for the benefit of other online players. Press the L1 button or the R1 button to access the Set Description page and press the ⊗ button to access the virtual keyboard.

• From the Publish page, choose one of the following options for a new level: Copy, Move, Delete, Set Icon or Lock. The Set Icon option allows a badge of your choice to represent your creation online. The Lock option will prevent other players from copying your ideas. Highlight Publish and press the ⊗ button to share your creations.

Highlight Publish and press the ⊗ button to share your creations.
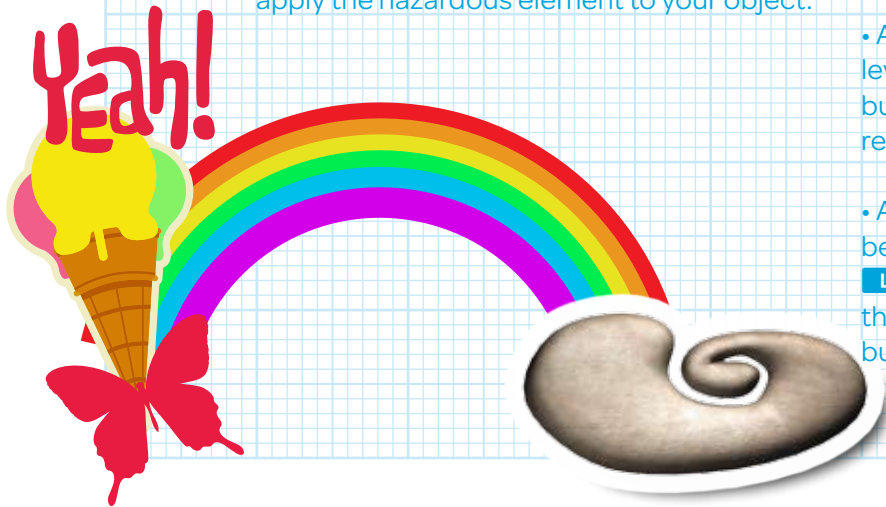
LittleBigPlanet™
And Finally...Have Fun!

Thanks

Thanks for helping us make **LittleBigPlanet™** such a fantastic place to be. We hope you enjoy yourself and have fun making loads of new friends. Keep on creating those masterpieces and don't forget to share your inspirations with everyone else online!

Yeah!

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