

# LittleBigPlanet™ Planet



COVERS PLAYSTATION<sup>®</sup> 3 COMPUTER  
ENTERTAINMENT SYSTEM

BASED ON A GAME  
RATED BY THE  
ESRB



Written by Off Base Productions

PLAYSTATION 3



## Basics

# Welcome to *LittleBigPlanet*

## The Basics

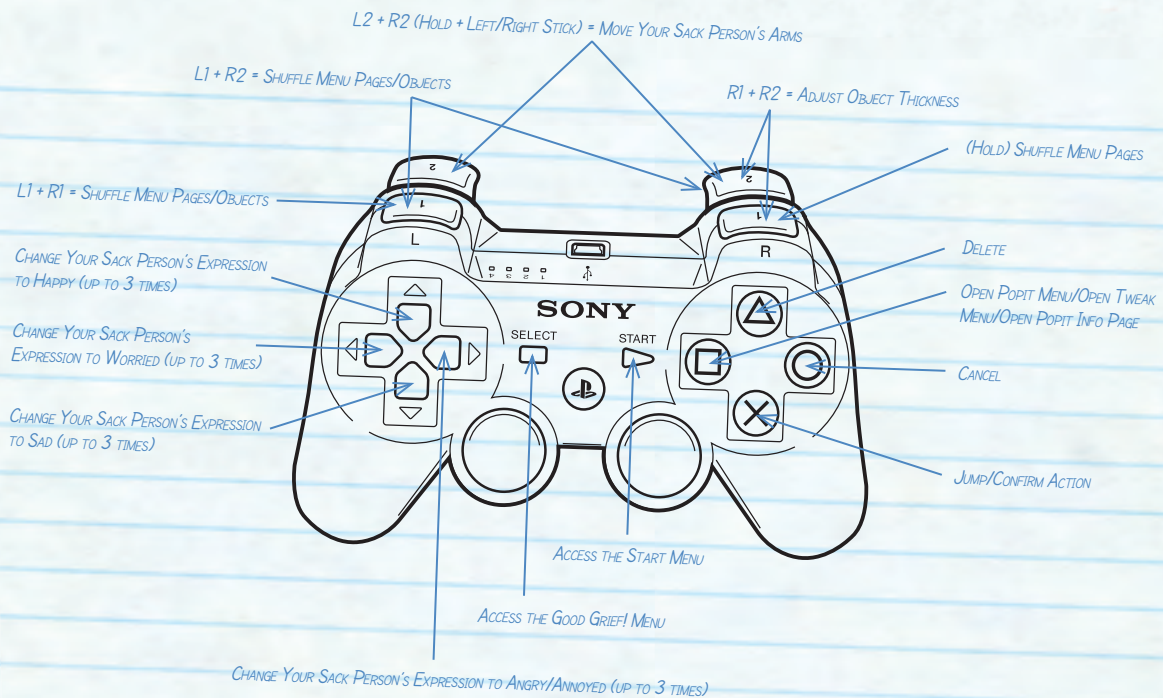
Welcome to *LittleBigPlanet*—a world of infinite possibilities, where imagination becomes reality and the powers of creation are firmly in your hands. As you prepare to meet the Creator Curators and explore their wondrous realms, you can use this guide as a constant companion to help you build your own unique levels, explore all of *LittleBigPlanet*'s nooks and crannies, or enjoy the fun puzzles and places built by other players. The possibilities are truly endless!

## MEET YOUR SACK PERSON

It's time to meet your sack person. Awww bless, isn't it cute? You'll get to know this lovable little sack-star soon enough, but in the meantime—the residents of *LittleBigPlanet* need your help! Many characters and their creations have gone mysteriously missing, and nobody knows why. It's a good thing you've arrived just in time. Your help is required in unraveling this worrying conundrum and catching the sneaky culprit red-handed.



## Controls



## Using Menu Screens

Press **↑**, **↓**, **←**, or **→** to highlight an option, and press **ⓧ** to confirm. To return to the previous menu screen, press **Ⓞ**.

## 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 **Ⓞ** to start navigating *LittleBigPlanet*.

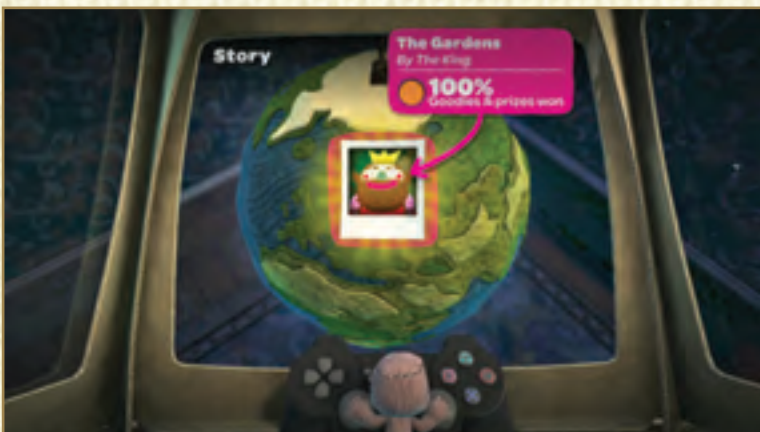


## Story Mode

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 **ⓧ** to make a selection.

The first area your sack person 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 proven your worth to the King of The Gardens, it's time to travel to new lands and learn more skills.



## Start Menu

Press **START** during gameplay and the Start Menu will be displayed. Choose *Return to POD* or *Restart Level*, or select any of the following options:



## Videos and Voice-overs

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

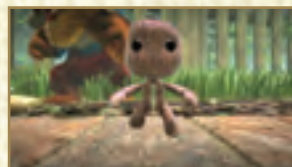
Learn more details about the level you're exploring: who created it, the sights to see, and what you can expect to do there.

## CONTROLLING YOUR SACK PERSON

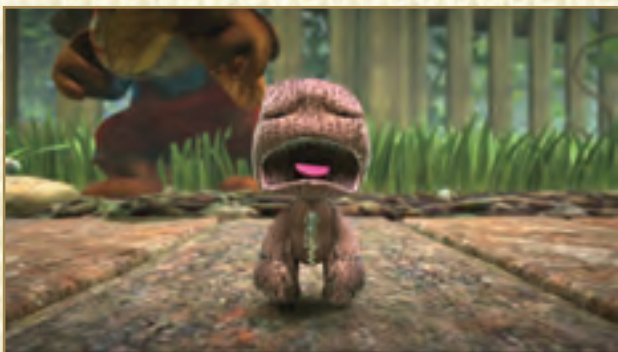
Move the left stick **←** or **→** to run to the left or the right. Move the left stick **↑** to move into the background or **↓** to move into the foreground.



Press **ⓧ** to jump. Tap it lightly to perform a smaller jump, or hold it for a longer, more athletic leap. Press and hold **R1** to grab hold of objects. You can only grab on to soft objects.



Tilt the Wireless Controller to shake your sack person's head. Press **L3** and tilt the Wireless Controller to wiggle your sack person'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 (up to three times).



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



## THE POPIT MENU

The *Popit* Menu is the most important tool you'll come across in the world of *LittleBigPlanet*. Press **○** and it literally "pops" into the air above your sack person's head. Think of the Popit Menu as an interactive lasso that's capable of amazing things; it contains almost all of the creative options at your disposal. You'll learn all of its ins and outs, modes, and options as you go, but the basics follow.



### Customizing Your Sack Person

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



### Retry

Occasionally, even the most skilled players get stuck. It's nothing to get upset about! If there really is no way out, press **○** to open the Popit Menu, select the *Retry* icon and press and hold **ⓧ** for a few seconds. It's not pretty, but your sack person will spring back good as new!



## Story: Chapter 1

# The Gardens

## First Steps

It's time to start exploring LittleBigPlanet! Your first stop—the King's Garden. Once you have set your first cushy foot on the ground, start heading to the right to meet His Majesty. According to the stately King, he and his wife (the Queen) created these lovely gardens and everything in them. With a happy nod of his head, he sends you on your way. Kick off the adventure by heading down the path!



### Level Complete Gifts

<input checked="" type="checkbox"/>	Costume
<input type="checkbox"/>	Big Kiss
<input type="checkbox"/>	Bunny Ears



### Collected All Gifts

<input checked="" type="checkbox"/>	Stickers
<input type="checkbox"/>	The Gardens Concept
<input checked="" type="checkbox"/>	Objects
<input type="checkbox"/>	The Gardens Concept with Frame



### Aced Level Gifts

<input checked="" type="checkbox"/>	Costume
<input type="checkbox"/>	Pirate Hook
<input type="checkbox"/>	Pirate Eye Patch



### COLLECTORS TAKE HEED

NOT EVERY PRIZE BUBBLE CAN BE FOUND SIMPLY BY COMPLETING THE STORY MODE. THERE ARE HUNDREDS TO BE GATHERED BY PLAYING THROUGH THE TUTORIALS AS WELL!

## LEARN TO RUN AND JUMP!

### A King's Welcome!



### SHUT IT DOWN!

SEE THAT LIGHT POST YOU JUST PASSED BY? THIS IS CALLED THE CLOSE-LEVEL POST, AND IT'S NOT HERE JUST FOR DECORATION. IN ADDITION TO SPRUCING UP THE ENVIRONMENT, THE CLOSE-LEVEL POST CAN HELP ELIMINATE ALL KINDS OF CONFUSION. ONCE YOU PASS THIS POST, NO ADDITIONAL PLAYERS ARE ALLOWED TO ENTER THE LEVEL. YOU WOULDN'T WANT SOME LATE ARRIVING SACKPERSON DROPPING IN HALFWAY THROUGH AND CONFUSING EVERYONE ELSE, WOULD YOU? AS SOON AS IT'S BEEN CROSSED OVER, THE SIGN ATOP THE POST HAS A RED "X" STRUCK THROUGH IT, INDICATING THAT THE LEVEL IS NOW OFFICIALLY CLOSED TO OUTSIDERS.

### Dumpty Sat on the Wall

Check out Dumpty just a few skips down the path, sitting on a wall. This happy, egg-shaped fellow wants to see your running and jumping skills. Why not give it a go? Run up the ramp and hop across the gaps.

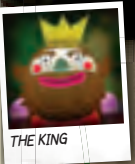


## Prize Bubble Pick-Ups

✓	stickers
	Rainbow Shoe
	Round Blue Body
	Henry Face

✓	Costumes
	Elizabethan Trousers
	Elizabethan Doublet
	White Ruff
	Fancy Mustache
	Bonnet
	Elizabethan Dress
	Elizabethan Hat

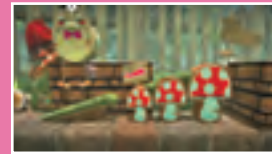
✓	PlayStation®EYE
	Circle Frame
	Body-Outline Frame
	Photo Frame
	Speech Bubble Frame
	Mouth Frame
	Black and White Photo Frame
	Red Star Frame
	Square Frame



## A Hop and a Jump

This is something everyone should know. Press **X** to jump! To get more air time, hold down **X** for a longer period of time.

You also can jump between different planes in the level (back, middle, and front). If you stand on the front or middle plane and in front of an object or ledge that is low enough to jump onto, pressing **X** causes you to hop up to the next level. To jump back down, press down on the left stick and tap **X**.



## DUMPTY HAD A GREAT FALL

Normally, pushing someone as helpful as Dumpty off a ledge wouldn't be a very nice thing to do. However, Dumpty doesn't mind. Hop up onto the wall and give him a nice shove, won't you? When the good-natured chap falls over, he breaks in two, spilling out his lovely Score Bubbles. Grab them all as quickly as possible, and then leave him to pick up the pieces.

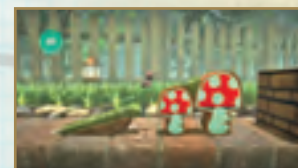


## BUBBLES WORTH THE TROUBLES

SCORE BUBBLES CAN BE FOUND BOTH IN PLAIN SIGHT AND IN NOT-SO-OBVIOUS HIDDEN AREAS ALL THROUGHOUT EACH STORY LEVEL. COLLECTING THEM GIVES YOU POINTS! IF YOU CAN MANAGE TO COLLECT FIVE OR MORE IN QUICK SUCCESSION (WITHIN A SECOND OR TWO OF EACH OTHER), YOU EARN A SCORE MULTIPLIER. YOU CAN CONTINUE TO EXPAND THE MULTIPLIER WITH EVERY SUCCESSIVE BATCH OF FIVE SCORE BUBBLES YOU COLLECT. DON'T TAKE TOO LONG IN BETWEEN BUBBLES, OR THE MULTIPLIER RESETS.

ONE SMALL SCORE BUBBLE IS WORTH 10 POINTS, WHILE LARGE SCORE BUBBLES ARE WORTH 50 POINTS (AND OFTEN HOLD PRIZES, TO BOOT).

Hop onto the wall at the top of the ramp and then drop to the floor below. A second set of ramps and gaps spread just a bit farther apart should give you a good jumping exercise. Remember to hold down **X** to make it across those gaps.





### WHAT'S IT ALL A-BOOT?

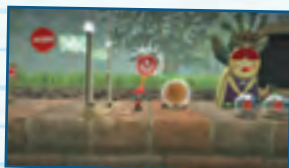
SEE THAT HANGING CARDBOARD CUTOUT OF A SHOE DANGLING OVER THE TOP OF THE WALL? THAT IS A STICKER SWITCH USED IN A STICKER PUZZLE. WHILE YOU CAN'T INTERACT WITH IT YET, YOU WILL BE ABLE TO ONCE YOU ACQUIRE A SPECIAL STICKER AND THEN RUN THROUGH THE LEVEL ON A SECOND PLAYTHROUGH. REMEMBER THIS SPOT FOR LATER!

### RACE FOR THE ACE!

To complete the level 100% and earn all Gifts, you may have to give it another go. Once the level is beaten, play through again as you would normally, but take a moment to stop at the top of this wall. Now that you have the required Rainbow Shoe Sticker, it should make more sense.

Select the Rainbow Shoe from the Stickers Page of your Popit Menu and slap it on the Sticker Switch. This lowers a Start Gate just beyond the right of the wall. Hop down and step on the gate to start a race!

Once the gate opens, you have 120 seconds to race through the level to the finish line. The good news is that every time you collect a Score Bubble, the countdown timer in the top right corner temporarily stops. The even better news is that the hanging bird suspended over the collapsing bridge is ready and waiting for you to leap and grab onto, then swing safely across. When you get to it, leap and hold **R1** to grab the bird, and then use your momentum to swing across before releasing and safely landing on the other side. The finish line is not too far off from here (just before the Queen). As long as you make it before the 120 seconds are up, you'll receive an extra 1,200 points!



### Dumpty's Triumphant Return

See? We told you Dumpty would be all right. There he is, sitting atop a pedestal of mushrooms. Go about collecting the Score Bubbles hanging around in a quick, consecutive fashion, trying to grab at least five at a time before the multiplier resets. Don't forget to see what Dumpty has to offer inside his egg-shaped body. This time, doing so requires a pull instead of a push.



### SOMETHING TO GRAB ON TO

IF YOU HAVEN'T ALREADY TRIED TO DO SO, THIS IS THE PERFECT OPPORTUNITY TO HAVE A GO AT GRABBING AND HOLDING ON TO OBJECTS. THIS HANDY OPTION ALLOWS YOU TO HOLD ON TO SPONGY ITEMS AND OBJECTS IN LITTLEBIGPLANET FOR DEAR LIFE. TO DO SO, WALK UP TO DUMPTY AND PRESS AND HOLD **R1**. ONCE YOU HAVE A NICE GRIP, YOU CAN USE THE LEFT STICK TO PUSH OR PULL THE OBJECT. GO AHEAD: GIVE IT A TRY! TO RELEASE DUMPTY, SIMPLY LET GO.

Traverse the hilly hillside, collecting the Score Bubbles along the way. Remember, in order to drop from one plane to another, press down on the left stick and tap **X**. On the other side, quickly hop over the flowery speed bumps and follow the arrow up the ramp.



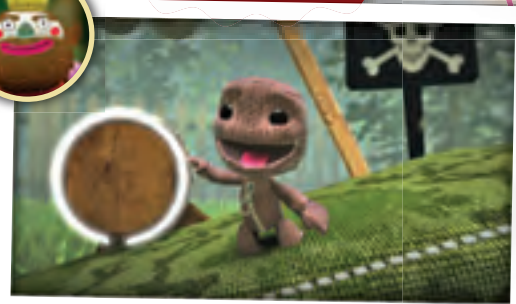


## Watermill... of Death!!!

That skull and crossbones sign is not posted just to scare you. The water below is deadly, as it's got a layer of



Horrible Gas floating around it. One touch of this gaseous lethal material sends you sailing back to the previous Checkpoint. Carefully hop onto a gap in the watermill and ride it until you are at the top, then hop over each panel in order to collect the Score Bubbles as they pass by.

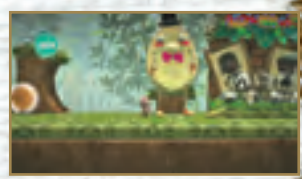


### A SECOND, THIRD, AND FOURTH CHANCE

AS AN ASTUTE RESIDENT OF LITTLEBIGPLANET, YOU MUST HAVE NOTICED THESE ROUND OBJECTS—OTHERWISE KNOWN AS CHECKPOINTS—STRATEGICALLY PLACED THROUGHOUT EACH LEVEL. IF YOU PASS BY ONE, IT ACTIVATES AND LIGHTS UP. ONCE A CHECKPOINT IS ACTIVATED, IF YOU HAPPEN TO SHUFFLE OFF THIS MORTAL COIL (OR, IN MORE SIMPLE TERMS, PERISH), IT REAPPEARS FROM INSIDE THE CHECKPOINT. HOWEVER, THESE CHECKPOINTS ARE NOT UNENDING OR UNLIMITED. IN MOST CASES, IF YOU CONTINUE TO PERISH FOUR SUCCESSIVE TIMES BEFORE FINDING A NEW CHECKPOINT TO ACTIVATE, THEN YOU MUST RESTART THE LEVEL ANEW OR RETURN TO THE POD.

## Dumpty's Bounty of Prizes

Dumpty's still got some tricks up his curly sleeves. Check out and collect the large Prize Bubbles to his left for a handful of costume items that, once popped, are added to your Popit Menu. You get: **Fancy Mustache, Elizabethan Dress, Elizabethan Doublet, Bonnet, Elizabethan Hat, Elizabethan Trousers, and White Ruff Costume** items.



### KEEP YOUR EYES ON THE PRIZE

NOT ALL BUBBLES ARE CREATED EQUALLY IN LITTLEBIGPLANET. THESE LARGE PRIZE BUBBLES CONTAIN FUN NEW COSTUMES THAT YOU CAN USE TO CUSTOMIZE YOUR OUTFIT. FOR MORE INFORMATION ON CUSTOMIZING, MAKE SURE YOU HEAD OVER TO THE INTRODUCTION CHAPTER AT THE FRONT OF THIS BOOK.

## A Helping Hand

Go ahead and push Dumpty again, knocking him off his pedestal. If you push instead of pull, he should remain intact when he falls, allowing you to use him as a steppingstone to get up to the Score Bubbles atop the ledge to his right. Just be sure to break him apart and collect the Score Bubbles inside before continuing on.





## Creation

# Creating a Level: The Basic Basics

The Creator Curators certainly are a clever bunch, but then again, so are you. And here's your chance to prove it. Dangling just to the right of LittleBigPlanet is My Moon. Don't be fooled; it may look like a barren landscape, but that's just because you and your sack person have yet to pay it a visit. So what are you waiting for?



## Objectives

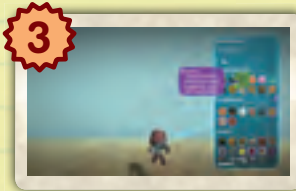
Ground Control



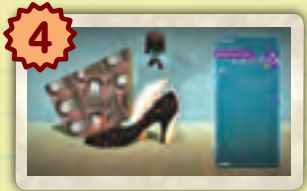
Not a Tadpole



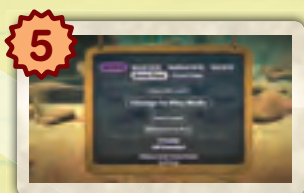
Goodies Bag



Tools Bag Basics



New Pause-abilities




Using Materials to Make Walkways



Interactive Objects and Simple Problem Solving



## Moon Landing

Use the navigation controls in your Pod to select "My Moon" from your available destination options. Choose any landing location that tickles your fancy and select it by tapping  over the "Create" command.



# 1 GROUND CONTROL

## One Small Step

When your sack person bursts out of the Entrance Barrel on the lunar level of your choice, they are perfectly poised to start creating a level of their own. In "Create Mode," your sack person has a few new abilities to help in this endeavor. The first skill (as evidenced by their continued suspension) is the ability to hover. Flight is now possible at any time, without restriction.


### Unique Create Mode Controls

Button	Action
Directional Button Down	Hover Mode on / off
Directional Button Left	Undo
Directional Button Right	Redo
Directional Button Up	Pause / Un-Pause
Right Stick	Zoom In / Out

\*IN CREATE MODE L1 AND R1 DO NOT AFFECT YOUR SACK PERSON'S ARM CONTROLS.



## How to Hover

As your sack person continues to float, the narrator chimes in to explain your new abilities. Most new abilities are accessible via the directional buttons. Hover Mode can be toggled on and off by tapping the directional button down. While hovering, your sack person is free to roam the skies in the same way they would using a Jetpack. Hold down  to increase your hovering speed.



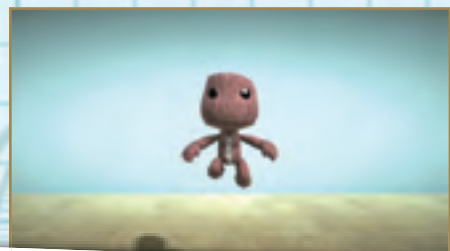
## Time Lord

The other three directional buttons give you control of time. The right and left directional buttons function much like fast-forward and rewind. If, in a creative misstep, you make a tiny booboo, or even a catastrophic one, simply tap the directional button left until the offending addition has been completely undone. If then you think, "hmm, maybe that wasn't so bad," tap the directional button right to Redo your earlier Undo. You may also Pause the action on screen by tapping the directional button up; tap it once again to Un-Pause.



## Changing Perspective

You should also note the new ability of your right stick. Holding it down allows you to zoom your camera out, and by holding it up you can zoom back in. Use this ability to find the perfect perspective to aid in your upcoming construction. Regardless of the camera's zoom level, it remains centered on your sack person.



## CREATE MODE TUTORIALS

AS YOU EXPLORE EACH NEW FEATURE AND ITEM WITHIN THE POPIT MENU IN CREATE MODE, BOTH THE NARRATOR AND THE QUEEN OF THE GARDENS WANT TO ENSURE THAT YOU AND YOUR SACK PERSON POSSESS THE KNOWLEDGE TO USE EACH FEATURE TO ITS FULLEST EXTENT. AS SUCH, THE FIRST TIME YOU ATTEMPT TO SELECT A NEW MATERIAL OR TOOL YOU ARE PROMPTED TO A SHORT TUTORIAL. UPON ITS COMPLETION, YOU CAN FREELY USE THAT ITEM OR FEATURE.

## New Planet—New Popit

Having mastered your sack person's expanded control options, take a few seconds to explore the surrounding alien terrain. It should only take a few seconds, because there is nothing to see. Why? Because you have yet to create anything! Use **Ⓜ** to open the Popit Menu. Behold! The Popit Menu has some fancy new additions, doesn't it? The narrator speaks up to help you learn how to use your new tools to create a level.

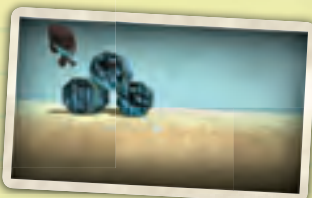


### New to the Popit

In Create Mode the Popit menu has three additional options. First is the Popit Cursor, which allows you to select and affect objects. Next, the Goodies Bag is where to find all of your building materials and creations. Finally, the Tools Bag holds all of your assorted gadgets and tools.

## 2 NOT A TADPOLE

The first new tool is the Popit Cursor. Once selected, you can steer it with the left stick. With this cursor, you are able to grab almost any item you please. To select an object, press **ⓧ** once the cursor is hovering over the desired item. To choose multiple objects, hold down **ⓧ** and drag the cursor over any cluster of objects you wish to highlight. Once chosen, your selection is outlined by the cursor, and you can move it with your left stick and rotate/transform it with the right stick—the same way you would with Stickers.



You can also move your creations forward and backwards. Use **L1** to move the object forward between the three available planes, and **L2** to move the object backward. **R1** increases the depth of the object, whereas **R2** decreases it. By pressing **L3**, your object is copied and may be placed repeatedly. Lastly, by pressing **R3**, the object becomes inverted. Though this may seem a daunting tool, your mastery of it is sure to grow along with your level building skill.



### THE THERMOMETER

*BEFORE YOU BEGIN YOUR CRUSADE OF CREATIVITY, TAKE A MOMENT TO NOTE THE LARGE THERMOMETER RUNNING UP THE COURSE OF THE LEFT SIDE OF THE SCREEN. THIS DEVICE DOES NOT MEASURE THE TEMPERATURE OF YOUR LEVEL, BUT RATHER THE QUANTITY OF STUFF YOU HAVE IN IT. WHEN YOU REACH THE TOP, YOUR LEVEL IS FULL AND NO MORE CAN BE BUILT.*

## 3 GOODIES BAG

Directly below the Popit cursor is the Goodies Bag. This name is quite fitting because as soon as you open it, you say, "Oh, Goodie!" Within the Goodies Bag are four windows. The first window contains all the raw materials you and your sack person have collected throughout your journeys around *LittleBigPlanet*. Next, you can find the first My Objects page, which holds all of your collected characters and Curator Creator creations. The third window is likely quite bare. The second My Objects page is reserved for your personally created objects. The final window, Community Objects, holds the creations sent to you from your many friends.

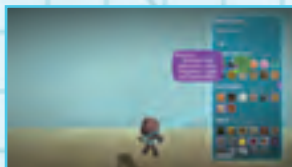


## CREATE MODE TUTORIALS

AS YOU AND YOUR SACK PERSON PROGRESS FURTHER INTO THIS SECTION, IT IS ASSUMED YOU BOTH HAVE TRAVELED JUST AS FAR IN THE CURATOR CREATORS LEVELS AND COMPLETE MANY TUTORIALS.

## Living in a Materials World

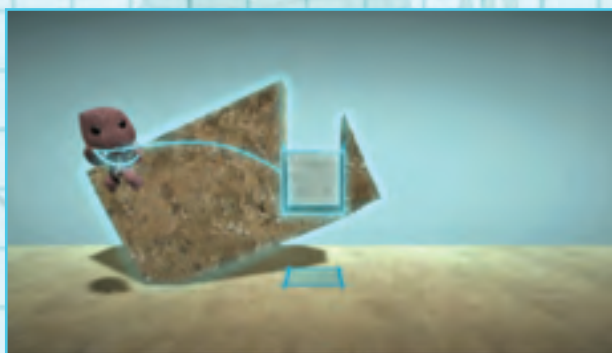
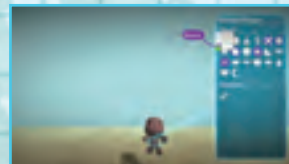
Everything in *LittleBigPlanet* is composed of base materials. The more materials your sack person collects, the more you can create with. There are several types of materials, each with its own characteristics and qualities that can be used to your benefit. Scroll to the Basic Materials section on the first window of your Goodies Bag to view the most basic forms of different materials you have collected. Most materials fall into one of these categories and behave in the same way as their basic counterpart. Unique materials (like Dissolve) that do not fall into a basic category are also found in this subsection. These items are covered in the next chapter.



Basic Materials			
Basic Material	Material Name	Description	Able to Grab
	Cardboard	Very Light	No
	Glass	Slippery	No
	Metal	Heavy	No
	Polystyrene	Very Light	Yes
	Rubber	High-Traction (Good for Wheels)	No
	Sponge	Light	Yes
	Stone	Heavy	No
	Wood	Basic Building Material	No

## Craft Material Basics

Once you select a material you would like to build with, the Choose Shape menu options opens in the Popit. Cycle between the shapes you have collected and press  $\otimes$  to select the shape you would like to build with. Get your hard hat ready because you are now set to build. You can control the material with the Popit Cursor in much the same way you control objects, but with a few new available options. Position your material with the left stick and rotate / adjust with the right stick. Stamp the material down with  $\otimes$ . By holding down  $\otimes$  you can drag the material along. Holding down  $\odot$  erases existing materials. If you place a new material on top of an existing one, the new material carves itself into the existing material.



## Planes & Depth

Remember; use L1 and L2 to move the material through the planes and R1 and R2 to adjust depth.

## From Stone to Sponge

Your Material Changer tool is also found in the Choose Shape menu of the Popit. This helpful fellow allows you to transform any placed material into another material. Select the material you would like, then choose the Material Changer under Functions. Guide the Popit Cursor to the material you would like to transform and tap  $\otimes$ , then faster than you can say, "Abracadabra Allakhazam," your selected material changes before your very eyes.



1

2

3

## Creative Creations of the Creator Curators


In addition to simple raw materials, the Creator Curators have also given you access to a number of their ingenious inventions. The inventions you have found so far are available for use in Create Mode, located in the second window of your Goodies Bag. To place one in your level, select it from the Popit and place it with the Popit Cursor.

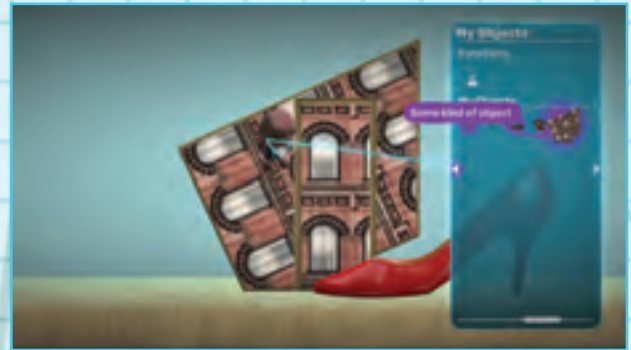


### Tweaking Pre-made Creations



Any switches, and most creature pieces, in place on items from the My Objects windows are adjustable to ensure the item behaves how you want it to.

## Personally Perfected


The third page of your Goodies Bag is reserved for the goodies you have made yourself. If, while marveling over some of your masterworks, you feel that a particular dinosaur-spaceship is truly outstanding, you may want to save it for future use. The Capture Object tool under Functions on the third page of your Goodies Bag lets you do just that. Once selected, the Capture Object tool appears as a box at the end of the Popit Cursor. Control the box's dimensions with the right stick. Surround your selection and tap  to save it in your Goodies Bag. Once saved, the object is available in the My Objects section on the third window of your Goodies Bag.



## Pass It On

As you have well learned, LittleBigPlanet is a very social place. You can even share your favorite creations and stickers with your friends. To upload to another user, tap  over the desired object or sticker and select the Send To My Friend option. Choose whether you would like your item to be sharable, then select a lucky comrade and tap . Enter a message, then send your object to its thankful recipient.



If another player sends an item to you, simply tap  to download the gift when prompted.



# LittleBigPlanet™

## OFFICIAL STRATEGY GUIDE

WRITTEN BY GREG OFF, STACY DALE, AND JAMES MANION

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I've been lucky during my tenure as a strategy guide editor to work with some amazingly talented individuals across all fields. This project showed me just how special some of those people could be when I was introduced to Media Molecule and *LittleBigPlanet*. How can you conceptualize "fun?" How does someone wake up, go to work, and have conversations that redefine the incorporation of creativity into a game? I'll honestly never know how *LittleBigPlanet* was made, but I consider myself lucky that it was. There are always going to be those few, cherished games that call to you over the years and force you to relive them. Those games that make you a better person because they left inside you a kernel of happiness that won't ever be discarded. *LittleBigPlanet* has joined those ranks for me. So, this "thank you" isn't to an individual, or a couple people, it's to anyone who had a hand in bringing such a wonder to my doorstep.

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