Don't get down! We help you uncover all the secrets through each level!

Bubbles!

All the little goodies found throughout the world are detailed in the walkthrough!

Play!

Create!

Jump in and create a level of your own! Don't know how? That's OK! We show you!

Share!

This game is all about having fun! While we show you how to get everything and solve all the puzzles, it'll be even more fun to share the experience with a friend!

Everyone wants a sackboy for their wall and we provide two!

Multiplayer Puzzles!

Some puzzles require another friend, or even a few friends. We tell you how to solve each one and where to find them!

Don't get down! We help you uncover all the secrets through each level!

Exclusive 2-Sided Foldout

Everyone wants a sackboy for their wall and we provide two!

Multiplayer Puzzles!

Some puzzles require another friend, or even a few friends. We tell you how to solve each one and where to find them!

Don't get down! We help you uncover all the secrets through each level!
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

L1 + R1 = SHUFFLE MENU/PAGES
L1 + R2 = SHUFFLE MENU/PAGES/OBJECTS
L2 + R1 = CHANGE YOUR SACK PERSON'S EXPRESSION TO HAPPY (UP TO 3 TIMES)
L2 + R2 = CHANGE YOUR SACK PERSON'S EXPRESSION TO WORRIED (UP TO 3 TIMES)
R1 + R2 = CHANGE YOUR SACK PERSON'S EXPRESSION TO SAD (UP TO 3 TIMES)
R1 + R3 = CHANGE YOUR SACK PERSON'S EXPRESSION TO ANGRY/ANNOUNCED (UP TO 3 TIMES)
R1 + R4 = ADJUST OBJECT THICKNESS
R2 + R4 = ACCESS THE START MENU
R2 + R5 = ACCESS THE GOOD GRIEF! MENU
R2 + R6 = OPEN PORT MENU/OPEN TUNNEL MENU/OPEN POINT AND PAGE
R2 + R7 = CLOSE
R2 + R8 = JUMP/CONFIRM ACTION
R2 + R9 = DELETE
L1 + R1 + RIO = ACCESS THE MENU PAGES
L1 + R2 + RIO = ACCESS THE MENU PAGES/OBJECTS
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).

THE POPIT MENU

The Popit Menu is the most important tool you’ll come across in the world of LittleBigPlanet. Press I 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 I 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 I to try an item on and press I 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 I to open the Popit Menu, select the Retry icon and press and hold I for a few seconds. It’s not pretty, but your sack person will spring back good as new!

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 Gardens

First Steps

It’s time to start exploring LittleBigPlanet! Your first stop—the King’s Garden. Once you have set your first cushiony 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!

LEARN TO RUN AND JUMP!

A King’s Welcome!

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.

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!
Prize Bubble Pick-Ups

Stickers
- Rainbow Shoe
- Round Blue Body
- Henry Face

Costumes
- Elizabethan Trouser
- Elizabethan Doublet
- White Ruff
- Fancy Mustache
- Bonnet
- Elizabethan Dress
- Elizabethan Hat

PlayStation®EYE
- Circle Frame
- Body-Outline Frame
- Photo Frame
- Spinech 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 to jump! To get more air time, hold down 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 causes you to hop up to the next level. To jump back down, press down on the left stick and tap.

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 to make it across those gaps.

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 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's 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!

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 O. On the other side, quickly hop over the flowery speed bumps and follow the arrow up the ramp.

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.
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.

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.

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.

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.

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.

A Helping Hand
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

1. Ground Control
2. Not a Tadpole
3. Goodies Bag
4. Tools Bag Basics
5. New Pause-abilities
6. Using Materials to Make Walkways
7. 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.
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.

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 Poptop Menus in Create Mode, both the Narrator and the Queen of the Gardens wish 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 R 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 D once the cursor is hovering over the desired item. To choose multiple objects, hold down D 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.

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.

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.
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.

<table>
<thead>
<tr>
<th>Basic Material</th>
<th>Material Name</th>
<th>Description</th>
<th>Able to Grab</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cardboard</td>
<td>Very Light</td>
<td></td>
<td>No</td>
</tr>
<tr>
<td>Glass</td>
<td>Slippery</td>
<td></td>
<td>No</td>
</tr>
<tr>
<td>Metal</td>
<td>Heavy</td>
<td></td>
<td>No</td>
</tr>
<tr>
<td>Polystyrene</td>
<td>Very Light</td>
<td></td>
<td>Yes</td>
</tr>
<tr>
<td>Rubber</td>
<td>High-Traction</td>
<td></td>
<td>No</td>
</tr>
<tr>
<td></td>
<td>(Good for Wheels)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sponge</td>
<td>Light</td>
<td></td>
<td>Yes</td>
</tr>
<tr>
<td>Stone</td>
<td>Heavy</td>
<td></td>
<td>No</td>
</tr>
<tr>
<td>Wood</td>
<td>Basic Building Material</td>
<td></td>
<td>No</td>
</tr>
</tbody>
</table>

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 ○ 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 ○. By holding down ○ you can drag the material along. Holding down ○ 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 ○, then faster than you can say, “Abracadabra Allakhazam,” your selected material changes before your very eyes.
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.

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.

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.
A Special Thank You from the Editor

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.

BradyGames Acknowledgements

Thanks to everyone at Sony Computer Entertainment who jumped in and made this little treasure of a guide possible. Leo Cubbin, Rich Daniels, Eric Fong, James Riordan, Kyle Shubel, Pete Smith, & Mark Valledor. Special thanks to both Chuck Lacson and Ken Chan for making sure this thing made it into your hands on time.

Working with Media Molecule was an incredible experience. It’s odd how they can make even the most horribly stressful days fun. Thanks to Paul Davis, Shaun Elstob, Kareem Elliott, Alex Evans, Mags Hardwicke, Mark Healey, Anton Kirchnov, Daniel Leaver, Francis Pang, Siobhan Reddy, Dave Smith, Mark Stephenson, & Jim Unwin.

Martin Lynagh suffered through the entire process with a smile on his face and a laugh in his voice. For that, and for a million other reasons, he has our heartfelt thanks.

Lastly, we’d like to thank everyone at Off Base Productions for writing this amazing guide and the two incredible guide designers who brought the words to life. Thanks Greg, Stacy, James, Tracy, and Keith. You made a beautiful thing.

Off Base Productions Thanks

Sony Computer Entertainment America - Santa Monica: Kyle Shubel and Eric Fong (you guys rock!).
Sony Computer Entertainment America - Foster City: Mark Valledor, Chuck Lacson, and Ken Chan.
OBP Faithfuls and Better Halves: Amber Taylor, Steve Burt, Katie Egeland, and Maiko Ogawa (thanks for putting up with our absence!).

BradyGames Staff: Xian and Leigh, who continue to show extreme patience under extreme duress!