

LittleBIGPlanet™

Super Book

One LittlePlanet,
Two Big Games,
One Huge Guide



COVERS PLAYSTATION[®] 3 COMPUTER
ENTERTAINMENT SYSTEM AND PSP[®] SYSTEM



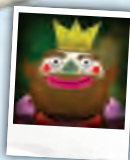
PlayStation Portable







PlayStation 3



STORY MODE



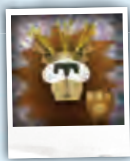
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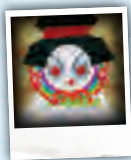
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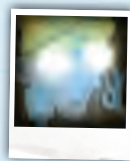
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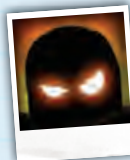
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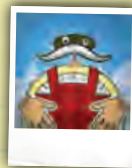


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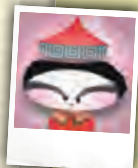
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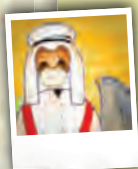
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CREATING A LEVEL

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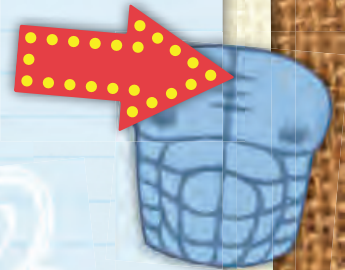
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PS3 & PSP
CREATION



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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!



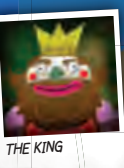
SHUT IT DOWN!

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 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

Rainbow Shoe Switch Trigger

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.

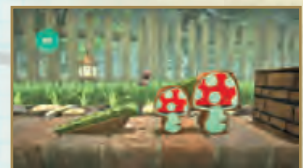


BUBBLES WORTH THE TROUBLES

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.



Story: Chapter 1

Down Under Walkabout

It's a sack person holiday here in the land down under. This trek into the outback is your introduction to the world of LittleBigPlanet. It is here that you are going to get your legs for the game, and there is no better way to do it than in a walkabout.



AMBLING WITH ABORIGINES

Entrances and Introductions

The moment you hop out of your first Entrance Barrel, you are already making friends. Bruce, an amiable aborigine, is here to wish you a sociable "G'day" the moment you arrive. Get used to this friendly face, because he is going to be popping up from time to time dispensing advice and encouragement.



Level Complete Gifts

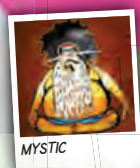


Collected All Gifts



Aced Level Gifts





Down Under

Prize Bubble Pick-Ups



✓ Stickers
Blazing Sun Sticker
Aboriginal Cactus Sticker
Kangaroo Sticker
Frog Face Sticker
Frog Eye Sticker
Pouch Sticker
Wheel Barrow Sticker
Kangaroo Sign Sticker
Pink Arrow Sticker
Surf Sign Sticker
Hay Bale Sticker

✓ Stickers
Brown Bars Sticker
Brown Flower Sticker
Red Beard Sticker
Mask Sticker
Ned Head Sticker
Blue and Black Stripes Sticker
Rugby Ball Sticker
Mosquito Sticker
Cogs Sticker

✓ Costumes
Khaki Shorts
Khaki Shirt
Crocodile Boots
Cork Hat
Blue Rinse Hair
Fancy Glasses
Pearl Necklace
Pink Hand Bag
Mustard Dress
Mustard Shoes

✓ Materials
Cork Material
Bleached Planks Material
Green Paper Material
Rusty Steel Material

✓ Objects
Aborigine Object
Kangaroo Object
Tutorial Sign Object
Boomerang Object
Rugby Posts Object

✓ Audio Object
Neopolitan Dreams Audio Object

Before going forwards, you are going to want to make a short trip backwards. Three Score Bubbles can be found just to the left of the Entrance Barrel. Take a quick step back to collect them.



BEHOLD-BUBBLES!



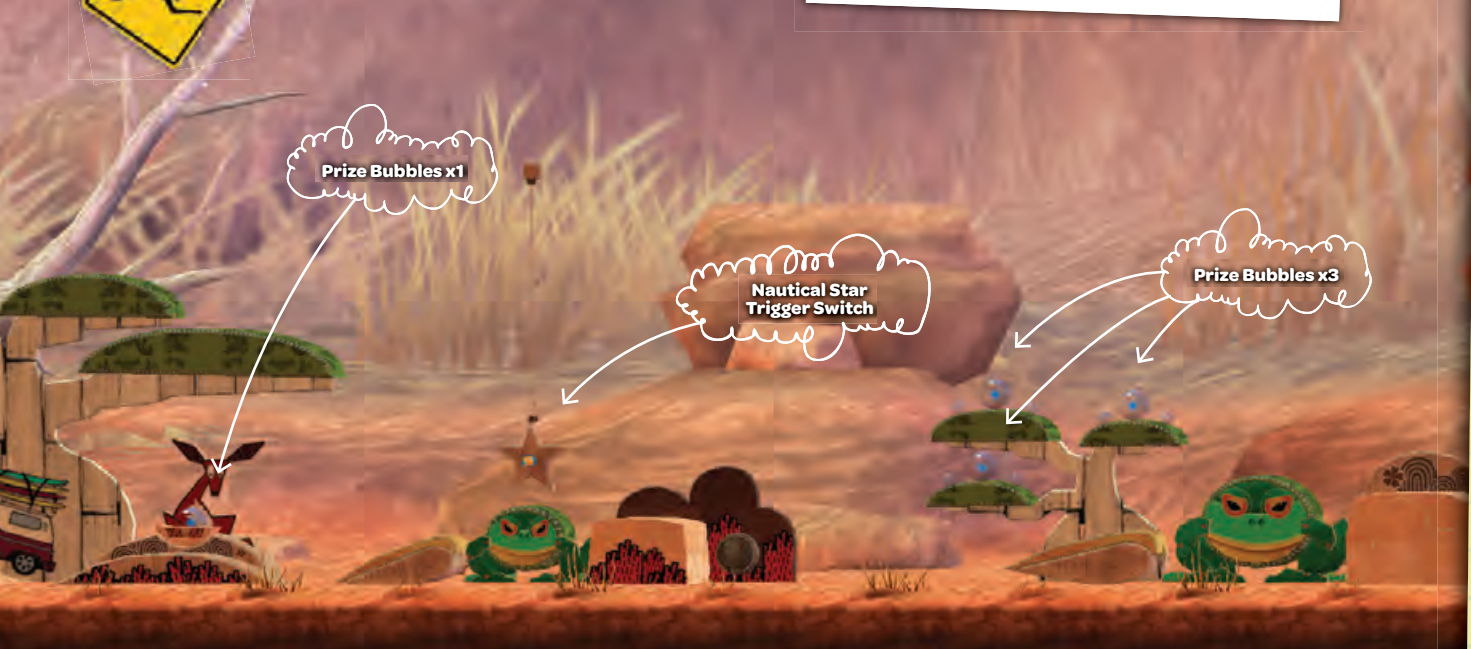
THERE ARE FEW THINGS THAT LITTLEPLANETIANS LIKE BETTER THAN BUBBLES. BY COLLECTING THEM, YOU EARN POINTS! COLLECT A LOT OF THEM AND EARN EVEN MORE POINTS. FOR EVERY FIVE YOU POP IN QUICK SUCCESSION (ONLY A SECOND IN BETWEEN), YOU EARN A SCORE MULTIPLIER. THE MULTIPLIER RAISES WITH EVERY FIVE YOU FIND. AS SOON AS A BEAUTIFUL CHAIN OF BUBBLE COLLECTION ENDS, THE MULTIPLIER IS CASHED IN AND RESET.

THERE ARE TWO TYPES OF BUBBLE IN LITTLEBIGPLANET. SCORE BUBBLES, THE SMALLER OF THE TWO, ARE WORTH 10 POINTS APIECE. PRIZE BUBBLES ARE WORTH 50 POINTS AND QUITE OFTEN HOLD PRIZES (HENCE THE NAME).

Prize Bubbles x1

Nautical Star Trigger Switch

Prize Bubbles x3



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

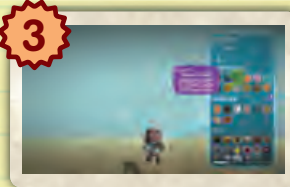
Ground Control



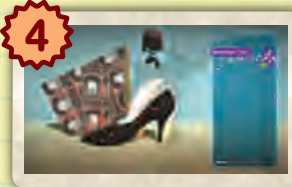
Not a Tadpole



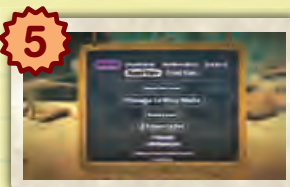
Goodies Bag



Tools Bag Basics



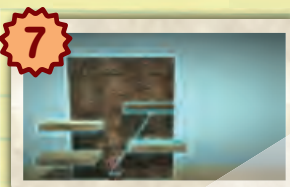
New Pause-abilities



Using Materials to Make Walkways



Interactive Objects and Simple Problem Solving




CREATORS ON THE GO




IN THE EARLY DAYS OF THE LONG, LONG AGO, LITTLEBIG HISTORIANS TELL US THAT CREATING IN LITTLEBIGPLANET, MUCH LIKE PLAYING AND SHARING, WAS AN ACTIVITY LIMITED TO THE HOME. IT'S HARD TO BELIEVE THERE WAS AN ERA WHEN THE IDEA FOR AN ALL FEMALE MANATEE BARBERSHOP QUARTET COULD POP INTO YOUR HEAD BUT HAD TO WAIT UNTIL YOU GOT HOME TO BE BUILT.

FORTUNATELY, THANKS TO LITTLEBIGPLANET ON THE PSP, YOUR CREATIVE VISION AND THE MEANS TO EXPRESS IT ARE NEVER VERY FAR FROM EACH OTHER. THE WONDERMENT THAT IS CREATING YOUR OWN LEVELS IS ALWAYS ON HAND, AND YOU OUGHT BE READY.

THE FOLLOWING PAGES DETAIL EVERYTHING YOU COULD WANT TO KNOW ABOUT BECOMING A CURATOR CREATOR IN YOUR OWN RIGHT. THIS GUIDE IS DESIGNED TO HELP YOU UNDERSTAND AND BECOME FAMILIAR WITH THE MANY TOOLS AND MATERIALS THAT CREATE MODE HAS TO OFFER. IT IS IMPORTANT FOR EVERY MOBILE CREATOR TO UNDERSTAND THAT, MUCH LIKE A TRAVELING WHATCHAMACALLIT REPAIRMAN, YOU CANNOT TAKE EVERY TOOL YOU OWN ON THE ROAD, BUT YOU CAN ALWAYS HAVE EVERYTHING YOU NEED TO GET THE JOB DONE. EVERY TOOL THAT EXISTS AND EVERY CONCEPT THAT HOLDS TRUE IN THE LITTLEBIGPLANET PORTABLE'S CREATE MODE IS MARKED WITH THIS SYMBOL: . IF A GIVEN ITEM'S FUNCTIONALITY DIFFERS FROM THAT OF THE PS3'S CREATE MODE, THOSE DIFFERENCES ARE DESCRIBED IN DETAIL. IF A TUTORIAL MUST BE MODIFIED TO ACHIEVE THE DESIRED EFFECT THAT IS OUTLINED AS WELL, SO GO FORTH AND CREATE AND CREATE WHILE YOU ARE GOING FORTH.



Moon Landing

Use the navigation controls in your Pod/Main Menu 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/Analog Stick	Zoom In / Out*

* HOLD R WHILE USING THE ANALOG STICK TO ZOOM ON THE PLAYSTATION®PORTABLE.



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.



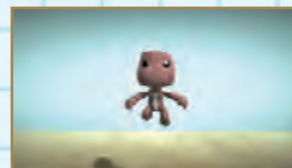
Time Lord

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.



PSP View

To alter your view/level of zoom, be sure you are hovering, then use the analog stick while holding down **R** to make your adjustments.

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.



Tutorials

Even here in Create Mode, the friendly narrator wants to make sure you are never out of your depth. Just like in the Story Mode, every time you encounter something new, he introduces the novelty with a tutorial video.

1

LittleBigPlanet™

OFFICIAL STRATEGY GUIDE

WRITTEN BY JAMES MANION, GREG OFF, STACY DALE, AND DEAN LENG OF OFF BASE PRODUCTIONS

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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.

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