

CHECK OUT THESE BABIES!



COMING SOON!



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PlayStation



SLUS-01198
28062-0920



Blue's Clues Big Musical



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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

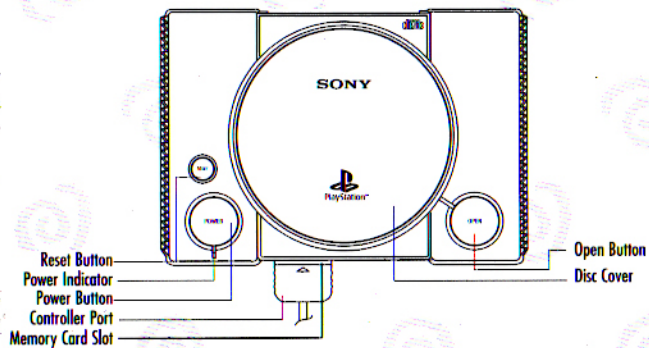
HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



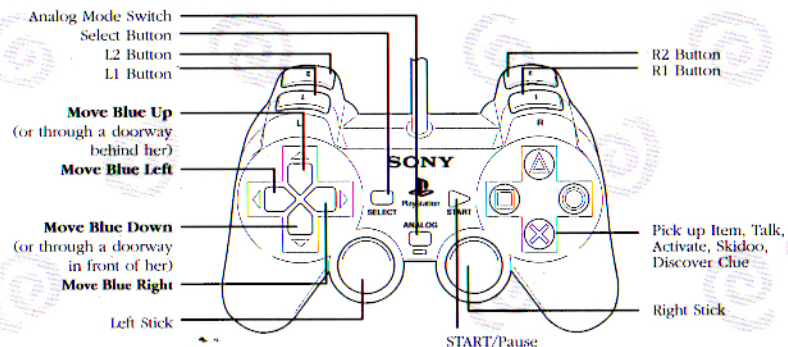
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Getting Started



- Set up your PlayStation® game console according to the instruction manual.
- Make sure the PlayStation power is off before inserting or removing a compact disc.
- Insert the Blue's Big Musical™ disc and close the disc cover.
- Insert a game controller and Memory Card and turn on the PlayStation game console.
- Follow the on-screen instructions to start a game.

Game Controls



The default controller configuration is shown here. All references to button selection in this manual refer to the default controller configuration.

Game Reset

To stop a game in progress, press the **START** button to pause the game then choose **Quit Game**.

Finding a Clue

A clue may be hidden within a screen when Blue enters. Press the **X button** when you see a flashing clue to hear the words, "A clue! A clue!" just like on the show. This lets Steve know to look for the clue. The clue is then drawn in our handy-dandy notebook and appears in the upper left corner of the screen as a small icon.

Inviting Friends

When Blue gets close to any of her friends, she can invite them to the big musical by pressing the **X button** and automatically giving them a ticket.

Picking Up an Object

Blue can pick up an object by simply moving up close to it and pressing the **X button**. When Blue speaks to a friend in need of the object she is carrying, press the **X button** and Blue automatically hands it over.

Activating Items

When Blue approaches an item which can be activated, press the **X button** to activate the item for Blue.

Puppeteering Blue

You can use your controller much like a puppeteer to trigger a variety of movements. When the **X**, **O**, **Δ**, or **□ button** is pressed, Blue performs a silly dance of lively moves.

Introduction

Hi, it's me Steve. Blue is so excited! She could hardly wait for you to get here. Are you ready for Blue's Big Musical™? Great! Okay. Blue and I want to put on a music show. We need to set up the stage, get our props and instruments together, choose songs to sing, performers to sing them... there is so much to do! How will we figure out all the things we need to do before the show can go on? That's it! We'll play Blue's Clues to figure out what we need to do for Blue's Big Musical™! Will you help? Great! Come on!



Main Menu

To select menu options, use the **up/down directional buttons** to highlight the desired option, and press the **X button** to select it.

New Game

Select this option to start a new musical adventure with Blue!

Continue Game

Choose this option to continue a game saved on a Memory Card. The game automatically checks both Memory Card slots for a Memory Card and loads the first game it finds.



Skidoo Games

You too can skidoo into any one of the three Skidoo Games without going on a Big Musical adventure. After selecting Skidoo Games, a sub-screen listing all three games (Music & Motion, Birdsong Sing-Along, and Rhythm & Blue) appears. Use the **up/down directional buttons** to highlight the game of your choice, and press the **X button** to select it.

Parent Info Menu

If you have a favorite Blue's Clues clueset or activity, or if you just want to hear the songs, you can access them from the Main Menu by selecting the Parent Info Menu. From here you can choose your favorite Blue's Clues game or play any of the musical numbers.

Game Settings Menu

There are five options that appear on the Game Settings Menu screen: Music Volume, SFX Volume, Playback Mode, Center Screen and Vibration.



- **Music Volume**— Use the **left/right directional buttons** to move the slider bar to increase or decrease the music volume from 0% to 100%.
- **SFX Volume**— Use the **left/right directional buttons** to move the slider bar to increase or decrease the sound effects volume from 0% to 100%.
- **Playback Mode**— Stereo/Mono—Use the **X button** to toggle between Stereo and Mono.

- **Center Screen**— Press the **X button** to select this screen. Use the **directional buttons** to adjust the screen. Press the **X button** again to accept the change and return to the Game Settings Menu.
- **Vibration**— On/Off. If you have a DUALSHOCK™ analog controller, you must be in analog mode to enable this feature before you can select it. Once you are in analog mode, press the **X button** to activate.

Pause Menu

Press the **START button** to pause the game while you are playing. This displays the Pause Menu. Now you can access the Game Settings Menu and the Memory Card Menu, where you can save your game or load a previously saved game. You can also quit the game and go back to the Main Menu from here.

Gameplay Screen

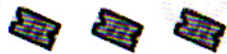
The Gameplay Screen offers helpful icons that let you check your progress and help guide Blue and you to the Big Musical.

Clues



Each time a clue is found, a small picture of a notebook containing that clue appears in the upper left corner.

Tickets



There are three ticket icons in the upper right corner of the screen. Each time you invite a friend to Blue's Big Musical™, a ticket is removed from the screen to show that a ticket has been given away.

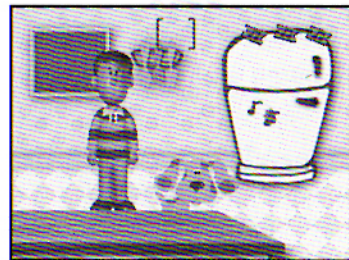
Items

If Blue is carrying an item, the item appears centered at the top of the screen in between the brackets.

Exploring and Interacting

Playing Blue's Clues

We are looking for Blue's Clues... and I could really use your help finding them before Blue's Big Musical™! We need to find the three clues Blue left around the house and surrounding areas. Just look for items marked with flashing pawprints. As you collect



each pawprinted clue, it appears in our Handy Dandy Notebook in the upper left corner of the screen. Once all three clues are found, we are ready to figure out Blue's Clues!

Figuring Out Blue's Clues

Once all three clues are in our Handy Dandy Notebook, it's time for our Thinking Chair. Let's think! Possible answers to Blue's Clues correspond with the □, △, and ○ buttons. Select the correct button and...we will have figured out Blue's Clues because we're really smart! Great! Now we are one step closer to putting on Blue's Big Musical™!

Playing a Skidoo Game

Blue skidoo, we can too...into three different areas with arcade-style games. Skidoo games can get us one step closer to figuring out Blue's Clues. Just look for an item that sparkles and press the **X button** to skidoo into a game. You can also access Skidoo Games from the Main Menu to play at any time.

Choosing an Opening Act

We also need an opening act for Blue's Big Musical™! We need to find Sidetable Drawer or Periwinkle and then help one or the other play a short game before that friend can appear in the show.

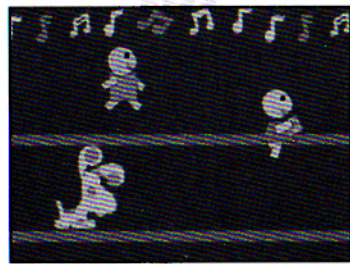
Beginning the Big Performance

Once we have figured out the three Blue's Clues games and have chosen an act, Blue's Big Musical™ can begin! Music, maestro!

Skidoo Games and Activities

Music & Motion

Play a musical game with the Felt Friends! Blue and Freddie start on one end with Fifi as the caller. The object of the game is to reach Fifi while the music plays without being caught moving. When the music stops, both must freeze. If Fifi catches anyone moving, he or she automatically has to take a step back. Use the **right directional button** or **left stick** to move Blue one space at a time. Once the game is over, it automatically restarts. When you want Blue to exit, press the **left directional button** or use the **left stick** to go back to the book, then press the **X button** to skidoo out through the book.



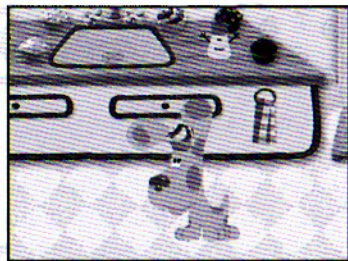
Drawer Explorer

Mailbox is in a sticky situation. He wants to put up a poster, but he has nothing to attach it with. Help Blue search the desk drawers in the living room for a roll of tape. Each of the four drawers is marked with a different shape (X, Δ, □, ○). Use the buttons on your controller to open the drawer that corresponds with each shape to find the tape. When you find the tape be sure to bring it back to Mailbox.



Cupcake Color Game

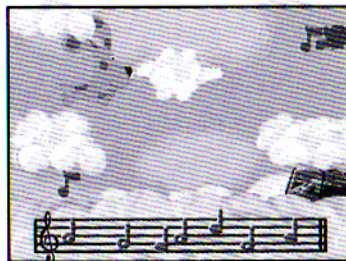
Mr. Salt and Mrs. Pepper are preparing cupcakes for the audience, but Paprika needs help decorating her cupcakes with sprinkles. Take a look at the four cupcakes on the counter. Now help Blue match each cupcake with the correct color sprinkles as Paprika shakes them over the table. Use the **left/right directional buttons** or **left stick** to move



Blue. Press the **X button** to pick up a cupcake and return it to the counter after you've decorated it.

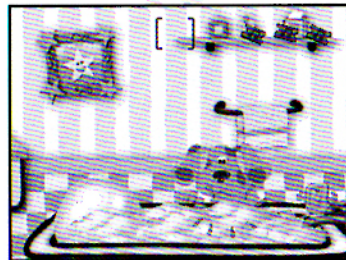
Birdsong Sing-Along

Blue wants to learn to write songs, so when she spots a book of songbirds, she skidoos into it to join the Birdsong Sing-Along high in the sky. Blue jumps from cloud to cloud to collect the birds' musical notes. If Blue collects enough notes by touching them, the birds give her a special singing lesson! Use the **left/right directional buttons** or **left stick** to move Blue and press the **X button** to jump.



Bustin' Bubbles

Slippery Soap needs his boat prop to be suds-free for Blue's Big Musical™, but bubbles are rising in the bathtub and covering his boat with suds! If Blue can pop the expanding bubbles before they



grow to their largest size, the suds drop down a level and Slippery can get his boat! Use the **left/right directional buttons** or **left stick** to move Blue behind the tub and press the **X button** to burst the bubbles.

Search & Recovery

Shovel & Pail need help collecting their props for the Musical, and Blue knows just where to find them. Use the **left/right directional buttons** or **left stick** to move Blue around the backyard to find the four missing props. Press the **X button** to pick up an item and to talk to Shovel & Pail and return the props to them one at a time. It's almost showtime!



pressing the **X button** to play along with notes shown below Bass Drum. Hint: Look for the **X button** to appear on the screen when it is time to press it. When you see a rest don't press anything!

Sprinkler Skipping

Ticky needs a crayon to draw a picture for the show. Blue remembers seeing some outside near the sprinklers. Help Blue pick up the right color crayon without getting wet by leaping over the sprinklers. Use the **left/right directional buttons** or **left stick** to make Blue jump over each sprinkler and the **X button** to pick up a crayon.



Music Matching

Cash Register needs Blue's help determining which instruments make which types of sounds. Cash Register plays a sound, and Blue must find the matching instrument. Use the **left/right directional buttons** or **left stick** to move Blue



in front of the appropriate instrument, and press the **X button** to play it. If you need to hear the sound again, move Blue next to Cash Register and press the **X button**.

Silly Hat Game

Sidetable Drawer needs to be relieved of her hat-matching duties in order to perform in the show. It's up to Blue to take over and give matching hats to pairs of her friends. Use the **left/right directional buttons** or **left stick** to move Blue around the yard. Press the **X button** to knock hats off Sidetable, pick up a hat and give a hat to a friend. If the hats match, it's hats off to Blue. If they don't, Blue must pick up another hat and try again.

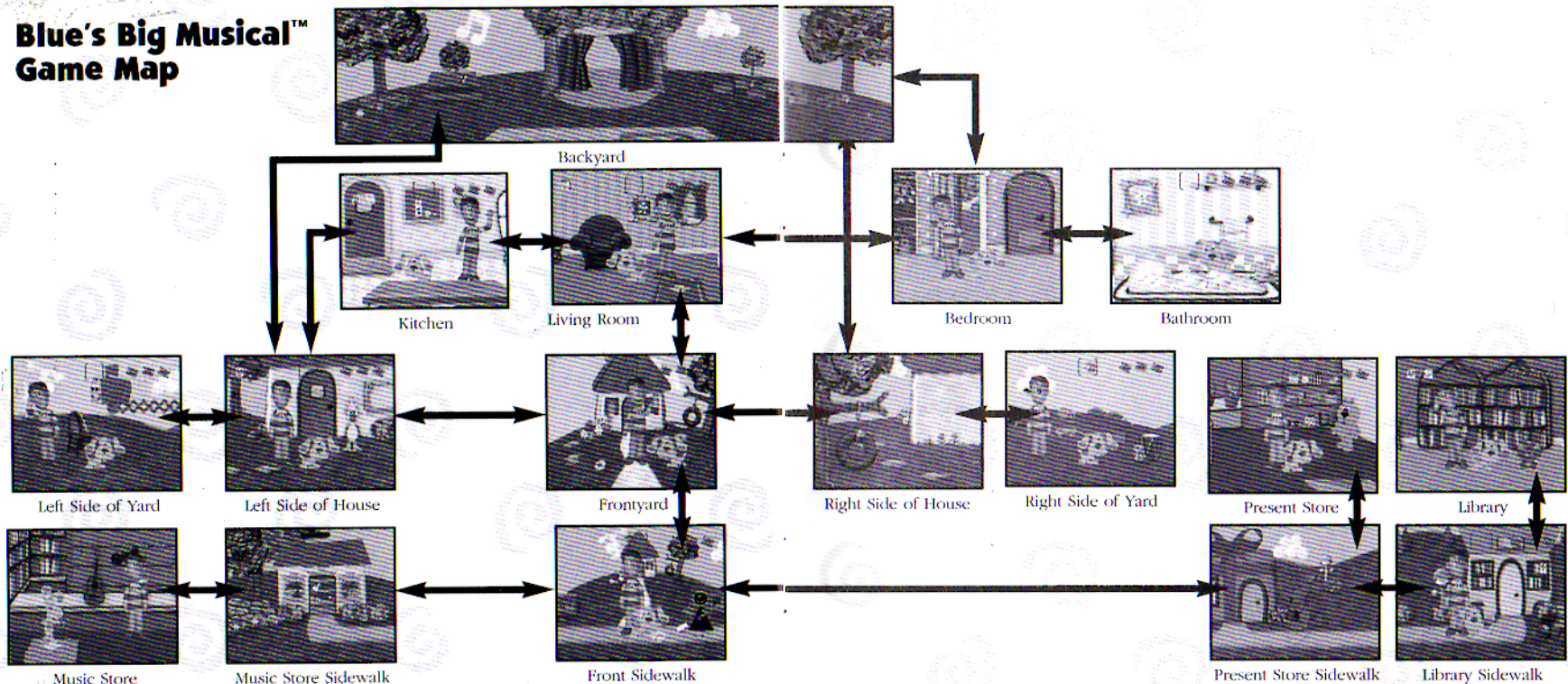


Magic Matching

Periwinkle has a magic bag containing props for his magic act. He needs Blue's help to find identical items hidden in the yard. Use the **left/right directional buttons** or **left stick** to move Blue around the yard. Press the **X button** to have Blue uncover a hidden prop and pick it up. Then go back to Periwinkle and give him the prop you found by pressing the **X button**.



Blue's Big Musical™ Game Map



Blue's Friends



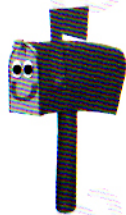
Steve



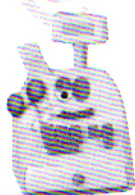
Sidetable Drawer



Mr. Salt &
Mrs. Pepper



Mailbox



Cash Register



Baby Bear



Periwinkle



Tickety Tock

Paprika



Slippery Soap



Freddie and Fifi
Felt Friends



Shovel & Pail



Chalk Girl



Felix



Purple Kangaroo



Orange Kitten



Yellow Kitten



Magenta Kangaroo



Blue Kitten

Woodpecker

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Pail
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Purple Kangaroo
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to Bruce Reilly

Musical Compositions

You Can Be Anything
That You Want To Be

I Want To Sing

Mailtime

We Are Going To Play
Blue's Clues

We Just Figured Out
Blue's Clues

Planet Song

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Nick Balaban and
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NOTES

NOTES

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**Customer Service Department
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