

The image features a central globe with a small, brown, sack-like character (Sackboy) sitting on top. The globe is surrounded by various colorful cutouts, including a rainbow, a smiling face, a red heart, a blue circle, and a yellow arrow. The background is a light blue grid pattern with white lines radiating from the center. The title "LittleBIGPlanet™" is written in a stylized, blue, bubbly font across the middle of the globe.

LittleBIGPlanet™



WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures, or
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental, injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PLAYSTATION®3 system 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.

HANDLING YOUR PLAYSTATION®3 FORMAT DISC:

- 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 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.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PLAYSTATION 3 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

Table of Contents

INTRODUCTION 4

SETTING UP 6

DEFAULT CONTROLS 8

MAIN MENU 10

PLAYING THE GAME 11

TIME TO GET CREATIVE 17

MATERIALS 19

OTHER TOOLS 22

SAVING AND PUBLISHING A LEVEL 24

CREDITS 26



PLAY.CREATE.SHARE.

Welcome to LittleBigPlanet™ – a world of infinite possibilities, where imagination becomes reality and the powers of creation are firmly in your hands. Prepare to meet the *Creator Curators* and explore their wondrous realms, build your own unique levels or enjoy the fun puzzles and places built by other players.

We'd like to introduce you
to your new best friend:

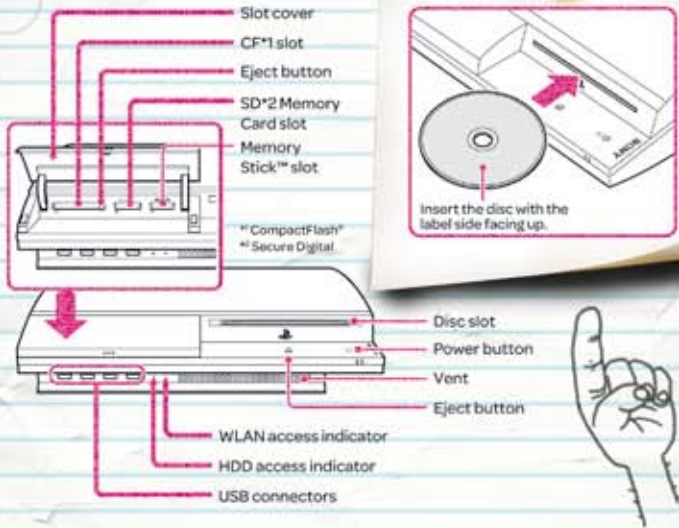
Sackboy...



Awww bless, isn't he 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. You've arrived just in time: we need your help to unravel this worrying conundrum and catch the sneaky culprit...

SETTING UP

PLAYSTATION®3 system front

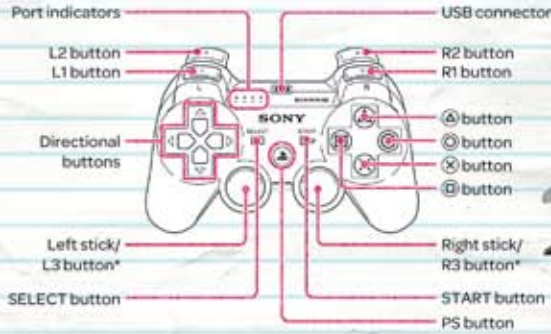


Setting Up: Set up the PLAYSTATION®3 system according to the instructions in its Quick Reference manual. At start-up, the power indicator light will glow red to indicate that the PLAYSTATION®3 system is in Standby Mode. Press the power button and the power indicator light will turn green.

Insert the LittleBigPlanet™ disc into the disc slot with the label side facing upwards. Select the GAME icon from the Home Menu. A thumbnail image of the software will be displayed. Press the X button to commence loading. Do not insert or remove accessories once the power is turned on. Please refer to the PLAYSTATION®3 system's Quick Reference manual for further details about setting up and recharging a Wireless Controller. Make sure there is enough free space on the Hard Disk Drive (HDD) before commencing play.

SETTING UP

Using the SIXAXIS™ wireless controller (for PLAYSTATION®3)



* The L3 and R3 buttons function when the sticks are pressed.

Please Note: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION 3 format software is saved on the system's hard disk. The data is displayed under *Saved Game Utility* in the Game menu.

$(A \times C) / Q$
3.14159



USING MENU SCREENS

Press \uparrow , \downarrow , \leftarrow , or \rightarrow to highlight an option and press the \otimes button to confirm. To return to the previous menu screen, press the \odot button.

DIRECTIONAL BUTTONS - MOVEMENT

In this manual, \uparrow , \downarrow , \leftarrow , \rightarrow etc. are used to denote the direction of the left stick only, unless stated otherwise.

DEFAULT CONTROLS

Left Stick	Move
Directional Buttons \uparrow \downarrow \leftarrow \rightarrow	Change a SackPerson's Expression
Right Stick	Not Used
\otimes	Jump/Confirm an Action
\odot	Cancel
\square	Open Popit Menu/ Open Tweak Menu/Open Popit Info Page
\triangle	Delete
R1 Hold	Grab
L1 + R1	Shuffle Menu Pages
L1 + L2	Shuffle Menu Pages/Objects
L2 + R2 Hold + Left / Right Stick	Move a SackPerson's Arms
R1 + R2	Adjust Object thickness
START	Access the Start Menu
SELECT	Access Good Grief! Menu

THE GAME SCREEN



SCORE



CHECKPOINT



SCORE BUBBLE



PRIZE BUBBLE

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 \odot button to start navigating 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 **X** 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 **START** 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 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.

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 **X** button to jump: or 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.



THE 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 almost all of the creative options at your disposal.

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  button or the  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.



MAKING YOUR MARK

STICKERS AND 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!



GETTING STARTED ONLINE

Discover the wonder of LittleBigPlanet™ with other players – also known as *Happy Gadders* – from all over the world via PLAYSTATION®Network. It's a brilliant way to make some new sack-buddies!

To meet new friends online and gain access to *MyMoon* and the *InfoMoon*, you'll need to complete the first three levels in *The Gardens*.

Whilst looking at the *Info Pages* of 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 *Happy Gadders* 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.

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 other *Happy Gadders* 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

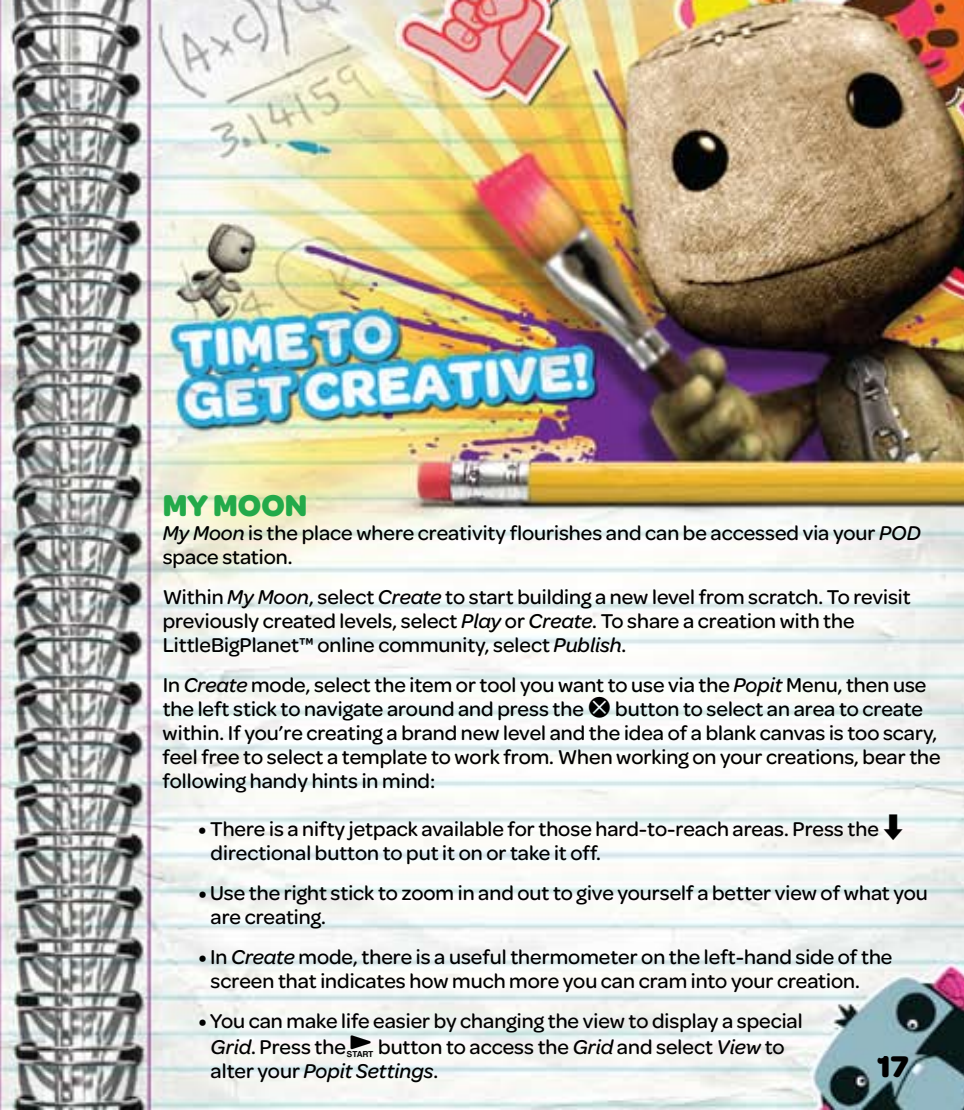
When exploring LittleBigPlanet™ with other players online, use the *Manage Players* option to mute certain players or, if you are the host, remove them from the current level.

FRIENDS

See if anyone you know is online in LittleBigPlanet™ and manage your existing list of online friends.

LBP MESSAGES

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



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 \otimes 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 \downarrow 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 to display a special *Grid*. Press the \blacktriangleright button to access the *Grid* and select *View* to alter your *Popit Settings*.



- To try out your creation, press the  button and select *Change to Play Mode*. To return to *Create mode*, press the  button and select *Change to Create Mode*.
- For help from a handy tutorial, just press the  button and select the *Videos* option.
- To return to your *POD* at any time, press the  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*.


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 a *Plan* to a friendly Happy Gadder? On the *My Objects* page, choose a *Plan* 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.

Rubber: Rubber is 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 **X** 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 **X** button to select the object and press the **L3** button to copy it. Press the **X** button to place the copied object.

DELETING OBJECTS

Select the *Popit Cursor*, position it over the object, press the **X** 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 **X** button a little longer and the relevant *Tweak* Menu will be displayed.

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 **X** 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 **X** button to place it onto an object.
- Use the *Popit Cursor* to move the object in front of another object.
- Press the **X** button and both objects will become bolted together.

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

TYPES OF BOLTS

SPRUNG 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.

WOBBLE BOLT

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



MOTOR BOLT

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

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 on the *Connectors* page.

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.

SPRINGS

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.

BUTTONS & 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*!

BUTTONS

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 AND THREE-WAY SWITCHES

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 SWITCHES

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

SENSOR SWITCHES

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 SWITCHES

A *Magnetic Key Switch* will only activate when a matching key is within a specified 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 SWITCHES

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!

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 **X** button to select one of the *Danger Tools* (electricity, fire, gas and so on). Use the left stick to move around the scene and press the **X** button to apply the hazardous element to your object.



SAVING & PUBLISHING A LEVEL

To save a level you've created in *My Moon*, press the **START** 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 *Happy Gadders*, 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 **X** 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 **X** 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 **X** button to share your creation with other *Happy Gadders*.

& FINALLY... HAVE FUN!

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!

SEE
CREDITS
INSIDE!



**LittleBigPlanet
designed by:**David Smith
Mark Healey**Art director**

Kareem Ettouney

Commercial director

Chris Lee

Creative director

Mark Healey

Technical directorsAlex Evans
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Siobhan Reddy

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Thomas Guillon**Graphic design team**Jim Unwin
Rex Crowle**Audio molecule**

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Code moleculeAmy Phillips
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Allan Robertson
James Fairbairn
Jonny Hopper
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William Liu
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David Hamilton
Donna Lucas
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Amira Ettouney
Aya Stevenson
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SONY COMPUTER ENTERTAINMENT EUROPE

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Ananda Shankar - Dancing Drums
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Original Interactive Music by Mat Clark @
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'Gardens iMusic' composed by Mat Clark /
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'Canyons iMusic' composed by Mat Clark
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'The Orb Of Dreamers' by Daniel Pemberton
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