
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-01298
SHEEP
MEP
empire
INTERACTIVE

**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

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 products and peripherials 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.

# Contents


| | |
|---|---|
| Getting Started | 3 |
| the memory card | 3 |
| Controller Configuration | 4 |
| Introduction | 6 |
| Aim of the Game | 7 |
| Main Menu | 8 |
| Select Herder Screen | 8 |
| World Map Screen | 9 |
| Level Select Screen | 9 |
| Breed Select Screen | 10 |
| Game Screen | 11 |
| Level Complete Screens | 11 |
| Quick Start | 12 |
| Audio Screen | 13 |
| Difficulty Level | 14 |
| High Score Screen | 15 |
| Entering Initials | 15 |
| loading and saving | 16 |
| Bonus Games | 16 |
| Herders | 17 |
| SHEEP Breeds | 18 |
| Hints and Tips | 19 |
| 2 players Game | 19 |
| credits | 20 |



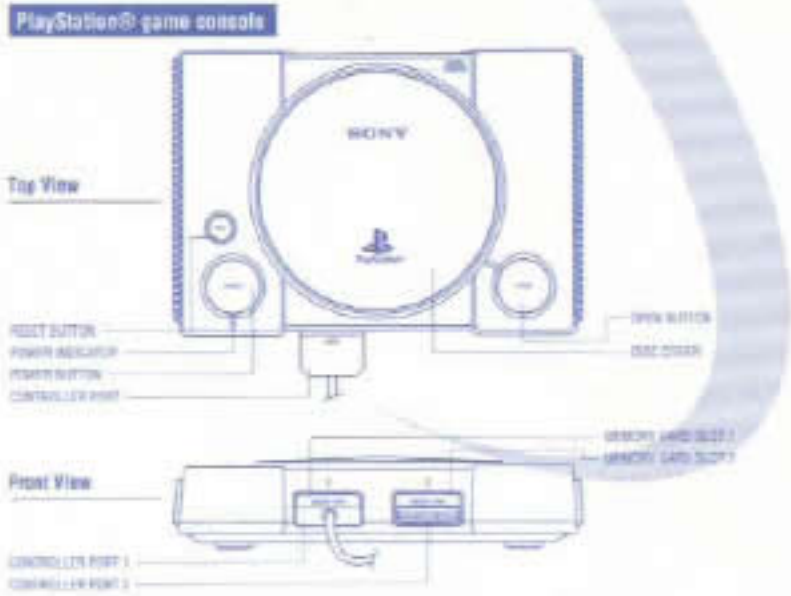
## GETTING STARTED

To play 'Sheep' on your PlayStation® game console:

1) Set up your PlayStation® game console in accordance with its instruction manual.

2) Following your system's directions, insert your 'Sheep' disc (printed side up) in the drive.

3) Close the disc cover and press the **POWER** button to begin loading the game.




PLEASE NOTE that we advise you **NOT** to insert or remove peripherals (controllers etc.) from your console while it is switched on.

When Sheep has loaded you will be prompted to press the **START** button to proceed. Pressing this will take you to the Main Menu.

## THE MEMORY CARD

Please make sure you have enough free blocks on your **MEMORY CARD** before commencing to play. If your **MEMORY CARD** is new, you must **FORMAT** it before you first use it. To format a **MEMORY CARD**, select the **MEMORY CARD** Menu, then select the Save option. This displays the Format menu. Select **YES** to format your **MEMORY CARD** or **NO** to return to the **MEMORY CARD** menu.

## Controller Configuration

### Standard Controller:

The ○ button with the directional buttons will cause the Herder to run.

The ✕ button with the directional buttons will cause the Herder to creep.

The □ button will cause the Herder to activate switches etc... and pick up Sheep.

The △ button will cause the Herder to shout.

Use the **UP**, **DOWN**, LEFT and RIGHT directional buttons to make the Herder move around the levels

### DUALSHOCK™ analog controller:

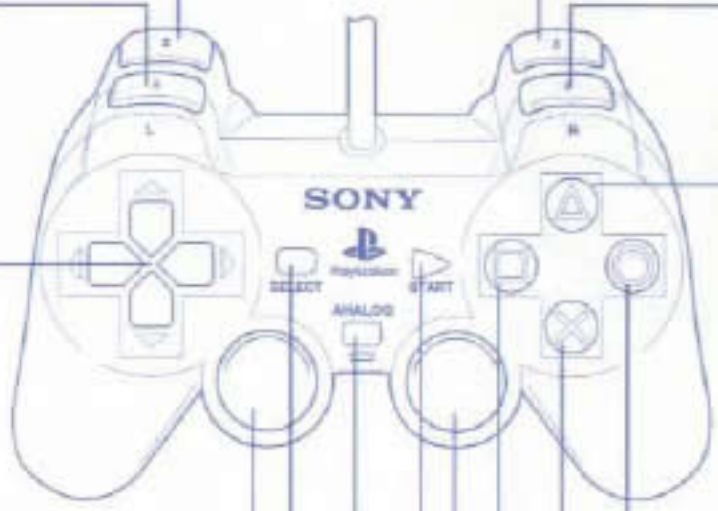
If you are using a DUALSHOCK™ analog controller, and the ANALOG mode switch is OFF (Red LED is not lit), then the controls are the same as for the Standard Controller.

If you wish to use the DUALSHOCK™ analog controller in ANALOG mode, press the ANALOG mode switch and ensure that ANALOG mode is ON (LED:Red).

The Herder can now be moved using the Left ANALOG Stick instead of the directional buttons. The functions of the other buttons remain unchanged.

For all controllers, the **START** Button will Pause the game, and give the player the option to Quit or Continue.

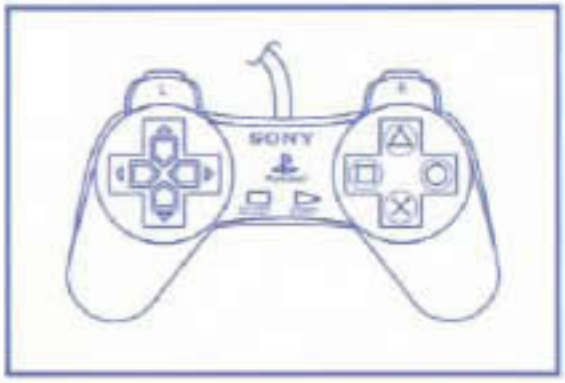
## DUALSHOCK™ analog controller




L2 BUTTON
L1 BUTTON
R2 BUTTON
R1 BUTTON
DIRECTIONAL BUTTONS
△ BUTTON
○ BUTTON
× BUTTON
□ BUTTON
LEFT ANALOG STICK
SELECT BUTTON
ANALOG MODE SWITCH
START BUTTON
RIGHT ANALOG STICK

**NOTE:** Compatible only in Digital and Analog mode
or
Compatible only in Digital and Vibration mode
or
Compatible only in Digital mode

**NOTE:** You may have a controller that looks like this, if so please follow the digital instructions outlined above.



# Introduction



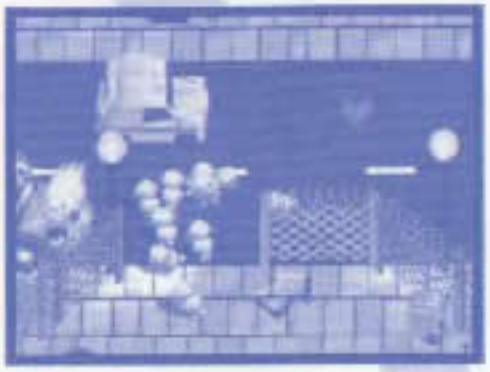
Many aeons ago, the ancestors of today's modern Sheep were sent out across the galaxy from the Sheep home star system of Ovis Aries. A few of these explorers landed on a small green and blue planet called Earth. Their mission was to pose as passive creatures, taking the details of their habitat into their group consciousness.

However, wallowing in grass and sunshine, the Sheep soon forgot about their mission, and they slowly became domesticated by Man. The Sheep on Earth diversified into many different breeds, including the mysterious and evil 'Killer Sheep', and the fabled 'Golden Sheep'.

Now the Sheep ancestors have returned to Earth from Ovis, to reclaim their lost flocks. To achieve this without fear of attracting the unwanted attentions of Man, they abduct several Earth inhabitants and supplant desires in their minds to round up all Sheep and bring them to the fabled Mount Mouflon for the journey home. The alien sheep have planted a series of rewards along the way - 'guide points' - as well as Sheep enhancing technology - 'convertors' - which will help the Sheep survive the hazardous journey. The Sheep follow their newly-appointed guides in the belief they are going to their mythical dreamland - 'Blue Hawaii'.

However, one thing stands between the Sheep and 'Blue Hawaii' ; the evil Mr.Pear. From his floating space laboratory, he plans to

control the world, by implanting Sheep genes into all life on Earth so they will be submissive. To do this, he must gain control of the precious lifeform known as 'SHEEP'.

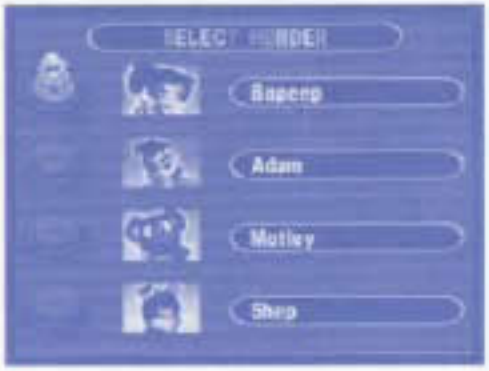


## Aim of the Game

The aim of the game is to get as many Sheep through the 6 hazardous worlds as possible.

The player will start each level with a flock of Sheep, and the aim is to persuade the Sheep to navigate their way to the Level Exit while keeping as many alive as possible. There will be many hazards and obstacles to avoid, and just as many bonuses to be found.

The player has a choice of 4 Herders to control. Use the Herder to persuade your flock of Sheep to negotiate the 6 hazardous worlds. The player does not have direct control of the Sheep, but is able to control the Herder using the Controller. The key to success lies in mastering how the Sheep react to the Herder and the obstacles in all situations, and using the Herder to make the Sheep go where the player wants them to go.



## Main Menu

Use the directional buttons to move "Sparky the Sheep" up and down until he is standing next to the option you wish to select. Press the ✕ button to select the option. Press the △ button if you wish to go back to the previous menu at any time.

There are 4 options in the Main Menu:




**Play Game:** This allows the player to start a 1 or 2 player game, or view the High Score Table and Credits.

**Load Game:** This allows the player to load a saved game from a **MEMORY CARD**.

**Training:** This allows the player to play through 4 Training Levels which will teach the player the basics of the game.

**Configure:** This allows the player to configure options for Audio, Screen Alignment and Difficulty Level.

## Select Herder Screen

To play the game, the player has to choose a Herder to control. The player has a choice of 4 Herders to select from. Each has its own characteristics (speed, how scary they are to the Sheep etc...) and is suited to herding specific Sheep Breeds through specific levels. Players will soon discover which Herders suit their style of play best.

## World Map Screen

This screen lets the player know which world they are about to enter. It is an indication of how far the player has progressed and no selection is required at this point. Just press the X button to go to the Level Select Screen.



## Level Select Screen

This screen shows the player which world they are in, and which levels are available to them. Each world contains 4 levels, and each level shows the time limit and minimum number of Sheep which have to be rescued to progress to the next level.

Once a level has been completed, a flag will appear by it in the Level Select Screen and this level will no longer be selectable. The player will then have to select another level to tackle. Once all 4 levels in a world have been completed, the player will be moved onto the next world and the next 4 levels.



## Breed Select Screen

Before the player starts a level, they have to select a Breed of Sheep to take through that level. There are 4 Breeds to choose from, and they all have different characteristics (speed, inclination to flock, courage etc...)

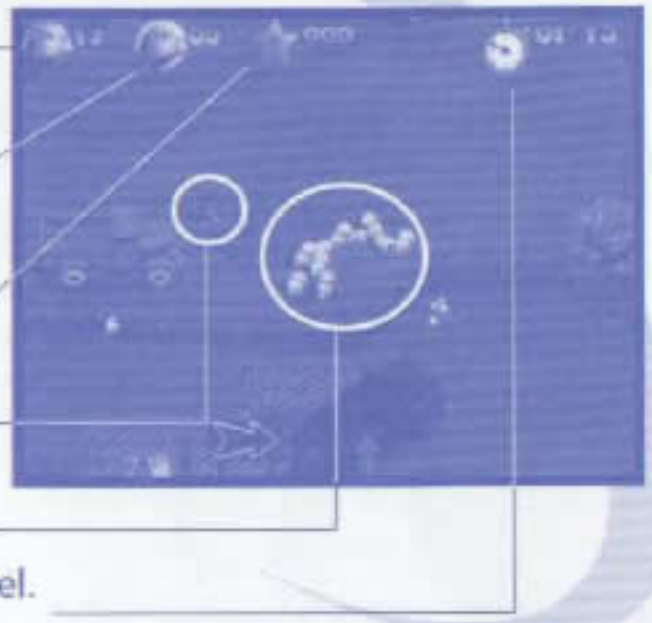
Once a Breed has been selected and used to complete a level, a flag will appear next to that Breed and the player will have to choose one of the remaining Breeds to tackle the remaining levels.

Each world contains 4 levels, and the player has to herd all 4 Breeds throughout each world. Some Breeds are suited to navigating some levels better than others, and this will become apparent as the player becomes familiar with the game.

Once a Breed has been selected, the level will start!



## Game Screen



The number of Sheep alive on the level.

The number of Sheep which have been saved on the level.

The number of bonus credits collected on the level.

The player's Herder

The player's flock of Sheep

The remaining time left to complete the level.

This shows a typical view the player will have while playing a level. The icons on the top of the screen give the player information on how well they are doing.

## Level Complete Screens

This screen appears when the player has successfully completed a level, and shows the number of Sheep saved, the time taken, and the number of points scored.

The player has three options at this point:

**Continue:** This takes the player to the next level.

**Replay:** The player can replay the level.
WARNING: When you choose to replay a level, you are "gambling" with the points you have just scored, and the progress you have just made.

**Save:** This saves the player's progress to **MEMORY CARD**.
WARNING: Saving a game will over-write any existing saved Sheep games on the **MEMORY CARD**.




## Quick Start: To Start the Training Levels

Use the directional buttons to move Sparky to the option you wish to select.

Press the ✕ button to confirm the selection.

Use the △ button to go back to the previous screen.

Select "Training" from the Main Menu Screen.

Select the Herder you wish to use from the Select Herder Screen.

The World Indicator will show that you are about to enter the Training World. Press the ✕ button to continue.

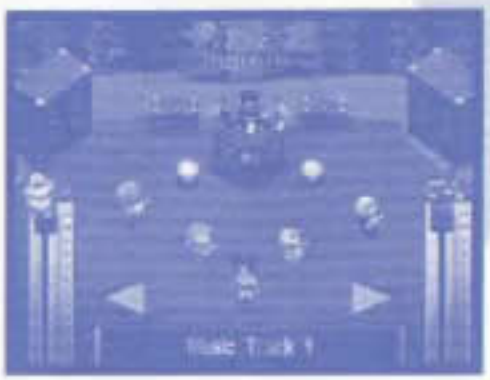
Select the Training Level you want to play.

Select the Breed of Sheep you wish to take into the level.

Once the level has finished loading, press the ✕ button to start the level.

## Audio Screen

The player should use this screen to configure all the audio options in the game including music and sound effects.



Use the Directional Buttons to move Sparky the Sheep onto the sliding switches and adjust the levels.

The sliding switch on the left adjusts the volume of the sound effects.

The sliding switch on the right adjusts the volume of in-game music.

The 2 green triangles allow the player to play each of the music tracks associated with each world.

Move Sparky the Sheep onto the green arrow on the left and press the ✕ button to listen to the previous music track, do the same on the green arrow on the right to listen to the next music track.



## Difficulty Level

Sheep has 3 levels on difficulty: Easy, Medium and Hard.

The flag indicates the difficulty level which is currently selected.

The difficulty level indicates the number of Sheep that must be saved, and the time allowed to save them, for a player to progress to the next level.

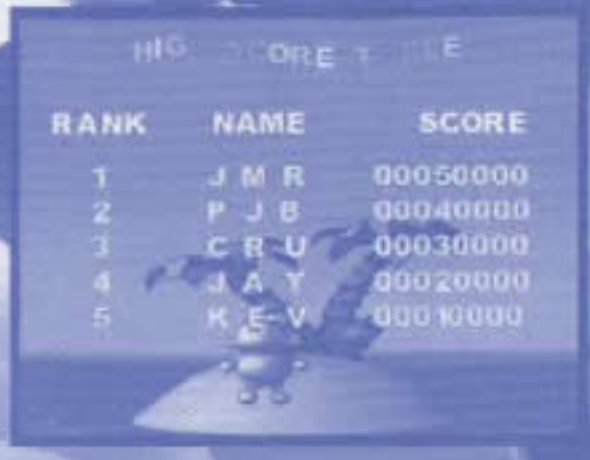
As the difficulty level increases, the number of Sheep that must be saved goes up, and the time allowed to save them goes down.

In addition, each Sheep saved, Bonus Credit collected etc... is worth more as the difficulty level is increased. This will be reflected in the player's score.



## High Score Screen

This screen shows the 5 highest scores, and the initials of the players who scored them.




## Entering Initials into the High Score Table

Use the directional buttons to select the letters, and move the position of the cursor. Use the X button to confirm the set of initials selected.

## LOADING AND SAVING

From the main menu, the player can load a previous game from a **MEMORY CARD**. Select the Load Game option, then select which **MEMORY CARD** slot you wish to load the game from.

When the player has completed a level, they are given the option to Save their progress to **MEMORY CARD**.




WARNING: Players can only save one Sheep game per **MEMORY CARD**. Choosing to Save a game will over-write any previous saved Sheep game.

See page 3 for Advice on using **MEMORY CARD**.

## BONUS GAMES

Every level contains a Golden Sheep, and if the player collects all of the Golden Sheep in a world, they will be given access to a Bonus Game. When a Golden Sheep has been collected for a level, the Golden Sheep icon appears next to that level in the Level Select Screen.

WARNING: Players cannot Save their progress immediately after a Bonus game, so to ensure progress is not lost, players should Save when they have completed the last level of a world (before a Bonus game is started).

## HERDERS

A choice of four player characters each with different strengths and weaknesses.

### Bo Peep



Shepherd by day, and lead singer of rock band by night. Has 'a way' with sheep, coaxing even the most stubborn out of danger.

### Adam Half Pint



Once a Bank Manager, Adam now pursues a more laid back lifestyle as a private eye. His attitude to sheep is one of kind brutality.

### Motley



Motley is a simple pet, who dreams of being a sheep dog. She can be intimidated by some of the harder sheep breeds.

### Shep



Shep is a highly intelligent sheepdog. He is old and a little slower than he used to be, but he refuses to retire.

## Sheep Breeds

There are four breeds of sheep, each with their own distinctive styles. They do, however, share the same common trait of stupidity.

### Modern Pastoral



Normal, boring sheep who are scared of everything. These are your basic, everyday sheep. Ideal for beginners.

### Modern Factoral



Dedicated followers of fashion and not afraid of anything. Too stupid to distinguish between danger and safety.

### Long Wool



Sub culture sheep, like bikers, rockers and crusties. Love rock music! Not as cowardly as most sheep but still stupid.

### Neo Genetics



They give off a cool hard exterior, but in reality are still stupid and cowardly. Good with computers and traffic.



## Hints and Tips

Moving a Herder towards the Sheep will cause the Sheep to move away. Making the Herder run will cause the Sheep to move faster. Making the Herder creep will allow the Herder to get closer to the Sheep.

There are various obstacles and characters in the levels which will affect the Sheep. Some will kill the Sheep, some will force them to move, some will cause them to be "cast" (flipped onto their backs). Cast Sheep cannot move and will die if left on their backs for too long, and the Herder can "uncast" the Sheep by standing by the Sheep and pressing the □ button.

The Herder can also pick up individual Sheep by getting close and pressing the □ button. The player may need to creep up to the Sheep to get close enough to do this. When the Herder has picked up a Sheep, pressing the □ button again will throw the Sheep.

Pressing the △ button will cause the Herder to shout. This will scare and scatter any Sheep in the immediate vicinity.




## 2 Players Game

A bonus game that allows two players to enjoy flocking together!

# CREDITS

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Special thanks for the vocal talents of David Holt and Jennifer Potter.

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