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ESRB


FarSight Studios

CRAVE+
ENTERTAINMENT

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM.**

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 2 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 2 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 UNAUTHORIZED PRODUCT:

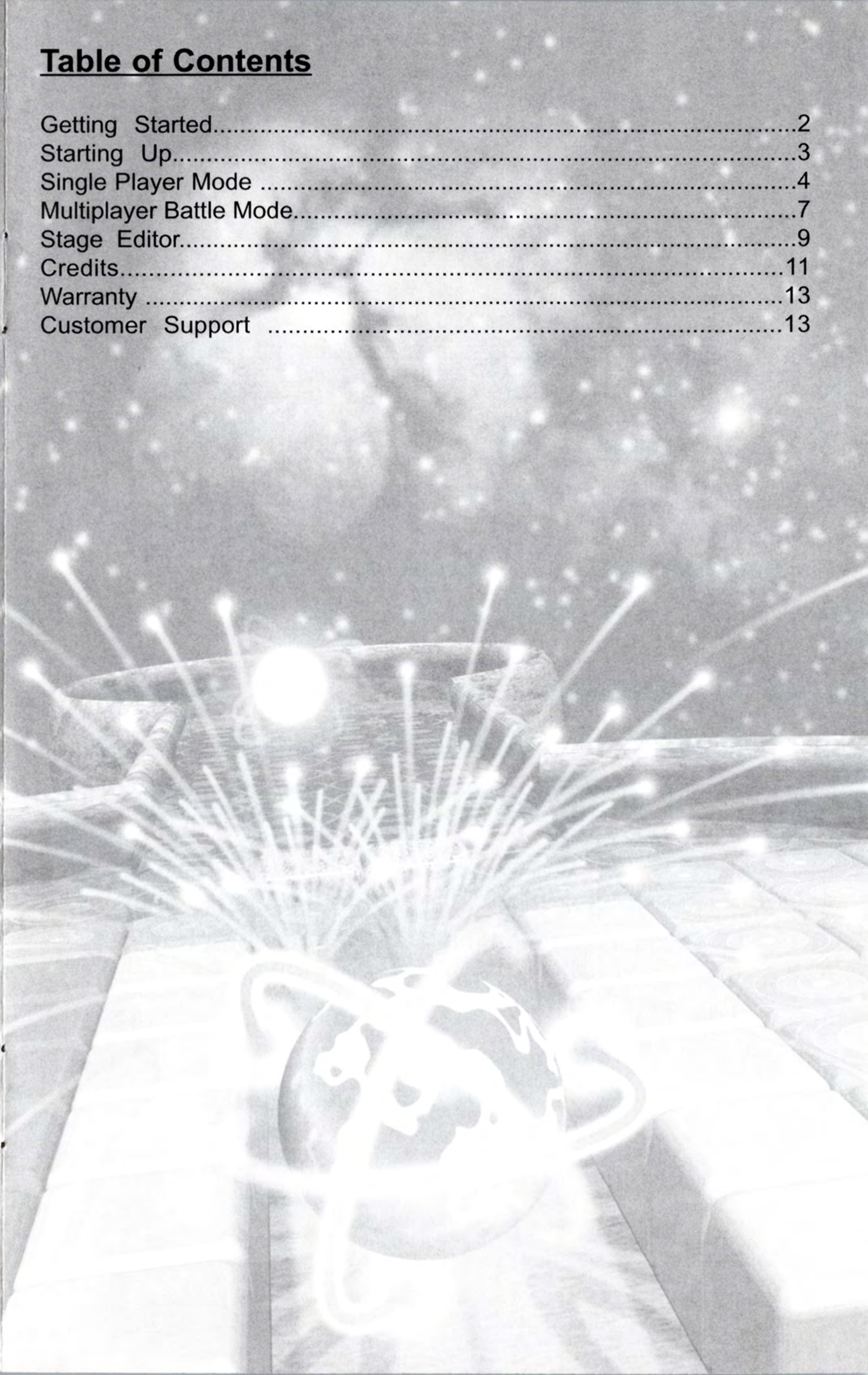
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

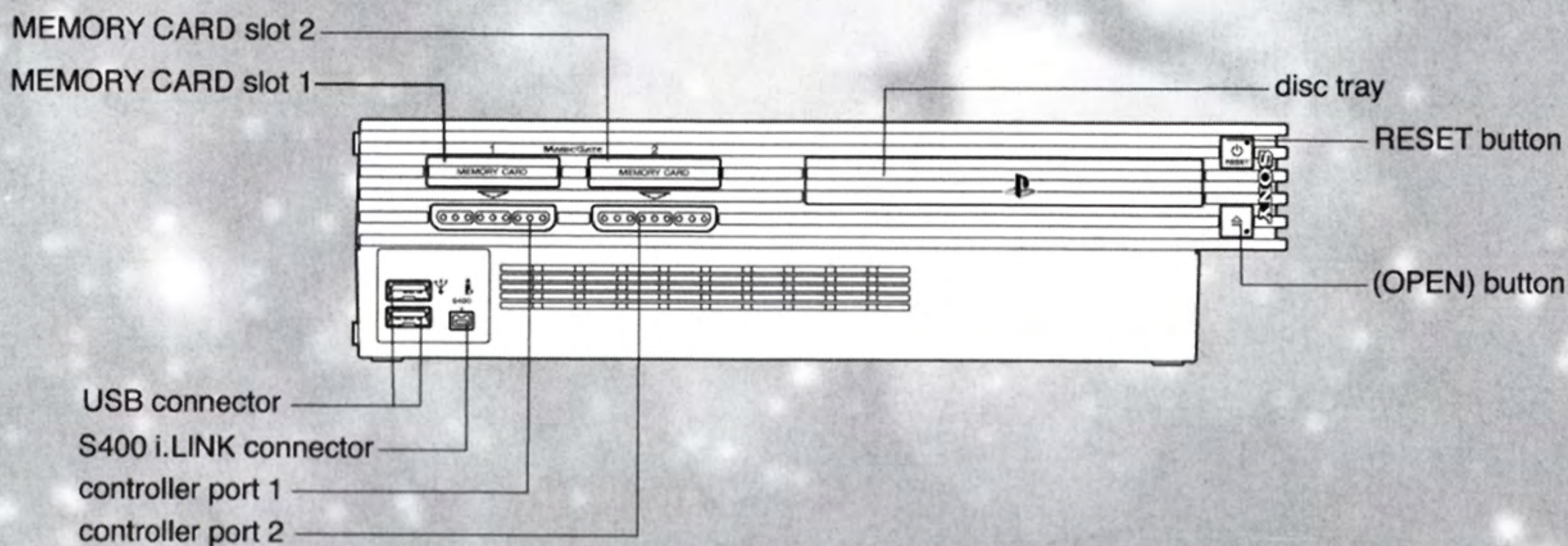
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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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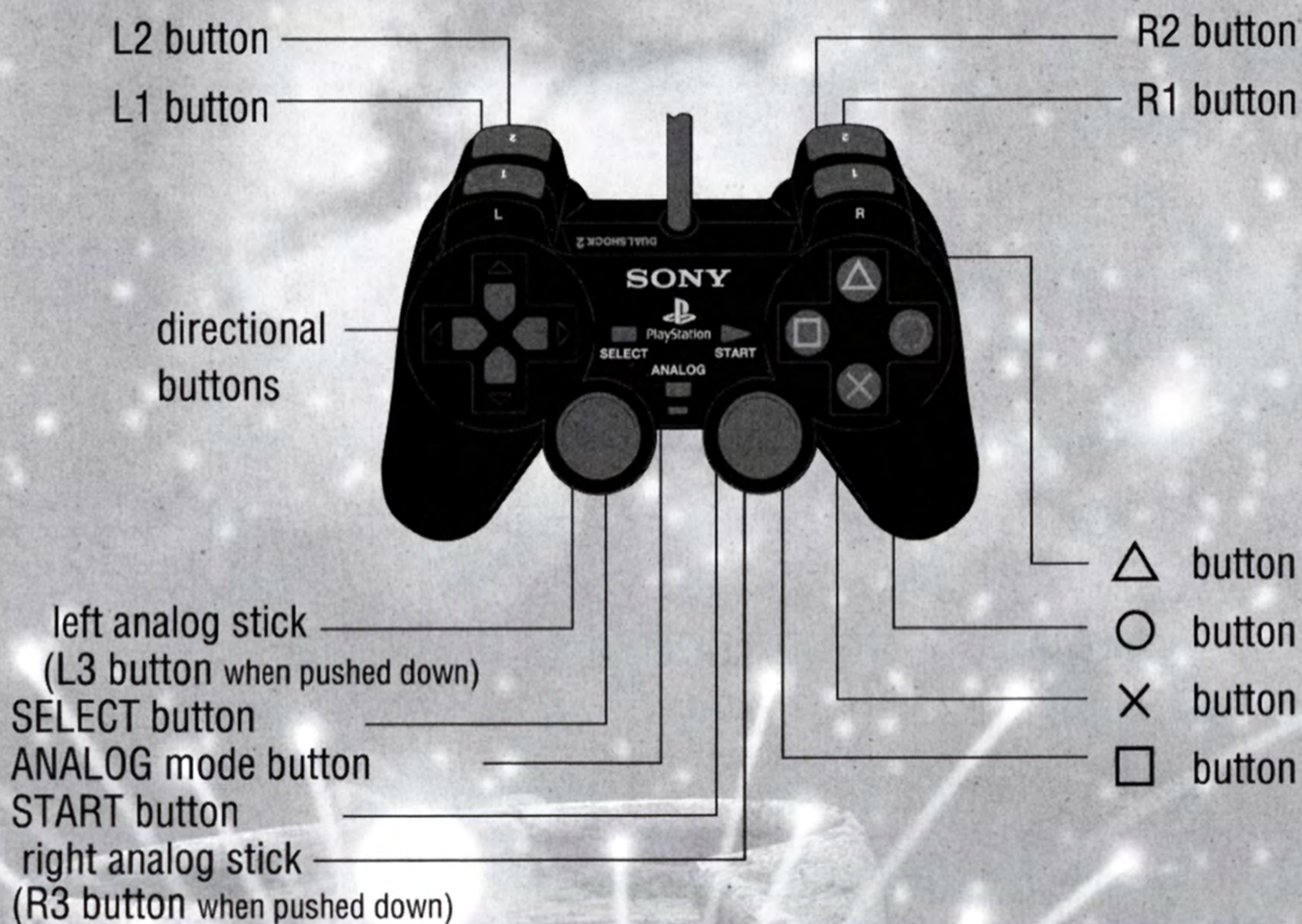
Getting Started



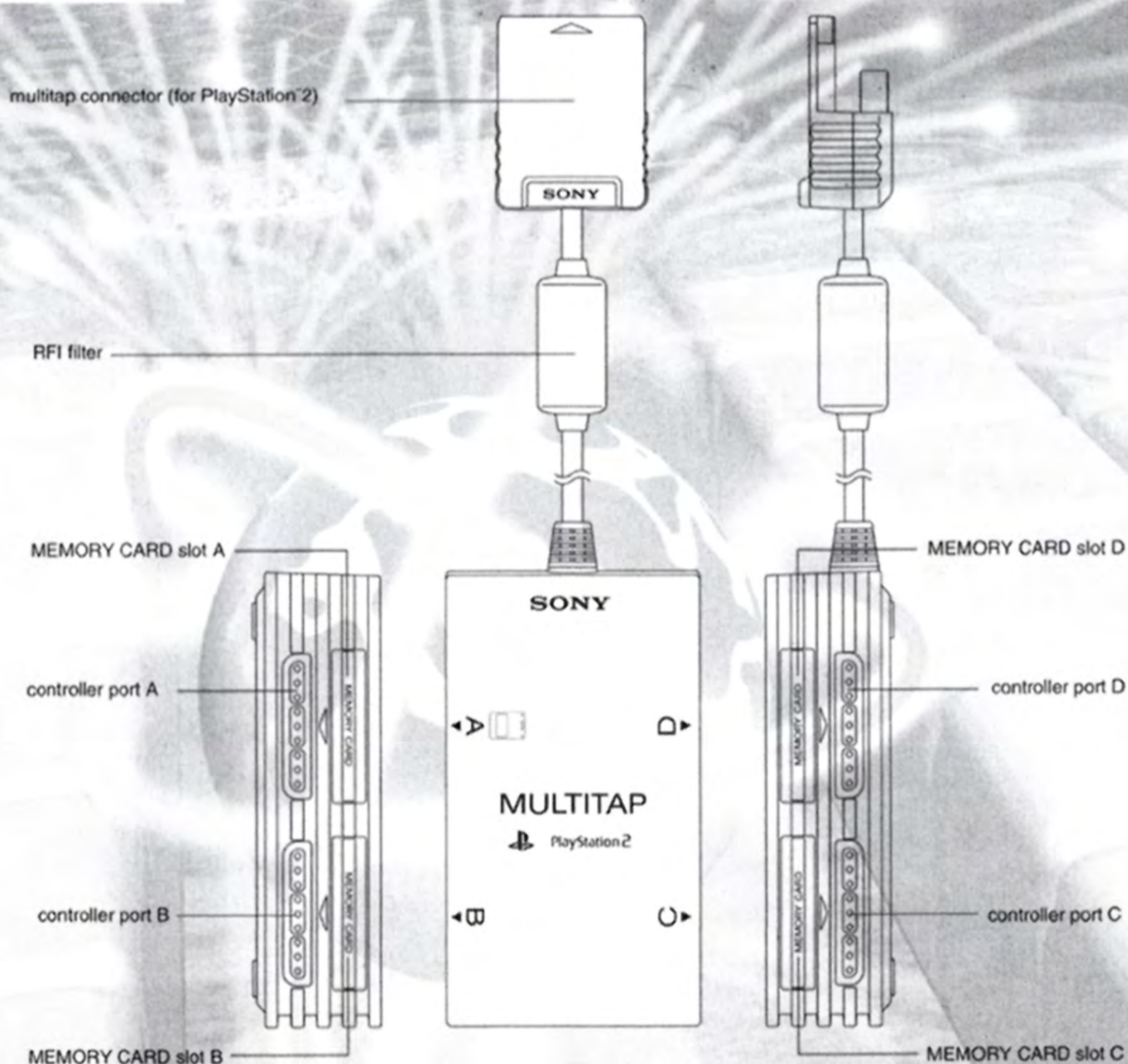
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Mojo! disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



PS2 MULTITAP



Directional buttons: Move Ball / Move Cursor

Left analog stick: Move Ball / Move Cursor

Right analog stick: Rotate / Tilt Camera

X button: Speed Boost / Turbo

○ button: Brake

□ button: Choose Bonus Infuser
(when available)

△ button: Choose Bonus Ball (when available)

L1 button: Camera Zoom In

R1 button: Camera Zoom Out

Start button: Pause/in-game pause menu

O Sojo Mojo!

(The Single Player Mode)

Mojo is the omnipresent force that sparks life into all living things. However, a chaotic force has disrupted the Mojo across the universe, splitting it into thousands of pieces and trapping it in blocks of ice. To prevent the blocks from rejoining, they have been locked away into puzzles created out of Mojo itself. It is your mission to find and absorb all of the imprisoned Mojo, returning the universe to peace and balance...

You control a ball of life that is fully charged with Mojo each time it enters a new world. The Mojo in your ball is critical to survival. As time passes, the Mojo infused into your ball decays. But each time you absorb a Mojo block, your ball recharges slightly. Each set of stages introduces a new gameplay feature and each type of world presents its own challenges:(next page)

-The first environment ("The Abyss") is a highly energized space realm where electricity and magnetic forces rule. Death Hazards and Enemy Balls are common in this world.

-The second environment ("The Sea") has a more organic island look, where terrain and topography become critical obstacles... or allies. You must navigate bumpy bridges and be wary of hazards that will attract or repel your ball.

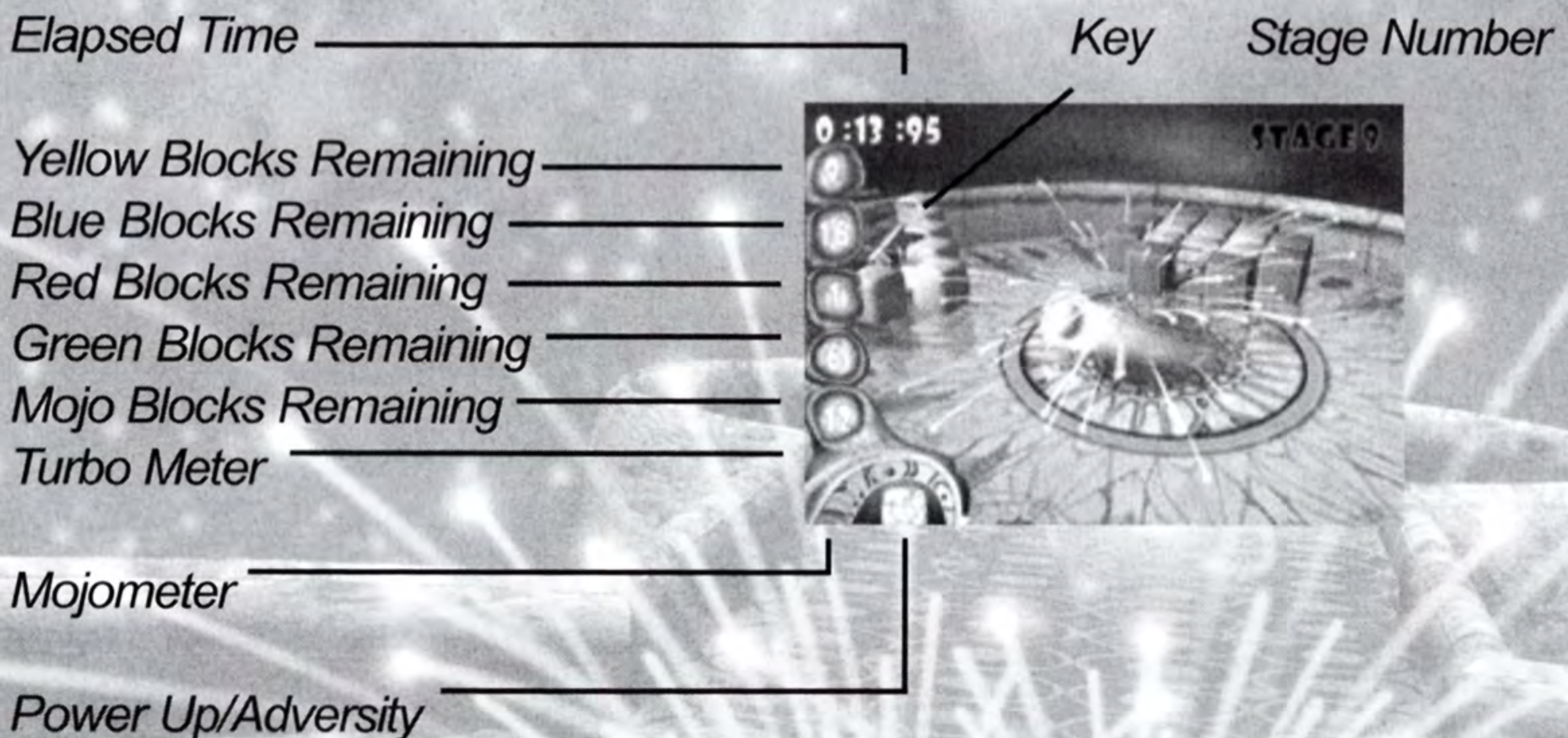
-The third environment ("The Sky") is a surreal world suspended in the clouds. Stage features include ramps, chutes, slides, transporters and diodes.

Each stage is made up of blocks of various colors. When your ball is infused with the same colored Mojo as the block it touches, the block is destroyed and the Mojo within it is released. Many stages contain blocks of frozen Mojo. All the colored Mojo in a stage must be released before the blocks containing the frozen Mojo can be destroyed. As each Mojo Block is destroyed, its Mojo shoots skyward and joins together, replenishing your own Mojometer. Once all the frozen blocks have released their Mojo, you have completed the stage. A force of pure Mojo picks up your ball and carries it to the next stage.

As you travel from world to world, you will encounter new types of barriers, hazards, power-ups and enemies. For example, some barriers allow you to pass through in one direction, while some even contain hidden Mojo. Hazards and power-ups range from the dastardly Reverse Controls to the all-powerful Spectrum. Enemies evolve from simple skulls in blocks whose touch is death, to spheres that roll back and forth, to hunter spheres that will try to chase you down.

Each stage has a target time that you should try to beat. By completing the stage under the target time, you will earn a bonus infuser that you can use any time you wish. Keep in mind that you cannot carry bonus infusers from one world to the next. But if you are able to collect all four bonus infusers (red, blue, yellow and green) by the time you finish a world, you will earn something even more powerful.

By completing this journey, you will unlock a bonus game of *Mojo Golf*.



Assuming you have a memory card (8MB) (for PlayStation®2) inserted in into MEMORY CARD slot 1 or slot 2, you can save your progress by pressing the START button. This will bring up the in-game pause menu. Select the "Save" option on this menu, and your game will be saved to your memory card.

You can load a saved game from the Main Menu by selecting "Load Game," or from the in-game pause menu by selecting "Load." You will start at the beginning of the stage you were on when you last saved.

Your time records for each stage will be automatically saved by enabling the Autosave function from the options menu.

Mojo! à Mojo! (The Multiplayer Battle Mode)

The same chaotic force that scattered the Mojo across the universe will, from time to time, pit Mojo masters against one another in fast and brutal combat. Here Mojo can assume a destructive aspect, enabling you to cripple your foes.

(Up to four players can battle it out using up to four DUALSHOCK®2 analog controllers by using a multitap (for PlayStation®2). Insert a multitap (for PlayStation®2) into controller port 1 and then insert the controllers sequentially into controller port 1-A, 1-B, 1-C, and 1-D.)

Your goal is to be the last ball with Mojo, or to be the ball that destroys the most blocks if more than one ball remains when all the blocks are gone. There are four strategies you can use:

1. Get powered-up! -You will be told at the beginning of each stage what power-up is available. Break the last block of the color indicated and you will gain an awesome advantage. Those power-ups include:

Spectrum —Allows you to break blocks of any color

Drain Power —Allows you to steal Mojo from other players

Freeze — Freezes other players

You can also get power ups from certain special blocks in the stage itself. These include:

Steel Ball —Allows you to knock into other players and send them flying

Shield — Protects you from adversities

Kill enemy —Allows you to destroy enemy spheres

Magnet off —Turns off attractors/repulsors

You keep a power-up permanently unless you are hit with an adversity or you fall off the stage.

2. Knock your opponent into an adversity block. These Adversities confuse and delay your opponent. They can also cause problems for you, so be careful! When you trigger an adversity, you will see its icon appear in the affected player's window along with a countdown timer that shows the time remaining for the adversity. Adversities include:

Drain - Mojo drains faster _____



Small - Ball shrinks so small that it can't break cells _____



Magnet - Ball attracts other Ball _____



Slow - Ball moves at half speed _____



Reverse controls - Up is down and left is right _____



3. Knock your opponent off the platform. Each time they reappear, their Mojo diminishes substantially. It doesn't take too many falls to reduce a Mojometer to nothing.

4. Destroy the most blocks. While your opponents are busy trying to knock each other off the stage and into adversity blocks, you can quickly break as many blocks as you can. If there are two or more players left when all the blocks are destroyed, the person who destroyed the most blocks wins the stage.

THE FIRST PLAYER TO WIN THREE STAGES IS THE MOJO MASTER!

Mojo Risin'
(Stage Editor)

We all crave the power of creation from time to time. So here is your chance to make Mojo worlds in your own image.

Prove your worth as a Mojo Maestro by using the Stage Editor to design new and exciting puzzles to challenge yourself and impress your friends.

Want to try your hand at making your own Mojo? The Puzzle Builder will let you do just that.

- Choose which stage and world you'd like to use as the basis of your Mojo puzzle and then select Continue.

- Use the D-pad or left analog stick to select where to place an item on the stage. Use the right analog stick, R1 button and L1 button to move and zoom the camera. Scroll through the list of items using the □ button and ○ buttons and press the A button to place the item. Pressing the △ button will remove an item

<u>Red Block</u>	<u>Places a Red Mojo Block</u>
<u>Green Block</u>	<u>Places a Green Mojo Block</u>
<u>Blue Block</u>	<u>Places a Blue Mojo Block</u>
<u>Yellow Block</u>	<u>Places a Yellow Mojo Block</u>
<u>Ice Block</u>	<u>Places a Frozen Mojo Block</u>
<u>Barrier Block</u>	<u>Places a Barrier Block</u>
<u>Key</u>	<u>Places a Key Block</u>
<u>Lock</u>	<u>Places a Lock Block</u>
<u>Red Infuser</u>	<u>Places a Red Infuser</u>

<u>Green Infuser</u>	<u>Places a Green Infuser</u>
<u>Blue Infuser</u>	<u>Places a Blue Infuser</u>
<u>Yellow Infuser</u>	<u>Places a Yellow Infuser</u>
<u>Death Hazard</u>	<u>Places a Death Hazard</u>
<u>Attractor</u>	<u>Places an Attractor</u>
<u>Repulsor</u>	<u>Places a Repulsor</u>
<u>Start Position</u>	<u>Places a new Start Position</u>
<u>Drain Hazard</u>	<u>Places a Drain Hazard</u>
<u>Reverse Hazard</u>	<u>Places a Reverse Hazard</u>
<u>Slow Hazard</u>	<u>Places a Slow Hazard</u>
<u>Magnet Hazard</u>	<u>Places a Magnet Hazard</u>
<u>Shield Power</u>	<u>Places a Shield Power Up</u>
<u>Spectrum Power</u>	<u>Places a Spectrum Power Up</u>
<u>Demagnetize Power</u>	<u>Places a Demagnetize Power Up</u>
<u>Kill Enemy Power</u>	<u>Places a Kill Enemy Power Up</u>
<u>Turbo Power</u>	<u>Places a Turbo Power Up</u>
<u>Start Position</u>	<u>Changes the start Position</u>

- Pressing the START button will let you Change Stage, Play Stage, Load Stage, Save Stage or Delete a Stage.

- A solvable stage must include at least one colored block.

Mojo!, where Mojo! is due (Credits)

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Tools Programmer
Engine Programmer
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Lead Designer
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In the U.S. send to:
Warranty Replacements
Crave Entertainment, Inc.
19645 Rancho Way
Rancho Dominguez, CA 90220

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You may need only simple instructions to correct a problem with your product. Call the Customer Service Line at 310-687-5432, 9:00am-5:00pm.

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