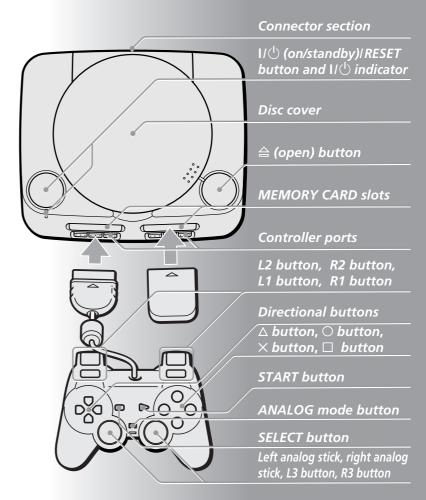# SONY®

PAL

PlayStation® (PS one®)

Instruction Manual

Thank you for purchasing the PlayStation® (PS one®)
video game console.
You can enjoy playing PlayStation® format CD-
ROM discs with both the PlayStation® logo and
PAL designation, and audio CDs with this unit.
Before using the unit, please read this instruction
manual and retain it for future reference.

COMPACT
disc

SCPH-102 B

Connector section

I/⏻ (on/standby)/RESET
button and I/⏻ indicator

Disc cover

⏏ (open) button

MEMORY CARD slots

Controller ports

L2 button, R2 button,
L1 button, R1 button

Directional buttons

△ button, ○ button,
✕ button, □ button

START button

ANALOG mode button

SELECT button

Left analog stick, right analog
stick, L3 button, R3 button

To prevent fire or shock hazard, do not expose the unit to rain or moisture.

To prevent fire or shock hazard, do not place a container filled with liquids on top of the console.

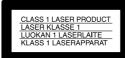**To avoid electrical shock, do not open the cabinet. Refer servicing to qualified personnel only.**

Caution
The use of optical instruments with this product will increase eye hazard.

Read before operating your PS one® console

A few people may experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition.
Consult your doctor before playing video games if you have an epileptic condition or should you experience any of the following symptoms during play: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

Use the supplied AC adaptor only. If you use other types, it may cause fire, electrical shocks or a malfunction.

```
CLASS 1 LASER PRODUCT
LASER KLASSE 1
LUOKAN 1 LASERLAITE
KLASS 1 LASERAPPARAT
```

This appliance is classified as a CLASS 1 LASER product. The CLASS 1 LASER PRODUCT MARKING is located on the bottom of the PS one® console.

Precautions
Your PS one® console is not disconnected from the AC power source (mains) as long as it is connected to the wall outlet, even if the unit itself has been turned off.

About the nameplate
The nameplate is located on the bottom of the PS one® console.

Notice
If this unit is affected by static electricity or burst-noise, it may not work correctly.

WARNING
USING THE PS one® CONSOLE IN A MOVING VEHICLE COULD DISTRACT THE DRIVER. IT IS DANGEROUS AND MAY BE ILLEGAL TO USE A SCREEN WHICH IS NOT SECURELY MOUNTED OR IS WITHIN THE DRIVER'S VIEW OR WHERE THE DRIVER CAN SEE REFLECTIONS OF IT. DO NOT USE THE PS one® CONSOLE IN THE FRONT SEAT OF A MOVING VEHICLE.
If the PS one® console is used in a moving vehicle, the user should ask the driver's permission and follow the driver's instructions. Many games include loud or sudden noises that can be distracting, and it may be necessary to operate at a reduced volume, with the volume turned off or by using headphones. If used loose in a moving vehicle the PS one® console, like any loose object, could cause injury to the user, the driver and other passengers in accidents or as a result of sudden braking. It is unsafe to leave children unaccompanied in a car, whether playing with the PS one® console or not.

PLEASE KEEP THIS WARNING AVAILABLE FOR REFERENCE.

Table of contents
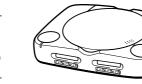
Unpacking

Check that you have the following items:

• **PS one® console**

• **Analog Controller (DUALSHOCK®)**

• **RFU Adaptor**

• **AC Adaptor**

Precautions

On safety

- The laser beam emitted from the lens of your PS one® console is harmful to the eyes. Do not attempt to disassemble the casing. Servicing should be carried out by qualified personnel only.
- Should any solid objects or liquid fall into your PS one® console, unplug it immediately and have it checked by qualified personnel before any further use.
- Disconnect your PS one® console from the mains if you do not intend to use it for any length of time. When doing this, grasp the adaptor and pull it from the wall socket. Never pull the cord itself.

For your health

- Be sure to take a break of about 15 minutes during every hour of play.
- Do not play a game when you are very tired or short of sleep.
- Play in a well lit room, sitting as far from the screen as the cord will allow.

On operation

- Operate your PS one® console only on 220 - 240 V AC, 50/60 Hz.
- Do not cover your PS one® console during use as heat may build up internally.

- Avoid rough handling or knocks and do not put any heavy objects on top of your PS one® console. This could damage the console or the disc.
- Do not leave your PS one® console near heat sources, or in a place subject to direct sunlight (operating temperature: 5˚C-35˚C), excessive dust or sand, moisture, liquid, on an uneven surface, or in a car with its windows closed.
- If your PS one® console causes interference to radio or television reception, turn it off or move it away from the radio or television.
- Do not touch the lens inside the disc cover. To protect the lens from dust keep the disc cover closed except when inserting or removing the disc. If the lens is not clean, your PS one® console may not operate properly.
- The SCPH-1040 Link Cable cannot be used with this unit.
- The method for resetting the PS one® is different to that for the PlayStation® (SCPH-1002 B, SCPH-5502 B, SCPH-5552 B, SCPH-7002 B, SCPH-7502 B, SCPH-9002 B). For more information, see "Restarting a game" on page 8.
- Avoid prolonged physical contact with the PS one® console or AC adaptor. This may cause low temperature burns.

About the discs

- You can use two kinds of discs with your PS one® console: CD-ROM discs with both PlayStation® logo and PAL designation, and audio CD discs.
- Some discs sold in foreign countries cannot be used with this unit.

On handling discs

- Do not leave the discs near heat sources or in direct sunlight or excessive moisture.
- Store the discs in their cases when they're not in use.
- When handling the discs, do not touch the surface.
  Hold them by the edge.
- Do not stick paper or tape on the discs.
- Do not write on the discs with a marker, etc.

On condensation

If your PS one® console is brought directly from a cold to a warm location, or is placed in a very damp room, moisture may condense on the lens inside. Should this occur, your PS one® console may not operate properly. In this case, remove the disc for several hours until the moisture evaporates. If your PS one® console still does not operate properly, call the appropriate PlayStation® customer service helpline which can be found:
– on the customer registration card;
– within every PlayStation® format software manual.

Do not connect your PS one® console to a projection TV

Do not connect your PS one® console to a projection TV. Permanent damage may result unless it has an LCD screen.
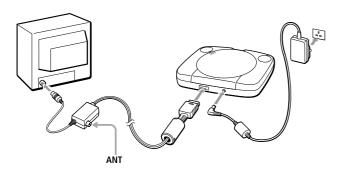
Never analyse, examine or remodel your PS one® console

Use your PS one® console according to this instruction manual. Sony Computer Entertainment Inc. expressly prohibits the analysis or remodelling of the PS one® console, and also prohibits the analysis, use of its circuit configurations without express written permission of Sony Computer Entertainment Inc.
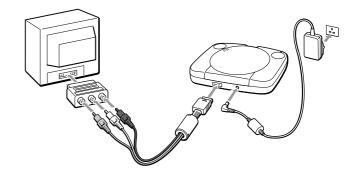
A Connecting to a TV with an aerial input

ANT

Connect your PS one® console to the aerial input on the TV using the supplied RFU Adaptor. Note that the sound will not be in stereo in this case.

After connecting
Tune your TV to frequency 36.

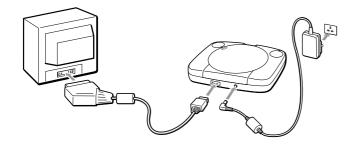## B Connecting to a TV with a Euro-AV connector using the Euro-AV connector plug

Connect your PS one® console to the Euro-AV connector on the TV using the optional Euro-AV connector plug (not supplied) and optional AV Cable (integrated audio/video) SCPH-1140 E (not supplied), making sure you match the colours on the plug and terminals.

After connecting
Set your TV to the appropriate video input mode. (*Refer to the instruction manual of your TV.*)

(continued)

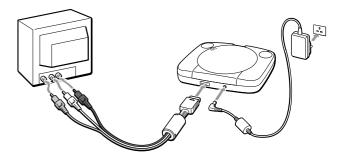## C Connecting to a TV with a Euro-AV connector directly

You can improve picture quality by using the optional Euro-AV Cable SCPH-1052.
Connect your PS one® console to the Euro-AV connector on the TV.

After connecting
Set your TV to the appropriate video input mode. (*Refer to the instruction manual of your TV.*)

D Connecting to a TV with audio/ video inputs

Connect your PS one® console to the TV using the optional AV Cable (integrated audio/video) SCPH-1140 E (not supplied), making sure you match the colours on the plugs and terminals.
If your TV is monaural, do not connect the red plug. If you want to hear both left and right sounds from a monaural TV, use a commercially available dual-phono to single-phono (stereo to monaural) type audio cable.
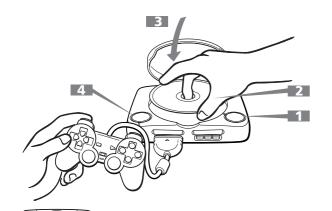
After connecting
Set your TV to the appropriate video input mode. (*Refer to the instruction manual of your TV.*)

IMPORTANT INFORMATION
A small number of television sets or monitors may display a bouncing or other incorrect screen effect when connected to the PS one® console. Any applicable warranties offered by SCEE may be limited or disclaimed in such particular cases. Should you experience any difficulties with your PS one® console, please contact the appropriate PlayStation® customer service helpline which can be found:
– on the customer registration card;
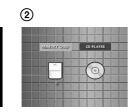– within every PlayStation® format software manual.

When you close the disc cover, push here firmly until it clicks.

① ② ③

1 ## Press ⏏ (open) button.

The disc cover opens.

2 ## Insert a disc in the disc holder with the label side up.

3 ## Close the disc cover.

When you close the disc cover, close it firmly until it clicks.

4 ## Press I/⏻ (on/standby)/RESET button.

The I/⏻ (on/standby) indicator lights up.
After the start-up screen, screen ① appears and the game begins.

Set the supplied Analog Controller (DUALSHOCK®) to the appropriate mode for the software *(see page 9)*.

Tips
• When you end a game, press ⏏ button, remove a disc and press I/⏻/RESET button to turn off the PS one® console.
• If you turn on your PS one® console without first inserting a disc, screen ② appears. It gives you access to the audio CD control screen and the Memory Cards activity screen, described later on in this instruction manual. If you insert a CD-ROM disc of the PlayStation® format while screen ② is on, the game will start automatically.
• If the screen ③ appears, the inserted disc might be of a different format. Check if it has both the PlayStation® logo and [PAL] designation on it. A damaged or dirty disc would also produce this screen.
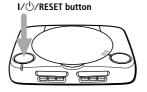 *See "Troubleshooting" on page 18.*

Notes
• When inserting a disc, push the disc gently but firmly until it sits snugly on the central spindle.

⏻WARNING
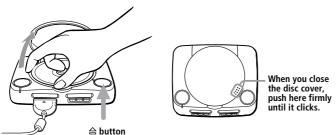Before removing a disc, press the ⏏ button and make sure that the disc completely stops. Never touch the disc while it is spinning. Otherwise, you may hurt yourself or damage the disc or your PS one® console.

(continued)

A Restarting a game

I/⏻/RESET button

Press **I/⏻** (on/standby)/RESET button twice.
Be careful not to accidentally press **I/⏻/RESET** button twice while playing the game, or the game will end.

B Removing a disc

When you close the disc cover, push here firmly until it clicks.

⏏ button

Press ⏏ (open) button.
While pressing the central spindle gently, pick up the disc holding it by the edge.
When you close the disc cover, close it firmly until it clicks.

C Screens that appear after start-up screen

When you turn on your PS one® console, one of the following screens will appear.

① A CD-ROM with both PlayStation® logo and PAL designation is inserted.

② No disc is inserted.

③ A disc that cannot be played with the PS one® console is inserted.

A Mode switching and mode indicator

ANALOG mode button

Mode indicator

This Analog Controller (DUALSHOCK®) can be switched between two modes by pressing the ANALOG mode button.
Each time the ANALOG mode button is pressed, the mode changes as follows.

Digital mode (indicator: off)
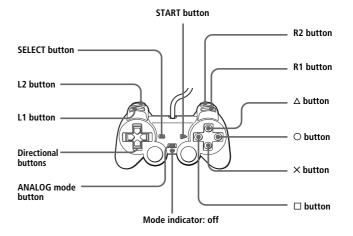↑↓
Analog mode (indicator: red)

Note
After checking the " [Analog Control Compatible] [Vibration Function Compatible] " icons on the software, switch to the appropriate mode for use.
Note however, that some software makes this adjustment automatically. In such cases, the ANALOG mode button is overridden by the software. For details, refer to the software manual.

B Digital mode (indicator: off)

You can use this Analog Controller (DUALSHOCK®) in the same manner as the SCPH-1080 E Controller.

START button

SELECT button

L2 button

L1 button

Directional buttons

ANALOG mode button

Mode indicator: off

R2 button

R1 button

△ button
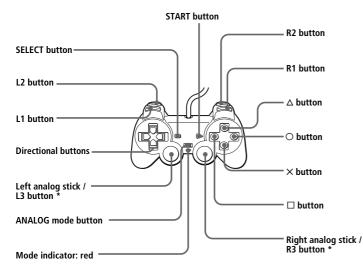
○ button

✕ button

□ button

(continued)

C Analog mode (indicator: red)

Supports software with " [Analog Control Compatible] " icon.

Before using the Analog Controller (DUALSHOCK®)
After turning the console on, rotate the analog sticks once with your thumbs before starting a game. Do not twist the analog sticks but rotate as if drawing a circle (see diagram at left).

START button

SELECT button

L2 button

L1 button

Directional buttons

Left analog stick /
L3 button *

ANALOG mode button

Mode indicator: red

R2 button

R1 button

△ button

○ button

✕ button

□ button

Right analog stick /
R3 button *

* The R3 button and the L3 button function when the stick is pressed.

Vibration function

This Analog Controller (DUALSHOCK®) is a touch sensitive controller with a vibration function. The vibration function can be set to ON or OFF using the appropriate software operations screen on your TV. The function of each button may vary depending on the software played. Refer to individual software manuals for further details.

Notes
• When the Analog Controller (DUALSHOCK®) is not being used, turn the PS one® console off or unplug the Analog Controller (DUALSHOCK®) from the PS one® console.
• Before using the vibration function of this Analog Controller (DUALSHOCK®), please read the following notes on safety.
• The vibration function for the PS one® is designed differently from that of the PlayStation® in order to conserve power. (SCPH-1002 B, SCPH-5502 B, SCPH-5552 B, SCPH-7002 B, SCPH-7502 B, SCPH-9002 B).
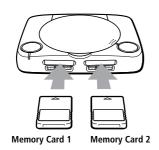
For safety
• Stop using this unit immediately if you become tired or if you experience unpleasantness or pain in your hands or arms while using. If the condition persists, consult your doctor.
• Do not attempt to operate the Analog Controller (DUALSHOCK®) in any way other than with your hands. Do not bring the Analog Controller (DUALSHOCK®) into close contact with your head, face or near the bones of any other part of your body.
• Do not use the vibration function of the Analog Controller (DUALSHOCK®) if you have any ailment in the bones or joints of your hands or arms.
• Do not use the vibration function of the Analog Controller (DUALSHOCK®) when your fingers, hands, wrists, or arms are broken, dislocated, or sprained; or if you have a pulled muscle. These ailments may become worse due to the vibration of the Analog Controller (DUALSHOCK®).
• Avoid prolonged use of the Analog Controller (DUALSHOCK®). Take a break approximately every thirty minutes.

Memory Card 1   **Memory Card 2**

You can save and load game data using the optional SCPH-1020 E Memory Card.
Each Memory Card has 15 memory blocks.

You can copy game data from one Memory Card to another or delete unnecessary data, by bringing up the MEMORY CARD screen.

Set the supplied Analog Controller (DUALSHOCK®) to digital mode (indicator: off).
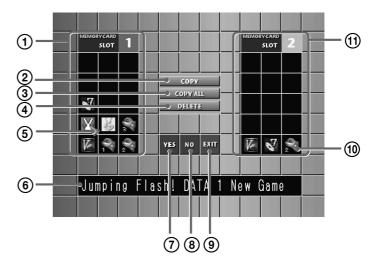
Starting Memory Card operation

1 Turn on your PS one® without inserting a disc.

2 Insert Memory Card (or two Memory Cards).

3 Select "MEMORY CARD" with the directional buttons and press the ○ button.

Cancelling the Memory Card screen

Select "EXIT " (⑨) on the Memory Card screen with the directional buttons and press the ○ button.

[A] MEMORY CARD screen

① Contents of Memory Card 1. The game data is displayed as icons.
② Copy the selected game data.
③ Copy all game data on the selected card.
④ Delete the selected game data.
⑤ Arrow pointer.
⑥ Displays of the game name and other details of the selected data.
⑦ "YES"
⑧ "NO"
⑨ Exit from this screen.
⑩ Icon. The number of icons corresponds to the number of used memory blocks.
⑪ Contents of Memory Card 2. The game data is displayed as icons.

(continued)

B Memory Card operation

Directional buttons ○ **button**

How to use the Analog Controller (DUALSHOCK®) for the Memory Card screen
• To move the arrow pointer: Press the directional buttons.
• To select the items: Press the ○ button.

Tip
You can also operate using the optional SCPH-1090 E Mouse.

Copying game data
1 Check that the Memory Card you are copying to has enough memory blocks, then select "COPY".
2 Select the Memory Card containing the data to be copied.
3 Select the icon of the data to be copied.
4 Press the ○ button.
  To cancel copying, select "NO".

Notes
• You cannot copy the data to a Memory Card that does not have enough empty blocks. Delete unnecessary data.
• Do not remove the Memory Card until the icons stop moving.

Copying all the game data
1 Check that the Memory Card you are copying to has enough memory blocks, then select "COPY ALL".
2 Select the Memory Card to be copied .
3 Press the ○ button.
  To cancel copying, select "NO".
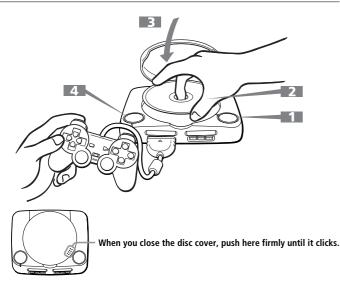
Notes
• Do not remove the Memory Card until the icons stop moving.
• If the data you are tried to copy already exists on the Memory Card, the data will not be copied.

Deleting game data
1 Select "DELETE".
2 Select the Memory Card that has the data you wish to delete.
3 Select the icon of the data you wish to delete.
4 Select "YES".
  To cancel deleting, select "NO".

When you close the disc cover, push here firmly until it clicks.

You can also play audio CDs through your PS one® console. There are two control methods for the audio CD facility.
- Selecting the buttons on the audio CD screen operation ([A])
- Pressing the buttons on the Analog Controller (DUALSHOCK®) (direct button operation) ([C])

Set the supplied Analog Controller (DUALSHOCK®) to digital mode (indicator: off).

Note
As the two ways above work at the same time, be sure not to confuse the operation.
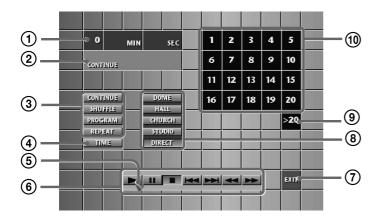
Starting audio CD operation

1 Press ⏏ (open) button.
The disc cover opens.

2 Insert a disc in the disc holder with the label side up.

3 Close the disc cover.
When you close the disc cover, close it firmly until it clicks.

4 Press I/⏻ (on/standby)/RESET button.
The I/⏻ (on/standby) indicator lights up.
After the start-up screen, the audio CD screen appears.
You can also insert an audio CD after turning on the power.

Cancelling audio CD operation
Select "EXIT " (⑦) on the screen with the directional buttons and press the ○ button.

(continued)

Music discs encoded with copyright protection technologies
The audio CD playback feature of this product is designed to conform to the Compact Disc (CD) standard. Recently, some record companies have started marketing music discs encoded with copyright protection technologies. Some of these music discs do not conform to the CD standard and may not be playable on this product.

A Audio CD Screen

① Displays the current track number, and the elapsed or remaining playback time. Press the "TIME" button to switch the display.
② Displays the selected playback mode.
③ "CONTINUE": Play all tracks on the disc in order.
   "SHUFFLE": Play the tracks in random order.
   "PROGRAM": Play the selected tracks in a specified order.
   "REPEAT": Play a single track or all tracks repeatedly.
④ Change the playback time display.
⑤ Arrow pointer.
⑥ "►": Play.
   "❚❚": Pause.
   "■": Stop.
   "I◄◄": Find the start of the current or previous track.
   "►►I": Find the start of the next track.
   "◄◄": Fast Reverse.
   "►►": Fast Forward.
⑦ Cancel audio CD operation.
⑧ Sound effect buttons.
   Select "DIRECT" to cancel the sound effect you chose.
⑨ Display track numbers higher than 20. (Appears only when there are more than 20 tracks on an audio CD.)
⑩ Select the track number(s) from a grid showing all the tracks on the CD.

B Various playback modes

Directional buttons   ○ **button**

How to use the Analog Controller (DUALSHOCK®) for the CD operation screen
• To move the arrow pointer: Press the directional buttons.
• To select the items: Press the ○ button.

Tip
You can also operate using the optional SCPH-1090 E Mouse.

Playing an audio CD through to the end once
Select "▶".

Playing tracks on a loop
• To repeat the current track, select "REPEAT" until "REPEAT 1" appears.
• To repeat all the tracks, select "REPEAT" until "REPEAT ALL" appears.
To resume normal play, select "REPEAT" until the "REPEAT" indication disappears.

Programming a sequence of tracks
1 Select "PROGRAM".

2 Select the track number you want to play.
Repeat this step until you have selected all the tracks you want to include.

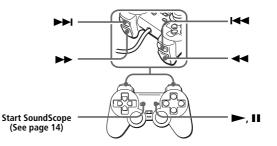**3** Select "▶".
To resume normal play, select "CONTINUE".

Playing the tracks in random order
1 Select "SHUFFLE".

2 Select "▶".
To resume normal play, select "CONTINUE".

C To operate the CD directly with the Analog Controller (DUALSHOCK®)

Using the buttons on the Analog Controller (DUALSHOCK®), you can control basic CD operations without looking at the screen.

▶▶| ——   —— |◀◀
▶▶ ——   —— ◀◀
Start SoundScope (See page 14) ——   —— ▶, ‖

Playing Audio CDs on your PS one® console will activate the SoundScope feature, a graphical representation of the music you are playing. Using the buttons on the Analog Controller (DUALSHOCK®), you can choose your favorite picture from 24 patterns, change the colour of the picture or add the effect of an afterimage. You can also save and load your SoundScope settings using the Memory Card.

When enjoying SoundScope, set the supplied Analog Controller (DUALSHOCK®) to digital mode and operate the CD directly with the Analog Controller (DUALSHOCK®) in digital mode (indicator: off).
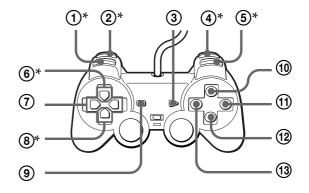
Starting SoundScope operation
Press SELECT button when the CD operation screen is displayed.
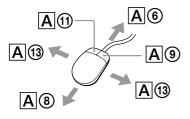
Returning to the CD operation screen
Press SELECT button.

Ⓐ SoundScope operation

* : Press these buttons while holding down ✕ button to save your operation or change the size of the picture. For details, see "Ⓒ Additional operations".

① - ⑤ Audio CD operation:
   ① Find the start of the current or previous track.
   ② Fast Reverse
   ③ Play / Pause
   ④ Fast Forward
   ⑤ Find the start of the next track.
⑥   Shorten the interval of displayed pictures.
⑦   Change the pattern of the picture.
⑧   Lengthen the interval of displayed pictures.
⑨   Return to the CD operation screen.
⑩   Add an afterimage effect to the picture.
⑪   Select the pattern of the picture in random order.
⑫   Use this ✕ button with others for additional operations.
⑬   Change the colour of the picture.

B Operation with the Mouse

You can also operate SoundScope using the Mouse (SCPH-1090 E: sold separately). Refer to A for the operation.

For the CD operation screen
• To move the mouse pointer(+): Move the Mouse.
• To select the items: Press the left button.

C Additional operations

Changing the size of the picture
Press the directional buttons (up or down) while holding down ✕ button.

Changing and Storing the settings
1 During playback, press R1 button while holding down ✕ button.
A mark flashes on the lower right of the screen.

2 Operate the Analog Controller (DUALSHOCK®).
While the mark is lit, any changes you make to the SoundScope operation with the Analog Controller (DUALSHOCK®) are stored.

3 When you are finished, press R1 button while holding down ✕ button.
The mark disappears and the procedure is completed.

Note
Do not unplug the Analog Controller (DUALSHOCK®) during the procedures.

Switching to stored settings
1 During playback, press L1 button while holding down ✕ button.
A mark appears on the lower left of the screen, and the SoundScope picture is transformed by the stored operation.

2 Press L1 button while holding down ✕ button.
The mark disappears and the procedure is completed.

Tip
Your stored setting is lost when you turn off the PS one® console. If you want to keep the data, you can save and load it by using the Memory Card with one memory block.

Saving the stored operation in the Memory Card
Press R2 button while holding down ✕ button.
A mark appears on the upper right of the screen.

Note
You can store only one custom setting of SoundScope operation. If the data already exists, it is erased.

Loading the data in the Memory Card
Press L2 button while holding down ✕ button.
A mark appears on the upper left of the screen. To use the loaded data, follow the procedure above.

Symptoms

If you experience any of the following problems, read the instructions for the specified "Check" or "Diagnosis".

1 **No sound** ⇨ **Check 1**

2 **No picture on the screen.** ⇨ **Check 2**

3 **The picture and the sound skip.** ⇨ **Check 12**

4 **The screen and the sound freeze or the game (or audio CD) stops playing.** ⇨ **Check 13**

5 **The game (or audio CD) does not start.** ⇨ **Check 6**

6 **The Analog Controller (DUALSHOCK®) does not work.** ⇨ **Check 14**

7 **A game (or audio CD) that once worked perfectly, now no longer does.** ⇨ **Check 17**

8 **You cannot save game data using the Memory Card.** ⇨ **Check 18**

9 **The vibration function of the Analog Controller (DUALSHOCK®) does not work.** ⇨ **Check 14**

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10 **The screen and sound are noisy.** ⇨ **Diagnosis E**

11 **The error message appears on the screen.** ⇨ **Diagnosis F**

Checks

1 **Is the TV volume set properly?**
If not, adjust the volume. Make sure "mute" is not selected on the TV.
If the problem persists, ➡**Check 2**

2 **Is the frequency or input selector of the TV set correctly?**
If not, set it to the correct position.
If the problem persists, ➡**Check 3**

3 **Is your PS one® console correctly connected to a TV (or a VCR) with the cable?**
If not, connect it correctly.
If the problem persists, ➡**Check 4**

4 **Is the AC adaptor connected to your PS one® console and the wall socket?**
Connect the AC adaptor firmly to a wall socket and to the PS one® console.
If the problem persists, ➡**Check 5**

5 **Is the power turned on to both your PS one® console and the TV?**
If not, turn on the PS one® console and the TV.
If the problem persists, ➡**Check 6**

6 **Is a disc inserted in your PS one® console?**
If not, insert a disc.
If the problem persists, ➡**Check 7**

7 **Is the inserted disc either a CD-ROM disc with both the PlayStation® logo and PAL designation or an audio CD?**
Insert such a CD-ROM disc or an audio CD.
If the problem persists, ➡**Check 8**

8 **Is the disc cover closed firmly?**
If not, close it firmly.
If the problem persists, ➡**Check 9**

9 **Is the disc inserted with the label side up?**
If not, insert the disc with the label side up.
If the problem persists, ➡**Check 10**

10 **Check to see if the PS one® console is set to pause mode.**
If "Yes", cancel it.
If the problem persists, ➡**Check 11**

11 **Did you bring your PS one® console directly from a cold to a warm location before you inserted the disc?**
If "Yes", ➡**Diagnosis C**
If "No", ➡**Check 12**

12 **Is your PS one® console placed on a stable surface?**
Install the PS one® console in a flat stable place.
Do not shake or vibrate the PS one® console.
If the problem persists, ➡**Check 13**

13 **Check to see if another game (or audio CD) will work.**
If "Yes", ➡**Diagnosis A**
If "No", ➡**Diagnosis B**

14 **Is the Analog Controller (DUALSHOCK®) connected to your PS one® console?**
If not, connect it to the controller port of the PS one® console.
If the problem persists, ➡**Check 15**

15 **Is the Analog Controller (DUALSHOCK®) set to the appropriate mode for the software?**
Switch to the appropriate mode.
If the problem persists, ➡**Check 16**

16 **Check to see if another controller will work.**
If "Yes", ➡**Diagnosis D**
If "No", ➡**Diagnosis F**

17 **Check to see if another game (or audio CD) will work.**
If "Yes", ➡**Diagnosis A**
If "No", ➡**Diagnosis F**

18 **Is the Memory Card inserted in your PS one® console?**
If not, insert it in the MEMORY CARD slot of the PS one® console.
If the problem persists, ➡**Check 19**

19 **Are there empty blocks on the Memory Card?**
Keep empty blocks on the Memory Card.
If the problem persists,
➡**Diagnosis G**

Diagnoses

A There is a problem with the disc.

Clean the underside of the disc with a CD cleaner and try to play it again.
To clean the disc, refer to the instruction manual of the CD cleaner.
If the problem persists, the disc may be defective.

B The lens may be dirty.

Clean the lens by using a plastic lens cleaning kit.
To clean the lens, refer to the instruction manual of the plastic lens cleaning kit.
If the problem persists, please contact the appropriate PlayStation® customer service helpline which can be found:
– on the customer registration card;
– within every PlayStation® format software manual.

C Moisture condensation has occured on the disc.

Remove the disc and leave it until the moisture evaporates, or clean the underside of the disc using a CD cleaner.

D There is a problem with the Analog Controller (DUALSHOCK®).

Please contact the appropriate PlayStation® customer service helpline which can be found:
– on the customer registration card;
– within every PlayStation® format software manual.

E Check the connection between your PS one® console and the TV (or VCR).

Insert the plugs of the connecting cable firmly into the connectors. If the picture and the sound are still picking up noise, the plugs may be dirty or there may be a short inside the cable. If the problem persists even after trying another cable, please contact the appropriate PlayStation® customer service helpline which can be found:
– on the customer registration card;
– within every PlayStation® format software manual.

F There is a problem with your PS one® console.

Please contact the appropriate PlayStation® customer service helpline which can be found:
– on the customer registration card;
– within every PlayStation® format software manual.

G There is a problem with the Memory Card.

Please contact the appropriate PlayStation® customer service helpline which can be found:
– on the customer registration card;
– within every PlayStation® format software manual.

GUARANTEE

Thank you for buying this Product.

Sony Computer Entertainment Europe ("SCEE") will, for a period of 1 (one) year from the date of original purchase, repair or (at SCEE's option) replace any component part of this Product, free of charge, where it is faulty due to defective materials or workmanship. Replacement will be with a new or refurbished unit, at SCEE's option.

This Guarantee is in addition to your statutory consumer rights (under applicable law) and does not affect them in any way.

Sony Computer Entertainment Europe
30 Golden Square, London W1F 9LD UK

IMPORTANT

1.   If you need to claim under this Guarantee, please call your local Customer Service Helpline (listed on the Customer Registration Card and in a current software manual) for return instructions and other guidance.
2.   This Guarantee is only valid:
     i   in the UK and Ireland
     ii   when the original sales receipt or invoice (indicating the date of purchase and retailer's name) is presented together with the faulty Product (and has not been altered or defaced since the date of original purchase).
     iii   When the Guarantee seal on the Product has not been damaged or removed.
3.   You may not claim under this Guarantee when the Product is damaged as a result of:
     i   commercial use, accident, fair wear and tear or misuse (including, without limitation, failure to use this Product for its normal purpose and/or in accordance with instructions on proper use and maintenance, or installation or use in a manner inconsistent with applicable local technical or safety standards);
     ii   use in conjunction with any unauthorized peripheral (including, without limitation, game enhancement devices, adaptors and power supply devices);
     iii   any adaptation or adjustment to, or alteration of, this Product carried out for any reason, and whether properly carried out or not; or
     iv   maintenance or repairs carried out other than by an authorised service facility.

4.   Where permitted under applicable law, this Guarantee will be your sole and exclusive remedy for breach of any warranty, guarantee or condition, express or implied, in respect of this Product and neither SCEE nor any other Sony entity, or their suppliers or authorised service facilities, will be liable for any incidental or consequential loss or damage.

If this Product needs any repair which is not covered by this Guarantee, please call your local Customer Service Helpline for advice. If your home country is not one of those listed, please contact your retailer.

Please complete and return the enclosed (Freepost) Customer Registration Card.

Specifications

General

Power requirements:	◈⟵◈ DC IN 7.5V
Power consumption:	9 W
Dimensions:	193 x 38 x 144 mm (w/h/d)
Mass:	560 g
Operating Temperature:	5°C-35°C

Laser diode properties
  • Material: GaAlAs
  • Wavelength: l=780 nm
  • Emission duration: Continuous
  • Laser output: Less than 44.6 µW
  (measured at a distance of 200 mm from the lens surface on the optical pick-up block)

Inputs/outputs on the console front
Controller ports (2)
MEMORY CARD slots (2)

Output on the console rear
AV MULTI OUT connector (1)

Supplied accessories
AC Adaptor (1)
Analog Controller (DUALSHOCK®) (1)
RFU Adaptor (1)
Instruction Manual (1)

Optional accessories

SCPH-110 E	Analog Controller (DUALSHOCK®)
SCPH-1020 E	Memory Card
SCPH-1052	Euro-AV Cable
SCPH-1070 E	Multitap
SCPH-1080 E	Controller
SCPH-1090 E	Mouse
SCPH-1122	RFU Adaptor
SCPH-1140 E	AV Cable (integrated audio/video)
SCPH-1160 E	AV Adaptor
SCPH-1200 E	Analog Controller (DUALSHOCK®)
SCPH-10072 B	RFU Adaptor

Design and specifications are subject to change without notice.

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