

PAPA P O N™



For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

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

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

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

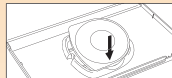
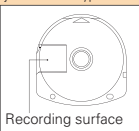
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

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.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

PATAPON Tips and Hints

Game Hint Guide Information PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com. Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

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

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

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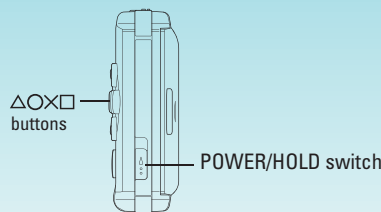
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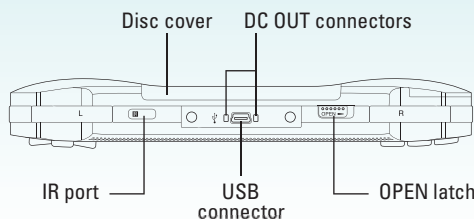
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GETTING STARTED

Right side view



Front view



Setting Up Your PSP® (PlayStation®Portable) System

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the Patapon disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD™ icon. A thumbnail for the software is displayed. Select the thumbnail and press **×** on the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

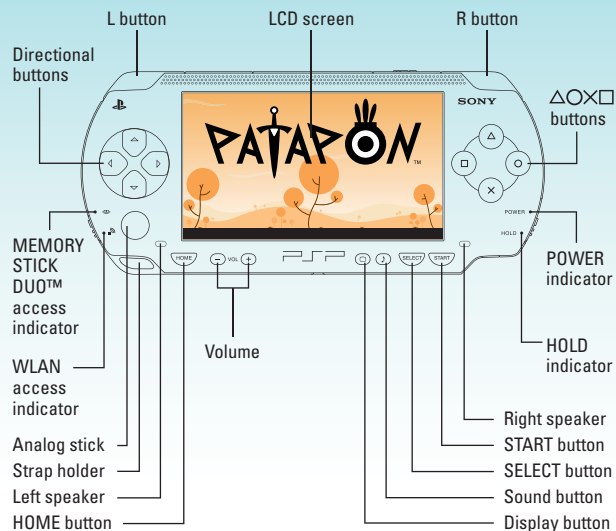
Memory Stick Duo™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ or Memory Stick PRO Duo™ into the Memory Stick Duo™ slot of your PSP®. While saving, do not remove the Memory Stick, send the PSP® into Sleep Mode, or turn off the PSP®. You can load saved game data from the same memory stick, or any Memory Stick Duo™ containing previously saved games. *Note: A Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 320 KB of free space is required for a "Save Game" file.*

CONTROLS

PSP® (PlayStation®Portable) system configuration



IN-GAME MENU CONTROLS

- Navigate Menu/Highlight Menu Item Directional buttons
- Select highlighted Menu Item **×**
- Previous Screen/Return to Main Menu **○**

CHARACTER MOVEMENT AND ACTIONS

- Move Patapolis/Navigate World Map **L1** / **R1**
- CHAKA Drum **△**
- PON Drum **○**
- PATA Drum **□**
- DON Drum **×**
- Save Data **SELECT**
- Move Cursor Directional buttons
- Move Camera Directional buttons

SOME FACTS ABOUT PATAPONS...

Q: What, exactly, is a Patapon?

A: A Patapon is a miniature scampering eyeball, armed to the teeth with small but deadly weapons. It's not wise to mess with them in large numbers!

Q: What is Earthend?

A: The promised land of the Patapons. Command your troops to explore wondrous new realms, defeat huge enemies all in search for "IT" that is at Earthend!

Q: Who is Mighty Patapon?

A: That's you! The Patapons are fiercely loyal to you, their new-found leader. Speak to them using the beats of the sacred drums.

Q: What are Zigotons?

A: The Zigotons are the sworn enemies of all Patapons and have exiled them to the desolate frontier.

Q: What's with the drumming?

A: The Patapon tribe will only react to the rhythm of a drum. Get the beat right and they're unstoppable. Get it wrong and you're in for world of hurt. Will you keep your cool in the heat of battle?



INTRODUCTION



TO THOSE SEEKING THE EARTHEND

You hold in your hands the ancient tale of the Patapons, a tribe of eyeball-like warrior creatures that ruled the world... a tale of great victory, mountains of treasures and sadly... ultimate defeat...

Forlorn to the edge of the world, the Patapons now live in the shadows of their Great Ancestors... desperately searching for their roots... seeking guidance from the mystical Mighty Patapon, their long lost leader that will lead them through exotic lands in search of "IT" that is hidden at Earthend. Through the powerful beats of the secret drums... the Patapons will set off on their adventure... battling foes of every size... seeking to find their former glory...

Note: You can only play the game if you can feel the "Pulse of the Earth", the sound of your drums, and the Patapons' song! Make sure to set the volume loud enough so that you can hear it while you are playing Patapon; however, don't turn it up too loud! Listening to loud sounds for extended periods of time may cause damage to your hearing.

THE STARS OF PATAPON

HATAPON: A brave warrior who believes in the Great Patapon protects the Pata-drum. He leads the Patapon army.

YARIPON: Strong spear wielding warriors.

MEDEN: The oracle of the Patapon race who speaks to the Mighty Patapon.

YUMIPON: Archer warriors who will shoot arrows great distances. (That is if the wind is blowing their way.)

TATEPON: Powerful, shield-wielding warriors who will defend you troops from attacks.

ZIGOTONS: An enemy race that has forced the Patapons into exile.



PLAYING THE GAME



GETTING STARTED

NEW GAME

Start the game from the beginning. You'll receive the PON drum, and become the new Great Patapon!



CONTINUE

Load data from a currently inserted memory card, and continue a game from your previous play.

DRUM RHYTHM COMMANDS

The Patapon warriors move according to the drum rhythm of the Great Patapon. This is called the "Rhythm Command" system.

There are several types of rhythm commands, each with their own different effects. Use the various Rhythm Commands to suit the situation you find yourself in, and lead the Patapon army to victory!

"Ah!
My King! We have been
waiting for you."



ADVANCE!



Move the troops forward with the Hatapon at the center

ATTACK!



Attack the enemies in front of you

DEFEND!



Use the Tatepon to guard the rest of your army

JUJU!



Drum this beat while the Patapons are in "FEVER" status to start chanting the secret song to create a miracle.

"There are more kinds of commands besides these!
Experiment and see what else you can find!"

ORDER OF PLAY

As the Great Patapon, you must guide your loyal army around the environment using drum rhythms. However, listening to the Pulse of the Earth and the Patapon tribe are just as important as playing rhythms of your own. Follow these important steps to succeed:

- 1 Listen to the Pulse of the Earth before you begin drumming.



DRUM: Rest- 1 2 3 4



- 2 Start drumming and input rhythm commands matching the rhythm you just heard. Input the Attack, Advance, or Defend rhythm combination during this stage to command the Patapons on what they should do. Be sure to input your commands within the right timing!



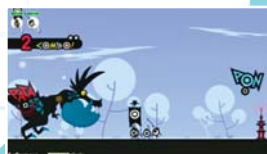
DRUM: Beat!- 1 2 3 4

- 3 Listen to the Patapons' song as they reply to your drum beat!



DRUM: Rest- 1 2 3 4

- 4 Repeat steps 2 and 3 together to continually order the Patapons throughout the level. Alternate between resting and beating the drum in a "jam session" with the Patapons!



DRUM: Beat!- 1 2 3 4



POWER UP WITH "FEVER!"

If you can keep the drum beat and the Patapons' song continuing uninterrupted, your "combo" numbers will gradually increase. When your "combo" reaches a certain number, the Patapons' song will become more chaotic, and their battle power will increase and their actions will be more impressive. So no matter what kind of surprising things the Patapons may do, you must maintain your cool to keep the drum beat going.



"When we reach level 3, we can jump and throw spears!"

"Our attack power increases, too!!"



MISSION PROCEDURE

The goal of each level is to march forward to the end of the current environment, overcoming all obstacles in the way.

START

When the mission starts, you will hear the rhythm of the Pulse of the Earth. Use the rhythm combination to advance forward until you encounter an enemy!



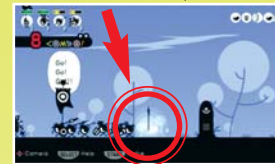
FIGHT ENEMIES

Watch the Patapons' expression change as enemies come into range. Enter the attack rhythm command to begin the battle.



PICK UP REWARD

When you defeat an enemy, the Patapons will receive a holy "Wheel". This Wheel acts as energy necessary for you to create new allies. Enemies may also drop other items, so make sure you pick up all the spoils of battle.



GOAL

This is the goal mark. If no goal mark appears, you need to defeat all the enemies in the environment before it will appear.



PICKED UP ITEMS

Items you've picked up will be displayed here.



MISSION COMPLETE

Your mission is successful! Your remaining army takes the spoils of war back to Patapolis.

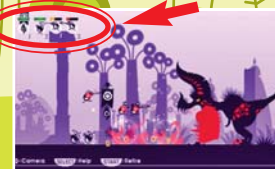


MISSION FAILED

If you lose your entire army except for the Hatapon, the mission fails.

HIT POINTS

Pay close attention to the top bar display. When enemies attack, you will lose HP. Reach 0 the Patapon will disappear.



PREPARING THE PATAPON

MISSION SELECT

Choose the mission you'd like to play. Missions may include hunting various beasts that dwell on the Patata Plains for food, fighting the Zigotons invading the forest, and much more.

Note: Weather changes between options like Clear, Windy, and Stormy.



SQUAD FORMATION

Choose squads to join the mission. Each squad consists of three to six Patapons (number varies due to Patapon size and strength). You can deploy 3 squads in all.



CHANGE EQUIPMENT

Each Patapon can be uniquely equipped (limited only by their rank). You'll be able to individually customize each Patapon or automatically optimize each squad's warrior might.



STATUS SCREEN

The status of each Patapon squad can be accessed through this screen. This detailed information will give you insight into each squad's weaknesses and strengths in the heat of battle.



SQUAD STATUS

Reborn:Number of enemies exhausted in battle
 Mission:Missions joined
 HP Ave:Average HP
 Damage Ave:Average attack power
 Speed Ave:Average speed
 Armor Inf. Ave:Average defense versus shields/hits
 Armor Spr. Ave:Average defense versus spears
 Armor Lnc. Ave:Average defense versus fangs
 Crit Ave:Average critical rate
 KB Ave:Average knockback rate
 Crit Ave:Average stagger rate
 Resist vs Crit:Average critical defense
 Resist vs KB:Average knockback resist
 Resist vs Crit:Average stagger resist

UNIT STATUS

Reborn:Number of units exhausted in battle
 Mission:Missions joined
 HP:Hit points
 Damage:Attack power
 Speed:Speed
 Armor vs Inf:Defense versus shields/hits
 Armor vs Arw:Defense versus arrows
 Armor vs Spr:Defense versus spears
 Armor vs Lnc:Defense versus fangs
 Crit Chance:Critical rate
 KB Chance:Knockback rate
 Crit Chance:Stagger rate
 Resist vs Crit:Critical resist
 Resist vs KB:Knockback resist
 Resist vs Crit:Stagger resist

THE PATAPON VILLAGE

PATAPOLIS

UBO BON TREE

A huge tree with an itchy head. If it dances to the trumpet of the Pan Pakapon, lots of different things will fall from its leafy head.



FESTIVAL PLAZA

After returning from a successful mission, the Patapons will have a victory celebration.



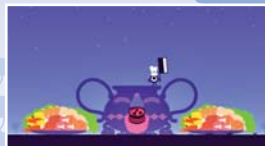
TREE OF LIFE MATER

A strange tree that combines ingredients like Ka-Ching, Stones, and Sticks to create new allies. In addition, it revives Patapons fallen in battle. Patapons that disappear in battle will leave items called "Caps" behind. Bring these caps back to Patapolis to revive your fallen Patapons using Mater's power.



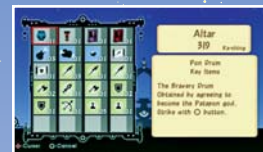
RUMBLING KETTLE

A huge kettle that is always hungry. Match the Ra Gashapon's knife strikes to make stew for it.



TREASURE ROOM ALTAR

Store items you have acquired and check their effects.



STONE OBELISK

Come to this place to select new missions and prepare your squads.



MEALS

Move the cursor upwards to choose a stew for the Ra Gashapon to make for the Hungry Kettle. It will be happy when it eats the stew, which will increase your battle power.



JUJU

Find the power of JuJu during your adventure and perform miracles like Rain, Wind, Earthquake, and more!

To select the JuJu you want to perform for a mission, place the cursor on the space beneath Hatapon and press **X**. There you can pick what JuJu want to use. To confirm, press **X** again.



LET PATAPOLIS GROW!

Secret Patapolis citizens like the genius Pan Pakapon and Ra Gashapon are waiting for you to find them. Unlock these and many more to enjoy fun mini-games and watch Patapolis grow!

HINTS & TIPS



NOTES

VICTORY ITEMS

If you deal sufficient damage to boss enemies like Dodonga and Majidonga, you'll receive various victory items. What kinds of rare items do they contain?!

MYSTERIOUS INSCRIPTION

Did you notice the mysterious inscription of "Triangle-Circle-Triangle-Circle" above the entrance to the Patata Plains? It looks like a rhythm command, but does such a rhythm command exist?

STRANGE PATAPONS

All Patapons are born from Mater the Tree of Life and in some occasions, strange and wonderful Patapons emerge. Combine rare versions of "Meat", "Stone", and "Stick" ingredients and to see new kinds of Patapons.



"There are legendary warrior Patapons other than Tatepons and Yumipons!"



CREDITS



SONY COMPUTER ENTERTAINMENT INC.

Game Design
Hiroyuki Kotani

Character & Visual Design / Art Direction
Rolito

Development
PYRAMID Inc.
Program Manager
Kiyochika Watanabe

Lead Programmer
Hayato Ikeda

Programers
Takashi Yamaguchi
Takamitsu Miyazaki
Yuki Hirata
Tsubasa Hirai
Hoshino Oikawa
Kouji Okamoto
Nobutaka Takushima

Lead Artist
Shinichi Shibazaki

Artists
Tomonari Kojima
Masaru Sugayama
Kiyonori Yoshida
Kouhei Miyazaki
Shiro Yanagawa
Hayato Shiomi
Yoshiaki Mori
Hisashi Yokota
Toshiaki Ohshima
Masahiro Kawakami

Level Designer
Atsushi Ii

Director
Ejun

Assistant Director
Hiroyuki Sonoda
Atsushi Inoue

Planners
Junichi Kashiwagi
Masaki Somaki
Yuichi Imamura
Shinya Yamauchi

Supervisor
Shoji Masuda

Translator
Takashi Nakano

Personnel Manager
Tadakatsu Ogura

Line Manager
Junya Komaki

Voice Actors
Patapon / Zigoton & Vocal
Blico

The other voices & Chorus
Kemmei Adachi

Sound Music
Kemmei Adachi
Daisuke Miyake

Sound Effects
Takashi Kanai
Kemmei Adachi

Recording
Studio Sound Beats

SCE WWS Japan Studio Package & Software Manual Design
Hironori Komiya
Atsuyuki Sakimae
Yasuko Nii

Kazuaki Kawakami
Kenji Suganuma
Yuko Kojima
Minako Nakamura

QA Manager
Osamu Sugawara

QA Testers
Chihiro Yamamoto
Kenji Tamura
Ryo Tomizawa
Mizuho Tagai
Kahori Ito
Yousuke Azegami
Hiroyuki Suzuki
Yudai Ueno
Ayako Endo
Yurika Ozawa
Sanae Nakakita
Taiki Tokumura

Tuning Team
Shinya Nakamura
Naoko Isono

Shota Tobari
Kenji Kurata
Tepei Kabata
Shigeru Kawai

Sound Library Team
Isamu Terasaka
Mitsuteru Furukawa
Tomohito Ito

Overseas Coordinators
YeonKyung Kim
Daisuke Ishidate

SONY COMPUTER ENTERTAINMENT JAPAN

Promotion
Megumi Hosoya
Mizuho Hanada
Yohko Atsuchi

Marketing
Hiroshi Ueda
Mitsutaka Masumoto
Kayo Ishikawa

WEB Design
Satoshi Komuro
Yayoi Hashimoto

Special Thanks
Izumi Kawanishi
Gen Kudo
Masayuki Mizuno

Shinpei Yamaguchi
Satoshi Shirakawa
Takehito Negishi
Yumi Chihara
Asami Eto
Reiko Ishida
Seiya Rachi
Hisao Wada
Megumi Kikuchi
Tatsuro Nakamura
Satoshi Satake
Chizu Ikeda
Koji Kitakawa
Yuko Mukaiyama
Shoko Matsumiya
Kei Urano
Mika Toyama
Risa Koizumi
Junko Takahashi
Sachiko Tsuchiya
Takahiro Kanamori

Associate Producer
Junichi Yoshizawa

Executive Producer
Kazuhiro Miyaki

General Manager
Takahiro Kaneko

Supervisor
Shawn Layden
Yasuhide Kobayashi

SCEA SANTA MONICA STUDIOS

Producer
Taku Imasaki

Assistant Producer
Chris Hinojosa-Miranda

Director, International Software Development
Barbara House

Sr. Director, Product Development
Allan Becker

Sr. Vice President, Product Development, SCEA, part of SCE Worldwide Studios
Shuhei Yoshida

President, World Wide Studios, Sony Computer Entertainment
Phil Harrison

SCEA Audio Production Group
Sr. Director of Tools, Technology and Services
Buzz Burrowes

Director of Services Group
Dave Murrant

Director of Music
Chuck Doud

SCEA Product Development, First Party Quality Assurance (FPQA)
Director
Ritchard Markelz

Test Operations
QA Test Managers
Tim Vanlaw

QA Test Supervisor
Cruz Garcia

Lead Quality Assurance Tester
Rodger Aladray

Quality Assurance Tester(s)
Joshua Kahelin
Jonathin Morse
Randy Icasas

Lab Technician
Vince Loughney

Contingent Game Test Analyst(s)
Edmund Campbell
Matthew Morgan
April Nazareno
Kenneth Gueco
Joey Tufo
Jose Hernandez Jr.

QA Support Applications Administrator
Christian Davis

Program Management Group
Sr. Manager
Jim Wallace

Manager, Project Management
Eric Ippolito

Supervisor, Training
Benjamin Forrest

Project Coordinators
Justin Flores
Jesse Reiter
Ronald Pascucci
Brent Gocke
Elessa Vovan

SCEA MARKETING

Director, Software Product Marketing
Jeff Reese

Product Marketing Manager
Mark Valleder

Associate Product Marketing Manager
Chuck Lacson

Director, Corporate Communications and Social Media
Patrick Seybold

Social Media Manager
Jeff Rubenstein

Sr. Public Relations Manager
Ron Eagle

PR Specialist
Alex Armour

Director, Promotions
Ginger Kraus

Sr. Promotions Managers
Donna Armentor

Sr. Manager, Marketing Alliances
Katie Schibler

Associate Promotions Managers

Lauren Decker
Jill Grabenkort

Sr. Promotions Assistant

Natalie Behrman

Promotions Assistant

Dan Ambrose

Mobile Marketing Manager

Andrew Adams

Director, Channel Marketing & Events

Joby Hirschfeld

Events Managers

Lori Chase
Quinn Pham

Sr. Manager, Creative Services

Jack Siler

Sr. Creative Services Specialists

JM Garcia
Joseph Chan
Miguel Godinez
Alicia Beam

Creative Services Specialists

Annett Hsu
Larissa Gamarra
Blanca Hernandez

Packaging and Manual Design

Origen Studios

Manual Documentation

Off Base Productions

Sr. Manager, Channel Marketing

Bob Johnson

Channel Marketing Manager

Michael Delacruz

Sr. Channel Marketing Specialist

Marie Manapat

Channel Marketing Specialist

Kacey Denton
Lara Belleza

Retail Manager, Channel Marketing

Kip Roggendorf

Sr. Director, PlayStation Network

Susan Nourai

Sr. Manager, Web & Loyalty Marketing

Josh Meighen

Loyalty Associate Manager

Chris Hagedorn

Director, Operations

Eric Lempel

Sr. Manager, PLAYSTATION® Store

Grace Chen

Sr. Specialist, PLAYSTATION® Store

Rommel Hernandez

Web Content Planning Manager

Dawson Vosburg

Associate Project Manager (Official Game Site)

Trevor Ehle

Web Producer

Cyril Tano

Sr. Web Content Designer

Michael McIntire

Web Specialist

Sara Kwan

SCEA Legal Director, Legal & Business Affairs:

Lisa Lunger

Paralegal

Richard Daniels

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Kaz Hirai
Jack Tretton
Peter Dille
Shuhei Yoshida
Scott Steinberg
Riley Russell
Jim Bass
Glenn Nash
Philip Rosenberg
Steve Ross
And Phil Harrison

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Updating the PSP® (PlayStation®Portable) system**Updating the PSP® system software**

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.
- If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.



For details on the update feature of the PSP® system, contact SCEA Consumer Services at 1-800-345-7669 or visit <http://www.us.playstation.com/psp>

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