

# PATAPOON™



<http://www.replacementdocs.com>

For safe use of this product, carefully read the following section of this manual and the PreCautions section of the instruction manual provided 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.



Recording surface



### **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](http://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 8AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

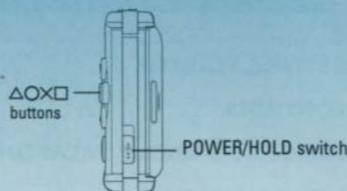


# **TABLE OF CONTENTS**

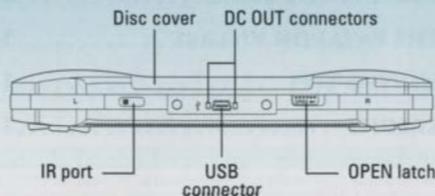
<b>GETTING STARTED</b> .....	<b>2</b>
<b>CONTROLS</b> .....	<b>3</b>
<b>SOME FACTS ABOUT PATAPON</b> ....	<b>4</b>
<b>INTRODUCTION</b> .....	<b>6</b>
<b>PLAYING THE GAME</b> .....	<b>8</b>
<b>THE PATAPON VILLAGE</b> .....	<b>14</b>
<b>HINTS &amp; TIPS</b> .....	<b>16</b>
<b>CREDITS</b> .....	<b>18</b>

# 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 **X** 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.

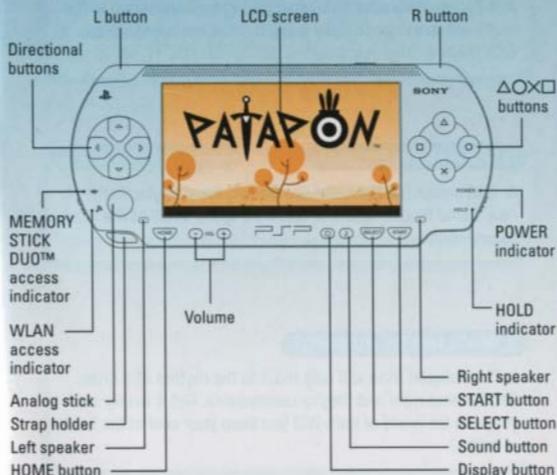
### Memory Stick Duo™

*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 ..... **X**
- 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 ..... **X**
- 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: 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'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?

### 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: What are Zigotons?

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



# 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...

Forlorned 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

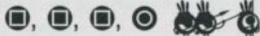
The Patapon warriors move according to the drum rhythm of the Great Patapon. This is called the "Rhythm Command" system.

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."

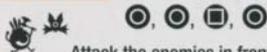


### ADVANCE!



Move the troops forward with the Hatapon at the center

### ATTACK!



Attack the enemies in front of you

### DEFEND!



Use the Tategapon 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 Patapon, 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

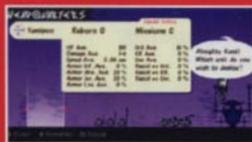
Choose the mission you'd like to play. Missions may include hunting various beasts that dwell on the Patata Plains for food, fighting the Zigotons invading the forest, and much more.

*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.



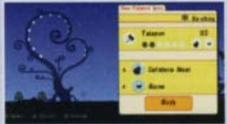
### FESTIVAL PLAZA

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!



## 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

Rollito

### 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

Hiroki Sonoda  
Atsushi Inoue

#### Planners

Junichi Kashiwagi  
Masaaki 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

Kemmel Adachi

#### Sound

##### Music

Kemmel Adachi  
Daisuke Miyake

#### Sound Effects

Takashi Kanae  
Kemmel Adachi

#### Recording

Studio Sound Beats

#### SCE WWS Japan Studio

##### Package & Software

##### Manual Design

Hironori Kamiya  
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  
Teppel Kabata  
Shigeru Kawai

#### Sound Library Team

Isamu Terasaka  
Mitsuru 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  
Selya 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

Atian 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 Burrows

#### 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 Gucco

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 Pasucci

Brent Gocke

Eiessa Vovan

## SCEA MARKETING

#### Director, Software

##### Product Marketing

Jeff Reese

#### Product Marketing

##### Manager

Mark Valledor

#### 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

Origin 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 Belletta

## 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

## Special Thanks

We would like to thank each individual at Sony Computer Entertainment

America for their contributions, support and dedication to the success of Patapon™

with special recognition to the Executive Management team including:

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

## LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-7669 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

## UNAUTHORIZED USE

Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. Shared game code is licensed solely for wireless distribution through PSP systems for noncommercial purposes. All rights to make copies of any portion of the game for subsequent redistribution is retained by the copyright holder. Please contact SCEA at 1-800-345-7669, if you are unwilling to accept the terms of this license.

©2008 Sony Computer Entertainment Inc. ©2008 Rolito/Interlink

"PlayStation", "PS" Family logo, and "PSP" are registered trademarks and "UMD" is a trademark of Sony Computer Entertainment Inc. "Memory Stick Duo" and "Memory Stick PRO Duo" are trademarks of Sony Corporation.

The typefaces included herein are partially developed by DynaComware.

## 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.

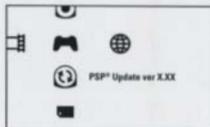
### During an update:

- 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>

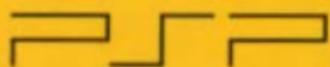


# PARAPPA THE RAPPER™

Available  
Now!



♪ Ad-Hoc Multiplayer!



PlayStation®Portable



♪ Downloadable remixes!

[www.ParappaPSP.com](http://www.ParappaPSP.com)

Parappa the Rapper is a trademark of Sony Computer Entertainment America Inc. © 2006 Sony Computer Entertainment Inc. © Rodney A. Greenblatt / Interlink. "PlayStation", "PS" Family logo, and "PSP" are registered trademarks of Sony Computer Entertainment Inc.

