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PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.

Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.
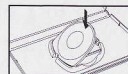
Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email **anti-piracy@eu.playstation.com** or call your local Customer Service number given at the back of this manual.

PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

PARENTAL CONTROL LEVEL	AGE GROUP
9	Restricted to 18 and over
7	Not suitable for under 15 unless accompanied by an adult
5	Recommended for mature players
3	Parental guidance recommended
2	General

UCES-00044/ANZ

In the struggle of good versus evil, there is often more to a hero than meets the eye. Just as plants have their hidden roots, and rocks, when turned over, reveal their dark underbelly with all manner of surprises, so too is the great story of Jak and his epic fight to save Haven City. Every mother's child has heard the story well, but most have heard only half of the tale. For as great as Jak was, he would never have succeeded without his often forgotten but faithful sidekick, Daxter. In my many years as a sage, and trust me it's a big number, I've learned one very important truth. Behind every great hero... there is always a wisecracking, obnoxious nincompoop! This is his story...

SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the DAXTER™ disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

NOTE: Select your preferred language from the PSP™ system's Home Menu before commencing play.

Select the ▰ icon from the Home Menu and then select the ⊙ icon. A thumbnail image of the software will be displayed. Select the image and press the ✕ button to commence loading.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved DAXTER™ data. Make sure there is enough free space on the Memory Stick Duo™ before commencing play.

The minimum amount of free space required to save DAXTER™ data will vary depending on the capacity of the Memory Stick Duo™ inserted. The minimum amount of free space required for different capacity official Memory Stick Duo™ products is listed below:

32MB – 128MB	= 112KB
256MB – 2GB	= 160KB

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.

GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.

INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

NOTE: DAXTER™ supports Ad Hoc Mode only.

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ←, ➡ etc. are used to denote the direction of both the directional buttons and the analog stick unless stated otherwise.

DEFAULT CONTROLS

MENU SCREEN CONTROLS

Navigate / Change Menu Item	directional buttons
Select Highlighted Menu Item	✕ button
Previous Screen / Cancel	◎ button

CONTROLLING DAXTER

L Button · R Button · Directional Buttons · Analog Stick · △ Button · ◎ Button · ✕ Button · ▢ Button · SELECT Button · START Button

DAXTER'S BASIC MOVES

Walk / Run / Climb	analog stick
Rotate Camera Left	L button
Rotate Camera Right	R button
Reset Camera	L button plus R button
Free Look / First Person Camera	↑ button
Look Around (while in Free Look)	analog stick
Exit Free Look	↓ button
Jump	✕ button
Double Jump	✕ button then ✕ button
Sneak / Crawl (Toggle On / Off)	△ button
Swat	▢ button
Game Stats	SELECT button
Pause	START button

NOTE: By default, you move Daxter by pushing the analog stick. You can change the control configuration to the directional buttons by selecting 'Controls' from the Options Menu, and then choosing 'Directional Buttons Control'. When using the Directional Buttons Control configuration, Free Look mode is accessed by pushing the Analog Stick ↑.

DAXTER'S ADVANCED ATTACKS

Before Daxter can execute these advanced attacks with his electric Bug Swatter, they must be earned by completing special Dream Sequences. More information on Dream Sequences can be found later in this manual.

Jump Swat Spin	✕ button then ■ button
Swat Uppercut	■ button then ✕ button
Dive Swat	✕ button then ■ button then ■ button
Combo Attack	■ button then ■ button then ■ button

NOTE: 'Dive Swat' cannot be performed once 'Jump Swat Spin' has been acquired.

SPRAY GUN

At the outset of his adventure, the only thing between Daxter and the Metal Bugs is his sizzling Bug Swatter. However, the ottsel's exterminating arsenal will soon include a handy Spray Gun that has the ability to temporarily stun enemies. With the addition of some nifty upgrades, this weapon can pull off some pretty cool tricks.

Spray Shoot	◉ button (tap)
Spray Stream	◉ button (hold)
Spray Hover	✕ button then ◉ button (hold)

VEHICLES

During the game, Daxter will get the opportunity to pilot a variety of Zoomers. While some Zoomers have unique abilities, such as releasing Bug Spray or carrying an extra rider, they all feature similar controls.

Steer	analog stick
Rotate Camera Left / Right (when stopped)	L and R buttons
Accelerate	✕ button
Brake / Reverse	■ button
Release Spray / Fire Weapon	R button or ◉ button
Quick Hop	L button (tap) plus ✕ button (hold)
Dismount	▲ button

NOTE: You can only dismount from some Zoomers when the vehicle is hovering over a launch pad.

With the Main Menu displayed, press the ⬆ and ⬇ buttons to highlight one of the following options and press the ✕ button to confirm your choice.

New Game	Start DAXTER™ from the beginning
Load Game	Load a game previously saved to Memory Stick Duo™
Delete Save Data	Delete any DAXTER™ files previously saved to Memory Stick Duo™
Bug Combat	Collect special 'Combat Bugs' and other valuable items throughout Daxter's adventure, then use them in head-to-head battles against computer-controlled challengers, or in Ad-Hoc Mode multiplayer bouts against your friends

AUTO SAVE

As you play DAXTER™, a special Save icon will be displayed indicating that your progress is being saved. Whenever the icon is on screen, DO NOT remove the Memory Stick Duo™ or turn off your PSP™ system.

NOTE: If the Memory Stick Duo™ is removed or replaced during gameplay, the Auto Save function will be disabled. To reactivate the Auto Save function, access the Auto Save option via the Game Options menu.

NOTE: If you have a DAXTER™ save file on your Memory Stick Duo™, you will need a further 160KB of free space available for the auto-save feature to be fully functional. If this space is not available, save your progress manually.

LOADING A SAVED GAME

If you want to resume a game previously saved to Memory Stick Duo™, select 'Load Game' from the Main Menu and then select the file you wish to load.

THE GAME SCREEN

1. Health Meter
Daxter starts with a total of five Health Bars, but he can gain more throughout his adventure. One bar will be lost each time he takes damage, more if it's a particularly nasty enemy that's attacking him. When his Health Meter is empty, the game will be over. Health can be restored by absorbing Green Eco from Health Packs found in and around Haven City.

2. Metal Bug Gems
The number of Metal Bug Gems in your possession for the current location.

3. Precursor Orbs
The number of Precursor Orbs collected in the area so far.

4. Spray Meter
The Spray Meter indicates the amount of Bug Spray left in Daxter's Spray Gun. Once it is empty, you will not be able to use his Spray Gun until you collect more Bug Spray.

5. City Map
The City Map will help you navigate the streets of Haven City. The green arrow represents Daxter's current position and the direction he is facing. Icons show the destination of your next mission.

PLAYING THE GAME

As a crack exterminator, Daxter will be able to call upon a few tools to help him rid Haven City of its Metal Bug infestation.

ELECTRIC BUG SWATTER
Daxter's trusty electric Bug Swatter can stun and finish off the various Metal Bugs he encounters. Pressing the ■ button to swat the nearest bug. If there are multiple Metal Bugs within swatting range, pressing the ■ button repeatedly will allow Daxter to pull off chained combo attacks, eliminating them quickly.

Daxter can also learn and execute a variety of advanced electric Bug Swatter attacks by completing Dream Sequences, which must first be unlocked using Precursor Orbs.

SPRAY GUN
Daxter starts the adventure with only the electric Bug Swatter, but he will soon also receive a Spray Gun. The Spray Gun squirts toxic Bug Spray, which will temporarily stun Metal Bugs, allowing Daxter to get up close and personal with his Bug Swatter. To fire a stream of Bug Spray, press and hold the ◉ button.

Not just a handy weapon, the Spray Gun can also help Daxter get through, over and above some tricky obstacles.

SPRAY HOVER
With a special modification, Daxter can use the Bug Spray inside the Spray Gun's canister to temporarily hover in the air, allowing him to get across gaps and access hard to reach areas. To hover, press the ✕ button to jump then press and hold the ◉ button. Daxter will only be able to stay in the air for a limited amount of time, but can continue to hover by collecting more spray whilst in mid-air.

SPRAY FIRE
When combined with a fire source, the volatile Bug Spray inside Daxter's Spray Gun turns it into a powerful flamethrower. Shoot spray at a flame source to change it into a stream of molten heat and then use it to melt through barriers and obstacles. In addition, you can use flames to get an extra boost while spray hovering.

UPGRADES

The Spray Gun has two upgrade attachments that are granted over the course of the game. Once an upgrade has been acquired, you can cycle between the attachments by pressing the ← and → buttons.

Flamethrower Attachment

This upgrade gives Daxter the option of using the flame all the time, wreaking fiery death on bugs, and allowing greater spray distance and height.

Ultrasonic Attachment

This upgrade allows Daxter to launch a projectile attack with radial damage.

VEHICLES

With so many bugs to splat and so little time, Daxter will often need to find some transportation to get around town. That's where Zoomers come in. Daxter can hop on a variety of Zoomer vehicles and use them to hover across large expanses and uneven landscapes, sometimes spraying, ramming and tracking down pesky Metal Bug critters as he goes. Push the analog stick to steer. Press the ⊗ button to accelerate and press the ▢ button to brake or reverse. You can also hop by pressing the L button while accelerating. To mount or dismount a Zoomer, press the △ button.

Some Zoomers come with extra features, such as the ability to release Bug Spray, while others will allow a co-pilot to come along for the ride. When the Zoomer has a secondary function, press the R button to use it.

NOTE: In order to dismount some Zoomers, the vehicle must be hovering over a launch pad.

ESSENTIAL ITEMS

HEALTH PACKS

These Health Packs contain small amounts of Green Eco. One Health Pack will replenish two bars of Daxter's Health Meter.

METAL BUG GEMS

These shiny yellow gems can be acquired from fallen Metal Bugs and must be collected to complete Daxter's extermination mission objectives.

PRECURSOR ORBS

Precursor Orbs can be found stashed in and around each environment. Find enough of these valuable artefacts to unlock and access new Dream Sequences, which can be completed to earn more powerful Electric Bug Swatter moves and Health Bars.

BUG SPRAY

Used to stun Metal Bugs, you can find globules of this toxic green spray in and around the environment. One globule of Bug Spray will refill a quarter of Daxter's Spray Gun Meter.

BUG CAGES

These contain Combat Bugs, and are prized discoveries throughout Haven City!

BATTLE TOKENS

These incredibly valuable items are the key to a winning strategy in the Bug Combat mini-game.

BUG JUICE VIALS

Scattered around the city, these vials allow you to power-up Daxter's Combat Bugs.

NOTE: More information on Bug Combat can be found later in this manual.

MISSIONS

Accomplishing missions and tasks is the key to survival, and, ultimately, saving Jak. Unfortunately, being a Metal Bug exterminator is not all it's cracked up to be – each mission is more dangerous than the next, and it seems the bugs just get bigger and nastier.

MISSION STRUCTURE

Daxter spends the first part of his adventure earning his stripes as an exterminator; thus gaining the access he needs to explore Haven City in search of Jak. Osmo, Daxter's boss, will send him on various assignments around the city. After a while however, Daxter begins to sense a sinister plan at work, and takes matters into his own hands.

As you progress through the game, icons will be displayed on the City Map indicating important destinations. At each destination, you will usually find someone waiting to send you out on a mission. Most of the time you can re-play levels that have been previously completed to seek out more Precursor Orbs, or give the Metal Bugs an extra thrashing. The City Map is the key tool in helping you know where to go next in Haven City.

DREAM SEQUENCES

Always one to embellish a story or situation, Daxter's tall tales aren't only for waking hours. Help Daxter achieve victory in a variety of far-fetched and outlandish dreams!

Dream Sequences are unlocked with Precursor Orbs. Once Daxter has collected the required amount, a Dream Sequence will become available to play. To access unlocked Dream Sequences, Daxter needs to hop on his bed and take a snooze at the back of the shop. Once unlocked, you can play Dream Sequences over and over in an effort to better your score and achieve higher medals.

In every Dream Sequence, you must time and match your button presses and / or directional movements to the corresponding button icons as they flash up on screen.

PAUSE MENU

Press the START button during play to pause the action. Information displayed on the Pause Menu includes the number of Precursor Orbs and Metal Bug Gems collected and a brief description of Daxter's current mission.

The following options can also be selected by pressing the ↑ or ↓ buttons, followed by the ✗ button.

Continue	Return to the game
Save Game	Save your progress
Load Game	Load a game previously saved to Memory Stick Duo™
Delete Save Data	Delete any DAXTER™ files previously saved to Memory Stick Duo™
Quit Level	Exit the current game and return to the Main Menu
Options	Access the Options Menu to alter Controls, Game and Sound configurations
Secrets	Select this to connect to the PlayStation®2 title 'Jak™ X' or to access any other secret stuff you have unlocked

NOTE: By connecting your PSP™ system to a PlayStation®2 console with a Jak™ X disc inserted (available separately), you can access additional functionality. Connect your PSP™ system to the PlayStation®2 console using a USB cable. Within the Pause Menu for DAXTER™, select the Secrets option then select 'Connect to Jak™ X'. You will then need to select 'Scan for Secret Characters' in the Jak ™X Secrets Shop.

THE OPTIONS MENU

Press the ↑ and ↓ buttons to select an option and press the ✗ button to confirm. Press the ← and → buttons to toggle or adjust each option. Press the ✗ button to accept the changes or press the ■ button to reset the options to their defaults. Press the ● button to return to the previous menu screen or resume the game.

CONTROLS

Camera   Toggle Camera control between 'Camera Normal' and Camera Reverse'

Control   Toggle between 'Analog Stick Control' and 'Directional Buttons Control'

GAME OPTIONS

Subtitles   Toggle Subtitles On or Subtitles Off

Auto Save   Toggle Auto Save On or Auto Save Off

SOUND

Sound FX Volume   Adjust the game's Sound FX volume

Speech Volume   Adjust the game's Speech volume

Music Volume   Adjust the game's Music volume

NOTE: Any changes made to the game's settings must be accepted by pressing the ⊗ button in order to save them. If you press the ◎ button to return to the previous menu screen, your changes will not be saved.

BUG COMBAT

Bug Combat is a mini-game which gives you the opportunity to collect, train and care for special combat bugs and then pit them against opponents in head-to-head battles. You can play Bug Combat by selecting it from the Main Menu.

After selecting Bug Combat from the Main Menu, choose from the following options and press the ⊗ button to confirm:

Connect to Bug Combat Host   Take part in a battle hosted by a friend

Single Player Bug Combat   Engage in a quick battle against a computer-controlled bug

Host Two Player Bug Combat   Set up your own multiplayer battle

NOTE: The 'Connect to Bug Combat Host' and 'Host Two Player Bug Combat' options utilise the PSP™ system's Wireless Ad Hoc Mode feature. Details on how to set up an Ad Hoc Mode game can be found later in this manual.

BUGS

There are hundreds of known species of Combat Bug found in Haven City, all with different strengths and weaknesses. Bugs begin at a certain level, but can be levelled up using bug juice vials.

TOKENS

Tokens are a key part of Combat Bugs and can be played during battle for a strong strategic impact. Some Tokens add extra power to your bug's Attack or Defence, other more advanced Tokens will actually swap power between your bug and your opponent's. This allows you to change your attack type, reverse an opponent's attack, or execute many other strategic plays. Each player is allowed three Token plays per battle. Tokens are not used up – once collected, you will always have the Token.

VIALS

These collectables can be found in and around the environment during Daxter's adventure. Once collected, Bug Juice Vials can be added to bugs of any level, resulting in an increase of your bug's stats. Vials can be used only once on only one Combat Bug.

BUG BROWSER

Before the game begins, the Bug Browser will display the Bug Cages that you have currently available for selection. Inside each cage is a bug; you can scroll through your bugs by pressing the ⬆ and ⬇ buttons. The stats for each bug are displayed on-screen. When you find the one you want to use, press the ⊗ button to select it.

NOTE: You can also rotate your Combat Bug for a better look by pressing the [L] and [R] buttons.

Once a bug has been selected, you can choose to apply any Bug Juice Vials you've collected. You can scroll through your choices by pressing the ⬅ and ➡ buttons. Press the ◻ button to apply a vial. When ready, press the ⊗ button to continue to the Token Screen.

If you have collected any Tokens, you will be able to use them now. Press the ⬅ and ➡ buttons to cycle through your available Tokens and press the ◻ button to select and confirm your choice. Once you've selected your Tokens, they are moved into positions similar to the positions they will take on the Battle Screen. Press the ⊗ button to begin the battle!

GAMEPLAY

When you are ready to pit your Combat Bug against an opponent, gameplay follows three phases. The bugs continue to battle until one has lost all its health.

Phase 1: Select Attack

During this phase, you can cycle between three attack types, each of which defeats one of the others in a rock, paper, scissors type of contest. The three attack types are Spit (projectile), Claw (melee) and Trap (ambush). Spit defeats Ambush, Ambush defeats Claw, and Claw defeats Spit. Cycle between the three attacks types using the ← and → buttons and choose your attack by pressing the ✕ button.

Phase 2: Choose Power

Next, you must attempt to maximise your bug's Attack and Defence power. The two bars that surround the attack selection represent the Attack (yellow) and Defence (blue) strengths of the bug for that attack type. The white line is placed at the high point of attack power. Press the ✕ button to initiate the Strength Meter. The objective is to stop the Strength Meter as close as possible to the white line, which will give your bug maximum power.

Phase 3: Opponent's Attack Revealed / Token Play

The final phase will reveal your opponent's attack, and the big red scratch marks indicate which bug is the loser. However, it's not over yet! Your Tokens now appear above the 'Spinner' on the right of the screen. Press the ↑ or ↓ button to select from your available Tokens and press the ✕ button to use them. You can choose to play one or all of the tokens (or none) in order to influence the ultimate outcome of the battle. Tokens must be played before the timer counts down, and their effects occur in real time – your play is immediately revealed to your opponent and vice versa (your opponent's tokens are shown on the left).

Once all tokens are played, the final attack is played and the round is complete. This continues until one of the bugs resigns or is defeated.

PLAYING AGAINST A FRIEND

In Ad Hoc Mode, Wireless (WLAN) functionality enables the PSP™ systems of two DAXTER™ players to communicate directly with each other. Once a Wireless (WLAN) connection has been established, players can engage in a head-to-head game of Bug Combat.

NOTE: This title does not support the use of all characters available within the PSP™ Nickname setting. When displaying the PSP™ Nickname in-game, all unsupported characters will be displayed as a '?'.

SETTING UP

Before starting an Ad Hoc Mode game, ensure that both players set up their PSP™ systems as instructed below.

Ensure both players have saved data present

Both players must insert a Memory Stick Duo™ containing a DAXTER™ save file.

Specify the same settings for Ad Hoc Mode

Using the PSP™ system's Home Menu all players should select 'Settings', then 'Network Settings', and set 'Ad Hoc Mode' to 'Automatic'. If the 'Automatic' setting does not enable everyone to establish a connection, all players should then select either 'Ch1', 'Ch6', 'Ch11' (i.e. everyone should use the same setting).

Set the WLAN switch to 'ON'

Slide the WLAN switch to the ON position before play. This switch must be left in the ON position whilst playing.

Stay close together

While you're playing, the two PSP™ systems should be kept as close together as possible.

BEGINNING A TWO PLAYER GAME

After selecting Bug Combat from the Main Menu, choose Host Two Player Bug Combat to set up your own multiplayer battle, or join a game that has already been created by choosing Connect to Bug Combat Host.

CREDITS

READY AT DAWN STUDIOS

President Didier Malenfant, **Technical Director** Andrea Pessino, **Art Director** Ru Weerasuriya, **Lead Designer** Michael John/Method Games™, **Designers** Daniel Choe, Gerald Vera, **Lead Programmer** Rachid El Guerrab, **Engine Programmers** Andrea Pessino, Jay Patel, **Lead Gameplay Programmer** Garret Foster, **Gameplay Programmers** Philip Nowell, Jeremy, Nikolai, Susan Thayer/Method Games™, David Neubelt, **Tools Programmers** Didier Malenfant, Andrew Innes, **Lead Technical Artist** Matt Oursbourn, **Background Modelers** Brian Fletcher, Nathan Phail-Liff, James Tran, Dana Jan, Anthony Vitale, **Foreground Modelers** Jon Jones, Maxx Marshall, Jarred Everson, **Lead Texture Artist** Chris Lichtner, **Texture Artist** Matt Mocarski, **Cut-Scene Animators** Matt Oursbourn, Nicolas Riviere, **In-Game Animator** Jerome De Menou, **Lighting Artist** Ru Weerasuriya, **Music/Sound Effects** Jamey Scott/Dramatic Music™, **Testing/Voice Cutting** Joe Labbe II, **IS/Office Manager** Steve Fradley, **Cut-Scene Writing** Dan Arey/Naughty Dog Inc., **Producer** Marc Turndorf, **Additional Cut-Scene Animators** Josh Scherr/Naughty Dog Inc., Eric Baldwin/Naughty Dog Inc., Greg Griffith/Naughty Dog Inc., Kion Phillips/Naughty Dog Inc., **Hi-res Marketing Renders and Compositing** Troy Slough/Naughty Dog Inc., **Additional Programming** Andras Balogh, Adam Smeltzer, Calvin Lin, Gavin James, **Additional Design** Will Anderson, **Additional Production** Matt Norton, Daxter Babies, Selma, Lorna, Daisy, Sly, **Special Thanks** All our spouses/significant others and families of the team (we couldn't have done it without you). Frank Simon, Sam Thompson, Evan Wells, Stephen White, Bob Rafei, Dan Arey, Jason Rubin, Andy Gavin & everyone at Naughty Dog Inc.
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ADR Services Pop Sound (LA), Michael Miller, Courtney Bishop, Tim West, Gavin McNiece, Howard Schwartz Recording, Inc. (NYC), Bill Higly, Blindlight, LLC

Voice Actors Daxter Max Casella, Osmo Dana Kelly, Taryn Susan Eisenberg, Ximon David Herman, Kaeden Phil LaMarr, Kor Sherman Howard, Brutter Alan Blumenfeld, Samos The Sage Warren Burton, Tik David Herman, Erol David Herman, Count Veger Phil LaMarr, Krimzon Guard David Herman, Hotelier Max Casella, Lumberjack Dana Kelly, Barmaid Susan Eisenberg, Miner David Herman

SONY COMPUTER ENTERTAINMENT AMERICA

Senior Producer Grady Hunt, **Producer** Frank Simon, **Associate Producers** Sam Thompson, Greg Phillips, **Director of Product Development** Connie Booth, **Vice President of Product Development** Shuhei Yoshida

SONY COMPUTER ENTERTAINMENT EUROPE

Producer Elodie Hummel, **Product Manager** Stuart Turner, **European Release Manager** Louise Welch, **Packaging and Manual Design** Mike Alder, **Copywriter** Sam Holding, **Print Production** Matt Bristow, **Localisation Manager** Vanessa Wood, **Localisation Co-ordinators** Jenni Rees, Nadege Josa, **QA Manual Approval** Clare Crawley, Jayson King, **Internal QA Manager** Dave Parkinson, **Internal QA Supervisor** Phil Green, **Lead Testers** Ian McEvoy, Craig Hopper, **Testers** Carl Seddon, Matthew Adderley, Daniel Johnson, Steven Kelly, David Rigby, Andrew Guy, Terry Matthews, Stephen Quayle, Robert Culshaw, Lee Thomas, Kevin McKenzie, Michael Davies, Mark Cooney, Neil Moran, Ross Wilkie, Liam Robertson, **TRC Testing Supervisor** Paul French **Lead TRC Tester** John Hale, **TRC Testers** Michael Kennedy, Martin Houghton, Kevin McCormack, **Localisation Supervisor** Nadine Martin, **Localisation Lead Tester** Yolanda Akil, **Localisation Testers** Pauline Brisoux, Cedric Gerard, Harouna Camara, William Kandot, Katharina Tropf, Matthias Pokorny, Julia Aigner, Silvia Ferrero, José M Flores, Alberto Pérez, Rafael Deogracias, Paolo Parrucci, Daniele De Blasio, Gianni Bianchini, Daniele Tacconi, Cesare Sivo, **Special Thanks** Shawn Layden, Sean Kelly, Isabelle Tomatis, Daniel Brooke, all translators and recording studios

CUSTOMER SERVICE NUMBERS

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Tarifováno dle platných telefonních sazeb. Pro další informace a případnou další pomoc kontaktujte prosím
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support@dk.playstation.com Man-fredag 18-21; Lør-søndag 18-21

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Local Rate.

Nederland — 0495 574 817
Interlokale kosten. Gesprekken kunnen voor trainingsdoeleinden worden opgenomen

New Zealand — 09 415 2447
National Rate

Norge — 81 55 09 70
0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt
support@no.playstation.com Man-fredag 15-21; Lør-søndag 12-15

Österreich — 0820 44 45 40*
*(0,116 Euro/Minute)

Россия — +7 (095) 238-3632

Portugal — 707 23 23 10*
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Suisse/Schweiz/Svizzera — 0848 84 00 85
Tarif appel national / Nationaler Tarif / Tariffa Nazionale

Suomi — 0600 411 911
0.79 Euro/min + pvm fi-hotline@nordiskfilm.com maanantai - perjantai 15-21

Sverige — 08 587 822 25
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UK — 08705 99 88 77
National rate. Calls may be recorded for training purposes

Please call these Customer Service Numbers only for PSP™ Hardware Support.