

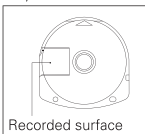
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the TV screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- 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.

Use and handling precautions

- This disc is PSP format software and is intended for use with the PSP handheld entertainment system only. If the disc is used with other devices, damage to the disc or to the device may result.
- 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.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP handheld system's wireless network feature to off when using the PSP on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP handheld system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- 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.
- 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). 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 benzine, 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 system damage or malfunction.
- SCEA 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.

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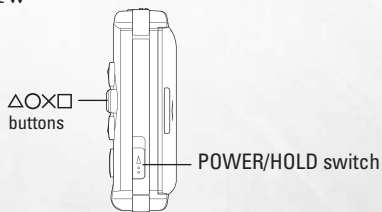
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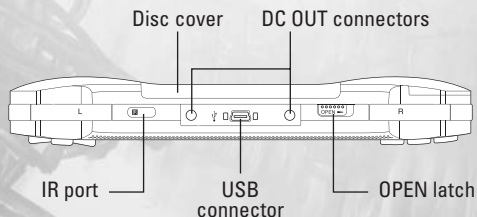


GETTING STARTED

Right side view



Front view



Set up your PSP™ handheld entertainment system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the **OPEN** latch to open the disc cover. Insert the **Rengoku UMD™** disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP handheld's home menu, select the **Game** icon and then the **UMD** icon. A thumbnail for the software is displayed. Select the thumbnail and press the **⊗** button of the PSP handheld 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.

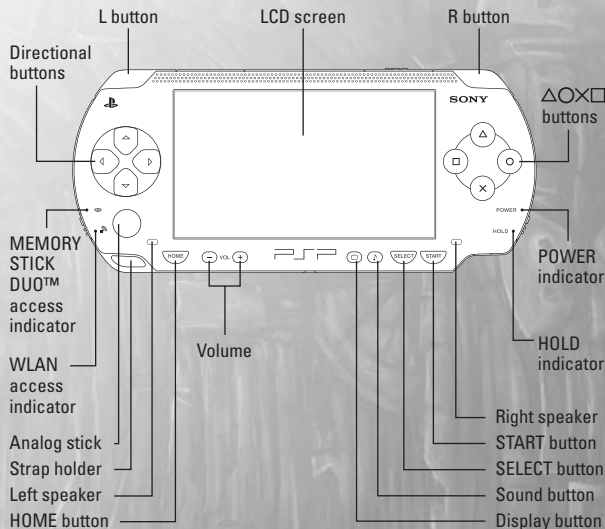
Memory Stick Duo™

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 into the memory stick slot of your PSP handheld. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP™ handheld entertainment system configuration



PROLOGUE

THE NEAR FUTURE.

The great wars of the past have claimed too many human lives, and people are no longer willing to fight on the battlefield themselves. Instead, it is innumerable and infinitely diverse android soldiers who oppose each other in the arena of war. It is an era where battles are won or lost on the cognitive and combative abilities of these robots.

In between the long periods of robot warfare, a revolutionary breed of artificial soldier was born.

The autonomous battle android, also known as A.D.A.M. (Autonomous Dueling Armed Machine) was created. A combat system with exceptional self-recovery abilities, capable of molding special liquid-resin "Elixir Skin" into weapons. Coupled with their highly advanced artificial minds, these androids have become the ultimate warriors, laying waste to any battlefield on which they stand.

A single, unconquerable battalion.
Wherever they advanced, utter destruction ensued.

Eventually they brought an end to the wars.
They destroyed all their enemies.

There was no one left to fight.
And the reason for their existence abruptly vanished.

The humans who created them were at a loss. How could they dispose of them? Their purpose had been eternal warfare. What use could they be put to now?

The answer was to use them in a battle spectacular. It was named, "Purgatory." The androids were sealed away in a tower and forced to fight. Watching them became a pastime, and their audience became obsessed by these mighty, battling warriors.

The way they did combat was beyond human comprehension. The scenes inside the tower displayed on monitors became a show of unsurpassed excitement for humans who had become bored of peace.

PROLOGUE

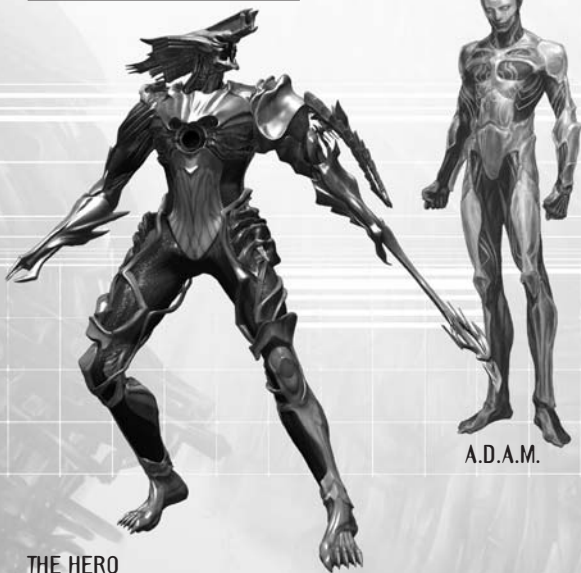
The tower and the fighting that takes place there are hell itself. All androids battle to reach the top, toppling every enemy that stands in their way. It is their eternal destiny to do eternal battle. If this is not hell, then what is? Day and night engaged in endless conflict....

...But for how long?

Now is the end of war's cycle of reincarnation.
Within the mind of a single A.D.A.M. has developed an "ego."



THE CHARACTERS



A.D.A.M.

THE HERO

An advanced android; the sole entity in the tower to have an ego, conscious of its own existence. By adjusting the configuration of the weapon capsules embedded in its head, chest, arms and legs, it can effectively utilize a wide variety of weapons.

Rengoku is the story of this android's growth and life. It begins to question its own existence, and although it climbs to the very pinnacle of the Purgatory tower, it is defeated by an awaiting Rival and finds itself all the way back at the very lowest level.

But it strives once again to reach the tower's core, in an effort to unlock the secrets of the tower, and of itself. In an effort to be released. To gain freedom. And to solve the mystery of who controls the tower, and the reason behind all the androids' existence...

THE CHARACTERS



THE RIVAL

The master of Purgatory, and the one who sent the hero plunging from the great heights of the tower's peak back to its bowels. This character is shrouded in mystery.

As if protecting something, it stands on endless guard in the deepest part of the very top level of the tower.

THE BOSSES

On each level of the tower of Purgatory awaits a unique boss who has to be defeated before it is possible to advance to a higher level.



CONTROL/BASIC OPERATIONS

Directional buttons	Select menu choices/ Move character
Up button	Move forwards (Double tap to run)
Down button	Move backwards (Double tap to run)
Right button	Move right (Double tap: Run during normal movement or Lock-On/ Emergency Escape (when side-stepping))
Left button	Move left (Double tap: Run during normal movement or Lock-On/ Emergency Escape when side-stepping)
START button	Open the Status menu
SELECT button	Display the floor map
⊗ button	Confirm menu choice/Use chest weapon/Go through an open door (when traversing the map)
⊙ button	Cancel menu choice/ Use right arm weapon
△ button	Use head weapon
◻ button	Use left arm weapon
L button	Toggle Lock-On: On/Off
R button	Step sideways (while pressed down) View help (during weapon setup)
Analog Stick	Alter view

CONTROL/BASIC OPERATIONS

LOCK-ON CONTROLS

Up button	Move towards enemy character
Down button	Step away while facing the enemy head-on
Right button	Shift right around the enemy character (Double tap for Emergency Escape)
Left button	Shift left around the enemy character (Double tap for Emergency Escape)

SPECIAL CONTROLS

Double tap Left/Right button	Emergency Escape (when side-stepping or during Lock-On)
R button + Left/Right button	Step sideways



Pressing the START button during the game opens the Status menu which displays your character's status, equipped weapons, remaining Energy, Overheat Gauge and other information. Pressing the ⊙ button returns to the game.

SOFT RESET

For a Soft Reset, please hold the L, R, Select and Start buttons together.

STARTING THE GAME

The title screen appears after the opening movie.

→ You can skip the opening by pressing the **○** button.



[LOAD GAME] Load a saved game and start from there.

[NEW GAME] Start a new game from the beginning.



SCENARIO MODE

In this mode you take control of the main character and fight your way to the top of the battle tower "Purgatory."

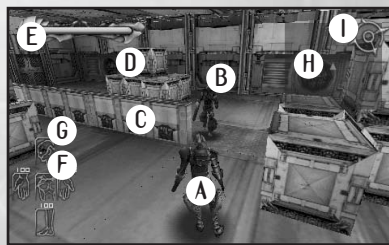
PANCRATIUM MODE

This mode lets you battle against up to three other players using the "PSP" System's wireless LAN feature. To play Pancratium Mode you need a "Memory Stick Duo™" containing a saved game from Scenario Mode.

GALLERY

You can enjoy Jun Suemi's character artwork. As you progress through Scenario Mode, the number of images you have access to increases.

DISPLAY BREAKDOWN



A Your character (the hero)

B Enemy character

C Obstacle (indestructible)

D Obstacle (destructible)

E Endurance Gauge

Your Endurance automatically recovers over time. If the gauge reaches empty, your body will melt and you will return to the base level, leaving any weapons you were equipped with behind. In boss stages, however, you return to the base level as-is, without losing equipment.

F Overheat Panel

This displays the temperature of the weaponry equipped on your character's head, chest, arms and legs. The temperature of a weapon starts to drop when it is not used for a while. If some weaponry overheats, the corresponding panel area will flash red and that weapon will be unusable for a period of time.

G Remaining Ammo / Energy

H Radar display

Blue represents your character, while red represents enemies.

I Compass

SCENARIO MODE

Build up your strength as you fight on and on, relentlessly aiming for the top of the tower.

YOUR AIM

In Scenario Mode you control the main character, fighting enemies while aiming for the top level of the tower. The tower is divided into eight levels, and you can only proceed to a higher level once you have defeated the current level's boss.



REPLAY

There is no "game over" in Scenario Mode. If you are defeated, your weapons get discarded at that point, and your body melts, flowing back down to the base of the tower (the start point).

➤ You do not lose weapons in your possession that you are not equipped with at the time (stocked weapons).



GROWING STRONGER

When you defeat enemies, their weapon capsules and Elixir Skin are left behind in a molten state. You can use equipment you get from defeating enemies by visiting terminals.

➤ Breaking open containers sometimes uncovers recovery items.

LEVELS



Purgatory is divided into eight levels or floors. Each level is made up of interconnecting rooms of different sizes, referred to as blocks. Each level has a terminal and two elevators.

➤ The elevator used to progress to the next level becomes functional after you have defeated a certain number of enemies. The first time you advance to a higher level than you have gone before, you are transferred to the boss room. You cannot go on unless you defeat the boss.

When your character is defeated and returns to the base level in liquid form, the enemies on each level are reset. Use the SELECT button to check the overall level map.

Blocks are connected together by doors. Some of these doors open automatically as your character approaches them, but some are locked, or may be locked under certain conditions. To unlock a door, you must defeat all the enemies within the block.



When you encounter an enemy within a block you will engage in battle. Remember, fleeing can be just as valid a tactic as fighting.

ITEMS

There are two ways to acquire items. Either defeat enemies or break open containers. You pick up items by walking over them.

You can get four types of recovery items from containers. They are: Endurance Boost, Energy Boost, Cool Down and Total Recovery.



WEAPON CAPSULES

Weapon capsules contain the necessary data for A.D.A.M.s to equip the various parts of their bodies with weaponry. By inserting a capsule into its body, the android becomes able to morph that part of its body into the right shape for the weapon.



ELIXIR SKIN

These are special items that your character can use directly. They enhance your android's capabilities in a variety of ways, for example, by reinforcing Endurance or Defense, or by increasing the maximum Overheat Tolerance.

Items you acquire are temporarily stocked. But having an item stocked does not enable you to use it. For that, you must access the item via a terminal.

THE MAP



Pressing the SELECT button during the game displays the level map.

The map only shows blocks you have already visited, and does not show blocks you have not explored yet. Your current position and orientation are indicated by a red arrow. The blue divisions between blocks are doors. Terminals are displayed in yellow.

TERMINALS

There is a terminal stationed on every level where you can equip with weapons, customize your equipment and save. The terminal menu that is displayed when you access a terminal lets you choose what you want to do.



When you connect to a terminal your Ammo / Energy is automatically replenished.



STATUS

This is where you can check your character's present condition, equipped weapons, remaining Energy, Overheat Gauge and skill level. You can also customize A.D.A.M. using Elixir Skin. (You can open the Status menu even when you are not at a terminal, but in that case you cannot customize.)



EQUIP

This allows you to equip weapons or restore them to Elixir Skin.

TERMINALS

ITEM

View items from the menu.



FILE

This stores the current state of play on a "Memory Stick Duo™". You can then restart the game from the same point by selecting LOAD GAME on the title screen.



SAVE

You must have at least 1024KB of free space on the "Memory Stick Duo™" in order to make a Rengoku save.

There can only be one Rengoku save per "Memory Stick Duo™". The game can also be saved to a "Memory Stick PRO Duo™". For details about how to make a backup of your save data, please refer to the "PSP™ System" or "Memory Stick Duo™" instruction booklet.



DELETE

This will delete save data.

EXIT

This closes the terminal menu and takes you back to the game.

BATTLES

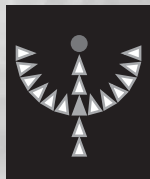
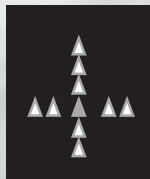
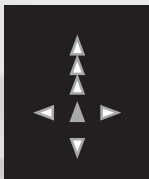
In each block you may find one or multiple enemies. Depending on the weapon you have, it can be extremely dangerous to take on more than one enemy at a time, so make good use of equipment like your Radar to ensure you always have the upper hand.

MOVING AROUND

Besides normal movement (with the directional buttons) and side-stepping (with R button + left/right buttons), there is also a special way of moving when you use the Lock-On function (L button).



To Lock-On to an enemy, press the L button when they are in your field of view. While you are Locked-On, all your attacks and movement will focus around a central point, which is your target's location. Pressing the L button again releases the lock.



▲ character ● enemy

There are many androids inside the tower. They each act under their own unique thought processes, and you will need to adopt a combat style tailored to each type of enemy. Some will persistently chase you, while others will maintain distance in their attacks and wait for a chance to take you out.

BATTLES



ATTACKING

Pressing the ○, ×, △ and □ buttons executes an attack with the weapon equipped at the corresponding part of your character's body. Depending on the weapon type, you may be able to carry out a continuous attack by holding the button down (for example with machine guns, etc.).



DAMAGE

Your Endurance will weaken when you are hit by an enemy attack. If your Endurance reaches zero, your body will melt and you will return to the base level, leaving any weapons you were equipped with behind.

Your Endurance eventually recovers itself, so if you avoid taking any damage for a while it will go up again. If you take heavy damage, it is a good idea to run away to safety and let your Endurance recover.

BATTLES



SHOWDOWN

When your opponent's Endurance reaches zero, you can deal the final blow. Your enemy may drop their weapon capsules and Elixir Skin, but will not necessarily drop all of their equipment. Whether you can get your hands on the particular weapon you want is down to luck.

If your character's Endurance reaches zero, you will drop some of the weapons you were using at that point and return to the base level as molten liquid (but equipment you had stocked will remain with you).

► In boss stages, however, you return to the base level as-is, without losing equipment.

Using the elevator on the base level transports you to the level 1 terminal where you should prepare your weapons for use and start back on your quest for the tower's peak.



OVERHEATING

Weapon parts will gradually start to heat up if you use the same piece of equipment continuously. If a weapon's temperature exceeds its maximum rating, it will overheat and become unusable for a while. (The Overheat Panel at the bottom-left of the screen will start flashing red.)

The weapon will cool down slowly if you stop using it. It is important to avoid overheating by using weapons infrequently and switching between weapons. Different weapons have different heat tolerances.

► There is some special leg equipment that make weapons more tolerant to heating up.

BATTLES



AMMO EXHAUSTION

Firing weapons uses up their Ammo or Energy. If either Ammo or Energy run out, the weapon is empty and you will automatically switch to your backup weapon. If you do not have a backup weapon, or that weapon is also empty, you will be unarmed.

► When you are unarmed, you can still attack by punching, but your head and chest become unable to strike.

Accessing a terminal will completely restore all your weapons' Ammo and Energy.



OVERKILL

When you defeat an enemy, whether or not that enemy drops their weapon capsules is down to luck. But you can increase the chances of that happening with Overkill.

The greater the damage inflicted by the final winning blow against your opponent, the more likely it is that they will drop their weapon capsules. Overkill is the name given to the strike that delivers that final damage.

You want to inflict as much damage as possible when you bring an enemy down, so try to find combinations of weapons and attacks that work best for you at maximizing that damage.

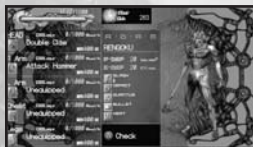
STATUS MENU

Open the Status menu during the game by pressing the START button.

- [STATUS] Check your character's condition.
- [ITEMS] Check what equipment you have stocked.
- [EXIT] Return to the game.



► While the Status menu is open, the gameplay will be paused.



On the STATUS screen, your character's current appearance is displayed on the right-hand side. You can check your Endurance, currently equipped weapon data, remaining Ammo and Energy, player name, core parameters and number of acquired Elixir Skins. You can visually inspect the location where each weapon is equipped by pressing the **△** button.



The ITEMS screen lists all of the weapons you currently have stocked. You can sort the list by pressing the **△** button. Pressing the R button displays a description of each weapon.

TECHNIQUES & HINTS

USE JAMMING EQUIPMENT

Certain head equipment have jamming capabilities. You can activate it by pressing the **△** button when an enemy has you Locked-On and it will temporarily release you from their lock.

INCREASE DAMAGE WITH CHAIN ATTACKS

At the time of impact, some weapons can stop an enemy in their tracks or throw them off balance for a fraction of a second. By following up with another strike at that precise moment, you can inflict more damage while avoiding a counterattack.

Every weapon has its own unique characteristics, so you should try to discover which combination of weapons works best for you and allows you to land multiple strikes.

BEFORE BOSS BATTLES...

Always check your status before entering a boss room. Once you enter a boss room, the only way out is to defeat the boss and move to the next level up. Always go to a terminal and make the necessary preparations.

TIPS FOR EFFICIENT COMBAT

You do not get stronger in Rengoku merely by defeating other androids. You need to acquire powerful weapons and set them up efficiently in order to make yourself stronger. Battling on recklessly with high-powered weapons will not be enough. You will need to consider the right combination of attack speed, Ammo and Energy consumption to get you through battles against the many varied kinds of enemies. Remember that survival is the most important factor, not killing.

SETTING UP

Select EQUIP from the terminal menu to change your weapons. You can also restore the currently selected weapon to Elixir Skin by pressing the **▲** button. If you select STATUS, you can carry out customization using your Elixir Skin by pressing the **■** button.

WEAPON SETUP

The majority of weapons can be equipped in any location except the legs (restrictions vary depending on the exact weapon). Leg weapons can only be equipped in the legs. There are also some weapons that are restricted to particular body parts. Selecting a weapon will bring up an explanation about it, which you can refer to when setting up.



Each weapon has important factors that affect its use in battle, such as Energy/Ammo capacity, attack range, speed and heat output. It is important to try and equip yourself with a well-balanced arsenal.

To set up a weapon, first choose the location in which you want to use it (right arm, left arm, head, chest or leg), then select it from your list of weapons. The weapon shown in the top slot is your currently equipped weapon. During battle you will automatically switch to using the weapon set up in the next slot if your current weapon becomes empty.



- You can only equip each location with a number of weapons equal to the number of slots available.
- Equipping with some weapons may require multiple slots.

SETTING UP



ELIXIR SKIN SETUP

You can increase your android's capabilities by using Elixir Skin that you have stocked. There are five areas you can enhance. They are: Endurance, Physical Defense, Electronic Defense, each location's Overheat Tolerance and each location's Slot Capacity.

The Elixir Skin setup screen shows the status before and after using Elixir Skin, and at the bottom of the screen, the amount of acquired and used Elixir Skin. Check the relevant details and select the item you want to use with the **⊗** button. Think carefully about how you employ your Elixir Skin as it cannot be changed back once used.

SKILL LEVEL

When you strike down an enemy with one of your weapons, your skill level for that class of weapon increases. As your skill level increases for each class of weapon, you can inflict greater damage on enemies that you attack with weapons of that class.



There are five classes of weapon. They are: Slash, Impact, Quantum, Bullet and Heat. Every weapon belongs to one or more of these classes.

Skill bonuses carry over even if you change weapons. In other words, the more enemies you defeat, the more power you can put behind attacks with all weapons of that class.

WEAPONRY

TYPES OF WEAPONS

Weapons come in four varieties, each with differing parameters.

BLADE-TYPE

Energy	Energy goes down with weapon use. A weapon is disarmed when this reaches zero.
Physical Attack	Degree of impact made against objects with Physical Defense.
Electronic Attack	Degree of impact made against objects with Electronic Defense.
Heat Attack	The amount by which the target is caused to heat up when attacked.
Heat Coefficient	The amount of heat produced when the weapon is used.

FIREARM-TYPE

Ammo	Reduces with weapon use. A weapon is disarmed when this reaches zero.
Physical Attack	Degree of impact made against objects with Physical Defense.
Electronic Attack	Degree of impact made against objects with Electronic Defense.
Heat Attack	The amount by which the target is caused to heat up.
Heat Coefficient	The amount of heat produced when the weapon is used.

SHIELD-TYPE

Energy	Energy used when absorbing an attack.
Endurance	Amount of damage that can be withstood.
Impact Absorption	Ability to protect against physical attacks.
Diffuse Reflectivity	Ability to protect against electronic attacks.

LEG-TYPE

Movement Speed	The higher this value is, the faster your character can operate.
Endurance	This influences maximum Endurance.
Cooling Potential	The higher this value is, the faster parts can cool down.
Usage	The number of times a special ability can be used.

WEAPON LIST

Here is a short introduction to the weapon list. Some weapons have the same name but differing parameters.

BLADE-TYPE

Double Claw	Two claws that slice the enemy apart.
Tekkou Blade	A high-speed oscillating blade that breaks through tough armor.
Attack Hammer	A massive hammer that shatters the enemy.
Chain Saw	Many small teeth rotating around a blade that carves through the enemy.

FIREARM-TYPE

580 Auto Magnum	A single-round gun.
Auto Bow Gun	Rapidly shoots arrows and does not heat up easily.
Shotgun	Fires many small bullets covering a wide area.
8mm Sub-Auto	Capable of very rapid fire, but has low attack power.
Flame Thrower	Increases an enemy's temperature causing them to overheat.
3" Recoilless Gun	Single-shot only, but highly potent.

SHIELD-TYPE

Kite Shield	Reduces physical damage.
Heatproof Shield	Reinforced against heat and physical damage.
Laserproof Shield	Reduces damage from laser weapons.

LEG-TYPE

Repair System	A device that boosts Endurance recovery.
E-Pack Add-on	Restores weapon Ammo / Energy when used.
Accel. System	A device that increases movement speed.
Liquid Cooler	A device that inhibits temperature increases.

PANCRATIUM MODE

In Pancratium Mode, you can battle against up to three other players using the “PSP” System’s” wireless LAN feature (ad-hoc mode). If the “WLAN Switch” at the bottom left of the “PSP” System” is in the OFF position, please switch it ON.

GAME PLAY IN PANCRATIUM MODE

Selecting PANCRATIUM MODE on the title screen will prepare the wireless LAN connection in ad-hoc mode and open the lobby screen.



1. THE LOBBY SCREEN

At the top-left of the screen is a menu, at the bottom-left are the members taking part (the party), and on the right-hand side is the player’s ID name and status.

If no party is accepting members, or if you would like to make your own party (by becoming the party leader), select “Form new party” (➡ see section 2).

To become a member of an existing party, select “Join party” (➡ see section 3).

Select “Return to title screen” if you want to go back.

2. FORM NEW PARTY



A player who creates a new party (the party leader) can select the game type with the up or down directional buttons and change the map with the left or right directional buttons while waiting for other members to join

the party. If you press the **○** button at this point, “Dissolve party even though it still has members? **⊗**: Yes **○**: No” is displayed and you can press the **⊗** button to disband the party and go back to the lobby screen.

When all members of the party have joined and are ready to start, the message, “Press **⊗** button to begin the game” is displayed in the middle of the screen, and pressing **⊗** button will take you into the match play action.

PANCRATIUM MODE

3. JOIN PARTY

The color of the parties on the right-hand side of the screen differs depending on their status:

White Recruiting party members (1 – 3 players)

Gray Parties engaged in match play

If you select a party that is recruiting members and press the **⊗** button, the rules of the match play are displayed and you will join the party.

If the party leader changes the game rules, the information is updated for all of the involved players.

Pressing the **○** button at this point will remove you from the party and take you back to the party selection screen. After you have joined a party, pressing the **⊗** button will display the message “Waiting for members to finish preparations.” and you must wait for the rest of your party members to become ready to start. Pressing the **○** button during this “Waiting for members to finish preparations.” state will indicate that you are no longer ready to start the game.

4. QUIT MATCH PLAY

Once a winner has been decided in match play, you will return to the lobby screen.

To use Pancratium Mode, you must have a “Memory Stick Duo™” with saved Scenario Mode data on it.

This device’s communications functionality makes use of software developed by the NetBSD Foundation, Inc. or its associates. For details, please refer to:
<http://www.scei.co.jp/psp-license/pspnet.txt>

ITEM SWAP MODE

Selecting “ITEM SWAP MODE” from the title screen will prepare the wireless LAN in ad-hoc mode and open the item swap screen.

Note: There must be Scenario Mode data saved on the Memory Stick Duo™ when entering item swap mode. If the device’s WLAN switch is OFF, please switch it ON.

ITEM SELECTION

The player with whom the item swapping will take place must be selected.

A menu is displayed at the top-right of the screen and the players available for item swapping are shown on the bottom-right.

The items belonging to the player are listed on the left-hand side of the screen.

A player displayed in the swap partner list can be selected by choosing “Select swap partner” from the menu and using the up/down direction keys followed by the **X** button. Pressing the **X** button with “Check items” highlighted lets the player check the details of the items he or she currently owns. Press the **X** button with the item selected to show an explanation of that item.

Pressing the **X** button with “Return to title screen” highlighted takes the player out of Item Swap mode. (Once the title screen is displayed, please turn the WLAN switch OFF).

ITEM SWAP MODE

SWAPPING ITEMS

The items the player has are displayed on the left-hand side of the screen, a menu is displayed at the top-right, and the player’s and their partner’s swap items are displayed at the bottom-right of the screen.

By choosing “Pick an item to swap” and picking the item to swap from the left-hand window with the **X** button, the item will be displayed in the swap window on the right. Items can be selected any number of times.

Once an item has been chosen, the menu entry “Ready to swap” becomes selectable. After selecting that with the **X** button, the player must wait for their swap partner to become ready.

Selecting “Return to title screen” takes the player back to the title screen.

If the player possesses no items, there are no items to choose and the “Ready to swap” menu entry never becomes selectable. If the player does not have any items, he/she cannot swap items.

COMPLETING THE ITEM SWAP

Once both parties have selected “Ready to swap,” the relevant items are exchanged.

WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP™ Systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc mode and Infrastructure mode.

► Note: Player responsible for Wi-Fi fees.

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP™ systems to communicate directly with each other.

INFRASTRUCTURE MODE

Infrastructure mode is a Wi-Fi feature that allows the PSP™ system to link to a network via a 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, a WLAN access point and PC. For further information and setting up details, please refer to the PSP™ system's Instruction Manual.

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