

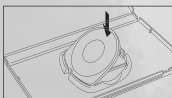
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play.
- Do not use the console 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 console 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® (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.
- 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.
- 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). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

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

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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

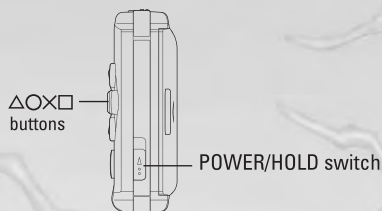
TABLE OF CONTENTS



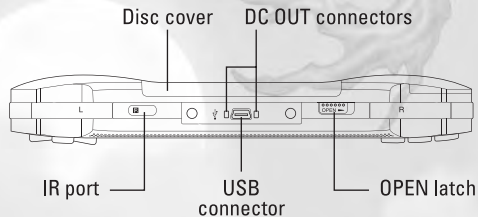
Getting Started.	2
Starting Up	3
Control/Basic Operations	4
Combat	4
Playing the Game.	8
The Game Screen.	9
Weapons	11
Characters	13
Saving & Loading	14
Pause Menu.	14
Options Menu	15
Credits.	15



Right side view



Front view



Set up your PSP® (PlayStation®Portable) 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 **Death, Jr. 2: Root of Evil** disc with the label facing away from the system, 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 the **X** button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

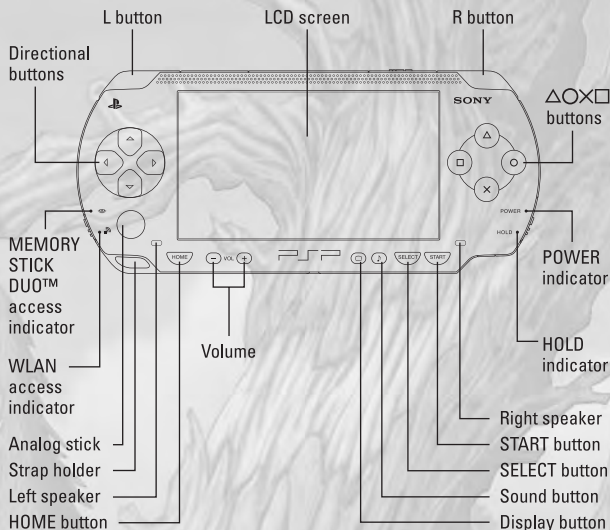
NOTICE: Do not eject a UMD™ while it is playing.

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. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

PSP® (PlayStation®Portable) system configuration



CONTROL/BASIC OPERATIONS

In Menu

- ⓧ button Accept/Next screen
- Ⓞ button Cancel/Previous screen

In Game

- Analog Stick Move DJ/Pandora
- Directional buttons Select weapons using single & double taps
- ⓧ button Jump
- Ⓞ button Switch to guns, fire currently selected weapon
- Ⓞ button Activate, swing Scythe/Whip
- △ button + Analog Stick Dodge
- L button Rotate camera
- R button Rotate camera
- L button + R button (tap) Enter/Exit side stepping mode
- L button + R button (hold) Camera free look mode using the analog stick

COMBAT

CAMERA

Weapons

Using weapons in the game is easy. Just press the Ⓞ button and DJ or Pandora fires the currently-selected weapon. If you continue to hold the Ⓞ button down, DJ or Pandora will fire continuously at a slower rate.

Selecting a weapon

To choose a weapon, tap one of the directional buttons. The weapon that's selected depends on whether you do a single or double tap. DJ & Pandora can have up to eight ranged weapons available in their inventory.

If you select a weapon for which you have no ammo, it won't fire. Duh!

Weapon Select: Directional Buttons

DJ

- Up - Twin Pistols
- Right - Flaming TP Launcher
- Left - Icer
- Down - C4 Hamster

PANDORA

- Up - Tommy Gun
- Right - Flamethrower
- Left - Freeze Gun
- Down - Shiny Sparklies

BOTH

- Double Up - Shotgun
- Double Right - Electric Gun
- Double Left - Rocket Launcher
- Double Down - Proximity Gas Mine



Shooting

DJ and Pandora fire their ranged weapons by pressing the Ⓞ button. A green targeting reticle appears onscreen and the inner circle turns red when an enemy is targeted and within range. The weapon always fires at the target reticle. The reticle automatically moves over appropriate targets in front of you. Depending on the weapon, this aiming assist has different range and accuracy.

Lob weapons such as the Flaming TP Thrower have ground reticles. Once a lobbed weapon is selected, press and hold the Ⓞ button to aim. A ground reticle appears that the user can use to aim using the analog stick. Once the desired target is highlighted, release the Ⓞ button to fire the weapon at the target.

DJ's Scythe & Pandora's Whip

DJ's scythe and Pandora's whip are versatile weapons not only great for platforming but also for taking down enemies. There are a few basic combinations that DJ & Pandora start off with and several to be learned to increase the damage and area effect of their melee attacks.

MOVES

Death, Jr. and Pandora have a variety of moves they can use to help navigate through the world:

Combo Name

- Take That
- And That
- Particularly Small Ham
- Nimble Monkey Bone
- Safety First
- Bag o' Ninjas
- Grounded Goofy Foot

Combo Name

- Condescending Glance
- Left Handed Sugar and Spice
- After School Special
- Band Cramp
- 720 Incontinent Grandma
- Tofu Lunchbox
- Unresolved Childhood Issues

DJ

- Ⓞ button + Ⓞ button
- Ⓞ button + Ⓞ button + Ⓞ button
- Ⓞ button + (hold) Ⓞ button
- Ⓞ button + Ⓞ button + (hold) Ⓞ button
- Ⓞ button + ⓧ button
- Ⓞ button + Ⓞ button + ⓧ button
- Reverse Jump + Ⓞ button

Pandora

- Ⓞ button + Ⓞ button
- Ⓞ button + Ⓞ button + Ⓞ button
- Ⓞ button + (hold) Ⓞ button
- Ⓞ button + Ⓞ button + (hold) Ⓞ button
- Ⓞ button + ⓧ button
- Ⓞ button + Ⓞ button + ⓧ button
- Reverse Jump + Ⓞ button



Moves

DJ & Pandora have a variety of basic and learnable moves they can use to help navigate through the world:

Swing Scythe (DJ)

Press the  button to swing the Scythe.



Vertical Scythe Swing

Press the  button to jump and then press the  button to swing the Scythe while in the air.



Jump

Press the  button to jump.



Dodge

Press the  button to dodge attacks in any direction while using the analog stick.



Swing Whip (Pandora)

Press the  button to swing the Whip.



Balance Beams

DJ and Pandora both have the ability to walk across fallen logs and beams. Balancing can be tricky, be ready to push the analog stick in the opposite direction that the player is leaning if they lose their balance. Pandora has a special forward flip that allows her to travel much faster across balance beams by pressing the  button.

Reverse Jump

Press the analog stick to run in one direction, and then quickly move the stick in the opposite direction. While DJ or Pandora is sliding, press the  button to reverse jump.

Hover Jump

Press the  button to jump, and then press it again while in the air and DJ or Pandora enters a hover jump. Hold the  button down to continually hover jump. You can also use Hover Jumps to grab rafters, hooks, and wires.

Chimney Jump

Jump into the side wall of a chimney chute and press the  button to jump.

Rafter Swing

Press the  button to jump and then press the  button to have DJ latch onto the rafter. DJ will then automatically swing forward and off the rafter. Pandora has a slightly different approach to rafter swinging and must press the  button to jump off the rafter.

Hook Swing

Press the  button to jump and then press the  button to have the DJ or Pandora latch onto a hook. They swing from the hook until the  button is pushed. While on a hook, you can adjust DJ's or Pandora's orientation using the analog stick. They must time their release carefully when jumping from hook to hook so that their momentum carries them forward to the next hook or else they'll fall straight down or even fly off backwards!



Wire Slide

Press the  button to jump and then press the  button to have DJ or Pandora latch onto a wire and begin riding the wire. Press the  button to disengage with the wire. Sliding into objects will knock DJ or Pandora off the wire.

Scythe/Whip Hop

Press the  button as DJ or Pandora is heading toward the ground after a jump or when falling. If you time it so that the blade of the Scythe or end of the whip hits the ground before DJ or Pandora, they are launched back up into the air.

Ledge Grab

Press the  button while jumping towards a ledge. If the Scythe or Whip hooks the ledge, DJ or Pandora is catapulted to the top of the ledge.



PLAYING THE GAME

OVERVIEW

You can play as either DJ or Pandora in single player mode or together with a friend in Ad-Hoc Wireless Co-Operative Mode. There are three options available from the Main Menu:



New Game

Select New Game to start a new single player game.

Choose Player

Choose to play as either Death Jr. or as Pandora.

Difficulty Select

There are four levels of difficulty and as the difficulty levels increase, the enemy attacks increase in frequency and become more accurate, the enemies will take less damage and their projectile velocity increases. The default difficulty is HEALTHY, and as the difficulty increases the number of attackers that will attack the player simultaneously will increase.



Load Game

This allows you to select a previously saved game to Load.

Multiplayer

Allows you to create, join or load a previously saved multiplayer game. The multiplayer lobby is limited to 6 joinable games at a time.



New Game

Allows the player to host a new game. The host selects the player character and the difficulty level for the game. Once a game is created, the host must wait for someone to join his game.

Load Game

Allows you to select a saved multiplayer game to host. Once the game has been selected, the host must wait until someone joins the game to begin.

Join Game

Allows the player to join a hosted game. Once join game is chosen, the first game in the lobby menu is highlighted. Select the game with the directional buttons you'd like to join and press the **X** button. The host's player is indicated by a DJ or Pandora icon next to their PSP™ nickname.

THE FOREST

This is where the game starts. DJ & gang are out in the woods for a science project to collect cocoons. Everyone but DJ and Pandora have found cocoons and they're both in danger of receiving an 'F' if they can't find one. The player starts off along a forest path where DJ & the gang are gathered. Several tutorial messages appear to guide DJ and Pandora on their way.

THE GAME SCREEN



Health Meter

DJ and Pandora's health is shown in green inside the meter. When DJ takes a hit, his health goes down. Recently taken damage is indicated in gray briefly before it disappears. When DJ or Pandora's health meter is empty, they die and must either select CONTINUE to restart at the last checkpoint, RESTART LEVEL to restart the level from the beginning, or QUIT to return to the main menu.

Current Weapon/ Ammo Level

Your weapon icon and ammunition bar are displayed on the lower left of the screen.

Energy Counter

Your current energy is shown in a counter on the upper right of the screen. Use energy to purchase weapon upgrades, ammunition and melee combos.

Player Arrow (Multiplayer Only)

When the other player is off-screen, a red arrow appears and player icon appears on the side of the screen pointing in the direction where the other player is located. The red arrow will blink when the other player is about to be teleported to you.

Syringe Slot

When a player has a syringe filled with weed killer in his inventory, the syringe icon will appear on the right side of the screen to indicate what he's carrying.

Root Doors

Throughout the levels, there are root barriers to block DJ & Pandora's progress. They have to find a syringe filled with weed killer to inject into the root in order to proceed further into the level. Once DJ or Pandora has the syringe, approach the root and press the **□** button to use it.



Weed Killer Syringes

In order to progress past root barriers, DJ & Pandora need to collect syringes filled with weed killer. These will either be hidden in secret areas or enemies will drop them when defeated.



Weapon Parts

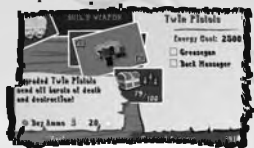
As DJ & Pandora progress through the levels, they may discover Weapon Parts. These weapon parts are components that Smith and Weston can put together to form weapons. Sometimes these weapon parts will be out in the open for DJ or Pandora to stumble upon, other times they'll be in hidden areas off the main path.

THE LAB



Smith & Weston have set up upgrade labs throughout your travels. Each level contains several upgrade labs where melee moves can be purchased, weapons can be constructed, upgraded, and ammunition purchased with collected energy. Approach the lab and press the **[B]** button to enter it. Once inside the following upgrades are available to the player:

Weapons



Smith & Weston can construct weapons out of the weapon parts you've collected, keep track of your weapon parts, and even upgrade your weapons! The currently selected weapon in the lab is shown along with the directional buttons used to equip it in-game. You can toggle between the weapons in the

lab using the **[L]** and **[R]** buttons. Your current energy is listed in the bottom-right corner of the screen.

The weapon parts needed to assemble the current weapon are listed on a memo paper on the top right of the screen. When DJ has collected a weapon part, a check mark will appear next to it. When all the weapon parts required for a weapon have been acquired, press the **[X]** button to have Smith & Weston assemble it.

Press the **[B]** button to purchase ammunition for the currently selected weapon.

Once Smith & Weston have assembled a weapon, a new option to upgrade the weapon will appear. Highlight the upgradeable weapon and look for the weapon parts necessary to assemble it.

Melee



The Melee combo names and upgrade costs are shown on the top-right corner of the screen and can be scrolled through using the **[L]** and **[R]** buttons. Their description is shown on a memo on the bottom-left portion of the screen. To purchase an upgrade or combo, select the desired skill and press the **[X]** button.

Ammo Chests

As DJ and Pandora progress through the game, they'll find ammo chests. DJ or Pandora can break open the ammo chests with their melee or ranged weapons to collect the ammunition.

The ammo will replenish whichever weapon needs it the most with it leaning toward the currently equipped weapon.



Health Orbs

As DJ and Pandora progress through the game, they'll find Health orbs either by killing enemies or that are placed in the environment. These look like green floating balls. When DJ or Pandora collects them, they'll replenish their health. If their health is maxed out, they cannot pick up the health orbs.

Energy Orbs

As DJ or Pandora progresses through the game, they'll find Energy orbs either by killing enemies, in difficult platforming areas, or discovering them in hidden locations. These look like yellow floating balls. When DJ or Pandora collects them, they increase their energy counter located on the top right of the game play screen.



WEAPONS

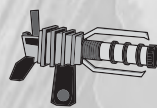
DJ's Weapons

Along with the Scythe, these are the ranged weapons that have been specially created for DJ.



Twin Pistols

These are DJ's basic weapons. You can either hold the **[B]** button down to fire at a constant rate or tap the **[B]** button quickly to fire faster. They're good for weaker enemies, but they lose accuracy at long distances and don't deal much damage.



Icer

Slows down and freezes enemy movement. Frozen enemies become brittle and can be shattered. It is a short range weapon that fires continuously as long as the firing button is pressed and there is ammo.



Flaming TP Launcher

Throws a flaming roll of TP that explodes in a ball of flame when it strikes an enemy (setting them on fire if it doesn't kill them.)

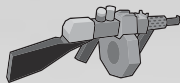


C4 Hamster

This is a hamster with a butter-stick-sized slab of C4 attached to its back. The hamster is tossed on the ground where it seeks out the nearest enemy and runs toward it, exploding on impact, or within 2 seconds after being thrown - whichever comes first.

Pandora's Weapons

Pandora's Whip is her primary weapon, but she has her own arsenal of ranged weapons at her disposal as well.



Tommy Gun

This is Pandora's basic ranged weapon. You can either hold the  button down to fire at a constant rate or tap the button quickly to fire faster. It has a moderate range and a high rate of fire, but is less accurate than DJ's pistols and is well suited to taking out swarms of weak enemies.



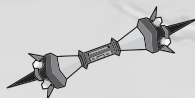
Flamethrower

The Flamethrower is a continuous fire weapon – it fires a steady spray of flame for as long as the player holds the  button. Enemies can become lit on fire as well for extra damage.



Freeze Gun

Lobs giant balls of ice at enemies that explode on contact and cause area effect damage.



Shiny Sparkles

These small canisters are thrown at the enemy, and then play the latest trashy pop music. This is sure to drive any monster bonkers, and cause them to run towards the canister to destroy it. Luckily S&W added a large explosive device that will detonate shortly after it is thrown. That device will explode the pop music-player (whew!) along with any nearby enemies.

Other Ranged Weapons

These are ranged weapons that Smith & Weston have created that both DJ and Pandora can utilize.



Shotgun

Same as the Shotgun in DJ1 – it shoots a cone of heavy damage with significant knockback effect at short range. This makes it effective against almost all enemies as long as they're fairly close.



Electric Gun

One of S&W's more shocking inventions. This gun harnesses the static electricity in the air to generate bolts of lightning that can be fired over great distances.



Rocket Launcher

Powerful at all ranges. It takes a bit of skill to aim.



Proximity Gas Mine

Drop a gas mine that's activated when pesky enemies come near. Great for setting up ambushes or while you're on the run!

CHARACTERS



DJ

He's just your average, everyday kid, whose dad happens to be the Grim Reaper. What could possibly go wrong? Other than sort of killing things (like half the sixth grade class at his last school) without meaning to. Luckily, he's found a good group of friends at his new school. Of course, if his dad finds out he's unleashed an evil force of nature on their town, it's off to Military School for sure.



Stigmartha

(Marty to her friends) loves school, which alone makes her an outcast, although it's handy when the kids need someone to write a paper for them.... She's very bright and wants to be a journalist or novelist when she grows up. Unfortunately, when she gets nervous, she bleeds from her hands!



The Seep

The Seep's an armless, legless, foreign exchange student in a jar. He may not have the best attitude, but keeping your chin up isn't always easy when you live in a vat!



Pandora

She's cute, smart, and doesn't take anything from anyone. Pandora likes hanging out with her fellow freaks because they're more real than the "normal" kids. She's only got one weakness: If there is a door closed, a locker locked, or a hallway hidden, Pandora will be hooked. She doesn't look for trouble, but it sure knows how to find her...



Smith and Weston

Smith and Weston share one doubly large brain, and with four hands to work with they are born inventors. Smith provides the logic and Weston the random creativity. Sometimes they don't get along, but it's hard to have necessary alone time when you're joined at the head!



Dead Guppy

Dead guppy is the wild one of the bunch. Like James Dean, he doesn't need anything specific to rebel against, so long as he can rebel. He's a fighter and a lover. And, oh yeah, he's dead!

SAVING & LOADING

You must have a Memory Stick Duo™ to save the game. When you first start the game, you have the opportunity to load a saved game. Simply choose Load Game from the start menu and select one of the save slots on the Memory Stick. To save anytime, choose Save Game from the Pause menu and then choose a slot to save your game to.

Saving the game saves energy, health, as well as weapons, collected weapon parts, and your current progress in the level. Your exact position inside the level is not saved and you will be placed at the last checkpoint you've reached in the level when loading the saved game.

PAUSE MENU

The Pause menu is your friend. Press the START button while in-game to pause the game and access the Pause Menu. From there you can replay levels or gameplay sections, access the gameplay options and save your game.



Continue

Exits the pause menu and returns to game-play.

Game Options

Adjust Audio / Video, Camera / Controls, and Adjust Difficulty Settings.

Restart At Checkpoint

Player is restored with full health to the last cleared checkpoint in the level.

Restart Level

The player is returned to the start of the level with all his player progression information intact, similar to selecting SELECT LEVEL during a level. (Any weapon pieces or energy collected will be retained.)

Save Data

Brings up menu options to save the game or delete save data. You must have at least 384 KB free space on your Memory Stick™ in order to save data.

Save Game

This allows you to save your current game progress. The data that is saved is the state of the game at the last checkpoint that was reached. This data includes information about the world (whether doors are open, whether enemies are dead, whether collectibles have been gathered, etc), plus the player's progression information (ammo, weapon pieces, energy, etc).

Delete Save Data

This allows you to delete save data from your Memory Stick™.

Select Level

Brings up a level select menu where the user can go back and visit all previously played levels to find weapon parts or gain more energy.

Quit

Ends the current game and returns the user back to the main menu.

OPTIONS MENU

From the Pause screen, you can access the Game Options menu, where you can set the following options:

Audio / Video

Music Volume: 0 – 10 (Default: 5)

Adjusts the in-game music volume.

Voice Volume: 0 – 10 (Default: 5)

Adjusts the in-game character voice volume.

SFX Volume: 0 – 10 (Default: 5)

Adjusts the volume for the sound effects for combat and ambient noises.

Brightness: 0 – 10 (Default: 5)

Adjusts the High Dynamic Range Brightness values.

Reset to Default

Returns all the settings to their default values.

Camera & Controls

Swap **L** And **R** : Off / On

Off causes the camera to rotate to the right when the R Button is pressed.

On causes the camera to rotate to the left when the R Button is pressed.

Invert Aiming: Off / On

Off causes the free-look camera to move up when the analog stick is moved up.

On causes the free-look camera to move down when the analog stick is moved up.

Reset to Default

Returns all the settings to their default values.

Adjust Difficulty

The current difficulty setting is highlighted and the player can adjust the setting. See Difficulty Select on Page 8.



CREDITS

BACKBONE ENTERTAINMENT

Art
Lead Artist
Norm Badillo

Key Artist
Arvin Bautista

Technical Artist
Mike Badillo

Environment Artists
Patrick Burke
JP Castillo
Dana Jakobson
David Marino
Glen McKnight
Paul Wu
Martin Yee

Character Artists
Nick Monroe
Justin Rosenthal-Kambic
Ryan Shevlin

Texture Artist
Kelle DeForest

Audio
Audio Directors
Robert Sully
Rob Thomure

Sound Designer
Yannis Brown

Design
Lead Designers
Chris Opdahl
David Wessman

Key Designer
Aaron Keppel

Designers
Dan Miller
Marty Newcomb

Story
Joe Morrissey

ENGINEERING
Lead Engineer
David Aldridge

Key Engineer
Tania Klyce

Engineers
Rocco Balsamo
Chris Bauer
Eric Foley
Dan Halpern
Benn Herrera
Ian McLean
Ian Sherman

PRODUCTION
Producer
James Stanley

Associate Producer
Ardry Engleheart

MID Group
Chad Piatt
Will Guy
Justin Richmond

Additional Art
Dave Allsop
Jennifer Lee
Jeff Matsuda
Dan Schallcock
Sach Steffen
BonArt
Fork Particle

DEVaCN, LLC
Cinematico, Inc.
Shanghai Activision Games, Ltd.
Shanghai Motion Magic
Digital Entertainment

Additional Audio
Kurt Larson
Anna Kamey
Julian Kwassneski
Jared Emerson-Johnson
Jeff Wessman

Additional Design
Joe Willis

Additional Engineering
Michelle Abraham
Isaac Bender
Chris Marsh
Peter Phillips
Chuck Romberger
Jay Wilburn

Additional Testing
Dan Dwonch
Henry Thang

Voiceover Casting, Recording, & Post-Production
Webstone

Voiceover Talent
Furl Amy Provenzano
Newscaster Amy Provenzano
Billy Galaxy Brian Sommer
Louie the Liama Brian Sommer
Death Senior Casey Robertson
Stigmara Paige Perez
Smith & Weston Daron Jennings
Tram Operator Daron Jennings
Food Court
Locustspeaker Daron Jennings

Professor Flemming, Daron Jennings
 Jindosa, Melissa Hutchinson
 Seep, Andrew Chalkin
 Westreit, Andrew Chalkin
 Ol, Brett Pets
 Base Loudspeaker, Paige Perez
 Mail Loudspeaker, Paige Perez

- PUBLIC RELATIONS / MARKETING - **Communications Manager** Nicole Lanier

Communications Assistant Sandra Leno

- IT DEPARTMENT - **IT Manager** Steve Grappone

IT Technicians Joel Gallegos Sean Madden

- EXECUTIVES - **Studio Head, BBE** Willie May

Technical Director, BBE David K. Sullivan

Creative Director, BBE Michael Russo

Senior Producer, BBE Steven Kovensky

Chief Executive Officer, F9E Jon Goldman

Executive Producer, F9E Chris Charla

Executive Director, F9E Andrew Ayre

Chief Operating Officer, F9E Larry Kelly

Executive Producer, **Business Development, F9E** Philo Northrup

Special Thanks

Terri Seltzer, Sara Guinness,
 Max Fitzmaurice, Philip Campbell,
 Brad Hare, Doug Hare,
 Dan Duncalf, Mark Loughridge,
 Jeff Vivasour, Joe Bonar, Mark Delouara,
 Chris Eden, Karen Murphy, Jen James,
 Mabel Vista, Hai Feng Liu, Denise Kelly,
 Passafium Designs, David Zhu,
 Goose Ramirez, Art Matsunaga,
 Jessica Tudor, Tom McKnight, Kathleen
 Crampton, Jeanette Lee-Oleman, Rojo,
 Jill Ellis, Jan Foley, Dwayne Foley,
 Jeff Foley, Sharon Bender, Eaina Bender,
 Mitchell Bender, Kim Walker,
 Bruce Miller, Vicki Miller,
 Rebecca Morrissey, Elinor Bell, Angus,
 Vicky Burke, Katelyn Burke,
 Malena Burke, Carrie Shepherd,
 Oscar Charla, H.K. Daniels-Mitchell,
 Dave Dwanich, Francisco Bautista,
 Josephina Bautista, Bailey, Jackson,
 Michael Duffy, Caitlyn Swanbun,
 Conchallas Goolitzi Erenam,
 Kristin Herrera, Jobe, Jones,
 Olivia Evers, DeVla, Garrison Family,
 Kesper Family, Robert Shevlin,
 Cheryl Shevlin, Kevin Shevlin,
 Eddie Novak, Molly Balsamo,
 Colin Sled, Adam James,
 Kaylee Queen, Brooke Whittaker,
 Tammy Badillo, Tabitha Badillo,
 Cantuise Rose Badillo, Gladys Castillo,
 Mario Junior Santos, Irene Shen,
 Dr. James W Stanley, Kathryn Stanley,

Martin Newcomb, Teri Newcomb,
 Jack John McClure, Nancy Hesson,
 George Engleheart, Derek Martin,
 LosAnne Formwalt, James Pettyman,
 Yui Yoshie, James Wu, Dorothy Wu,
 Jessie Yang, Jeff Wessman,
 Maria Venzuela, Rosemary Laurent,
 Paige Benjamin, Brutus, Shiley Rod,
 Leah Rosenthal-Kambic, Lars Bakken,
 Frank O Connor, Tom Russo,
 Dave Albert, Rick Jacobs, Russell Blinder,
 Ted Naileh, Gary Whitta, Molly Smith,
 Circle of Confusion, Gentile Giant,
 Image Comics, Seven Seas,
 Quidda Comics, Micki, Noor Khawaja,
 Emilia Salmova, all of our focus testers
 and the rest of the BBE team!

KONAMI DIGITAL ENTERTAINMENT **Chairman and CEO** Kazumi Kitae

VP, North American Content Strategy Tetsuya Yoshida

VP of Development Kurt Busch

- PRODUCTION - **Producer** Kirby Fong

Executive Liaison Mary Shinya

- PUBLISHING - **COO** Geoff Mulligan

Senior VP of Sales & Marketing Catherine Fowler

VP of Operations Linda Stackpool

Product Manager Dennis Lee

Associate Product Manager Ray Hiyoshi

Brand, Product Marketing Brad Schlachter

Director, Marketing Communications Victor McKinnon

Director, Creative Services Monica Catley

Director, PR Marc Franklin

Associate PR Manager Kit Ellis

General Counsel Nick Lefevre

Operations Manager Kathie Tompkins

Web Manager Margaret Gee

Creative Services Project Manager Margo Williams

- PRODUCTION SUPPORT - **Senior Director, Product Support** Takeshi Matsugawa

Customer Service Manager Claire Moore

QA Manager Michael Klug

QA Project Leads

Rob Morgan
 Pearl Lu

Lead Testers

Jim Hill
 Adam Fitch

Testers

Peter Anton
 Matt Danuser
 Ben Flusher
 Chris Pruitt
 Kevin Reilly
 Isaac Stevenson
 Chris Sykora
 Adam Tago

- LICENSING -

VP of Business Development
 Dan Kietzky

Music Licensing Manager Michael Rajna

Special Thanks

Lisa Leong, Paul Amatta,
 Shawn Green, Mike McHale,
 Keith Matelka, Daniel Tyrrell,
 Mr. Soup, Who is Mr. Soup?
 Brand Imman, Ken O., John Salto,
 Tsuyoshi "Yashiki" Aoyashiki,
 Jeremy Caline, Philip Traviano

- INETA QUALITY ASSURANCE - **QA Director** Bill Mirochek

QA Project Manager Justin Sweeney

QA Test Lead Dale Judy

QA Testers

Rod Freyre
 Jerred Morgan
 Chris Quarry
 Farrell Young

Additional QA Tester Damien Prescott

VMC TESTERS CORPORATION

Test Manager Noriko Fritschle

Test Lead

Ian Chursky

QA Testers

Steve Bonad
 Dennis Cross
 Nicholas Cross
 Peter Schmitz
 Austin Stickney
 Tim Wiedenhoft
 Casey Yano

Additional QA Testers

Alan Cruz
 Robert Minnick
 Jonathan Seeger
 Kelly Robbins

Original Creators of the **Death, Jr. Universe**

Chris Charla
 Mike Niska
 Micah Russo
 Terri Seltzer

Death, Jr. 2: Root of Evil
 was handcrafted in Emeryville,
 California, USA
 No Monsters were harmed during the
 production of this videogame:
 ASPCN Certified

WARRANTY

Konami Digital Entertainment, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software 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 KONAMI. 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 KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

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

If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687, from 9:00 am to 5:30 pm PST, Mon-Fri.

Konami Digital Entertainment, Inc.
 1400 Bridge Parkway
 Redwood City, CA 94065

NetBSD

The communications function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see <http://www.scei.co.jp/psp-license/pspnet.txt>

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.



CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry!
 You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

Become a KONAMI INSIDER

Register now to become a "Konami Insider" at www.konami.com/gs/ to be automatically entered in a monthly drawing to win FREE games and receive exclusive game play tips and product news!