NBA 09
THE INSIDE

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

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness

- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

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

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

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

Use and handling of UMD®

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

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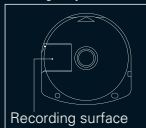
Ejecting the disc
Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

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

NBA 09: The Inside Tips and Hints

Game Hint Guide Information PlayStation Underground Game Guides

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

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

Consumer Service/Technical Support Line 1-800-345-7669
Call this number for technical support, installation or general questions regarding PSP® and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.
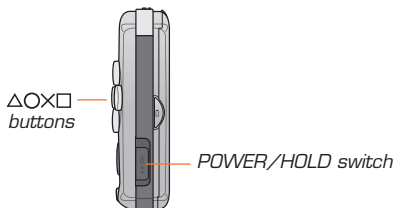
UCUS 98715

TABLE OF CONTENTS

GETTING STARTED

Right side view

△○╳□
buttons

POWER/HOLD switch

Front view

Disc cover   DC OUT connectors

Wireless LAN
switch (ON/OFF)

USB
connector
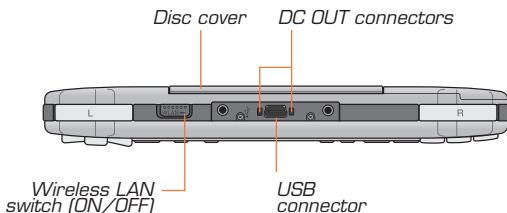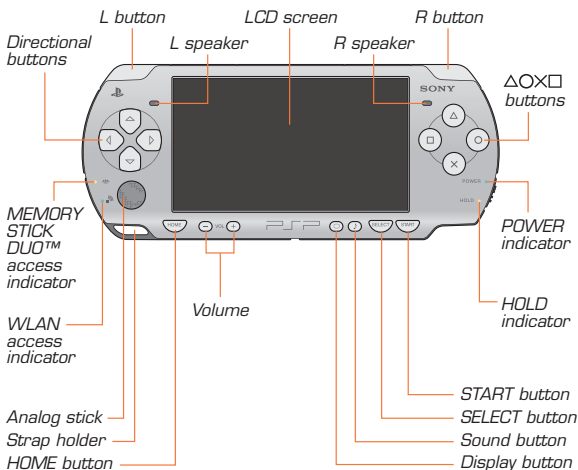
*Set up your PSP® (PlayStation®Portable) system according
to the instructions in the manual supplied with the system.
The power indicator lights up in green and the home
menu is displayed. Press the OPEN latch to open the
disc cover. INSERT the **NBA 09: The Inside** disc with
the label facing the system rear, slide until fully inserted
and close the disc cover. From the PSP® system's home
menu, select the Game icon and then the UMD® icon.
A thumbnail for the software is displayed. Select the
thumbnail and press ⊗ on the PSP® system to start the
software. Follow the on-screen instructions and refer to
this manual for information on using the software.*

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

PSP® (PlayStation®Portable) system configuration

- L button
- LCD screen
- R button
- Directional buttons
- L speaker
- R speaker
- △○✕□ buttons
- SONY
- MEMORY STICK DUO™ access indicator
- POWER indicator
- WLAN access indicator
- Volume
- HOLD indicator
- Analog stick
- START button
- Strap holder
- SELECT button
- HOME button
- Sound button
- Display button

MEMORY STICK DUO™

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

To save game settings and progress, insert a Memory Stick Duo™ or Memory Stick PRO Duo™ into the Memory Stick Duo™ slot of your PSP®. You can load saved game data from the same memory stick, or any Memory Stick Duo™ containing previously saved games.

Note: *A Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 500 KB of free space is required for a "Save Game" file.*

Saving Profiles and Settings
Your profile and settings are automatically saved after changing settings and options and when you return to the Main Menu.

STARTING UP

Auto Save

As you progress, a message will appear on screen indicating your profile and settings are being saved. While this message is on screen, DO NOT remove the Memory Stick Duo™ or Memory Stick PRO Duo™ or turn off your console.

Loading Saved Game Settings

Your saved game settings will automatically be loaded when first booting up **NBA 09: The Inside***.*

WIRELESS (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 and Infrastructure mode. **Note: NBA 09: The Inside** *supports Ad Hoc and Infrastructure Modes. Please see the Multiplayer section of this manual for further details.*

NBA 09: The Inside *is only playable online via the Infrastructure mode for the PSP® system. In order to get online, it is a requirement that you connect your PSP® system online via a wireless access point or wireless router that is 802.11b compatible. For more information on your wireless router's 802.11b compatibility, check with the manufacturer of the router. Player responsible for Wi-Fi fees.*

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 Instructional Manual. **Note:** A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network.*

Ad Hoc Mode

Ad Hoc mode is a wireless feature that allows two or more individual PSP® systems to communicate directly with each other.

CONTROLS

Menu Controls

Navigate menu/
Highlight menu item . . . . *analog stick or/directional buttons ↑/↓*

Adjust menu item . . . . *analog stick or/directional buttons ←/→*

Select highlighted menu item . . ⊗

Previous screen/
return to Main Menu . . . . △

Offensive Controls

Pause game/
open Pause Menu . . . . ▶START

Time Out . . . . ■SELECT

Navigate Player . . . . *analog stick*

Call Mini-Plays . . . . *directional buttons*

Pass . . . . ⊗

Crossover . . . . ▣

Spin/Post-Up . . . . △

Shoot . . . . ◉ *(hold and release)*

Turbo . . . . R

Icon Passing . . . . L + ⊗, ◉, △, ▣, R

Defensive Controls

Pause game/
open Pause Menu . . . . ▶START

Intentional Foul . . . . ■SELECT

Navigate Player . . . . *analog stick*

Call Mini-Plays . . . . *directional buttons*

Change Player . . . . ⊗

Steal . . . . ⬛

Jump/Dive . . . . ⯅

Change Stance . . . . ◉

Turbo . . . . `R`

Icon Switch . . . . `L` + ⊗, ◉, ⯅, ⬛, `R`

TURBO

Use Turbo with the `R` *trigger This gives your player a quick burst of speed. Look at the color of the circle underneath your player. If it is Green, then Turbo is available. If it is Red, then they have run out. Different players have different amounts of Turbo available to them. Players who are fatigued from too much playing time will have a lower reserve of Turbo. Give them some rest by substituting another player and they will be back to full Turbo and ready to play!*

SHOOTING

To shoot the ball, press and hold ◉ to start the shot. A Shot Meter will appear as a halo around the ball and can cycle through four colors: Red, Orange, Yellow and Green. The color of the Shot Meter when you release ◉ indicates the accuracy of your shot. Free Throws work the same way. Try to release ◉ when the Shot Meter is Green for the highest accuracy! To dunk, simply press ◉ when underneath or near the basket.

Note: It is possible for the Shot Meter to not turn Green at all, depending on the NBA player's skill, location and how open the shot is.

SELECTING A NEW DEFENDER

Press ✖ to switch your defensive player. The player you switch to will be the closest non-human controlled player in front of the ball handler. If there are no defenders in front of the ball handler, you will gain control of the closest defender to the ball handler.

DEFENSIVE STANCE

NBA 09: The Inside allows you to play in two different stances on defense: Tall and Wide. In Tall stance your defensive player's arms will be up in the air. This makes your opponent's shots more difficult and gives you a better chance to block. In Wide stance, your opponent will have a more difficult time getting past you. Switch between the two stances using ◉.

ICON SWITCHING/PASSING

Icon switching allows you to switch to a specific player. To Icon Switch, hold ■ when you don't have the ball, and then press the icon that appears above the player's head that you want to switch to.

Point Guard . . . . ✖

Shooting Guard . . . . ▣

Small Forward . . . . ◉

Power Forward . . . . ▲

Center . . . . R

PLAY CALLING

Anybody can try and go one-on-one all the time, but competing at the highest levels of the NBA requires teamwork. Use all five of the players on the court via play calling. Press the directional buttons ↑, ↓, ← and → to call one of the plays.

Offensive Plays

⬆ – *Run Baseline*

⬇ – *Post Up*

⬅ – *Send Cutter*

➡ – *Set Pick*

Defensive Plays

⬆ – *Set Defense to Man to Man*

⬇ – *Set Defense to 2-3 Zone*

⬅ – *Set Defense to 3-2 Zone*

GAME TIME

MAIN MENU

When the game boots up, you will be taken to the **NBA 09: The Inside** *Main Menu. While at the Main Menu, use the analog stick or directional buttons ⬆, ⬇, ⬅ and ➡ to highlight an option, press ✗ to select, and press △ to go back to a higher set of options or the previous menu.*

Quick Play   *Jump into a quick game of* **NBA 09: The Inside.**

Online   *Play in online matches or download new rosters.*

NBA   *Access Exhibition, Franchise, Playoffs, Practice, and the All-Star Weekend.*

Block Party   *Play a variety of games, such as Quests, Team Games, Solo Games, Carnival, and Pinball.*

Profile   *Edit your profile, view your high scores and prizes, or enter the Trophy Room.*

Quick Play
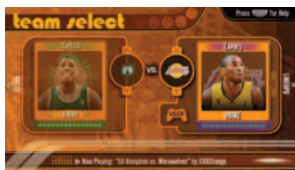
At the Main Menu, select QUICK PLAY to access the Team Select Menu. You may choose two teams. In order to join, slide the icon to the same side of the screen as the team you wish to play on. Press ✕ to continue or △ to go back. Press L or R to access the Rules, Lineups, and Settings menus. Pressing ◎ allows you to select alternate jerseys.

Profile

Your Profile is your identity for playing online and recording all of your data. Your Profile is attached to your online statistics, online history, options, high scores, unlockables and trophies.

Use the analog stick or directional buttons to highlight an option and press ✕ to confirm your choice. For options that have adjustable levels, highlight the option and then press the directional buttons ⬅ and ➡ to set the desired level.

My Profile   You may edit your profile, view your
Online Stats, view your history, and
alter game options.

High Scores   Use this to check out the best scores
achieved in each mode along with how
many games you've played. Some modes
will not appear until you have finished
at least one game in that mode.

Prizes   Unlock additional content with tickets
earned from scoring in Carnival and
Pinball games.

Trophy Room   View your progress toward 100%
Trophy completion. Scroll through all
of the game modes using ⬆ and ⬇
on the Directional Buttons.

THE PAUSE MENU

*Press ▶ to interrupt gameplay and display the Pause
Menu. Press the analog stick or directional buttons
⬆/⬇ to highlight a menu option and press ✗ to confirm
your selection.*

Team Strategy
*Call Timeout, substitute players, and strategize with
different attack and defense plans. Each team has 3
Timeouts per half. You may only call a Timeout when
you have possession of the ball. Substitutions that you
have set up will only occur when there is a dead ball,*

such as during a Timeout. The Defensive Matchups option allows you to change the defensive coverage for your team. By moving your players to cover different offensive players, you can put your best defender on the best offensive player of the opposing team.

Stats
View Player Stats/Team Stats.

Options
View Controller Help, Change Team, and adjust Settings and Rules.

Quit
Quit your game and return to the Main Menu.

NBA
NBA is your all-access pass to the world of **NBA 09: The Inside.** You can access Exhibition games, Franchise and Playoffs Mode, practice your skills, or play the All-Star Weekend.

EXHIBITION
Exhibition games are single-game formats matching up any two teams from the league. You can choose from this year's NBA teams as well as the Eastern and Western All-Star teams. Press ◼L◼ or ◼R◼ to access the Rules, Lineups, and Settings menus. Pressing ◉ allows you to activate alternate jerseys while ◉ randomly

NBA

assigns teams. When you are ready to begin, highlight the team that you wish to play as and press ✖. You may press ⌦ SELECT for help.

You can play Exhibition online or complete a ladder to earn Tickets.

Single Player   Play a solo game of **NBA 09: The Inside.**

New Ladder   Begin a new tournament ladder.

Load Ladder   Load a previously saved tournament ladder.

Delete Ladder   Delete your ladder.

Play Online   Play a game against **NBA 09: The Inside** users via ad hoc or wireless internet.

FRANCHISE MODE

Franchise Mode is an in-depth addition to **NBA 09: The Inside** allowing you to complete multiple seasons as a particular team. Coach and play your team to improve from year to year as you trade, draft and sign players. Maximize their potential by paying attention to your Team Status.

New Franchise   Begin a new **NBA 09: The Inside** franchise.

Load Franchise   Load a previously started franchise.

Delete Franchise   Delete your franchise.

PLAYOFFS MODE

You can choose to seed the bracket with the real NBA 08 Playoff teams, Random teams, or your own Custom teams. A complete set of team and player stats and

reports will be generated throughout the Playoffs. You don't choose a team in this mode, so you can play each match yourself from either side!

New Playoffs   Start a new Playoffs series.

Load Playoffs   Load a previous started series.

Delete Playoffs   Delete your Playoffs file.

PRACTICE MODE

Shoot Around

Shoot Around offers a great way to practice the basics of offense, such as dribbling, dunking and shooting (using the Shot Meter). Your 5 starters are all on the court taking shots. Press SELECT to have the player that you're controlling practice Free Throws. If you want to control a specific player, simply pass the ball to him when he doesn't have one!

Free Throw
Practice free throw shooting by mastering your timing with the Shot Meter. To change the player at the line, press ▶ to pause the game. Highlight the player name and press ← or → to choose a different player.

ALL-STAR WEEKEND

All-Star Game
*Play an Exhibition game using the Eastern and Western All-Star teams.*

Skills Challenge
The Skills Challenge is a shooting, passing, dribbling obstacle course in which the players are timed. Up to four NBA stars can compete. The player that completes the course in the least amount of time wins.

3 Point Contest
You can play in this competition with up to 4 NBA stars. You've only got 60 seconds to hit as many treys as you can. There are five ball racks with five balls on each. The first four balls from each rack are worth one point, but the final ball is the Money Ball. Sink the Money Ball and you earn two points — a great way to put some distance on the competition or play catch-up. Press the Analog Stick towards the ball rack to pick up the ball, then press and hold ◉ to shoot like normal. Try to release when the Shot Meter is Green to make the bucket. In a multi-player contest, the players with the most points advance to the final round.

FRANCHISE
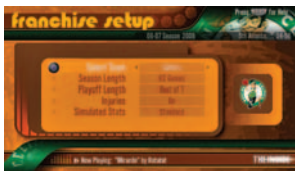
When you start a new Franchise, you have a number of decisions to make. You must choose which team to control, the Season Length, Playoff Length, and whether players will incur injuries. You can also set the Simulated Stats to be anywhere from Very Low to Very High. For example, Very High Simulated Stats will have players scoring a lot of points and making a lot of assists. This impacts who is voted into the All-Star game and who receives League Awards.

Franchise Menu

Schedule: *View the entire game schedule and results for your team during a Season. Games cannot be played out of order, but you can simulate games manually by highlighting a date and pressing ◉. You can simulate all games up to the game selected and then play the selected game by pressing ✗. To view the schedules of other teams, press ⬅ and ➡. ⬛L and ⬛R page up and down, respectively.*

Playoffs Ladder: *View your progress in the Playoffs.*

Stats: *View player and team stats here, as well as stats for the Season and Playoffs so far.*

**Reports:** *View the trades, injuries, team status, and All-Star voting for the current season.*

Memory Stick: *Save, load, or delete your Franchise.*

General Manager: *Check your rosters and contracts, trade players, sign free agents, or view information on the Draft.*

Coaching Options: *Edit your starters, see how long your players are on the court, or adjust your strategy for simulations.*

PLAYOFFS
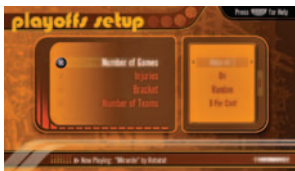
Skip the season and go right to the Playoffs! You can set the number of games, turn injuries on or off, toggle fouls, and set the number of teams per conference, in addition to other rules. A complete set of team and player stats and reports will be generated throughout the Playoffs. You don't choose a team in this mode, so you can play each match yourself from either side.

Playoffs Menu

Schedule: *Play a Playoffs game.*

Edit Starters: *Decide who is going to take to the court first in your Playoffs game.*

Stats: *View player and team stats here, as well as stats for the Season and Playoffs so far.*

Reports: *View the injuries and awards for the Playoffs so far.*

Memory Stick: *Save, load, or delete your Playoffs.*

BLOCK PARTY

Welcome to the Block Party! This is where you'll go to play a huge variety of fun and challenging mini games. Many of these games will earn you Tickets that you can use to purchase unlockables from the Prizes section.

QUESTS

You can play either Conquest or Elimiquest. The end goal in both modes is to control every city in the NBA, but the two modes feature different rules. In Conquest, you move from city to city and take them over as you win games. In Elimiquest, scoring six points will eliminate a player. Eliminating four players will win the game. There are no fouls in Elimiquest, as well.

TEAM GAMES

Play Dodgeball, Fast Break, Elimination, Give & Go, or a Pickup Game. Dodgeball is the classic schoolyard game. Fast Break puts you into the hot seat on offense and defense, forcing you to compete for the highest score. Elimination makes you eliminate your own players in order to win the game. Give & Go makes you put your passing and teamwork skills on display. Pickup Game allows you to form your own team of NBA players and take to the courts.

SOLO GAMES

Lace up your kicks and take to the court for some Solo Game action. Play Horse, Bang the Boards, or Own the Court. Horse will put your accuracy in shooting to the test. Bang the Boards requires you to predict

how many rebounds you can pull down and then actually accomplish that goal. Own the Court gives you points for nailing shots from certain areas on the court. Your opponent can steal your areas, however, so watch out!

CARNIVAL

Play Alley Oop, Block a Shot, Shootin' Bricks, Hot Shot!, and Big Shooter. Hot Shot! is a tried and true carnival game. Line up your power meter with the hoop's location to make the shot. Alley Oop plays much like bowling but with teammates, defenders and goals spread around the playing field for you to strike. Block a Shot requires great concentration and coordination while blocking out shots for points and avoiding hazardous pop-ups. Shootin' Bricks is a classic brick-busting game with power-ups included to intensify the experience. Lastly, for Big Shooter, slide the ball forward with enough power so that it flies high and sinks back down through the various baskets for points.

PINBALL

Choose from a variety of Pinball tables to play on. Rack up points in this classic game to try and obtain the highest score possible. A great way to relax after a long Playoffs game.

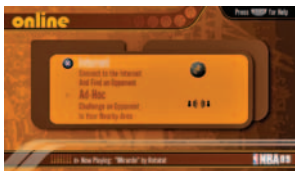Nudge the Table . . . . analog stick or/directional buttons ⬅/➡

Pull Plunger . . . . ✖

Activate Left Flipper . . . . �юL or ▲

Activate Right Flipper . . . . ▮R▮ or ⬤

Toggle Zoom . . . . ▣

ONLINE

MULTIPLAYER

Play multiplayer using the PSP® system's wireless capabilities. Either play online against the world's best through Infrastructure Mode or connect to your closest buddy through Ad Hoc Mode. Multiplayer games include: Exhibition, Skills Challenge, 3 Point Contest, Dodgeball, Fast Break, Elimination, Give & Go, Pickup Game, Horse, Own The Court and Bang The Boards!

DOWNLOAD ROSTER

Use this function to download updated rosters during the NBA season! You must have access to the internet through Infrastructure Mode to utilize this feature.

WIRELESS

*There are two ways to play **NBA 09: The Inside** wireless: Ad Hoc or Infrastructure Modes. You must have a valid network configuration created on your PSP® system to get online through Infrastructure mode. Refer to the instructions in the manual supplied with the system for more detailed information about connecting to the Internet.*

GETTING ONLINE

1. On the Main Menu screen, select Online and either Play Online or Download Roster. Alternatively, select Play Online from any of the Online enabled game types (Exhibition, Elimination, Give & Go, etc.).

2. Choose INTERNET to connect to the Internet and find an opponent via Infrastructure Mode or to download roster updates. Choose AD HOC to challenge an opponent in your nearby area.

3. If you chose INTERNET, then you must select your connection. If you have more than one connection, select the one that you want to use.

4. If you have a PLAYSTATION®Network account, you may sign into it here or cancel to continue.

5. If you chose INTERNET, then read and agree to the End User License Agreement by pressing ●. If you disagree, press ◉ to decline and disconnect from the online service.

6. When you Challenge a player through INTERNET or AD HOC, you may choose any of the game types available for online play. Use the Directional Buttons or Analog Stick ⬆ and ⬇ to choose a game type and press ✕ to initiate the Challenge.

7. Once a Challenge has been accepted, you will immediately be brought to the Team Select Screen or Player Select Screen depending on the game type.

8. If you chose to Download Roster, then you will be taken to a screen with the latest roster update. Press ✕ to confirm the download.

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NBA 09 THE INSIDE MUSIC CREDITS

"The Charmer"
Performed by Mahogany & Kaliphat

Written by Imsomie Leeper & Kalif Muhammad

Published by Mahogany Got Music/ASCAP/EMI Music Publishing

Muze Music Group Inc.

"Do it Like That"
Composed and performed by Diplo

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"Get a Handle on It"
Composed and performed by XXX-Change

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"L.A. Vampires vs. Werewolves"
Composed and performed by XXX-Change

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"Mirando"
Performed by Ratatat

Written by Evan Mast/ Mike Stroud

Published by Copyright Control

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"More Bounce to the Ounce"
Performed by Zapp

Written by Roger Troutman

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"Nike Boots"
Performed by Wale

Written by Olubowale Akintimehin (Dead Stock Music-ASCAP) and Osinachi

Nwaneri (Pub. Designee of Osinachi Nwaneri-BMI)

Produced by Osinachi

Allido Records

"Showin' Down"
Composed by
Mikael Sandgren

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"This is How We Ride"
Composed by Mikael Sandgren

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**"Who Was that
Masked Man"**
Composed and performed
by XXX-Change

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"Whoever"
Performed by J-Live

Written by Jean-Jacques Cadet
and Catalino Curet Alonso

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Latino, a Rykodisc Label,

and contains a portion of the
composition "Por Que Adore"
(C. Curet Alonso)

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"The World is Calling"
Performed by Lyrics Born

Written by Tom Shimura and
Joyo Velarde and J. Valerio

Produced by Trackademicks

Published by ASIA BORN
MUSIC (ASCAP) administered

by Bug and Cool Collar
Scholar Productions

From the album
Everywhere At Once

Courtesy of Anti-

"Youngblood"
Composed by
Mikael Sandgren

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Updating the PSP® (PlayStation®Portable) system

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

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

PSP® Update ver X.XX

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.

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