



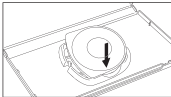
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PSP® system, may trigger an epileptic seizure in these individuals. Certain conditions may trigger previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play. When operating the unit, play in a well-lit room and keep a safe distance from the 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: 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.

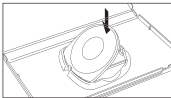
Use and handling precautions

• 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 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.



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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METAL SLUG ANTHOLOGY

PSP Game Manual

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A special message from SNK PLAYMORE

Thank you for buying METAL SLUG Anthology. We are very proud to bring you this collection, which consists of 10 years of METAL SLUG. From the games themselves to Soundtracks and rare artwork, we're sure you're going to agree this is the most complete collection ever made of one of the greatest arcade games ever made. Be sure to read this instruction manual thoroughly before you start playing. We don't want you to miss a thing.

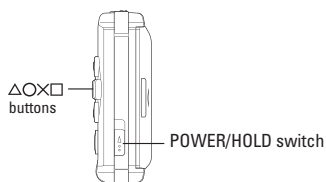
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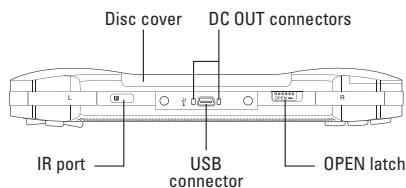
Please note: METAL SLUG Anthology was under development at the time this manual was written. The game contents are subject to change without any notice.

## GETTING STARTED

### 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 METAL SLUG ANTHOLOGY 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 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.

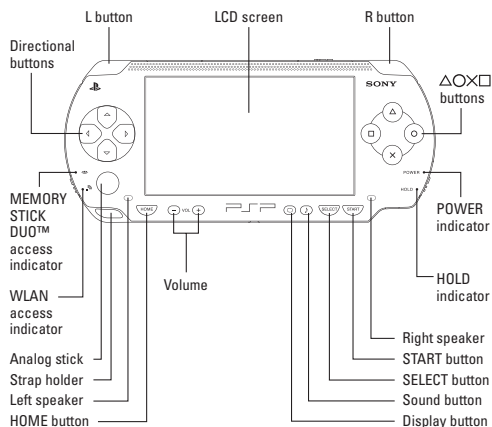
### Memory Stick Duo™

*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.

## STARTING UP

### PSP® (PlayStation®Portable) system configuration





## THE HISTORY OF METAL SLUG

In 1996 an arcade legend was born with the release of **METAL SLUG: Super Vehicle 001** on the NEO-GEO MVS arcade system. The military themed side-scrolling platform game known for its sense of humor and hilarious cartoon style, mixed with extremely fluid hand-drawn animation and fast paced two-player action proved popular to a decidedly wide audience. Based on this success, SNK would go on to develop and publish seven more **METAL SLUG** sequels.

Fast-forward 10 years and the worldwide popularity of the franchise has seen many iterations across multiple platforms through the years. From Arcades to the PlayStation®2 to cell phones and now the PSP™, **METAL SLUG** has made an impression on gamers that will last a lifetime. We even bet you can still find an original **METAL SLUG** arcade unit in a local pizza shop or any other place that still has arcade games.

### METAL SLUG - Discography

*Note: Although a game is listed it may not have been released in a specific territory.*

#### Arcade & Console

- 1996 – Metal Slug: Super Vehicle 001
- 1998 – Metal Slug 2
- 1999 – Metal Slug X
- 2000 – Metal Slug 3
- 2002 – Metal Slug 4
- 2003 – Metal Slug 5
- 2006 – Metal Slug 6
- 2006 – Metal Slug (3D)
- 2006 – Metal Slug Anthology

#### NEO-GEO Pocket Color

- 1999 – Metal Slug: 1st Mission
- 2000 – Metal Slug: 2nd Mission

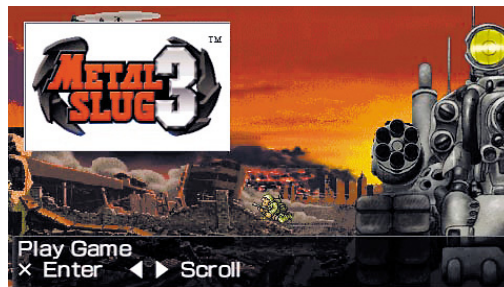
#### Game Boy Advance

- 2004 – Metal Slug Advance

#### Mobile

- 2004 – Metal Slug Mobile
- 2004 – Metal Slug STG
- 2005 – Metal Slug Mobile: Impact
- 2005 – Metal Slug: Allen's Battle Chronicles (Part 1)
- 2005 – Metal Slug Survivors

## BEGINNING THE GAME



Press the **START** button at any time to bypass the opening cinematic to access the Main Menu. From this menu you will be able to scroll through and select a **METAL SLUG** game to play. (**METAL SLUG** 1, 2, X, 3, 4, 5, 6) access the Gallery of unlocked items or customize your game in Game Options.

Use the directional buttons **←** and **→** to cycle through the entire **METAL SLUG Anthology** list of games. Select a game by pressing the **X** button. Once you've selected a game, you will have the option of either playing a single player game or you can host/join a game wirelessly via the PSP™ system's Ad Hoc mode. (Please see page 8 for more information on wireless play.) In single-player mode you will be taken to the selected game's title screen. Press the **START** button to begin the game.

### CONTROLS

*Note: These are the default controller settings. Please see the Control Options in Game Options to customize your controller.*

- X** ..... Jump / confirm selections
- O** ..... Throws grenades / cancel selections
- △** ..... METAL SLUG attack (METAL SLUG 4,5,6 only)
- ..... Shoot / attack
- R Trigger** ..... Not used
- L Trigger** ..... Not used
- X + □** ..... METAL SLUG attack (METAL SLUG 1,2,X,3 only)

**START** ..... Starts the game

**SELECT** ..... Calls up the Pause Menu

Analog stick or directional buttons moves your character

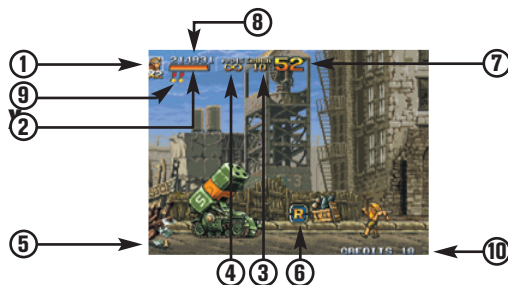
#### Additional controls only for METAL SLUG 6

- R Trigger** ..... Weapon switch
- O + △** ..... Throw your currently equipped weapon

*Note: Must have at least the default amount of ammo your character gets from a weapon powerup.*

- + △** ..... Use alternate melee attack
- + △ + ↑** ..... Use alternate melee attack (Clark and Ralf only)

## THE GAME SCREEN



1. **Character Panel**..... Displays face of character in use.
2. **Slug Gauge** ..... Shows the health status of your acquired Slug vehicle. Also used to countdown the time remaining in combos in METAL SLUG 4.
3. **Explosives Stock**.... Displays the number of remaining grenades and shells.
4. **Ammo Stock** ..... Displays the remaining amount of ammo. For the handgun, the symbol of infinity  $\infty$  is displayed.
5. **Hostage Count**..... Displays the number of hostages rescued
6. **Weapons Powerup**... Pickup item to increase/change weapons
7. **Time**..... Displays the remaining time left to complete the level
8. **Score**..... Displays your score for the current level
9. **Medals** ..... Shows the number of medals you've recovered (METAL SLUG 4 only)
10. **Remaining Credits** . . Shows the number of continues remaining (you will have 3 tries before 1 credit is used)



## PAUSE MENU

At any time during the gameplay you can pause the action by pressing the **SELECT** button. Use the directional buttons  $\leftarrow$  and  $\rightarrow$  to adjust the settings and press the **START** button to save. You will then be asked if you would like to save these settings in your profile.

- Resume Game**.....Resume gameplay
- Game Options**.....Open the Game Options Menu
- Save Game**.....Save your current game (Not available for METAL SLUG 6)
- Return to Main Menu**.....Exit the current game and return to the Main Menu
- End Network Game**.....Ends your current multiplayer game (multiplayer pause menu only)

## GAME OPTIONS



Access the Options Menu from the Main Menu to customize your **METAL SLUG** Anthology experience. Use the directional buttons  $\uparrow$  and  $\downarrow$  to select an item and the **X** button to enter. Also use the **START** button to save your selections and the **O** button to cancel.

- X Control Options:** Go here to customize the layout of your controller and to turn Autofire on/off
  - X Audio Options:** Adjust the volume level of the music and sound effects
  - X Display Options:** Adjust the screen brightness and visual mode
- Note: Visual mode contains 3 display options to choose from: Original pixel, Full screen, and 4:3*  
*Note: Display options and Autofire not available for METAL SLUG 6.*



- X Profile Options:** Go here to save, load and adjust your personal profile settings:
  - **High Scores** - keeps track of your high scores in every METAL SLUG game.
  - **Difficulty** - Change the difficulty level (Easy, Normal, Hard) \*The number of continues or 'credits' is based on your selected difficulty level. The higher the difficulty, the fewer number of continues you will have.
  - **Continues** - Choose between Unlimited or Limited continues Okay...so you think you've got the "right stuff"? Choose "Limited" and see if you can beat the game with a set number of lives. Special bonus items await the true **METAL SLUG** champion
  - **Default Profile Options** - Returns your profile to its default settings
  - **Load Profile** - Load a Saved Profile
  - **Reset Profile** - Resets your profile. All progress and unlocked items will be lost

*Note: The difficulty settings defined in the Profile do not affect METAL SLUG 6. Those settings are determined before the start of the game. Also, the number of credits is set at 15 regardless of selected difficulty.*

*Note: Once you have beaten a game, you can replay that game at any time. Why would you do this?? So you can try to defeat the game on a higher difficulty level to get more tokens.*



## METAL SLUG GALLERY



Welcome to the METAL SLUG Gallery. The most complete collection of METAL SLUG memorabilia in the world. Redeem tokens you have acquired to unlock items such as METAL SLUG music, wallpapers, skins, concept art and a text commentary. The Gallery will also keep a running total of your available tokens.

Preview a METAL SLUG song before downloading it to your memory stick. In the music section of the Gallery, preview a song by highlighting it and the selection will begin to play.

### TOKEN SYSTEM

Tokens will be awarded at the completion of each game. The number of tokens received is based on your chosen level of difficulty. The higher the difficulty, the more tokens you will receive. Redeem these tokens at the METAL SLUG Gallery.

#### Selected difficulty:

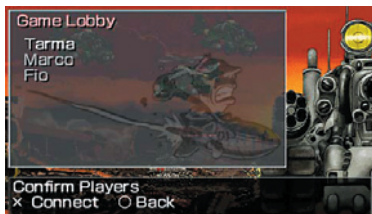
- **Easy** – Completing a game at this difficulty awards you 3 tokens
- **Normal** – Completing a game at this difficulty awards you 4 tokens
- **Hard** – Completing a game at this difficulty awards you 5 tokens

### MULTIPLAYER

Play cooperatively wirelessly with a friend using the PSP™ system's Ad Hoc mode. After selecting a METAL SLUG game to play, proceed to the Multiplayer Main Menu. From here you have the option of either joining a game or hosting a game.

**To host a game:** Select "Host Network Game." The hosting player must wait for players to appear in their lobby.

**To join a game:** Select "Join Network Game." Players wishing to join a game must first select the appropriate game and then choose "Join Network Game."



*Note: The WLAN switch on the PSP™ must be turned on to establish a wireless connection.*

#### Pausing the game / changing settings during network play:

If you pause the game during network play, all connected players' games are paused and darkened and a Pause message will appear in the center of the other player's game screen.

#### Loss of connection / dropping networked players:

If a network player is dropped from a game, either by choice or due to network failure, the game in progress on all PSP™ systems will be defaulted back to the Main Menu.

## GAME OVERVIEW

### METAL SLUG

**Story:** At the beginning of the 21st Century, two military groups known as the Regular Army and the Rebellion are at war. The Regular Army is a government-run military force used for various tasks such as peacekeeping and fending off terrorism. The Rebellion is formed by a group of people whose wishes are to change the world-government into a military controlled one. In 2026, the Rebellion Army launches an assault that pushes the Regular Army forces into the brink of destruction. No one expected this except for the Rebels who came up with these plans. The fault was mostly in the hands of the Regular Army commanding officers, who failed to realize the value of information that the Regular Army intelligence division had provided. With superior numbers of troops and weapons, the Rebels overwhelmed the Regular Army in all aspects. Seeing their disadvantage to carry out direct attacks against the Rebellion, the Regular Army then decided to carry out numerous special operations and create certain vehicles to accompany their

commands. Not long after, a newly designed tank, code named "Metal Slug", was forced into production. The war went on for two years. During those two years, the Regular Army has been stockpiling the "Metal Slug" tanks in their caches with hopes to launch a massive assault against the Rebels and end the war. Things went well until 2028. The Rebellion forces found out and captured many of the caches, along with many of the tanks in them intact. Without those tanks the Regular Army could not even hope to win. And with those tanks under the Rebel control, it was just a matter of time until their demise. With the government and the military in shambles, Lieutenant Rossi gathers up most of the scattered Regular Army troops he can muster to launch a desperate counterattack. Their mission objective: recapture the stolen vehicles and use them to destroy the opposition. If the vehicles can't be captured, then destroy every last one of them.

**Characters:** Marco Rossi and Tarma Roving

### METAL SLUG 2

**Story:** General Morden, the antagonist from the first game is back once more with his army, bent on taking over the world. It is up to the Peregrine Falcon squad to once again save the day, who are now joined by two new female characters: Eri and Fio. As the levels unfold, it turns out that Morden made a pact with the Devil, when

he made an alliance with aliens to help facilitate his domination plans. Eventually the tables are turned when Morden comes under attack. An ad-hoc alliance is formed between the Peregrine Falcon squad to combat the greater alien threat.

**Characters:** Marco Rossi, Tarma Roving,

Eri Kasamoto and Fio Germi



## GAME OVERVIEW

### METAL SLUG X

**Story:** Originally released to improve upon some technical issues found in Metal Slug 2, this update also implemented several changes to beef up the gameplay, such as new enemies, a different end boss layout and a



number of new weapons and secrets. The result is a better game and one of the finest chapters in this series.

**Characters:** Marco Rossi, Tarma Roving, Eri Kasamoto and Fio Germi

### METAL SLUG 3

**Story:** The rebellion orchestrated by General Morden to bring about a new global regime is now ancient history. Order and peace have returned to the world. Secretly, Morden was brought back into power and was attempting another Coup d'état, but government forces got wind of the plot beforehand and pre-empted the impending assault with a blitz attack.

Marco and Tarma, of the Peregrine Falcon Strike Force and instrumental in quashing Morden's rebel forces in the past, are ordered to lead the team (after their earlier requests for resignation were denied) As General Morden is beaten, the government forces discover that this was not the real General Morden but an imposter.

Although General Morden has been written off as "missing" and his followers have hidden themselves throughout the world,



Marco and Tarma's orders are to destroy the remaining rebel strongholds, one by one.

Throughout the furious fighting against the holdouts, Marco and Tarma cannot help but suspect Morden's involvement in this new evil plan for world domination. Meanwhile, the Sparrows, a special strike force within the government intelligence agency, have come across a series of strange events running parallel to the Peregrine's pursuit of General Morden. From trivial abductions of livestock to the disappearance of government bigwigs and the appearance of freakishly large creatures, numerous occurrences with nothing in common point to one grim possibility. General Morden is not the only menace to worry about.

**Characters:** Marco Rossi, Tarma Roving, Eri Kasamoto and Fio Germi

### METAL SLUG 4

**Story:** The world is now trembling under the fear of cyber terror, as the birth of a deadly new computer virus threatens to snatch the main military system out of every country. The virus has been created by the terrorist group known as Amadeus and must be stopped by the four main heroes in the story. They are: Marco



Rossi, an army platoon leader; Fio Germi, a superior director of an Italian secret service; Nadia Cassel, a French Regular Army soldier; and Trevor Spacey, a Regular Army sergeant. The team discovers that Morden is still alive and probably behind Amadeus...

**Characters:** Marco Rossi, Tarma Roving, Nadia Cassel and Trevor Spacey

### METAL SLUG 5

**Story:** A research installation developing the next generation of Metal Slugs is attacked by unknown forces and a disc containing Metal Slug secrets has been stolen. Ordered to recover the disk, Marco and Tarma follow in hot pursuit. Meanwhile, Eri and Fio, investigating the Ptolemaic Army, a paramilitary syndicate active in archeological excavation, catch up with them at an ancient ruin, "The Corridor of Fire." The two try to



storm and seize the site but are repulsed by the natives and giant Metal Slugs. This incident proves it was the Ptolemaic Army that stole the Metal Slug secrets. The military subsequently launches a second raid by the elite PF Squad and Sparrows on "The Corridor of Fire" to recover the

secrets and destroy the syndicate.

**Characters:** Marco Rossi, Tarma Roving, Eri Kasamoto and Fio Germi

### METAL SLUG 6

**Story:** A farewell to arms—it was all supposed to have finished with that final battle. Morden's third attempt at world conquest was over. But his whereabouts still remain unknown. But even with the remnants of Morden's army neutralized, our heroes' requests for discharge from the service were still refused.

For a brief moment there was peace, but the frequent chatter of late, intercepted by the expanded and consolidated Division of Intel, suggests this peace will not last long. Recent intel includes testimonials from people who have seen UFOs, aliens, and giant creatures. Fortunately, there have been no reports of damage or injury, but one can't help feeling the mars people, or maybe even Morden, are behind all of this. And finally intelligence officers acquired conclusive proof:

A group resembling Morden's army hid themselves in a mountainous region and were gathering weapons and building installations. Yet there were still doubts: General Morden's army was nowhere to be seen. The objectives of the group were unclear, and whether this group was in fact Morden's army remained

inconclusive. Although it was concluded that this could not be a military group by any standard, those at HQ, particularly sensitive to anything concerning Morden, however, quickly summoned the usual four: Marco and Tarma from PF Squad and Eri and Fio from S.P.A.R.R.O.W.S.

Only moments away from deployment, no one attempted to voice their opinions. They stood face to face with two new but yet somehow familiar faces ready to join their team. "It's not that we don't trust the four of you," the commander spoke, "but word from the top dictates that you'll be working with these two private contractors for this operation."

"Ralf Jones here. Let's get this baby done!"

"Clark Still. It will be my honor if I can be of assistance to all of you."

With their newly furnished weapons in hand, this new team began their parachute drop into hell.

This is the last time!

**Characters:** Marco Rossi, Tarma Roving, Eri Kasamoto, Fio Germi, Ralf Jones, and Clark Still



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all SNK PLAYMORE staff**

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To receive this warranty service:

1. Register your product at [www.snkplaymoreusa.com/register](http://www.snkplaymoreusa.com/register)
2. Save your sales receipt, indicating date of purchase and UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the game to the store at which you purchased the game.

### LIMITATION ON WARRANTY

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