

It Up EXCEED



TEEN
T
CONTENT RATED BY
ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

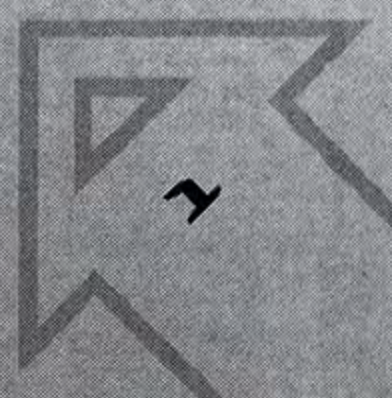
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

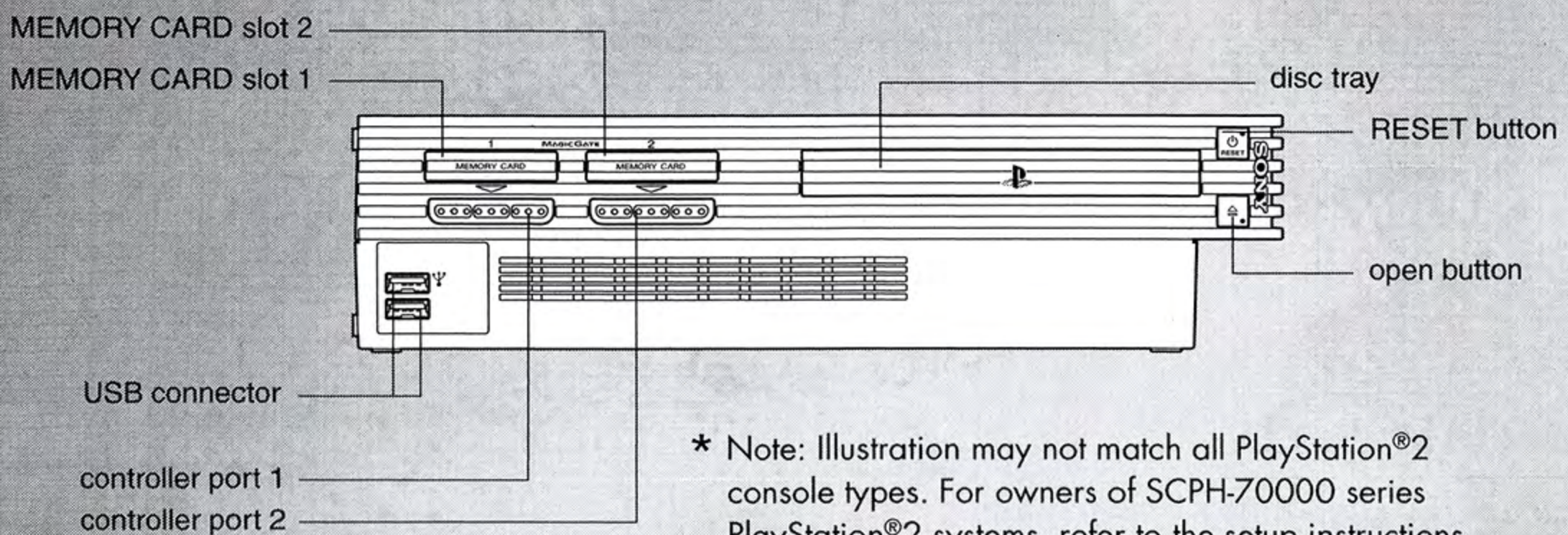
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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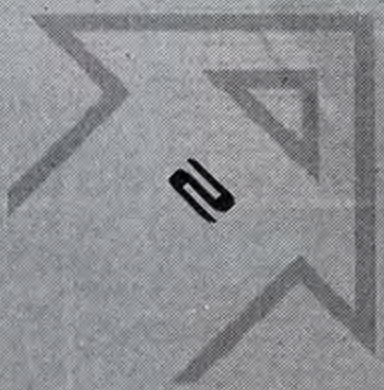


GETTING STARTED

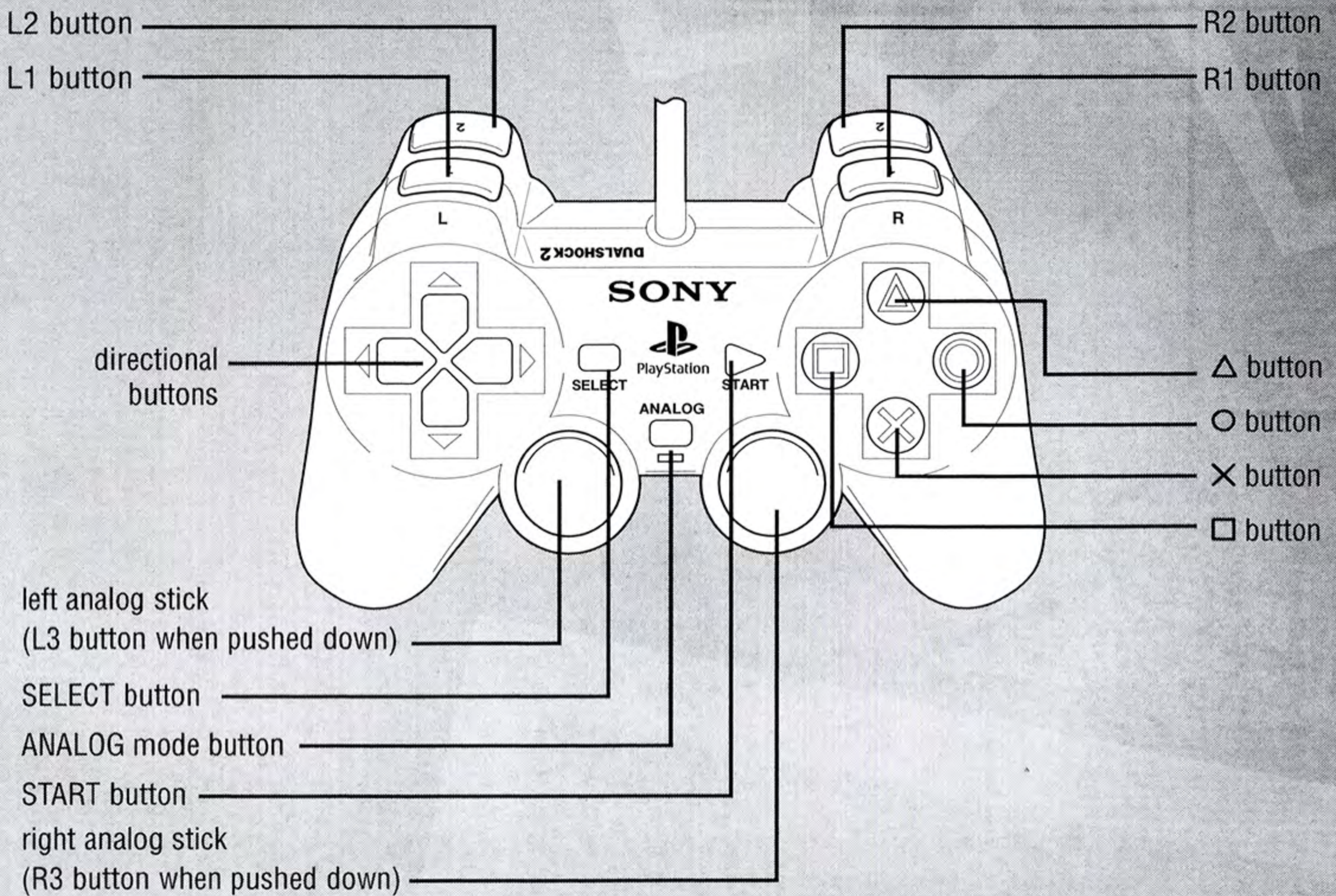


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the *Pump It Up: Exceed* disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on playing the game.

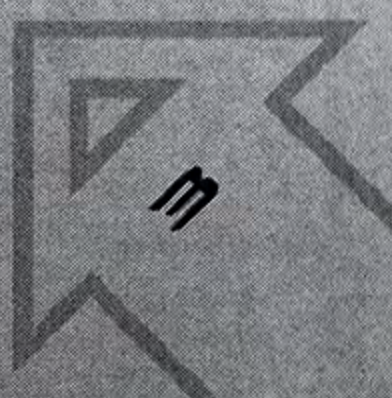
Pump It Up: Exceed supports 480p Progressive mode. Hold down the  and  buttons simultaneously while starting up to turn on Progressive mode. On the *Pump It Up: Exceed* dance mat controller, hold down the **X** and **Back** buttons simultaneously for the same effect.



STARTING UP



To select menu options, use the **↑**, **↓**, **←** and **→** directional buttons to navigate. Highlight the desired option, then press the **×** button to accept or the **△** button to go back. *Pump It Up: Exceed* supports the DUALSHOCK[®]2 analog controller.



CONTROLS

Pump It Up: Exceed can be played using either the standard DUALSHOCK[®]2 analog controller or the *Pump It Up: Exceed* dance mat controller.



DUALSHOCK[®]2 Analog Controller





L1 / R1 buttons—Select a music channel.

While playing:  and .

L2 / R2 buttons—

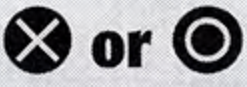

Select a song.


While playing:  and .

directional buttons—
Press  and  to select a game mode on the Main menu.
Press  and  to select game options on the Options screen.









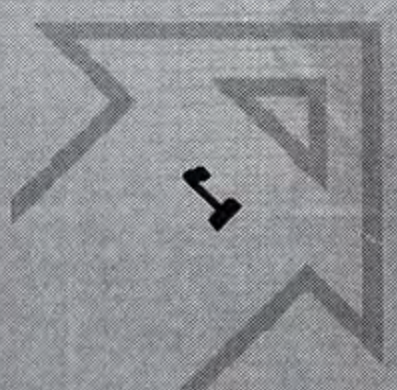
 **button**—Cancel a menu selection.

 **buttons**—Confirm a menu selection.
While playing: 

 **button**—Confirm a menu selection.

 **button**—Cancel a menu selection.


When ANALOG mode is on, pressing the stick to the upper left corresponds to the  button, the upper right corresponds to the  button, the lower left corresponds to the  button and the lower right corresponds to the  button. Pressing the stick down corresponds to the  button. The **L1** and **R1** buttons also correspond to the  button when ANALOG mode is on.





Pump It Up: Exceed Dance Mat Controller



Directional buttons—Press ← and → to select a game mode on the Main menu.

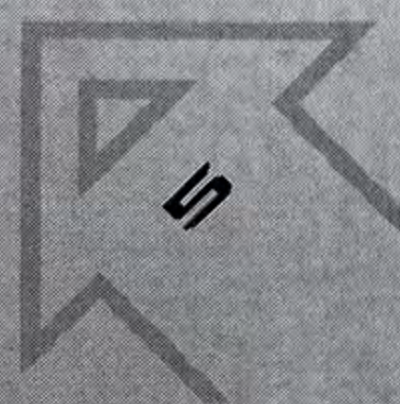
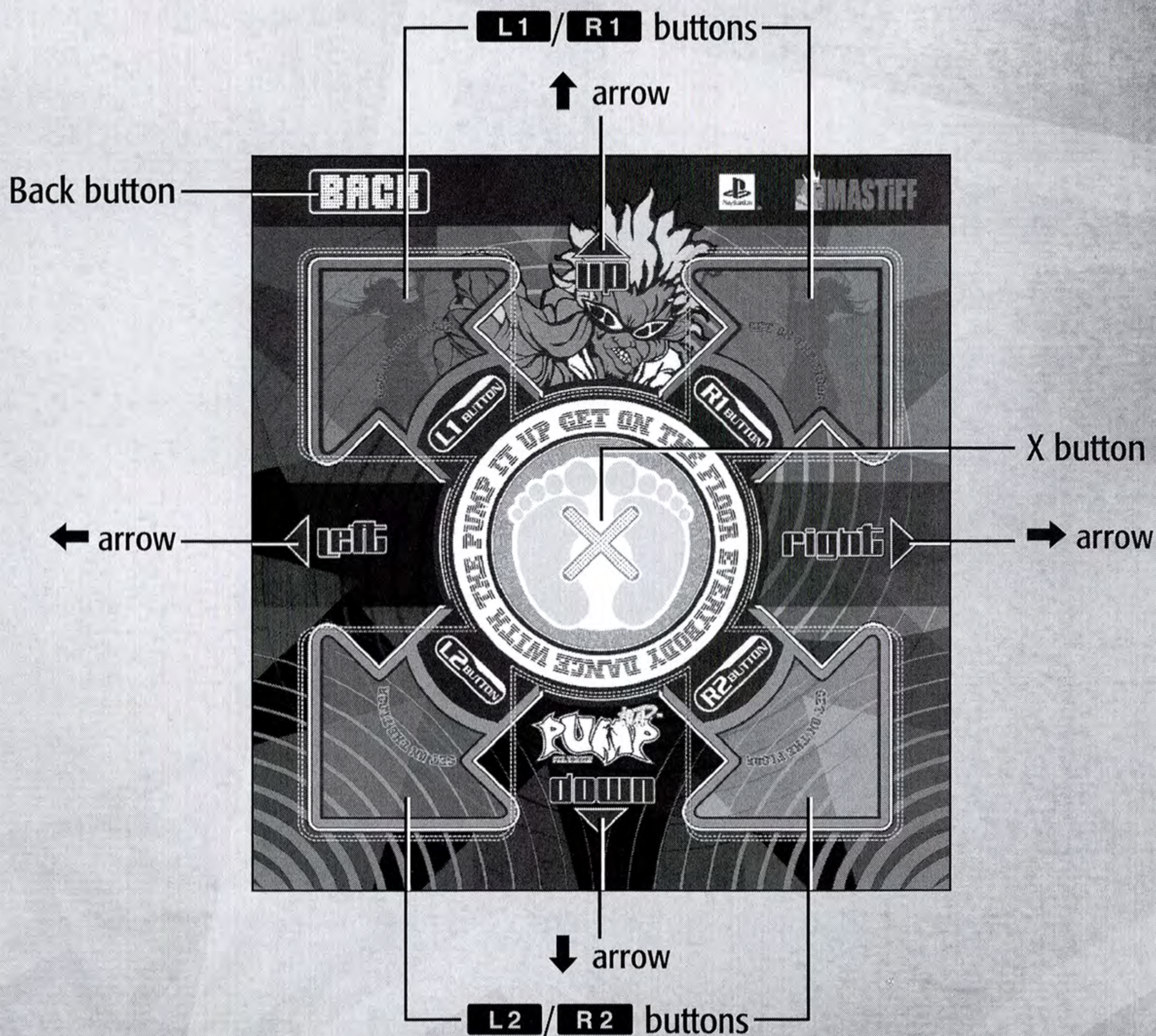
Press ↑ and ↓ to select game options on the Options screen.

X button—Confirm a menu selection. While playing: .

BACK button—Cancel a menu selection/go back to previous menu.

L1 / R1 buttons—Select a music channel. While playing:  and .

L2 / R2 buttons—Select a song. While playing:  and .

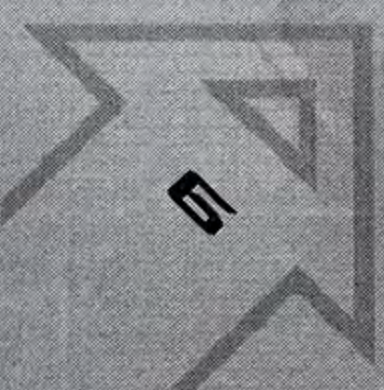


PUMP IT UP: EXCEED DANCE MAT PRECAUTIONS

- People who cannot safely dance or engage in other vigorous physical activity should not use this mat. Some examples of people who should not use this mat are individuals advised by a physician to avoid vigorous movement; people with cardiac, respiratory, skeletal or neurological problems; pregnant women; and persons impaired by drugs, alcohol or other agents.
- Mastiff will not be liable for improper use of this mat, or use by persons as described above.
- Do not use on rocky, wet, slippery, sharp or otherwise unsuitable surfaces.
- Please play barefoot. Static electricity from socks could damage the circuitry inside the mat or cause slipping, and shoes could damage the mat itself.
- Clear the area around the mat to avoid injury and reduce the chances of tripping.
- Children should be monitored at all times when using the mat.
- Audio and video disruptions may occur during gameplay due to floor vibrations. Adjust the location of the *Pump It Up: Exceed* dance mat to prevent this type of problem.
- Please do not play the game at times when the noise or vibration may disturb your neighbors or family members.

STORING THE PUMP IT UP: EXCEED DANCE MAT

- Store in a clean, dry place at moderate temperature.
- Store the mat flat if possible. Avoid sharp creases if you must fold the mat.
- Do not pull, stress or twist the mat cable.



HOW TO PLAY

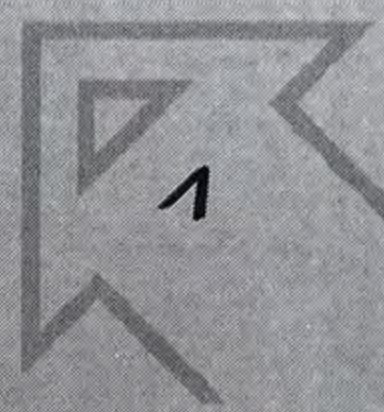
In *Pump It Up: Exceed*, arrows move up from the bottom of the screen to overlap with the markers in the "Sequence Zone" at the top of the screen. The object of the game is to press (or step on) the appropriate button just as the on-screen arrow overlaps with the marker. The better your timing, the better your score.

In some game modes, the life gauge will be displayed at the top of the screen. Stepping on the arrows at the appropriate time makes your life gauge go up. Making mistakes makes it go down. If the gauge completely disappears, the game is over. The life gauge can be turned on and off by selecting Game Settings in the Options menu.

ACCURACY SCORES/ SONG EVALUATION

You will be given one of five possible scores after each step, depending on how accurately you stepped on the arrows. When you're finished with a song, you'll receive an overall evaluation.

Score	Condition	Effect
Perfect	You stepped on the arrow exactly as it overlapped with the Sequence Zone.	The life gauge increases and your score increases by a large number.
Great	You stepped on the arrow just before or after it overlapped with the Sequence Zone.	The life gauge increases and your score increases by a small number.
Good	You stepped on the arrow a bit longer before or after it overlapped with the Sequence Zone.	No effect. Combos continue to accumulate.
Bad	You stepped on the arrow when a large part of it was outside the Sequence Zone.	The life gauge decreases.
Miss	You stepped on the arrow when it was completely outside of the Sequence Zone.	The life gauge decreases.



- S** Accuracy of 95% to 100%
- A** Accuracy of 90% to 94%
- B** Accuracy of 85% to 89%
- C** Accuracy of 80% to 84%
- D** Accuracy of 75% to 79%
- F** Accuracy of less than 75%

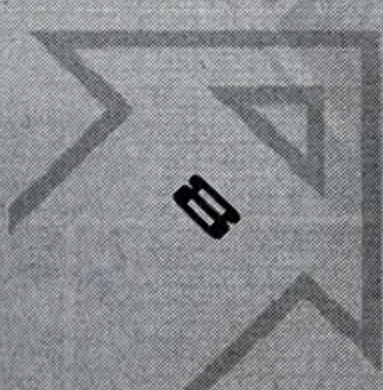
GAME DIFFICULTIES

Modes Using One Controller

- Normal** The easiest setting for beginners.
- Hard** Somewhat more difficult. A good intermediate step between beginning and advanced play.
- Crazy** A very difficult mode for advanced players.

Modes Using Two Controllers

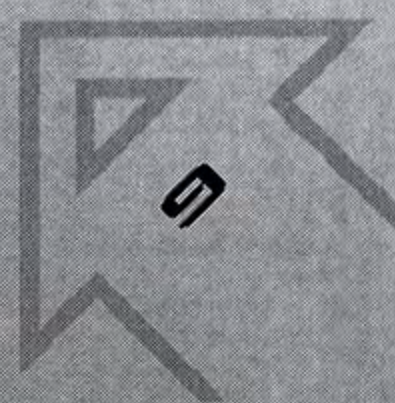
- Freestyle** Use two dance mats to give a freestyle performance.
- Nightmare** A super high-level mode for only the best players. You can challenge the world champion in this mode.
- Battle** Face off against a friend.










MODIFIERS



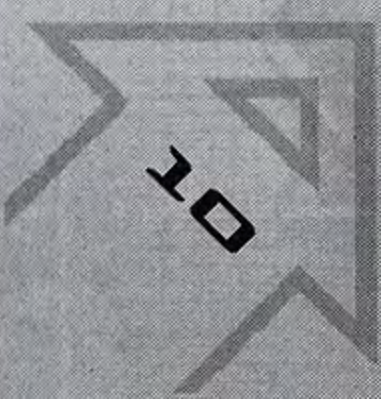
Modifiers are hidden options that allow you to change how the game is played. A list of modifiers and the codes used to enable them is on the next page. Enter these codes by pressing the appropriate buttons in sequence in the Song Selection screen. Some codes will display an on-screen confirmation when successfully entered, and some will not (see next page).






Codes with Confirmation

Name	Display	Explanations	Code
Velocity	x2	Arrow speed will increase by 2, 3, 4 or 8 times as you enter this code once, twice, etc.	
Random velocity	RV	Random arrow speed.	
Random	R	Arrows will be displayed randomly.	
Mirror	M	Arrows are displayed backwards. Useful if you're performing with your back to the screen for an audience.	
Vanish*	V	Enter this code and the arrows will disappear halfway up the screen.	
Nonstep*	NS	Enter this code and the arrows won't be displayed at all.	
Cancel		Cancel hidden codes.	



* When Vanish is locked (it hasn't been enabled through gameplay yet), the shorter Vanish code will enable the Nonstep function instead of the Vanish function. Once Vanish has been unlocked, the arrows will disappear halfway up the screen when you enter the Vanish code.

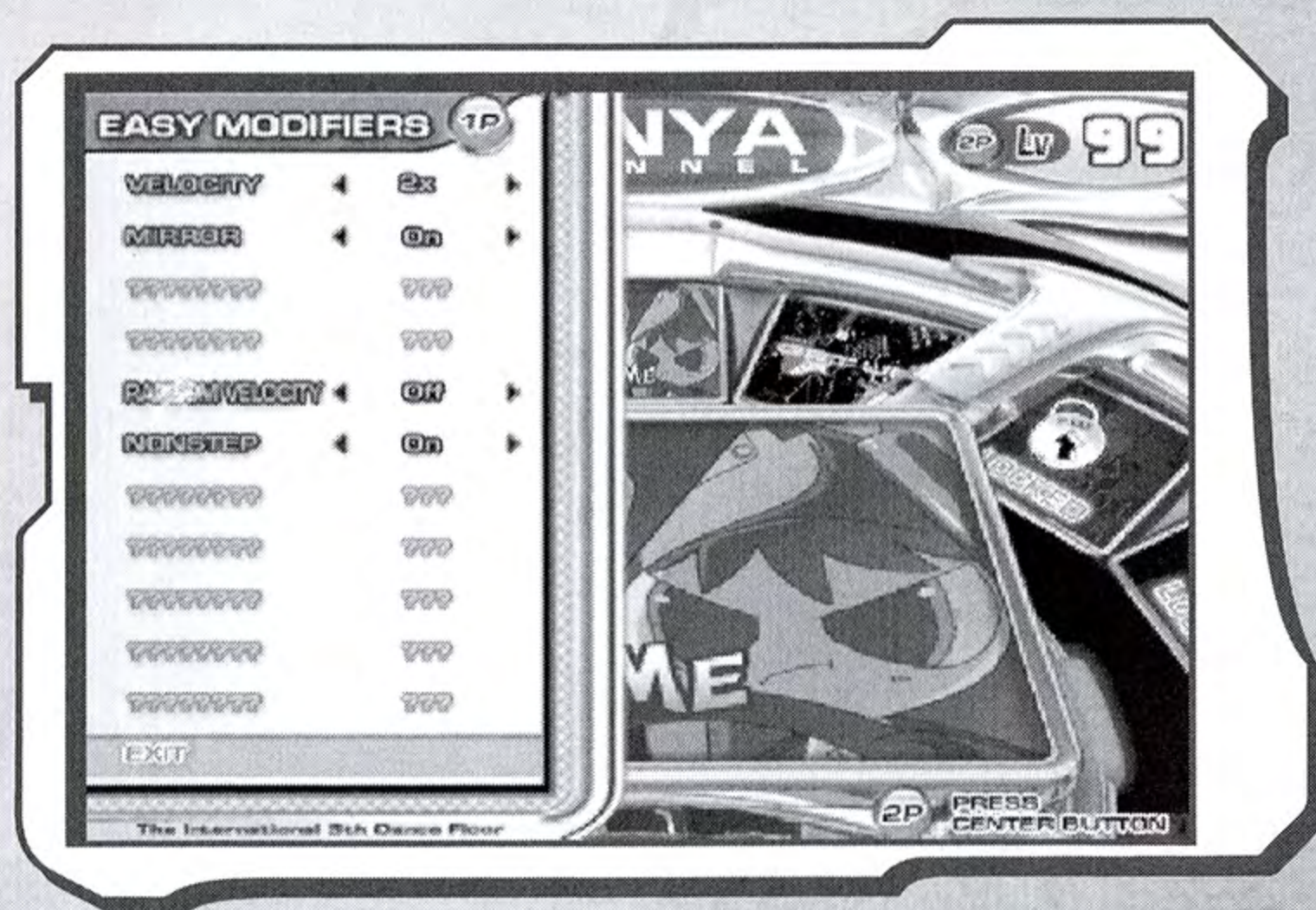


Codes with No Confirmation

Name	Explanations	Code
Freedom	Hides the buttons at the very top part of screen showing the timing.	
Earthworm	Arrows move at an irregular speed.	
Exceed mode	Instead of coming up from the bottom, arrows come in at an angle.	

Easy Modifier Menu

In Arcade mode, you can only get modifiers by using the correct code. In Home mode, however, modifiers can be turned on and off using a simple menu. At the Song Selection screen, just press and hold the  button (the mat BACK button) to bring up the Easy Modifier menu. Select the modifiers you want by pressing the  button.



STARTING THE GAME








At the title screen, press the **X**, **○** or **START** button to display the Mode Selection screen. Use the **←** and **→** directional buttons to select from Arcade mode, Home mode, Sudden Death mode, Tutorial, Statistics and Options. When unlocked, Survival and Video modes will also be available. Press the **X**, **○** or **START** button to confirm your selection.


GAME MODES

Arcade Mode

In Arcade mode, you can play the same game as in the arcade. You'll start by playing three songs. If you get "A" or "S" rankings for the first three songs, you'll get a bonus song. Get anything above a "D" or "F" ranking on the bonus song to get an Internet Ranking password (see next page). Your score will also be entered in your personal Top 20 high scores.

After selecting Arcade mode from the title screen, you'll see the Song Selection screen. Use the **L1** and **R1** buttons to select the music channel from BanYa, K-Pop (Korean pop music) and Pop. Use the **L2** and **R2** buttons to cycle through the available songs on that channel. Some songs won't be available until

they've been unlocked through gameplay. Press the ,  or  buttons to confirm your selection. To cancel and return to the title screen, press the BACK,  or  buttons.

After selecting a song, select the game difficulty using the **L2** and **R2** buttons, then confirm your selection with the  button. Not every game difficulty is available for every song. At higher difficulties, the number of arrows increases.



INTERNET RANKING

If you successfully clear three songs with "A" or "S" rankings and clear the fourth, bonus song with anything above a "D" or "F" ranking, you'll get a 16-digit code so you can register your score on the *Pump It Up: Exceed* web site. Internet Rankings allow you to compete with other players all over the world! Just go to <http://www.piuranking.com> and enter your code.



Home Mode

Home mode is similar to Arcade mode, but allows you to practice songs without worrying about the life gauge. You can play as many songs as you want and retry them as many times as you want. However, you can only get Internet Rankings or high scores when playing in Arcade mode.



Sudden Death Mode

In Sudden Death mode, if you miss a single step, the game ends.

Survival Mode (Unlockable)

In Survival mode, you play songs one after another. The life gauge carries over from one song to the next. If the life gauge reaches 0, the game is over. Survival mode is unlocked after you've cleared a certain number of songs in Home mode.

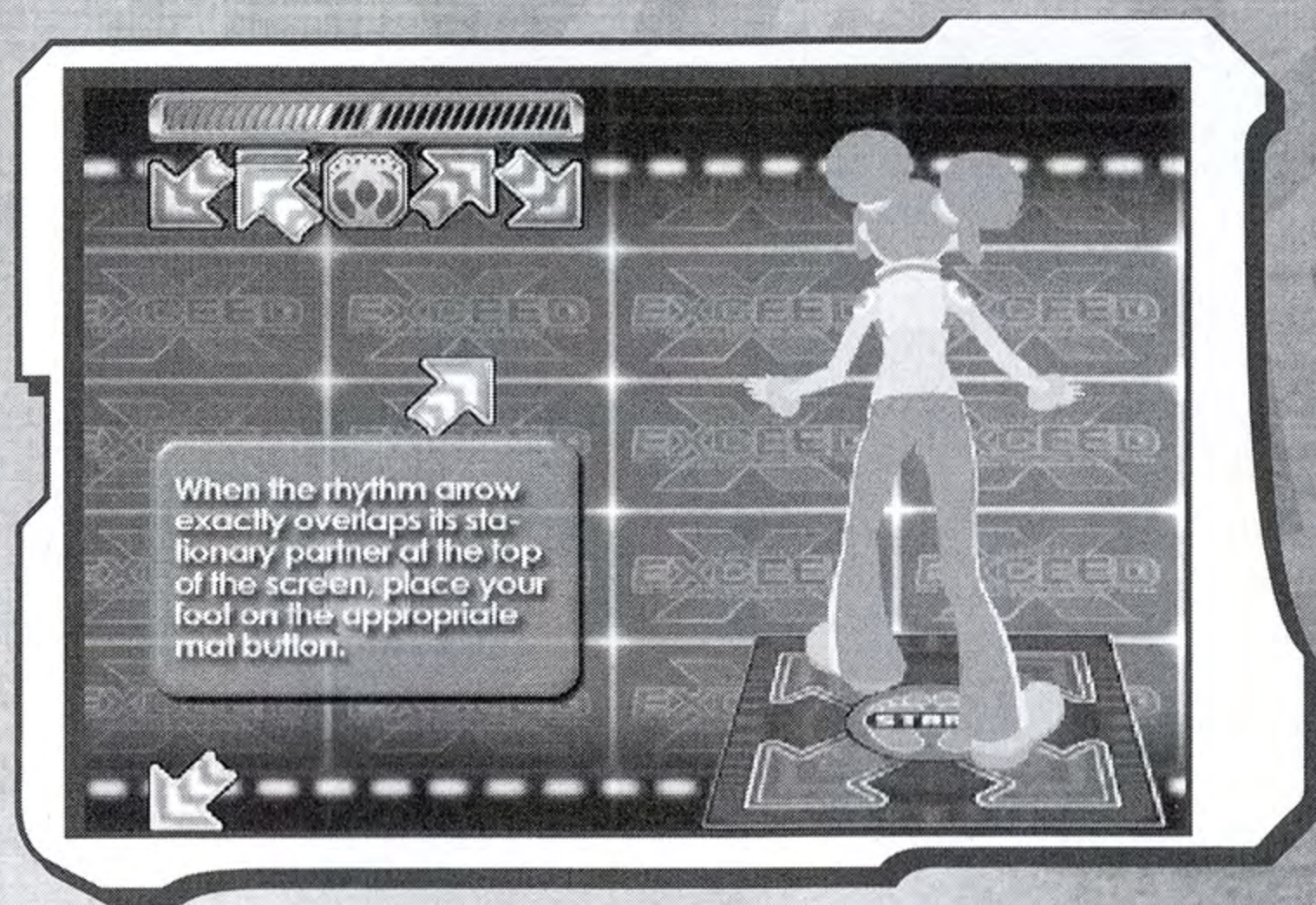


Video Mode (Unlockable)

Watch the videos for songs you've cleared. Video mode is unlocked after you've cleared a certain number of songs in any mode.

Tutorial

Select the Tutorial to get basic instructions on how to play *Pump It Up: Exceed*. The tutorial consists of three lessons. Just follow the on-screen instructions.



Statistics

Select Statistics to view the top 20 scores for Arcade and Survival modes, detailed statistics for individual songs and your step mileage (the approximate distance you've traveled while playing the game).

OPTIONS

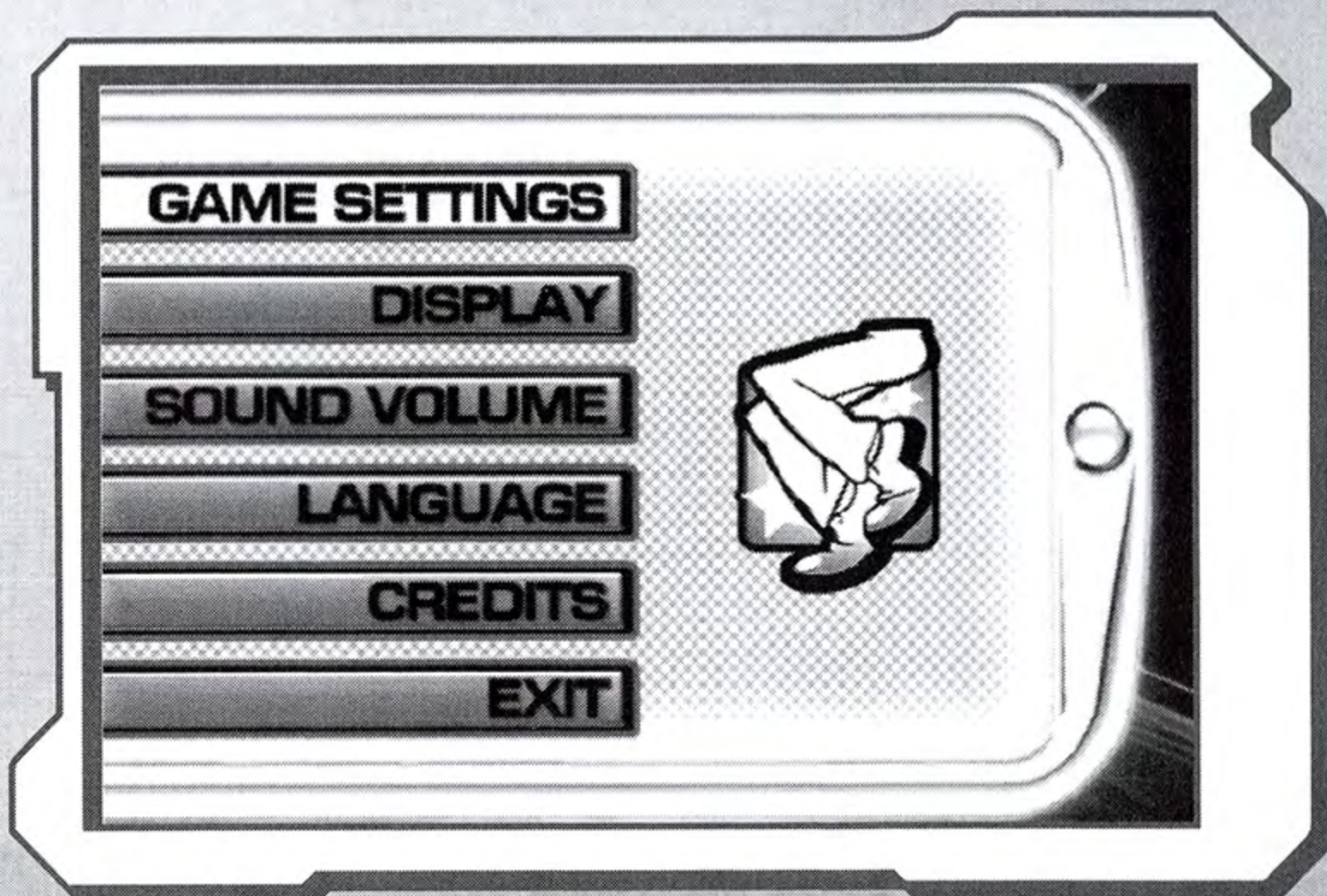
Under Options, you can change a variety of settings:

Game Settings

Change the game settings for Arcade and Home modes.

LIFE GAUGE

If this option is turned on, the life gauge will be displayed during gameplay. If it's turned off, the life gauge will not appear so you can play the full length of a song no matter how many mistakes you make.



However, when playing Arcade mode, the game ends if you make more than 50 consecutive mistakes.

GAME LEVEL

Select the game difficulty level from Beginner, Intermediate or Expert. The level you choose affects how strictly your gameplay accuracy is evaluated.

Display

Select whether or not movies should be shown in the background during gameplay and adjust the screen brightness and contrast.

Sound Volume

Adjust the volume for sound effects and music.

Language

Choose between English and Korean for the on-screen language.

Credits

Display the game credits.

CREDITS

Mastiff

Head Woof

Bill Swartz

Big Woof, Japan

Mika Hayashi

Sales Woof

Ron Kurtz

Numbers Woof

Charles Van

Essential Woof

Mieko S. Mochizuki

Andamiro

Excutive Producer

Yong Hwan Kim

Producer

Rae sun Park

Directors

Kann

Mahalo

Music Director

Joong gun Park

Lead Musicians

Seung wook Ahn

Yahpp

Session Players

Drunken Tiger

Eugene Park

Kate

Micheal

Bobby Kim

Kris Bylee

Recording Engineer

Seung wook Ahn

Engine Programmer

Mahalo

Programmers

Ki tae Noh

SS

Yute

Tool Programmer

SS

Programming Advisors

Tae kyung Wang

Hoon Bae

Art Director

Kann

Character & Printing Parts Designers

Kann

Ji young Han

2D Artists

Kann

Piah

Nanji Hong

Piyohiko

siho

Bong goan Ha

Ji young Han

Oppon

Aqualix

Kdog

Midin

Eyehead

Brian J. Shin

Pb

3D Artists

Zinny

Kenbaji

Sejin Oh

Myung jin Yang

WonderMC

Soulaby

Vincan

Kann

Planning

Tae june Jung

Myoung seok Song

Choreographers

Hwaorang

Yoon pyo Lee

K-Two

M.S Goon

Blue Eyes

Seok jae Lee

Young Dae Choi

Kyong min Yoon

Over Death

Crazy Boxer

TaMA

D.M Step

I.A Soul

Lead Hardware Engineer

Rae sun Park

Hardware Engineer

Jae ho Choi

Marketing

James Ko

Sun kyu Oh

Victor Lee

Jae min Shin

An na Won

Sun suk Lee

Yeon chul Sung

**Korea Testing
Andamiro**

Test Lead
Hwan min Jung

Testers
Jin Hee Yoon
Ji A Jung
Kyong Deok Jang
Kwang su Han
Eun seon Heo
Kwang woon Lee
Sang guk Lee
Bo mi Kim
Jong mi Kwon
Sang sun Kim
Byung il Kim
Suk hwa Yoon
In hyuk Son
Jae bum Son
Hee chul Shin
Jung nam Park
Bum do Kim

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Assurance**

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Test Lead
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Justin Sweeney
Joe Williams

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Printed Parts
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Ignited Minds LLC**

PR
**Michael Meyers
Public Relations**

**Music Licensing
Unit in the U.S.A.**
Music Supervisor
Tami Lester

Music Coordinator
Greg James

Creative Consultant
Michael Johnson

Music Licensing
The Intersection

Special Thanks

Chang yeol Lim
Erik Iran
Eun jung Yoo
Gecko
Honey Bee
James Ko
Manuel I. Campas Medina
Miva Filoleta
The Z.E.S.T aka Pucheon
Tom Sloper

Songs

Rapper's Delight
Written by Bernard Edwards
and Nile Rogers
Bernard's Other Music (BMI),
Sony Songs Inc. (BMI)
All rights on behalf of
Bernard's Other Music
administered by
Warner-Tamerlane
Publishing Corp
Performed by Sugarhill Gang
Courtesy of Sugarhill Records
LTD. A Label of Rhino
Entertainment Co.
By arrangement with Warner
Strategic Marketing
© 1979 Sugarhill Records Ltd

Name Of The Game
Written by Ken Jordan,
Scott Kirkland, Tom Morello
2001 EMI Virgin Music, Inc.,
/Harder Faster Music,
(ASCAP)/EMI Virgin
Songs, Inc./Drug Money Music
(BMI)/ LBV Music (BMI)
Performed by
The Crystal Method
Courtesy of Outpost
Recordings/Geffen Records
under license from
Universal Music Enterprises
© 2001 Outpost Recordings

A Little Less Conversation
(Junkie XL Remix)
Written by Billy Strange
and Scott Davis
Chrysalis Songs (BMI), Cherry
River Music Co. (BMI) o/b/o
Elvis Presley Music (BMI)
Performed by Elvis Presley
Courtesy of BMG Strategic
Marketing Group
By Arrangement with Sony
BMG Music and Licensing

Let's Groove
Written by Maurice White
and Wayne Vaughn
1981 EMI April Music Inc.
(ASCAP) and Music Sales
Corporation (ASCAP)
Performed by
Earth, Wind & Fire
Courtesy of Columbia Records

By Arrangement with Sony
BMG Music and Licensing

Walkie Talkie Man

Written by Jared Wrennall,
Tyson Kennedy, Jacob Adams,
Tim Youngson and
Brad Carter

© 2004 EMI April Music Inc.,
Thirtysixninetynine, LLC
All rights for
Thirtysixninetynine, LLC
controlled and administered
by EMI April Music Inc.
(ASCAP)

Performed by Steriogram
Courtesy of Capitol Records
Under License by EMI Film
and Television Music

My Way

Written & Composed by BanYa

Point Break

Written & Composed by BanYa

Street Show Down

Written & Composed by BanYa

Hypnosis

Written & Composed by BanYa

Koul

Written & Composed by BanYa

Final Audition

Written & Composed by BanYa

Extravaganza

Written & Composed by BanYa

Final Audition 2

Written & Composed by BanYa

Naissance

Written & Composed by BanYa

Turkey March

Written & Composed by BanYa

Solitary

Written & Composed by BanYa

Mr. Larpus

Written & Composed by BanYa

Rolling Christmas

Written & Composed by BanYa

Beethoven Virus

Written & Composed by BanYa

Dr. M

Written & Composed by BanYa

Love is a Danger Zone

Written & Composed by BanYa

Winter

Written & Composed by BanYa

Will-O-The-Wisp

Written & Composed by BanYa

Vook

Written & Composed by BanYa

Csikos' Post

Written & Composed by BanYa

Bee

Written & Composed by BanYa

D Gang

Written & Composed by BanYa

Hello

Written & Composed by BanYa

Beat of the War

Written & Composed by BanYa

Come To Me

Written & Composed by BanYa

Chicken Wing

Written & Composed by BanYa

Final Audition 3

Written & Composed by BanYa

Naissance 2

Written & Composed by BanYa

Monkey Fingers

Written & Composed by BanYa

Blazing

Written & Composed by BanYa

Pump me Amadeus

Written & Composed by BanYa

X Treme

Written & Composed by BanYa

Get Up!

Written & Composed by BanYa

Oh! Rosa!

(Spanish version)

Written & Composed by BanYa

First Love

(Spanish version)

Written & Composed by BanYa

Ignition starts!

Written & Composed by BanYa

Nightmare

Written & Composed by BanYa

She Likes Pizza

Written & Composed by BanYa

Final Audition Ep. 1

Written & Composed by BanYa

HATE

Written & Composed by BanYa

Pumping Up

Written & Composed by BanYa

Maria

Written & Composed by BanYa

CANON-D

Written & Composed by BanYa

I Love You Baby

Performed by Pandera

Published by Zyx

Released: 1999

Title: Piece of Paradise

Radezky CanCan

Written & Composed by F2

Come To Me

Performed by CLON

Written & Composed by

Chang hwan Kim

Published by

Dukyun Industries

Released: 1999

Title: Funky Together

Funky Tonight

Performed by CLON

Written & Composed by

Chang hwan Kim

Published by

Dukyun Industries

Released: 1999

Title: Funky Together

Another Truth

Performed by Novasonic

Written by Jin pyo Kim

Composed by Young seek Kim

Published by Lis Music

Released: 1999

Title: Novasonic

Fighting Spirit

Performed by H.O.T.

Written & Composed by

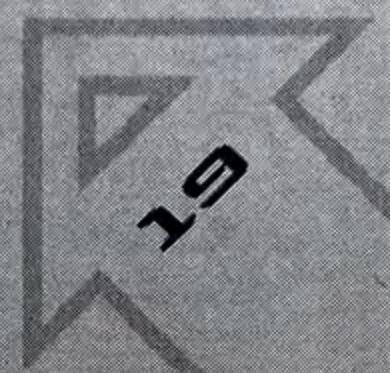
Hee jun Moon

Published by

SM Entertainment

Released: 1999

Title: I yah!



Com'Back

Performed by Sechs Kies
 Written by Eun Hee Joe
 Composed by Sung jin Cho
 Published by Dae Young AV
 Released: 1999
 Title: COM' BACK

Don't Bother Me

Performed by Tashannie
 Written by You jin You
 Composed by Geun tae Park
 Published by World Music
 Released: 1999
 Title: Parallel Prophecys

We Are

Performed by DEUX
 Written & Composed
 by Hyun do Lee
 Published by Jigu Records
 Released: 1994
 Title: Deuxism

Run!

Performed by Novasonic
 Written by Jin pyo Kim
 Composed by Young seek Kim
 Published by Lis Music
 Released: 2000
 Title: Novasonic2

Come back to me

Performed by DEUX
 Written & Composed
 by Hyun do Lee
 Published by Jigu Records
 Released: 1995
 Title: DEUX

As I Told You

Performed by Sung jae Kim
 Written & Composed
 by Hyun do Lee
 Released: 1995
 Title: As I Told You

Slam

Performed by Novasonic
 Written by Jin pyo Kim
 Composed by Young seek Kim
 Published by Lis Music
 Released: 2000
 Title: Novasonic2

PERFECT!

Performed by DIVA

Written by Sun joo Park

Composed by Hae woon Park
 Published by Universal
 Released: 2001
 Title: PERFECT!

Empire of the Sun

Performed by Novasonic
 Written by Jin pyo Kim
 Composed by Young seek Kim
 Published by Lis Music
 Released: 1999
 Title: Novasonic

Starian

Performed by Duke
 Written & Composed
 by Ji hoon Kim
 Published by Synnara Record
 Released: 2000
 Title: Duke 2000

Pierrot

Performed by Hyun do Lee
 Written & Composed
 by Hyun do Lee
 Published by
 Yedang Entertainment
 Released: 2000
 Title: Total Hip Hop

Dignity

Performed by Crash
 Published by Sony Music
 Released: 2003
 Title: The Massive Crush

Shake That Boodie

Performed by One Two
 Written & Composed
 by Jin young Park
 Published by JYP
 Entertainment
 Released: 2003
 Title: Shake That Boodie

Valenti

Performed by BoA
 Written by BoA
 Composed by Kazuhiro Hara
 Published by
 SM Entertainment
 Released: 2003
 Title: Shine We Are!

What do you really want?

Performed by Crash
 Written & Composed by CROM
 Published by Sony Music
 Released: 2003
 Title: The Massive Crush

GO

Performed by U: NEE
 Written by Tae hyung Joo
 Composed by Sung jin Cho
 Published by DreamBeat
 Released: 2003
 Title: U: NEE Code

Flamenco

Performed by Oliver
 Written by Chan woo Kang
 Composed by Jae eun Choi
 Published by Oliver Ent.
 Released: 2003
 Title: Oliver Single Album

One Love

Performed by S'MAX
 Published by PURE
 Released: 2004
 Title: A S'MAX BIRTH!

To the Top

Performed by
 6 MILL BIONIC JUNO
 Written by Eun hee Cho
 Composed by
 6 MILL BIONIC JUNO
 Published by Doremi Media
 Released: 2000
 Title: 6MILL

The Rap. Act 3

Performed by Honey Family
 Published by Doremi Media
 Released: 2000
 Title: Another Level

Forever Love

Performed by Fin.K.L
 Written by Tae hyung Joo
 Composed by Young a Kim
 Published by Dae Young AV
 Released: 1999
 Title: White

Love Song

Performed by Steve Yoo
 Written & Composed
 by Hyun do Lee
 Published by Seoul Records
 Released: 1999
 Title: OVER AND OVER

A TRAP

Performed by Baby V.O.X.
 Written by Eun hee Cho
 Composed by Hyun seung
 Published by Synnara Record
 Released: 2000
 Title: 4th Why

Mobius Strip

Performed by Sechs Kies
 Written by Seung ho Lee
 Composed by Hyung seok Kim
 Published by Dang Young AV
 Released: 1999
 Title: COM' BACK

Hatred

Performed by Novasonic
 Written by Jin pyo-Kim
 Composed by Young suk-Kim
 Published by Lis Music
 Released: 1999
 Title: Novasonic

Join the Party

Performed by Gans
 Written by Lucato
 Composed by Biancale
 Published by Tabloid
 Released: 2003

Eres Para Mi

Performed by Mozquito
 Written & Composed by
 Walters/Dadddappel/
 Schantterer/Scott
 Published by Sam
 Released: 2003

Conga

Performed by Queen Latin
 Written & Composed
 by E.Garcia
 Published by HITLAND
 Released: 2003

Clap your Hands

Performed by
 Scoop fea. Joyce Lyle
 Written & Composed
 by J. Bataan
 Published by Shift
 Released: 2002

Bambole

Performed by Papa Gonzales
 Written & Composed
 by Madison
 Published by Sam
 Released: 2002

Mexi Mexi

Performed by Mozquito
 Written & Composed by
 Wolters/Schnotlerker/
 Dannappel
 Published by Sam
 Released: 2002

Ba Be Loo Be Ra

Performed by Kristeen
 Written & Composed
 by Kristeen
 Published by Sam
 Released: 2002

Kiss Me

Performed by Debbie Scott
 Written & Composed
 by Slocun
 Published by HITLAND
 Released: 2002

Fiesta

Performed by El Cuba
 Written & Composed by
 di Pendez/Robb 'n'
 Razz/Cepeda
 Published by HITLAND
 Released: 2002

Born to be Alive

Performed by
 P.Hernandez&B.Thomas
 Written & Composed
 by P. Hernandez
 Published by HITLAND
 Released: 2002

Power of Dream

Performed by Victoria
 Written & Composed
 by Harry Chalkitis

Watch Out

Performed by Victoria
 Written & Composed
 by Harry Chalkitis

Go Away

Performed by Toya
 Written by Ejay
 Composed by Ejay
 Published by Astars
 Released 2001
 Title: Look

Gotta be Kidding

Performed by Hanul
 Written by LEEUWEN VA
 Composed by LEEUWEN VA
 Published by
 Cream Entertainment
 Released 2001
 Title: Voice Of Purity

Circus Magic

Performed by Crying Nut
 Written by Crying Nut
 Composed by Crying Nut
 Published by Drug
 Released 1999
 Title: Circus Magic

Loner

Performed by T.T.ma
 Written by Sun ju-Park
 Composed by Myong ho-Shin
 Published by Music Factory
 Released: 1999
 Title: In the Sea

La Cubanita

Performed by
 Los Ninos de Sara

Shake it Up

Performed by ROD
 Published by Hot Productions
 Released: 1996
 Title: Greatest Hits: Shake It Up

Soca Make yuh ram ram

Performed by General Grant

Passion

Performed by Steve Yoo
 Written & Composed
 by Hyun do Lee
 Published by Seoul music
 Released: 1999
 Title: Now or Never

Essa Maneira

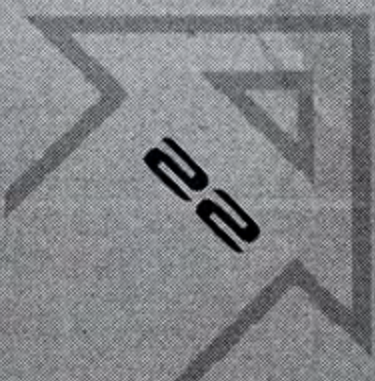
Performed by Kaoma
 Published by Atoll
 Released: 1998
 Title: A la Media Noche

We Don't Stop

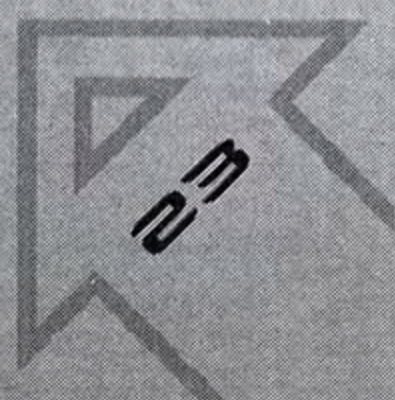
Performed by ASOTO UNION
 Written & Composed
 by ASOTO UNION
 Published by
 YBM Seoul Records
 Released: 2003
 Title: Sound Renovates
 A Structure

Steve Blattspieler RIP.
 You will be missed.

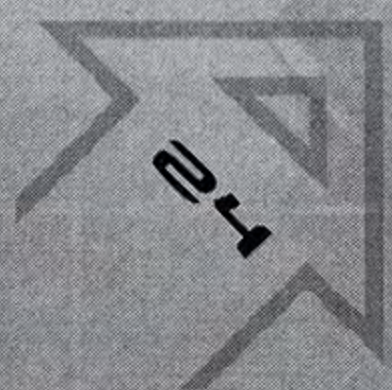
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FCC Notice for Pump It Up: Exceed Dance Mat Controller (Mat Product # M1)

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Technical Support: Please contact Customer Service by e-mail at customerservice@mastiff-games.com.

Visit Mastiff online at www.mastiff-games.com.

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