

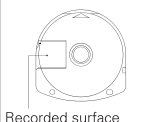
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

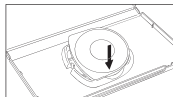
- When operating the unit, play in a well-lit room and keep a safe distance from the TV screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume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

Use and handling precautions

- This disc is PSP format software and is intended for use with the PSP handheld entertainment system only. If the disc is used with other devices, damage to the disc or to the device may result.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP handheld system's wireless network feature to off when using the PSP on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP handheld system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as 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 system damage or malfunction.
- SCEA will not be held liable for damage resulting from the misuse of discs.

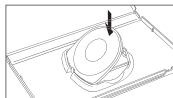


Recorded surface



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.

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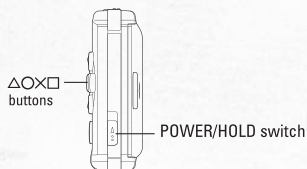
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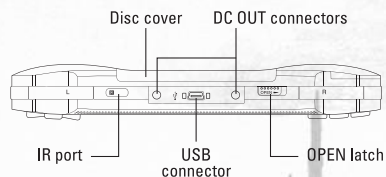
2 GETTING STARTED

STARTING UP 3

Right side view



Front view



Set up your PSP™ portable entertainment system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the Death Jr. disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP™ portable's home menu, select the Game icon and then the Death Jr. icon. A thumbnail for the software is displayed. Select the thumbnail and press the × button of the PSP™ portable to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

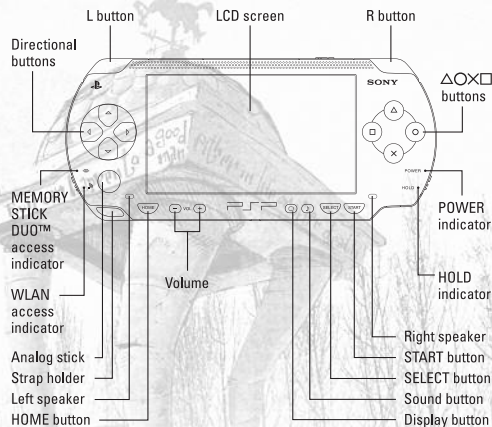
NOTICE: Do not eject a disc while it is playing.

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

PSP™ portable entertainment system configuration



4 INTRODUCTION

INTRODUCTION

It was supposed to be a simple field trip to the museum. What could possibly go wrong? A lot, apparently. Especially when the class is Home Room 29a, the one with all the freaks in it. Their teacher, Mr. Joygrove, didn't notice when the creepy kids split off from the Normals, but everyone is going to notice soon, especially since Death, Jr., aka "DJ", broke open a box containing an ancient evil.

It's bad enough Moloch—the Necromancer inside the box—stole his friends' souls and sent his Demon army through warps in the museum to nearly every place in town. Now it looks like DJ is going to be grounded if his Dad finds out he's unleashing death and destruction without permission again. The quickest way to solve this problem is to jump through the portals, kill all the demons, and rescue his friends' souls. Figure out some way to free Pandora from Moloch's grip, and just pretend the whole thing never happened.

BASIC CONTROLS

In Menu

Accept/Next screen.....	⊗
Cancel/Previous screen.....	⊙

In Game

Move DJ.....	Analog Stick
Select weapons.....	↑ / ↓ / ← / →
Jump.....	⊗
Switch to guns, fire currently selected weapon.....	⊙
Switch to Scythe, swing Scythe.....	⊠
Dodge.....	△
Re-center camera	
behind DJ / lock-on (manual lock-on mode).....	L1 (tap)
Enter free look / aim mode.....	L1 (hold)
Enter strafe mode / lock-on (auto lock-on mode).....	R1
Trigger assist.....	△ + ⊙

GAME CONTROLS

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CAMERA

The camera has three modes, Roaming, Strafe, and Free-Look.

Roaming



The camera typically follows behind DJ, but it is not locked behind him, so he can walk sideways and even toward the camera. DJ always moves in the direction the analog stick is pushed and the camera moves to give the best view of the action. Tap the **L** button to reset the camera behind DJ.

Strafe



You can enter Strafe mode at any time by holding down the **R** button. The camera is locked behind DJ although he can still move in any direction. In the default auto-lock mode (see Locking On on p. 7), when you first hold down the **R** button, you will also auto-lock on the closet enemy DJ can see.

Free-Look



Lets you look anywhere in the level from DJ's current position. Press and hold the **L** button to enter Free-Look. While in Free-Look, Death, Jr. can't move, but he can still shoot. This is a great mode for aiming. Using the Chain Gun automatically enters you into Free-Look mode.

6 GAME CONTROLS

GAME CONTROLS

7

COMBAT**Weapons**

Using weapons in the game is easy. Just press and hold the **○** button and DJ fires the currently-selected weapon.

Selecting a weapon

Press **↑** to display the weapon selection circle, and then use **←** or **→** to change the selected weapon. You can also use **←** or **→** to change weapons on the fly. If you select a weapon for which you have no ammo, it won't fire. Duh! The Twin Pistols have an infinite supply of ammo.

DJ's Strafe Mode behaviors triggers automatically when you first fire a weapon. If you haven't fired for a while, he reverts to Roaming Mode behaviors.

Shooting

When you shoot, the weapon always fires at the target reticle. The reticle automatically moves toward appropriate targets in front of you. Depending on the weapon, this aiming assist has a different range and accuracy. Generally, more powerful weapons require more skill to aim them.

The C4 Hamsters are an exception to this behavior. They roam freely as they find the best enemy to detonate near.

Locking On

Death, Jr. can lock on to any enemy in the game. When locked on to a target, Death, Jr. can move in any direction, but he remains facing the target. He can circle the target, back up, move left or right, but he continues to face the same enemy. DJ stays locked on to a target until the enemy is dead, DJ is dead, or you release the **R** button. Lock-on can only be performed while in Strafe Mode. By default, holding the **R** button to enter Strafe Mode also locks on to the nearest available target which DJ can see. While still holding the **R** button to remain in Strafe Mode, tap the **L** button to lock on to the next available target. If you do not tap the **L** button to lock on to an additional target, the reticle still moves to auto target the nearest enemy DJ can see, but he is not locked-on to this target.

Players who do not want to automatically lock on to a target when they first hold the **R** button can choose the "Manual Lock" option from the Pause Menu. If you choose Manual Lock, you need to tap the **L** button when in Strafe Mode to lock-on to a target.

The Scythe

The Scythe does a ton of damage and is great for knocking back enemies. Pairing it with guns is a great way to take an enemy out. Knock them back and then shoot them while they fly backward.

The Scythe has multiple levels of damage. Press the **□** button repeatedly to activate latter stages of the Scythe Combo.

Special Scythe Attacks

- , □, △** - performs a circular attack that is more defensive for when DJ's surrounded.
- , □, □** - executes a more powerful attack that focuses on one enemy.
- , □, ×** - knocks up enemies into the air where DJ can continue shooting at them.

DJ can also buy more powerful versions of these attacks from Smith and Weston. Hold the final button in the combo to execute them.

DJ can also get the ability to knock back enemy projectiles with a well-timed swing.

8 GAME CONTROLS

GAME CONTROLS

**Defense****Dodge**

Press **△** while moving the analog stick to dodge. It's a good way to get out of harm's way quickly. Some enemy attacks must be dodged to be avoided.

The Shield

When DJ gets this from Smith and Weston, Press and Hold **△** to re-charge. Remember that it's not as strong as DJ's normal health.

Combos & Assists

As DJ kills demons and destroys objects, he racks up combo points. To keep a combo going he needs to continue to do damage. If too much time passes without some smashing (see Pandora Assist/Combo Meter on p. 13), the combo ends. Combos fill up the special Pandora Assist Meter; longer combos fill it faster.

When the Pandora Assist Meter fills up all the way, DJ has access to a special Assist stock. You can trigger this powerful attack at any time by simultaneously pressing the **△** button and the **⊙** button. Once activated, massive damage is done to every enemy near DJ, and time itself slows down, enabling DJ to deal tons of extra damage to enemies caught in the Assist, which can get DJ out of many a sticky situation.

When the game starts, DJ can only store one Assist at a time. As he progresses through the levels, he can find Assist Extenders that enable him to hold multiple Assists simultaneously.

Moves

Death Jr. has a variety of moves to help him navigate the world and slay demons.

Swing Scythe

Press the **□** button to swing the Scythe.

Vertical Scythe Swing**Jump**

Press the **×** button to jump.




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

Dodge


Press the **△** button while moving in any direction to dodge in that direction.

10 GAME CONTROLS


Reverse Jump

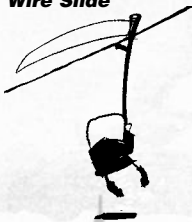
Press the analog stick to run in one direction and quickly move the stick in the opposite direction and press the  button to perform the reverse jump.



Wall Jump

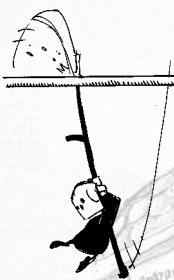
Jump into a wall; hold the analog stick in the direction of the wall you want to jump off of while DJ is sliding down, and press the  button to jump again.

Spin Jump

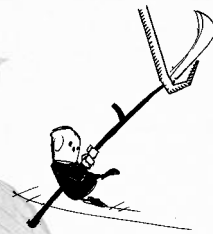
Press the  button to jump, and press it again while in the air and DJ enters a Spin Jump. You can also use Spin Jumps to grab rafters, hooks, and wires.



Wire Slide

Swing the Scythe vertically onto an overhead wire, and DJ begins riding the wire. Press the  or  button to disengage with the wire. Slide into objects to knock DJ off the wire.

Rafter Swing

Swing the Scythe vertically and if it hooks the rafter, DJ automatically swings and jumps off the rafter.

Hook Swing

Swing the Scythe vertically and if it grabs the hook, DJ swings from the hook until the  or  button is pushed. While on a hook, you can adjust DJ's orientation using the analog stick.

Scythe Hop

Swing the Scythe vertically as DJ is heading toward the ground after a jump or when falling. If you time it so that the blade of the Scythe hits the ground before DJ, he is launched back up into the air.

Ledge Grab

Swing the Scythe vertically while jumping towards a ledge. If the Scythe hooks the ledge, DJ is catapulted to the top of the ledge.

GAME CONTROLS

12 PLAYING THE GAME

THE GAME SCREEN 13



Overview

Death, Jr. really messed up this time when he broke open the Box. He released an ancient evil that's warping the world. His friends have been captured by Moloch and their souls have been shattered and hidden in the museum. Plus he's probably going to get grounded if his Dad finds out. If he wants to avoid being grounded – or worse, going to Military School – he'll have to try and fix things himself. He had better get cracking!

The Museum

This is where all the madness began. After the Box was opened, Moloch created a number of portals to the rest of the world from the exhibits in the museum. He also created Eye Doors (see Eye Doors on p. 14) to prevent DJ from reaching certain areas.

DJ needs to clean up those areas to keep the evil infestation of Moloch from spreading wide enough for his Dad to find out. Every time DJ finishes cleansing an area, another area becomes accessible. In the Museum, Moloch blocks DJ's progress with tendril doors, which can be opened at key points in the game. Look for an exclamation point to indicate where DJ should go next.

Smith and Weston have camped out in the museum's lab to help create weapons that DJ needs to defeat the Demon menace. When DJ returns from a portal to the museum, Smith & Weston are there. If they've created a new Weapon, DJ has it at his disposal once he speaks with them.

DJ finds that Moloch has captured some of his friends, shattered their souls, and spread them across the areas under his spell. Once DJ finds a soul piece, he can return it to his friend's body in the hopes of freeing them.

There are also a couple of training areas in the museum that DJ can use to learn his various skills and moves.

Health and Shield Meter



When DJ takes a hit, his Health (red) Meter starts to drop. DJ can purchase a shield from Smith and Weston. Once DJ has equipped his shield, DJ's health will only drop if the Shield (blue) Meter has been completely drained. To charge DJ's shield, stop moving and hold down the **▲** button until the Shield Meter is full. The shield is not as strong as DJ's health, but it will protect him against small assaults. You can keep track of Continues by counting DJ's teeth.

You can extend DJ's maximum life and shield by finding Health Meter extenders – these look like DJ's head – hidden throughout the game. DJ's health capacity will extend each time he finds four (4) Health Meter Extenders.

Pandora Assist/Combo Meter

You start a combo anytime you hit something – an enemy or something else you can destroy in the world. As long as you score another successful hit before the meter in Pandora's head runs out, you keep the combo going. Killing enemies makes the meter drain slower than destroying objects. Destroying objects also increases the yellow meter. Pulling off combos makes it increase faster. Once you've filled the meter, you can trigger a Pandora Assist by pressing the **▲** and **○** buttons. You can earn the ability to store multiple assists by discovering Assist Meter extenders – these look like Pandora's head – throughout the game. DJ's ability to store Assists will extend each time he finds four (4) Assist Meter Extenders.

Current Weapon/Ammo Level

You can see all your weapons at once by pressing the up directional button.

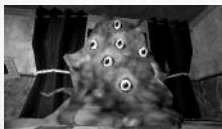
Select Menu

Press the SELECT button to bring up the Select Menu during the game. This will display DJ's current count of Souls, Weapon Widgets, Health Extenders, and Assist Extenders.

14 THE GORME SCREEN

THE GORME SCREEN

15

Eye Doors

Throughout the museum and in the game levels, giant Eye Doors have been erected by Moloch to block DJ's progress and to keep an eye on him. They kind of look like raw meat with eyeballs in them. In order to progress through the levels DJ must reap souls. When DJ destroys a demon, he automatically reaps the Soul. As he approaches an Eye Door, if DJ has enough Souls, he releases them and the Eye Door will open, unlocking the next portion of the level. If DJ has not yet harvested enough Souls to destroy the Eye Door, the number of souls harvested and the number of Souls required to get through the door are displayed on screen.

Soul Pieces

To save your friends, you need to find their Soul Pieces. When you find one, take it their lifeless body in the museum.

Weapon Widgets

As DJ progresses through the levels, he may discover Weapon Widgets. These look like, well, widgets. When you encounter Smith and Weston, they can use these Widgets to upgrade DJ's weapons. DJ can choose which weapons to upgrade, if he has enough Widgets.

Health

As DJ progresses through the game, he finds Health power-ups. These look like skulls and crossbones. Some will increase DJ's health meter up to the current maximum, and some will only add to DJ's current amount.. If his health is maxed out, he cannot pick up health power-ups.

Ammo

As DJ progresses through the game, he may find different ammo crates. There are three different colors of ammo: blue, green and yellow. Different weapons are charged by different ammo colors, depending on what color the weapon is in the Weapon Wheel. When DJ finds an ammo crate, all weapons of that type receive the same amount of ammo. He cannot charge a weapon past 100% full. If all weapons of that type are at 100% when he tries to pick up an ammo power-up, he cannot pick it up.

Continue Pickups

Looks like a miniature version of DJ. Picking one up will give DJ an extra continue, but if DJ has max continues, he won't be able to pick it up.

Health Extenders

As DJ progresses through the game, he may find Health Extenders. These look like DJ's head. If he finds enough, he can increase the total capacity of his health meter.

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PAUSE MENU

17

Assist Extenders

As DJ progresses through the game, he may find Assist Extenders. These look like Pandora's head. If he finds enough, he can increase the total number of Assists that can be stored for use.

Report Card

At the end of each level, DJ receives a Report Card that shows how he did in the level. The Report Card includes ratings in five categories, as follows:

Kills

The number of kills of all the enemies that could have possibly spawned in the level.

Destruction

The number of destroyed objects out of all the objects in the level.

Combos

The total number of combo points (see Combos and Assists on p. 13)

Special Items

The number of Assist Extenders, Health Extenders, Weapon Widgets discovered within the level.

Final Grade

The average of all the above grades. Get a high grade, get a bonus widget.

The Pause menu is your friend. From there you can restart a level, return to the museum, end the game, access gameplay options and save your game.

Saving and 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 five save slots on the Memory Stick. To save anytime, choose Options from the Pause menu and then choose Save Game. Saving the game saves unlocked Eye Doors, as well as weapons, Widgets, Soul Pieces and Meter Extenders that have been earned. Your exact position inside the level is not saved.



From the pause screen, you can access the Options, restart a level, return to the Museum, and save or quit your game.

Options

On the Options menu, you can access the Gameplay options (see below), Audio options (adjust music and sound levels), and Video options (adjust brightness).



On the Gameplay Options menu, you can set the following options:

Invert Aiming (default off)

This lets you invert the Y axis when in Free-Look mode.

Manual Lock-On (default off)

This lets you set manual lock-on (see Locking-On on p. 7)


DJ Monologue (default on)

This allows you to turn on or off DJ's inner thoughts that show up on screen while you're playing the game.



Twin Pistols

Ammo color: None

These are your basic weapons. They fire as fast as you pull the trigger  button and have an infinite amount of ammo. They're good for weaker enemies, but they lose accuracy at long distances and don't deal much damage.



Freeze Thrower

Ammo color: Blue

Freeze 'em and they slow down, making killing easier.



Shotgun

Ammo color: Blue

This is great for close-range attacks.



Chain Gun

Ammo color: Green

Mow 'em down with this rapid fire weapon, but beware, DJ is unable to roam while using it



Rocket Launcher

Ammo color: Green

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



Electric Gun

Ammo color: yellow

Use the power of electricity to fry some demons.



Flamethrower

Ammo color: Yellow

A great way to toast a lot of guys at the same time



C4 Hamsters

Ammo color: special pickup

The name says it all.

20 CHARACTERS

FRIENDS

**DJ**

He's just your average, everyday kid, who's 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 opened The Box, it's going to be Military School for sure.

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...

**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!

**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!

**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!



CHARACTERS

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ENEMIES

Eyeballers

These guys would be kind of cute if they weren't shooting death rays out of their eyes. And they have a lot of eyes. I think, if you found one as a baby, you could domesticate it and it would be a great pet, like a baby tiger cub! Yeah!

**Troopers**

I don't think these guys brush their teeth very much. They have awful breath, nasty BO, and really atrocious manners. I think they'd get along with Seep.

**Walkers**

You could make a horror movie out of these demons. I dunno where they came from, but they are creepy and crawl and their spikey feet look dangerous.

**Shield Demons**

These demons smell really bad. They are large and can take a lot of damage. They don't seem to be as strong and armored from the backside. If the other bad guys were smart, and they are probably not, they could hide behind these guys to keep from getting hurt. These guys like grapes and are sort of cute, but they would make really bad pets.



11 CHARACTERS

CREDITS 13

ENEMIES



Ethereal

Like ghosts, these guys come from everywhere and can go right through solid walls and floors. I don't like them. They make the hair on the back of my neck stand up.

Bats

These guys are everywhere. I don't know if they were normal bats or birds or what, but now they just want to eat people.

Maybe they are zombie bats.

Zombies are gross.



Kamikazes

They run around and explode all over everything. But I think, deep inside, they are just misunderstood.

Rushers

I wonder if these fellas would make good ponies, if you got them from little cubs and raised them with lots of love and sugar cubes. Probably not. Smith says I'm nuts for thinking so, but I like to think the best of people... and that includes demon hell beasts.



Backbone Entertainment

Team DJ

(In order of appearance... in the alphabet)

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Arvin Bautista, animator
John Paul Castillo, artist
Ken Cope, artist
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Peter Overstreet, concept art
Victor Kalvachev, concept art
Louie Ayre, children's pictures
Dan Shallock, animation
Brian Steffel, character models

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Aaron Keppel, designer
Chris Opdahl, designer
Micah Russo, lead designer
David Sirlin, designer
Pip Stuart, designer

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24 CREDITS

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Dedicated to the attendees of ComicCon who gave us awesome feedback on the game and the comic. You rule.

Proudly hand-crafted in Alameda County, California

No hamsters were harmed in the production of this videogame.

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