

PSP



DREAMWORKS
SHREK
THE **THIRD**



ACTIVISION

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: PHOTSENSITIVITY/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

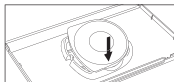
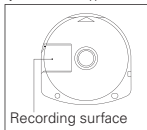
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

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. 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 benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

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



Storing the disc

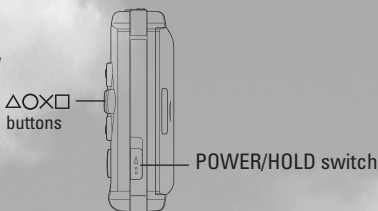
Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result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

Table of Contents

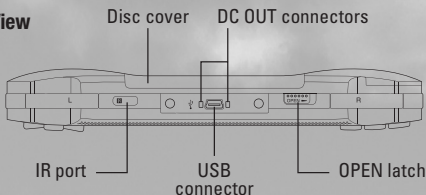
| | |
|----------------------------------|----|
| Getting Started | 2 |
| Starting Up | 3 |
| Introduction | 3 |
| Menu Navigation | 4 |
| Game Modes | 4 |
| Gameplay Controls | 5 |
| Items | 7 |
| Credits | 8 |
| Customer Support | 12 |
| Software License Agreement | 13 |

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 *SHReK the THiRD*™ 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® 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.

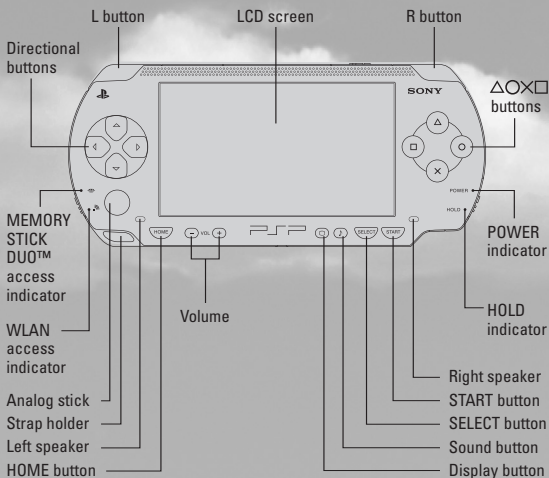
Memory Stick Duo™

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® system. 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



Introduction

When Shrek® married Fiona, the last thing he had in mind was becoming the next King. But when Shrek®'s father-in-law, King Harold, suddenly dies, that is exactly what he faces. With the help of his trusted companions, Donkey and Puss in Boots, Shrek® must find a suitable King for Far Far Away or be stuck with the job himself. The the most "promising" candidate, Fiona's cousin Arthur — an underachieving medieval high school slacker — proves to be more of a challenge than they bargained for.

Menu Navigation

Controls

Control Pad – Navigate menus.

⊗ button – Press to accept.

⊙ button – Press to go back to the previous menu or cancel.

Main Menu

New Game – Start a new game (changes to “Continue” when a game has been started or loaded).

Scene Select – Allows you to replay any scene whenever you like.

Multiplayer – See Game Modes.

Options – Adjust the audio, difficulty level and other game options.

Gift Shop – Spend money you earned during the game to purchase new costumes, bonus difficulty modes and other goodies!

Pause Menu

Return to Game – Resumes gameplay.

Main Menu – Lets you exit to the Main Menu.

Restart Level – Restarts game from the beginning of the current level.

Saving the Game

Saving will occur automatically at the end of each level sequence as long as a Memory Stick Duo™ is inserted.

Game Modes

Story

Join our good friends from Far Far Away as they follow Shrek® on his quest to find Fiona’s cousin, Arthur, and convince him to take his rightful place on the throne.

Multiplayer

Here’s the chance for you and your friends to compete against each other on the field of battle! Armed with catapults and giant crossbows, be the first to destroy your opponent’s fortress and win!

Castle Capture – Use the catapult to knock down the castle walls. Try knocking out the balloons before they float away!

Gameplay Controls

Story Mode

| | |
|---------------------|---------------------------------------|
| START button | Pause Menu |
| SELECT button | Toggle camera distance |
| directional buttons | Movement |
| analog stick | Character Movement |
| ⊗ button | Jump |
| △ button | Special Move |
| ◻ button | Light Attack (multiple for combo) |
| ⊙ button | Strong Attack (hold and release) |
| ⊗ + ◻ | Jumping Mid-Air Attack |
| ⊗ + ⊙ | Jumping Ground Attack |
| L button | Fairy Dust Attack |
| R button | Block |
| L + R buttons | Ogre Power (Shrek® and Fiona only) |
| R + ⊗ buttons | Back-Dash |

Tip: Are you stuck in a tough battle or position? Try using the Back-Dash maneuver to block and leap away safely!

Multiplayer (Castle Capture)

| | |
|-------------------------|-----------------------------------|
| START button | Pause Menu |
| directional buttons ← → | Movement |
| directional buttons ↑ ↓ | Zoom In/Zoom Out |
| analog stick | Movement (left and right only) |
| ⊗ button | Fire (hold and release) |
| ◻ button | Bird's Eye View (left) |
| △ button | Bird's Eye View (center) |
| ⊙ button | Bird's Eye View (right) |
| L or R button | Switch Weapons |

Items

| | | |
|---|---------------------------|---|
|  | Fairy Dust | Use it to fill your power meter for special power attacks. |
|  | Pester Fairy | Fills your power meter with fairy dust! |
|  | Gold Coins | Use them to purchase items in the gift shop. |
|  | Treasure Chest | Yank open the lid to reveal a stash of Gold Coins! |
|  | Souvenir Mugs | Collect them all and turn them in for more money! |
|  | Thingies | Smash these to collect fairy dust. Smashing boxes and other random objects will also net you money at the end of the level. |
|  | Food | Replenishes health and awards fairy dust. |
|  | Green Onion | Once Shrek® eats one of these... enemies, beware! |
|  | Shrek®'s Journey Sketches | Crayon-color drawings of Shrek®'s journey. Collect them all! |

Note: Don't forget to keep an eye out for other items you can collect on the side. You can use them to complete additional quests and earn big bucks.

Credits

Amaze Entertainment

Executive Producers

Dan Elenbaas
David Mann

Executive Studio

Director
Michael Waite

Senior Producer

J.C. Connors

Senior Producer

Console Development

Frank Peterson

Lead Programmer

Jeff Evertt

Lead Artist

Randy Briley

Programming

Michael Cheung
Matt Smith
Cullen Faugno
CJ Clark
Jim Petrick
Bob Scott
Sam Baker

Lead Animator

Royden Lepp

Animation

Heidi Costello
Aaron Sutherland

Environment Art

Lawrence Ruelos
Tyler Finney
Mark Lautenbach

Character Modeling

Scott Hill
James Ma
Marcus Howell

Designer

Dream Smith

Level Design

Robin Vincent
Caleb Doughty
Jeremy Hill
Darryl Taverner

Lawrence Brown
Justin Fisher

Effects

Mark Woodside
Jay Barber
Justin Foote

Cinematics

Scott Hill

Sound & Music Manager

Mark Yeend

Sound Design

W. Brent Latta

Additional Sound Design

Ian Rodia

Additional Engineering

Jordan Phillips
Ross Dexter

Additional Game Design

Jerry Darcy
Brandii R. Grace

Additional

Background Art

Jaimy McCann
Rob Shoff
Nathan Kaylor
Les Betterley
Kham Udon
Mark Brown

Localization Manager

Eric Gingrich

Additional Animation

Tadd Foote
Dustin Haynes

Studio Art Director

Jason Piel

Studio Technical Director

Chris Phillips

Engine & Tools Development

Todd Gilbertsen
Brian Fehdrau
David Galloway

Testing Manager

Bill Schneider

Testing Lead

Eric "Frog" Elders

Software Testers

Andrew Hanratty
Dannie Dang
Gary Masnica
John Daniels
Keith Miyahara
Nate Doherty
Nick Roth
Richard Peper
Scott Creson
Taylor Kesler
Will Fairfield

Creative Director

Phil Trumbo

Vice-President Development Services

Jack Brummet

Vice-President Operations and Finance

Mike Dean

Director of Marketing

Curtis Asplund

AMAZE SPECIAL THANKS

Amaze Entertainment Operations

April Killian
Christian Kimball
Jarrod Faehnrich
Matt McIntire
Susan DeMerit
Stephanie Card
Stephanie Hjertager
Wesley Patten

Cinematico Inc

Director

Marco Bertoldo

Animation Director

Gustavo "Goose"
Manriquez

Art Director

Brittnell Anderson

**Modeling/Texture/
Lighting/Animation**

Andy Murdock

AnimatorsTony Preciado
Nate Horsefall**Modelers/Animators**Manny Marquez
Luis Lundgren**Texture/Animator**

Van Spragins

Modeler

Bill Green

Texture/Set Painter

Jenny Hansen

**DreamWorks
Animation**Lisa Baldwin
Jennifer Caruso
Paul Elliot
Chris Fahland
Andrea Frechette

Lawrence Hamashima

Raman Hui

Amy Krider

Richard La Forge

Chris Miller

Sunny Park

Chevion Reese

Rick Rekedal

Aron Warner

Todd Whitford

Sound

WOMB MUSIC

**Casting and Voice
Direction**

Margaret Tang

**Recording, Editorial
and Post**

Rik Schaffer

*SOUND DESIGN***Cinematic Sound****Design by**

Extreme Audio Design

Sound DesignersPaul Menichini
David Farmer**Mixer**

Derek VanderHorst

*MUSIC***Original Music****Composed by**

Winifred Phillips

Music Produced by

Winnie Waldron

Choir and Solo Vocals**Performed by**

Winifred Phillips

Additional Music by

Geoff Zanelli

Mini-Game Music**Courtesy of**

APM Music

Music Supervisor

Georgia Robertson

Script Writing**Written by**J.C. Connors
Sam Ernst
& Jim Dunn
Adam Foshko**Voiceovers**

| | |
|--|---------------------|
| Narrator, King Harold | John Cleese |
| Shrek® Announcer | Michael Gough |
| Donkey, Stage Hand, Bandit # 3 | Mark Moseley |
| Puss in Boots, Jock Captain, Pirate #1, Evil Trees | Andre Sogliuzzo |
| Artie, Prince Charming, Gnome | James Arnold Taylor |
| Fiona, Witch #3, Ogre Baby | Holly Fields |
| Sleeping Beauty, Witch #4, Dronkey | Erin Matthews |
| Merlin, Evil Knight #3, Pirate #2 | John Curry |
| Lady of the Lake, Witch #2, Ogre Baby | Natalie Lander |
| Hook, Attendant #2, Geek | Jim Meskimen |
| Pinocchio, Evil Pinocchio, Jock #2 | Cody Cameron |
| Evil Queen, Witch #1, Dronkey | Susanne Blakeslee |
| Cyclops, Attendant #3 | Sean Bishop |
| Gingy, Evil Knight #1, Jock #1 | Conrad Vernon |
| Lancelot, Peasant #2, Attendant #1 | Phil LaMarr |
| Pirate Captain, Peasant Actor, Evil Knight #3 | Jess Harnell |
| Cinderella, Dronkey, Ogre Baby | Amanda Troop |
| Peasant #1, Bandit #1, Pirate #3 | Roger Rose |
| Director | Margaret Tang |
| Skipper | Tom McGrath |

Published by
Activision

PRODUCTION

Senior Producer
Nicole Willick

Associate Producer
Kelly Lee-Creel

Production Coordinators
Vanessa Schlais
Jennifer Avina

Production Tester
Mike Genadry

Creative Director
Adam Foshko

Exec. Producer
Michael Ward

**VP of Production
North American
Studios**
Giancarlo Mori

LOCALIZATIONS

**Senior Localization
Project Manager
(U.K.)**
Charlotte Harris

**Localization Manager
(U.S.)**
Doug Avery

**Localization
Consultant**
Stephanie O'Malley
Deming

**Localization Tools
and Support**
Provided by Xloc, Inc.

*CENTRAL
TECHNOLOGY*

Director of Technology
Jean-Marc Morel

**Sr. Director of
Technology**
Matt Wilkinson

Executive Producer
Graham Fuchs

**Sr. Director, Game
Design**
Carl Schnurr

**Additional Art
Production Coordinator**
Mike Restifo

Senior Modeler
Kenny Lammers

2D Artists
David Duong
Will Routon

CENTRAL AUDIO
**Director of
Central Audio**
Adam Levenson

Audio Coordinator
Noah Sarid

Talent Coordinator
Lisa Beard

Sound Editor
Dan Morris

MARKETING & PR
Global Brand Manager
Joanne Wong

**Associate Brand
Managers**
Doug McCracken
Chris Enock

**VP, Global Brand
Management**
Kim Salzer

**Senior Manager,
Activision Games**
Lisa Fields

**Jr. Publicist,
Activision Games**
Lindsay Morio

Manual Design
Ignited Minds LLC

Packaging/Design
Hamagami/Carroll
& Associates

LICENSING
Marchele Hardin

LEGAL

Greg Deutsh
Phil Terzian
Chris Cosby
Kap Kang
Dani Kim
Mary Tuck

*ACTIVISION
SPECIAL THANKS*

Karen Starr
Jennifer Agens
Lindsey Fischer
Angela Santana
Jill Barry
Denise Walsh
Krisna Bennett
John Horniblow
Alex Mahlke
Lalie Fisher
Daniel Firestone
Ken Fox
Suzy Luko
Steve Rosenthal
Brian Ward
Robin Kaminsky
Mike Griffith
Will Kassoy
Ray Kowalewski
Laird Malamed
Alessandro Tendo
Filippo Costanzo
David Lipman
Barry Kehoe
Maryanne Lataif
Babel Media Limited

*QUALITY
ASSURANCE/
CUSTOMER SUPPORT*

**Leads, QA
Functionality**
Nicholas E. Weaver
David Lara
Graham Hagmaier

**Sr. Leads, QA
Functionality**
Thom Denick
Frank So

**Manager,
QA Functionality**
John Rosser

QA Directors

James Galloway
 Marilena Rixford
 Jason Wong

**Vice President
of QA/CS**

Rich Robinson

**Sr. Manager, Technical
Requirements Group**

Chris Wilson

**Submissions Lead,
Technical Requirements
Group**

Dan Nichols

**Platform Leads,
Technical Requirements
Group**

Marc Villanueva
 Kyle Carey
 Sasan Helmi

Multiplayer Lab Lead

Garret Oshiro

**QA Test Team
Floor Leads**

Dan Ludwig
 Albert Yao
 Kelly Huffine
 Danny Waps
 Tim Shanks
 Guy Selga, Jr.

Database Administrator

Christopher Shanley

QA Test Team

T'Challa Dion Jackson
 Jimmy Doss

Jon Luce
 Ricardo Castaneda
 Quinton Scott
 Ivan Arzate
 Issei Nakumura
 Tony Henderson
 Melvin Allen
 Dan Phillips
 José Juan Ornelas
 Vic Pham
 Trevor Page
 Jason Garza
 Clare Benavides
 Pio Santana
 Nicolas Gram
 Michael Winte
 Phillip Needham
 Matt Fawbush
 Brian Hughes
 Joshua Michael
 Flemembaum
 Geoff Olsen
 Clint Baptiste
 Julius Hipolito
 Tan La
 Wei Zhao

**Floor Leads, Technical
Requirements Group**

Teak Holley
 David Wilkinson
 George Rahm
 Jason Harris
 Scott Soltero
 Tomo Shikami
 Zac Blitz
 Randi Pardo
 Menas Kapitsas

**Testers, Technical
Requirements Group**

Benjamin Abel
 Pisoth Chham
 Jared Baca
 Martin Quinn
 Melody Villaflora
 Christian Haile
 Alex Hirsch
 James Rose
 Rhonda Ramirez
 Brian Bensi
 Colin Kawakami
 Jon Sheltmire
 Kirt Sanchez
 Robert Riter
 Scott Borakove
 Ryan McCullough
 Kenny Treantafilos
 Mark Ruzicka
 Keith Kodama
 Eric Stanzione
 Brian Marvin
 Lucas Goodman
 Brandon Miller
 Eddie Araujo
 Todd Sutton
 Joe Pardo
 Michael Ackland
 Jeff Koyama
 Edgar Sunga
 Justin Gogue

Customer Support

Gary Bolduc –
 Phone Support
 Michael Hill –
 E-mail Support

Uses Bink Video. Copyright © 1997-2006 by RAD Game Tools, Inc.

SHReK the THiRD uses Havok.®

© Copyright 1999–2005 Havok.com Inc. (and its Licensors).

All Rights Reserved.

See www.havok.com for details.

Customer Support

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: <http://www.activision.com/support>

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet support is handled in English only.

Note: The multiplayer components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support.

It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

Register your product online at www.activision.com so we can enter you in our monthly drawing for a fabulous Activision prize.

To view a full length manual, including credits, visit www.activision.com/en_US/manuals/

For hints and tips about this title, please visit:



www.bradygames.com

SOFTWARE LICENSE AGREEMENT

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site, Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per game disc replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067.

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

Net BSD

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