

# MEGAMAN<sup>®</sup> POWERED UP!

**CAPCOM**<sup>®</sup>  
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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 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™ (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™ 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 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.

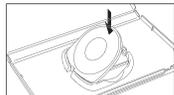


### Ejecting the disc

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.



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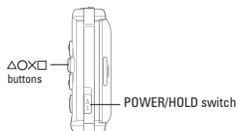
## A SPECIAL MESSAGE FROM CAPCOM®

Thank you for selecting MEGA MAN® POWERED UP for your PSP™ (PlayStation®Portable) system. CAPCOM is proud to bring you this new addition to your video game library.

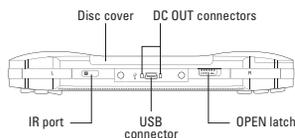
# GETTING STARTED

# STARTING UP

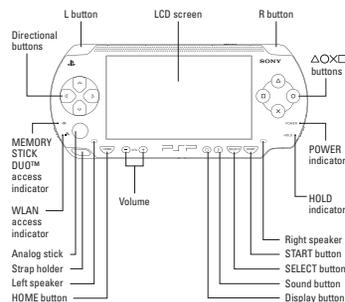
## Right side view



## Front view



## PSP™ (PlayStation®Portable) system configuration



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 the **MEGA MAN® POWERED UP** 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 **X** 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 or Memory Stick Pro Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any memory stick containing previously saved games.

## Wi-Fi (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). **MEGA MAN® POWERED UP** supports Infrastructure mode only.

- **INFRASTRUCTURE MODE** — Infrastructure mode is a Wi-Fi feature that allows the PSP system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point and a PC. For further information and set-up details, please refer to the PSP system's Instruction Manual.

Hint: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or router. This information is generally set in the access point or router using a PC.

**NOTE:** You are responsible for Wi-Fi fees.

# MEGA MAN'S BEGINNING

The year is 20XX...

Humankind has gained a new friend.



In the not-so-distant future, Humans and Robots will learn to live together peacefully.

In the research lab of the world's top scientist, Dr. Thomas Light, a robot is born.

This robot, modeled after a boy, possessing a strong sense of justice, acting kind to anyone and everyone, never forgetting to be polite and respectful, is named Mega and treated by his maker, Dr. Light, like the son he never had.

Before long, more advanced robots based on Mega's design are churned out.

Created by Dr. Light, these robots are passionate about their work and loved by everyone.

Then, everything changes.

One day, the evil mad scientist Dr. Wily attacks Dr. Light's research lab!

"Light, you're finished. I'm going to take all your robots here and use them to take over the world!"

And with that, Dr. Wily whisks all of Dr. Light's robots away and disappears.

"This is terrible ..."

Seeing Dr. Light so sad, Mega says to him, "Doctor! Please, upgrade me so I can fight!"

At first the great Dr. Light hesitates, but he believes in Mega's strong will and decides to upgrade him for battle.

"Go, Mega! ...Wait, no. From now on, your name is Mega Man!"



# MAIN CHARACTERS



## MEGA MAN

Originally created by Dr. Light to help with chores around the research lab. After the evil Dr. Wily's visit, Mega Man's sense of justice was burning hot, and he begged Dr. Light to upgrade him and give him the ability to fight. Mega Man possesses a gentle personality and is kind to everyone he meets.

### Height

4 ft. 4 in.

### Power

Solar Energy

### Weight

231.5 lbs.

### Hobby

Soccer

### Dislikes

Dr. Wily

### Likes

Animals (especially dogs)

## Mega Man's Strong Ally Weapon Change System

Use the Weapon Change System to equip weapon data chips from certain defeated boss enemies and use their powerful Special Weapons as your own! But be careful, because using these Special Weapons uses up valuable weapon energy. Use them wisely.



## ROLL

Mega Man's "younger sister." Adored by all, she assists Dr. Light in his research and helps keep everything clean. She's strong-willed, detail-oriented, and has both feet on the ground.



## DR. LIGHT

Mega Man's creator and top robot scientist. Devoted to progress and harmony between humans and robots, he spends night and day deep in research.



## DR. WILY

Graduate of the same university as Dr. Light. Since being ejected from academic circles for his extreme theories, he has turned into an evil, mad scientist.

# CONTROLS

These pages outline the basic controls you'll need to know in order to play. Certain buttons can be re-assigned using the Control Config option (page 15), so you can set the buttons almost any way you like.



PSP™ (PlayStation®Portable) System



## DIRECTIONAL BUTTONS

- Move cursor on menus.
- ◀/▶ Move character.
- ▲/▼ Climb up/down ladders.

## ANALOG STICK

- Same as Directional buttons.
- When assigned for weapon select use, ◀/▶ changes the Special Weapon, and ▲/▼ un-equips the Special Weapon.

## START BUTTON

- Open Sub-Screen

## SELECT BUTTON

- Open Sub-Screen with cursor set to Save option.

## L BUTTON R BUTTON

- Change Special Weapon.
- Press both to switch to Mega Buster.

## CONFIRM

× button / □ button

## CANCEL

△ button / ○ button

## JUMP

× button / ○ button

## SHOOT

□ button / △ button

- Press to fire the Mega Buster or Special Weapons if you have them equipped.
- Other characters may have different attack abilities.

# BEGINNING A NEW GAME

Insert the UMD™ into the PSP™ system and turn it on. Once the game is up and running, press the START button at any time to bring up the Title Screen. Press the START button from the Title Screen to bring up the Main Menu.



## SAVING

### SAVING

See the section for each mode for information on saving in that mode.

### SAVING SYSTEM DATA

This game supports the Auto-Save feature for system data. With Auto-Save set to ON, any changes in system settings data are automatically saved. You can access the Auto-Save option from the Options menus in the game (page 15).

- System data will be automatically loaded when you boot up the game. After that, you cannot load the system data at will.
- Memory Stick Duo or Memory Stick Pro Duo required to save game data. Insert the memory stick before attempting to save.
- During saving (and loading), do not remove the memory stick. Doing so could corrupt the save data.
- At least 512KB of free space required to save game data.

## MAIN MENU

### NEW GAME

Start a new game from the beginning. Select between New Style and Old Style gameplay. Selecting New Style allows you to select a difficulty level.

page 18

### CONTINUE

Load saved game data from your memory stick and resume play.

### CONSTRUCTION

Simple controls allow you to create your own custom stages with ease. Upload your custom-created maps to the official Mega Man Powered Up website using Infrastructure Mode.

page 31

### CHALLENGE MODE

Test your skills in a series of 100 challenges.

page 30

### OPTIONS

Adjust various game options:

- SOUND – Adjust the volume of the music and sound effects.
- AUTO-SAVE – Turn the Auto-Save function ON/OFF.
- See page 15 for more options.

# GAME SCREEN

# SUB-SCREEN



## 1 LIVES

Shows Mega Man's number of remaining lives. Each time you run out of energy, it counts as a "miss" and Mega Man loses one life. When he runs out of lives, it's game over.

## 2 ENERGY GAUGE

Displays Mega Man's remaining energy. Drops with each attack taken. Running out of energy is counted as a "miss."

## 3 WEAPON ICON

Indicates which weapon Mega Man has equipped. Press the L or R Button to switch weapons, or press both together to switch to the Mega Buster.

## 4 WEAPON ENERGY GAUGE

Displays Mega Man's weapon energy. Required for using Special Weapon attacks. Once energy runs out, you can no longer use that weapon. Hidden when you're using the Mega Buster.

## 5 ENEMY SCORE

Displays the Enemy Score for the stage you are in. Increase your Enemy Score by defeating enemies.

## 6 BOSS LIFE ENERGY

When you're facing a boss enemy, a special energy gauge shows the boss's remaining energy.

Press the **START** button during the game to bring up the Sub-Screen. The Sub-Screen allows you to change weapons and options. Use the **◀/▶** Directional buttons to switch between Sub-Screen pages. From the Sub-Screen, press the **START**, **SELECT**, or **Cancel** button (**△** or **○** button) to return to the game.

## WEAPON SELECT

Change the equipped Special Weapon. Use the **▲/▼** Directional buttons or the L/R buttons to highlight a Special Weapon, and press the **X** or **□** button to change weapons.



## OPTIONS

### ESCAPE

Exit the current stage and return to either the Stage Select Screen (in Main Mode), the Construction Menu (in **PLAY!** mode) or the Challenge Selection Screen (in Challenge Mode).

- You cannot select **ESCAPE** from the Options Menu of the Stage Select screen.



### SOUND

Adjust the volume of the game's sound effects and background music.

### CONTROL CONFIG

Modify the button controls.

### AUTOSAVE SETTINGS

Toggle Auto-Save ON/OFF (page 12).

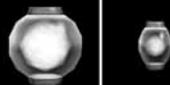
### SAVE

Save your progress from the Data Save screen. (See each mode section for info.)

# ITEMS

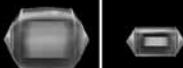
## LIFE ENERGY

Restore Mega Man's life energy in large and small doses.



## WEAPON ENERGY

Restore Mega Man's weapon energy in large and small doses.



## SCORE BALL

Gives you 100 bonus points for every bonus item collected when you complete a stage.



## STOCK HEART

Gain an extra life.



## YASHICHI

Completely refills Mega Man's life and weapon energy.



## PACK ITEM

Unlocks more objects for use in Construction.  
(Packs you already collected do not re-appear.)



## PARTY BALL

Attack and destroy these to reveal a random surprise.  
(Party Balls do not appear in Main Mode.)



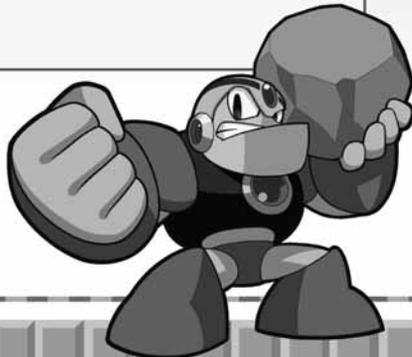
## RETRY FLAG

Touch a Retry Flag to raise a flag. If you happen to die, you can use one of your lives to continue the game and restart from the last checkpoint you passed. (Retry Flags do not appear in Old Style games.)



## MAGNET BEAM

Can be equipped like a Special Weapon. When fired it emits a special beam you can walk on. (Magnet Beams appear in Old Style games only.)



# MAIN MODE

## BEGINNING A GAME

Select **NEW GAME** from the Main Menu to start a new game from the very beginning. To load a previous game and resume with your progress intact, select **CONTINUE** from the Main Menu and select a save file to load from the menu.

## STYLE SELECT

When beginning a new game, select your gameplay style:

### NEW STYLE

New maps, new bosses; all new original content unique to the PSP™.

### OLD STYLE

Play a remake of the original Mega Man with all its stages.

## DIFFICULTY LEVEL

When you select **NEW STYLE**, you can then select a difficulty level:

**EASY**

Easiest difficulty level.

**NORMAL**

Normal difficulty level.

**HARD**

When you want a real challenge.

## STAGE SELECT SCREEN

In **NEW STYLE**, once you complete the opening stage you proceed to the Stage Select screen. In **OLD STYLE**, you proceed to the Stage Select screen as soon as you start the game. Highlight the stage you want to try and press the **X** or **□** button to select it.



## CHARACTER SELECT SCREEN

When you have other characters besides Mega Man unlocked, press the **R** button on the Stage Select Screen to switch to the Character Select Screen. Highlight the character you want to use and press the **X** or **□** button to begin the game as that character.

When using a character for the first time, you start from the point where you have not defeated any boss. Since save data is recorded for each character, you don't lose your saved data even when you change your character. When returning to a character you've used before, you continue from the point where you last saved that character.



## OPTIONS SCREEN

While at the Stage Select Screen, press the **L** button to open the Options Screen. Here you can access options available from the in-game Sub-Screens, as well as from the Records Screen.

## RECORDS SCREEN

Shows records per stage, with fastest completion times, high scores, etc. Highlight a boss character to view the data for that stage.

**RECORD TIME**

Fastest completion time for the stage.

**RECORD SCORE**

Highest score gained for the stage.

**NO DAMAGE CLEAR**

If you complete the stage and beat the boss without dying or taking any damage, the icon for the character you used to perform the feat appears.

## COMPLETING A STAGE

After completing a stage, you proceed to the Results Screen showing a score based on the following:

- ENEMY SCORE** Points tallied during the stage.
- SCORE BALLS** 100 bonus points per Score Ball found during the stage.
- CLEAR BONUS** Extra points for defeating the boss.
- TIME RATE** Each stage has a standard target time, and bonus points are calculated based on how long it took to complete the stage compared to the target time.

## GAME OVER SCREEN

If you die with no remaining lives left, you will be taken to the Game Over screen where the following options are available:

- CONTINUE** Continue play and retry the current stage.
- RETURN TO STAGE SELECT** Return to the Stage Select Screen.
- SAVE** Save your progress from the Data Save Screen.

## SAVING GAME DATA

You can access the Game Data Screen from the Option Menu of the Stage Select Screen, Game Over Screen, or Sub-Screen. Highlight the slot you want to save your data in, and press the X button to confirm. You can save up to six data files.

## SAVE YOUR FRIENDS!



## PLAYING AS BOSS CHARACTERS

When you defeat boss characters while playing NEW STYLE, if you use your Mega Buster rather than a Special Weapon to defeat them, you can take them back to Dr. Light's research lab instead of destroying them. When you do so, you can unlock them to actually play as those boss characters in the game!

# BOSS CHARACTERS

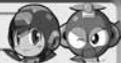


## CUT MAN

Created to help cut down trees for the lumber industry. The cutters atop his head are made of a heavy-duty material called ceramic titan, and can be removed and used as a boomerang.

S.W.A.

### ROLLING CUTTER



Press the  or  button to throw the ceramic titan, boomerang-shaped cutter. It returns just like a boomerang.

### SPECIAL SKILL



Press the  or  button the moment you touch a wall while in the air to jump again.

S.W.A.

**SPECIAL WEAPON ATTACK** — Used when Mega Man has that boss character's Special Weapon equipped.

**Special Skill**

Special action or skill only one character can perform.



## GUTS MAN

Created for land development, with just one of his massively powerful arms he can lift a boulder the size of his whole body. His body is made of super-sturdy alloy, making him one tough customer.

S.W.A.

### SUPER ARM



Press the  or  button to lift up marked objects. Press again to throw them at the enemy.

### SPECIAL SKILLS



- Hold the  Directional button and press the  or  button to pick up the block at your feet.
- Press the  or  button at certain places on the ground to create objects.
- If you jump at certain places and land or hit the ceiling with your head, you can break away the ceiling or ground.



## ICE MAN

Developed for exploration of the South Pole, after his job there ended he took a job at a frozen food warehouse. He can manipulate and control ice, using it to attack, among other things.

S.W.A.

### ICE SLASHER



Fire a sharp blade made of ice that freezes enemies on contact.

### SPECIAL SKILLS



- Enemies hit by the Ice Slasher are turned into frozen blocks of ice that you can jump on.
- You can move without sliding on the ice floor.



## BOMB MAN

Worked with Cuts Man to develop land. Skilled in handling explosives, his powerful specially-made bombs can blow just about anything to smithereens.

S.W.A.

### HYPER BOMB



Press the  or  button to throw a powerful bomb. Bombs can bounce off walls or ceilings and will detonate after a short time.

### SPECIAL SKILL



Use the Directional buttons to control the direction of the bombs you throw.



## **FIRE MAN**

Previously worked at a waste management facility, wielding super-hot flames that reach 7000-8000 degrees. If the flame on his head goes out, he loses power.

**S.W.A.**

**FIRE STORM**



Press the  or  button to shoot high-temperature flames and release a fireball.

**SPECIAL SKILL**



If you touch snow ground you can melt it. If you touch water, such as the blocks that shoot out water, the flame on Fire Man's head will go out and he will be unable to use his Fire Storm attack or melt the snow ground. Touch fire again to re-ignite the flame.



## **ELEC MAN**

Used to work to regulate the voltage at a power plant facility. Wields electricity, and possesses both quick wits and agile movement.

**S.W.A.**

**THUNDER BEAM**



Press the  or  button to fire a high-voltage laser beam. This also emits an electric shock directly above and below.

**SPECIAL SKILL**



Shoot the Thunder Beam at an electric block to move it in the direction of the ledge.

**NEW!**



## TIME MAN

Experimental robot created by Dr. Light to enable time travel. Can slow down time briefly.

S.W.A.

**TIME SLOW**



**MEGA MAN** Press the  or  button to slow down time.

**TIME MAN** Hold the  or  button and then release it to slow down time.

### SPECIAL SKILL



Press the  or  button to fire two minute hands — one diagonally downward, and one diagonally upward.

**NEW!**



## OIL MAN

Brand-new high-tech maintenance robot. Can create oil that works on any kind of machine and shoot it from his arm.

S.W.A.

**OIL SLIDER**



Press the  or  button to fire a ball of oil. Then, jump on that ball of oil to slide around on the ground and knock into enemies or objects. To get off the bubble, press the Directional buttons  + the  or  button.

### SPECIAL SKILL



You don't slip on the oil floor.

# CHALLENGE MODE

Play mini-stages with various simple objectives. There are 100 stages in all, each with different objectives and playable characters.

## SELECT SCREEN

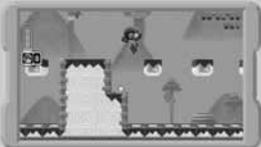
Select a challenge from the list. Some challenges must be unlocked by doing certain things in the game. Highlight the challenge you want to try and press the **X** or **□** button to view the rules for that challenge and begin playing.



## CONTROLS

Basic controls are the same as in the regular game. The screen layout is also the same, except the top right corner of the screen may feature something related to the challenge (timer, enemy or item counter, etc.).

- You can retry the stage by pressing the **SELECT** button.



# CONSTRUCTION

## CREATE!

Create your own custom Mega Man stages, just like building with blocks.

## PLAY!

Play your own custom stages or custom stages downloaded through Infrastructure Mode. If you play someone else's custom stage, you can give it a rating after you complete it.

## CONNECT!

Use the PSP™ system's Wi-Fi functionality (Infrastructure Mode) to connect to the Mega Man Web and download other custom stages.



# CREATE MODE FLOW



## DATA SELECT

Select **CREATE NEW** to create a new custom stage, or **EDIT** to open a previous stage and edit it.

## PACK SELECT

When creating a new stage, first pick the basic building blocks from the item packs you have.

**SCENERY PACK** Contains blocks, traps and environmental objects for making the actual stage.

**ENEMY PACK** Contains different types of enemies.

## BLOCK SET

Select items from either the enemy or object pack and place them in your custom level.

### STAGE CUSTOMIZATION BASIC CONTROLS

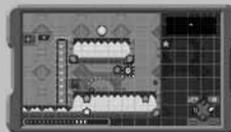
**DIRECTIONAL BUTTONS** (Up/Down arrow) • Select a block bar.

**DIRECTIONAL BUTTONS** (Left/Right arrow) • Select a block.

**ANALOG STICK** • Move cursor.

**X BUTTON** • Place block at cursor position. Then set the direction and/or other settings.

**O BUTTON** • Remove block.



See page 34 for details on placing blocks.

## PLAY TEST

Take your custom stage for a spin by testing it to see how it plays. Play Test has no "game overs."

## RULE SETTING

Set the basic rules for your stage, such as the goal.

See page 36 for details on Rule Setting.

## SELECT A BLOCK

Press the Directional buttons  $\uparrow/\downarrow$  to select a block bar, and  $\leftarrow/\rightarrow$  to select a block from that bar.



## PLACE A BLOCK

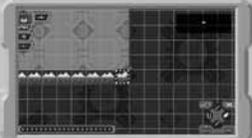
1. Move the cursor to the location you want to place the block and press the X button.



2. Hold down the X button and use the Analog stick to drag the cursor to place multiple blocks of the same kind in a row.

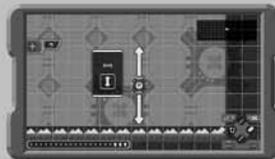


3. Release the X button to finish. With certain blocks you may also have the option to face them in a certain direction or set other properties.



## SET PARAMETERS

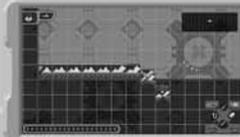
When placing an enemy or moving block, the Property Setting window will open after you place the item on the grid.



## ERASING BLOCKS

1. Move the cursor to a block and press the O button to erase it.

2. To erase multiple blocks at once, hold down the O button and use the Analog stick to drag the cursor. Release the O button to erase the selected blocks.



## CONSTRUCTION HINTS

Press the  $\square$  button to undo your last action.

Press the L button to enable an extra set of functions (the Tool icon turns orange).

Press the R button + the Analog stick or Directional buttons to move between areas.



## RULE SETTINGS

Set the basic rules for your custom stage.

### PLAYER/LIFE ENERGY

Select where the player starts, and how much energy the player starts with.

### SPECIAL WEAPON/SPECIAL WEAPON ENERGY

Select the starting Special Weapon and amount of Special Weapon Energy the player starts with when using Mega Man.

### BOSS/BOSS PLACEMENT

Select the boss the player must defeat to complete the stage, and the location for the boss. Add a boss door, decide which area will be the boss's room, and set the exact location where the boss will appear. If you choose not to have a boss, and instead just have a final goal, decide where that goal will be in the stage. When playing, the player touches the goal to complete the stage.

### STAGE NAME

Select a name for your custom stage. You can select a name when you save your stage from the Edit Menu. The name you select for your stage will appear on the server if you upload your stage. Use names that aren't offensive.

## SAVING

Press the **START** button on the Construction Main Menu – to bring up the Save Screen. (You can also save your stage when you finish setting up the rules.) Select a slot to save the stage in and press the **X** button.

- In order to actually play through your stage or upload it to the Mega Man server, you must go through the process of setting up the rules and save the stage there. You can store up to 10 stages without rules yet set, and 20 stages with rules finalized.

## WHAT YOU CAN DO ON MEGA MAN WEB



See page 38 for more details on Infrastructure Mode.

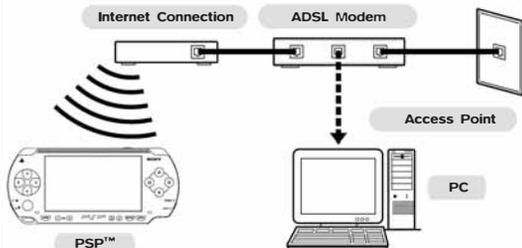
# INFRASTRUCTURE MODE

By selecting INFRASTRUCTURE MODE from the Construction Menu, you can use your PSP system's Wi-Fi capabilities to connect to the network, upload your own custom stages to other players, and download custom stages created by other players.

- See your Internet provider information regarding fees and equipment necessary for this network connection.

## CONNECTING TO THE INTERNET VIA AN ACCESS POINT

This is one example of a possible hardware configuration.



- Make sure the WLAN switch is turned to ON (page 40) before selecting INFRASTRUCTURE MODE from the Construction Menu. Do not turn the switch off while in Infrastructure Mode.
- Please see your PSP™ instruction manual for more information about Infrastructure Mode.
- Please note that the support of Infrastructure Mode through Mega Man Powered Up's Construction may be canceled at any time with prior notice.

## WHAT YOU NEED

Besides the PSP™ system and the MEGA MAN POWERED UP UMD, you need the items below in order to use the network (Ad-Hoc Mode) functions.

Before proceeding, please read the instruction manual for each piece of equipment thoroughly. Make sure you have all of the necessary equipment connected and set up properly.

- MEMORY STICK DUO OR MEMORY STICK PRO DUO to save download data.
- BROADBAND INTERNET CONNECTION including DSL or cable modem. Contact your local ISP for more information.
- PERIPHERALS (modems, cables, etc.) for connecting to Broadband Internet Connection.
- WI-FI ACCESS POINT compatible with the PSP™ system's Wi-Fi capabilities. For security, you should also set an appropriate SSID and WEP Key.
- COMPUTER (recommended) to configure the access point or other equipment. Refer to your equipment manuals for instructions.

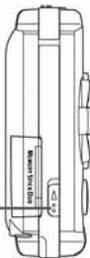


## INFRASTRUCTURE MODE

This information explains what happens when you select **INFRASTRUCTURE MODE**. Additionally, please refer to your equipment manuals for correct set-up instructions.

### 1 SELECT INFRASTRUCTURE

Make sure the WLAN switch is set to ON, and then select **INFRASTRUCTURE** from the Construction Menu.

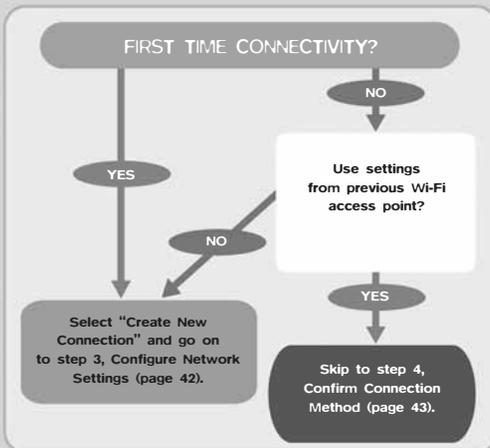


WLAN  
Switch



### 2 SELECT YOUR NETWORK SETTING METHOD

The first screen for Infrastructure Mode is the Network Settings Screen. You will need to enter settings for each **WLAN** access point. Refer to the following diagram for details:



Automatic settings are based on wireless points from Buffalo and NEC Access Technica. See the official Mega Man Powered Up website for more information: <http://www.capcom.com/mmpu>

### 3 CONFIGURE NETWORK SETTINGS

#### AUTOMATIC SETTINGS

When you select **AUTOMATIC SETTINGS** you will proceed to a screen to select the type of wireless access point you are using. Follow the on-screen instructions.

After saving the settings, you will move to the **Network Settings Selection Screen**. If you have too many settings saved, or if you are unable to save the settings for some reason, you will go back a screen. You can choose to either enter the settings manually or use a preset, or back out and delete other settings and select **AUTOMATIC SETTINGS** one more time.

#### MANUAL SETTINGS

If you would like to enter the network settings manually, select **MANUAL/USE PRESET** and then select **CREATE NEW CONNECTION**. Refer to the **Network Settings** section of your **PSP™** system's manual for more information on the necessary settings. After saving your settings, you proceed to the **Network Settings Screen**.

#### PRESET SETTINGS

Select **Manual/Use Preset** to use **WLAN** access point settings that have already been set up, and load those settings.

### 4 CONFIRM CONNECTION METHOD

Select your network settings on the **Network Connection Screen** to establish a network connection. If an ID and/or password are required to connect, follow the on-screen instructions to enter them.

### 5 INFRASTRUCTURE SCREEN

If you successfully establish a network connection, the **Infrastructure Screen** will be displayed. If the connection fails, refer to page 46, confirm all your network and equipment settings, and try again.



## MEGA MAN WEB

Once you successfully connect, the Mega Man WEB Menu will be displayed.



### UPLOAD

Use this option to upload your own custom stages to the Mega Men WEB server. Stages you upload will be saved and stored on the server.

- 1 Select **UPLOAD**.
- 2 Select a stage to upload. Note that only stages created on your own PSP™ will be listed.
- 3 Once the upload is complete, the map ID for that stage will be displayed.

### INFORMATION/STATUS

**INFORMATION** — View the latest Mega Man WEB updates.

**STATUS** — View ID or grade of uploaded stage.

### DOWNLOAD

View the custom stages on the Mega Man WEB server and download them to your memory stick.

### SORT

- Rearrange the order of the listed items by selecting and confirming the Sort Tag.
- Switch to the International Menu by pressing the Directional buttons  $\blacktriangledown$  and selecting a country's flag. Doing this allows you to download stages created by players in Europe and Asia.



### RATING CUSTOM STAGES

After completing a downloaded custom stage, you can give that stage a rating. That rating will be saved on your PSP™ and uploaded automatically the next time you connect to Mega Man WEB.

## IF YOUR CONNECTION FAILS

If you can't establish a connection, please read the **INFRASTRUCTURE MODE** section in this manual (pages 38-45) and check the connections and settings of all equipment and the Wi-Fi access point. After making sure everything is set up properly, perform the connection test below.

### CONNECTION TEST

From the PSP™ home menu, select **SETTINGS** → **NETWORK SETTINGS** → **INFRASTRUCTURE MODE**, highlight the appropriate network settings, and press the **△** button. From the next menu, select **CONNECTION TEST** and see if you can establish a network connection.

#### IF THE CONNECTION TEST SUCCEEDS

- If the test succeeds, and you still cannot connect or download data, the service may be down or finished. For information about service status for **MEGA MAN POWERED UP**, please go to: <http://www.capcom.com/mmpu>

#### IF THE CONNECTION TEST FAILS

- Check to see if any of the following solutions fix the problem:

**CONFIRM YOUR NETWORK SETTINGS** — Re-check your network settings to make sure all the necessary information is correct.

**MOVE TO AN AREA WITH A STRONGER SIGNAL** — If you are too far away from the access point you are trying to use, or if something between you and the access point is blocking the signal, move to a more suitable location closer to the access point and try to re-connect.

**CONFIRM YOUR EQUIPMENT SETTINGS** — Confirm the settings of your Wi-Fi access point, modem, and any other equipment being used.

– **MAC ADDRESS:** Certain settings on wireless access points may require you to register a MAC address to allow transmission. To view your PSP™ system's MAC address, go to the PSP Home Menu, then select **SETTINGS** → **PSP HARDWARE SETTINGS** → **HARDWARE INFORMATION**.

– **PORT PERMISSIONS:** Certain settings on network equipment may require you to specify ports where access is allowed. Use **TCP:XX** for **MEGA MAN POWERED UP**.

**CHANGE THE ENERGY SAVE SETTINGS** — If you are experiencing frequent drop-outs while on the network, go to the PSP™ Home Menu, select **SETTINGS** → **POWER SAVE SETTINGS**, and turn the **WLAN Power Save Mode** setting OFF.

Q

## THE BOSS IS TOO TOUGH!



Q

## I CAN'T GET THROUGH OLD STYLE!



Q

## MY CUSTOM STAGES DON'T WORK!



Q

## THAT'S IT?



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