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.

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: Light-headedness, 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 in this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc, see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.
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 MEcha 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.

WIFI (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). MEcha 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 setup 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.
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!”
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.

**MEGA MAN**

- **Power**
- **Height**
  - 4 ft. 4 in.
- **Weight**
  - 231.5 lbs.
- **Solar Energy**
- **Likes**
  - Animals (especially dogs)
- **Dislikes**
  - Dr. Wily
- **Hobby**
  - Soccer

**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.

**Animals (especially dogs)**
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.

**Roll**

**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.
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.

**CONTROLS**

**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.

- **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**
  - $/\square$ button

- **CANCEL**
  - $\triangle/\bigcirc$ button

- **JUMP**
  - $/\bigcirc$ button

- **SHOOT**
  - $\square/\triangle$ button

- **START button**
  - Open Sub-Screen

- **SELECT button**
  - Open Sub-Screen with cursor set to Save option.

- **L button**
  - Change Special Weapon.

- **R button**
  - Press both to switch to Mega Buster.

- **CONFIRM**
  - $/\square$ button

- **CANCEL**
  - $\triangle/\bigcirc$ button

- **JUMP**
  - $/\bigcirc$ button

- **SHOOT**
  - $\square/\triangle$ button

- **CONFIRM**
  - $/\square$ button

- **CANCEL**
  - $\triangle/\bigcirc$ button

- **JUMP**
  - $/\bigcirc$ button

- **SHOOT**
  - $\square/\triangle$ button

- **CONFIRM**
  - $/\square$ button

- **CANCEL**
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- **JUMP**
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- **SHOOT**
  - $\square/\triangle$ button

- **CONFIRM**
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- **CANCEL**
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- **CANCEL**
  - $\triangle/\bigcirc$ button

- **JUMP**
  - $/\bigcirc$ button

- **SHOOT**
  - $\square/\triangle$ button
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 menu 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.

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.

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

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.

Test your skills in a series of 100 challenges.

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.

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.
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.)
**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.)
When beginning a new game, select your gameplay style:

**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.

**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.

**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-Screen, as well as from the Records Screen.
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.

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!
**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 X or O 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.

**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.
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.

**ICE SLASHER**

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

**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.

**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.
**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.

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**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 X or O button.

**SPECIAL SKILL**

You don’t slip on the oil floor.
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 O button to view the rules for that challenge and begin playing.

**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.

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

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.

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

**STAGE CUSTOMIZATION BASIC CONTROLS**

- **DIRECTIONAL BUTTONS**
  - Select a block bar.
  - 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.

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

See page 34 for details on placing blocks.

Take your custom stage for a spin by testing it to see how it plays. Play Test has no “game overs.”
**SELECT A BLOCK**

Press the Directional buttons `↑/↓` to select a block bar, and `←/→` 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 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.

**ERASING BLOCKS**

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

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

**CONSTRUCTION HINTS**

- Press the `□` 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.

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

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.

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WHAT YOU CAN DO ON MEGA MAN WEB

- You can share your custom stages with people around the world using the PSP™ system's Wi-Fi networking features.
- You can even download other people's stages and play them on your own PSP™!

See page 38 for more details on 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.

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.

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

**INFRASTRUCTURE MODE**

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

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:

   ![Diagram of Network Settings Process]

   **FIRST TIME CONNECTIVITY?**
   
   - YES
     - Use settings from previous Wi-Fi access point?
     - NO
       - Select "Create New Connection" and go on to step 3, Configure Network Settings (page 42).
     - YES
       - Skip to step 4, Confirm Connection Method (page 43).
   - NO

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](http://www.capcom.com/mmpu)
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.

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.

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

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.

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

**MEGA MAN WEB**

- **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 and selecting a country’s flag. Doing this allows you to download stages created by players in Europe and Asia.

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

- **UPLOAD**
  - Use this option to upload your own custom stages to the Mega Man 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.

- **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.

**INFORMATION/STATUS**

- INFORMATION — View the latest Mega Man WEB updates.
- STATUS — View ID or grade of uploaded stage.
**HINTS**

**THE BOSS IS TOO TOUGH!**

Each boss has a weakness. Just figure out what it is and use the weapon that works the best against it.

**I CAN'T GET THROUGH OLD STYLE!**

You need the Magnet Beam to beat the game in Old Style. One is hidden in each stage, so look everywhere!

**MY CUSTOM STAGES DON'T WORK!**

You can't just put blocks down at random. Figure out what you want the player to do. Start with a theme or goal and go from there.

**THAT'S IT?**

See ya! You're on your own now!
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