PRECAUTIONS
This disc contains game software for the PSP™ (PlayStation® Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.

Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.

HEALTH WARNING
Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY
The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PARENTAL CONTROL
This PSP™ (PlayStation® Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™ Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

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UCES-00044/ANZ
Daxter™ ©2006 Sony Computer Entertainment America Inc. Published by Sony Computer Entertainment Europe. Developed by Ready At Dawn Studios. Daxter is a trademark of Sony Computer Entertainment America Inc. All rights reserved. Library programs © 2003-2006 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR PERSONAL USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited.
In the struggle of good versus evil, there is often more to a hero than meets the eye. Just as plants have their hidden roots, and rocks, when turned over, reveal their dark underbelly with all manner of surprises, so too is the great story of Jak and his epic fight to save Haven City. Every mother’s child has heard the story well, but most have heard only half of the tale. For as great as Jak was, he would never have succeeded without his often forgotten but faithful sidekick, Daxter. In my many years as a sage, and trust me it’s a big number, I’ve learned one very important truth. Behind every great hero... there is always a wisecracking, obnoxious nincompoop! This is his story...

**SETTING UP**

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the DAXTER™ disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

**NOTE:** Select your preferred language from the PSP system’s Home Menu before commencing play.

Select the icon from the Home Menu and then select the icon. A thumbnail image of the software will be displayed. Select the image and press the button to commence loading.

**PLEASE NOTE:** The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product’s development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

**MEMORY STICK DUO™**

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved DAXTER™ data. Make sure there is enough free space on the Memory Stick Duo™ before commencing play.

The minimum amount of free space required to save DAXTER™ data will vary depending on the capacity of the Memory Stick Duo™ inserted. The minimum amount of free space required for different capacity official Memory Stick Duo™ products is listed below:

- **32MB - 128MB = 112KB**
- **256MB - 2GB = 160KB**
**WIRELESS (WLAN) FEATURES**

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

**AD HOC MODE**

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.

**GAME SHARING**

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.

**INFRASTRUCTURE MODE**

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (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 (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

**NOTE:** DAXTER™ supports Ad Hoc Mode only.

**DIRECTIONAL BUTTONS - MOVEMENT**

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the analog stick unless stated otherwise.

**DEFAULT CONTROLS**

**MENU SCREEN CONTROLS**

- Navigate / Change Menu Item
- Select Highlighted Menu Item
- Previous Screen / Cancel

**CONTROLLING DAXTER**

- Directional Buttons
- Analog Stick
- SELECT Button
- START Button

**DAXTER'S BASIC MOVES**

- Walk / Run / Climb
- Rotate Camera Left
- Rotate Camera Right
- Reset Camera

- Free Look / First Person Camera
- Look Around (while in Free Look)
- Exit Free Look
- Jump
- Double Jump

- Sneak / Crawl (Toggle On / Off)
- Swat
- Game Stats
- Pause

**NOTE:** By default, you move Daxter by pushing the analog stick. You can change the control configuration to the directional buttons by selecting 'Controls' from the Options Menu, and then choosing 'Directional Buttons Control'. When using the Directional Buttons Control configuration, Free Look mode is accessed by pushing the Analog Stick ↑.
DAXTER'S ADVANCED ATTACKS
Before Daxter can execute these advanced attacks with his electric Bug Swatter, they must be earned by completing special Dream Sequences. More information on Dream Sequences can be found later in this manual.

Jump Swat Spin  
Swat Uppercut  
Dive Swat  
Combo Attack

NOTE: 'Dive Swat' cannot be performed once 'Jump Swat Spin' has been acquired.

SPRAY GUN
At the outset of his adventure, the only thing between Daxter and the Metal Bugs is his sizzling Bug Swatter. However, the ottsel's exterminating arsenal will soon include a handy Spray Gun that has the ability to temporarily stun enemies. With the addition of some nifty upgrades, this weapon can pull off some pretty cool tricks.

Spray Shoot  
Spray Stream  
Spray Hover

VEHICLES
During the game, Daxter will get the opportunity to pilot a variety of Zoomers. While some Zoomers have unique abilities, such as releasing Bug Spray or carrying an extra rider, they all feature similar controls.

Steer  
Rotate Camera Left / Right (when stopped)  
Accelerate  
Brake / Reverse  
Release Spray / Fire Weapon  
Quick Hop  
Dismount

NOTE: You can only dismount from some Zoomers when the vehicle is hovering over a launch pad.

GETTING STARTED
With the Main Menu displayed, press the ↑ and ↓ buttons to highlight one of the following options and press the button to confirm your choice.

New Game  
Load Game  
Delete Save Data  
Bug Combat

New Game
Start DAXTER™ from the beginning

Load Game
Load a game previously saved to Memory Stick Duo™

Delete Save Data
Delete any DAXTER™ files previously saved to Memory Stick Duo™

Bug Combat
Collect special 'Combat Bugs' and other valuable items throughout Daxter's adventure, then use them in head-to-head battles against computer-controlled challengers, or in Ad-Hoc Mode multiplayer bouts against your friends.

AUTO SAVE
As you play DAXTER™, a special Save icon will be displayed indicating that your progress is being saved. Whenever the icon is on screen, DO NOT remove the Memory Stick Duo™ or turn off your PSP™ system.

NOTE: If the Memory Stick Duo™ is removed or replaced during gameplay, the Auto Save function will be disabled. To reactivate the Auto Save function, access the Auto Save option via the Game Options menu.

NOTE: If you have a DAXTER™ save file on your Memory Stick Duo™, you will need a further 160KB of free space available for the auto-save feature to be fully functional. If this space is not available, save your progress manually.

LOADING A SAVED GAME
If you want to resume a game previously saved to Memory Stick Duo™, select 'Load Game' from the Main Menu and then select the file you wish to load.
1. Health Meter
Daxter starts with a total of five Health Bars, but he can gain more throughout his adventure. One bar will be lost each time he takes damage, more if it's a particularly nasty enemy that's attacking him. When his Health Meter is empty, the game will be over. Health can be restored by absorbing Green Eco from Health Packs found in and around Haven City.

2. Metal Bug Gems
The number of Metal Bug Gems in your possession for the current location.

3. Precursor Orbs
The number of Precursor Orbs collected in the area so far.

4. Spray Meter
The Spray Meter indicates the amount of Bug Spray left in Daxter's Spray Gun. Once it is empty, you will not be able to use his Spray Gun until you collect more Bug Spray.

5. City Map
The City Map will help you navigate the streets of Haven City. The green arrow represents Daxter's current position and the direction he is facing. Icons show the destination of your next mission.

PLAYING THE GAME

As a crack exterminator, Daxter will be able to call upon a few tools to help him rid Haven City of its Metal Bug infestation.

ELECTRIC BUG SWATTER
Daxter's trusty electric Bug Swatter can stun and finish off the various Metal Bugs he encounters. Pressing the button to swat the nearest bug. If there are multiple Metal Bugs within swatting range, pressing the button repeatedly will allow Daxter to pull off chained combo attacks, eliminating them quickly.

Daxter can also learn and execute a variety of advanced electric Bug Swatter attacks by completing Dream Sequences, which must first be unlocked using Precursor Orbs.

SPRAY GUN
Daxter starts the adventure with only the electric Bug Swatter, but he will soon also receive a Spray Gun. The Spray Gun squirts toxic Bug Spray, which will temporarily stun Metal Bugs, allowing Daxter to get up close and personal with his Bug Swatter. To fire a stream of Bug Spray, press and hold the button.

Not just a handy weapon, the Spray Gun can also help Daxter get through, over and above some tricky obstacles.

SPRAY HOVER
With a special modification, Daxter can use the Bug Spray inside the Spray Gun's canister to temporarily hover in the air, allowing him to get across gaps and access hard-to-reach areas. To hover, press the button to jump then press and hold the button. Daxter will only be able to stay in the air for a limited amount of time, but can continue to hover by collecting more spray whilst in mid-air.

SPRAY FIRE
When combined with a fire source, the volatile Bug Spray inside Daxter's Spray Gun turns it into a powerful flamethrower. Shoot spray at a flame source to change it into a stream of molten heat and then use it to melt through barriers and obstacles. In addition, you can use flames to get an extra boost while spray hovering.
UPGRADES
The Spray Gun has two upgrade attachments that are granted over the course of the game. Once an upgrade has been acquired, you can cycle between the attachments by pressing the ← and → buttons.

Flamethrower Attachment
This upgrade gives Daxter the option of using the flame all the time, wreaking fiery death on bugs, and allowing greater spray distance and height.

Ultrasonic Attachment
This upgrade allows Daxter to launch a projectile attack with radial damage.

VEHICLES
With so many bugs to splat and so little time, Daxter will often need to find some transportation to get around town. That’s where Zoomers come in. Daxter can hop on a variety of Zoomer vehicles and use them to hover across large expanses and uneven landscapes, sometimes spraying, ramming and tracking down pesky Metal Bug critters as he goes. Push the analog stick to steer. Press the X button to accelerate and press the O button to brake or reverse. You can also hop by pressing the L button while accelerating. To mount or dismount a Zoomer, press the A button.

Some Zoomers come with extra features, such as the ability to release Bug Spray, while others will allow a copilot to come along for the ride. When the Zoomer has a secondary function, press the R button to use it.

NOTE: In order to dismount some Zoomers, the vehicle must be hovering over a launch pad.

ESSENTIAL ITEMS

HEALTH PACKS
These Health Packs contain small amounts of Green Eco. One Health Pack will replenish two bars of Daxter’s Health Meter.

METAL BUG GEMS
These shiny yellow gems can be acquired from fallen Metal Bugs and must be collected to complete Daxter’s extermination mission objectives.

PRECURSOR ORBS
Precursor Orbs can be found stashed in and around each environment. Find enough of these valuable artefacts to unlock and access new Dream Sequences, which can be completed to earn more powerful Electric Bug Swatter moves and Health Bars.

BUG SPRAY
Used to stun Metal Bugs, you can find globules of this toxic green spray in and around the environment. One globule of Bug Spray will refill a quarter of Daxter’s Spray Gun Meter.

BUG CAGES
These contain Combat Bugs, and are prized discoveries throughout Haven City!

BATTLE TOKENS
These incredibly valuable items are the key to a winning strategy in the Bug Combat mini-game.

BUG JUICE VIALS
Scattered around the city, these vials allow you to power-up Daxter’s Combat Bugs.

NOTE: More information on Bug Combat can be found later in this manual.
MISSIONS

Accomplishing missions and tasks is the key to survival, and, ultimately, saving Jak. Unfortunately, being a Metal Bug exterminator is not all it’s cracked up to be – each mission is more dangerous than the next, and it seems the bugs just get bigger and nastier.

MISSION STRUCTURE

Daxter spends the first part of his adventure earning his stripes as an exterminator, thus gaining the access he needs to explore Haven City in search of Jak. Osmo, Daxter’s boss, will send him on various assignments around the city. After a while however, Daxter begins to sense a sinister plan at work, and takes matters into his own hands.

As you progress through the game, icons will be displayed on the City Map indicating important destinations. At each destination, you will usually find someone waiting to send you out on a mission. Most of the time you can replay levels that have been previously completed to seek out more Precursor Orbs, or give the Metal Bugs an extra thrashing. The City Map is the key tool in helping you know where to go next in Haven City.

DREAM SEQUENCES

Always one to embellish a story or situation, Daxter’s tall tales aren’t only for waking hours. Help Daxter achieve victory in a variety of far-fetched and outlandish dreams!

Dream Sequences are unlocked with Precursor Orbs. Once Daxter has collected the required amount, a Dream Sequence will become available to play. To access unlocked Dream Sequences, Daxter needs to hop on his bed and take a snooze at the back of the shop. Once unlocked, you can play Dream Sequences over and over in an effort to better your score and achieve higher medals.

In every Dream Sequence, you must time and match your button presses and / or directional movements to the corresponding button icons as they flash up on screen.

PAUSE MENU

Press the START button during play to pause the action. Information displayed on the Pause Menu includes the number of Precursor Orbs and Metal Bug Gems collected and a brief description of Daxter’s current mission.

The following options can also be selected by pressing the ↑ or ↓ buttons, followed by the × button.

- **Continue**
  - Return to the game
- **Save Game**
  - Save your progress
- **Load Game**
  - Load a game previously saved to Memory Stick Duo™
- **Delete Save Data**
  - Delete any DAXTER™ files previously saved to Memory Stick Duo™
- **Quit Level**
  - Exit the current game and return to the Main Menu
- **Options**
  - Access the Options Menu to alter Controls, Game and Sound configurations
- **Secrets**
  - Select this to connect to the PlayStation®2 title ‘Jak™ X’ or to access any other secret stuff you have unlocked

**NOTE:** By connecting your PSP™ system to a PlayStation®2 console with a Jak™ X disc inserted (available separately), you can access additional functionality. Connect your PSP™ system to the PlayStation®2 console using a USB cable. Within the Pause Menu for DAXTER™, select the Secrets option then select ‘Connect to Jak™ X’. You will then need to select ‘Scan for Secret Characters’ in the Jak™ X Secrets Shop.

THE OPTIONS MENU

Press the ↑ and ↓ buttons to select an option and press the × button to confirm. Press the ← and → buttons to toggle or adjust each option. Press the × button to accept the changes or press the ○ button to reset the options to their defaults. Press the ○ button to return to the previous menu screen or resume the game.
CONTROLS
Camera
Toggle Camera control between 'Camera Normal' and Camera Reverse'
Control
Toggle between 'Analog Stick Control' and 'Directional Buttons Control'

GAME OPTIONS
Subtitles
Toggle Subtitles On or Subtitles Off
Auto Save
Toggle Auto Save On or Auto Save Off

SOUND
Sound FX Volume
Adjust the game’s Sound FX volume
Speech Volume
Adjust the game’s Speech volume
Music Volume
Adjust the game’s Music volume

NOTE: Any changes made to the game’s settings must be accepted by pressing the X button in order to save them. If you press the O button to return to the previous menu screen, your changes will not be saved.

BUG COMBAT
Bug Combat is a mini-game which gives you the opportunity to collect, train and care for special combat bugs and then pit them against opponents in head-to-head battles. You can play Bug Combat by selecting it from the Main Menu.

After selecting Bug Combat from the Main Menu, choose from the following options and press the X button to confirm:

Connect to Bug Combat Host
Take part in a battle hosted by a friend

Single Player Bug Combat
Engage in a quick battle against a computer-controlled bug

Host Two Player Bug Combat
Set up your own multiplayer battle

NOTE: The 'Connect to Bug Combat Host' and 'Host Two Player Bug Combat' options utilise the PSP™ system’s Wireless Ad Hoc Mode feature. Details on how to set up an Ad Hoc Mode game can be found later in this manual.

BUGS
There are hundreds of known species of Combat Bug found in Haven City, all with different strengths and weaknesses. Bugs begin at a certain level, but can be levelled up using bug juice vials.

TOKENS
Tokens are a key part of Combat Bugs and can be played during battle for a strong strategic impact. Some Tokens add extra power to your bug’s Attack or Defence, other more advanced Tokens will actually swap power between your bug and your opponent’s. This allows you to change your attack type, reverse an opponent’s attack, or execute many other strategic plays. Each player is allowed three Token plays per battle. Tokens are not used up – once collected, you will always have the Token.

VIALS
These collectibles can be found in and around the environment during Daxter’s adventure. Once collected, Bug Juice Vials can be added to bugs of any level, resulting in an increase of your bug’s stats. Vials can be used only once on only one Combat Bug.

BUG BROWSER
Before the game begins, the Bug Browser will display the Bug Cages that you have currently available for selection. Inside each cage is a bug; you can scroll through your bugs by pressing the ↑ and ↓ buttons. The stats for each bug are displayed on-screen. When you find the one you want to use, press the X button to select it.

NOTE: You can also rotate your Combat Bug for a better look by pressing the L and R buttons.

Once a bug has been selected, you can choose to apply any Bug Juice Vials you’ve collected. You can scroll through your choices by pressing the ← and → buttons. Press the O button to apply a vial. When ready, press the X button to continue to the Token Screen.

If you have collected any Tokens, you will be able to use them now. Press the ← and → buttons to cycle through your available Tokens and press the O button to select and confirm your choice. Once you’ve selected your Tokens, they are moved into positions similar to the positions they will take on the Battle Screen. Press the X button to begin the battle!
GAMEPLAY

When you are ready to pit your Combat Bug against an opponent, gameplay follows three phases. The bugs continue to battle until one has lost all its health.

Phase 1: Select Attack
During this phase, you can cycle between three attack types, each of which defeats one of the others in a rock, paper, scissors type of contest. The three attack types are Spit (projectile), Claw (melee) and Trap (ambush). Spit defeats Ambush, Ambush defeats Claw, and Claw defeats Spit. Cycle between the three attacks types using the ◀ and ▶ buttons and choose your attack by pressing the X button.

Phase 2: Choose Power
Next, you must attempt to maximise your bug's Attack and Defence power. The two bars that surround the attack selection represent the Attack (yellow) and Defence (blue) strengths of the bug for that attack type. The white line is placed at the high point of attack power. Press the X button to initiate the Strength Meter. The objective is to stop the Strength Meter as close as possible to the white line, which will give your bug maximum power.

Phase 3: Opponent's Attack Revealed / Token Play
The final phase will reveal your opponent's attack, and the big red scratch marks indicate which bug is the loser. However, it's not over yet! Your Tokens now appear above the 'Spinner' on the right of the screen. Press the ↑ or ↓ button to select from your available Tokens and press the X button to use them. You can choose to play one or all of the tokens (or none) in order to influence the ultimate outcome of the battle. Tokens must be played before the timer counts down, and their effects occur in real time - your play is immediately revealed to your opponent and vice versa (your opponent's tokens are shown on the left).

Once all tokens are played, the final attack is played and the round is complete. This continues until one of the bugs resigns or is defeated.

PLAYING AGAINST A FRIEND

In Ad Hoc Mode, Wireless (WLAN) functionality enables the PSP™ systems of two DAXTER™ players to communicate directly with each other. Once a Wireless (WLAN) connection has been established, players can engage in a head-to-head game of Bug Combat.

NOTE: This title does not support the use of all characters available within the PSP™ Nickname setting. When displaying the PSP™ Nickname in-game, all unsupported characters will be displayed as a ‘?’.

SETTING UP

Before starting an Ad Hoc Mode game, ensure that both players set up their PSP™ systems as instructed below.

Ensure both players have saved data present
Both players must insert a Memory Stick Duo™ containing a DAXTER™ save file.

Specify the same settings for Ad Hoc Mode
Using the PSP™ system's Home Menu all players should select 'Settings', then 'Network Settings', and set 'Ad Hoc Mode' to 'Automatic'. If the 'Automatic' setting does not enable everyone to establish a connection, all players should then select either 'Ch1', 'Ch6', 'Ch11' (i.e. everyone should use the same setting).

Set the WLAN switch to ‘ON’
Slide the WLAN switch to the ON position before play. This switch must be left in the ON position whilst playing.

Stay close together
While you’re playing, the two PSP™ systems should be kept as close together as possible.

BEGINNING A TWO PLAYER GAME

After selecting Bug Combat from the Main Menu, choose Host Two Player Bug Combat to set up your own multiplayer battle, or join a game that has already been created by choosing Connect to Bug Combat Host.
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Please call these Customer Service Numbers only for PSP™ Hardware Support.