



TEEN  
T  
CONTENT RATED BY  
ESRB

## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

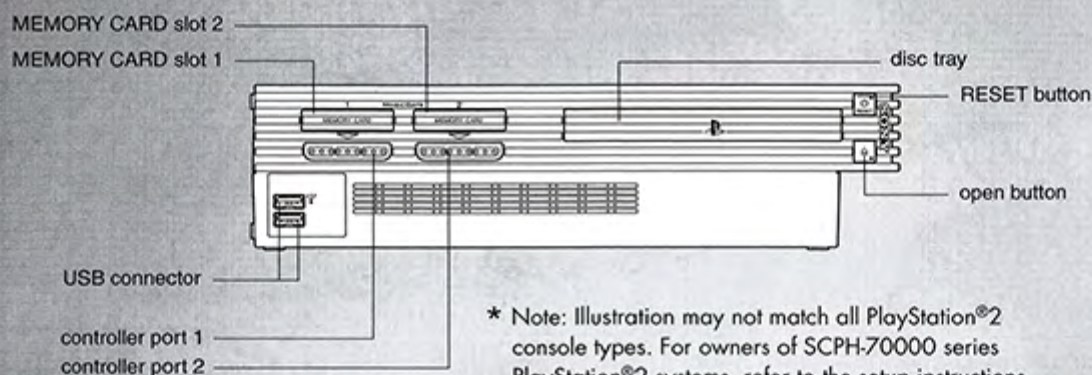
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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# GETTING STARTED



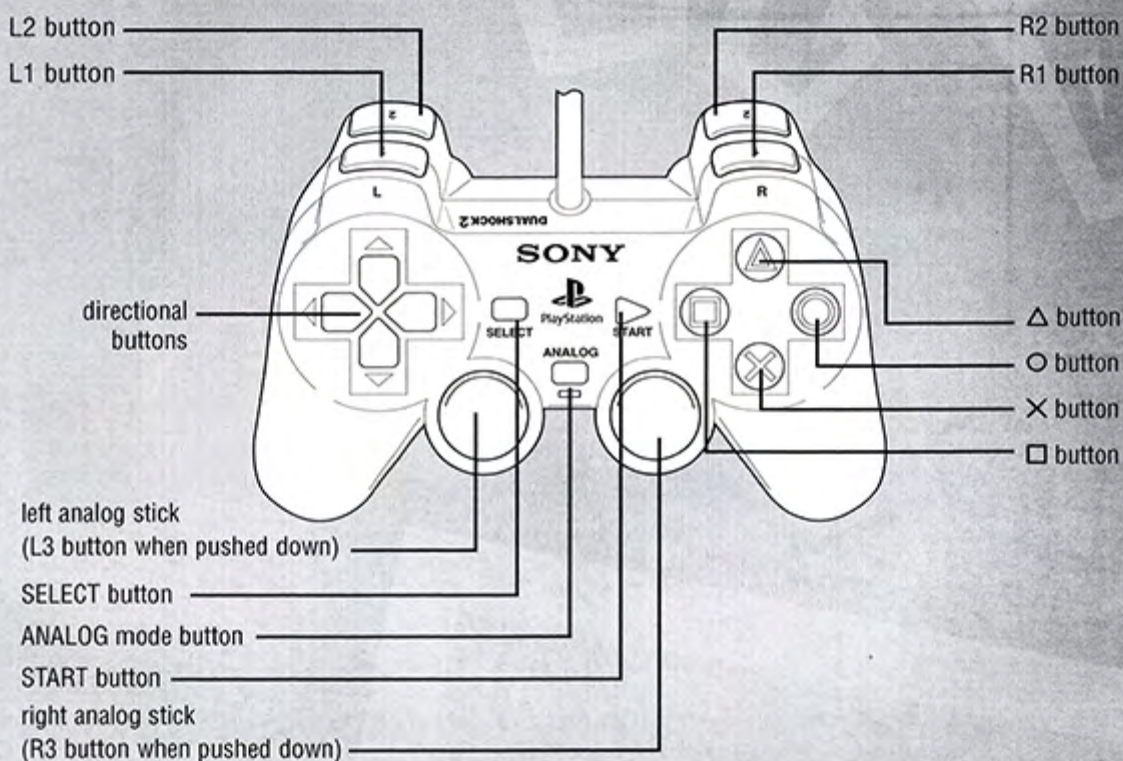
\* Note: Illustration may not match all PlayStation<sup>®</sup>2 console types. For owners of SCPH-70000 series PlayStation<sup>®</sup>2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation<sup>®</sup>2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the *Pump It Up: Exceed* disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on playing the game.

*Pump It Up: Exceed* supports 480p Progressive mode. Hold down the **△** and **⊗** buttons simultaneously while starting up to turn on Progressive mode. On the *Pump It Up: Exceed* dance mat controller, hold down the **X** and **Back** buttons simultaneously for the same effect.



# STARTING UP



To select menu options, use the **↑**, **↓**, **←** and **→** directional buttons to navigate. Highlight the desired option, then press the **⊗** button to accept or the **△** button to go back. *Pump It Up: Exceed* supports the DUALSHOCK®2 analog controller.





# CONTROLS

*Pump It Up: Exceed* can be played using either the standard DUALSHOCK®2 analog controller or the *Pump It Up: Exceed* dance mat controller.



## DUALSHOCK®2 Analog Controller





**L1 / R1 buttons**—Select a music channel.

While playing:  and .

**L2 / R2 buttons**—


Select a song.

While playing:  and .

**directional buttons**—  
Press  and   
to select a game mode on the Main menu.  
Press  and   
to select game options on the Options screen.









**△ button**—Cancel a menu selection.

**⊗ or ⊙ buttons**—Confirm a menu selection.  
While playing: 

**START button**—Confirm a menu selection.


**■ button**—Cancel a menu selection.

When ANALOG mode is on, pressing the stick to the upper left corresponds to the  button, the upper right corresponds to the  button, the lower left corresponds to the  button and the lower right corresponds to the  button. Pressing the stick down corresponds to the  button. The **L1** and **R1** buttons also correspond to the  button when ANALOG mode is on.



## Pump It Up: Exceed Dance Mat Controller



**Directional buttons**—Press ← and → to select a game mode on the Main menu.

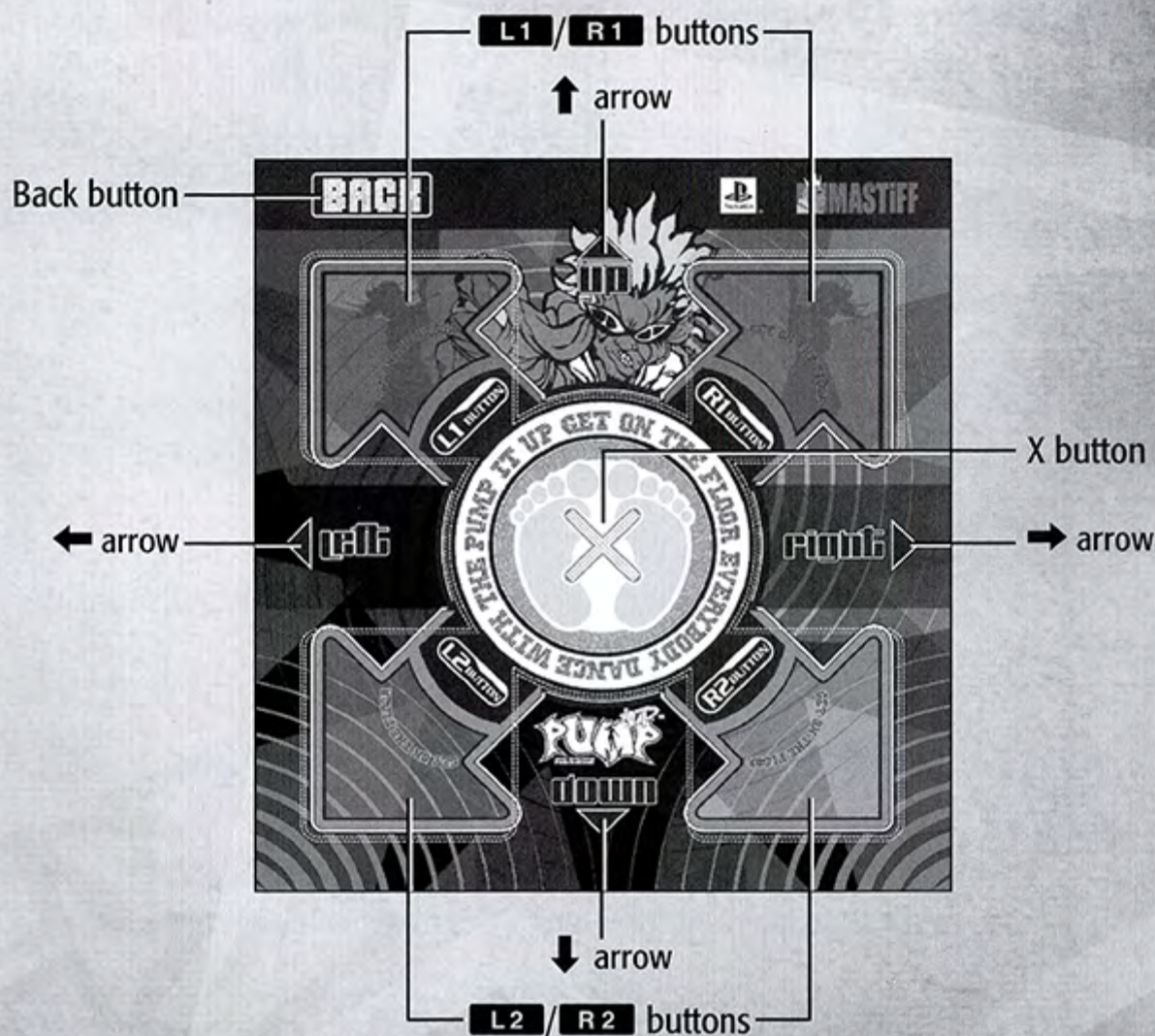
Press ↑ and ↓ to select game options on the Options screen.

**X button**—Confirm a menu selection. While playing: .

**BACK button**—Cancel a menu selection/go back to previous menu.

**L1 / R1 buttons**—Select a music channel. While playing:  and .

**L2 / R2 buttons**—Select a song. While playing:  and .



## **PUMP IT UP: EXCEED DANCE MAT PRECAUTIONS**

- People who cannot safely dance or engage in other vigorous physical activity should not use this mat. Some examples of people who should not use this mat are individuals advised by a physician to avoid vigorous movement; people with cardiac, respiratory, skeletal or neurological problems; pregnant women; and persons impaired by drugs, alcohol or other agents.
- Mastiff will not be liable for improper use of this mat, or use by persons as described above.
- Do not use on rocky, wet, slippery, sharp or otherwise unsuitable surfaces.
- Please play barefoot. Static electricity from socks could damage the circuitry inside the mat or cause slipping, and shoes could damage the mat itself.
- Clear the area around the mat to avoid injury and reduce the chances of tripping.
- Children should be monitored at all times when using the mat.
- Audio and video disruptions may occur during gameplay due to floor vibrations. Adjust the location of the *Pump It Up: Exceed* dance mat to prevent this type of problem.
- Please do not play the game at times when the noise or vibration may disturb your neighbors or family members.

## **STORING THE PUMP IT UP: EXCEED DANCE MAT**

- Store in a clean, dry place at moderate temperature.
- Store the mat flat if possible. Avoid sharp creases if you must fold the mat.
- Do not pull, stress or twist the mat cable.





## HOW TO PLAY

In *Pump It Up: Exceed*, arrows move up from the bottom of the screen to overlap with the markers in the "Sequence Zone" at the top of the screen. The object of the game is to press (or step on) the appropriate button just as the on-screen arrow overlaps with the marker. The better your timing, the better your score.

In some game modes, the life gauge will be displayed at the top of the screen. Stepping on the arrows at the appropriate time makes your life gauge go up. Making mistakes makes it go down. If the gauge completely disappears, the game is over. The life gauge can be turned on and off by selecting Game Settings in the Options menu.

## ACCURACY SCORES/ SONG EVALUATION

You will be given one of five possible scores after each step, depending on how accurately you stepped on the arrows. When you're finished with a song, you'll receive an overall evaluation.

<b>Score</b>	<b>Condition</b>	<b>Effect</b>
<b>Perfect</b>	You stepped on the arrow exactly as it overlapped with the Sequence Zone.	The life gauge increases and your score increases by a large number.
<b>Great</b>	You stepped on the arrow just before or after it overlapped with the Sequence Zone.	The life gauge increases and your score increases by a small number.
<b>Good</b>	You stepped on the arrow a bit longer before or after it overlapped with the Sequence Zone.	No effect. Combos continue to accumulate.
<b>Bad</b>	You stepped on the arrow when a large part of it was outside the Sequence Zone.	The life gauge decreases.
<b>Miss</b>	You stepped on the arrow when it was completely outside of the Sequence Zone.	The life gauge decreases.



- S** Accuracy of 95% to 100%
- A** Accuracy of 90% to 94%
- B** Accuracy of 85% to 89%
- C** Accuracy of 80% to 84%
- D** Accuracy of 75% to 79%
- F** Accuracy of less than 75%

## ***GAME DIFFICULTIES***

### ***Modes Using One Controller***

- Normal** The easiest setting for beginners.
- Hard** Somewhat more difficult. A good intermediate step between beginning and advanced play.
- Crazy** A very difficult mode for advanced players.

### ***Modes Using Two Controllers***

- Freestyle** Use two dance mats to give a freestyle performance.
- Nightmare** A super high-level mode for only the best players. You can challenge the world champion in this mode.
- Battle** Face off against a friend.










## MODIFIERS



Modifiers are hidden options that allow you to change how the game is played. A list of modifiers and the codes used to enable them is on the next page. Enter these codes by pressing the appropriate buttons in sequence in the Song Selection screen. Some codes will display an on-screen confirmation when successfully entered, and some will not (see next page).






## Codes with Confirmation



Name	Display	Explanations	Code
<b>Velocity</b>	x2	Arrow speed will increase by 2, 3, 4 or 8 times as you enter this code once, twice, etc.	
<b>Random velocity</b>	RV	Random arrow speed.	
<b>Random</b>	R	Arrows will be displayed randomly.	
<b>Mirror</b>	M	Arrows are displayed backwards. Useful if you're performing with your back to the screen for an audience.	
<b>Vanish*</b>	V	Enter this code and the arrows will disappear halfway up the screen.	
<b>Nonstep*</b>	NS	Enter this code and the arrows won't be displayed at all.	
<b>Cancel</b>		Cancel hidden codes.	

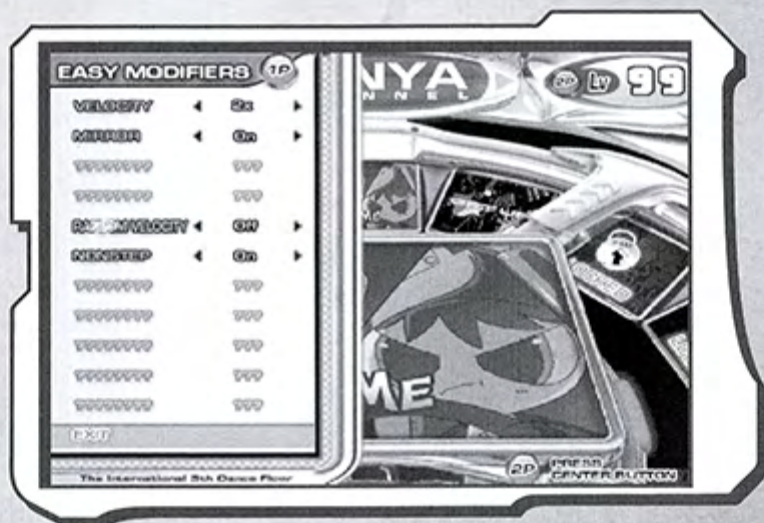
\* When Vanish is locked (it hasn't been enabled through gameplay yet), the shorter Vanish code will enable the Nonstep function instead of the Vanish function. Once Vanish has been unlocked, the arrows will disappear halfway up the screen when you enter the Vanish code.

## Codes with No Confirmation

Name	Explanations	Code
Freedom	Hides the buttons at the very top part of screen showing the timing.	
Earthworm	Arrows move at an irregular speed.	
Exceed mode	Instead of coming up from the bottom, arrows come in at an angle.	

## Easy Modifier Menu

In Arcade mode, you can only get modifiers by using the correct code. In Home mode, however, modifiers can be turned on and off using a simple menu. At the Song Selection screen, just press and hold the  button (the mat BACK button) to bring up the Easy Modifier menu. Select the modifiers you want by pressing the  button.



## STARTING THE GAME



At the title screen, press the **X**, **○** or **START** button to display the Mode Selection screen. Use the **←** and **→** directional buttons to select from Arcade mode, Home mode, Sudden Death mode, Tutorial, Statistics and Options. When unlocked, Survival and Video modes will also be available. Press the **X**, **○** or **START** button to confirm your selection.

## GAME MODES

### **Arcade Mode**

In Arcade mode, you can play the same game as in the arcade. You'll start by playing three songs. If you get "A" or "S" rankings for the first three songs, you'll get a bonus song. Get anything above a "D" or "F" ranking on the bonus song to get an Internet Ranking password (see next page). Your score will also be entered in your personal Top 20 high scores.

After selecting Arcade mode from the title screen, you'll see the Song Selection screen. Use the **L1** and **R1** buttons to select the music channel from BanYa, K-Pop (Korean pop music) and Pop. Use the **L2** and **R2** buttons to cycle through the available songs on that channel. Some songs won't be available until

they've been unlocked through gameplay. Press the **X**, **O** or **START** buttons to confirm your selection. To cancel and return to the title screen, press the **BACK**, **△** or **□** buttons.

After selecting a song, select the game difficulty using the **L2** and **R2** buttons, then confirm your selection with the **X** button. Not every game difficulty is available for every song. At higher difficulties, the number of arrows increases.



## INTERNET RANKING

If you successfully clear three songs with "A" or "S" rankings and clear the fourth, bonus song with anything above a "D" or "F" ranking, you'll get a 16-digit code so you can register your score on the *Pump It Up: Exceed* web site. Internet Rankings allow you to compete with other players all over the world! Just go to <http://www.piuranking.com> and enter your code.



## **Home Mode**

Home mode is similar to Arcade mode, but allows you to practice songs without worrying about the life gauge. You can play as many songs as you want and retry them as many times as you want. However, you can only get Internet Rankings or high scores when playing in Arcade mode.



## **Sudden Death Mode**

In Sudden Death mode, if you miss a single step, the game ends.

## **Survival Mode (Unlockable)**

In Survival mode, you play songs one after another. The life gauge carries over from one song to the next. If the life gauge reaches 0, the game is over. Survival mode is unlocked after you've cleared a certain number of songs in Home mode.



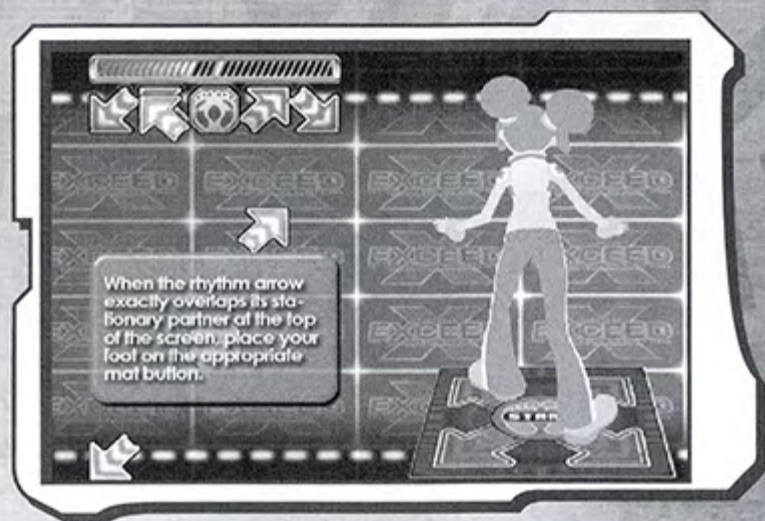
## **Video Mode (Unlockable)**

Watch the videos for songs you've cleared. Video mode is unlocked after you've cleared a certain number of songs in any mode.



## Tutorial

Select the Tutorial to get basic instructions on how to play *Pump It Up: Exceed*. The tutorial consists of three lessons. Just follow the on-screen instructions.



## Statistics

Select Statistics to view the top 20 scores for Arcade and Survival modes, detailed statistics for individual songs and your step mileage (the approximate distance you've traveled while playing the game).

# OPTIONS

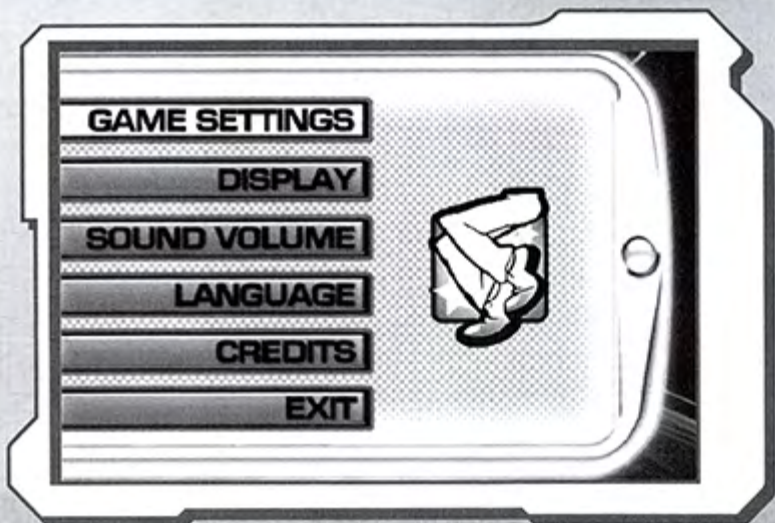
Under Options, you can change a variety of settings:

## Game Settings

Change the game settings for Arcade and Home modes.

### LIFE GAUGE

If this option is turned on, the life gauge will be displayed during gameplay. If it's turned off, the life gauge will not appear so you can play the full length of a song no matter how many mistakes you make.



However, when playing Arcade mode, the game ends if you make more than 50 consecutive mistakes.

### **GAME LEVEL**

Select the game difficulty level from Beginner, Intermediate or Expert. The level you choose affects how strictly your gameplay accuracy is evaluated.

### ***Display***

Select whether or not movies should be shown in the background during gameplay and adjust the screen brightness and contrast.

### ***Sound Volume***

Adjust the volume for sound effects and music.

### ***Language***

Choose between English and Korean for the on-screen language.

### ***Credits***

Display the game credits.

# CREDITS

## **Mastiff**

### **Head Woof**

Bill Swartz

### **Big Woof, Japan**

Mika Hayashi

### **Sales Woof**

Ron Kurtz

### **Numbers Woof**

Charles Van

### **Essential Woof**

Mieko S. Mochizuki

## **Andamiro**

### **Excutive Producer**

Yong Hwan Kim

### **Producer**

Rae sun Park

### **Directors**

Kann

Mahalo

### **Music Director**

Joong gun Park

### **Lead Musicians**

Seung wook Ahn

Yahpp

### **Session Players**

Drunken Tiger

Eugene Park

Kate

Micheal

Bobby Kim

Kris Bylee

### **Recording Engineer**

Seung wook Ahn

### **Engine Programmer**

Mahalo

### **Programmers**

Ki tae Noh

SS

Yute

### **Tool Programmer**

SS

### **Programming Advisors**

Tae kyung Wang

Hoon Bae

### **Art Director**

Kann

### **Character & Printing Parts Designers**

Kann

Ji young Han

### **2D Artists**

Kann

Piah

Nanji Hong

Piyohiko

siho

Bong goan Ha

Ji young Han

Oppon

Aqualix

Kdog

Midin

Eyehead

Brian J. Shin

Pb

### **3D Artists**

Zinny

Kenbaji

Sejin Oh

Myung jin Yang

WonderMC

Soulaby

Vincan

Kann

### **Planning**

Tae june Jung

Myoung seok Song

### **Choreographers**

Hwaorang

Yoon pyo Lee

K-Two

M.S Goon

Blue Eyes

Seok jae Lee

Young Dae Choi

Kyong min Yoon

Over Death

Crazy Boxer

TaMA

D.M Step

I.A Soul

### **Lead Hardware Engineer**

Rae sun Park

### **Hardware Engineer**

Jae ho Choi

### **Marketing**

James Ko

Sun kyu Oh

Victor Lee

Jae min Shin

An na Won

Sun suk Lee

Yeon chul Sung



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Ji A Jung  
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Kwang woon Lee  
Sang guk Lee  
Bo mi Kim  
Jong mi Kwon  
Sang sun Kim  
Byung il Kim  
Suk hwa Yoon  
In hyuk Son  
Jae bum Son  
Hee chul Shin  
Jung nam Park  
Bum do Kim

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iBeta Quality  
Assurance**

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**Test Lead**  
Jae Holdsworth

**Testers**  
Ryan Cramm  
Kevin Fowler  
Tim Fuller  
Justin Sweeney  
Joe Williams

**Marketing and  
Printed Parts  
Production**  
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**PR**  
**Michael Meyers  
Public Relations**

**Music Licensing  
Unit in the U.S.A.**  
**Music Supervisor**  
Tami Lester

**Music Coordinator**  
Greg James

**Creative Consultant**  
Michael Johnson

**Music Licensing**  
The Intersection

**Special Thanks**

Chang yeol Lim  
Erik Iran  
Eun jung Yoo  
Gecko  
Honey Bee  
James Ko  
Manuel I. Campas Medina  
Miva Filoseta  
The Z.E.S.T aka Pucheon  
Tom Sloper

**Songs**

**Rapper's Delight**  
Written by Bernard Edwards  
and Nile Rogers  
Bernard's Other Music (BMI),  
Sony Songs Inc. (BMI)  
All rights on behalf of  
Bernard's Other Music  
administered by  
Warner-Tamerlane  
Publishing Corp  
Performed by Sugarhill Gang  
Courtesy of Sugarhill Records  
LTD. A Label of Rhino  
Entertainment Co.  
By arrangement with Warner  
Strategic Marketing  
© 1979 Sugarhill Records Ltd

**Name Of The Game**  
Written by Ken Jordan,  
Scott Kirkland, Tom Morello  
2001 EMI Virgin Music, Inc.,  
/Harder Faster Music,  
(ASCAP)/EMI Virgin  
Songs, Inc./Drug Money Music  
(BMI)/ LBV Music (BMI)  
Performed by  
The Crystal Method  
Courtesy of Outpost  
Recordings/Geffen Records  
under license from  
Universal Music Enterprises  
© 2001 Outpost Recordings

**A Little Less Conversation**  
(Junkie XL Remix)  
Written by Billy Strange  
and Scott Davis  
Chrysalis Songs (BMI), Cherry  
River Music Co. (BMI) o/b/o  
Elvis Presley Music (BMI)  
Performed by Elvis Presley  
Courtesy of BMG Strategic  
Marketing Group  
By Arrangement with Sony  
BMG Music and Licensing

**Let's Groove**  
Written by Maurice White  
and Wayne Vaughn  
1981 EMI April Music Inc.  
(ASCAP) and Music Sales  
Corporation (ASCAP)  
Performed by  
Earth, Wind & Fire  
Courtesy of Columbia Records

By Arrangement with Sony  
BMG Music and Licensing

**Walkie Talkie Man**

Written by Jared Wrennall,  
Tyson Kennedy, Jacob Adams,  
Tim Youngson and  
Brad Carter

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Thirtysixninetynine, LLC  
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Thirtysixninetynine, LLC  
controlled and administered  
by EMI April Music Inc.  
(ASCAP)

Performed by Steriogram  
Courtesy of Capitol Records  
Under License by EMI Film  
and Television Music

**My Way**

Written & Composed by BanYa

**Point Break**

Written & Composed by BanYa

**Street Show Down**

Written & Composed by BanYa

**Hypnosis**

Written & Composed by BanYa

**Koul**

Written & Composed by BanYa

**Final Audition**

Written & Composed by BanYa

**Extravaganza**

Written & Composed by BanYa

**Final Audition 2**

Written & Composed by BanYa

**Naissance**

Written & Composed by BanYa

**Turkey March**

Written & Composed by BanYa

**Solitary**

Written & Composed by BanYa

**Mr. Larpus**

Written & Composed by BanYa

**Rolling Christmas**

Written & Composed by BanYa

**Beethoven Virus**

Written & Composed by BanYa

**Dr. M**

Written & Composed by BanYa

**Love is a Danger Zone**

Written & Composed by BanYa

**Winter**

Written & Composed by BanYa

**Will-O-The-Wisp**

Written & Composed by BanYa

**Vook**

Written & Composed by BanYa

**Csikos' Post**

Written & Composed by BanYa

**Bee**

Written & Composed by BanYa

**D Gang**

Written & Composed by BanYa

**Hello**

Written & Composed by BanYa

**Beat of the War**

Written & Composed by BanYa

**Come To Me**

Written & Composed by BanYa

**Chicken Wing**

Written & Composed by BanYa

**Final Audition 3**

Written & Composed by BanYa

**Naissance 2**

Written & Composed by BanYa

**Monkey Fingers**

Written & Composed by BanYa

**Blazing**

Written & Composed by BanYa

**Pump me Amadeus**

Written & Composed by BanYa

**X Treme**

Written & Composed by BanYa

**Get Up!**

Written & Composed by BanYa

**Oh! Rosa!**

(Spanish version)

Written & Composed by BanYa

**First Love**

(Spanish version)

Written & Composed by BanYa

**Ignition starts!**

Written & Composed by BanYa

**Nightmare**

Written & Composed by BanYa

**She Likes Pizza**

Written & Composed by BanYa

**Final Audition Ep. 1**

Written & Composed by BanYa

**HATE**

Written & Composed by BanYa

**Pumping Up**

Written & Composed by BanYa

**Maria**

Written & Composed by BanYa

**CANON-D**

Written & Composed by BanYa

**I Love You Baby**

Performed by Pandera

Published by ZyX

Released: 1999

Title: Piece of Paradise

**Radezky CanCan**

Written & Composed by F2

**Come To Me**

Performed by CLON

Written & Composed by

Chang hwan Kim

Published by

Dukyun Industries

Released: 1999

Title: Funky Together

**Funky Tonight**

Performed by CLON

Written & Composed by

Chang hwan Kim

Published by

Dukyun Industries

Released: 1999

Title: Funky Together

**Another Truth**

Performed by Novasonic

Written by Jin pyo Kim

Composed by Young seek Kim

Published by Lis Music

Released: 1999

Title: Novasonic

**Fighting Spirit**

Performed by H.O.T.

Written & Composed by

Hee jun Moon

Published by

SM Entertainment

Released: 1999

Title: I yah!



**Com'Back**

Performed by Sechs Kies  
 Written by Eun Hee Joe  
 Composed by Sung jin Cho  
 Published by Dae Young AV  
 Released: 1999  
 Title: COM' BACK

**Don't Bother Me**

Performed by Tashannie  
 Written by You jin You  
 Composed by Geun tae Park  
 Published by World Music  
 Released: 1999  
 Title: Parallel Prophecys

**We Are**

Performed by DEUX  
 Written & Composed  
 by Hyun do Lee  
 Published by Jigu Records  
 Released: 1994  
 Title: Deuxism

**Run!**

Performed by Novasonic  
 Written by Jin pyo Kim  
 Composed by Young seek Kim  
 Published by Lis Music  
 Released: 2000  
 Title: Novasonic2

**Come back to me**

Performed by DEUX  
 Written & Composed  
 by Hyun do Lee  
 Published by Jigu Records  
 Released: 1995  
 Title: DEUX

**As I Told You**

Performed by Sung jae Kim  
 Written & Composed  
 by Hyun do Lee  
 Released: 1995  
 Title: As I Told You

**Slam**

Performed by Novasonic  
 Written by Jin pyo Kim  
 Composed by Young seek Kim  
 Published by Lis Music  
 Released: 2000  
 Title: Novasonic2

**PERFECT!**

Performed by DIVA

Written by Sun joo Park

Composed by Hae woon Park  
 Published by Universal  
 Released: 2001  
 Title: PERFECT!

**Empire of the Sun**

Performed by Novasonic  
 Written by Jin pyo Kim  
 Composed by Young seek Kim  
 Published by Lis Music  
 Released: 1999  
 Title: Novasonic

**Starian**

Performed by Duke  
 Written & Composed  
 by Ji hoon Kim  
 Published by Synnara Record  
 Released: 2000  
 Title: Duke 2000

**Pierrot**

Performed by Hyun do Lee  
 Written & Composed  
 by Hyun do Lee  
 Published by  
 Yedang Entertainment  
 Released: 2000  
 Title: Total Hip Hop

**Dignity**

Performed by Crash  
 Published by Sony Music  
 Released: 2003  
 Title: The Massive Crush

**Shake That Boogie**

Performed by One Two  
 Written & Composed  
 by Jin young Park  
 Published by JYP  
 Entertainment  
 Released: 2003  
 Title: Shake That Boogie

**Valenti**

Performed by BoA  
 Written by BoA  
 Composed by Kazuhiro Hara  
 Published by  
 SM Entertainment  
 Released: 2003  
 Title: Shine We Are!

**What do you really want?**

Performed by Crash  
 Written & Composed by CROM  
 Published by Sony Music  
 Released: 2003  
 Title: The Massive Crush

**GO**

Performed by U: NEE  
 Written by Tae hyung Joo  
 Composed by Sung jin Cho  
 Published by DreamBeat  
 Released: 2003  
 Title: U: NEE Code

**Flamenco**

Performed by Oliver  
 Written by Chan woo Kang  
 Composed by Jae eun Choi  
 Published by Oliver Ent.  
 Released: 2003  
 Title: Oliver Single Album

**One Love**

Performed by S'MAX  
 Published by PURE  
 Released: 2004  
 Title: A S'MAX BIRTH!

**To the Top**

Performed by  
 6 MILL BIONIC JUNO  
 Written by Eun hee Cho  
 Composed by  
 6 MILL BIONIC JUNO  
 Published by Doremi Media  
 Released: 2000  
 Title: 6MILL

**The Rap. Act 3**

Performed by Honey Family  
 Published by Doremi Media  
 Released: 2000  
 Title: Another Level

**Forever Love**

Performed by Fin.K.L  
 Written by Tae hyung Joo  
 Composed by Young a Kim  
 Published by Dae Young AV  
 Released: 1999  
 Title: White

**Love Song**

Performed by Steve Yoo  
 Written & Composed  
 by Hyun do Lee  
 Published by Seoul Records  
 Released: 1999  
 Title: OVER AND OVER

**A TRAP**

Performed by Baby V.O.X.  
 Written by Eun hee Cho  
 Composed by Hyun seung  
 Published by Synnara Record  
 Released: 2000  
 Title: 4th Why

**Mobius Strip**

Performed by Sechs Kies  
 Written by Seung ho Lee  
 Composed by Hyung seok Kim  
 Published by Dang Young AV  
 Released: 1999  
 Title: COM' BACK

**Hatred**

Performed by Novasonic  
 Written by Jin pyo-Kim  
 Composed by Young suk-Kim  
 Published by Lis Music  
 Released: 1999  
 Title: Novasonic

**Join the Party**

Performed by Gans  
 Written by Lucato  
 Composed by Biancale  
 Published by Tabloid  
 Released: 2003

**Eres Para Mi**

Performed by Mozquito  
 Written & Composed by  
 Walters/Daddappel/  
 Schantterer/Scott  
 Published by Sam  
 Released: 2003

**Conga**

Performed by Queen Latin  
 Written & Composed  
 by E.Garcia  
 Published by HITLAND  
 Released: 2003

**Clap your Hands**

Performed by  
 Scoop fea. Joyce Lyle  
 Written & Composed  
 by J. Bataan  
 Published by Shift  
 Released: 2002

**Bambole**

Performed by Papa Gonzales  
 Written & Composed  
 by Madison  
 Published by Sam  
 Released: 2002

**Mexi Mexi**

Performed by Mozquito  
 Written & Composed by  
 Wolters/Schnotlerker/  
 Dannappel  
 Published by Sam  
 Released: 2002

**Ba Be Loo Be Ra**

Performed by Kristeen  
 Written & Composed  
 by Kristeen  
 Published by Sam  
 Released: 2002

**Kiss Me**

Performed by Debbie Scott  
 Written & Composed  
 by Slocun  
 Published by HITLAND  
 Released: 2002

**Fiesta**

Performed by El Cuba  
 Written & Composed by  
 di Pendez/Robb 'n'  
 Razz/Cepeda  
 Published by HITLAND  
 Released: 2002

**Born to be Alive**

Performed by  
 P.Hernandez&B.Thomas  
 Written & Composed  
 by P. Hernandez  
 Published by HITLAND  
 Released: 2002

**Power of Dream**

Performed by Victoria  
 Written & Composed  
 by Harry Chalkitis

**Watch Out**

Performed by Victoria  
 Written & Composed  
 by Harry Chalkitis

**Go Away**

Performed by Toya  
 Written by Ejay  
 Composed by Ejay  
 Published by Astars  
 Released 2001  
 Title: Look

**Gotta be Kidding**

Performed by Hanul  
 Written by LEEUWEN VA  
 Composed by LEEUWEN VA  
 Published by  
 Cream Entertainment  
 Released 2001  
 Title: Voice Of Purity

**Circus Magic**

Performed by Crying Nut  
 Written by Crying Nut  
 Composed by Crying Nut  
 Published by Drug  
 Released 1999  
 Title: Circus Magic

**Loner**

Performed by T.T.ma  
 Written by Sun ju-Park  
 Composed by Myong ho-Shin  
 Published by Music Factory  
 Released: 1999  
 Title: In the Sea

**La Cubanita**

Performed by  
 Los Ninos de Sara

**Shake it Up**

Performed by ROD  
 Published by Hot Productions  
 Released: 1996  
 Title: Greatest Hits: Shake It Up

**Soca Make yuh ram ram**

Performed by General Grant

**Passion**

Performed by Steve Yoo  
 Written & Composed  
 by Hyun do Lee  
 Published by Seoul music  
 Released: 1999  
 Title: Now or Never

**Essa Maneira**

Performed by Kaoma  
 Published by Atoll  
 Released: 1998  
 Title: A la Media Noche

**We Don't Stop**

Performed by ASOTO UNION  
 Written & Composed  
 by ASOTO UNION  
 Published by  
 YBM Seoul Records  
 Released: 2003  
 Title: Sound Renovates  
 A Structure

Steve Blattspieler RIP.  
 You will be missed.



# ***NOTES***





# ***NOTES***



# **NOTES**



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This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

**WARNING:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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