

DISASTER

Report™



agetec

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:

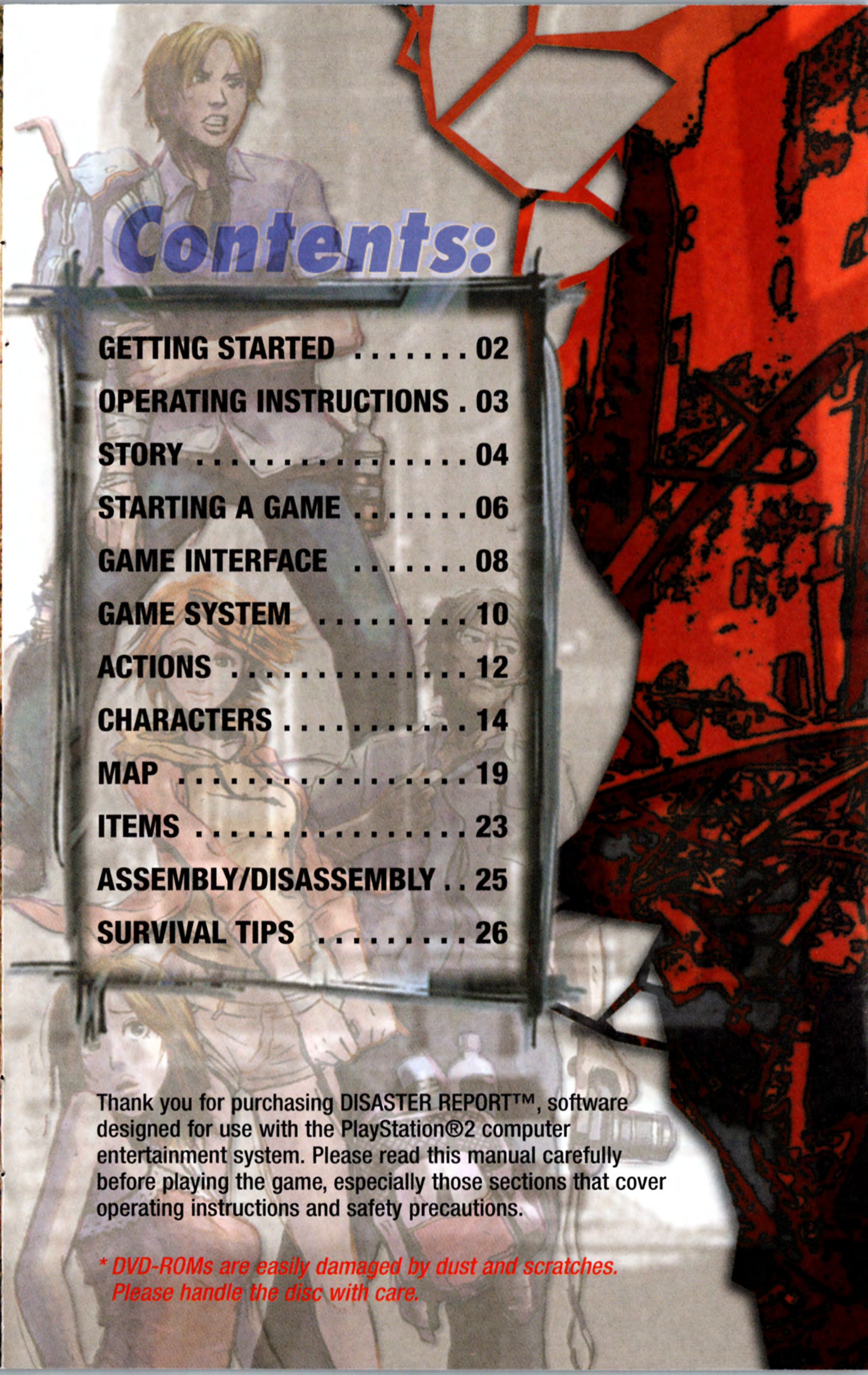
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

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.



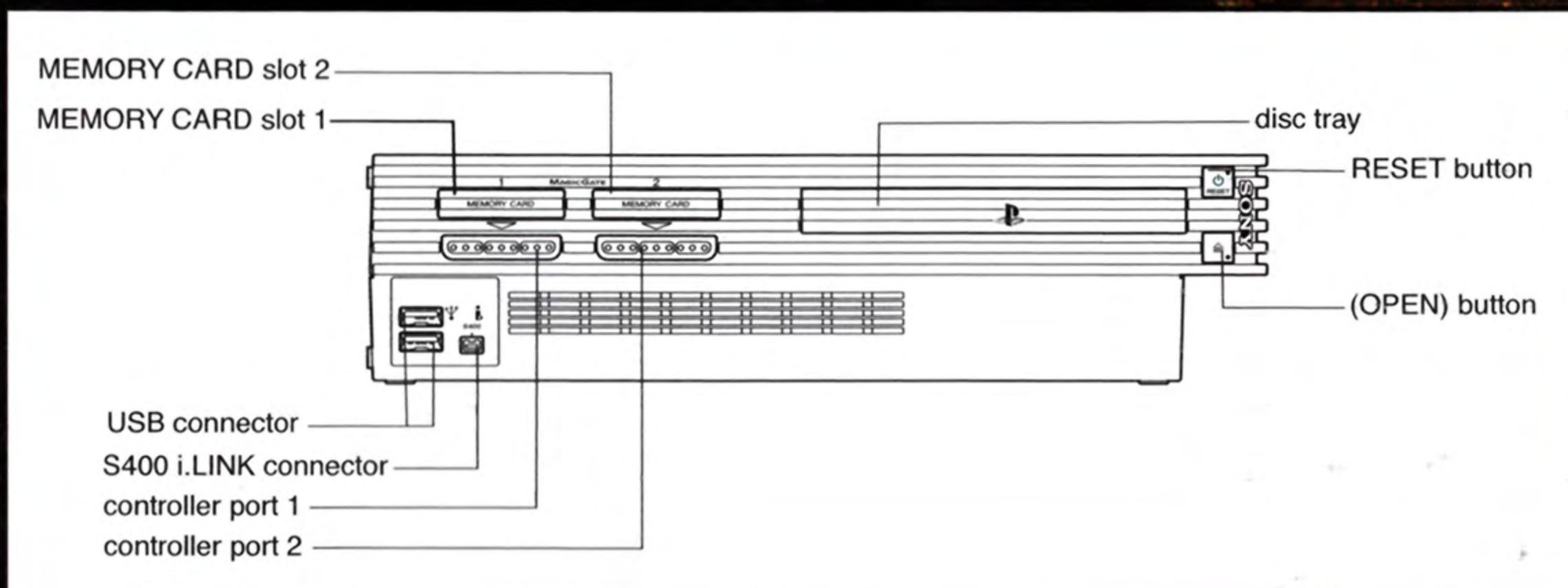
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Thank you for purchasing DISASTER REPORT™, software designed for use with the PlayStation®2 computer entertainment system. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety precautions.

** DVD-ROMs are easily damaged by dust and scratches.
Please handle the disc with care.*

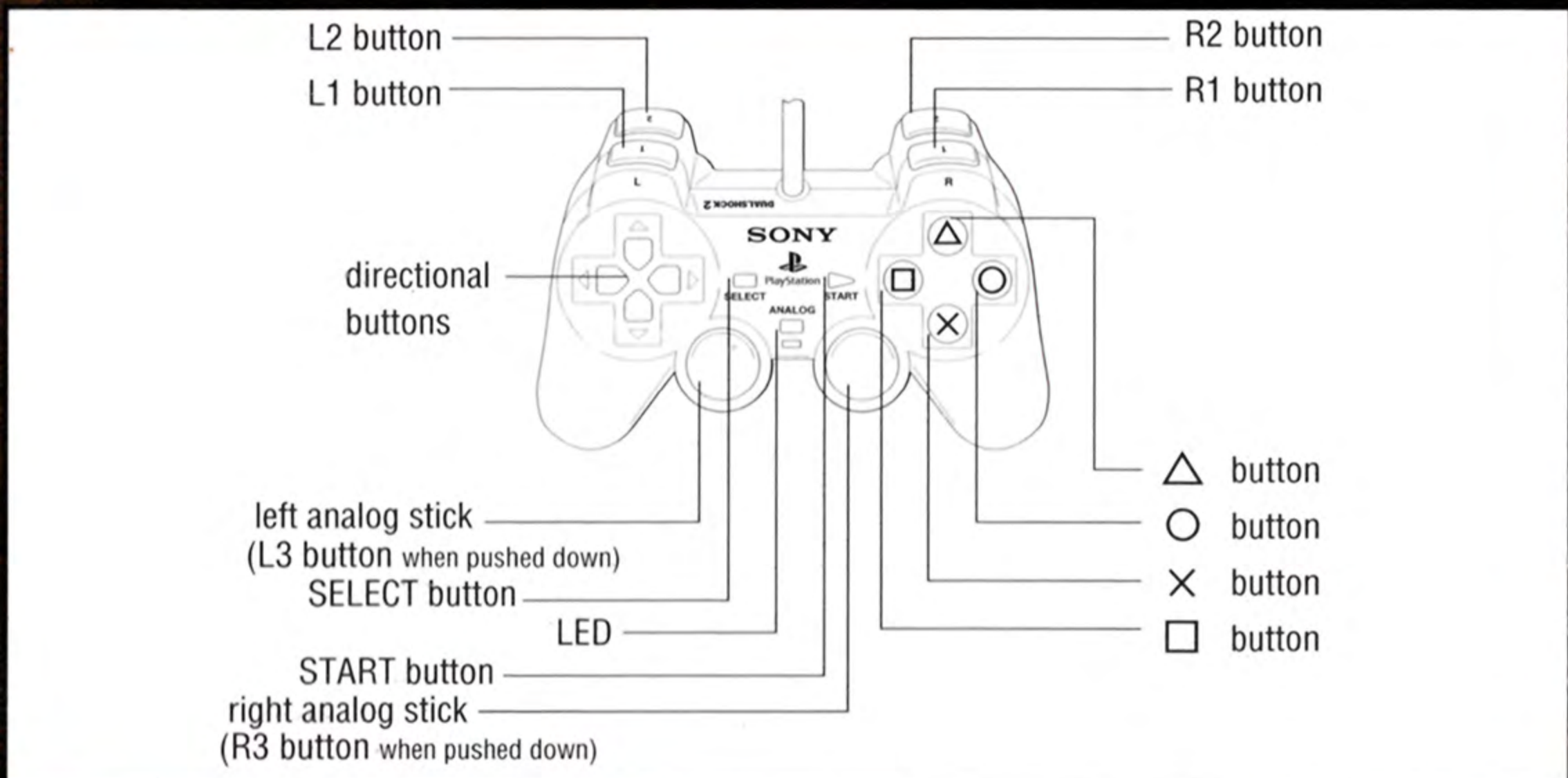
GETTING STARTED



Set up your PlayStation®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 DISASTER REPORT™ 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 using the software.

OPERATING INSTRUCTIONS

DUALSHOCK®2 analog controller



Default Control Settings

directional buttons	Control character movement
left analog stick	Control character movement
L3 button	Revert first person view to straight and level
□ button	Access the item menu
× button	Action/confirm selections/check/take/speak
○ button	Dash/cancel selections
△ button	Press and hold to enter first person view
L1 button	Shout
L2 button	Rotate camera
R1 button	Assume the bracing position (avoid being knocked over and injured)
R3 button	View map
START button	Pause game

**Reset a game by simultaneously pressing the L1, L2, R1, R2, START, and SELECT buttons.*

**This game supports the DUALSHOCK®2 analog controller's vibration function and the L3/R3 buttons.*

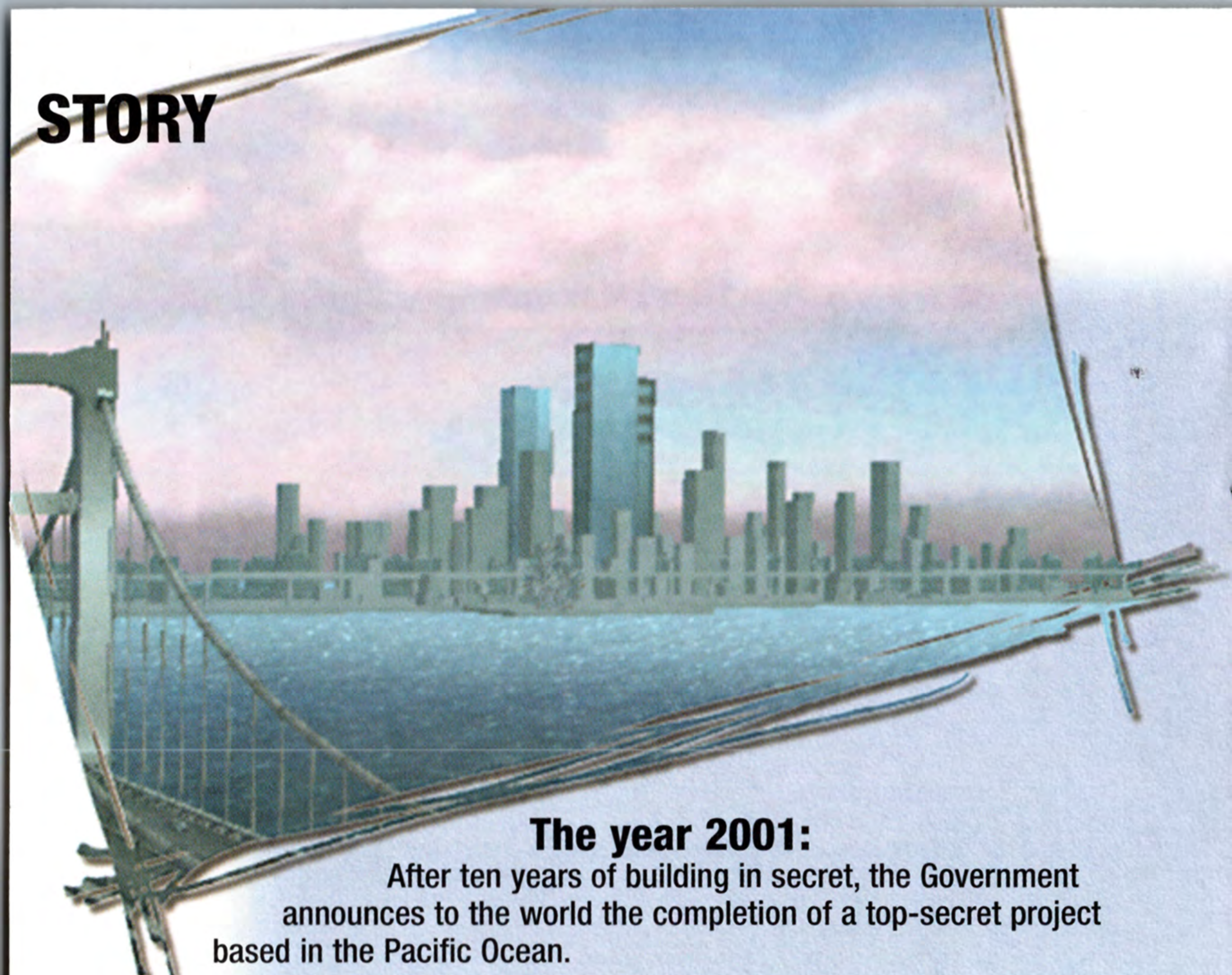
**The LED indicator is always lit when the system is ON. The vibration function can be toggled ON/OFF via the OPTION menu.*

**Change default button configurations by selecting [Controller] from the OPTION menu.*

**All instructions in this manual are explained using the default control settings.*



STORY



The year 2001:

After ten years of building in secret, the Government announces to the world the completion of a top-secret project based in the Pacific Ocean.

It was the construction of artificial isle known as Stiver Island.

In a feat of revolutionary technology, the Government utilized its top engineering talent to transform a minor spur of rock that barely stood above the ocean waves to a thriving man-made island, complete with a state-of-the-art metropolis. This endeavor was beyond any previous architectural accomplishment in man's history, dating back to the construction of the pyramids of Egypt.

The revolutionary technology allowed the Government to build in a location that reached a depth in the ocean floor that was believed unusable by modern standards. The advanced construction methods were also well below the cost and timetables associated with current methods of construction. This technology, the Government officials felt, would be an incredible offering for other countries that are suffering from over-crowded cities and population explosions. Because of this, a great deal of attention was given to this man-made island.

The Government officials knew with this technology they had an incredible export item for the rest of the world. To prove their faith in the strength and durability of the technology and to gain credibility from the rest of the world's scientists and leaders, they decided to move part of the Government's administrative functions to Stiver Island.

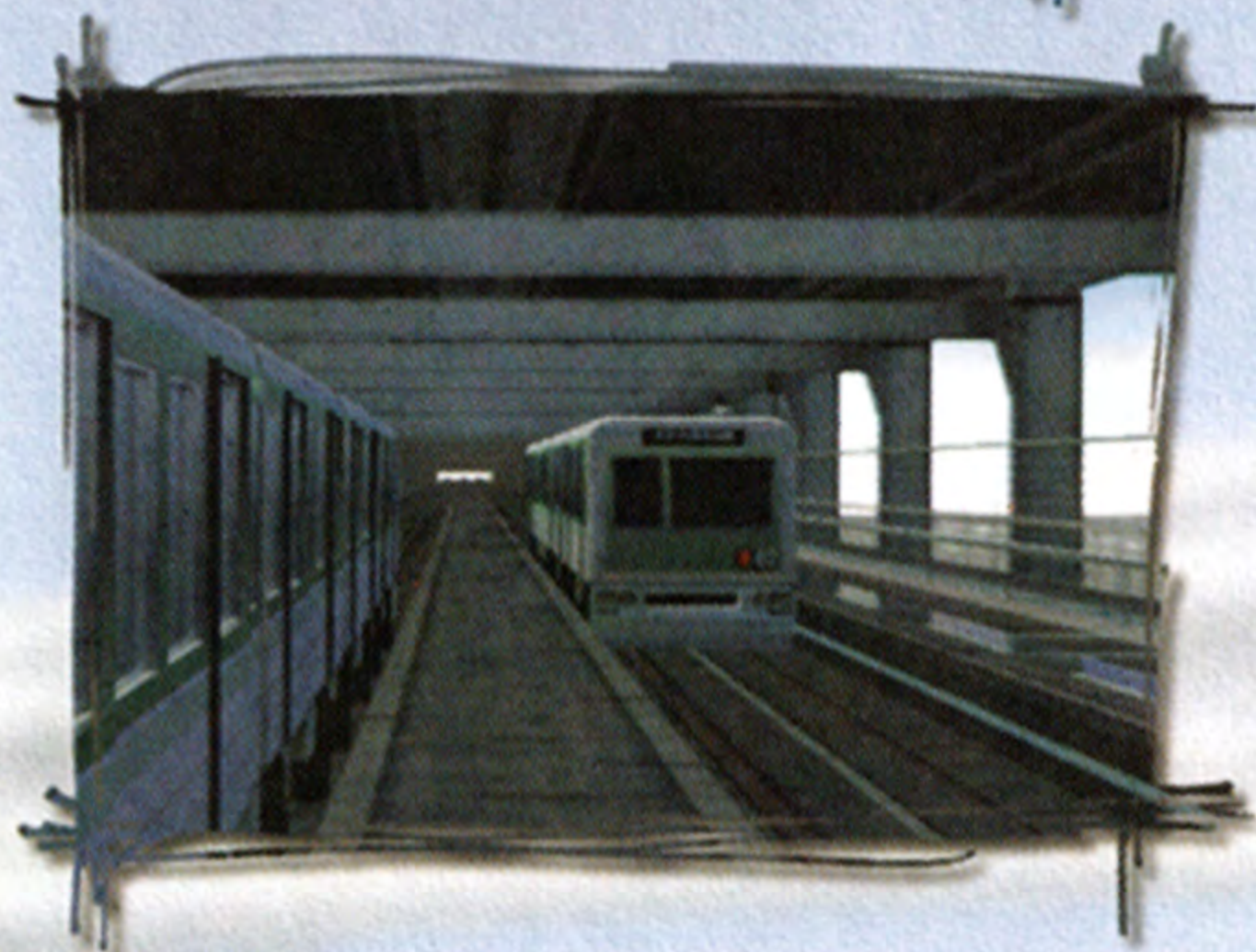
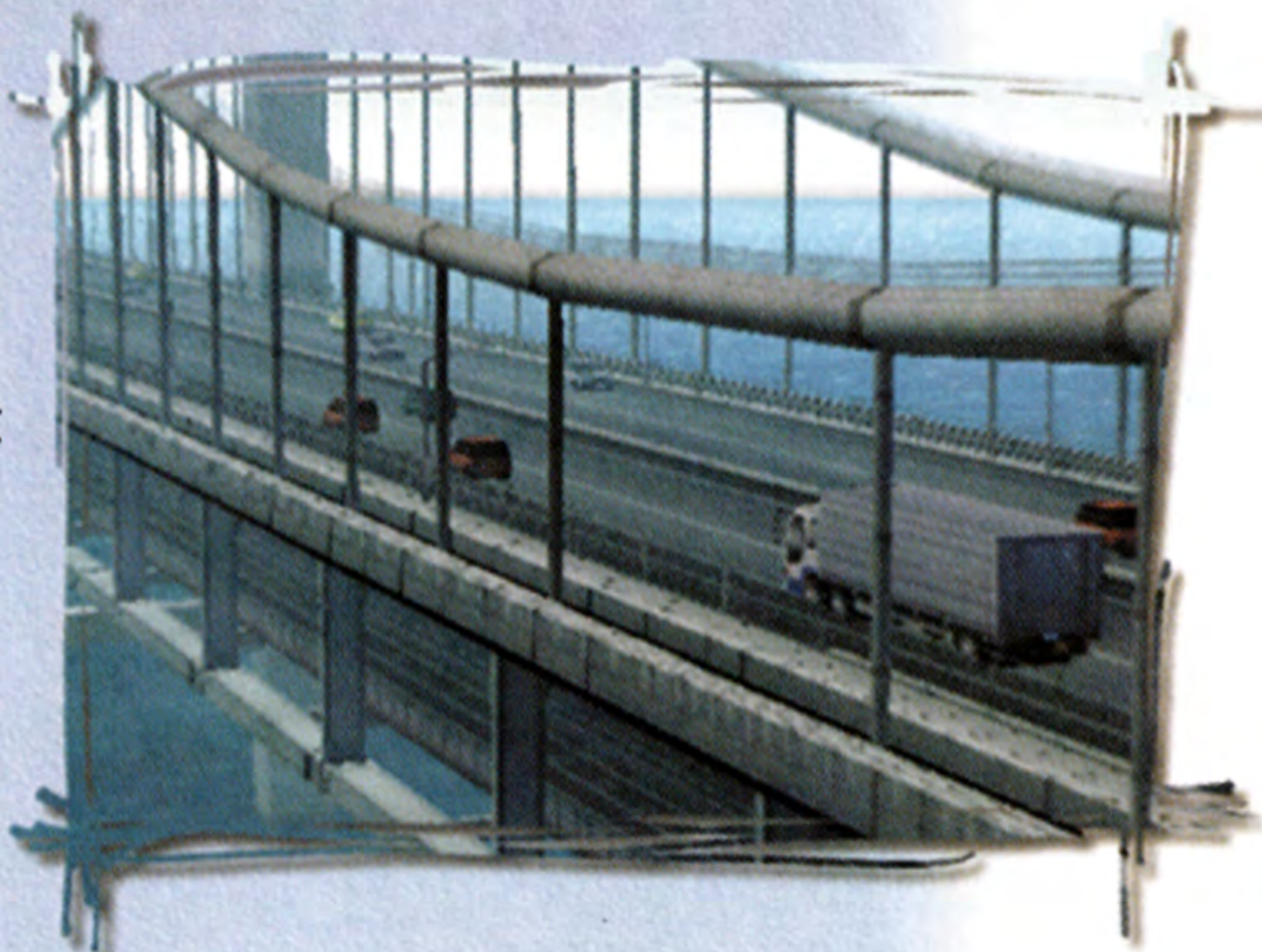
For this reason, the city on Stiver Island is called "Capital City."

A few years have passed...

Capital City is still known as the City of the Future.

The year 2005:

Keith Helm is on his way to Capital City for what he considers is a dream job - editor for the prestigious Town Crier Newspaper. This is his first trip to Capital City and he easily slips into a daydream as his train makes its way across the long bridge from C.C. Airport (which is located on another island), to Capital City itself.



Keith saw the now-famous skyline of the city from his train window, still marveling at the beauty of this city of the future. He briefly closed his eyes as rays of sunshine warmed his face. He could also smell the salty ocean breeze as he listened to the noisy sea gulls squawking as they played above the waves.

Within a few tragic moments, however, Keith's world would be turned upside down forever...

STARTING A GAME

TITLE SCREEN

Press the START button to display the main menu options. Use the   directional buttons or left analog stick to highlight menu selections. Press the  button to confirm a selection.

NEW GAME:	Begin a new game.
LOAD GAME:	Load a saved game.
???:	Special feature available upon completion of the game.
OPTION:	Adjust various game related settings.



NEW GAME

Select this menu option to begin a new game and select the difficulty level (NORMAL/HARD).

LOAD GAME

Select this menu option to load previously saved game data. Use the   directional buttons or left analog stick to highlight the desired saved data file. Press the  button to confirm selection.

DATA SAVE

While exploring the game world, your character will come across water spigots. These can be used to quench their thirst, fill bottles with water and also provide an opportunity to save game progress.

Example: Approach a water spigot and press the  button. When the menu appears, use the   directional buttons or left analog stick to highlight the [SAVE] option. Press the  button to confirm and access the [DATA SAVE] screen. Use the   directional buttons or left analog stick to highlight a data save file and press the  button to save game data to the selected file. Up to ten separate save game files can be created.



** Note: 320KB of free space on a memory card (8MB) (for PlayStation®2) Memory Card is required in order to save game data. Make sure to insert the memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. Saving game data to an existing file causes the previously saved data to be overwritten.*



OPTION

The [OPTION] menu can be accessed from both the main and item menus.

SOUND

Adjust sound settings (MONO/STEREO/HEADPHONES).

VIBRATION

Turn the DUALSHOCK®2 analog controller's vibration function ON/OFF.

CONTROLLER

Make adjustments to the default controller settings.

SCREEN POSITION

Adjust the position of the game screen on the TV monitor.

BRIGHTNESS

Optimize the TV monitor's brightness level for best viewing.

** Note: Prior to playing the game wearing headphones, please make sure you have carefully read the operating instructions and safety precautions included with them and set the volume to a moderate level to avoid hearing impairment.*



GAME INTERFACE

MAIN GAME SCREEN

HP GAUGE

Indicates the character's remaining health points (HP). The game ends if this gauge is depleted.

THIRST GAUGE

Indicates the character's thirst level.



COMPASS

Indicates the direction the character is facing.

FIRST PERSON VIEW

Press and hold the  button to enter the first person view.

LOOK AROUND

While in the first person view, use the directional buttons or left analog stick to look around.



ITEM MENU

When playing the game, press the  button to access the [ITEM MENU]. Access this menu to read documents, listen to recordings, and use items. Press the  button to return to the game.

Press the   directional buttons to switch between menu tabs in the [ITEM MENU]. Press the  button to access the desired tab.



USE/DISCARD	Highlight the item that is to be used/discarded with the   directional buttons and press the  button to confirm the desired action.
ASSEMBLE/SEPARATE	Create a new item by assembling other items. Disassemble an item.
READ/LISTEN	Read documents. The  symbol indicates an unread document.
SETTINGS	Select a compass/check game progress/access the [OPTION] menu.
MAP/RELATION	Access the map screen. The map screen can also be accessed during a game by pressing the R3 button. Press the R1 button to zoom IN/OUT. Press the L1 button to view a list of all locations the character has visited. The [RELATION] menu tab displays character relationship information.

PAUSE SCREEN

Press the START button during a game to pause the action.

RESUME:	Return to the game in progress.
EXIT GAME:	Discontinue the current game without saving.



GAME SYSTEM

Always plan the next move according to the ongoing circumstances the character is facing. Take time to look around and understand the surrounding area before deciding on a particular course of action. Rushing into situations recklessly could prove to have fatal consequences.

THIRST GAUGE

Keep a close eye on the character's thirst gauge!

The thirst gauge reflects the character's need for water. This gauge diminishes over time as the character exerts energy exploring and moving around. A character's movement speed and ability to perform strenuous activities is

impaired as their thirst grows. Avoid depleting the thirst gauge by drinking whatever water can be found and storing water in bottles for future use.



SHOUT

The character must shout on certain occasions! The character can establish contact with other people trapped in the city by shouting. Performed at the right time, a shout will be heard by others.



BRACING

Brace yourself!

Tremors that occur during the game have the potential to knock the character off their feet and

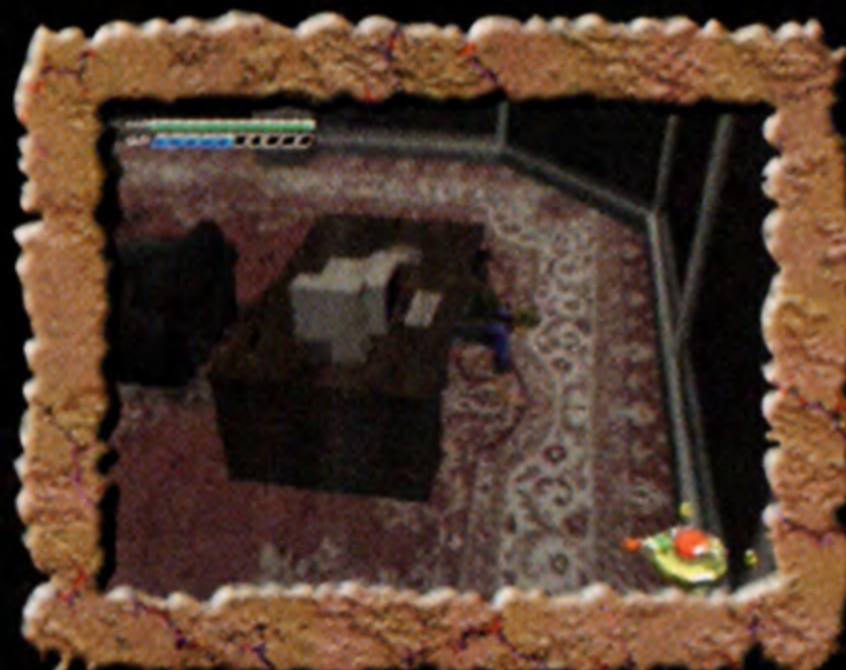
injure them. Assume the bracing position (press and hold the R1 button) to avoid sustaining damage during tremors.



CLING



HIDE



The bracing options available to the character depend on their location when a tremor strikes. When in the bracing position, the character is unable to move. Assume the bracing position to “ride out” tremors.

ACTIONS

The frequent and sizable tremors that occur throughout the course of the game can hinder the character's progress. Decisive decision-making and precise controller operation are required to recover from these occurrences.

RUN

***RUNNING FROM DANGER IS A
FUNDAMENTAL SURVIVAL TACTIC!***

Sometimes, a
split-second
decision is all that
stands between
life and death.



CLIMB



CLIMB OVER OBSTRUCTIONS TO CONTINUE THE JOURNEY!

Oftentimes the character will encounter areas blocked by rubble. Climb over obstructions blocking the way in order to advance.



TRAVERSE



USE EXTREME CAUTION WHEN TRAVERSING CERTAIN AREAS!

One false step could prove fatal.



TRANSPORTATION



TAKE ADVANTAGE OF ALTERNATE MEANS OF TRANSPORTATION!

Alternate means of transportation can make getting around the island much easier. Sometimes they are required to reach areas that would otherwise be inaccessible.

CHARACTERS

The main character encounters other people trapped on the island over the course of the game. These people will sometimes accompany him and offer assistance. If their destination or objectives deviate from those of the main character, you may choose to go your separate ways—who knows, you may meet up with them again later on...

KEITH HELM (Main Character)

AGE: 25

Reporter for the Town Crier Newspaper.

Keith was en route to Capital City to start his new job at the Town Crier Newspaper when the disaster struck.



KAREN MORRIS

AGE: 20

Karen is a sophomore attending college in Capital City. Her uncle suggested she take a trip overseas, and she was on her way to the airport when the disaster struck Stiver Island.



GREG BACH

AGE: 30

Freelance Photojournalist. Greg remained behind in the ruins of Capital City to cover the disaster, and in doing so, stumbled upon a new lead that is now his main focus.



KELLY AUSTIN

AGE: 17

Kelly lives and attends high school in Capital City.

She's searching for her brother, who has been missing since the first tremors struck.



OTHER CHARACTERS

ERIC LU

Eric is a Police Officer stationed in Capital City.

He continues efforts to evacuate citizens stranded by the disaster.



JOHN PATTON

John is a doctor who works at the Santa Katrina Hospital in Capital City. He chose to remain behind and provide emergency care for citizens injured in the disaster.



CHARLIE BAXTER

An experienced lawyer, Charlie was injured in the disaster and is waiting to be rescued.



TERRY STIVER

Terry is the chief planner of Stiver Island and director of Stiver Island Control.



Capital City, once known as the City of the Future, lies in ruin. Violent tremors continue unabated and are tearing what remains of the city apart.

MAIN HARBOR STATION

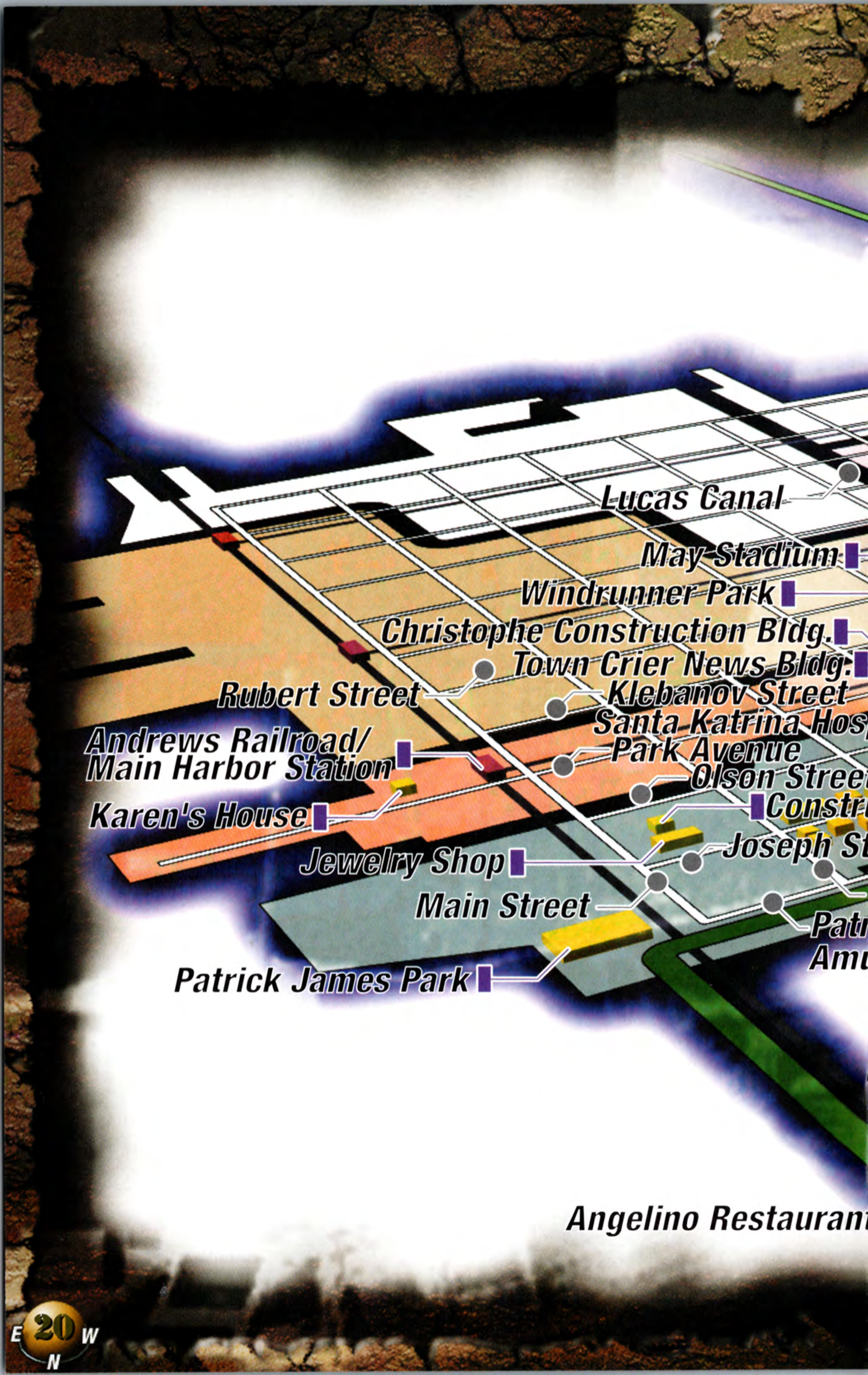
Tremors have undermined the ceiling and support structures, and the tracks are littered with debris from wrecked trains.



MAY STADIUM

May Stadium was put to use as an evacuation staging area and emergency shelter not long after the first tremors, but was eventually abandoned after its structural integrity deteriorated to such a point that it became unsafe for such purposes.





Lucas Canal

May Stadium

Windrunner Park

Christophe Construction Bldg.

Town Crier News Bldg.

Rubert Street

Klebanov Street

Andrews Railroad/
Main Harbor Station

Santa Katrina Hos

Park Avenue

Olson Street

Karen's House

Constr

Jewelry Shop

Joseph St

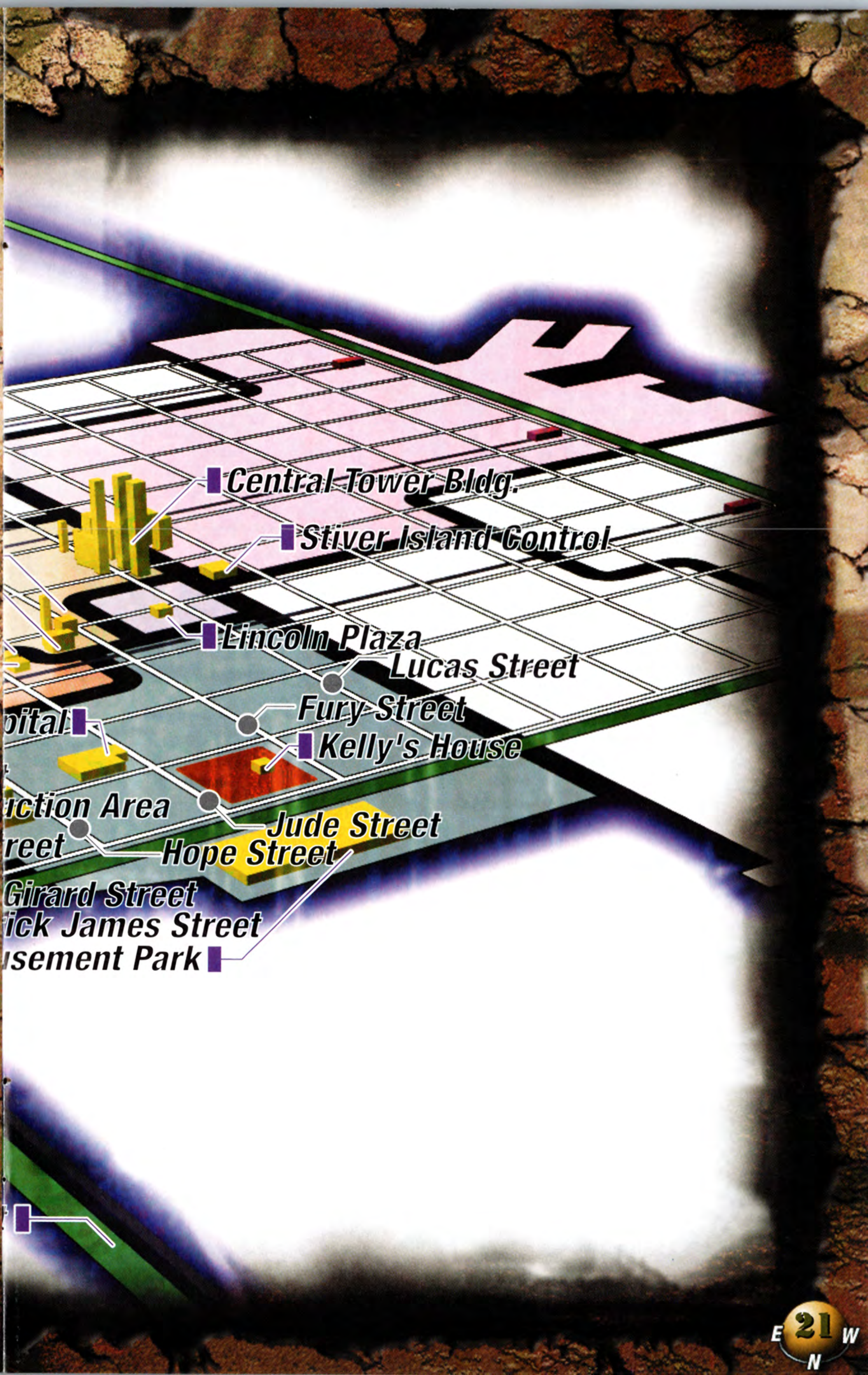
Main Street

Patr

Amu

Patrick James Park

Angelino Restaurant



Central Tower Bldg.

Stiver Island Control

Lincoln Plaza

Lucas Street

Fury Street

Kelly's House

Jude Street

Hope Street

Girard Street

Nick James Street

Amusement Park

CENTRAL TOWER BLDG. SURROUNDINGS

Is there any way out of this maze of ruined buildings? This area used to be filled with vitality and life, but now...



RESIDENTIAL AREA

Once a prosperous and thriving neighborhood, all that remains now are the empty shells of ruined homes.



AIRPORT ISLAND BRIDGE

Once the main thoroughfare between Capital City and the mainland, the bridge has sustained massive damage and can no longer serve the purpose it was intended for.



ITEMS

A wide variety of items await discovery during your character's travels on Stiver Island. Many of these will be necessary for their continued survival, while others will aid in their attempts to escape the devastation. Use acquired items carefully.



BOTTLE M

A medium sized plastic water bottle. Holds three servings of water.



FIRST AID

Fully recovers the character's HP gauge.



RESCUE PACK

Worn on the shoulder, this emergency kit contains water and gauze. A variety of different size bags/packs can be discovered throughout the course of the game.



C HELMET

Worn on the head, this construction-grade helmet protects the character from injury caused by falling debris.



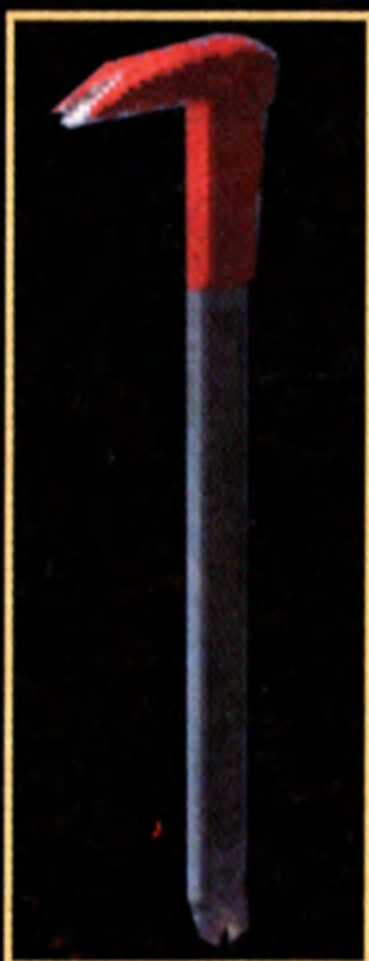
GLOVES

A sturdy pair of gloves that offer protection against sharp, dangerous materials. Gloves also prevent fatigue when hanging from objects by your fingertips.



RADIO

A small portable radio that allows the character to listen to disaster report updates.



CROWBAR

Use the crowbar to pry open jammed doors and gain access to new areas.



TORCH

Fashioned by combining other items together, the torch enables the character to illuminate a wide area.

These are just a few of the items available in the game, more await discovery.

ASSEMBLY/DISASSEMBLY

Some items acquired during the game can be combined (assemble) with other items to create a new item, while other items can be disassembled (separate) into the components that make it up. Although a particular item may at first seem to serve no purpose-combining it with other items, or taking it apart can reveal a previously unconsidered use.

ASSEMBLE

New items can be created provided the necessary materials are available. Select the finished product you want to create and then assemble the materials required to make it!

SEPARATE

An assembled item can be separated back into its individual components. These components (items) can then be re-used to create something else.

The character can equip the end result of some item assemblies.

**Note: Items cannot be disassembled while they are equipped.*

**Note: Assembling multiple items into a new item can free up storage space in the pack.*

Use your imagination when assembling items. For example: the accompanying screenshot shows the end result of one assembly that enables the character to shed light on an area while still keeping their hands free.



SURVIVAL TIPS

Many dangers lie hidden in the disaster stricken Capital City. When tremors strike, and they will, keep your cool.

RUN

BYPASS DANGEROUS AREAS!

When a tremor strikes, buildings can collapse and fissures can open in the ground. If either of these hazards seem imminent, it's probably best to run to a safer location.

BOTTLES

ALWAYS KEEP WATER AVAILABLE!

Water is of critical importance! Hold onto bottles and always keep them full. Bottles can be refilled anywhere there is a water spigot.

Certain actions/events cause the character to consume water faster than they might normally. Be sure the character always has enough water on hand.

WALK

IN SOME CASES, IT'S OKAY TO TAKE YOUR TIME!

In some instances, taking your time will prove a much better choice than rushing ahead. Use good judgment to determine when to move quickly and when to take your time.

JUMP

JUMP WHEN THE NEED CALLS FOR IT!

Dash toward the end of a ledge or object to perform a jump. Keep in mind that the character can only jump short distances. Also, the higher above ground the character is when attempting a jump increases the amount of damage that will be inflicted should they fail.



COOPERATION

COOPERATE WITH OTHERS TO OVERCOME OBSTACLES!

Cooperate with those that you meet while traveling through the city. You stand a much better chance of being rescued if you work together.



Disaster Report takes one of the most feared of natural disasters, namely the Earthquake and uses it as a background to drive the main element in the story. By no means do we wish to make light of the true devastation that comes from massive seismic episodes, and to this spirit we are enclosing some helpful information for you and your family for any natural disaster. This is by no means a complete list, but more of a starting point for you to discuss safety issues with your family and to be as prepared as possible.

DURING AN EARTHQUAKE

If you are **INDOORS** - **STAY THERE!** Get under a desk or table and hang on to it, or move into a hallway or get against an inside wall. **STAY CLEAR** of windows, fireplaces, and heavy furniture or appliances. **GET OUT** of the kitchen - this is a dangerous place (things can fall on you). Don't run downstairs or rush outside while the building is shaking or while there is a danger of falling and hurting yourself or being hit by falling glass or debris.

NOTE: Doorways are only a good place to stand during an earthquake in older, unreinforced adobe houses. In modern homes doorways are no stronger than any other part of the house. **YOU ARE SAFER PRACTICING THE DUCK, COVER, AND HOLD** under a sturdy piece of furniture.

If you are **OUTSIDE** - get into the **OPEN**, away from buildings, power lines, chimneys, and anything else that may fall on you.

If you are **DRIVING** - stop, but carefully. Move your car as far out of traffic as possible. Do not stop on or under a bridge or overpass or under trees, light posts, power lines, or signs. **STAY INSIDE** your car until the shaking stops. When you resume driving watch for breaks in the pavement, fallen rocks, and bumps in the road at bridge approaches.

Create a Family Plan:

Disaster can happen rapidly and especially in the case of earthquakes, without any notice at all. A Family Plan allows you to better prepare for emergencies by giving each member of your family instructions on where to meet, who to call, and how to get in touch with each other in case you are separated after the event occurs.

- Discuss with your family the types of disasters that may potentially strike your area. Explain what to do in each case.
- Select places to meet:
 1. Right outside your home - in case of a sudden emergency like a fire. Discuss possible escape routes.

2. Outside your neighborhood - in case you cannot return home. Everyone must know the address and phone number of the location (relative's house, friend's house, etc.).

- Ask an out-of-state friend to be your "Family Contact Person." After a disaster, it's often easier to call long distance. Other family members should call this person and tell them where they are. Each member of your family must know your Family Contact Person's phone number.
- Discuss what must be done in case of an evacuation. Plan for your pets as well.

EMERGENCY SUPPLIES

Keep enough supplies in your home to meet your family's needs for at least 3 days. Assemble a Disaster Supplies Kit with items you may need in an evacuation. Store these supplies in sturdy, easy-to-carry containers such as backpacks, duffle bags, and sealed trash containers. Keep them stored in a cool dry place and check them periodically for expiration dates.

The Disaster Supply Kit should include:

- A three-day supply of water (one gallon per person per day) and food that won't spoil.
- One change of clothing and footwear per person and one blanket or sleeping bag per person.
- A first aid kit that includes your family's prescription medications.
- Emergency tools including a battery-powered radio, flashlight, and plenty of extra batteries.
- An extra set of car key, a credit card, cash, or traveler's checks.
- Sanitation supplies.
- Special items for infant, elderly, or disabled family members.
- An extra pair of glasses.

Keep important family documents in a waterproof container. Keep a smaller kit in the trunk of your car.

UTILITIES

Locate the main electric fuse box, water service main, and natural gas main. Learn how and when to turn these utilities off. Teach all responsible family members. Keep necessary tools near gas and water shut-off valves.

SPECIAL NOTE: Remember; turn off the utilities only if you suspect damage has been done to the line or if you are instructed to do so. If you turn the gas off, you will need a professional to turn it back on.

FIND OUT MORE

Learn about your community's warning signals: what they sound like and what you should do when you hear them.

Go through your home at least once a year to identify any objects that may cause injury if they fall down. Bookcases and water heaters may fall during an earthquake - make sure they are properly fastened to prevent damage.

Ask about animal care after a disaster. Animals are not always allowed inside an emergency shelter due to health regulations.

Find out how to help elderly or disabled persons, if needed.

Look into the disaster plans at your work, your children's school or daycare facility, and other places that your family spends time.

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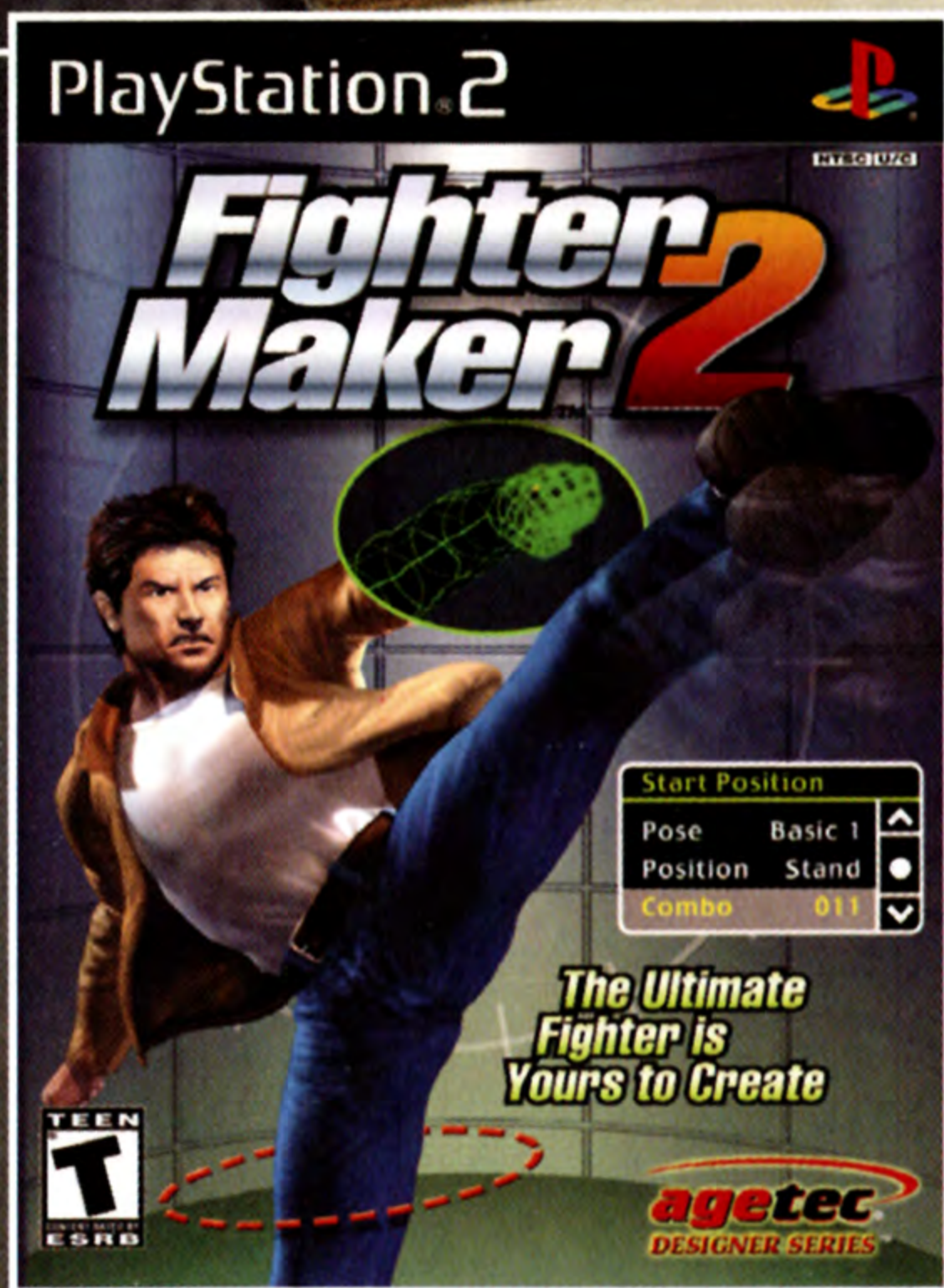
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PlayStation 2



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