

U.P.F. PILOT HANDBOOK



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:

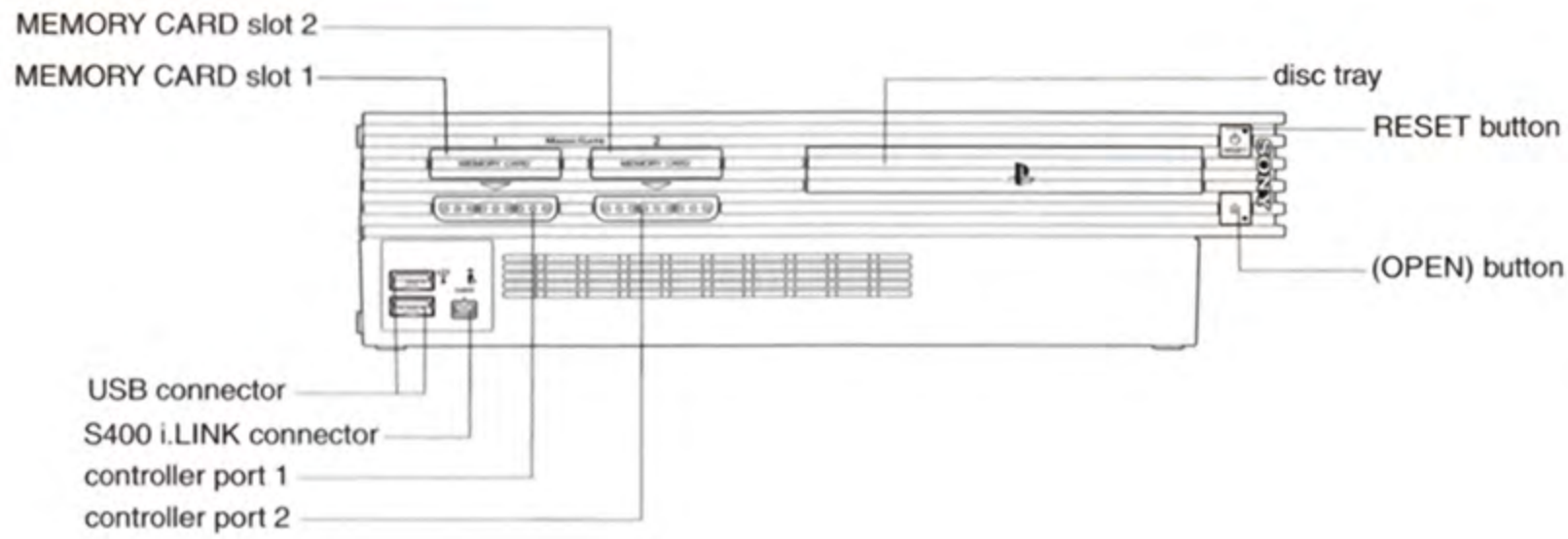
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.

U.P.F. PILOT HANDBOOK

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SETTING UP



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 **DROPSHIP: UNITED PEACE FORCE™** 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.

MEMORY CARD (8MB) (for PlayStation®2)

PLEASE NOTE: Throughout this U.P.F. PILOT HANDBOOK, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2).

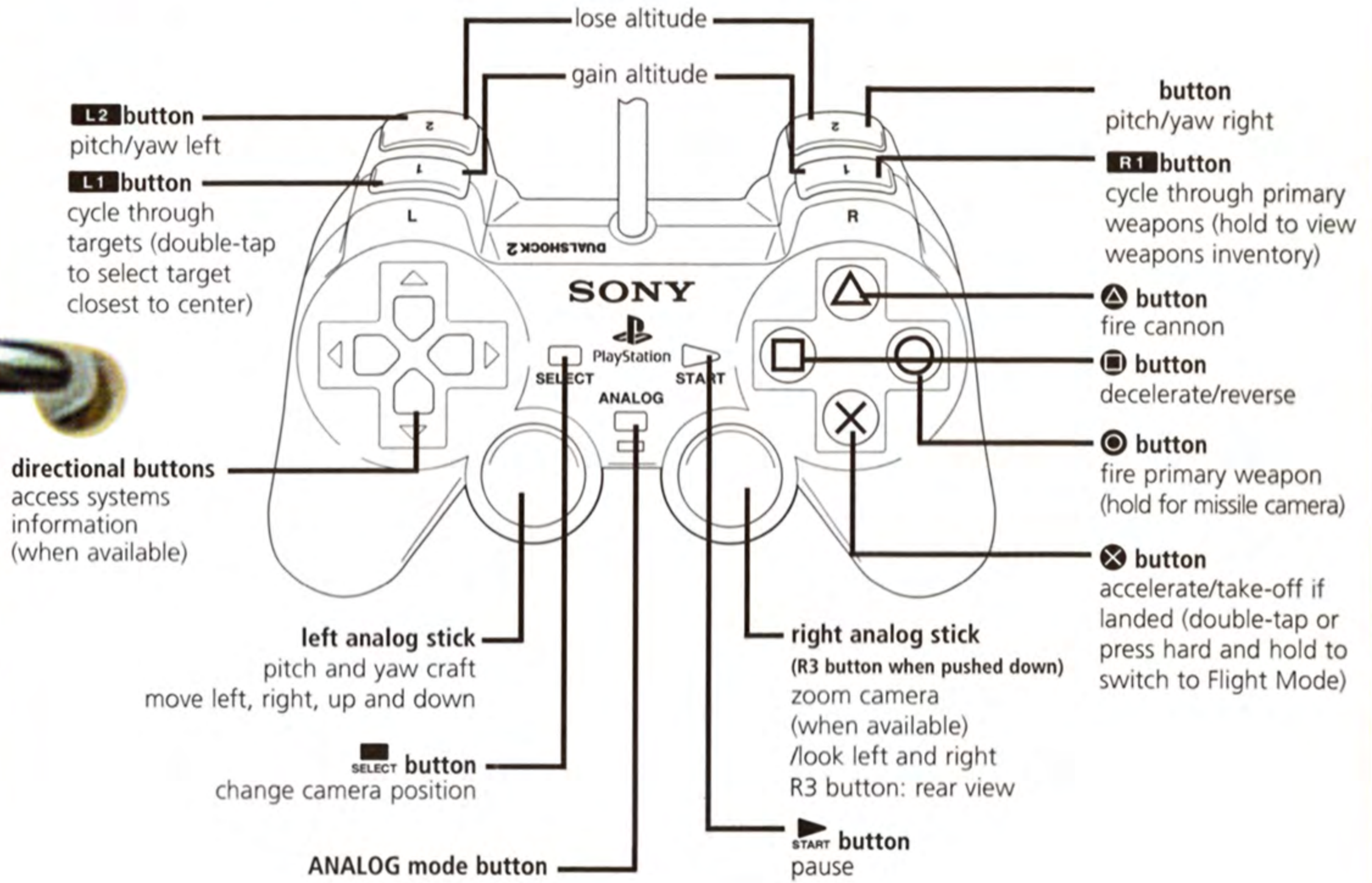
To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the inserted Memory Card, or any Memory Card containing previously saved **DROPSHIP: UNITED PEACE FORCE™** data.

Make sure there is enough free space on your Memory Card (8MB) (for PlayStation®2) before commencing play.

DROPSHIP HOVER MODE CONTROLS

NOTE: DROPSHIP: UNITED PEACE FORCE™ only supports a DUALSHOCK®2 analog controller.

DUALSHOCK®2 analog controller configurations





UNITED PEACE FORCE

U.P.F. VEHICLE SYSTEMS GUIDE

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1.0 U.P.F. VEHICLE SYSTEM GUIDE

1.1 DROPSHIP FLIGHT MODE CONTROLS

See Dropship Hover Mode Controls and the following appendix:

- button: accelerate (press harder for after-burner)
- button: decelerate (press harder for airbrakes), double-tap or press hard and hold to switch to Hover Mode
- L2** button: yaw left
- button: yaw right

1.2 GROUND UNIT DRIVING CONTROLS

- : access systems information (when available)
- Left analog stick: steering
- Right analog stick: zoom camera (when available) /look left and right
- button: accelerate (decelerate in reverse)
- button: decelerate (accelerate in reverse, once stopped)
- button: handbrake
- button: fire main weapon (when enabled) (hold for missile cam)
- L1** button: cycle through targets (double-tap to select target closest to center)
- R1** button: cycle weapon (when available)
- L2** button: rear view
- button: fire weapon (cannon or main weapon – only one is enabled at any one time)
- R3 button: rear view
- button: pause
- button: change camera position

1.3 TURRET MODE CONTROLS

- ↑, ↓, ←, →: access information (when available)
- Left analog stick: rotate and pitch turret
- Right analog stick: zoom camera
- button: fire main weapon (when enabled)
(hold for missile cam)
- L1 button: cycle through targets (double-tap to select target closest to center)
- R1 button: switch main weapon (when enabled)
- button: fire cannon or main weapon (when enabled)
- ▶ button: pause

NOTE: The vibration function of the DUALSHOCK®2 analog controller can be toggled on or off in the Options Menu described elsewhere in this U.P.F. Pilot Handbook.

1.4 DROPSHIP SYSTEMS INFORMATION

Each U.P.F. vehicle is fitted with a number of systems screens to provide the pilot with all the information they need during a mission.

1.4.1 Communications Log

The pilot can review all-important messages that may have been received during the mission.

- ↑: activate Communications Log
- Left analog stick: move up and down through the message list
- ⊗ button: play message
- button: stop message
- L1 button: select first message in list
- L2 button: select last message in list
- △ button: exit

1.4.2 Tactical Map

The pilot can use the Tactical Map to locate both friendly and enemy targets as well as plan routes to objectives or bases.

- ↓: activate Tactical Map
- Left analog stick: move around map
- Right analog stick: zoom in and out of map
- ⊗ button: select target
- L1 button: select Player Vehicle as target
- R1 button: cycle through primary objectives
- L2 button: cycle through and select friendly units
- button: cycle through and select enemy units
- △ button: exit

1.4.3 System Damage

The pilot can use the System Damage Screen to see how damaged their systems are and how long they will take to come back online.

- ←: activate System Damage
- △ button: exit

1.4.4 Mission Objectives

Enables the pilot to quickly review their current objectives and discover what objectives have already been met.

- : activate Mission Objectives Screen
- △ button: exit



UNITED PEACE FORCE

THE UNITED PEACE FORCE CHARTER

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2.0 THE UNITED PEACE FORCE CHARTER

2.1 WELCOME TO THE U.P.F.

As our latest recruit, the United Peace Force (U.P.F.) would like to officially welcome you. We trust that you will serve us well in our on-going mission to secure world peace. Please read this U.P.F. Pilot Handbook before reporting for duty.

2.2 THE AIMS OF THE U.P.F.

We the peoples of the U.P.F. do hereby pledge to save succeeding generations from the scourge of war and to reaffirm faith in fundamental human rights.

We pledge to maintain international peace and security, and to that end: to take effective collective measures for the prevention and removal of threats to the peace, and for the suppression of acts of aggression or other breaches of the peace, and to bring about by peaceful means, save in the common interest when armed force shall be used, and in conformity with the principles of justice and international law, adjustment or settlement of international disputes or situations which might lead to a breach of the peace.

We pledge to combine our efforts to accomplish these aims.

2.3 THE HISTORY OF THE U.P.F.

Founded in April 2020, the United Peace Force (U.P.F.) was born out of the ashes of NATO and the United Nations. International heads of government, meeting in Switzerland, drew up the Treaty of Zurich where both NATO and the UN were disbanded in favor of a single world security system based on partnership, trust and a common desire for global peace.

The U.P.F. has since been active on over 19 global campaigns and today the U.P.F. are bigger than ever and are responsible for the safety and defense of the 34 nations gathered under its protective umbrella.



UNITED PEACE FORCE

U.P.F. WEAPON GUIDE

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3.0 U.P.F. WEAPON GUIDE


The following weapons guide is classified information and must only be distributed to U.P.F. personnel.

For more information about U.P.F. weapons please see www.dropship-pilot.com

3.1 WEAPON TYPES

All pilots are expected to be proficient in the use of the following weapon types.

3.1.2 Cannon "Halo Class"

All defender and assault class Dropships are equipped with a "Halo Class" Cannon. Used primarily for close combat, the cannon can be fired by pressing the  button. Mount this K-150 on a heavy vehicle and you can blast 25mm shells over long distances with incredible accuracy, firing up to 3000 rounds every minute. The shells are big enough to disrupt most light or medium armor, and have the potential to send your kill-rates, as well as your enemies, through the roof.

3.1.3 Rockets

Church Technologies supply the U.P.F. with almost all of their rocket needs. Because no guidance equipment is required most rocket types are usually small, explosive armaments convenient for destroying enemies within a limited range.

When an extremely high explosive delivery is required you can expect to use one of Church's "Heavyweight" Rockets. These are much larger and slower rockets that if targeted accurately can deliver an incredibly focused and devastating blast.

3.1.4 Air-to-Air Missiles

NEST Weapons, the recognized world leaders in guided missile design, build all of the missile types used by the U.P.F.. Agility is the key to effective air-to-air weaponry and heavy, explosive payload is sacrificed to meet this end. AAMs are designed to explode on proximity rather than impact with their target. Upon detonation they will tear apart most fragile and lightweight airborne targets but will have little effect against heavily armored ground units.

3.1.5 Air-to-Surface Missiles

Again NEST Weapons excel in this field and the excellent "Ridgeback" ASM is one of their most popular models. In the case of Air-to-Surface weaponry agility takes a back seat to destructive power. ASMs are packed with explosives and only require minimal guidance systems to catch their slow moving prey. Upon impact they will deliver an incredible amount of deadly force direct to their target.

3.1.6 Surface-to-Air Missiles

Surface-to-Air Missile technology has developed a long way over the last few years and NEST are at the forefront of SAM technology. With aircraft becoming more and more stealthy and lock ranges reducing drastically, NEST have managed to stay ahead of the game. From the portable "Dragonfly" SAM to the larger and longer range "Hornet" SAM, the U.P.F. have an effective and deadly defense solution in any environment.

3.1.7 Classified Weapons

The U.P.F. have their own weapons research division known as the September Group. They receive direct funding to develop some of the latest and most deadly weapons technology on the planet. All their projects are highly classified but it is not unknown for pilots to be given some of their prototype devices to use in combat situations. If we can get an advantage we will use it.

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GAMESCREEN TECHNICAL INFORMATION

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4.0 GAMESCREEN TECHNICAL INFORMATION

NOTE: This display refers solely to Flight Mode and Hover Mode.

Comms Data

Current Weapon

Speed

Altitude



Radar

Hull Damage



UNITED PEACE FORCE

BASIC TACTICS

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5.0 BASIC TACTICS

5.1 COMBAT TACTICS

5.1.1 Air-To-Air Combat – always establish a good lock on your target and fire your missiles from behind as the target moves directly away from you.

5.1.2 Air-To-Ground Combat – maintain a steady approach and ensure you have a clear line of fire to your target. Be cautious when using Hover Mode as this will make you an easier target for the enemy.

5.1.3 Dogfighting – the key to success is turning quicker than your opponent. Try braking as you turn to decrease your turning circle, but be careful not to stall.

5.1.4 Ground Combat – when in a vehicle and engaged in combat try using the handbrake (⬆ button) to quickly turn your vehicle and bring your guns to bear on your target.

5.2 FLIGHT TACTICS

5.2.1 Hover Mode – if, while airborne, you get into difficulties and feel you are losing control of your aircraft, double-tap the (⬆) button to switch the craft into Hover Mode.

5.2.2 Stalling – if you find yourself in a stall, increase your speed and try to pull out of it in a constant direction.

5.2.3 SAMs – if you find yourself under threat from SAM sites try and stay low, fast and use the landscape for cover.

5.3 GENERAL TACTICS

5.3.1 Objectives – ALWAYS read the instructions at the top of the screen - you're in the army now, so you must get used to following orders.

5.3.2 Communications – pay attention to all your communications as they will aid you in completing your tasks. You can access the Communications Log during a mission to review them.

5.3.3 Scanning – when scanning try using Zoom Mode to increase the accuracy of the scan.

5.3.4 TAC Map – use the TAC Map to plan your route to your targets. You can also locate both friendly and enemy units, and friendly and enemy bases.

5.3.5 Radar – always check your radar to see if you have any unwanted attention or to see where your next target is.

5.3.6 Target Arrows – always use the target arrows around the edge of the screen to guide you to your selected target or your current objective.



UNITED PEACE FORCE

U.P.F. PERSONNEL DATA

Section 6.0



6.0 UPF PERSONNEL DATA

6.1

Your designated call sign is Bravo 2 and you have been assigned to the 93rd Mobile Assault Wing under the leadership of Captain Ethan Holbrook.

6.2 CAPTAIN ETHAN HOLBROOK

A West Point officer with Maple Cross and Dagger decorations for the invasion of Cuba, Holbrook has been a U.P.F. Squadron Leader for six years. He oversaw the disastrous Operation Blue Scythe in Australia in 2041 when three Dropships collided. 68 U.P.F. operatives lost their lives in the incident and, to this day, this remains the worst peacetime incident in U.P.F. history. No blame was apportioned to Holbrook. He has no recorded demerits against him on file, but he is widely known to suffer from a quick, volatile temper and to push his forces harder than other, more cautious Squadron Leaders.



6.3 FLIGHT OFFICER EVA KANDINSKI

Eva Kandinski joined the U.P.F. in 2042. She was a more than competent pilot, flying from the age of thirteen. She placed highly in the European Fighter Sword competition in 2043, against 200 other pilots, but her love of and knowledge about the fifth generation air vehicles and weapons instead led her to become a Co-pilot and Navigation/Weapons Officer. This role has suited her well, and not only is Kandinski an operating flyer, but she has taken part in research and development projects for the U.P.F. to improve and design the weaponry and systems. Doubts, however, appear on Kandinski's file about her discipline and ability to follow orders without question. Her intellect, powerful as it is, sometimes clashes with her role as a frontline U.P.F. operative.



6.4 SERGEANT WOLFGANG KREUZLER

The Special Forces element of the U.P.F. is shrouded in secrecy. Wolfgang Kreuzler is one of the most senior and experienced field troops in the unit, but detailed information about him, his operational history and even his decorations are kept highly classified. Kreuzler, from southern Germany, has served in several theaters of combat and is known within the world of Special Forces as one of the best ground-troops there is. Like many of his type, Kreuzler is not interested in promotion, or his career progression in the U.P.F., but instead prides himself on being an efficient, sharp tool with which the U.P.F. can carry out surgical strikes and operations.



6.5 COMMANDER JI CHAN LAU

A veteran of the Chinese War of Freedom, Ji Chan Lau has vast experience in both fixed-wing and rotary-wing aircraft. He has led various combat squadrons but most notably guided the 109th Tactical Retaliation Wing to victory in the Beijing Air War – a testament to his superb flying ability, lightning-fast reactions and, most importantly, his tactical awareness. He successfully overcame Post Traumatic Stress Disorder after the Chinese conflict, but U.P.F. regulations state that PTSD remains permanently on his file.



6.6 GENERAL MAXLEY FRASER III

Born during the nuclear standoffs of the early 21st century, Maxley Fraser rose through the ranks of the Canadian Army, before heading up the United Nations Protection Forces across the world. After his success with UNPROFOR, he was the first choice of the newly formed U.P.F. as Commander-In-Chief. Fraser's strength is said to be his overall vision. He leaves the tactics and strategy to those employed for such tasks, and concentrates on the politico-military aspects of running the world's most powerful force and the only truly pan-global combat outfit.





UNITED PEACE FORCE

U.P.F. VEHICLE GUIDE

Section 7.0



7.0 U.P.F. VEHICLE GUIDE

The following vehicle guide is classified information and must only be distributed to U.P.F. personnel.

For more information about U.P.F. vehicles please see www.dropship-pilot.com

7.1 ASSAULT CLASS DROPSHIP

Syon Aerospace's flagship is the Assault Class A-9 "Fury" Dropship. Perfect as a fighter, a ground-attack ship or a special-forces troop deployment vessel, the Fury rules the air. Add the rockets, missiles and a mounted cannon and the result is the fastest, deadliest, stealthiest ship in the skies.



7.2 DEFENDER CLASS DROPSHIP

From Syon Aerospace comes the Defender Class D-15 "Tempest" Dropship. A size up from the "Fury" family, this ship is tough yet sophisticated and is useful in ground-attack, deployment and air-to-air combat. Guns, missiles and rockets come as standard, as does a hit-recover rate in the high eighties.



7.3 LIFTER CLASS DROPSHIP

Syon's Lifter Class L-12 "Guardian" Dropship is the ultimate transporter. It has VTOL no-strip capability and, as a heavy transport vessel, it does pretty well as an offensive platform. Armed with rockets, guns and missiles, if you have valuable wartech to carry around, use the Guardian and keep it safe even in the most ultra-intense conflict scenarios.



7.4 "IBEX" ARMORED ASSAULT VEHICLE

Ibex is a fast, maneuverable four-wheel drive vehicle. Built by the Foxstanley Truck Corporation, Ibex is available in several variations, including hatchback, pick-up and long wheelbase.

All variants support roof-mounted machine-guns and enough armor to give some combat survivability in the field. Ideally suited for light transport, troop carrying, reconnaissance and light offensive/anti-personnel duties, Ibex is the rapid vehicle of choice for armies in the latter half of the 21st century.



7.5 "GRANITE" HEAVY BATTLE TANK

King of the conflict arena is the "Granite" Heavy Battle Tank.

The Granite Tank is the latest and greatest. A 120mm AluTanium gun fires all the latest in harm-giving armaments, including Sabot,

Fury and SHATA rounds. This is virtually an artillery piece on a fast, heavily armored combat base. The biggest and best missiles can also be mounted on the hull and linked to the advanced v1.09 fire-control.





UNITED PEACE FORCE

U.P.F. INTRANET NAVIGATION

Section 8.0



8.0 U.P.F. INTRANET NAVIGATION

8.1 NEW PILOT/LOAD PILOT

New U.P.F. recruits must first enroll their identification details. Select NEW PILOT and press **↑**, **↓**, **←** or **→** to navigate the on-screen keyboard. Press the **⊗** button to choose a keyboard character and then highlight the keyboard return key and press the **⊗** button to confirm your Pilot I.D.

To load previously saved pilot data from a Memory Card, select LOAD PILOT. The following on-screen message will be displayed: PLEASE SELECT A PILOT TO LOAD. Press **↑**, **↓**, **←** or **→** to highlight a previously saved pilot and press the **⊗** button to confirm. When the pilot data has been successfully uploaded, press the **⊗** button again to continue the campaign.

8.2

A short, cinematic sequence will then be displayed before accessing the Main Menu, where you can also survey the Dropship hangar and study the assault craft within it.

8.3 MAIN MENU

OPTIONS	- see 8.4
TRAINING MISSIONS	- see 8.5
MISSION RECORDS	- see 8.6
CLASSIFIED FILES	- see 8.7
PILOT'S LOG	- see 8.8
CONTINUE CAMPAIGN	- see 8.9

8.4 OPTIONS MENU

8.4.1 Game Settings

For extra guidance, new U.P.F. recruits can benefit from turning the following settings ON: AUTO-LANDING, VIBRATION and MISSION SUBTITLES. More experienced campaigners may well elect to turn the AUTO-LANDING and MISSION SUBTITLES options OFF.

8.4.2 Audio Settings

Press **←** to decrease or **→** to increase the volume level of the in-game music, SFX or radio communications. Press **←** or **→** to choose either MONO, STEREO or SURROUND sound output.

8.4.3 Display Settings

To alter the screen to your satisfaction, select SCREEN ADJUST and press ↑, ↓, ← or →. Finally, press the Ⓞ button to confirm the adjustment.

8.4.4 New Pilot

See 8.1

8.4.5 Save/Load Pilot

LOAD PILOT:	See 8.1
SAVE PILOT:	Commit current progress to a Memory Card. Recommended for taking well earned breaks midway through a campaign.

8.5 TRAINING MISSIONS MENU

Recommended for rookie pilots, there are five separate training missions to complete. Battle Unit Guidance (BUG) training will provide a new recruit with essential combat skills. Use the RETRY option to have another attempt at a failed mission.

8.6 MISSION RECORDS MENU

Pilots can review scores from previously completed missions and choose to re-engage the enemy. Each mission is graded for Fire Accuracy, Enemies Killed and Time Taken. Each score is recorded individually and can be viewed in the Mission Records section. When any of the three scoring elements is improved upon, the star rating will flash and that score element will be updated in the Mission Records section. Remember – failure is temporary, success is permanent.

8.7 CLASSIFIED FILES MENU

Confidential information can be accessed via the CLASSIFIED FILES Menu. This contains classified data for U.P.F. personnel eyes only. Additional information and classified files can be found at www.dropship-pilot.com

8.8 PILOT'S LOG MENU

Access, select and replay unlocked video footage and review mission briefings.

8.9 CONTINUE CAMPAIGN MENU

Press the ⊗ button to access mission briefings and to continue the campaign.



UNITED PEACE FORCE

ROLL OF HONOR

Section 9.0



9.0 ROLL OF HONOR

Programming

Lead Programmer:

Simon Hobbs

Programmers:

Jason Doig, Claire Miller,
Mansoor Nusrat, Kevin Pimm,
Andy Swann

Art

Lead Artist:

Joe Money

Artists:

Michel Bowes, Alana Challis,
Andrea Falcone, Noel Flores-Watson,
Mike Haigh, Iki Ikram, Art Lenavat,
Matthew Painter

Design

Lead Designer:

Nick Ryan

Designers:

Dominic Craig, Dino Emmanuel,
Ana-Louise Marsh

Additional Design:

Russell Kerrison

Battlescript writers:

Aaron Gandaa, Mansoor Nusrat,
Pritpal Panesar, Diccon Yamanaka

Development tester:

Gareth Peddie

Concept

Original Concept:

Joe Money, Nick Ryan, Iki Ikram,
Dino Emmanuel

Original Concept

Documentation:

Dino Emmanuel

Tools

Lead Tools Programmer:

Tim Darby

Tools Team:

Alex Snape, Diccon Yamanaka

Audio

Sound Designer/

Composer:

Alastair Lindsay

Production

Producer:

Peter Edward

Studio Manager:

Rob Parkin

Art Manager:

Mike Haigh

Studio Communications

Manager:

Jason Fitzgerald



9.0 ROLL OF HONOR

Central

Product Manager:	Jon Anning
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Head of PR:	Fleur Breteau
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Manual and Packaging Design:	James Phippen
Visual Communications Manager:	Nicola Adams
Senior Video Editor:	Jeff Culshaw
Video Editor:	Nick Beedles

QA

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Internal QA Manager:	Dave Parkinson
Internal QA Supervisor:	Paul Tweedle
Lead Tester:	Stephen Allen
Testers:	Musa Yilla, Mark Halsall, Robert Sutton, Anthony Gill, Barclay Christmas, Graham Foxall, Chris Speed, Chris Cubbin
Manual Approval:	Stephen Griffiths, Clare Crawley
TRC Auditors:	Paul French, John Hale

Suppliers

Scriptwriter:	James Leach
Publicity Renders:	Digital Progression
Voice Recording:	Matinee Sound & Vision
Voices:	Paul Courtenay Hyu, Wolf Kahler, John McGuinn, Stella Monsell, Larissa Murray, William E Roberts
Character Design/FMV:	Smoke & Mirrors 3d
Website Design:	Tapestry New Media

BAM! Entertainment

PR Manager:	Mika Kelly
Product Marketing Manager:	Sean Bartlett



9.0 ROLL OF HONOR

Missing In Action

Pete Bradshaw - Tools Programmer
Jonah Fox - Sound Programmer
James Green - Senior Artist
Mike Heverin - Artist
Will Nichols - Tools Programmer
Tiz Riolfo - AI Programmer

Special Thanks

George Bain, James Baker, Mark Breugelmans, Scott Butler, Graham Clemo, Ron Festejo, Nic Ho Chee, Colin Hughes, Pete Marshall, Antonio Martini, Jeb Mayers, Kevin McSherry, Graeme Monk, Juan Montes, Steve Oldacre, Jason Page, Deepa Patel, Chris Petts, Martin Rollinson, Simon Rutter, Hayley Simmons, Colin Thomas, Alex Whittaker, Carole Wright

Extra Special Thanks To:

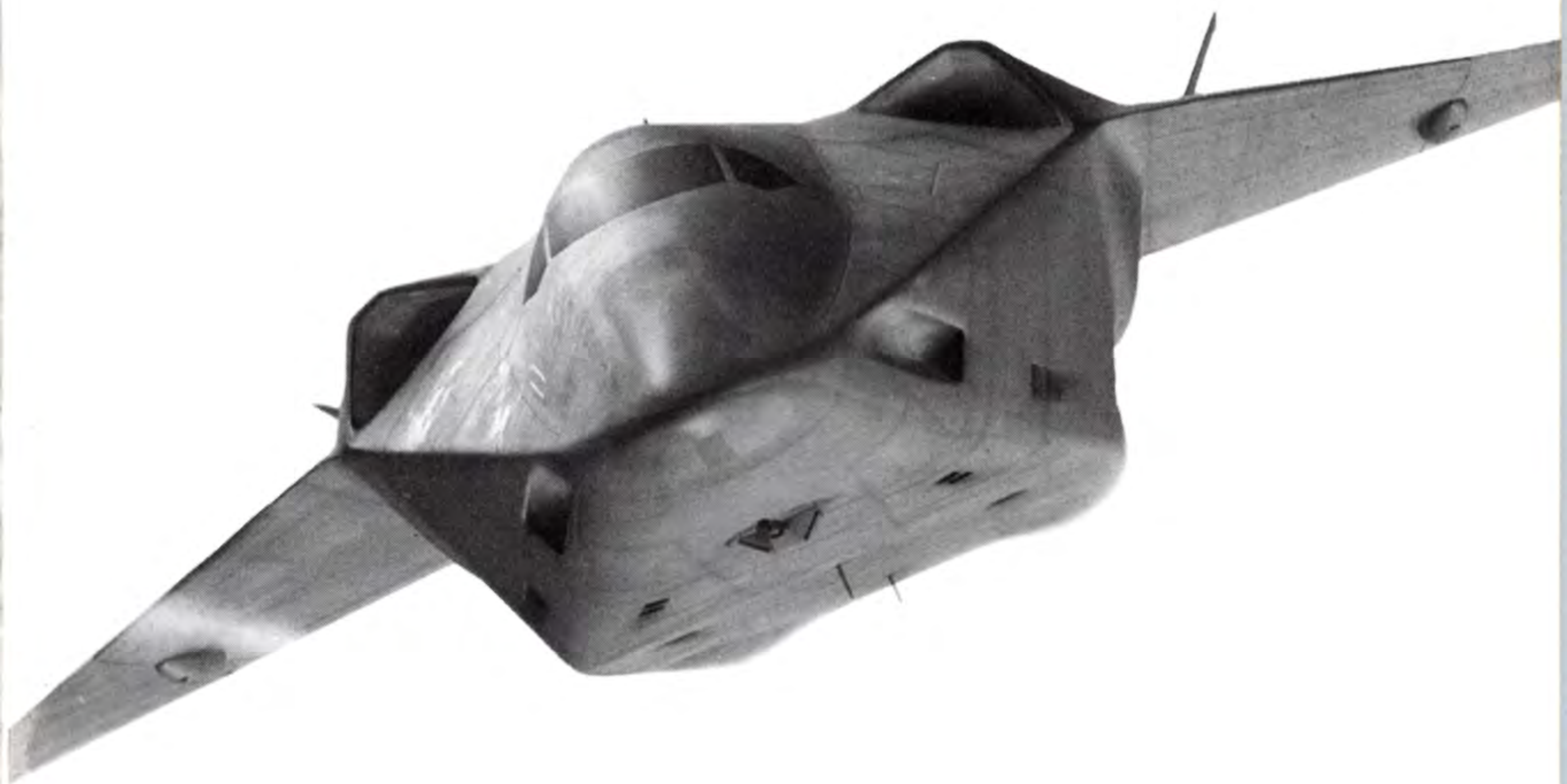
Our wives and partners for putting up with us, and remembering who we were when we finally got home

BAM! ENTERTAINMENT LIMITED WARRANTY

Bam! Entertainment warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bam! Entertainment will repair or replace the product at its option, free of charge.

This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, modification, tampering or by causes unrelated to the defective materials or workmanship. To receive this warranty service, send the defective product, a copy of the original sales receipt, a return address and a small note describing the difficulties you are experiencing to the address below.

BAM! Entertainment
333 West Santa Clara Street, Suite 716
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BAM! Entertainment, Inc., 333 West Santa Clara Street, Suite 716, San Jose, CA 95113 www.bam4fun.com

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