PlayStation™

NTSC U/C

PlayStation™



BUGRIDERS™

THE RACE OF KINGS

KIDS TO ADULTS

CONTENT RATED BY ESRB

SLUS-00354
04-50025

SPACE™

GT Interactive Software

WARNING READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

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 game 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 game 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.

HANDLING YOUR PLAYSTATION™ DISC

• This compact disc is intended for use with PlayStation™ game console.· Do not bend it, crush it or submerge it in liquids.· Do not leave it in direct sunlight or near radiator or other source of heat.· Be sure to take an occasional rest break during extended play.· Keep this compact disk clean. Always hold the disk by the edges and keep it in its protective case when not in use. Clean the disk 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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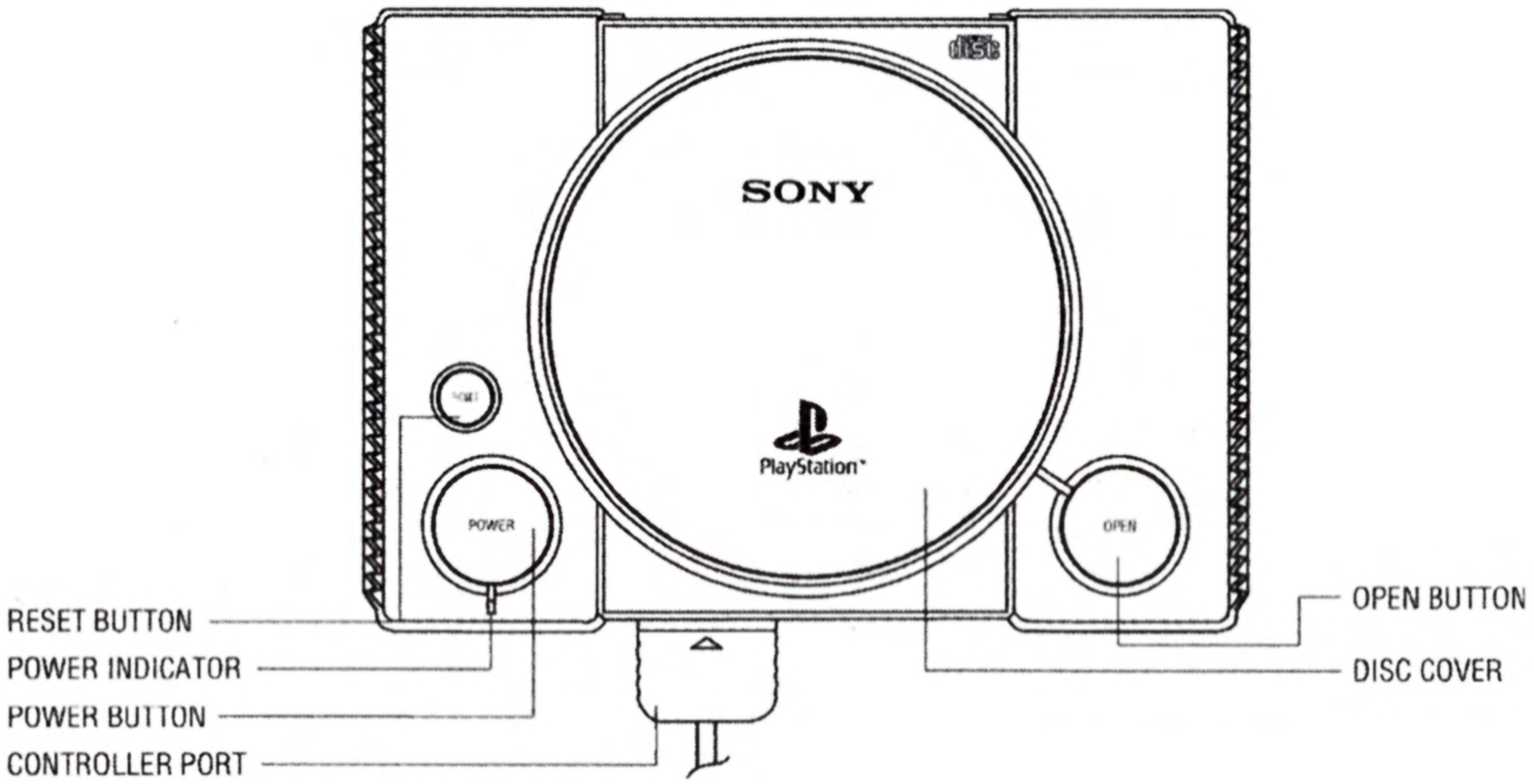
Getting Started

— Set up your PlayStation™ game console according to the instructions in its Instruction Manual.

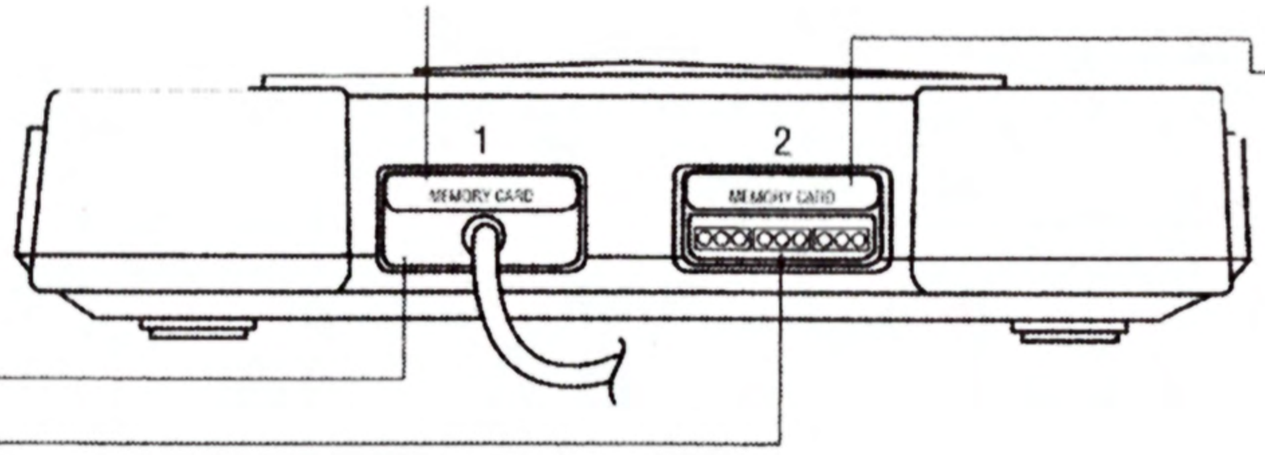
— Make sure the power is off before inserting or removing a compact disc.

— Insert the BugRiders disc and close the disc cover.

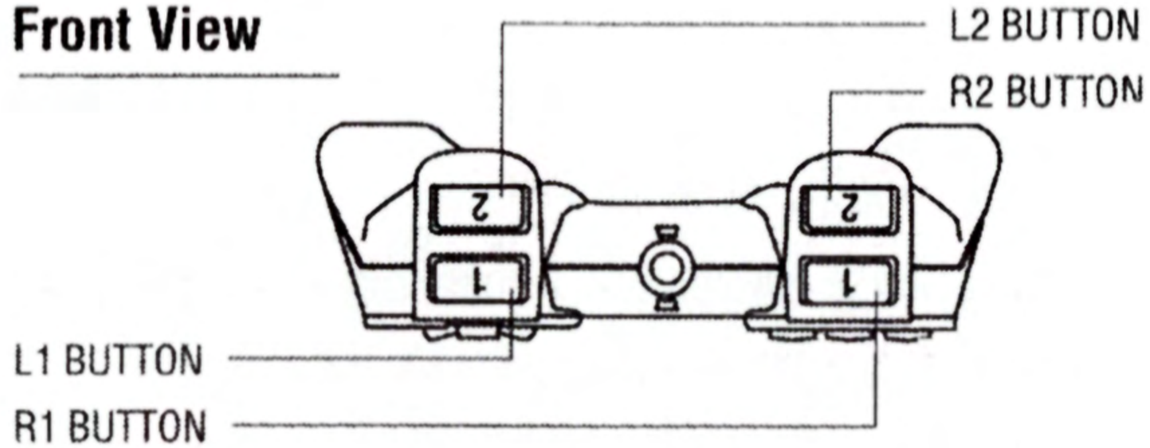
— Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.



Front View

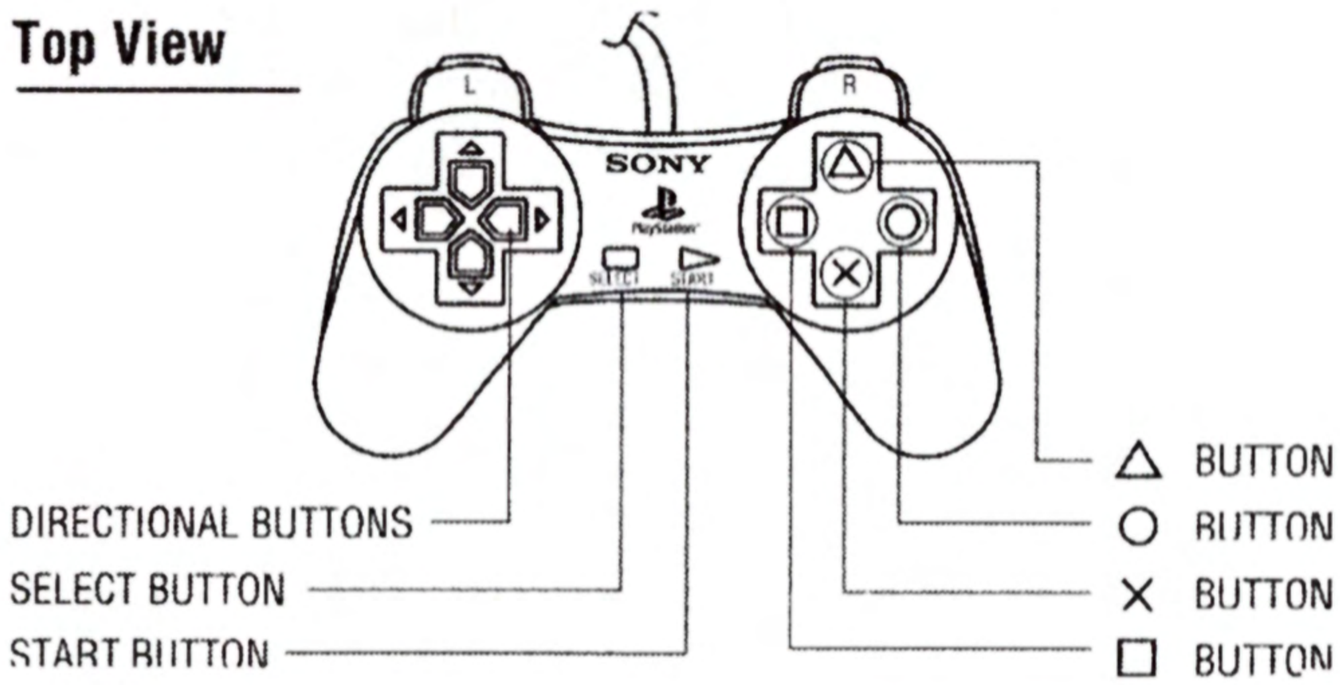


Front View



L1 Slide Left
L2 Sheild
R1 Slide Right
△ Special Weapon
○ Rein
X Weapon
□ Crop

Top View



ON THE ANALOG CONTROLLER FOR THE PLAYSTATION™ GAME CONSOLE, THE LEFT ANALOG CONTROL STEERS THE BUG!

Quick Start

Turn on your PlayStation™. After the startup screens, the introductory movie will play.

We think it's pretty cool, but if you want to skip it, just press Start to go to the Title Screen.

Press Start again to go to the Game Setup Screen.

Press Start from the Game Setup Screen to bring up the New Game Screen.

Press Start to begin a Campaign Game.

Press Start to select Dalin as your character and start the race.

When the game is done loading, you will see yourself in the center of the screen in the starting grid. When you hear the trumpets sound, the race will begin.

Use the Crop button to accelerate your bug. He will tend to slow if not cropped, but don't overdo it or he will become angry and refuse to obey you. Use the Reins to slow down.

Weaponry is disabled for the first round of each course, so you don't have to worry about firing or being shot at, however the shield can be useful for blocking someone from passing.

Try to fly through the blue rings you will see in the course. Each ring you pass through will add time to your clock. If you run out of time, you lose the race, and without the rings you won't have enough time.

If you place highly enough in the rankings when the race is ended, you will move on to the next round.

The Story of Entymion

The Great Castle of Entymion has stood for a thousand years as the center of the Empire. Within its walls, 33 emperors have ruled — some with wisdom and justice, others with foolishness and cruelty — but all with the unquestioned power and authority granted to them as Champions of the Race of Kings.

The 48 year rule of Leptus the 1st has been a time of unprecedented peace, prosperity, and stability. With his passing begins time of the Summoning. The call to race will go out — and for the contenders — noble and commoner alike — and for the Empire itself — EVERYTHING is about to change.

Game Setup

New Game

Highlight the New Game Window and press X.

Campaign

Highlight the Campaign Banner and press Start, then choose a character and press Start again. The Campaign game is the true representation of the Race of Kings and the prize for victory is no less than the Emperor's Crown.

A Campaign game starts in Nessel and then moves through each of the five regions until the final race at the Great Castle. To move to the next level of the tournament, you must place in the top three in the Main Event of a course where you will face one of the Royal Competitors as well as the rest of the field. The final set of races takes place in and around the Great Castle and includes all five of the Royals. You have three lives. Failure to qualify costs a life. When all three are used up the game is over.

Each course has three layouts which are unveiled as the rounds advance. In addition, the first round of each course must be flown without weapons.

Time Trial

Highlight the Time Trial Banner and press X, then choose a character and press Start again. In the Time Trials, you must beat the Target Race Time for a given course. Your actual time for three laps of the course is modified by a deduction for each Time Ring you pass through. If the adjusted time is faster than the Target Time, then you move on to the next course. As opposed to campaign play, there is no starting grid. All bugs are distributed around the track and the race begins with a flying start.

Exterminate

Highlight the Exterminate Banner and press X, then choose a character and press Start again. Exterminate mode is the all out combat variation of the game. All weapons are enabled as soon as you clear the starting gate, and have increased power levels over the settings for campaign play. You must make the required number of kills to advance. Like Time Trial, Exterminate begins with a flying start.

Saving a Game

Password

In campaign only, you will have an opportunity to save your game at the end of each successful race. You will be presented with a password that saves your choice of character, position in the game, and all options settings. Copy this down carefully. You can enter it from the Password Input Screen which is accessible from the Resume Game choice on the Game Setup Screen.

Memory Card

If you have a memory card in your Playstation when the game save screen appears, you will be able to press the X button to access the card. Up to 8 games can be saved in one memory card slot. Remember, if you use the Playstation utilities to move or erase the BugRiders save game from a card, you are moving all 8 games at once. These games can be loaded from the card using the Resume Saved Game Screen which is accessible from the Resume Game choice on the Game Setup Screen.

Resume Game

Highlight the Resume Game Window on the Game Setup Screen and press X to access the Resume Game screens. If no memory card is present, the Password Input Screen will appear. Enter the password exactly as you wrote it down and press Start or the X button to activate the saved game.

If a memory card is present, then any available saved games will be listed. The game names are simply Game 1 through Game 8, but highlighting each in turn will display the character name, the current course, the mode of play and the level within the course for each saved game. Press the X button to load a highlighted game.

Two Player

Highlight the Two Player Window and press X to choose a two-player game. When playing in two-player mode, the screen will display the view for Player One on the left side of the screen in Vertical Split Screen or the top of the screen in Horizontal Split Screen while Player Two's view is on the other half of the screen. There are two modes of two-player play, Race and Fight.

Fight

Choosing Fight will start the two-player version of Exterminate Mode. All of the rules and behaviors are the same as in Exterminate mode, but with the addition of another player to shoot at. Players compete for most wins in a series of 10 matches.

Race

Choosing Race will start the two-player version of the Time Trial. All rules and behaviors are the same as the Time Trial but with the addition of another player. At least one player must beat the Target Time to advance the competition to the next course.

Options

Highlight the Options Window and press X.

Sound

Highlight the Sound Banner and press X. Use the sliders to set the levels for the CD Soundtrack and for the sound effects. You will hear the music volume change continuously as you move the slider. Moving the effects slider will cause a sound effect to play once the directional button is released. When the sound levels are the way you want them, press X to confirm your settings.

Difficulty

Set the difficulty to Easy, Normal, or Hard with the directional button.

The three difficulty settings differ in a number of ways:

Easy

Race clocks give more time than in other modes. Time and Weapon Gates Stay Active Continuously. Enemies Are Slower and Less Aggressive.

Normal

Time and Weapon Gates Stay Active Continuously.

Enemies are Faster and More Aggressive.

Hard

Race clocks give less time than in other modes. Time and Weapon Gates Deactivate on Use

Enemies are Fast and Vicious.

HUD

Turn the heads up display used during racing on or off with the directional button.

Camera Roll

Turn Camera Roll on or off with the directional button. Camera Roll affects the amount of camera movement in relation to the bug and is especially visible during hard cornering maneuvers.

Two Player Hud

Select either a Vertical or a Horizontal Split Screen for 2 Player competitions.

Controller

Highlight the Controller Banner and press X. Choose a controller configuration with the directional button and press X to confirm your choice.

The Race of Kings

The Tournament

With the death of the Emperor, his sons and daughters, the rulers of the five regions, organize a series of races to find the champions of their land. The first race in each series is a Grand Opening Invitational event of sixteen competitors hand picked by the Royal Contender for their proven skills in riding and combat. You have managed to obtain (using whatever means necessary) an invitation to that prestigious event. From the masses of willing participants unable to get an invitation, 120 are chosen in a lottery system to populate fifteen other qualifiers of lower ranking. The final race is a firefight involving the sixteen top ranked individuals and the Royal Contender. Those lucky enough to finish in the top three spots will receive invitations to the opening event of the next region. The final event is a "Battle Royale" as Entymion's top competitors and the Royal Contenders battle for the Emperor's crown.

Tournament Round Progression

The Invitational race at the beginning of every round is a seeding race. Note there are no weapons allowed in this race. The better your finish the more intermediate races you skip. If you place first, you advance directly to the Main Event! If you place 2nd through 7th you advance to one of the semi-finals; an 8th through 13th finish puts you in a Quarter-final race and so on. Once seeded, to advance to the next race you must achieve the following: from First Round races, 12th or better advances; from Quarter-finals and Semi-finals, 4th or better. As metioned above the top three finishers in the Main Event move on to the next region.

The Lands of Entymion

Nessel

Nessel by the Sea is a quiet region made rich by trade. In recent years, rampant piracy has virtually closed its ports. Its ruler Berano is a rogue who cares little for the people and spends most of his time at sea, some say in league with the very pirates who harass the land he has sworn to protect.

Borasia

The Rich Forests of Borasia are among the most loved lands of the Empire. The soaring trees shelter large rustic communities of craftsmen and artisans. Frenel, their leader, is much loved and respected.

Danubus

A land of pestilent swamps, Danubus is feared and shunned by the rest of the empire. Most fearsome of all is its ruler, Atropa, who many believe is in league with the powers of darkness.

Tannus

Parched rock and sand make up most of Tannus. Legend says that it holds the heart of the empire, though few believe the old stories. Tannus is regaining some of its former glory under the hard but wise rule of Gault.

Amador

Lush Tropical Jungles and rich farms make Amador a virtual paradise. Under the rule of Helanis, the people of Amador live in harmony with each other and with their land.

The Castle

The final round of the Race of Kings is run around and through the Great Castle. The Castle has been home to the Emperors of Entymion, living and dead, for more than 1,000 years.

The Field

Leading Contenders

Dalin, the Farmer



Ht: 6′ 0″

Wt: 205Lbs

Province: The Carubah Farmlands

Mount: Locust

Dalin is a farm boy with dreams of greatness. He seeks vengeance against the Royal Atropa for the destruction of his home, lands, and family.

Lenil, the Princess



Ht: 5′ 11″

Wt: 135Lbs

Province: The Cartessa Colonies

Mount: Burrowing Mayfly

Lenil is the secret illegitimate daughter of Leptus. She races to prove her right to her royal heritage.

Vesta, the High Priestess



Ht: 5′ 9″

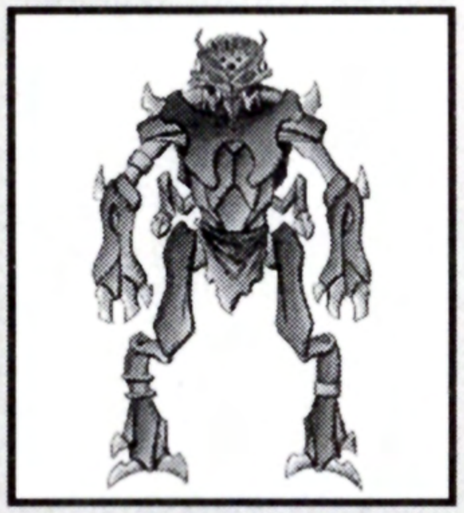
Wt: 127Lbs

Province: The Talian Church Estates

Mount: Dragonfly

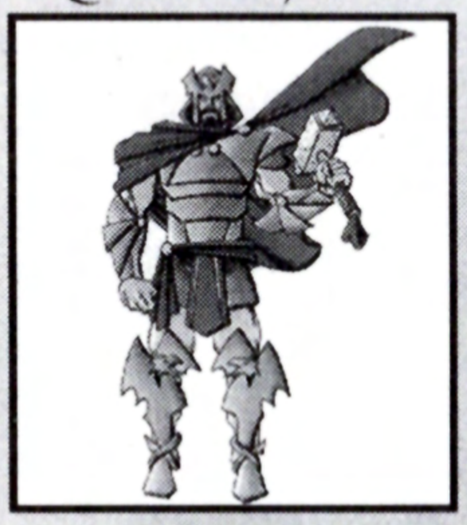
Vesta is a High Priestess of the Church and was chosen at a very young age to win the throne in the name of the Church. She secretly plots to put down the Church and rule in her own name when she gains the throne.

Xexyck, the Bug Boy



Ht: 7′ 1″
Wt: 285Lbs
Province: Nerau the Prison Island
Mount: Mutant Flying Spider
Xexyck is the child of victims of a horrible mutating disease which left his parents half insect and half human. Mature at 10, he has escaped quarantine and races to free his people.

Kamin, the Ousted Noble



Ht: 5′ 10″
Wt: 185Lbs
Province: The Tarmearan Outlands
Mount: Blue Beetle
Kamin was once an honored member of the Royal family, but his dissolute ways have led to his banishment.

Meyer, the Inventor



Ht: 6′ 6″
Wt: 196Lbs
Province: Necklor
Mount: Clockwork Ladybug
Meyer is a minor scientist in the Court's labs. He has spent all of his time and money developing a clockwork replacement for the expensive and difficult to train insect mounts. He races to prove his worth as the greatest inventor in history.

Cara, the Charmer



Ht: 5′ 10″
Wt: 130Lbs
Province: Nomatic
Mount: Scorpionfly

Cara is a member of a band of Alanni wanderers. As clan Charmer, she has a mystical rapport with Entymion's great bugs. She races to test her mastery of her art and to win the chance to end discrimination against her people.

Pehn, the Undead Court Jester



Ht: 5′ 10″
Wt: 100Lbs
Province: Veaga
Mount: Assassin Bug

Pehn is dead. The former Court Jester died accidentally while serving a sentence for killing Leptus' favorite mount. Raised from the dead by his friend, the Magician T'ller, Pehn races to become Emperor and exact his vengeance on those who caused his death.

The Royals

In addition to the Leading Contenders, there are five other BugRiders of note in the tournament. These are the five children of Leptus: Helanis, Frenel, Berano, Gault, and Atropa. Each is a formidable opponent and each rules one of the five host regions. In each region, the final race will include the ruler of that land. The Royals ride mounts of surpassing quality and carry additional weaponry not available to the common rider. Each of the Royals has his or her own reason for racing, and all expect to win. For while it is not unheard of for a non-royal to assume the throne, it rarely happens.

Helanis, Regent of Amador



Mount: Cricket

Often overlooked in the shadow of her beautiful sister Atropa, Helanis grew into a solitary and private person. She revels in the hunt and in the quiet places of the forest. She has an almost mystical bond with the mounts and as such is a great BugRider. As Regent of the lush Jungles of Amador, she has brought a time of peace and harmony to the land. She races out of a sense of duty and to prevent her sister from winning the throne.

Frenel, Ambassador of Borasia



Mount: Praying Mantis

A large and thoughtful man, Frenel has long been thought to be something of an oaf. This was not helped by his deathly fear of heights. Knowing that he would one day need to compete for his father's crown, he requested a posting to the treetop city of Borasia as a way of overcoming his fears. He has become a formidable BugRider, but his fear of heights has never fully left him. He races because it is the right and dutiful thing for a Prince to do.

Berano, Duke of Nessel



Mount: Water Bug

Berano has always been a violent and irresponsible rogue. He was granted the Duchy of Nessel by the Emperor in an attempt to foster a sense of maturity and responsibility in him. Instead, Berano has abandoned his lands and instead has turned pirate, threatening the survival of the very lands he is sworn to protect. He races to put the lie to the belief that only the wisest and best of men can win the Great Race.

Gault, Baron of Tannus



Mount: Stag Beetle

Gault was the golden prince of the court. Strong, handsome, intelligent, he grew arrogant as he easily conquered everything he put his hand to. Sent to rule barren Tannus as a lesson in humility, Gault instead met the challenge head on. Under his leadership, Tannus has grown into a thriving and rich land with a powerful army owing allegiance only to Gault. He sees the Emperor's crown as his just due and plans to win it as easily as he has won everything else.

Atropa, Lord of Danubus



Mount: Death's Head Moth

Beautiful, black-hearted, and deadly, Atropa was the Emperor's favorite until her dark nature became apparent. Condemned to wear a hideous bone mask to hide her beauty and exiled to rule the pestilent swamps of Danubus, Atropa is determined to rule all of Entymion , whether or not she wins the Great Race.

The Lucky Chosen

In addition to the Royals and Contenders, 120 Peasants, Yeoman, Knights, and Nobles have been chosen by lot to compete. They ride a variety of mounts and have a wide range of racing behavior. It is very unlikely, though, that one of them will win. Most of them race for the honor and prestige that comes with riding in the Race of Kings.

Special Course Items

Time Rings

There are Time Rings to be found throughout the courses. If a contestant flies through a Time Ring, five seconds is added to the countdown timer. As an added challenge, in advanced mode Time Rings close as soon as a contestant passes through them and reopen some time later.

Weapon Rings

In all but the first round of Campaign Races, there are Weapon Rings as well as Time Rings on the course. Each different color of the Weapon Ring grants a different Special Attack weapon as well as adding time to the countdown timer.

Mastering the Great Bugs

The mounts are the soul of the race and so it pays to understand their behavior. A bug, except for Meyer's mount, is not a machine. It is a living creature. The wise BugRider knows that he has to treat his mount with respect and work within its limitations if he wants to wear the crown.

Bug Tolerance and Health

Every bug has an inherent tolerance for being cropped and mishandled. If this tolerance is exceeded through excessive cropping the bug will let the rider know it is unhappy. This takes the form of protesting screams followed by a precipitous drop in speed. This is known as overcropping your bug, and is a great way to lose a race. Overcropping also increases your bug's fatigue. Your bug's speed is indicated by the speed gauge on the right side of the HUD.

Each bug also has a characteristic health level. This affects the mount's ability to maintain a high rate of speed and to withstand collisions, weapons fire, and general abuse. Your bug's health is indicated by the health (fatigue) gauge on the left side of the HUD. Bugs regain health naturally over time assuming no additional damage affects them. If the gauge reaches maximum, your bug will die.

Cropping and Reining

A mount is not a race car. You cannot expect to be able to press on the gas and take off. Instead, each bug has a characteristic cropping rhythm you must use to obtain maximum performance. You can crop quickly to accelerate, but then should taper off to a steady pattern that keeps your speed at the highest level you can reach without angering the bug. In general, keeping your speed indicator in the yellow is the best bet. Use extra crops for bursts of speed to pass or to get to a time ring when you need it. But remember, if you overdo it, you will anger your mount and lose far more time than you can hope to make up.

If you want to maximize your control of the mount, it would be wise to remember that you also have reins. Reins slow your mount and are a critical part of making sharp turns, avoiding obstacles, and dropping back to get a clear shot at an opponent.

Maneuvering

Bugs are very maneuverable and can do things no vehicle can achieve. Each bug has specific turning capabilities and a wise rider learns to use them to his or her advantage. Bugs have mass as well as speed and that translates to momentum. Be aware that a sure fire way to anger and damage your bug is to slam into a wall because you turned too quickly. Also, bugs can sideslip in flight which allows for a lateral translation in position without the associated course change of a turn. This is a great way to duck in front of an enemy and grab a ring, or to avoid a nasty collision.

Magical Weaponry

All rounds of the tournament after the initial qualifying heats for each region allow the use of magical weapons. Every rider is armed with a basic projectile energy weapon which has a limited targeting capability and does minimal damage. In addition, scattered on each course are a number of weapon rings. If a contestant manages to fly through a weapon ring, he or she will be rewarded with one of the following Special Attacks.

Arrows of Death

A cluster of ten energy projectiles that shoot straight ahead. Each one of the blasts does some damage, but if all ten hit, the impact is severe. Close range weapon.

Bane of Leptus

A cluster of five energy bursts that follow the track. Each shot is three times as powerful as an Arrow of Death. Close range weapon.

Mystical Greenfire

The Greenfire is a homing weapon. To select a target for it, the contestant must press the Special Attack button to lock on to a nearby bug. If lock is maintained, a second press will practically guarantee a hit. This weapon will do a moderate amount of damage to a single target, but if it misses the primary target, it will split into four blasts each of which can do as much damage as the original shot. When the enemy is under lock, a box will be displayed around the targeted opponent. This box will be green, yellow, or red based on the current damage level of the targeted mount. Long range weapon.

Hellfire of Kings

If an opponent is in range, this weapon will home in on the target closest to you which has the highest current race position. For example, if the two bugs in front of you are in first and second place, the weapon will automatically target the one in first. If no enemies are in range, it will shoot straight ahead. Long range weapon.

Royal Thunder

This weapon does very little direct damage. When used in the Campaign mode, it drains the speed of whomever is hit. Medium range weapon.

Inferno of the Gods

A giant fireball, this is the most powerful of the Special Attacks. This is a straight line weapon which does tremendous damage if it hits directly. If it does not collide with an opponent or the terrain after a certain time, it will detonate and do damage to anyone in the blast radius. Close and long range weapon.

Tips for Competitive Racing

There is more to mastering the Great Race than simple speed. A rider must be in tune with his mount, the course, and even his opponents. The following are excerpts from the personal training notes of Gaius Blattidus, trainer to the first three Champion Emperors of Entymion.

On The Use of the Crop and the Reins

The wise rider knows that speed is a fine blade to use with care and intelligence, not a bludgeon. Simply cropping your mount until he screams and bucks is a sure way to lose. Learn the rhythm of your mount and of the track and crop only enough to get past your foes. One exception to this is the fact that a well trained bug knows when an extra effort is required. Thus, if you see that time is running out, you can crop more forcefully than normal to get an extra burst of speed, but this is to be used sparingly and with care. And remember you have reins! Slamming into a cliff is hard on the bug and remember, any peasant can be trained to ride, but good bugs are VERY hard to find.

On Reading the Track

Learn the courses and their subtleties. Each land has its own nature and you ignore it at your peril. Learn where to turn, what shortcuts to take, and where to expect the Time Gates to appear. Allow enough cushion to your turns and plan for which gates to take and which to avoid, not all of them will be placed to your advantage. And remember, when in doubt trust your bug. Those noble creatures are worth any ten riders and THEY know their way.

On the Use of Weapons

Since they are to be used, then a rider must know how and when to use them and how to avoid them. The biggest risk to weapons is that a rider will focus so much on hitting a specific opponent that he ignores the race. Remember, you are trying to win the race, not to blast some peasant beginner out of the sky. Use weapons judiciously to slow and rock an opponent so you can pass. Save all out destruction for those abominable new-fashioned Extermination matches. And remember you have a shield, so USE it. You lose one of my bugs and I'll rip you a new xxx (Editor's Note: the text is illegible here due to what appears to be spilled ale.)

On Winning the War, Not the Battle

Remember, if you think you want to be Emperor (though why any one would want a job like that is beyond me!), you don't need to win every race. Race smart and place where you need to place to move up the ladder. You only have to win the last round to take the crown, but to do that you need to survive the qualifiers.

A Guide to Racing Mounts

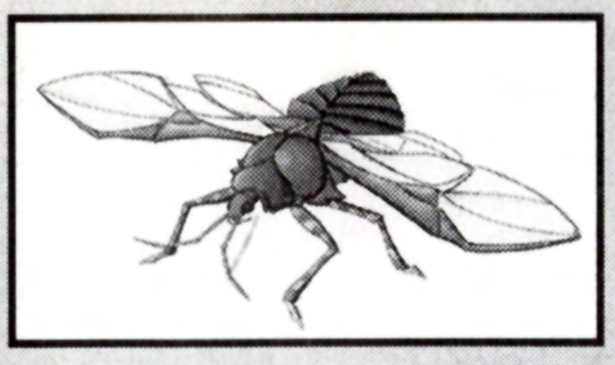
The following illustrations and descriptions are reproduced from the Encyclopaedia Entymiona Naturalis, 3rd Edition.

Power - A bug's ability to withstand damage from bumping and weapons.

Agility - A bug's responsiveness to steering commands

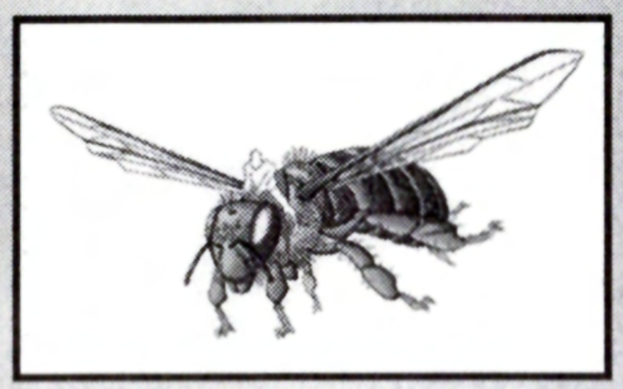
Training - A bug's cropping characteristics. Higher values indicate a smoother ride with smaller changes in acceleration and deceleration.

Speed - A bug's ability to maintain high speeds with proper cropping.



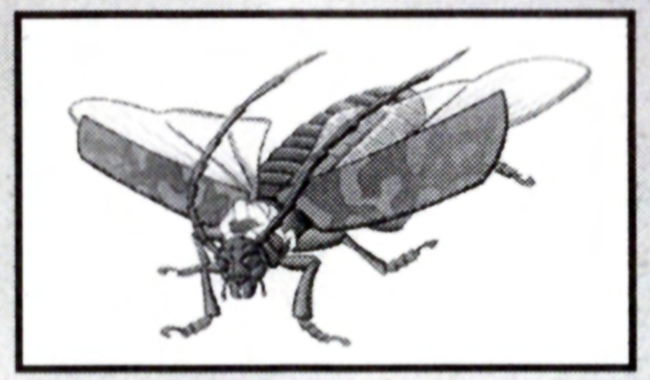
Assassin Bug

Power 6
Agility 7
Training 6
Speed 6



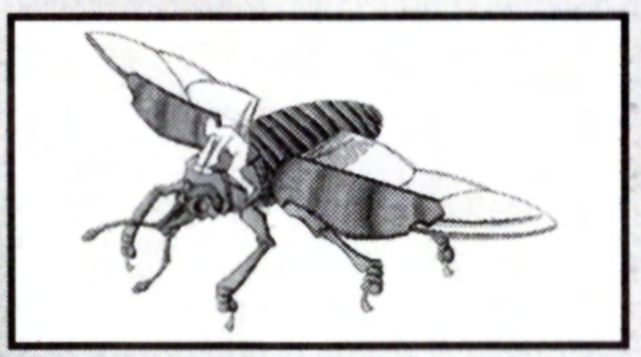
Bee

Power 3
Agility 5
Training 3
Speed 2



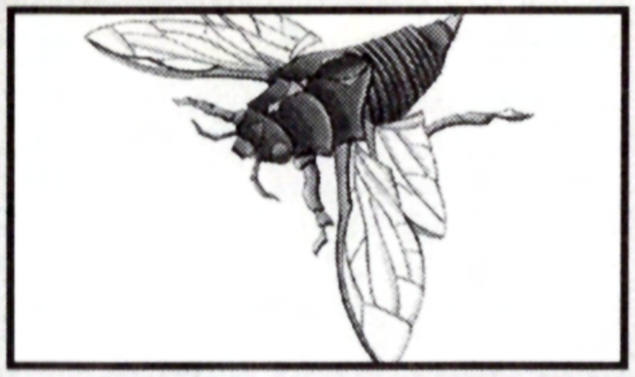
Beetle

Power 6
Agility 2
Training 4
Speed 4



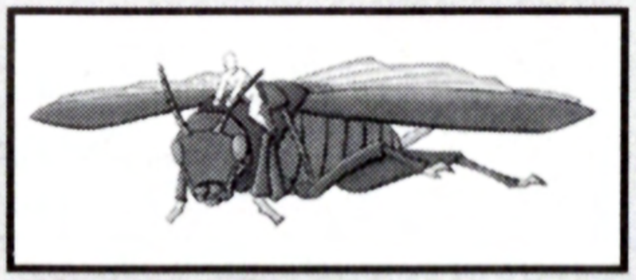
Blue Beetle

Power 9
Agility 2
Training 9
Speed 2



Cicada

Power 5
Agility 3
Training 4
Speed 3



Cricket

Power 8
Agility 9
Training 9
Speed 10



Dragonfly

Power 4
Agility 9
Training 4
Speed 8



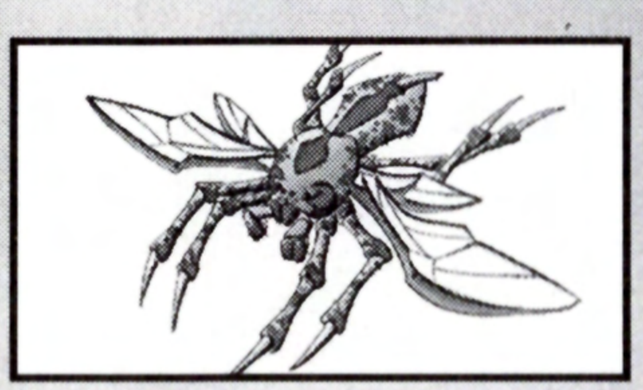
Death's Head Moth

Power 8
Agility 9
Training 8
Speed 8



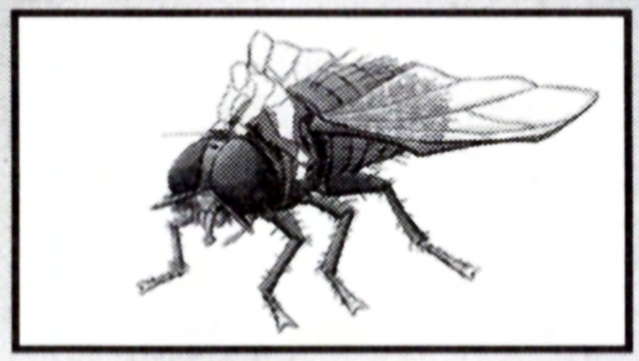
Flying Ant

Power 1
Agility 6
Training 2
Speed 1



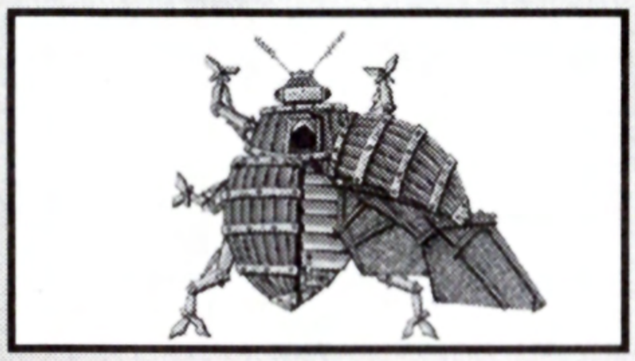
Flying Spider

Power 8
Agility 4
Training 9
Speed 2



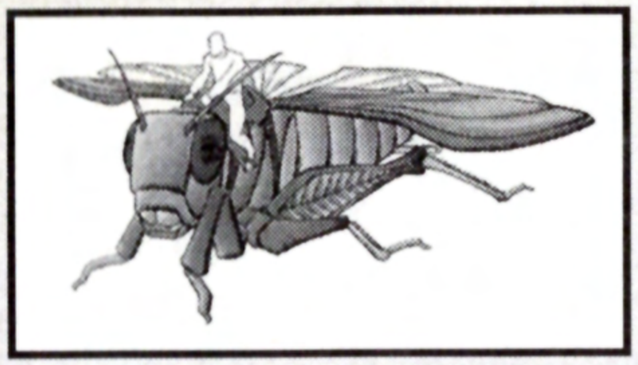
Horsefly

Power 2
Agility 4
Training 4
Speed 2



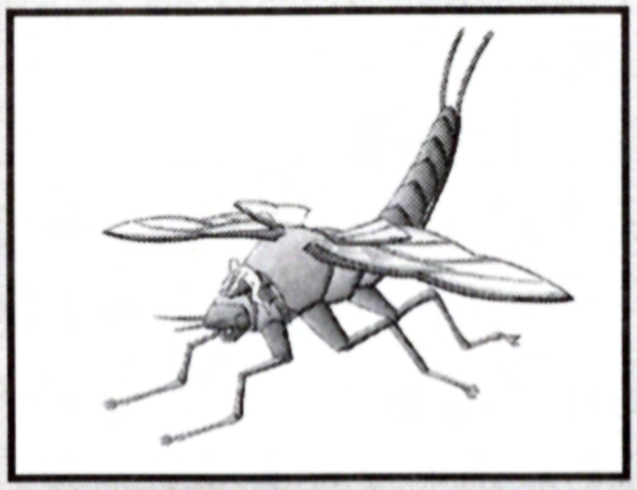
Ladybug (Clockwork)

Power 4
Agility 7
Training 7
Speed 4



Locust

Power 7
Agility 6
Training 6
Speed 6



Mayfly

Power 2
Agility 7
Training 4
Speed 9



Mole Cricket

Power 4
Agility 3
Training 2
Speed 2



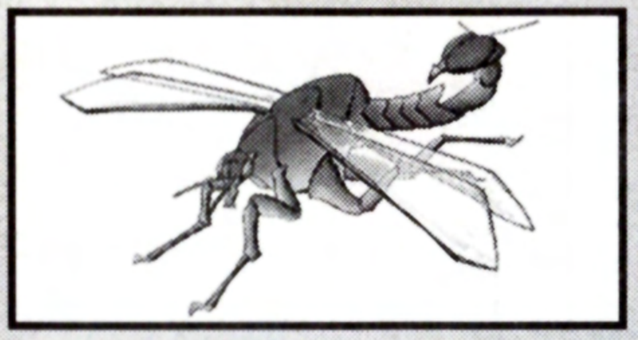
Mosquito

Power 4
Agility 5
Training 6
Speed 6



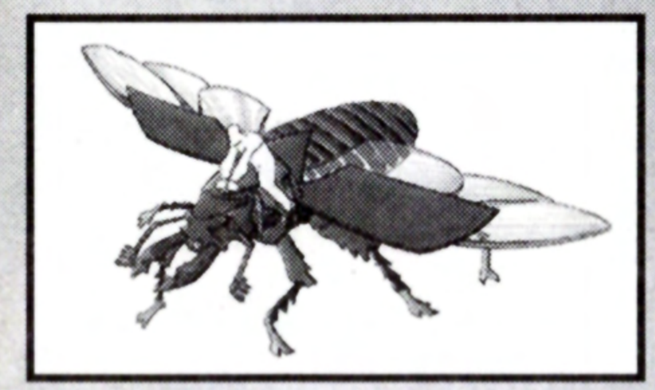
Praying Mantis

Power 9
Agility 10
Training 7
Speed 7



Scorpionfly

Power 4
Agility 6
Training 4
Speed 9



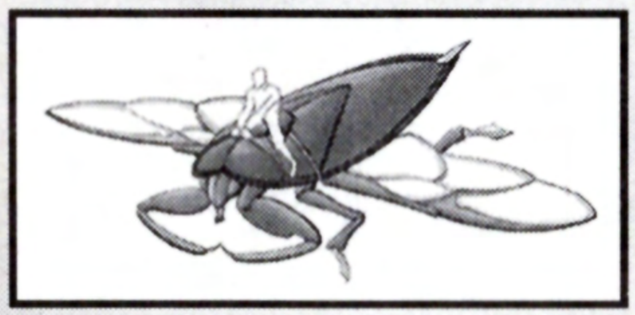
Stag Beetle

Power 10
Agility 8
Training 8
Speed 9



Wasp

Power 5
Agility 6
Training 5
Speed 5



Water Bug

Power 8
Agility 9
Training 9
Speed 6

Technical Support (U.S. & Canada)

ASSISTANCE VIA WORLD WIDE WEB

Get up-to-the-minute technical information at the GT Interactive Software web-site, at http://www.gtisonline.com, twenty-four hours a day, seven days a week. Through this site you'll have access to our FAQ documents, (Frequently Asked Questions) which contain our latest product information. You'll have access to our Hints/Cheat Codes area where you can pick up some tips if they're available, an e-mail area where you can leave us your tech support problems and questions, and other areas where you can get valuable information on GT Interactive Software products.

HELP VIA TELEPHONE IN THE UNITED STATES & CANADA

For phone assistance, call GT Interactive Software's Tech Support at 970-522-1797. We have an Interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. This console-based product will have automated support ONLY at this phone number, which will include information from our FAQ documents such as gameplay tips, information on Control Keys, possible cheat code combination keys, instructions for finding secret screens and/or additional game levels if these type items exist and are made available for this particular product.

If you encounter what may be determined to be a defective product medium issue such as your game freezing at the beginning or during gameplay, no display, etc., information will also be included on the automated system regarding your product return and replacement options. These are described further below.

PRODUCT RETURN PROCEDURES IN THE UNITED STATES & CANADA

If you encounter what may be determined to be a defective product medium issue such as those mentioned above, you must call GT Interactive Software's Customer Services number at 888-229-0569. We are available Monday through Friday, 8:00 AM until 5:00 PM (PST). If our technicians cannot pick up your call directly, please leave your complete name and phone number clearly so that we can call you back promptly. No other support services will be available through this number.

In the event our technicians at 888-229-0569 determine that you will need to forward materials directly

to us, they will issue you a Return Merchandise Authorization Number. Make sure you include the Return Merchandise Authorization Number supplied you by the technician along with your full name, address and your telephone number within your return in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

GT Interactive Software Corp.
Attn: Customer Service
Canyon Park Business Center
Building D 2nd Floor
22027 17th Ave. SE
Bothell, WA 98021

WARRANTY POLICY IN THE UNITED STATES & CANADA

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), GTIS will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, GTIS will replace the product storage medium for a nominal fee.

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Team Programmers ..... John Woznack
Fredric Meraud
Tim Smolen
Game Designer ..... Dan O' Leary
Art Director ..... Stacy Schulstrom
3D Artists ..... Jamie Gunter-Boulware
David Ensign
Jason Eastman
Cinematic Lead ..... Ted Newman
Cinematic Artist ..... Jak Fearon
Additional Art By ..... Brad Weckman
Chris Stone
Cinematic Scoring ..... Russell Lieblich
Score Produced By ..... Dan O'Leary
Original Game Soundtrack ... Russell Lieblich
Soundtrack Remix Produced By Jak Fearon
Sound Design ..... Russell Lieblich
Sound Effects Produced By ... Jak Fearon
John Woznack
Lead Tester ..... Brian Robinson
Original Concept By ..... Scott Berfield
Concept Art By ..... Jason Eastman
Executive Producer ..... Erick S. Dyke

Additional Programming ..... Shawn Leaf
Sean Waldron
Don Llopis
Chris Otto
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Stacy Schulstrom
Manual Illustrations ..... Jason Eastman
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Clyde Grossman
Scott Berfield
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For GT Interactive

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Assistant Producer ..... Atom Ellis
Product Manager ..... Tony Kee
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Cormac Russell
Holly Newman
Stephanie Shulman
Greg Williams
Sarah Mason
Alan Lewis
Kurt Busch
Richard Burns
Leslie Mills
Jill Pomper
Lesley Zinn
Vic Merritt
Chris Ziliotto

Bands

eightball flush · animatronic killing machine · 'Lopes.59 · BLUE SOPHIA · SALTLICK · leke · SWINGSet

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