



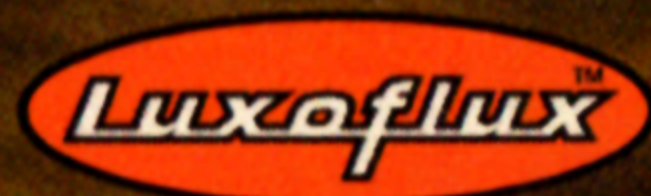
NTSC U/C

PlayStation



SLUS-00868
1000810 .221.US

VIGILANTE 82ND OFFENSE



ACTIVISION

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.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

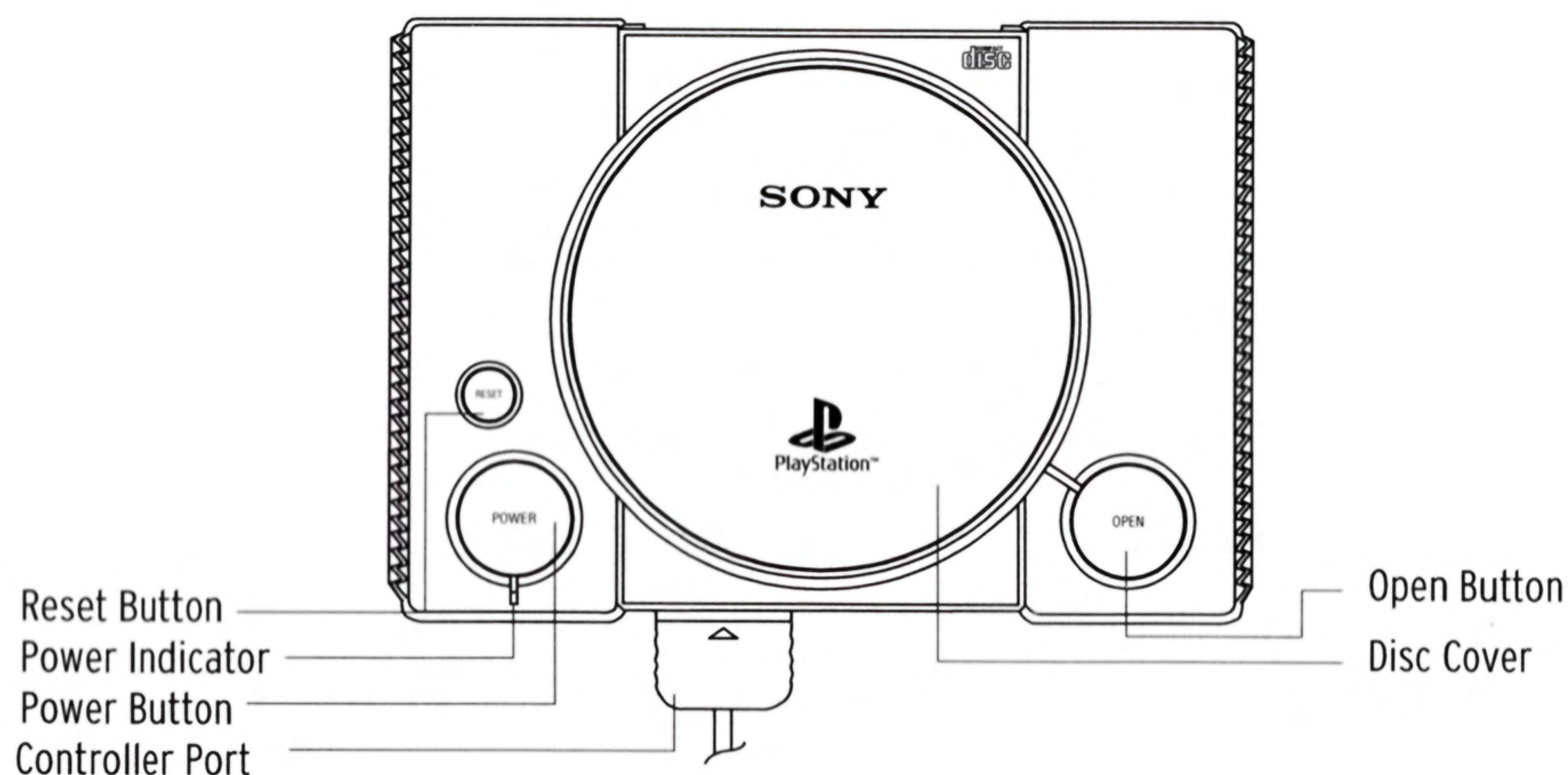
HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- 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.

Table of Contents

Starting Up	2
Controls	2
Main Menu	4
Options Screen	6
HUD	8
Upgrading/Customizing Vehicles	8
Propulsion Mechanisms	9
Standard Weapons	10
Power-Ups	13
Rules of Engagement	13
Characters, Vehicles & Special Weapons	14
Customer Support	19
Credits	20
Software License Agreement	22

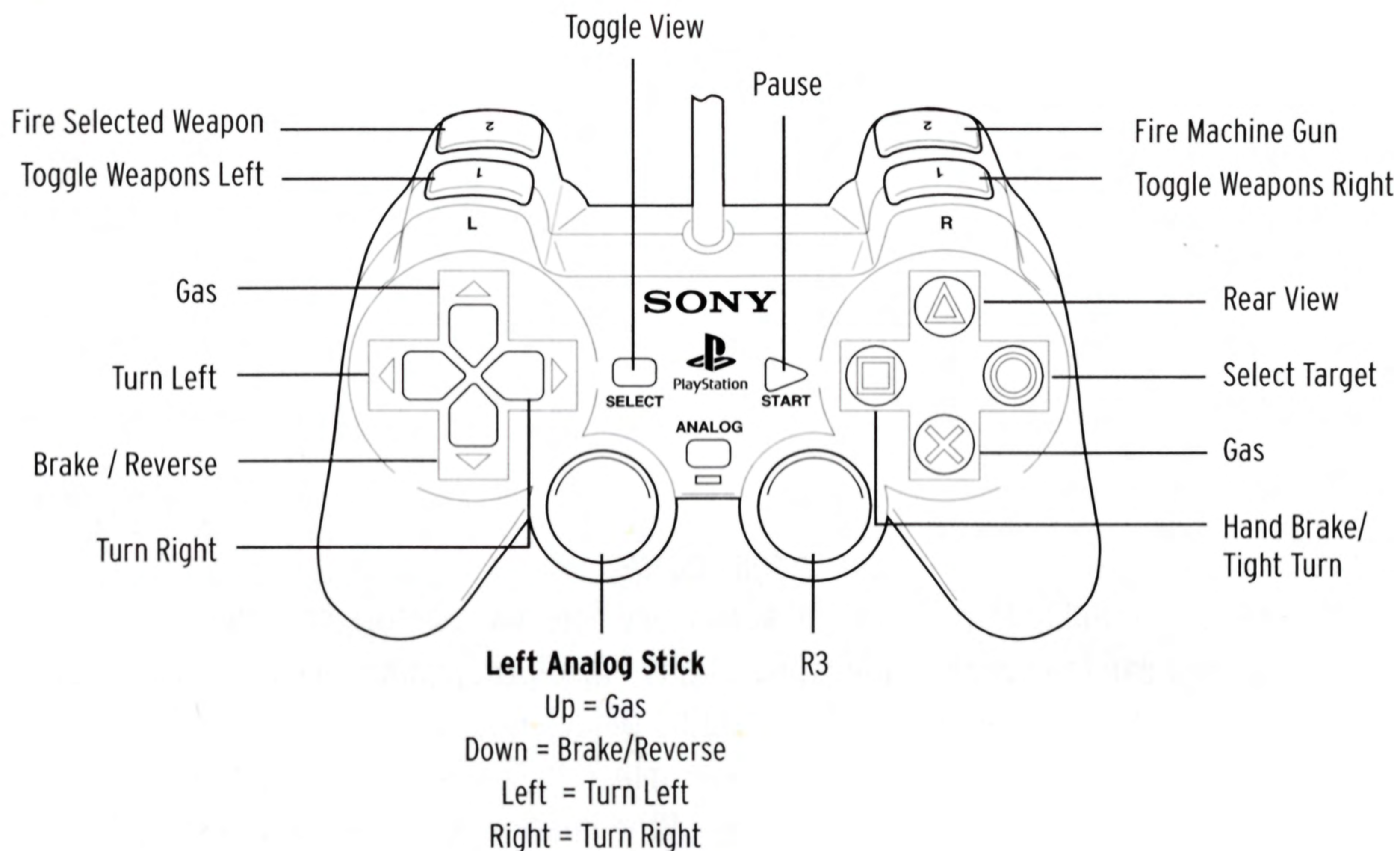
Starting Up



- Set up your PlayStation® game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Vigilante 8: Second Offense disc and close the disc cover.
- Insert game controllers and turn on the PlayStation game console.
- Follow the on-screen instructions to start a game.

Controls

The default controller configuration is shown here. All references to button selection in this manual will refer to the default controller configuration. You can change the controller configuration in the Options screen accessed from the Main Menu screen (see page 4).



Game Reset

To abort a game in progress, press the **START** button to pause the game. Choose Quit from the menu to return to the Vigilante 8: Second Offense title screen.

Soft Reset

You can reset to the Vigilante 8: Second Offense title screen at any time during gameplay by holding down **SELECT**, then pressing and holding **START** for two seconds.

Main Menu

One Player

Choosing One Player allows you to choose between one-player Arcade Mode, Quest Mode or Survival Mode.

Quest Mode

Quest mode consists of a series of eight levels for each character. To win each level, you must complete the mission objectives and destroy all enemy vehicles. Enemy vehicles are automatically chosen and the number of enemy vehicles as well as each enemy's skill increases with each level successfully passed.

You must fulfill both primary and secondary objectives before destroying all enemies. You can review your objectives at any time during gameplay by pressing the **Start** button to pause the game, and selecting Objectives.

Successfully completing all objectives will lead to "unlocking" additional characters/vehicles! If you fail to fulfill any of the mission objectives in Quest Mode, you can replay that level and try again.

Your primary objective usually requires you to find and collect some items (e.g. a few briefcases or gas cans). Occasionally, you will be required to deliver these items to a specific location. Collected items get stored in one of your weapon slots. If your mission objective requires that you deliver an item somewhere on the map, drive to that location, select the item to deliver by using the **Toggle Weapon** buttons and then eject it by pressing the **Fire Selected Weapon** button. You can only unload your collected items at the required locations.



Briefcase



Bomb



Gas Can



Tool Box

Arcade Mode

In Arcade mode, you must select an arena, a vehicle and opponents. (You may select up to 12 enemy vehicles per arena.) Use the Directional Buttons to select the opposing vehicles and the number of times each can regenerate.

Survival Mode

In Survival mode, you must select an arena, a vehicle and opponents. The object is to see how many enemies you can destroy before you are eliminated. You will face unlimited waves of enemies with a maximum of four enemies facing you at any given time. The number of cars you destroy will be displayed as icons on the bottom right of the screen. You will also get a repair wrench power-up each time you total an enemy car.

Two Player

Choosing Two Player allows you to choose between two-player Versus, Cooperative or Quest Mode.

Versus Mode

In the two-player Versus mode, you can battle it out with another opponent. There are no enemy vehicles in Versus mode. The match ends when one player successfully destroys the other. You can then choose replay to begin another battle.

Cooperative

The two-player cooperative mode allows two players to team up against a group of enemies. The enemy vehicles engage both players. The game ends when either of the players dies or after you destroy all of the enemies, so be sure to help your buddy!

Quest Mode

The Two Player Quest Mode allows two people to participate in a character's Quest. Player 1 assumes the role of the primary character, while Player 2 assumes the role of a buddy from the same team. Both players must remain alive in order to complete the Quest. All other aspects are identical to One Player Quest.

Options Screen

Game Status – Shows the status of all unlocked/available characters for players 1 and 2. To read the full character bios, select a character and press ●.

Memory Card – Allows the player to load, save and delete games. Any vehicle upgrades acquired during gameplay are saved when a game is saved.

NOTE: MEMORY CARD SLOT 1 saves only Player 1's game data and **MEMORY CARD SLOT 2 saves only Player 2's** game data. This allows players to use their customized vehicles in two player modes regardless of whether or not their vehicles are on the same memory card.

Difficulty – This section allows players to adjust difficulty and weapons damage. First select the player(s) difficulty you want to adjust, then select difficulty levels (87 easy, 89 med, 92 hard).

Here you can also adjust weapon damage settings for each player, which will affect the amount of damage objects and vehicles can sustain before being destroyed. A low damage setting will typically result in lengthy battles, and vice versa. Select the player(s) you want to adjust damage for and then select a weapons damage setting (1 bullet – low damage, 2 bullets – medium damage, 3 bullets – high damage.)

Each player is able to set his difficulty and damage settings separately, thus allowing them to set a handicap for any given player. In Two-Player Cooperative Mode, the enemies use the same difficulty and damage settings as Player 1.

Controllers – Allows the player to configure the controllers. First, select the player's controller to adjust and then use the Directional Buttons to adjust the settings.

Analog Stick Calibration

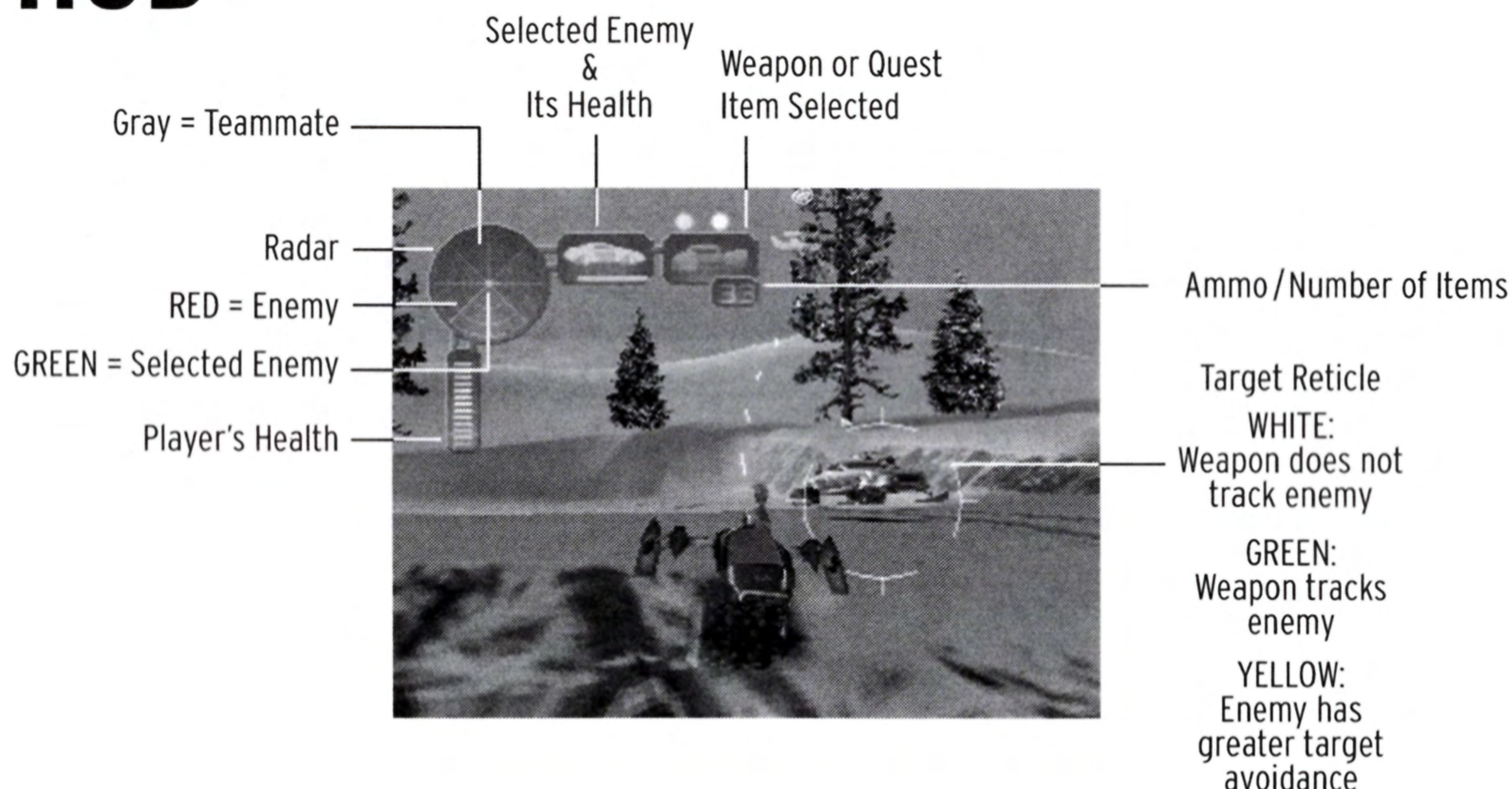
- Analog Mode switch must be set to Analog for the analog sticks to appear on the screen.
- Press ● to bring up the calibration bar. Move the stick to the left and right or up and down as far as possible.
- Press ✕ when the control is in its release position to accept calibration.

Audio – Allows player to adjust music and disc settings.

Backstory – Read the story behind Vigilante 8: Second Offense.

Credits – The people behind the scenes.

HUD



Upgrading/Customizing Vehicles

Upgrading your Vehicle

Within the game, each vehicle has preset values for acceleration, top speed, armor and target avoidance. These are shown in the Select Player screen. However, each vehicle and its default values can be upgraded. Each time the player destroys an enemy, a "salvage points" power-up appears on the map. Salvage point power-ups are worth 2 - 10 salvage points each (depending on the Difficulty/Damage settings) and enhance the

characteristics of the player's vehicle. For example, if the player picks up 10 acceleration salvage points, their car will accelerate more quickly next time around. When the player obtains 50 points of a specific type, their vehicle is upgraded, and a new attachment is added to the chassis. The attachments include wider tires, spoiler wings, antennas, ram bars, etc. When the player obtains a full 100 points in every category, they are rewarded with a completely new chassis for their car.

 **Acceleration**  **Speed**  **Armor**  **Target Avoidance**

Customizing Vehicle Color

The player can customize the color of his vehicle by pressing the ● button at the Select Player screen. Use the Directional Buttons to change the color and the saturation of the car.

Propulsion Mechanisms

Throughout the game, the player will be able to transform his vehicle using different propulsion mechanisms. These propulsion mechanisms change the way each vehicle handles, allowing them to perform different maneuvers and travel to different areas of each level. The different propulsion mechanisms can be obtained by picking up the appropriate power-up icons. Once collected, the mechanism will remain attached and functional until a moderate amount of damage is sustained, in which case it will revert to standard wheels until a different mechanism power-up is collected. Any mechanism can be ejected manually by simultaneously pressing the Toggle Weapon Buttons. The following is a list of the propulsion mechanisms available in the game.



Hoverpods

Hoverpods enable each vehicle to hover a few feet off of the ground. This gives each car the ability to travel over virtually any terrain, and the ability to jump much farther than usual. Be careful when using these, however, as the resulting loss in traction can cause the vehicle to slide around more than it usually does on wheels.



Hydrofloaters

Hydrofloaters help a great deal when traveling over water. They transform the player's vehicle into a sea-faring vessel, changing the front tires into flotation devices and the rear ones into propellers. When the player drives back onto land, the hydrofloaters automatically revert to standard tires.



Skis N' Treads

These provide a tremendous advantage on snow levels, as they help maintain traction on slippery surfaces. Using Skis N' Treads turns each vehicle's front wheels into skis, and rear wheels into oversized, treaded tires.

Standard Weapons

MOSQUITO MACHINE GUN



The Mosquito is equally popular with the Coyotes, Vigilantes and Drifters for its cheap price and unlimited ammo! Standard equipment on all cars.

INTERCEPTOR MISSILES  Guided Missiles	Combo Moves	Cost
	UP-UP-DOWN-FIRE MACHINE GUN	2
	UP-UP-UP-FIRE MACHINE GUN	2
	UP-UP-RIGHT-FIRE MACHINE GUN	2 - 4

BULL'S EYE ROCKETS  Dumb Fire Rockets	Combo Moves	Cost
	UP-DOWN-DOWN-FIRE MACHINE GUN	2
	UP-DOWN-UP-FIRE MACHINE GUN	2 - 5
	UP-DOWN-RIGHT-FIRE MACHINE GUN	3

SKY HAMMER MORTAR Experimental Auto-Tracking Mortar 	Combo Moves	Cost
	DOWN-DOWN-DOWN-FIRE MACHINE GUN	2
	DOWN-DOWN-UP-FIRE MACHINE GUN	2 - 5
	DOWN-DOWN-RIGHT-FIRE MACHINE GUN	2

BRUSIER CANNON  Auto-Targeting Cannon	Combo Moves	Cost
	DOWN-UP-DOWN-FIRE MACHINE GUN	2
	DOWN-UP-UP-FIRE MACHINE GUN	2 - 6
	DOWN-UP-RIGHT-FIRE MACHINE GUN	2

ROADKILL MINES Get Rid of Tailgaters. 	Combo Moves		Cost
	LEFT-RIGHT-DOWN-FIRE MACHINE GUN		2
	LEFT-RIGHT-UP-FIRE MACHINE GUN		2 - 6
	LEFT-RIGHT-RIGHT-FIRE MACHINE GUN		2

BRIMSTONE BURNER  Flame Thrower	Combo Moves		Cost
	RIGHT-LEFT-UP-FIRE MACHINE GUN		10
	RIGHT-LEFT-DOWN-FIRE MACHINE GUN		2 - 16
	RIGHT-LEFT-RIGHT-FIRE MACHINE GUN		5

In addition to the standard weapons, you will come across two different crates.



Green Crate

Contains a
Special Weapon



Brown Crate

Surprise: May contain
any standard weapon
or a Special Weapon

Power-Ups



Shield (Green) – Special force-field protects the vehicle from being damaged for a limited time.



Radar Jammer (Yellow) – Confuses enemy radar and homing devices for a limited time.



Weapon Upgrade (Blue) – Doubles the damage factor of any standard weapon fired for a limited time.



Repair Wrench – Partial damage repair.

RULES OF ENGAGEMENT

Weapons

- In addition to your machine gun, you can carry up to three other weapons at a time. If you pick up more, your currently selected weapon will be discarded, so plan ahead! Discarded standard weapons can be collected again but you better act quickly, before they disintegrate.
- Your weapons systems are prone to overheating, so their firing rates have been set for optimal performance at the factory. If you attempt to fire faster than allowed, you will hear a buzzer and the weapon won't fire. Likewise, if you keep firing your machine gun continuously, it will slow down to a crawl. So, learn the timing or give it a breather!

Targeting

- By default, your radar is set to auto-targeting mode; it will attempt to target the enemy directly ahead of you, regardless of its distance.
- You can override the selected target at any time by pressing the **Select Target** button which targets the enemy closest to you. Pressing the button repeatedly allows you to cycle through all enemies. Once the override is engaged, it will remain locked onto its new target. When a new weapon is selected, or the selected enemy is destroyed, the radar will revert to auto-targeting mode.

Characters, Vehicles and Special Weapons

VIGILANTES: Convoy (Locked)		Vehicle	Special Weapon
	Convoy, the newly married vigilante trucker, and his wife, Houston, were on the road when they spotted three unusual vehicles approaching from the opposite direction. Before Convoy could react, the vehicles opened fire...	Livingston Truck	Rolling Thunder
		CLASSIFIED	CLASSIFIED

HOUSTON (Locked)		Vehicle	Special Weapon
	After freeing herself of OMAR's mind-control device, Houston slowly recovered. She married ex-Vigilante Convoy. However, her dark past continued to haunt her – she still suffers from amnesia and nightmares. She knew OMAR would be back.	Samson Tow Truck	Tow Hook
		CLASSIFIED	CLASSIFIED

JOHN TORQUE



Horrified when he found his friends Convoy and Houston missing, J.T. unearthed a couple of old Mosquitoes from Convoy's backyard and set out on a search for his friends...

Vehicle

Thunderbolt



Special Weapon

Wheel O'Fortune



SHEILA



Convoy's niece put her academic studies on hold when she received an alarming call from John Torque. Apparently, the Coyotes had resurfaced, led by a mysterious new leader, and both her uncle and Houston were missing!

Vehicle

Wonderwagon



Special Weapon

Tantrum Gun



ALL-STAR TRIO



Tomey, Romey and Leilah began touring at the age of 14 and their incredible stunt shows soon captivated audiences nationwide. In 1977, they set out for the Southwest in search of their missing sister.

Vehicle

Dakota Stunt Cycle



Special Weapon

Soaring Glory



COYOTES: LORD CLYDE (Locked)



2017: Ex-Vigilante Slick Clyde turned OMAR leader. In his most desperate move yet, he acquired a time-travel device to send himself back to the days when OMAR still had a chance of putting America out of business—the '70s.

Vehicle

Excelsior Stretch
Limo
CLASSIFIED

Special Weapon

Chain Lightning
CLASSIFIED

OBAKE



Lord Clyde's favorite pupil, Obaque, was adopted by OMAR as a small child and trained as a special operative for the company. She was requested to accompany Clyde on his latest mission to the past.

Vehicle

Tsunami
CLASSIFIED

Special Weapon

Rift Blade
CLASSIFIED

DALLAS 13



2017: Dallas 13 was the latest and most advanced 'biobot' in OMAR's long line of cybernetic henchmen. Dallas was created specifically for Lord Clyde's Mission: Second Offense.

Vehicle

Palomino XIII



Special Weapon

Mega Collider



NINA LOCO	Vehicle	Special Weapon
 A master smuggler and dealmaker, Nina managed to stockpile most of the classified weaponry that was originally stolen from the military by the Coyotes. Wanted by the FBI and Mexican mob, she gladly signed up with Clyde.	El Guerrero 	Lemming Missile 

MOLO	Vehicle	Special Weapon
 Disillusioned after the Coyotes' defeat, Molo began burglarizing gas stations and trailer parks. He was eventually caught and sent to "Juvie" hall. He rejoined the Coyotes after Clyde busted him out during a prison transport.	Blue Burro Bus 	Smog Check 

 After joining the FBI, the agency wanted Chassey to investigate reports of renewed Coyote activity in Arizona, and its possible connection to local time disparities and abnormal weather patterns.	Vertigo CLASSIFIED	Star Power CLASSIFIED

PADRE DESTINO (Locked)	Vehicle	Special Weapon
 This traveling preacher was busy spreading the word, however, not by singing gospel. Instead, he was promoting the idea of an impending Armageddon. To this effect, he liked to follow each of his sermons with a good dose of destruction...	Goliath Halftrack CLASSIFIED	Hades Gate CLASSIFIED
AGENT R. CHASE	Vehicle	Special Weapon
 2017: Agent Chase—one of the CIA's best detectives—had been following OMAR and its enigmatic leader, Lord Clyde, for years. Following the discovery of Clyde's time warp, Agent Chase volunteered to travel to the '70s, to apprehend Clyde and bring him back.	Chrono Stinger 	Hard Time 
ASTRONAUT BOB O.	Vehicle	Special Weapon
 No one ever heard the astronaut speak, or saw his face, which was always hidden behind a helmet. He was simply known as Bob O. When new auto skirmishes began in the fall of 1977, Bob's rover was often reported seen amidst the action.	Moon Trekker 	Collector 

GARBAGE MAN	Vehicle	Special Weapon
 He was first spotted in 1976 near Nevada, rummaging through a landfill. He's been seen as far as Florida and Oregon but didn't appear to be associated with any trash company. No one knew what he did with the stolen refuse...	Grubb Dual Loader 	Compactor 

Customer Support

Online Support

Internet: support@activision.com or <http://www.activision.com>

Other Contact Methods

Fax (310) 255-2151, 24 hours a day

Mail Activision, Customer Support, P.O. Box 67713, Los Angeles, CA90067

Phone Call our 24-hour voice-mail system for answers to our most frequently asked questions at (310) 255-2050. Or contact a customer service representative at the same number between the hours of 9:00 a.m. and 5:00 p.m (Pacific Time) Monday through Friday, except holidays.

Proof of Purchase

ISBN 1-58416-015-2



Credits

DESIGNED & DEVELOPED BY

LUXOFLUX CORP.

Peter Morawiec, Adrian Stephens, David Goodrich, Edvard Toth, Cary Hara, Justin Rasch, Micah Linton, Jeremy Engleman, Jing Jia, Lou Garcia

Dedicated to Our Families

PUBLISHER

ACTIVISION, INC.

Executive Producer . . . Murali Tegulapalle
Associate Producer . . Bryant Bustamante

IN-GAME MUSIC

SOUND ELEMENTChristian A. Salyer,
Eric Klein, Javier Marquez

IN-GAME SOUND FX

THE AUDIO GROUPTim Gedemer

VOICE-OVER

PRODUCTION

SOUND ELEMENTChristian A. Salyer
VOICE ACTORSJ. Barrow, Sam Brown,
Annessa Burdow, Martin Chandler,

Donna Davis, Jeannie Figueroa,
Brandon H., Terry H., David A. Johnston,
Reggie Kennedy, Eric Klein, Heather Kram,
Raynard McClease, Marci Richards,
Christian Salyer, Cisco Santacruz,
Ruben Sierra, Terrance L. Underwood

CUTSCENES

Script & ProductionLUXOFLUX CORP.

Soundtrack

THE AUDIO GROUPHoward Drossin,
Tim Gedemer

3D Character Models

BURKE STUDIOSSteve Burke,
Teod Tomlinson, Dan Burke

Additional Vehicle Models . .CREAT STUDIO

Storyboards

FAMOUS FRAMESCollin Grant

ACTIVISION STUDIOS

Sr. V.P. StudiosSteve Crane

ACTIVISION, INC.

V.P. Global Brand Management

.....Marc Metis
Brand ManagerWilliam Kassoy
Marketing AssociateBrad Carraway
Mgr of Corp Communications

.....Julia Roether
Senior PublicistAmy King
Junior PublicistShannon Flannery

MANUAL

Production MgrRon Graening
Documentation ManagerMike Rivera
Manual LayoutSylvia Orzel

QUALITY ASSURANCE

QA Mgr.Marilena Morini
Night Mgr.Sam Nourani
Sr Project LeadsAaron Casillas,
Joe Favazza
Project LeadsChris Toft
Eric Koch, Nelson Prince
TestersGeoff Olsen, Pete Muravez,
Seth Williams, Scott Karbel, Russel Shirely,
Jason Potter, Frank So, Chris Biermann,

Eric Zimmerman, Bryan Anderson, William
Arnsperger, Daniel Ramirez, Edmond Puccio,
Chris Rangel, Sean Heffron, Chad Mutchler,
Jef Sedivy, Tanya Oviedo, Raj Joshi
External Test Coordinator
.....Stacey Drellishak

ACTIVISION U.K.

Sr. V.P. InternationalBob Dewar
Product Marketing Manager U.K. /R.O.E.
.....Matthew Walker
Product Marketing Manager France
.....Guillaume Lairan
Product Marketing Manager Germany
.....Christian Streil
Localization SupervisorNathalie Dove

SPECIAL THANKS

Dan Atkins, Gene Bahng, Brian Bright,
Sarah Cigliano, Brian Clarke, Todd
Jefferson, Mike Hand, Jim Riordan, George
Rose, Dave Stohl, Stacey Ytuarte-Bush,
Joaquin Alvarez, Mattt Stubs,
Jim Summers, Jason Wong

SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per CD or floppy disk replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc.. P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

VIGILANTE BEZ² AND OFFENSETM

HIGH OCTANE COMIC BOOK

ACTIVISION[®]

CHAOS!
COMICS
www.chaoscomics.com

REV UP YOUR ENGINE
TAKE OUT YOUR ENEMIES

VIGILANTE VBF2 AND OFFENSE

Get the key information with the
BradyGAMES Official Strategy Guide
⊕ Secret Codes ⊕ Detailed Maps ⊕ Vehicle Descriptions

Purchase the guide
at your local
electronics, book,
or software retailer

ISBN 1-56686-953-6
Price \$12.99 US
\$18.95 CAN
£11.50 Net UK

BRADYGAMES
TAKE YOUR GAME FURTHER
www.bradygames.com

ACTIVISION
www.activision.com

GO BIG HAWK
STYLE!

TONY HAWK'S PRO SKATER™



Now
Available

Activision, Inc. P.O. Box 67713, Los Angeles, CA 90067

Tony Hawk's Pro Skater and Pro Skater are trademarks of Activision, Inc. © 1999 Activision, Inc. Tony Hawk is a trademark of Tony Hawk. All rights reserved. All other trademarks and trade names are the properties of their respective owners.

Activision is a registered trademark and Vigilante 8: 2nd Offense is a trademark of Activision, Inc. © 1999 Activision, Inc. Luxoflux is a trademark of Luxoflux Corp.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

NEVERSOFT

www.activision.com



ACTIVISION