



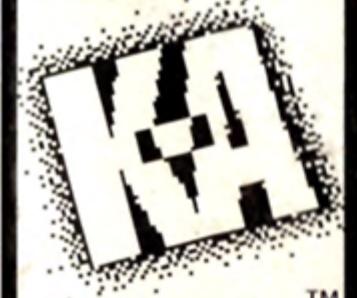
NTSC U/C

PlayStation

WARHAWK™



KIDS TO ADULTS



AGES 6+

SCUS-94305
94305

SONY



COMPUTER
ENTERTAINMENT™

WARNING: Read BEFORE using your SONY® 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

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

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.

HINT LINE

Hints are available:

Within the US: \$0.95 per minute pre-recorded information,
 \$1.15 per minute live representative assistance
1-900-933-SONY (1-900-933-7669)

Within Canada: 1-900-451-5757 \$1.25 per minute

Automated support available 24 hours a day, 7 days a week.

Representatives available Monday-Friday 9am-5pm Pacific Coast Time.

This hint line supports games produced by Sony Computer Entertainment of America. No hints will be given on our Consumer Service Line. Long-distance charges are included in the above rates. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. You must have a touch-tone phone to use this service.

For questions and information regarding the Hint Line, write to:

**Sony Computer Entertainment America
Consumer Service Department
P.O. Box 25147
San Mateo, CA 94402**

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Call this number for help in installing or running our products, plus general product question and order information. Representatives are available Monday-Friday, 9am-5pm Pacific Coast Time. There is no charge for this service.

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Our news is always hot! Visit our website and find out what's happening at Sony - new titles, new products and fresh tidbits about the Sony PlayStation game console.

file codename:

WARHAWK™

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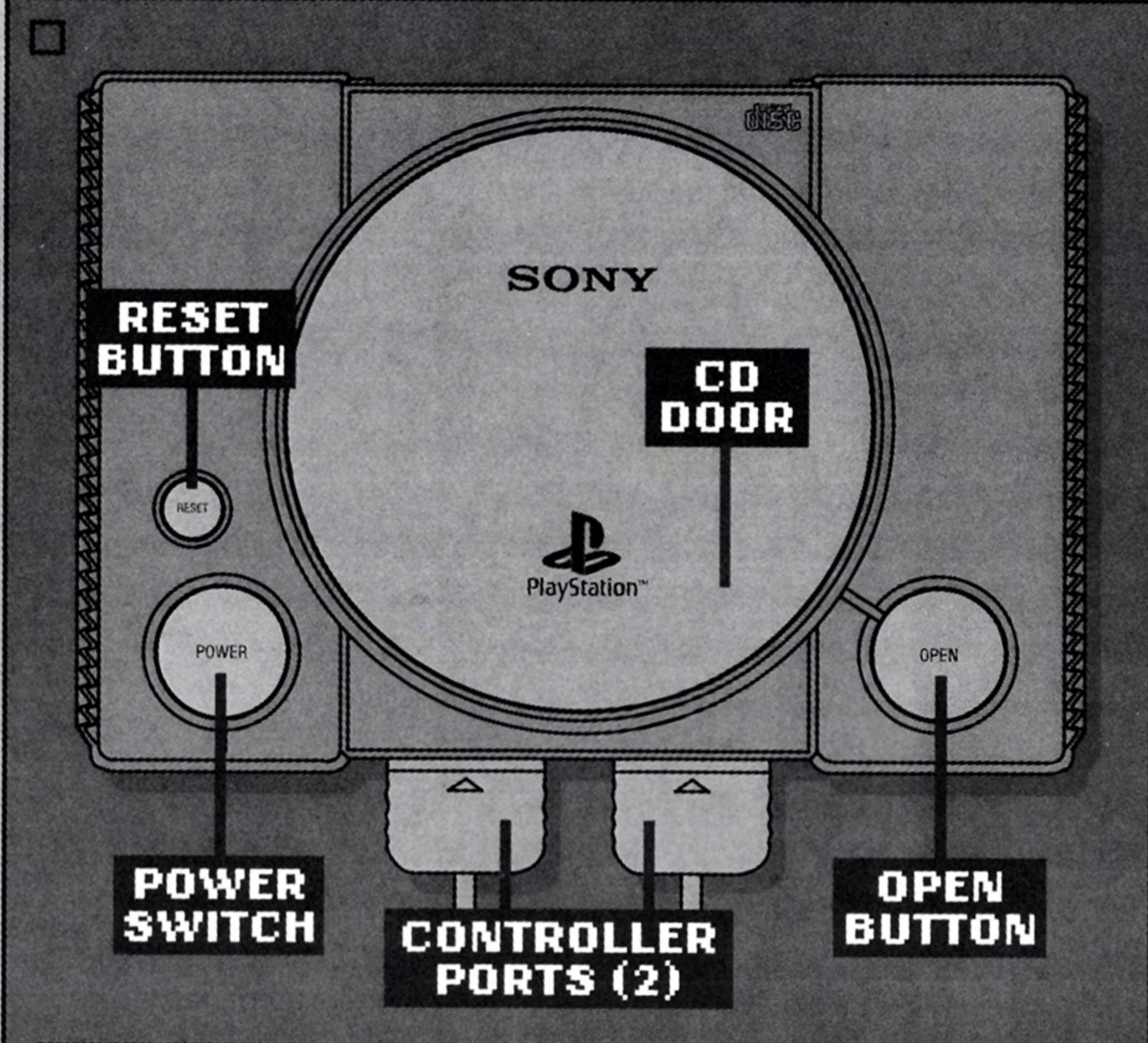
CLASSIFIED



eyes only-
do not duplicate
or transmit data



STARTING UP

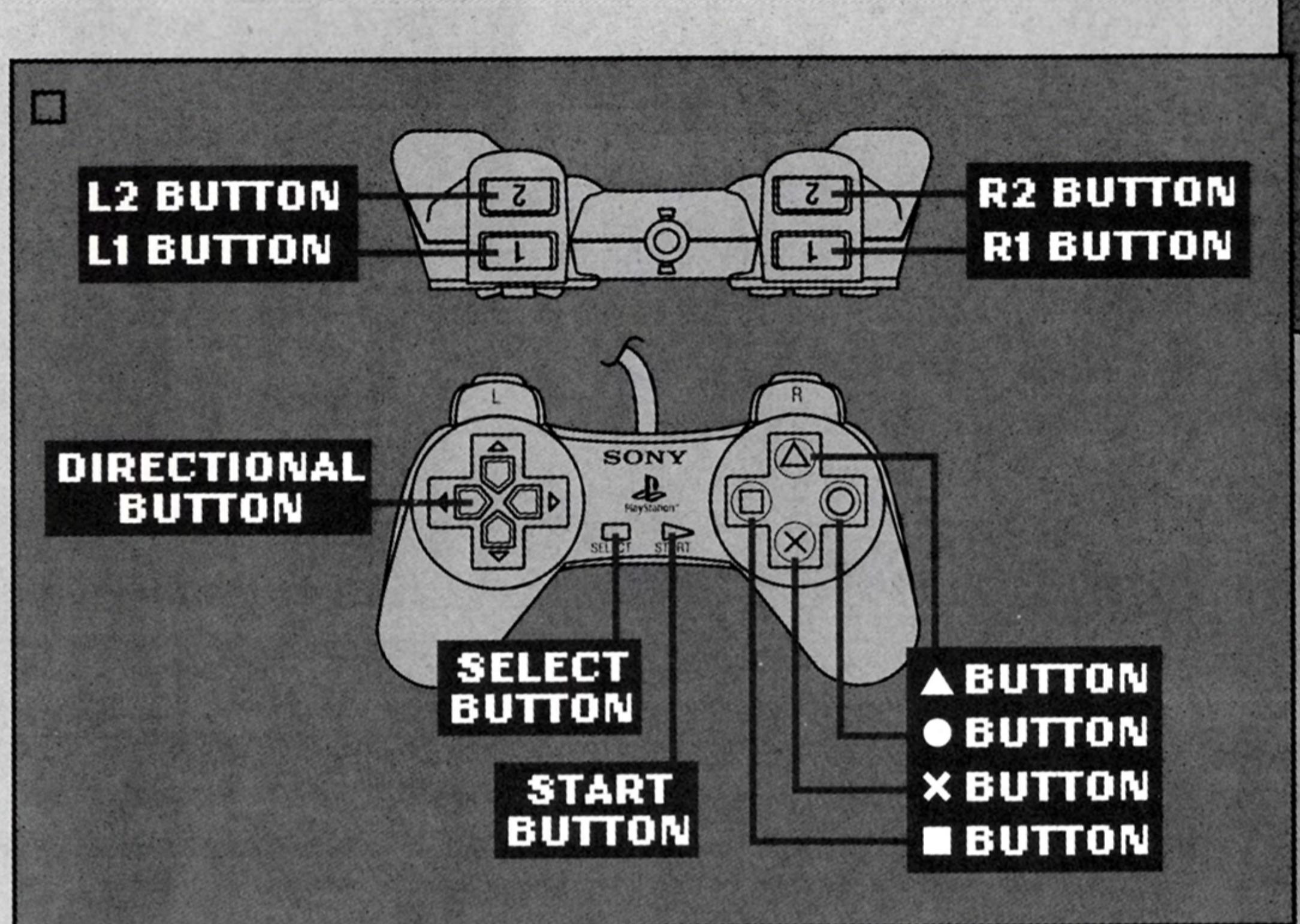


1. Set up your PlayStation game console according to the instructions in its Instruction Manual.
2. Insert the WarHawk™ disc and close the CD door.
Note: Make sure the PlayStation game console's power is OFF before inserting or removing a compact disc.
3. Plug in one game controller and turn the PlayStation game console ON. The opening titles and game demo will begin.
4. Press the Start Button at any time during the demo to reach the WarHawk Main Menu screen.



CL eyes only E

FLIGHT CONTROLS



There are four possible button configurations available, as described on page 7, with the default setting being PRECISION. While weapons and afterburner settings may vary, for three of the four configurations, the Directional Buttons function consistently as the control stick of your aircraft. It is important to remember that pushing down on the Directional Button results in a "pitch up" (for inclined flight). Similarly, pushing up results in a "pitch down".

NOTE: In ARCADE configuration, the UP and DOWN Directional Buttons are set in the traditional up and down respectively.



DISPATCH ORDERS

Classified Information: Eyes Only

Subject: Armed Retaliation on KreeI
Situation: Critical, Global Scale
Status: Military force sanctioned, deployed; escalation approved

Unknown military forces are currently on the move, the leader identified only as KreeI. No background available. KreeI's forces launched a series of attacks on worldwide locations; cross referencing indicates possible correlation of Project: **Red Mercury** (Security Class 1 information).

Strikeforce Alpha deployed in last contact with KreeI's forces – proved ineffectual. 93% battlefield casualties, 92% of remainder certified unfit for duty, reporting delusions and hallucinations.

Launch of Strikeforce Omicron sanctioned.

Mothership Icarus brought to full combat status as a mobile base. Omicron to deploy all forces simultaneously, utilizing all weaponry including experimental technologies such as WarHawk.

PRIORITY ONE COMMUNIQUE

Subject: Strikeforce Omicron
XA-165 codename WarHawk
Situation: Deploy

Strikeforce Omicron is to be fully activated arm of the Unified International Forces (UIF) action arm to repel unknown threat designated KreeI. With what remains of the UIF, Omicron shall form the spearhead of a counter-offensive. Priority mission is to discover and disrupt KreeI's plans as quickly as possible and repel KreeI's military forces.

Experimental technologies deployment has been approved, including XA-165 WarHawk. All forces to report to Special Forces Commander Jassic onboard Mothership Icarus.

DISPATCH ORDERS

Classified Information: Eyes Only

Subject: Report Immediately
From: General Robinson
To: Commander Jassic
RE: Mission Briefing

As you know, Strikeforce Alpha was decimated during their attacks on Kree'l's forces. Because most of the occupied areas had been in Kree'l's control for less than 24 hours, Alpha utilized a conservative, direct approach, the standard strategy to uproot an unsettled occupying force. What they discovered were fortified encampments and heavy weaponry that the intelligence crew couldn't identify.

Somehow Kree'l was able to establish a full scale occupational force, complete with terrain-based fortifications within an impossibly short period of time. Furthermore, in the past he has been able to abandon the encampments and remove his forces in relatively brief time periods, leaving behind little evidence to suggest that he was ever there.

Because of these abilities, Omicron must strike hard and fast and with full force. I advise adopting the philosophy that every base is his home base and utilize whatever means necessary. Intelligence has flagged some kind of fuel source as a possible reason for his army's phenomenal abilities.

WarHawk has been fully commissioned and fitted with full scale weaponry upgrades and energy collection hardware. Deploy it on strategic runs and collect samples of Kree'l's mystery fuel source. If we can break the back of his military and take their fuel, Kree'l can be stopped.

Choose your pilots carefully and good luck.

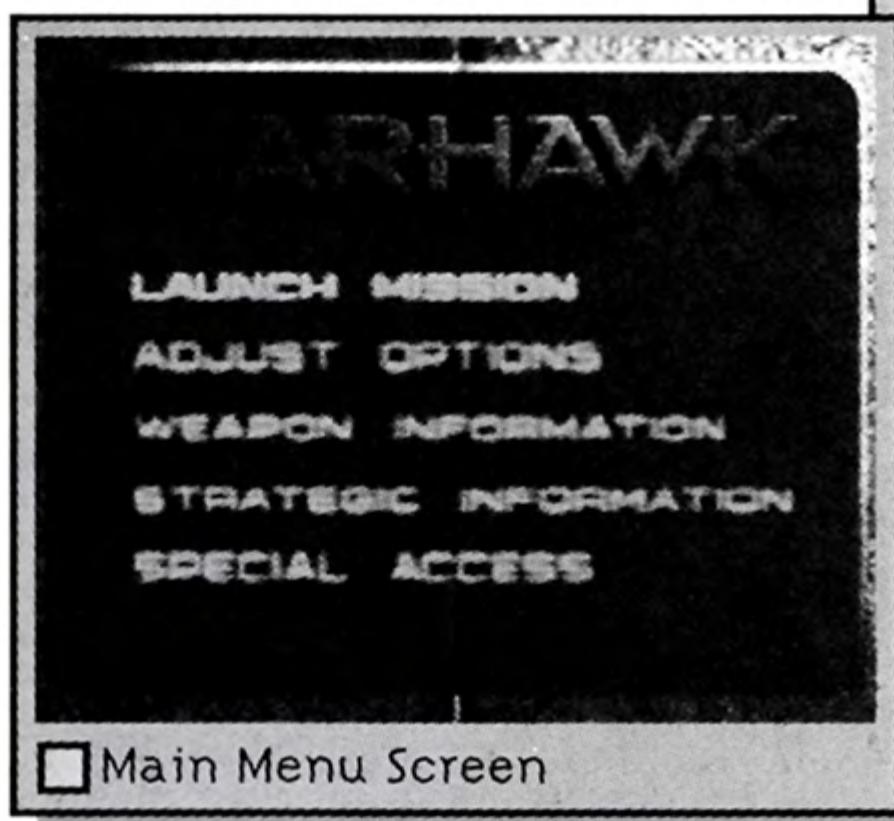
eyes only



MAIN MENU



To get to the Main Menu, press START. To highlight any menu item on the Main Menu, use the directional Buttons. To make a selection, press the X Button.



Main Menu Screen

OPTIONS

Launch Mission – Begins WarHawk

Adjust Options – Allows changes to Difficulty, selection of Controls, turning the Drop Camera On or Off, (an optional perspective beyond far chase in which the camera can be “dropped” wherever the player wishes), Music Level adjustment, View Credits or Exit back to the Main Menu.

Note: There is a preview of Twisted Metal™, another great PlayStation game, at the end of the credits.

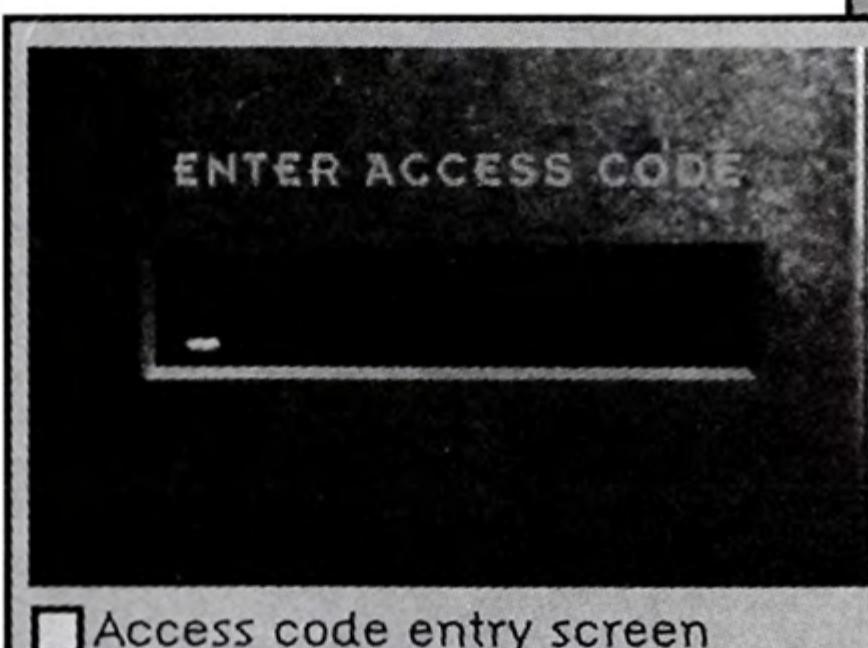
Weapon Information – Access information on WarHawk’s onboard and optional weaponry.

Strategic Information – Classified information involving general mission elements and specific targets for the first mission.

Special Access – See below.

SPECIAL ACCESS

WarHawk provides codes to start at the beginning of each war zone. To get the code for the level you are currently in, press the SELECT Button during gameplay. This will bring up the Mission Pause and Code Screen. The code appears at the bottom. Press the START Button to resume game play.



Access code entry screen

To input a code, select Special Access from the Main Menu. Enter the code. If a mistake is made, use the Directional Pad Left Button to go back and reenter the code. Once the code is in, press START. If access is denied, double check the code and try again. Press START to return to the Main Menu. Select Launch Mission to begin.

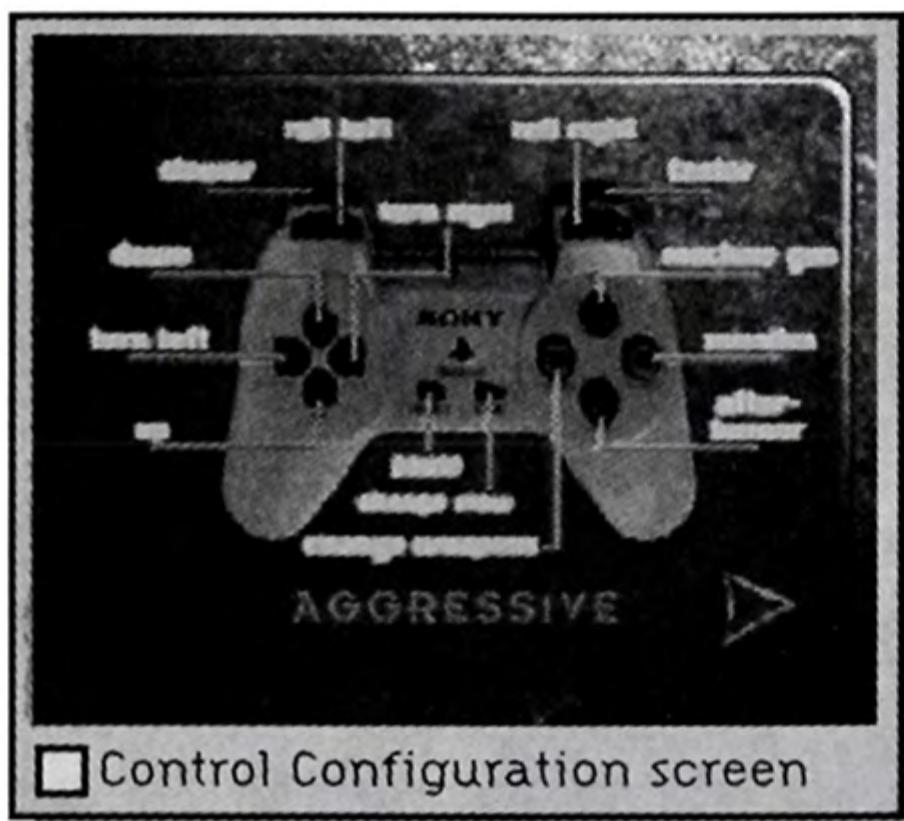
CONTROL CONFIGURATIONS

PRECISION CONFIGURATION

Speed kills is the basic credo of the pilot who appreciates the ability to hit hard and fast. The placement of the afterburner in close proximity to both the machine guns and missiles is intended for the pilot who prefers making lean, fast strafing runs on targets.

AGGRESSIVE CONFIGURATION

Designed to provide easy access to all weapons and the afterburner, the Aggressive Configuration is best suited to the type of pilot who wants to get in, stand toe-to-toe with an enemy, unloading on them with machine guns and missiles firing before beating a hasty retreat on afterburner.



HIT & RUN CONFIGURATION

Allows quick access to machine guns, missiles, afterburner and throttle down. Best suited for the kind of pilot who wants to take advantage of the harrier qualities of the WarHawk.

ARCADE CONFIGURATION

For those not accustomed to normal piloting conventions, the Arcade Configuration is a modified version of Aggressive Configuration with the pitch up/down replaced by normal down and up on the Directional Button.



BASIC FLIGHT CONTROLS

Note that the WarHawk has two modes — its normal, jet fighter-style mode and a Hover Mode which is activated automatically whenever forward movement is slowed sufficiently. Take stock of the motions available in Hover Mode. Furthermore, once a preferred speed has been reached, the WarHawk will proceed at that speed.

ACTION (in motion)	BUTTON	ACTION (hovering)
Turn Left	Directional Button LEFT	Rotate Left
Turn Right	Directional Button RIGHT	Rotate Left
Pitch Down	Directional Button UP	Descend
Pitch Up	Directional Button DOWN	Rise
Accelerate	R2 Button	Accelerate
Decelerate	L2 Button	Decelerate
Roll Right*	R1 Button	Sideslip Right
Roll Left*	L1 Button	Sideslip Left

* When flying at high speeds, the L & R buttons bank the plane sideways to facilitate tight turning maneuvers. Double tapping these buttons during flight executes a barrel roll.

To go Backwards, decelerate to a complete stop, then press the delelerate button (L2) again to reverse.

To Eject, press the Δ O X + \square Buttons at the same time.



ADVANCED FLIGHT CONTROLS

(see Flight Maneuvers, page 17 for descriptions)

MANEUVER CONTROLS

Barrel Roll	Double Tap R2 or L2
Hard Bank Right	Right+R1
Hard Bank Left	Left+L1
Immelman Turn	(see page 18 for instructions)

FLIGHT VIEWS

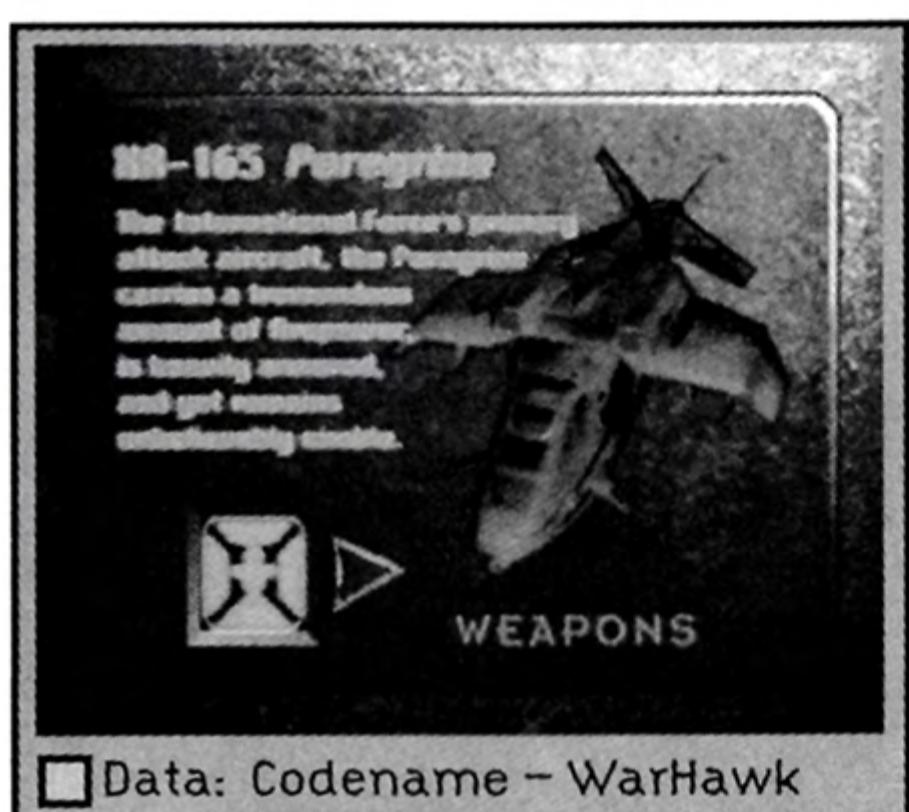
Change Views START Button

The Pilot can change the viewpoint at any time. Pushing the Down Directional Button, while holding the START Button pulls the simulated eye point away from the cockpit and into chase mode. Pushing up while holding the START pushes the view point forward and into the cockpit. See page 10.

To look hard right: Press both right buttons (R1+R2)

To look hard left: Press both left buttons (L1+L2)

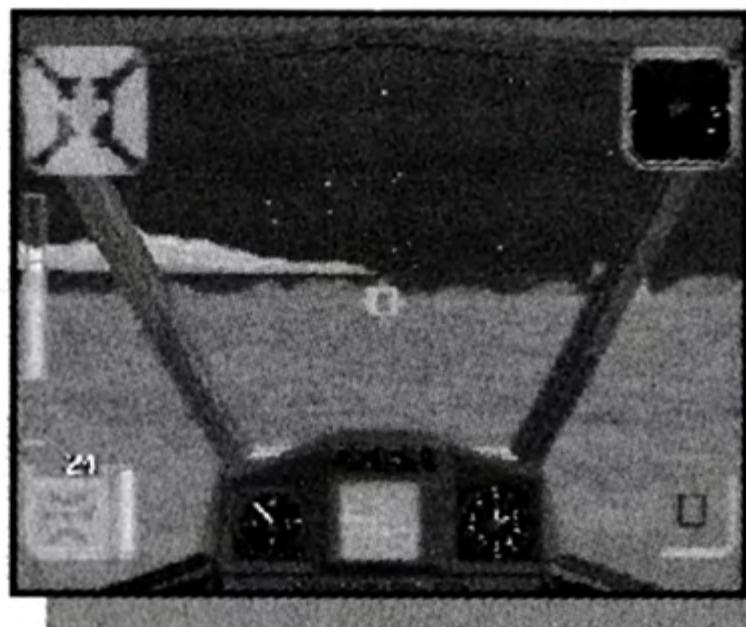
To look below: Press both bottom buttons (L2+R2)



FLIGHT VIEWS



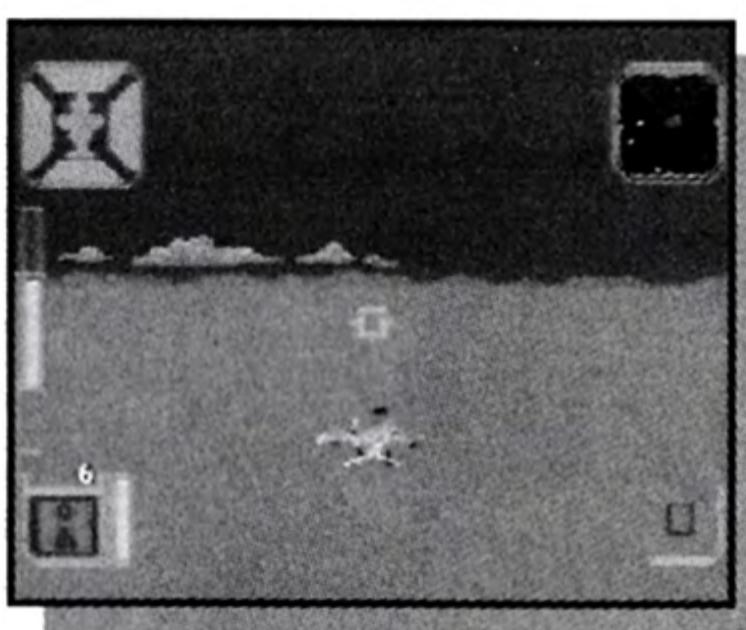
Cockpit – This is the default view. While all options provide clear views of the important HUD information, this view allows additional cockpit elements such as the compass and telescopic view to be seen. Furthermore, because this is not a simulated eyepoint, the accurate firing of unguided weapons is more easily achieved.



Near Chase View – To change the view to a near chase view, hold START and press the Directional Button DOWN once from Cockpit. This is a simulated eyepoint just behind the WarHawk – good for maneuvering situations that require an accurate sense of ship width and relative position to the ground (although firing accuracy may be somewhat hindered).



Far Chase View – Hold START and press the Direction Pad DOWN twice. Similar to the Near Chase View, this longer angle adds the additional feature of a greater field of view to respond more quickly to incoming threats and get a sense of the fire zone density. Weapons accuracy may be impaired even more than in other views.



Drop Camera – Drop Camera can be toggled on from the Adjust Options Screen in the Main Menu. This view is not recommended for combat, but can be helpful in studying the larger battlefields and cross-fires. When the Drop Camera view is activated, the WarHawk will deploy a stationary tracking camera at that position which will show your craft and the surrounding area from that vantage point. The Drop Camera will remain active for a certain time before returning to a combat view. To manually return to a combat view, press START and Directional Button UP.

HEADS-UP DISPLAY (HUD)

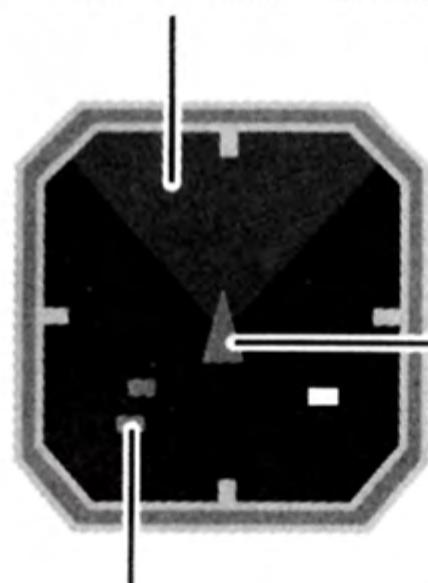
The Heads Up Display (HUD) shows all of the information from WarHawk's onboard systems. It is important to remember that some HUD elements, such as the radar, may be disabled if enough damage is absorbed. Remember, the ability to quickly and easily read the HUD may be the difference between life and death in a firefight.



WarHawk Status

In the upper left corner of the HUD is the WarHawk status icon which features the WarHawk icon surrounded on four sides representing the shielding quadrants left, right, fore, and aft. The WarHawk icon itself is divided into quarters representing the major ship systems. As the shielding is depleted, the WarHawk may begin to take damage, resulting in various systems failures including loss of radar, incapacitation of WarHawk's missile launchers, disruption of flight control, surface stabilizers and engine damage.

Field of View



Center Triangle

Enemy Contacts

Radar

In the upper right corner of the HUD is the radar display. The radar is the primary method by which the pilot acquires enemy targets. The display features several icons useful for locating enemies and elements in the surrounding environments.

Center Triangle – The triangle in the center of the radar display points in the direction of the primary target or threat of that zone.

Blue Contacts

Air Threats

Small Red Contacts

Missile Launch Indication

Green Contacts

Stationary Threats

Yellow Contacts

Mobile Ground Targets

Large Red Contacts

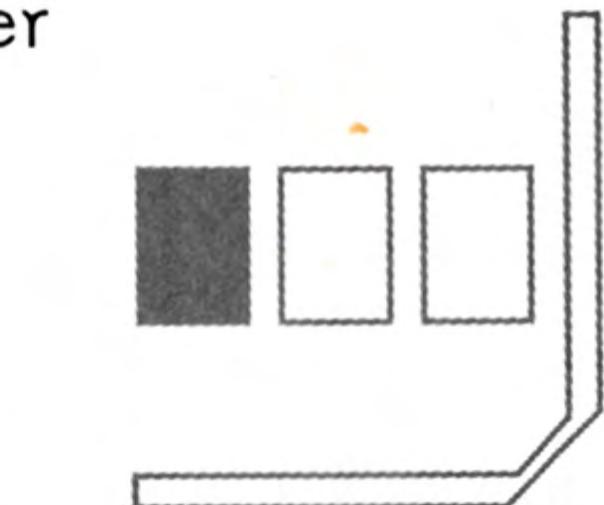
Unidentified Energy Sources

HEADS-UP DISPLAY (HUD)



Speed Meter – Along the border there is a vertical meter indicating aircraft speed. It is broken into three sections. The lowest portion indicates motion in the reverse direction. Once the lowest line has been crossed, it indicates forward velocity up to speed within normal safety limits. The upper section indicates maximum speed of the aircraft which may only be achieved using the afterburners.

Weapon Status Display – In the lower left corner of the HUD is the weapon status display. This display features a representative icon of which weapon is currently active and a number designation showing what remains of that particular weapon's payload. In the case of Rockets and Lock-On missiles, it is how many missiles remain. In the case of Swarms, it refers to each set of six micromissiles. In the case of the Plasma Cannon, it shows how much charge remains in the energy stores (See WarHawk specs: Weaponry). Also in this part of the HUD is the heat indicator for the machine guns

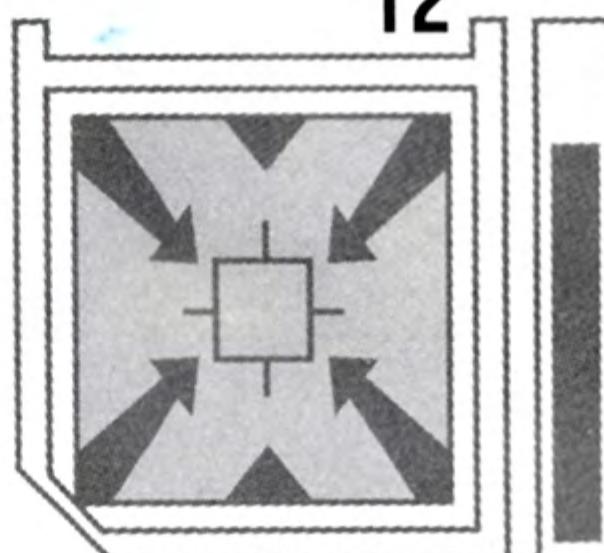


Cross Hairs – Appear in the center of the HUD. Use these to aim weapons.

Lock-On Target – The Lock-On Target is active when using guided missiles. Fire your weapon the instant the Lock-On Target acquires the enemy and turns red.

Canister Retrieval Matrix – In the lower right corner of the screen there will be a number of empty red boxes (the number varies from mission to mission). Each empty slot represents an unrecovered energy canister.

To complete the mission the player must retrieve the total number of canisters secured somewhere in the environment.



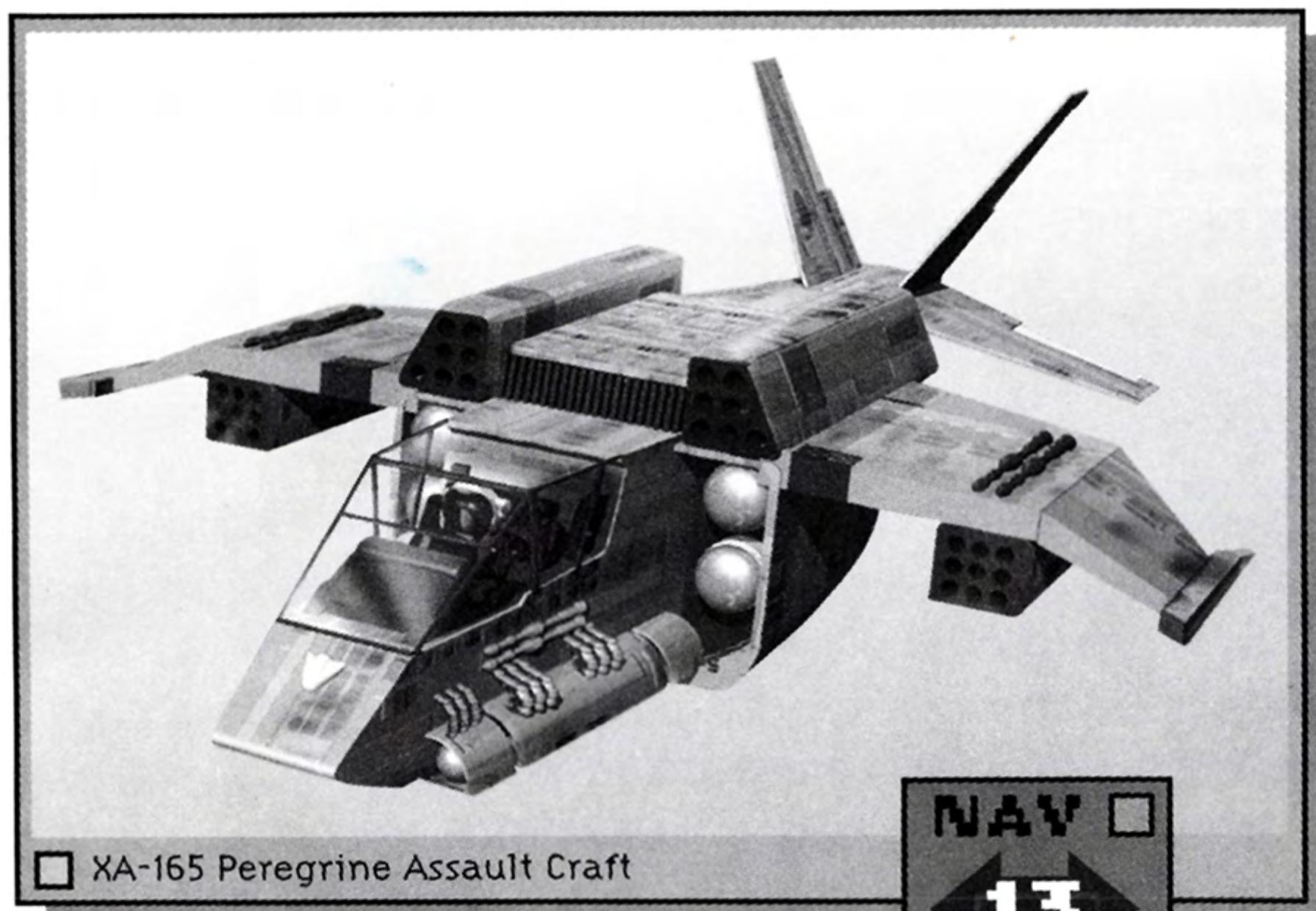
WARHAWK BRIEF

Classified Information: Eyes Only

Subject: XA-165
Codename: WarHawk
Status: Assigned to Strikeforce Omicron

WarHawk is designed to eventually become the primary assault craft of the Unified International Forces. It is a heavily armed, heavily armored low altitude attack vehicle intended for high contact near-ground combat. It combines a VIOL hovering capability with amazing maneuverability and the latest in omnipurpose weaponry. It is also outfitted with a wide range of system redundancies to allow it to take an extraordinary amount of damage yet remain functional to the completion of a mission. Furthermore, its modular nature allows for quick and easy repairs and salvage with its various sister aircraft.

The most impressive feature about the WarHawk is its payload capacity. Utilizing the latest in minimizing technology and high-density electronics, its durable exterior houses a wide array of armaments and features.



XA-165 Peregrine Assault Craft

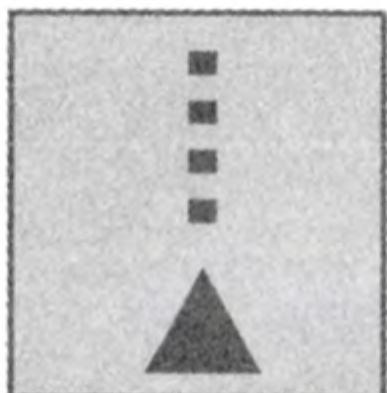




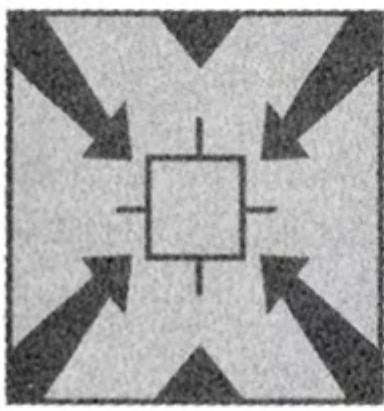
SHIELD - WarHawk is equipped with quadrant shielding (left, right, fore, and aft sectors) that function as a dynamic barrier to absorb damage to protect WarHawk. The shield itself slowly regenerates, but if sufficient damage is taken within a period of time and a shield quadrant is depleted, the WarHawk itself will begin to take damage, often resulting in equipment failure.

AFTERBURNER - This is a secondary jet thrust intended to function in concert with WarHawk's basic engines to provide speeds up to 50% faster than normal top speed. While unlimited in usage, as a safety precaution they must be manually activated.

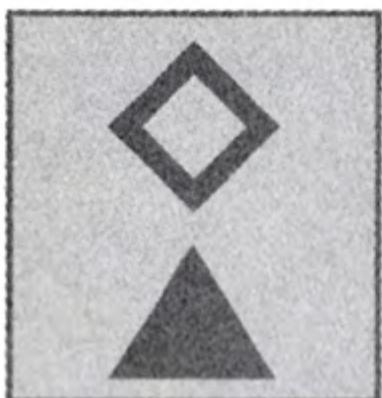
MACHINE GUNS - Intended for use on minor targets, these liquid-cooled proton impulse machine guns have a delivery rate of 1500 rounds/second in tightly grouped, high impact quanta capable of penetrating most armor types. The WarHawk's generators can provide a nearly endless supply of power for the guns, although the firing mechanisms themselves may overheat. If this occurs, they will cease firing for a cooling down period until their temperature drops low enough to resume standard operation



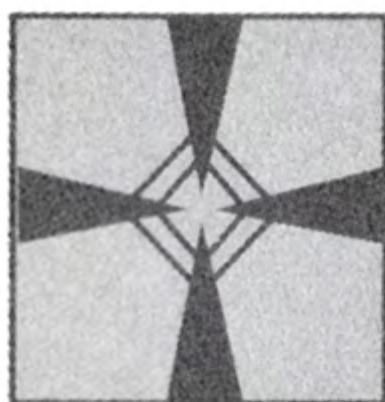
ROCKETS - standard line of fire weaponry with a small charged warhead, capable of being manually fired in rapid succession. Mostly used for generalized destruction, the rockets are the most commonly utilized weapon in the arsenal. Their slightly greater range is an advantage when attempting to fight from cover, and their non-homing characteristics make them well suited for leading higher speed aircraft that outstrip guided missiles.



SWARM MISSILES - A single "swarm" is a cluster of up to 6 low-level homing missiles all locked onto a single target. They each travel independent pathways, converging simultaneously on a single point. The swarms are useful in high pressure situations during which a pilot may have to deal with either a partially obstructed or difficult to align target. The independent pathways increase the chances of at least one missile striking the target and a full strike by all components usually does crippling damage to normal targets.

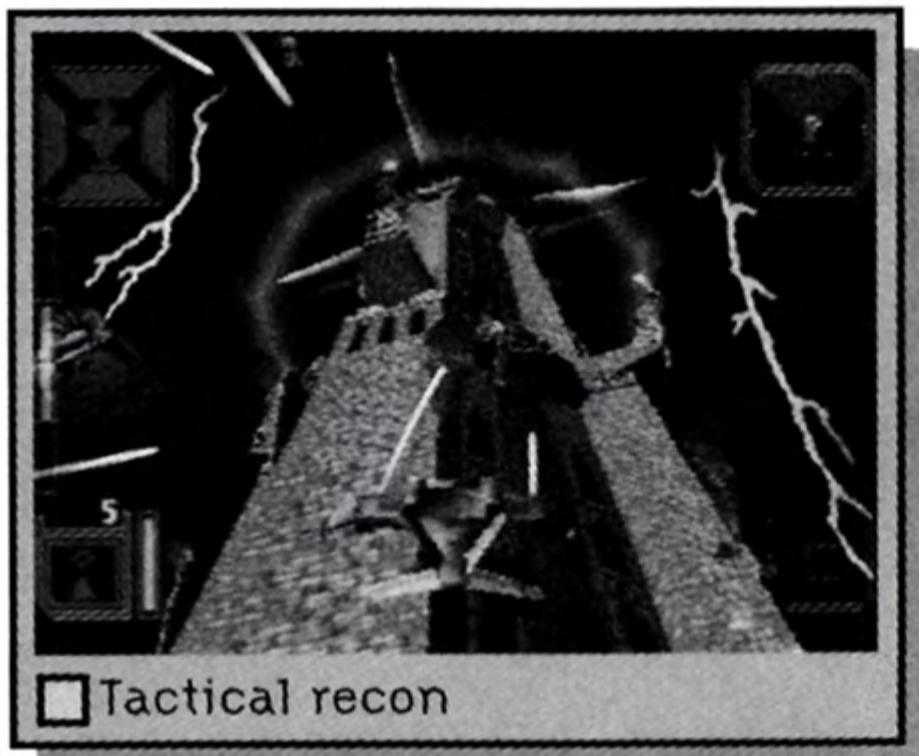


LOCK-ON MISSILES - guided missiles designed to deliver a large payload. Lock-Ons are much more damaging than the individual swarm missiles, but the greater mass of the single missile results in a less agile (though more devastating) projectile.



PLASMA CANNONS - This is a high energy plasma caster which uses a charging mechanism to fire. The longer the fire button is held, the more charge is built up from its finite energy stores. When the button is released the charge is released in the form of a plasma ball that dissipates over distance. This is a potentially heavy damage weapon that requires some planning and anticipation, but properly used can be devastating on larger targets.





FLASH BOMB - Although this weapon does no damage, its combination high intensity light and electromagnetic pulse temporarily disables most modern weaponry.



DOOMSDAY BOMB - This bomb carries an unspecified payload and while little is known about its technology, its damage potential is well-documented. It is a high concussion, wide range omnidirectional weapon whose damage radius is enormous. The only safe point is in the equibalanced node located at the source of detonation.

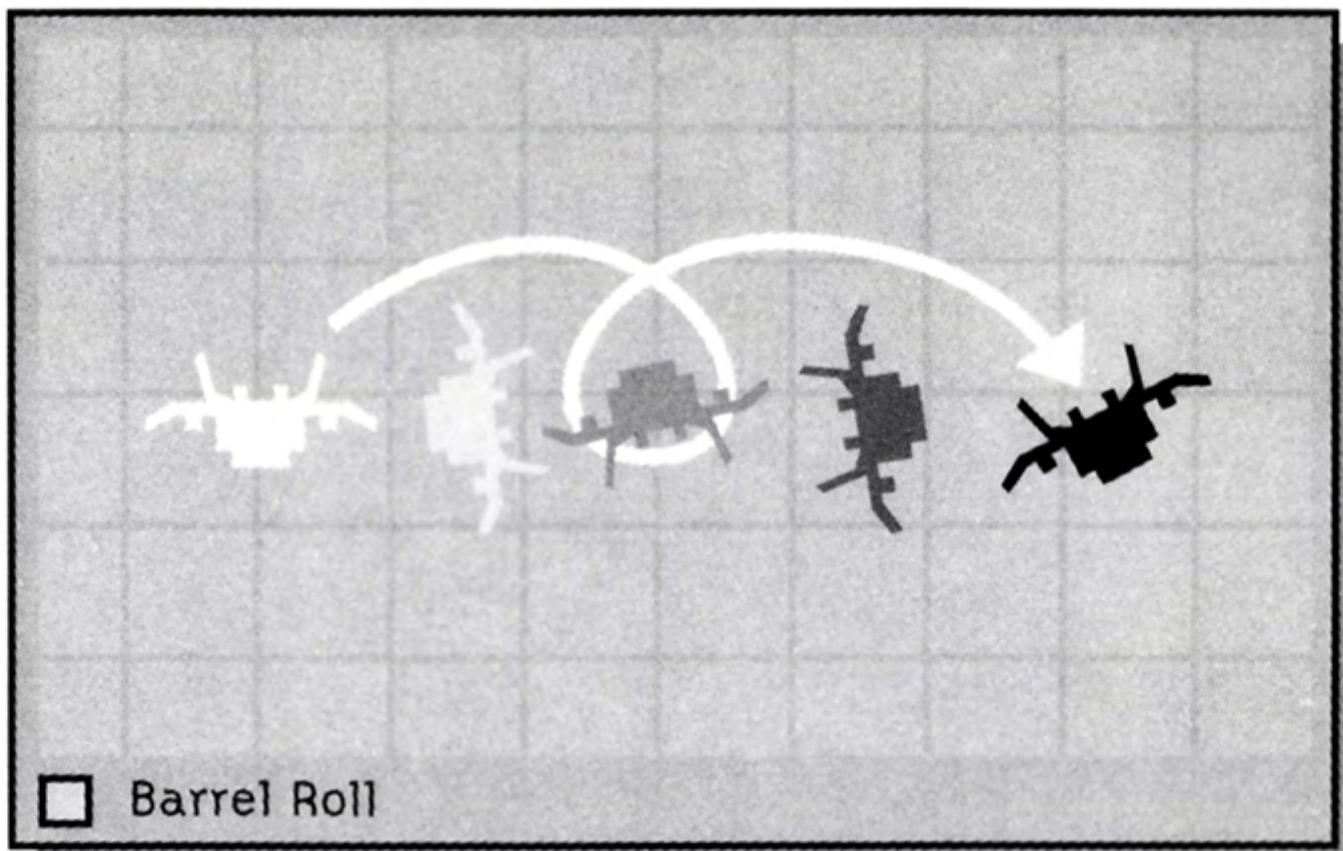


At times during the battle, the destruction of enemy targets may yield pick-ups. These pick-ups are usually weapons capsules which, by maneuvering the WarHawk into close enough proximity, can be retrieved and used to reload certain weapons. They are characterized by a contained blue force bubble easily visible from a distance. Besides the standard weapons, some experimental weapons stolen by Kree'l's forces may be retrieved. Some of them are enhanced versions of existing weapons which the WarHawk can retrieve and refit into its existing armament. Others are stolen prototypes and are listed below.

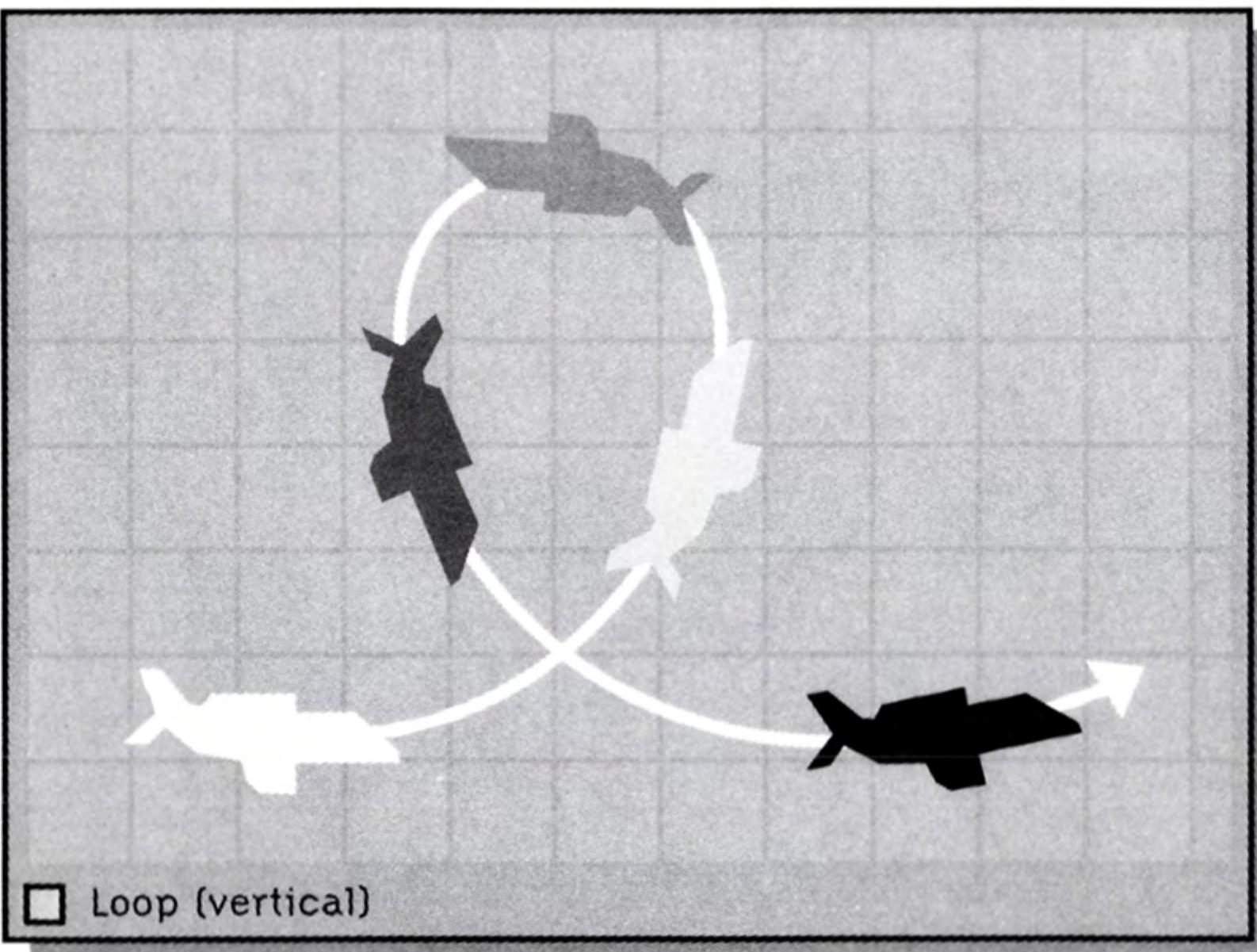
FLIGHT MANEUVERS

Barrel Roll

This maneuver is best used in a situation where the pilot wishes to alter the vulnerable profile of the aircraft. For example, in cases which a particular quadrant (or quadrants) of shielding has been depleted, barrel rolling the vulnerable side away from an enemy emplacement often results in the hits being absorbed by the opposite shield quadrants. To execute a barrel roll double tap and hold the R1 or L1 button.



Barrel Roll



Loop (vertical)

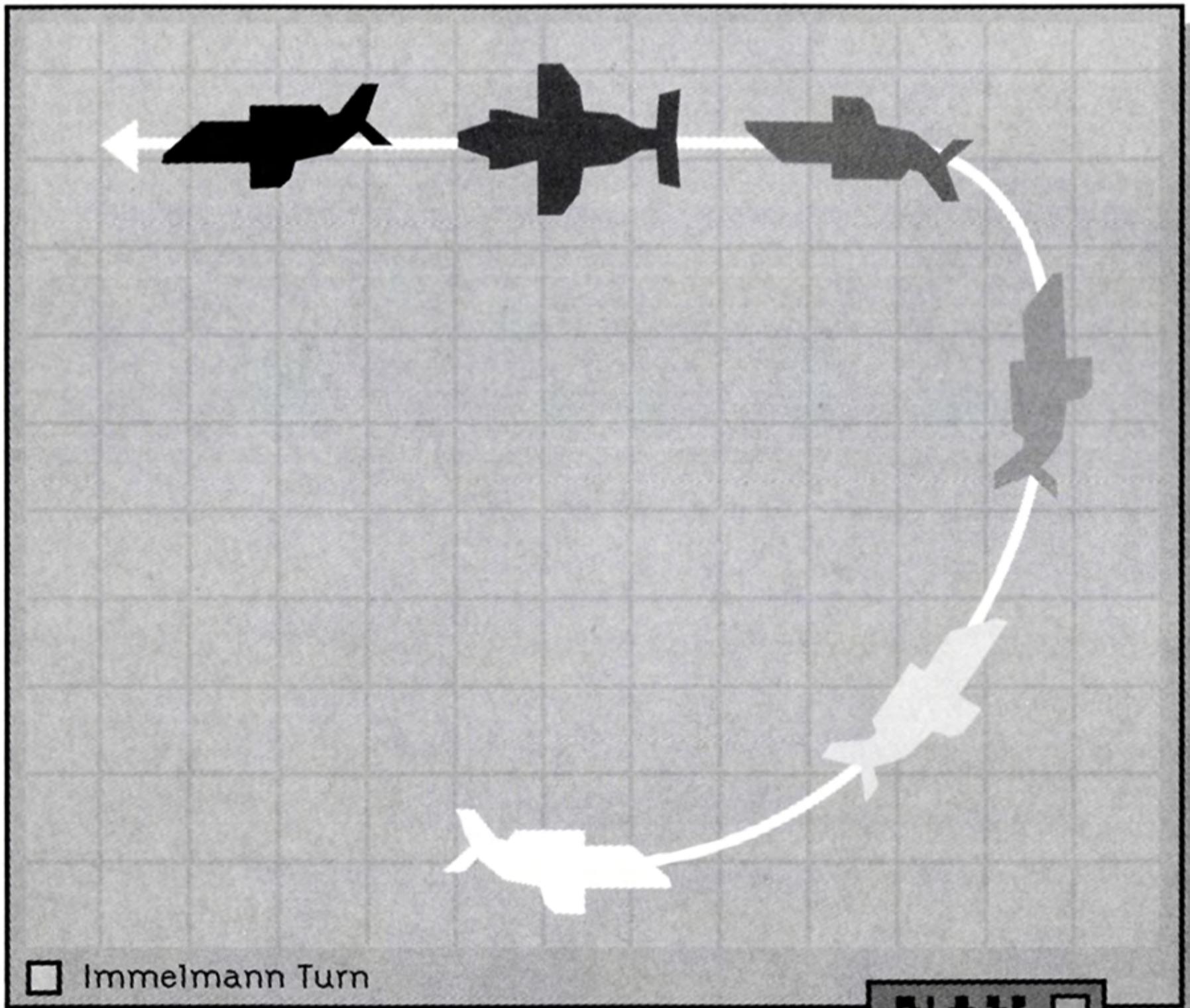
Loop

This is an important move to learn and, more importantly, learn to apply effectively as it serves for both evasive maneuvering and offensive repositioning. To execute it, the pilot must pull back on the stick until the aircraft pitches up past the point of inversion and continues back around to its level position.

FLIGHT MANEUVERS

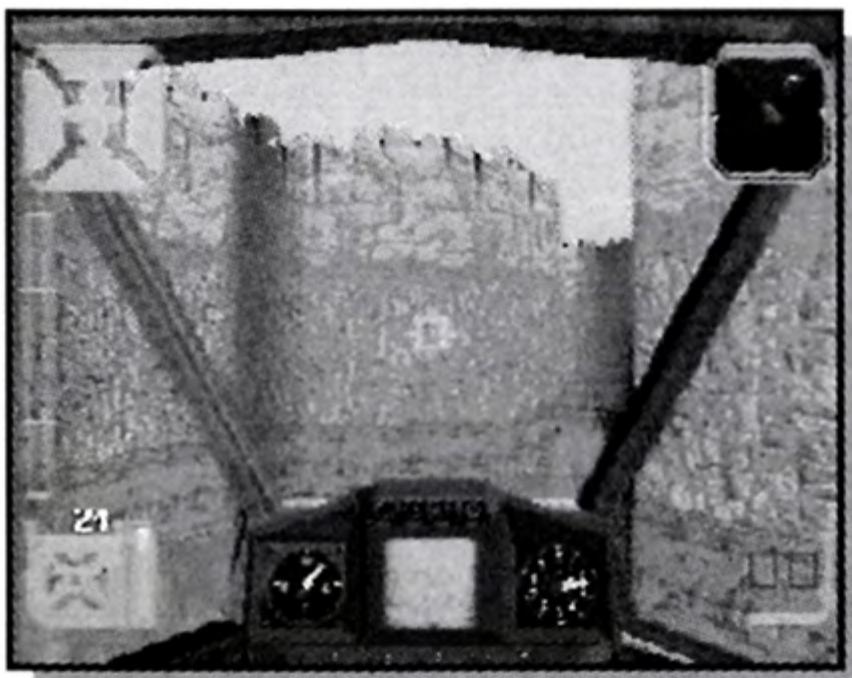
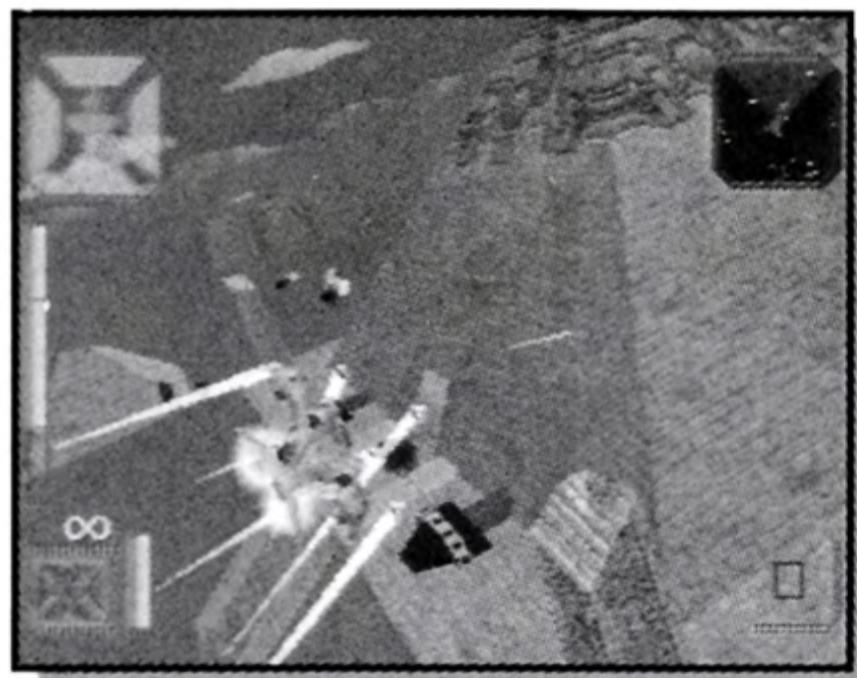
Immelmann Turn

A variation of the full loop, the Immelmann is one of the most useful maneuvers a pilot can learn. The basic motion of the Immelmann is a split loop, in which the pilot begins a basic loop and at some point during its execution (usually while inverted), the pilot rolls over to right the aircraft (by pushing Pad Up or simply tapping either of the Roll buttons). The net result is a high velocity reversal of direction with easier targeting than a normal hard bank turnaround. Besides providing a quick and advantageous reorientation for runs on stationary targets, it is also useful when the pilot wishes to engage an enemy after a head-on flyby. The inverted reorientation allows the player to quickly get enemy pilots back into his sights and get off a shot before they can turn around.



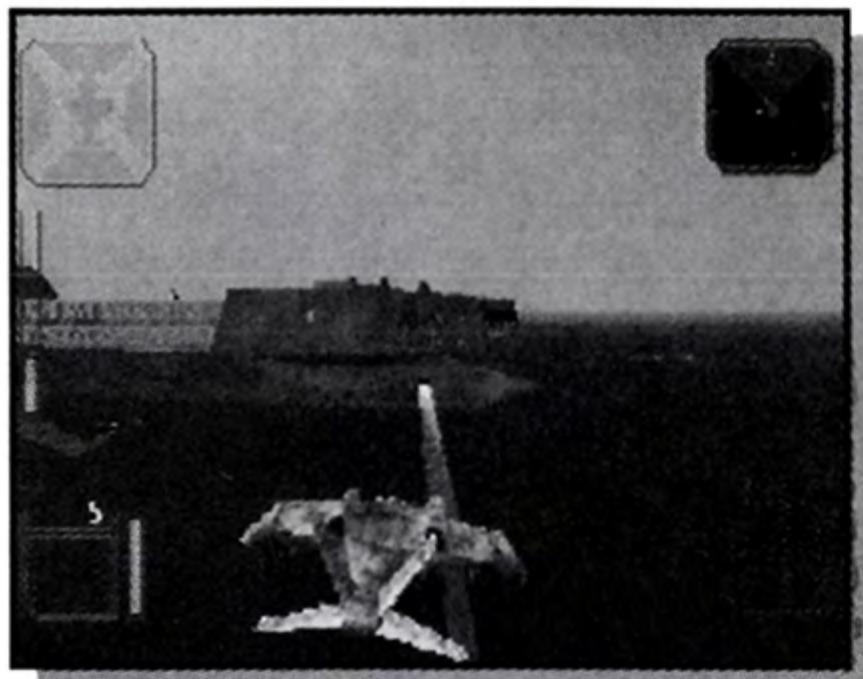
INTELLIGENCE REPORT

Desert Zone - keep moving, you're in the middle of a hot zone, and while Kree'l's air force is not too fast in this level, they are aggressive. Not even the WarHawk's shields can withstand the pounding from both ground emplacements and Kree'l's heavy air craft if you get caught standing. You have a maneuverability edge over Kree'l's airforce in this level, so concentrate on the ground threats first.

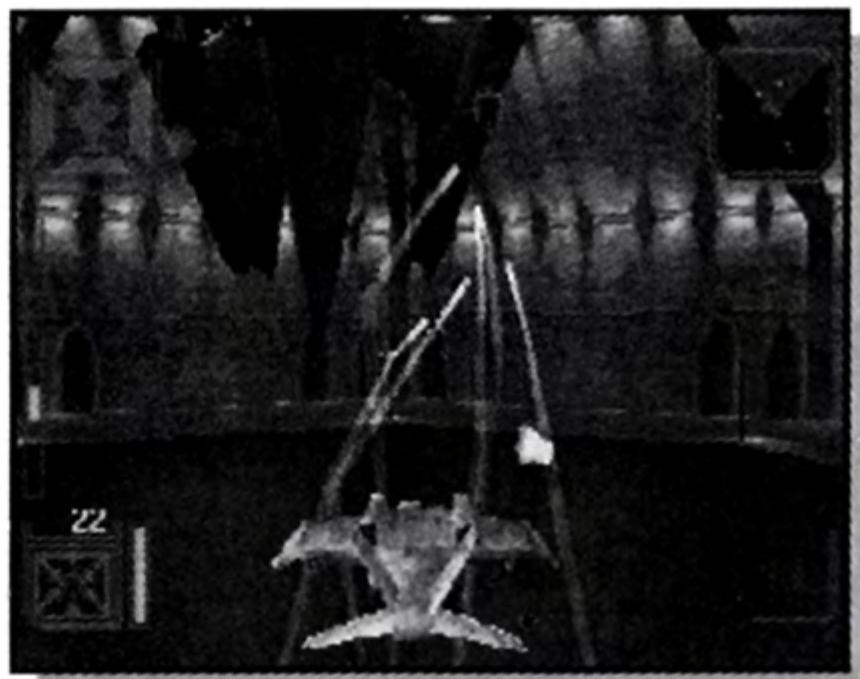


Canyon Zone - conserve your ammo. Destruction of some targets may yield power-ups. When facing the bosses, strike hard and fast because Kree'l's forces are using a plasma mortar sweep to cleanse the canyon behind you (while you can survive the rain of fire, combined with the bosses it is devastating). Basic gist: move fast.

Airship Zone - This is a new kind of scenario for all of the battle ops crew. The only advice they can give is to keep your head about you and watch for crossfires. There's a lot flying through the air and all of it is hostile. If you see where the dangerous crossfire zones are, you can select the right targets to remove them. If a target seems too hot to handle, look for another approach... but keep moving. Kree'l's air force is alerted and on the move.

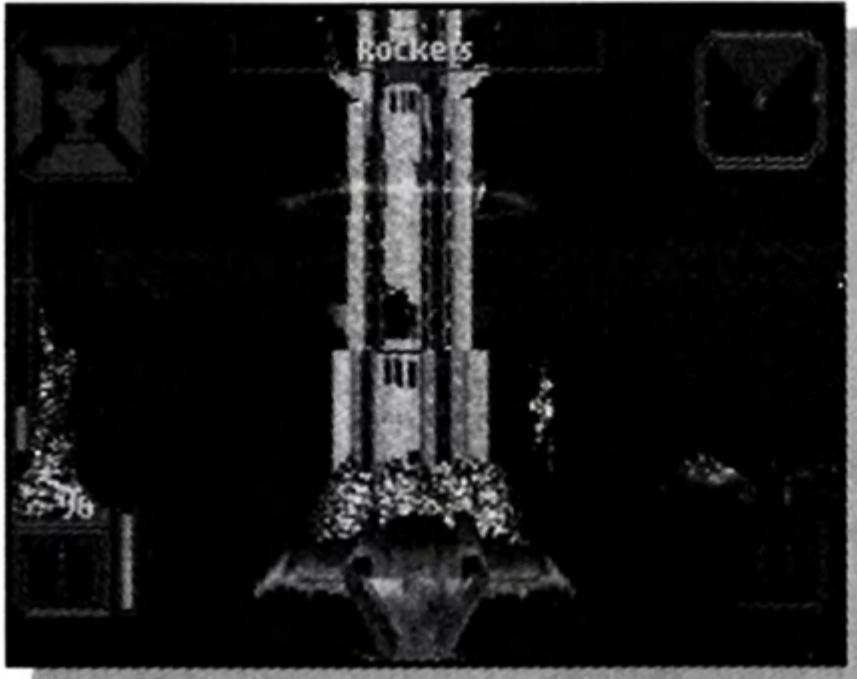


Volcanic Zone - Kree'l's troops are testing a squad of experimental warcraft here, so watch yourself. These deadly warbirds combine firepower on the tower emplacements to make this one of the most difficult missions you'll ever face. Add to this a painful array of sub-launched weaponry and survival chances begin dwindling down to zero very quickly. Your best strategy? Use the environment to your advantage. Remember, enemy aircraft and missiles have to weave between those deadly stone spires as well.



Gauntlet Zone - The Gauntlet is teeming with traps and obstacles... but also with pick-ups. If you've the skill and the guts, explore the gauntlet - it could help in the long run.

Storm Zone - Kree'l's summit periodically releases pick-ups for his personal use. Your ship's sensor should detect them and give you a HUD readout when the tower energizes. Steal them if you dare.



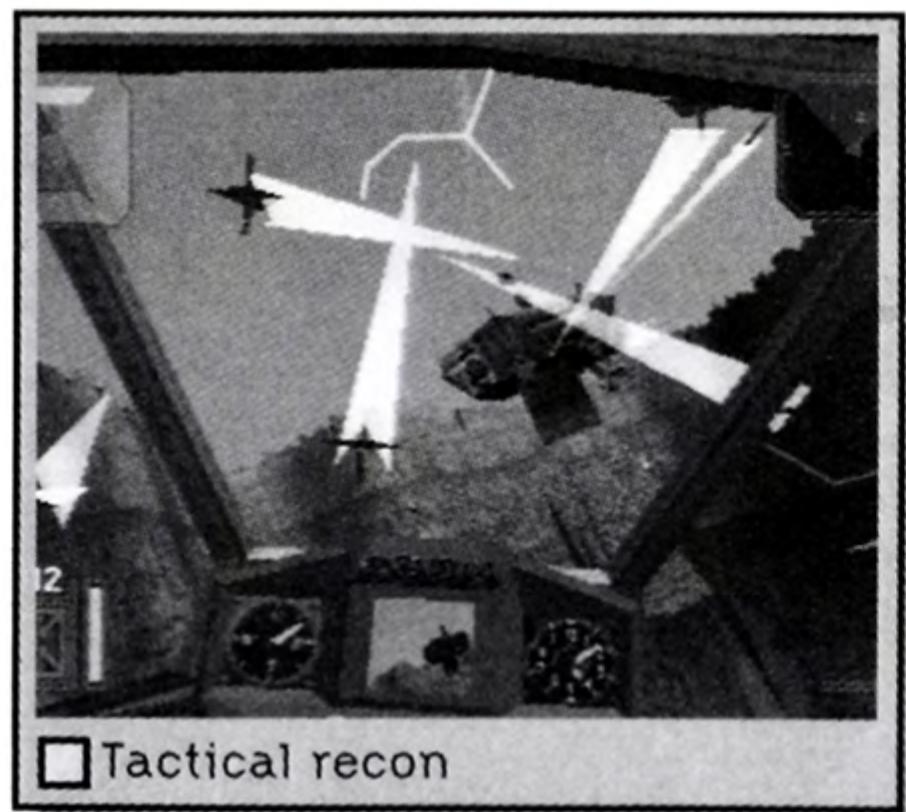
GENERAL TIPS

When dogfighting with an enemy you just cannot shake, use your ability to slow or even stop to let enemies fly by, making them easy targets. At the very least, they will have to break off to avoid becoming a bullseye. Also, watch your enemy pilots for patterns. Members of associated squadrons often fly with similar styles. The name of your craft is WarHawk – fly like a bird of prey and kill like a monster... it's the American way.

Keep one eye on your radar. It warns you of incoming enemy aircraft and incoming enemy missiles. Half of a great pilot may be pure instinct, but the other half is being aware of his surroundings.

Don't stay in one place too long. Remember, in a war zone there are no safe places.

In larger battles, pick your targets carefully. Ammunition may be plentiful, but it is also limited, and while there are several ways to finish areas, eliminating the more dangerous threat combinations and crossfires can make the difference between a cakewalk and a coffin.



Use all 3 dimensions: You're a plane, not a tank. WarHawk can climb, dive, hover, sidestep, even rotate in place. You'll need all your skills to survive.

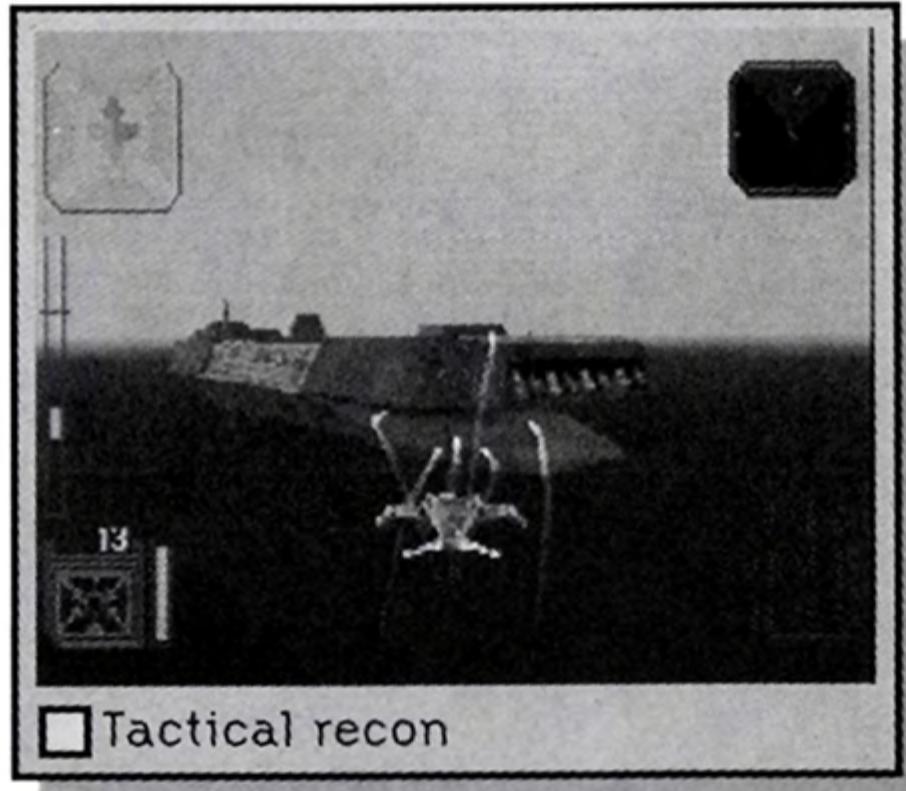
GENERAL TIPS



Remember, there are several ways to do things... different approaches, different angles, different strategies. If a particular zone is stopping you, try a different angle or a different flight strategy. Being a Strikeforce Omicron pilot requires more than jittery fingers. You have to be able to think on your feet.

One last point... if you're being pummeled and you're going to die, take as many of them with you as you can. It may not help you in your next life, but it might make you feel a little better on your way there.

Lock and Load!

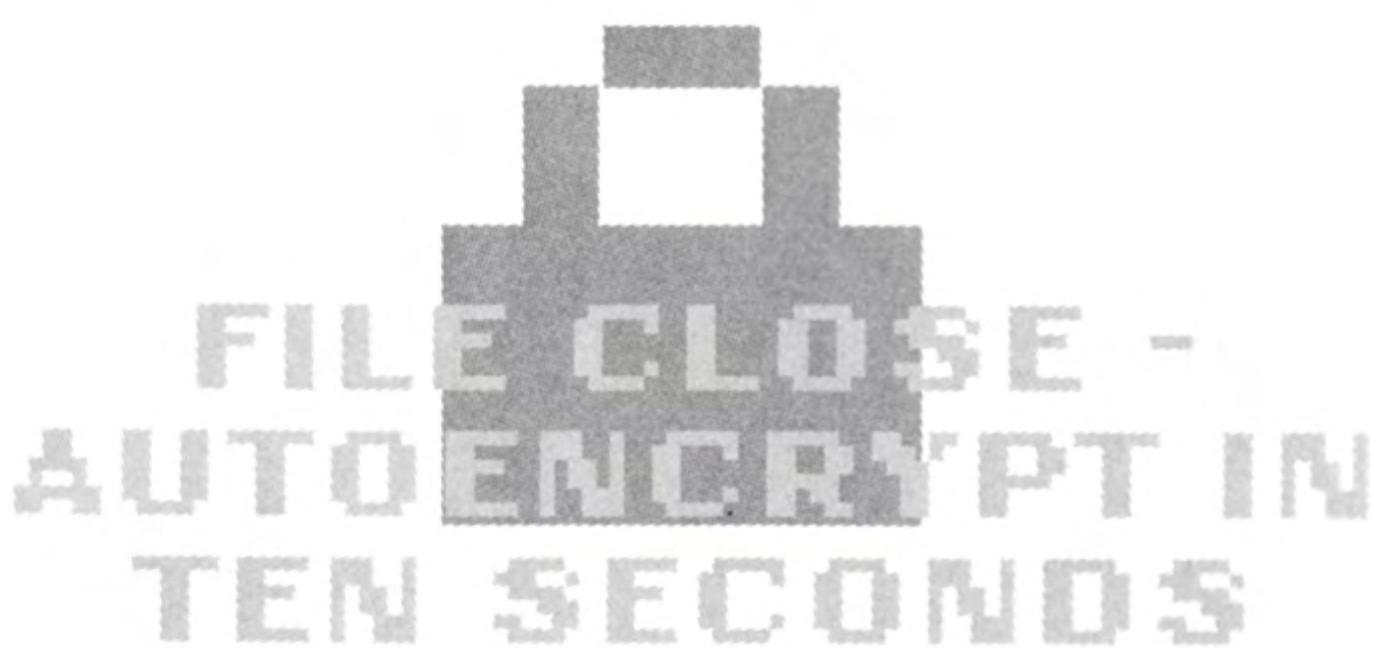


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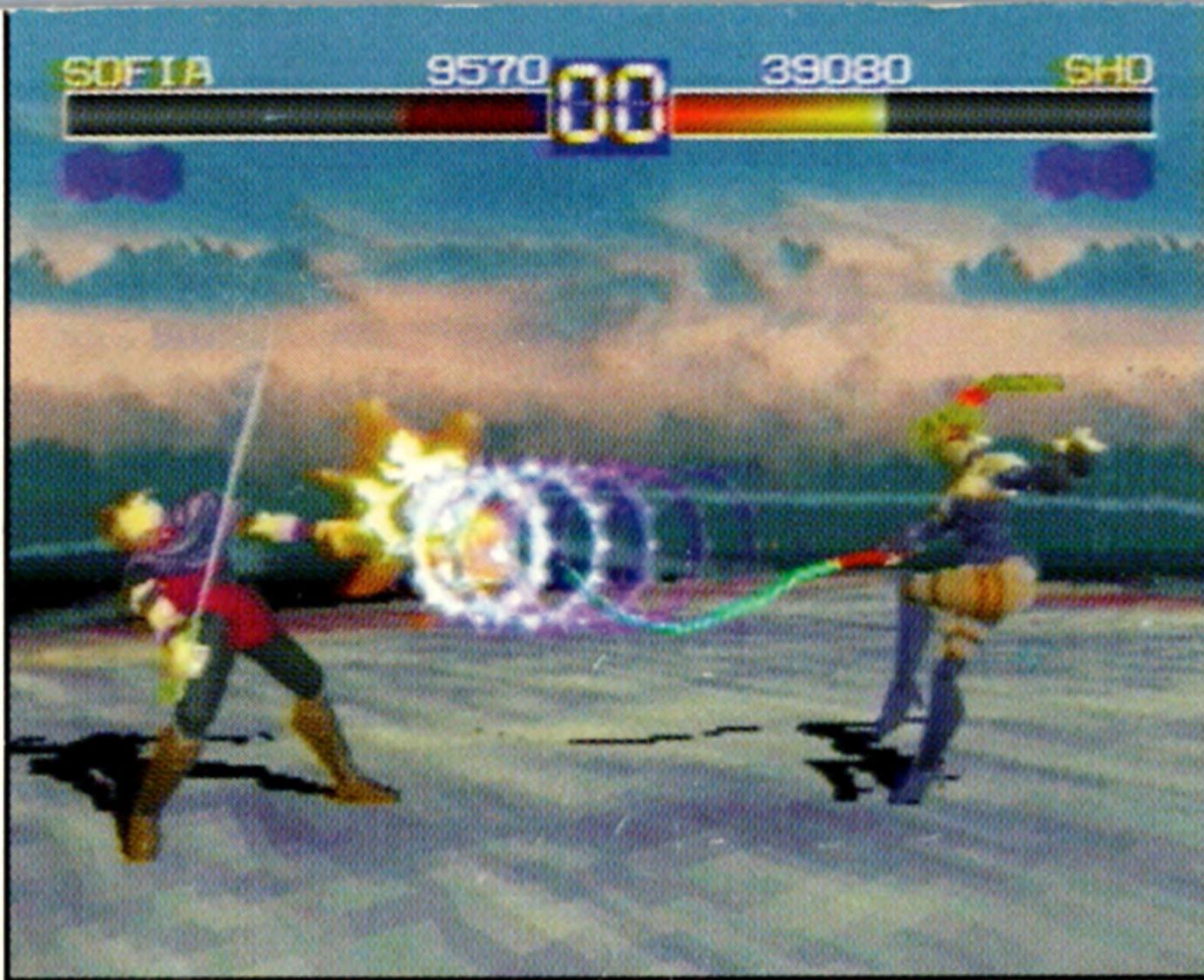
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