

TRON: LEGACY



MATURE 17+
M
CONTENT RATED BY
ESRB



UBISOFT

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

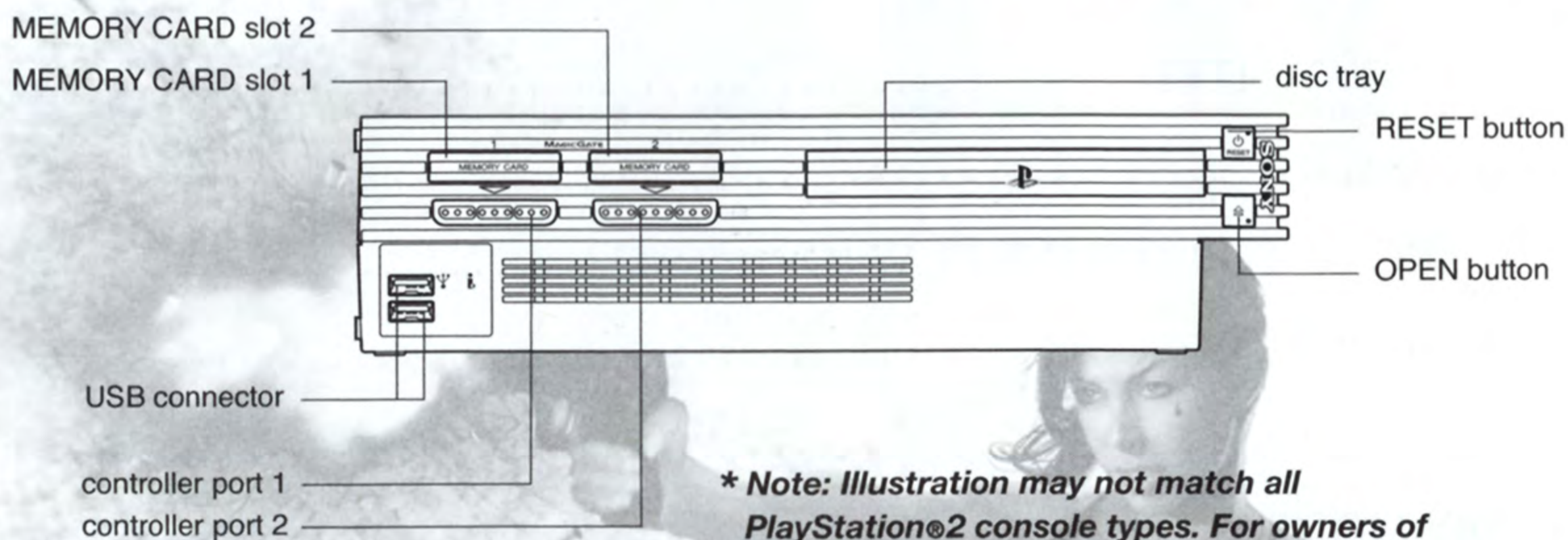
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

GETTING STARTED	2
STARTING UP	3
SETTING UP FOR ONLINE PLAY (OPTIONAL)	4
INTRODUCTION	5
GAME MENUS	6
STORY MODE	7
HUD	9
ON THE ROAD!	9
GAME MODES	11
QUICK HITS	12
MULTIPLAYER	14
ONLINE	16
TECHNICAL SUPPORT	24
WARRANTY	INSIDE BACK COVER

GETTING STARTED



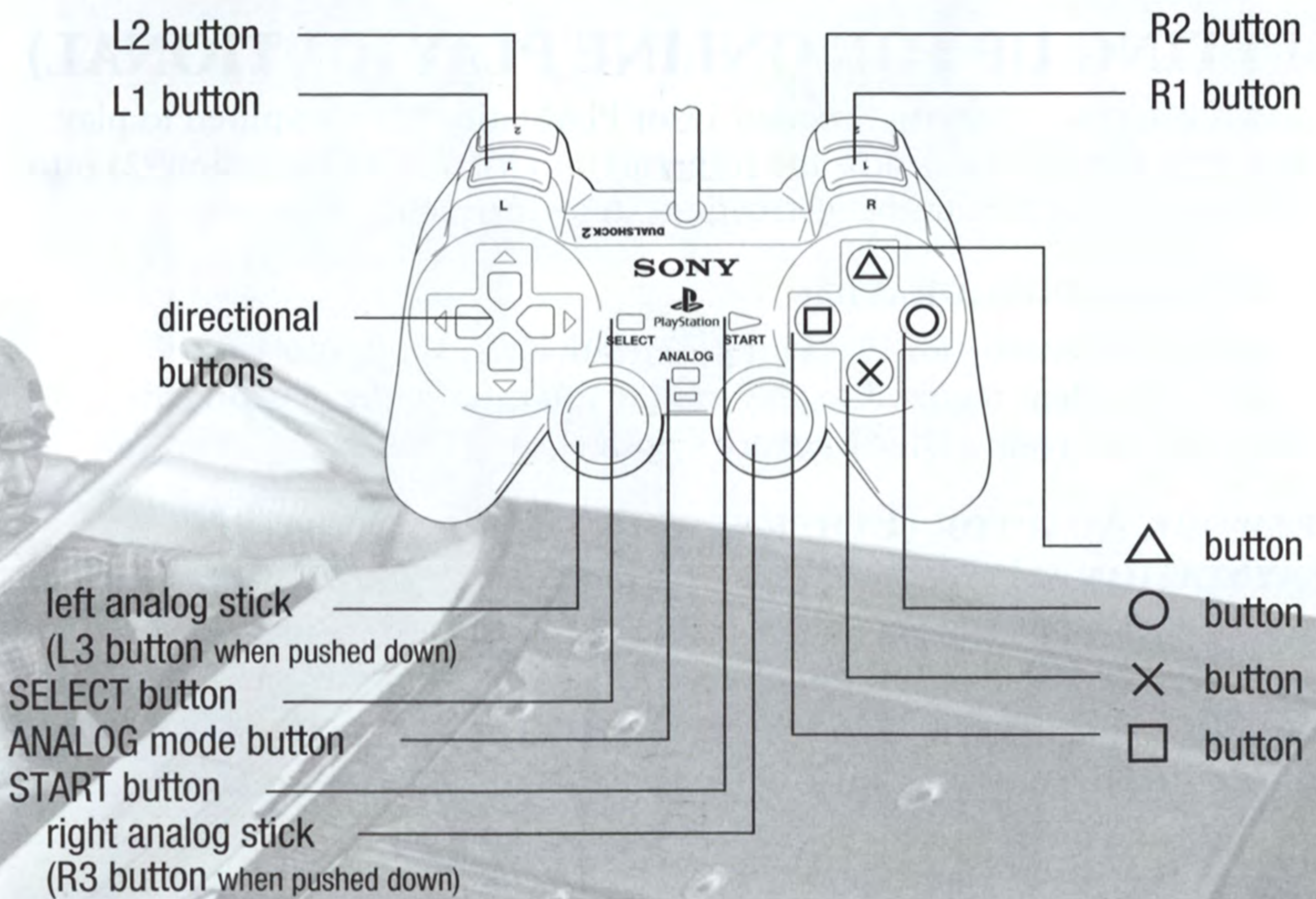
*** Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.**

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the 187 Ride or Die™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



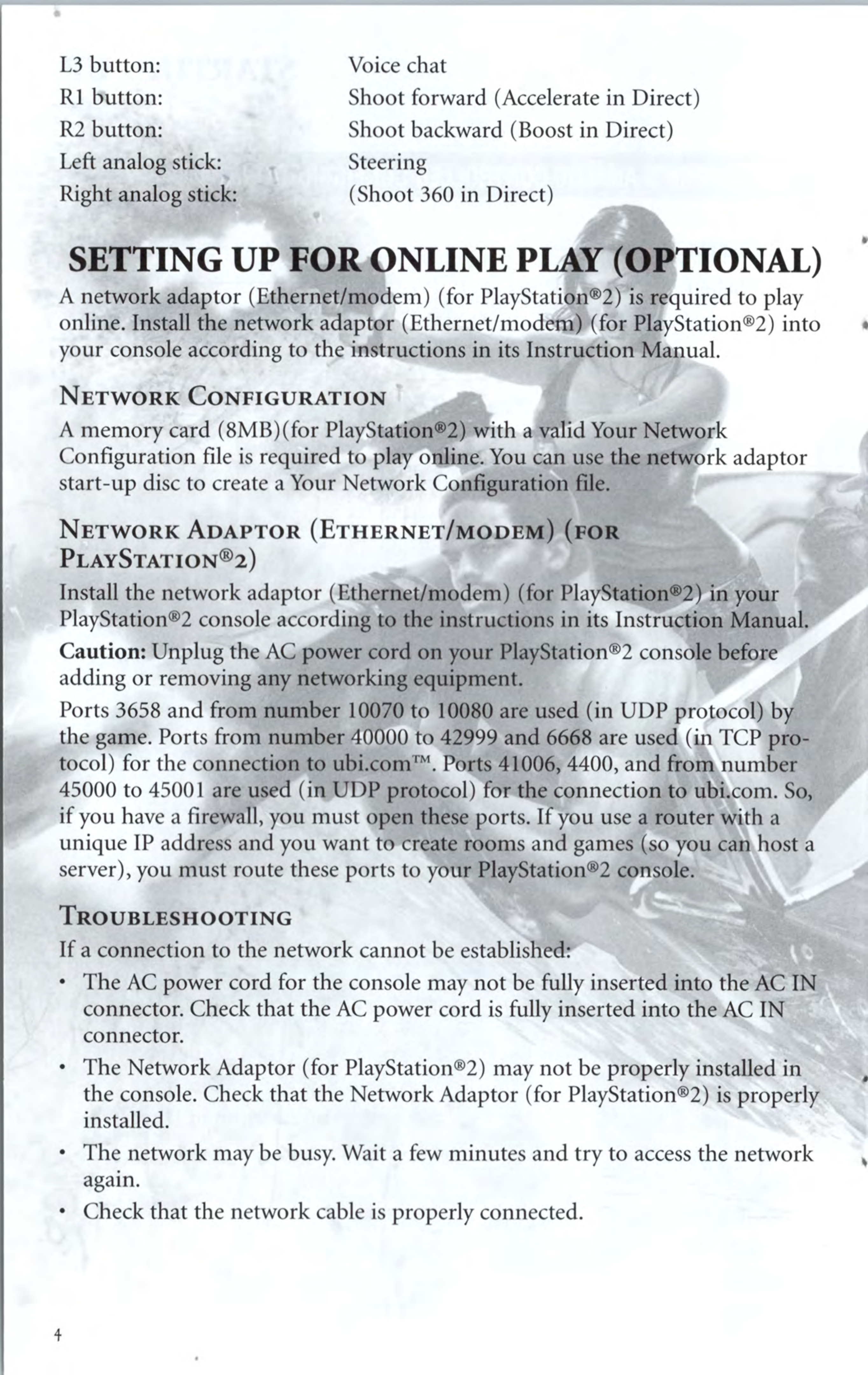
BASIC MENU CONTROLS

- Press the directional buttons to browse or cycle through the different options.
- Press the **×** button to select a button, go to the next screen, or change the current option.
- Within any submenu, press the **△** button to return to the previous screen.

GAMEPLAY CONTROLS

These are the basic commands for the Classic controller configuration (controller setting 1). Controls for the Direct setting appear in parentheses.

- button:** Brake (no function in Direct)
- × button:** Accelerate (no function in Direct)
- △ button:** Drop weapon
- button:** Switch weapon
- Directional buttons:** Steering
- SELECT button:** Switch camera
- L1 button:** Boost (Brake in Direct)
- L2 button:** Rear view



L3 button:	Voice chat
R1 button:	Shoot forward (Accelerate in Direct)
R2 button:	Shoot backward (Boost in Direct)
Left analog stick:	Steering
Right analog stick:	(Shoot 360 in Direct)

SETTING UP FOR ONLINE PLAY (OPTIONAL)

A network adaptor (Ethernet/modem) (for PlayStation®2) is required to play online. Install the network adaptor (Ethernet/modem) (for PlayStation®2) into your console according to the instructions in its Instruction Manual.

NETWORK CONFIGURATION

A memory card (8MB)(for PlayStation®2) with a valid Your Network Configuration file is required to play online. You can use the network adaptor start-up disc to create a Your Network Configuration file.

NETWORK ADAPTOR (ETHERNET/MODEM) (FOR PLAYSTATION®2)

Install the network adaptor (Ethernet/modem) (for PlayStation®2) in your PlayStation®2 console according to the instructions in its Instruction Manual.

Caution: Unplug the AC power cord on your PlayStation®2 console before adding or removing any networking equipment.

Ports 3658 and from number 10070 to 10080 are used (in UDP protocol) by the game. Ports from number 40000 to 42999 and 6668 are used (in TCP protocol) for the connection to ubi.com[™]. Ports 41006, 4400, and from number 45000 to 45001 are used (in UDP protocol) for the connection to ubi.com. So, if you have a firewall, you must open these ports. If you use a router with a unique IP address and you want to create rooms and games (so you can host a server), you must route these ports to your PlayStation®2 console.

TROUBLESHOOTING

If a connection to the network cannot be established:

- The AC power cord for the console may not be fully inserted into the AC IN connector. Check that the AC power cord is fully inserted into the AC IN connector.
- The Network Adaptor (for PlayStation®2) may not be properly installed in the console. Check that the Network Adaptor (for PlayStation®2) is properly installed.
- The network may be busy. Wait a few minutes and try to access the network again.
- Check that the network cable is properly connected.

USB HEADSET (OPTIONAL)

The USB (Universal Serial Bus) headset allows you to chat with your friends during gameplay, and with all the players in the session lobby in online mode. This is an optional feature and is not required to enjoy the game, but it will make you more efficient if you play as a part of a team.

The USB headset connects to either the upper or lower USB connector, located on the front of the PlayStation®2 console. With the USB symbol facing up, insert the cable into either the upper or lower USB connector. Set up your PlayStation®2 system to connect over the Internet.

INTRODUCTION

STORY

In the rough streets of Los Angeles, customized rides and 187 gangland shootings are the norm. But when the street O.G. Dupree is shot nine times by his Mexican Mafia nemesis Cortez, Dupree's prime real estate is up for grabs – Cortez and his crew of thugs are poised to take over Dupree's hood. Dupree calls on Buck, the only guy who can shift gears in street rides, the only guy who can blaze guns combat style. Buck is given the task to defend Dupree's hood against Cortez and his crew, at all costs. If he fails, not just Dupree's hood, but Buck's own life, will be lost...

CHARACTERS



BUCK

Under youthful, innocent eyes, a hint of danger lurks. Buck is a bright kid – book smart, but also street smart. He's a loyal guy, a tough guy who loves money, guns, women, and customized fast cars. The O.G. Dupree took Buck off the street and gave him a home when he had no place to go. Buck's street father has given him tough tasks – race through the streets of L.A., deliver packages, settle old scores, and avoid street hits on his life. But Buck has learned something even more important: never lose and never get killed.



DUPREE

Dupree is the textbook definition of an O.G. Big, menacing, and smart, he has dark, piercing eyes that would frighten a leopard. He has seen both good and bad on the street. Dupree is a man who appreciates the finer things in life, like Asian art, exquisite furniture, and beautiful women. He walks with a limp, a reminder of many street wars and multiple gunshot wounds. Dupree is driven when he sets his mind on something. He's loyal to his street soldiers – but if you cross him, prepare to die.



CORTEZ

Cortez is Mexican Mafia from the barrio, tough as nails. He's relentless when he wants something and won't rest until he reaches his goal. Cortez loves cigars, sexy women, fast cars, and money. Raised in the mean streets of East L.A., he has seen many of his homies fall in the street. Cortez has outlasted many because of his street skills.

QUEEN B

Queen B is sexy, tough, and quick on the trigger. She lives by her name; if you get in her way, she'll sting you with a round of bullets.




ANGELINA

Gorgeous and sexy, but do not be fooled by her good looks; she's deadly with a weapon. Angelina will stop at nothing to complete her mission.

GAME MENUS

PROFILE SELECTION

Before starting the game, update the profile database so it can store information about your progress. This is done with a profile, saved on a memory card (8MB)(for PlayStation®2).

- **To create a profile:** Select Empty Profile. Enter a name that does not exceed 15 characters. Press the  button to confirm your input and the  button to go back to the previous screen.
- **To play with an existing profile:** Select it and press the  button.



Note: 187 Ride or Die supports only MEMORY CARD slot 1. Your game progress will be automatically saved on a memory card (8MB)(for PlayStation®2) upon completion of each stage.

MAIN MENU

This is the first screen where you make major game choices. At the bottom of the screen, you can see your user profile (see Profile Selection).

- **Story Mode:** Play the stages sequentially and see the unfolding storyline of 187 Ride or Die.
- **Quick Hits:** Play the unlocked stages of the Story mode.
- **Multiplayer:** Play with friends offline on a stage you've unlocked in Story mode.
- **Online:** Play with players from all over the world on a stage you've unlocked in Story mode.
- **Options:** Adjust the game settings.
- **Bonus:** Review the tutorial, Story mode movies, and game credits, plus access additional content.

NAVIGATION METHOD

To move about on the page, use the left analog stick or the directional buttons. To confirm a choice, press the  button. To go back to the previous page, press the  button. On some pages, the other buttons may have another function (please refer the caption at the foot of the screen).

STORY MODE

CHOOSING A STAGE

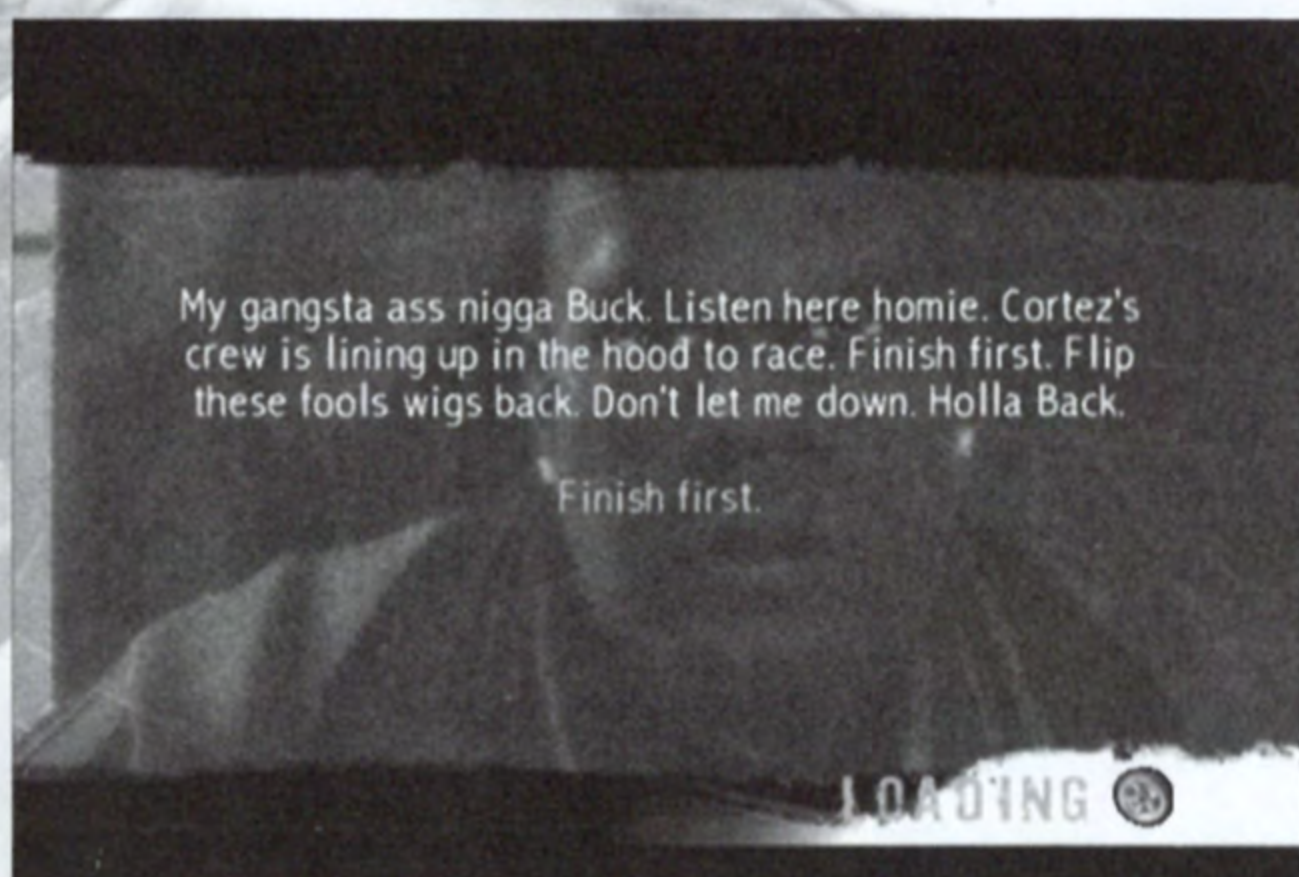
Choose the next mission of the story you want to play.

BEGINNING A STAGE

Before starting a new stage, you will have to choose your car.

BRIEFING

Before starting a new stage, you will be briefed on your objectives.



DEBRIEFING

After each stage, a debriefing screen will appear. If you've won, choose between moving to the next stage (Next Event) or returning to the Main Menu (Back to Menu). You can also replay the stage (Retry) unless you received a Gold Bullet (see the Reward System section for more details).

If you've lost, choose between retrying the stage (Retry) or returning to the Main Menu (Back to Menu).



REWARD SYSTEM

The better you do, the more you get. Unlock new stages, weapons, cars, and fighters.

BRONZE BULLET

Unlock a new stage.

SILVER BULLET

Unlock a new stage, and get one of these three bonuses for the next stage:

- **Special Weapon:** Begin the next stage with one powerful weapon.
- **Life X2:** Begin the next stage with a bigger life gauge.
- **Full Boost:** Begin the next stage with a full Boost gauge.

GOLD BULLET

Unlock a new stage, and get one of these three bonuses for the next stage:

- **Ammo X2:** During the next stage, all weapons will have twice as much ammo.
- **Life X2:** Life power-ups will give you twice as much life.
- **Boost X2:** During the next stage the Boost power-up will give you twice as much Boost.



- **Position:** Your position is displayed at the top center of the screen.
- **Map:** The map is in the bottom left corner of the screen. Enemies within the range of the map will appear as red triangles. The direction in which you are currently facing will also be shown on the map. The map is not displayed in every game mode.
- **Life Bar:** Your status will be displayed in the top left corner of the screen. For Deathmatch mode, we use a different life system. The Car life bar is on the left, and your Homeboy life is on in the right.



- **Opponent Life Bar:** The status of your opponents will be displayed just above their cars.
- **Weapons Info:** You can view how much ammo you have left and which weapons you possess in the top right corner of the HUD.
- **Speed and Turbo Info:** You can check your speed by looking at the blue numbers in the bottom right corner of the screen. Your turbo is displayed in the gauge around the speedometer.
- **Radar:** The radar is active on the bottom part of the screen and shows the positions of your enemies. Enemies within the range of the radar will appear together with their life bars.

ON THE ROAD!

SHOOT

Press the R1 button or R2 button and your character will shoot at the closest car behind or in front of him, with the help of auto-aim.

SKID

Skidding will fill your Boost gauge.

Tip: Use your brake just before steering to increase the chance to fill your Boost gauge.

BOOST

Press the L1 button to use your Boost. You can activate a special Boost when the gauge is full; get ready to blaze!

STEAL THE WEAPON OF YOUR OPPONENT

To steal a weapon, ram a car on the left or right side. Be careful – it can also happen to you.

Tip: You can use turbo before ramming an opponent to increase the chance to steal a weapon.



EXPLOSIVES

During your run you may be able to find elements with this logo on it. Shoot to blow them up. Use them to discover shortcuts or to blast your opponents if they are nearby.

PAUSE

Pressing the START button when you're in the middle of a stage will call up the Pause menu. You can choose to restart the mission and return to the Main Menu, change the options, or continue the current stage.

POWER-UPS

For extra help, try picking up the power-ups that lie on the track:



RANDOM WEAPONS

With a random weapon, you can blast your heater.



FIXED WEAPONS

With a fixed weapon, you can get crunk.



LIFE

With your Life powered up, you can keep smoking those fools.



BOOST

With a Boost, you can really hit those corners.

GAME MODES

WHIP RACE

A speed race. Finish first to win. You and your opponents will respawn if you die.

MINEFIELD

The Minefield is a variant of the Whip Race. Power-ups are replaced by mines. You and the opponent have no weapons except the default ones. This is more a dodging race than a shooting race. Try to be first and stay in!

DEATHMATCH

You are in an arena with multiple opponents. To win, you must have the greatest number of frags within a given period. You can respawn. You have two weapons: an automatic for the Homie and a Gatling for the car. When the Homie has no more life, he cannot shoot anymore.

DEATH RACE

The Death Race is a variant of the Whip Race. At the end of each lap, the slowest player (you or the opponent) is blown up. There is no respawn. If you manage to kill all the opponents before the fifth lap, you win instantly.

ESCORT

You have to protect a car (marked by a special icon) that is attacked by waves of opponents. There is no respawn for you or for the escorted car.

THE HIT

A target car with an escort of three cars is trying to escape. Destroy it before you lose sight of it.

BOMB

Your car is trapped and will get blasted if you drive under the speed limit. You cannot respawn. You have to reach a specific destination to escape.

SURVIVOR

You are in an arena full of opponents. To win, you have to kill all your opponents. You cannot respawn. There is no time limit. All the enemies are against you.

THE LOT

You have to escape from a parking lot. You begin on the topmost floor and have to reach the exit. At each of the four existing levels you must defeat a different group of enemies to reach the next level. At the end of the lot you must kill a boss with infinite ammo to exit.

PO-PO CHASE

A chase on the highway where police cars are indestructible. They slow you down by ramming you into walls (inflicting damage) and creating barricades. No weapon power-ups are available; you'll have to get by with only Boost and Life power-ups.

QUICK HITS

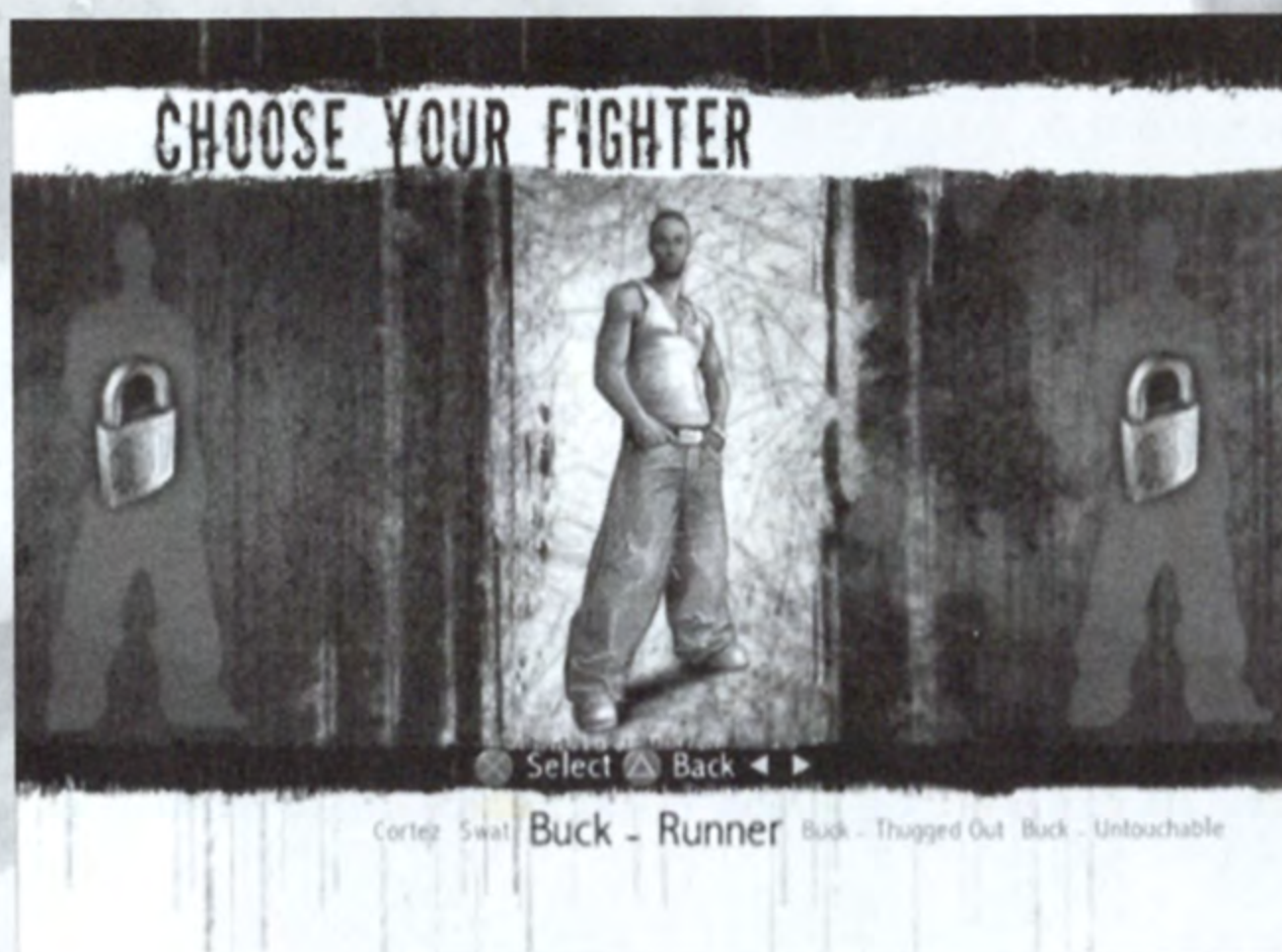
In Quick Hits mode, you can play any of the stages you've unlocked in Story mode, plus play the stages in any order and have your choice of Homeboy and car.

BEGINNING A STAGE

Before starting each stage, you will have to go through a series of screens.

FIGHTER SELECTION

Before starting a new stage, you have to choose your Homeboy from those you've unlocked in Story mode.



CAR SELECTION

You have to choose your car from those you've unlocked in Story mode.



DEBRIEFING

After each stage, a debriefing screen will display a score of your performance.



MULTIPLAYER

TEAM DISTRIBUTION SCREEN

All the active controllers are present on the screen, in the middle of the page. If only one controller appears, it means that your second controller is not connected to the PlayStation®2 console or is not active.

Press the START button to activate your controller, and use the directional buttons to choose which ride you want. Press the **X** button to validate.



If all the players are in the same vehicle, they will play in Cooperative mode.

CO-OP CONTROLS



MODE SELECTION SCREEN

WHIP RACE

Play a Whip Race in a stage that you've unlocked in Story mode.

DEATHMATCH

Play a Deathmatch in a stage that you've unlocked in Story mode.

MINEFIELD

Play a Minefield in a stage that you've unlocked in Story mode.

MODE SETTINGS SCREEN

On this screen, player one will be able to configure the current game (only available if you are hosting the current game).

TRACK

Select the stage you want from the unlocked options.

LAP NUMBER (WHIP RACE AND MINEFIELD ONLY)

Select the number of laps required to finish the stage.

AI

Choose whether you want to play against an opponents, or just against your friend.

This choice will be inactive if you are in Co-op.

AI NUMBER

Select the number of cars you want to fight.

RESPAWN (DEATHMATCH ONLY)

Activate or deactivate the ability to Respawn during the stage.

TIME LIMIT (DEATHMATCH ONLY)

Select the duration of the stage. You can choose 5 minutes, 10 minutes, 15 minutes, or No (for infinite game length).

FRAG LIMIT (DEATHMATCH ONLY)

Select the maximum number of frags that a player needs to make in order to win. You can choose 5 frags, 10 frags, 15 frags, or No (for an infinite number of frags).

Note: It's not possible to select infinite time with infinite frag limit.

FIGHTER SELECTION SCREEN

Select the Homeboy you wish to play (in Co-op mode, this choice is not avail-

able to the driver).

CAR SELECTION SCREEN

Allows the driver to pick his ride (in Co-op mode, this choice is not available to the shooter).

ONLINE

MENUS

Before accessing the general ubi.com menu, you must select a Your Network Configuration file. Confirm your choice with the (X) button. You will also have to choose an account. Once this has been done, choose one of the lobbies and press the (X) button to log in. You will be taken to the following menu:

UBI.COM LOG-IN MENU

From the 187 Ride or Die general menu, select Online to access the general Online menu.

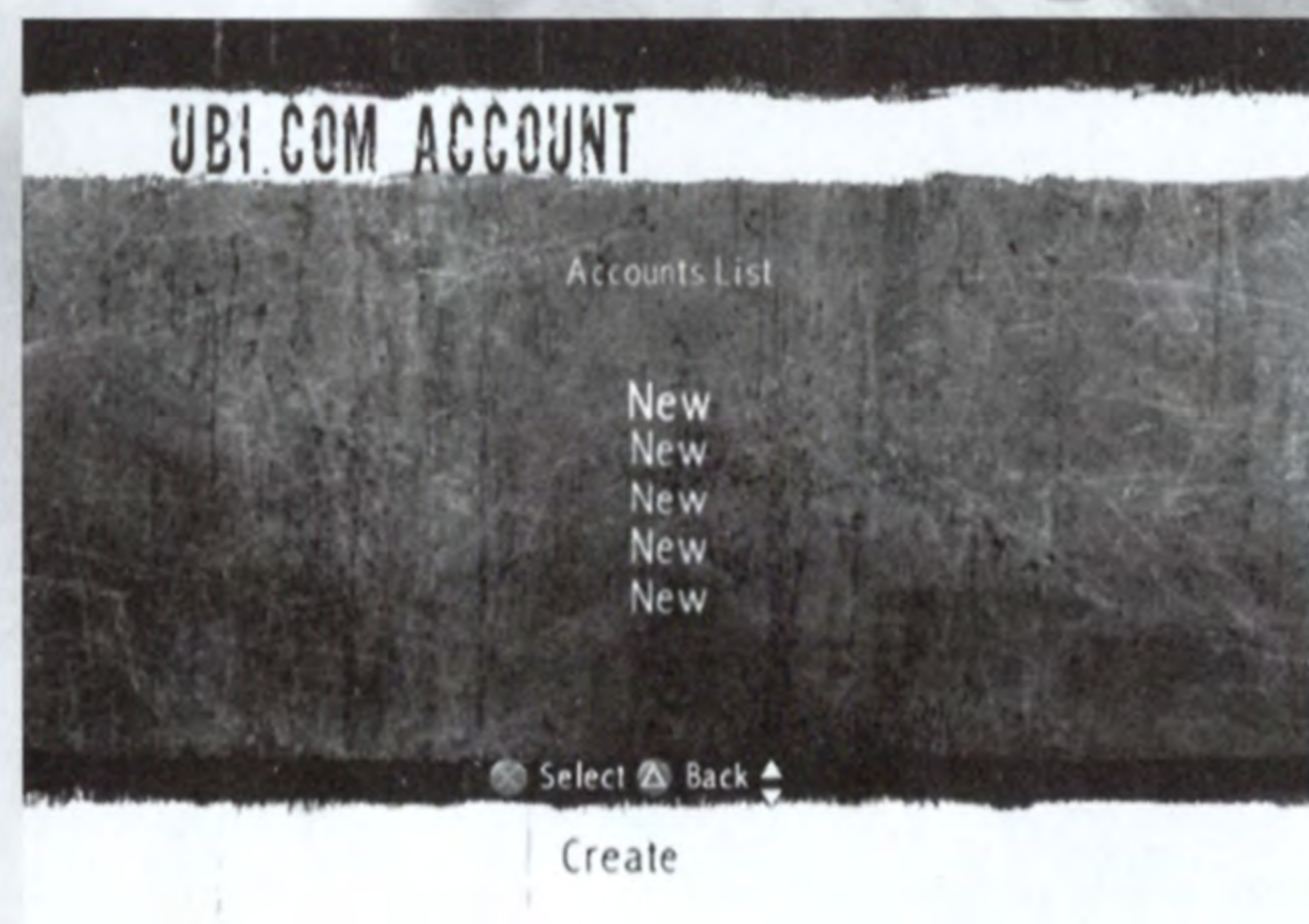
- **Login:** Select an existing profile to play with and press the (X) button.
- **Modify:** Modify the settings for the profile being used.
- **Create:** Create a profile.

Note: If this is the first time you have clicked on Online, you will automatically be invited to create a profile by entering a name.

LOBBIES MENU

Select the game lobbies you want join.

ONLINE MENU



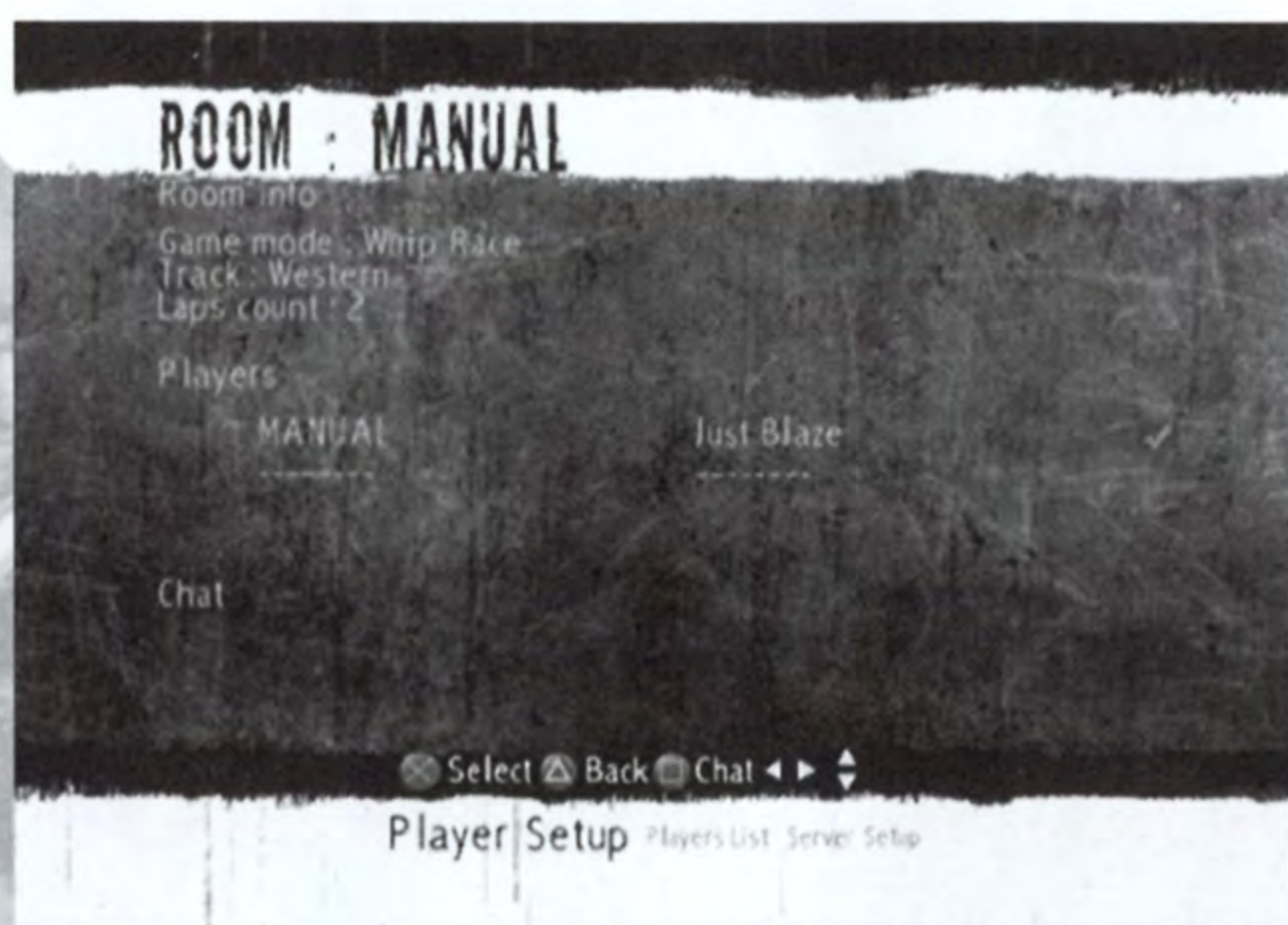
- **News:** News about the game and ubi.com.
- **Quick Join:** Find a game you can join quickly.
- **Join Game:** Find games that meet certain criteria.

- **Create Game:** Set up a ubi.com game session by specifying the game parameters. Define the name of your game, the password to be used to restrict access to your game, the game mode, the desired map, the maximum of players who will be able to connect, the specific parameters of the mode you've chosen (if required), the time limit, and the respawn count.

Note: You can only create a game mode and stage you have unlocked.

- **Players List:** Access your list of friends, or the list of players you have already played with.
- **Quick Join Setup:** Modify the settings for Quick Join launch.

ROOM MENU



- **Player Setup:** Access the Car Selection and Character Selection screens.
- **Players List:** Access your list of friends or the list of players you have already played with.
- **Server Setup:** Specify the parameters of your game (only available to the host).
- **Launch:** Launch the game (only available to the host).

DEBRIEFING SCREEN

At the end of the game, you will see a table with all the game results.

- **Restart Game:** Restart the game.
- **Back to Room:** Go back to the game room.
- **Back to Menu:** Go back to the ubi.com menu.

OPTIONS

By choosing Options in the Main Menu, you can adjust the sound, video, and controller settings. Press the ⊗ button to select the option you want to change, after having selected one of the submenus:

CONTROLS

Choose between two different mappings:

- **Default Control:** Play with the classic controls. You will shoot backward with the R2 button and shoot forward with the R1 button.
- **Direct Control:** Play with the direct controls. You will shoot with the right analog stick without auto-aim.

SCREEN

- **Ratio:** Select whether you want to play in 4:3 or 16:9.
- **Adjust Screen:** Modify the position of the screen by moving the left analog stick.

AUDIO

- **Audio Mode:** Select the audio mode you want to use.
- **Music Volume:** Adjust the music volume.
- **Voice Volume:** Adjust the voice volume.
- **FX Volume:** Adjust the FX volume.
- **Subtitles:** Activate or deactivate subtitles.

ONLINE

- **Auto Connect:** Active or deactivate the Auto Connect option.
- **Auto Login:** Active or deactivate the Auto Login option.

BONUS

Watch all the cinematics unlocked during Story mode and the tutorial video.

Now that you read the manual, playa, it's time to lock and load and push the pedal. Let's do the damn thing!

This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. A PUBLISHER CAN COMBINE THIS INFORMATION WITH PERSONALLY IDENTIFYING INFORMATION FROM THE PUBLISHER'S RECORDS IF THE USER PROVIDES THE PERSONALLY IDENTIFYING INFORMATION. BEFORE PROVIDING ANY PERSONAL INFORMATION TO A PUBLISHER, PLEASE BE SURE TO REVIEW THE PUBLISHER'S PRIVACY POLICY AND TERMS AND CONDITIONS OF USE. DO NOT PROVIDE PERSONALLY IDENTIFYING INFORMATION TO A PUBLISHER UNLESS YOU ACCEPT

THE CONDITIONS OF USE AND TERMS OF THEIR PRIVACY POLICY. SCEI, Sony Computer Entertainment America (“SCEA”) and their affiliates cannot guarantee the continuous operation of the “DNAS” servers. SCEA shall not be liable for any delay or failure of the “DNAS” servers to perform. If you receive a message during login identifying a “DNAS” authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning “DNAS”, visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user’s affected game software, console or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

LICENSE TO USE 187 RIDE OR DIE™

Please read this License carefully before installing the game (187 Ride or Die). This License is an agreement between you, the “User,” and Ubisoft and/or its licensors and/or its beneficiaries (“Ubisoft”), which grants the User the non-exclusive and non-transferable right to use 187 Ride or Die. By installing Ride or Die, the User undertakes to respect the terms and conditions of the License.

1. The License

Ubisoft grants the User a non-exclusive and non-transferable License to use 187 Ride or Die, but remains the owner of all the rights relating thereto. Any rights not specifically transferred by this License remain the property of Ubisoft. 187 Ride or Die is licensed and not sold to the User, for private use.

The License does not confer any right or title to 187 Ride or Die and cannot be understood as a transfer of intellectual property rights to 187 Ride or Die.

2. Ownership of 187 Ride or Die

The User recognizes that all of the rights associated with 187 Ride or Die and its components (in particular the titles, computer codes, themes, characters, character names, plots, stories, dialogues, places, concepts, images, photographs, animation, videos, music, and text contained in 187 Ride or Die), as well as the rights relating to the trademark, royalties, and copyrights, are the property of Ubisoft and are protected by French regulations or other Laws, Treaties, and international agreements concerning intellectual property.

3. Use of 187 Ride or Die

The User is authorized to use 187 Ride or Die in accordance with the instructions provided in the manual or on the packaging of 187 Ride or Die. The License is granted solely for private use.

It is not permitted:

- To make copies of 187 Ride or Die,
- To operate 187 Ride or Die commercially,
- To use it contrary to morality or the laws in force,

- To modify 187 Ride or Die or create any derived work,
- To transmit 187 Ride or Die via a telephone network or any other electronic means, except during multiplayer games on authorized networks,
- To create or distribute unauthorized levels and/or scenarios,
- To decompile, reverse engineer, or disassemble 187 Ride or Die.

The User cannot sell, sublicense or lease 187 Ride or Die to a third party.

The User can only transfer 187 Ride or Die if the recipient agrees to the terms and conditions of the LICENSE. In this event, the User undertakes to transfer all components and documentation relating to 187 Ride or Die. He also undertakes to delete any copy of 187 Ride or Die from his computer. In this event, this LICENSE is automatically and immediately terminated.

4. Termination of the LICENSE

The LICENSE is effective from the first time 187 Ride or Die is used.

It is terminated automatically by Ubisoft without notice if the User fails to adhere to the terms and conditions of the LICENSE.

5. Warranty Limitation

The User recognizes expressly that he uses 187 Ride or Die at his own risk.

187 Ride or Die is provided as is. The User is responsible for any costs of repairing and/or correcting 187 Ride or Die. To the extent of what is laid down by the Law, Ubisoft rejects any warranty relating to the market value of 187 Ride or Die, the User's satisfaction or its capacity to perform a specific use. The User is responsible for all risks connected with lost profit, lost data, errors, and lost business or other information as a result of owning or using 187 Ride or Die. As some legislation does not allow for the aforementioned warranty limitation, it is possible that it does not apply to the User.

6. Liability

In no event can Ubisoft be held liable for any direct, consequential, accidental, special, ancillary, or other damages arising out of the use or inability to use 187 Ride or Die, as well as out of the ownership or poor functioning thereof, even if Ubisoft has been advised of the possibility of such damages. In particular, Ubisoft accepts no liability regarding use of 187 Ride or Die contrary to the precautions for use set out in the manual and on the packaging. As some legislation does not allow exemption from liability in the event of direct or incidental damages, it is possible that the aforementioned exclusion does not apply to the User.

This LICENSE to use 187 Ride or Die grants specific rights to the User and he may have other rights depending on the laws in his State.

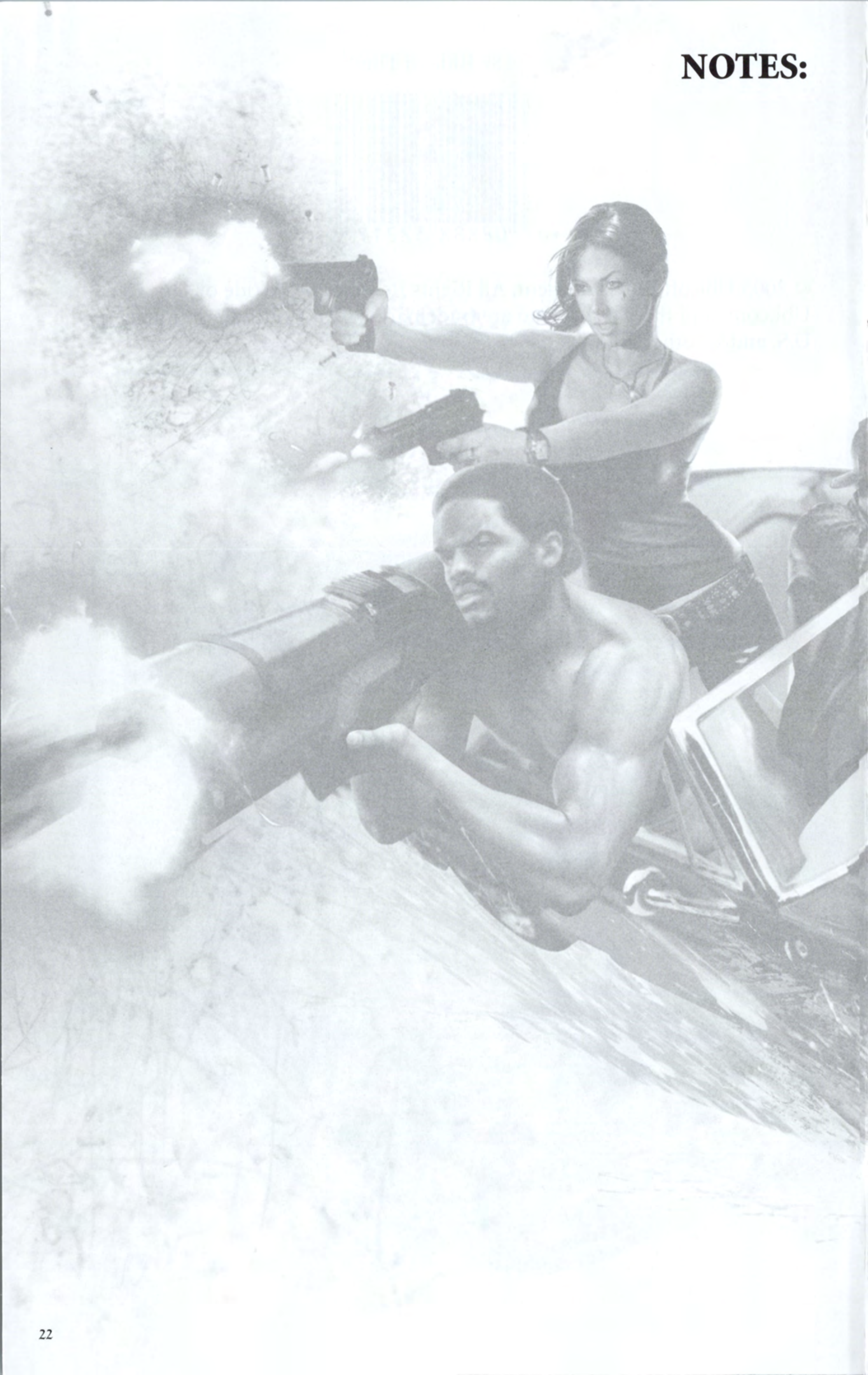
187 Ride or Die™



© 2005 Ubisoft Entertainment. All Rights Reserved. 187 Ride or Die, Ubisoft, Ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries.



NOTES:



NOTES:



TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, www.ubi.com/us/support/default.aspx. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems:

www.ubi.com/us/support/default.aspx.

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at www.ubi.com/us/support/default.aspx.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

WARRANTY

Ubisoft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubisoft products are sold "as is," without any expressed or implied warranties of any kind, and Ubisoft is not liable for any losses or damages of any kind resulting from use of its products. Ubisoft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubisoft. Any implied warranties applicable to Ubisoft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubisoft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubisoft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE

Ubisoft reserves the right to make improvements in its products at any time and without notice.

REFUNDS

Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778. Hours: 9am-9pm (EST), M-F

Address: Ubisoft Support, 3200 Gateway Centre Blvd., Suite 100, Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubisoft.

To order Ubisoft products in the United States, please call toll free 888-824-7038.

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information see www.us.playstation.com/DNAS.

Tom Clancy's RAINBOW SIX LOCKDOWN™

PlayStation®2

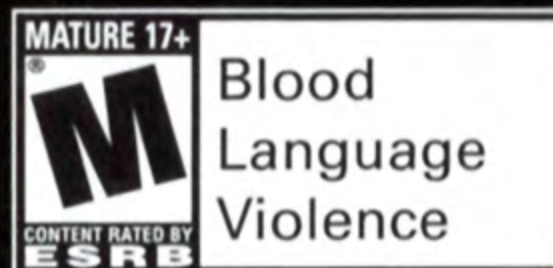


UBISOFT

Ubisoft, Inc. · 625 Third St. · Third Floor · San Francisco, CA 94107
© 2005 Red Storm Entertainment. All Rights Reserved. Rainbow Six, Rainbow Six Lockdown, Red Storm and the Red Storm logo are trademarks of Red Storm Entertainment in the U.S. and/or other countries. Ubisoft, Ubi.com, the Soldier Icon and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Red Storm Entertainment, Inc. is a Ubisoft Entertainment company. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online play requires internet connection, Network Adaptor (for PlayStation®2) and Memory Card (8MB) (for PlayStation®2) (each sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc.

The ratings icon is a trademark of the Entertainment Software Association.
Manufactured and printed in U.S.A.

322177-MNL



FREE
2-DAY SHIPPING!*

Buy online and avoid the lines with **FREE 2-day shipping** from the Ubisoft Store. Enter 2DAYFREE at checkout! Spend your time playing this game, while we deliver the next one, shipped FREE!

*To redeem this coupon, go to <http://store.ubi.com> and enter Coupon Code 2DAYFREE at checkout. Offer expires February 28, 2006. Offer applies to your next purchase at the Ubisoft Store. Products subject to availability. May not be combined with any other promotional offers or discounts, applied to previous orders, substituted, exchanged, sold, or redeemed for cash or other goods or services. Limit one per customer. Offer valid on orders with U.S. shipping destinations only. Offer only available at <http://store.ubi.com>. Sony Computer Entertainment America takes no responsibility for this offer.