



Hot Rig



Chicken



# BIG MUTHA TRUCKERS 2



Comin through



MAMA



Critters

MATURE 17+



CONTENT RATED BY ESRB

eutechnyx



**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:**

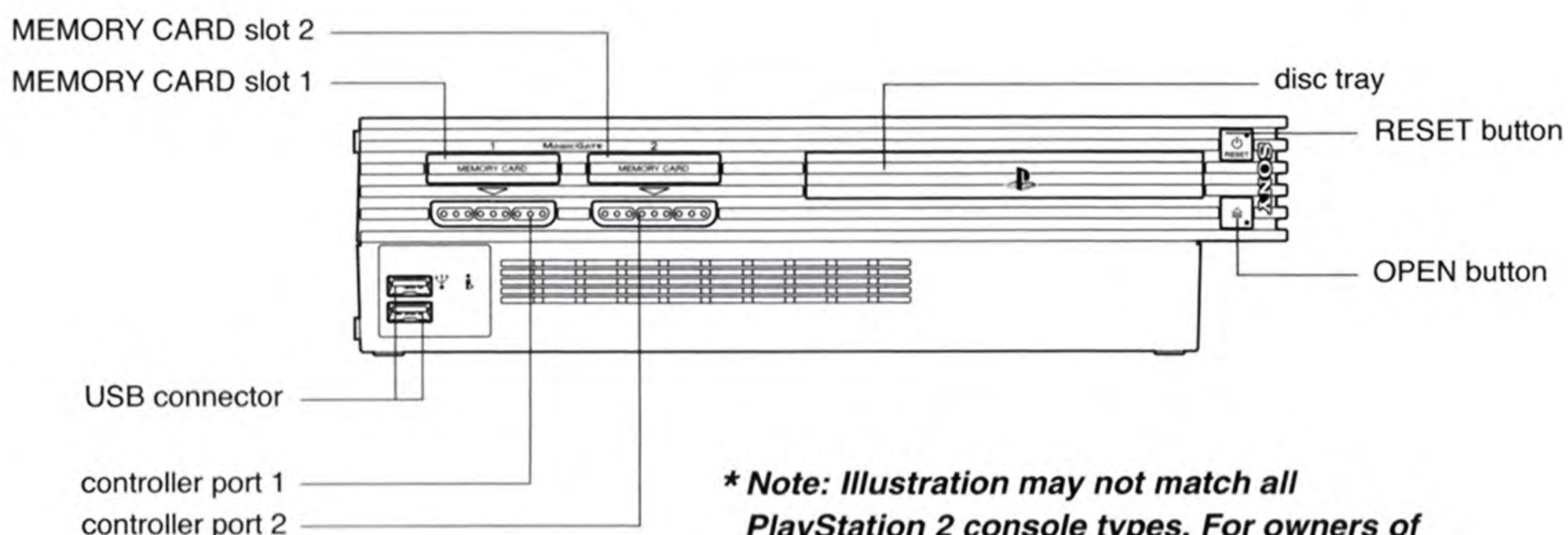
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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

# BIG MUTHA TRUCKERS 2

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# 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 indicator lights up, press the OPEN button. Insert the **BMT 2** disc on the disc tray with the label side facing up. Close the disc tray by pressing the OPEN button. The **BMT 2** disc will be recognized as a game disc, and the game will boot up automatically. If the disc doesn't boot up automatically, press the RESET button on the console. Follow on-screen instructions and refer to this manual for information on using the software.

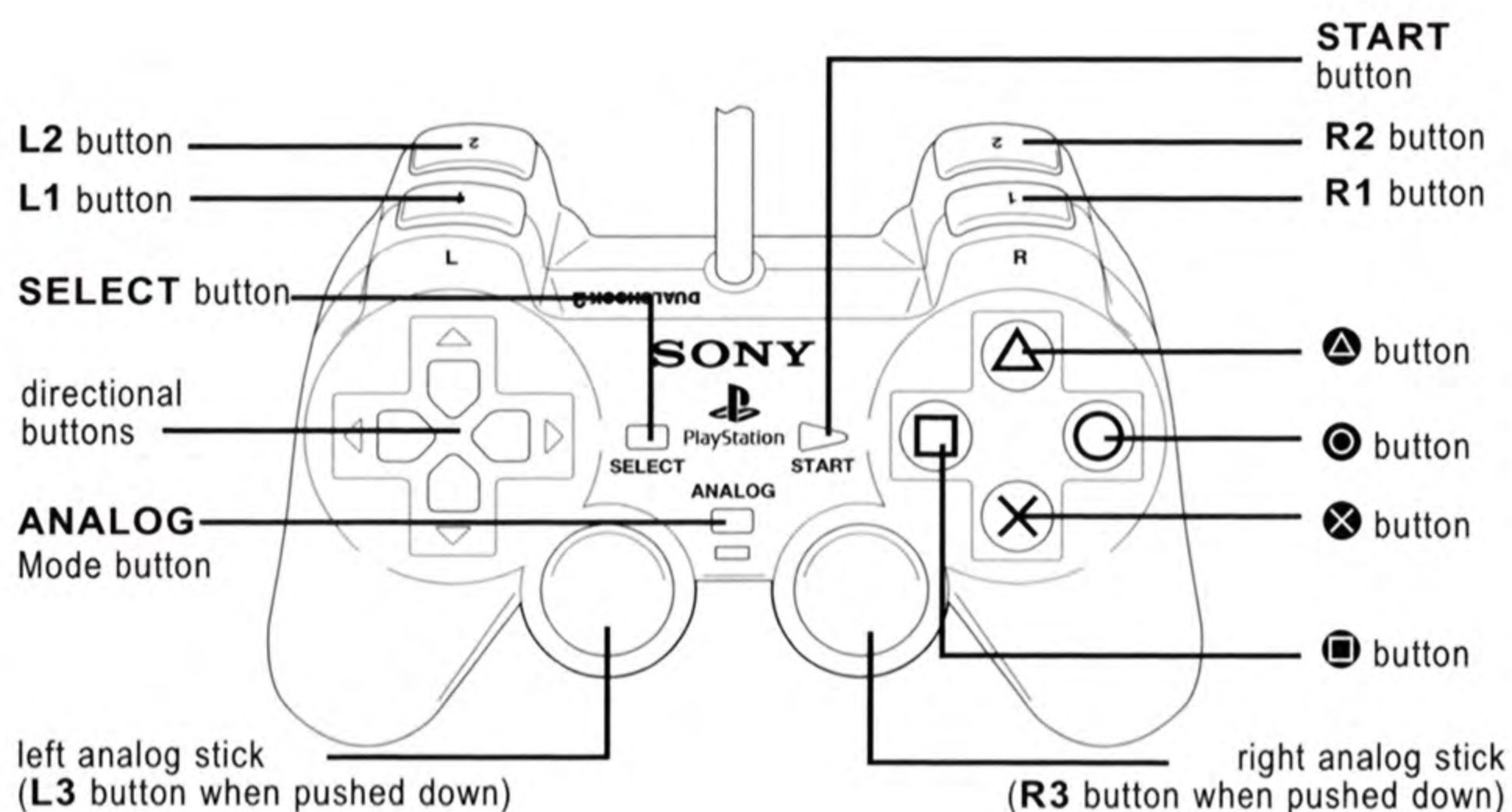
A memory card (8MB) (for PlayStation®2) with at least 126KB of free space is required to save game data.

It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before beginning play.

**BMT 2** uses an autosave feature. Please make sure that a memory card (8MB) (for PlayStation®2) is present in either MEMORY CARD slot 1 or MEMORY CARD slot 2 at boot up, as insertion after this point may cause data to be overwritten.

Select your preferred language from within the options menu.

# Controls



All menus within **BMT 2** are navigated in the same way.

Use the up and down directional buttons or the left analog stick to highlight a menu item and press the **X** button to select an option. Press the **△** button to go back to the previous menu screen.

Use the left and right directional buttons or the left analog stick to cycle through choices or move sliders.

Command	Menus	In-Game
left analog stick	Navigate Menu options	Turn Left / Right
right analog stick	--	Accelerate / Brake
directional buttons	Navigate Menu options	Turn Left / Right
<b>X</b>	Select Menu Option	Accelerate
<b>○</b>	--	Horn
<b>□</b>	Help	Brake (hold for reverse)
<b>△</b>	Go Back a screen	Change radio station
<b>R1</b> button	--	Swing trailer right
<b>R2</b> button	--	Look back
<b>L1</b> button	--	Swing trailer left
<b>L2</b> button	--	Nitro
SELECT button	--	Change camera

# Previously on Big Mutha Truckers...

For you folks joinin' us late, well I gotta say, you sure missed out on a whole heap of fun! See, Ma Jackson, the proprietor of Hick State County's biggest haulage company, Big Mutha Truckers, she decided she'd had herself 'bout enough of all this runnin' around an' workin' fer a livin' an' so she told her kids she was gonna retire...

But seein' as how the company was worth a whole stack of bucks, Ma couldn't just leave it to one of her kids... Least not with out 'em provin' they was worthy! So that's when Ma hit 'pon the idea of the Trial by Truckin', where her four kids was told to go make as much cash as they could in 60 days. An' whoever made the most money'd wind up as sole proprietor of the company!

An' at the end of the 60 days, the Jackson kids – that's Bobbie-Sue, Cletus, Rawkus an' Earl – they came home with a whole stack of bills between 'em. But which one'd raised the most an' was gonna take over the company?

That's somethin' we'll never know, 'cause the sheriff an' his men showed up just as Ma was gonna make herself an announcement an' arrested her! Seems she was guilty of tax evasion, 7,973 parkin' violations, 232 counts of lewd conduct, a bunch of health and safety abuses and six counts of being a comedy stereotype!

So Ma was dragged off to the Mayor Lewis P. Runsacker Penal Correction Center to await her trial an' all the money the kids done raised was seized by the sheriff's department as evidence!

Thing is, Ma Jackson's sly as a fox an' twice as crazy, so she's hit 'pon an idea – bribe the jurors in her case an' get 'em to find her Not Guilty! 'Course, she's in jail, so she ain't got no way of gettin' to those jury fellas... But her kids has...

So this is Ma's plan – one of the kids is gonna find the jury members an' see how much cash they want to find her Not Guilty. An' then make it the Jackson way – by buyin' an' sellin' loads from around the County!

'Course, since Hurricane Monica blew into town, the whole County's in a state of confusion. An' the fact that the sheriff's got his eye on the Jacksons don't help none... An' then there's reports of some weird lights in the sky down by Bupkiss an' even as far as Skeeter's Creek... An' of course, the Death Riders o' Satan bein' in town for their annual Biker Menace Festival ain't gonna make life too easy, neither...

But Ma's best hope lies with you makin' enough money to save her...

So git!

## Game Profiles

If this is your first time playing the game, you'll need to create a new Game Profile. Select the "New Game" option. The Profile is where your game data is saved. Your progress is saved automatically during the game.

If you have a previously saved Big Mutha Truckers 2 game data Profile, you can load it by selecting the Load Profile Option and selecting it from the list of saved Profiles.

# Choose Character Screen

Here you can select which of Ma's kids you want to play as.

## BOBBIE-SUE JACKSON

Bobbie-Sue is Ma's only Girly-Boy Child (i.e. daughter). But don't let her cute exterior and curvaceous charms fool you – Bobbie-Sue is as tough and resourceful as her brothers.

## CLETUS JACKSON

Okay, Cletus isn't the sharpest knife in the drawer. But his enthusiasm makes up for what he lacks in intelligence, good looks, charm, education, dress-sense, experience and wisdom.

## EARL JACKSON

Earl likes pie, beer, womenfolk (so long as they get nekkid), guns, fried food and doing as little as possible. An America free from Communists, deodorants and "uppity womenfolk" is what Earl dreams of, frequently, as he spends most of his time sleeping.

## RAWKUS K. JACKSON

Rawkus is, quite possibly, the coolest man alive. Heck, there's no "possibly" about it! Cool, laidback and slow to anger, Rawkus is a big hit with the ladies and has plenty of "special sweethearts" around the County.

# Main Menu Screen

## TRIAL BY TRUCKING

Trial By Trucking is the "story" mode. Here you take on the role of one of Ma's kids and must raise enough cash to bribe the jurors on her case by buying and selling various commodities around the county, plus taking on special missions and other money-making schemes...

## MISSION MODE

Mission Mode allows you to play any of the Special Missions you have unlocked in Trial By Trucking Mode. Initially a small number of missions are available in this mode, but more appear as you play Trial By Trucking mode.

## GALLERY

A number of hidden bonuses are unlocked as you play the game. You may view them, or the conditions to unlock them here.

## OPTIONS

Here you can adjust various options including Sound and Control options, plus view the Credits.

## EXIT PROFILE

Select this option if you want to change your Game Profile.



# Playing the Game

## THE SAT NAV MAP

Located at the bottom left of your display, this handy device helps you navigate around the County. The route to the current destination is shown in green on your map.

At the start of Trial by Trucking, Ma pre-programs your Sat Nav to lead you to Skeeter's Creek, so follow the green route to success!

Later in the game your Sat Nav is used to select destinations and Delivery Bonuses.

## THE COPS

Whenever you break the law, the cops will become interested in you. You can tell they're pursuing you because the Cop-O-Meter appears.

The arrow on the Cop-O-Meter indicates your status: the further into the Caught Zone the arrow moves, the closer to being captured you are. As it moves into the Escape Zone, so you avoid capture. The closer the police are to you, the faster the display moves into the Caught Zone. Out-distance them and the Cop-O-Meter moves toward the Escape Zone.

To avoid arrest you must reach your destination before the police catch you, outdistance the cops to reach the extreme end of the Cop-O-Meter Escape Zone or disable them with your truck.



Should the arrow reach the extreme end of the Caught Zone, you will be arrested.

## THE CITY INTERFACE

Enter one of Hick State County's 6 major settlements and you'll be presented with the City Interface. Each City offers the same basic amenities:

### THE STORE

The Store Interface offers four options: Buy, Sell, Upgrade and Leave.

#### BUY

Use this option when you want to buy a commodity. As you scroll through the commodities the STOCK quantity changes as you view each. Stock levels will affect price: generally, the more stock a location has of a commodity, the cheaper it is.

**You'll also notice each commodity has a Price Rating:**

*Deal of the Day* – This commodity is cheap! You'll make a healthy profit selling this elsewhere!

*Bargain!* – This commodity's price is lower here than in most places.

*Average* – An average priced commodity.

*Risky* – You might lose money if you sell this in another Trading Post.

*Rip Off!* – If you buy this commodity, you'll probably lose money if you sell it elsewhere.



Select whichever commodity you want to purchase, then select how many "units" you want to purchase. This is, of course, restricted by both your truck's capacity and your cash balance.

There are three types of trailer in the game, reflecting the different commodity "types": Flatbed, Refrigerated and Tanker. Should you attempt to buy a commodity of the "wrong" type for your current trailer, you may purchase a new trailer as part of the deal. If your "old" trailer has a commodity aboard, it will be sold as part of the trade-in.

### Illegal Goods

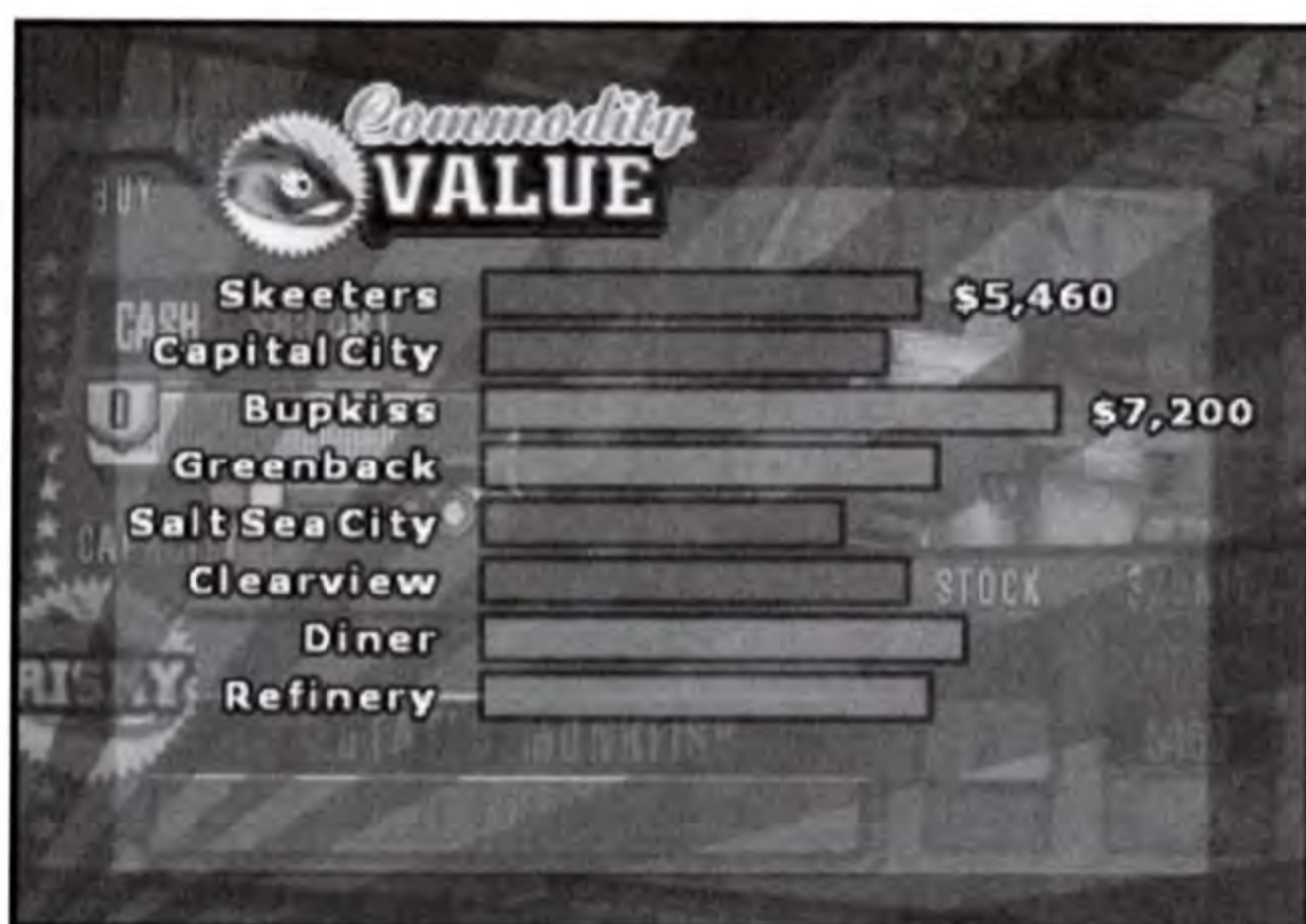
Carrying Illegal Goods will attract the attention of the local police. However, the benefit of carrying Illegal Goods is that you carry them in your cab so they don't take up any of your cargo space. The downside is that you can only carry one unit of Illegal Commodities at a time.



### Commodity Value Graph

Press the **○** button to see the graph when in the Buy section of the Store. The graph shows you the price for that commodity in the different settlements (Sub-Traders are added as they are unlocked).

Your current location is always at the top of the screen and in blue. The price at the end of the bar is the price per unit for the selected commodity at your current location.



Green bars are for prices above those at your current location (i.e. sell here for a profit), red bars indicate you would sell at a loss. Yellow bars indicate the same price (you would break even in your trade).

Once on this screen, you can scroll up and down the commodities to check the prices of other items that will give you the best profit.

### SELL

When you have a load you want to sell, select the Sell option to view your cargo inventory. Now select the commodity you want to sell and you will be prompted to select how many units of the commodity you want to sell (defaulting to the maximum.) Remember: the trick is to buy cheap and sell high!

### UPGRADE

Select the Upgrade option and the available parts will be listed, together with their price. Simply select the Upgrade you want to buy and it will be put on your rig.

# The Bar

Enter a Bar and you'll be offered the following:

## TALK TO BAR PERSON

Select this option to approach the person working here. After a short conversation they'll give you some trading tips or advice, or offer you a Special Mission.

If a Special Mission is available, you're given an introduction to the Mission and may then Accept or Decline.

*Note:* If you attempt a Mission and fail, you can't retry it until it becomes available again later in the game.

## PLAY CASINO VIDEOGAME

Each Bar has its own unique Casino Videogame that you can play (provided you have enough cash).

## TALK TO JUROR

If a Juror is present, this option becomes available. Select the option to approach the Juror. If it's the first time you've spoken, they'll introduce themselves and tell you how much cash they require.

Once you have the cash, return and select the pay juror option to pay them off.

# Leave

Select this option when you've finished your business in the City.

You're now presented with the SatNav Screen. This handy gadget is used to plot your route and guide you to your destination. Simply select the city you wish to visit and a route will be planned. Once on the road, simply follow the green route on your SatNav Map to arrive at your destination.

Select the location you want to take your cargo to and you'll be asked to choose your Delivery Bonus Time. Delivery Bonuses are awarded for successfully reaching your chosen destination within the designated time limit.

As you scroll over each, the Delivery Bonus displays the allocated time and Bonus. Select the level you feel most comfortable competing at and leave town.

Should you fail to make it to your destination within the designated Time, your cash Bonus, plus any on road bonuses are lost. So to claim the Bonus, you must arrive before the timer runs out!

*Note:* If you decide to stop at a different location from the one you selected on the Sat Nav, you'll lose your Delivery Bonus.

# Quit Game

Select this option if you want to quit your current game and return to the Main Menu screen.

# Sub-Traders

A number of "Sub-Traders" are also available in the game. These pioneering spirits are traders who've gone into business outside of the county's major settlements (mainly due to tax reasons).

The Sub-Trader Interface behaves in a similar way to the Store Interface, the difference being that Upgrades and illegal items are not available.

At the beginning of the game, a limited number of Sub-Traders are available. As you progress more will become available.

# Driving in Hick State County

## UFOS

A number of mysterious objects have been seen circling around various cities in Hick State County. Be on the lookout for these strange UFOs, and if they start emitting transporter beams, move out of their way before they can establish a lock-on!

Survive their attack unscathed and you'll receive a cash bonus.

## BIKERS

Hick State County is home to some of the meanest, toughest sons-of-guns on two wheels. So if you come across a gang of Bikers, don't be surprised if they decide to "lighten" your load... When that happens, the best course of action is to shake your trailer and attempt to dislodge the Biker before he can reach your load!

Escape with your full load and you'll get a Biker Bounty Bonus. If in the process you disable any bikers you encounter, you'll be given an additional cash bonus.

## COPS

Loyal. Upstanding. Defenders of the public interest. These are just a few words you'd be considered insane to use to describe the Sheriff's department of Hick State County. Corrupt and self-interested, the police in Hick State County are not to be messed with. If you run into them, keep running...

Escape and you'll receive a Sheriff Shakeoff Bonus. Should you do the good people of Hick State County a favor and disable a cop car, you'll be given an additional cash bonus.

## MISSILE TRUCKS

Everybody in Hick State County loves explosives, so you might often spot smugglers running a lucrative trade in missiles. Be warned that impact with the "merchandise" can – surprisingly! – trigger a large explosion, so keep your distance!

## HOBOS

These self-styled "gentlemen of the road" will reward you with a Hobo Bonus if you help them on their journey. Simply pull the rear of your trailer up alongside them and they'll hop on. However, as they've been consuming moonshine, they're not very steady on their feet, so avoid sharp turns and unexpected lane-changes and – if need be – correct your course to help them stay on your rig!

## NITRO TRUCKS

If you've exhausted your Nitro Supply (from your Nitro Upgrade) you can top it up by "borrowing" some fuel from a Nitro Truck. Smash into one and your tank will refill!

## REPAIR TRUCKS

Whenever you smash into things with your rig, you will damage it (note: your trailer doesn't take damage, so use it to smash objects instead, and spare your rig!). Your rig damage is displayed in a bar on your Speedo. When it gets too high your speed and handling will suffer. Smashing into Repair Trucks will repair your rig on the road.

## GROUNDED UFOS

Should you come across a UFO on the ground, keep an eye open for discarded alien technology! Run into it and the yummy radioactive goodness of the UFO's dropped technology will bestow some temporary abilities...

## SPEED CAMERAS

In an effort to maintain order in Hick State County, the local police have set up a number of speed traps, recording the top speed of the passing traffic. Of course, the locals have responded well to this measure and will reward anybody who manages to break this record! If you see a speed camera, speed up and you will be financially rewarded for exceeding the 70mph speed limit.

## Crash Cash Bonuses

The producers of the hit TV show, "Hick State County's Craziest Drivers," are always on the lookout for exciting footage and will pay any driver caught on film causing vehicular chaos!

Smash into a vehicle to begin a "chain" of crashes. Hit a second vehicle – within the time limit – and you'll receive a Double Dang Damage Bonus. But hit a third, fourth or even fifth and you'll really give them some exciting footage! At the end of the run, you'll be given a cash bonus for your longest "chain."

*Note:* The producers will also award a nominal amount for destroying smash-able roadside objects and hitting cars in general. It doesn't make for the most exciting TV ever, but it beats watching "Celebrity Operation."

## Parking Challenge Bonuses

Once you arrive at your selected destination, you'll be offered the chance to complete a Parking Challenge and receive a Bonus. You see, the warehousemen don't enjoy their jobs and would rather pay somebody to deliver their loads as close as possible to their destination, so if you can complete the Parking Challenge, they'll reward you for doing their job!

To qualify for the Parking Challenge Bonus, simply park your rig in the designated Parking Bay. Avoid the hazards around the Bay, otherwise your Bonus will be reduced. And do it within the time limit...

Complete the Challenge and you'll be given a cash reward.

## Completing the Game

To ensure Ma's freedom, you must locate the Jurors she tells you to find and bribe each one in turn. Once you bribe a Juror, they will reveal the location of the next Juror, so it would be a sensible move to go to wherever they tell you to go!

There are 6 Jurors – one in each town, conveniently – that you must locate. If you can bribe them all, you will ensure Ma's safe release...

# Credits

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Vahagn "Truck Me Sideways"  
Kirakosian  
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"Truckin Adorable" Tina Stevenson  
Bryan "Piston Pumpin" Williams  
Anthony "Moose Punchin" Ling  
Ian "So Over It" Flanigan  
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### Special Thanks

Brian Farrell  
Jack Sorensen  
Tiffany Ternan  
Tim Campbell  
Dan Kelly  
Leslie Brown  
Brandy Carrillo  
Jenni Carlson  
Jim Kennedy

## MUSIC

### Main Theme

"Keep on truckin" by Stroud & Croft.  
Lyrics by F. Twain. Vocals - Adam Brown.  
Banjo - John R. Softley

### LICENSED MUSIC

#### Music Supervisors

Androo Mitchell and Mark Wheadon  
Soundtrax Music Services Inc.  
www.soundtrax.mu

#### D-ROK

**"All Right Now"** Written by Andy Fraser and Paul Rodgers, Performed by Free  
Published by Blue Mountain Music, Ltd. (PRS), administered in North America by Fairwest Music USA (BMI) and by Fairwood Music, Ltd. (PRS) in the rest of the world. Courtesy of Universal-Island Records Ltd. Licensed by kind permission from the Film & TV licensing division Part of the Universal Music Group

**"Feel It"** Performed by Detonations.  
Written by John Henry, Julien Fried and Keith Herrera. From the Alive Records release 'Static Vision'. Courtesy of Alive Records, by exclusive arrangement with Media Creature Music.  
www.alivetotalenergy.com /  
www.mediacreature.com

**"Lonely"** written by Art Jackson.  
Performed by All Night. From the album All Night. Published by Copyright Control Courtesy of Tee Pee Records. By arrangement with Big Sounds International. www.teepeerecords.com

**"Flap Your Boogie Flap"** written by Greg Strzempka. Performed by Raging Slab. From the album The Dealer. Published by SuperSlabSongs (ASCAP). Courtesy of Tee Pee Records. By arrangement with Big Sounds International.  
www.teepeerecords.com

**"Beggin For Bail"** Written by Eric M. Oblander, Steven J. Smith, Bradley Oliver Coffin (ASCAP). Performed by Five Horse Johnson. Published by Alcala Entertainment (ASCAP). From the album Double Down. Music Delivered by Rumblefish. www.rumblefish.com

**"Loaded"** Performed by Very Ape, Written by Karlsson, Silvell, Thier, Eriksson, From the Alive Records release 'Kosher Boogie', Courtesy of Alive Records by exclusive arrangement with Media Creature Music, www.alive-totalenergy.com /  
www.mediacreature.com

#### ROK 1-11

**"Crucible"** Written by Heitham Al'Sayed / Kerstin Haigh / James Barrett, Nick Michaelson / Andrew Clinton / John Morgan / Alan Haggarty, Performed by Senser, Published by Senser Productions. From the Album "Schematic". Appears courtesy of One Little Indian Records.

**"Throwdown"** Written by: Oros / McManus. Performed by Egodog.  
Published by: Orosongs (BMI) Rexhame Music (ASCAP). From the album: "The Pleasure of Action". Appears courtesy of Egodog. www.egodog.com

**"Air Raid"** From the Album: The Red & The Black. Written by Chris Armes, E-Rock, Mikey L and Sean Scura. Performed by Agent 51. Published by Suburban Hooligans Music (BMI) / Surfmutt Music (BMI). Appears courtesy of Surfdog Records. www.surfdog.com /  
www.agent51rocks.com

**"In The Flood"** Written by Matthew Whitehead. Performed by Throtterod. Published by Alcala Entertainment (ASCAP). From the Album Hell and High Water. Music Delivered by Rumblefish. www.rumblefish.com

**"As I Walk"** Written by Chris Konkle, Nick Fredell, Chris Lane and Shane Grush. Performed by Jettared. Published by Position Music Publishing (ASCAP). Courtesy of Position Music.  
www.positionmusic.com

**"Evolution"** Written by T. Murray / C. White / S. Ericson. Performed by Shocore. From the Album: Evolution. Published by Shocore Music (SOCAN).  
Appear courtesy of Shocore Music.  
www.shocore.com

**"Shut Me Out"** Written by Chris Lerrede, Rick and Tim Parkhouse. Performed by getAmped. From the Album: Phony Society. Published by RNT Music. Appears courtesy of Bionic Monkey Management. www.getamped.co.uk

#### YEEHAW! FM

**"Willie"** From the Album: Selected Shorts. Written by Dan Hicks. Performed by Dan Hicks & The Hot Licks. Published by Great Guns Publishing / Surfdog Music (ASCAP). Appears courtesy of Surfdog Records. www.surfdog.com / www.danhicks.net

**"Hillbilly Band"** From the Album "The Marshall Tucker Band". Written by Toy Caldwell. Performed by The Marshall Tucker Band. Published by Spirit One Music. Appears courtesy of Marshall Tucker Entertainment Inc. under exclusive license to Shout! Factory, a Division of Retropolis, LLC. www.shoutfactory.com

**"Tennessee Cannonball"** From the Album: "Encyclopedia Of Sound Volume 2". Performed by Los Straitjackets. Written by Danny Amis, Eddie Angel, Pete Curry, and Jimmy Lester. Published by Sunset Park Music (BMI), Big Tiger Music (BMI) and Los Straitjackets (BMI). Courtesy of Fresh Baked Records. By arrangement with Ocean Park Music Group.  
www.lovecatmusic.com

**"High Timin' Girl"** Performed and written by Bianca DeLeon. From the album 'Outlaws & Lovers'. Used by permission from Songs of Media Creature (BMI). Courtesy of Outlaws & Lovers Music, by arrangement with Media Creature Music. www.biancamusic.com /

**"Flying High, Walking Tail"** Performed and written by Carl Rutherford. From the album 'Turn Off The Fear'. Courtesy of Music Maker, by arrangement with Media Creature Music. www.musicmaker.com /  
www.mediacreature.com

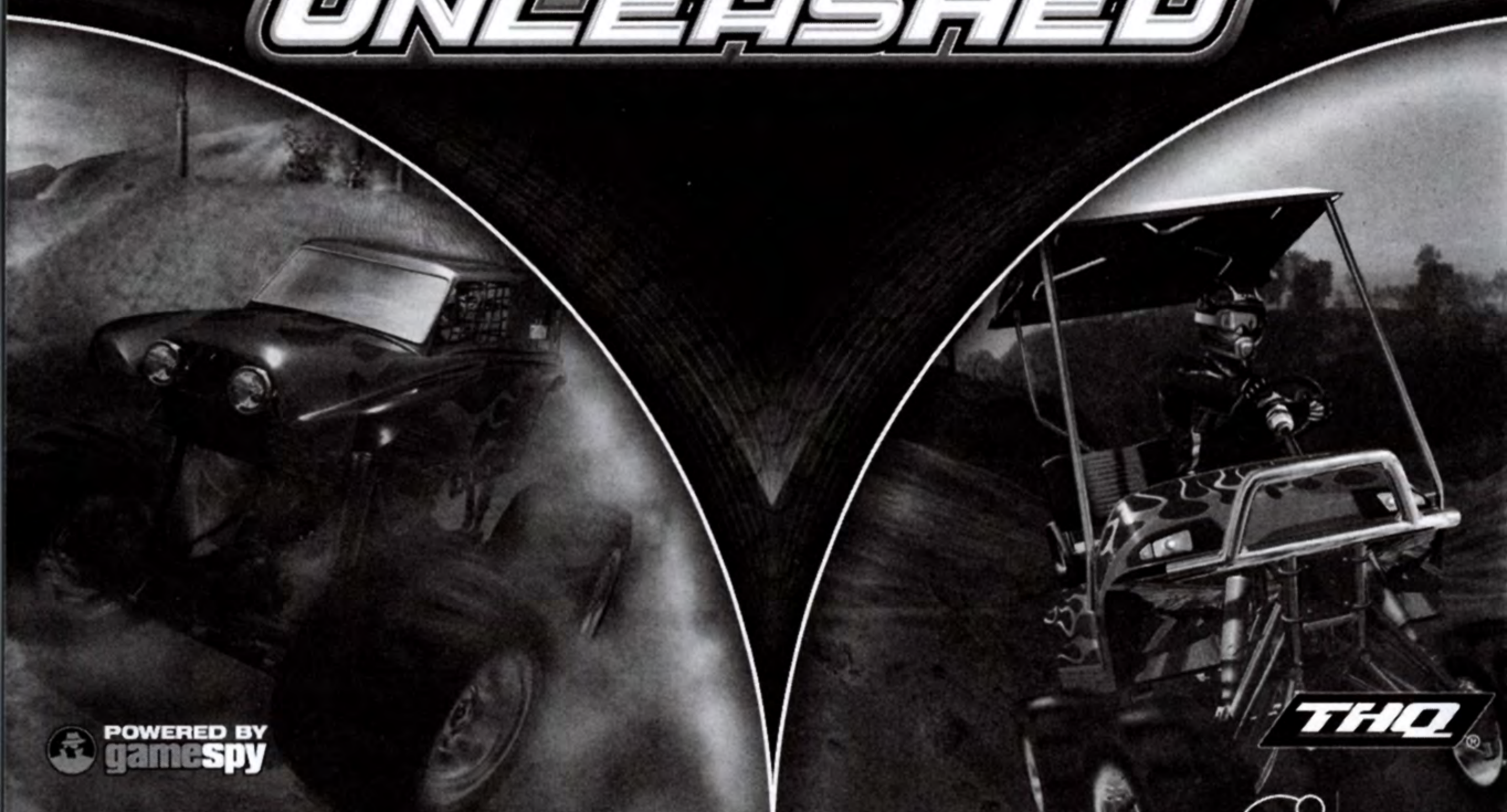
**"Shasta Daylight"** Performed and written by Carl Rutherford. From the album 'Turn Off The Fear'. Courtesy of Music Maker, by arrangement with Media Creature Music. www.musicmaker.com /  
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Notes



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**M** Blood and Gore  
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PlayStation®2



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