

BUJINGAI

THE FORSAKEN CITY™

不浄街



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:

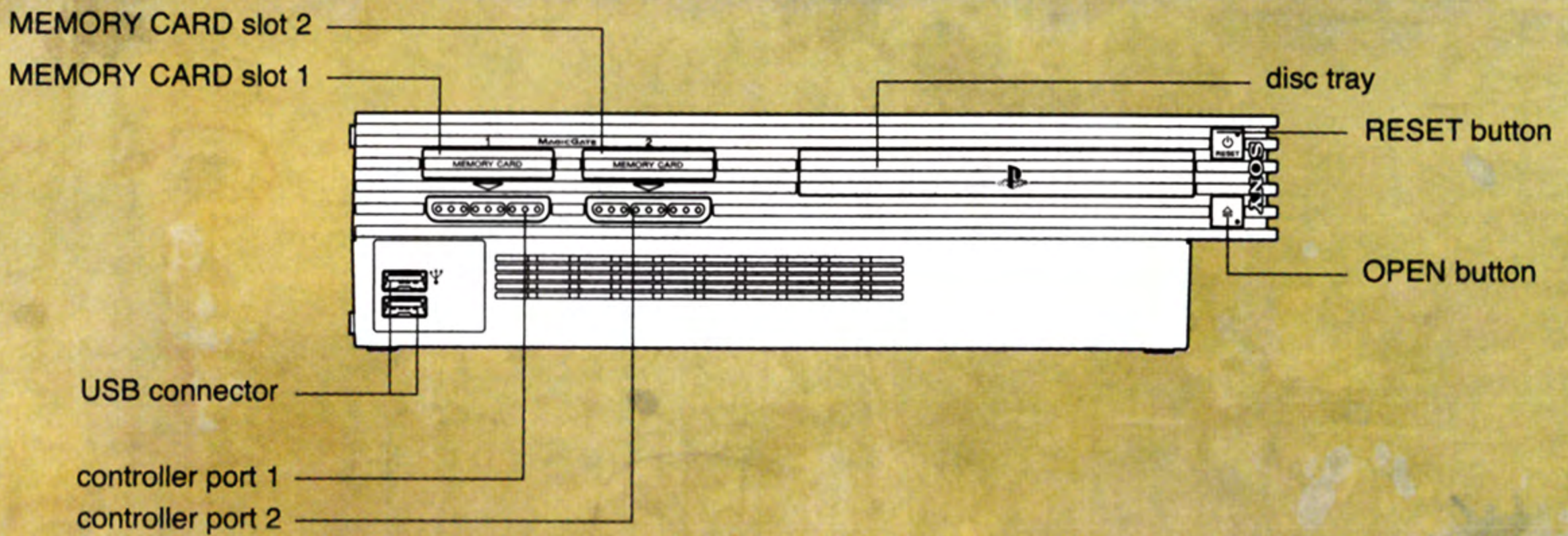
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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

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Getting Started



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 Bujingai: The Forsaken City™ 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.

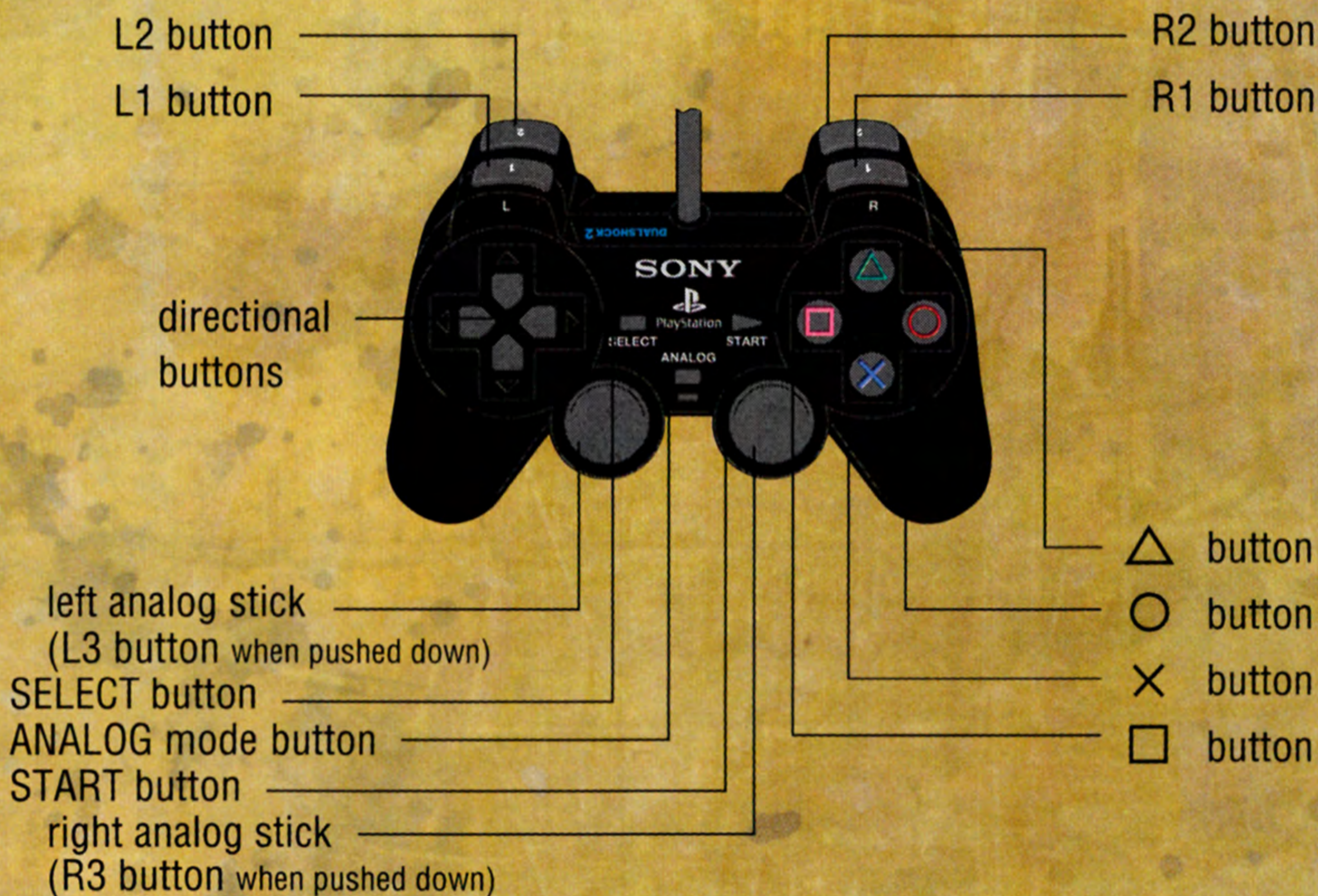
To reset your PlayStation®2 system at any time, press and release the RESET button.

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.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Menu Controls

Highlight menu item

Select / Go to next screen

Cancel / Return to previous screen

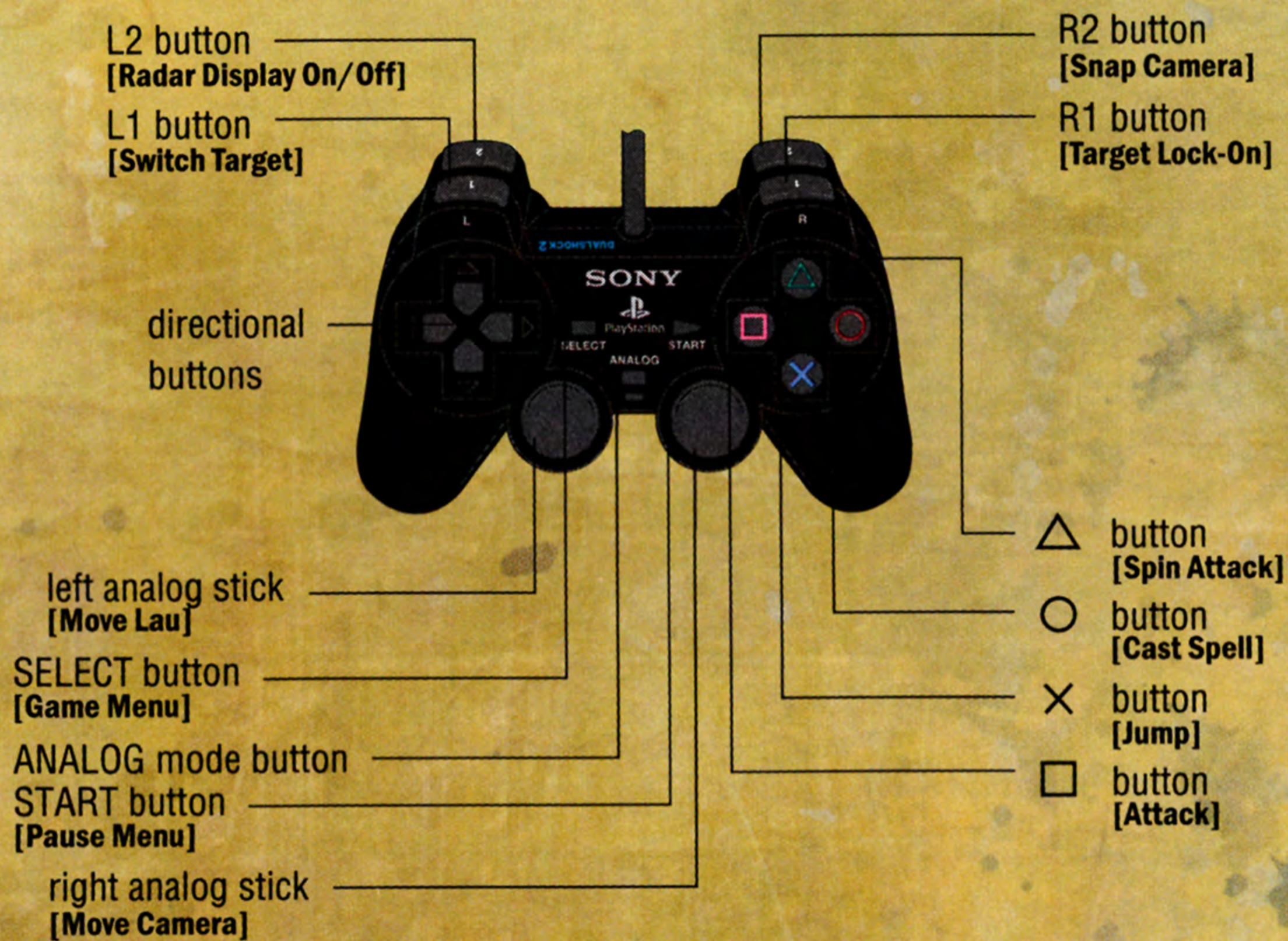
↑ ↓ ← → directional buttons

× button

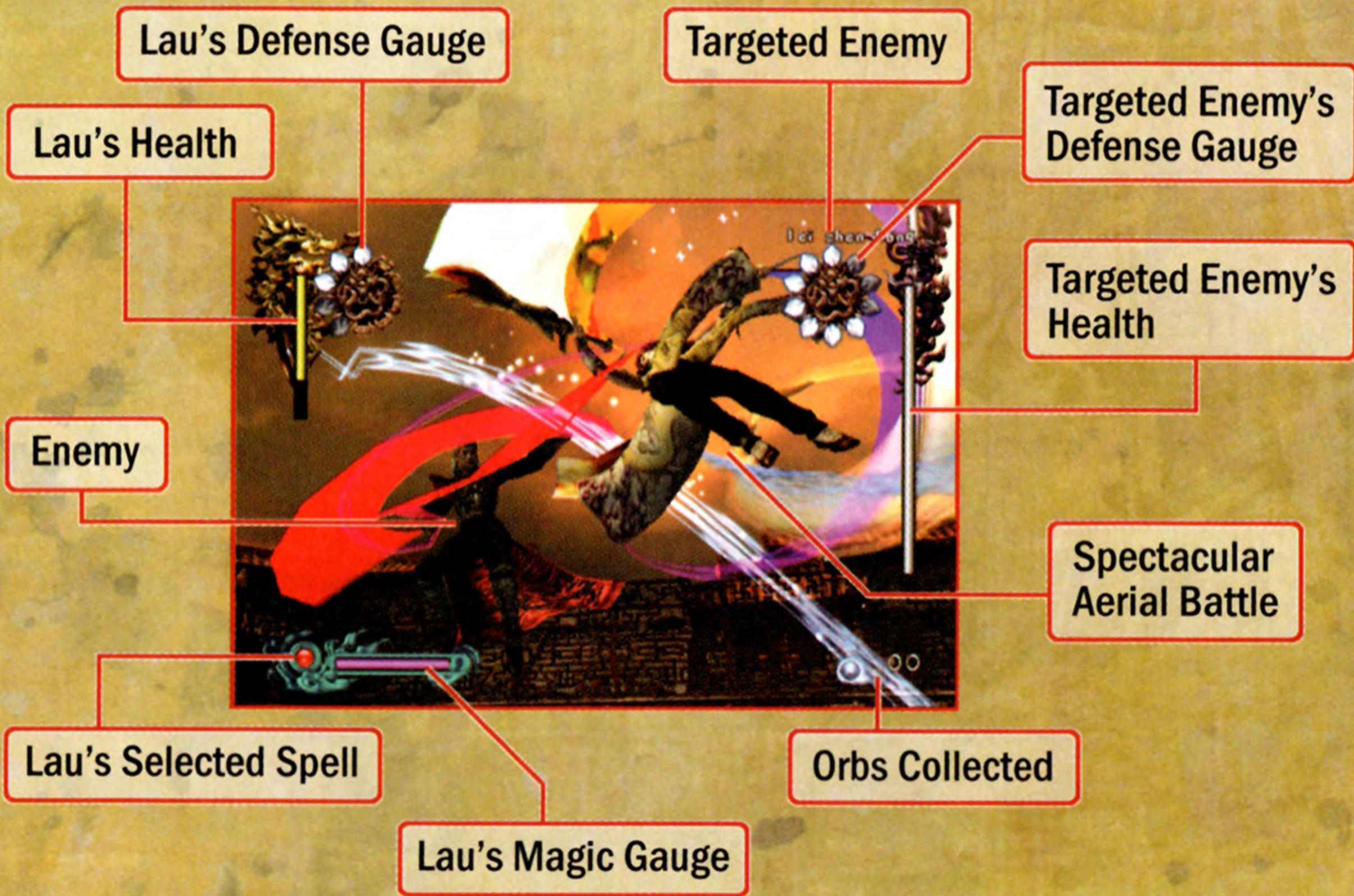
△ button

Game Controls

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



The HUD

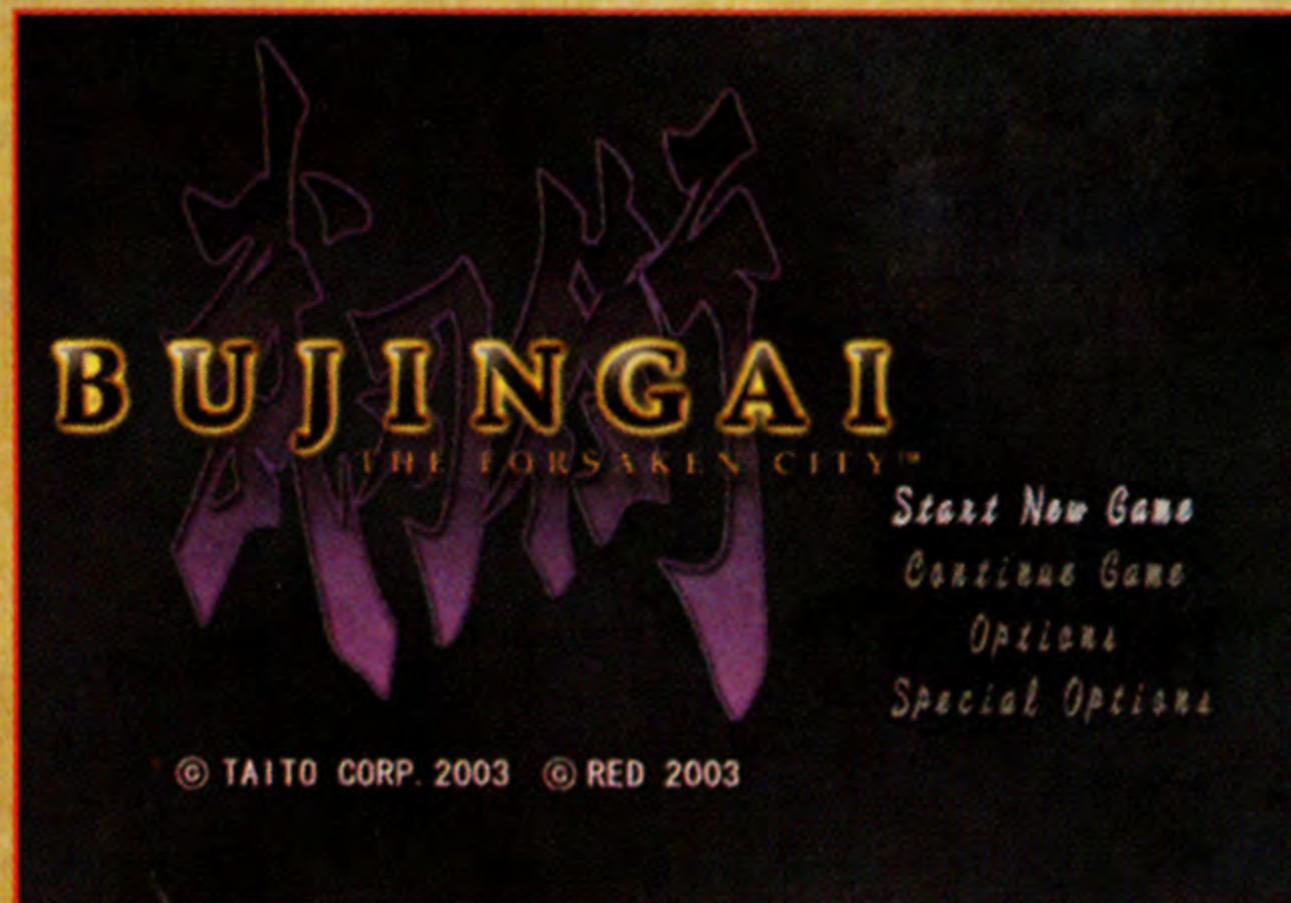


Beginning a New Game

When you begin a new game, you'll play through a short combat scenario, which will serve as footage for the game's Intro Sequence.

After the Intro Sequence plays, the Title Screen appears.

Note: If you have a previously saved Bujingai: The Forsaken City game on your Memory Card, the Intro Sequence will not play and the Title Screen will appear.



Start New Game

Allows you to begin a New Game and select the Difficulty Level.

Continue Game

Allows you to continue 1 of 8 Saved Games.

Options

Allows you to adjust the game's Options.

Special Options

Allows you to play through the game's unlockable features.

The Temple Training Ground



This is where Lau perfected his fighting arts under the teachings of Master Naguri. The Temple contains four unique elements.



The Courtyard

Use structures and poles to practice your Advanced Jumping Techniques.



The Temple

Go inside to practice your combos on Training Dummies.



The Throne

Touch the throne to review Master Naguri's Lessons.



The Portals

Use the Portals to travel to Stages and upgrade your abilities.

The Tutorial

The game's tutorial is extremely helpful and will teach you the basic and intermediate techniques in the game.

Master Naguri will guide you through eight Lessons to make you a better warrior:

1. **Basic Movement Controls**
2. **Advanced Jumping Controls**
3. **Advanced Movement Controls**
4. **Attack Controls**
5. **Locking On and Evading**
6. **Clashing**
7. **Spell Defense**
8. **Camera Operation and Radar Display**

When you exit the tutorial, the game will begin.



You can review these lessons at any time while you are playing the game. Just pause the game and select Return to the Temple. Once you are at the Temple, go up the stairs and enter the building. If you approach the throne, you can replay these Tutorials.

Stages

The game is broken up into eight different Stages. Each Stage represents a geographic region of the city.



You can access the Stages by going through the portals.

You can also replay Stages over and over if you want to improve your high scores or upgrade your character.

STAGE SCORES

At the end of each Stage, you receive a grade based on your performance. You are graded on the following criteria.

Max Consecutive Hits

This is based on the highest combo that you attained while you were playing through the Stage. You must complete the Stage without dying for your combo to count.

Stylized Action Points

This is based on how you branched your combos, timed your button presses, and how well you integrated wall-running, gliding, and posing into the action.

Damage Taken from Enemies

This is based on how much damage you took while you were trying to beat the Stage. The less damage you take, the higher your score.

Completion Time

The faster you finish the Stage, the better.

Orbs Collected

This counts the Blue Orbs that you collected throughout the Stage.

Useful Objects



Yellow Orbs
Replenishes your Health.



Red Orbs
Replenishes your Magic.



Blue Orbs
Collect these to upgrade your Character.



Green Orbs
Contains Spiritual Energy. Collect these by slicing bamboo.



New Spells
These are typically found in glowing crates. Smash them open to get a new spell.



Coins
These are hidden throughout the city. Use them to unlock items on the Extra Options Screen.



Keys
Keys appear in many shapes and sizes and are used to break these demonic barriers.



Crates
These can be smashed and hold useful items.

Magic Spells

As Lau progresses through the game, he will encounter crates with mystical energy around them. These crates contain new spells.

There are nine unique spells in the game. Some have varying degrees of power.



Gouenken

Unleashes a fireball to consume the enemy with flame.



Souryuuken

A spinning, charging attack with jutting swords.



Dankuuken

Unleashes a shockwave that strikes down enemies.



Ryouseiken

Pierces locked-on enemies with multiple arrows.



Tenseiken

A multitude of arrows launch into the air and rain down on the enemy.



Jinbuken

Summons daggers around you to aid you in battle.



Senranken

Summons a whirlwind around you that is both offensive and defensive.



Tekkuken

Consumes your spell gauge to increase your attack power.



Gaisenken

Consumes your spell gauge to increase your defense.

Intermediate Fighting Techniques

BRANCHING COMBOS

While you are attacking with the **□** button, you can press the **△** button at any time to switch combos. Once the **△** button is pressed, Lau performs his combo breaker move.



At this point, any one of the button presses changes the combo.



□ Uppercuts the enemy and launches it 30 feet in the air.



△ Spins and hits everyone around Lau.



× Jumps into the air and performs a Thunder Kick on an enemy.



○ Immediately casts a Spell.

You must master these techniques in order to survive.

TARGET LOCK



While you are holding down the **R1** button, Lau will lock onto an enemy. As you move left or right, you will circle around the enemy. When in this mode, your **×** button acts as a dodge button. This helps you defend against enemies, target your long-range spells, and dodge enemy attacks.

Advanced Fighting Techniques



SWITCH TARGET



While you are holding down the **R1** button, you can press **L1** to lock onto a different enemy. You can do this at any point in the combo. Mastering this technique allows you to defend against groups of enemies and create very impressive action sequences.

EXPERT USE OF MAGIC

Most of the spells have multiple uses and it is important to master all of them.



Counter Magic

If you catch an enemy spell, you can rapidly press the **□** button to fill your Magic Gauge. The incoming spell will slowly deplete your Defense Gauge while you are absorbing the energy. At this point, you can keep absorbing energy and fill your Magic Gauge. When the gauge flashes red, press **○** to release a devastating Counter Spell to damage your enemy, or you can press **×** and any direction on the left analog stick to dodge the spell and stop absorbing it. Now you are ready to fight with a full Magic Gauge.



Jinbuken

This spell creates an aura of daggers around you. Each dagger will block one enemy attack if your Defense Gauge is empty. The daggers will also go out of their way to attack nearby enemies that are just out of your reach. At any point, you can press **○** to launch the daggers at an enemy. Holding **R1** greatly increases the chance of the daggers hitting their target.

AIR COMBAT

Keep in mind that Lau can fight just as well in the air as he can on the ground. As long as you are attacking, gravity will not affect you. A good player can stay airborne for minutes at a time.



Hints

Maximum Combo

The Combo Counter on the screen displays your current amount of continuous hits.

Using the environment

Free your mind! You can run up walls and fly. Use the environment to take short cuts, gain a tactical advantage over enemies, and search for hidden items.

Counter Spells

Master the Counter Spell technique. The blast that you reflect back at enemies is very powerful and can turn the tide of battle.

Power-Ups

Some enemies drop red and yellow orbs as well as blue.

Keep your enemies off balance

If you knock an enemy back or into the air, his body will knock down the other enemies that he hits. If you position yourself correctly, you can knock enemies down to buy yourself time.

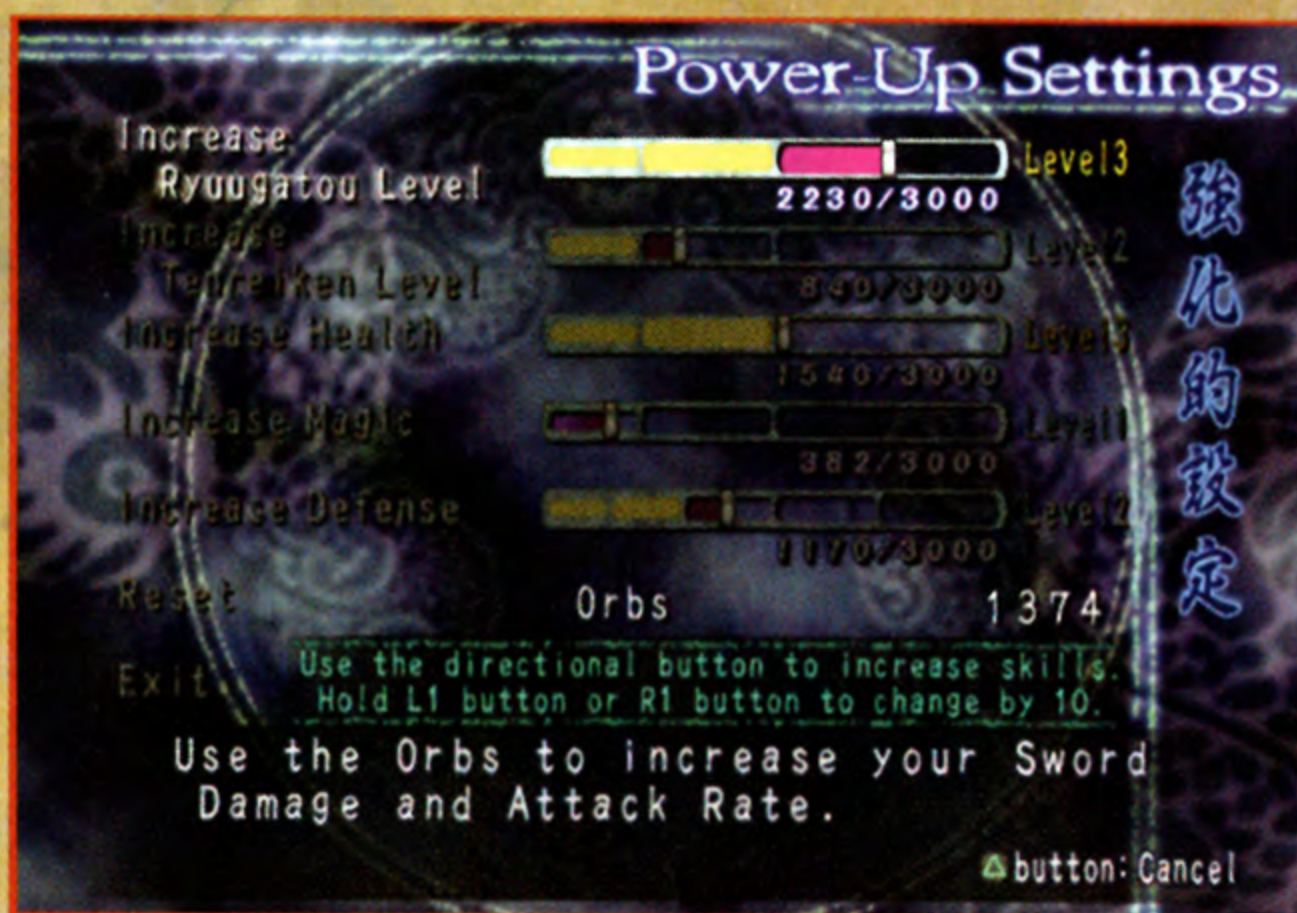
Upgrading your character is key!

If you get stuck at a particular part in the game, you can return to the temple, and play old levels to collect Blue Orbs. You can use these to upgrade your stats and face the challenges as a better fighter.

Upgrading Your Character



Every time you slay a demon, its demonic energy is dispersed in the form of Blue Orbs. You can use this supernatural energy source to upgrade Lau at one of the Portals.



Increase Ryuugatou Level

Increases your basic sword attack damage and lengthens your combos.

Increase Tenreiken Level

Increases your Magic Attacks and allows you to cast higher level Spells.

Increase Health

Increases your Health Bar.

Increase Magic

Increases your Magic Bar.

Increase Defense

Increases the amount of times you can deflect an incoming attack.

Special Options Menu

Stage Select

This allows you to jump directly to a Stage that you have completed and practice.

High Scores

This allows you to view the High Scores that you've received as you've played through the game.

Edit Opening Scene

This allows you to create and save your own Kung-Fu Movie Sequences.

Movie Viewer

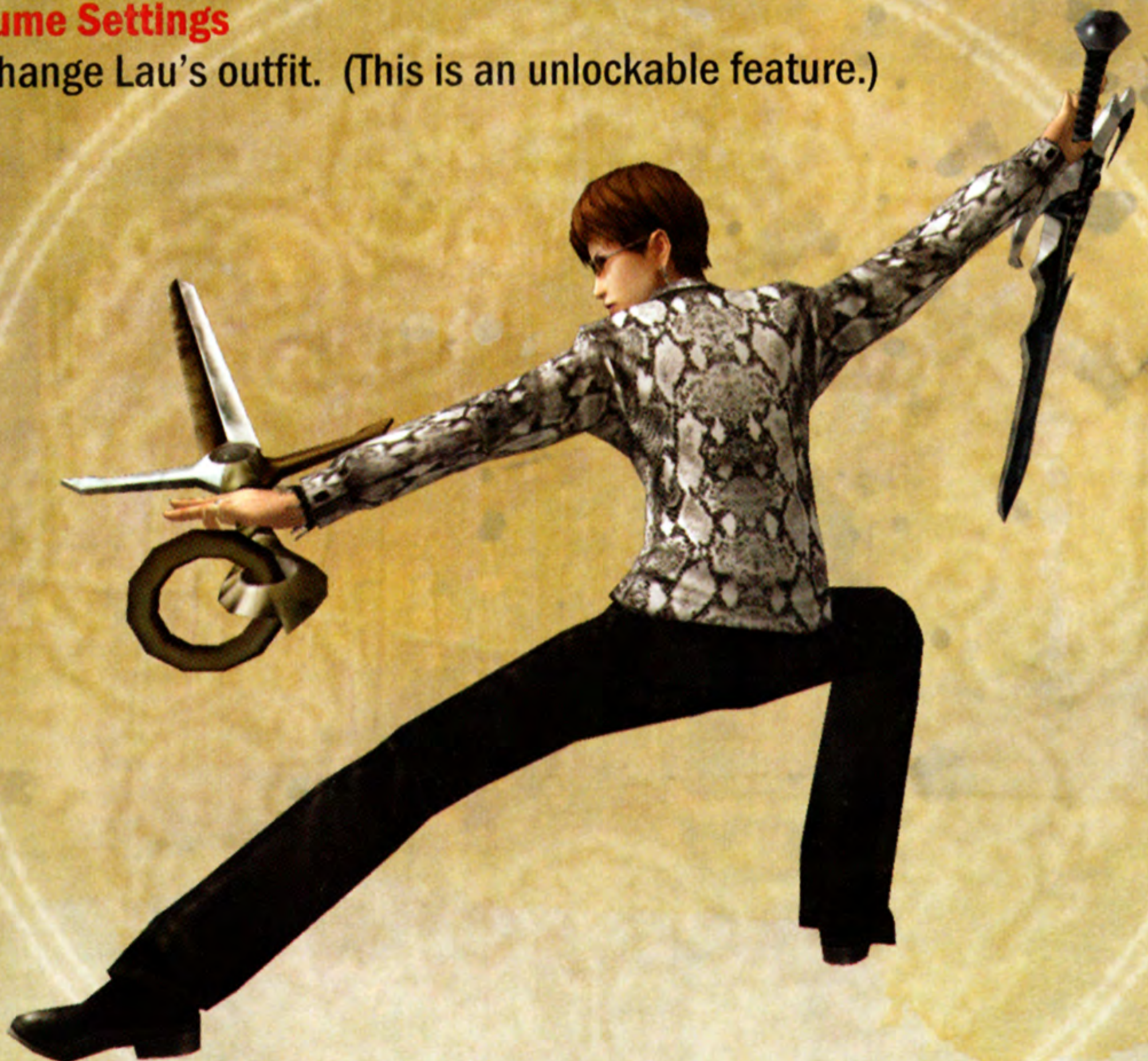
This allows you to play any of the movies that you have unlocked either in the game or through the collection of Coins.

Character Viewer

This displays 3D models of all of the characters in the game.

Lau Costume Settings

You can change Lau's outfit. (This is an unlockable feature.)





Story

In the 23rd Century, an ambitious attempt to develop a clean source of nuclear power goes horribly wrong. Earth is bombarded with high density microwaves, and 70% of the population is instantly killed. The survivors discovered that the 'cataclysm' has imbued them with supernatural abilities, but over time, they began to mysteriously disappear. After this, fierce demons appeared, seemingly out of nowhere, to dominate the earth and place the human race in the iron grip of their rule.

For nearly 700 years, the survivors began to hone their new abilities into a new and deadly fighting art to combat the demons. Many were killed, and a thousand tales of sorrow wove their way into the pages of history. Now, only the greatest warriors remain...

... the battle begins.



Characters



LAU WONG

An immortal martial arts master – who returns to the Forsaken City after hundreds of years to stop his old friend.

REI JENRON

Centuries ago, he was Lau's best friend. Now he is half-man / half-demon and rules over all of the demons in the city.





NAGURI TENSAI

He was the greatest martial arts master of his time. He taught Lau and Rei everything they know about the martial and arcane arts.

YOHFA

This mysterious woman was Rei's girlfriend. She controls the Portals and allows Lau access through the game.





Enemies



THE FORSAKEN

Constructed by arcane magic, decaying flesh and steel are combined to create mindless soldiers for Hell's army.

HELLBEASTS

The tortured spirits of animals, now fortified with blades, prowl the city and hunt you down.





THE UNDEAD

Raised from the dead, these super-human warriors stalk the city streets. Decay has lessened their agility, but the magic forces that animate them give them superhuman strength.

OVERLORDS

Officers in Hell's Army, these skilled warriors possess supernatural powers and great fighting prowess.





Greater Demons

TROGDAR

One of the great guardians of the gates of Hell, Trogdar is a formidable foe. What he lacks in speed, he makes up in sheer power.



MAHLER

This great cat is extremely agile and very deadly. Mahler is incredibly quick and can breathe hellfire.





MISTRESS OF CRUELTY

From the lower levels of Hell, she takes great delight in hearing the screams of her victims as she transforms them into the forsaken.



WHITE DEMODRAGON

A wielder of ice and wind, this great fiend can alter reality and pull you into his world, where he is nearly invincible.





Credits

-Lau Wong-
Gackt

-Rei-
Koichi Yamadera (Japanese Version)
Abie Hadjitarkhani (US Version)

-Yohfa-
Maaya Sakamoto (Japanese Version)
Zoe Galvez (US Version)

-Naguri Tensai-
Norio Wakamoto (Japanese Version)
Roger L. Jackson (US Version)

Scenario
Yousuke Kuroda (STUDIO ORPHEE)

Original Character Design
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Art Concept / Original Title Logo
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Game Design
Hiroshi Aoki

Game Concept Design
Noritaka Kawamoto
Tsutomu Matsuda
Junya Ota

Creature Design
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Makoto Fujita

Chief Programmer
Harumi Kasuga

Motion Director
Noritaka Kawamoto

Cut-Scene Storyboard Artist
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Tomohito Yano

-Stages-
Nobuaki Kuroki

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-System-
Harumi Kasuga

-Player-
Hitoshi Kozuka

-Creatures-
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Takafumi Kaneko (Genece Co., Ltd.)
Isao Ooyama
Yoshitaka Kurokawa (Genece Co., Ltd.)
Tomohiro Houjoh
Rui Suzuki
Keita Nakazawa

-Stages-
Takashi Ishii
Teruo Hamaguchi
Koji Yamaguchi

-Real-Time Cut-Scenes-
Yuji Shimoyama

-Camera-
Toshiyuki Hayashi

-2D-
Jyunya Ota

-Effects-
Jyunya Ota
Teruo Hamaguchi

-Technical Support-
Atsushi Yamashita
Hiroyuki Satou (ALU Limited Company)

Graphic Design
-Character Modeling-
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Tsutomu Matsuda
Hisao Yasukouchi

-Creature Modeling-
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Tsutomu Matsuda
Hideo Mori
Ryusei Noro
Kenichi Morita

-Map Modeling-
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Hiromi Miyaji
Kenichirou Furuya
Ryusei Noro
Tomohiro Sekikawa
Shota Shinkawa
Syunsuke Ashikari
Kenichi Morita
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-Effect Design-
Yoko Kaneko
Yoko Akasaka
Yukiko Shinbo

Motion Design
-Player-
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Masahiro Kabaya

-Creatures-
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Shinichi Nakazono
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Yushi Inagaki
Hisao Yasukouchi
Masahiro Kabaya
Yukiko Shinbo

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Yushi Inagaki
Kuriko Kashima

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Studio Dynamo
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Hiroshi Hirokawa
Hiroki Minami
Keisuke Maruyama
Links DigiWorks Inc.
Sakura-tei Motion Capture Studio

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-Supervisor-
Tomokazu Sakamoto

-Recording Engineer-
Shigeaki Fukawa

-Lead Editor-
Masaaki Murakami
IMAGE STUDIO 109,INC.

-Motion Engineer-
Yoshiya Nagata

-Assistants-
Rie Osawa
Megu Kawashima

-Motion Editors-
Ryota Tokuyama
Kentaro Atsuta
Mitsuyoshi Kajiro

**Motion Actors**

Gackt

Japan Action Enterprise Co., Ltd.

Tsutomu Kitagawa

Syouji Hachisuka

Tairai Kou

Yoshihiro Sakate

Yasuhiro Takeuchi

Kazuki Miyakawa

Eiichi Takagi

Ken Gotou

-Martial Arts Choreographer-

Tsutomu Kitagawa

-Manager-

Hikomichi Suzuki

Music / Sound Effects**-Director / Sound Effects-**

Katsuhisa Ishikawa (ZUNTATA)

-Game BGM-

Hideki Takahagi (ZUNTATA)

-Movie BGM-

Tamayo Kawamoto (ZUNTATA)

-Guitar-

Fumito Machida

Kaoru Nakamura (ZUNTATA)

-Bass-

Yu Yoshimura (ZUNTATA)

-Erhu (Chinese fiddle)-

Jia Pengfang

Mastsugu Shinozaki

-Asian Vocals-

Osamu Koganei

-Strings-

Masatsugu SHINOZAKI Strings

-Recording-

Noriyasu Murase (TASK MASTER)

Takeshi Takizawa (TASK MASTER)

Yousuke Nishikawa (TASK MASTER)

-Recording Studio-

DUTCHMAMA STUDIO

Sound / Recording**-Sound Producer-**

Kazuhiro Terasawa

-Sound Director-

Toshio Sato

-Mixer-

Katsumi Muro

Yoshihumi Kureishi

-Recording-

Aoi Studio Co., Ltd.

EXA INTERNATIONAL Co., Ltd.

-Sound Production-

T's music Limited Company

Movie Production

TRILOGY FUTURE STUDIO Inc.

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pH studio Inc.

-Director-

Pascal Roulin

-CG Producer-

Yukimasa Morimura

-CG Director-

Masaya Matsui

-Technical Director-

Toshihiro Aramaki

-CG Artist-

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Jun Esashika

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Kumie Tsuda

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Yuichi Ueno

Tsuguyasu Uchiyama

Tomohisa Shibayama

Shinji Yamamoto

Tomohisa Shitara (TRYGEAR)

Jet Graphics

Kouki Inoue

Yoshiki Tachibana

Aki Kameyama

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-Pierimo-

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Yuki Suzuki
Chiyoko
Naoko Shimada
Hideyuki Takenami
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Hideto Miki (Genece Co., Ltd.)
Hiroyuki Maruyama (G.rev Ltd.)
Kyousei Tsukui
Keiichi Kuwahara

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Digitalscape co.,ltd.
DIGITALWARE, Inc.
DREAMS Co., Ltd.
G.rev Ltd.
Genece Co., Ltd.
InterOne Inc.
Museum Museum Co.,Ltd.
STUDIO ORPHEE

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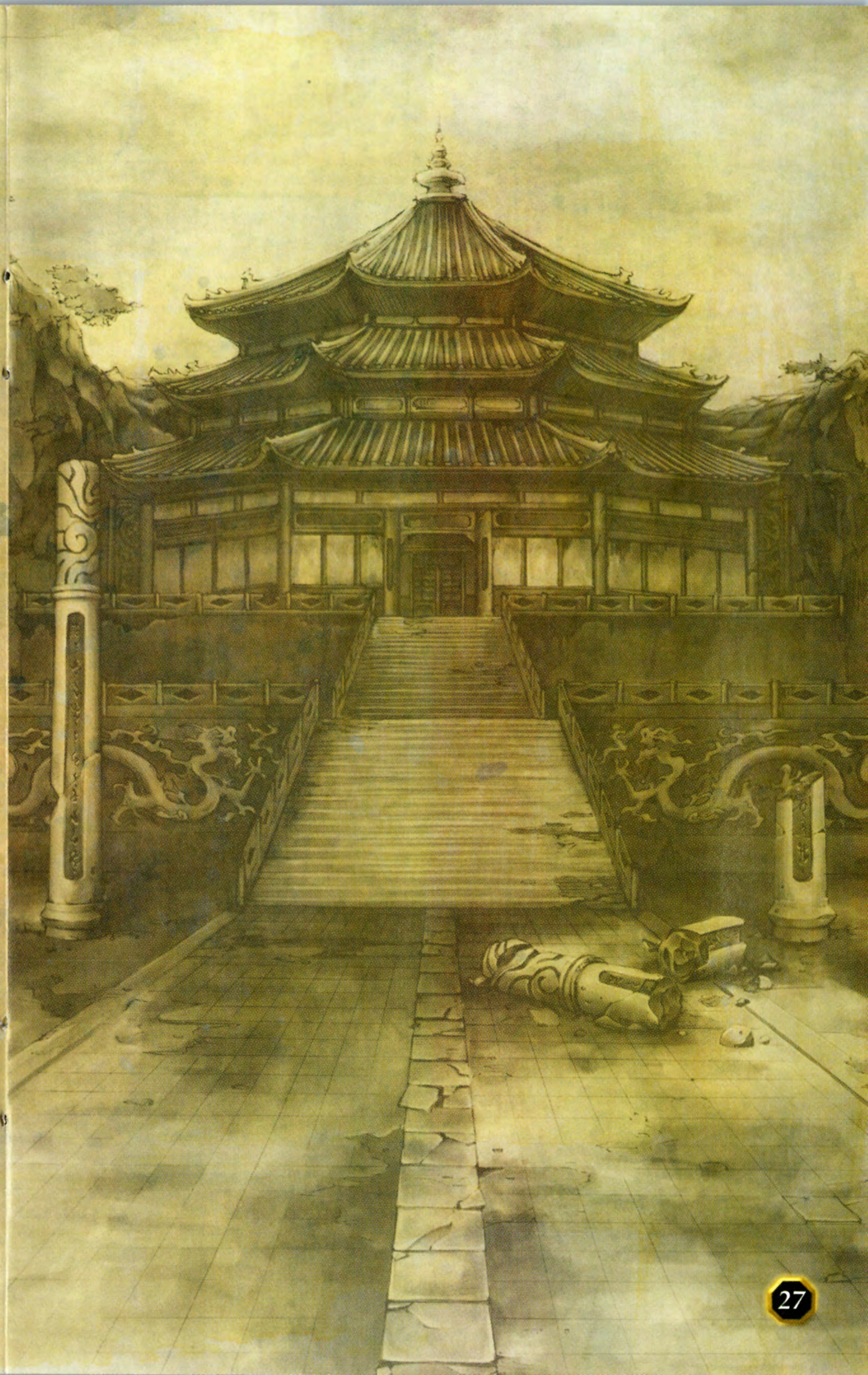
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Special Thanks

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Aaron Endo
Yves Legris
Ray Musci
Susan Young

Produced / Authored by

TAITO CORPORATION
Red Entertainment Corporation





鬼神

不亦善

LIMITED WARRANTY

BAM! Entertainment, Inc. warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, BAM! Entertainment agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its facilities, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by BAM! Entertainment.

This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship. If the product was damaged by any of the above factors this 90-day warranty is rendered void.

Returns within the 90-Day Warranty Period

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and BAM! Entertainment will mail a replacement Recording Medium and/or Manual to you.

CUSTOMER SUPPORT

Web: <http://www.bam4fun.com/support.html>

E-mail: support@bam4fun.com

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