

CRASH 'N' BURN™



CLIMAX

eidos

ICRASH

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 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.



CONTENTS

2	GETTING STARTED
3	GAME CONTROLS
4	SURVIVAL OF THE FASTEST!
4	GETTING INTO THE GAME
6	GAME MODES
7	TEAM EVENTS
8	ONLINE PLAY
10	TROUBLESHOOTING
12	GAME CREDITS

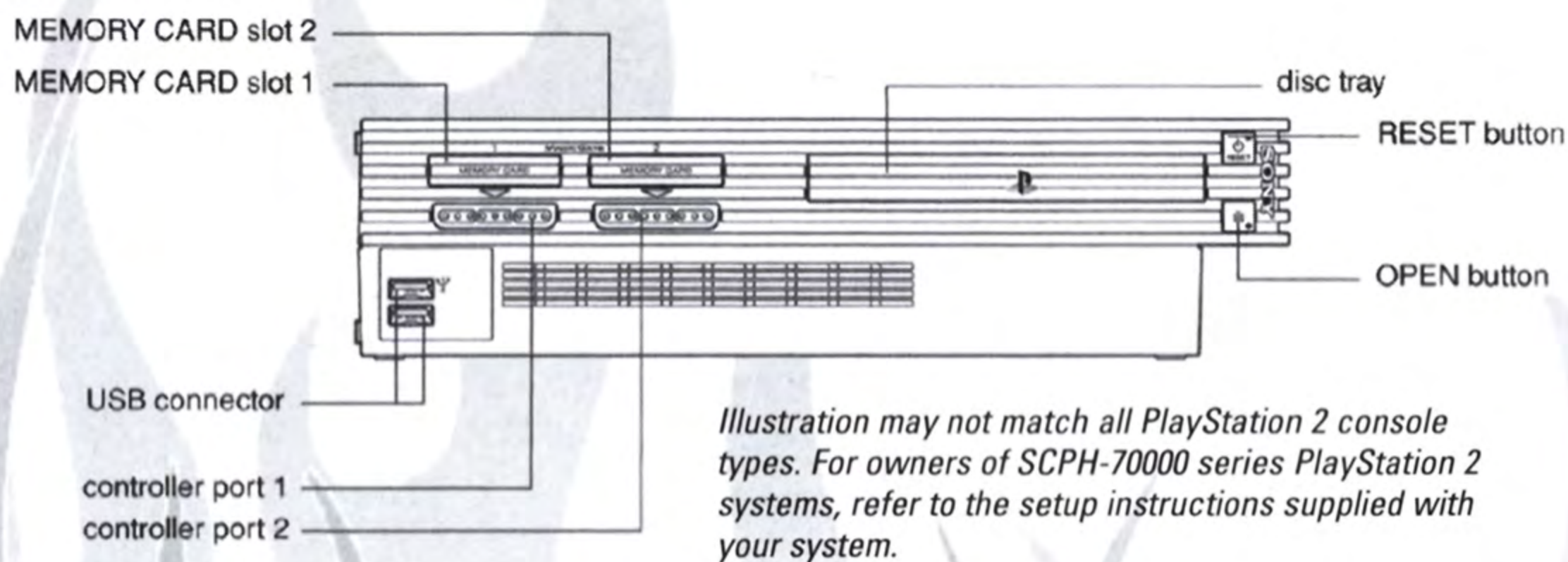
REQUIRED FOR NETWORK CONNECTION

- Broadband Internet connection
- Network Adaptor (Ethernet/modem)(for PlayStation®2)
- Memory card (8MB)(for PlayStation®2)

CRASH

2

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 CRASH 'N' BURN™ 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)

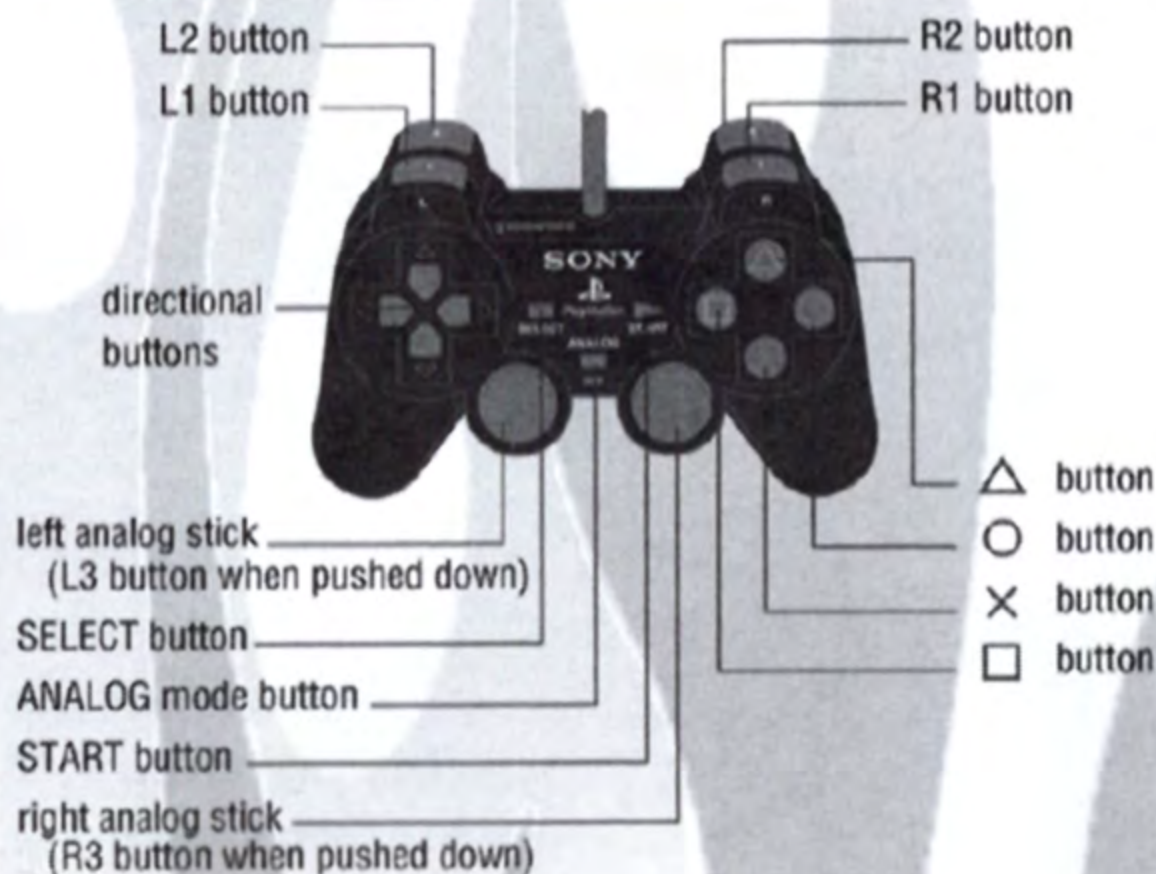
To save your game data, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your console. (This game supports MEMORY CARD slot 1 only.)

- **The memory card must have at least 120KB of free space in order to save game data.**
- **This game uses an Autosave feature. Make sure a memory card is inserted at game startup. Inserting a memory card after startup may cause your data to be overwritten.**
- **If the memory card already contains saved CRASH 'N' BURN game data at startup, the save will be loaded automatically.**

GAME CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

- Connect the DUALSHOCK®2 analog controller to controller port 1 before starting play.
- When the vibration function is ON, the controller vibrates in response to game events. You can turn the vibration function ON/OFF in the Options Mode.



MENU NAVIGATION

left analog stick/
directional buttons

× button

△ button

Select menu option

Confirm/Proceed

Cancel/Back

DRIVING CONTROLS

R1 button

L2 / R2 buttons

△ button

○ button

□ button

× button

left analog stick/
directional buttons

L2 + R2 buttons

START button

Turbo

Look left/right

Change view

Handbrake

Brake/Reverse

Accelerate

Turn left/right (←/→)
Recover vehicle (←/→)

Look behind

Pause

CRASH



SURVIVAL OF THE FASTEST!



Quick reactions are essential in racing games. Flick the wheel, slide around the corner, tap the brakes and keep a tight hold on the best line. **CRASH 'N' BURN** has the same principles – but you'll need even faster reactions to dodge a barrage of explosions, oil slicks, fuel dumps and wreckage.

CRASH 'N' BURN is about racing. But it's also about staying alive in the face of adversity. About keeping a cool head when all around are losing theirs. About dodging debris, escaping explosions and sliding wide through slick, thick oil spills...

Sound like fun? Thought so.

GETTING INTO THE GAME

PROFILES

CRASH 'N' BURN requires you to set up a profile in order to play. This is where all your game info is stored, including your garage full of cars, game settings and online profiles. You can have up to five profiles, each able to house up to 40 cars. Create a profile by selecting **CREATE PROFILE**, key in your name using the keypad provided, select **DONE** and boom – you're in the Home screen.

SAVING

CRASH 'N' BURN's Autosave feature relieves you from the pain of forgetting to save that vital victory

that clinched a championship. To save manually, select **SAVE GAME** on the Home screen.

HOME

This is the main screen for all your in-game info. Want to enter a championship? Tweak your engine, polish your rims? Buy upgrades, parts and paintwork? It all starts here...

You'll also find access to replays of all the tire shredding crashes you've survived and records of all the blistering lap times you've been laying down...

You can also adjust game options, save game progress, sign in to play online and roll the credits of all those who worked on this game.

RACE EVENTS

The Race Events option offers you championship events and the option to create your own events with the levels and modes you've unlocked.

You can play through the preset championships in order to build experience and progress through the game, or you can create custom events and deepen your experience by competing online. There are loads of different modes to play, both arena based and track based.

GARAGE

Selecting GARAGE rolls back the metal shutter on the area where you can enhance your vehicles.

When you begin the game, you'll find in the Garage a duo of shiny new cars, a compact and a pickup truck. You won't be able to buy anything for your vehicles just yet, as you haven't dived into the game and bagged yourself cash to spend in the shop. But you can begin to personalize your cars by running them through the Paint Shop.

Click on a car and opt to change its appearance. Scroll down to PAINT SHOP and tinker with the color scheme. You can change the color of the whole car or pick a different color for each component.

At the start of the game you'll also find some choice components in the Garage that you can use to make your car that much sweeter.

Once you collect money you can buy components from the Shop and come to the Garage to fit them on. New hoods, fenders, rims, spoilers and

much more are available. Selecting the component you want to change allows you to preview what it will look like on your machine. Like it? Keep it on there and let's go racing.

Assuming you've been to the Shop and purchased upgrades, the Garage is the place to go to install them. You can tweak the grip, top speed, acceleration and nitrous to ensure that your car is the most highly tuned ride on the circuit.

Build up enough experience points and you'll unlock faster cars. But keep saving cash, as you'll need even more funds to customize those rides to their most spectacular and outlandish incarnations...

SHOP

The Shop is where you pick up all your car components, performance enhancers and paintwork to tune your car into your own rocking ride.

Competing in events and building up experience unlocks new components that you can buy with the money you've gleaned from racing. There are six interchangeable parts to each car as well as loads of decals and patterns to collect.

Keep an eye on your cash. You won't want to run out of money right before a super spoiler gets unveiled.

CRASH

6

GAME MODES

CRASH 'N' BURN has a full ticket of modes for you to play. But first, a quick word on Emergent Tracks.

The game has nine racing environments and four arenas waiting to be unlocked. You'll notice these start off fairly simple, straight ovals or basic figure eights, building up to more technical twisting circuits. But in reality, none of these circuits are simple.

Racing around, you'll soon see cars exploding, leaving wrecked shells on the track, firewalls ripping round blind corners and oil slicks slewed across your path. You'll also notice that the next time you play this track those things will crop up in completely different places – because the crashes all happen according to how you and your opponents drive.

This is what we call Emergent Track Design. What initially seems very simple becomes increasingly complex as the race goes on. Better remember where that oil slick is next time around or you'll find yourself slamming into the wall and losing that pole position you just grabbed...

RACING

Race around the circuits trying to hit pole position at the checkered flag. With 15 other cars to do battle with, it's cramped between the barriers. Keep out of the way of the other cars and watch out for wrecks that hide behind flaming walls...

KAMIKAZE

Banzai! Eight of you barrel around the circuit clockwise, while the other eight careen around counter-clockwise. With each car hitting speeds of over 150 mph, the results are, well, inevitable. Fast reactions required.

LAST MAN STANDING

Put 16 cars in an arena and watch them duke it out gladiator-style. Avoid taking hits as long as you can, then go in for the kill. The more cars you wreck without getting mashed, the more points you'll collect.

BOMB TAG

Drive around an arena trying to avoid whichever of the 16 cars has the bomb. If you collide, you get the bomb! Now you must pass it on before time's up or you'll be picking up the pieces. Outlive all the others, and you're the winner. Just to spice things up...choose how many bombs there are in each Bomb Tag event!

RUNNING MAN

There's you in the arena. And there are 15 other cars out to get you. Stay alive as the Running Man and scoop the points. A timer counts down remaining time. Be warned: if you take a knock from another car he becomes the Running Man and you'll have to grab that clock back.

'N' BURN



TEAM EVENTS

While the single player events focus on you defeating the other 15 opponents in the game, CRASH 'N' BURN also encourages drivers to work in teams. Find out if you can handle the pressure...

ASSASSINATION

For this event the 16 opponents are divided into two teams. One driver on each team is elected the King. Now the other team players have to kill the opposing King, at the same time making sure their King isn't left unguarded with 30 tons of metal bearing down on them...

TEAM RACE

Race around the tracks. The team that gets the most cars across the line and secures the highest number of finishing points takes the win.

TEAM LAST MAN STANDING

Instead of being one against many, battling it out vs 15 cars, you're in a team fighting a gang war against eight opposing cars. The last team to still have drivers cruising for action chalks up a win on the leaderboard.

TEAM KAMIKAZE

Much the same as Kamikaze mode, but instead of all players battling to take the checkered flag, the first team to get the most players across the finish line with the highest positions takes the trophy.

CRASH



ONLINE PLAY

The online portion of this game is subject to the terms and conditions under the User Agreement located within the game. A full copy of the User Agreement is available at www.us.playstation.com/support/useragreements.

YOUR NETWORK CONFIGURATION FILE

CRASH 'N' BURN is compatible with Your Network Configuration file created with other PlayStation®2 online games.

- To play this game online, you need to have Your Network Configuration file saved to the memory card.
- You can use the Network Adaptor Start-Up Disc included with your network adaptor (for PlayStation®2) to set up your network connection. Refer to the instructions that came with your Network Adaptor Start-Up Disc.



SETTING UP

With the ability to compete against 16 other players, the online element of CRASH 'N' BURN is multiplayer mayhem. In order to play online, you'll need:

- Memory card (8MB) (for PlayStation®2)
- Network Adaptor (Ethernet) (for PlayStation®2)
- Broadband connection
- Network configuration set up using your Network Adaptor Start-Up Disc (see above)

SIGNING ON

Once you're set up to go online, select SIGN ON on the Home screen. You'll go to the Network Selection screen where you'll find a list of your network connections. Click on your preferred connection and wait briefly while your network is verified and you are logged in.

You'll then be asked if you want to use an existing GameSpy® account or create a new one. Select your response and fill in your nickname, email address and password (case sensitive) with the keypad provided. Press the  button to select a character and the  button to delete the last character entered. If you haven't set up a GameSpy account before, your nickname is the name by which you'll be known online.

Having trouble?
Visit GameSpy.com
for more details.

'N' BURN



PLAY ONLINE

Once you've signed in, it's back to the Home screen. Select an event and MULTIPLAYER to begin. Available options are explained below.

HOST EVENT

Create and host a game online. You can select the type of game you'll play, the environment you'll race in and the standard of players you'll race against. Hosting an event takes you to the Lobby screen where other players can join you.

QUICK MATCH

Search for a game. The first game your console finds is the game you'll play. Or just sit back and watch. Selecting this option takes you to the Lobby screen.

SEARCH MATCH

Choose your preferred game mode in the environment of your choice and look for games that fit the bill.

SCOREBOARDS

Check out how you stack up against other people's best online times.

FRIENDS

CRASH 'N' BURN online allows you to add the people you play with online to your Friends List so you can hook up with them again when you come back to the game.

Through FRIENDS you can:

- **SEND INVITE TO FRIENDS** - Invite friends to join in a game.
- **JOIN GAME** - Accept invitations to join other games.
- **REMOVE FRIEND** - Kick 'em off your Friends List.

You can also use the Friends List to find out which of your friends are currently on and offline.

LOBBY OPTIONS

In the Lobby, you can change your cars, teams, and game options. You can also access the Player List to view and add players to your Friends List or mute players' voices.

If you are hosting a game, you can choose to kick players out and change the circuit you want to play.

VOICE COMM

Voice communication works in the Lobby instead of in-game. It may not work with certain networks - a firewall or NAT device may prevent incoming comms from reaching your console.

CRASH

10

TROUBLESHOOTING

FIREWALLS

In order to join or host a CRASH 'N' BURN game from behind a router with NAT (Network Address Translation), or firewall, you may need to enable **PORT FORWARDING**. You will need to route, or forward, all data on port **UDP 9103** to the IP address assigned to your PlayStation 2 console.

NOTE: Users using DHCP must ensure that their PlayStation 2 console is always assigned the IP address specified in the **PORT FORWARDING** setup; under these circumstances you may need to change your PlayStation 2 from **AUTO DETECT (DHCP)** to a **STATIC IP** address using the Network Adaptor Start-Up Disc to ensure that forwarded data always gets to your PlayStation 2 console.

If you are still having trouble connecting to other players, try bypassing the router or firewall by connecting your PlayStation 2 console directly to your DSL modem, cable modem, or other broadband device.

STATUS

You can check the status of the game servers and read news about CRASH 'N' BURN by visiting www.eidos.com.

USB HEADSET

During gameplay, if your USB headset is plugged into your PlayStation 2 console but you are not able to chat with your opponent:

- Your opponent may not have a USB headset connected to the PlayStation 2 console.
- You and your opponent may have a low quality connection to each other.

CUSTOMER SUPPORT

For further questions, please visit www.eidos.com or contact Eidos Inc. Customer Support at (415) 615-6220, Monday through Friday, 9:00 a.m. to 12:00 p.m. and 1:00 p.m. to 5:00 p.m. Pacific Time.

ONLINE TECHNICAL REQUIREMENTS

Broadband access and the Network Adaptor (Ethernet)(for PlayStation®2) required for Network Capabilities.

Players are responsible for all applicable Internet fees. Network Capabilities may be subject to change, withdrawal and charge for use.

Go to www.playstation.com for Network Capabilities access terms and availability in your country.

ONLINE FEATURES

THE ONLINE FEATURES OF THIS GAME ARE SUBJECT TO ACCEPTANCE OF ONLINE TERMS OF SERVICE. EIDOS RESERVES THE RIGHT TO CHANGE OR TERMINATE THE ONLINE FEATURES OF THIS GAME. EIDOS MAKES NO GUARANTEE AS TO THE AVAILABILITY OF THE ONLINE FEATURES FOR THIS GAME OR THAT THE EIDOS ONLINE SERVICE WILL BE UNINTERRUPTED OR ERROR-FREE.

Please read the Eidos Online Terms of Service for full terms and conditions, a copy of which is available at <http://www.eidos.com> and in-game.

Certain online features may be subject to payment of an additional fee.

RATINGS

The Game's content has been rated T for Teen-Mild Violence content. However, the content of the Game may change due to interactive exchanges between players in the online mode. Neither Eidos nor Sony Computer Entertainment accept any responsibility for content which is external to the Game itself. Please refer to the Terms of Service for further conditions of use relating to online play.

DNAS SYSTEM

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.

ICRAASH

12

GAME CREDITS

CLIMAX BRIGHTON

Producer
John Higgs

Lead Programmer
Balor Knight

Lead Artist
Vassos Shiarlis

Chief Designer
Serkan Hassan

Pre-Production Producer
Nick Rodriguez

Programmer: Format Lead & Replays
Ross Childs

Programmer: Front End & Game Modes
Greg Modern

Programmer: AI & Visual Effects
Paul Scully

Programmer: Online
Matthew Ritchie

Programmer: Physics, Collision & Optimisation
Bradgoat Heath

Programmer: Sound & Networks
Mark Sheppard, Jonathan Withey

Designer: Vehicles
Alkan Hassan

Designer: Tracks
Geoff Cullen

Design Support
Tom Geddes

Artist: San Diego, Alcatraz, Detroit
Jason McFee

Artist: Bronx, Redwood, San Rafael & Vegas (arena)
Paul Trewin

Artist: Las Vegas (track) & Front End
Steve Wilding

Artist: Miami & Car Patterns
Lisa Selby

Artist: Geometry
Matt Parford

Artist: Grand Canyon & San Francisco
Lee Matthews

Chief Vehicle Artist
Matt Tracey

Artist: Vehicles & Concepts
Paul Philpot

Additional Programmers
Iain Gilfeather, Dan Laufer, Andrew Stevens

Core Technology Group
Sean Hammond, Julian Adams, Dan Harrison, Jim Callin, Chris Caulfield

QA
Andrew Macdonald, Dale Thomson, Chris Bowles, Steve Brocking

Sound & Original Music
Steve Rockett

Video
Nik Faulkner, Dan Porter

Development Director
Nick Baynes

Studio Head
Tony Beckwith

Art Director
Craig Gabell

Technical Director
Greg Michael

EIDOS UK

Producer
Dan Mayers

Head of European External Development
Martin Alltimes

QA Director
Chris Rowley

QA Supervisor
Marlon Grant

Product Test Co-ordinator
Steve Manners

Assistant PTC
Anthony Wicker

Head of Mastering
Jason Walker

Localisation Manager
Mark Kieran

Localisation Co-ordinator
Monica Dalla Valle

Localisation QA Supervisor
Marco Verneti

Localisation PTC
Iain Willows

Localisation Assistant PTC
Pedro Geppert

Assistant Brand Manager
Simon Wells

Brand Director
John Webb

Creative Team
Andy Cockell, Jodie Brock, Philippa Pratley, Gus Aliyu

EIDOS US

Project Manager
Tom Marx

Associate Project Manager
Clayton Palma

QA Manager
Mike Kelly

Assistant QA Manager
Colby McCracken

PTC
Stephen Cavoretto

QA
Quinn Aquirre, Kip Ernst, Nicole Ferrara, Dan Franklin, Michael Gonos, Patrick Goodspeed, Kari Hattner, Erik Kennedy, Julian Mehlfeld, Jordan Romaidis, Aaron Safronoff

VP Marketing
Paul Baldwin

International Brand Manager
Matt Gorman

Associate Brand Manager
Mike Schmitt

PR Manager
Michelle Seebach Curran

Senior PR Specialist
Kjell Vistad

PR Specialist
Denny Chiu

PR Coordinator
Loretta Stevens

Director of Channel & Interactive Marketing
Kim Pendleton

Channel Marketing Specialists
Janty Sumimoto, Ilana Budanitsky

Senior Graphic Designer
Julie Leibowitz

Marketing Communications Director
Stephanie Lipetzky

Marketing Coordinator
Wyman Jung

Web Support
Kim Pendleton, Roderick van Gelder, Boon Khoo, Rob Fitzpatrick, Yasuto Suga

Product Operations
Michael Minson, Greg Wu, Jon Kromrey

Special Thanks
Rob Dyer, Kevin Weston, Malachi Boyle, Jamie Bartolomei, Paula Cook, Anand Gupta, Dan Johnson, Sharon Gamble, T Mann, James Song, Michael Tran, Eidos Customer Service, Carolann Hanshaw

Cover Image
Jodie Brock & Plastic Wax



INGAME MUSIC SOURCED BY i10Q

"It came from Japan"

Written by Jason Stollsteimer. Produced by Jack White and Jim Diamond. Mixed by Jim Diamond. Originally appears on The Von Bondies Lack of Communication. IntheAct Records 2001.

"COLD ROCK"

PERFORMED BY POLITIKA WRITTEN BY CRICHTON / DIMECH PUBLISHED BY REVERB MUSIC LICENSED COURTESY REVERB / POLITKA [Covered in credits listed under the recording].

"The Last Ride"

Johnny Marr & The Healers From the album "Boomslang". Recorded at Clear, Manchester The Last Ride' by Johnny Marr. Performed by Johnny Marr & The Healers Published by Marr Songs Ltd / Universal Music Publishing Ltd.

"Clever Kicks"

Performed by The Hiss Written by BahKamara/Barrera/ Franco/Galpin/Strange Investigations (p) 2004 Sanctuary Records Group/ Polydor Records Ltd (UK). Courtesy of Sanctuary Records Group and Polydor Records Ltd (UK) Licensed by kind permission from the Film & TV licensing division Part of the Universal Music Group Published by Strange Investigations (ASCAP).

"City Of Angels"

performed by Distillers Written by Brody Armstrong Published by Chrysalis Music Limited. Label: Hellcat, LLC.

"I'll Waste Away"

performed by Faux Jean (p) Susstones Records, Inc. (by arrangement with Pacific Electric Music Group). I'll Waste Away (Matthew Schindler) Bucks Music Group Ltd (on behalf of Bohunk Junk Songs / The Fake Denim Ltd. (ASCAP) admin by Pacific Electric Music Publishing).



EIDOS, INC., LIMITED WARRANTY

Eidos, Inc., warrants to you, the original purchaser of this disc, that for a period of ninety (90) days from the date of your purchase, this disc shall be free from defects in materials and workmanship. If, at any time during the applicable ninety (90) day warranty period you determine that this limited warranty has been breached, Eidos, Inc., agrees, in its sole option, to repair or replace, free of charge, any such disc, provided the disc is returned postage paid to the Eidos, Inc., Factory Service Center and a proof of date of purchase is included. This limited warranty is not applicable to normal wear and tear and shall be void with respect to any defects that arise from disc abuse, unreasonable use, mistreatment or neglect. This disc is sold "as is" without any warranties of any kind, express or implied, including implied warranties of merchantability or fitness for a particular purpose, other than the limited warranty expressly stated above.

No other claims arising out of your purchase and use of this disc shall be binding on or obligate Eidos, Inc., in any manner. Eidos, Inc., will not be liable to you for any losses or damages incurred for any reason as a result of your use of this disc, including, but not limited to, any special, incidental, or consequential damages resulting from your possession, use or malfunction of this disc.

This limited warranty states the entire obligation of Eidos, Inc., with respect to the purchase of your disc. If any part of this limited warranty is determined to be void or illegal, the remainder shall remain in full force and effect.

For warranty support please contact our Customer Support department at (415) 615-6220. Our staff is available Monday through Friday, 9:00 a.m. to 12:00 p.m. and 1:00 p.m. to 5:00 p.m. Pacific Time. You are responsible for all toll charges.

Customer Support Representatives will not provide game hints, strategies or codes.

PRODUCT RETURN PROCEDURE

In the event our support agents determine that your game disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included. You will also need to include a daytime phone number so that we may contact you if necessary. **Any materials not containing this authorization number will be returned to you unprocessed and unopened.** Your postage paid package should be sent to the following address:

Eidos Inc. Customer Services
RMA# (include your authorization number here)
651 Brannan Street, suite 400
San Francisco, CA 94107

Note: You are responsible for postage for your game to our service center.

Register your game at www.eidos.com

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.

THE WORLD'S FIRST TRUE RAP GAME!

WHETHER YOU'RE JADAKISS OR JUST DOWN WITH HIP-HOP, IT'S YOUR TURN TO GET ON DA MIC.

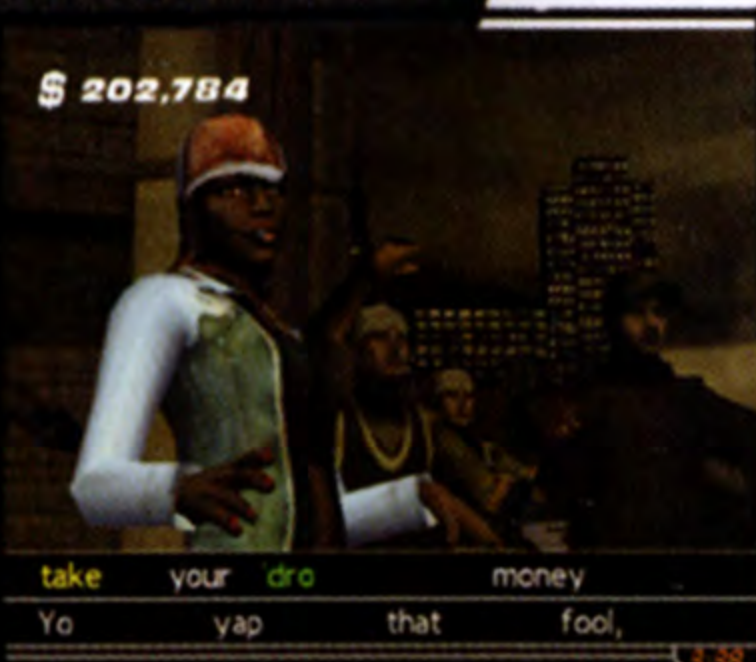
RAP YOUR WAY FROM THE STREET TO THE STAGE WITH OVER 40 TRACKS ORIGINALLY MADE POPULAR BY YOUR FAVORITE HIP-HOP ARTISTS. GET IT STARTED IN 1-4 PLAYER PARTY MODES OR JUST POLISH YOUR SKILLS...EARNING CASH, WEALTH AND FAME ON YOUR WAY TO BUILDING YOUR OWN HIP-HOP EMPIRE.



+ SINGLE AND MULTI-PLAYER MODES INCLUDING CAREER, BATTLE, FREESTYLE AND MORE



+ 15,000+ WAYS TO PERSONALIZE YOUR CHARACTER FROM HEAD-TO-TOE IN TODAY'S HOTTEST BRANDS



+ IN-GAME APPEARANCES BY TV HOST SWAY AND DJ GREEN LANTERN

GET ON DA MIC™



Drug Reference
Strong Lyrics



PlayStation®2



eidos

Get On Da Mic © 2004 Artificial Mind and Movement, Inc. Developed by Artificial Mind and Movement, Inc. Published by Eidos, Inc. Get On Da Mic and the Get on Da Mic logo are trademarks of Artificial Mind and Movement, Inc. Eidos and the Eidos logos are registered trademarks of the Eidos Group of Companies. The rating icon is a registered trademark of the Entertainment Software Association. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The Online icon is a trademark of Sony Computer Entertainment America, Inc. All other trademarks are the property of their respective owners. All rights reserved.

PCRSSUS03

GETONDAMIC.COM