

# DRIVEN

*What drives YOU?*





## **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 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.

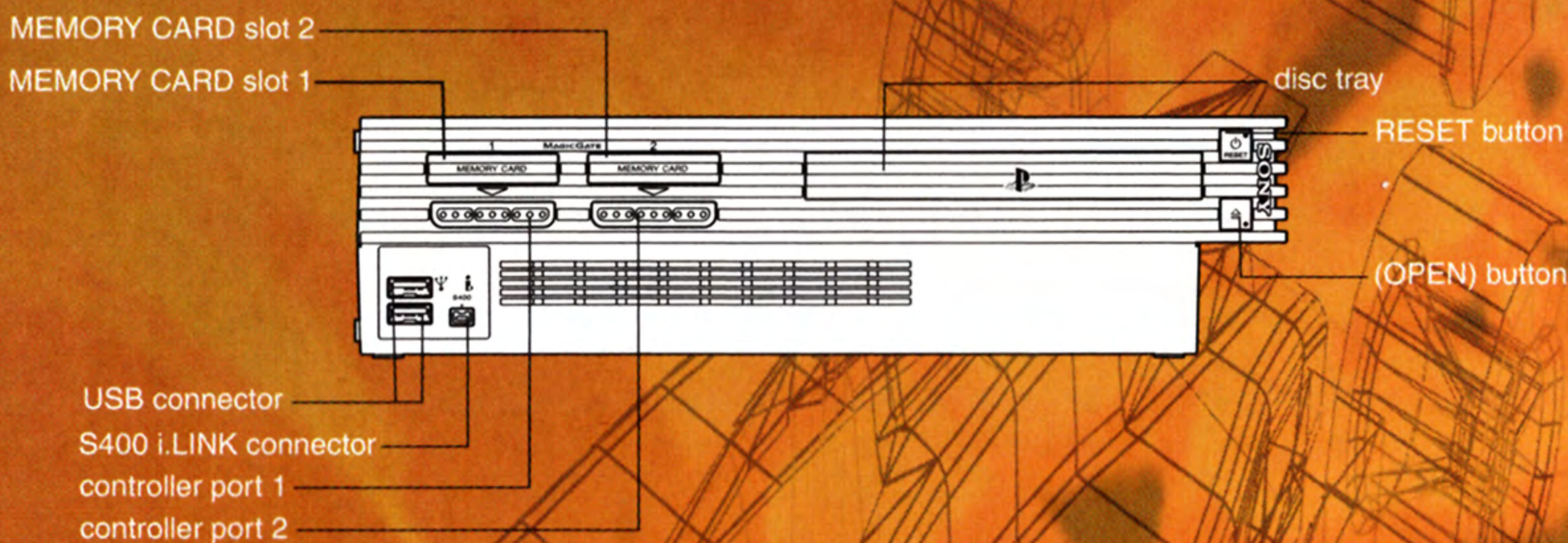


# CONTENTS:

|                               |           |
|-------------------------------|-----------|
| <b>SETTING UP</b> .....       | <b>2</b>  |
| CONTROLS .....                | 3         |
| <b>INTRODUCTION</b> .....     | <b>4</b>  |
| <b>GETTING STARTED</b> .....  | <b>5</b>  |
| LANGUAGE SELECT MENU .....    | 5         |
| TITLE SCREEN .....            | 5         |
| ARCADE MODE .....             | 5         |
| STORY MODE .....              | 6         |
| MULTIPLAYER MODE .....        | 6         |
| OPTIONS .....                 | 6         |
| <b>PLAYING THE GAME</b> ..... | <b>7</b>  |
| ARCADE MODE .....             | 7         |
| STORY MODE .....              | 8         |
| MULTIPLAYER MODE .....        | 9         |
| REPLAYS .....                 | 9         |
| LOADING / SAVING .....        | 9         |
| <b>DAMAGE</b> .....           | <b>10</b> |
| <b>THE 'ZONE'</b> .....       | <b>10</b> |
| <b>CIRCUIT PROFILES</b> ..... | <b>11</b> |
| <b>DRIVER PROFILES</b> .....  | <b>12</b> |
| <b>CREDITS</b> .....          | <b>16</b> |
| <b>LIMITED WARRANTY</b> ..... | <b>18</b> |



## SETTING UP:

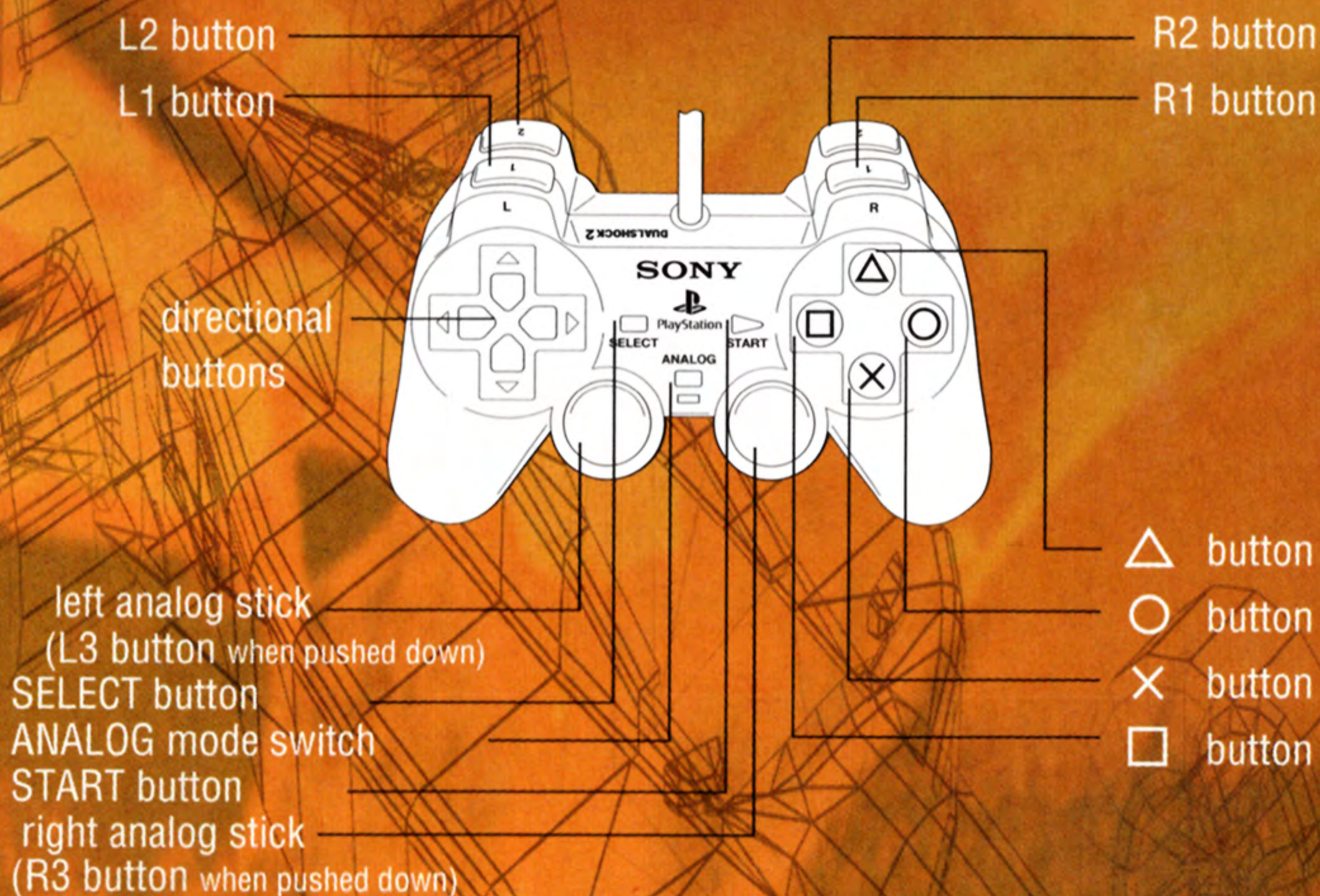


**Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the DRIVEN 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.**



# CONTROLS:

## DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



### MENU NAVIGATION

- ↑ directional button
- ↓ directional button
- ← directional button
- directional button

- In-game menu Up
- In-game menu Down
- In-game menu Left
- In-game menu Right

### IN GAME CONTROLS

Left Analog Stick

X button

□ button

○ button

△ button

R1 button

L1 button

R2 button

L2 button

START button

Steer Left/ Right

Accelerate (Pressure Sensitive)

Brake (Pressure Sensitive)

Reverse (Pressure Sensitive)

Change View

Look Behind

Repair Car (Arcade Mode and Multiplayer Only)

Look Right

Look Left

Pause

You can change the controls from the Options Menu, which is explained later in this manual.



## INTRODUCTION:

"Hi folks, I'm David Doyle. Welcome to this year's 'Driven Championship'. You join us at an exciting time, but what can you expect from this year's action? Well, we've got twelve of the biggest, baddest and best drivers this sport has to offer. They are ready to chance everything. To push themselves to the limit, in order to take the chequered flag.



We'll follow the racing action across the United States, race through the city streets of Angel's Bay in California and into Europe, hurtling through the winding, wooded circuit of Hexen Tal in Germany, to name but two.

These drivers will be pushing themselves to the limit, in order to secure victory for the team. Who will have the skill and the determination to push themselves and their car into the 'Zone'? Indeed only those who concentrate on the track ahead will manage to break into the 'Zone', and it's then we're gonna see some spectacular driving. At speeds in excess of 200Mph, don't blink! You don't want to miss a thing!

I must also remind viewers how dangerous this sport can be. A driver must be totally committed, as one small mistake can be disastrous for them and the team.

Let's not forget this sport is all about the 'team'. We heard that racing veteran Joe Tanto has been called in to assist with 'Team Spirit' s' hotshot rookie driver, Jimmy Bly. From what we've seen, Bly has the potential to be a star driver, but is having problems getting his act together on the track. Will Tanto's guidance be in time, for Bly to make a difference?

Keep watching race fans.

Drivers .. Start your engines ....!"

**PLEASE NOTE:** The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those found in the finished game.



## GETTING STARTED:

### 2 PLAYER GAMES:

Two Controllers are required to play the multiplayer game in Driven™. Connect the controller for player 1 into controller port 1 and the controller for player 2 into controller port 2. See the Multiplayer section of this manual for more information.

### MEMORY CARDS:




**PLEASE NOTE:** Throughout this manual, the term "memory card" is used to describe the memory card (8MB) (for PlayStation® 2) – (SCPH – 100020 E). memory cards (product code SCPH 1020 E) designed for use with the PlayStation® format software are not compatible with this game.

**AUTO LOAD:** During start up, the game will automatically try and load from memory card Please ensure that you have a memory card with a Driven™ save game inserted into Slot 1. Otherwise follow the on-screen instructions.

**USING MENU SCREENS:** Press , , ,  etc. to navigate the menu options, press the  button to confirm the highlighted option. To return to the previous menu screen press the  button.

### LANGUAGE SELECT MENU:



Press  or  to highlight your chosen language. Then press the  button.

**TITLE SCREEN:** After a short introductory sequence, the Title Screen will be displayed. Press the START button to access the main menu. From this screen you can choose ARCADE MODE, STORY MODE, MULTIPLAYER or OPTIONS.

**ARCADE MODE:** Arcade Mode consists of three championships: Euro Champs; U.S. Champs; and World Champs. Initially only Euro Champs is available. Once you have come in first place in the Euro Champs, then the U.S. Champs will become available. By finishing the U.S. Champs in first place, you will then gain access to the World Champs.

In addition to the Championship Races there is also Single Race, which will allow you to configure the kind of race you wish to play. Only tracks, which have been successfully completed in Arcade Mode, will be available in single race.

For more details see: PLAYING THE GAME – ARCADE MODE



**STORY MODE:** Select your Starting Chapter and race through the high-octane world of Driven™. Depending on the chapter, you'll race as part of 'Team Spirit' either as rookie driver, Jimmy Bly or seasoned pro, Joe Tanto. Each chapter will provide a new challenge, from the early 'Training Challenges' through to 'Team Blocking' and 'City Chases', as well as 'Head-to-Head Challenges' and fast paced, go-for-broke racing action. Make or break, it's up to you to get Jimmy to the podium! For more details see: PLAYING THE GAME – STORY MODE

## MULTIPLAYER MODE:

Multiplayer allows two players to race split screen through some of the single player modes.

For more details see: PLAYING THE GAME – MULTIPLAYER MODE

## OPTIONS:

### Game Options:

**Units** - Press ← or → to change between Kph and Mph.

**View** - Press ← or → to select the view that the game will default to at race start.

**Map** - Turn Map on or off.

**Radar** - Turn Radar on or off.

**Multiplayer Catch-up** - Turn multiplayer catch-up on or off. Multiplayer catch-up boosts the speed of the slower car, allowing for more competitive races especially when one player is better than the other.

### Controller Set-up:

#### Player 1 Vibration

- Select vibration; press ← or → to toggle vibration on or off.

#### Player 2 Vibration

- Select vibration; press ← or → to toggle vibration on or off.

**Button Set-up:** Press ← and → to select your desired button set-up. You have 4 presets to choose from, and this is configurable for both players.





## Audio Options:

**Sound mode** - Press  $\leftarrow$  or  $\rightarrow$  to toggle between stereo and mono.

**Music volume** - Press  $\leftarrow$  and  $\rightarrow$  to adjust the volume of in-game music.

**Sound Effect volume** - Press  $\leftarrow$  and  $\rightarrow$  to adjust the volume of in-game sound effects.

**Music test** - Press  $\leftarrow$  or  $\rightarrow$  to select a track; press  $\otimes$  button to play the track.

## Screen Options:

**Horizontal Adjust** - Press  $\leftarrow$  or  $\rightarrow$  to adjust the horizontal screen position.

**Vertical Adjust** - Press  $\leftarrow$  or  $\rightarrow$  to adjust the vertical screen position.

**Load:** Select this to load a previously saved Driven™ game and follow the on-screen prompts.

**Save:** Select this to save current progress and options to the memory card and follow on-screen prompts.

**Results:** Press  $\leftarrow$  and  $\rightarrow$  to view track records for each track.

## PLAYING THE GAME:

### ARCADE MODE:

**Arcade Mode Championship:** During Arcade Mode Championship races, you'll start from the back of the grid and have to fight your way forward into first place! You will be awarded championship points for your final position, and the higher the position, the higher the points. The driver with the highest number of championship points at the end of the championship will be the winner.

**Arcade Single Race:** Choose your driver, track, number of laps, and AI difficulty, then take to the track in a single race. Use this mode to practice each of the unlocked tracks and better your skills!

**NOTE:** If you set the number of AI opponents in single race to zero, this mode becomes a time trial mode with you racing against the clock to beat your fastest lap time.

### STORY MODE:







**Story Mode Head-to-Head:** Some of the chapters in Story Mode will involve a head-to-head battle against another rival driver. Both drivers will start at the same time and the first car over the finish line will be the winner! In this type of race, there is no silver medal for finishing second. Take it to the edge and be a winner!

**Story Mode Blocking:** Team play is the important phrase here; it's not about winning, it's about protecting your team-mates position! As the blocker, you will have a limited amount of time to get from your start grid position to a position BEHIND your team-mate. You will then have to defend your team-mate's position from the aggressive advances of rival drivers! Should you lose position behind your team-mate, you'll have a limited amount of time to get back into position. The blocking timers, which signify the amount of time you have to get into position, are displayed in the top center of the HUD (see Blocking HUD).



**Story Mode City Chases:** Your team-mate's have recklessly torn off down the busy city streets in their racing cars! Catch them at all cost! They have a head start on you, so you'll have to use all your skill and determination to catch them. Look out for oncoming traffic!



**Story Mode Races:** Racing as Jimmy, prove you're number one in this championship and secure a 1st place! As in Arcade Champs, race against the field and try and come in the top spot. Watch out for Brandenburg's advances! Concentrate on the track ahead; get into the "Zone" to take pole position.



**Story Mode Training:** Training mode allows you to familiarize yourself with the specific play mechanics of each mode. Training will be prompted at specific points during story mode.



## MULTIPLAYER MODE:



**Championships:** Play the Euro Champs, U.S Champs and World Champs as in 'Arcade Mode'. You must win in each of the multiplayer Championships to unlock the next. Play either Co-operatively or against one another. The winner will be decided on Championship points at the end of a championship.

**Co-operative Championships:** Choose this option to play Co-operatively through a championship. To do this, both players must select drivers on the same team e.g. Jimmy Bly and Joe Tanto, or Beau Brandenburg and Max Manley. When drivers on the same team have been highlighted, the words TEAM MATE will flash onscreen signifying Co-operative multiplayer is active. Each player's points will be combined into a team point total. The team with the highest points wins.

**Single Race:** Set up the kind of race you want; choose your drivers, track, number of laps, and CPU AI difficulty. It's go for broke - the first player over the line wins! The results of each player will be recorded within the 'Results Table' in the option screen for each track.

## REPLAYS:

After each race you will be offered the option to view a replay of the race you have just competed within.

**Replay Controls:** Use the controller change view button to view the replay from any of the in car views. Press the L2 button to return to track cameras. Press L1 button to change the car you are viewing.

## LOADING / SAVING:

The game will prompt you to save after completing various challenges within the game. Should you forget to save at these points, you can save from the OPTIONS MENU / SAVE.

**NOTE:** All game saves will save your current progress through the game and any options you may have changed in the OPTIONS MENU.

**WARNING:** You should not TURN OFF, RESET the system or remove/insert memory cards during loading or saving data. Doing so could result in a loss or corruption of save data on the memory card.



## DAMAGE:



Accidents do happen and at over 200 mph they tend to have dramatic consequences! Due to the nature of open wheel racing, any collision can damage your car. Each of the detachable components will sustain damage with each impact. The harder and more frequent the impact, the higher the damage, until eventually the damaged component will break off.

**Damage:** During races, your car will be replaced should your car lose a wheel or crash and remain upside down! Be warned, you only have a limited amount of cars, so drive carefully!

## THE 'ZONE':

Do you have the skill to take it to the edge, shave fractions of a second off your lap times, and enter the 'Zone'? Can you then push yourself even further, onto the 'ragged edge'?

The 'Zone' is a state of mind. It is when your driver is at ultimate concentration. Their focus is on the race, on the track, and the first place they must achieve. Their concentration becomes blinkered on the track ahead. The noise of the race dies to a mere whooshing sound as they cut through the air. They feel as if they are one with the car.

Going into the 'Zone' is more than just an effect! Your driver is able to push the performance of the car to its limit, allowing it to go faster, corner quicker, and achieve that fastest lap time. However, if you drop off the pace or make a mistake, your driver's concentration is shattered and you will drop abruptly out of the 'Zone'. It is then up to you to clear your mind and concentrate. Focus on the track ahead and push your ability once more.

The 'Zone' bar on the bottom left of the screen will gradually fill. The better you race, the more it will fill until you are in the 'Zone'. Be warned, the slightest drop in pace or an accident will take you out of the 'Zone'.





## **CIRCUIT PROFILES:**

### **Angel's Bay – California, USA**

The West Coast's answer to Monte Carlo, and known as Fallen Angel's Bay by the teams. This course boasts looks that can kill.

### **Chase Manhattan – New York, USA**

Speed through the city that never sleeps. From west to east Manhattan along 59th – cut through central park – and then dash across Queensboro Bridge – this is a chase not a race!

### **Hexen Tal – Heibelburg, Germany**

The area surrounding this circuit is well known in German folklore and fairytales but it is our modern magicians who leave the spectators spellbound.

### **Manley Park – Staffordshire, England**

Ex East-End boxer turned media mogul Rex Manley, the father of racing ace Max, has his English home in the grounds of Manley Park and can be seen roaming around his manor on race days.

### **Poursuite Parisienne – Paris, France**

Paris by night is a wonderful place for a chase. The pursuit takes place deep in the heart of the French capital along wide, tree-lined boulevards and past imposing historical buildings.

### **The Desert Palace – Arizona, USA**

Now the home of Team Spirit, this oval was once a stunning example of American modernism. Thanks to Karl Henry, the 'Deserted palace' has been saved from the sands of time.

### **Tour de Triomphe – Paris, France**

Victorious charioteers hungry for praise from the adoring masses historically undertook the Tour De Triomphe. The same level of excitement can be witnessed today.

### **New York City – New York, USA**

This is longest and most difficult course of the tour. The drivers are pushed to the limit of their abilities by the angular layout of the Manhattan streets.



## DRIVER PROFILES:

**Jimmy Bly** – Team Spirit's new season hot shot driver. At only 21 years of age, he has successfully won the initial five races of the new championship. From an early age Bly's driving talent was evident and was openly encouraged by his family. His elder brother has been his manager for a number of years, helping Jimmy build up his profile in the motor racing scene leading to his being hired by 'Team Spirit'. Recently his ability has started to waver, as he is unable to focus on the race. Many say he is under pressure from the frenetic and glamorous lifestyle a high profile motor racing star can lead. The team are starting to lose points - Bly needs to get it together or he'll be kicked off the team.



**Joe Tanto** – At 37 years old and one of the oldest drivers in this year's season, racing veteran Tanto is back with 'Team Spirit'. Nicknamed 'the Hummer', due to his humming in the days when he pushed himself close to the edge, Tanto was a successful, confident driver. Tanto was driving towards taking the season championship, but fate caught him in a terrible accident, which brought his career to a crashing halt. Some speculate that he lost his nerve after this and coupled with the failure of his marriage, he sought solace in the bottom of a bottle. Now he is back on the racetrack to prove he still has what it takes to be the best.



**Beau Brandenburg** – Winner of last year's 'Driven Championship', Beau Brandenburg has returned to defend his title and be the reigning champion for another year running. Already under stiff competition, he has lost first place five times to season rookie Jimmy Bly. Brandenburg is a calculated driver. He is able to push himself, when others are unable. Social distraction may be the cause of his current bad performance. Recent rumour is that he has split with his long-term girl friend, Sophia. Only time will tell if Brandenburg is able to snatch victory from Bly.





**Max Manley** – Max Manley, son of Rex Manley the ex East-End boxer turned media mogul, has led an extremely privileged life, never wanting for anything. He was schooled internationally and though not very academic, he did well in the arts. Went to UCLA but was kicked out for organizing wild beach/desert parties and it was during this time that he developed a taste for speed.



Rex has not spoken to Max since his very public exit from university - there was extensive media coverage (though not by any of Rex's newspapers or television channels).

Max lives his life to the full, dating super waif models (currently Madison), attending all the premiers and parties, often seen in gossip magazines (usually unsteady on his feet or flat on his back). He even plays bass guitar for a west coast speed metal/rock with beats band called Bloodless Coup.

**Yves Bardot** - Studious and determined, Yves is a somewhat awkward figure in the glamorous world of motor racing. Born in Salzburg and educated in Berlin, Yves trained as an architect before his flair for open wheel racing earned him a place as a test driver for Nikimi. After just one season he was snapped up by Team Sabio and installed as their no.1 driver.



**Maurice Defoe** - One of the best of the new crop of drivers to appear in the early 90's. Maurice "Mo" Defoe, alongside the now retired Lee Takeshi, pulled Team Cellteck back from the brink of bankruptcy with a blazing constructors championship-title winning run in his debut season. In the following year, however, allegations of team corruption and race fixing marred Defoe's reputation and his career nose-dived. After a few seasons of uninspired performances, he took an extended sabbatical - during which time he penned the all time best selling autobiography "The Universal Pneumatic" - and then returned to the racing fold with Team Sabio for a rumoured six-figure sum.





**Lia Lopez** - Young and inexperienced, a former model and designer darling, Lia stepped from catwalk to cockpit, and spurred on by her father - himself a retired champion driver - confounded her critics with a spectacular win in only her second full season. Despite her fiery temperament and inconsistent race results, she remains a firm favourite with paparazzi and fans alike.



**Aziz Meshiea** - A well liked and charming prince in his native Yemen homeland, Aziz effectively bought himself onto the Nikimi team after acquiring a cool 40 million dollars worth of shares. Despite some excellent performances, he has yet to endear himself to the press or western public.



**Rubin Stacks** - Rubens emerged from Brazil's burgeoning touring car scene to become one of the most controversial young drivers of the last decade. A string of brilliant victories punctuated by amazing outbursts both on and off the track, coupled with his numerous and well-documented extra-marital affairs, has led him to become something of a cult hero amongst the young. A wild and unpredictable driver, his fame reached new heights worldwide after the infamous "brake test" incident with Manley at Hexen Tal in '99.



**Ray Carter** - Ray was born into a family of racing fanatics and spent his formative years in the hard-nosed surroundings of North Belfast, Northern Ireland before moving to the US with his father and elder brother, Ryan, at the age of eighteen. After spending many years trackside as a test driver and mechanic for some of the lesser known teams, Ray earned almost overnight fame after deputizing for the injured Defoe in the Angel's Bay race of '93 and reigning in a two lap deficit to finish just 4/10's of second behind the mighty Joe Tanto. A veteran of the racing world and now great friend of Tanto's, he has driven with Team Cellteck for the last 5 seasons and is tipped to become a future team boss.





**Scott Macey** - The hot property of last season until the appearance Bly and his pretty boy image put Scott very much in the shade. A talented driver with an aggressive edge, he has struggled to maintain his form after a turbulent season which has seen him throw away winning positions - more often than not to Bly - on more than one occasion.

**Suki** - Suki has overcome immense personal difficulty to earn herself a place on the Cellteck team. The daughter of French and African parents, Suki was born and raised in Mauritius but spent long periods of time with her father in Paris. It was here that she first encountered the fast paced world of open wheel driving.





## CREDITS:

### DEVELOPMENT: BAM Entertainment Europe

#### PRODUCTION

PRODUCER:

ASSISTANT PRODUCER:

TECHNICAL DIRECTOR:

PROGRAMMERS:

ART DIRECTOR:

ARTISTS:

ADDITIONAL ART:

DESIGNERS:

IN-HOUSE QA:

ORIGINAL MUSIC:

FRONT END/STORY MODE MUSIC:

SOUND FX / STORY MODE AUDIO:

ADDITIONAL IN GAME DIALOG

FRONT END LOOP

- Kev Watts
- Andy Williams
- Matt Wilkinson
- Rick Coles
- Michael Jacobsen
- Thomas Woodley
- Doug Day
- Ciaran Rooney
- Pete Johnson
- Pierson Lippard
- Jake Noakes
- Karl D'Costa
- Mark Harris
- Mat Cooling
- Mikel Bilbao
- Paul Hodge
- Rachel Segens
- Sam Allen
- Keiko Lippard
- Jonah
- C M Hasdell
- Kev Row
- Simon Robertson
- "Atomic Moog 2000" written by More/Black/Brooke. Published by Just Isn't Music. p&c Ninja Tune With thanks to Ali & Dean at Ninja Tune, and miles@scifimusic.co.uk
- Steve Cowell, Devsound
- Andrew S. Walsh
- Fugitive Elf, Metromole Records



## **FRANCHISE PICTURES:**

EXECUTIVE PRODUCER

PRODUCER

WORLD WIDE MARKETING

PRESIDENT OF DEVELOPMENT AND ACQUISITIONS

- Elie Samaha
- Leeza-Maria Elkhazen
- Lori Drazen
- Tracee Stanley

## **VOICE OVER ACTORS:**

JOE TANTO:

- Sylvester Stallone (English)
- Thomas Danneberg (German)
- Ferruccio Amendola (Italian)
- Antonio Gálvez (Spanish)
- Alain Dorval (French)
- Greg Proops (English)
- Michael Bideller (German)
- Marco Balzarotti (Italian)
- Antonio Cobos (Spanish)
- Stefan Godin (French)
- Eric Myers (English)
- Sven Dahlem (German)
- Claudio Moneta (Italian)
- Chema Carrero (Spanish)
- Hubert Drac (French)
- The Vocal Suite Ltd.
- Phil Evans
- Andy Emery
- The Vocal Suite Ltd.

DAVID DOYLE:

JACK HAUSER:

UK/US recording by

UK/US sound engineer

UK/US voice director

Audio localisation project management by

## **BAM ENTERTAINMENT:**

EXECUTIVE PRODUCER

DIRECTOR OF EUROPEAN MARKETING

DIRECTOR OF NORTH AMERICAN MARKETING

PRODUCT MANAGER

DIRECTOR OF NORTH AMERICAN PR

EUROPEAN PR MANAGER

- Joe Booth
- Aaron Endo
- Lisa Cheney Bolcato
- Scott Smith
- David Blundell
- Susan Kramer
- Cat Channon

## **SPECIAL THANKS TO:**

- Sylvester Stallone
- Estella Warren
- Renny Harlin



## LIMITED WARRANTY:

**Bam! Entertainment, Inc.** warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to **Bam! Entertainment, Inc.** at the address at the rear of this document, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address.

This warranty is in addition to, and does not affect your statutory rights in any way.

This warranty does not apply to software programs themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

### **BAM! ENTERTAINMENT, INC.**

333 West Santa Clara St. Suite 930

San Jose, CA. 95113

(408) 298-1960

[www.bam4fun.com](http://www.bam4fun.com)



# NOTES

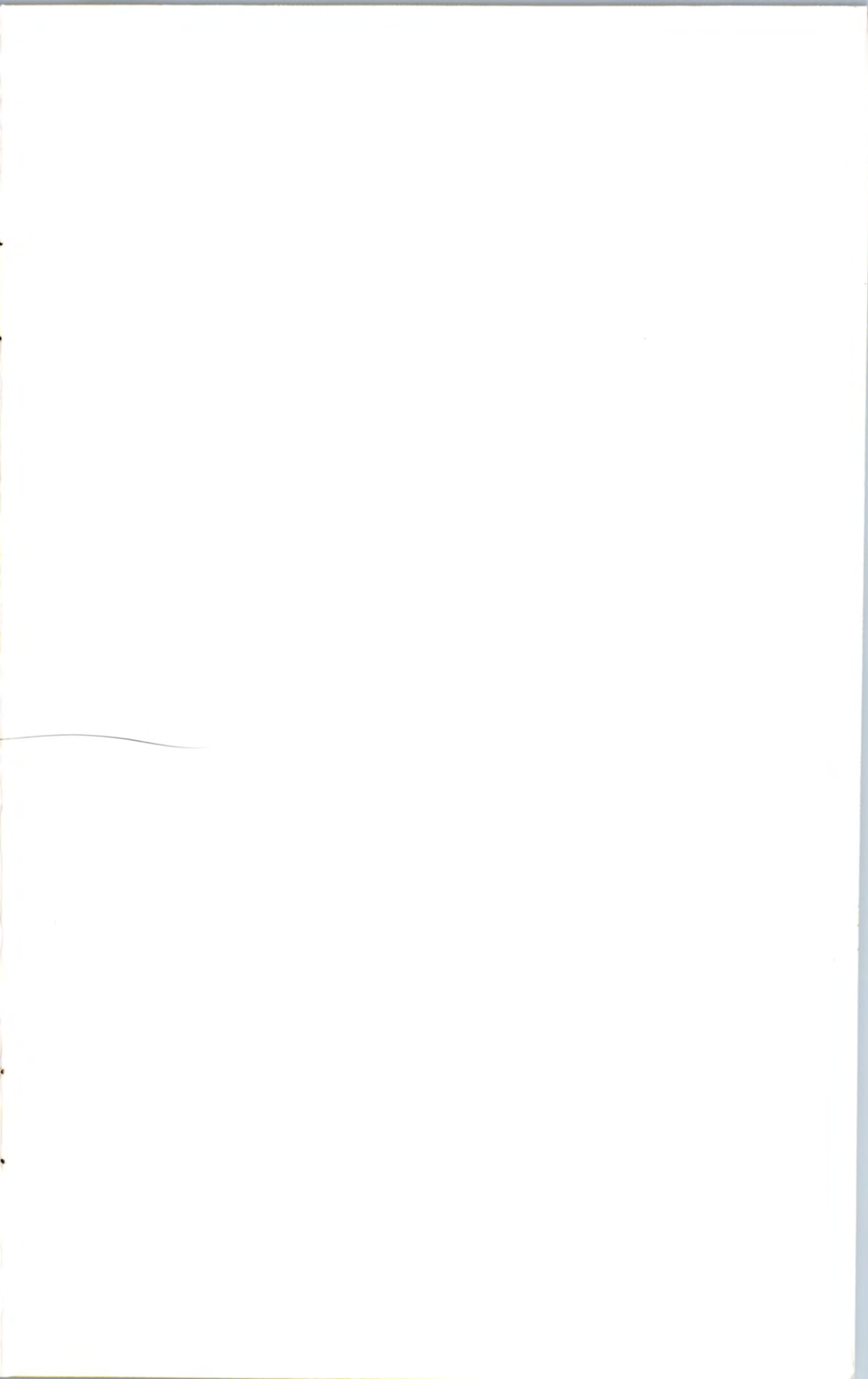
A large, empty white rectangular area intended for writing notes.



# NOTES









BAM! Entertainment, Inc., 333 West Santa Clara St. Suite 716, San Jose, CA. 95113  
© 2001 BAM! Entertainment, Inc. BAM! Entertainment, BAM!, and the associated logos are trademarks of  
BAM! Entertainment, Inc. Copyright © 2001 Champs Productions, Inc. All rights reserved.  
Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation  
only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.  
The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in  
the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C  
DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.