

FIGHT CLUB™



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 Systems

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.

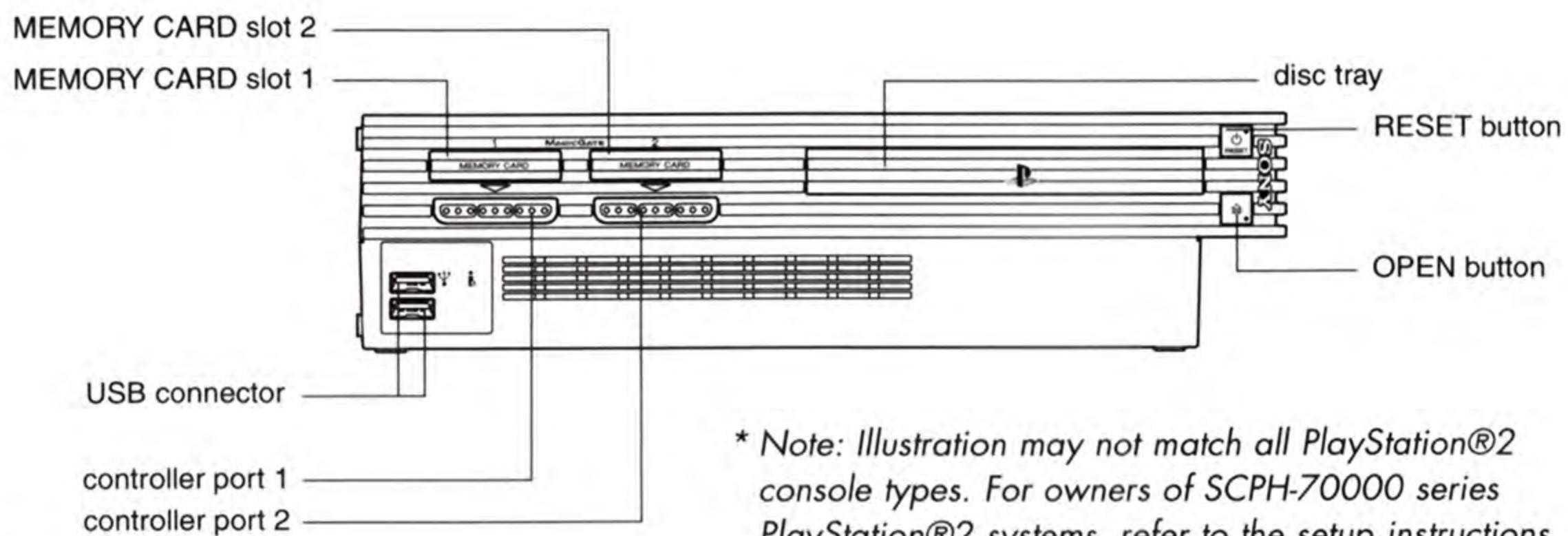
FIGHT CLUBTM

TABLE OF CONTENTS

Getting Started	2
Starting Up	3
Controls	3
Main Menu	4
Pause Menu	5
Multiplayer Online	6
Playing the Game	7
Character Development Points (CDPs)	7
Defensive Moves	7
Damage	8
Healing Injuries	8
HUD (Heads-Up Display)	8
<i>Fight Club</i> Online	9
Rules of <i>Fight Club</i>	10
Credits	11
Customer Support	12
License Agreement	12

© 2004 Regency Entertainment (USA), Inc. in the U.S. only. © 2004 Monarchy Enterprises S.a.r.l. in all other territories. All rights reserved. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc., in the U.S. and/or other countries. GameSpy and the "Powered by Gamespy" design are trademarks of GameSpy Industries, Inc. All rights reserved. Sofdec and the Sofdec logo are © CRI Middleware Co., LTD., 2004. All rights reserved. Development tools and related technology provided under license from Logitech. © 2001-2004 Logitech. All rights reserved. All other trademarks are property of their respective owners.

GETTING STARTED



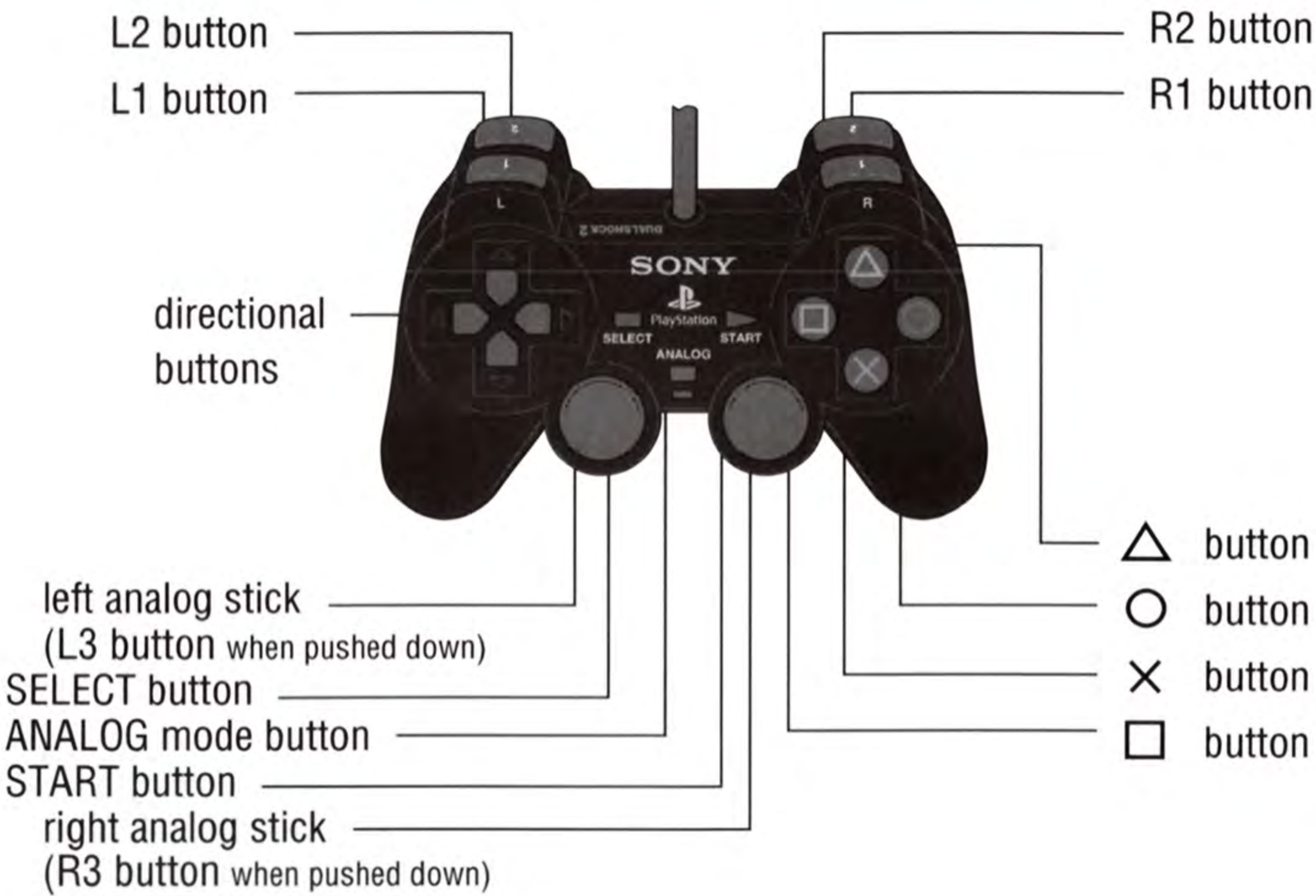
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open.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

MEMORY CARD (8MB) (for PlayStation®2)

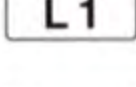
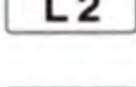
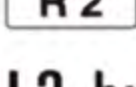
To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLS

directional buttons	• Move character Up, Down, Left or Right
left analog stick	• Move character Up, Down, Left or Right
right analog stick	• Rotates character in custom member screen
 button	• Pause game / Skip movies
SELECT button	• Not used
 button	• Power punch
 button	• Power kick
 button	• Lead punch
 button	• Lead kick
 button	• Block
 button	• Taunt
 button	• Custom 1
 button	• Custom 2
L3 button + R3 button (press at same time)	• Tap Out

MAIN MENU

The following four options are available: Game Modes, Theater, Options, and Member Services.

GAME MODES

Arcade Mode – Fight several bouts against random opponents to unlock rewards and characters. Earn Character Development Points (CDPs) for winning fights with a Player-Created Character (PCC).

Versus Mode – Two players choose a Primary, Unlocked, or Customized Character and fight one another. Victorious PCC fighters receive CDPs as a reward.

Story Mode – As a newcomer to *Fight Club* you'll have to prove yourself, one fight at a time, striving to become a key player in Project Mayhem.

Survival Mode – Fight as many opponents as you can, each one tougher than the last. Between fights your character's health improves a bit, but injuries will not heal. CDPs are earned in this mode with a PCC.

Training Mode – Sharpen your fighting skills and check out your options regarding moves, damage, and combos. There are no injuries or rewards in this mode.

Training Mode Options – Training Mode has the following options: Moves List, Space Monkey, and Hit Analysis.

- *Moves List* – Find punching and kicking combinations here.
- *Space Monkey* – Select this to set various conditions for your opponent, such as "attack high" or "block high."
- *Hit Analysis* – Displays controller input, damage per move, number of hits in the combo, and total combo damage.

Network Mode – Connect to the online world to find challengers. Character records and rankings will be shown as status symbols to all who compete.

THEATER

Select Theater to see the rewards you have earned by completing the Story and Arcade Modes. Primary characters' stories can be replayed. Bonus rewards are displayed when you have unlocked the appropriate items during gameplay.



OPTIONS

Game Settings – Adjust Difficulty, Blood, Autoblocking, and Vibration.

Audio Settings – Adjust Music Volume, Effects Volume, Crowd Audio, Playlist and Track.

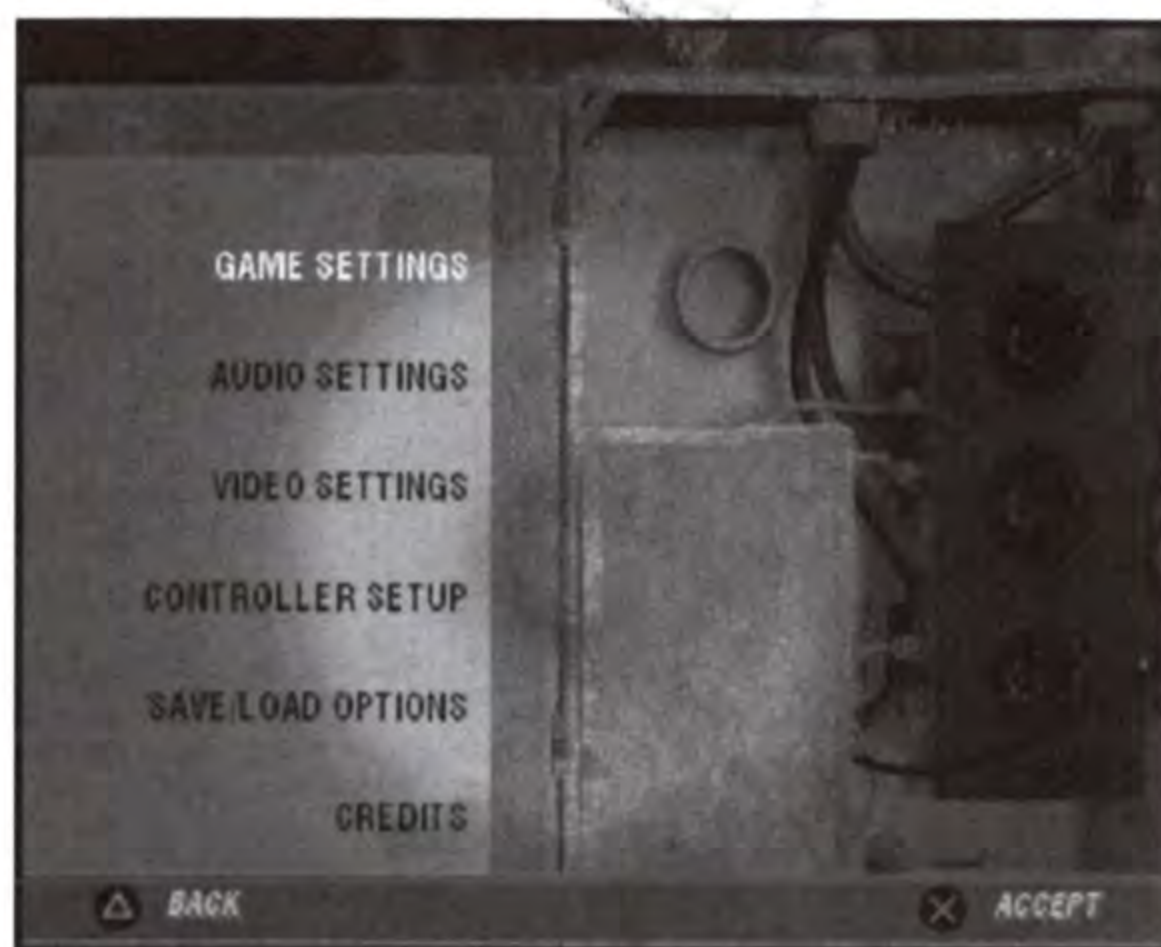
Video Settings – Adjust Screen Position and Brightness.

Controller Setup – The player can choose from two preset controller schemes. The player also has the option to completely customize their controls.

Save/Load Options – Load Settings, Save Settings, and Autosave.

- *Load Settings* – Load and save progress and options settings.
- *Save Settings* – Select the memory card (8MB) (for PlayStation®2) you wish to save progress and option settings.
- *Autosave* – Toggle Autosave on or off.

Credits – View the list of people who worked on the game.



MEMBER SERVICES

New Member – Join *Fight Club* with your own personalized fighter.

Modify Member – Select the *Fight Club* member you wish to modify. Spend Character Development Points (CDPs) to improve his stats.

Save Member – Save your personalized fighter on your memory card (8MB) (for PlayStation®2).

Emergency Room – When a Hardcore Character is too badly injured to continue fighting, it's time to go to the Emergency Room (ER). In the ER, CDPs can be spent to heal your character's injuries. Injuries to Hardcore Characters can only be healed by using CDPs. Character Bios can also be viewed within the ER.

PAUSE MENU

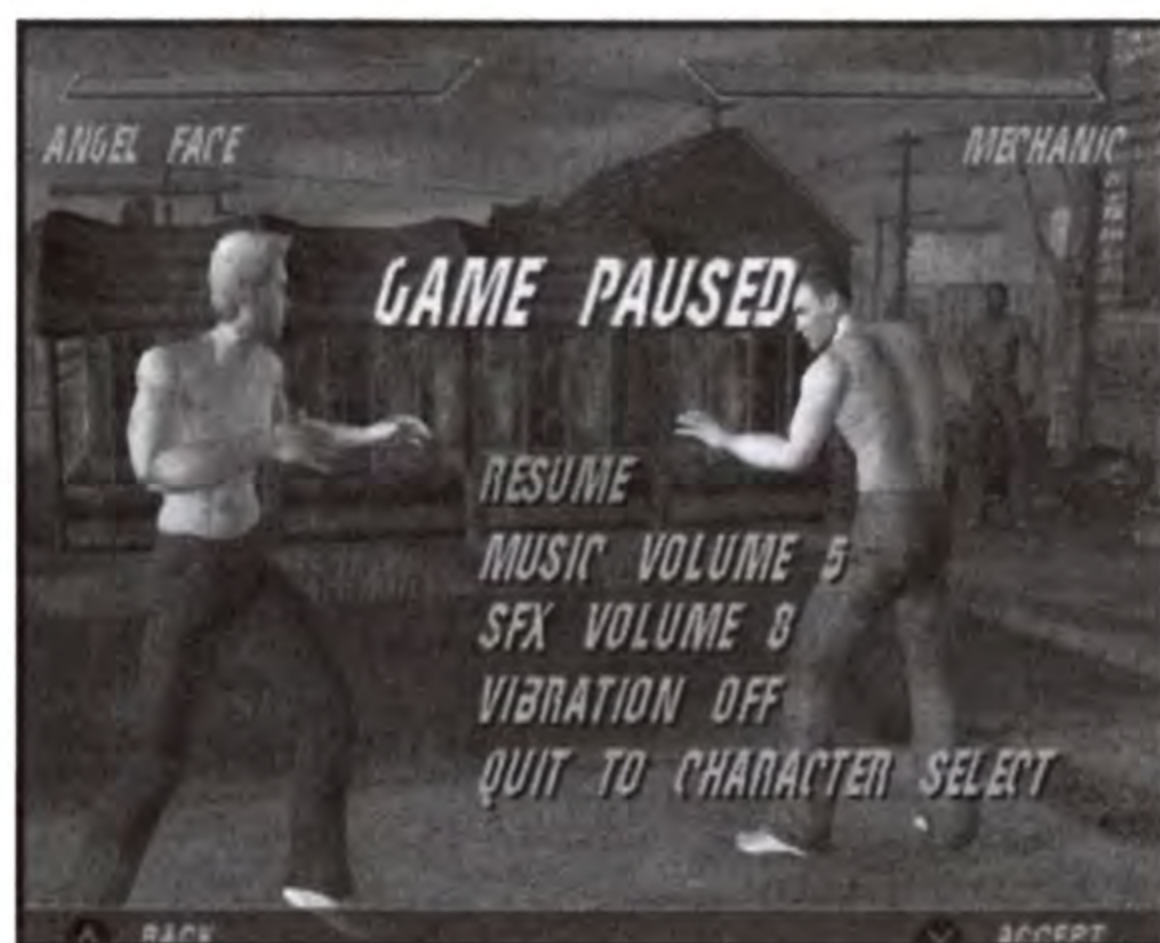
Resume – Return to gameplay.

Music Volume – Adjust Music volume.

SFX Volume – Adjust Sound Effects volume.

Vibration – Turn Vibration on or off.

Quit to Character Select – Exit to the Character Selection screen.



MULTIPLAYER ONLINE

Online HUB Menu

The menu offers several options: Quick Match, Match Search, Create Match, Friends, Players, and Rankings. To access the online menu, you must log onto the Internet via Gamespy Network (Network Option) and select either "Hardcore" or "Normal" mode. If "Hardcore" mode is selected, you can bet CDPs and upgrade your stats, but be warned that your character can be "retired."

These Options apply to Normal and Hardcore Modes. *Note that Member Services already denotes that this option can only be used for Hardcore Mode.

Quick Match - Select Quick Match if you want to get in a fight right away.

Match Search - Select Match Search if you want to tailor the search with respect to Character Rating, Disconnect Rate, Betting, Voice, and Connection Speed.

Create Match - The Create Match feature allows you to set up a match.

Friends - Displays the online status of your Friends.

Players - Displays the history of players you have fought and has the option to add them to your Friends List.

Rankings - The worldwide ranking of all the *Fight Club* members on the internet are posted here.

Member Services - Only Hardcore Characters have access to this option. Players can manage their Hardcore Character by Uploading a New Character, modifying their character, or going into the ER.

Invite - View invitations from your Friends.

After the Fight

At the end of a fight, players are awarded CDPs based on the outcome. The winner will earn the CDPs bet by the loser, while the loser's CDPs are deducted. CDPs are paid only when declining a rematch. Bets do not rollover during rematches, so the winner of the final match will be rewarded with the CDPs.

Tapping Out, Defeat, and Retired

Hardcore-Created Characters run the risk of becoming so badly injured during a fight that they may be forced to retire. A good way to prevent this is to tap out and end the fight when the Threat Indicator (the yellow icon that appears below the fighter's name) appears on the screen. That way you'll avoid further injury, like bone breaks, that could force your Hardcore Character into retirement. To tap out, press the L3 button + R3 button at the same time. It may sting a little to lose



that way, but you'll live to fight another day.

T0 [Press the L3 button and R3 button at same time] = Tap Out

PLAYING THE GAME

CUSTOMIZE CHARACTER SCREEN

Cloning or Customizing a Character

Fight Club lets you clone any of the pre-existing characters or customize a character of your own. To customize a character, select the New Member screen and decide whether your character is going to be Hardcore. (Hardcore Characters can be injured and forced to retire in a fight.) Then choose from a menu of body types, fighting styles, and statistics such as speed, strength, endurance, and technique.

Upgrade Statistics

Strength – Increases the damage of your attack moves.

Endurance – Increases your health meter and recovery of flash damage.

Speed – Increases your character movement.

Technique – Will unlock more moves/combos.

Go to the *Fight Club* game website [www.fight-clubgame.com] to get the lowdown on each of the characters!

CHARACTER DEVELOPMENT POINTS (CDPs)

When you fight with a Player-Created Character, you are awarded Character Development Points (CDPs). Between fights, you can use CDPs to improve a stat such as speed or endurance, or heal a Hardcore Character's injuries. Only Hardcore Characters can bet CDPs online.



DEFENSIVE MOVES

Blocking

To block an attack, push the **R1** button (Block) or use the directional buttons (or left analog stick) to back away from the opponent. Using the directional buttons (or left analog stick), you can protect your character's head and body by pulling straight back from an attack. To block low attacks while crouching, press down on the **R1** button (Block).

Counterattacks

Timing is everything when it comes to counterattacks. To counter successfully, you

must tap the **R1** button (Block) and simultaneously, depending on the type of attack (high, mid, low), you must press the directional buttons (or left analog stick) in the same location of the attack (high attack = forward, mid attack = forward, low attack = down).

DAMAGE

Each attack has a Real Damage and a Flash Damage value, which are modified by the character's Strength stat. When an attack is successful, Real Damage and Flash Damage are immediately subtracted from the fighter's Health meter. Flash Damage is temporary; if a fighter can avoid being struck again, Flash Damage will recover slowly over time. The time needed to recover is influenced by the character's Endurance stat. Flash Damage can also be recovered by taunting the opponent. Both types of damage are represented on the HUD (Heads-Up Display).

HEALING INJURIES

Injuries impair a characters statistics drastically. Healing injuries will restore these statistics to their non-injured values.

HUD [HEADS-UP DISPLAY]

The HUD includes bars at the top of the screen that register the health of each fighter.

Green – The prime state of health (100% to 76%)

Light Green – Health is nearing caution (75% to 51%)

Yellow – Health in caution stage (50% to 26%)

Orange – Health reaching critical stage.

Threat Indicator will appear on-screen (25% to 11%)

Red – Health at critical (10% or less)



PLAYING *FIGHT CLUB* ONLINE

To play online you will need an Internet Broadband connection, a network adapter (Ethernet/Modem) (for PlayStation®2), and memory card (8MB) (for PlayStation®2).

CREATING YOUR NETWORK CONFIGURATION FILE

Note: For more detailed information on creating your Network Configuration file using the PlayStation®2 Network Adapter Start-Up Disc, please refer to the instruction manual.

To create Your Network Configuration File within *Fight Club* please follow the steps below:

1. You must have a memory card (8MB) (for PlayStation®2) with at least 164 KB free space inserted into MEMORY CARD slot 1 on your PlayStation®2 console.
2. From the Main Menu select Game Modes followed by Network. At this point the game will detect whether or not your Memory Card (8MB) (for PlayStation®2) contains your valid Network Configuration file. If it does, you may skip this section and play *Fight Club* online. If not, please proceed to step #3.
3. To create your new Network Configuration file from the Network Screen, press the  button. A message will be displayed confirming the launch of the Network Configuration Tool. Make sure that "Launch network configuration tool" is highlighted and press the  button.
4. From the Network Configuration Tool Menu, highlight "Add Setting" and press the  button.
5. Ensure that your memory card is inserted in MEMORY CARD slot 1 and press the  button.
6. Please read the Setting Guide Mode screen and follow instructions to proceed to the Hardware Settings menu. Make sure that the SCE/Ethernet (Network Adapter) is highlighted and press the right directional button to proceed.
 - a. For advanced users you may want to press the  button for Hardware Advanced Settings. It's highly recommended that you use the Auto-detect option.
7. The PPPoE (Point to Point Protocol over Ethernet) Menu allows you to setup a user ID and password if your Internet service provider requires it. If not, select "Not Required" and press the right directional button to proceed.
8. Now you will be prompted to automatically or manually select an IP and DNS address. It's highly recommended that you use the "Auto" settings and press the right directional button to proceed.

a. If you need to set the IP and DNS address manually, Highlight "Manual" and press the (X) button. Please make sure you have your IP address and DNS setting from your Internet service provider. Press the (X) button followed by the directional button to input address and other settings.

b. Your Internet service provider may require a specific host name if it's requiring an IP address from a DHCP server. If it does press the (△) button to access the advanced settings from the IP Address Setup Menu. To set the DHCP host name highlight "Set", press the (X) button, and press the right directional button and enter the host name provided by your internet service provider.

9. Now you will be prompted to test the network connection. Press (X) to proceed with the test. Once connection is successfully detected you will be prompted to save the configuration and enter the Internet Service Provider setting name.

Note: To input name press the (X) button and a keyboard will appear on screen.

10. Confirm your settings and press the (X) button. Your Network Configuration file will be saved on your memory card (8MB) (for PlayStation®2). Quit the Network Configuration Tool. Congratulations! You're now ready to play *Fight Club* online!

Tip: If you're having problems playing Fight Club online please make sure that your network cables are connected properly. Also you can launch the PlayStation®2 Network Adapter Start-Up Disc and use the network tools to diagnose any problems.

Firewall Notice: We highly recommend that you disable any firewall settings. If you wish to play behind a firewall, please check the website (<http://www.gamespyarcade.com/support>) for a list of the firewall settings required by GameSpy. In addition to these settings, Fight Club also requires UDP ports 10071 and 10073 to be opened.

RULES OF FIGHT CLUB:

The **First** rule of Fight Club is: You do not talk about Fight Club.

The **Second** rule of Fight Club is: You do not talk about Fight Club.

Third rule: Someone yells "stop" . . . goes limp . . . taps out . . . the fight is over.

Fourth rule: Only two guys to a fight.

Fifth rule: One fight at a time.

Sixth rule: No shirts, no shoes.

Seventh rule: Fights will go on as long as they have to.

And the **eighth & final rule:** If this is your first night at Fight Club, you have to fight.

CREDITS

VOICE RECORDING

Featuring the Voice Talents of:

Meat Loaf
as Bob

Holt McCallany
as Mechanic

Thom Gossom, Jr.
as Detective Stern

Michael Shamus Wiles
as Halo

Mike Starr
as Lou

Dave Wittenberg
as Jack

Joshua Leonard
as Tyler

Justin Gross
as Player (PCC)

Dave Thomas
as Irvin

Michael McMillan
as Angel Face and Ricky

Nika Futterman
as Marla

Emil Lin
as Raymond

CASTING and RECORDING
BY: VITAL SPARK

DEVELOPED BY: GENUINE GAMES

ONLINE MULTIPLAYER DEVELOPED BY:
VISUAL SCIENCES and GENUINE
GAMES

PUBLISHED BY: VIVENDI UNIVERSAL
GAMES, INC.

INTERSCOPE RECORDS

Music Supervisor: Courtney Holt
"Corporate World," "Fight Club" and
"What Is Fight Club?"

Written by Mike S. Simpson and
John R. King

Published by T C F Music Publishing,
Inc. on behalf of itself and New
Regency Music (ASCAP), Courtesy of
Twentieth Century Fox Film Corporation
and Regency Entertainment

FEATURING MUSIC BY:

The Dust Brothers, limpbizkit, Korn,
Queens of the Stone Age

Additional Music by:

Scott Clausen and Rich Ragsdale

OPENING AND CLOSING CG CINEMATICS
PROVIDED BY: BLUR STUDIO INC.

ARCADE CG CINEMATICS PROVIDED BY:
PRANA STUDIOS

MOTION CAPTURE BY:
MOTION ANALYSIS STUDIOS

STREAMING MOVIES AND MUSIC
PROVIDED BY: SOFDEC

SOUND BY:
TOMMY TALLARICO STUDIOS

CUSTOMER SUPPORT

VU Games Customer Support can be reached in the following ways:

TECHNICAL SUPPORT

Phone: (866) 582-7063
M-F, 8 a.m.-4:45 p.m., Pacific Time

CUSTOMER SERVICE

Phone: (800) 649-0028
M-F, 8 a.m.-4:45 p.m., Pacific Time
Internet: <http://support.vugames.com>

MAIL

VU Games
4247 South Minnewawa Avenue
Fresno, CA 93725

GET INSIDE!
Join Now!

REGISTER YOUR GAME TODAY!

Free tips, tricks, demos, trailers, and more!

- Receive free technical and customer support.
- Be the first to know about beta tests, tournaments, game testing opportunities, and other events.
- Plus, stay informed on the latest VU Games news, updates, discounts & more!

GO TO [HTTP://REG.VUGAMES.COM](http://reg.vugames.com) NOW!

LICENSE AGREEMENT

This software program, any printed materials, and any online or electronic documentation (the "Program") are the copyrighted work of VU Games, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

- 1. Limited Use License.** VU Games, Inc. ("VUG") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Sony PlayStation®2 computer entertainment system. The Program has a multi-player capability that allows users to utilize the Program over the Internet. Use of the Program over the Internet is subject to your acceptance of a Terms of Use Agreement. VUG, or its licensees, reserves the right to update, modify or change the Terms of Use Agreement at any time.
- 2. Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by VUG or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions, and other laws. All rights are reserved. The Program may contain certain licensed materials, and VUG's licensors may act to protect their rights in the event of any violation of this Agreement.
- 3. Responsibilities of End User.**
 - A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of VUG.
 - B. You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written con-

sent of VUG; or exploit the Program or any of its parts for any commercial purpose.

C. You may not host or provide matchmaking services for the Program or emulate or redirect the communication protocols used by VUG in the on-line feature of the Program, through protocol emulation, tunneling, modifying or adding components to the Program, use of a utility program or any other techniques now known or hereafter developed, for any purpose, including, but not limited to, network play over the Internet, network play utilizing commercial or non-commercial gaming networks, or as part of content aggregation networks, without the prior written consent of VUG; and

D. You may not create or maintain, under any circumstance, more than one simultaneous connection to any hosting service utilized for on-line play. All such connections, whether created by the Program or by other tools and utilities, may only be made through methods and means expressly approved by VUG. Under no circumstances may you connect, or create tools that allow you to connect, to the hosting service's private binary interface or interfaces other than those explicitly provided by VUG for public use.

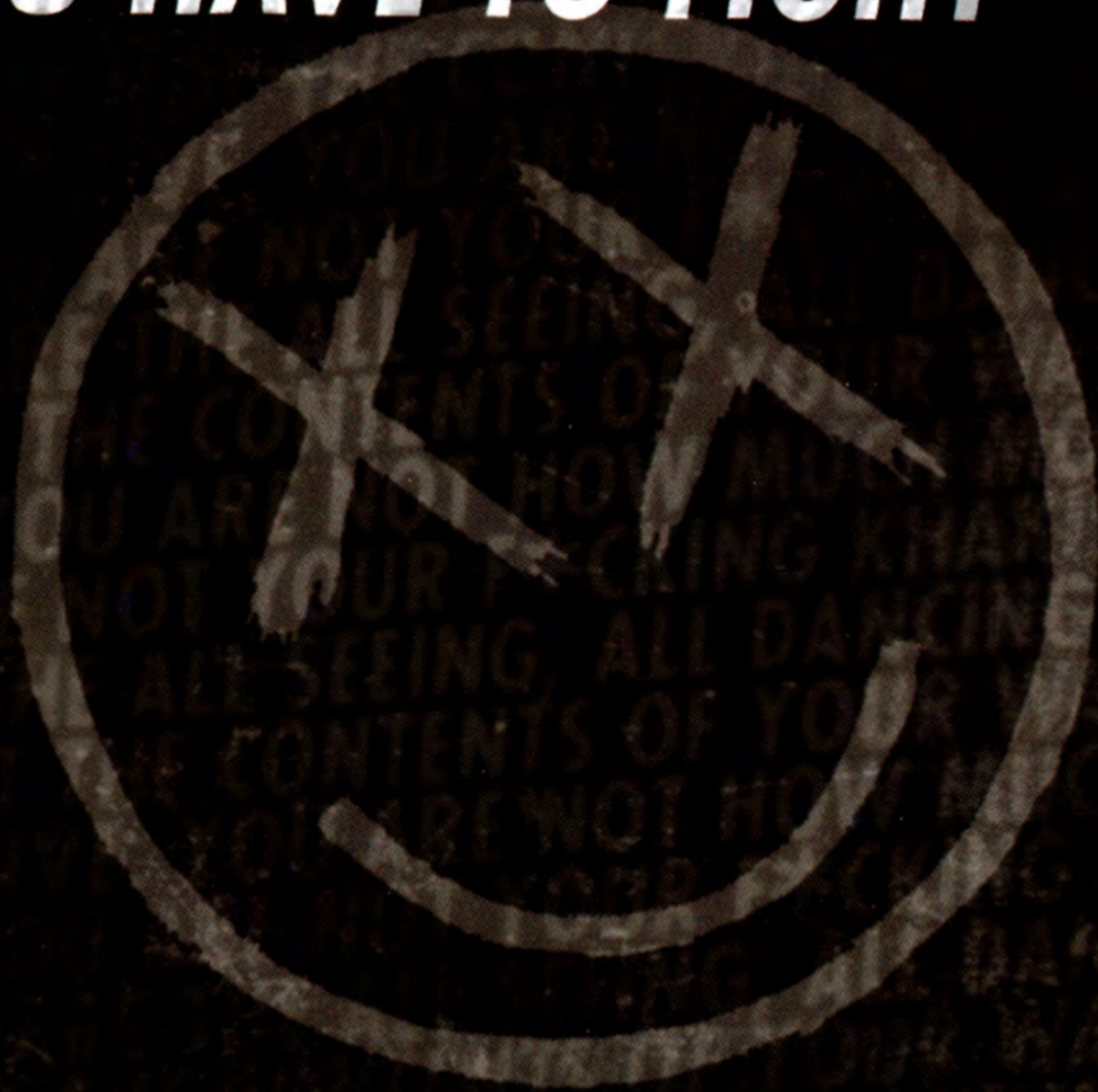
4. **Program Transfer.** You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
5. **DNAS.** This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment 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-SCEI 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. Game Experience May Change During Online Play.
6. **Duration of the "On-Line" Component of the Program.** This Program contains an "on-line" component that allows you to utilize the Product over the Internet utilizing servers and software maintained by VUG and or its affiliates. VUG may, in its sole discretion, provide the servers and software technology necessary to utilize the "on-line" component of the Program, or VUG may license to third parties the right to provide the servers and software technology necessary to utilize the "on-line" component of the Program. However, nothing contained herein shall be construed so as to place an obligation upon VUG to provide the servers and software technology necessary to utilize the "on-line" component beyond the time that the Program is Out of Publication. The term "Out of Publication" as used herein shall mean that the Program is no longer being manufactured by VUG.
7. **Termination.** This License is effective until terminated. You may terminate the License at any time by destroying the Program. VUG may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.
8. **Limited Warranty.** VUG EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with you; however, VUG warrants the disc(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. VUG's sole liability in the event of a defective disc shall be to give you a replacement disc. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.
9. **Limitation of Liability.** NEITHER VUG, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.
10. **Equitable Remedies.** You hereby agree that VUG would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VUG shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as VUG may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
11. **Miscellaneous.** This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

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.

RULE #8-

***If this is your first night at Fight Club,
YOU HAVE TO FIGHT***



© 2004 Regency Entertainment (USA), Inc. in the U.S. only. © 2004 Monarchy Enterprises S.a.r.l. in all other territories. All rights reserved. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc., in the U.S. and/or other countries. This product contains software technology licensed from GameSpy Industries, Inc. © 1999-2004 GameSpy Industries, Inc. All rights reserved. All other trademarks are property of their respective owners.

7216410