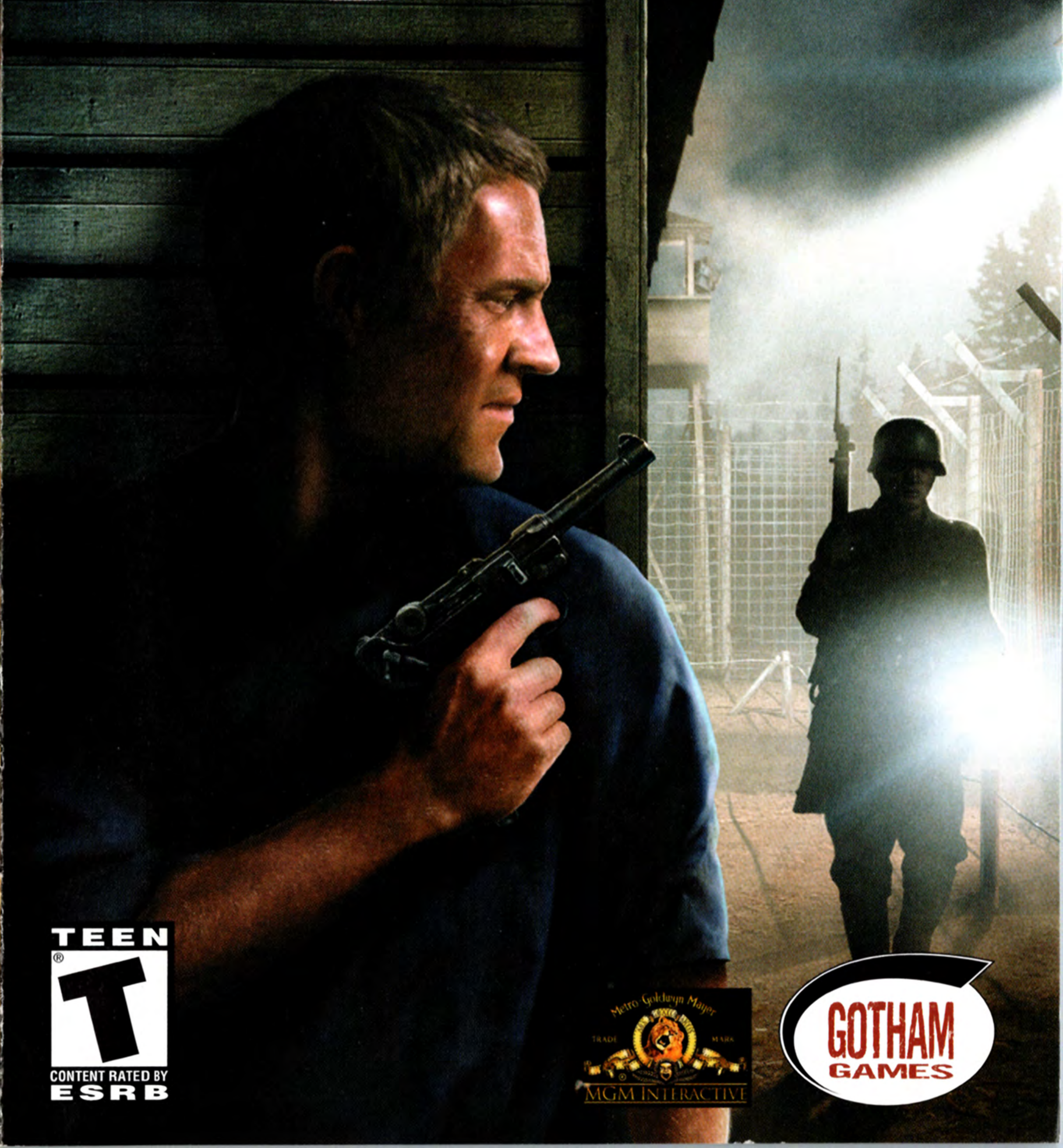


THE GREAT ESCAPE



TEEN
T
CONTENT RATED BY
ESRB



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

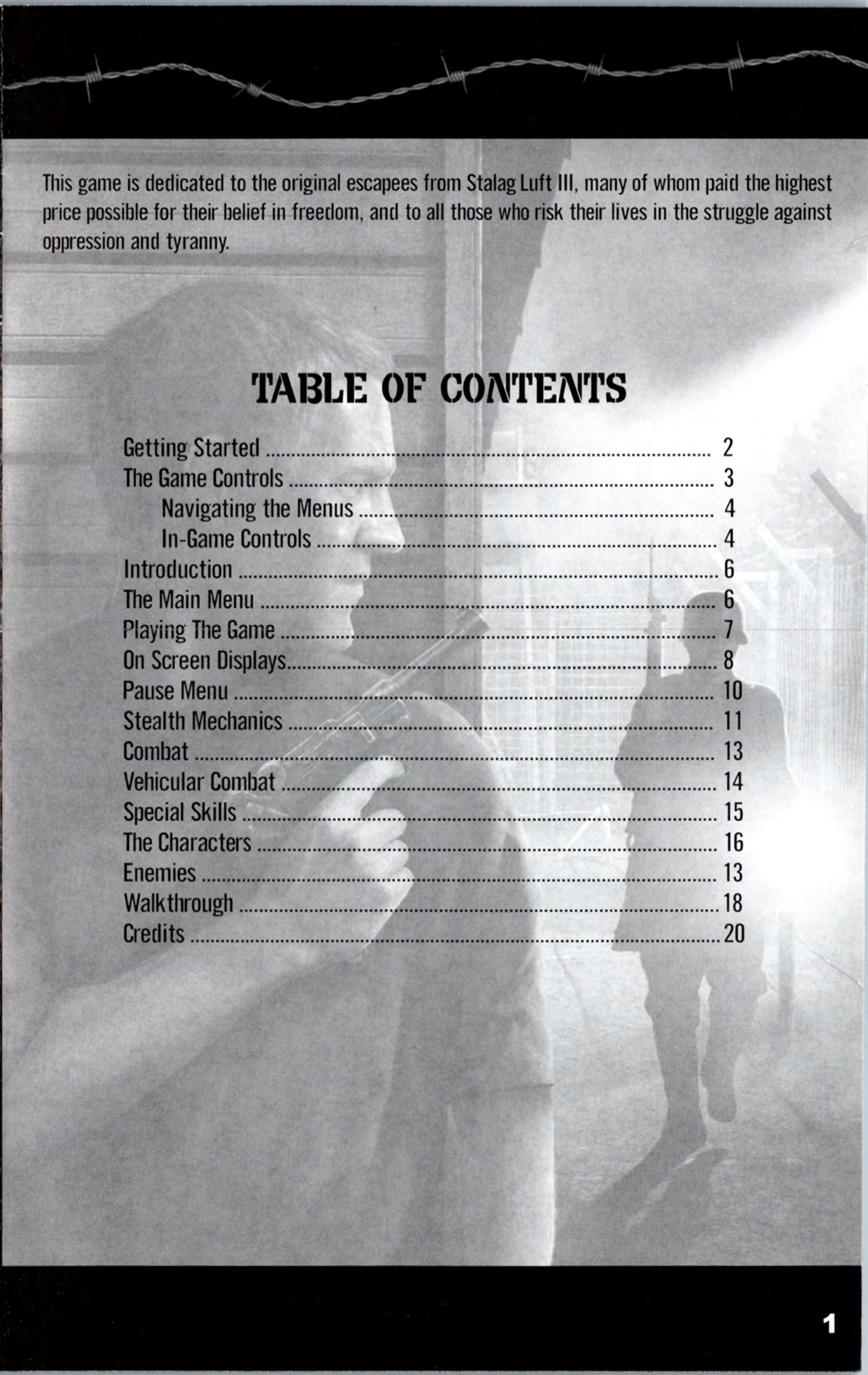
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

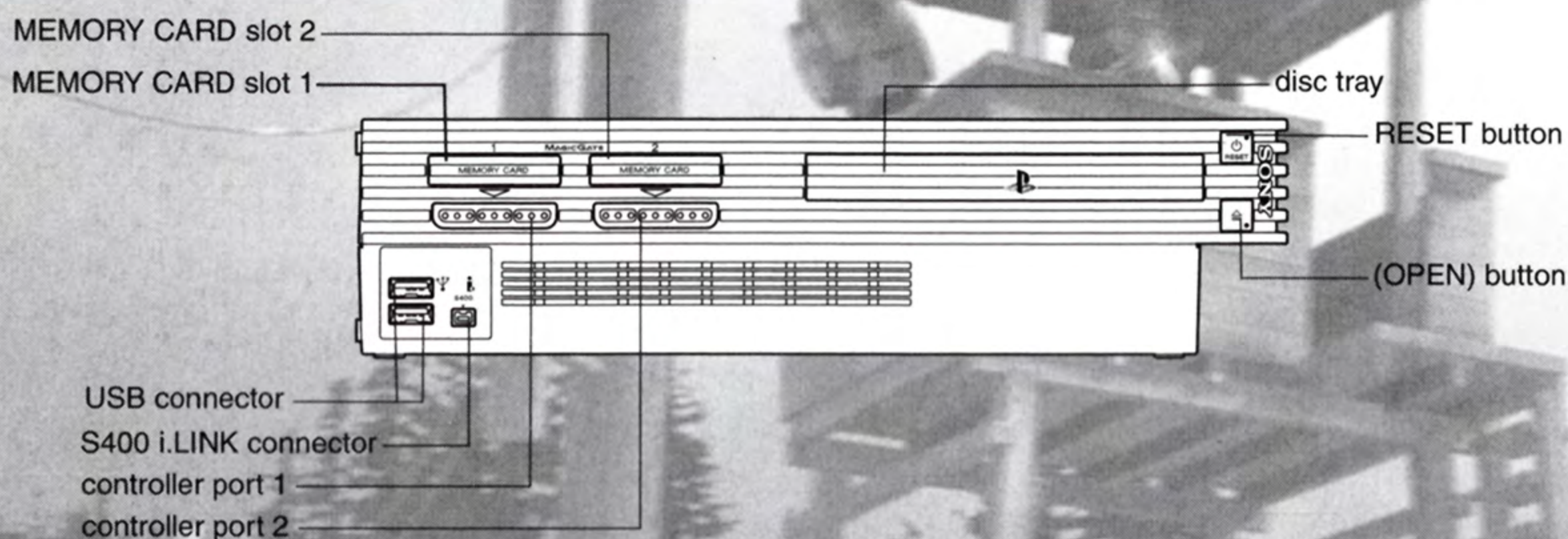


This game is dedicated to the original escapees from Stalag Luft III, many of whom paid the highest price possible for their belief in freedom, and to all those who risk their lives in the struggle against oppression and tyranny.

TABLE OF CONTENTS

Getting Started	2
The Game Controls	3
Navigating the Menus	4
In-Game Controls	4
Introduction	6
The Main Menu	6
Playing The Game	7
On Screen Displays.....	8
Pause Menu	10
Stealth Mechanics	11
Combat	13
Vehicular Combat	14
Special Skills	15
The Characters	16
Enemies	13
Walkthrough	18
Credits	20

GETTING STARTED

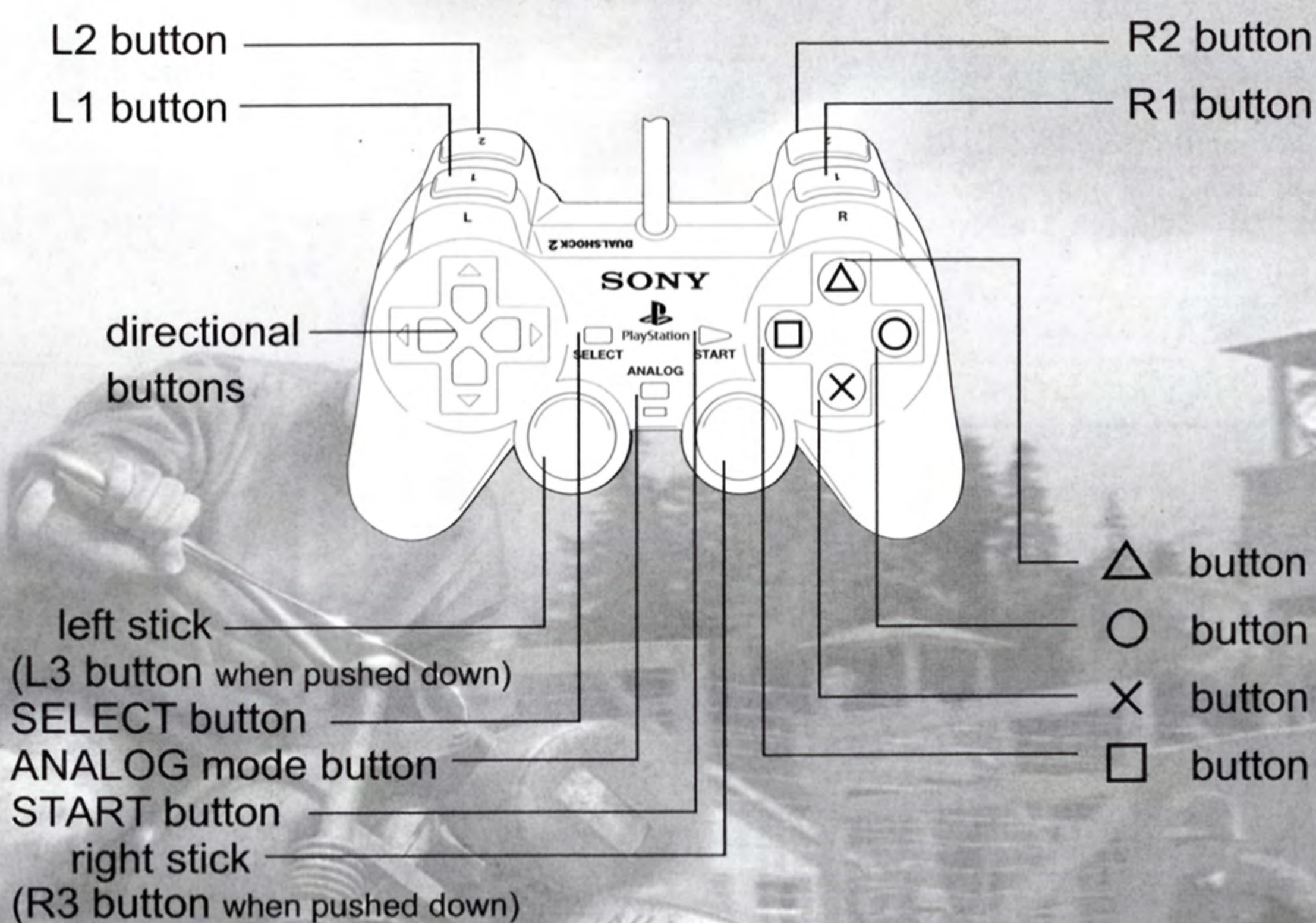


Note: Insert a memory card (8MB) (for PlayStation[®] 2) in MEMORY CARD slot 1 before turning the power on. Game saves require 189KB of free space. Additional saves require additional free space.

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 standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place The Great Escape 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.

GAME CONTROLS

DUALSHOCK® 2 analog controller



This title does not support the digital controller.

NAVIGATING THE MENUS

Highlight Menu Options	left analog stick / directional button ↑/↓
Confirm a Selection	× button
Alter Menu Values	left analog stick / directional button ←/→
Return to the Previous Menu	△ button

IN-GAME CONTROLS

GAME CONTROLS

Pause Game/ Open Pause Menu	START button
Action Button	× button
Use Item	R1 button / × button

MOVEMENT CONTROLS

Move Forward (Walk/Run)	left analog stick ↑
Move Backwards	left analog stick ↓
Sidestep Left	left analog stick ←
Sidestep Right	left analog stick →
Turn Left	right analog stick ←
Turn Right	right analog stick →
Change Stance (Stand/Crouch)	○ button (toggle)
Lie Down	hold ○ button

STEALTH MOVEMENT

Stealth Mode	hold L2 button
Roll Left/Right	left analog stick ←/→ while lying down

AGGRESSIVE MOVEMENT

Punch/Fire Weapon	R1 button
Strangle/Shake off Dog	tap R1 button repeatedly
Drop a strangled guard after dragging	× button

VEHICLE CONTROLS

Drive Forward/Reverse	left analog stick ↑/↓
Steer Left/Right	right analog stick ←/→
Motorcycle Kick Left/Right	L1 button / R1 button (while moving)
Duck (on motorcycle)	L2 button
Wheelie (on motorcycle)	□ button
Switch positions (on vehicles with weapons)	hold △ button and select position

VIEW CONTROLS

Look Behind	R2 button
Peek Around Left/Right/Over	directional buttons ←/→/↑
Keyhole View (in front of doors only)	directional button ↑
First Person View (toggle)	R3 button
Zoom Sniper Scope (whilst in first person view)	L3 button

OBJECTIVES/MAP

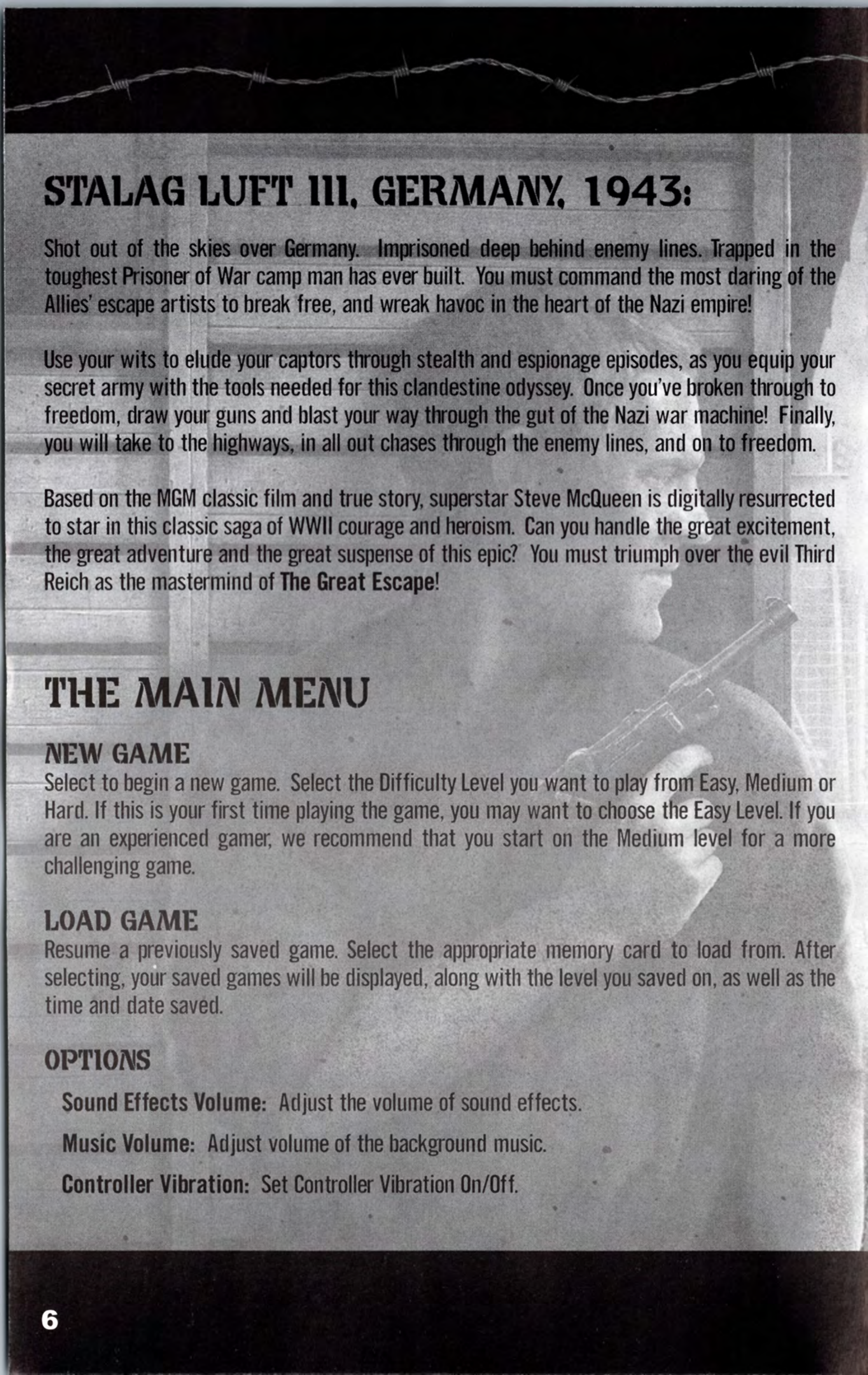
View Level Objectives/Map	SELECT button
Read Detailed Objective	⊗ button

INVENTORY

Open Inventory	hold △ button
Select Inventory Item	left analog stick ↑/↓ (then release △ button)

BLYTHE

To give orders to Blythe	hold down ○ button
--------------------------	--------------------



STALAG LUFT III, GERMANY, 1943:

Shot out of the skies over Germany. Imprisoned deep behind enemy lines. Trapped in the toughest Prisoner of War camp man has ever built. You must command the most daring of the Allies' escape artists to break free, and wreak havoc in the heart of the Nazi empire!

Use your wits to elude your captors through stealth and espionage episodes, as you equip your secret army with the tools needed for this clandestine odyssey. Once you've broken through to freedom, draw your guns and blast your way through the gut of the Nazi war machine! Finally, you will take to the highways, in all out chases through the enemy lines, and on to freedom.

Based on the MGM classic film and true story, superstar Steve McQueen is digitally resurrected to star in this classic saga of WWII courage and heroism. Can you handle the great excitement, the great adventure and the great suspense of this epic? You must triumph over the evil Third Reich as the mastermind of **The Great Escape!**

THE MAIN MENU

NEW GAME

Select to begin a new game. Select the Difficulty Level you want to play from Easy, Medium or Hard. If this is your first time playing the game, you may want to choose the Easy Level. If you are an experienced gamer, we recommend that you start on the Medium level for a more challenging game.

LOAD GAME

Resume a previously saved game. Select the appropriate memory card to load from. After selecting, your saved games will be displayed, along with the level you saved on, as well as the time and date saved.

OPTIONS

Sound Effects Volume: Adjust the volume of sound effects.

Music Volume: Adjust volume of the background music.

Controller Vibration: Set Controller Vibration On/Off.

Control Configuration: Select from a variety of controller setups. This booklet is written to Controller Configuration 1 but there are several other preset configurations to choose from. Select a configuration to suit your style of play.

Invert Y Axis: Adjust the reaction of the vertical control axis when in first person mode (look up, look down).

Center Screen: Use the left analog stick or the directional buttons to center the screen to suit your particular TV screen or monitor.

THE GREATEST ESCAPE MODE*

If you manage to complete The Great Escape you will be given an additional menu option in the Main Menu: your chance to attempt The Greatest Escape. This is the whole game but with each level subject to a strict time limit. This is the ultimate escape challenge!

*Available after full game is completed in hard mode.

PLAYING THE GAME

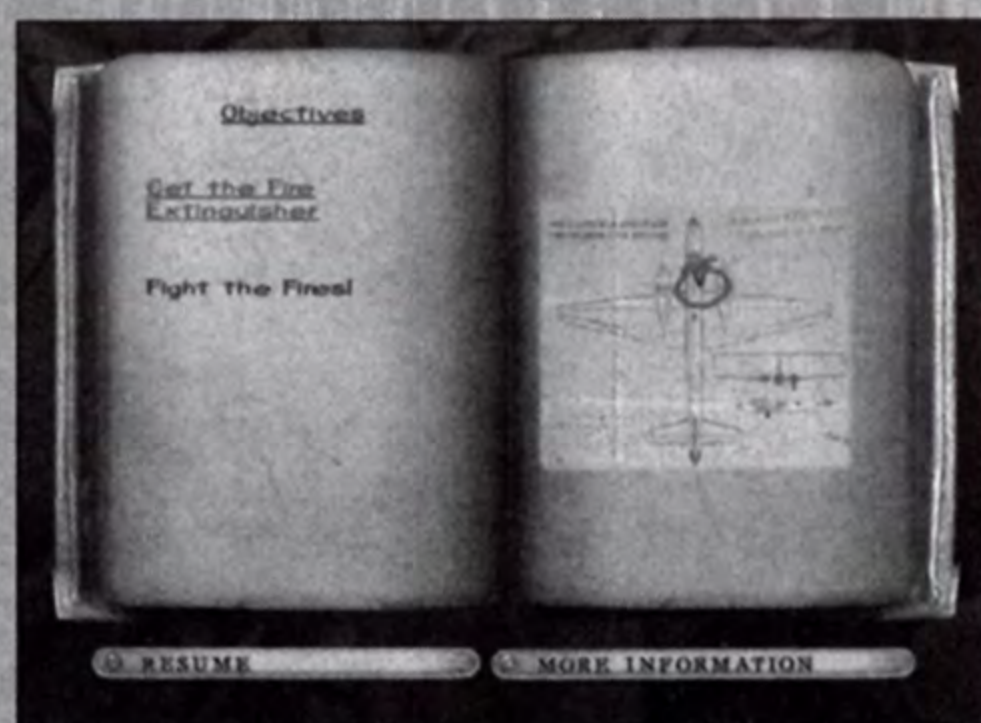
HELP PANELS

Help Text Panels will appear at the top of the game screen in the initial levels. Read these carefully. The amount of Help Text shown on screen is relative to the difficulty level you have chosen. If you choose Easy mode, you will see the most Help Text.

OBJECTIVES

Completing objectives is a very important aspect of The Great Escape. Many objectives will be added to your list as you progress through a mission and across the many levels in the game.

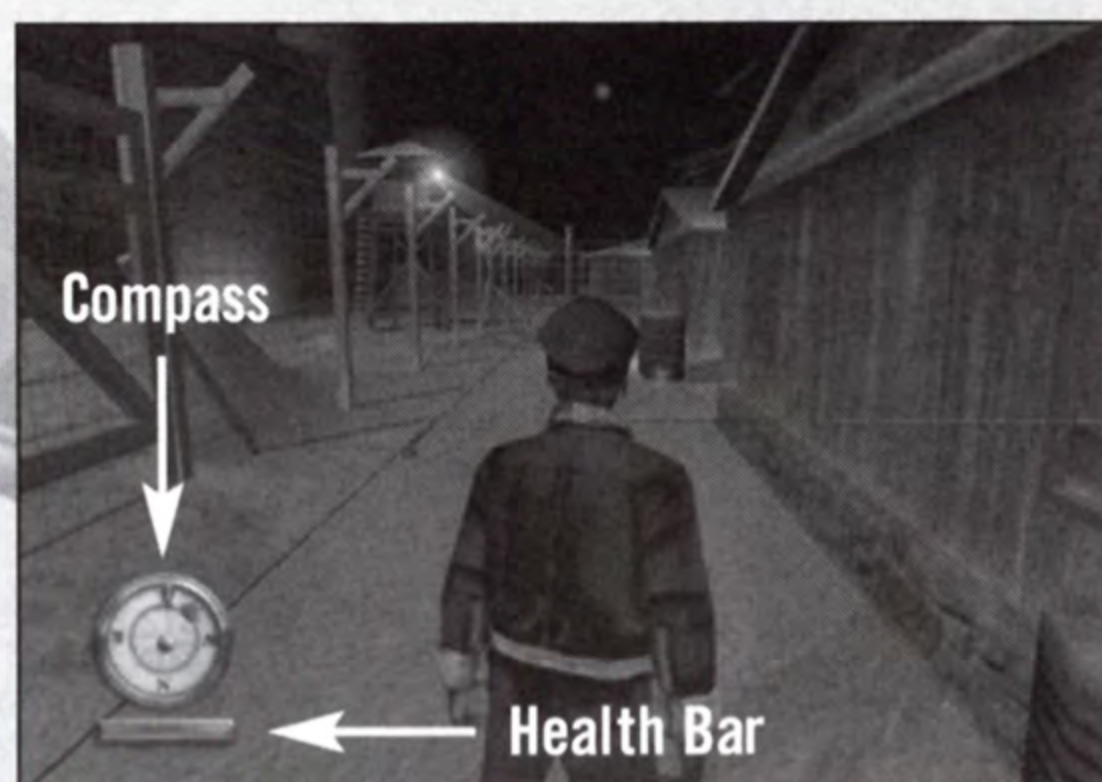
- To view your Objectives at any time, press the **SELECT** button and this will open the Objectives Notebook.
- To read more detailed information on an objective, select it and press the **X** button.
- The map on the right hand page of the Notebook shows the location of the objective that has to be carried out.



ON-SCREEN DISPLAYS

COMPASS

The on-screen compass, displayed on the lower left hand side of the screen, has your character at its center and points upwards in the direction you are facing. The points of the compass (N,E,S,W) will rotate to give you the compass bearing you are facing in. The compass also marks the direction to follow to get to your next objective with a red triangle.



If a guard or an enemy spots you, a yellow cone of vision will appear on the compass showing the direction of that enemy. If a guard spots you and his intent is to shoot you the cone of vision will change to red. Once spotted, you often have a short period of time to hide before the guard works out who/what you are.

HEALTH BAR

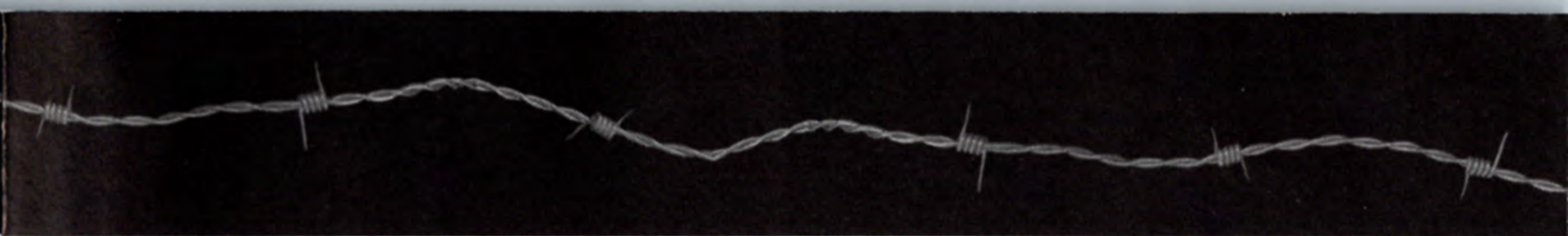
Located directly beneath the compass, is a visual indicator of your current character's health status. A long green bar indicates full health, and a short red bar indicates serious injury. If the bar is emptied, you will die and your game is over!

- In addition to a low health bar, your character will begin to limp, slow down, and leave a trail of blood as health approaches critical.
- When your health is low, you may need to use a Medikit to restore your life.

THE "DANGER METER"

Displayed as a colored ring around the compass, the danger meter will indicate the degree to which you are being pursued and the danger you are in. The meter will display a solid color once the enemy has been alerted, but will flash increasingly slowly as their alarm is lowered, eventually disappearing altogether.

- **No Alert:** The compass will be displayed as normal, at this point you are still free from the guards' suspicions, but stay hidden, or the danger will rise!

- 
- **Yellow Alert:** A yellow circle will pulse around the compass if the enemy has spotted you and is investigating (but does not intend to shoot on sight). Watch out, as guards will come to search for you – if they find you, you will be arrested.

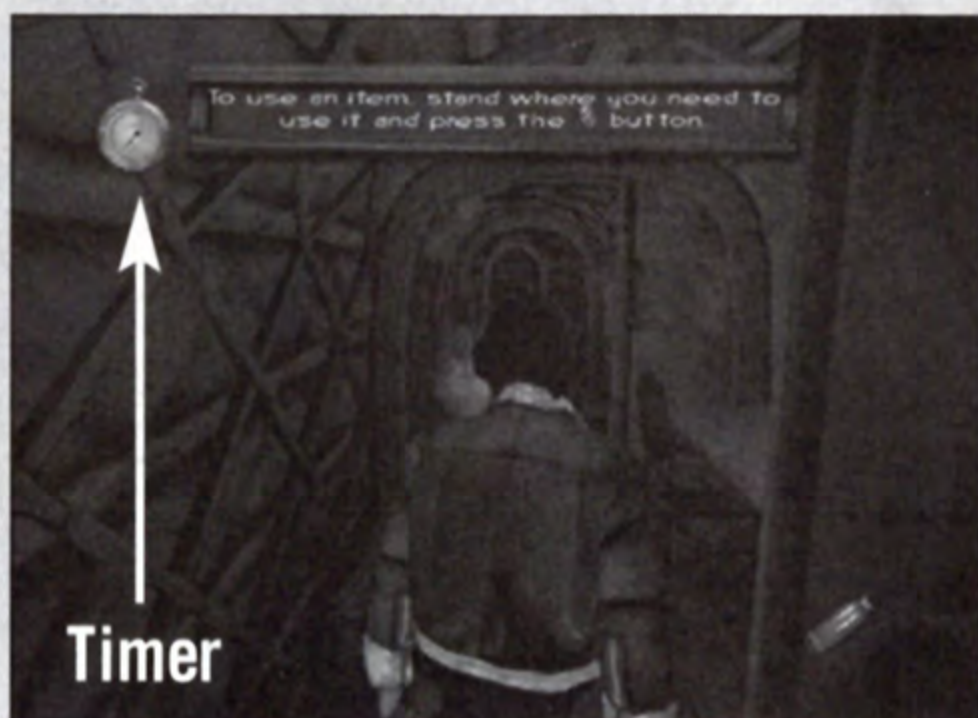


- **Red Alert:** A red circle will pulse around the compass if the enemy has spotted you and is shooting to kill! Once you use physical violence or weapons in a level, the guards are likely to switch from yellow to red alert, making it harder to get away!



TIMER

During time sensitive events, a timer will appear in the upper left of the screen. This clock face shows the reducing time you have to complete the objective.



ACTION ICONS

Throughout the game, "Action Icons" will appear. These indicate that a scenario specific action is available, based on your position and equipped items. The icons will appear in the lower left corner of your screen, above the compass. Press  to execute the action indicated.

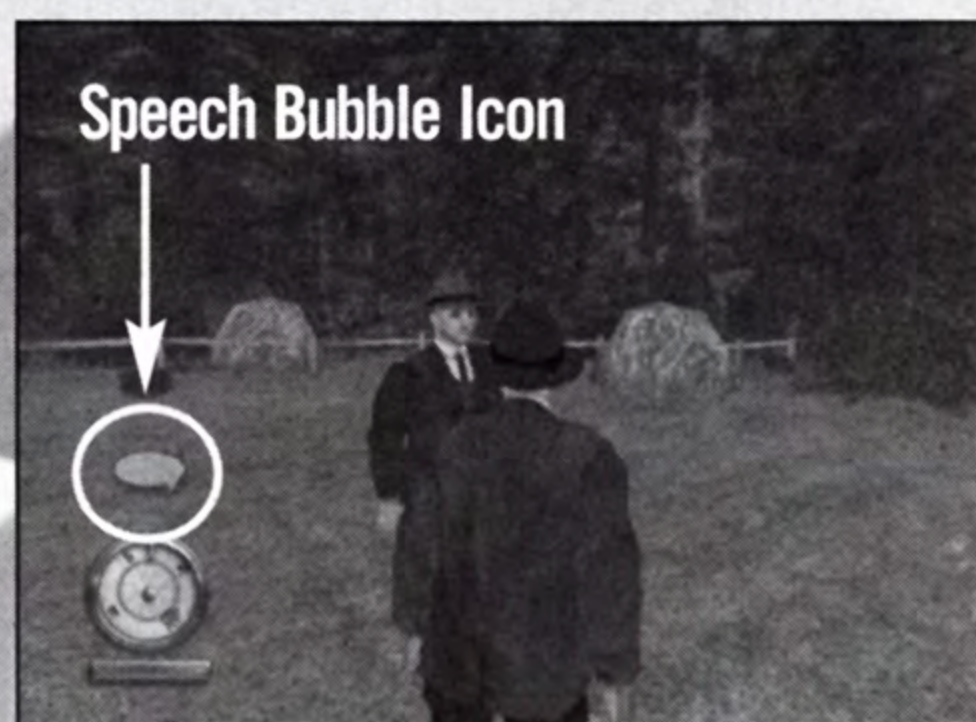
- **Cog Action Icons:** You can use certain items in your possession to make something work, such as using a file to cut through metal bars or a wrench to fix a truck's engine.



- **Speech Bubble Action Icon:** Talk to a character who might give you new information or a new objective.

- **The 'Handle' Icon:** The handle icon will appear when a door can be opened or closed. Cover your tracks! Doors left open may alert guards to your presence.

- **The 'Progression' Arrow:** This is an indicator (throughout the game) that you can move your currently controlled character into that position. It allows you to progress some aspect of the game. You may find yourself jumping into vehicles, onto motorbikes or even in control of anti-aircraft guns.



There are a variety of other icons, which will appear throughout the game. Use intuition and experimentation to discover what possibilities you are allowed in certain scenarios.

PAUSE MENU

Pause the game by pressing the **START** button. Pressing the **START** button will not only 'freeze' the game action, but will also open the Pause Menu. The Pause Menu allows you the following options:

OPTIONS

Open the game options menu, these are the same as those in the Main Menu screen.

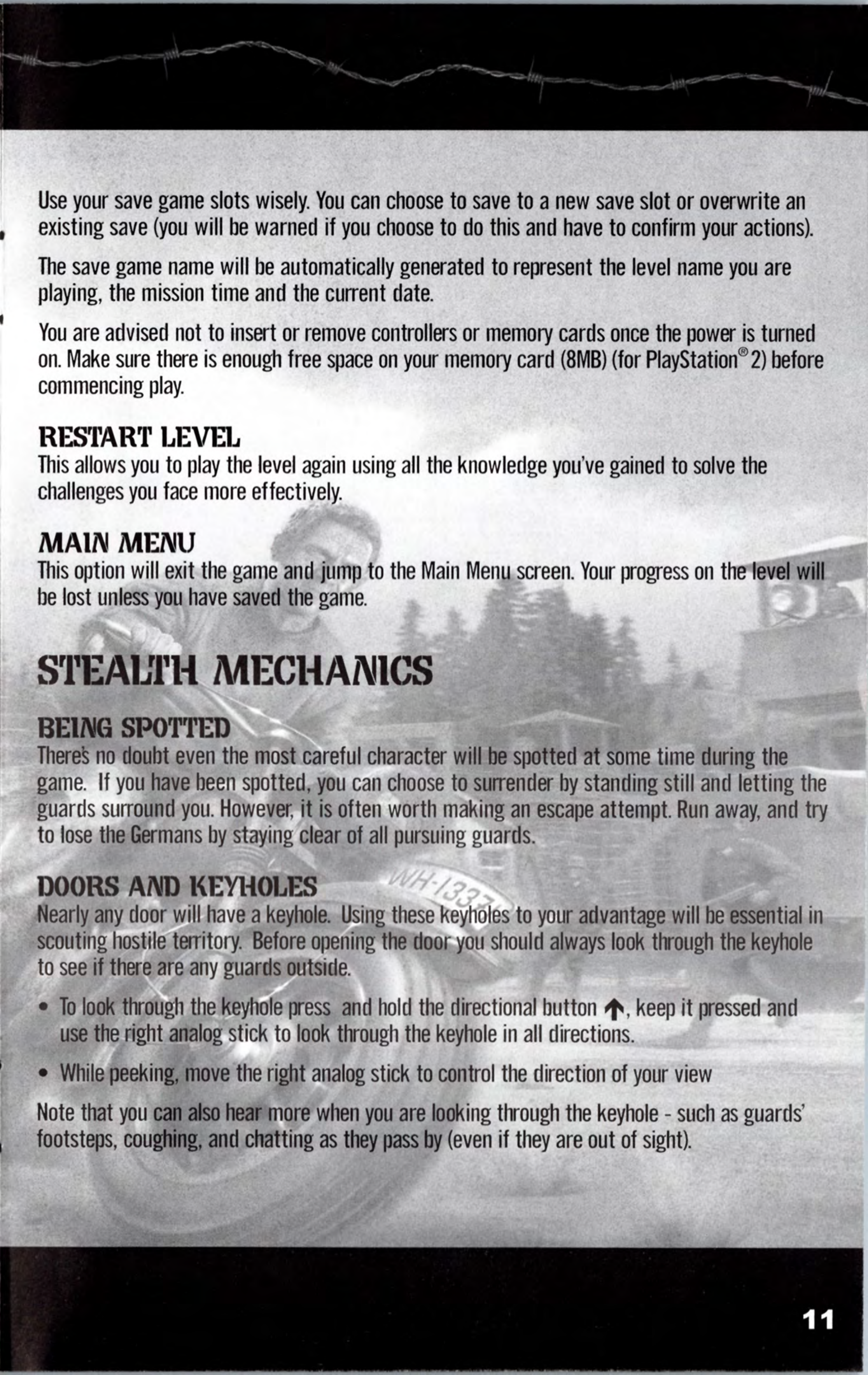
LOAD GAME

To load a previously saved game highlight the game you want to load and press the **ⓧ** button.

SAVE GAME

You can save the game at any point in a level. Try to save at suitable points when you have successfully got through a particularly difficult objective. The number of times you can save is limited to:

- | | |
|-----------------|------------------------|
| • EASY | 4 save games per level |
| • MEDIUM | 3 save games per level |
| • HARD | 2 save games per level |



Use your save game slots wisely. You can choose to save to a new save slot or overwrite an existing save (you will be warned if you choose to do this and have to confirm your actions).

The save game name will be automatically generated to represent the level name you are playing, the mission time and the current date.

You are advised not to insert or remove controllers or memory cards once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation® 2) before commencing play.

RESTART LEVEL

This allows you to play the level again using all the knowledge you've gained to solve the challenges you face more effectively.

MAIN MENU

This option will exit the game and jump to the Main Menu screen. Your progress on the level will be lost unless you have saved the game.

STEALTH MECHANICS

BEING SPOTTED

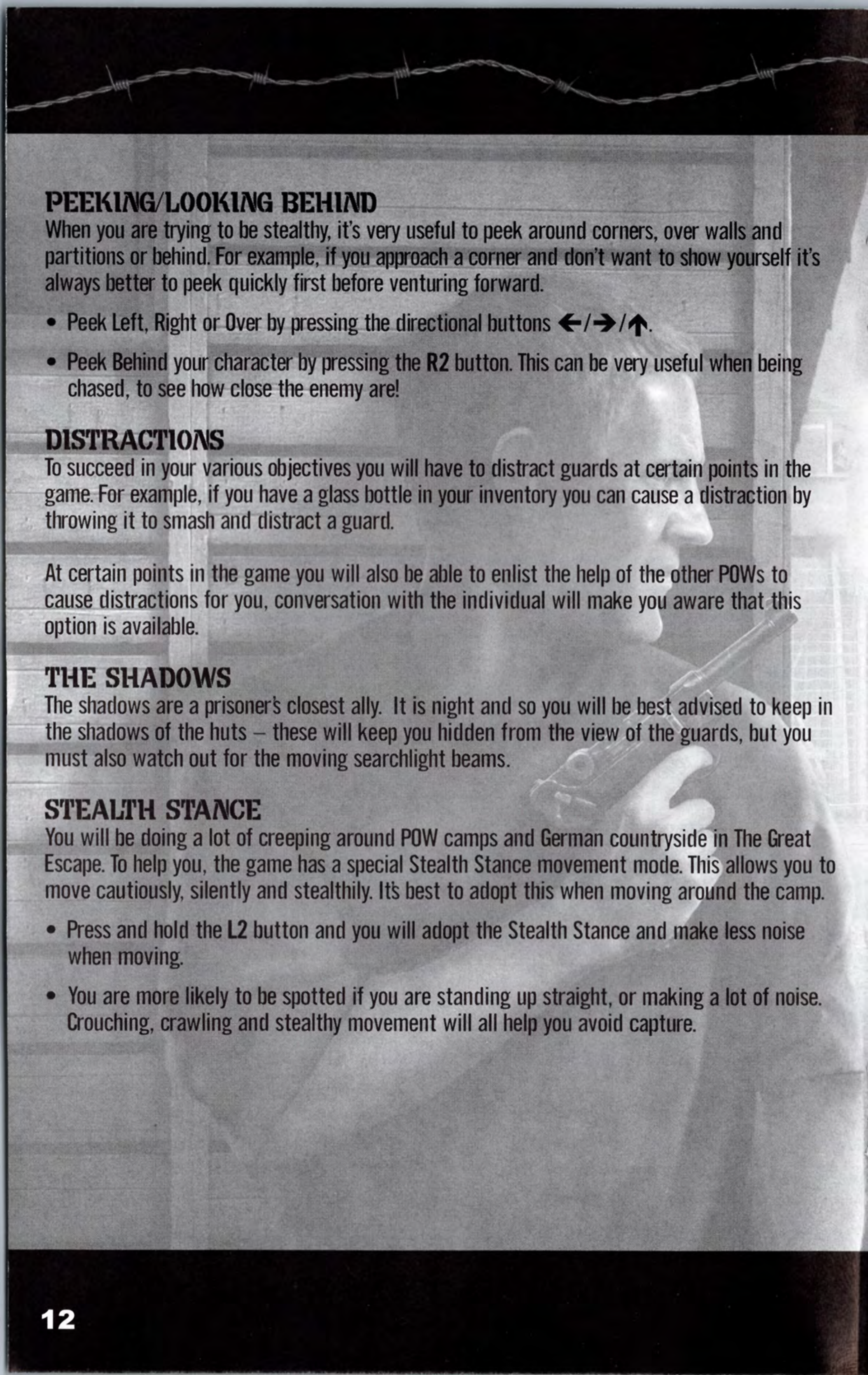
There's no doubt even the most careful character will be spotted at some time during the game. If you have been spotted, you can choose to surrender by standing still and letting the guards surround you. However, it is often worth making an escape attempt. Run away, and try to lose the Germans by staying clear of all pursuing guards.

DOORS AND KEYHOLES

Nearly any door will have a keyhole. Using these keyholes to your advantage will be essential in scouting hostile territory. Before opening the door you should always look through the keyhole to see if there are any guards outside.

- To look through the keyhole press and hold the directional button , keep it pressed and use the right analog stick to look through the keyhole in all directions.
- While peeking, move the right analog stick to control the direction of your view

Note that you can also hear more when you are looking through the keyhole - such as guards' footsteps, coughing, and chatting as they pass by (even if they are out of sight).



PEEKING/LOOKING BEHIND

When you are trying to be stealthy, it's very useful to peek around corners, over walls and partitions or behind. For example, if you approach a corner and don't want to show yourself it's always better to peek quickly first before venturing forward.

- Peek Left, Right or Over by pressing the directional buttons **←/→/↑**.
- Peek Behind your character by pressing the **R2** button. This can be very useful when being chased, to see how close the enemy are!

DISTRACTIONS

To succeed in your various objectives you will have to distract guards at certain points in the game. For example, if you have a glass bottle in your inventory you can cause a distraction by throwing it to smash and distract a guard.

At certain points in the game you will also be able to enlist the help of the other POWs to cause distractions for you, conversation with the individual will make you aware that this option is available.

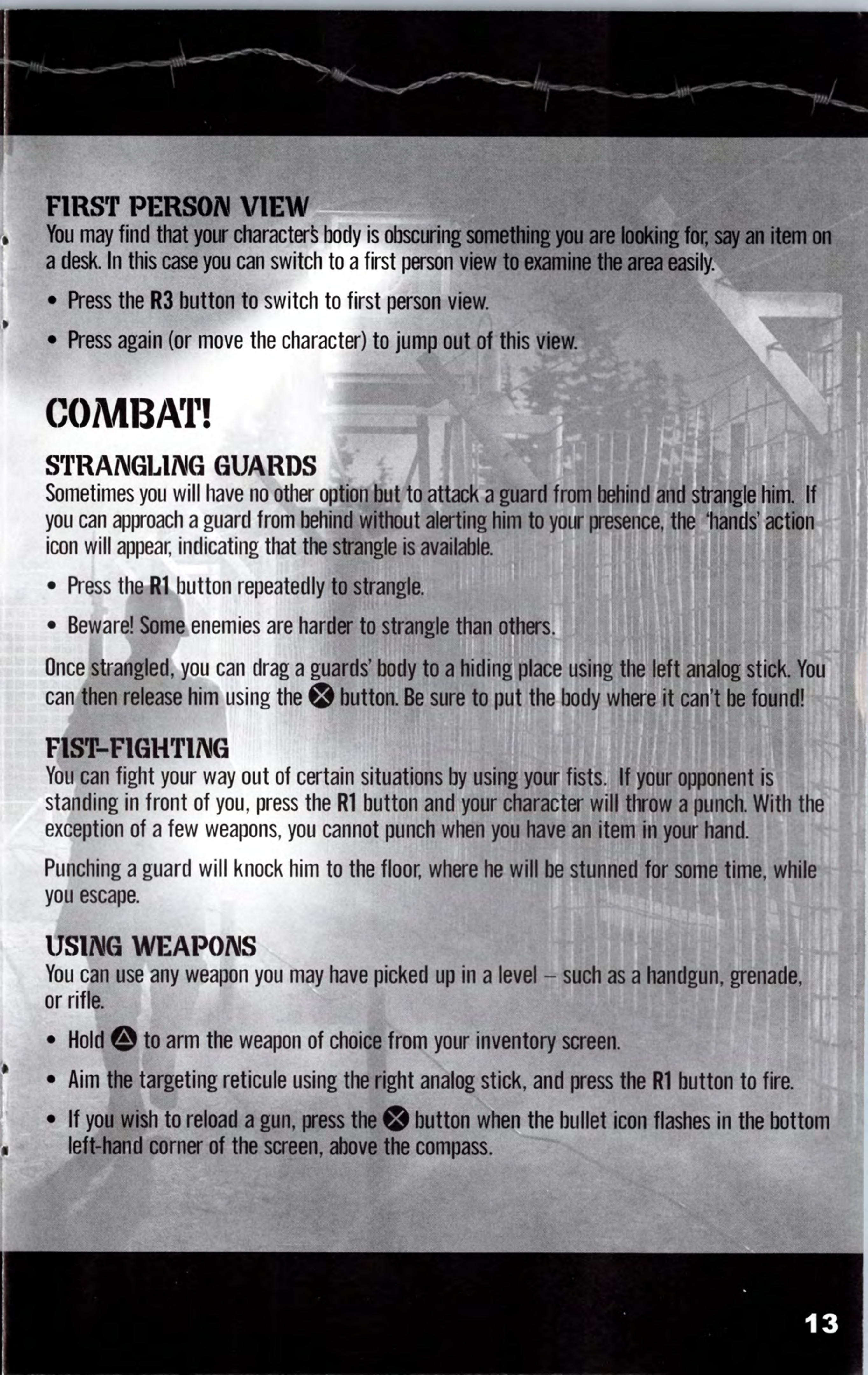
THE SHADOWS

The shadows are a prisoner's closest ally. It is night and so you will be best advised to keep in the shadows of the huts – these will keep you hidden from the view of the guards, but you must also watch out for the moving searchlight beams.

STEALTH STANCE

You will be doing a lot of creeping around POW camps and German countryside in The Great Escape. To help you, the game has a special Stealth Stance movement mode. This allows you to move cautiously, silently and stealthily. It's best to adopt this when moving around the camp.

- Press and hold the **L2** button and you will adopt the Stealth Stance and make less noise when moving.
- You are more likely to be spotted if you are standing up straight, or making a lot of noise. Crouching, crawling and stealthy movement will all help you avoid capture.



FIRST PERSON VIEW

You may find that your character's body is obscuring something you are looking for, say an item on a desk. In this case you can switch to a first person view to examine the area easily.

- Press the **R3** button to switch to first person view.
- Press again (or move the character) to jump out of this view.

COMBAT!

STRANGLING GUARDS

Sometimes you will have no other option but to attack a guard from behind and strangle him. If you can approach a guard from behind without alerting him to your presence, the 'hands' action icon will appear, indicating that the strangle is available.

- Press the **R1** button repeatedly to strangle.
- Beware! Some enemies are harder to strangle than others.

Once strangled, you can drag a guards' body to a hiding place using the left analog stick. You can then release him using the  button. Be sure to put the body where it can't be found!

FIST-FIGHTING

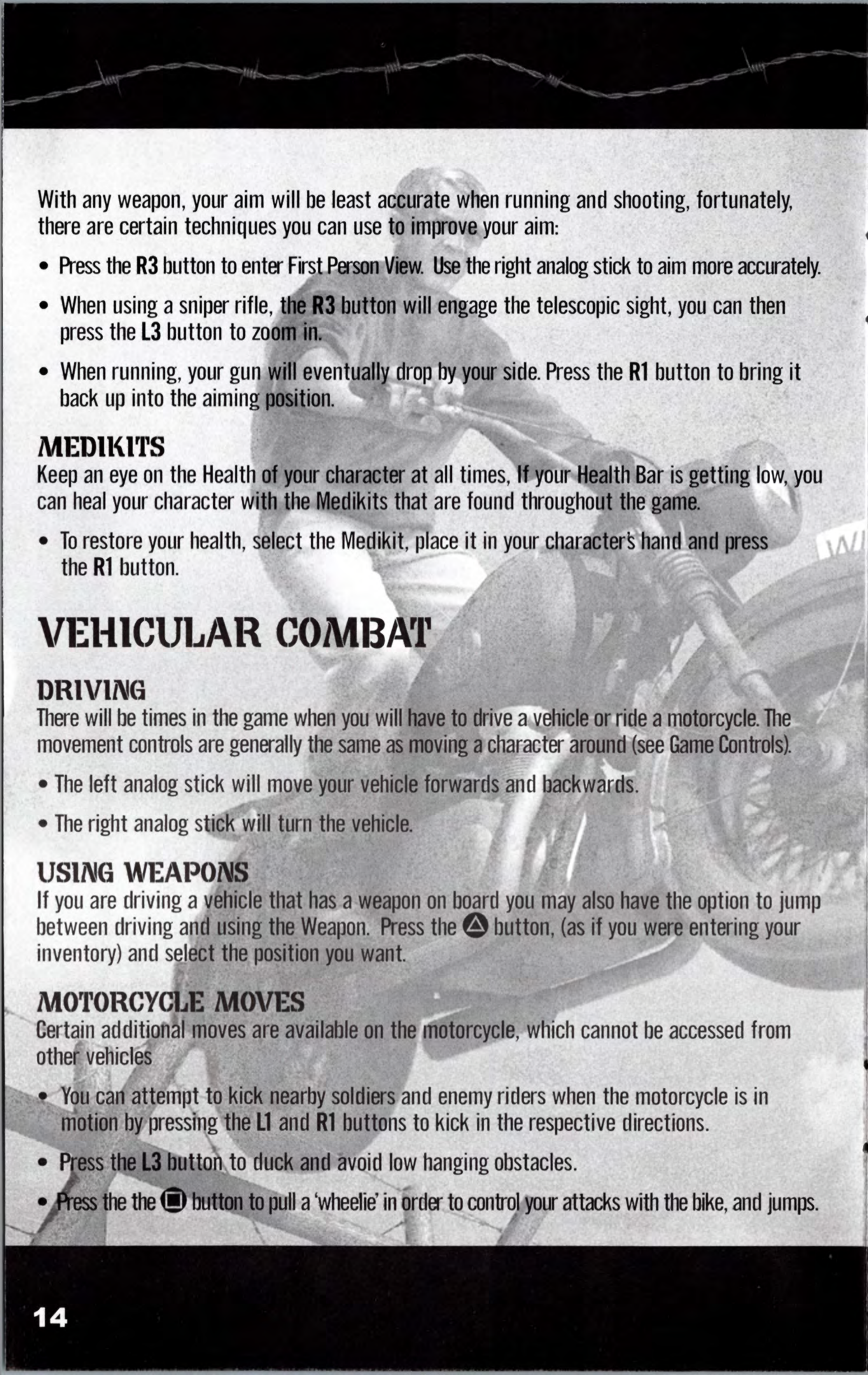
You can fight your way out of certain situations by using your fists. If your opponent is standing in front of you, press the **R1** button and your character will throw a punch. With the exception of a few weapons, you cannot punch when you have an item in your hand.

Punching a guard will knock him to the floor, where he will be stunned for some time, while you escape.

USING WEAPONS

You can use any weapon you may have picked up in a level – such as a handgun, grenade, or rifle.

- Hold  to arm the weapon of choice from your inventory screen.
- Aim the targeting reticule using the right analog stick, and press the **R1** button to fire.
- If you wish to reload a gun, press the  button when the bullet icon flashes in the bottom left-hand corner of the screen, above the compass.

A grayscale photograph of a soldier riding a motorcycle. The soldier is wearing a helmet and a dark uniform, and is holding a rifle. The motorcycle is in motion, and the background is slightly blurred. A strand of barbed wire is visible at the top of the page.

With any weapon, your aim will be least accurate when running and shooting, fortunately, there are certain techniques you can use to improve your aim:

- Press the **R3** button to enter First Person View. Use the right analog stick to aim more accurately.
- When using a sniper rifle, the **R3** button will engage the telescopic sight, you can then press the **L3** button to zoom in.
- When running, your gun will eventually drop by your side. Press the **R1** button to bring it back up into the aiming position.

MEDIKITS

Keep an eye on the Health of your character at all times, If your Health Bar is getting low, you can heal your character with the Medikits that are found throughout the game.

- To restore your health, select the Medikit, place it in your character's hand and press the **R1** button.

VEHICULAR COMBAT

DRIVING

There will be times in the game when you will have to drive a vehicle or ride a motorcycle. The movement controls are generally the same as moving a character around (see Game Controls).

- The left analog stick will move your vehicle forwards and backwards.
- The right analog stick will turn the vehicle.

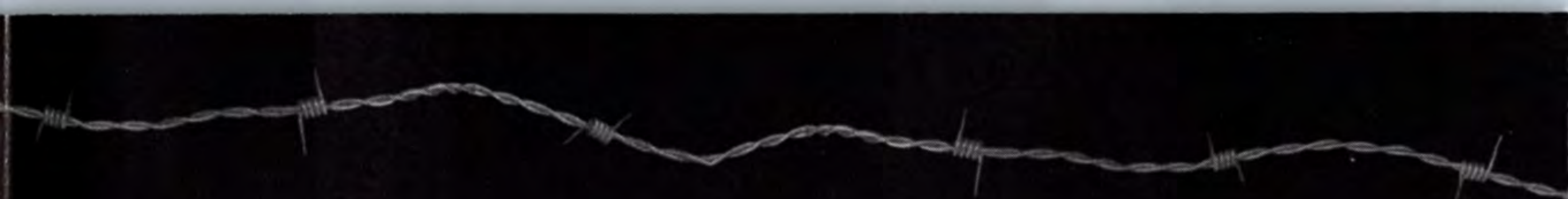
USING WEAPONS

If you are driving a vehicle that has a weapon on board you may also have the option to jump between driving and using the Weapon. Press the  button, (as if you were entering your inventory) and select the position you want.

MOTORCYCLE MOVES

Certain additional moves are available on the motorcycle, which cannot be accessed from other vehicles

- You can attempt to kick nearby soldiers and enemy riders when the motorcycle is in motion by pressing the **L1** and **R1** buttons to kick in the respective directions.
- Press the **L3** button to duck and avoid low hanging obstacles.
- Press the  button to pull a 'wheelie' in order to control your attacks with the bike, and jumps.



SPECIAL SKILLS

Certain skills are available only when playing as specific characters. Some of these skills may only be available when holding a specific item, and positioning yourself relative to specific targetable objects. When the appropriate 'action icon' appears, press and hold  to activate your skill.

PICK LOCKS- HILTS

You must have a lock pick in your inventory before you can pick any lock. A bar in the lower center of the screen will diminish as you progress. Remember that some locks are more difficult to pick than others.

PICK POCKETS- MACDONALD

Using stealth and cunning, MacDonald will be able to sneak up behind an enemy character. If he has not been detected, the 'pick pockets' icon will appear in the lower left hand corner. After a brief period of action, the pilfered item will appear in your inventory.

SPEAK GERMAN- HENDLEY

Hendley's intelligence gathering skills can be used to deceive enemy soldiers into thinking he is one of them. In certain situations. If you can pre-emptively speak to a guard, before they interrogate you, you may be able to pass yourself off as one of them.

REPAIR MACHINERY- SEDGEWICK

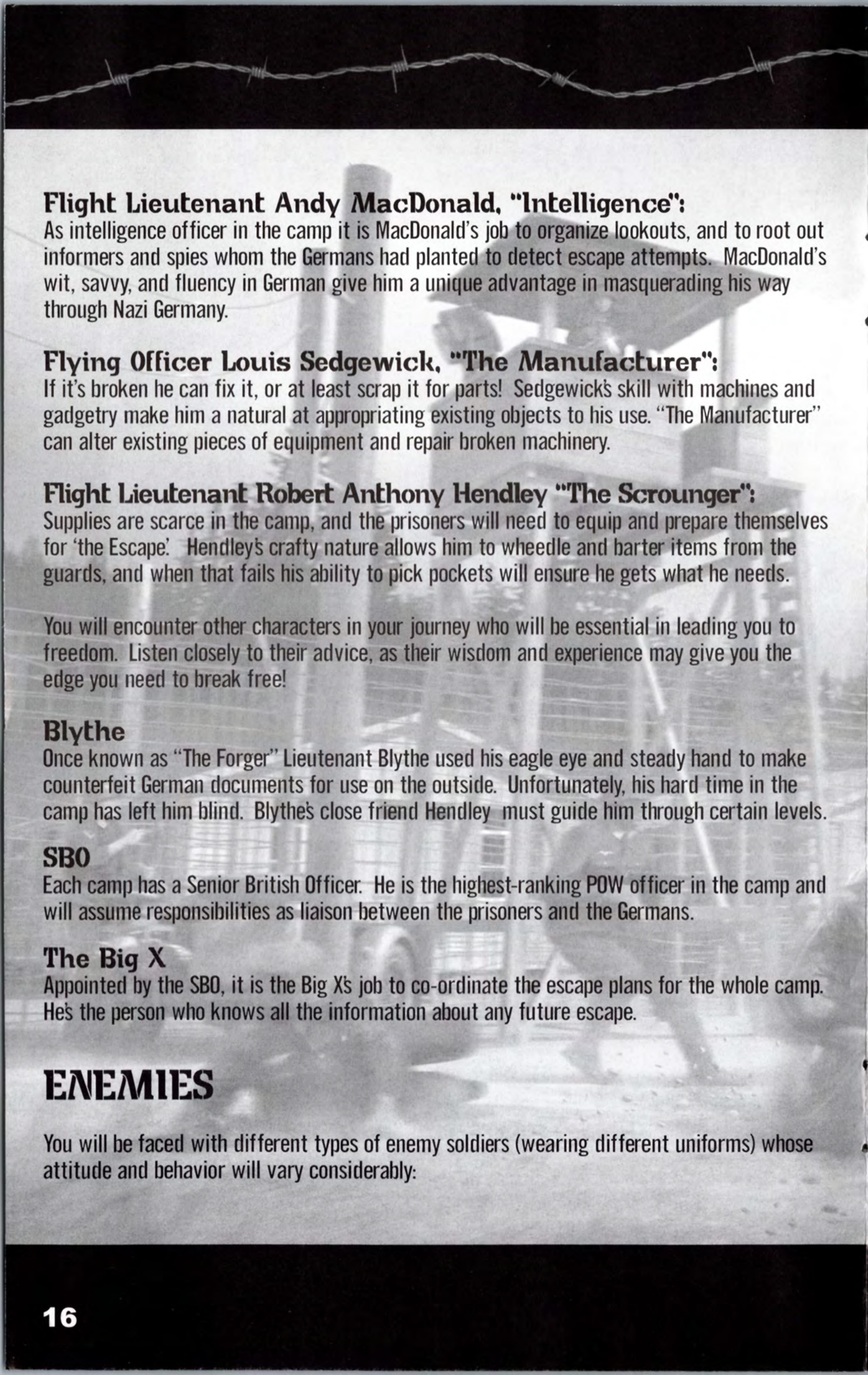
Sedgewick's familiarity with machinery allows him to repair broken equipment, but only if he has the right tool equipped.

THE CHARACTERS

Throughout the game you will control four key characters in different 'Chapters.' You will not control them all at the same time but you will be in charge of each of them at key moments in their adventures. The loading screen for each level will show the character you will be playing. Each character has their own unique strengths, skills, and abilities. They are:

Captain Virgil, "The Cooler King" Hilts:

This hard nosed American Captain has a long history as one of the best escape artists in the camp. His steadfast refusal to endure his captivity has been punished with record time "cooling off" in solitary confinement, earning him the moniker of "The Cooler King". The toughest fighter in the bunch, Hilts' expertise on the motorcycle and skill with a lock pick make him the pointman in Big X's escape strategy.



Flight Lieutenant Andy MacDonald, "Intelligence":

As intelligence officer in the camp it is MacDonald's job to organize lookouts, and to root out informers and spies whom the Germans had planted to detect escape attempts. MacDonald's wit, savvy, and fluency in German give him a unique advantage in masquerading his way through Nazi Germany.

Flying Officer Louis Sedgewick, "The Manufacturer":

If it's broken he can fix it, or at least scrap it for parts! Sedgewick's skill with machines and gadgetry make him a natural at appropriating existing objects to his use. "The Manufacturer" can alter existing pieces of equipment and repair broken machinery.

Flight Lieutenant Robert Anthony Hendley "The Scrounger":

Supplies are scarce in the camp, and the prisoners will need to equip and prepare themselves for 'the Escape'. Hendley's crafty nature allows him to wheedle and barter items from the guards, and when that fails his ability to pick pockets will ensure he gets what he needs.

You will encounter other characters in your journey who will be essential in leading you to freedom. Listen closely to their advice, as their wisdom and experience may give you the edge you need to break free!

Blythe

Once known as "The Forger" Lieutenant Blythe used his eagle eye and steady hand to make counterfeit German documents for use on the outside. Unfortunately, his hard time in the camp has left him blind. Blythe's close friend Hendley must guide him through certain levels.

SBO

Each camp has a Senior British Officer. He is the highest-ranking POW officer in the camp and will assume responsibilities as liaison between the prisoners and the Germans.

The Big X

Appointed by the SBO, it is the Big X's job to co-ordinate the escape plans for the whole camp. He's the person who knows all the information about any future escape.

ENEMIES

You will be faced with different types of enemy soldiers (wearing different uniforms) whose attitude and behavior will vary considerably:



The Wehrmacht/Luftwaffe ("Goon")

These are standard German army and air force troops whose officers and men will abide by all the stipulations of the Geneva Convention. They are there to make sure you do not escape but respect your rank and status. If you do break out they would prefer to capture you alive rather than kill you. They are dumb but effective guards who will always try to capture you unless you provoke them.



Ferrets

These are 'anti-escape specialists'. They are generally more suspicious and more intelligent than the 'goons'.



The Gestapo

These are the Geheime Staatspolizei; the much-feared Secret State Police. They do not have any scruples about the Geneva Convention. You do not want to fall into the hands of the Gestapo! Do your utmost to escape their clutches.



Combat Troops

Watch out for specially trained combat troops – they will not bother about asking questions but will shoot on sight.



Dogs

Beware of dogs – they can run very fast, and are hard to shake off if they grab hold of you. If a dog attacks you, repeatedly press the **R1** button to shake him to the ground. If you manage to obtain some meat, you might find this a useful distraction.



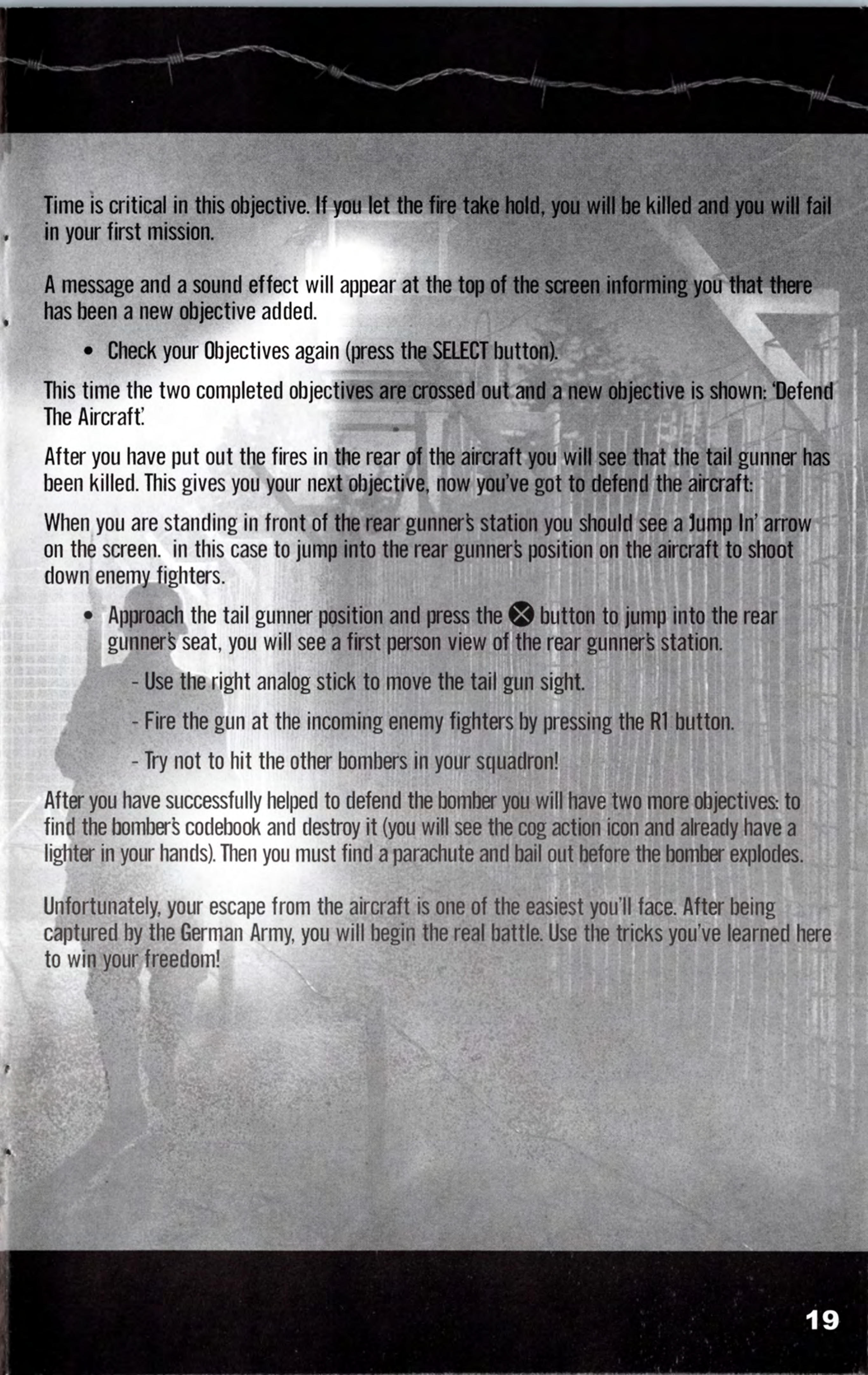
LEVEL 1 WALKTHROUGH:

After seeing the arrival of the prisoners at the 'Great Escape' camp, you are introduced to the first character you will meet – MacDonald. You are taken back in time to where it all began for POW airmen – inside their aircraft during a raid over Germany.

You are MacDonald, the pilot of a bomber that's been badly hit by anti-aircraft fire on a bombing run. There are fires on board; most of your crew are killed or injured. You must do something about the situation but you only have a short amount of time.

Putting out the fires has now become your first 'objective' in the game. Note that a timer icon will appear in the top left of the screen. This shows that there is a time limit to complete the objective (or else the plane will burn and explode!).

- Once the timer icon appears on the screen there should be two objectives listed:
 - 'Get The Fire Extinguisher' (the primary objective)
 - 'Fight the Fires'
- Locate the fire extinguisher - stand close to it and a 'hand' action icon indicates that you can pick it up. (Check the map, you will see the plan of the aircraft – the fire extinguisher is just behind the pilot's cabin.)
- To fight the fire:
 - Press and hold the  button to use the extinguisher to put out all fires.
 - Watch the diminishing bar at the bottom of the screen that shows your progress. When the bar reaches the left hand side, the fire will be put out. If the  button is released before the bar reaches the left-hand side, the action will be cancelled



Time is critical in this objective. If you let the fire take hold, you will be killed and you will fail in your first mission.

A message and a sound effect will appear at the top of the screen informing you that there has been a new objective added.

- Check your Objectives again (press the SELECT button).

This time the two completed objectives are crossed out and a new objective is shown: 'Defend The Aircraft'

After you have put out the fires in the rear of the aircraft you will see that the tail gunner has been killed. This gives you your next objective, now you've got to defend the aircraft:

When you are standing in front of the rear gunner's station you should see a 'Jump In' arrow on the screen. In this case to jump into the rear gunner's position on the aircraft to shoot down enemy fighters.

- Approach the tail gunner position and press the  button to jump into the rear gunner's seat, you will see a first person view of the rear gunner's station.
 - Use the right analog stick to move the tail gun sight.
 - Fire the gun at the incoming enemy fighters by pressing the R1 button.
 - Try not to hit the other bombers in your squadron!

After you have successfully helped to defend the bomber you will have two more objectives: to find the bomber's codebook and destroy it (you will see the cog action icon and already have a lighter in your hands). Then you must find a parachute and bail out before the bomber explodes.

Unfortunately, your escape from the aircraft is one of the easiest you'll face. After being captured by the German Army, you will begin the real battle. Use the tricks you've learned here to win your freedom!



CREDITS

GOTHAM GAMES

President

Jamie Leece

General Manager

Greg Ryan

Senior Producer

David Nottingham

Producer

Marc Nesbitt

Product Manager

Peter Banks

Business Development

Juan Gutierrez

Creative Services

Dan Lish

Larry Conti

Mike Cala

Production Services

Gregg Sanderson

James Pacquing

Quality Assurance

Mark Lloyd, QA Manager

Kevin Hobson, Lead Tester

Tim Bates

Antoine Cabrol

Jonathan Stones

Special Thanks

Marvic Ambata

Dan Einzig

Jay Fitzloff

Jennifer Kolbe

Hugo Martinez

Joe Rush

Kristine Severson

Dave Youn

Peggy Yu

MGM INTERACTIVE

Senior Vice President

MGM Consumer Products

& Interactive

Travis Rutherford

Vice President Production

& Business Development

Neil Halдар

Associate Producer

Marvic Ambata

Marketing Supervisor

Hugo Martinez

Manager of Finance

Jack Cheng

Special Thanks

Joe Rush

MJ Miller

PIVOTAL GAMES

Managing Director

Jim Bamba

Director of Development

Nick Cook

Technical Director

Alex McLean

Producer

Pete Johnson

Senior Software Engineer

Tim Cannell

Software Engineer

Mark Barton

Charles Blair

Jonathan Booth

Martin Hutchings

Iain Nolan

Duncan Rooth

Dave Tetlow

Darren Ward

Dan Wheeler

Associate Software Engineer

Andrew Davidson

Marios Mitella

Designer

Tomas Rawlings



Associate Designer
Darren Kirby

Lead Artist
Martin Severn

Senior Animator
Steve Crocker

Senior Artist
Stuart Griffin

Artist
David Banner
Elizabeth Cailles
Dave Cullinane
Guy Jeffries
Mathew Rees
Adrian Shipp
Alan Thomas

Associate Artist
Zsolt Avery-Tierney
Dave Calvin
Paul Stonehouse
Raisa Tuomisto

Musician/Sound Engineer
Jon Vincent

QA Technician
Dan Waldron
Karl Stubbs

Special Thanks:

Office Manager
Louise Anderson

IT Manager
Alan Clark

Administration Assistant
Gretchen Curtis

Senior Software Engineer
Paul Dunning

Designer
Steve Dunning

Artist
Maff Evans

Associate Artist
Simon Evans

Software Engineer
Shaun Hewitt

Support Technician
Chris Knaggs

Lead Technical Artist
Paul Truss

SCI GAMES

C.E.O.
Jane Cavanagh

Commercial Director
Bill Ennis

Financial Director
Rob Murphy

PRODUCT DEVELOPMENT
Development Director
Darren Barnett

Creative Director
Patrick O'Luanaigh

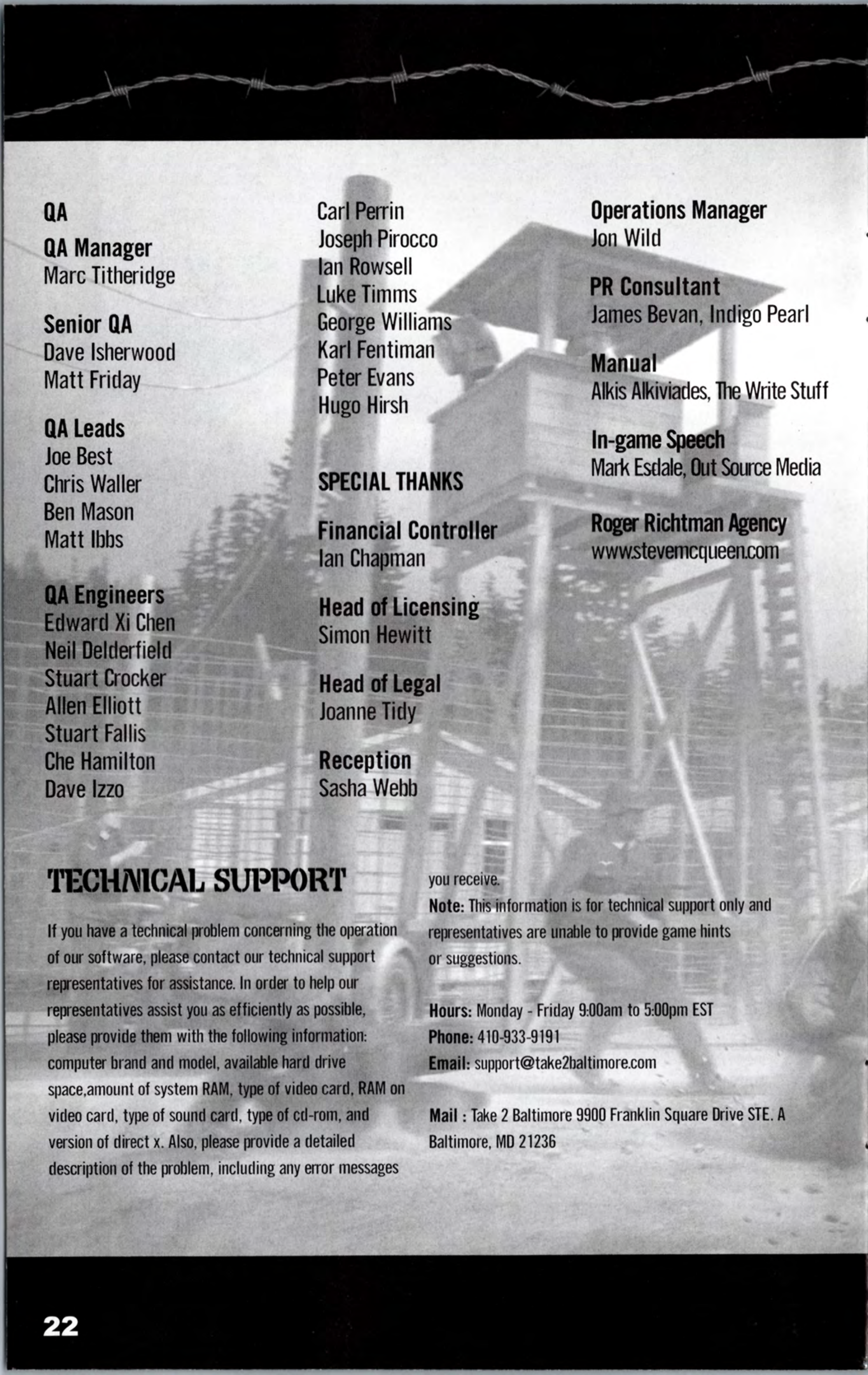
Producer
Ben Gunstone

MARKETING
Marketing Director
Dave Clark

Senior Product Manager
Justyna Cielecki

Product Manager
Ray Livingston

Creative Manager
Quinton Luck



QA

QA Manager

Marc Titheridge

Senior QA

Dave Isherwood

Matt Friday

QA Leads

Joe Best

Chris Waller

Ben Mason

Matt Ibbs

QA Engineers

Edward Xi Chen

Neil Delderfield

Stuart Crocker

Allen Elliott

Stuart Fallis

Che Hamilton

Dave Izzo

Carl Perrin

Joseph Pirocco

Ian Rowsell

Luke Timms

George Williams

Karl Fentiman

Peter Evans

Hugo Hirsh

SPECIAL THANKS

Financial Controller

Ian Chapman

Head of Licensing

Simon Hewitt

Head of Legal

Joanne Tidy

Reception

Sasha Webb

Operations Manager

Jon Wild

PR Consultant

James Bevan, Indigo Pearl

Manual

Alkis Alkiviades, The Write Stuff

In-game Speech

Mark Esdale, Out Source Media

Roger Richtman Agency

www.stevemcqueen.com

TECHNICAL SUPPORT

If you have a technical problem concerning the operation of our software, please contact our technical support representatives for assistance. In order to help our representatives assist you as efficiently as possible, please provide them with the following information: computer brand and model, available hard drive space, amount of system RAM, type of video card, RAM on video card, type of sound card, type of cd-rom, and version of direct x. Also, please provide a detailed description of the problem, including any error messages

you receive.

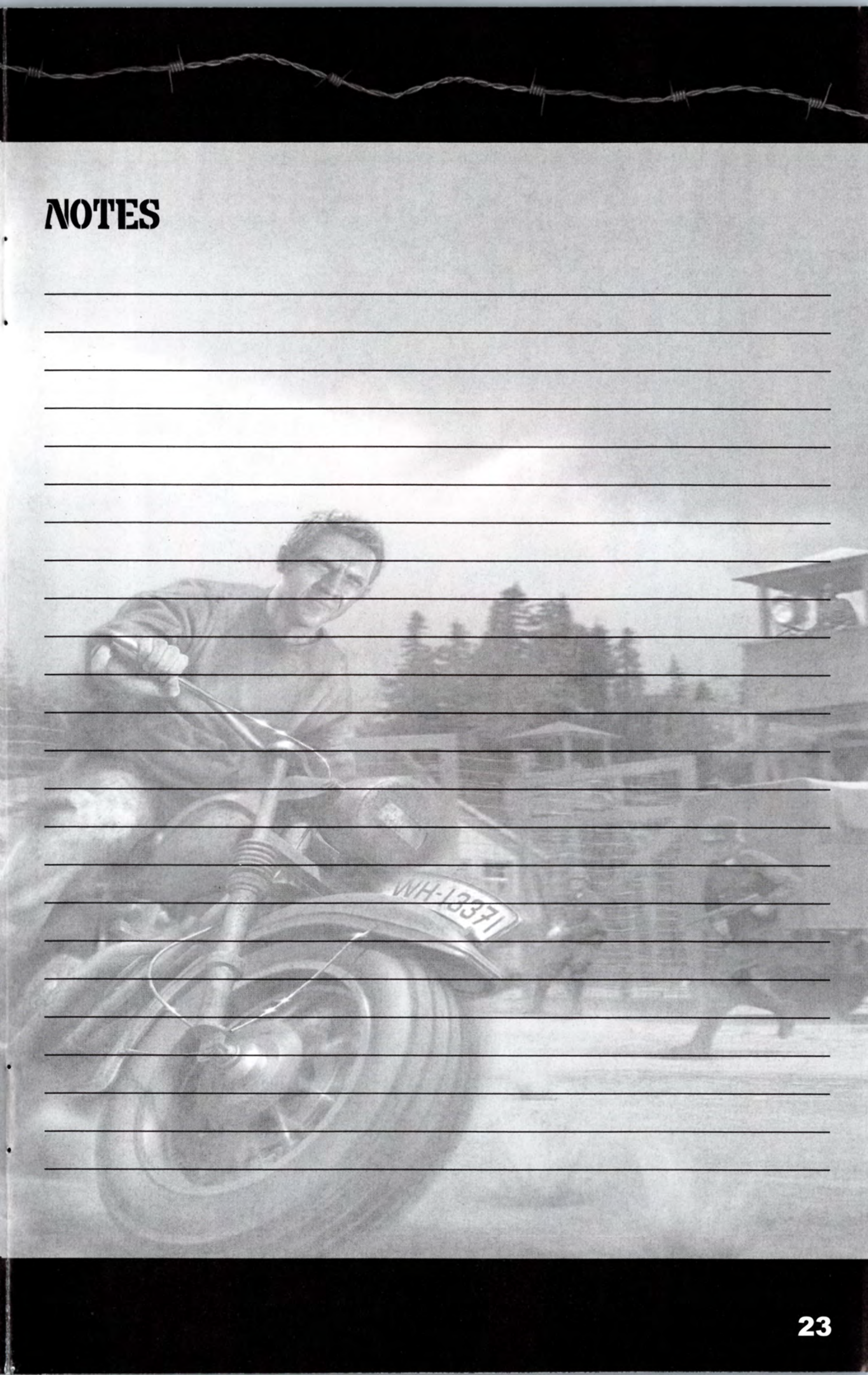
Note: This information is for technical support only and representatives are unable to provide game hints or suggestions.

Hours: Monday - Friday 9:00am to 5:00pm EST

Phone: 410-933-9191

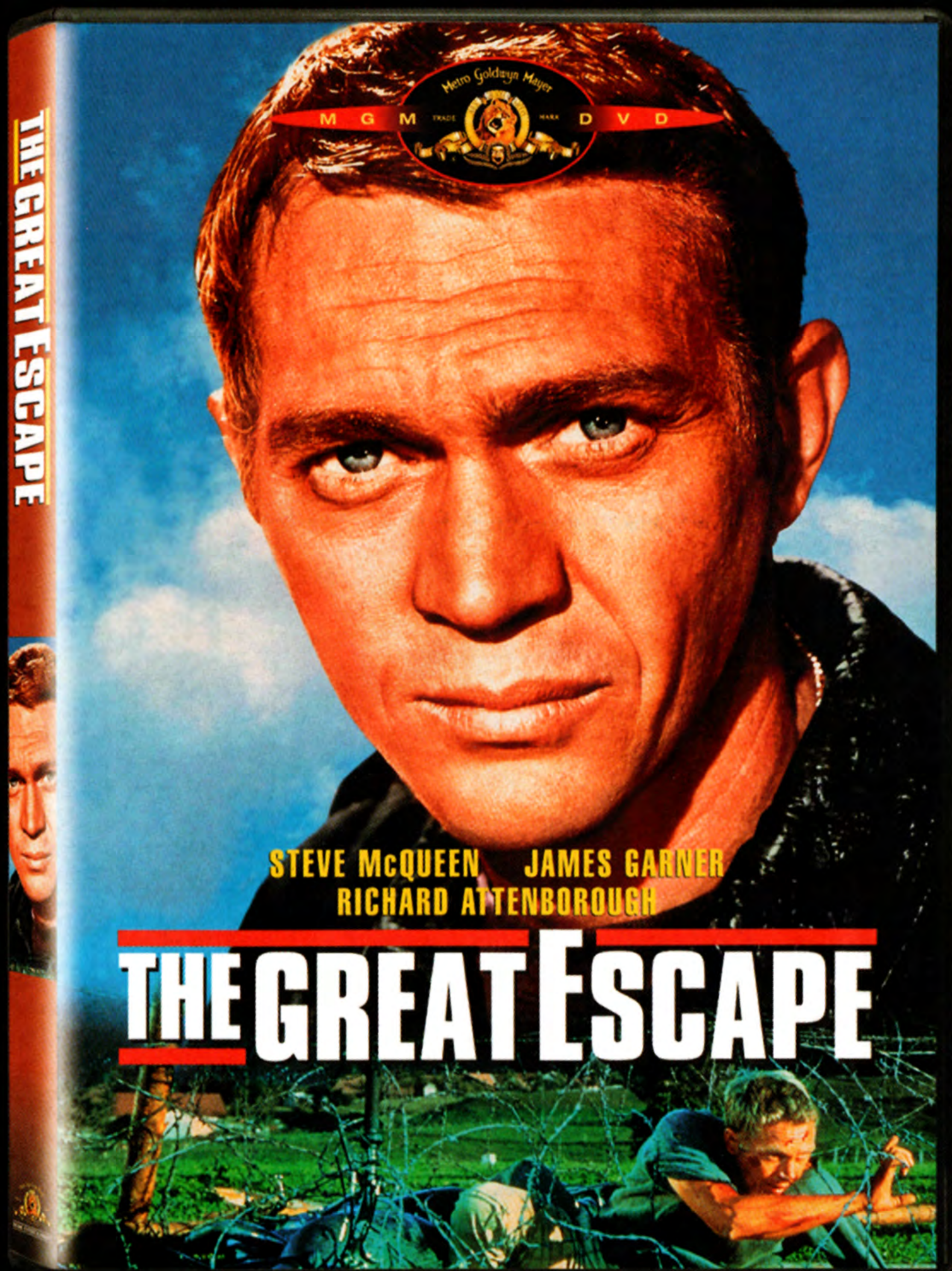
Email: support@take2baltimore.com

Mail : Take 2 Baltimore 9900 Franklin Square Drive STE. A
Baltimore, MD 21236



NOTES

**YOU LOVED THE GAME
NOW SEE THE MOVIE**



Available on DVD

Not Rated

The Great Escape © 1963 Metro-Goldwyn-Mayer Studios Inc.
© 2003 MGM Home Entertainment LLC. All Rights Reserved.

WARRANTY INFORMATION

Take-Two Interactive Software, Inc. warrants to the purchaser only that the disc provided with this manual and the software program coded on it will perform in accordance with the description in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the disc to Take-Two or its authorized dealer along with a dated proof of purchase. Replacement of the disc, free of charge to the original purchaser (except for the cost to return the disc) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Take-Two shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damage for personal injury, even if Take-Two has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law, which cannot be pre-empted. This warranty gives you specific legal rights and may also have other rights, which may vary from state to state.

You may not reproduce, prepare derivative work based on, distribute copies of, offer for sale, sell, transfer ownership of, rent, lease, or lend to others the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation; provided, however, that you may transfer the entire Program and accompanying documentation on a permanent basis as long as you retain no copies (including archival or backup copies) of the Program, accompanying documentation, or any portion or component of the Program accompanying documentation, and the receipt agrees to the terms of the agreement. Further you may not modify, reverse engineer, disassemble, decompile or translate the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation, nor may you make any copies of the Program modules for use with other programs. This program is intended for private use only.

TAKE-TWO INTERACTIVE SOFTWARE, INC. 575 BROADWAY 3RD FLOOR NEW YORK, NY 10012

For technical support, please call TalonSoft @ (410) 933-9191 9:00 am to 5:00 pm EST Monday through Friday.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or the comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

COMING SOON



CONFLICT:

DESERT STORM II

BACK TO BAGHDAD



PlayStation 2



Visit www.esrb.org or call
1-800-771-3772 for more info.

Gotham Games, 622 Broadway, New York, NY 10012.

THE GREAT ESCAPE Interactive Game (certain audiovisual components) TM & © 2003 Metro-Goldwyn-Mayer Studios Inc. THE GREAT ESCAPE Motion Picture © 1963 Metro-Goldwyn-Mayer Studios Inc. Steve McQueen(tm) Licensed by Chadwick McQueen and The Terry McQueen Testamentary Trust Represented by The Roger Richman Agency, Inc., www.stevemcqueen.com. All rights reserved. THE GREAT ESCAPE Interactive Game (software) © 2003 SCI Games Limited. Conflict: Desert Storm II is a trademark of SCI Games Ltd. SCI Games Ltd. is a subsidiary of SCI Entertainment Group Plc. Developed by Pivotal Games Limited. The ratings icon is a trademark of the Interactive Digital Software Association. Gotham Games and the Gotham Games logo are trademarks of Take-Two Interactive Software, Inc. 2003 Take-Two Interactive, 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.