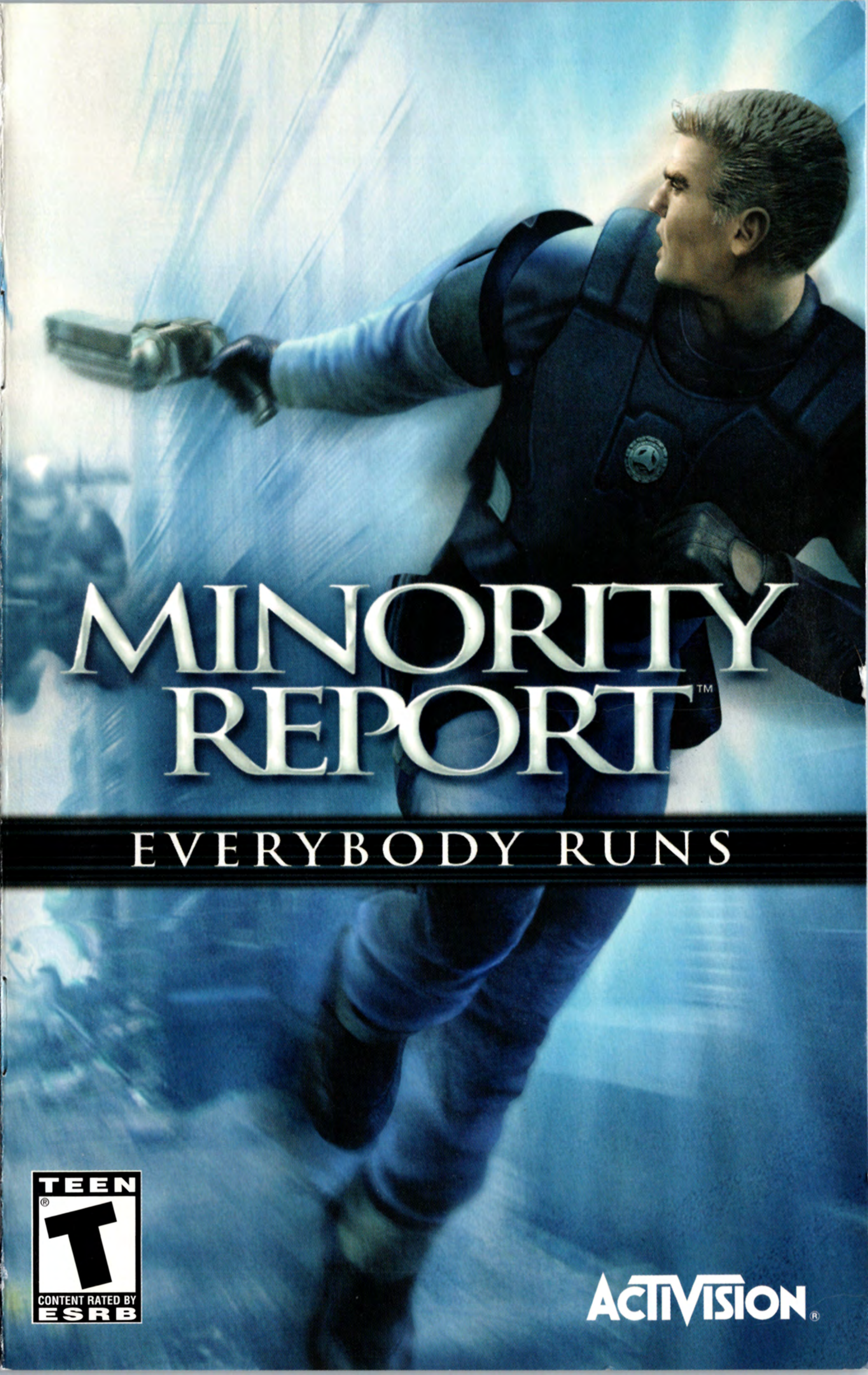




MINORITY REPORT™

EVERYBODY RUNS



ACTIVISION®

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.

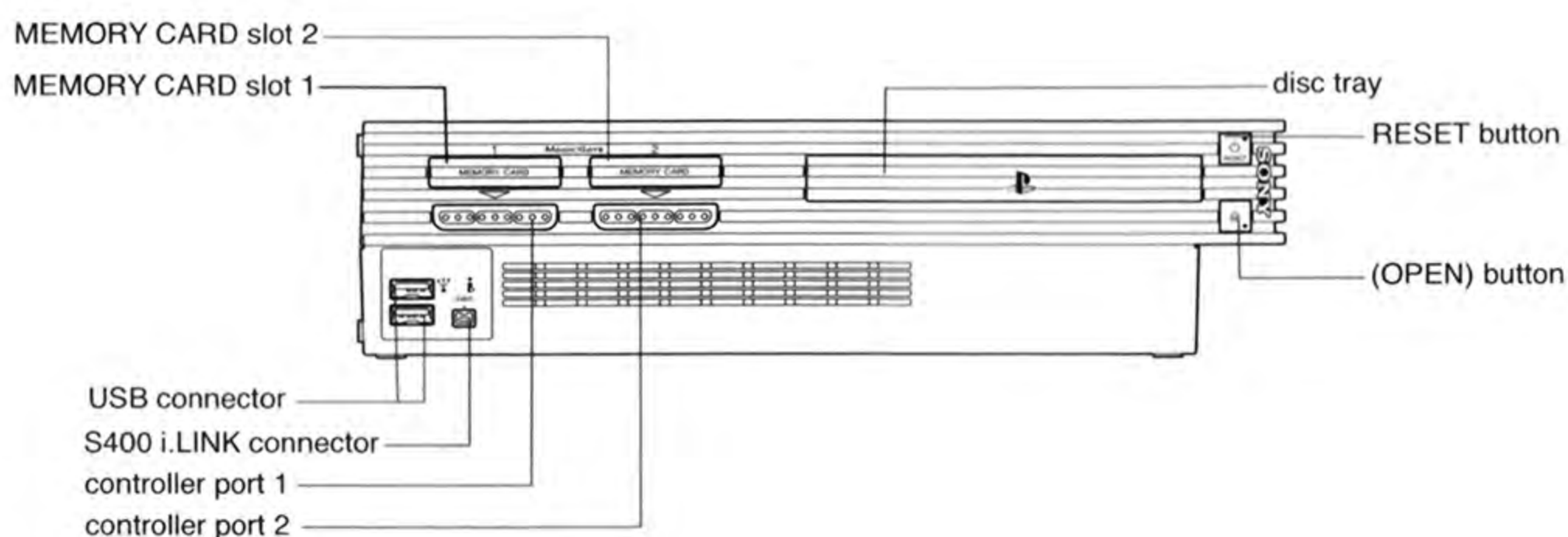
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- 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.

CONTENTS

Getting Started	2
Starting Up	3
Welcome to Precrime	4
Weapon Combat	4
Hand-to-Hand Combat	4
Grapple Combat	5
Heads-Up Display	6
Pause Menu	6
Weapon Details	8
Precrime Units	8
Items	9
Saving/Loading	9
Options	10
Notes to Remember	11
Credits	12
Customer Support	15
Software License Agreement	21

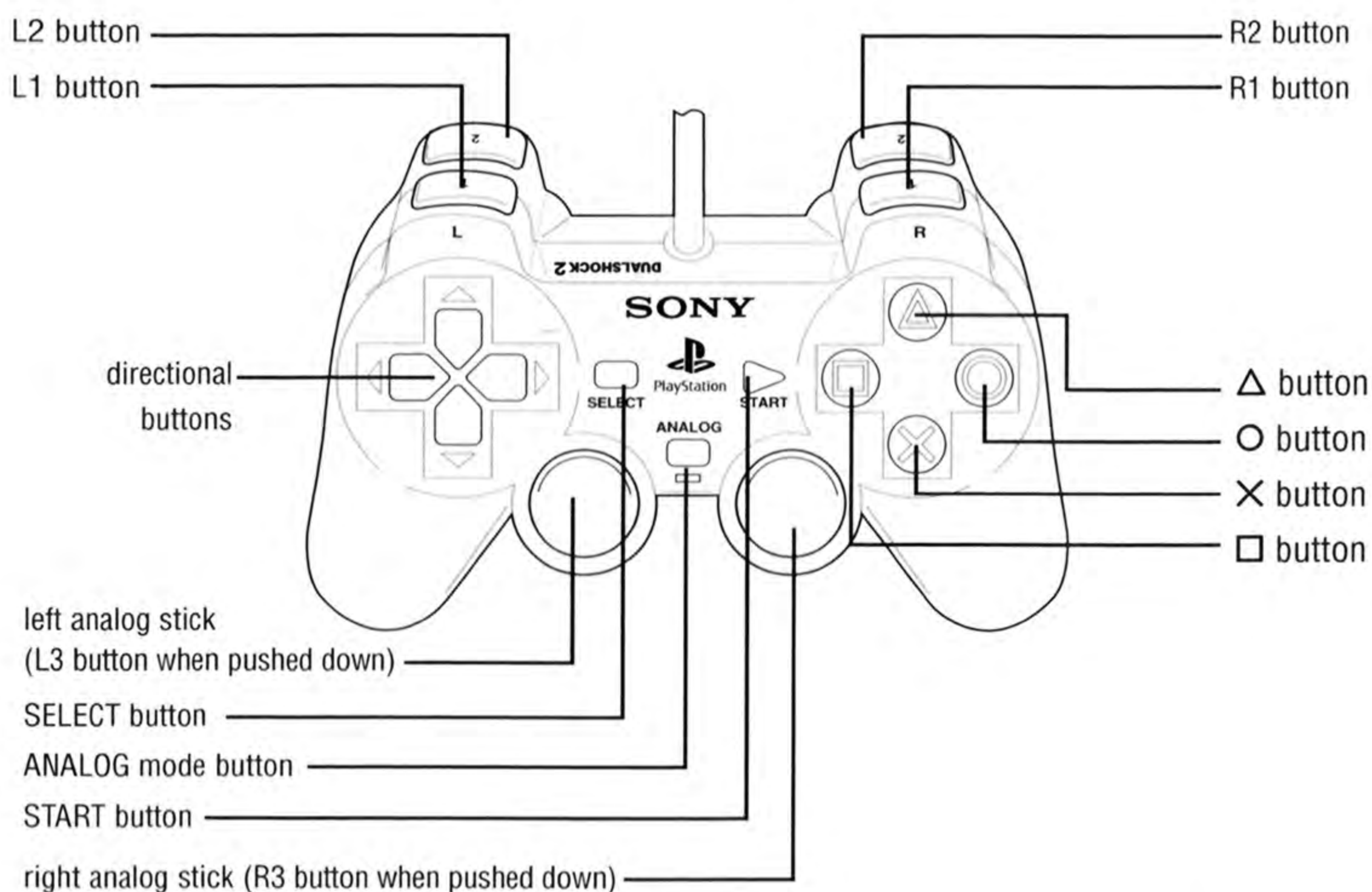
GETTING STARTED



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

STARTING UP

DUALSHOCK®2 analog controller



To select menu options, use the directional buttons Up/Down to navigate the menu options. Highlight the desired option and press the **×** button to accept. To select a menu option, follow the on-screen button prompts and press the **×** button to accept and the **△** button to go back to navigate through the menu options.

Minority Report™ supports the DUALSHOCK®2 analog controller. When the MODE INDICATOR is on, the left analog stick works the same as the directional buttons.

WELCOME TO PRECRIME

As John Anderton, you are the commissioner of Precrime. Dedicated to keeping the peace in Washington D.C., it is your job to protect those that can't protect themselves.

The following sections detail how to use weapons, execute combos, and perform grapple moves.

WEAPON COMBAT

Your weapons are not deadly. In this new age of peace, we must uphold the law as effectively as we can without resorting to killing a suspect. The procedure for using your weapon is as follows:

The L1 button readies your current weapon. If there are no enemies in range, aim with the right analog stick while moving with the left analog stick.

When you draw your weapon with enemies in range, the weapon auto-targets the nearest enemy. If there are multiple enemies in the area, push the right analog stick in the direction of any enemy to target them. If there is an enemy behind another enemy, press twice in their direction to target the furthest enemy.

In either case, use the R1 button to fire. Press left and right on the directional buttons to cycle through available weapons.



HAND-TO-HAND COMBAT

In some cases, the situation escalates to close quarters battle. When that occurs, using hand-to-hand moves and combinations can really put the hurt on criminals.

The most basic moves are your Quick Punch and your Strong Kick. The Quick is executed by pressing the X button. The Strong is executed by pressing the □ button. A single tap on either button executes a single move. A double tap on either button executes two moves in succession: this is a combo. A third tap on either button executes a third and final move, that completes the combo.



THIRD STRIKES

The Third Button

The third strike of the combo is the most important. It is the only strike of the combo that the Block button can be used in. As a multifunction button, the Block button will act as the Grab button as the third strike in a combo. If you input Quick, Quick, Quick, you would get a three punch combo. If you input Quick, Quick, Grab, you will get a combo that ends in a throw move. These moves are usually useful for clearing out a crowd of people, or throwing an enemy away from you to get some “personal space.”

HOLDING THE STRIKE

The third strike is also important because it is the only strike you can hold to produce more damage. Tap the third button for a quicker, normally powered strike. Hold the third button down to execute a slower but stronger strike. This is true of any button you press; the Strong, Quick, and Block buttons all perform different strikes when held.

GRAPPLE COMBAT

Stuns and grappling go hand in hand. Stun time is accumulated by striking the enemy. The first strike produces minimal stun time, the second gets average amount of stun, and the third strike either stuns for the longest period, or knocks the enemy down/away.

GRAPPLE WITH STUN

You can tell an enemy is stunned because of the little yellow stars buzzing around their head. When they are stunned, you can press the Block/Grab button when close to them and you will grab them and pull them towards you. At this point you are in the grapple position, you can press either attack button to punch or knee them for extra damage and stun. You may also throw them by pressing the desired direction on the left analog stick and tapping the Block button again. Finally, you can move with them while grappled, the left analog stick will move you both around as long as the enemy is stunned. Keep in mind that you don't move nearly as fast while dragging a body around, so your movement is limited. If you simply wish to stop holding the enemy, pressing the Block button again will let go of the enemy.



PICKING UP ENEMIES

When an enemy is already on the ground, you can walk over them and press the block button to pick them up into your grapple position. If you haven't knocked the enemy unconscious, they won't stay in your grasp for long and will break out quickly unless you strike them to stun. If the enemy has been knocked out cold, they won't mind you tossing them into things or punching them in the face.

HEADS-UP DISPLAY



ENERGY BAR

The green line at the top of the screen shows your current health. When the line is filled with red, your health has depleted.

ARMOR

Armor is shown as a blue line covering your current health.

MONEY COUNTER

The green numbers show how much cash you have to use in the Black Market.

WEAPON SELECTOR

Weapons in your inventory are displayed in the upper right hand corner with remaining ammunition.

ACTIVE RETICULE

In Melee mode, a red reticule is displayed on the ground below your current enemy. In Projectile mode, the reticule moves to target the upper body of the enemy; when this reticule is visible, you can cycle your enemies with the targeting stick.

PAUSE MENU

Upon pausing the game you are presented with a menu with the following options, in addition, your current objective is placed at the bottom of the screen.



RETURN TO GAME

Selecting this option will allow you to continue the game from where you paused.

BLACK MARKET

In the Black Market, you are able to purchase various items and enhancements to benefit your abilities as a Precrime officer. You can use the Black Market at any time during the game to help you out, but watch your cash as you can run out quickly. Select the Black Market option and you are presented with four choices:

- *Combat Maneuvers*: Purchase new moves to put those criminals in their place.
- *Permanent Upgrades*: Upgrade your health and ammo to help you during those long fights.
- *Temporary Upgrades*: Use these upgrades on the fly to get you out of sticky situations.
- *Weapons*: Purchase a few select weapons that aren't standard issue Precrime equipment. Selecting this option will allow you to enter the Black Market.

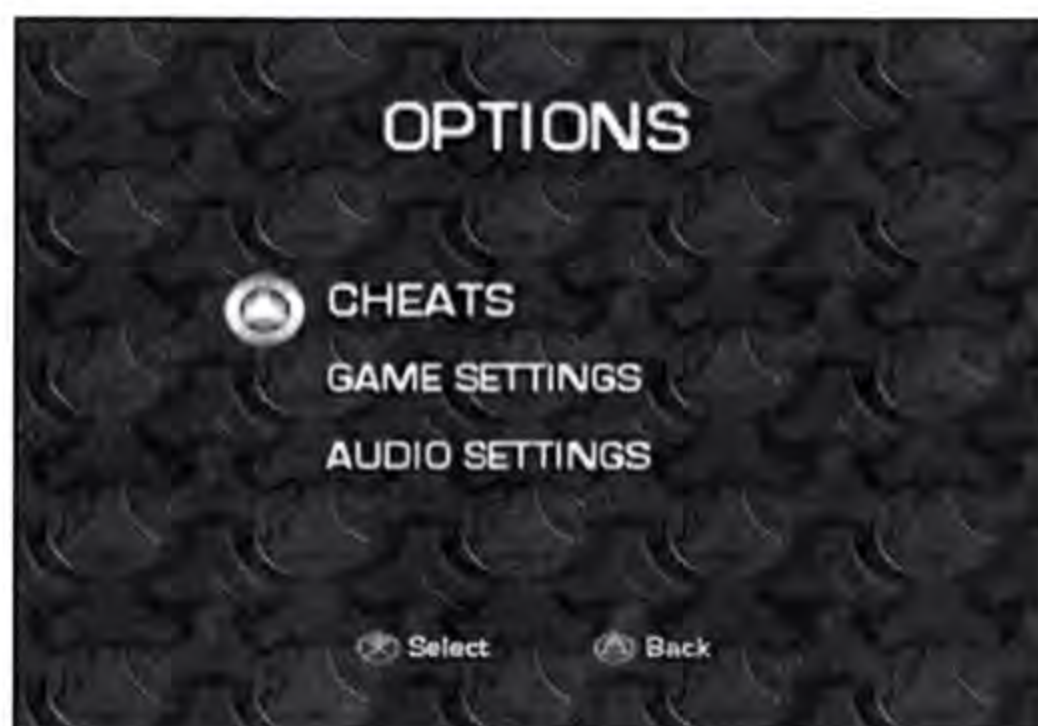
COMBAT MANEUVERS

Selecting this option will allow you to view your current combos. Combos you have not purchased yet are greyed out.

OPTIONS

This takes you to the Options Menu where you are presented with three different selections:

- *Cheats*: Enable or disable cheats to take effect on the current game.
- *Game Settings*: Change your controller options, aspect ratio, etc from this menu.
- *Audio Settings*: Change your volume control, subtitles, and sound channel from this menu.



RESTART

Selecting this option will allow you to restart the level.

QUIT

Selecting this option will quit the current level out to the Main Menu.

WEAPON DETAILS

CONCUSSION RIFLE

The concussion rifle fires a concentrated blast of air in a straight line toward the enemy. It is useful for subduing a suspect, and is best at longer distances.



RIOT IMPACT SHOTGUN

This breed of shotgun fires impact pellets that can render a human unconscious with one shot. It is a very useful weapon for crowd control, but is also effective against tougher single targets.



HIGH-SPEED ENERGY BLASTER

The laymen's term for this weapon is a riot machinegun. As a matter of fact, that's its common use. It fires neural shocks that disrupts the equilibrium of an attacker and causes them to jolt violently. It's too weak for a single shot, so this weapon fires at full auto.



PRECRIME UNITS

Your partners in Precrime are a varied group of dedicated officers. Each one is trained and equipped to fill a role in the force. Below is a short list of some of your comrades.

PC BRAWLER – ARMBAND: BLUE

The Brawler is just that, a brawler. Trained in hand to hand combat, these officers are usually on the front line of the force. They are the hardest working, and always get their hands dirty taking down perps.

PC SICK-STICK – ARMBAND: GREEN

This trooper is armed with a Sick Stick for use in advanced hostile situations. A poke with the stick is enough to cause violent involuntary vomiting.

PC SHOOTERS – ARMBAND: RED

This officer carries a smaller version of the Concussion Rifle in their normal everyday roles. They have been known to use the Riot Machinegun and the Shotgun in certain situations, but rarely are those extreme measures employed.

PC SPYDERBOTS – ARMBAND: YELLOW

The keeper of the Spyderbots is a unique officer. He is trained to avoid the fight and send in Spyderbots to either scout the area or attack a suspect. He rarely fails in his mission, as his Spyderbots are incredibly tenacious. Under special circumstances, this officer is allowed to attach small explosives to his Spyderbots; these are colored red and used to subdue fleeing suspects.

ITEMS

There are two items you need to keep your eyes open for:

HEALTH

These come in small and large, the larger one filling more of your health than the smaller one.



MONEY

These appear throughout the game, and are often dropped from your fallen foes. They come in Orange \$25 amounts, Silver \$50 amounts, and Gold \$100 amounts. This cash is used in the Black Market to buy new moves and weapons.



SAVING/LOADING

CREATING A PROFILE

Select New Game from the Main Menu, select Play Game and then select your difficulty mode. You are now at the naming screen. Enter a name for your save profile, when you are done entering a name, select ENTER and follow the onscreen prompts to select a place to save your game.

At the end of each level, you are given the option to save your game, if you choose to save, follow the onscreen prompts to save your progress. If you choose to continue, you must complete the next level before you can save again.

LOADING YOUR GAME

Select Load Game from the Main Menu and you will be brought to the Memory Card Slot Selection screen. Follow the onscreen prompts to select the game you want and load from its previous save position.



OPTIONS CHANGE DIFFICULTY

This takes you to a menu where you can select from three difficulty settings.



GAME SETTINGS

Health Bars: Toggle the enemy health bars on and off.

Vibration: Toggle the Controller vibration on and off.

Jetpack Y-axis Invert: Toggle the Y-axis Invert for jetpack flight.

Camera Invert: When turned on, the camera controls are inverted. This also applies to the X-axis on the stick as well.

Weapon Toggle: Determines whether the Draw Weapon button is a toggle, or a hold button.

Camera Angle: Sets the default camera angle for gameplay from low, medium, high, or very high.

Aspect Ratio: Toggle between normal and widescreen aspect ratio.

AUDIO SETTINGS

SFX Volume: Adjust the volume for the Sound Effects by moving the slider left or right.

Music Volume: Adjust the volume for the Music by moving the slider left or right.

Voice Volume: Adjust the volume for the Voices by moving the slider left or right.

Sound Channel: Select the audio mode from Mono, Stereo, and Surround Sound.

Subtitles: Toggle the subtitles on and off.

CONTROLLER CONFIG

At this screen, you can cycle through the various control schemes and select the one that's right for you.

NOTES TO REMEMBER

TO PERFORM A CROUCH SWEEP

Press Crouch and press the Strong Attack button.

TO GRAPPLE

Press Block while close to a stunned enemy. Once you have the enemy in your grasp, throw them by pressing the left analog stick in the direction and press Block.

TO PERFORM COMBOS

Press the Quick button to perform a quick jab. The jab can be followed by another quick attack or a strong attack. This second attack can be followed by the Quick, Strong, or Defend buttons to finish the combo. Each third strike can be held for more damage and a bigger move by simply holding down the final button.

WEAPON USAGE

Press and hold the Draw Weapon button to arm yourself. Press the Fire button to fire a shot. The riot machinegun is the only gun that can be fired rapidly by holding the button down.

SPIN KICK

To perform a spin kick, press the Strong button and before the kick executes, move the left analog stick 360° clockwise or counter-clockwise.

This move cannot be used in a normal combo, but can be followed up with a crouch sweep.

CREDITS

TREYARCH

Executive Producers

Dr. Peter T. Akemann
Don Likeness

Producer

Alexander W. Offermann

Senior Associate Producer

Patrick J. Kelly

Associate Producers

Neven Dravinski, Roberto Sanchez

Production Assistant

Avri Rahamim

Art Director

Sukru Gilman

Level Builder Artists

Jeanne Anderson, Anthony Han
John McGinley, Erik Stone

Level Builder and Texture Artist

Paul Whitehead

Lead Texture Artist

Tenaya Sims

Texture Artists

Masaaki Kawakubo, Bryan Norton

Concept Artist

Michael Zimmerman

Senior Character Modeler

Arnold Agraviador

Character Modeler and CG Artist

Simon Chan

Character Texture Artist

Joe DiCesare

Character Artist and Modeler

Loudvik Akopyan

Lead Animator

Stephen Fedasz IV

Animators

John Butkus, Ryan Duffin
Roger Seto, Zachary Volker

Special Effects Artist

Troy Adam, James Chao

Additional Animation

James Zachary

Additional Art

Alex Bortoluzzi, Travis Eastepp
Chris Erdman, Ian-Peter Hosfeld
Jon Lauf, Michael McMahan

Brian Morrisroe, Charles Morrow
Kevin Pasko, Chris Peacock
Tim Smilovitch

Lead Designer

Brian Reed

Designers

Steven McNally, Rey M. Samonte
Scott "Rollerboy" Smith, Kevin White

Rumble Designer

Lip Ho

Additional Design

Alan Barasch, Tom Ono
Jorg Tittel

Lead Programmer

Shawn Baird

PROGRAMMING

Platform Programmers

Dmitry Belay, Brian Lawson, Edik Sereda

Game Programmers

Paul Constant, Cody Herzog
Srini Aouie Lakshmanan, Andrew Olson
David Richey, Petrus Santoso, James Snider

AI Programmer

Matt Kimberling

Particle System Programmer

Jarkko Lempiainen

Physics Programmer

Joseph Nugent

ADDITIONAL PROGRAMMING

Game Programmer

Dr. Peter T. Akemann

MRTL Programmer

Joey Liaw

Support Programmers

Jason M. Bryant, Jason Bare
Jeremy Parker

NGL Production

Derek Tarvin

NGL Lead Programmer

Wade Brainerd

NGL Programming

John Allensworth
Andy Chien
Slava Dzhavadov
Florent Gluck
Mike Montague
Krassimir Touevsky

Audio Director

Sergio Bustamante II

Supervising Senior Sound Designer

Tom Hays

Sound Designers

Douglas Rappaport, Kris Giampa

Music Composed by Michael Hampton**Music Composed by Jesper Kyd****Additional Music Composed
by John Vaillier****Additional Sound Effects by Gary
Rydstrom****Cut Scene Sound**

Mixed by Phil Kovats at Keep Me Posted

Foley

Dale Perry at Phoenix SoundWorks

VOICE CAST*Clancy Brown*

John Anderton, Additional Voices

Quinton Flynn

Danny Witwer, Rufus T. Riley, Additional Voices

Daran Norris

Roy Verhaegan, Additional Voices

Jay Gordon

Barry Hatch, Additional Voices

Chris Williams

Ben Moseley, Additional Voices

Karl Hungus

Shinwa Okawa, Additional Voices

Bonnie Cahoon

Nikki Jameson, Additional Voices

Gabrielle Carteris

Agatha, Additional Voices

Diane Michelle

Iris Hineman, Additional Voice

Edward Tang

Additional Voices

Andre Sogliuzzo

Additional Voices

Tutorial Voice Over

Tara Strong

Localization Producer

Jeremiah Maza

Localization Associate Producer

Kevin Tomatani

Localization Programming

Toby Lael, Jim Thomas

Treyarch QA Manager

Sean Johnson

Quality Assurance TestersIan Doss, Daniel Edelstein
Carlos Monroy, Hans Wakelin**Special Thanks**Terri McAlpine, Doris Argoud,
Rose Villasenor, John Andrunas,
Christopher A. Busse, Nick Doran, Nigel Mills,
Tom Lawless at VOX, Inc., Christian Basic,
Gregory John, Chris Soares,
Jonathan Zamkoff, John Lydon, Greg Taylor,
David Cook, Pascal Sahuc, Sean Palmer,
James Fristrom, Shawn Capistrano, Faye Ku,
Joey Romero, Kristen Walkley,
and all the Testers.**Cheers To**Claudia Akemann, Mayumi Fujiwara,
Kristine Gilman, Anne Reed, Cindy White,
Laura Lempiainen, Krista Richey,
Michelle Whitehead, Akiko Murase,
Sheng Fang Chen Seto and Family,
The Olson Family, Sandra Hayward,
Clarence J. Elisson, Emma Lai, Renae Adam,
The Butkus Family, Staci Volker, Susan Long,
Keith Kirby, Jim Stiefelmaier, Travis Boatman,
Jess Koster and the Hays kids, Red,
Alex Penarejo, Kevin Yockey, Yvonne Batino,
Wally Wachi, Jerome Jones,
John & Lisa Csicsery, The Letter Q,
The Number 5, Tito, and Laura Anderton
“for teaching us about humanity.”**ACTIVISION, INC.****Producer**

Gene Bahng

Executive Producer

Marc Turndorf

Production Coordinator

Joe Shackelford

Production Tester

Lip Ho

V.P., North American Studios

Murali Tegulapalle

Voice Recording

Womb Music and Audio

Attract Movie

edited by Chris Costine & Dan Baker

"Apossibly"

Performed by *The Apex Theory*

Written by *The Apex Theory*

Published © 2002 Dasameg (ASCAP) As
administered by Rondor Music Publishing
Courtesy of DreamWorks Records © 2002

SKGMusic LLC

**QUALITY ASSURANCE AND
CUSTOMER SUPPORT**

Project Lead

Bruce Campbell

Senior Project Lead

Ben DeGuzman

Manager, Console Testing

Joe Favazza

Floor Lead

Kim Marlis

Test Team

Peter Venisofski, Ben Kaplan, Evan Wingate,
Tom Abernathy, Jessie Rutowski,
Kenney Hartman, Steve Duvall, Doug Burke,
Paul Fortin, Art Usher, Arie Shabtai,
Timothy Toledo, Sean Rainer,
Paul Goldilla, Dave Warga, Joe Villanueva

Customer Support Manager

Bob McPherson

Customer Support Leads

Rob Lim, Gary Bolduc, Mike Hill

CS/QA Special Thanks

Jessica Naus, Jennifer Vitiello,
Nadine Theuzillot, Marilena Rixford,
Vanessa Bosick, Jim Summers, Jason Wong,
Tim Vanlaw, Ed Clune, Indra Gunawan,
Marco Scataglini, Todd Komesu, Willie Bolton,
Chad Siedhoff, Margarita Umil, Hunter Lim,
Adam Hartsfield, Nick Favazza

**PUBLIC RELATIONS AND
GLOBAL BRAND MANAGEMENT**

Dir., Corporate Communications

Michelle Nino

Senior Publicist

Mike Mantarro

Global Brand Manager

Brad Carraway

V.P., Global Brand Management

Dusty Welch

Exec. V.P., Glob. Brand Man.

Kathy Vrabeck

LEGAL

Sr. Dir., Business & Legal Affairs

Michael Hand

Coord., Business & Legal Affairs

Carolina Trujillo

CREATIVE SERVICES

V.P., Creative Services & Operations

Denise Walsh

Creative Marketing Director

Matt Stainner

Manager, Creative Services

Jill Barry

Project Coordinator

Shelby Yates

Packaging and Manual Design

Ignited Minds, LLC

FOX INTERACTIVE

Producer

Kirk Scott

Special Thanks

Steven Bersch, Lindsey Fischer,
Ivo Gerscovich, Michael Heiliemann,
Megan O'Brien, Michael Pole, Tim Ramage,
Jamie Samson, Dave Shaw, Jack Van Leer,
Greg Goodrich

DREAMWORKS

SPECIAL THANKS

Steven Spielberg, Bonnie Curtis,
Alex McDowell, Brad Globe, Marvin Levy,
Mark Russell, Lee Clay

EXTRA SPECIAL THANKS!

Brian Pass, Mike Bauer, Dyana Kass, Chris
Hepburn, Duane Stinnett, Alex McDowell,
Brett Lewis, Kristy Spilman, Dana Coffey,
because I hear she's cute. David & John,
because he learned how to learn in 'Nam.
Stephen Washington, like Arron before him,
gone before his time.

CUSTOMER SUPPORT

NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet/E-Mail: <http://www.activision.com/support>

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions. If you cannot find an answer to your issue you can email us using the support form. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

NOTE: Internet/e-mail support is handled in English only.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support.

It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

NOTES

NOTES

NOTES

the apex theory

TOPSY-TURVY

CONTAINS **APOSSIBLY**

AS FEATURED IN THE

"MINORITY REPORT"

VIDEOGAME

"...aiming to crush monotony in heavy music by borrowing ambience from everything else out there."

—METAL EDGE

"...mighty choruses that sound utterly strange and familiar upon a single listen, and an unclassifiable intellectual edge that instantly separates them from the pack."

—KERRANG!

"Beat-wise Los Angeles metal with a flair for angst and exotica"

—ROLLING STONE

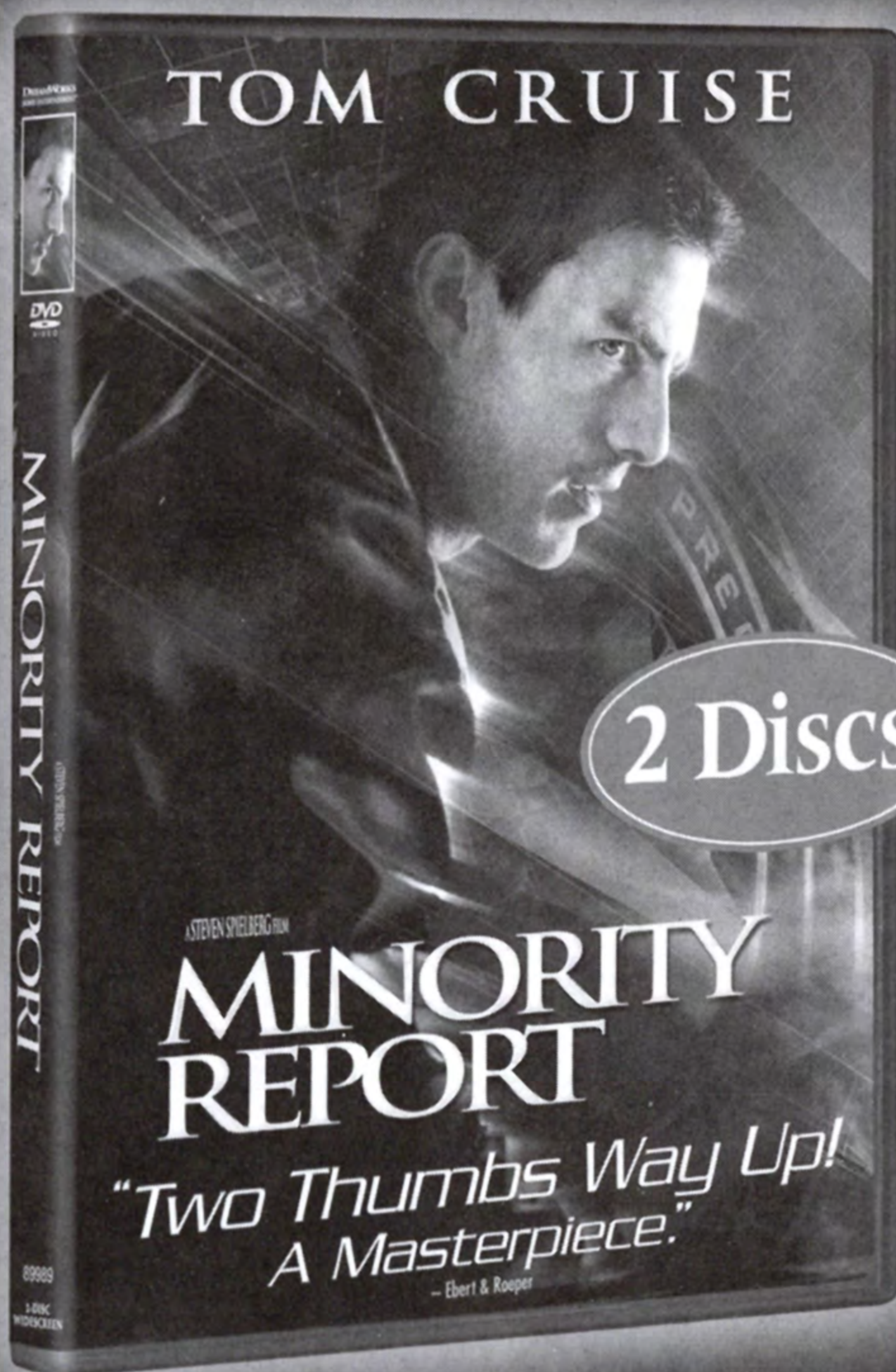
THE NEW ALBUM IN STORES NOW!

HIT THEAPEXTHEORY.COM FOR MORE INFO



©2002 SKG MUSIC L.L.C.

OWN THE DVD
AND THE EXCITEMENT
NEVER ENDS!



2 Discs

PG-13



**SPECIAL 2-DISC BONUS SET EXPLODES WITH
CRUISE AND SPIELBERG IN NEVER-BEFORE-SEEN ACTION-PACKED EXTRAS!**

■ **Minority Report: From Story to Screen.** ■ **Deconstructing Minority Report:** The major locations and scenes used in the film are taken apart and explained in incredible detail. ■ **The Stunts of Minority Report:** See how the thrilling action sequences and some of the most highly advanced stunts ever made were created. ■ **The Digital World of Minority Report:** The most technologically advanced visual effects ever created are explained by the Academy Award®-winning team at Industrial Light and Magic. ■ **Final Report:** In-depth discussion with Steven Spielberg and Tom Cruise. ■ **Minority Report Archives:** Production concepts for sets, costumes, props and vehicles; storyboard sequences, production photographs and more.

NOW AVAILABLE ON DVD AND VIDEO

© 2002 DreamWorks LLC and Twentieth Century Fox Film Corporation. All Rights Reserved. **DREAMWORKS**
"Academy Award" and "Oscar" are the registered trademarks and service marks of the Academy of Motion Picture Arts and Sciences. **HOME ENTERTAINMENT**

Software License Agreement

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.



ACTIVISION®

activision.com

Activision, Inc. P.O. Box 67713, Los Angeles, CA 90067

Minority Report TM & © 2002 Twentieth Century Fox Film Corporation and Dreamworks LLC. All rights reserved. Fox Interactive and its logos are trademarks of Twentieth Century Fox Film Corporation. Published and distributed by Activision Publishing, Inc. under license. Activision is a registered trademark of Activision, Inc. and its affiliates. All rights reserved. All other trademarks and trade names are the properties of their respective owners.

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 registered 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. 80381.226.US