

SBK[®]

SUPERBIKE

WORLD CHAMPIONSHIP



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

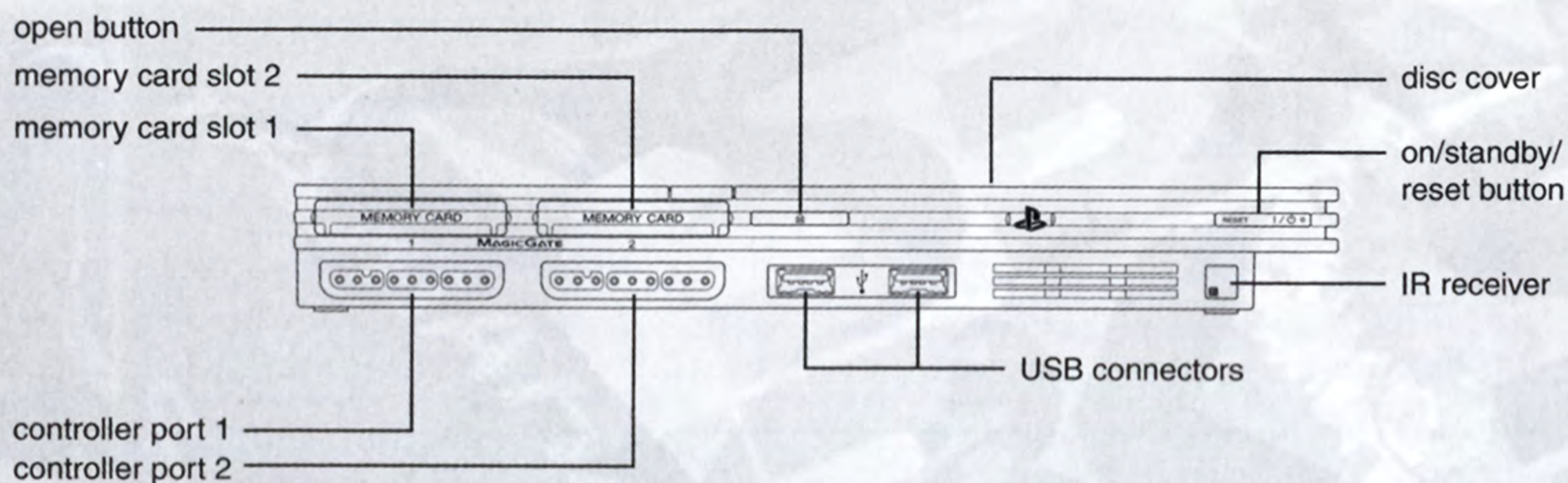
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.





GETTING STARTED.....	2
STARTING UP.....	3
WELCOME TO SBK SUPERBIKE WORLD CHAMPIONSHIP.....	4
CONTROLS.....	5
MAIN MENU.....	6
Tutorial.....	6
Instant Action.....	6
Quick Race.....	6
Time Attack.....	6
Race Weekend.....	7
Championship.....	7
Challenges.....	8
Multiplayer.....	8
Options.....	9
Extra.....	9
OPTIONS MENU.....	9
Reality settings.....	9
Controls.....	12
Audio options.....	12
Video options.....	13
PITS.....	15
3D pits.....	15
Team Ability	17
THE SUPERBIKE EXPERIENCE.....	19
Bike Configuration.....	20
Replay and highlights.....	26
CREDITS.....	27
NOTES.....	31
WARRANTY.....	33

GETTING STARTED



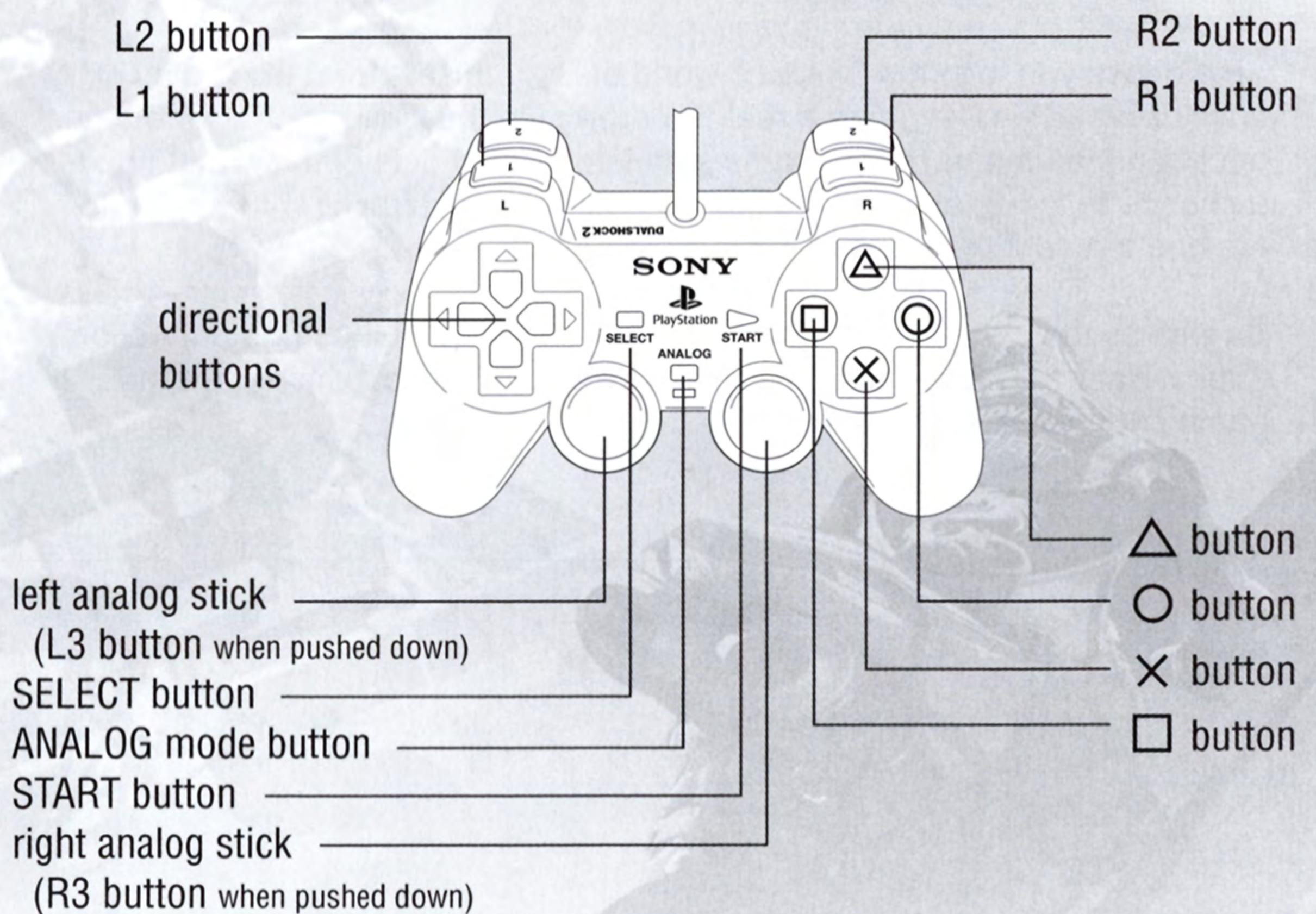
Set up your PlayStation[®]2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the SBK: SUPERBIKE WORLD CHAMPIONSHIP disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the 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 (8MB)(for PlayStation[®]2) containing previously saved games.

STARTING UP

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS





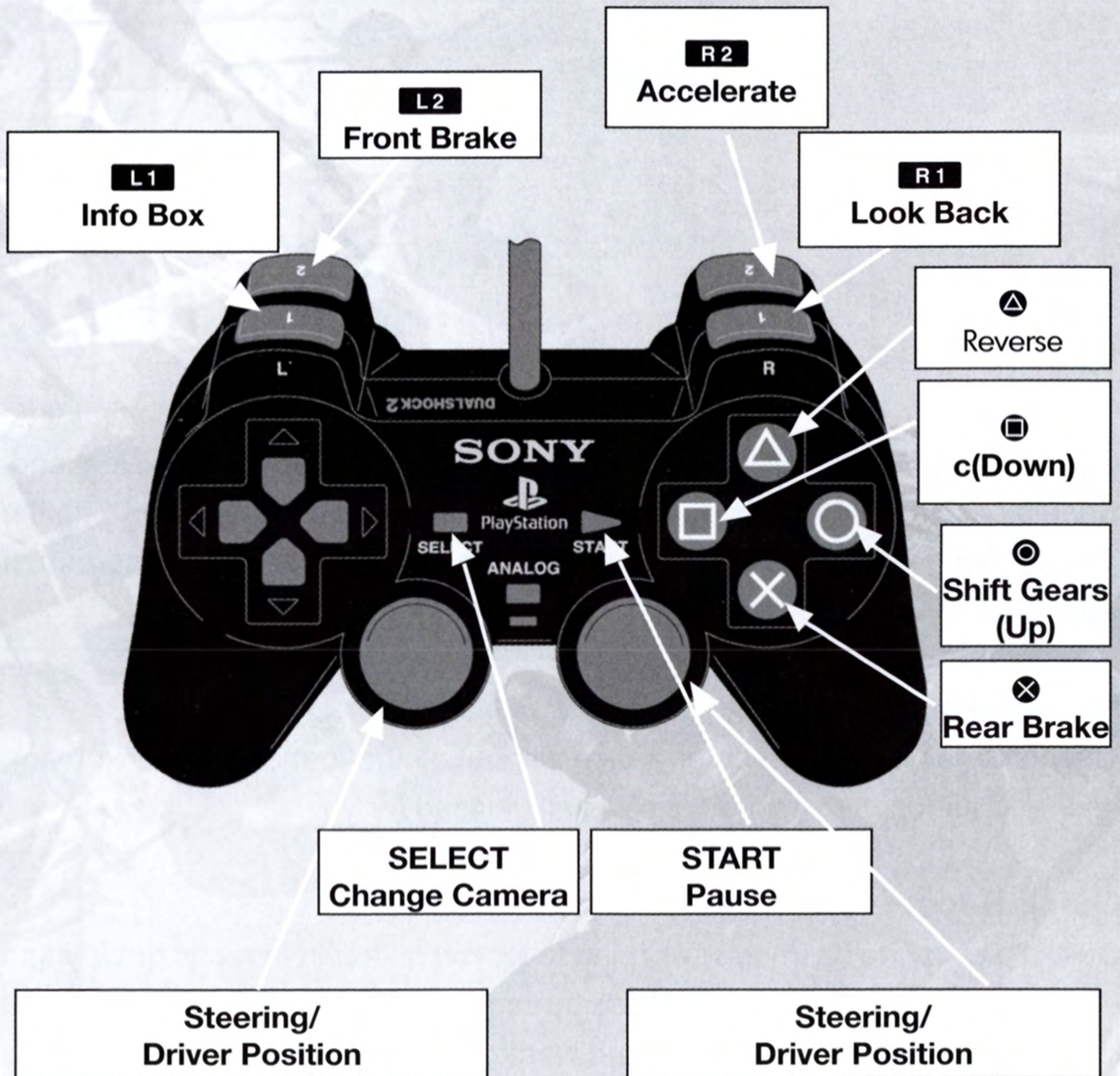
WELCOME TO SBK SUPERBIKE WORLD CHAMPIONSHIP

Live the atmosphere of the Superbike World Championship on your console! In SBK all aspects of the world championships are faithfully recreated in every phase of the game: the menu graphics, the television style filming and carefully recreated background such as the pits, the starting grid and the amazing “umbrella girls”, all contribute to making the game experience as realistic as possible.

SBK draws you in to the fantastic world of Superbikes: from the reality of physics (which is like riding a real Superbike) to the lifelike behavior of your opponents on the track, the game simulates all aspects of this world and is a chance to tackle all the actual curves of the official tracks with all the riders and teams from the 2008 season.

As well as the classic “Championship” mode, SBK includes “Instant Action”, “Quick Race”, “Challenges” and “Race Weekend”, all of which push the game experience to the limit.

CONTROLS



MAIN MENU



Tutorial

The SBK Tutorial aims to teach you the “basic” game controls. The first time you attempt to enter a race session (Instant Action, Quick Race, Weekend, Championship, Challenges) the game will ask you if you want to start with the Tutorial first. By selecting “YES”, you will be taken to the Tutorial screen. If you select “NO”, the game will start normally.

Instant Action

This mode allows you to enter a race without all the formalities: track, team, rider and atmospheric conditions are all decided for you.

Quick Race

Quick Race mode has been designed to let you take part in races quickly and easily. You can customise your race by choosing track, bike, rider, number of laps, position in the starting grid and weather conditions.

Time Attack

Time Attack is the game mode that lets you race against yourself on any of the tracks. It's a great way to constantly improve your lap time as you can race against a Ghost Rider, who will be riding your fastest lap time.



Race Weekend

This mode gives you a whole weekend of racing, made up of:

Free practice 1 - Lasting 60 minutes, at the end of which the checkered flag appears when you will be given the chance to complete the current lap.

Qualifying practice 1 - Lasting 60 minutes.

Qualifying practice 2 - It can only be entered after having completed at least one lap in the first qualifying session; it's almost identical to the first session but there is an improved reference lap (generated by the previous session).

Free practice 2

Superpole - There are only two laps available, the Warm Up lap and the Timed lap.

Warm Up - For heating up the tires.

Race - after the Warm Up lap the riders line up again on the grid, ready to start Race 1. At the end of Race 1 you move up to the second level and then, after a new Warm Up lap, you will find yourself lining up on the grid again.

Championship

In Championship mode you can experience the excitement of an entire championship. Like in Weekend, you challenge the 21 opponents during Free Practices, Timed Sessions, Superpole and obviously, actual Races. All this on any one of the real-life Superbike Championship tracks.



Challenges

This mode is made up of a series of challenges that test your riding capabilities in specific situations and the aim is not merely to finish first. By overcoming each challenge, you move up to the next one, which gets progressively more complex.

Multiplayer

Once you have connected to Xbox LIVE you will be able to race against friends throughout the world in ranked or open matches.

Ranked Contests - The Ranked Contests mode enables the player to accumulate points and break records to be listed on the online leaderboard. A global leaderboard allows players to establish who is the king of the world!

Free Ride - The Free Ride is an online game session that does not influence the leaderboard.

Both of these modes give you the opportunity to take part in "Quick Races" and "Customized Races". The first ones allow you to race in any online race that is open, the second ones let you apply search filters in order to find a game with specific conditions. It is also possible to create your own customized race, specifying all your preferred aspects and options.

Options

The Options menu allows you to set the various game settings, in the following screens:

- *Reality settings*
- *Choose control settings*
- *Audio options*
- *Video options*

Note: for a more detailed description of the above listed items, see Options Menu below.

Extra

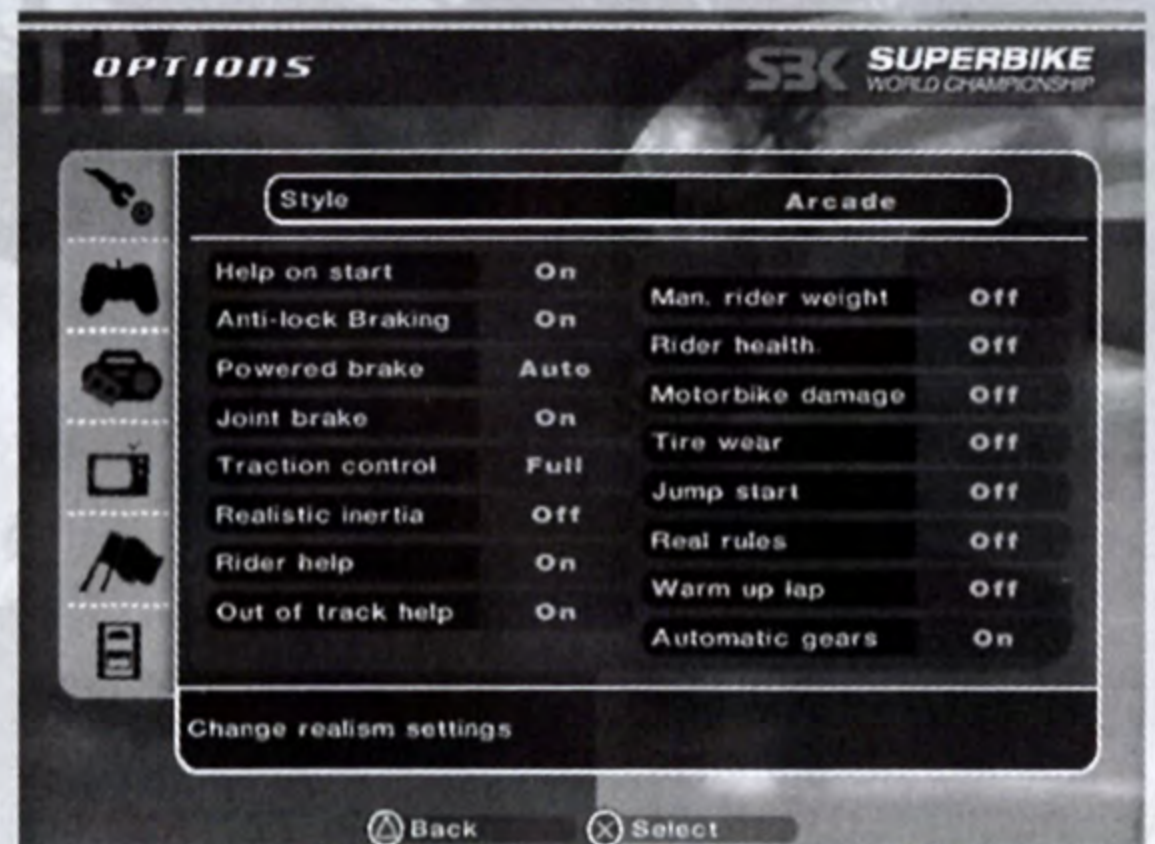
The game extras are divided into two categories: cards to be won in order to unlock extra content (images, videos, etc.) and a system of 3-D trophies that gradually appear on the pit notice board as you achieve set objectives.

OPTIONS MENU

Reality settings

The game can be rendered more “arcade” or “simulation”, thanks to a series of reality options, which can be enabled or disabled. With these options you can enable a series of cheats to make the game experience just how you want it to

be. There are five pre-set configurations, for faster and easier settings operation: Basic, Arcade, Advanced, Simulation and Extreme. You can attach your own “Customized” style to these: when an option in the two pre-set configurations is updated, the menu automatically changes to “Customized”.





Reality settings (Continued)

Style

Allows you to choose one of the pre-set settings.

Automatic Gears

Allows you to choose between automatic or manual gear shift.

Help on Start

Reduces the risk of the bike skidding during the start.

Aided Brake

Stops the wheels from blocking when braking.

Powered Brake

Increases the brakes' power. There are four options: disabled (base value 100), 125 (+ 25%), 150 (+50%), Auto (the game chooses automatically).

Joint Brake

Operate both the front and rear brake with just one button.

Traction Control

For greater grip with the rear wheel. Stops the bike skidding.

Advanced Physics

Enables realistic weight for the bike

Out of Track Help

Improves the bike's grip when you are off the track.

Rider Control

If this parameter is disabled, the rider balances on the seat automatically.

Reality settings (Continued)

Rider Health

The rider can be injured through contact and could be forced to retire from the race.

Motorbike Damage

The motorbike can be damaged (in impacts or falls), which can alter its performance. The motorbike can also be completely destroyed, also forcing the player to retire.

Tire Wear

Enables tire wear during the race. Tire wear is proportional to the length of the race (if the race is just 3 laps, the tires will be more than 50% worn after the second lap; however in a 20 lap race the tires will be almost completely intact after the second lap). The tires will wear down differently according to tire compound and temperature.

Jump Start

The player can cross the line even before the green light, with consequent penalties.

Real Rules

Enabling, or disabling this option will mean that some of the official regulations will be valid, or not, in particular those regulations that concern the use of flags. If this option is disabled, the rider can for example overtake an opponent by cutting a corner in a chicane, without incurring any type of penalty.

No Warm Up lap

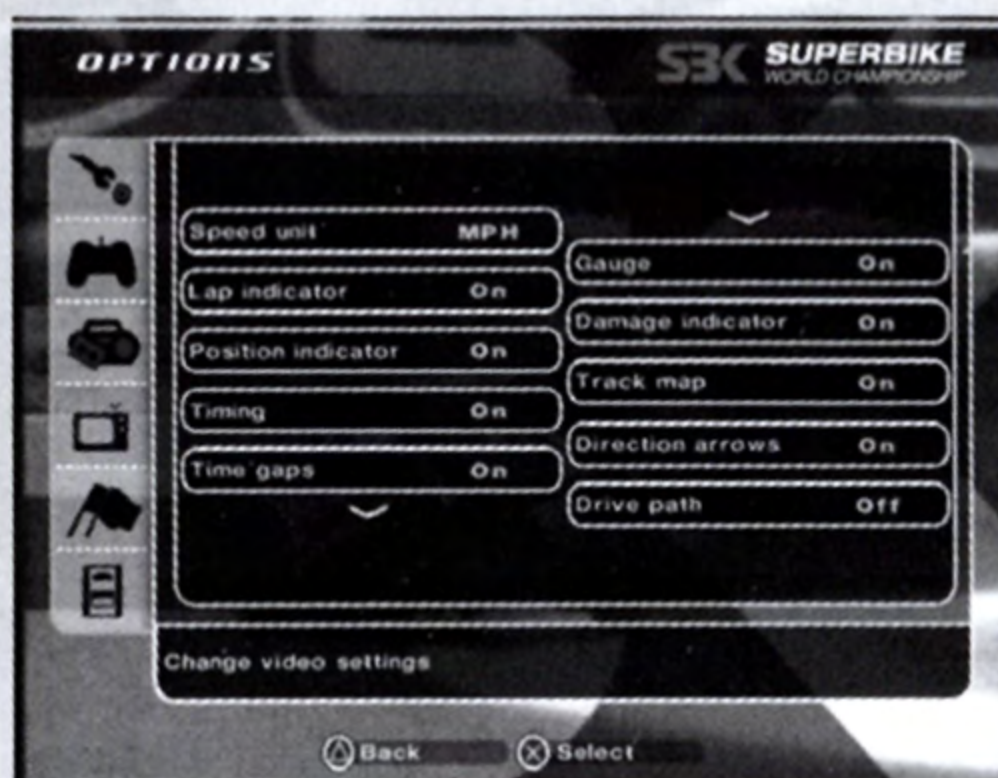
In sessions where there is a Warm Up lap before the first timed lap (all games except for Races), your bike will be driven in autodriven from the point of the last lap time and will be back in your control a few seconds later.

CONTROLLER SETTINGS

The game controls may be configured completely from the relative menu page. The player can therefore choose his preferred setup.

AUDIO OPTIONS

The Audio section allows you to adjust the volume of the game's music and sound effects.



Race Sound fx

Set the volume of the in-race sound effects. Sound effects are disabled when the cursor is set to the minimum.

Music

Sets the menu music volume. Music is disabled when set to the minimum.

Audio Output

Sets the audio output (Stereo, Mono, Surround, Headphones).

VIDEO OPTIONS

This section allows you to adjust the centring of the screen and enable or disable the individual elements of the race interface.

Current Position

Enable or disable the current position indicator in the game interface.

Lap Time

Enable or disable the current lap time indicator in the game interface.

Split Time

Enable or disable the split time indicator.

Number of Laps

Enable or disable the current lap indicator in the game interface.

Circuit Map

Enable or disable the view of the track map.

Tachometer

Enable or disable whether the Tachometer is visible on the game interface.

Information Box

Enable or disable the boxes that indicate separation distances and service information.

Speed Units

Change Km/h to Mph and °C into °F



Direction Arrows

Enable the pointer arrows around bends. The arrows are red if the rider's speed is too high for the curve, green if appropriate.

Ideal Line

Gives the ideal line for the track.

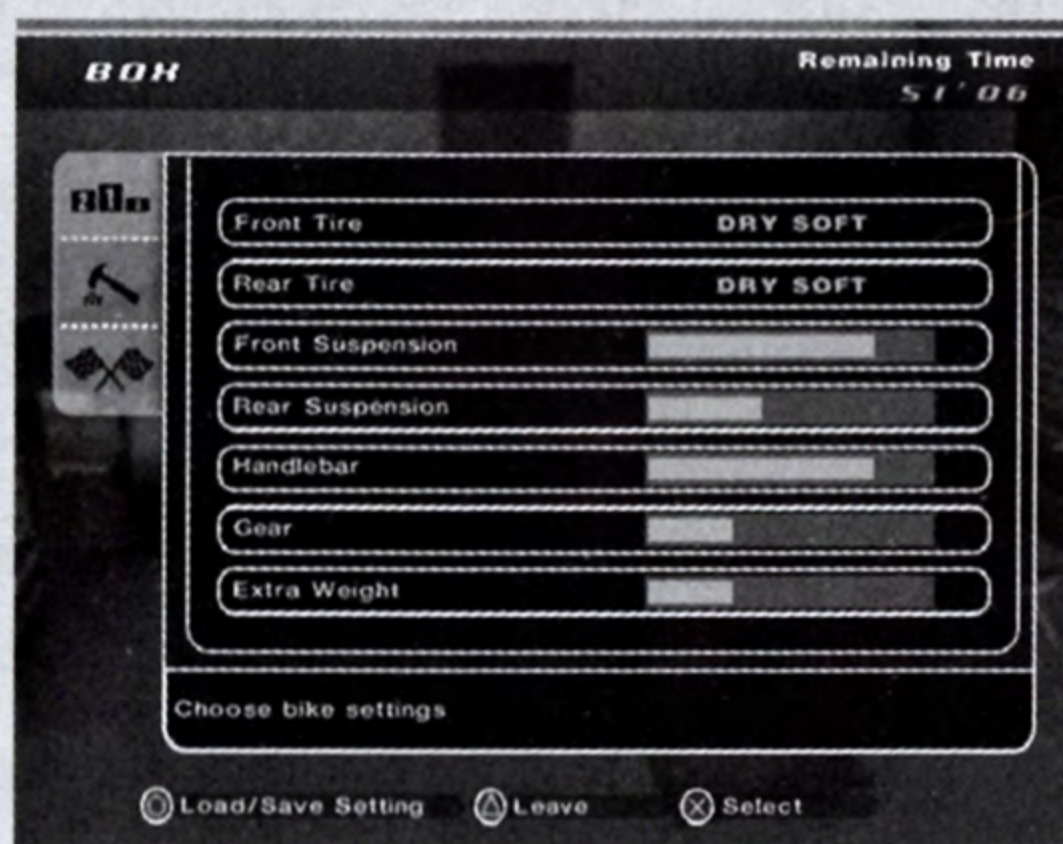
HUD Transparency

Select game interface transparency (from 0% to 95%).



PITS

The Pit is the main setting for the Superbike experience. You can access many of the game functions from the pit and interact with the track engineer, who will give you useful information on how to configure the bike and the pre-set configurations to be used in the various race sessions. The Pit has a dual function:



- It immerses the player in the race environment and team atmosphere.
- It functions as a 3-D menu, which leads into various sub menus.

From your pit you can select the following from the menu:

Ride on to the track

Allows you to head out to the track

Track engineer

Starts a dialogue with your engineer

Bike Settings

Opens the Bike Configuration screen

NOTE: For further details read the Bike Configuration section on page 20.



Telemetry

Opens up the Telemetry screen

NOTE: For further details read the Telemetry section on the next page

Session

Displays a list of the sessions remaining in the race weekend and allows the player to select a session to race in. Once you have jumped a session it is no longer possible to go back and attempt the last one.

Statistics

Displays current session information (current position, track map, updated leaderboard).

Options

Allows you to set the game options.

Go to Main Menu

Returns to the pit.

TRACK ENGINEER

The interaction with the track engineer allows you to do two things:

Technical Meeting

Here you will have access to a range of technical advice for each fundamental configuration aspect; each Team provides the player with a different number of recommendations according to their Knowledge rating.

Recommended Configuration

Two pre-set configs. are suggested, one for the qualifying and one for the race.

TEAM ABILITY

Any aspect of the game managed by the Team is influenced by three skills.

Experience

Indicates how closely the team is able to configure the bike to the optimum setup.

Knowledge

Determines how much information the Track Engineer can provide the player on a specific subject.

Reliability

This aspect influences the reliability of the bike's mechanical parts; their life-span within a race/championship.

TELEMETRY

This page allows you to compare the performance and graphs of two of your previous laps. Once back in the Pit after having ridden a few laps, you can save the best lap of that series. At any point, you will be able to load two saved laps and compare them using the Telemetry screen.

It will be possible to analyze the following data:

1. Track Map

There is a map of the track on the Telemetry screen, which indicates your position. A red dot indicating the exact point on the track where the illustrated data is being recorded. On both the speed and brakes/accelerator graph, the data displayed along the central indicator relates to the position indicated on the map.



2. Speed Graph

The graph shows the player a trend of the bike's speed during the circuit. Distance is measured along the horizontal axis, while the speed is on the vertical. If the player loads two different telemetries, both graphs appear on the page, overlaid with a different color. Where the graphs are intersected by the central indicator, there is a numerical value indicating the bike's speed and the section of track.

3. Accelerator/Brakes Graph

This graph provides the player with an analysis of brakes and throttle usage during the lap analyzed. The use of the throttle is shown in green, the brakes in red. If the player has loaded two different telemetries, both graphs are laid one over the other. The blank areas indicate lost time: in order to achieve the perfect lap, you need to drive with precision, moving quickly between accelerating and braking. Learn the distance points and the behavior of the bike when accelerating in order to handle each maneuver precisely and without hesitation.

4. Suspension Compression Graph

Graphic indicator that goes up and down to show the player the degree of suspension compression in the section of track analyzed. There is one graph for the front suspension and one for the rear, both also have a numerical indicator. The graph is 12 centimeters across. Suspension status will be zero when the bike is at rest.

5. Incline Meter

It shows the angle and direction of the bike when banking on the relative section of track. There is also a numerical value shown next to the indicator.



6. Numerical Data

Some numerical information relating to the telemetry analyzed:

- *Current gear*
- *Engine RPM*
- *Power*
- *Torque*
- *Total time of lap analyzed*

THE SUPERBIKE EXPERIENCE

Thanks to the flexibility of the level of simulation offered by SBK Superbike World Championship, you can enjoy a more complex and realistic experience, or less so, depending on your preference.

Based on the selected realism options you can adjust different settings: tires can wear out (reducing grip on tracks), brakes can deteriorate (reducing braking power), the motorbike can be damaged and the rider can be injured. The first three options (tire wear, brake deterioration and motorbike condition) are displayed on the screen on a technical layout. There is however no indicator of the rider's health: the rider could be forced to retire from the race after each crash or fall, depending on the damage taken.



Bike Configuration

You can modify your bike's configuration during championships and race weekends. In SBK Superbike World Championship, there are two realism settings modes: Quick Settings and Advanced Settings.

***Quick Settings** allow less experienced riders to find a configuration appropriate for the track and game conditions.*

***Advanced Settings** offer the player a more precise tuning configuration. These are ideal for the rider who loves to spend hours tinkering with the bike to get the best possible time on each track.*

Quick Settings

The player can adjust six parameters:

- SUSPENSION
- HANDLEBAR
- GEARS
- CHAIN
- BRAKES
- TIRES

Each option can be adjusted using a segmented bar, whose extremities set the opposite behavior.

Suspension

Adjusting this parameter sets the behavior of the suspension. The two extremes of the bar are STABILITY and PRECISION.

Stability - The bike does not hold the drive path so well in the curves, tending to slide out; however it has far easier handling in all dangerous situations, such as a sudden loss of grip, gas ON / OFF, counter turn, etc. With this setting the bike is easier to handle and recover. During curves, the effect is easier control. The maximum curve angle decreases.



Precision - The bike holds the chosen drive path well, but has a very lively reaction to any sudden change (gas ON / OFF during a curves, loss of grip at the rear, pitching). In curves, you will be dangerously close to the limit of grip. The maximum curve angle increases.

Handlebar

Here you can adjust the geometry of the steering wheel (front wheel trail and angle of the steering column).

The two extremities are STABILITY / REACTIVITY steering.

Stability - With a more slow entry into the change of direction, it must be initiated before engaging with the curve but you can steer with less vibrations.

Reactivity - With a fast entry you can steer towards the apex, but it is prone to vibrations.

Gears

Here you can adjust the final gear ratio, by selecting a very high maximum speed or faster acceleration. It is important to set the ratio according to the track layout: a track like Monza needs very long increments, a track like Brands Hatch requires shorter ratios.

The two extremities are ACCELERATION / SPEED.

Acceleration - The bike has quick acceleration exiting the curve, but less maximum velocity.

Speed - The bike has an elevated maximum velocity, but it is less able to handle spins when exiting curves.

Chain Tension

The tension of the chain determines the behavior of the bike's rear shock during acceleration.

The two extremes are OVERSTEERING and UNDERSTEERING.

Oversteering - When oversteering, the bike is more effective and the front wheel follows the trajectory better, but risks using the back wheel to bursting point.

Understeering - When understeering, the back wheel can help avoid skidding but loses horsepower. The front wheel becomes more important and risks leaving the ground.



Brakes

Balance the power of the brakes, depending on whether you want to go for braking power or ease of use.

The two extremes are POWER / STABILITY

Power - Slows the bike down faster, but creates greater risk of wheel-locking (leading to crashes).

Stability - Using increased brake stability, managing the brakes becomes easier and there is less risk of unintended wheel locking. It is also less subject to understeering when braking in a curve.

Tires

You can choose from five types of different tires (soft, medium, hard, medium wet and full wet) and opt for combinations on the front and rear tire. A soft compound provides increased grip in the first laps, but is used up faster until it is unmanageable. A hard compound does not perform so well in the first laps, but remains constant for the majority of the race as it is used up far more slowly. Dry tires cannot be used when it's raining, in the same way wet tires cannot be used on a dry track.

Advanced Settings

The Advanced Settings menu allows the user to tune more parameters than the Quick Setting menu to a higher degree of precision.

SUSPENSION SETTINGS

Preload

The shocks' preload settings affect the height of the bike, front and back. The greater the preload the higher the bike, and vice versa. A lower bike has greater grip, but there is less lean angle. A higher bike is less stable, but the potential lean angle increases. If a bike understeers, the front lowers (less preload in front). If a bike oversteers, the rear lowers (less preload at the rear). It is regulated in 'clicks'.

Shocks

The shocks' stiffness determines the way the bike will react to surface unevenness and load changes. Stiffer shocks make the bike more precise but less stable in situations with lower load/adherence. Softer shocks make the ride less precise but the bike will be less twitchy. The stiffness is measured in kg/mm.

Compression Damping

Increasing compression and extension damping attenuates oscillations due to an uneven track surface and tire load changes. A high damping value makes the bike more reactive but less stable, low damping makes the bike more stable but with "looser" maneuvering. Setting is measured in 'clicks' and adjusted by turning a screw.

Extension Damping

Increasing extension damping attenuates oscillations due to an uneven track surface and tire load shifts. A high damping value makes the bike more reactive but less stable, low damping makes the bike more stable but with "looser" maneuvering. Setting is measured in 'clicks' and adjusted by turning a screw.

Steering Geometry

Steering Column and Trail

For the steering geometry, the player can adjust both the steering column inclination angle and trail. Increasing the steering column inclination angle reduces oscillations but also reactivity while banking. Increasing trail reduces oscillations but also reactivity while banking. The trail is measured in mm, the steering column in degrees.

Brakes

Front and back brake power

Balance the power of the brakes, depending on whether you want to go for braking power or a better entry in the curve. A powerful front brake slows the bike down earlier but generates understeering in bends. A powerful rear brake helps the rider to keep a tighter line but can lock-up more easily.

Chain Tension

Chain tension ratio

The chain tension ratio affects the rear of the bike's behavior during acceleration. With a ratio greater than 1, the rear shock compresses more, providing more traction, and generates less sheer-turning behavior: the front wheel travels towards the exterior and tends to lift off the ground, but the back wheel has more traction and skids less. With a ratio lower than 1 the shock absorber compresses less and generates greater sheer turning: the front wheel follows the designated trajectory better, but the back wheel has less control and tends to skid.



Gears

Gear ratio

The ratios both of each individual gear and the final ratio are set, (acting on the crown and gears) in order to adapt the bike according to the track's straights and curve radii.

Tires

Compound and Intaglio

Wear through distance covered and skidding varies according to the length of the race set in the menu. The softer the compound, the greater the initial grip with a lower final grip.

Replay and Highlights

Once you achieve the objective, you will be able to play race replays and highlights, which recreate the action in a television style. Both are optional. The replay allows you to analyze the performance of any of the riders, watching their lines, mistakes and falls. Highlights show the most memorable parts of the race, enhancing the action using spectacular camera angles.



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Laboratoires Bug-Tracker Inc.

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SOUNDTRACK

1.55 Regrets

performed by Hello Operator - published by LanniTunes (SOCAN), Mike Condo (SOCAN) - courtesy of Ampia Records and INgrooves

2. Chasing Satellites

performed by Hello Operator - published by Mike Condo (SOCAN), Evan Hudson (SOCAN), A. Wasse (SOCAN) - courtesy of Ampia Records and INgrooves

3. Otokoyama

performed by Keston & Westdal - published by Unearthed Music (BMI) - courtesy of Emunity Records and INgrooves

4. Café Spring

Performed by Flexitones - Published by Copyright Control - Courtesy of Twisted Records, Ltd and INgrooves

5. Breathe In (Featuring Angel-A)

performed by D:Fuse & Hiratzka - published by Lift Room Music (ASCAP), Fu Man Sanchez Music (BMI) - courtesy of Lost Angeles Recordings and INgrooves

6. A Lonely Place To Live

performed by Cold Hot Crash - published by Cold Hot Crash - courtesy of Cold Hot Crash and INgrooves

7. S.O.S.

performed by LoveLikeFire - published by Black Ludella Publishing (BMI) - courtesy of LoveLikeFire and INgrooves

8. Made Your Bed

performed by Fletch - published by Ifiymm Music - courtesy of Ifiymm Records and INgrooves

9. Still Alive

performed by Fletch - published by Ifiymm Music - courtesy of Ifiymm Records and INgrooves

10. Dole Me

performed by Drumfire - published by JSNStudios (ASCAP) - courtesy of Drumfire and INgrooves

Some tracks sky bitmaps from www.1000Sies.com

NOTES

Notes Continued

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