

Whiplash™



TEEN
T
CONTENT RATED BY
ESRB

CRYSTAL
DYNAMICS

eidos

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.

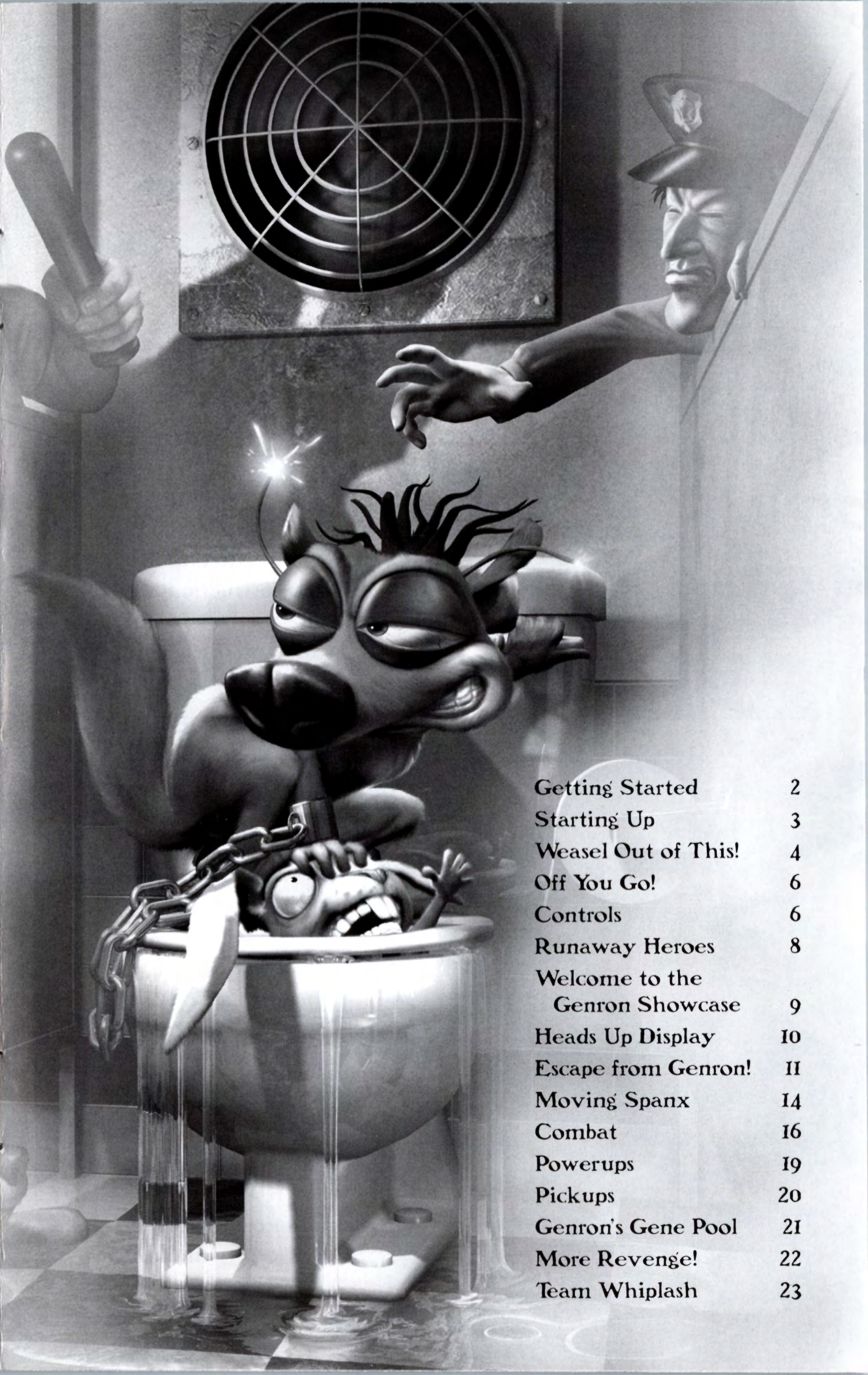
Use of Unauthorized Product:

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

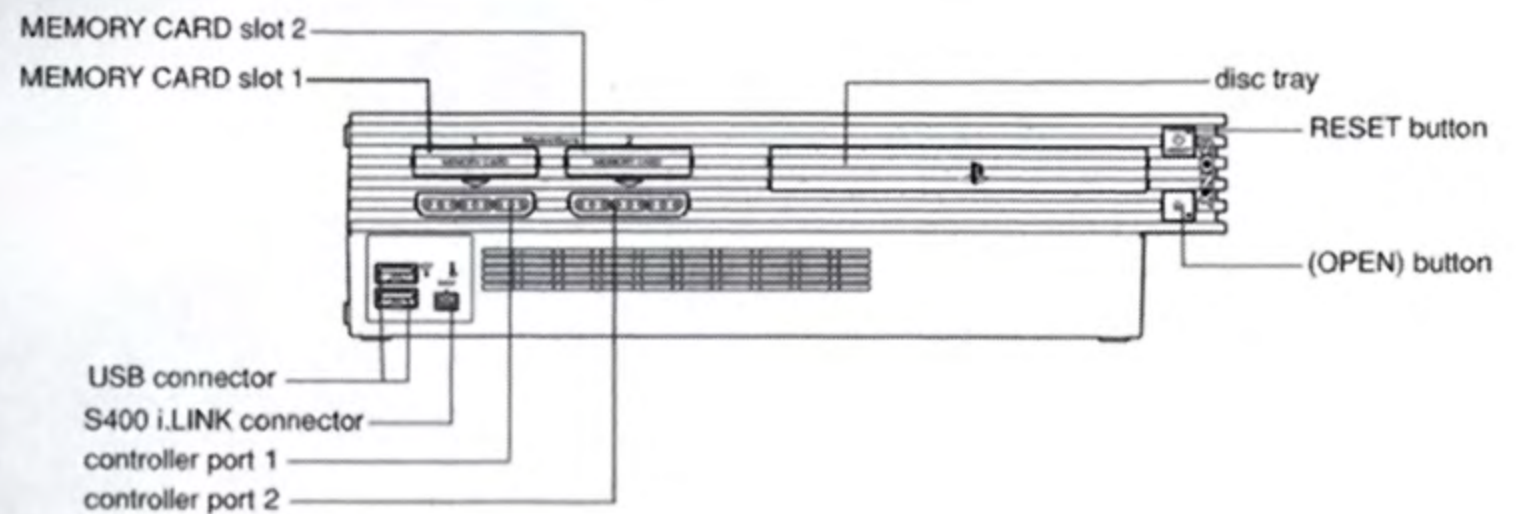
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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





Getting Started	2
Starting Up	3
Weasel Out of This!	4
Off You Go!	6
Controls	6
Runaway Heroes	8
Welcome to the Genron Showcase	9
Heads Up Display	10
Escape from Genron!	11
Moving Spanx	14
Combat	16
Powerups	19
Pickups	20
Genron's Gene Pool	21
More Revenge!	22
Team Whiplash	23

GETTING STARTED



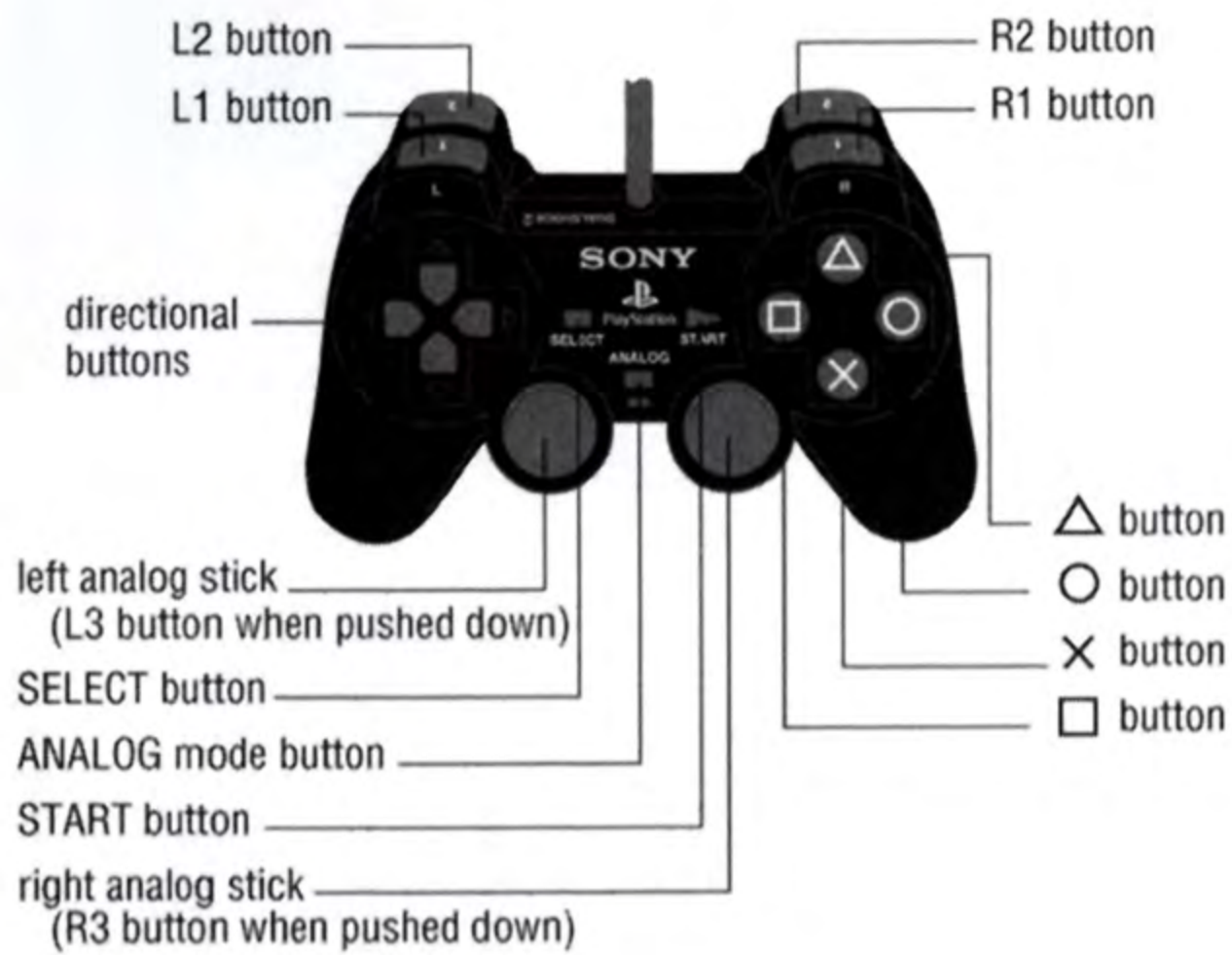
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.

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 **WHIPLASH™** 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 onscreen instructions and refer to this manual for information on using the software.

STARTING UP



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Connect the DUALSHOCK®2 analog controller to controller port I before starting play.

ABOUT SAVING GAMES

You can save games at any time from the Pause Menu (see page 7). To save your progress, insert a Memory card (8MB) (for PlayStation®2) into MEMORY CARD slot I before you start a new game. The memory card must have at least 128KB of free space available in order to save games.

Note: This game uses MEMORY CARD slot I only.

Do not press the RESET button or remove the memory card while saving a game, or your game data could be lost or corrupted.



WEASEL OUT OF THIS!

Gather 'round, my friends, for a fascinating tale about a pair of the most unlikely heroes...

It was a bright sunny day...outside. Inside the massive walls of the Genron Corporation, it was quite a different story. In fact, inside it was a very cold, dark day. Genron is a high-tech lab where animals are used to test products meant for humans. Deep inside Genron is the dreaded "Genetic Recombinator." This machine is the final stop for animal test subjects who have outlived their usefulness. GULP!

Spanx is a crazy weasel once used for electro-shock testing. Redmond is a know-it-all rabbit who failed his last mascara test in the makeup lab.

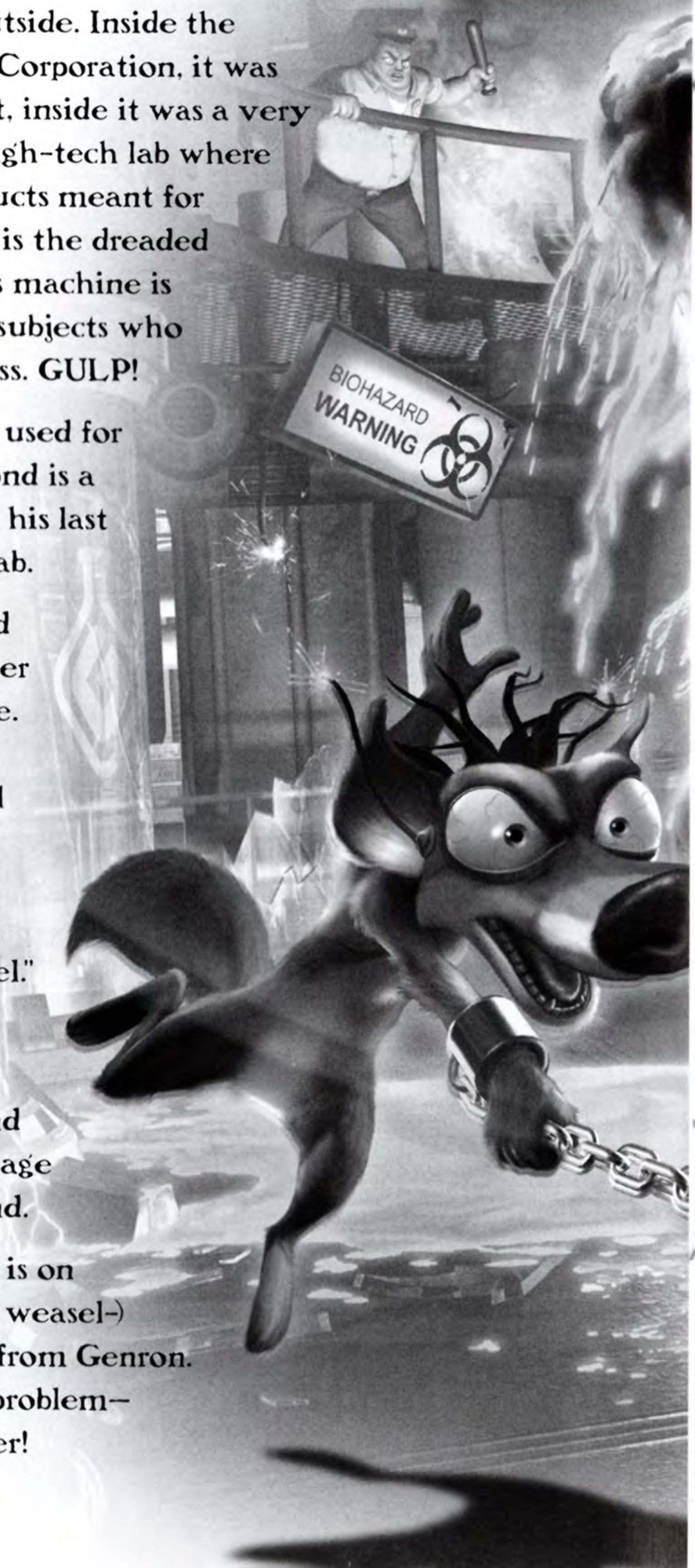
On this fateful day, Spanx and Redmond are chained together and thrown into a locked cage. Next stop: the Genetic Recombinator! The diabolical plan is to fuse them together into a new, freaky, half-weasel/half-rabbit creature—a "Weasit" or perhaps a "Reasel."

As their lives begin to flash before their eyes, a miracle happens! Somehow, Spanx and Redmond escape from their cage at the very last possible second.

Now this weasel-rabbit duo is on the loose. Their hare- (or weasel-) brained plan is to escape from Genron.

4

There's only one small problem—they're chained together!








OFF YOU GO!

MAIN MENU

Press the  button at the Title screen to display the Main Menu. Highlight your option choice with the directional buttons, and confirm with the X button.

QUICKSTART – Start a new game from scratch. Select a Save slot for your new game with the directional buttons and confirm with the X button.

USER LOGIN – Resume a saved game. Use the directional buttons to select a saved game. Press the X button to confirm and load the selected game at the point where you saved it.

CONTROLS

DUCK/SCURRY –  button
 TOSS LAB MOUSE (with  button)

CAMERA –  button

MOVE SPANX – directional buttons

MOVE SPANX – left analog stick

DISPLAY MAP – SELECT button


ANALOG mode button

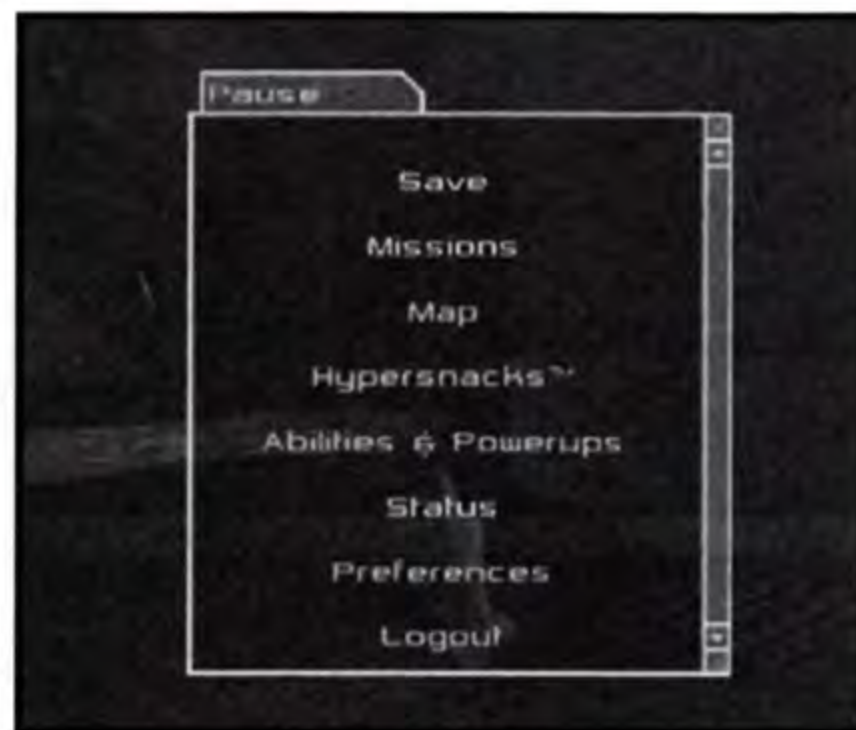
START/PAUSE – START button

MOVE CAMERA – right analog stick




PAUSE MENU

At any time during play, press the  button to display the Pause Menu. Here you can select options to:



- **SAVE** your game. Select a Save slot and press the X button.
- Review your current **MISSION**.
- Study a **MAP** of your current location.
- Redistribute your **HYPERSNACKS**. (See page 20.)
- Check your **ABILITIES & POWERUPS**.
- See your **STATUS** including company worth and released animals. (See page 22.)
- Go to the **PREFERENCES** screen to adjust some game settings.
- **LOGOUT** of the game.



- 
- R2** button – DUCK/SCURRY
TOSS LAB MOUSE (with **Δ** button)
 - R1** button – TOGGLE HUD ON/OFF
 - Δ** button – ACTION (combat mode, download maps, activate barrels & bunny grinder)
 - O** button – OVERHEAD SMASH
(hold down button to charge)
SWEEP (with **L2** or **R2** button)
 - X** button – JUMP
DOUBLE JUMP (jump, press again in mid-air)
GLIDE (double jump and hold)
TOGGLE FACILITY/MAP (in Map screen)
 - button – WHIP
GRAPPLE
ZIPLINE (press **X** button to jump off)

NOTE: See pages 14-17 for more moves.

RUNAWAY HEROES

Species: Long-tailed Weasel

Age: 3 (in weasel years)

Sign: Leo

SPANX

Spanx is a victim of electro-shock testing. Silent but deadly, he moves at just about the speed of light. Though not as smart as Redmond, Spanx is bigger, so he gets to use the little bunny as his wrecking ball – and Redmond is not amused!



REDMOND

Species:

California

White Rabbit

Age: 6

Sign: Gemini

A frustrated little smarty-pants, Redmond was the subject of some embarrassing makeup testing. By now, Genron's experimental super-hold hair spray has turned his fur into a super-tough suit of armor. He is one unbreakable bunny. Redmond gets his biggest kicks by complaining and getting crabby—and driving Spanx even crazier! But remember—he complains because he cares. He's a Care Hare.

Spanx and Redmond have nothing in common but three feet of chain! And even worse than bashing into each other, their personalities are clashing! While on the run, these two former “lab rats” are forced to cooperate to save themselves and all animalkind! By the way, you can stop feeling sorry for them ... because YOU'RE SPANX!

WELCOME TO THE GENRON SHOWCASE

As Spanx, your luck has its limits. Although you're no longer on the conveyor headed toward a weird future as a Weasit, you are still inside the facility—and everybody is looking for you!

MOVING - left analog stick or directional buttons

Use the left analog stick or directional buttons to move Spanx (and drag Redmond).

WHIPPING - □ button

It's you or them and you only have one weapon: the furry rabbit on the other end of your chain. To whip Redmond into enemies (your basic attack), press the □ button. You can perform more elaborate attacks and combos by sticking attacks in quick succession. (See pages 16-17.)

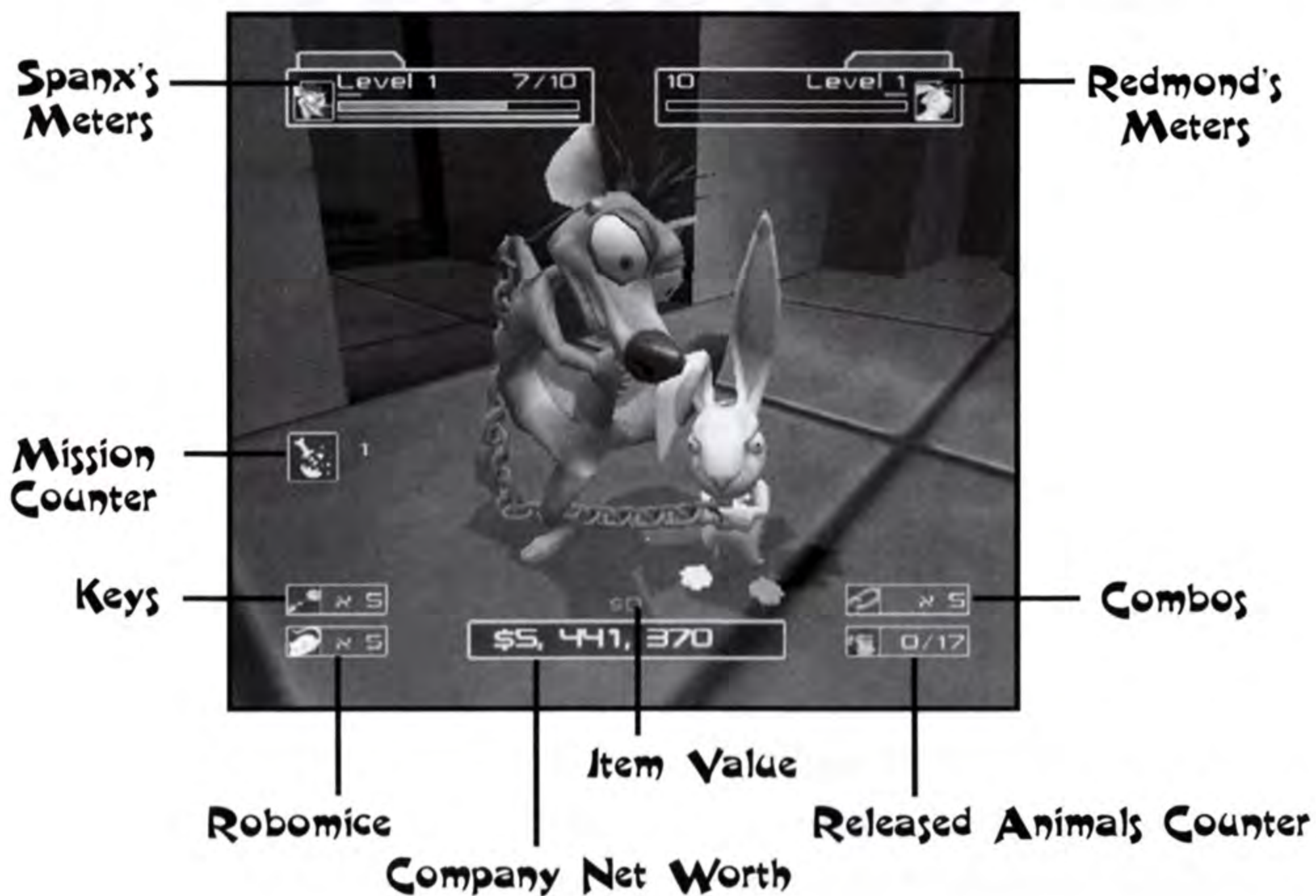
INTERACTING WITH THE WORLD - △ button

To make it out of Genron as a recognizable weasel, you have to learn how to use objects. The humans have already littered the facility with all sorts of things you can use. And from time to time you will come across people and animals who can help if you approach them in the right way. When you're near a person, animal or object of interest, you will see an on-screen prompt. To investigate or use an item, press the △ button.

ESCAPING THE SHOWCASE

In the showcase area at the beginning of the game, you can become familiar with important elements of the game. Doing this gets you ready for the long road to freedom. Spend some time here and pay attention. Later on when you're fending off fierce Genron employees or trying to figure out an escape route, you'll be glad you did.

HEADS UP DISPLAY



Press the **R1** button during play to toggle the heads up display on and off. You'll see these indicators:

SPANX'S METERS – This includes (left to right, top to bottom):

Spanx's game level; his max Health level (current/max);

Hypersnacks use meter; Health meter; and Scurry meter (Spanx can scurry until it runs out, and replenish it by not scurrying).

REDMOND'S METERS – This includes (left to right, top to bottom):

Redmond's max damage number; his game level; Hypersnacks use meter; Hyper Bunny meter; and Powerup meter (Fusion Barrel effects last for a limited time, see page 19).

MISSION COUNTER – Number of missions completed on the level.

KEYS – Number in your possession.

ROBOMICE – Number in your possession.

ITEM VALUE – What something's worth when you break it.

COMPANY NET WORTH – Genron's worth at the present moment.

Your goal is to bankrupt the company. (See page 22.)

COMBOS – Number of Combos you've performed.

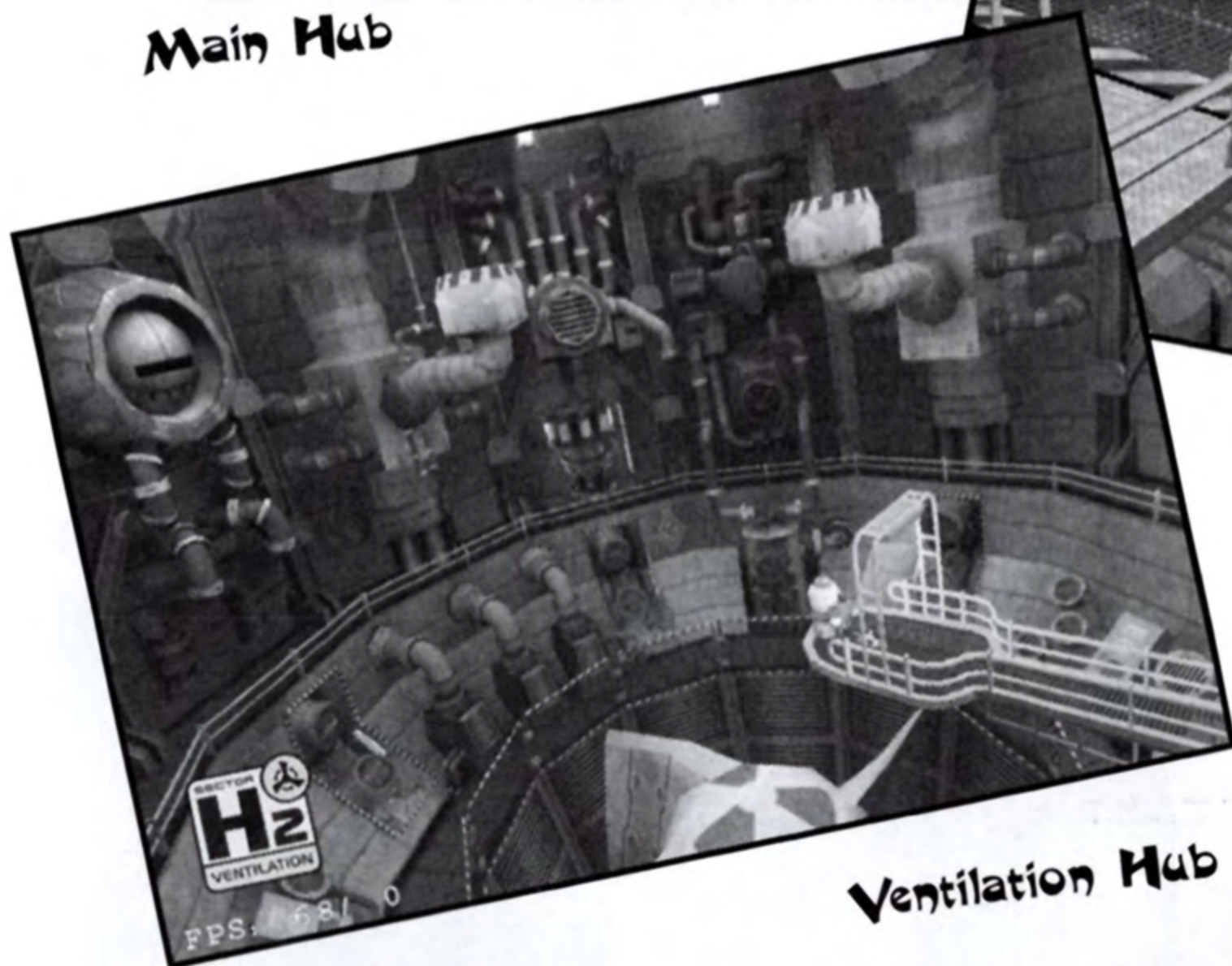
RELEASED ANIMALS COUNTER – Number you've released/total number in the department. (See page 22.)



Main Hub



Security Hub



Ventilation Hub

ESCAPE FROM GENRON!

The road to liberty is not an easy one. You'll have to gallop through miles of danger and traps to get out of this place!

HUBS

Three Hubs link all the levels of the facility. They are the Main Hub, Security Hub, and Ventilation Hub. You have access to only certain portions of these Hubs the first time you enter them. You must complete missions in the available areas of each Hub to get access to the restricted areas.

Hubs are common ground for Genron employees, so they are generally buzzing with activity. Of course this translates to "unfriendly to weasels chained to rabbits."

FACILITY DEPARTMENTS

You get into the facility departments through the Hubs. You must complete missions in every facility department to progress through Genron and escape.

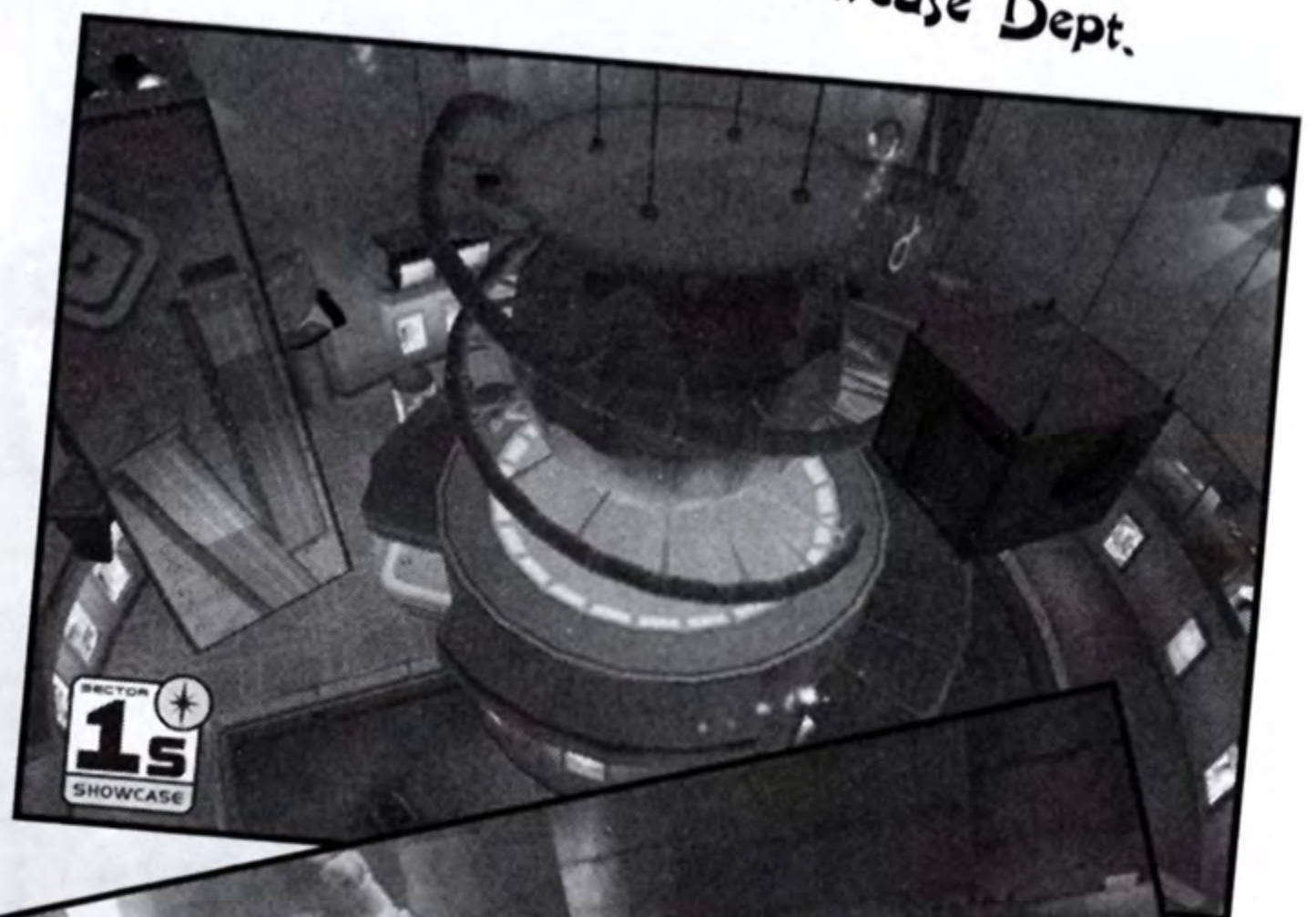
Each facility department has its own type of employees working on different Genron products. The vast Genron campus is arranged so that you have to run through all the departments in order to bug out for good.

No one ever said freedom was "free"!

GENRON FACILITY DEPARTMENTS

Showcase Department
Endurance Department
Robotics Department
Power Department
Genetics Department
Shipping Department
Waste Department
Medical Department
Executive Tower

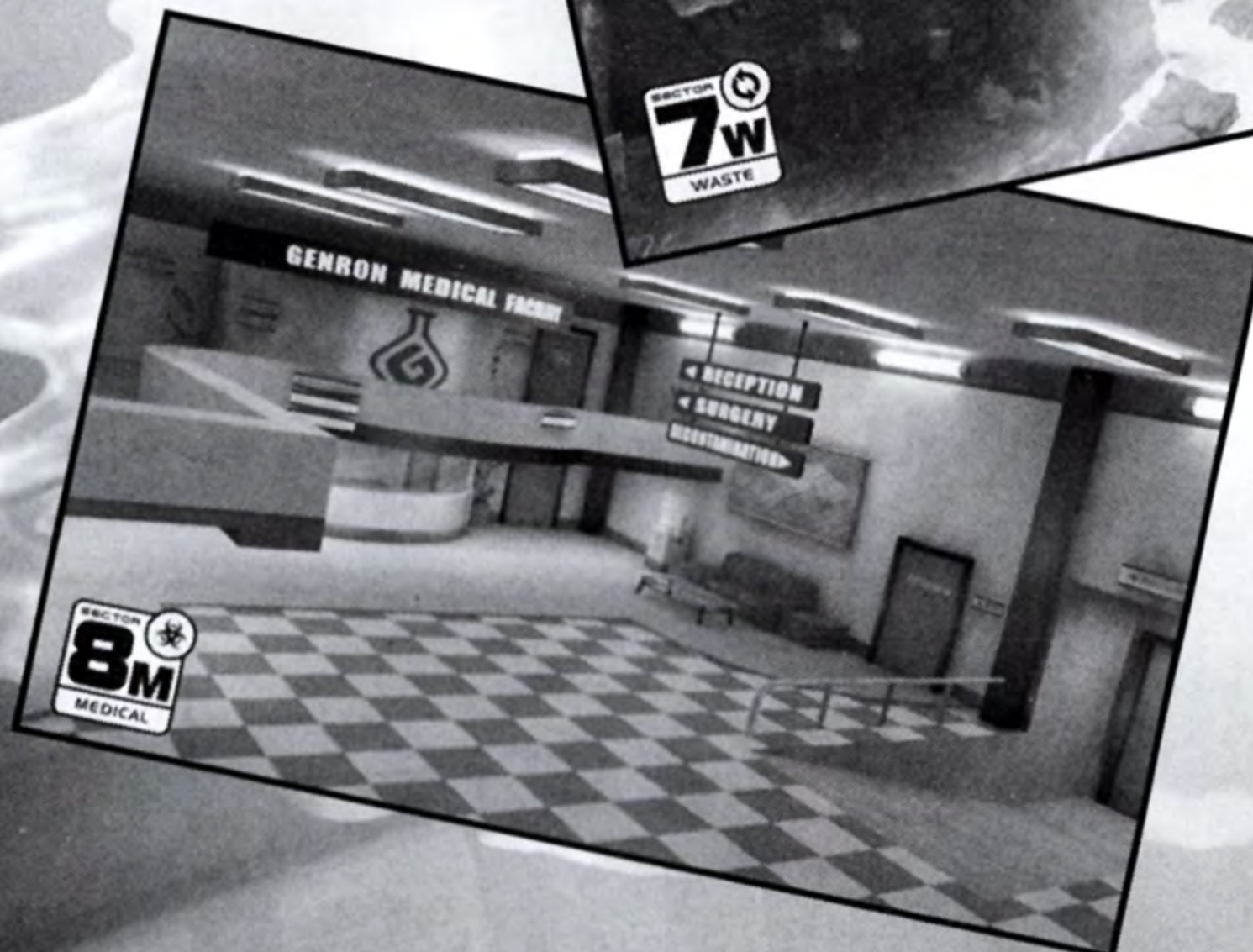
Showcase Dept.



Waste Dept.



Medical Dept.





Security Cam



Laser Array

FACILITY HAZARDS

Genron is nuts about security. You'll discover plenty of traps and set-ups dedicated to making sure you end up back on that cruel conveyor. Here are some of the highlights:

SECURITY CAMERAS

They're watching every move you make.

These cameras have infrared motion detectors.

If you are caught in one, expect a lot of (bad) company very quickly.

LASER ARRAYS

You often find these used along with the security cameras.

Lasers are either passive motion detectors, or horrific pain inflictors. A blue laser indicates motion detector mode. If you carelessly trip it, it will change to the other, more painful variety.



MOVING SPANX

Move Spanx with the left analog stick or directional buttons. As a weasel (actually as a weasel chained to a rabbit), you have some advantages over the humans in the facility. There are plenty of places you can get to that they cannot reach. And you have some advanced moves to show off...

GRAPPLING

Genron is obsessive about cleanliness. They have installed hundreds of air purifying spheres. And your little bunny pal, because of his "special" fur, can attach to these things. This lets you swing over and above danger. To use a grapple, jump (X button) toward a sphere, and whip (□ button) the sphere to attach Redmond to it. Press the X button to release the grapple.

GLIDING

You can glide anywhere in Genron once you have earned this ability. To glide, double jump (X button, then press again in mid-air) and hold. Gliding is great for floating over deep drops when grapple spheres are not present. Just be ready to hear Redmond's opinions about gliding—whether you like them or not!

SCURRYING AND SCURRY RAILS

Four legs are always better than two when it comes to speed. To sprint by scurrying on all fours, press and hold the L2 or R2 button while using the left analog stick or directional buttons to control your direction.

Scurry rails appear throughout the facility. By using them, you can access places (particularly higher-up areas) that look too remote to reach. To attach to a scurry rail, jump (X button) and press and hold the L2 or R2 button. You'll scurry on the rail.

ZIPLINES

Ziplines let you glide over areas that are otherwise inaccessible. And you'll be safe from the clutches of Genron creeps who want to scramble your genes. To attach Redmond to a Zipline, jump (X button) toward the Zipline and press the whip button (□ button). To release from the line, tap the X button again.

VENTS

Located throughout the facility, Vents often provide the only way to travel between areas. Any time you are having trouble escaping from an area, look for a Vent. No special moves are required to get into and through a Vent. The only question is how to break apart the Vent opening. But I think you might have a little something for that, right?



COMBAT

Buck up! Your willing (or not?) partner is quite a versatile tool. Sadly for Redmond, using him is the only way either one of you is going to get out of Genron in your original birthday suit.

Once you become skilled at using your little buddy, you will be one powerful weasel, my friend.

BASIC ATTACKS

WHIP

This is a simple attack. Just hurl Redmond at the target. Press the button to perform a whip attack.

OVERHEAD SMASH

Useful on larger enemies. It's slow but does high damage. Press the button to perform an Overhead Smash. Hold down the button to allow the attack to charge, then release to perform a Super Overhead Smash that does even more damage.

360 SWEEP

To perform this attack and trip your enemies, press the L2 or R2 button to duck and then press the button.



COMBOS

Some enemies are tougher than others. For those enemies who laugh at your basic attacks, you must learn to chain your moves.

CHARGED SMASH – O button (hold, then release), with Chain Charge only. This is an earned ability.

AIR SMASH – O button (in air), full charge from a threshold height. This is an earned ability.

HYPER DASH – O button (while hyper), damaging charge with reduced control. This is an earned ability.

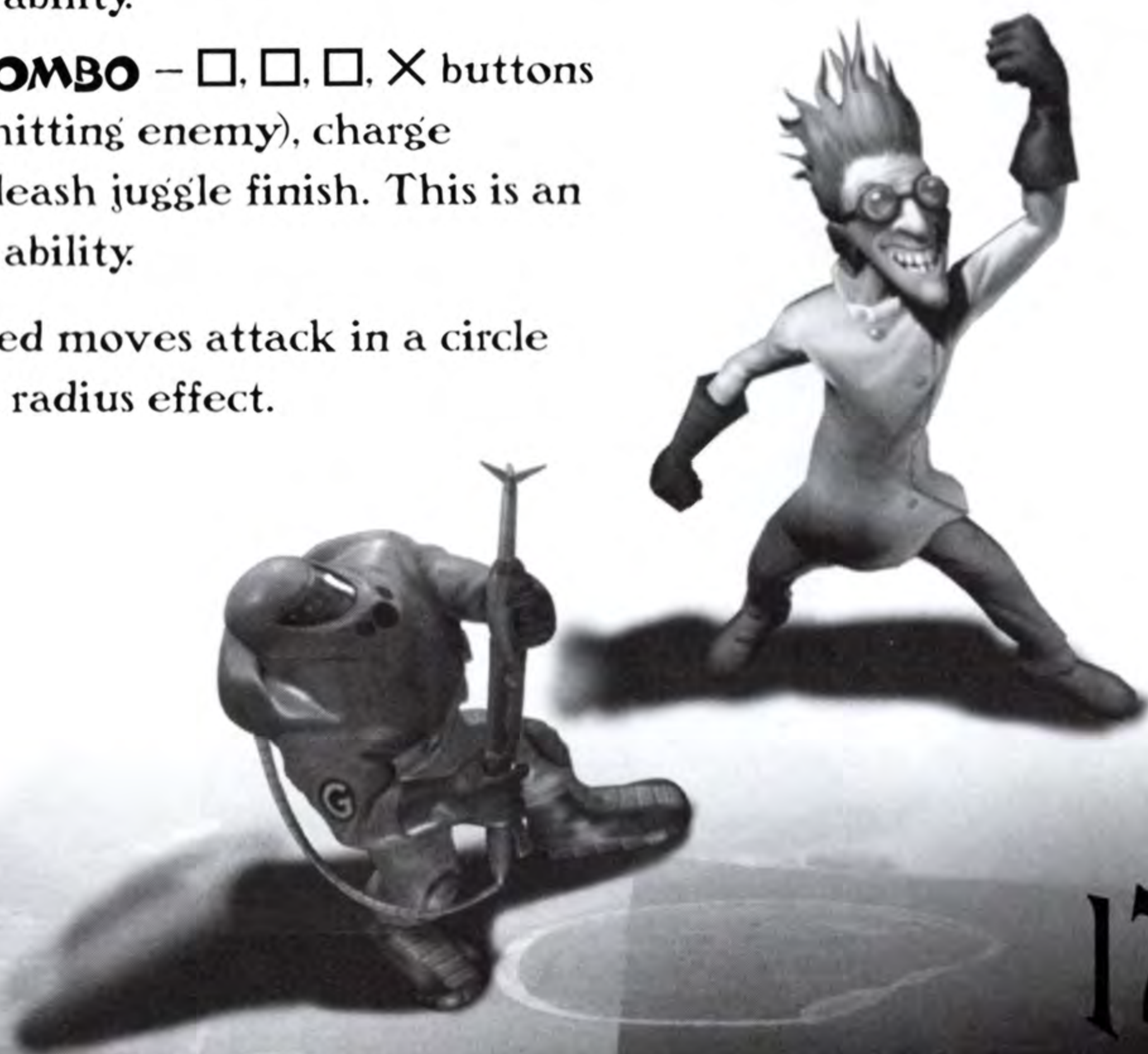
CHAIN COMBO CHARGE – □, □, □ buttons (while hitting enemy).

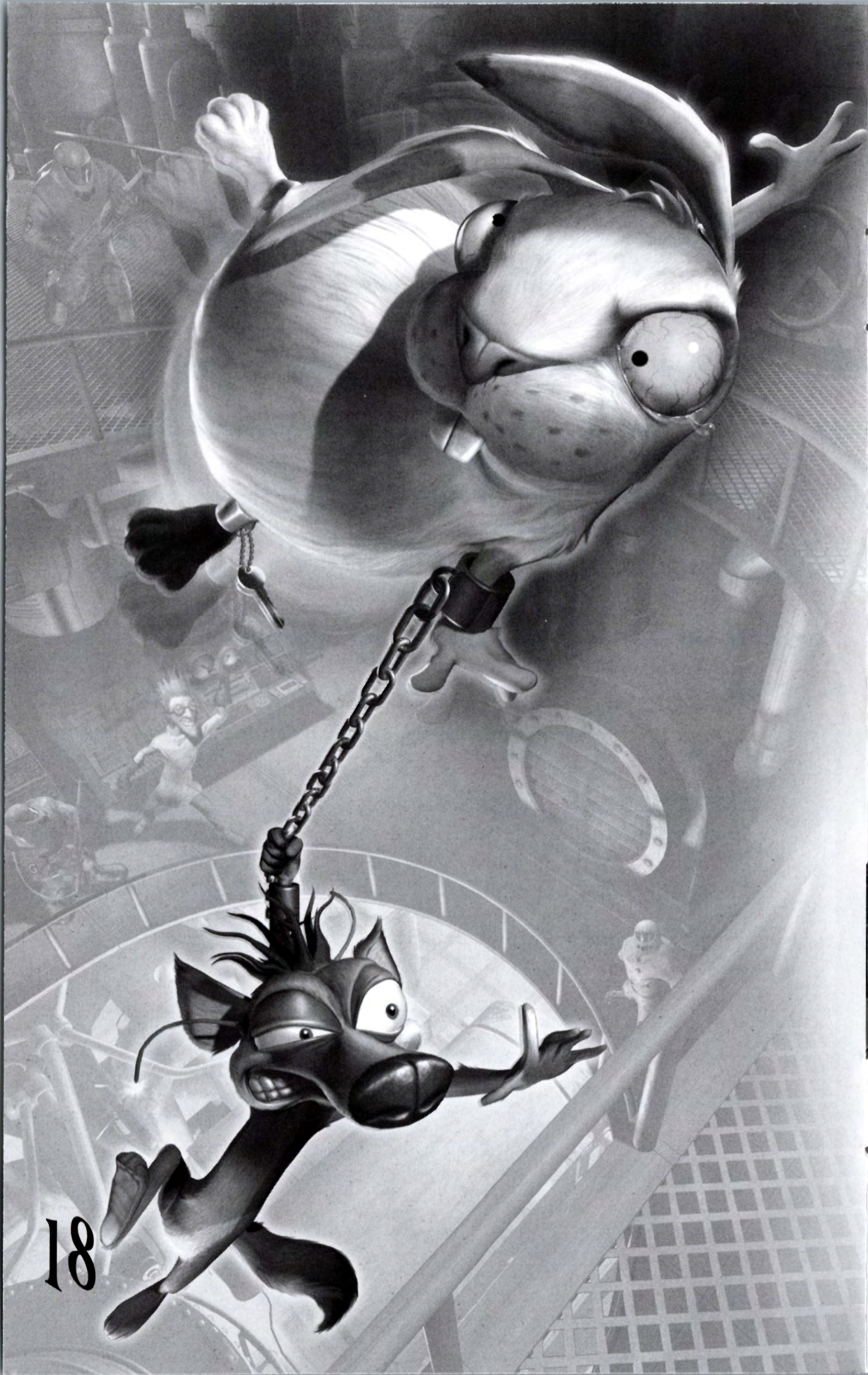
SMASH COMBO – □, □, □, O buttons (while hitting enemy) charges and unleashes smash finish.

SWEEP COMBO – □, □, □, L2 buttons (while hitting enemy) charge and unleash sweep finish. This is an earned ability.

JUGGLE COMBO – □, □, □, X buttons (while hitting enemy), charge and unleash juggle finish. This is an earned ability.

Note: All charged moves attack in a circle around you—a radius effect.





POWERUPS

Redmond turns out to be a multi-use object. Genron's facility provides some items you can use to trick out your little friend and maximize his effectiveness.

FUSION BARRELS

Located all over the facility, these barrels are used by the hazardous materials workers. Due to Redmond's impenetrable fur, you can dip him in these barrels without harm and get these instant rabbit upgrades:

FLAMING FUR BALL

It looks worse than it feels. Years of testing have made Redmond immune to serious damage. Light him up and watch your enemies flee!

HARESICLE

This frosty attack lets you freeze enemies solid, giving you plenty of time to make your getaway.

RADIOACTIVE RABBIT

This nasty attack poisons enemies and turns them into toxic relay runners, infecting everyone in their radius.

ELECTRO-STATIC RABBIT

Give 'em the shock treatment! This "zap attack" has the added bonus of chaining automatically between all enemies or destructible elements in its path.

HELIUM BUNNY

This powerup has no attack value but it does turn Redmond into a hot air balloon, letting you float up to places that you can't reach in any other way. Warning: Redmond will pop (like a balloon!) if he bumps into something.

PICKUPS

Be on the lookout for items that can aid you in your quest. Find items by knocking them out of Genron employees. Occasionally items are also scattered around freely.



HYPERSNACKS

Hypersnacks are a performance-enhancing (and slightly addictive) snack food manufactured within Genron.

Most Genron employees gobble them non-stop, so you can generally find them on anyone you bowl over. The Hypersnacks you collect are distributed between Spanx, Redmond and a Hypersnacks pool. When either Spanx or Redmond receives enough goodies, he gains a level. Gaining a level with Spanx grants you more health; gaining a level with Redmond increases your attack power. From the Pause/Hypersnacks screen you can adjust/disable the distribution of Hypersnacks, and manually feed them to Spanx and/or Redmond.

ROBOMICE

What would a science lab be without an endless supply of Robomice? These little rodents are available throughout the facility. Toss a few into a room and watch the panic erupt! Not only do Robomice seem to scare the daylights out of humans, they've got a little mean streak and will blow up when they hit an enemy! To toss Robomice, press the **L2** or **R2** button, then quickly press the **Δ** button.



BANDAGES

Hit a medicine cabinet and a roll of Bandages will pop out. Catch the roll and gain health – it's better than a spoonful of sugar!



KEYS

These are your means of escape if you are unfortunate enough to be captured! With a Key, you can resume the game from your last checkpoint instead of starting at your last save point.



SECURITY KEY CARDS

These are your ultimate tickets to freedom. You need to collect all seven of them to gain access to the CEO area and confront your oppressor. The main departments have two bosses. After defeating the first boss in a level, you can return to that level and attempt to defeat the Department Chief. If you beat the Chief, you will receive a key card. A certain "earned ability" is needed to gain access to the Department Chiefs.

GENRON'S GENE POOL

F. D. MANN

The slightly off-center C.E.O. of Genron, Franklin D. is fixated on animals and their oppression. More demented than evil, Mr. Mann believes he is bringing meaning and purpose to the lives of the animals he imprisons. There is no reasoning with him...he's gone, forget about it.

LINCOLN the OWL

Lincoln is a half-real, half robot owl who will give you your mission goals. Even though he's a bit clumsy and more than a little silly, Lincoln is dedicated to putting an end to Genron.

CAROL ANN

As a nurse, Carol Ann grew more and more disgusted by the experiments performed at Genron. She actively sabotages tests, and is a decent human being. She will help you in every way possible and has access to some useful technology. You just need to make it good for her too.



MORE REVENGE!

Besides feeding your own narrow self-interest, you can do a lasting service for animals everywhere by hitting Genron where it really hurts: in the company bank. Your mission is to free all the animals and then break everything in the research lab to drive Genron out of business and into bankruptcy!

ANIMALS

Genron tests every single product they make on animals, whether or not it makes sense. Helpless animals are everywhere in Genron. And it would be so uncool of you to ignore them. Besides, most freed animals are eager to take out their revenge on their captors. If you let them go, they will fight your enemies and make your escape a whole lot easier. What goes around comes around. Think about it.

DESTRUCTION

You can free every animal and escape, but what good is it if you leave Genron standing? The only way to be free forever is to make sure Genron is no longer around. Driving them into bankruptcy is the one sure way to accomplish this goal. So bust up, thrash and destroy anything that's not nailed down. Make that anything at all, nailed down or not.

And...if you destroy enough Genron property to drive them into bankruptcy, you just might live to see the Genron honchos locked in a cage. How sweet is that?

TEAM WHIPLASH

CRYSTAL DYNAMICS

Director
Noah Hughes

Lead Programmer
Paul Taylor

Programmers
Stanislav Baranov
Darrell Dennies
Anne-Lise Hassenklover
Mark Hodges
Sam Kolb
John Lawrie
Anthony Polito
John Pursey
Tim Sanders

Designers
Amy Albertson
Jeremy Bredow
Paul Cazarez
Calvin Rien
Bryan Wiegele
Steve Yoshimura

Art Director
Scott Anderson

Environmental Artists
Lucas Aceituno
Jason Botta
Rutherford Gong
Toph Gorham
Chris Gregory
Yu Gu
Tim Linn
Freddie Lee
Lee Petty
Caleb Strauss

Lead Character Design
Ben Harrison

Lead Character Animator
Scott Baker

Character Animators
Spencer Hale
Ben Harrison
Martin McDonald
Michael Smith

Cinematics Director
Jake S. Hughes

Writer
Richard Gaubert

Audio Lead
Kurt Harland

Audio
Mike Peaslee
Jim Hedges

Senior Producer
Tom Shoenhair

Producer
Alex Jones

Associate Producer
Marianne Arotzarena

Assistant Producer
Dan Windrem

Studio General Manager
John Spinale

Additional Programmers
Brian Brandt
Tom Desmarais
Frank Hickman
Dan Kamins
Todd LeMoine
David Modiano
Lloyd Pique

Additional Designers
Steve Goodale
Jared Hefty
Mary Krefting
Joe Willis

Additional Artists
Ken McCall
Nick Olinger
Mira Ross
Craig Schiller
Galina Urman

Additional Animators
James Guilford
Jeff Wilcox

Voice Cast
Redmond - Andrew Ceglio
Enos - Kevin Blackton
FD Mann - Andrew Chaikin
Lincoln - Tom Santos
Carol Ann - Erin Cahill
Voice of Genron - Tony Rodgers

Voice Acting Recorded
at Webtone Studios

Additional SFX
Burke Trieschmann

Test Manager
Chris "Butterfly" Bruno

Lead Tester
Joe "bazooie" Quadara

Testers
Jonathan "Sheriff" Brown
Wesley Catanzaro
Patrick Connor
Wilfredo Dimas
Barry Kearns
Angel "rezurrector" Marquez
Scott "Bucklechops" Matt
Gregg "Dopplepopolous"
Stephens
Alex "wytebred" Vaughan

Special Thanks
Eva Pursey (Team Whiplash
Cook and Den Mother), and all
the Whiplash wives, husbands,
children, significant others, et
al. thanks for your patience
and support.

Nixxes Software, Brian
Venturi, Billy Mitchell, Andre
Rodriguez, Stacy Rhodes,
Matthew Guzenda, Sam
Newman, Rosaura Sandoval,
Steve Goebel, Melissa Luna,
Angelique Mendoza, April
Wendler, Rita Foyvenessy,
Delina Chiechi, Orion Walker,
Doug Church, Warren Spector,
John Kavanagh, John Miller,
Michael Keane, Steve Didd,
Flavia Timiani, Patrick
Cowen, Emma Timms,
Caroline Simon, Steve Suey,
Eric Lindstrom, Mike
Provenza, Sean O'Connor,
Dave Watkins, everyone
at Eidos SF and UK,
and last but not least Dinky.

EIDOS INC.

Marketing VP

Paul Baldwin

Marketing Director

Chip Blundell

Product Manager

Renee Pletka

PR Manager

Michelle Seebach

PR Specialist

Kjell Vistad

PR Coordinator

Denny Chiu

Channel & Interactive Marketing Director

Kim Pendleton

Channel Coordinator

Janty Sumimoto

Graphic Design

Julie Leibowitz

Roderick van Gelder

Web Team

Yasuto Suga

Rob Fitzpatrick

Production

Michael Minson

Greg Wu

Production Operations Manager

Brian King

QA Manager

Micheal R. Kelly

Ass't QA Manager

Colby McCracken

Product Test Coordinator

Daniel Franklin

Ass't Product Coordinators

Kip Ernst

Nicole Ferrara

QA Technicians

Anthony Yuson

Darren Krommenhock

Erik Kennedy

Jason Stevenson

Julian Mehlfeld

Kari Hattner

Matthew Kagle

Martha Thompson

Elvin DeGuzman

Michael Gonos

Jordan Romaidis

Zachary Klinger

Mathew Ian Stasukevich

Ralph Ortiz

Stephen Cavoretto

Patrick Goodspeed

Andre Jong

Hardware Control Technician

Galen Laws

Customer Support Supervisor

T. Scott Holbert

Special Thanks

Rob Dyer

Kevin Weston

Christian Chatterjee

Greg Richardson

Jamie Bartolomei

Paula Cook

Dan Johnson

Sharon Gamble

Kevin Gill

Matt Gorman

Matt Knoles

Wyman Jung

Shelley Porter

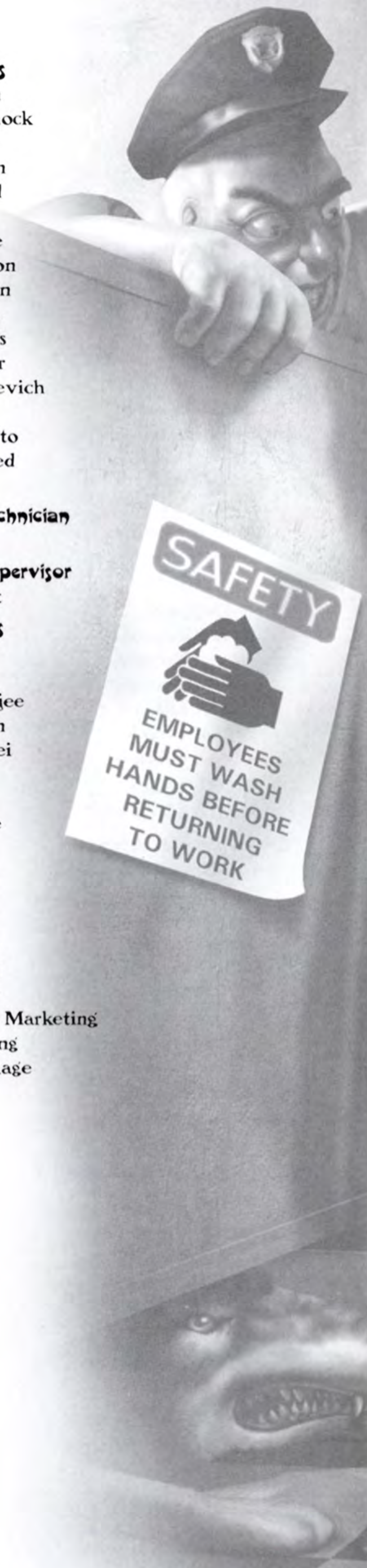
Adam Braswell

Annie Meltzer

Andrea Fuller - Lunchbox Marketing

Eclipse Advertising

Hanshaw Ink & Image



EIDOS, INC., LIMITED WARRANTY

Eidos, Inc., warrants to you, the original purchaser of this disc, that for a period of ninety (90) days from the date of your purchase, this disc shall be free from defects in materials and workmanship. If, at any time during the applicable ninety (90) day warranty period you determine that this limited warranty has been breached, Eidos, Inc., agrees, in its sole option, to repair or replace, free of charge, any such disc, provided the disc is returned postage paid to the Eidos, Inc., Factory Service Center and a proof of date of purchase is included. This limited warranty is not applicable to normal wear and tear and shall be void with respect to any defects that arise from disc abuse, unreasonable use, mistreatment or neglect. This disc is sold "as is" without any warranties of any kind, express or implied, including implied warranties of merchantability or fitness for a particular purpose, other than the limited warranty expressly stated above.

No other claims arising out of your purchase and use of this disc shall be binding on or obligate Eidos, Inc., in any manner. Eidos, Inc., will not be liable to you for any losses or damages incurred for any reason as a result of your use of this disc, including, but not limited to, any special, incidental, or consequential damages resulting from your possession, use or malfunction of this disc.

This limited warranty states the entire obligation of Eidos, Inc., with respect to the purchase of your disc. If any part of this limited warranty is determined to be void or illegal, the remainder shall remain in full force and effect.

For warranty support please contact our Customer Support department at (415) 615-6220. Our staff is available Monday through Friday, 9:00 a.m. to 12:00 p.m. and 1:00 p.m. to 5:00 p.m. Pacific Time. You are responsible for all toll charges. **Customer Support Representatives will not provide game hints, strategies or codes.**

Product Return Procedure

In the event our support agents determine that your game disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included. You will also need to include a daytime phone number so that we may contact you if necessary. **Any materials not containing this authorization number will be returned to you unprocessed and unopened.** Your postage paid package should be sent to the following address:

Eidos Inc. Customer Services
RMA# (include your authorization number here)
651 Brannan Street, suite 400
San Francisco, CA 94107

Note: You are responsible for postage for your game to our service center.

**REGISTER YOUR GAME AT
WWW.EIDOS.COM**

STREETS ARE FOR WUSSIES

Who needs pavement when you're behind the wheel of a souped-up MINI Cooper? Tear through subway stations, rip apart golf courses, and plow through storm drains as you pull off the ultimate gold heist.

THE ITALIAN JOB



A high-octane arcade racer based on the 2003 blockbuster movie.



Race through L.A. driving 10 different vehicles.



Master 4 modes from death-defying stunt driving to multiplayer madness.

ItalianJobGame.com



PlayStation®2



Eidos, Inc. 651 Brannan St., San Francisco, CA 94107

The Italian Job © & © 2003 Paramount Pictures. All rights reserved. Published by Eidos, Inc. The MINI trademarks are registered trademarks of BMW AG and are used under license. Whiplash © 2003 Eidos. Developed by Crystal Dynamics. Published by Eidos, Inc. Whiplash, the Whiplash logo, Eidos, the Eidos logo, Crystal Dynamics and the Crystal Dynamics logo are trademarks of the Eidos Group of Companies. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association. All other trademarks and registrations are property of their respective owners.

PWHIPSUS03



Mild Violence