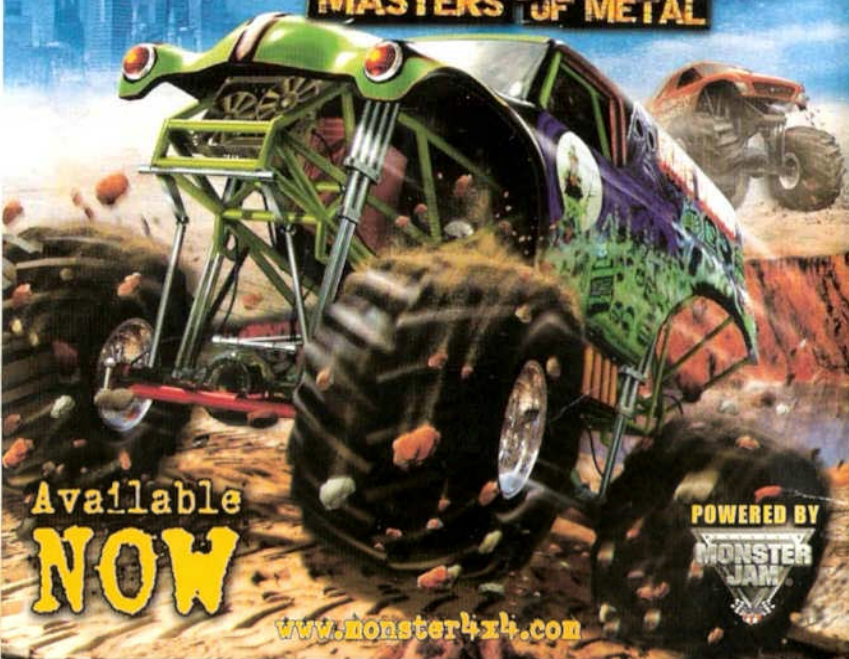


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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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.

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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.

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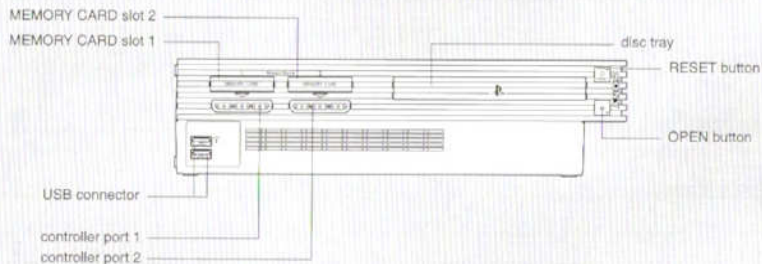
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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

TABLE OF CONTENTS

Getting Started	2
Starting Up	3
Welcome Back to Hazzard County	4
Game Menus	5
The Cast	8
The Vehicles	11
Getting Around Hazzard County	13
General Mayhem	14
Free Roam	15
Vehicle Damage	15
Hints and Tips	15
Technical Support	20
Warranty	inside back cover



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 OPEN indicator lights up, press the OPEN button and the disc tray will open. Place *The Dukes of Hazzard™: Return of the General Lee* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

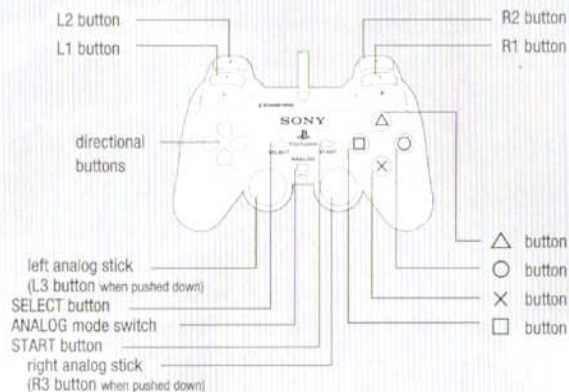
Memory Card (8MB)(for PlayStation®2)

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

At least 47 KB of free space must be available on the memory card (8MB)(for PlayStation®2) in order to save. If less free space exists, erase older data before saving. Do not remove the memory card (8MB)(for PlayStation®2) or turn off the power to your PlayStation 2 system while data is being saved or loaded. Your game data may be lost if you do.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

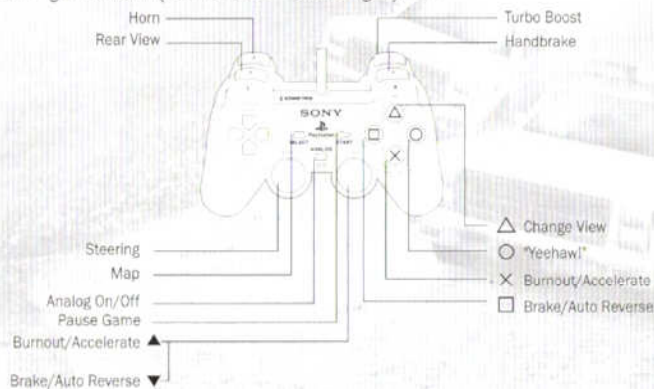


Basic Menu Controls

- Press the directional buttons to browse or cycle through the different options.
- Press the (X) button to select a button, go to the next screen, or change the current option.
- Within any submenu, press the (△) button to return to the previous screen.

Gameplay Controls

These are the basic commands for the default controller configuration (controller setting 1).



WELCOME BACK TO HAZZARD COUNTY

...It's been awhile, but y'all will find things pretty much the way you left them. Bo and Luke are still being chased by Hazzard's bumbling boys in blue – Sheriff Rosco P. Coltrane and his long-suffering deputy Enos Strate. Daisy's serving it up at the Boar's Nest, and Cooter still fixes up just about as many cars as he wrecks. And is it any surprise that Boss Hogg is up to the same ol' good-fer-nothin' tricks as he ever was?

While you're here, take a spin with the Duke boys and help them fix up the General Lee, taking a beat-up black car and turning it into a racing legend. Put the pedal to the metal as you fly around the racetrack or speed through the dirt roads of Hazzard, just to see how fast you can go. Jump through, over, or on top of just about anything you can find. But watch out for Rosco and Enos! They're itchin' to catch the Dukes and they've set up speed traps and roadblocks all over the county. Beat them at their own game and enjoy a little chase action with Hazzard's finest, smashing up more than a few cars along the way.

Shoot, there's so much to do, y'all will never want to leave! But if you do, y'all come back now, ya hear?

GAME MENUS

Main Menu



Y'all can access single-player and multiplayer games from the **Main Menu**. View unlockable interviews with the TV stars of *The Dukes of Hazzard* in **Movies**. Customize sound volume, controller vibration, and subtitles in **Options**. Check out who made this here game in **Credits**.

Single-Player

In this good ol' fashioned adventure, Bo and Luke Duke must save the Orphanage – and Hazzard County – from Boss Hogg's latest crooked scheme.

With the help of Daisy, Uncle Jesse, and Cooter, the boys go up against Rosco, Enos, and Boss Hogg as they attempt to win the Hazzard County Derby and collect the prize money.

Play through fifteen Dukes adventures as five different characters driving ten vehicles (including five variations of the General Lee) in single-player mode.

Start New Game

Selecting a new game starts this brand-new Dukes adventure, right from the beginning!

Save Game

Y'all have three empty save games available. Select one to save or delete your progress.

Continue Existing Game

Return to a previously saved game and find out what the Dukes are up to. Select one of your saved games to continue where you left off.

Multiplayer



As y'all get through the single-player game, you'll unlock three split-screen multiplayer games and ten different multiplayer vehicles. After choosing a game type, select a vehicle and get movin'!

Hot Pursuit

Take control of one of the Hazzard County squad cars and chase a buddy around the Junkyard. Arrest your opponent as many times as possible within the time limit; then the roles switch. The player with the most arrests wins.

Demolition Derby

It's a demolition free-for-all. Take a friend and some old squad cars up to the Hazzard County Race Track. Cause as much damage as y'all can to each other's vehicles. Last car standing wins.

Head-to-Head Race

Y'all can take a friend to the Hazzard County Coal Mine and compete in a head-to-head race. First one to the bottom of the pit wins.

Options



Controller

Controller vibration can be toggled off and on.

Sound

If y'all want to change the preset volume levels, customize 'em by using the sliders for in-game music, vehicle sounds, and voices.

Subtitles

Havin' a little trouble getting your ears around those Southern accents? If y'all want to, you can turn on the subtitles here.

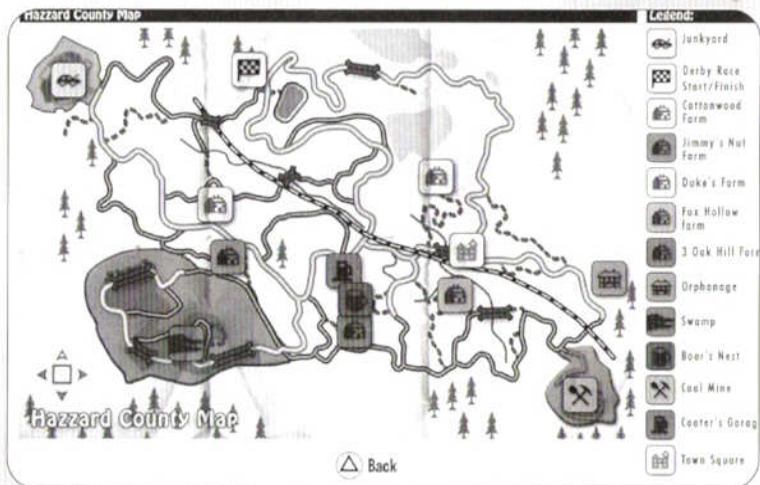
Pause



Press the START button during gameplay to access the Pause menu.

From here, y'all can **Continue** playing or **Restart**, adjust your **Options**, view the Hazzard County **Map**, check your progress in the **Records** section, or **Quit** to the Main Menu from the Pause screen.

Map



If this is your first visit to Hazzard County, y'all might need a map to help you get around. Access it from the Pause screen by pressing the START button or, while you're driving, by pressing the SELECT button. An orange arrow represents your position and a white star represents your next objective.

Records



You can check up on your game progress in the Records screen. It tracks statistics such as your game completion percentage, how many police cars you've outrun, how many special stunts you've found, and what rating you've been awarded for each.

The Records screen is perfect for checking up on any side missions you may have discovered and how you've performed in them.

THE CAST

Player Characters

Bo



The youngest of the three Duke cousins, Bo handles the General Lee like he was born in the driver's seat.

Luke



Luke tends to be more level-headed and is always giving Bo tips on how to drive!

Daisy



Smart and sassy, Daisy gets into her fair share of trouble, especially when she tries to help out her cousins. She works at the Boar's Nest and has a variety of stunning outfits!

Uncle Jesse



The wise patriarch of the Duke clan and uncle to Bo, Luke, and Daisy. When it comes to the Dukes, Uncle Jesse's word is law.

Cooter



Hazzard's happy-go-lucky mechanic. When Crazy Cooter ain't fixing it, he's wrecking it.

SUPPORTING CHARACTERS

Boss Hogg



If there's something crooked going on in Hazzard County, you can bet your bottom dollar that Boss Hogg is behind it.

Sheriff Rosco P. Coltrane



The Sheriff of Hazzard County, Rosco is always chasing the Dukes, carrying out Boss Hogg's orders, and giving poor ol' Enos a hard time.

Deputy Enos Strate



The most loveable law officer in Hazzard County, Enos is easily led astray by both Rosco and Daisy.

Sally Jo



Sally Jo runs the Orphanage. She and Bo are sweet on each other.

THE VEHICLES

The General Lee



This stock car is equipped with a supercharger, making the General Lee the most powerful V8 racing legend around these parts.

Y'all can find upgrades for the General as you play through the game. Rewards for missions include a new set of tires, an

uprated transmission, dual carburetors, and the addition of a moonshine-fueled turbo!

Black Car



In the early days, the Duke boys drove a black car. With Cooter's help and a lot of late nights, the boys turned it into a real contender on the racing circuit.

Uncle Jesse's Pick-up



Although it's slow and heavy, Uncle Jesse's pick-up is well protected against damage and is perfect for transporting vital equipment.



Daisy's Roadrunner



Quick and nimble but easily damaged, the Roadrunner goes to show that Cousin Daisy is no slouch behind the wheel.

Cooter's Tow Truck



Robust and surprisingly quick (if you don't happen to know what magic Cooter can do to any vehicle), the tow truck can take its fair share of damage.

Rosco's and Enos' Police Cars



The main source of the Dukes' headaches, these police cars are fast, aggressively driven vehicles, but fortunately for Bo and Luke, they're driven by complete dipsticks.

Boss Hogg's Limousine



Heavy and dressed from head to toe in white just like its owner, Boss Hogg's limo gets up to surprisingly high speeds and packs some punch.

Double Zero



Touted by some as the fastest car south of the Mason-Dixon line, the Double Zero is the General Lee's archrival on the racing circuit.

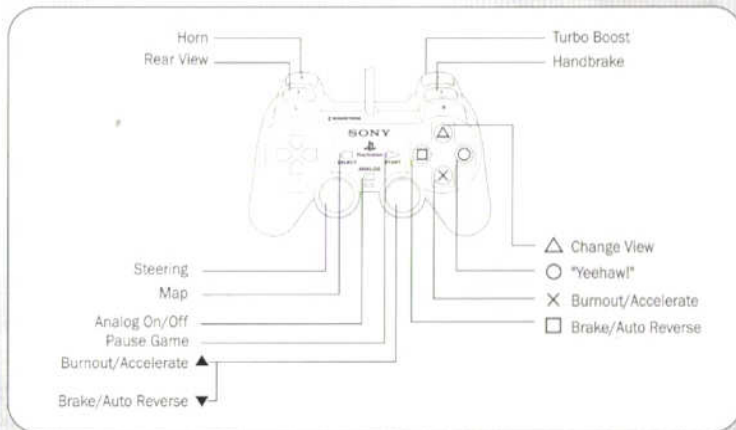
Bulldozers



Lumbering and slow, bulldozers rumble around the county, either deconstructing or reconstructing some thing or another.

GETTING AROUND HAZZARD COUNTY

Driving



The General Lee gets more and more powerful as the game progresses. Here are a few tips to improve your driving technique.

180° Turns

To perform the trademark 180° turn on a dirt road when y'all are going real fast, ease off the gas, turn left or right, and pull the handbrake at the same time! Hold it. When your vehicle goes into a spin, you'll turn a lot more if you let go of the steering. When you drive the more powerful vehicles, try using full throttle instead of the handbrake!

Now if that ain't exciting enough, try a 180° turn in reverse. Release from full reverse throttle, steer hard left or right, and step on the gas! This one takes some practice.

Burnouts

Y'all want to have some fun? When the car is stopped, jam down on the accelerator and burn rubber. 'Course, only the most powerful vehicles can do good burnouts.

Stunts

To make the jumps even more entertaining, try letting loose with a rebel yell by hitting the "Yee-Haw!" button, or make the General whistle Dixie by hitting the Horn button.

In-Game Map

While you're driving around Hazzard County, press the SELECT button to quickly access a transparent map of Hazzard County. Just in case you need it.

GENERAL MAYHEM

Different driving techniques will come into play as your Dukes adventure unfolds. Race head-to-head against single or multiple opponents. Escape the police in high-speed chases. Jump and stunt your way across the county. Tail vehicles and avoid detection. Lure other drivers away. Pick up packages within a circle of stars in the colors of the good ol' U.S. of A. Knock over trash cans, hay bales, road signs – whatever you can find to raise a ruckus.

FREE ROAM

Y'all can drive freely around the county when you ain't participating in a Dukes adventure. 'Course, that don't mean you won't be in for some surprises.

Pay attention to the Balladeer. He'll tell y'all where you need to go. When y'all are ready to continue the Dukes adventures, just drive into a circle of orange stars.

Discover and complete the Side Missions to unlock the bonus movies.

- Go to the racetrack and beat the Double Zero's time.
- Y'all can put on a Stunt Show. Jumps are scored based on height, distance, speed, and rotation. Sounding the horn during a stunt and landing in the right spot can earn you a bonus.
- Drive lickety-split from one place to another in Lightning Time Trials.
- Find Rosco's Smokey Bear Traps in sneaky spots around the county. Try and outrun as many police cars as you can.

VEHICLE DAMAGE

Y'all will notice that hitting roadside objects, buildings, and other vehicles will damage your vehicle. Take too much damage and you won't be able to go nowhere. Luckily, the damage don't last for long and y'all can be on your way.

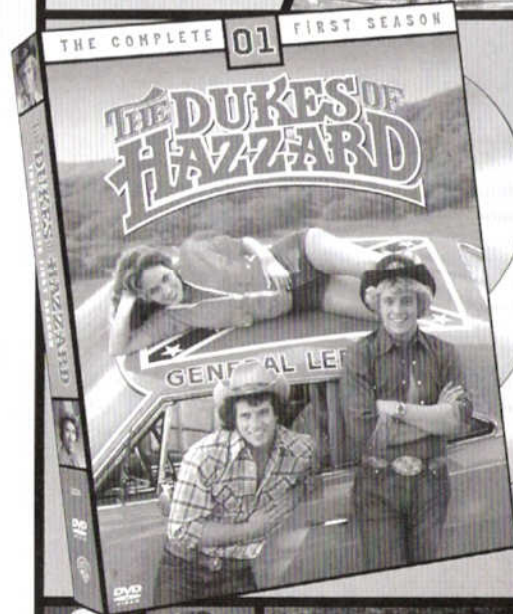
HINTS AND TIPS

- Drive through the circle of black and white stars to finish an adventure.
- Improve your stunt scores by going higher and faster while sounding the horn and landing well.
- Practice high-speed U-turns to escape the police.
- If y'all see a road sign pop up with a big X in a circle, y'all are going in the wrong direction. Make your way back to where you were before you went the wrong way.

- Different vehicles have different speed and handling characteristics. Try using different vehicles when attempting stunts to get higher scores.
- Sacrifice speed going into corners and power out of them, trying to keep the car straight for faster journey times.
- Remember, taking a jump may flip you onto your roof and damage your vehicle.
- Remember to use the SELECT button to access the in-game map.
- Every now and then, yellow road signs will pop up to help you find your way.
- The General Lee is a powerful car. It takes skill and practice to blast along the roads of Hazzard County at full speed.

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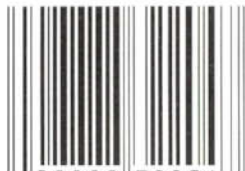


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Dukes of Hazzard™:
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NOTES

NOTES

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From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling (919) 460-9778 (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

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If all else fails you can write to us at:

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