

LEISURE SUIT



LARRY™

— MAGNA CUM LAUDE —



EmuMovies

SIERRA™

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 Systems

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.

**GET INSIDE!
Join Now!**

Register Your Game Today

Free tips, tricks, demos, trailers, and more! Receive free technical and customer support. Be the first to know about beta tests, tournaments, game testing opportunities, and other events. Plus, stay informed on the latest VU Games news, updates, discounts & more!

Go to <http://reg.vugames.com> Now!



Table of Contents

Getting Started 2

Starting Up 3

Basic Controls 3

Introduction 4

Wander Mode 5

Game Mode 7

Larry's Love Menus 9

Broadening Your Horizons 10

Larry's Support Group for Swingers 11

Credits 12

Covering Larry's Ass (License Agreement) inside back cover

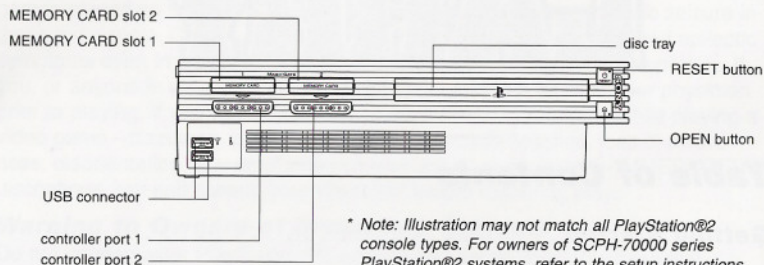


Software provided by CRI Middleware Co., Ltd.

© 2004 Sierra Entertainment, Inc. All rights reserved. Leisure Suit Larry, Sierra and the Sierra logo are registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. High Voltage and the High Voltage Software logo are trademarks of High Voltage Software, Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are property of their respective owners.

Getting Started

Using the PlayStation®2 System



* Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.

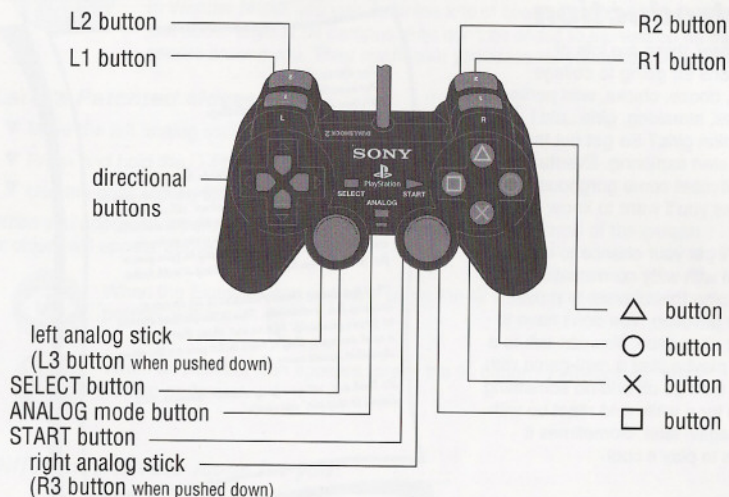
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the *Leisure Suit Larry™: Magna cum Laude* 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 any memory card containing previously saved games.

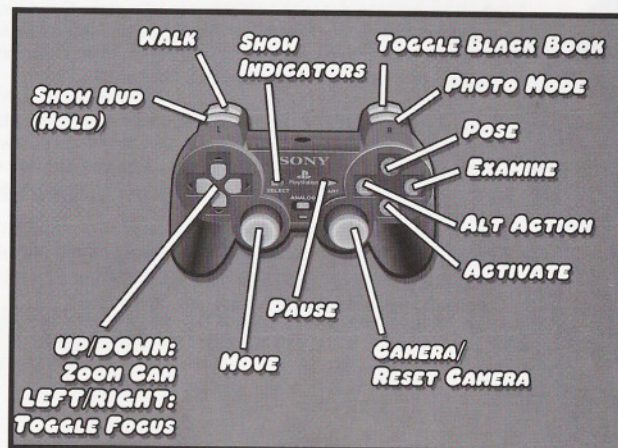
Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Basic Controls

Controller Configuration



Leisure Suit Larry™'s Complete Guide for Swingers

Introduction

Nephew, there are lots of reasons for going to college: girls, booze, chicks, wild parties, babes, streaking, girls...did I mention girls? So get out there and start exploring. Eventually you'll meet some gorgeous babes you'll want to know better.

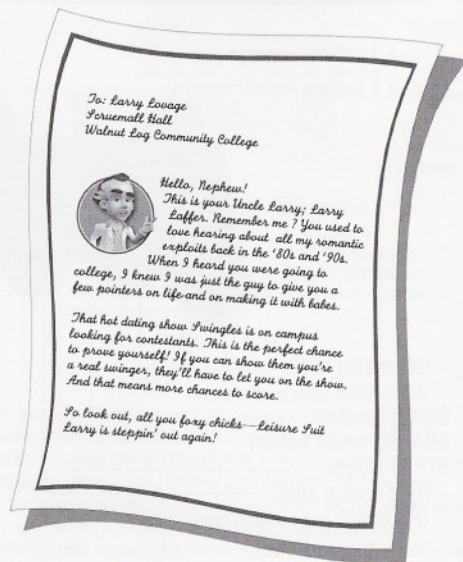
You'll get your chance to impress them with witty conversation, and by doing them favors to prove your devotion. You don't have to do it all at once. You can talk to a girl, maybe play a mini-game with her, then go off and do something else for a while and meet up with her again later. Sometimes it pays to play it cool.

Taking Things to the Next Level

After you've impressed a girl enough times with talk and action, she'll be ready to get to know you more intimately. Good luck! But even if things don't work out exactly as planned, she's likely to leave you a little token of her affection—an intimate article of clothing or a personal item—to remember her by.

Each time you collect tokens of affection from two more girls, you can go to the *Swingles* set and complete a challenge to advance to the next level. New levels reveal more activities, more areas to explore, more abilities and sizzling surprises—and best of all, more hot chicks to pursue!

Collect enough tokens of affection, and you'll reach the highest level of stud-dom and get to be a *Swingles* contestant, with a chance to make it with the hottest girls on campus!



Wander Mode



There are two basic ways to behave. In Wander Mode, you explore everything your world has to offer. In Game Mode, you concentrate on performing a specific task—like executing a successful cross-campus streak, or getting through a semi-intelligent conversation with a buxom babe.

In Wander Mode, you can examine lots of cool stuff, and converse with just about anyone on campus. And don't be afraid to eavesdrop on the people around you. They might give you ideas for valuable things to do.

Larry's Patented Moves

- ♥ Move the left analog stick to navigate.
- ♥ Press and hold the **[L2]** button to walk instead of run.
- ♥ Use the right analog stick to adjust camera perspective.

When you approach a person or object you can interact with, the name of the person or object will appear above.



When the Examine icon appears, press the **[O]** button to examine the person or item.



When an Activate icon appears, press the **[X]** button to interact with the person or item.

Different Activate icons let you:



Talk with someone.



Go into a new area.



Buy items from a vendor or vending machine.



Play a mini-game for cash or confidence.



Chat with a gorgeous babe.



Evaluate and sell photos.

Strutting Your Stuff

It's important to keep your confidence high. Good things happen to a guy who knows he's hot stuff! Winning certain mini-games will help raise your confidence.

Larry's face and the confidence meter show your confidence level.

Posing for people is another way to keep your confidence up. So go ahead, flash 'em your moves and see what happens. But don't blow it! If you botch a pose, you'll end up losing some of that trademark Larry confidence.



When the Pose icon appears, press the **[△]** button to pose. Tap the indicated buttons in sequence to fill the pose meter before time runs out.



Larry's Little Black Book

Your Black Book will help you keep track of all the foxes you've been dating; where they are, what they need, and if they left you a token of affection. Some of the stuff you find in the world will also be listed in your Black Book for future use.

- ♥ Press the **[R2]** button to open or close the Black Book.
- ♥ Press the directional buttons to move through the pages.

Dollars for Duds and Suds

Some girls expect a guy to be nicely dressed before they rip his clothes off. Go figure! Fortunately, there are bars, stores, and vending machines around town where you can buy fancy suits and other essential college stuff, like booze. If you're low on dough, you can pick some up by playing certain mini-games, selling photographs, or posing when your confidence is high. You might even find some stray cash lying around.

- ♥ Press the **[L1]** button to view the Money Meter, which shows how much cash Larry has.
- ♥ Clothes you've acquired are recorded in the Black Book. To change clothes, go to the Outfits page and select the suit you want.

Token Victories

You'll find secret tokens hidden all over the place. Sometimes they'll buy you access to special hot features, or get you out of a jam. (See *Wimping Out* on p.9.)

- ♥ When you're near an object that has no Activate icon, press the **[X]** button to see if it's got a token.
- ♥ Press the **[L1]** button to view the Dildometer, which shows how many secret tokens you have.



Candid Shots

You've got a camera for taking photos you can store in your personal album or sell to interested buyers. Sometimes chicks will even start posing for you—or more!



- ♥ Press the **[R1]** button to activate the view finder.
- ♥ Press the **[X]** button to take pictures. If you have the Super Camera Lens, press the up and down directional buttons to zoom in and out.
- ♥ Lights above the view finder tell you when better shots are available, with the green light being best. Better pictures are worth more money. Press the **[R1]** button to put down the camera.



- ♥ Some people will buy pictures from you. You'll see a Film Roll icon when you approach them. Press the **[X]** button to show them your shots.
- ♥ When your roll of pictures appears, use the directional buttons to choose one. Press the **[X]** button to zoom in, the **[△]** button to save the current photo to your personal gallery, or the **[○]** button to delete it.
- ♥ Press the **[△]** button to evaluate and sell all your photos. You can view your temporary and permanent albums from the Options menu.

Drunken Streaking 101

If you've downed a few, you'll find some things harder to do. And if you get totally schnockered, you'll feel the urge to go streaking. A successful streak will boost your confidence, but if you're caught, you'll lose confidence—so watch out! The Booze-ometer appears when you have had any alcohol to drink, and disappears when you are sober.

- ♥ Move the left analog stick to streak. To succeed, streak past as many people as possible while avoiding capture by guards.

Game Mode

Successfully playing mini-games is how you impress chicks, improve your confidence, and earn spending dough. The following skills should get you through most situations. Instructions will appear before each game. Press the **[X]** button to continue.

Chat

When you're trying to charm a girl, you've gotta watch what you say, and avoid all the little indiscretions that can sink a conversation.

- ♥ Move the left analog stick to navigate the sperm up and down. Touch green items to increase your score; red items lower it. Fill the Heart meter to win.
- ♥ Freeze icons lock the sperm in place for a short time. Bomb icons randomly destroy other icons, sometimes even good ones.



Quarters

If you can toss a quarter into a glass, your opponent takes a drink. If she lands a quarter in the glass, you drink. The first one to get drunk loses.

Using the left analog stick, pull back the right distance to wind up, then push forward the right distance to throw. Make sure you execute a nice, straight throw. Each time someone has to drink, the drinker's Booze-ometer fills higher.

Bartending

Someone might ask you to pass out useful stuff like fliers, or maybe monkey chow. Hey, anything for a few extra bucks or to impress a babe, right?





- ♥ Use the left analog stick to move between the rows. Press the **[X]** button to toss items to oncoming patrons before they reach your end of the aisle.
- ♥ Move the left analog stick to walk over and retrieve any items they throw back before they reach your end of the aisle.
- ♥ Avoid thrown items such as rocks and monkey excrement.
- ♥ Clear all the people the indicated number of times to win.

Rhythm

Ladies love a guy who can handle himself on the dance floor—or the trampoline! Your partner will call out a series of moves. Press the indicated buttons at the right moment as shown on the direction bar.

Slaps

Who knows—this might be the only physical contact you'll get for quite a while. You can try faking a slap by twitching your hands. If your opponent pulls away too soon, you win that round. When it's her turn to slap, she may fake it too—an experience not wholly unfamiliar to you. So don't pull out too soon!

- ♥ When you're the slapper, tap the  button repeatedly to build up your charge.
- ♥ Press the  button or tap the  button to lightly fake a slap. When you're the slappee, press the  button to withdraw your hands and avoid a slap.
- ♥ The player whose Slap Meter fills up first loses.

Whack-a-Mole

Whether it's mixing the perfect drink or giving a naughty girl a spanking, accuracy and speed go hand in hand.

- ♥ Various buttons will flash on the screen. Press each corresponding button before it vanishes.
- ♥ Green dollar signs may also flash on the screen. If you press the corresponding button, you'll get some money even if you miss the target button.


Whack-a-Pole

An occasional bit of "personal stroking" can do wonders for your confidence—and your technique. And for extra cash, put those skills to profitable use at the sperm bank! Raise and lower the paddles with the left analog stick to keep the ball in play.




Avoidance

Sometimes other people will try to ruin your fun—like bouncers, security guards, and government agents. That's when you need to be light on your feet.

- ♥ Move the left analog stick to run and avoid your pursuers. Touch glowing objects that appear, and get to the indicated exit before time runs out.
- ♥ Press the  button to drop a Cheese Mummy treat to distract your pursuers.


Water Sports

Nephew, there may be better things to drink out there, but believe me, water is your friend. Can you say "Wet T-shirt Contest"?

- ♥ Use the right analog stick to aim your water gun (or other spraying device). Press the  button to fire.
- ♥ Soak as many valid targets as possible before time, and your supply of liquid, run out.

Photos


This is like taking photos in Wander Mode, except that now you've got a specific task to complete—and a time limit. Go for the best shots possible, and avoid interruptions!

- ♥ Move the left and right analog stick to follow your subject. Press the up and down directional buttons to zoom in and out. The lights above the view finder indicate the quality of the shot (green is best). Press the  button to snap a picture.
- ♥ Your score for each shot will be shown. Get enough good shots to meet or beat the required score.



Pose

This is different from posing in Wander Mode. You've gotta get charged up by a friend and pose for an unsuspecting bystander, then do it again and again before time runs out.

- ♥ Move the left analog stick to go to the indicated person and receive a boost, then go near a bystander and press the  button. Repeat the process for the indicated number of people before time runs out.

Wimping Out

Even experienced swingers sometimes have performance problems. It's nothing to be ashamed of. Just use secret tokens to complete a mini-game and advance.

- ♥ Select *Wimp Out?* from the Pause Menu to bypass a mini-game. You'll be told how many secret tokens it will cost.
- ♥ If you keep losing at a mini-game, the program will offer to make it easier. If you still keep losing, you'll be invited to wimp out. You can also just quit the mini-game and try again later.

Larry's Love Menus

Pause Menu

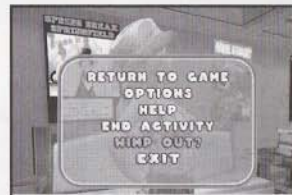
Press the  button to see the Pause Menu.

- ♥ Black Book: See info on current challenges, girls, stats, and inventory.
- ♥ Save Game: Save or overwrite a game. Options: Go to the Options menu.
- ♥ Photos: See Larry's temporary and permanent photo albums.
- ♥ Extras: View game concept art, character models, bonus options, and game credits.
- ♥ Exit: Quit the program.



Mini-Game Menu

- ♥ Return to Game: Continue playing mini-game.
- ♥ Options: Change program options. (See Options Menu next page.)
- ♥ Help: Get information on the current mini-game.
- ♥ End Activity: Leave the mini-game without winning it.
- ♥ Wimp Out?: If you can't complete a mini-game, use this to "win." It will cost some secret tokens.
- ♥ Exit: Quit the program.



Black Book

- ♥ What Next?: Lists current tasks Larry needs to complete.
- ♥ Girls: Select a girl to see her token of affection or to replay an activity.
- ♥ Outfits: Select outfits for Larry to wear. Items: View acquired items you can use in the game.
- ♥ Stats: View your game stats.



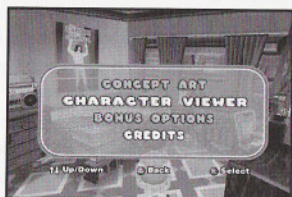
Options Menu

- ♥ Audio: Adjust audio levels.
- ♥ Vibration: Turn controller vibration on or off.
- ♥ Difficulty: Turn adaptive difficulty on or off. When it's on, the game will adjust the difficulty based on your performance.
- ♥ Controller: Adjust controller settings.



Extras Menu

- ♥ Concept Art: View purchased conceptual drawings of locations and characters.
- ♥ Character Viewer: View unlocked character models.
- ♥ Bonus Options: Turn Naughty Mode and Nude Mode on or off.
- ♥ Credits: View the list of credits.



Broadening Your Horizons



Nephew, you can use your Black Book to revisit a girl you've already gotten to know—just select her name to see your notes on your past encounters, and pick the one you want to relive.

And even after you've been on Swingles, you can keep exploring. Who knows, there may be a hot babe you haven't scored with yet, or some campus prank you haven't pulled. There's a big beautiful world out there!

Some Final Words of Wisdom from Your Uncle Larry

My boy, you're bound to experience a lot of disappointment along the way. You'll want to score in the worst way possible, and often that's just how you will. But if you just keep sticking it out there, I guarantee you'll finally succeed in the end. So kiss the girls and make 'em cry, Nephew!

Uncle Larry

♥ Go to www.leisuresuitlarry.com for more fun tips and tricks!

Larry's Support Group for Swingers

GET INSIDE!
Join Now!

Register Your Game Today

Free tips, tricks, demos, trailers, and more! Receive free technical and customer support. Be the first to know about beta tests, tournaments, game testing opportunities, and other events. Plus, stay informed on the latest VU Games news, updates, discounts & more!

Go to <http://reg.vugames.com/> Now!

CUSTOMER SERVICE, SUPPORT AND SALES

United States
U.S.A. Sales Phone: (310) 649-8008
Hours: Monday-Friday 8 AM to 4:45 PM PST

International Sales: (310) 649-8008
Hours: Monday-Friday 8 AM to 4:45 PM PST
Fax: (310) 258-0744

Sierra Entertainment, Inc.
6060 Center Drive, 6th Floor, Los Angeles, CA 90045
Phone: (310) 649-8008; Fax: (310) 258-0744
<http://www.sierra.com>

On-Line Sales
Internet USA: <http://www.sierra.com>

TECHNICAL SUPPORT

North America
Sierra Entertainment offers a 24-hour automated technical support line with recorded answers to the most frequently asked technical questions. To access this service, call (310) 649-8033, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write or fax us with your questions, or contact us via our Web site – <http://support.vugames.com>

Sierra Entertainment Technical Support
4247 South Minnewawa Avenue, Fresno, CA 93725
Main: (310) 649-8033, Monday-Friday, 8:00 AM - 4:45 PM PST
Fax: (310) 258-0755
<http://support.vugames.com>

Credits

Developed by High Voltage Software, Inc.

Producer
Josh VanVeld

Lead Programmer
Brian Bilicki

Lead Artist
Dave Leung

Lead Designers
Duncan McPherson
Tom Smith

Assistant Producer
Jody Coglianesse

Audio/Video Director
D. Chadd Portwine

Art Director
Damion J.J. Davis

Office Manager
Maggie Bohlen

IT Director
Raymond E. Bailey

IT Specialist
Ryan Kellerman

PROGRAMMING
Dan Goodman
John F. Walker
Frank Lee Wilson

ADDITIONAL PROGRAMMING
Dave Pera
Jason Petersohn
Brett Z. Rubin

ART
Jessa Carlson
Andrew J. Hura
Gregory Kopina
Weichun "Chuck" Lee
Benjamin Savage
Corey Stisser
Neil Viola

ADDITIONAL ART
Richard Coons
Jorge Hernandez

WRITING/DESIGN
Matt Entin
Ed Kuehnle

DESIGN
Jason Ablett
Josh Bear
Brian Blair
Bill Sullivan

AUDIO/VIDEO
Michael Caisley
Ryan Cashman
Fred Love
Michael Metz
Tim Schlie
Tim "Cat" Stasica

MANAGEMENT

CEO/Founder
Kerry J. Ganofsky

President
John W. Kopecky

VP of Creative Content
Eric Nofsinger

VP of Software Development
Jesse Helton

Director of Technology
Brett Bourbonin

Executive Producer
Kevin Shaller

SPECIAL THANKS
Jennifer Andrews
Darin Beaver
Harb Berry
Wes Burke
Cedric Busse
Warren Capps
Matt Carter
Enrique Conty
Matt Corso
Patrick Dolan
Tom Dowd
Bill Eng
Steve Gherke
Cef Grima
Lewis L. Harris II
Jorge Hernandez
Mike Henry

Carter Karaganis
Jack Karaganis
Jeremy Karaganis
Chad Kent
Chad Lichly
Homer Marrs
Chad Mirshak
Rodriguez Love
Kevin Melner
Kyle Miller
Nick Muntean
Pradyut Panda
Sergio Parada
David "Dweezle" Pellas
Roosevelt Pittman
Christie Recchia
Dustin Riskey
Bob Rissetto
Angel Ruiz
Ben Scott
Eric Thomas
Rebecca Wiley

INTERNAL TESTING
Andrew Baker
Patrick Drobotj
Mark Manzo
Erin Moore
Chris Tarczon

CONTACT
Please email us with
your feedback:
support@high-voltage.com

MOTION CAPTURE
By Red Eye Studio
(www.redeye-studio.com)
Hoffman Estates, Illinois

Music

"Girls, Girls, Girls"
Written by Tommy Lee, Nikki Sixx and Mick Mars
Performed by Mötley Crüe
Courtesy of Masters 2000, Inc.
under license to the Universal Music Group
Published by WB Music Corp. (ASCAP), Mars Mountain Music (ASCAP), Sixx Gunner Music (ASCAP) and Tommyland Music (ASCAP)
All rights o/b/o itself, Mars Mountain Music and Sixx Gunner Music admin. by WB Music Corp.

"Pop That Coochie"
Written by Luther Campbell, David Hobbs, Mark Ross and Christopher Wong Won
Performed by The 2 Live Crew
Courtesy of Lil' Joe Records, Inc.
Published by Lil' Joe Wein Music, Inc. (BMI)

"Me So Horny"
Written by Luther Campbell, David Hobbs, Mark Ross, Christopher Wong Won and Ricardo Williams
Performed by The 2 Live Crew
Courtesy of Lil' Joe Records, Inc.
Published by Lil' Joe Wein Music, Inc. (BMI)

"Yakety Sax"
Written by Boots Randolph and James Rich
Published by Sony/ATV Tree Publishing (BMI)

"We Are Family"
Written by Bernard Edwards and Nile Rodgers
Performed by Sister Sledge
Courtesy of Atlantic Recording Corp.
By Arrangement With Warner Strategic Marketing
Published by Bernard's Other Music (BMI) and Sony/ATV Music LLC (BMI)
All rights o/b/o Bernard's Other Music (BMI) admin. by Warner-Tamerlane Publishing Corp. (BMI)

"I'm Too Sexy"
Written by Fred Fairbrass, Richard Fairbrass and Robert Manzoli
Performed by Right Said Fred
Courtesy of Gut Records Limited and Virgin Records
Under license from EMI Film & Television Music
Published by Hit & Run Music (Publishing) Ltd. All right for the U.S. and Canada controlled & admin. by EMI Blackwood Music Inc. (BMI)

"Hey There Lonely Girl"
Written by Earl Shuman and Leon Carr
Performed by Eddie Holman
Courtesy of MCA Records
Under license from Universal Music Enterprises
Published by Music Sales Corporation (ASCAP)

"Up All Night"
Written by Mark Slaughter and Dana Strum
Performed by Slaughter
Courtesy of Chrysalis Records
Under license from EMI Film & Television Music
Published by Chrysalis Songs o/b/o itself and Topless Music (BMI)

"Gitschool"
Written by Dean Michael Davidson
Performed by Britny Fox
Courtesy of Columbia Records, by arrangement with Sony Music Licensing
Published by Zomba Songs, Inc. (BMI) o/b/o Mr. Radar Music

ALL RIGHTS RESERVED.
USED BY PERMISSION.
INTERNATIONAL
COPYRIGHT SECURED.

Covering Larry's Ass (License Agreement)

This software program, any printed materials, any online or electronic documentation (the "Program") are the copyrighted work of Vivendi Universal Games, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.



END USER LICENSE AGREEMENT

- Limited Use License.** Vivendi Universal Games, Inc., ("VUG") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Sony PlayStation®2 computer entertainment system.
- Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "appllets" incorporated into the Program) are owned by VUG or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and VUG's licensors may act to protect their rights in the event of any violation of this Agreement.
- Responsibilities of End User.**
 - Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of VUG.
 - You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of VUG; or exploit the Program or any of its parts for any commercial purpose.
- Program Transfer.** You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
- Termination.** This License is effective until terminated. You may terminate the License at any time by destroying the Program. VUG may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.
- Limited Warranty.** VUG EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NON-INFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with you, however VUG warrants the disc(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. VUG's sole liability in the event of a defective disc shall be to give you a replacement disc. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.
- Limitation of Liability.** NEITHER VUG, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.
- Equitable Remedies.** You hereby agree that VUG would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VUG shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as VUG may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
- Miscellaneous.** This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.



I WANT YOU
TO HIT ME
AS HARD
AS YOU CAN.

FIGHT CLUB™



PlayStation 2



MATURE 17+



© 2004 Regency Entertainment, Inc. All rights reserved. Vivendi Universal Games and the Vivendi Universal Gamer logo are trademarks of Vivendi Universal Games, Inc. in the U.S. and other countries. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online icon is a trademark of Sony Computer Entertainment America Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other copyrights and trademarks are property of their respective owners. Online play requires internet connection, Network Adaptor (for PlayStation 2) and Memory Card (RMB) (for PlayStation 2) (each sold separately).

7231410