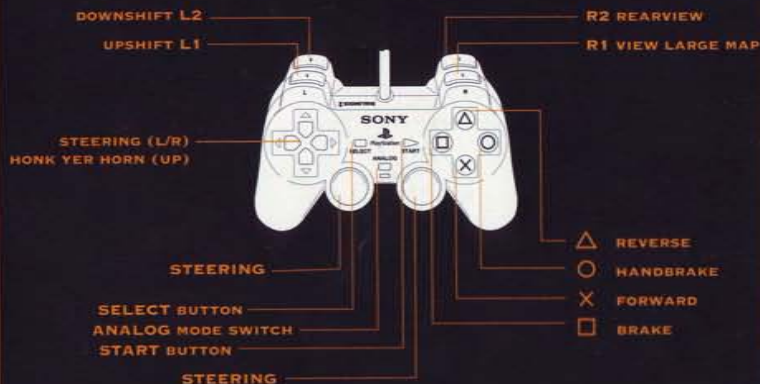


DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



AS A MEMBER OF A GANG OF INTERNATIONAL SMUGGLERS, IT'S YOUR JOB TO EVADE THE U.S. BORDER PATROL, CIA, AND CUTTHROAT RIVALS TO DELIVER ILLEGAL CARGO. IT'LL TAKE COMPLETE MASTERY OF YOUR OFF-ROAD VEHICLE TO MAKE IT ACROSS UNFORGIVING TERRAIN AND STAY ONE STEP AHEAD... AND MAKE THE DROP.

WWW.ROCKSTARGAMES.COM/SMUGGLERSRUN

EXCLUSIVE SOUNDTRACK PROVIDED
BY GUIDANCE RECORDINGS



1-2 Players | Memory Card (for PS2) - 324 KB | Digital Control | Analog Control | Vibration Function



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EmuMovies

SMUGGLER'S RUN





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 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.

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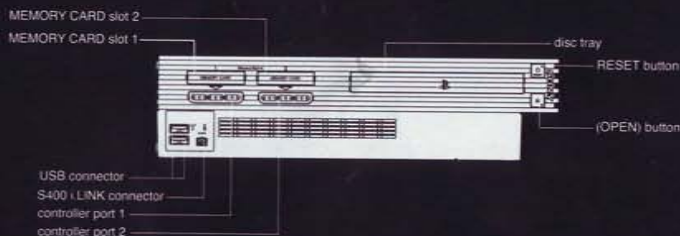
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GETTING STARTED



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 SMUGGLER'S RUN 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.

STARTING UP

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS





WELCOME TO SMUGGLER'S RUN

RADAR COVERAGE IS JUST TOO GOOD THESE DAYS, SO MANY SMUGGLERS LIKE YOU HAVE CLIMBED BACK INTO OFF-ROAD VEHICLES AND FOUND SUCCESS BY OUT-DRIVING LAW ENFORCEMENT ACROSS SOME OF THE MOST INHOSPITABLE TERRAIN IN THE WORLD.

IN THE EARLY DAYS, YOU WERE A GREENHORN FREELANCE SMUGGLER WHO WAS FEARLESS ENOUGH (OR STUPID ENOUGH) TO JOIN THIS OFF-ROAD GAME OF LIFE, DEATH, AND SERIOUS CASH. SOMEHOW YOU SURVIVED LONG ENOUGH ON YOUR OWN TO GET DAMN GOOD.

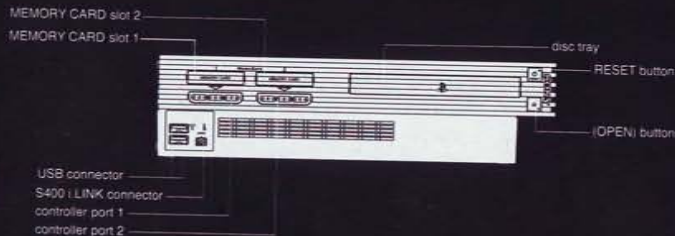
BUT NOW, AS A HARDENED SMUGGLER, IT'S ALL ABOUT HEAPS OF DOLLAR BILLS. YOU'VE DONE SO MUCH "TRANSPORTING" THAT IT DOESN'T MATTER WHAT YOU DELIVER, JUST AS LONG AS THERE ARE THRILLS ALONG THE WAY AND A GOOD PAYCHECK AT THE END OF THE DAY. WITH YOUR "DON'T ASK, DON'T TELL" POLICY, YOU ARE TOTALLY NEUTRAL AGAINST ANY MORAL RAMIFICATION OF ANY PACKAGES OR EVEN WHAT YOUR CLIENTS DO; YOU JUST WANT TO DELIVER THE GOODS AND GET THE HELL OUTTA THERE.

SURE, YOU STILL MAKE SOME RUNS BY YOURSELF, BUT RIVAL BANDS OF SMUGGLERS AND SWARMS OF COPS HAVE MADE THE LONER'S LIFE CHALLENGING. THAT AND THE ATTRACTION OF BIGGER JOBS ENTICE YOU TO PARTNER UP WITH A BAND THAT MADE YOU A GOOD OFFER. HEY, YOU GOTTA RESPECT SUPPLY AND DEMAND, AND YOU'RE IN DEMAND FOR CONTRIBUTING TO THE SUPPLY.

EVEN AS PART OF A RAG-TAG BUT FEARED BAND, YOU ALWAYS FACE COMPETITION ON EVERY RUN: EITHER A RIVAL BAND OR A BUNCH OF THUGS WITH BADGES WORK HARD TO TAKE WHAT YOU'VE GOT. BUT FOR EVERY RUN YOU PULL OFF, YOU GET MORE GREEN, WHICH YOU CAN USE TO ADD TO YOUR COLLECTION OF "COMPANY CARS" (ANYTHING BUT STREET LEGAL).





DO YOU DO IT FOR THE THRILL OF OFF-ROAD RACING, THE GLORY OF WINNING, THE MONEY, OR THE TRAVEL OPPORTUNITIES? MAYBE IT'S A LITTLE OF EACH.

INITIATION



1. SET UP YOUR PLAYSTATION®2 ACCORDING TO THE INSTRUCTIONS IN ITS INSTRUCTION MANUAL. CONNECT A DUALSHOCK™ ANALOG CONTROLLER AND/OR A DUALSHOCK™2 ANALOG CONTROLLER. IF YOU WISH TO SAVE YOUR SMUGGLER'S RUN GAME, INSERT A MEMORY CARD (8MB) (FOR PLAYSTATION®2) WITH AT LEAST 324 KB OF FREE SPACE INTO MEMORY CARD SLOT 1. SMUGGLER'S RUN ONLY SUPPORTS MEMORY CARD SLOT 1.

2. PRESS THE MAIN POWER SWITCH ON. THE  INDICATOR WILL BE RED.

3. PRESS THE  BUTTON. THE DISC TRAY WILL OPEN, THE  INDICATOR WILL TURN GREEN, AND THE  INDICATOR WILL FLASH BLUE. THE  INDICATOR WILL STAY A SOLID BLUE WHEN THE DISC TRAY HAS STOPPED MOVING.





4. INSERT THE SMUGGLER'S RUN DISC, LABEL SIDE UP, INTO THE PLAYSTATION®2, AND PRESS THE BUTTON. THE DISC TRAY WILL CLOSE.

5. IF THE PLAYSTATION®2 LOGO, AND SUBSEQUENTLY THE ROCKSTAR LOGO, DO NOT APPEAR, PRESS THE BUTTON. THE DISC TRAY WILL OPEN. ENSURE THAT THE SMUGGLER'S RUN DISC IS PROPERLY INSERTED, AND PRESS THE BUTTON AGAIN. IF THE GAME DOES NOT LOAD, PRESS THE MAIN POWER SWITCH OFF; ENSURE THAT YOUR PLAYSTATION®2 IS SET UP CORRECTLY, PRESS THE MAIN POWER SWITCH ON AGAIN, AND THEN PRESS THE BUTTON.

6. IT IS ALSO RECOMMENDED THAT YOU DO NOT INSERT OR REMOVE PERIPHERALS ONCE THE POWER IS TURNED ON. DO NOT RESET, POWER DOWN, OR REMOVE THE MEMORY CARD FROM, THE PLAYSTATION®2 DURING LOADING/SAVING, AS THIS MAY DESTROY DATA.

LOADING/DELETING A SAVED GAME

LOADING/DELETING A SAVED GAME

INSERT A MEMORY CARD (8MB) (FOR PLAYSTATION®2) WITH PREVIOUSLY SAVED GAMES INTO MEMORY CARD SLOT 1. SELECT SMUGGLER'S MISSION FROM THE MAIN MENU AND PRESS . YOU WILL BE PRESENTED WITH THE LOAD OR NEW GAME SCREEN AND A LIST OF SAVED GAMES - UNLESS THE MEMORY CARD IS UNFORMATTED, IN WHICH CASE THERE ARE NO FILES TO LOAD. USE THE DIRECTIONAL BUTTONS TO HIGHLIGHT THE FILE YOU WANT TO LOAD AND PRESS THE BUTTON. PRESS THE BUTTON AT ANY TIME TO CANCEL AND BACK OUT TO THE MAIN MENU. IF YOU WANT TO DELETE A PREVIOUSLY SAVED GAME THEN SELECT OPTIONS FROM THE MAIN MENU AND PRESS . SELECT MEMORY CARD MANAGER AND THE MEMORY CARD DIRECTORY SCREEN AND A LIST OF SAVED GAMES WILL APPEAR. SELECT SELECT FILE TO DELETE AND PRESS THE BUTTON. USE THE DIRECTIONAL BUTTONS TO HIGHLIGHT THE FILE WHICH YOU WANT TO DELETE AND PRESS THE BUTTON. THE GAME WILL PROMPT YOU TO CONFIRM THE ACTION:

SELECT NO TO CANCEL OR YES - DELETE TO CONFIRM.

SAVING A GAME

INSERT A MEMORY CARD (8MB) (FOR PLAYSTATION®2) WITH AT LEAST 324 KB OF FREE SPACE INTO MEMORY CARD SLOT 1. IF YOU DO NOT HAVE ENOUGH FREE SPACE, A MESSAGE WILL APPEAR INFORMING YOU OF HOW MUCH FREE SPACE THERE IS ON YOUR MEMORY CARD (8MB) (FOR PLAYSTATION®2) AND HOW MUCH MORE SPACE YOU NEED IN ORDER TO SAVE YOUR SMUGGLER'S RUN GAME. TO FREE UP SPACE ON YOUR MEMORY CARD (8MB) (FOR PLAYSTATION®2) REFER TO YOUR PLAYSTATION®2 INSTRUCTION MANUAL. ONLY SMUGGLER'S MISSION GAMES CAN BE SAVED. SELECT SMUGGLER'S MISSION FROM THE MAIN MENU. IF THE NO DIRECTORY SCREEN APPEARS SELECT CREATE DIRECTORY. YOU WILL THEN BE PRESENTED WITH THE LOAD OR NEW GAME SCREEN. SELECT START NEW GAME. ENTER THE DESIRED NAME OF YOUR SAVED GAME FILE AND SELECT ACCEPT. YOUR PROGRESS WILL BE AUTOMATICALLY SAVED AFTER SUCCESSFULLY COMPLETING EACH LEVEL. IF AN UNFORMATTED MEMORY CARD (8MB) (FOR PLAYSTATION®2) IS INSERTED, THE GAME WILL PROMPT YOU TO FORMAT THE MEMORY CARD (8MB) (FOR PLAYSTATION®2). SELECT YES - FORMAT AND PRESS THE BUTTON TO CONFIRM THE PROMPT TO FORMAT.

SAVING OPTIONS

YOU CAN SAVE YOUR OPTIONS EVEN IF YOU ARE NOT PLAYING AND SAVING A SMUGGLER'S MISSION GAME. SELECT OPTIONS FROM THE MAIN MENU, THEN, AFTER CHANGING THE VARIOUS OPTIONS TO SUIT YOUR FANCY, SELECT SAVE OPTIONS TO MEMORY CARD. THIS MEANS THAT, WHEN YOU BOOT YOUR PLAYSTATION®2 WITH A MEMORY CARD (8MB) (FOR PLAYSTATION®2) INSERTED THAT HAS OPTIONS ALREADY SAVED ON IT, THOSE OPTIONS WILL AUTOMATICALLY BE PUT INTO EFFECT.





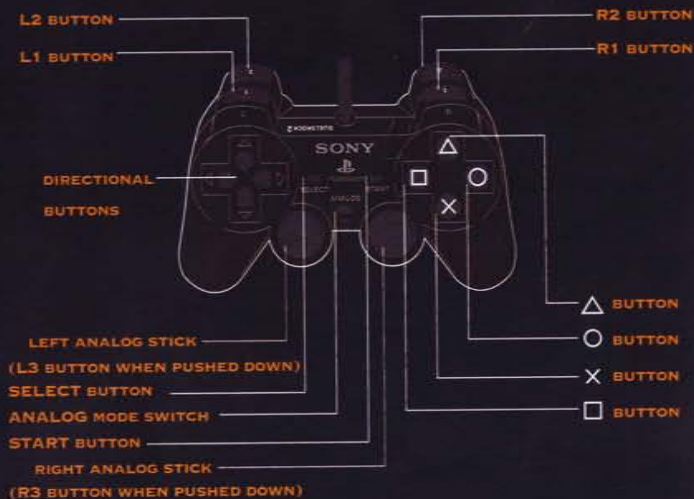
SMUGGLER'S RUN

MEXICO. UNITED STATES. CANADA.



UNDER CONTROL?

YOU CAN CHOOSE FROM 4 SET CONTROLLER CONFIGURATIONS. SMUGGLER'S RUN SUPPORTS BOTH THE DUALSHOCK™ ANALOG CONTROLLER AND THE A DUALSHOCK™2 ANALOG CONTROLLER. THE DEFAULT CONTROLS ARE DETAILED BELOW. YOU CAN CHANGE THE CONTROLS BY SELECTING EXTRAS FROM THE MAIN MENU, THEN GAME OPTIONS, THEN CONTROLLER.



STEERING -

LEFT ANALOG STICK, OR THE LEFT AND RIGHT DIRECTIONAL BUTTONS

FORWARD -

PRESS THE RIGHT ANALOG STICK UP, OR PRESS THE X BUTTON

REVERSE -

PRESS THE RIGHT ANALOG STICK DOWN, OR PRESS THE △ BUTTON

BRAKE -

□ BUTTON

HANDBRAKE / LEVELOUT (WHILE AIRBORNE)

○ BUTTON / R3 BUTTON

PAUSE/UNPAUSE -

START BUTTON

CAMERA CHANGE -

SELECT BUTTON

VIEW LARGE MAP -

R1 BUTTON

REARVIEW -

R2 BUTTON

UPSHIFT - (MANUAL TRANSMISSION ONLY)

L1 BUTTON

DOWNSHIFT - (MANUAL TRANSMISSION ONLY)

L2 BUTTON

HONK YER HORN -

L3 BUTTON / UP DIRECTIONAL BUTTON





SMUGGLER'S MISSION

THERE'S AN E-MAIL FOR YOU ON YOUR DASHBOARD COMPUTER. IT'S FROM GORDON TEMPLE, LEADER OF THE FORGOTTEN, A GANG WHOSE STYLE AND LACK OF MORALS APPEALS TO YOU. YOU'RE TIRED OF FREELANCING, OF NO ONE HAVING YOUR BACK, AND THINKING THAT HOOKING UP WITH A SOLID AND SHADY ORGANIZATION SUCH AS THE FORGOTTEN WILL BRING YOU MUCH NEEDED PROFIT AND PROTECTION. LET'S SEE WHAT HE HAS TO OFFER:

"SO, A NEW KID IN TOWN. SOMEONE ELSE WITH SOMETHING TO FORGET - AND YOU ARE INSTANTLY FORGETTABLE, I'LL GIVE YOU THAT. BUT I'VE HEARD SOME GOOD THINGS FROM PEOPLE I TRUST, AND THOUGHT I'D CHECK YOU OUT MYSELF. RADIO GIRL WILL BRIEF YOU ON YOUR MISSION ASSIGNMENTS, AND EVEN OFFER SOME KIND WORDS OF ADVICE AND ENCOURAGEMENT WHEN YOU'RE ON THE ROAD. AND OFF IT. YOU'LL NEVER SEE ME, AND NEVER HEAR FROM ME, UNLESS YOU CROSS ME. AND IN THAT CASE YOU'LL NEVER SEE ANYTHING EVER AGAIN. UNDERSTOOD? GOOD. NOW LET'S SEE WHAT YOU CAN DO..."

SO THAT'S IT. YOU HAVE TO PROVE YOURSELF TO THE MAN. IT'S NOT THE FIRST TIME. IT'LL BE WORTH IT ONCE THE GREEN STARTS ROLLING IN. WHAT'S THIS? ANOTHER E-MAIL, THIS TIME FROM RADIO GIRL, SUBJECT: MISSION BRIEFING. THAT WAS FAST. AND YOU LIKE FAST.

"SIMPLE AT FIRST, BABY, THEN BECOMING MORE DARING IF AND WHEN YOU GAIN GORDON'S TRUST, YOU'RE ENTERING THE VERY DANGEROUS, DARK AND ILLICIT WORLD OF INTERNATIONAL SMUGGLING. I'M GOING TO GIVE YOU MISSIONS, ONE BY ONE, WITH EASY INSTRUCTIONS. IF YOU COMPLETE ONE MISSION TO GORDON'S SATISFACTION, YOU'LL GET ANOTHER. SOMETIMES YOU'LL WORK ALONE, SOMETIMES WITH FRIENDS. SOMETIMES JOHNNY LAW WILL BE TRYING TO BRING YOU IN, SOMETIMES RIVAL GANGS WILL BE OUT TO TAKE THE LOOT FROM YOUR TRUNK AND THE MONEY OUT OF YOUR WALLET. IN SHORT, YOU DON'T HAVE TOO MANY FRIENDS OUT THERE. SOMETIMES

YOU'LL BE A DELIVERY BOY, DELIVERING MERCHANDISE A BIT MORE VALUABLE THAN PIZZA, AND SOMETIMES YOU'LL BE TAKING OUT GOVERNMENT SURVEILLANCE STATIONS. IN SHORT, BE READY FOR ANYTHING."

YOU'RE READY TO GO. SELECT SMUGGLER'S MISSION FROM THE MAIN MENU TO BEGIN YOUR CAREER IN CRIME WITH THE FORGOTTEN. IF YOU WISH TO SAVE YOUR SMUGGLER'S MISSION GAME, YOU MUST HAVE A MEMORY CARD (8MB) (FOR PLAYSTATION®2) INSERTED BEFORE YOU SELECT SMUGGLER'S MISSION. YOU MAY RETURN AND REPLAY ANY PREVIOUSLY PLAYED LEVEL IF YOU WISH TO BETTER YOUR SCORE OR DO THE SAME RUN WITH A DIFFERENT VEHICLE. HERE'S A BREAKDOWN OF THE GANGS YOU WILL EITHER BE PART OF OR FACE OFF AGAINST IN SMUGGLER'S RUN.

GANGS

YOUR GANG:

THE FORGOTTEN



GANG LEADER: GORDON TEMPLE
CHARACTER SUMMARY: EARLY 40s, EX-ARMY, CIGAR-SMOKING, SLIGHTLY SHADY.
GANG SKILLS AND TACTICS: WHILE THE FORGOTTEN AREN'T SPECIALISTS IN REGARD TO HOW THEIR VEHICLES ARE SET UP, THEY ARE VERY WELL-BALANCED, WELL-BUILT AND HAVE GOOD SPEED AND HANDLING.





RIVAL GANGS

THE O'GRADY'S



GANG LEADER: FRANK O'GRADY
CHARACTER SUMMARY: IRISH-AMERICAN MALE, EARLY 40S, HEAVY DRINKER AND SMOKER.
TERRITORY: US/CANADIAN BORDER. FOREST AND SNOW.
GANG SKILLS AND TACTICS: GIVEN THE FAMILY'S EXPERIENCE AND LONG HISTORY OF SMUGGLING, THE O'GRADY'S HAVE DEVELOPED A STYLE BASED ON THE OLD ADAGE THAT THE "LAST ONE STANDING MUST BE THE WINNER." SO, THEIR DRIVING STYLE HAS BEEN BUILT AROUND VEHICLES THAT ARE TOUGH ENOUGH TO TAKE A BEATING BUT STILL HANDLE WELL WITH GOOD SPEED. OF COURSE THE DOWNSIDE IS THAT IT CAN TAKE A BIT LONGER TO GET GOING.

SIERRA CARTEL



GANG LEADER: CONCHITA GONZALEZ
CHARACTER SUMMARY: MEXICAN WOMAN IN LATE 40S, DERANGED AND ANGRY.
TERRITORY: US/MEXICAN BORDER. DESERT DEMONS.
GANG SKILLS AND TACTICS: THE SIERRA CARTEL SACRIFICE DURABILITY AND STRENGTH FOR GOOD TOP SPEEDS AND GREAT HANDLING.

A20



GANG LEADER: PEDRO
CHARACTER SUMMARY: COLOMBIAN PSY-CHOPATH, MID 30S, VERY AGGRESSIVE.
TERRITORY: US/MEXICAN BORDER. DESERT.
GANG SKILLS AND TACTICS: THE A20S HAVE LIGHTNING QUICK VEHICLES WITH EXCELLENT ACCELERATION. HOWEVER, GIVEN THE STRAIN THAT THIS PUTS ON THE ENGINES, THEIR VEHICLES CAN'T MAINTAIN THE TOP SPEEDS OF SOME OF THE OTHER GANGS.

QUEBECOIS



GANG LEADER: PIERRE
CHARACTER SUMMARY: FRENCH-CANADIAN MALE. BELIEVES STRONGLY IN 'THE CAUSE' AND FEELS MORALLY SUPERIOR TO OTHER GANGS WHO HAVE NO 'HIGHER' CAUSE.
TERRITORY: US/CANADIAN BORDER. SNOW SPECIALISTS.
GANG SKILLS AND TACTICS: THE QUEBECOIS WILL TEND TO USE BRUTE FORCE TACTICS, RAMMING AND PUSHING THEIR WAY THROUGH AND OVER ANY OBSTACLES THAT ARE UNFORTUNATE ENOUGH TO BE IN THEIR WAY. THIS HAS LED TO THE DEVELOPMENT OF VEHICLES THAT ARE WELL-ARMORED AND WILL GIVE AND TAKE MORE DAMAGE, BUT THIS IS AT THE EXPENSE OF SPEED AND HANDLING.





LAW ENFORCEMENT

THE WORST GANGS OF ALL. THE BORDER PATROL, CIA, AND EVEN THE ARMY WILL ALL BE VERY INTERESTED IN YOUR ACTIVITIES. AVOIDING CONFRONTATIONS IS YOUR BEST POLICY, BUT THAT CHOICE WILL RARELY BE IN YOUR HANDS. SIMPLE SPEED WON'T BE ENOUGH TO KEEP YOU OUT OF THE SLAMMER; YOU WILL HAVE TO RAISE YOUR GAME AND EMPLOY WILY, CRAFTY MANEUVERING TACTICS TO GET HOME RICH AND FREE.

TERRITORIES

YOU WILL BEGIN YOUR TRAINING WITH THE FORGOTTEN OPERATING ON THE US/CANADIAN BORDER IN GREEN, MOUNTAINOUS, AND FORESTED LANDSCAPE, BUT AS MISSIONS BECOME MORE COMPLICATED AND OTHER GANGS AND LAW ENFORCEMENT CATCH ON TO YOUR ACTIVITIES YOU WILL BE FORCED TO EXPLORE NEW TERRITORIES AND MOVE SOUTH - TO THE US/MEXICAN BORDER. HERE YOU WILL ENCOUNTER NEW GANGS OF HARDENED SMUGGLERS WORKING THE ARID, DUSTY, DESERT TERRAIN. WINTER COMES AND YOU WILL RETURN TO THE NORTH TO FACE THE BITTER COLD AND ICY CHALLENGE OF THE SNOW-COVERED US/CANADIAN MOUNTAINS.

GARAGE

CHOOSE YOUR VEHICLE. IN SMUGGLER'S MISSION YOU START OUT WITH JUST THE BUGGY AND SUV TO CHOOSE FROM. YOUR ONGOING SUCCESS WILL BRING YOU ACCESS TO AN INCREASING SELECTION OF BATTLE-READY DRIVING MACHINES. CHECK TO SEE WHAT YOU'VE ACQUIRED AS YOU ADVANCE FROM THE FOREST MISSIONS INTO THE DESERT, AND AGAIN AS YOU MOVE FROM THE DESERT MISSIONS INTO THE SNOW. THE DIFFERENT VEHICLES HAVE DIFFERENT ATTRIBUTES, AND YOU WILL NEED TO FIND WHICH BEST SUIT YOUR STYLE, AND WHICH BEST MEET THE DEMANDS OF THE PARTICULAR TERRAIN YOU'RE ON.

BUGGY

TOP SPEED DRAGSTER, TAIL-HEAVY, HIGH-REVVING ENGINE AND FOUR-WHEEL INDEPENDENT SUSPENSION. SURE, YOU MAY HAVE SOME DOUBTS. YOU MIGHT BE THINKING: A BUGGY? ARE YOU NUTS? THIS ISN'T "A VACATION." THE BUGGY WILL SURPRISE YOU AT EVERY TURN, LITERALLY AND FIGURATIVELY. THE SPEED, THE HANDLING, THE TOUGHNESS. PLUS YOU'LL LOOK GOOD WHEN YOU TOOL DOWN TO MALIBU FOR SOME WELL-EARNED R & R.



SUV

A THREATENING ALL-ROUND VEHICLE. BIG BLOCK V8 UNDER THE HOOD AND ALL WHEEL DRIVE. YEAH, YEAH. I KNOW, THESE DAYS, SUV MAY AS WELL STAND FOR SUBURBAN VEHICLE. I THINK, HOWEVER, THAT YOU'LL BE ABLE TO FIND SOME CREATIVE USES FOR THIS MONSTA'; GIVE THIS BABY A REAL WORKOUT AND LET IT BE KNOWN AND SHOWN WHAT THIS POWERHOUSE CAN DO.





TROPHY TRUCK

BLASTING WITH HIGH SPEED AND GOOD HANDLING. REAR DIFFERENTIAL AXLE V-8 WITH LOTS OF SUSPENSION TRAVEL. PLUS YOU'LL HAVE PLENTY OF ROOM FOR YOUR HOUNDS, A FEW PIGS, THAT SIX-POINT BUCK YOU JUST BAGGED, AND ALL THE ILLEGALITIES YOU CARE TO CARRY.



RALLY CAR

HIGH SPEED, TOP HANDLING DESERT RACER. HIGH REVVING TURBO WITH FRONT-WHEEL-DRIVE. HEY, JOHNNY LAW. YOU HUNGRY? YOU SURE ARE FAT ENOUGH. I GOT A NICE PLATE OF MY DUST FOR YOU TO EAT. MMMMM... DUST. YOU KNOW YOU WANT IT. THEY CAN'T CATCH YOU IN THE RALLY CAR, BABY.



MASSIVE TRUCK

SHOW OFF WITH HIGH ACCELERATION AND TOP-HEAVY STRENGTH. SUPER-CHARGED V-8 IN FRONT AND FOUR-WHEEL DRIVE UNDERNEATH. MASSIVE, EH? LET'S SEE EXACTLY WHAT WE'RE DEALING WITH. MASSIVE (ADJ): IMPRESSIVELY LARGE; BULKY; WEIGHTY; HEAVY; LARGE IN COMPARISON WITH WHAT IS TYPICAL OR USUAL. ALL RIGHT. YOU ARE NOW MASSIVE. DRIVE AS SUCH.



MILITARY VEHICLE

AN ENTHUSIAST FOR STRENGTH AND SPEED. ALL-WHEEL DRIVE V-8 WITH FOUR-WHEEL INDEPENDENT SUSPENSION. I THINK YOU KNOW WHAT MILITARY VEHICLES ARE ALL ABOUT. I THINK WE ALL KNOW THE OUTCOME OF THE UPCOMING CONFLICT. WE'RE GOING TO ROLL OVER SOME PEOPLE. WE'RE GOING TO PUNISH THEM. WE'RE GOING TO POUND THEM INTO THE DIRT, SAND, SNOW, OR WHATEVER THE HELL WE'RE DRIVING ON.



SELECT AUTOMATIC OR MANUAL TRANSMISSION

LIKE REAL LIFE, AUTOMATIC MAKES IT EASIER TO DRIVE BUT MANUAL MAKES FOR A MORE REWARDING DRIVING EXPERIENCE. IN YOUR UNIQUE DRIVING SITUATION YOU WILL HAVE TO DECIDE WHICH WILL MAKE YOUR PROFITEERING MORE PROFITABLE.





THINGS A FIRST-TIME SMUGGLER WILL NEED TO KNOW:

1. WHERE TO GO

ARROWS ARE THERE TO GIVE YOU DIRECTIONS. WHEN THE ARROW IS GREEN YOU HAVE TO PICKUP; WHEN IT IS RED YOU HAVE TO DROP SOMETHING OFF.

PICK UP POINTS CAN BE RECOGNIZED BY GREEN FLARES. ON THE MAPS THEY WILL APPEAR BRIGHT YELLOW, AND WILL STAY WITH YOU AFTER PICKUP, FOR AS LONG AS YOU ARE HOLDING THE CONTRABAND.

DROP OFF POINTS ARE INDICATED BY BLUE OR RED FLARES. IN TWO-PLAYER MODE, PLAYER 1'S DROP OFF POINTS WILL BE MARKED WITH RED FLARES, WHILE PLAYER 2'S WILL BE MARKED WITH BLUE. ON THE MAPS THEY APPEAR A GLOWING RED FOR PLAYER 1 AND THEY GLOW IN BLUE FOR PLAYER 2.

CHECKPOINTS ARE CROSSED - YOU CAN FLY OVER THE MARKERS BUT YOU MUST PASS IN BETWEEN THEM. THEY ALSO APPEAR AS YELLOW ON YOUR IN-GAME MAPS, AND WILL DIM AFTER YOU SUCCESSFULLY PASS THEM.

A VERY HANDY **MAP** CAN BE FOUND AT THE BOTTOM RIGHT OF THE SCREEN; IT SHOWS WHERE YOU ARE AS WELL AS WHERE YOUR MATES AND ENEMIES ARE. A LARGER SECTION OF THE MAP CAN BE SEEN BY PRESSING THE R1 BUTTON.

PLAYER 1 AND HIS/HER TEAMMATES WILL APPEAR AS RED ARROWS, WHILE ALL OPPOSING FORCES WILL SHOW UP AS BLUE ARROWS. IN A TWO-PLAYER GAME, PLAYER 1 AND FRIENDS WILL ALL APPEAR RED, WHILE PLAYER 2 AND COMRADES WILL APPEAR BLUE. LAW ENFORCEMENT WILL ALWAYS APPEAR AS FLASHING GRAY ARROWS.



PRESS R1 TO GET THE **BIG MAP**

2. CONTRABAND

TYPES OF CONTRABAND

DOES IT REALLY MATTER WHAT YER HAULIN'? No. Yes. No. SOMETIMES. WHAT YOUR HAULIN' AFFECTS WHO'S CHASING YOU, AND WHAT THEY'RE WILLING TO DO TO STOP YOU. BUT WHETHER IT'S WEAPONS, COMPUTER HARDWARE, INDUSTRY SECRETS, OR ROCKS SOME POOR SAP IS GONNA PAY TWO MONTHS' SALARY FOR... WHATEVER. IN THE END, ALL THAT REALLY MATTERS IS, DID YOU GET PAID? DAMN RIGHT YOU DID.





CONTRABAND VALUE METER

YOUR CARGO IS VERY VALUABLE AND VERY PRECIOUS. ONCE YOU HAVE IT, TAKE CARE OF IT. YOUR OPPONENTS WILL NOT THINK TWICE ABOUT USING BRUTE FORCE TO STEAL IT FROM YOU, AND JOHNNY LAW DOESN'T CARE IF THERE'S FOOD ON YOUR TABLE TONIGHT. YOU HAVE TO TAKE CARE OF YOU. BE CAREFUL NOT TO DAMAGE THE GOODS - DAMAGED GOODS ARE WORTH LESS. ON THE UPPER RIGHT-HAND PART OF THE SCREEN YOU WILL SEE A CONTRABAND ICON AND ITS WORTH UPON DELIVERY. NOTICE YOUR DISMAY AND ANGER RISING IN TANDEM AS THE POLICE DECREASE THE VALUE OF YOUR RUN EACH TIME THEY BATTER YOUR VEHICLE.

WHO HAS THE LOOT?

HOPEFULLY, YOU. WHEN YOU PICK UP A PIECE OF CONTRABAND, EITHER BY CRASHING INTO AN OPPONENT AND STEALING IT, COLLIDING WITH A TEAMMATE AND TRANSFERRING IT, OR PICKING IT UP OFF THE GROUND, A MESSAGE WILL APPEAR ONSCREEN. A CONTRABAND ICON, ALONG WITH THE VALUE OF THE CONTRABAND, WILL APPEAR IN THE UPPER RIGHT OF YOUR SCREEN, WHEN YOU ARE CARRYING CONTRABAND, AND REMAIN THERE UNTIL THE CONTRABAND IS DELIVERED, STOLEN, OR TRANSFERRED TO A TEAMMATE.



CONTRABAND ICON AND CURRENT WORTH UPON DELIVERY

PICK UP THE LOOT

TIME REMAINING TO COMPLETE MISSION



STEAL THE LOOT FROM AN OPPONENT



MONEY EARNED ON MISSION SO FAR

DELIVERIES MADE/ DELIVERIES NEEDED TO COMPLETE MISSION

GANKED!
YOU LOST THE LOOT!





3. HOW YOUR TEAMMATES WORK

CHOOSE YOUR TEAMMATES CAREFULLY. DEPENDING ON THE TYPE OF VEHICLE THEY HAVE THEIR BEHAVIOR WILL BE DIFFERENT. MASSIVE TRUCKS WILL BLOCK OPPONENTS AND DAMAGE OUT OTHER PLAYERS, WHILE BUGGIES WILL GO AFTER THE LOOT.

4. ALL THE SMASHING AND BASHING AND CRASHING GETTING TOO MUCH FOR YOU?

NEED A BREAK? IT PAYS TO TAKE A 10-MINUTE BREAK IN EVERY HOUR OF PLAY, SO PUT THE ACTION ON HOLD... PRESS THE START BUTTON TO PAUSE THE GAME.

TURF WAR

INSTANT ACTION. JUST JUMP RIGHT IN AND DO BATTLE. HERE YOU CAN CHOOSE TO PLAY AS ANY GANG, AND CHOOSE TO DRIVE ANY VEHICLE. AVAILABLE FOR ONE PLAYER OR TWO. MESSAGES WILL APPEAR ONSCREEN INFORMING YOU OF WHEN YOU'VE SUCCESSFULLY PASSED A CHECKPOINT, SNAGGED A PIECE OF CONTRABAND, HAD THE SAME PIECE STOLEN FROM YOU, SNATCHED THAT LOOT BACK FROM THE FOOL WHO STOLE IT FROM YOU, ETC.

CROOKS N' SMUGGLERS

VEHICULAR FREE-FOR-ALL ACTION, WITH EIGHT HOSTILE IMMORAL MAJORITY TYPES (INCLUDING YOURSELF) DESPERATELY SCRUMMING TO ACQUIRE, HOLD, AND DELIVER ONE PIECE OF LOOT. THREE VERY SEPARATE BUT EQUALLY DIFFICULT PROCEDURES. IT'S ALL AGAINST ONE, AND ONE AGAINST ALL, AND ALL AGAINST ALL. FIRST RAIDER TO BRING FIVE PIECES HOME GETS THE GOLD. WATCH YOUR ONSCREEN TIMER AS WELL.

LOOT GRAB

TWO TEAMS SQUARE OFF IN THE ULTIMATE TEST OF VEHICULAR TEAM COMBAT. ONE STASH OF LOOT AT A TIME, WITH TWO TEAMS FIGHTING OVER IT. TO WIN, YOUR TEAM HAS TO BE THE FIRST TO SMUGGLE 18 BUNDLES BACK TO YOUR HIDEOUT. DECIDE WHICH GANG COLORS YOU WILL BE WEARING AND WHICH BATTLE TACTICS YOU WILL EMPLOY. GANG, VEHICLE AND TERRAIN ATTRIBUTES ALL COME INTO PLAY IN THIS WILD MELEE, SO MAKE YOUR PRE-GAME CHOICES STRATEGICALLY. MESSAGES WILL APPEAR ONSCREEN INFORMING YOU OF WHEN YOUR TEAMMATES AND OPPONENTS MAKE PICKUPS AND DELIVERIES. THE CLOCK IS ALSO YOUR FOE HERE, SO KEEP AN EYE ON IT.

CHECKPOINT RACE

EVERY MAN FOR THEMSELVES IN OFF ROAD CHECKPOINT RACING. EXPECT DIRTY TRICKS AND FULL FRONTAL ASSAULT FROM THE OTHER RACERS. THERE ARE NO RULES APART FROM GETTING TO THE NEXT CHECK POINT. YOU ONLY HAVE A LIMITED TIME TO GET FROM CHECKPOINT TO CHECKPOINT, SO YOU'LL HAVE TO BATTLE THE CLOCK AS WELL.

MULTIPLAYER

PLAYER 1 IS ALWAYS RED, AND PLAYER 2 IS ALWAYS BLUE. IN CROOKS N' SMUGGLERS AND CHECKPOINT RACING YOU AND A FRIEND WILL FACE OFF AGAINST EACH OTHER AND SIX COMPUTER OPPONENTS, WHILE IN LOOT GRAB THE BOTH OF YOU WILL COMMANDER A SQUADRON OF TEAMMATES IN A PRIVATE LITTLE WAR.





JOY RIDING

AH! THE FREEDOM OF THE OPEN OFF-ROAD. PICK ANY VEHICLE, ANY GANG, ANY SURFACE, AND THEN BUCKLE UP AND BECOME THE MASTER OF YOUR OWN TERRAIN. ALSO AVAILABLE FOR 2 PLAYERS. AS THE ARROWS ON TOP OF THE SCREEN ARE POINTING AT EACH OTHER, YOU MAY WANT TO CONSIDER A GAME OF TAG OR HIDE N' SEEK.

OPTIONS

HAVE IT YOUR WAY - ADJUST THE SOUND, MUSIC AND CONTROLLER SETTINGS (INCLUDING THE VIBRATION FUNCTION) TO JUST THE WAY YOU LIKE IT. YOU MAY ALSO CHANGE THE SET OF MUSIC TRACKS THAT WILL PLAY DURING THE GAME, OR TURN RADIO GIRL ON (CAREFUL - SHE'S GORDON'S GIRL) OR OFF.

HINTS AND TIPS

- DON'T PANIC IF YOUR VEHICLE TURNS TURTLE AND YOU CAN'T GET UP. JUST PRESS LEFT OR RIGHT ON THE LEFT ANALOG STICK, OR THE LEFT OR RIGHT DIRECTIONAL BUTTON. YOU'LL BE ON YOUR FEET IN NO TIME.
- THE MAP IS YOUR FRIEND; YOUR VERY, VERY, VERY GOOD FRIEND. KEEP AN EYE ON FRIENDS, ENEMIES, CONTRABAND LOCATIONS, AND ESPECIALLY JOHNNY LAW.
- EXPERIMENT WITH DIFFERENT VEHICLES ON DIFFERENT SURFACES, AND WITH DIFFERENT COMBINATIONS OF VEHICLES WHEN BATTLING IN TEAM VERSUS TEAM WARS. THE EXTRA GRIP THAT ONE VEHICLE WILL GET WHEN CORNERING AROUND THAT ROCK MAY MAKE THE DIFFERENCE BETWEEN GETTING PAID AND GETTING BUSTED.
- WHEN TAKING BIG JUMPS FROM GREAT HEIGHTS TRY TO MINIMIZE YOUR DAMAGE BY LANDING ON YOUR PAWS LIKE A CAT. WHILE AIRBORNE, PRESS AND HOLD THE HANDBRAKE BUTTON TO CONTROL THE

PITCH OF YOUR VEHICLE.

TROUBLESHOOTING

IN THE UNLIKELY EVENT THAT SMUGGLER'S RUN REFUSES TO WORK, CONTACT OUR CUSTOMER SERVICES DEPARTMENT AT 9900 FRANKLIN SQUARE DRIVE SUITE A BALTIMORE MD 21236 ATTN: TECH SUPPORT OR CALL 410-933-9191 MONDAY - FRIDAY BETWEEN 9:00 AM - 5:00 PM EST EXCLUDING MAJOR HOLIDAYS. FAX: 410-933-1740.

E-MAIL: SUPPORT@TALONSOFT.COM. AND IF YOU WRITE, DON'T FORGET TO INCLUDE YOUR NAME, ADDRESS AND TELEPHONE NUMBER.

LOOK AFTER YOUR SMUGGLER'S RUN DISC. COMPACT DISCS ARE ROBUST BUT NOT INVINCIBLE, SO HANDLE THEM WITH CARE.

- THIS DISC CONTAINS SOFTWARE FOR THE PLAYSTATION®2; NEVER USE THIS DISC WITH ANY OTHER MACHINE AS IT COULD DAMAGE IT.
 - DO NOT LEAVE THE DISC NEAR HEAT SOURCES OR IN DIRECT SUNLIGHT OR EXCESSIVE MOISTURE.
 - NEVER ATTEMPT TO USE A CRACKED OR WARPED DISC, OR ONE THAT HAS BEEN REPAIRED WITH ADHESIVES, AS THIS COULD LEAD TO OPERATING ERRORS.
 - TRY NOT TO TOUCH THE UNDERSIDE OF THE DISC WITH YOUR FINGERS. IF THE UNDERSIDE OF THE DISC IS DIRTY, GENTLY WIPE IT CLEAN WITH A SOFT CLOTH; DO NOT USE ANY FORM OF CLEANING FLUID, AS THIS WILL DAMAGE THE DISC'S DELICATE SURFACE.
- OK, THAT'S IT. YOU'RE ON YOUR OWN. PREPARE YOURSELF. DO A CLEAN JOB - AND GOOD LUCK!





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"SMUGGLER'S RUN"

(D. KELLEY)

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PUBLISHING BY 33 RPM (ASCAP).

(P) & (C) GUIDANCE RECORDINGS, 2000.

"LATIN SOUL" (ALL MIXES)

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"WHAT YOU DO" (SOLID STATE REMIX)

(P. BARRY)

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REMIXED BY RICHARD HARDCASTLE.

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"U MAKE ME FEEL (PEACE & LOVE & HAPPINESS)"

(DAVE LEE OLD SKOOL MIX)

(D. WILLIAMS, A. BASCOM, P.G. WILLIAMS, N. GASKIN)

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REMIXED BY DAVE LEE.

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VOCALS BY NAOMI NSOMBI.

REMIXED BY MOOD II SWING.

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"SHIFTING GEARS"

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"COMING STORM"

(M. HUNTER)

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"PROGRESSIONS"

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"SOUNDTRACK FOR LIFE"

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"ALL PRAISE DUE"
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 (P) & (C) GUIDANCE RECORDINGS, 1998.

"GROOVER IS BACK"
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 PERFORMED BY THE TROUBLEMAKERS.
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 (P) & (C) GUIDANCE RECORDINGS, 2000.

"I'LL TAKE YOU DEEPER"
 (M. MANDEL, N. HAYES)
 PERFORMED BY NH2 + MASTER D
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