SPLASHDOWN
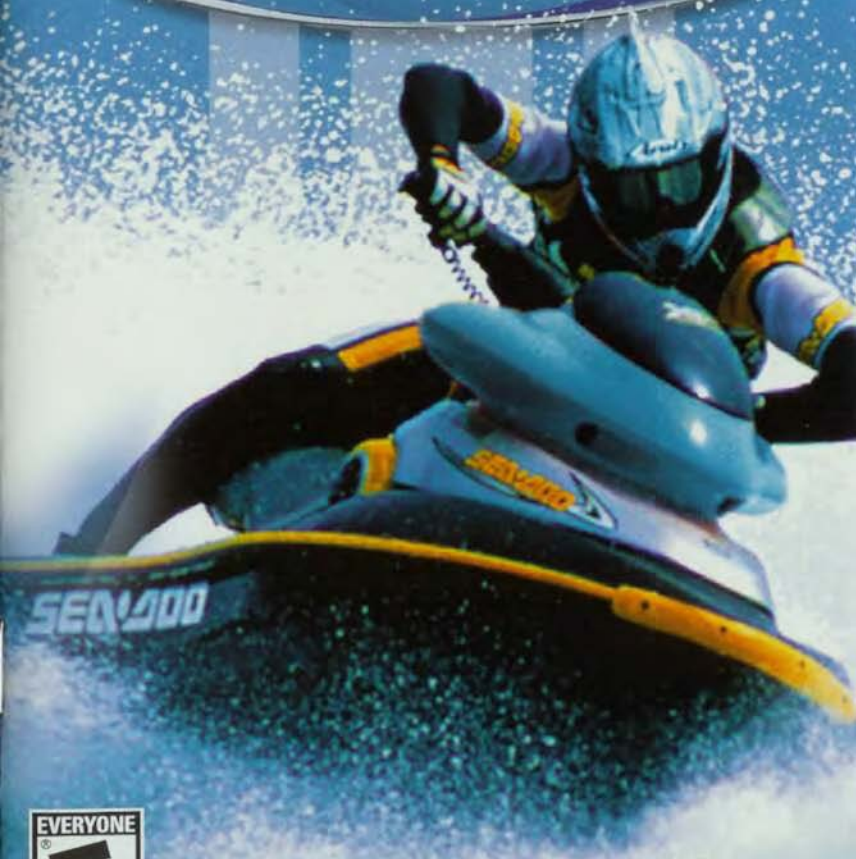
ATARI

EmuMovies

INFOGRAMES

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 peripherials 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.

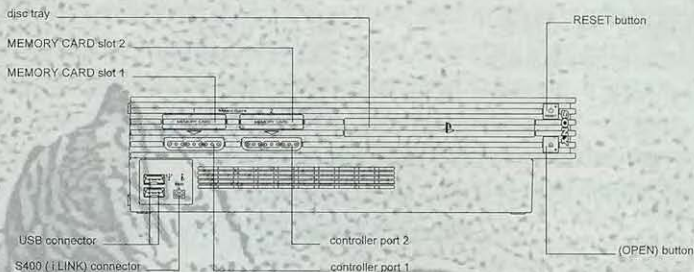## HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

SPLASHDOWN

CONTENTS

STARTING THE GAME

disc tray
MEMORY CARD slot 2
MEMORY CARD slot 1
RESET button

USB connector
S400 (i.LINK) connector
controller port 2
controller port 1
(OPEN) button

Set up your PlayStation®2 computer entertainment system according to the instructions in the 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 Splashdown 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.
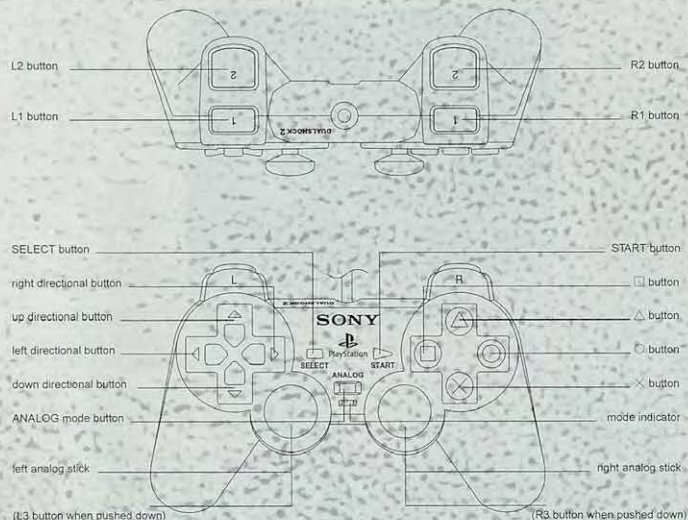
Load and Save Data

To access the Save/Load data screens:

1. Select OPTIONS on the Main Menu and press the ❎ button.

2. Then select GAME OPTIONS and press the ❎ button.

3. To load data, highlight the LOAD option and press the ❎ button.

4. To save data, highlight the SAVE option and press the ❎ button.

COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION

L2 button
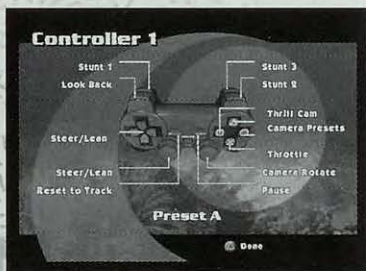L1 button
R2 button
R1 button

SELECT button
right directional button
up directional button
left directional button
down directional button
ANALOG mode button
left analog stick
(L3 button when pushed down)

START button
▢ button
△ button
◯ button
✕ button
mode indicator
right analog stick
(R3 button when pushed down)

Menus

Select menu options	Directional buttons up/down
Change menu options	Directional buttons left/right
Confirm selections	❎ button
Previous screen	🅐 button

To quit a race, press the START button to pause the game. Highlight Quit Race and press the ❎ button.

CONTROLS

Use these controls to get familiar with the basic moves.

```
Controller 1

              Stunt 1              Stunt 3
           Look Back              Stunt 2
                                Thrill Cam
                            Camera Presets
        Steer/Lean
                                Throttle
        Steer/Lean          Camera Rotate
     Reset to Track              Pause

              Preset A

                 Done
```

Use these controls to get familiar with the basic moves.

BASIC DRIVING AND TURNING
To accelerate, press and hold the ⊗ button. Release it when you want to slow down.
Moving the left analog stick LEFT or RIGHT controls the watercraft's steering. This also causes the rider to lean during a turn – the more your rider leans, the sharper the turn. Moving the left analog stick UP or DOWN shifts the rider's position on the watercraft, changing the center of gravity. The further the control stick is moved, the more the rider shifts.
When turning, try moving the left analog stick UP – the rider will lean forward and dip the craft's nose into the water a bit, allowing you to make a tighter turn.

NOTE: The ability to steer your watercraft is severely limited when you're not using the throttle.

SUBMARINE
Moving the left analog stick UP causes the rider to lean forward, forcing the nose of the craft into the water. Try this while accelerating to perform a submarine – then release the left analog stick to come back up. While submerged, move the left analog stick DOWN, and you'll come back up for some big air!

HYDROPLANE
Moving the left analog stick DOWN causes the rider to shift his or her weight to the back of the craft, raising the nose of the watercraft out of the water. This reduces drag because less of the hull is submerged, and the craft will hydroplane. Try this at top speed for an additional 10-20 MPH/KmH.

NOTE: Steering control is greatly diminished when hydroplaning.

PITCH CONTROL
While airborne, use UP/DOWN on the left analog stick to control the pitch of your watercraft. This is helpful for controlling landings.

INVERT
Perform a submarine – once you're under the water, move the left analog stick DOWN to come out of the water quickly. Continue holding DOWN while you're airborne, and your watercraft will perform a full 360 degree backflip.

Basic Watercraft Controls (Default Settings)

Steer/Lean	left analog stick
Throttle	⊗ button
Stunt 1	L2 button
Stunt 2	R1 button
Stunt 3	R2 button
Reset to track	SELECT button
Pause game/options	START button

Camera Controls (Default Settings)

Preset Camera Views	▲ button
Adjust Camera	right analog stick
Look Back	L1 button
Thrill Cam (airborne only)	■ button
Dolly Camera	Press and hold the left analog stick and move the right analog stick UP or DOWN to dolly in and out.

STUNTS AND THE PERFORMANCE METER

Splashdown isn't just about racing. It's also about stunts, and you'll need to be a pretty wild rider in this game if you want to win.

The Performance Meter monitors your watercraft's performance, from base to peak performance. It is the main link between stunts and racing.

Here's how it works:

⚙ When you get airborne, you can pull off a stunt.

⚙ Executing stunts during a race fills up the right meter. The more complex the stunt, the more the Performance Meter will fill. Each racer can perform over 20 stunts, including one exclusive "signature stunt." Again, you can only perform stunts while airborne.

⚙ Repeated stunts only receive a percentage of their original value.

⚙ The performance meter only improves top speed and acceleration. It will not affect control or stability.

⚙ The meter drains over time, so continue to do stunts during the race to keep the meter maximized and your watercraft at peak performance.

⚙ The meter has an Overflow Zone. Fill this area by doing a few extra stunts once the main meter is already filled up – you'll be able to race at peak performance for a bit longer.

⚙ The Performance Meter will drop to if you wipe out, crash or get reset from off-track.

Slalom Buoys

You must pass Slalom Buoys on the designated side. Pass on the side where the flag is pointing. If you do, you will gain a little on the performance meter. If you skip a slalom buoy or pass it on the wrong side, the Performance Meter takes a hit.
If the Performance Meter is empty, your watercraft will stall for a moment.

Holding stunts

Certain stunts can be executed and held - 'points' continue to rack up on the Performance Meter. If you hold the stunt for too long and don't release it before you hit the water, you will wreck.

Stunt Controls

⚙ All stunts begin with a button hold: L2, R1 or R2 buttons. Hold one or more of the buttons, and then move the left analog stick in the required direction.

⚙ Once the correct combination has been entered, the stunt will begin.

⚙ The buttons act as modifiers, so that the movement of the left analog stick does not affect the watercraft when a stunt button is being held.

⚙ A stunt will play through to a 'hold' position until the button or buttons are released.

⚙ Once a stunt has been started, you will regain the ability to adjust the pitch of your watercraft.

STUNTS AND THE PERFORMANCE METER

List of Stunts:

Tier 1

1.	Cordova	L2 button + Up
2.	Lazy Boy	L2 button + Down
3.	Heart Attack	L2 button + Left
4.	Double Can Can	L2 button + Right
5.	Spade	R1 button + Up
6.	Rollover	R1 button + Down
7.	Saran Wrap	R1 button + Left
8.	Seat Surf	R1 button + Right
9.	Handlebar Handstand	R2 button + Up
10.	Superman	R2 button + Down
11.	Nac Nac	R2 button + Left
12.	Shin Grab	R2 button + Right

Tier 2

13.	Air Walk	L2 button + Up, Down, Up
14.	Cliffhanger	R2 button + Down, Up, Down
15.	Rack	R2 button + Up, Up, Down
16.	Whirlybird	(R1 + R2) buttons + ↺
17.	Kiss of Death	(R1 + R2) buttons + Up, Down, Up
18.	Metronome	R2 button + ↘
19.	Roundhouse	R1 button + ↱
20.	Tumbleweed	R1 button + Down, ↙
21.	Tornado	L2 button + ↘
22.	Double Double Can Can	R2 button + Right, Left, Right
23.	Rear Handstand	(R1 + R2) buttons + Down, Up, Down
24.	Bicycle Kick	R2 button + Right, ↘

Tier 3

25.	Backflip	(R1 + R2) buttons + Down, ↺
26.	Pommel Horse	R1 button + Right, Left, ↺
27.	Wu Ping Crane	R2 button + Up, Down, ↺

NOTE : Circular motions must be input from the starting position of the arrow and finish at the tip. Any shoulder button + "directional button" means that you have to hold the shoulder button and move the left analog stick in the listed directions. (Shoulder button + Shoulder button) means that you have to hold the two shoulder buttons while performing your trick.

SAFETY ALERT: The watercraft racing experience in this video game is intended to be fanciful; do not try these moves in real life. Be a responsible rider. Riding a personal watercraft is an exercise in responsibility to yourself, to others and to the environment. A watercraft is not a toy and can be hazardous to operate. For your safety, wear a helmet, eye protection, a personal flotation device and a wetsuit.

Never engage in stunt riding. Avoid excessive speeds, and be particularly careful on choppy waters. And keep in mind that riding does not mix with drugs and alcohol.

The personal watercraft in this video game may differ from the actual PWC in shape, color and performance.

Signature Stunts:

Cyclone (Andy)	(R1 + R2) buttons + Up, Down, ↺
Sirocco (Amman Ra)	R1 button + ↺ ↺
Flailing Gibbon (Rafael)	L2 button + Down, Right, Left, Right
Ferris Wheel (Haily)	(R1 + R2) buttons + Left, Right, ↘
Das Moonsault (Sebastian)	R1 button + Up, Down, ↓
Swan Ton Plancha (Juana)	L2 button + Up, Up, ↓
Top Spin (Jeremy)	R2 button + ↺ ↺
Hanging Orchid (Kyoko)	L2 button + Up, Up, Down, Up
Crawling Terror (Steve)	R2 button + Up, Down, Down, Up

MAIN MENU

Press the up or down directional buttons

CAREER

Embark on a worldwide racing tour, build up a team of champion racers, and take the World Finals honors at Lake Havasu, AZ!

ARCADE

Race against opponents or against the clock in any unlocked location.

VS.

Go head-to-head with a friend in multiple race modes, including the stunt-based Copycat mode.

TRAINING MODE

Take lessons on basic riding skills.

OPTIONS

Videos

Check out the win sequences for each of the characters you've completed the career mode in. There is also a video for one of our upcoming titles.

Credits

The hardworking folks who've brought you this fine piece of software.

Records

Check out the top records per course.

Controller 1 / Controller 2

Review and change the configurations of controller 1 or 2.

Game Options

☀ Mph/Kmh
   Set miles per hour or kilometers per hour.

☀ Load/Save

To load game settings and progress, insert a MEMORY CARD (8 MB) (for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same MEMORY CARD (8 MB) (for PlayStation®2), or any MEMORY CARD (8 MB) (for PlayStation®2) containing previously saved Splashdown games.

To save game settings and progress, insert a MEMORY CARD (8 MB) (for PlayStation®2) into MEMORY CARD slot 1 of your console. You can save game data to the same MEMORY CARD (8 MB) (for PlayStation®2).

☀ Split Screen
   Set split screen to horizontal or vertical.

☀ Center Screen
   Adjust the position of your screen.

Sound Options

☀ SFX: Adjust volume for sound effects.

☀ Music: Adjust volume for music.

☀ Dialogue: Adjust volume for character dialogue.

☀ Sound Config: Set sound to mono, stereo, or Dolby® Surround.

THE GAME SCREEN

Best
Fastest lap time

Lap
Time elapsed since you started the current lap.

Lead
Time behind leader for all positions other than #1. For #1, it's time ahead of #2.

1/2
Which lap of the race or the qualifying round you are in.

3rd
Your position in the race

Speed Indicator
Displays your speed in miles per hour (or kilometers per hour)

CAREER MODE

To Start Playing
1. Choose Career (press the ❌ button to select).
2. Select the difficulty level.
3. Select the character of your choice among the ones available, then press the ❌ button.

Enter Team Name and Color
You'll be racing as part of a team, although you'll only start with one character. Enter your team's name and then pick one of the five colors. This will be your team color for the remainder of the Career.

Select Difficulty
Next, you'll set your difficulty level. There are three difficulty levels available: Easy, Normal and Hard.

Course layouts differ between (Easy/Normal) and Hard, as do the number of races in a Career.

Easy: 10 races
(+2 Challenge Rounds)
Normal/Hard: 16 races
(+4 Challenge Rounds)

Once a difficulty level has been selected and Career Mode has begun, this setting may not be changed. A new game must be started if a change is desired.

Select Character
After a difficulty level has been chosen, the Select Racer screen comes up. Use the Left and Right directional buttons to display a character, his/her watercraft and biography. Confirm your choice with the ❌ button.

These are the 8 characters available for gameplay:

Andy Pierce

Juana Lopez

Rafael Martin

Haily Hollister

Sebastian Kleinemann

Kyoko Takahashi

Jeremy Wallace

Amman Ra

The Career Structure
Before each race, you may run a 3-lap qualifying round or choose to forego the qualifying round and accept a 5th place pole position. Beat one of the top five times for that location to qualify. Your time in the qualifying round determines your starting position in the race. Races will be 3 laps.

You must maintain a cumulative average of second place or better in order to proceed to the next location in the Career.

Challenge Rounds
After every three or four races, you can race an optional Challenge Round, where you compete against one of the characters of your choice. This one-on-one challenge will take place in the indoor circuits of Seoul or Madrid.
If you win the race after 3 laps, your opponent will join your team and you will be able to race with him or her in upcoming races during the season. These challenges are not disqualifying courses.

Your Racing Team
Winning is a team effort. Every time you beat a character in a Challenge Round, he or she joins your team. You can then switch and use him/her for any of your upcoming races. Try different racers for each new race you encounter – you may find that one racer's specific talents or assets are more useful for that course. It's up to you to decide...
By the end of the Career Mode, you can have a maximum of 5 characters on your team to race with.

Unlocking
☼ Only Andy, Haily, Kyoko and Rafael will be open at the start of the game. As you progress through the Career Mode, you can unlock more characters and tracks – only some of the courses are unlocked from the beginning.

☼ To unlock a course, you must progress through a Career and reach it during the progression. A course does not need to be successfully completed in order to be unlocked.

☼ If you unlock a course in an Easy or Normal career, only the Easy/Normal version of that course will be available for play in the Arcade or Vs modes. If you unlock the same course in a Hard career, you will be able to play both the Easy/Normal and Hard versions of that course in Arcade and Vs.

☼ To unlock a racer, beat him or her in a Challenge Round during Career Mode. Once unlocked in the Career Mode, a character will become available in Arcade and Vs. Modes.

Wetsuits
To unlock the different colored wetsuits you'll see in the Career Mode, try exploring the courses in other game modes, such as Free Ride. You'll come across colored icons for each character, representing the different wetsuits you can collect. As you pick these up, you'll be able to choose between the available wetsuits in the Arcade and Vs. modes.

ARCADE MODE

To Start Playing

1. Choose Arcade Mode from the Main Menu (press the ❌ button to select).
2. Select the racer of your choice from among the ones available, choose an available wetsuit, and then confirm your choices with the ❌ button.
3. Select an event, course, difficulty level and set the number of laps (if applicable). Confirm your choices with the ❌ button.

Select Racer

Press the LEFT or RIGHT directional buttons to scroll through each available racer. Press the UP directional button to move to the Wetsuit button, then scroll through the available wetsuits for that character with the LEFT and RIGHT directional buttons. Confirm your choices with the ❌ button.

Select Event, Course, Difficulty and Laps

Press the LEFT or RIGHT directional buttons to scroll through each available Event. There are four Events shown here: Circuit, Time Trial, Countdown and Free Ride.

Press the DOWN directional button to move from Event to Course. Press the LEFT or RIGHT directional buttons to scroll through the available courses.

Press the DOWN directional button to move from Course to Difficulty. Then press the LEFT or RIGHT directional button to choose a difficulty level: Easy, Normal or Hard.

Press the DOWN directional button to move to Laps. Press the LEFT or RIGHT directional button to set the number of laps (where applicable).

Events
Circuit

- Race from start to finish with the fastest time to win.
- Correctly navigate the slalom buoys and pull off stunts in order to get the best performance out of your watercraft.

Time Trials

- Select the character and course of your choice.
- Race against the clock to set a new record.
- You can create your own best time, or race against the preset best time for that course.

Countdown

- You start with a fixed number of seconds on the clock.
- Collect balloons to add time to the clock as it counts down to zero. Balloons are worth varying amounts, depending on the difficulty of acquiring them.
- Balloons may be acquired in any order. If all balloons are collected, they will reset to one half of their normal time values.
- When the timer reaches zero, the event is over. Try to set a new record for total time!

Free Ride

- Practice racing the course or roam the world and explore.
- No time limit or automatic off-track reset.
- Opponents are present (racing around course as usual).
- To exit Free Ride, select Quit Race via the Pause Menu.

VS. MODE

Much of the play in Vs. Mode is like the Arcade gaming experience, except for the replacement of Time Trials with the Copycat stunt game. And obviously, you will be playing against a human opponent rather than the CPU.

To Start Playing

1. Choose Vs. Mode from the Main Menu (press the ❌ button to select).
2. Player 1 scrolls through the available racers and wetsuits and makes a selection for each (press the ❌ button to confirm your choices).
3. Player 2 scrolls through the available racers and wetsuits and makes a selection for each (press the ❌ button to confirm your choices).
4. Player 1 does all the selection and confirmation of Event, Course, Difficulty and Laps (press the ❌ button to confirm your choice).

Copycat

- Select a character and course.
- The leader must successfully perform a stunt before the countdown timer expires. If the leader does not perform a stunt before the timer expires, the opposing player becomes the leader.
- After the leader performs a stunt, the opponent must repeat the same stunt. If the opponent cannot perform the stunt within the time allowed, the opponent gets a letter.
- If one player pulls off a signature stunt, the opponent must perform his/her character's signature stunt as well.
- The first player to spell SPLASH loses.
- Once a round has been completed, the opposing player becomes the leader, regardless of whether or not the previous stunt was successfully completed.

CREDITS

Infogrames USA

PRODUCTION
Studio Senior VP:
Jean-Philippe Agati

VP Product Development:
Steve Ackrich

Producers:
Ken George
Alex V. Cabal

MARKETING
VP of Marketing:
Sarah Buxton

Director of Product Marketing:
Laddie Ervin

Brand Manager:
Serene Chan
Scott McCarthy

PUBLIC RELATIONS
Director of PR:
Meridith Braun

PR Manager:
Matt Frary

PR Specialist:
Aaron Grant

DOCUMENTATION
Publications Manager:
W.D. Robinson

Documentation Specialist:
Rick Fish

QUALITY ASSURANCE
Director of QA:
Michael Gilmartin

QA Supervisors:
Jeff Loney
Chuck Nuñez
Donny Clay

QA Lead:
Jason Pope

Assistant QA Lead:
Don Gorday III

QA Testers:
Tom Andrade
Andrew LeMat
Joe Fried
Jason Fitz
Jeremy Rovinske
Chris McQuinn
Long Pham
Helen Hinchcliffe
Dave Gordillo

Engineering Services:
Luis Rivas
Ken Edwards
Sandra Jackson

Third Party Strategic Relations:
Joy Schneer
David Costello

Sweet Love to...
Mickael Sportouch
Eric Brouillat
Rafael Cutulla
Olivier Turket
Fanny Bessec
Crazy Brit
Gerald Burns
Kurt Busch
Elsie de Rivas
Chris Downend
Kirby "Leaf" Fong
David Gaines
LJ Hayden
Micah Jackson
Alex Jones
Mike Kelly
Stacy Lawrence
"King Loo" Francois Lourdin
Kurt Busch
Kirby "Leaf" Fong
Shawn Monroe
Jon Nelson
Cory Perry
Kyle Peschel
Corey Tressider
Wiebke Vallentin
Angus Wilson
DDB Los Angeles

Rainbow Studios

Game Designers
Jordan Itkowitz
Adam Kraver
Robb Rinard
Lisa Carter

Technology Lead
Mark DeSimone

Lead Programmer
Glenn O'Bannon

Lead Artist
Brad Rumimer

Producer
Mark Mahler

Game Programming Team
Hiro Takahashi
Jose Martinez
Tom Shepherd

Technology Programming Team
Rock Baltman
Doug McNabb
Mike Chow
Eric Patrick
Travis Hilterbrand
Houman Meshkin
Jared Harp
Veronique Martin-Lang

Additional Programming
Pete Reich
Dennis Booth
Mike Bruce
Jeff Ehrman
Bill Nolan
Jason Reno
Tim Keenan
Anthony Silva

3D Modeling, Animation, Textures
Jon Roberts
Roman Stepanov
Wil Puras
Jared Bails
Eric Clark
Kristian Rutkowski

Additional Art
David Dwire
Kevin Riley
Panya Inversin
Thuan Do
Michael Smith
Robert Redden

Character Design
Carlos Sanchez
Chris Morrison

Audio and Sound Design
Dan Gallagher
Dave Lowmiller

Intro Video
Tony Stutterheim

Production Management
Scott Novis
Nick Kozupa

System Support
Dave Favier
Brad Carpenter

Administration and Support
Scott Gilbert
Sandy Jarred
Mani Lent
Jamie Vallee
Jessica Hanson
Christine Bryan

Business Affairs
Earl Jarred
Jock Patton
Jeff Padden
Jim Barrons

Consultation
Sam Spade, Bombardier
Recreational Products - SeaDoo

Special Thanks
Bombardier Sea-Doo
Francois Masciopinto
Philippe Larrivaz
Sophie Wibaux
Cedric Genin
Eric Rouzet
Ron Mitchell
Ben Carro
Kathleen Rathe
Pascal Vantilborgh
Colby Otis

Nicholas Martin
Lake Pleasant Watercraft Rentals
And the whole translation team

Voiceover Talent
Eric Mathiesen
Jeremy Wallace
Sebastian Kleinemann

Gina Tleel
Julino Lopez

Angelica Frost
Kyoko Takahashi

Jessica Page
Pauly Hollister
Training Narration

John Bevens
Rafael Martin

Jose Fontanez
Ammon Ra

Dave Lowmiller
Andy Pierce

Robert Redden
Steve

Soundtrack
RHYTHMS
Written by Sum 41 and Greg Nori
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Bunk Rock Inc Adm. by Chrysalis Music
Performed by Sum 41
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ALL SHES GOT
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Sampler/SHit
Gunter Schulz Guitar
Roli Likes Bass & Vocal/Groan
Dobbs Atonal Vocals

A MOUTHFUL OF EXHAUST
Written by Manz-or Astroman?
From the EP/CD
"Destroy ALL ASTROMEN" ESD15
M.P.orAstroman? appears courtesy of Estrus
Records

GRACELAND
Written by Keb
Performed by the Groove Ghoulies
From the Lookout album
"Re-Animation Festival"
Courtesy Of Lookout Records
By Arrangement with
Ocean Park Music Group

CHORA CABRA
Written by Keb
Performed by the Groove Ghoulies
From the Lookout album
"Re-Animation Festival"
Courtesy Of Lookout Records
By Arrangement with
Ocean Park Music Group

YOU'VE GOTTA CRUSH ON JOE
Written and Performed by The Donnas
From the Lookout album
"The Donnas Turn 21"
Courtesy Of Lookout Records
By Arrangement with
Ocean Park Music Group

ROCK DA JUICE
Written by THE DUDE
(DUCATILLON / LEPPELL)
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HOLD YOUR BREATH
Lyrics by Irina Lannelli
Music by Gal Campbell, Phil Askins
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SPLASHDOWN

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Help Via Telephone/Fax Or Mail In The United States & Canada

For phone assistance, call Infogrames, Inc. Support at 425-951-7106. We have an Interactive
Voice Response and Faxback system that is available twenty-four hours a day, seven days a week.
If you should need live support, we are available Monday through Friday, 8:00 AM until 6:00 PM
(PST). Please note that live Tech Support may be closed on major holidays. We ask that you do
the following when calling: be at your system; have your system information ready for our
technicians. It will expedite your handling significantly. You may also fax in your Technical
Support questions or problems to: (425) 806-0480; or write in to the address below.
INFOGRAMES HINT LINE - 1-900-454-HINT $.99/minute. If you're under 18, get a parent's per-
mission before calling.

Product Return Procedures In The United States & Canada

In the event our technicians at 425-951-7106 determine that you will need to forward materials
directly to us, please include a brief letter explaining what is enclosed and why. Make sure you
include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician
and your telephone number in case we need to call you. Any materials not containing this RMA#
will be returned to you unprocessed. Your mail should be sent to the following address:

Infogrames, Inc.
13110 NE 177th Place
Suite # B101, Box180
Woodinville, WA 98072-9965
Attn: Technical Support
RMA#: (include your RMA# here)

Warranty Policy In The United States & Canada

If our technicians determine that the product storage medium is found to be defective within
ninety (90) days of original purchase, (unless otherwise provided by applicable law), Infogrames,
Inc. will replace the item free of charge, to the original purchaser if the item is accompanied by the
original dated receipt and packaging. If you do not have the original receipt, or if the warranty
period has expired, Infogrames Entertainment S.A. will replace the product storage medium for a
nominal fee.

Other

Please do not make unauthorized copies. The program you've purchased was produced through
the efforts of many people who earn their livelihood from its lawful use. Don't make copies for
others who have not paid for the right to use it. To report copyright violations to the Software
Publishers Association, call 1-800-388-PIR8 or write:

Software Publishers Association
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NW Washington, DC 20036

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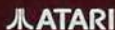Get a team sponsorship and upgrade to a mind-blowing speed bike or the ultimate trick machine.
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