

**Also Available**



**The Officially Licensed In The  
Groove Dance Pad Controller**

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**in the  
groove™**



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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.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION®2 FORMAT DISC:**

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# Contents

Introduction .....	1
Getting Started .....	2
Controls .....	3
Using the Dance Pad Controller .....	4
How to Play .....	6
Main Menu .....	8
Dance Mode .....	9
Fitness Mode .....	12
Battle Mode .....	14
Marathon Mode .....	15
Practice Mode .....	16
Tutorial .....	17
Records .....	17
Options .....	18
Arrow Modifiers .....	20
Credits .....	26
Music Credits .....	28

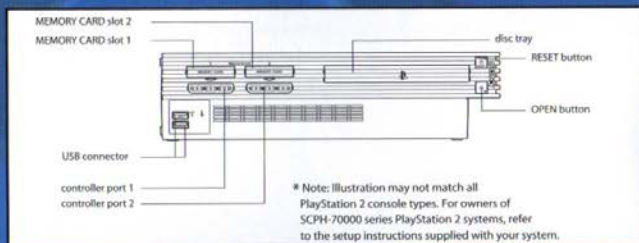
## Introduction

Welcome, and thanks for purchasing **IN THE GROOVE**. This game was built from the ground up by hardcore dance gamers, and we hope you enjoy it! To get the most of the game we recommend reading through this manual before you play. Because RedOctane is constantly trying to improve the quality of our products you might notice some slight differences between versions of the same product, depending on the location and when you played the game.

**IN THE GROOVE** is an original game product developed by Roxor Games Inc. and published by RedOctane. The parties reserve, jointly or individually, the copyrights and other intellectual property rights with respect to this game product.



## Getting Started



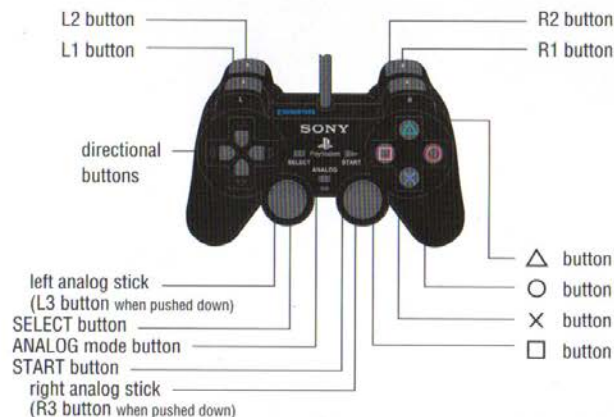
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the **IN THE GROOVE** 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 CARDS

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 (8MB)(for PlayStation®2) containing previously saved games.

## Using the Controller

### DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



## Game Controls

Directional Button	Up, Down, Left, and Right movements
△ button	Up, Cancel
○ button	Right
× button	Down, Confirm Selection
□ button	Left
L1, L2, R1, R2	These are used in Double Mode.
Select	Cancel
Start	Start (hold during gameplay to give up)
Start+Select	Hold to reset to the Title Screen



# USING THE DANCE PAD CONTROLLER

## Please Read Before Playing

Please Read the Following Precautions Before Using the In The Groove Dance Pad Controller.

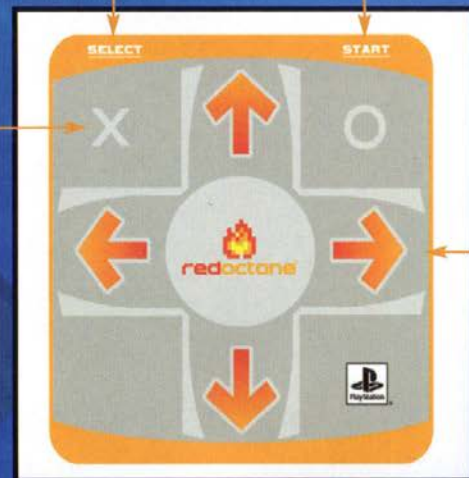
**WARNING:** If you have heart, respiratory, or other physical impairments that limit your physical activity, DO NOT use the In The Groove Dance Pad Controller. If you have any doubts, consult with a physician before using the Dance Pad Controller.

- The In The Groove Dance Pad Controller must be used with care to avoid injury. RedOctane will not be liable from injuries resulting from improper use of the Dance Pad Controller.
- The In The Groove Dance Pad Controller should be used on a clean, flat surface. Remove furniture or other objects in close proximity to the Dance Pad Controller.
- The In The Groove Dance Pad Controller is for indoor use only and should be kept away from open flames or other heat sources.
- Bare feet should be used to operate the Dance Pad Controller, do not use with shoes or socks.
- Do not use the Dance Pad Controller on a wet or slippery surface.
- Do not use the In The Groove Dance Pad Controller under the influence of drugs or alcohol as it could impair your sense of balance and coordination.
- Small children should be monitored at all times when using the RedOctane Dance Pad Controller.
- The cord for the In The Groove Dance Pad Controller should be neatly stowed to avoid tripping anyone.
- When using two In The Groove Dance Pad Controllers, make sure the Dance Pads are far enough apart to avoid injury to players.
- Do not modify or disassemble Dance Pad Controller under any circumstances.
- When not in use, make sure the In The Groove Dance Pad Controller is removed from playing area and properly stored.

# USING THE DANCE PAD CONTROLLER

Select Button: Cancel

Start Button: Start Game



X Button: Confirm Selection

**Directional Arrows:** Step on the appropriate arrow that corresponds to the arrows on the screen. During a Hold Arrow, stand on the corresponding arrow through the entire duration of the arrow.

**Select + Start:** Hold to reset to the Title Screen



## HOW TO PLAY

In The Groove is a dance game that is very easy to play, but is difficult to master. Game play consists of pressing the correct directional button or arrows that correspond to the arrows that appear on-screen. The appropriate arrow must be pressed when it crosses the Target Bar at the top of the screen. Build up your life meter and continue to the next stage by successfully completing the dance steps in the song. Watch out! If you miss too many dance arrows, the life meter level drops. If the meter reaches the bottom then you can still finish the song, but you will fail the stage.

To exit the game during game play, hold the START Button down.

SONG PROGRESS BAR

DIFFICULTY

PERCENTAGE

TARGET BAR

LIFE METER

HOLD ARROWS

ARROWS

MINES

ROUND #



## Hands, Holds, Jumps and Mines

**Hands:** During some songs you will see three to four arrows appear across the Target Bar at the same time. At this point you need to place your hands on the pad, in addition to hitting the correct arrows with your feet!

**Holds:** Holds are special arrows that require you to leave your foot on an arrow until it finishes through the Target Bar.

**Jumps:** These are indicated by two arrows appearing across the Target Bar at the same time. In order to hit both at the same time, you will need to jump up and land on both arrows at the same time!

**Mines:** These are icons that appear occasionally on screen in place of arrows. You want to avoid stepping on the arrow when the mine crosses the Target Bar. If you accidentally hit a mine, your score will drop and your life bar will shrink, but your combo will not be broken.



## MAIN MENU

After the game loads simply hit the X or START button to proceed to the Main Menu.

**Dance Mode:** This is the main game play mode for In The Groove. The default settings for this mode are identical to those found in the arcade version of the game.

**Battle Mode:** Challenge a friend or the computer to an all-out competition in Battle Mode. In this mode, as you score better throughout a song, you will unleash modifiers on your competitors screen. The better you do, the harder it will be for your competitor to keep up, and vice versa!

**Marathon Mode:** In this mode you play four or five songs in a row with no breaks in-between. Watch out! Some Marathons also feature arrow modifiers that will affect your game play.

**Fitness Mode:** This mode helps you stay in shape by developing an In The Groove exercise routine and tracking the amount of calories you burn. You can choose between 1 Player, 2 Player or Double Fitness Modes.

**Tutorial:** This is a great way for new players to familiarize themselves with the game.

**Practice Mode:** In Practice Mode you can play any part of any song and train on it. You can turn on any collection of modifiers and even slow down the song so you can learn the dance patterns just right!

**Records:** Check out your High Scores for the various difficulties in the game. This is a great way to show off to your friends some of your all-time best performances!

**Options:** Adjust various settings for In The Groove to fit your personal style.

## DANCE MODE

When you get to the Dance Mode Screen move the D-Pad UP, DOWN, LEFT, or RIGHT to select from 1 Player, 2 Player, and Double play modes. Confirm your selection by pressing the X button.

**1 Player:**  
This is a one player game.

**2 Player:**  
This is a two-player game.

**Double:**  
In this mode one player uses two pads or both sides of a controller to play.



## Song Selection Screen

Once you are on the song selection screen, you will find the entire list of songs on the left-hand side of the screen. To navigate through the song list press the D-pad to the Left or Right.

The name of the song that is currently selected will appear on the right-hand side of the screen. Underneath song name you will see the artist's name, along with a listing of the BPM (beats per minute) and the POP rating. The POP rating is the overall popularity of the song based on how many times you have played it.

Next, choose a difficulty; the default setting for all songs is "Easy." You can change the difficulty of the song by tapping the D Pad UP TWICE for easier steps or DOWN TWICE for harder steps.





**Novice:** This difficulty is designed to help people who have never played a dance game.

**Easy:** This is the simplest mode found on all songs. In this mode there are fewer arrows.

**Medium:** This is an intermediate difficulty where arrows start to follow the music in more complex patterns.

**Hard:** This difficulty is composed of complicated arrow step charts.

**Expert:** This is the hardest difficulty in the game, and is a challenge for even the most skilled In The Groove player to complete. This difficulty is not available on all songs.

## Difficulty Rating Scale



The Difficulty Rating Scale is based on a 12-bar scale. The harder the song, the higher the rating it receives.

At the bottom of the screen you will see a Song Breakdown Window that gives further stats about the selected song.

**Steps:** is the number of actual arrows that are present in the song.

**Best:** This is the best score achieved on the selected song.

**Best By:** This displays the initials of the best score.

**Jumps:** This displays the number of Jumps that occur in the song.

**Holds:** This displays the number of Holds that occur in the song.

**Mines:** This displays the number of Mines that occur in the song.

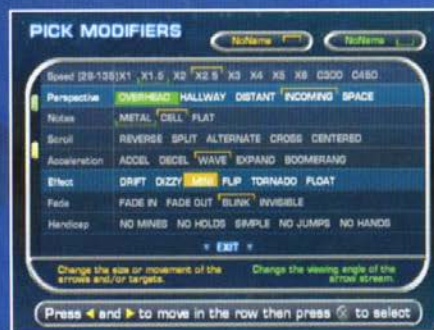
**Hands:** This displays the number of Hand Hits that occur in the song.

Once you have chosen the song and difficulty you would like to play, press the X button to proceed.

## Settings Menu Screen

Before you begin your song, you will have a few seconds to press the START button to enter the Settings Menu. In the settings menu you can add or take away any arrow modifiers and change the difficulty of the song. For the complete guide to arrow modifiers please go to page 22.

To select an Arrow Modifier you move the D-Pad Left or Right and hit X to select it. Move the D-Pad Down or Up to move between the different options. You can have an unlimited number of Arrow Modifiers running at the same time, except for Speed, Perspective, and Note Modifiers.

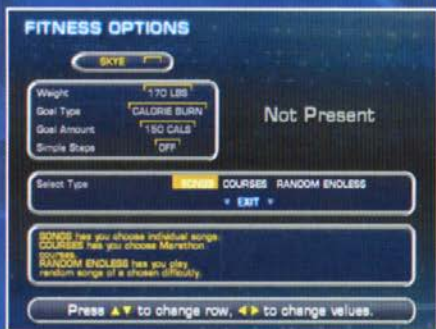




## FITNESS MODE

This mode helps you stay in shape by developing an In The Groove exercise routine and tracking the amount of calories you burn. You can choose between 1 Player, 2 Player or Double Fitness Modes.

Use the D-Pad to navigate the menu and make your selections.



Once inside Fitness Mode, you will be asked to enter your current weight. You'll then choose whether you want to dictate your workout by a time limit or by how many calories you burn. Then you will choose either your time limit or how many total calories you would like to burn in that session.

Next, you will be asked to choose among specific songs, set courses of songs, or a random assortment of songs.

Once you have selected the options you have wanted you will be able to save your profile to your Memory Card.

During the game you will see how many calories you are burning in the upper left hand corner of the screen above the Target Bar.



After your game session, you will be presented with a listing how many total calories burned, your target goal of burned calories, and your best overall combo.



## BATTLE MODE

Challenge a friend or the computer to an all-out competition in Battle Mode. In this mode, as you score better throughout a song, you will unleash modifiers on your opponent's screen. The better you do, the harder it will be for your opponent to keep up, and vice versa!

Once you enter the Battle Mode screen, move the D-Pad Up or Down to choose a 1 Player game against the computer or a 2 Player game against a human opponent. Press X to confirm.



## MARATHON MODE

This is a challenging and fun way to play In The Groove. In this mode you play four or five songs in a row with no breaks in-between. Watch out! Some Marathons also feature scripted arrow modifiers that will affect your game play.

Using the D-Pad you can choose among a 1 Player, 2 Player, or Double Marathon game. Press X to Confirm.

The Marathon Selection Screen is set up similarly to the Song Selection Screen. To the left you will see the names of the various Marathons; go Left or Right on the D-Pad to cycle through the Marathons. On the right side of the screen you will see the name of the Marathon; the screen also displays whether or not the song has Arrow Modifiers. The complete list of songs and their difficulty levels in that Marathon are displayed at the bottom right-hand side of the screen.



In the lower left-hand side of the screen you will see the Marathon breakdown, which lists the various stats for that particular Marathon. You will also find the overall difficulty of that Marathon listed as well.



## PRACTICE MODE

Having trouble playing a particular song? Practice Mode is here to help! In Practice Mode you can play any part of any song and train on it. Just pick a song and difficulty you want and you are ready to go!

### Controls

**Up or Down** - Change the current beat

**R1 and Up or Down** - Jump one measure

**L1 and Up or Down** - Jump to the beginning or end

**Left or Right** - Decrease or increase the step spacing

**○** - Play selection

**×** - Play current beat to the end

**□** - Toggle area marker

**SELECT** - Show Help Menu

**START or △** - Show Practice Menu

**START button during play** - Exit

## TUTORIAL

This is a great way for new players to familiarize themselves with the game. This interactive tutorial will teach you about all the various aspects of In The Groove. If you are new to dancing games, you should check this mode out.

## RECORDS

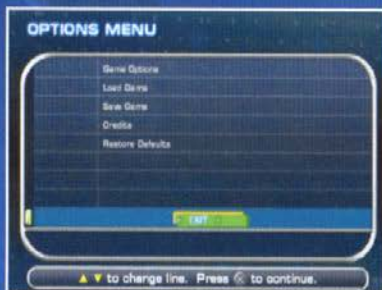
Check out your High Scores for the various difficulties in the game. This is a great way to show off to your friends some of your all-time best performances! Use the D-Pad to navigate through the various scores to view your stats at the different difficulty levels.

Single Dance	EASY	MEDM	HARD	EXPERT
On a Day Like Today	HOLE 61.08%	WRLD 81.17%	CAN 87.69%	CHNG 91.08%
PA Theme	ELSH 82.20%	FTOH 98.43%	NYT3 90.85%	
Pandemonium	ABBY 98.30%	ARMD 95.70%	ICE 96.15%	BIJR 97.29%
Perfect	AHI 76.05%	SE 68.05%	VEN 83.71%	
Queen of Light	DIC 98.38%	DREM 96.39%	SKYE 94.88%	ATMA 97.86%
Press ▲ and ▼ to scroll the list				



## OPTIONS

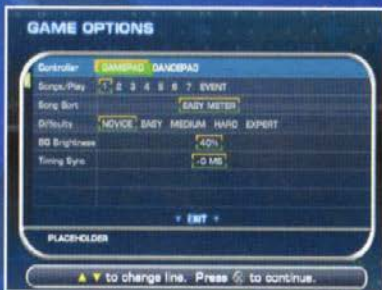
The Options screen lets you adjust various settings for In The Groove to fit your personal style. Use the D-Pad to navigate the various options. Press X to confirm.



## GAME OPTIONS

**Controller Type:** Choose "Dance Pad Mode" if you are using an In The Groove Dance Pad or another dance pad controller. Choose "Controller" if you are using a DUAL SHOCK® analog controller, or another type of game pad. Choose "2 Controller" if you're planning on using two game pads to play co-op Double Mode. "Dance Pad Mode" disables the corner buttons of your dance controller. "Controller Mode" allows you to play Double Mode with a single DUALSHOCK® analog controller.

**Songs Per Play:** Select the maximum number of songs per play in DANCE MODE before returning to the MAIN MENU. Choose "Event" to continuously play songs without returning to the MAIN MENU.



**Song Sort:** Choose the default sort order of the Song Selection Wheel. You can sort by Group, Title, BPM, Popularity, Top Grade, Artist, Easy Meter, Medium Meter, Hard Meter, or Expert Meter.

**Default Difficulty:** Choose the initial selected difficulty.

**Life Difficulty:** Choose the difficulty for your Life Bar. The higher the difficulty rating, the more your Life Bar is depleted from a miss or mine.

**Background Brightness:** Select the brightness of the song background Visualizers. Choose 0% for complete darkness. Choose 100% for full brightness. The default is 40% brightness.

**Timing Sync:** Shift the timing window by the selected amount. It may be necessary to adjust this value depending on the speaker system. A higher value causes the arrows to pass the target bar area earlier. A lower value causes the arrows to pass by the target bar area later.



## ARROW MODIFIERS

From the Settings Menu you can add various arrow effects which will change the way you play In The Groove. You can have an unlimited number of Arrow Modifiers running at the same time, except for with Speed, Perspective, and Note Modifiers.

Note: When using options marked with \*, high scores will be disqualified.

### Speed Multiplier

**X1** - Normal arrow scroll speed. **(Default speed)**

**X1.5** - Arrows scroll 1.5 times faster than normal.

**X2** - Arrows scroll 2 times faster than normal.

**X2.5** - Arrows scroll 2.5 times faster than normal.

**X3** - Arrows scroll 3 times faster than normal.

**X4** - Arrows scroll 4 times faster than normal.

**X5** - Arrows scroll 5 times faster than normal.

**X6** - Arrows scroll 6 times faster than normal.

**C Mods** - Change the scroll speed of the arrows to mimic a song. Arrows will auto-adjust speed during tempo changes to keep a constant speed throughout the song.



### Perspective

**Overhead** - Standard arrow scrolling perspective.

**Hallway** - The arrows change perspective as they scroll upwards, starting out in the distance and approaching the foreground.

**Distant** - Normal sized arrows appear at the bottom of the screen and shrink as they move towards the Target Bar.

**Incoming** - Arrows scroll as if they were getting closer to the screen as they reach the top.

**Space** - The opposite of Hallway; The arrows start out in the foreground and move into the distance in a semi-3D manner.

### Notes

**Metal** - The default arrow style, with gems placed in a metallic grid that change color according to the rhythm of the song.

**Cell** - Cell shaded arrow style that changes colors according to the rhythm of the song.

**Flat** - Turns all arrows into solid colored arrows, a version of the Metal notes where the color does not change, regardless of rhythm.

### Scroll

**Reverse** - Arrows scroll from the top; Target Bar is placed near the bottom.

**Split** - Arrows are split up. Left and down arrows are at the top and the right and up arrows are at the bottom.

**Alternate** - A combination of Reverse and Normal arrow scrolls. The Left and Up targets remain at the top of the screen, and those arrows scroll up. The Down and Right targets are located at the bottom, and the arrows scroll down.

**Cross** - The Left and Right arrows are at the top of the screen; the Up and Down arrows are at the bottom of the screen.

**Centered** - The guide arrows are located in the center of the screen instead of at the top. The origin of the arrows depends on the other Scroll Modifiers selected.



## Acceleration

**Accel** - The arrows move faster as they approach the Target Bar.

**Decel** - The arrows slow down as they approach the Target Bar.

**Wave** - The arrows slow down and speed up at fixed points on their way to the Target Bar.

**Expand** - The arrows stretch and compress in a rhythmic manner as though the speed modifier were increasing and decreasing.

**Boomerang** - The arrows enter the screen from the opposite direction, then slow down and change direction before reaching the Target Bar.

## Effect

**Drift** - The Target Bar drifts and does not remain stationary. It moves left and right, though it remains vertically aligned. Scrolling arrows are adjusted to compensate.

**Dizzy** - The arrows spin as they scroll up.

**Mini** - The arrows and the Target Bar are significantly smaller than they are normally.

**Flip** - The arrow columns are flipped. Instead of Left, Down, Up, Right, they are changed to Right, Up, Down, Left. In Double, the leftmost arrow on the screen will be the 2 Player right arrow, and vice versa.

**Tornado** - The arrows take a helix-like path to the Target Bar.

**Float** - The targets do not remain in a row. They move up and down, and do not remain synchronized with each other. Scrolling arrows are adjusted to compensate.

## Fade

**Fade In** - Arrows do not become visible until they reach the halfway point of the screen. Note that on Marathon courses, there are variations that will cause the arrows to appear later or earlier, depending on the strength.

**Fade Out** - Arrows become invisible once they reach the halfway point of the screen. Note that on Marathon courses, there are variations that will cause the arrows to disappear earlier or later, depending on the strength.

**Blink** - Arrows appear and disappear as they scroll up.

**Invisible** - Arrows are never visible.

## Handicap

**No Mines\*** - Removes all mines.

**No Holds\*** - Removes all hold steps.

**Simple** - Removes all steps that do not begin on a beat.

**No Jumps\*** - Converts all rows that have 2 or more simultaneous steps into rows that have only 1 step.

**No Hands\*** - Converts all rows that have 3 or more simultaneous steps into rows that have only 2 steps.

## Turn

**Mirror** - Rotates the steps 180 degrees. Steps that were Up are now Down.

**Left** - Rotates the steps 90 degrees counter-clockwise. Steps that were Up are now Left.

**Right** - Rotates the steps 90 degrees clockwise. Steps that were Up are now Right.

**Random** - All arrows of a stepchart are assigned to a different direction. Thus, the pattern Left, Down, Up, Right could become Up, Down, Left, Right.

**Blender** - Each arrow is individually reassigned an orientation. Thus the pattern Left, Down, Up, Right could become Right, Right, Left, Up.



## Insert Steps

**Stream** - Insert 8th note steps in between existing 4th note steps.

**Quick** - Insert 16th note steps in between existing 8th note steps.

**Skippy** - Adds an extra 16th arrow right before a 4th note step creating a gallop effect.

**Echo\*** - Adds extra 8th note arrows after the original arrow pressed repeating the same arrow in an echo effect.

**Wide** - Adds more random jumps mainly using Up and Right jumps or Up and Left jumps...etc.

**Stomp** - All non-hold steps become Up and Down jumps or Left and Right jumps.

## Insert Other

**Planted\*** - Convert some existing tap steps into hold steps. New hold steps will require at most 1 panel to be held at a time.

**Floored\*** - Convert some existing tap steps into hold steps. New hold steps will require at most 2 panels to be held at a time.

**Twister\*** - Convert some existing tap steps into hold steps. New hold steps will require at most 3 panels to be held at a time.

**Add Mines** - Mines are added, replacing various arrows in the scroll. If a mine is hit the user's score is decreased.

## Hide

**Hide Targets** -The Target Bar arrows are removed from the screen.

**Hide Judgment** - The combo counter and the individual step judgments (Fantastic, Excellent, Great, etc) do not appear on-screen.

**Hide Background\*** - The song's background video is blacked out.

## Difficulty

**Novice** - Easiest step difficulty.

**Easy** - Easy step difficulty.

**Medium** - Medium step difficulty.

**Hard** - Hard step difficulty.

**Expert** - Expert step difficulty.

## Arrow Modifiers that appear only in Marathon Mode

**Beat** - Causes the scrolling arrows to bounce left and right to the beat.

**Bumpy** - The arrows appear to "bounce" toward and away from the screen, as if they were progressing over very bumpy terrain.

**Robot** - An additional arrow note skin. It makes all arrows grey, giving them a metallic effect.



## Credits - Roxor Games Inc

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## Music Credits

### "Fly Away"

Missing Heart  
BROS Music

### "Queen of Light"

Missing Heart  
BROS Music

### "Charlene"

Missing Heart  
BROS Music

### "Hip Hop Jam"

Indiggo  
BROS Music

### "Tough Enough"

Vanilla Ninja  
BROS Music

### "Why Me"

Desire  
BROS Music

### "Lemmings on the Run"

E-Rotic  
BROS Music

### "Touch Me"

E-Rotic  
BROS Music

### "Hand of Time"

Reflection Theory

### "Don't Promise Me"

Reflection Theory

### "Don't Promise Me -Happiness Comes Mix-"

Reflection Theory

### "Bend Your Mind"

Reflection Theory

### "Perfect"

Sammi Morelli

### "Let Me Be the One"

Sammi Morelli

### "I'll Get There Anyway"

Sammi Morelli

### "Not Worth the Paper"

Dax

### "Dreams of Passion"

Dax

### "Da Roots (Folk Mix)"

Mind Reflection

### "Remember December"

Mind Reflection

### "Fly With Me"

Nina

### "Let My Love Go Blind"

Nina

### "ROM-eo & Juli-8"

Nina

### "Crazy"

DJDoo

### "Do U Love Me"

DJDoo

### "The Beginning"

DJDoo

### "Walking on Fire B&J Mix"

Evolution feat. Jayn Hanna

### "Solina"

Evolution

### "DJ Party"

BB Hayes  
David Foley, NexTune Corporation

### "Changes - Ben Watts Remix"

Sandy Rivera & Haze  
David Foley, NexTune Corporation

### "Torn"

Natalie Browne  
Almighty Records

### "My Favourite Game"

Natalie Browne  
Almighty Records

### "Mouth"

Rochelle  
Almighty Records

### "On a Day Like Today"

Obsession  
Almighty Records

### "Flying High"

Filo Bedo  
Rikki & Daz

### "Mellow"

Spacekats  
Rikki & Daz

### "Land of the Rising Sun"

Spacekats  
Rikki & Daz

### "Drifting Away"

Filo Bedo  
Rikki & Daz

### "PA Theme Song"

MC Frontalot

### "Which MC Was That"

MC Frontalot

### "Hybrid"

Machinae Supremacy

### "Bouff"

Machinae Supremacy

### "Normal"

Anet

### "No 1 Nation"

Anet

### "Boogie Down"

Inurvise

### "Turn it On"

Georgetown

### "While tha Rekkid Spinz"

DJ Zombie

### "The Game"

Crispy

### "Bubble Dancer"

Crispy

### "Kiss Me Red"

Crispy



## Music Credits

**"Driving Force"**  
Digital Explosion

**"Mythology"**  
Digital Explosion

**"Hardcore of the North"**  
Digital Explosion

**"I Think I Like That Sound"**  
Kid Whatever!

**"Disconnected"**  
Inspector K

**"Disconnected -Hyper-"**  
Inspector K

**"Disconnected -Möbius-"**  
Inspector K

**"Infection"**  
Inspector K

**"Liquid Moon"**  
Inspector K

**"Tension"**  
Inspector K

**"Dawn"**  
KaW

**"Kagami"**  
KaW

**"Oasis"**  
KaW

**"Anubis"**  
Banzai

**"Zodiac"**  
Banzai

**"Delirium"**  
Smiley

**"July"**  
Smiley

**"Utopia"**  
Smiley

**"Xuxa"**  
Smiley

**"Euphoria"**  
KaW feat. Smiley

**"VerTex"**  
ZiGZaG

**"Pandemonium"**  
ZiGZaG

**"Tell"**  
Symphonious feat. Rossini



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