

DRAGON'S LAIR 3D

Return to the lair



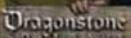
Ubi Soft
www.ubi.com



Ubi Soft Entertainment, Inc., 625 3rd St., 3rd Floor, San Francisco, CA 94107

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XBOX

ROCKY



Rage



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SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front or rear projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when playing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

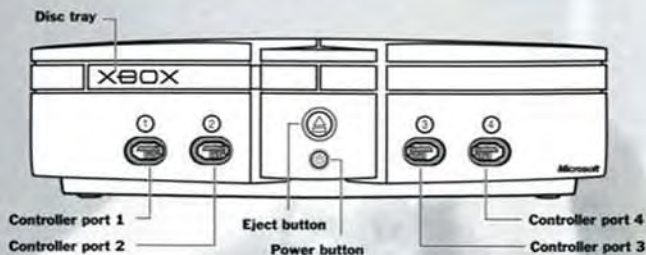
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USING THE XBOX VIDEO GAME SYSTEM



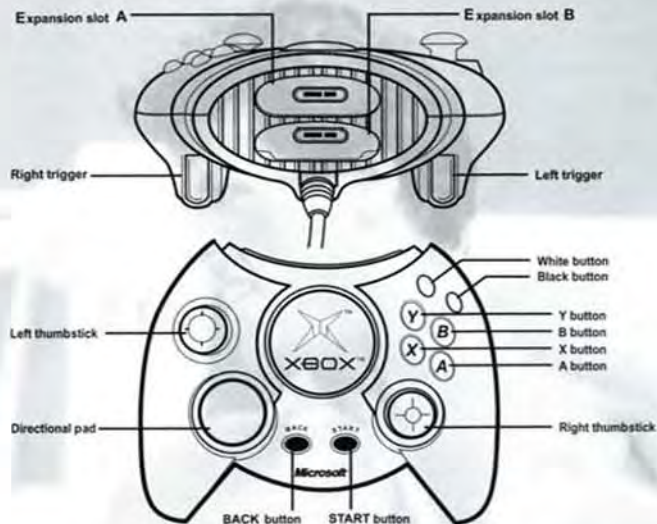
1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **Rocky™** disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing **Rocky™**.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- > Insert only Xbox-compatible discs into the disc drive.
- > Never use oddly shaped discs, such as star-shaped or heart shaped discs.
- > Do not leave a disc in the Xbox console for extended periods when not in use.
- > Do not move the Xbox console while the power is on and a disc is inserted.
- > Do not apply labels, stickers, or other foreign objects to discs

USING THE XBOX CONTROLLER



1. Connect the Xbox Controller to any port on the front of the Xbox console. For multiple players, connect additional Xbox Controllers into available Xbox Controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into Xbox Controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play **Rocky™**.

GETTING STARTED

Menu Navigation

When navigating the game's menus, make selections by highlighting them using the **directional pad**, then pressing the **A button**. To go back to a previous menu screen, press the **B button** or **BACK button**.

Hold down **Right trigger** to access the on-screen help menus.

Title Screen



Once the game has loaded you will see the **Rocky™** title screen. Press the **START button** to continue.

MAIN MENU

From the title screen you will advance to the Main Menu where you have the following selections:



Exhibition Mode

If you just want to get it on and enjoy a good old tear up then select this game mode. Choose from any unlocked boxer and fight against a friend or the computer.

Movie Mode

Play as Rocky Balboa as you fight and train your way to the top, first as an upcoming challenger, then as reigning World Heavyweight Champion against 20 tough opponents, clashing with the bosses of the five **Rocky™** films along the way. This is how you unlock boxers and arenas for the other modes, extra characters can also be unlocked by completing 'Movie Mode' at Contender and Champ difficulty levels.

Knockout Tournament

Enter a Knockout Tournament with up to 16 players. This mode is unlocked after completing 'Movie Mode'.

Sparring Mode

Learn and perfect your boxing skills against one of three hardened sparring partners.

Gallery

Watch the Intro and the FMV movies you have unlocked from 'Movie Mode'.

Options

Adjust option settings, and access your memory unit to load and save game data and see your hi-scores.



GAME CONTROLS

These are the default controls for the game. You can change the configuration of your controller in the options menu.

Basic Controls

- MOVE BOXER - Directional pad or left thumbstick
- HEAD JAB - X button
- HEAD STRAIGHT - Y button
- BODY JAB - A button
- BODY STRAIGHT - B button
- BLOCK - Left trigger
- DODGE - Left trigger + directional pad
- EVASIVE DODGE - Left trigger + right trigger + directional pad
- UPPERCUT MODIFIER - Right trigger + punch button
- PAUSE GAME - START button
- TAUNT - BACK button

Special Controls

- HEAD LEFT HOOK - ↑ or ↓ + X button
- HEAD RIGHT HOOK - ↑ or ↓ + Y button
- BODY LEFT HOOK - ↑ or ↓ + A button
- BODY RIGHT HOOK - ↑ or ↓ + B button
- HEAD LEFT UPPERCUT - Right trigger + X button
- HEAD RIGHT UPPERCUT - Right trigger + Y button
- BODY LEFT UPPERCUT - Right trigger + A button
- BODY RIGHT UPPERCUT - Right trigger + B button
- SUPER PUNCH - Tap right trigger then a punch button
(These vary from boxer to boxer)

EXHIBITION MODE

If you want to get straight in on the action, select 'Exhibition Mode' from the Main Menu and press the **A** button.

Choosing your Boxer



Use the directional pad to choose a boxer, then press the **A** button to select, or press the **X** button to see the boxer bio screen which gives you the background information on each fighter.

If two players choose the same boxer, the player who selects last will fight in an alternate costume. A player can also opt to fight in the alternate costume by pressing the **Y** button to select.

Repeat the procedure to choose a CPU opponent.

A second human player can join in at any time on the Character Select screen by pressing the **START** button on a controller inserted into another port.

Only unlocked characters can be selected. If you'd like to randomly select a boxer from those available, highlight the box with the '?' icon and press the **A** button.

Pre-Fight Options



After choosing the boxers, the Pre-fight option screen will appear. From here you can make some last minute fight alterations. Use up and down on the directional pad to choose the option you wish to change, and left and right to change the value of the selected option.

From the menu you can select:

- Venue** – Where the fight will take place.
- Round length** – Length of each round in seconds or infinite length.
- Number of rounds** – Number of rounds the fight will last.
- COM skill** – Skill level for the opponent in single player modes.

If you wish to change the default values for round length, number of rounds, and skill level, these can be changed in the options menu.

Pre-Fight Introductions

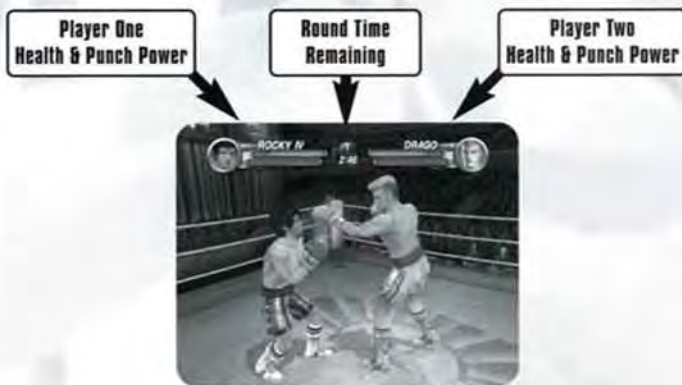
Before the start of each fight the announcer will introduce each boxer. You can skip the introductions by pressing the **START** button or the **A** button. These introduction sequences can be disabled for 'Exhibition Mode' from the options menu.

Health and Punch Power Meters

Each boxer has their own Health and Punch Power meters located at the top of the screen. These meters will rise and fall during the fight.

Each boxer's health bar shows his potential and actual health at the same time. Potential health is shown as a darker bar and depicts the maximum health you could regain if not hit during the round. Actual health is shown as a lighter bar and depicts your current health status during the round, if this bar is reduced to zero from a series of blows your boxer will be knocked down.

Keeping an eye on the current level of the punch power meter is essential for throwing powerful punches. Each time you throw a punch a small amount of punch power will be lost, but it will recover when you are not throwing punches. Try to keep your punch power meter as full as possible when throwing combos to inflict maximum damage.



Stunning an Opponent

You can stun your opponent by throwing fast combos, inflicting a large amount of damage in a short space of time. When your opponent is stunned, stars will fly around his head as he staggers to regain his composure. Use this opportunity to throw a barrage of punches or try a devastating super punch to knock him straight to the canvas.



Super Punches

Each boxer has two super punches at their disposal. These punches are truly devastating and can floor your opponent in one shot. Because these punches are so powerful they tend to take a little longer to throw, leave you open to a counter and cost a great deal of energy to attempt. Use your super punches wisely and they will give you the edge at any point in a fight.

Blocking

You can block punches by holding down the **Left trigger button**. As each punch lands against your block it will begin to weaken and start to let punches through. You can tell how strong your potential block is by looking at how much your boxer sways after each hit. If he is only moving a small amount then your block is still effective. As your boxer begins to rock more from each hit your block effectiveness is decreasing, allowing more punches to land. At this point you should try to dodge and get away from danger. Letting go of the block button for a short time will allow your block effectiveness to recover and get back into the fight.

Taunting

Taunting is a great way to rile your opponent and get the fight going, it also has other beneficial factors. Press the **BACK button** to start a taunt, if performed fully your boxer will receive a small increase to their health and power bars once per round.

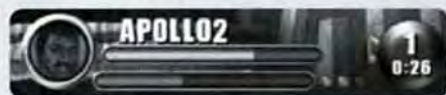
The movie characters will sometimes also taunt you with lines of dialogue from the films.

Knockdown Screen

If your boxer has been knocked down then you must rapidly press the **A button** as fast as you can to regain your senses and get to your feet.

Once the bar at the bottom of the screen is full, the boxer will re-enter the fight. If the attempt to fill this bar before the count reaches 10 is unsuccessful then the boxer has been knocked out and the fight is over.

Technical Knockouts



This applies if the 3 knockdown rule is switched on in the options menu.

At the start of each round, all three TKO lights are unlit. Each time you are floored in a round, one of your TKO lights will be turned on. If your opponent manages to knock you down three times in one round, lighting all the lights, the fight will be stopped and you will lose by a Technical Knockout Decision.

Pause Menu



The player can pause and unpause the game during a fight by pressing the **START button**. While in the pause menu you can resume game, change camera view, or quit to main menu.

- | | |
|--------------------------|---|
| Resume Game | - Continue fighting. |
| Camera | - Select camera angle from which to view the fight. |
| | - Normal Camera is the default and shows the action from the side. |
| | - Shoulder Camera shows the fight action from a $\frac{3}{4}$ angle view over the boxer's shoulder. |
| Quit to Main Menu | - Stops the fight and returns to the Main Menu. |

The five training games each work on a specific physical attribute. You can choose to focus on each of these areas.

- Strength** – This indicates the power of Rocky's punches
- Speed** – This determines Rocky's punch speed
- Stamina** – If this stat is high, Rocky can take more punishment
- Determination** – This determines Rocky's ability to get up off the canvas
- Movement** – The speed of Rocky's movement around the ring

Depending on how well you do in the training game you select, Rocky's abilities in that attribute will rise.



On the training screen use up and down on the directional pad to highlight the discipline you wish to train in. The red indicator lights to the right of the stats bars show which ability will benefit from training in the currently selected discipline.

When ready, use left and right on the directional pad to highlight 'Train', 'Autotrain' or 'Compare' and press the **A** button.

Autotrain

Selecting Autotrain allows you to quickly improve Rocky's attributes without playing the training games, however autotraining does not give as much improvement to your attributes as you could gain by playing the training game.

Comparing Boxers

On selecting the 'Compare' option you can read each boxer's tale of the tape to see which abilities you should improve.

ROCKY I		DIPPER BROWN	
Strength	38	Strength	42
Speed	25	Speed	38
Stamina	35	Stamina	25
Determination	28	Determination	44
Movement	20	Movement	34

Press the **X** button to alternate between the boxers stats and their biographies. Use up and down on the directional pad to scroll through the biographies.

TRAINING GAMES

Instructions are displayed to remind you before you begin each game, so read them carefully. When you are ready to play press the **START** button.

Punch Mitts

Designed to improve Rocky's punch strength.



Your trainer calls out which punch to throw, press the buttons shown on-screen to throw the punch as quickly as possible after they appear. Faster reactions will give higher scores.

Speed Bag

This exercise is to improve Rocky's speed.



A marker on the blue bar at the bottom of the screen shows Rocky's current punch speed. The highlighted zone on the bar shows the target speed for Rocky to match.

If the marker is kept in the zone Rocky's score will increase, however if it is outside the zone (too fast or too slow) the target speed will fall and the zone will move to the left. If it is in the right half of the zone the target speed will increase and the bar will move to the right.

Your trainer will tell you which hand you need to use ('lefts', 'rights') and if you get a good speed going he may also mix things up a bit by asking for 'doubles', which are alternate hits with the left and right hand.

HINT: Don't start too fast!

Skipping

Skipping increases Rocky's stamina. Skip with the **A** button, in time with the flashing green light.



When you have mastered this you can use the directional pad or left trigger to select tricks to perform. The button combination required is displayed at the bottom of the screen, remember to keep pressing the **A** button to skip until you are ready to attempt the trick.

Press the first button in the trick sequence to begin your attempt. If you successfully complete the trick, return to skipping with **A** button.

Situps

This game improves Rocky's determination. Tap the **A** and **B** buttons alternatively as fast as possible to perform a situp, remembering to tense with the **X** button when the trainer chops at Rocky's stomach.



Heavy Bag/ Meat Locker

Hitting the heavy bag improves Rocky's movement.



Move around the bag practicing your moves. Only punches thrown from within the green zone on the floor will score.

Achieve higher scores by throwing successful combos from the list on the left of the screen.

Rocky trains for his early fights at the Meat Locker, the rules are the same as the heavy bag, but it's a hunk of frozen meat he works out against.

Training Results



Once the session is completed, the results of your training session will be displayed.

Selecting **Quit** on the training results screen will take you back to the Main Menu.

After 2 training sessions the **Fight** option appears and will be automatically highlighted, press the **A** button to take it to the ring and get it on.

Post Fight Stat Atrophy

After each fight Rocky will lose a small amount of ability in some of his stats, due to the punishment he has taken and energy used to overcome his opponent. Keep Rocky fighting at all times by training hard.

End of Fight

At the end of the round you will be shown a scorecard showing how the judges have scored the previous rounds. Points are awarded for punches landed and knockdowns scored. The highest score wins the round.

Whoever has won the most rounds at the end of the fight will be declared the winner.



Progression

As you beat each boxer, they will become unlocked in Exhibition and Sparring mode as a selectable character. Once 'Movie Mode' is complete, the first **'Knockout Tournament mode'** will become available.



As you win each fight, you will be offered the chance to save your progress, continue (without saving), or quit to the Main Menu.

Continue Screen

If you lose or draw a fight you will be offered the chance to 'Continue', you have 3 **'Continue Credits'** for the full game.



The **'Continue Credits'** also give you the chance to have an extra single training session before the rematch.

Highlighting **'Continue'** and pressing the **A** button will allow you to continue, selecting **'Quit'** and pressing the **A** button will quit from the game and return to the Main Menu.

KNOCKOUT TOURNAMENT MODE

Knockout Tournament mode must be unlocked by completing 'Movie Mode'. Once the mode is available you and up to 15 other players can choose boxers to fight in a knockout tournament together. Normal fight rules apply once the match has started, and each victor will move into the next round until the tournament is won.

From the Main Menu, highlight **'Knockout Tournament'** and press the **A** button. Select the belt level you wish to compete for, then you can select the number of human players using left and right on the directional pad. This last stage is skipped if there is only 1 controller connected.



Next, press the **A** button to proceed to the character select screen.



Once all the boxers have been selected, you will move on to the Tournament Ladder screen. This screen shows who fights who in the tournament.

You will see the results coming in as the fights that don't involve the human players are fought, then when a match is drawn that involves one or more human players a loading screen appears similar to those seen in the rest of the game. Each player competing is invited to press the **START** button in turn so that the game can determine which controller you wish to use for that fight.

SPARRING MODE

This mode allows you to learn the basic controls and fight techniques of the game and to practice moves freely. Use it to sharpen your boxing skills or just to refresh some of those powerful combos.



Sparring mode is for one player and you can only select boxers that have been unlocked from 'Movie Mode'. After selecting Sparring Mode from the Main Menu, you can spar against 3 different partners each with different fight styles over an infinite time limit.

Once the game begins, pressing the **START** button on the sparring screen brings up the in-game Sparring Menu that allows you to change the behavioral patterns of the CPU boxer (Stand, Block or Fight), view the command list moves for your boxer, select new boxers and Quit to Main Menu. Use the directional pad to highlight the settings and the **A** button to select.



GALLERY

Selecting Gallery from the Main Menu allows you to view any unlocked FMV from 'Movie Mode'.

Use up and down on the directional pad to highlight your FMV choice then press the **A** button to play.

You can stop the FMV playing and return to the Gallery menu at any point by pressing the **START** button.



OPTIONS MENU

This menu allows you to adjust game options and allows you to save and load game configuration data.

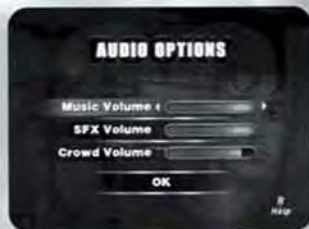
Controller Setup

Select controller layout to choose the control configuration you would like to use from 4 preset layouts. You can also enable and disable the vibration from this screen.

Default controller setup is **Layout A** with **Vibration on**.

Audio Options

This sub-menu lets you raise or lower the volume of the in-game sound. Default settings are set to full volume, except crowd volume which is set at 75% full.



- Music volume - Empty / Full bar
- SFX volume - Empty / Full bar
- Crowd volume - Empty / Full bar

Records

The records sub-menu allows you to view the best scores achieved in a number of categories, one for each training game and also **Punch accuracy**, **Punch speed**, and **Fastest K.O.**

Game Settings

- Boxer intros - on / off

When set to **OFF**, this disables the walk-ins in 'Exhibition Mode' and 'Knockout Tournament'.

- 3-knockdown rule - on / off

When set to **ON**, a boxer is automatically TKO'd after the third knockdown in a single round.

- Saved by the bell - on / off

When set to **ON**, a boxer who was knocked down can be saved by the bell ringing to end the round as he's floored on the canvas.

- Round length - 30, 60, 90, 120, 180 secs and infinite round length

Set the round length for each fight in 'Exhibition Mode' between 30 and 180 seconds or an infinite round length.

- Number of rounds - 1 - 15.

Set the rounds for each fight in 'Exhibition Mode' between 1 and 15.

- Show replays - yes / no

This option, when set to **NO** disables the replays during the game.

- COM Skills - Novice, Contender, Champ

Set the Com Skill in single player 'Exhibition Mode' matches. The default is set at Contender.

Restore Options

Restore options allows you to load a saved option configuration from memory unit or hard disk, along with any unlocked characters, arenas and secrets.

Save Options

Save options allows you to save your options setup to memory unit or hard disk, along with any unlocked characters, arenas and secrets.

Reset to Defaults

Reset to defaults allows you to restore all configurable options back to the original settings.



SCORING A BOXING MATCH

The CPU will score and give credit to clean punches that land on target.

OK, so what is a punch? Some would say a tap is a punch, some argue that it is not. Effective punching is probably a more important issue. A player can land three light jabs that will win him the round if he takes nothing in reply. But if his three light jabs are blocked, and he takes a single, explosive left hook that sends him reeling across the ring, the CPU will give the round to the opponent.

In professional boxing most authorities now employ what is known as the 'ten-point must' system and this is what will be used in **Rocky™**. That is, one or both boxers must be given ten points in each round. An even round will be scored ten-ten. If one boxer wins a round, but not by an especially decisive margin, then he normally gets ten points and the opponent nine.

If one boxer scores a knockdown or has his opponent in serious difficulties, then the winner of the round gets ten, and the loser eight. The CPU will not score a round any wider than ten-eight.

The winner of a round must score ten points. Therefore, if one man is knocked down once, and his opponent twice, the round might be scored ten-eight. If both are knocked down, and the judges think the round is even, then it will be scored ten-ten. If both are knocked down, but the judges think that one man did better overall, then it is ten-nine.

If one man is knocked down, but comes back and makes up the lost ground, then the CPU may score the round ten-ten.

Boxing rounds will be scored in a simple manner. Each boxer's punches thrown during the round will be counted. The amount landed to the head and to the body will also be counted. The boxer that threw the highest amount of effective punches will win the round.

BOXING GAMEPLAY TIPS

Punching

The Jab

The jab is the most important punch in the book because it uses the shortest distance between yourself and the opponent. It can be used as a form of attack or defense and once you have mastered the jab, you can control a fight.

The Straight

The straight is used as a form of attack, but it can also be used as a counter to stop your opponent coming forward. It can also be used as a power punch to take control of the fight.

The Hook

The hook is an extremely powerful punch, thrown with a bent arm. The hook is most effective at close to medium range using the boxer's full body rotation to deliver a K.O. power punch.

The Uppercut

The uppercut is an explosive short range punch. You bring the uppercut up and underneath your opponent's jaw, who can't see it coming. On impact it sends their head flying backward, dazing them or even knocking them out.

It is a dangerous punch because, when you throw it, you also leave yourself open. It's more effective when you're fighting inside (i.e. close to your opponent).

Super Punches

Each boxer has two super punches at their disposal. These punches are truly devastating and can floor your opponent in one.

Because the punches are so powerful they tend to take a little longer to throw, leave you open to a counter and cost a great deal of energy to attempt. Use your super punches wisely and they will give you the edge at any point in a fight.



Defending

Block

Use your block to defend against incoming punches. Your block efficiency will decrease each time you successfully block a punch, remember to get out of danger and let your boxer regain his composure before blocking again. Your boxer cannot block all those punches forever without a short break.

Dodge (Bob, Weave, Lean Back and Duck)

Use dodges to stay within fight range and make your opponent miss. Try using a dodge if your block is weakened, or even better use a dodge then throw a counter punch from the defensive position, this technique can be deadly if timed correctly.

Evasive Dodge

Evasive dodges should be used when you want to get away from your opponent as quickly as possible. A good place to use evasive dodges is when cornered quickly tap the buttons and spin round your opponent. A practiced player can swap from being cornered to cornering their opponent and then begin to dish out the punishment.

General Tips

- > Stay away from the corners as much as possible.
- > Vary your fight distance, swap between outfighting (far) and infighting (close).
- > Use jabs and straights for outfighting and hooks and uppercuts for infighting.
- > Use your jab to find your range.
- > Keep an eye on your punch strength, don't waste your punches.
- > Use powerful combinations to stun your opponent, then finish him with a super punch.
- > Use taunts to regain health and punch power.
- > Keep moving! Make yourself difficult to hit at all times.
- > Learn to counterpunch – dodge and hit.

CREDITS

Based On Characters Created By Sylvester Stallone

Cast of Characters

Rocky Balboa
Mickey Goldmill
Apollo Creed
Clubber Lang
Ivan Drago
Tommy Gunn
Tony / Duke
Ludmilla Drago
Paulie
George W. Duke
Adrian

Sylvester Stallone
Burgess Meredith
Carl Weathers
Mr. T
Dolph Lundgren
Tommy Morrison
Tony Burton
Brigitte Nielsen
Burt Young
Richard Gant
Talia Shire

Motion Capture

Studio facilities
Mocap Supervisor
Mocap Technician
Boxing moves:
Character moves:

3sixtymedia
Tanvir Hanif
Kevin Settler
Jonathon Adams
Ian McLaughlin

Musicians

Keyboards & Guitar
Vocals

Gordon Hall
Steve Parker
Dan Symington
Paul Yeats
Will Turnbull
Alan Fender
Gordon Marshall
Graham Hardy
Howard Hedger
Sally Wood
Ken Potter

Special thanks to Alan Fender, Sally Jewers and Staff and Students at New College Durham Music Department.

Developed by Rage Newcastle

Producer
Game designer/
Assistant Producer
Lead Programmer
Programmers

Peter Johnson

Mark Sample
Kevin Franklin
Ben Merrick
Edwin Bell

Arenas & 2D art
Character model team

Mick Hedley
Phillip Nixon
Duncan Hall
Alex Kewin
Douglas Kalberg
Roger Tweedie
Joe Money
Kelly Scott
John Bouny
Catherine McBurney
Linda Smith
Gordon Hall
Jonathan Stobbs

Animation

Violin
Flute & recorder
Bass

FMV Artists

Special thanks to Alan Fender, Sally Jewers and Staff and Students at New College Durham Music Department.

Composer/Sound Designer
Technical Support

Special thanks to Alan Fender, Sally Jewers and Staff and Students at New College Durham Music Department.

For Rage Games Ltd.

Managing Director
Deputy MD
Group Development Director
Group Development Manager
Communications Director
Head of Publishing
Marketing Director
Sales Director
Product Manager
PR Manager
Export Sales Executive
Localisation
Manual layout

Paul Finnegan
John Schorah
Colin Bell
Simon Gardner
Glen O'Connell
Roy Campbell
Simon Lilley
Phil Wright
Jane Rylands
Nick Clarkson
David Foster
Ally Noble
Kin Yip
Bill Bird
Dean Bent
Jody Craddock
Mark Povey
Ian Bentley
James Brodie
Gary Browne
Nick Hall
Paul Coles
Stuart Clenton
James Dolan

QA Manager
QA Supervisor/Lead tester
Testers

In-game Dialogue recorded at Matinee Sound & Vision

Account Manager
Production Co-ordinator
Engineer
Actors

Pat Spender
Karen Grassie
Pete Davies
Stuart Milligan
Tom Clarke-Hill
William Roberts
John Chancer
Jay Benedict
Eric Meyers

Localisation

Translation

TT Europa

For MCM Interactive

Senior VP (Consumer - Products & Interactive)
VP Production & Business Development
Associate Producer
VP Business & Legal Affairs
(Consumer Products & Interactive)
Senior Financial Analyst
Director, European Licensing
Interactive Coordinator

Travis Rutherford

Neil Haldar
Joe Rush

M. J. Miller
Jack Cheng
Charlie Clementson
Hugo Martinez



CREDITS

Ubi Soft

VP of Product Development
Executive Producer
Producer
Associate Producer
Game Content Manager
Marketing VP
Group Brand Manager
Senior Brand Manager
Public Relations Manager
US Production Manager

Ubi Soft QA

Worldwide QA Manager
Lead Tester
QA Testers

Ubi Soft Technical Support

North American Technical
Support Manager
Lead Technical Support
Representative
Technical Support
Representatives

Ubi Soft Special Thanks

Bret Berry
Dexter Chow
Chuck Yager
Laurentiu Rusu
Garrett Graham
Tony Kee
Gary Keith
David DePaulis
Clint Hayashi
Dave Costello

Eric Tremblay
Eric Audette
Alain Chenier
Louis-Philippe
Brissette
Eric Visconti
Frédéric Laporte

Brent Wilkinson

Trent Giardino

Moye Daniel
Jason Jennings
Kirk Sanford
Chris Curtis
Greg Bonifacio
Jesse Hoff
Bryan Marshall
Harden Viers

Alexis Godard
Jay Cohen
Randy Gordon
Fabrice Pierre-Elien

LEGAL

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Trevor Williams, and most of all, our partners and families,
for their continuing support. Dedicated to the memory
of Roger Tweedie, missed by all.

TECHNICAL SUPPORT

Before contacting Ubi Soft Technical Support, please carefully read through this manual. Also, help is available online at <http://www.ubi.com/support>. If you are unable to find an answer to your question using the website or the manual, please contact us via one of the following methods:

CONTACT US OVER THE INTERNET:

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This site takes you to the Ubi Soft Solution Center. Here you can browse our FAQ listings, or search the solution database for the most recently updated information since the game's release. Or, for faster email response, you can send in a request for Personal Assistance from a Technical Support Representative.

CONTACT US BY EMAIL:

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Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-day warranty period

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

Replacement Fees

Our most recent replacement fee schedule is available online. Please visit the support section of <http://www.ubi.com> for an updated price list.

Warranty Address and Contact Information

Email: replacements@ubi.com

Phone: 919-460-9778

Hours: 9am - 9pm (EST), M-F

Address

Ubi Soft Replacements
3200 Gateway Centre Blvd., Suite 100
Morrisville, NC 27560

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