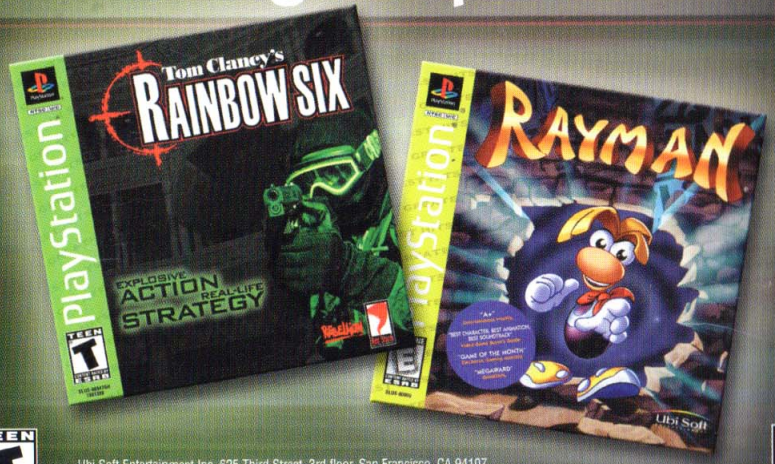
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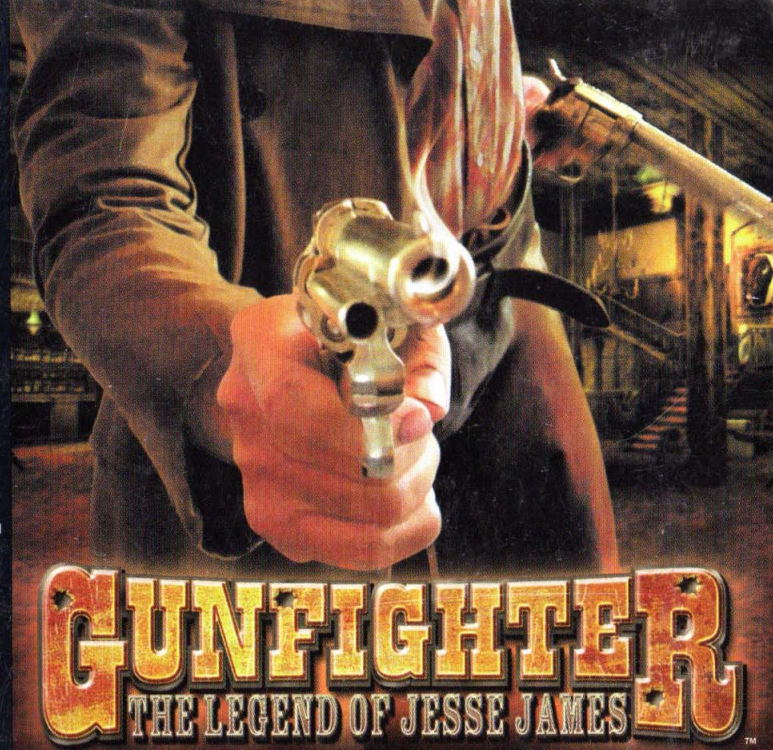
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PlayStation

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PlayStation
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PlayStation
TEEN T CONTENT RATED BY ESRB
SLUS-01398



GUNFIGHTER
THE LEGEND OF JESSE JAMES

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WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.
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® game 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® game 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 UNOFFICIAL PRODUCT
The use of unofficial products and peripherals may damage your PlayStation® game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION® DISC:
- This compact disc is intended for use only with the PlayStation® game console.
- 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.

ESRB RATING:
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

GUNFIGHTER
THE LEGEND OF JESSE JAMES

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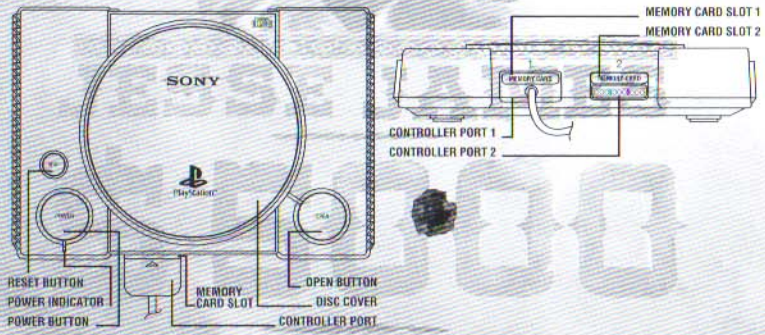
Setting Up

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Gunfighter: The Legend of Jesse James disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Memory Cards

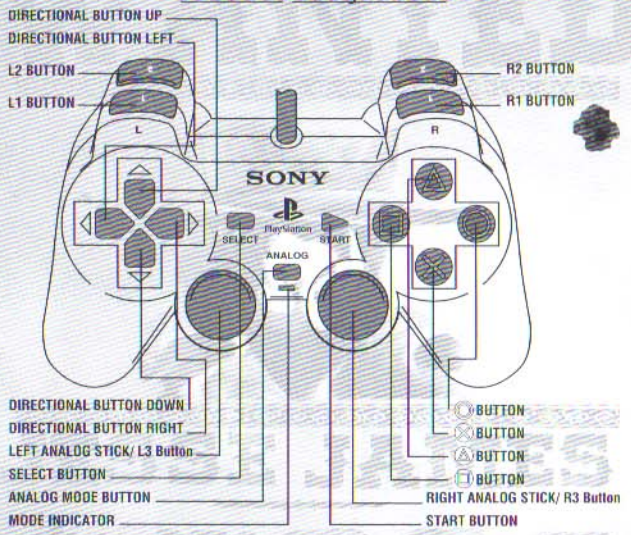
To save game setting and progress, insert a MEMORY CARD into MEMORY CARD slot 1 of your PlayStation® game console before starting play. You can load your saved games from the same MEMORY CARD, or from any MEMORY CARD containing previously saved GUNFIGHTER: THE LEGEND OF JESSE JAMES™ games.
To read about how to save and load games, see "Getting Started" on page 6.

Console



Controller Diagram

DUALSHOCK® analog controller

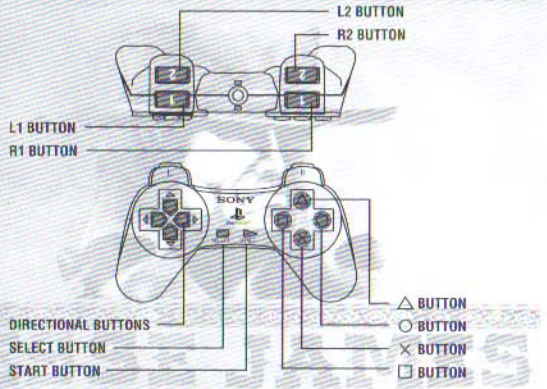


When using the DUALSHOCK® analog controller either the left analog stick or the directional button can be used to move the target reticle

Controller Diagram

digital controller

Note: You may have a controller that looks like this, if so, please follow the digital instructions outlined below.



Digital Controller:

Fire	⊗ / R1 Button
Duck	◎ / L1 Button
Center	L2 / R2 Button

Story

"Missouri Territories, 1870. With the newly appointed Governor giving a demonstration of his absolute power by ruthlessly enforcing Frontier Law, not to mention the desperate gangs of bandits moving north from Mexico in search of richer spoils, it's a hard place to eke out a living (and stay alive) for those caught on the wrong side of the judicial line. Most outlaws have packed their saddle bags and high-tailed it out of there before some marshal manages to stick a rope around their necks.

Two such outlaws are Jesse James and Cole Younger. With their respective gangs already moved on to the relative safety of the neighboring territories, all that keeps the boys in danger of being strung up by their necks is Jesse's love for a beautiful woman. Zee, Jesse's girl, works in a Saloon in the nearby town of Tuenola. So the boys saddle their horses and prepare to ride to Tuenola, with the intention of getting Zee to leave with them.

But Fate is feeling evil. Unknown to Jesse and his companion, Tuenola is under the control of the most feared gang in the West, led by the villain Jack Carson. And he's got ways with dealing with those who he sees as threatening his power. Very nasty ways....."

Getting Started



Loading a Game: Saved data is automatically loaded during the startup sequence prior to the main menu. This is the only point within the game where loads are performed.

Saving a Game: The player's game progress, score, best times, and options are automatically saved after successfully completing a level within the story mode, arcade mode, or within a sub game if a new high score is achieved or a new level is opened. Options can also be saved by selecting "Save Options" from the options menu.

Navigating the Menus

To Change the Highlighted Menu Option: Press the Up/Down directional buttons on a Standard Controller or the DUALSHOCK® analog controller or A / B on the Guncon™.

To Select a Menu option: Press the ✕ button on a Standard Controller or DUALSHOCK® analog controller or the trigger on a Guncon™ controller.

To go back to the previous menu screen: Select the "Back" item at the bottom of the menu, or press the △ button if using a Standard Controller or DUALSHOCK® analog controller or press and hold A + B + trigger at the same time if using the Guncon™.

Main Menu



Play The Story:
The player begins a new game, playing through each of the levels and starting the story with 5 continues. Each level is unlocked in the arcade mode after successfully completing the level in the story mode. A sub-game is also unlocked after successfully finishing a level within the story. The player completes the story when they successfully defeat Carson in the final showdown.

Arcade Play: Arcade levels are unlocked when the level has been reached in Play The Story. They allow the player to practice levels without having to play the story.

Sub-Games: Sub-games are unlocked after completing a level in the story. Each completed level in the story opens a new sub-game. Four of the sub-games are based on shooting targets in a set amount of time. The final sub-game is the showdown with Carson. The player has one bullet with which to shoot before Carson draws his weapon and fires.

High Scores: The high scores are the total scores gained from completing the levels in the story. The scores for each level completed are added together in order to provide a total score.

Options: Opens the Options menu. This can also be accessed in-game by pressing the ► START button.

Options Menu

Vibration: Vibration: this option only applies if you are using a DUALSHOCK® analog controller. While using a DUALSHOCK® analog controller either the directional buttons or the left analog stick can be used to move the target reticle.

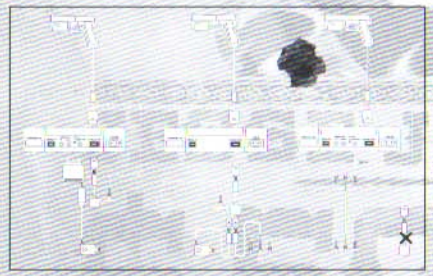


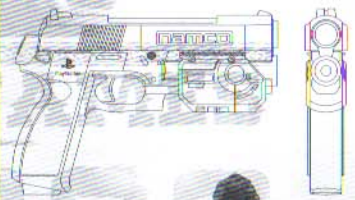


Configure Buttons: Allows the player to configure the in-game controls. The player has to press the ⊗ button on the function they want to reconfigure and then press the new button for that function. Selecting DEFAULT restores the default controls.

Connect the Guncon™:

Connect the Guncon™ to the PlayStation® game console as shown in the diagram







Calibrate the Guncon™: Takes the player to the calibration screen. To calibrate the Guncon™, aim at the target in the center of the screen and pull the trigger. A cross will appear on the screen. If the position of the cross corresponds accurately with your aim, the Guncon™ has been calibrated successfully. If the cross does not appear in the correct position, repeat the process. When the Guncon™ has been calibrated press the A button to proceed to the next screen. See below for more information on using the Guncon™.



Screen Adjust: If using a Standard Controller or DUALSHOCK® analog controller use the directional buttons or the left analog stick to center the screen. Pressing the △ button accepts the change and moves the user back to the options menu. If using a Guncon™ shoot at the arrows to center the screen and press the A or B button to accept.

Sound:
Takes the player to the Sound options menu.



Reverse Duck: Selecting the reverse duck option changes the controls so that the user is automatically in the emerged position during gameplay. The button is assigned to emerge when this option is set to ON and assigned to hide when set to OFF (Default).

Sound Menu

Stereo: Pressing the ⊗ button (or Guncon™ trigger) on the stereo option turns the stereo mode on and off.



Music Volume: Pressing the ⊗ button (or Guncon™ trigger) selects the slider allowing the player to alter the volume of the game music. Pressing LEFT or RIGHT (or A or B on the Guncon™) turns the volume up or down and pressing the ⊗ button (or Guncon™ trigger) returns the player to the sound menu.

SFX Volume: Pressing the ⊗ button (or Guncon™ trigger) selects the slider allowing the player to alter the volume of the game sound effects. Pressing LEFT or RIGHT (or A or B on the Guncon™) turns the volume up or down and pressing the ⊗ button (or Guncon™ trigger) returns the player to the sound menu.

Information on using the Guncon™ Controller



The player can access the calibration screen through the options menu, which can be accessed in-game by pressing the START button or through the main menu. The user must calibrate the Guncon™ in order to be able to aim accurately. If a Guncon™ is not being used, the Calibration screen will not appear as the DUALSHOCK® analog controller does not need to be calibrated.



Default controls for the Guncon™



Trigger (Shooting at the screen)
On Menu Screens: Select option
During the Game: Shoot

A Button (left side)
On Menu Screens: Scroll Through Options
During the Game: Press and hold to assume the attack position

B Button (right side)
On Menu Screens: Scroll Through Options
During the Game: Press and hold to assume the attack position. Release to take cover and reload
To pause the Game: Press and hold the trigger and press the A button and the B button

The Game

In the game, the player is automatically taken through the levels from position to position. At any position the player will be attacked by enemies, who are also capable of ducking and emerging. To progress to the next position the player must kill all the enemies attacking the player. Most enemies can be killed with just one hit, but certain characters like the bosses and Gatling gunners will take more hits to kill. These characters have a life bar which is displayed in the top left of the screen which will deplete as the player hits them.

The player must use caution, because not all characters in the game are enemies. If the player shoots an innocent character who is not trying to attack the player, they will have a small amount of time deducted.

The player moves through a level clearing each position of enemies until they reach the boss or bosses at the end of the level. As well as requiring more hits to kill, the bosses are generally more accurate and may have more complex behavior than the other enemies in the game. The player completes the level once they have fully depleted the life bar of the boss/bosses.

How to pause the Game

The player can pause the game by pressing the START button on a Standard Controller or DUALSHOCK® analog controller or by pressing and holding the trigger and pressing the A button and the B button all together. To quit out of the game, select EXIT from the Pause Menu.



How to Reload: the Duck Position

The player can carry a maximum of 6 bullets in their pistol as displayed at the bottom right of the screen. When the player uses their last bullet, they must reload to begin shooting again. The player reloads by moving into the duck position.

While in the duck position the player takes cover and cannot be harmed. However, while in a ducked position the player cannot attack and therefore cannot progress through the game.



In full health, the player has four health points, represented by four ace cards displayed at the bottom left of the screen. The player will lose a health point if they are hit by an accurate shot or projectile (e.g. a bottle, knife, or stick of dynamite). For most of the game, the player will never lose more than one health point per hit, no matter who or what caused the hit.

When a health point is lost the player will see an ace card fly off the screen, and the number of ace cards is reduced by one.

The player may regain health points by shooting the health pickups which are scattered throughout the game. The player cannot have more than four health points at any one time.

Throughout the game, the player has a limited amount of time to play through each level. The remaining time is displayed at the bottom of the screen. If the player runs out of time they die just as if they had lost all their health points.

More time is awarded to the player at certain points in the levels. The message "Time extended" is displayed on screen to indicate this. The player may also gain extra time by shooting the time pickups scattered throughout the levels.

Also displayed underneath the player's remaining time is the time taken so far to play the level (on the right) and the quickest time the level has been completed in (on the left).

LEVELS DESCRIPTION

There are 5 main levels, 4 standard sub-games, and the showdown level. When the player has completed the game they can replay the showdown from the sub-games menu.

MAIN LEVELS:

1) The Saloon A typical Saloon in a frontier town, which is invaded by a gang of Mexican bandits. Carson and his henchmen also make an appearance.

2) The Hanging The area surrounding an old deserted church outside the town. The place is swarming with Carson's henchmen, headed by Teddy "The Rat" Griswald.

3) The Mine A disused gold mine now occupied by a gang of Mexican bandits led by the renowned Ramon Rojo.

4) The Train A speeding train heading towards Zee, who has been tied to the train tracks. Jesse must fight his way through the train to the engine.

5) The Town Back at the town. Jesse must fight his way to Carson's house.

THE SHOWDOWN:

6) Jesse must draw against Carson outside Carson's house.

SUB-GAMES:



1) Cowboy Carnage The player must hit all of the metal cowboys popping up, in the time given.

2) Bottle Blast The player must hit all the bottles in the time given, avoiding the poison bottles which, when hit, will lose the player time.

3) Target Take Down The player must hit all the targets in the time given. The player has limited bullets, as displayed on screen.

4) Rolling Rampage The player must hit all the cowboys on horseback, avoiding the friendly wagons which, when hit, will lose the player time. The player has limited bullets, as displayed on screen.

In-game Pick-ups

Tin of Beans



Shoot the tin of beans to restore one ace card to Jesse's lives. If Jesse already has four aces the beans cannot be shot to gain extra lives.

Pocket Watch



The pocket watches, when shot, give Jesse extra time. The time awarded for each watch is displayed on screen.

Wanted Poster



Jesse James Wanted posters can be shot, giving Jesse one extra continue per poster.

JESSE'S WEAPONS

Six-shooter



Jesse's main weapon throughout the game. Jesse's six-shooter is an accurate pistol containing, as its name suggests, six bullets. When the chamber is empty, after all six shots have been fired, Jesse must reload by moving into his ducked position. He reloads automatically when hidden. Jesse always comes prepared for a gun fight, and there is no limit to how many times he can reload.

Gatling Gun



Throughout most of the game, Jesse will be using his six-shooter pistol to dispatch his enemies. At certain points however, if Jesse clears an area where there is a Gatling gunner with a fixed gun emplacement, he will then jump behind the gun itself and turn the lead spitting cannon on his enemies. Due to the heavy nature of the gun, Jesse needs to use both hands to wield the steel beast and cannot duck while using the Gatling gun, so be sure to target the most dangerous enemies first. The Gatling Gun has an enormous supply of ammunition – there is no need to reload and no fear of the gun running dry. Once all enemies in the area have been eliminated Jesse moves on, returning to his six-shooter. Because the Gatling Gun is big and heavy, its movements lag behind the standard aiming cursor.

The debriefin Screen



When the player finishes a level or a sub-game they are taken to the debriefing screen. Here they are given a score calculated from both the time they had remaining when the level was completed and their accuracy. To improve their score, a player should attempt to make their way through the levels as quickly as possible and wasting as few bullets as possible. The debriefing screen also displays the time taken to complete the level and the quickest time the level has been completed in.
If the player gets a score good enough to get on the High Score table they will be prompted to enter their name, and their score will be saved on a MEMORY CARD. If the same MEMORY CARD is present, the high score will be loaded automatically the next time the player starts the game.

Characters

Jesse James



Legendary Outlaw and Gunslinger, and the hero of the game. When his girl is kidnapped by bandits, Jesse immediately goes to her rescue. Little does he realize the enormity of the task in front of him, or the price he and his friends will pay.

Cole Younger



Fellow Outlaw and life-long friend of Jesse. Always willing to sacrifice everything for his friend; when Jesse walks into danger Cole is always right there beside him.

Zee



Saloon girl in the town of Tuenola. She has known both Jesse and Cole since her childhood, and with Jesse this friendship has blossomed into something more.

Gatling Gunner



These heavily armored members of Carson's mob can be found either stationed behind one of their huge, mounted, lead-spitting Gatling guns or wildly shooting up the streets with the smaller and portable, but still very deadly, versions of their favorite weapon.

Characters

Carson's Henchmen



These are the lieutenants of Carson's boys. Deadly accurate with their rifles, even from a great distance. If Jesse encounters them he will be in a whole world of trouble.

Teddy "The Rat" Griswald



No one knows where or how the head of Carson's Henchmen got his "middle" name, but no doubt it has something to do with his repugnant personality. And like his subordinates, the man has such skill with his rifle, it's as if he was born with one in his hand.

Ramon Rojo



This tequila-drinking Bandido leader has a whole army of desperate Mexican bandits to ensure that he gets exactly what he wants. But, should they fail him, he has his own remarkable skill with twin six-shooters to fall back on.

Jack Carson



An ex-Marshall (he lost his badge through corruption), turned outlaw. Hearing that the leaders of two prominent gangs (The James Gang and The Younger Boys) have just strolled into his town, Carson hatches a nasty surprise for Jesse and Cole. One that, when both are dead, will serve as a fearful example to all who would challenge his power.

Credits

DEVELOPED BY:	REBELLION
CREATIVE DIRECTOR:	JASON KINGSLEY
TECHNICAL DIRECTOR:	CHRIS KINGSLEY
PRODUCTION MANAGER:	ED COOKSON
LEAD PROGRAMMER:	MIKE HEALEY
LEAD ARTISTS:	DAVE KIDD
	ROB STEVENS
PROGRAMMING TEAM:	NEIL MENDOZA
	RICHARD RICE
	RICHARD SMITH
	CRISPIAN DANIELS
3D ART:	ROB STEVENS
	DIARMAID O'CONNOR
	STUART PHAROAH
	DAVE KIDD
	MICHAEL GOLDREI
ANIMATION:	DAVE KIDD
	DIARMAID O'CONNOR
2D ART:	ANDREW WILDMAN
ADDITIONAL 2D ART:	ROB STEVENS
	DAVE KIDD
	NICK SWEETMAN
SOUND:	NADIA COCKLIN
	NEIL MENDOZA
	ED COOKSON
MUSIC:	NIMROD PRODUCTIONS
MUSIC DESIGN:	ED COOKSON
CASTING AND VOICE PRODUCTION:	PHILIP MORRIS @ ALLINTHEGAME LTD
MALE VOICE TALENT:	KERRY SHALE
FEMALE VOICE TALENT:	RACHEL PREECE
GAME DESIGN:	DAVE KIDD
	ROB STEVENS
TECHNICAL DESIGN:	MIKE HEALEY
	ED COOKSON
	NEIL MENDOZA
	DAVE KIDD
	ROB STEVENS
REBELLION HEAD OF PROGRAMMING:	KEVIN LEA
QUALITY ASSURANCE:	IAN TUTTLE
WITH SPECIAL THANKS TO:	SIMON PICARD
	EMERSON BEST
	MARK EYLES
	SANDY HESLOP
	ED NIBLETT
	ANNA HALL
	AND
	COLE, J.T. AND ALL THE BOYS AT LAREDO

PRODUCTION
UBI SOFT ENTERTAINMENT

PRODUCED BY :	YVES GUILLEMOT
DIRECTOR OF DEVELOPMENT :	ALEXIS GODARD
EUROPEAN DIRECTOR OF DEVELOPMENT :	ANNE BLONDEL
INTERNATIONAL CONTENT MANAGER :	FABRICE PIERRE-ELIEN
PRODUCER :	CLAIRE DONNAY-FAVENNEC
LEAD DESIGNER :	JEAN-CHRISTOPHE PETIT
PROJECT MANAGER :	PAULINE JACQUET
TESTS	
WORLDWIDE TESTS MANAGER :	ERIC TREMBLAY
TESTERS :	EMYTME
LOCALIZATION	
WORLDWIDE LOCALIZATION MANAGER :	CORALIE MARTIN
LOCALIZATION PROJECT MANAGER :	XAVIER VIBERT
MARKETING	
A MARKETING DIRECTOR :	LAURENCE BUISSON
EMEA BRAND GROUP MANAGER :	THOMAS PETERSEN
BRAND MANAGER EMEA:	REMI PERREAULT
U.S. MARKETING:	JOHN COCHLAN
	JAY COHEN
	TENA LAWRY
	SARAH OHRING
	WILLIE WAREHAM
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MARKETING TEAM AROUND THE WORLD :	EMMA FITFIELD
	MARIANA RADICEVSKI
	CHRISTIAN BORN
	EMMANUELLE JOSER
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Warranty Address and Contact Information

Email: replacements@ubisoft.com

Phone: 919-460-9778

Hours: 9am – 9pm (EST), M-F

Address:
Ubi Soft Replacements
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Morrisville, NC 27560

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Contact us over the Internet:

http://www.ubisoft.com/support

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 fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative.

Contact us by E-Mail:

For fastest response via email, please visit our website at:

http://www.ubisoft.com/support

From this site, you can enter the Ubi Soft Solution Center where you can send in a request for Personal Assistance from a Technical Support Representative. You can also contact our Ubi Soft Support by e-mailing them directly at support@ubisoft.com.

It may take anywhere from 24-72 hours for us to respond to your e-mail depending upon the volume of messages we receive and the nature of your problem.

Contact us by Phone:

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. **We cannot give hints or tips over the Technical Support line.** When calling our Technical Support line, please make sure you are at the game.

Be advised that our Technical Support Representatives are available to help you Monday - Friday from 9 am - 9 pm (Eastern Standard Time), excluding holidays.

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. Email responses usually receive a response in less than 2 business days. If we receive your email, you will receive a response!

Ubi Soft Tips Line

Ubi Soft Technical Support cannot give answers to hint, tip, or cheat related questions. Please call our automated Tips Line for walkthroughs and cheats for our games.

All the hints, tricks and cheats for our games are here. If you're under 18 years of age, please have your parents' permission before calling. Note that only touch-tone phones may access this service.

(900) 288-2583 (CLUE): $.95 per minute

Contact us by Standard Mail:

Please do not send returns directly to Ubi Soft without first contacting a Technical Support Representative. If you need to return a product, review the Replacement policy / Warranty in this manual.

Ubi Soft Entertainment
Attn: Customer Support
2000 Aerial Center
Suite 110
Morrisville, NC 27560

Proof of purchase
Gunfighter: The Legend of Jesse James™

Ubi Soft ENTERTAINMENT®
www.ubisoft.com

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