

Cool Boarders, Jet Moto and Twisted Metal are registered trademarks and 989 Studios and the 989 Studios logo are trademarks of Sony Computer Entertainment America Inc. Jet Moto developed by Pacific Coast Power and Light Company. Published by 989 Studios. © 1999 Sony Computer Entertainment America Inc.

Licensed for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The rating icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PlayStation

PlayStation

NTSC | U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SCUS-94555
94555



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.

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 heater 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.

JET MOTO® 3 TIPS AND HINTS

PlayStation® Hint Line
Hints for all games produced by 989 Studios are available:

Within the U.S.: **1-900-933-SONY (1-900-933-7669)**
$0.95 per minute auto hints, $1.40 per minute live, $6.95-$16.95 for tips by mail (subject to availability) and $5.00-$20.00 for card recharge.

Within Canada: **1-900-451-5757**
$1.50 per minute for prerecorded information

For U.S. callers, game counselors are available 8 a.m. - 5 p.m., Pacific Standard Time, Monday – Friday.
Automated support is available 24 hours a day, 7 days a week.

Live support for Canada is not available at this time.

This hint line supports games produced by 989 Studios. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support/Order Line 1-800-345-SONY (1-800-345-7669)
Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 7 a.m. - 6 p.m., Pacific Standard Time.

989 Studios On-line – http://www.989studios.com
Our news is always hot! Visit our website and find out what's happening – new titles, new products and information about 989 Studios.



CONTENTS

Fire Up the Future of Racing!	2
Setting Up	3
Controls	4
Getting Started	6
Setting Options	7
Saving a Season	8
Player Modes	9
Single Player Racing	9
2 Player Racing	10
Racing Modes	11
Season Racing	11
Circuit Racing	11
Starting a Racing Season	12
Racing Display	13
Racing Your Bike	14
Navigation	17
Pausing the Game	18
Race Results	19
Stunt Mode / Trophies	19
Racing Tips	21
Bikes and Riders	22
Credits	26

FIRE UP THE FUTURE OF RACING!

JET MOTO 3 puts you in control of a mean machine. Every bike is a marvel of extreme engineering and deranged disregard for driver safety.

Check these out:



- Turbine engines direct thrust back and down. Your bike can hover and roar over any surface!
- Direct thrust straight down to make your bike hop!
- Turbo booster accelerates the bike from 0 mph to 100+ in seconds, and can propel it hundreds of feet through the air!
- Magnetic grapples let you corner at unreal speeds!
- Race 11 high performance bikes through competition at its fiercest. Sideswipes, broadsides, head-ons and flaming crashes greet the inexperienced or unlucky rider. Take a turn too fast and plunge 1,000 feet over a cliff.
- Battle it out on 19 tough courses through treacherous ancient ruins, open ocean dashes, suicidal mountain tracks and wreckage-filled urban race courses.

Hungry for extreme stunt action? Your machine will show undreamed of speed and agile trickery. You could become a champ . . . or just a stain on some boulder.

The bikes are fueled up and ready to race. You won't win being careful. **The Rush is Back !**

SETTING UP

Set up your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is off before inserting or removing a compact disc.

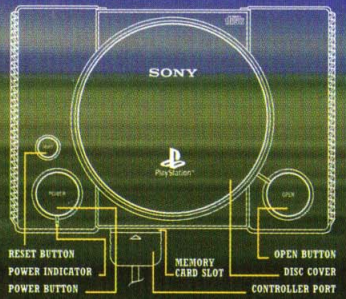
Insert the *JET MOTO 3* disc and close the disc cover. Insert one or two game controllers and turn on the PlayStation game console. Follow the on-screen instructions to start a game.

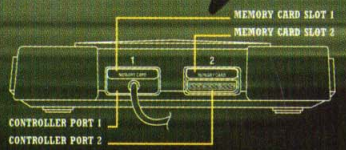
2 PLAYER GAMES

To play 2 Player games, insert two controllers into your PlayStation game console.

MEMORY CARDS

To save game settings and progress, and to resume saved games, insert a Memory Card into Memory Card slot 1 of the PlayStation game console **before** starting gameplay. *(Memory Card slot 2 is not used.)*





CONTROLS

MENU CONTROLS

Start	Start / Pause
Directional Button (D-Pad)	Select a mode / Racer / Track
✖ button	Resume / Confirm a mode
▲ button	Cancel a mode

Note: DUAL SHOCK™ analog controller only: Toggle the Vibration feature ON/OFF by using the Option mode ➔ Vibration setting *(see the section "Setting Options")*. The Vibration feature is not affected by the controller's analog mode switch.

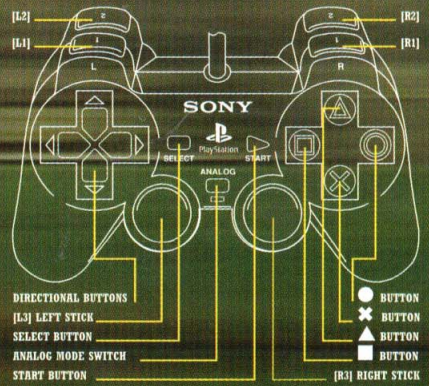
RIDING CONTROLS *(Default)*

D-Pad	Steer
D-Pad Left	Turn left
D-Pad Right	Turn right
D-Pad Up	Nose down
D-Pad Down	Nose up
✖ button	Accelerate
■ button	Brake / Air Brake *(airborne)*
▲ button	Turbo
● button	Hop
L1/R1	Roll left / right
L1 + D-Pad Left	Hard left turn
R1 + D-Pad Right	Hard right turn
L2/R2	Magnetic Grapple
Select	Change camera view
✖ button + ■ button	Power slide
L1 + L2 + R1 + R2	Eject from bike

ANALOG CONTROLS

Right Stick Up / Down	Accelerate / Brake
Right Stick Left / Right	Analog Roll
Left Stick Up / Down	Analog Pitch
Left Stick Left / Right	Analog Turn
Left Stick Push Down	Powerslide
Right Stick Push Down	Turbo

Note: You can reconfigure the controls by using the Option mode ➔ Controller settings. See the section "Setting Options."



GETTING STARTED

1. Select 1 Player or 2 Player at the Title Screen and press the ✖ button.

2. On the Racer screen, press the D-Pad left/right to select an available racer.



- To check out a bio on your selected racer, select BIO and press the ✖ button. Press the ▲ button or ✖ button to return to the Racer screen.

All bikes have fixed handling, acceleration and top speed ratings. Each bike has different performance specs:

- Light bikes have great acceleration and handling, but are unstable and have a lower top speed.
- Heavy bikes are stable and have a high top speed, with slower handling response and acceleration.

Note: See the section "Bikes & Riders" for more details.



3. Press the ✖ button to confirm your racer choice and display the Race Mode screen.

Note: In a 2 Player game, both players must select a racer and press the ✖ button to advance to the Race Mode screen.



4. Press the D-Pad up/down to select the race mode you want and press the ✖ button to display the Track screen.

Note: Season Mode has no track select.

5. Press the D-Pad left/right to select an available track and press the ✖ button.

SETTING OPTIONS

On the Title Screen, select OPTIONS and press the ✖ button. Use the D-Pad to select an option and adjust the settings.



Audio

Adjust the Overall Sound F/X, Music levels and select Stereo or Mono Sound modes.

Controller

Reconfigure the button controls. Select a button configuration by pressing the D-Pad left/right. Press the ✖ button to confirm the selection.

Race

- Number of Laps – Set the number of laps for each race from three to seven.
- AI Difficulty – Select NOVICE, SEMI-PRO, PROFESSIONAL or BONUS. These settings change the skill level of your competition.

Note: You can only select a skill level that is currently being played or has been completed.

- Grapple – Turn Magnetic Grapples ON or OFF.
- Turbo – Turn your bike's Turbo ON or OFF.
- Radar – Turn Radar ON or OFF.
- Speedometer – Turn Speedometer ON or OFF.
- Arrow – Set this to display the Navigation Arrow all the time or only when you are going the wrong way.
- Stunt Text – Turn this feature ON, and the game displays the name of any stunt you execute.

Vibration

Set the Controller vibration feature ON or OFF.

Credits

Meet the makers of *JET MOTO 3*.

SAVING A SEASON

SAVING A GAME



You can save your progress after every race in Season Mode.

1. When the Season Results screen appears, use the D-pad to select Save.
2. Create a name for the saved game and press the ✖ button.
3. Press the ▲ button to exit the Save Game screen.

Note: You must have a Memory Card inserted in your PlayStation game console in order to save a game.

LOADING A SAVED GAME

1. On the Title Screen, select LOAD GAME and press the ✖ button.
2. Select the saved season you want to play and press the ✖ button.

PLAYER MODES

SINGLE PLAYER RACING



Single Mode

Run one race on any available track.

Season Mode

Race a season of tracks. If you qualify in the Novice level, you can enter the Semi-Pro season and race new, more difficult tracks. Master Semi-Pro racing and become a Pro where you get a shot at even tougher courses. Get your Pro season dialed in and you're ready for Bonus level competition.

- Earn points toward your ranking in each race.
- The racer with the most points after the final race wins the difficulty level.
- After you successfully complete a difficulty level, a stunt track becomes unlocked.

Practice Mode

Sharpen your racing skills alone on available tracks. *(If you are just starting the game, only a few tracks are available for practice.)*

Circuit Mode

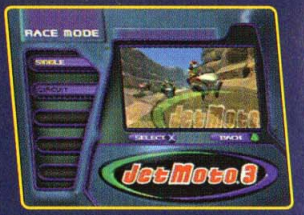
Create your own season and race on your choice of up to 14 available tracks. Score like the pros, with each racer accumulating points toward the championship throughout the season.



2 PLAYER RACING

2 Player races pit two human players in a one-on-one duel.

Note: New tracks in 2 Player mode can only be unlocked by qualifying in Single Player Season racing.



Single Mode

Battle another player in one race on any available track.

Circuit Mode

Race another player and create your own season of up to 14 available tracks. This mode features championship scoring where each racer accumulates points throughout the season.



RACING MODES

SEASON RACING



Enter a Season race series. By completing the Novice level and qualifying with enough points to reside in first place, you'll unlock additional tracks at a higher difficulty level. To unlock even more tracks, you must successfully complete and qualify at each higher level.

Complete each single player difficulty level and win access to practice on one of *JET MOTO 3*'s daring stunt tracks.

Important: Be sure to save your season progress as you move through the *JET MOTO 3* racing ranks.

CIRCUIT RACING



Circuit racing puts you in control of the tracks you race on. Select up to 14 tracks and race them in the order you want.

To set up a Circuit racing season:

1. On the Title Screen, select 1 Player or 2 Player and press the ✖ button.
2. Select a rider and press the ✖ button.
3. Select CIRCUIT on the Race Mode screen and press the ✖ button.
4. Press the D-Pad left/right to view the tracks.
5. When you decide on the track you want for the first race, press the ● button to select your race.
6. Repeat the process for each additional track you want.
7. When your season is set up the way you want, press the Start button or highlight DONE and press the ✖ button.

STARTING A RACING SEASON

You begin your first regular racing season by choosing the difficulty level in which you wish to start.

To begin:

1. Select 1 PLAYER on the Title Screen and press the ✖ button.
2. Select a bike and press the ✖ button.
3. Select Season and press the ✖ button.



4. Select the Novice, Semi-Pro or Professional difficulty level.
5. The Track screen will show the track name for your first race. Press the ✖ button to begin the race.

QUALIFYING

Following each race, you will receive points based on your finish *(see below for points breakdown)*. If you finish in first place in points at the end of a difficulty level of a season, additional, more difficult tracks will become unlocked.



Race Finish	Points
1st place	10
2nd place	7
3rd place	5
4th place	2
5th place	1
6th place	0

RACING DISPLAY

The Racing display keeps you dialed in on everything you need to know to win.

Note: In 2 Player games, the screen splits and both racers have their own display.

Navigation Arrow

This arrow at the top of the screen points in the direction you need to go. It's very useful after you smash into a rock and become disoriented.

(Read more in the "Navigation" section.)

Laps

Shows the number of laps completed and the total for the race. When the race is over, the word "Done" is displayed here.

Place

Displays your position relative to other racers.

Speedometer

Displays your speed in miles per hour.

Turbo Fuel

The green meter under the speedometer displays the amount of turbo fuel remaining. Your turbo will replenish after each lap.



Gainer Alert

Red arrows at the bottom of the screen alert you to the direction of other racers closing in on you from behind.

Radar

Shows the whole course and all racer positions. Use Radar to get the lay of the course ahead of you. In one player races, you are the red dot. In two player races, Player 1 is the red dot and Player 2 is the blue dot.

RACING YOUR BIKE



Get to know the controls of the *JET MOTO 3* bikes. Each bike has its own unique speed, acceleration and handling characteristics. The racers also perform differently depending on the course surface. Snow, grass, sand, water, lava and rock surfaces all require a different driving technique.

THROTTLE

Press the ✖ button to accelerate the bike. Each bike has a different acceleration rate depending on its weight. Lighter bikes accelerate more quickly.

STEERING

With Digital Controller:
Steer the bike with a digital controller by pressing the D-Pad. Lean hard into turns by pressing L1 or R1 in addition to the D-Pad.

With Analog Controller:
Press the Left Stick left/right to turn. Press the Right Stick left/right to lean the bike. For really sharp turns, use L1 or R1 while turning.

THE TURBO

Press the ▲ button to fire up your turbo for a slammin' blast of acceleration. Each time you fire up the turbo, it expends fuel.

Use the turbo to:

- Blow by the competition.
- Boost acceleration from a dead stop.
- Power up a hop just before getting airborne.
- Power out of tough situations.
- Smash through some obstacles.
- Find tough-to-reach or secret areas of each course.

Keep an eye on the turbo fuel level *(the green meter under the speedometer)*. When it runs out, you must pass the starting gate again to replenish your turbo fuel.

THE HOP

Press the ● button to hop your bike. When you activate a hop, a jet blast is redirected downward to give the bike lift. At the moment the bike hops, it loses forward power. A well-timed hop just as you hit certain obstacles can get you serious altitude.

Use the hop to:

- Avoid obstacles.
- Enhance jumps.
- Access alternate paths.



MAGNETIC GRAPPLE



Press L2 or R2 to activate the magnetic grapple when you are close to a magnetic post. These purple posts are placed throughout the racing circuit at key spots. They create a field that attracts the bike when you activate the grapple feature, allowing a high speed turn. Sometimes the posts are directly above the racer. When you hit a grapple button, a purple field jumps out from the post. The bike is pulled in the direction of the post. Time your grapple activation accurately by releasing the field at just the right time or the magnetism will smash you into a wall.

PITCH

Control your bike's pitch by pressing the D-Pad or Left Stick up/down. The pitch of the bike is the relationship of the front to the back. To nose the bike down, press up. To drop the back of the bike, press down. Pitching your bike correctly is key to pulling off stunts. Flat landing of your bike on any surface is vital to maintaining speed and acceleration.

BRAKING

Press the ■ button or Right Stick down to slow down your racer's forward motion on land or in the air. If you are in flight, applying the brake will cause you to drop altitude – a great way to avoid slamming into high objects. Use the brake in combination with the throttle *(✖ button or Right Stick up)* to power-slide through turns.

NAVIGATION



Certain JET MOTO 3 courses can disorient a rider, especially after plunging over a cliff or crashing. Use these important features to keep from becoming a wrong-way driver.

Navigation Arrow

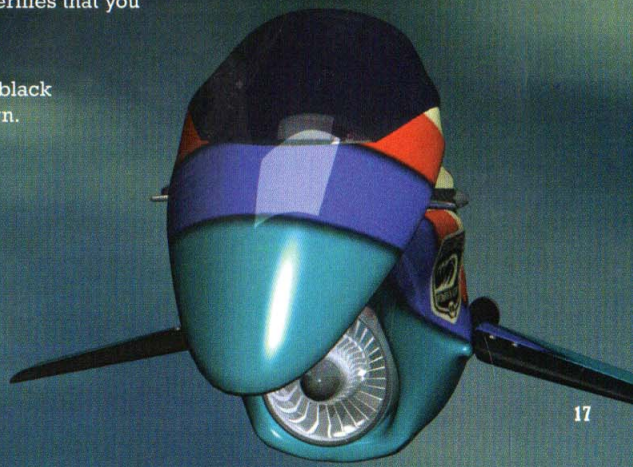
If you aren't heading in the direction of the navigation arrow, you are going the wrong way. But sometimes, after losing it and plunging down a hill, you have to go the wrong way to pick up the track. *(The Navigation Arrow is part of the Racing Display.)*

Checkpoints

Pass under these black and white signs and an audible tone verifies that you are on track.

Turn Arrows

These big yellow and black arrows warn you to turn.





PAUSING THE GAME



Press the Start button at any time to pause the game. Use the D-Pad to select options and make the following adjustments on the Pause menu:

Resume
Press the ✖ button to get back into the game.

Restart
Restarts current race.

Vibrate On/Off
Press the ✖ button to toggle the vibration function ON or OFF.

Toggle Window
Press the ✖ button to change the split screen to either vertical or horizontal during a 2 Player race.

Quit
Press the ✖ button. At the prompt, select YES and press the ✖ button to exit the race and return to the Title Screen.

Music
Press the ✖ button to toggle music ON or OFF.

RACE RESULTS



At the finish of each race or practice, the Results screen shows the following information for each racer:

- Place
- Time
- Points

The Season Results screen follows the Race Results screen and shows the total points each racer has accumulated through the season.

Note: If you complete a difficulty level of a season and place first in total points, additional tracks will become unlocked. To unlock even more tracks, successfully qualify at each difficulty level.

STUNT MODE / TROPHIES

If backflips, 360s and other airborne insanity light you up, then one of *JET MOTO 3*'s stunt venues is where you want to be. Trick out in five stadiums with half-pipes, ramps, bowls and platforms designed to make any stunt possible if you have the skill and the will.

QUALIFYING FOR STUNT MODE



- Hidden within ten of the racing tracks is a Coin. If you find and collect all ten Coins, Stunt Mode and its five tracks will become fully playable. A coin can only be collected in the single player Season Mode and you must finish the race to collect it.



- Check under TROPHIES at the Game Set-Up screen to review your Coin status.



1. Select TROPHIES from the Main Menu.
2. To view Coins, press the D-Pad up. Your Coin count will appear at the bottom right of the screen.
3. View your Trophies by pressing the D-Pad down.
4. Press the D-Pad down again to see the skill levels you have attained.

- Stunt tracks are also accessible via Season Mode. After you successfully complete a difficulty level of a season in 1st place in total points, one new stunt track will become unlocked. These stunt tracks are only playable in Practice Mode.

STUNT MODE COMPETITION RULES

- You have three minutes to perform as many stunts as you can. The countdown readout keeps you posted on time remaining.



- Score points for each successful trick. The trick and points awarded appear on the left side of the screen. Total points appear under the countdown readout.
- Successful stunts partially replenish your bike's turbo fuel.
- In 2 Player events, you are competing on the same piece of ground with another racer, so look out for the other guy.

RACING TIPS



- Learn to lean. Press L1 and R1 to lean into turns.
- Time your grapples. If you have passed a magnetic grapple post before activating your magnets, the force will slow you down and attempt to drag you back toward the post.
- Watch for alternate routes. There's not always just one way to get through the course. That side trip could shave some time off your race.



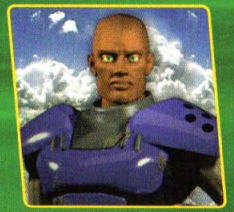
- Battle the enemy. Cut off other racers and try to run them off the road or slam them into a wall. Hey, it's all in good fun.
- Use any surface you can. Use walls and even ceilings to edge ahead of opponents.
- Use turbo in conjunction with hop. Get an extra boost by hopping just as you hit the turbo.

BIKES AND RIDERS



THE MAX

Mark Corri is the crafty veteran of the *JET MOTO 3* racing circuit. Known for aggressively taking races from the start line, Corri still has the pure speed and experience that only a lifetime of racing can bring. He's also more than willing to send innocent riders over 1000 foot cliffs or hard into a canyon wall if victory is within his grasp.



RAVEN

As a youth, Raven dreamed of taking flight as a fighter pilot. Later on in life, he decided he could do much more damage on his power-packed hover bike. With superb handling and an outstanding racing resume, Raven has the skills to provide many a thrill. Take him on during a hard-fought race and he's liable to do a fly-by to victory lane.



BOMBER

With a careless disregard for other racers, Bomber takes control of races early and won't give up the lead without a major fight. As a master mechanic, Bomber has one of the most menacing bikes on the circuit and is not afraid to take out her aggressions on other riders. Come up hard on her during a race . . . if you enjoy swimming in a lava pit.



CONVICT

After escaping from the slammer for a crime he did not commit, Convict is ready to shackle the competition with a blistering fast bike and the anger of ten years of hard time. He was once one of the most legendary hover bike racers of his era. Now he has a chip on his shoulder and a hunger to return to the top of the *JET MOTO 3* circuit. A hint for the uninitiated: sideswiping him off the road should not be considered unless you want to experience his bitter wrath.



ANGEL

Beauty and brains may not always win, but beauty and a super-fast hover bike can dominate. Angel built a bike with outstanding acceleration to escape potential suitors, but don't mention her to fellow riders – they definitely are not fans. Angel loves to check herself out in the rearview mirror . . . as well as the competition behind her.



TECHNICIAN

Deeply entranced by the latest technology, Technician is an emotionless, efficient racer who will only accept victory as an outcome. After tinkering with his hover bike across several *JET MOTO 3* race circuits, he has created a machine capable of mind-blowing speed and enough power to crush those who have done him wrong.



SPIRIT

After several early defeats, Spirit retreated to nature and built one of the most technically sound hover bikes ever created. But beware: a carefree attitude masks Spirit's determined demeanor to finish in first place. With a bike built for unmatched power and a battle-tested attitude to match, she shows no mercy on those who dare test her racing skills.



WILD RIDE

Wild Ride is always having fun – fun times, fun parties, fun races. However, don't be deceived. She may look like a party girl, but she's a battle-tested competitor. With her "Race hard or don't race at all!" battle cry, Wild Ride usually holds her parties at the finish line – after a victory!



TETSUJIN

The infamous "Iron Man" of the *JET MOTO 3* racing circuit, Tetsujin is best known for rarely showing signs of fatigue or frustration. A patient yet hardened racer, he can take control of a race at any point due to his incredible handling skills and nerves of steel. Attempt to hang with him around a tight turn and he'll be waving good-bye to you in his rearview mirror.



VAMPEERA

A dark, underground creature, the mysterious Vampeera appears on terra firma only during *JET MOTO 3* races. With an affinity for her hover bike and a love of dominating lesser competition, she has engaged in many an epic race. Watch out for her at the finish line though – often times, she'll be waiting for you once you get there.

CREDITS

PACIFIC COAST POWER & LIGHT

Producer	Don Traeger
Technical Direction/Project Leader	Dennis Harper
Lead Software Engineer	Eu-Ming Lee
Programming	Matt Gaston and Dennis Harper
Creative Art Lead	Drew Medina
Art Project Management	Jim Alary and Jenifer Bacon
Art Staff	Jim Alary, Rob James, Drew Medina, Ryan Paul, Ken Proudfoot, Randal Shaffer, Jef Shears and Stephen Tang
Track Design	Jim Alary, Richard Foge, Rob James, Randal Shaffer, Jef Shears and Stephen Tang
Shell Coding	John Salwitz and Kevin Shapiro (Blueshift, Inc.)
Additional Art	Sharon Plotkin
Additional Design/Modeling	August Johnson (Osiris Studios)
Preliminary Design Document	Sean Vesce
Additional Programming/Optimization	Burt Sloane (Monkey Business)
Character Design/CG Production	Vision-Scape Imaging, Inc.
Network Administration/Office Management	Sarah Smith

989 STUDIOS

Producer/Track Designer	Hunter Luisi
Assistant Producer	Mike Benton
Game Design by	989 Studios and PCP&L
Original Concept by	Mike Giam
President	Kelly Flock
Music	"Pistolero" – Devil's Canyon, "Badimo" – Volcano Island, "Ooh Lay La"– Catacombs by Juno Reactor from the forthcoming album "Shango," courtesy of Blue Room Released/Melt 2000. All other music by Chuck Doud.
Sound Effects	Stan Weaver and Nathan Brenholdt

Audio Engineering/Programming	Buzz Burrowes
Director of Quality Assurance	Mark Pentek
Lead Tester	Christian Davis
Assistant Lead Testers	Charlie Huenergardt and Christian Arends
Testers	Michael Acay, Ramon Concepcion, Ara Demirjian, Jason Imamura, Marta Khosraw, Cang Ly, Troy Morris, Henry Macairan, Conner Morlang, Jose Venegas, Andrew Woodworth and Eduardo Zamora
Vice President of Marketing	Jeffrey Fox
Product Managers	John Koller, Michael Lustenberger
Product Marketing	Liz Boucher, Robin Jeffers
Director of Creative Services	Howard Liebeskind
Creative Services	Bill Langley, Vyn Arnold, Michael Raines, Dustin Duhne, Lee Anne Ramsey and Kevin Marburg
Director of P.R. and Promotions	Helene Sheeler
P.R. and Promotions	Kim Bardakian, Arne Cual, Shon Damron, Marcelyn Ditter, Christy Fritts, Marc Franklin, Bob Johnson, Kristina Kirk, Elena McCoy, Laura Naviaux, Christopher Norton, Chris Sturr and Christa Wittenberg
Director of Legal and Business Affairs	David Greenspan
Legal and Business Affairs	Seth Steinberg, Mimi Nguyen, Leslie Chen and Sapphira Ng
Brand Manager	Craig Rechenmacher
Special Thanks	Greg Ballard and 3dfx, Allan Becker, Connie Booth, Theresa Bottenhorn, Butler, Shine and Stern, Scott Campbell, the City of Alviso, Brian Dimick, Jean Galli, Brian Hale, Kaz Hirai, Travis Hilton, Wilson Lee, Danny Lunt, Michelle Manahan, Mike Mason, Frank O'Malley, 989 Studios Finance Dept., George Richard, Jack Tretton, Michelle Vercelli, Brian Walker, Jim Whims and Techfarm, Brian Wiklem
Packaging and Manual Design	Axiom Design, SLC
Manual Writer	Hanshaw Ink & Image



DORITOS and the DORITOS logo are trademarks used by permission of Frito-Lay, Inc. © Recot, Inc. 1999. Slim Jim is a registered trademark of GFI Holdings, Inc. Dragon Optical and the Dragon Optical logos are registered trademarks of Dragon Optical, Inc. Body Glove and the hand design are registered trademarks of Body Glove International, LLC, Redondo Beach, California. Kawasaki and Jet Ski are registered trademarks of Kawasaki. Mountain Dew is a registered trademark of Pepsi Co. Incorporated. Freestyle® and the Shark fin are registered trademarks of Sunburst Products, Inc. All rights reserved.

LIMITED WARRANTY

989 Studios warrants to the original purchaser of this 989 Studios product that this software is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. 989 Studios agrees for a period of ninety (90) days to either repair or replace, at its option, the 989 Studios product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in this 989 Studios product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE 989 STUDIOS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL 989 STUDIOS BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS 989 STUDIOS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

