

DOWNFORCE



GAME MANUAL



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

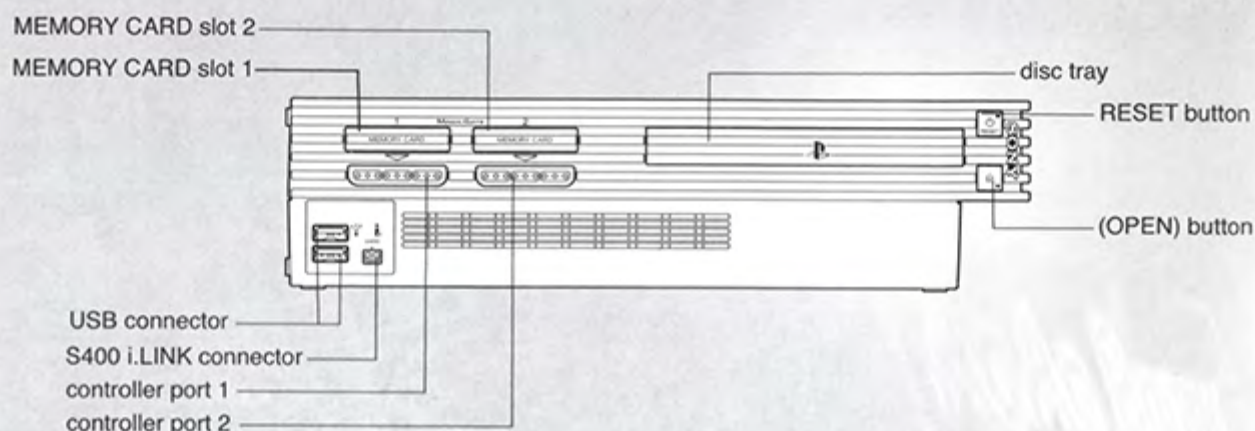
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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

TABLE OF CONTENTS

SETTING UP	2
MEMORY CARDS	2
OVERVIEW	3
INTRODUCTION	3
IN-GAME CONTROLS	4
GETTING STARTED	7
THE MAIN MENU	7
THE DIFFERENT GAME MODES	8
HINTS AND TIPS	14
CREDITS	15
CUSTOMER SERVICE	16

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Downforce disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



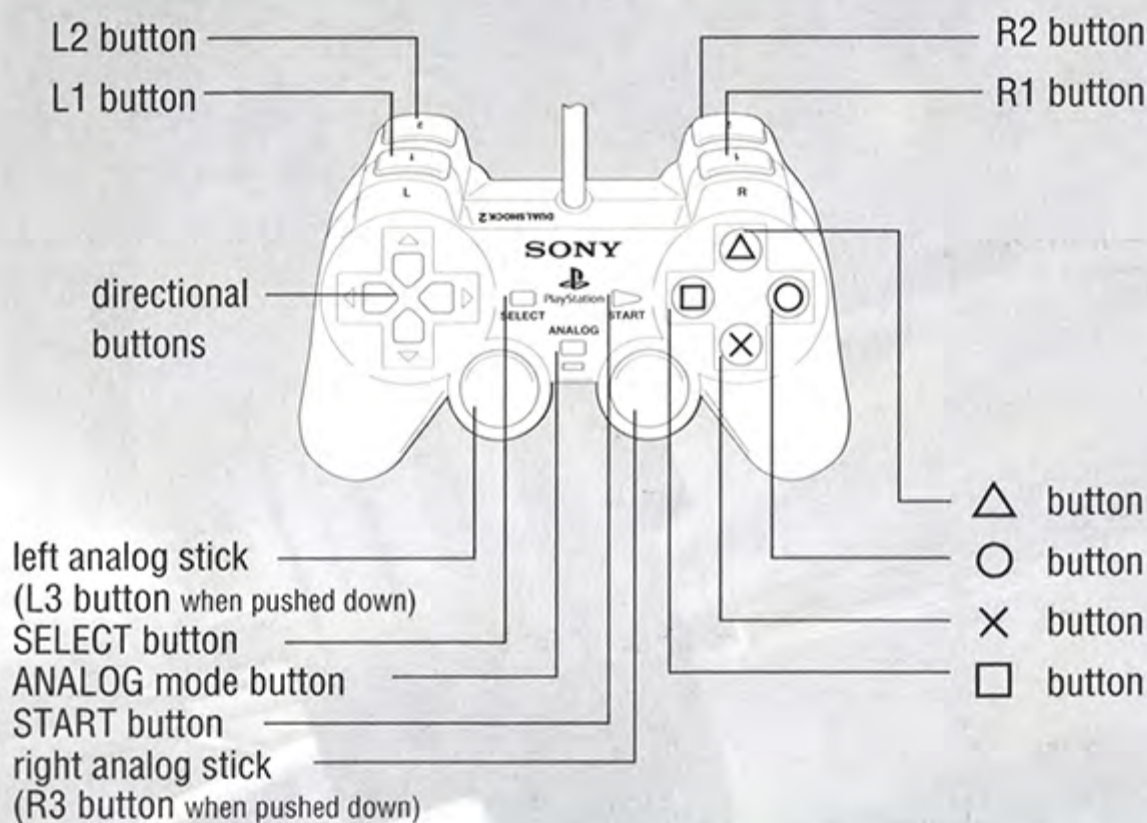
MEMORY CARDS

PLEASE NOTE: throughout this manual, the term 'Memory Card' is used to describe the Memory Card (8MB) (for PlayStation®2). Memory Cards designed for use with PlayStation® format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same Memory Card, or any Memory Card containing previously saved Downforce data. Make sure there is enough free space on your Memory Card before commencing play.

STARTING UP

DUALSHOCK 2® ANALOG CONTROLLER CONFIGURATIONS



OVERVIEW

Strap yourself in for pure high-speed arcade racing! Cars always ready to go--no complicated set-up needed. Advanced AI provides realistic racing competitors with genuine driving tactics, skills, and flaws. Spectacular crash scenes provide an intense racing experience. Downforce just delivers rubberstripping action and rocket-powered speed that's **FASTER AND MORE DEVASTATING.**

INTRODUCTION

A group of drivers and teams have split from the official racing championship, after being held back by rules and regulations for too long. The cars, tracks and races had become conservative and boring.

The new Downforce Racing League and it's extreme anything goes approach has been condemned by the governing body as too dangerous, and banned from using traditional circuits. Thus, races take place on street courses in and around major cities around the world.

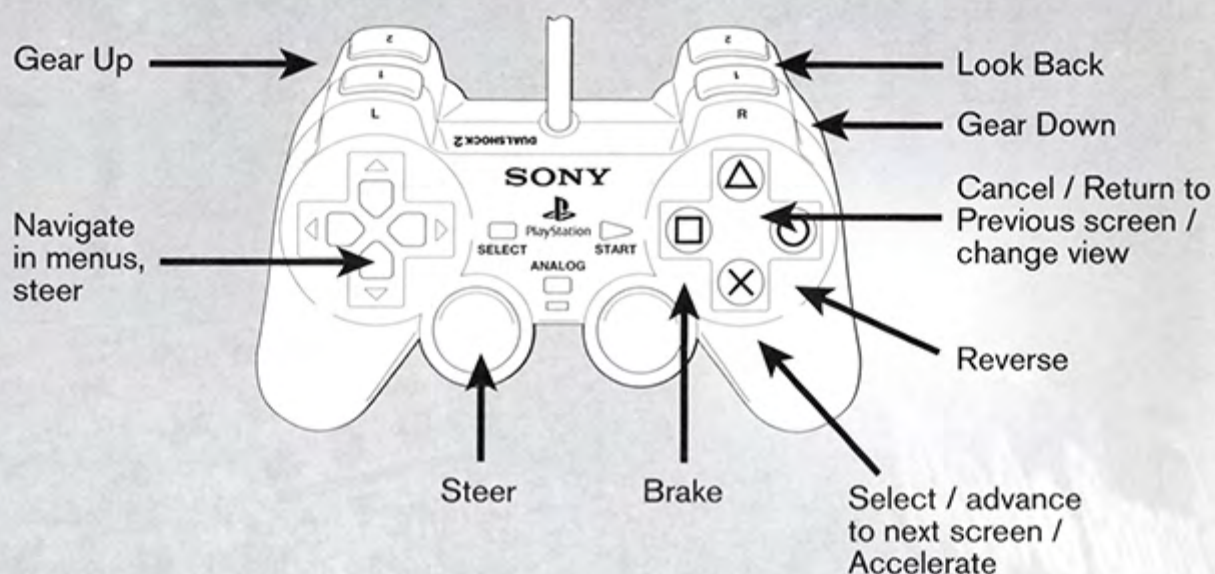
With no rules regarding car design, teams have worked in different directions creating a wide variety of enhanced super-cars using the most advanced and exotic technology such as Heavy Element Drive Engine, Airbrake Flaps, CPU Power Spoiler, Electro Magnetic Brakes, Vectored Jet Engine, and Directional Thrusters giving these cars maximum speed, blistering accelerations and powerful down-force.

The cars' super-exotic technology driven speed and challenging courses combine to create thrilling races and spectacular crashes.

IN-GAME CONTROLS

The standard configuration

BASIC CONTROLS



On the DUALSHOCK*2 analog controller, the left analog stick is used in **DOWNFORCE** to direct the car, you can also use the left and right directional buttons.

The \otimes button will make the car accelerate and the \ominus button will cause the car to brake. If you want to reverse you can press the \odot button.

Pressing the \triangle button will change between 4 different drivable views of your car while pressing the R2 button will allow you to view what is happening behind you!

If you decide you would like to use the car with a manual gearbox (chosen from the car select screen) then L1 button will shift a gear down and R1 button will shift a gear up.

To pause the game press **START**.

In order to use the left and right analog controls of the DUALSHOCK*2 analog controller, it should be in analog mode (mode indicator : Red).

DUAL SHOCK 2 ANALOG CONTROLLER

DUALSHOCK®2 Analog Controller Connectivity. At least one controller should be connected to controller port 1 at all times. For 2 player games please connect a controller to controller port 2.

In the options menu, you may select one of the following DUALSHOCK®2 analog controller configurations.

CONFIGURATION 1 (DEFAULT)

⊗ Button	Accelerate
⊖ Button	Brake
⊙ Button	Reverse
Left analog stick Left / right directional buttons	Steer Left / right
△ Button	Steer left / right Change view
R2 Button	Look back
Start	Pause menu
R1 Button	Gear up - if manual gear
L1 Button	Gear down - if manual gear

CONFIGURATION 2

⊗ Button	Accelerate
⊖ Button	Brake
⊙ Button	Reverse
Left analog stick Left / right directional buttons	Steer Left / right
△ Button	Steer left / right Change view
R2 Button	Look back
Start	Pause menu
R1 Button	Gear down - if manual gear
L1 Button	Gear up - if manual gear

CONFIGURATION 3

⊗ Button	Brake
⊖ Button	Reverse
⊙ Button	Accelerate
Left analog stick Left / right directional buttons	Steer Left / right
△ Button	Steer left / right Change view
R2 Button	Look back
Start	Pause menu
R1 Button	Gear up - if manual gear
L1 Button	Gear down - if manual gear

CONFIGURATION 4

⊗ Button	Brake
⊖ Button	Reverse
⊙ Button	Accelerate
Left analog stick Left / right directional buttons	Steer Left / right
△ Button	Steer left / right Change view
R2 Button	Look back
Start	Pause menu
R1 Button	Gear down - if manual gear
L1 Button	Gear up - if manual gear

CONFIGURATION 5

R1 Button	Accelerate
L1 Button	Brake
⊙ Button	Reverse
Left analog stick Left / right directional buttons	Steer Left / right
△ Button	Steer left / right Change view
R2 Button	Look back
Start	Pause menu
⊗ Button	Gear up - if manual gear
⊖ Button	Gear down - if manual gear

CONFIGURATION 6

R1 Button	Brake
L1 Button	Accelerate
⊙ Button	Reverse
Left analog stick Left / right directional buttons	Steer Left / right
△ Button	Steer left / right Change view
R2 Button	Look back
Start	Pause menu
⊗ Button	Gear up - if manual gear
⊖ Button	Gear down - if manual gear

NEGCON

negCon Connectivity. At least one controller should be connected to controller port 1 at all times. For 2 player games please connect a controller to controller port 2.

In the options menu, you may select one of the following negCon configurations.

CONFIGURATION 1

(I) button – accelerate
(II) button – brake
(A) – reverse
Twist mechanism –
 steer Left / right
Left / right directional buttons –
 steer left / right
(B) – change view
L – look back
Start – pause menu
directional button up –
 gear up / if manual gear
directional button down –
 gear down / if manual gear

CONFIGURATION 2

(I) button – accelerate
(II) button – brake
(A) – reverse
Twist mechanism –
 steer Left / right
Left / right directional buttons –
 steer left / right
(B) – change view
directional button up – look back
Start – pause menu
R – gear up / if manual gear
L – gear down / if manual gear

CONFIGURATION 3

(II) button – accelerate
(I) button – brake
(A) – reverse
Twist mechanism –
 steer Left / right
Left / right directional buttons –
 steer left / right
(B) – change view
L – look back
Start – pause menu
directional button up –
 gear up / if manual gear
directional button down –
 gear down / if manual gear

CONFIGURATION 4

(II) button – accelerate
(I) button – brake
(A) – reverse
Twist mechanism –
 steer Left / right
Left / right directional buttons –
 steer left / right
(B) – change view
directional button up – look back
Start – pause menu
R – gear up / if manual gear
L – gear down / if manual gear

GETTING STARTED

MENU SCREEN OPERATION

Press the directional buttons to highlight an option, then press the \otimes button to confirm. To return to the previous screen, press the \triangle button.

THE MAIN MENU

This menu displays the following options.

Choose the game mode you want to play from this menu:

TROPHY game mode (see page 8)

CHAMPIONSHIP game mode (see page 9)

TIME ATTACK game mode (see page 10)

FREE RACE game mode (see page 11)

2 PLAYER FREE RACE game mode (see page 11)

2 PLAYER TIME TAG game mode (see page 12)

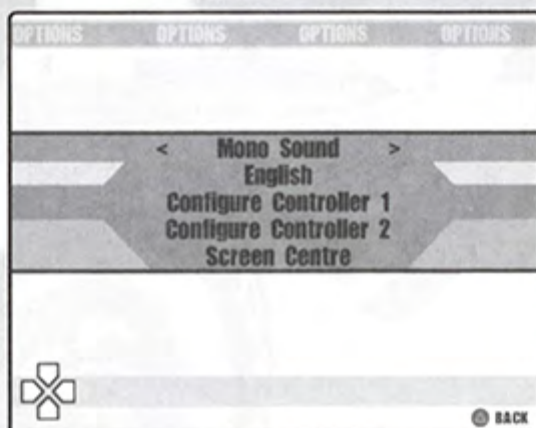
TIME TRIAL game mode (see page 13)

LOAD GAME where you can load previously saved Downforce game data

SAVE GAME where you can save your current Downforce game data

OPTIONS allowing for the following:

- Sound settings between mono, stereo and Dolby Surround.
- Configuring controller operations.
- Screen centering screen for re-positioning the screen image.



THE DIFFERENT GAME MODES

Downforce provides you 7 different game modes for an extensive exciting gaming experience.

TROPHY

SELECTING YOUR CAR

View the cars available to race with by pressing the left / right directional buttons.

When you have decided the car you would like, press the \otimes button to confirm your choice.

You can now choose if you would like to play with an Automatic or Manual gear version of the car by pressing the Up/Down directional buttons to select and the \otimes button to confirm your choice.

Pressing the R2 button on this screen will toggle the Car specifications and the driver picture on/off.

SELECTING YOUR TRACK

In trophy mode, the track select screen will display 6 tracks in a row. Pressing the left/right directional buttons will allow you to scroll through the tracks with the middle track being highlighted each time. Press the \otimes button to confirm your choice.

PLAYING THE GAME

Once you have selected your track, a loading information screen will be displayed showing you a layout of the track you are about to play along with helpful hints about the track and your objective for this particular race.

Once in the game, you will be placed on the grid and the countdown will begin. Now all you need to do is finish in the required position or higher!

If you have managed to progress through Trophy mode you may also have the option to move to the Intermediate or Expert sets of tracks by pressing the up/down directional buttons. The currently selected difficulty is displayed at the top left of the screen.

On the left of the highlighted screen, a CUP symbol will be displayed. This will be colored bronze, silver or gold depending on your best finishing position on the highlighted track. To the right of the highlighted track, you will see an X or a check mark. This indicates if you have achieved your objective for this track.



ACHIEVED OBJECTIVE

When you first enter Trophy (in Beginner mode) you will notice only the first 3 tracks are available to race on. To unlock the other 3 in Beginner mode, you must finish at least 3rd on the 3 available tracks. Once you have achieved this, the 2nd set of 3 tracks will be available to race. If you then go on to achieve the same objective on these 3 then you have completed Trophy Beginner and you will be allowed to race the Intermediate tracks. For Intermediate tracks, the objective is to finish at least 2nd in every race. If you can achieve this, then you can race the Trophy Expert mode where the objective is to finish 1st in every race and therefore completing the whole of the Trophy mode!

CHAMPIONSHIP

SELECTING THE DIFFICULTY LEVEL

Choose a difficulty level that you would like to race the championship in. You can only choose Intermediate if you have previously completed Beginner and you can only choose Expert if you have previously completed Intermediate.

SELECTING YOUR CAR

View the cars available to race with by pressing the left / right directional buttons. When you have decided the car you would like, press the ⊗ button to confirm your choice. You can now choose if you would like to play with an Automatic or Manual gear version of the car by pressing the Up/Down directional buttons to select and the ⊗ button to confirm your choice. Pressing the R2 button on this screen will toggle the Car specifications and the driver picture on/off. When you have selected your car, a loading information screen will be displayed showing you a layout of the track you are about to play along with helpful hints about the track and the championship round you are currently on.

PLAYING THE GAME

Once in the game, you will be placed straight into the qualifying lap from a rolling start. Do the lap of your life and you'll be placed 1st on the grid. Make a mistake and your grid position will suffer. Be careful, you only get one lap!

After you have qualified, the cars will be lined up on the grid in the correct positions, wait for the countdown and GO!

Depending on your finishing position, you will be awarded points.

Race for the 6 track season, build up points and try to win the championship by getting the most points. If you can win Beginner, this will allow you to play the next difficulty level of the Championship mode.

Championship Table			
	1st	Dimitri	10Pts
	2nd	Vinnie	6Pts
	3rd	Jackhammer	4Pts
	4th	Jurgen	3Pts
	5th	Buzz	2Pts
	6th	Hiroo	1Pts

 ⊗ TO CONFIRM

TIME ATTACK

SELECTING YOUR CAR

View the cars available to race with by pressing the left / right directional buttons. When you have decided the car you would like, press the \otimes button to confirm your choice.

You can now choose if you would like to play with an Automatic or Manual gear version of the car by pressing the Up/Down directional buttons to select and the \otimes button to confirm your choice.

Pressing the R2 button on this screen will toggle the Car specifications and the driver picture on/off.

When you have selected your car, a loading information screen will be displayed showing you a layout of the track you are about to play along with helpful hints about the track and the Time Attack round you are currently on.

PLAYING THE GAME

Once in the game, you will be placed on the starting grid in the position you finished the previous race in. If it's a new game, then you will be placed 10th on the grid. You will be given an amount of time that you will have to reach the next checkpoint. If you don't make it before the time reaches 0, then its game over. If you do, then your time will be extended further allowing you to continue to try and reach the next checkpoint.

After one lap, if you can make it to the finish line, any time remaining will be carried over and added to your starting time in the next round of the time attack. If you can make it to 1st place on round 6 without ever running out of time, you will be given the chance to race on a hidden track. Win this 3-lap race without running out of time and it will become unlocked in other game modes!



FREE RACE

SELECTING LENGTH OF RACE

Choose the length of race you would like to play from short, medium or long. Short is 3 laps, medium is 5 laps and long is 7 laps.

SELECTING YOUR CAR

View the cars available to race with by pressing the left / right directional buttons. When you have decided the car you would like, press the ⊗ button to confirm your choice.

You can now choose if you would like to play with an Automatic or Manual gear version of the car by pressing the Up/Down directional buttons to select and the ⊗ button to confirm your choice.

Pressing the R2 button on this screen will toggle the Car specifications and the driver picture on/off.

SELECTING YOUR TRACK

In Free Race mode, the track select screen will display a number of tracks in a row. Pressing the left/right directional buttons will allow you to scroll through the tracks with the middle track being highlighted each time. You also have the option to move to the Intermediate or Expert sets of tracks by pressing the up/down directional buttons. The currently selected difficulty is displayed at the top left of the screen.

Some tracks will not be available to play in Free Race until they have been played from one of the other game modes.

Pressing the ⊗ button will confirm your choice of track and take you to a loading screen where a layout of the track you are about to play along with helpful hints about the track will be shown.

PLAYING THE GAME

Once in the game, you will be placed straight into the race from a rolling start. The only objective is to have fun and win!

2 PLAYER FREE RACE

SELECTING LENGTH OF RACE

Choose the length of race you would like to play from short, medium or long. Short is 3 laps, medium is 5 laps and long is 7 laps.

SELECTING YOUR CARS

View the cars available to race with by pressing the left / right directional buttons. When you have decided the car you would like, press the ⊗ button to confirm your choice.

You can now choose if you would like to play with an Automatic or Manual gear version of the car by pressing the Up/Down directional buttons to select and the ⊗ button to confirm your choice.

Pressing the R2 button on this screen will toggle the Car specifications and the driver picture on/off.

Once player one has selected a car, it will then allow player two to select a car.

SELECTING YOUR TRACK

In Free Race mode the track select screen will display a number of tracks in a row. Pressing the left/right directional buttons will allow you to scroll through the tracks with the middle track being highlighted each time.

Some tracks will not be available to play in Free Race until they have been played from one of the other game modes.

Pressing the (X) button will confirm your choice of track and take you to a loading information screen where the layout and difficulty of the track and other helpful hints will be shown.

2 PLAYER SCORING

When you play any 2 player game in Downforce, the results will be added to the 2 player head to head score. This is then shown on the loading information screen.

PLAYING THE GAME

Once in the game, you will be placed straight into the race from a rolling start. The only objective is to have fun and to make sure you finish ahead of your opponent!

2 PLAYER TIME TAG

SELECTING YOUR CARS

View the cars available to race with by pressing the left / right directional buttons. When you have decided the car you would like, press the (X) button to confirm your choice.

You can now choose if you would like to play with an Automatic or Manual gear version of the car by pressing the Up/Down directional buttons to select and the (X) button to confirm your choice.

Pressing the R2 button on this screen will toggle the Car specifications and the driver picture on/off.

Once player one has selected a car, it will then allow player two to select a car.

SELECTING YOUR TRACK

In Time Tag mode, the track select screen will display a number of tracks in a row. Pressing the left/right directional buttons will allow you to scroll through the tracks with the middle track being highlighted each time.

Some tracks will not be available to play in Time Tag mode until they have been played from one of the other game modes.

Pressing the (X) button will confirm your choice of track and take you to a loading information screen where the layout and difficulty of the track and other helpful hints will be shown.

2 PLAYER SCORING

When you play any 2 player game in Downforce, the results will be added to the 2 player head to head score. This is then shown on the loading information screen.

PLAYING THE GAME

Once in the game, you will be placed on the grid. Time Tag is based on points. To win a point, you must do whatever is necessary to get ahead of your opponent by a set distance and remain ahead for 10 seconds. If you manage to stay ahead,

then you win a point and the cars will be reset beside each other ready for the next battle. If a player crashes, then the point is instantly awarded to the other player.

After playing for 3 laps, whoever has accumulated the most points wins! If it's equal, then the game will go into a sudden death situation where the next player to win a point will win the game.



TIME TRIAL

SELECTING YOUR CAR

View the cars available to race with by pressing the left / right directional buttons. When you have decided the car you would like, press the (X) button to confirm your choice.

You can now choose if you would like to play with an Automatic or Manual gear version of the car by pressing the Up/Down directional buttons to select and the (X) button to confirm your choice.

Pressing the R2 button on this screen will toggle the Car specifications and the driver picture on/off.

SELECTING YOUR TRACK

In Time Trial mode, the track select screen will display a number of tracks in a row. Pressing the left/right directional buttons will allow you to scroll through the tracks with the middle track being highlighted each time. You also have the option to move to the Intermediate or Expert sets of tracks by pressing the up/down directional buttons. The currently selected difficulty is displayed at the top left of the screen.

Some tracks will not be available to play in Time Trial until they have been played from one of the other game modes.

Pressing the (X) button will confirm your choice of track and take you to a loading screen where a layout of the track you are about to play along with helpful hints about the track will be shown.

PLAYING THE GAME

Once in the game, you will be placed straight into the race from a rolling start. You're on your own, so it's the perfect place to practice your racing line and set lap records.

HINTS AND TIPS

SLIPSTREAMING

As a car moves, it has to push through the air. As it accelerates, this push gets harder and slows down the car's acceleration. A second car following closely behind this first car will be shielded from the push through the air and so can accelerate to higher speeds. When it is going fast enough, the second car can use this to his advantage by building up extra speed to overtake. This effect is called slipstreaming.

DOWNFORCE

The front and rear wings of the cars are the equivalent to upside down airplane wings! Airplane wings give you lift. Turn them upside down, and they generate a downward force helping the car to grip the road surface. The front and rear wings of a car increase the downforce substantially, and so losing your wings during a race will reduce your car's grip and make you skid out more often.

SKID MARKS ON THE ROAD

One trick you can use to try and judge where to brake for corners is to look out for rubber marks on the road where other cars have previously applied their brakes going into corners.

GRID STARTS

You can improve your grid start by trying to get the revs at a medium to high level at the same point that the green light is switched on.

GENERAL TIPS

- Overtake on the inside when possible, but only if you're sure you have enough space.
- Hairpins are good places to try out-braking your opponents.
- Correct steering as soon as you feel the back end sliding - the sooner the better.
- In Time Attack you'll need to squeeze every last second out of the earlier tracks as the challenge will increase as you progress.
- Charging in to a pack of cars is seldom the best option - if somebody makes a mistake you will all be in trouble.

LAP RECORDS TABLE

When you have achieved a lap record, you will be given the opportunity to enter your name initials. After this, a code will be displayed along with a web address. If you go to this page on the Internet, you will be able to enter your code and your lap record will be entered into the world lap records table for Downforce. Can you be No.1 in the world?!

SMARTDOG CREDITS

DIRECTOR

Dave Thompson

TECHNICAL DIRECTOR

Dave Saunders

ART DIRECTOR

Ashley Routledge

ART

Kamaljit Chana

Steve Ions

Siu Jone Lee

Boyd McKenzie

Steven Crow

Michael Woods

Roger Wade

Matt Wright

Neil Roberts

Joel Rowney

Paul Humphreys

Mike Simonds

PROGRAMMERS

Robert Dutton

Alan Jardine

Trung Vinh

Mathew Twigg

Alex Darby

Neil Coxhead

Fredrik Egeberg

Matt Bishop

TOOLS

PROGRAMMER

Andrew Beynon

MUSIC AND

SOUND EFFECTS

Gerard Gourley

VOICE OVER

Ben Edwards

Gary Martin

WEB DESIGN, ART AND PROGRAMMING

Marvin Hill

Phil Underhill

LEAD TESTER

Joe Lenton

TESTERS

Adam Bickerton

Daniel Brock

Earl Douglas

CHARACTER

ILLUSTRATION

Joe and Rob Sharp

Sharp Brothers Studio

CAR DYNAMICS

MIDDLEWARE

MathEngine

TITUS CREDITS

PRODUCER

Renaud YONG

QA MANAGER

Thomas Baillet

LEAD TESTER

Sandro Hoffmann

Testers

Emmanuel Faria

Frédéric Lasseret

Martin Martinez

HEAD OF STUDIOS

Laurent Vidal

TECHNICAL DIRECTOR

François Maingaud

SPECIAL THANKS TO

John Turpin

Balbir Kandola

Saranjit Nijjar

James Wade

Frédéric Hochart

John Moore

Jamie Dawson

Tim Cleaver

David Perkins

Ronnie Cox

WARWICK YOUTH CENTRE

Nik Kyriacou

James Killian

LEAMINGTON LAWN

TENNIS ASSOCIATION

NORTH AMERICAN CUSTOMER SERVICE INFORMATION

This information is only valid in North America.

TECHNICAL SUPPORT TROUBLESHOOTING DOCUMENTS ONLINE!
Interplay Entertainment Inc. Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties. If you have access to the World Wide Web, you can find these at:

www.interplay.com/support/

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

DOWNFORCE Platform (PlayStation® 2)

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Thursday between 9:00AM-5:45PM and Friday 9:00AM-4:45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line. Interplay offers a HINT Line for hints, tips, or codes at 1-900-370-PLAY (1-900-451-6869 \$1.25 in Canada only). You must be 18 years +, have a touch-tone phone, and the cost is \$0.95 per minute. Please keep in mind not all games will have hints and tips on our hint line.

Interplay Entertainment Corp. Support Fax: (949) 252-2820
Interplay Entertainment Corp. Technical Support
16815 Von Karman Avenue
Irvine, CA 92606

HOW TO REACH US ONLINE

INTERNET E-MAIL: support@interplay.com

WORLD WIDE WEB: www.interplay.com

WARRANTY

Titus warrants to the original purchaser of this Titus product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of (90) days from the date of purchase. This Titus program is sold "as is", without express or implied warranty of any kind, and Titus is not liable for any losses or damages of any kind resulting from use of this program. Titus agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Titus product with proof of date of purchase.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Titus product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE THAT SHALL BE BINDING ON OR OBLIGATE TITUS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAYS PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TITUS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TITUS SOFTWARE PRODUCT.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law, which cannot be preempted. This warranty gives you specific legal rights and you may also have other rights, which vary, from state to state.

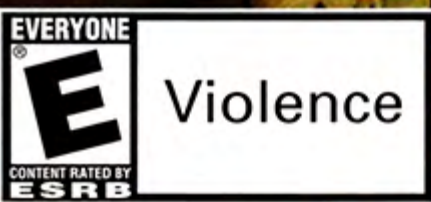
TITUS SOFTWARE CORP.,
20432 CORISCO ST., CHATSWORTH, CA 91311, 818-709-3692



www.titusgames.com/downforce



DO YOU FEEL THE NEED?



TITUS SOFTWARE CORPORATION // 20432 Corisco Street, Chatsworth, CA 91311

DOWNFORCE © 2002 - TITUS SOFTWARE CORPORATION. Downforce, Titus and the Titus logo are registered trademarks of Titus Software Corporation. Developed by Smartdog. All rights reserved. Made with Karma Game Dynamics. Karma and the Karma logo are trademarks of Mathengine plc, used under license.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U.C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U.C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

