EVOLUTION™
SNOWBOARDING
TEEN
T
CONTENT RATED BY
ESRB
KONAMI®

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 peripherials 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.

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Thank you for purchasing **EVOLUTION SNOWBOARDING™**. Please read this manual before starting play. Doing so will allow you to get the most out of your gaming experience. Additionally, please keep this manual in a safe place, as Konami will not reissue it.

PLEASE NOTE: At Konami, we are continuously striving to improve the quality of our products to make them safer and more enjoyable for our customers. As a result, there may be slight differences among products of the same type, depending on the date of purchase.

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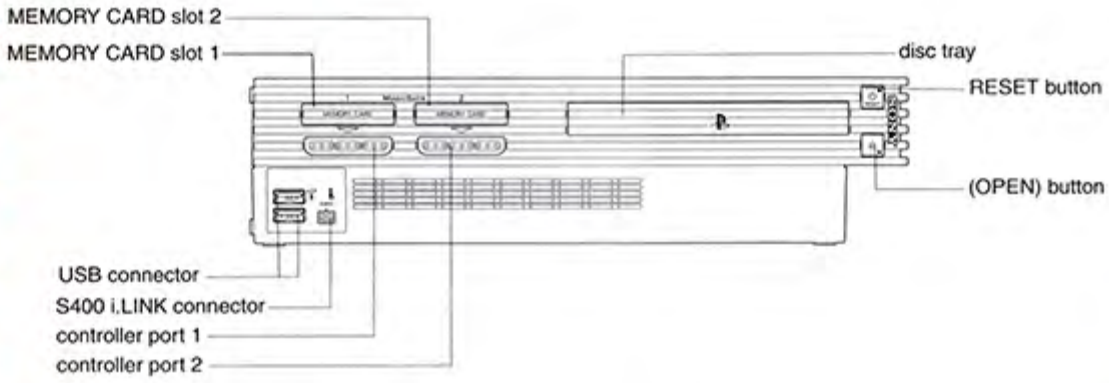
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in the 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 **EVOLUTION SNOWBOARDING™.** disc on the disc tray with the labeled side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same card, or from any memory card containing previously saved games.

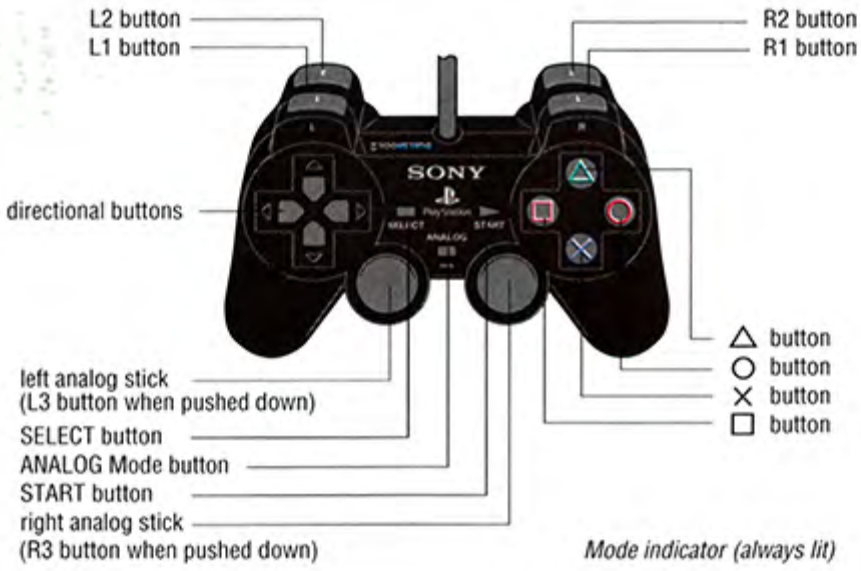
At least 100Kb of free space must be available on the memory card in order to save game data. If there is not 100Kb of free space available, then some older game data must erased before saving.

Do not remove the memory card or turn off the power on the PlayStation®2 while data is being saved or loaded. Your game data may be lost if you do.

For more information, see "Saving & Loading Game Data" on page 15.

CONTROLLER

DUALSHOCK®2 analog controller Configuration



This game is compatible with both the DUALSHOCK®2 analog controller and DUALSHOCK® analog controller. For solo play, connect to controller port 1. For dual player play, connect to controller ports 1 and 2.

DUALSHOCK®2 analog controller

- Set Vibration to ON enable a vibration effect that corresponds to the boarder movements.
- When using the DUALSHOCK®2 analog controller and DUALSHOCK® analog controller, the mode indicator LED is constantly lit.

YEAR 20XX:

EARTH IS PLAGUED BY AN INEXPLICABLE AND LETHAL CHANGE IN CLIMATE. SWELTERING HEAT MELTS THE ICE IN POLAR REGIONS, WHILE VIOLENT SNOWSTORMS WHIP THROUGH TROPICAL ZONES.

SOMETHING MUST BE DONE BEFORE IT IS TOO LATE.

STRANGE CREATURES APPEAR BEFORE THE FRIGHTENED INHABITANTS OF EARTH, RIPPING THROUGH THE FROZEN STREETS, WREAKING HAVOC AND LEAVING DESTRUCTION IN THEIR WAKE...

THEY ARE "BOARDROIDS". THUS BEGINS THEIR REIGN OF TERROR. DEAD LAND PETRIFIED IN PERMANENT FROST. YOU AWAKEN IN A CREVASSE BLANKETED BY SNOW. IT IS A STRANGE WORLD, ALL MECHANICAL HUMMING AND SPURTS OF STEAM. YOU HAVE NO IDEA HOW YOU GOT THERE.

"RUN." SOMEBODY IS TALKING TO YOU.

"YOU CAN STILL MAKE IT. GO NOW!"

THE VOICE JOLTS YOU TO YOUR FEET.

"THE ESCAPE ROUTE'S BEEN CLEARED. THE REST IS UP TO YOU."

YOU START TO RUN...

OBJECTIVE

YOU ARE THE MAIN CHARACTER IN THE GAME. YOU RECEIVE AN E-MAIL. IN IT, THERE ARE INSTRUCTIONS TO GO TO A SKI RESORT THAT HAS BEEN INVADED BY EVIL FORCES. YOU MUST CLEAR THE MISSIONS PRESENTED TO YOU IN ORDER TO RECLAIM THE TERRITORY.
THE MISSION HAS BEEN ACCOMPLISHED FOR A GIVEN AREA WHEN THE "BOSS" OF THAT TERRITORY HAS BEEN DEFEATED. AS A RESULT, THE SLOPES RETURN TO THEIR PREVIOUS STATE, AND THE PRO BOARDERS ARE BROUGHT TOGETHER AGAIN (AND FIGHT TOGETHER FROM THAT POINT FORTH). YOUR ULTIMATE GOAL IS TO WIN BACK ALL 8 AREAS THAT HAVE BEEN TAKEN OVER BY THE ENEMY.

GAME CONTROLS

MENU OPERATION

Operation for all menu screens is the same.

Left analog stick/directional button: Select items; move cursor

○ button, ✕ button: Enter selection; proceed to next screen

△ button, □ button: Cancel; back to previous screen

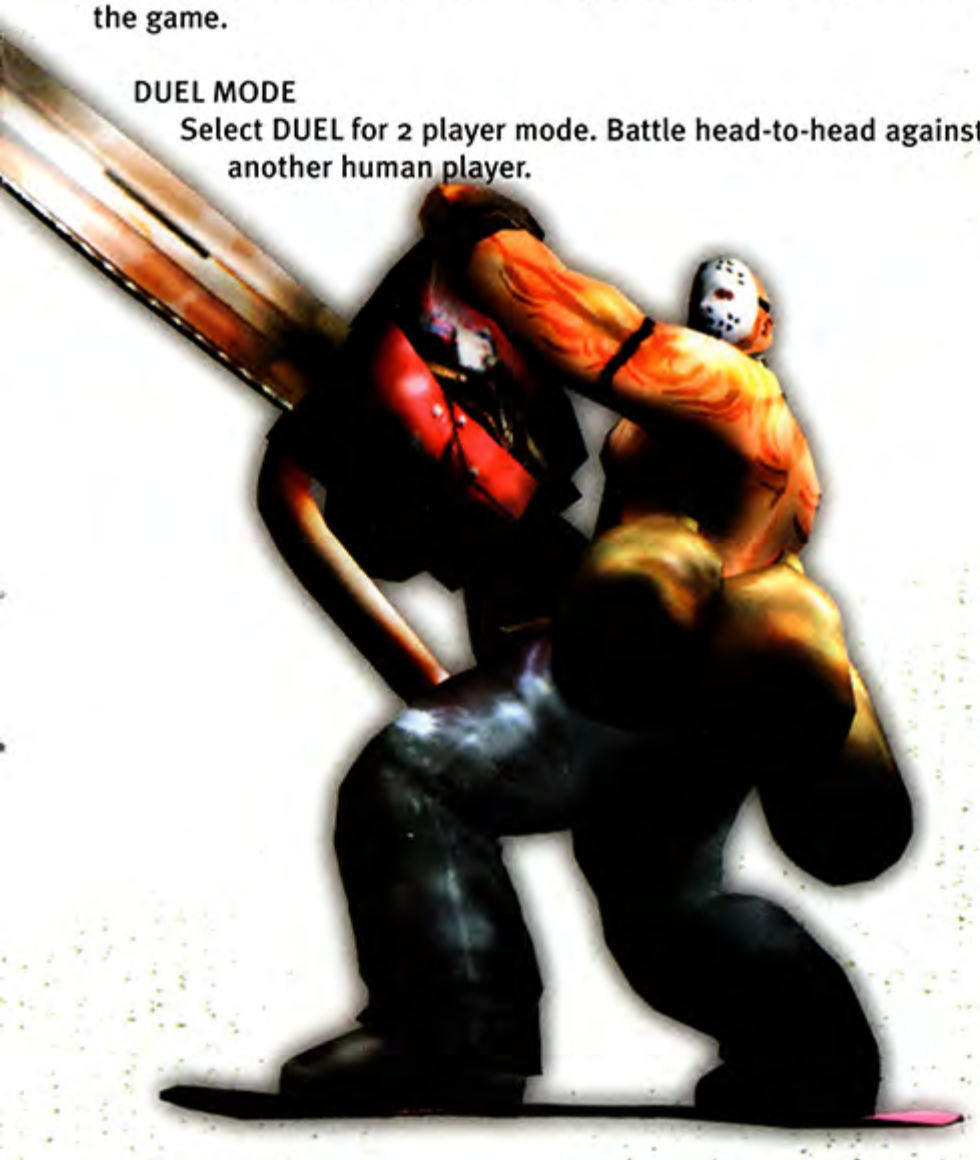
GENERAL GAME PLAY

GAME MODES

EVOLUTION MODE
Select EVOLUTION MODE from the Top Menu. Then Select NEW for first-time play, or for creating a new player. If there is saved data from a previous play session, press CONTINUE to pick up where you left off. Set preferences for NAME, BODY TYPE, and REGULAR/GOOFY. BODY TYPE selection will influence how the character learns. Press OK to begin.

QUICK MODE
Embark on a Mission without going through all the initial settings. The number of available Missions depends on how far you have gotten in the game.

DUEL MODE
Select DUEL for 2 player mode. Battle head-to-head against another human player.



MAIN MENU

MISSIONS	Select level
RIDERS	Select game character
SETTINGS	Set character preferences
EDIT STATS	Use points to strengthen characters *EDIT STATS p. 12*
TUTORIALS	Learn basic operation
PROFILES	Check out profiles of riders in the game
CATALOG	Check out gear specs
VIDEOS	View acquired footage
OPTIONS	Change various settings *OPTIONS p. 14*
SAVE	Save game data *SAVE p. 15*

THE GAME SCREEN

TIME LIMIT
THE MISSION MUST BE COMPLETED BEFORE TIME RUNS OUT.

POINTS
POINTS EARNED DURING PLAY.

ENEMY STAMINA
THE ENEMY IS DEFEATED WHEN THE GAUGE READS 0,

STAMINA
IF YOUR HEALTH REACHES 0, YOU WILL FAIL THE MISSION.

BOOST
BOOST AMOUNT AVAILABLE DEPENDING ON THE GAUGE LEVELS.

OPERATION

BASIC MOVES

Turn	left analog stick
Slight Acceleration	left analog stick ⬆
Brake	left analog stick ⬇
Ollie (Jump)	Press and release ⊗ button
Switch	Press △ button twice
Lock on to rail	Hold down △ button; balance with left analog stick
Slide left and right (parallel movement)	L2 / R2 buttons
Charge up for Boost (release for Boost)	R1 button

COMBAT MOVES

Punch/Use weapon	◎ button
Grab	◎ button (Hold down); release to throw
Straight Kick	□ button
Special Punch	left analog stick ⬇ / ⬆ (hold) + ◎ button
Special Kick	left analog stick ⬇ / ⬆ (hold) + □ button

TRICKS

Flat Spin	left analog stick ⬅ / ➡ + Ollie
Flip	left analog stick ⬆ / ⬇ + Ollie
3D Spin	left analog stick ↖ / ↗ / ↙ / ↘ + Ollie

GRABS

Indy	R1 button
Melanchollie	L1 button
Tail grab	R2 button
Method	L2 button
Mute	R1 button + R2 button
Stale fish	L1 button + L2 button
Nose grab	L1 button + R1 button
One foot	L2 button + R1 button (L1 button + R2 button)
Japan Air	L2 button + R2 button

It is possible to attack the enemy with the spinning board during a spin trick.

WEAPONS

Pick up weapons and use them with the ◉ button. Weapons may only be used in the areas in which they were found. Crashing or taking on damage causes you to lose the weapon you're currently equipped with.

WEAPONS INCLUDE:

Club

Chain

Other weapons are also available.

AREAS & MISSIONS

There are 10 Missions (events) for each area. Each Mission has a different set of criteria, which must all be achieved in order to clear that segment.

AREAS

You earn the right to play a new area when you have defeated the "boss" of the previous area. When the last area has been cleared, you have reclaimed the mountain, saved the world and won the game!

MISSIONS

Missions may entail any one of the following:

Defeating the enemy on the course

Reaching the goal within a specified time

Collecting items along the course

Fulfilling a trick score requirement

Defeating the "boss" of that area

GEAR SETTINGS

Change your character's gear. Items may be picked up during a Mission. Each of the items affect the character's performance.

BOARD/JACKET/PANTS/BOOTS/BINDINGS/GOGGLES/BEANIE
Change clothing and assorted gear.

FRONT ANGLE/BACK ANGLE/STANCE WIDTH
Set binding angles and stance width.

EDIT STATS

Hone your skills by distributing Mission points among the following parameters:

ATTACK	POWER	Attack strength
	AGILITY	Attack speed
DEFENSE	LIFE	Total health
	RESIST	Resistance
SPEED	TOP SPEED	Maximum speed
	BOOST	Acceleration
JUMP	RANGE	Jump distance
	HEIGHT	Jump height
TECHNIQUE	SPIN	Spin trick ability
	RAIL	Rail trick ability

MEET THE ENEMY

The enemy is the **BOARDROID,** a creation of a clandestine organization, that is fully equipped with a range of strike and weapon attack capabilities.

UNDERGROUND PEOPLE
Donning gas masks, they attack in droves. Weakened by sunlight.

CAGE FREEKZ (CAGE PEOPLE)
The jailers and torturers of Bat Castle. Nothing thrills them more than the pain of others.

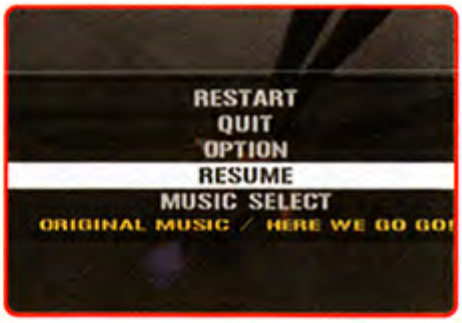
BOOMER
This Boomtown boss carries a chainsaw containing an industrial strength engine. Embodies "evil".

SHOGUN
The Samurai-boarder who guards Shogun City with madness and violence. He wields his sword as if he was the grim reaper.

OPTIONS

CONTROLLER	Set 1P controller buttons; turn Vibration to ON/OFF.
SOUND	Set STEREO/MONAURAL and BGM/SE. See "About Dolby Surround Pro Logic II", p.15.
CAMERA	Set Camera Mode during the game.
DEFAULT	Return all preferences to original settings.

PAUSE SCREEN



Press the START button during the game to display the Pause Menu.

RESTART	Play the area over again
QUIT	Cancel the current game and go to Menu
OPTIONS	Change various settings
RESUME	Go back to playing the current game
MUSIC SELECT	Choose BGM for this Area

SAVE/LOAD

Save all game data on a memory card (8MB)(for PlayStation®2).
At least 100KB of memory will be required to save.

Load game data using a memory card (8MB)(for PlayStation®2). You may continue playing a game where the previous saved data left off.

To use the memory card (8MB) (for PlayStation®2), insert correctly into MEMORY CARD slot 1.

Do not turn off the console power or insert/remove the memory card (8MB) (for PlayStation®2) while data is being saved or loaded. Doing so may result in loss of data.

ABOUT DOLBY SURROUND PRO LOGIC II

DOLBY SURROUND PRO LOGIC II

This game features Dolby Surround Pro Logic II 5ch surround sound during game play. To take advantage of this surround feature, select "stereo" in the sound mode option, and play back this game on a Dolby Pro Logic II or Dolby Pro Logic decoder. Audio encoded with Dolby Surround Pro Logic II can be played back via either optical cable or standard analog cable, and fully compatible with mono, stereo, and legacy Dolby Surround Pro Logic equipment.

MEET THE RIDERS

When a stage is cleared, you are joined by fellow pro riders. The pro riders who you have already unlocked are available to play.

DANNY KASS

Hometown: MAMMOTH LAKES, CA
Birth: September 21
Binding Angle: Front 15 / Back -12
Width: 21.5
Sponsors: GNU, Dragon, Quiksilver, Grenade Gloves, VANS, Nestea

PETER LINE

Hometown: SEATTLE, WA
Birth: August 3
Binding Angle: Front 20 / Back -15
Width: 20.5
Sponsors: Forum, FourSquare, ELECTRIC, Defcon, Armor

TODD RICHARDS

Hometown: ENCINITAS, CA
Birth: December 28
Binding Angle: Front 28 / Back -8
Width: 21.55-22
Sponsors: Rossignol, DC Shoes, Quiksilver, Oakley, Nixon, Clive, PREMIER, Boost, Powerade, Protec

KEVIN JONES

Hometown: TRUCKEE, CA
Birth: January 23
Binding Angle: Front 10 / Back -12
Width: 23.5
Sponsors: Jeenyus, Billabong, APX Project, Drake, Vonzipper, TSG, Apollo, DVS, Boost

JP WALKER

Hometown: SALT LAKE CITY, UT
Birth: October 12
Binding Angle: Front 18 / Back -15
Width: 21.5
Sponsors: Forum, Special Blend, Oakley, Nixon, PREMIER, Defcon

BJORN LEINES

Hometown: SALT LAKE CITY, UT
Birth: March 27
Binding Angle: Front 18 / Back -9
Width: 21.75
Sponsors: Forum, Volcom, Oakley, & Celtek

TINA BASICH

Hometown: NEVADA CITY, CA
Birth: June 29
Binding Angle: Front 17 / Back 0
Width: 20
Sponsors: SIMS, 241, Airwalk, Smith, Hurley, Nixon, Ally co

TRAVIS RICE

Hometown: Jackson Hole, WY
Birth: November 9
Binding Angle: Front 17 / Back -5
Width: 22.25
Sponsors: Rossignol, DC Shoes, Oakley, Grenade Gloves, Blue Bird Wax, Boost

KELLY CLARK

Hometown: Mammoth Lakes, CA
Birth: July 26
Binding Angle: Front 21 / Back 6
Width: 20.5
Sponsors: Burton, Oakley, Mount Snow, Malibu Boots

RIO TAHARA

Hometown: TOKYO JPN
Birth: September 10
Binding Angle: Front 9 / Back -9
Width: 21
Sponsors: Forum, Special Blend, Arnette, Nixon, PREMIER, GNC

ALL MUSIC COURTESY OF ROADRUNNER RECORDS

"Spit It Out"

Performed by Slipknot
Produced by Slipknot
Mixed by Joey Jordison and Sean McMahon
Music and Lyrics by Slipknot
Published by EMI April Music, Inc./Music That Music (ASCAP) (P) 1998 The All Blacks B.V.

"Rescue Me"

Performed by goneblind
Produced and Mixed by Brett Hestla
Music and Lyrics by John Curry, Mitch Burman, Aristides Rincon and Mark Archer
Published by goneblind Music (BMI)
(P) 2002 The All Blacks B.V.

"Life To Lifeless"

Performed by Killswitch Engage
Produced by Adam Dutkiewicz
Mixed by Andy Sneap
Lyrics by Jesse Leach
Music by Mike D'Antonio, Adam Dutkiewicz, Tom Gomes, Jesse Leach and Joel Stroezel
Published by 800-Pound Gorilla Music (SESAC) administered by Bicycle Music Company
(P) 2002 The All Blacks B.V.

"Dead In Hollywood"

Performed by Murderdolls
Produced by Joey Jordison, Co-Produced by Matt Sepanic
Mixed by Matt Sepanic and Joey Jordison
Music and Lyrics by Joey Jordison and Joseph Poole
Published by EMI April Music, Inc./Music That Music (ASCAP) and Wednesday 13
(P) 2002 The All Blacks B.V.

"Let Go"

Performed by Chimaira
Produced, Engineered and mixed by Mudrock
Lyrics by Mark Hunter
Music by Mark Hunter, Rob Arnold, Chris Spicuzza, Jason Hager, Jim LaMarca and
Andols Herrick
Published by R2 Music o/b/o Fritz McGaven Music/ Iz Coo Bro Music/Talib Casio Music/Clevostyle Music/ Hammerpunch Music/Mattsetzer Music (ASCAP)
(P) 2001 The All Blacks B.V.

"One More Word"

Performed by 36 Crazyfists
Produced and Mixed Eddie Whol, Rob Caggiano and Steve Regina for Scrap 60 Productions
Lyrics by Brock Lindow
Music by Brock Lindow, Steve Holt, Mick Whitney and Thomas Noonan
Published by R2 Music/Fisticuffs Music c/o BMG Songs, Inc. (ASCAP)
(P) 2002 The All Blacks B.V.

"Get Inside"

Performed by Stone Sour
Produced by Tom Tatman and Stone Sour
Mixed by Toby Wright
Music and Lyrics by Corey Taylor, James Root, Josh Rand, Shawn Economaki and Joel Ekman
Published by EMI April Music/Stone Sour Music (ASCAP)
(P) 2002 The All Blacks B.V.

"Breathe Machine"

Performed by Five Pointe O
Produced and Mixed by Colin Richardson
Music and Lyrics by Daniel Struble, Sharon Grzelinski, Eric Wood, Sean Pavey, Casey Mejia, and Tony Starcevich
Published by Five Pointe O Music (ASCAP)
(P) 2002 The All Blacks B.V.

CREDITS

Konami Computer Entertainment Osaka, Inc.

PROJECT PRODUCER
Yasuo Daikai

PROJECT DIRECTOR
Tatsuya Shinkai

ART DIRECTOR
Tetsuya Matsui

PROGRAM DIRECTOR
Makoto Higashiyama

TECHNICAL DIRECTOR
Kentaro Nagayama

BACK GROUND MODELER
Atsuko Ichii

BACK GROUND MODELER
Atsuko Susukino

BACK GROUND MODELER
Makiko Michii

MOTION DESIGNER
Mari Yamasaki

GRAPHIC DESIGNER
Toshikazu Otani

VISUAL EFFECT PROGRAMMING
Toshio Kohira

PLAYER PROGRAMMING
Takeshi Miyamoto

CAMERA MOTION PROGRAMMING
Toshio Yoshioka

FIELD MANAGER
Masahiro Kiyomoto

ENEMY AI PROGRAMMING
Manabu Tashiro

FIELD ACTION PROGRAMMING
Takaya Inao

MISSION PLANNING
Makiko Yoshioka

SOUND PRODUCER
Shigeru Araki

SOUND DIRECTOR / SE DESIGNER/SOUND PROGRAMMER / BGM COMPOSER
Satoru Okubo

PRODUCT PRODUCER
Kazuhiro Namba

PRODUCT DIRECTOR
Yukihide Murakami

TECHNICAL WRITING
Satoshi Uno

INTERNATIONAL PRODUCT MANAGER
Masanori Otani

CHIEF PRODUCER / CHIEF SOUND PRODUCER
Kazuhiko Uehara

EXECUTIVE PRODUCER
Kuniaki Kinoshita

SPECIAL THANKS
(Dolby Laboratories International Service Inc.)
Nakayama Hisayuki
John Griffin

Konami Corporation

INTERNATIONAL PRODUCT COORDINATOR
Yukako Hamaguchi

LICENSING COORDINATOR
Ippei Nio

SPECIAL THANKS
Aki Saito

Konami of America, Inc.

PRESIDENT
Tommy Gotsubo

COO
Geoffey Mulligen

SENIOR VICE PRESIDENT, KOA PRODUCTION DIVISION
Randy Broweleit

VICE PRESIDENT OF OPERATIONS
Linda Stackpoole

VICE PRESIDENT OF MARKETING
Chris Garske

VICE PRESIDENT OF SALES
Catherine Fowler

CREDITS

U.S. PRODUCER
Ken Ogasawara

SENIOR DIRECTOR OF MARKETING SERVICES
Doug Rebert

DIRECTOR OF MARKETING
Rick Naylor

PRODUCT MARKETING MANAGER
Justin Kubiak

DIRECTOR OF MARKETING COMMUNICATIONS
Cherrie McKinnon

SENIOR MANAGER, CREATIVE SERVICES
Monique Catley

SENIOR MANAGER, PR

Tammy Schachter

LOGO CONCEPT
Gregg Gordon GIGART.com

PACKAGE DESIGN
Julie Giles juliegiles.com

ADDITIONAL SUPPORT
Ayzenberg Design Group

EXTERNAL PR MANAGEMENT
Bender/Helper Impact

PRODUCT AND LICENSING CONSULTANT
Lisa Hudson, Black Sun Productions, Moniqua Plante

MUSIC SUPERVISION AND LICENSING
Randy Eckhardt, On Board Entertainment

Riders
Danny Kass
Kevin Jones
Bjorn Leines
Peter Line
Travis Rice
Todd Richards
Rio Tahara
JP Walker
Kelly Clark
Tina Basich

Brands

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FourSquare	www.foursquare-outerwear.com
GMC	www.gmcsnow.com
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Grenade	www.grenadegloves.com
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Northwave	www.northwave.com
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Volcom	www.volcom.com
Vans	www.vans.com
Vonzipper	www.vonzipper.com

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"Nixon Jibfest: a video documentry"
MACKDAWG PRODUCTIONS
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www.nixonnow.com

"Notice to Appear"
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Absinthefilms
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If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687.

Konami of America, Inc.
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)
* $0.95 per minute charge
* $1.25 per minute support from a game counselor
* Touch tone phone required
* Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

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