

눈코입

operation SPY™



INSTRUCTION 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 trigger epileptic seizures 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.

Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. All rights to make copies of any portion of the game for subsequent redistribution is retained by the copyright holder. Please contact SCEA at 1-800-345-7669, if you are unwilling to accept the terms of this license.

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 abrasive cleaners.

EyeToy: Operation Spy™ Tips and Hints

Game Hint Guide Information

PlayStation® Underground Game Guides

For free hints and tips visit us at www.us.playstation.com.

Sign up and become a member of the PlayStation® Underground and access free hints, tips, and cool moves for games published by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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NOTE: EyeToy: Operation Spy™ requires the EyeToy® USB camera (for PlayStation®2) to play.

SETTING UP THE CAMERA

- Place the EyeToy[®] USB camera (for PlayStation[®] 2) on top of or below the TV.
- Stand back approximately 5 to 7 feet from the TV.



ADJUSTING THE CAMERA

- Gently rotate the Focusing Ring to sharpen your image.
- Gently tilt the EyeToy[®] USB camera (for PlayStation[®] 2) up or down to center the image.



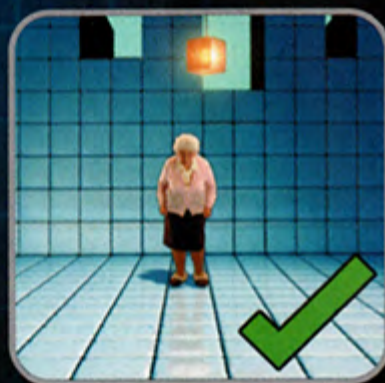
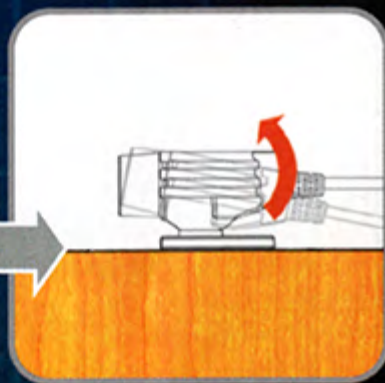
LIGHTING RECOMMENDATIONS

- Ensure there is enough light in the room.
- The red LED will blink if it is too dark.



MAKE SURE YOU HAVE ENOUGH ROOM TO PLAY!





EyeToy® USB Camera (for PlayStation®2) sold separately. EyeToy® USB Camera (for PlayStation®2) and PlayStation®2 console models. EyeToy® USB Camera (for PlayStation®2) and PlayStation®2 console models may differ from those shown. The above instructions apply to all models.

GUIDANCE FOR PARENTS AND GUARDIANS

Due to the covert nature of EyeToy: Operation Spy™, it is recommended that parents and guardians familiarize themselves with the EyeToy® USB Camera (for PlayStation®2), as well as the technology used in EyeToy: Operation Spy™. It is highly recommended that parents and guardians supervise their child's use of the product at all times.

Several game modes in EyeToy: Operation Spy™ feature the capacity to record footage while the television appears to be switched off. People who enter the room and see a blank TV screen may not realize that they are being recorded.

As both audio and visual footage can be recorded and reviewed, please take into consideration the following simple suggestions:

- EyeToy: Operation Spy™ should not be used in a way which might upset or embarrass anyone.
- Make sure the whole family and any visitors to the home know about the EyeToy® USB Camera (for PlayStation®2), its location and that they might be caught on camera.
- The EyeToy® USB Camera (for PlayStation®2) should only be used at home, not at school or in other public places.
- Recordings made using the EyeToy® USB Camera (for PlayStation®2) should only be used at home and not put on the Internet, shown to large groups of friends or copied for wider use.

NEW RECRUIT: check this box if you have read and understand these instructions



TOP SECRET

S.I.A. DOSSIER FOR NEW RECRUITS

The Strategic Intelligence Agency (S.I.A.) welcomes you to its ranks. Even though you have come this far, further dangers await you. You will need to be fully prepared for the shadowy world of espionage in order to become the ultimate secret agent.

The information contained within this dossier has been classified as TOP SECRET and, as a new recruit, you are expected to read it and commit it to memory.

The contents of this dossier must not be discussed with any S.I.A. operative unless they have security clearance. Failure to adhere to this directive may lead to summary dismissal, exile and, in extreme cases, identity reallocation.

NEW RECRUIT: check this box if you have read and understand these instructions



GETTING STARTED



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 will open. Place the EyeToy: Operation Spy™ 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.

NEW RECRUIT: check this box if you have set up your PlayStation®2 correctly



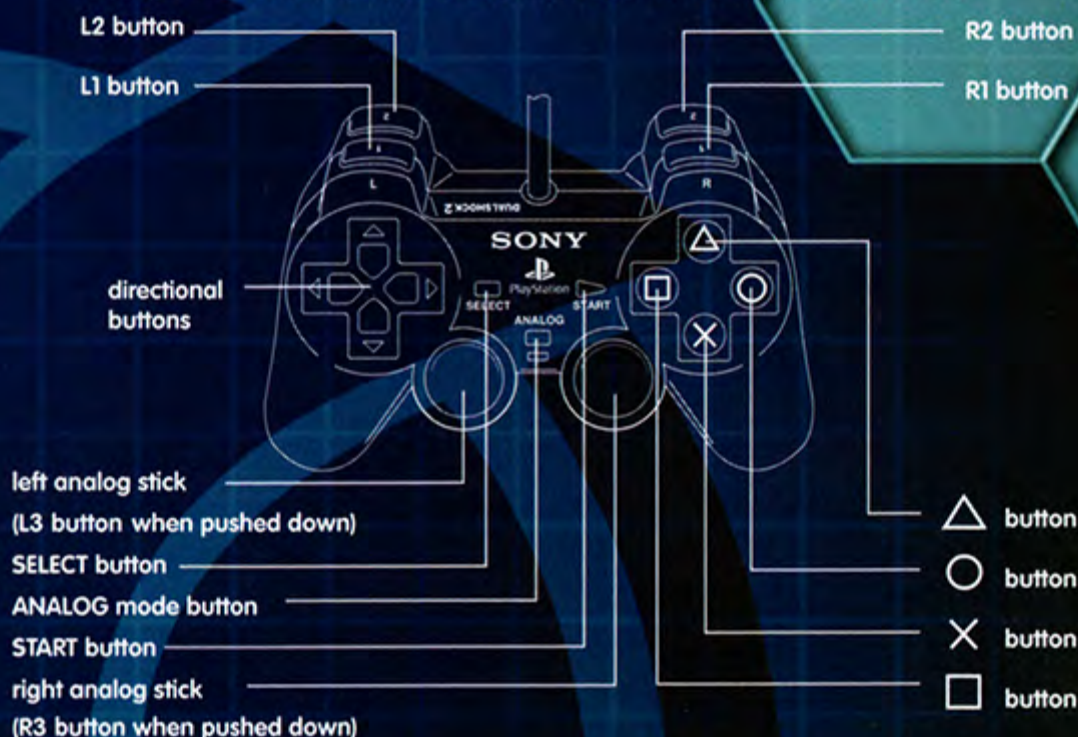
MEMORY CARD (8MB)(FOR PLAYSTATION®2)

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

PLEASE NOTE: throughout this manual, the term 'Memory Card' is used to describe the Memory Card (8MB)(for PlayStation®2) - (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game. If you do not have a Memory Card, then you will still be able to play EyeToy: Operation Spy™ but will not be able to save high scores, game settings and photos. Additional space will be needed to save Video Messages. Data can be saved and loaded from a Memory Card inserted into either MEMORY CARD slot 1 or 2. EyeToy: Operation Spy™ uses an autosave feature which means that progress will be automatically saved to Memory Card at certain times.

NOTE: EyeToy: Operation Spy™ does not support a digital controller.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DIRECTIONAL BUTTONS - MOVEMENT

In this manual, **↑**, **↓**, **←**, **→** etc. are used to denote the direction of the directional buttons unless stated otherwise. The Analog Controller (DUALSHOCK®2) will default to ANALOG mode (indicator: red) upon boot up.

USING THE EyeToy® USB Camera (for PlayStation®2)

Holding the USB connector for the EyeToy® USB Camera (for PlayStation®2) with the USB mark facing up, securely insert the USB connector into either USB connector on the front of the console. The LED power indicator (blue) on the front of the EyeToy® USB Camera (for PlayStation®2) should light up blue to indicate that the EyeToy® USB Camera (for PlayStation®2) is now ready to use. If you encounter difficulties, refer to the Instruction Manual for the EyeToy® USB Camera (for PlayStation®2).

Place the EyeToy® USB Camera (for PlayStation®2) on top of, or immediately below your television. Rotate the manual focus ring to focus the camera lens. If your TV is positioned on the floor, simply tilt the EyeToy® USB Camera (for PlayStation®2) for extra elevation. Alternatively, swivel the camera base around to reposition the EyeToy® USB Camera (for PlayStation®2). Do not move the whole EyeToy® USB Camera (for PlayStation®2), just tilt it gently.

Make sure you have enough room to play. Consider the space around you, watch out for shelves, doors, walls, pets and above all, other people.

EyeToy® USB Camera (for PlayStation®2) LIGHTING RECOMMENDATIONS

The EyeToy® USB Camera's ability to detect movement depends upon there being a significant difference in lighting between you and your background. Ideally, you should be lit from the front, as evenly as possible. Any additional light pointing at you will also be beneficial.

If your image looks too dark on the screen, switch on all available lighting in the room and point them at you. The red LED on the EyeToy® USB Camera (for PlayStation®2) will flash if the room is too dark.

If your on-screen image looks too bright, draw the curtains and use artificial light instead. Where artificial light is the primary source of illumination, concentrate all available light on you. If possible, avoid low-energy bulbs and fluorescent tubes as these tend to flicker, which may be detected as movement by the EyeToy® USB Camera (for PlayStation®2).

Do not set up the EyeToy® USB Camera (for PlayStation®2) so that it is pointing directly towards a strong light source. Even with daylight providing the primary light source, the introduction of any extra artificial light directed at you, will always be beneficial.

BASIC TRAINING

To become an S.I.A. operative, you will need to learn the agent interface.

The first thing for you to learn as an S.I.A. agent is how the EyeToy: Operation Spy™ interface works and hand-eye coordination is the key.

The EyeToy® USB Camera (for PlayStation®2) is sophisticated enough to recognize when you move! So to begin with, it will be best for you to stand in the center of the screen and adjust the EyeToy® USB Camera (for PlayStation®2) so that by lifting your hand you can easily touch the on-screen option buttons. Orange indicators in the option buttons will fill up as sustained movement, such as waving, is detected.



Wave your hand over 'New Game' and follow the on-screen instructions to create a new save file or wave your hand over 'Load Game' to access previously saved EyeToy: Operation Spy™ data.

NEW RECRUIT: check this box if you have successfully operated option buttons by waving your hand over the screen



You can also make menu selections by using an Analog Controller (DUALSHOCK®2) connected to controller port 1. Use the left analog stick to highlight an option and press the  button to confirm.

THE MAIN FRAME

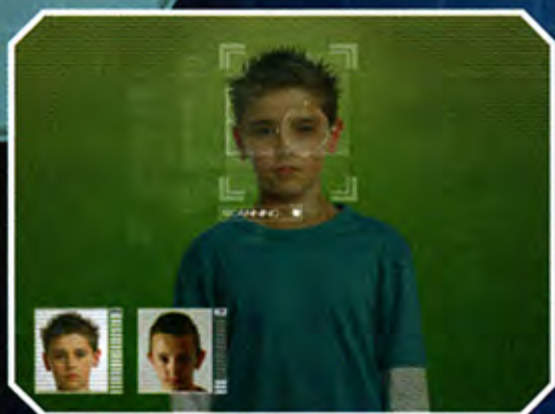


S.I.A.'s Main Frame is coordinated by an advanced motion sensitive computer. Select one of the following options from the Main Frame: Security, Missions, Database, Messaging or Options.

SECURITY

Collect photos and short video clips of any movement that the EyeToy® USB Camera (for PlayStation®2) picks up as part of the S.I.A. Security Program. All recorded data can be saved to Memory Card via the Database (please see the 'Database' section of this manual for further details). Complete the S.I.A.'s missions to access further Security modes (please see the 'Missions' section of this manual for further details).

FACE RECOGNITION



To prevent unwanted intruders, the S.I.A. has developed face recognition technology which will enable you to enroll as an operative.

Wave your hand over 'Enroll Agent' and ensure your face is within the on-screen recognition area. The EyeToy® USB Camera (for PlayStation®2) will take several photographs of your face to build an enrollment I.D. image. The face

recognition system will be able to detect unauthorized personnel and record them on camera for further investigation.

HI-RES

In Hi-Res Mode the resolution of the EyeToy® USB Camera (for PlayStation®2) is doubled, and with the additional digital zoom feature, you can get the exact picture you need. Press the **△** button to zoom in and press the **⊗** button to zoom out of the on-screen image. Use the left analog stick to move the white target around the screen and press the **○** button to take a snapshot of the image within the white target. Repeat this process to capture an automatic series of time-delayed images and press the **R1** button to increase the time between captures or press the **R2** button to reduce this time.

Press the **L1** button to flip the image from left to right and vice versa. Press the **SELECT** button to view the Hi-Res controls for the Analog Controller (DUALSHOCK®2).

Press the **START** button to access either the Database, if pictures have been taken, or the Security mode menu if no pictures have been taken.

DIGITAL EFFECTS

Night Vision

Increase the sensitivity of the security camera with this enhancement. Even in poor lighting conditions, Night Vision can pick up an intruder as soon as they enter its field of view. Try accessing Night Vision and then turn off all the lights to see how close to the EyeToy® USB Camera (for PlayStation®2) you can get before you are discovered.

Infra Red

Motion creates heat and the EyeToy® USB Camera (for PlayStation®2) can pick out motion in an instant. But will you get spotted?

Zoom Mode

Specifically for hunting motion, the Zoom Mode security feature allows the S.I.A. to search the field of view of the EyeToy® USB Camera (for PlayStation®2). As soon as motion is spotted, the EyeToy® USB Camera (for PlayStation®2) will zoom into the location, track it with pinpoint accuracy and begin recording immediately.

Motion Radar

The S.I.A. has developed the technology to detect motion as it travels across the screen. Movement is used to trigger the Motion Radar, creating a motion ripple that highlights any additional motion. Intruders who set off the Motion Radar will end up caught on camera!

DEFENSE

Create hyper-sensitive motion targets within the field of view of the EyeToy® USB Camera (for PlayStation®2). Ideal for safeguarding your possessions, if someone activates a target, a video alarm will scare them away and capture their reaction on camera.

Wave your hand over 'Add Target', and then wave your hand over the white arrows in the bottom right-hand corner of the screen to place up to ten target boxes on the screen. When satisfied with the position of a target, wave your hand over 'Add Target'. Create your own customized warning via the 'Personal Alarm' option, and view it by selecting 'Play Alarm'. When happy with the alarm, simply select 'Use Alarm' and leave the room knowing that in your absence any intruders will be trapped. A new alarm can be created by selecting 'Redo Alarm' and if you create additional targets later, your personal alarm can be used by selecting 'Use Previous Alarm'.

BACKGROUND SUBTRACTION

Stand away from the EyeToy® USB Camera (for PlayStation®2) and set up the room so that the EyeToy® USB Camera (for PlayStation®2) will only be triggered when any new object or person enters its field of view. Press the  button to change the background so that an intruder can be placed in a different background image.

MISSIONS

A group known as the Syndicate have been causing havoc all over the world. The S.I.A. needs you to find these criminals and bring them to justice. Deputy Director Stark and Field Operations Advisor Rosen will take you through basic training before allowing you out into the field to wipe this scourge from our streets.

To become a well-respected S.I.A. agent you must complete several missions that will test all of your covert skills. Each of the missions must be completed within the time allocated. Errors will not be tolerated, and each time you make a mistake, you will lose five seconds of time – which could be the difference between mission success and mission failure in the shadowy world of the secret agent.

IMPORTANT: new recruits must first select 'Missions' to enroll in the S.I.A.

SKYDIVING

All S.I.A. agents must be prepared to undertake missions that involve a degree of danger. To ensure the element of surprise when capturing suspects, our agents never knock at the front door! Instead, we opt to drop in on a suspect in a more interesting way – from above! Skydiving down to earth from thousands of feet allows our agents to rapidly reach locations around the globe. Read the description below for your heads up on skydiving instructions and protocols.



Guide yourself through the waypoints

Land your parachute on the target area

SKYDIVING CONTROLS

Outstretch your arms to put them into contact with the freefall control buttons. Lower both hands so that they are down by your sides to propel you forward with blistering speed and lift them up to propel you backwards. Lifting your right arm up and lowering your left arm will rotate you to the left and vice versa.

At the appropriate time, raise both hands to touch the buttons to open the parachute. At this stage of your descent, raising both hands will make you descend vertically with no forward motion and lowering both hands will slow your descent and allow you to move forward.

In later missions, you may not be up there alone! Enemy agents can be knocked unconscious by facing them head-on during your descent.

PHOTO FIT

During the S.I.A.'s brief history we have collected a staggering amount of data on all criminal activities spanning the globe. An entire office block would be required to contain this data if it were stored on paper. However, with the advent of hard disc technology, it can now be held on a 5cm round piece of plastic. 3D images captured by our spy satellites can be downloaded directly to our photo fit computer, allowing our agents to gain the best possible match with all the mugshots held in memory. As soon as the computer receives an image, it will make its calculations and only supply the agent with the mugshots that fit the profile, speeding up the process of identification considerably. For more information about how the system works, keep reading.



Reconstruct the face of each criminal using computer wizardry.

PHOTO FIT CONTROLS:

Use the arrow buttons on the left of the screen to swap between each of the facial features, and then use the arrow buttons on the right of the screen to change the selected feature. Once you think you have the perfect match, hit the 'Calculate' button to find out how close you are. Only 100% accuracy is acceptable here at the S.I.A. and you will lose five seconds of your mission time if you make a mistake.

WORLD MAP



Unknown to the governments across the world, the S.I.A. has established a network of spy satellites that can scrutinize any location that they are pointed at. No one can hide from their vision and through holographic "triangulization" image (HTI) technology, multiple angle shots can be collected of any suspect or structure. As always, time is a high consideration when dealing with criminals, so every agent of the

S.I.A. has been given unlimited access to this state of the art technology. For more information about controlling the spy satellites, continue reading.

WORLD MAP CONTROLS

Use the arrow buttons surrounding the monitor display to maneuver the satellite around the globe. Once you locate a target, the satellite will automatically increase its resolution and switch to the next magnification.

CODE BREAKING



Staying one step ahead of the criminal fraternity is a hard job, especially when they can afford the most up to date technology. So when it comes to code breaking, our technology relies on the intellect and hand-eye coordination of our agents. The S.I.A. has developed a method of breaking codes using a holographic projection unit nicknamed the Cryptogon. Each of the geometric shapes the projector produces has a symbol on each of its sides. The symbols shown in the display

area have to be found on the Cryptogon and then maneuvered so that they face the front. Match the symbols and break the code. Read the instructions below for more information on code cracking using the Cryptogon.

CODE BREAKING CONTROLS

The slider controls on either side of the Cryptogon are used to rotate it. Moving both sliders to the top positions rotates the Cryptogon forwards and moving them to the lower positions moves it backwards.

DEVICE DISPOSAL

Our information about these devices is currently limited; however S.I.A. scientists have been working on very similar devices over the years which will be used for completely different purposes.

LASER LOCK

Normally used as a safe locking system, this device requires the user to touch two opposing holographic impulse stacks to unlock each section of the device. Make sure that both the stacks have fully extended before triggering them and wait for the telltale signal before selecting a stack.

GEOSPHERE

This unstable device is still in the stages of early development, so only limited information is available at this point in time. The Geosphere consists of a central sphere from which motion sensitive probes rise periodically to initiate the arming sequence. The probes must be gently pushed back in to disarm the device.

Each probe detects movement to prevent the device from triggering, so an agent needs to apply just enough motion to prevent catastrophe – too much motion and the device will trigger, too little motion and the device will trigger. You will need good timing as any mistake you make will reset the device. This will test your nerves to the limit!

NANOTEC

The Nanotec device was created to store gaseous compounds for use in research laboratories. Pressure valves within the device are triggered if too much of the gas escapes. The only way to prevent the gadget from triggering is to inject more gas. Additional security features include a holographic shield that can only be opened by triggering two motion sensitive buttons at either end of the shielding device.

Although this is a simple mechanism to deactivate using plasma injectors, it is believed that several scientists have recently tinkered with the basic device and made the body of the gas holding canister rotate erratically, making it extremely difficult to attach the plasma injectors. S.I.A. agents have been sent in to stabilize the Nanotec device.

NANOBOT

A Nanobot is an S.I.A. agent's best friend. It is an extremely small robot that can fit inside the internal mechanism of any electrical or holographic device, and thanks to its super-strength outer casing, a Nanobot is impervious to any impact. Once inside a device, the whole outer casing of the device can be rotated, forcing the Nanobot to bash against the device's internal structure. This produces micro fractures that will eventually cause the device to deactivate.

DATABASE

Any footage collected in Security Mode can be analyzed in the Database section of the S.I.A.'s agent interface.

The Database can be used to carry out the following procedures:

- View full screen evidence and zoom in to scrutinize every section of an image caught on camera.
- Create a slideshow.
- Encrypt photos and videos and save them to Memory Card.
- Print photographic evidence and frames of video via an Epson® USB printer connected to either USB connector on the front of the console.

MESSAGING



A secret agent always needs a method of transporting messages that only personnel with the correct security clearance can view. So the S.I.A. has created encryption software that allows our agents to exchange messages in complete confidence. Save secret messages to Memory Card that can only be accessed by you and the people you give your three symbol access code to.

OPTIONS

If you are having any difficulty using EyeToy: Operation Spy™, browse through the options and experiment to find the best settings that will suit the area in which you are operating.

SCREEN POSITION

Use the arrow buttons to change the position of the screen.

AUDIO SETTINGS

Use the slider buttons to adjust the volume of the music and the sound effects.

EYETOY® USB CAMERA SETTINGS

If you are playing in a well-lit room, or a poorly-lit room, it may be appropriate to readjust the settings of the EyeToy® USB Camera (for PlayStation®2) to either Bright Room or Dim Room in accordance with the screen's brightness. The sensitivity of the EyeToy® USB Camera (for PlayStation®2) can also be adjusted to either low, medium or high.

LOAD/SAVE

Load and save progress files manually to Memory Card, and turn the autosave feature on or off.

SPECIAL TRAINING

SNEAKING

Use stealth and guile to test your ability to sneak and acquire items without the motion detector capturing you on camera. Place an item on the floor and designate the item as a target via the Defense Mode option, then try to remove the item out of the field of vision of the EyeToy® USB Camera (for PlayStation®2) without triggering the alarm.

MINEFIELD

Point the EyeToy® USB Camera (for PlayStation®2) directly at the floor and access the Defense Mode. Place four 'targets' on the floor, three of which will be the mines and one of which will be the treasure. The aim of the game is to reach the treasure without setting off any of the mines. Play around with different numbers of mines and with different personal alarms too.

HACKING

Take a photo using the Hi-Res Mode and encode it in the Database. Save the encrypted photo to Memory Card, and return to the Main Frame. Select 'Database' and then select 'Decode'. Finally, challenge a friend to decrypt the photograph and see how many attempts it takes for them to work out the correct decryption code.

FRIENDS AND ENEMIES

HOWARD STARK



POSITION

DEPUTY DIRECTOR

NATIONALITY

AMERICAN

RETINAL SCAN INDEX

72RSC705



ALICIA ROSEN



POSITION

FIELD OPERATIONS ADVISOR

NATIONALITY

AMERICAN

RETINAL SCAN INDEX

26SDC8NZ





NAME: SOLOMON RICHELIEU
AKA: THE THINKER
LAST KNOWN LOCATION:
RUE MADMAN, PARIS, FRANCE
KNOWN AFFILIATES: VLADIMIR
POTEMKIN, BRIDGET FROST

Crazed scientist, Solomon Richelieu is most renowned for his holographic security devices which are programmed to such an advanced standard that nobody can deactivate them apart from Solomon Richelieu himself. Richelieu has often been spotted in the taverns of rural France boasting about how indestructible his devices are. He is on record as saying: 'Nobody can dismantle any of my creations!' But his unyielding confidence in his own devices may be his one flaw...



NAME: VLADIMIR POTEMKIN
AKA: BORIS THE BEAR
LAST KNOWN LOCATION:
SVETLANA'S INTERNET CAFE,
MOSCOW, RUSSIA
KNOWN AFFILIATES: SOLOMON
RICHELIEU, BRUCE SHEELA

Vladimir Potemkin is also known as Vlad the Virus for his devious computer wizardry. No computer system in the world is safe from the clutches of Potemkin, and there is nothing more that he enjoys than neutralizing networks, foiling firewalls and hacking hardware. The S.I.A. hierarchy now feel it is imperative that Potemkin's evil genius is, at long last, 'uninstalled'.

BRUCE SHEELA



NAME: BRUCE SHEELA
AKA: THE RAW PRAWN
LAST KNOWN LOCATION:
THE KOALA PARLOUR ANTIQUE
SHOP, SYDNEY, AUSTRALIA
KNOWN AFFILIATES: VLADIMIR
POTEMKIN, BRIDGET FROST

The Syndicate's main broker in black market contraband, Bruce Sheela is famed for his Down Under plunder! With a particular liking for fine art and exquisite sculptures, Sheela is not your average Australian crook. But his cultural neediness is undermined by his culinary greediness, and Sheela's barbequed burger-enhanced waistline prevents him from getting very far when pursued by the law!

BRIDGET FROST



NAME: BRIDGET FROST
AKA: THE ICE QUEEN
LAST KNOWN LOCATION:
THE STAGECOACH DELI, NEW
YORK, USA
KNOWN AFFILIATES: TOO MANY
TO LIST HERE

Little is known about this crime boss, other than she lurks among the skyscrapers of New York. And she is as sinister as she looks...

NEW RECRUIT: check this box if you have read and understand this S.I.A. Dossier for New Recruits



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Neil Millstone

Matthew "Lacero" Monaghan

Neil Rowlands

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Dilraj "The Hot Elbow" Mann

LEAD ANIMATOR

Richard "The Grinder" Carter

ARTISTS

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Alana Challis

Darren "Freddy Fingers" Farmer

Guy Ratcliffe

PARTICLE EFFECTS

Iki "The Snapper" Ikram

ADDITIONAL ART

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LEAD DESIGNER

Craig "The Prog" Kerrison

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Matthew James

SOUND DESIGN

Kenneth "The Ear" Young

MUSIC COMPOSER

Dave "Slapper Dave" Ranyard

ADDITIONAL AUDIO

Al "The Robot" Lindsay

EYETOY: OPERATION SPY™

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Don't forget to visit www.us.eyetoy.com for further information of what's going on in the world of EyeToy®!

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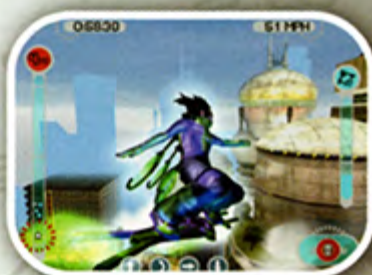
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