

GLOBAL TOURING CHALLENGE

GT

AFRICA



THE ULTIMATE RALLY RACE



Rage



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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 or 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.

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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 a occasional rest break during extended play.
- Keep this compact disc clean. Always hold 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 the center to outer edge. Never use solvents or abrasive cleaners.



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INTRODUCTION

Global Touring Challenge (GTC) Africa is all-terrain circuit racing set in some of the world's most breathtaking and rugged scenery. You'll select 1 of 6 teams and enter a Championship comprising 3 rounds based on 19 circuits, starting and finishing in Cape Town. Each team is equipped with a variety of cars from manufacturers including Ford, Mitsubishi, Subaru and Pontiac, each offering handling and performance suited to specific tracks. That means your choice of car for a particular race event can make the difference between winning and losing!

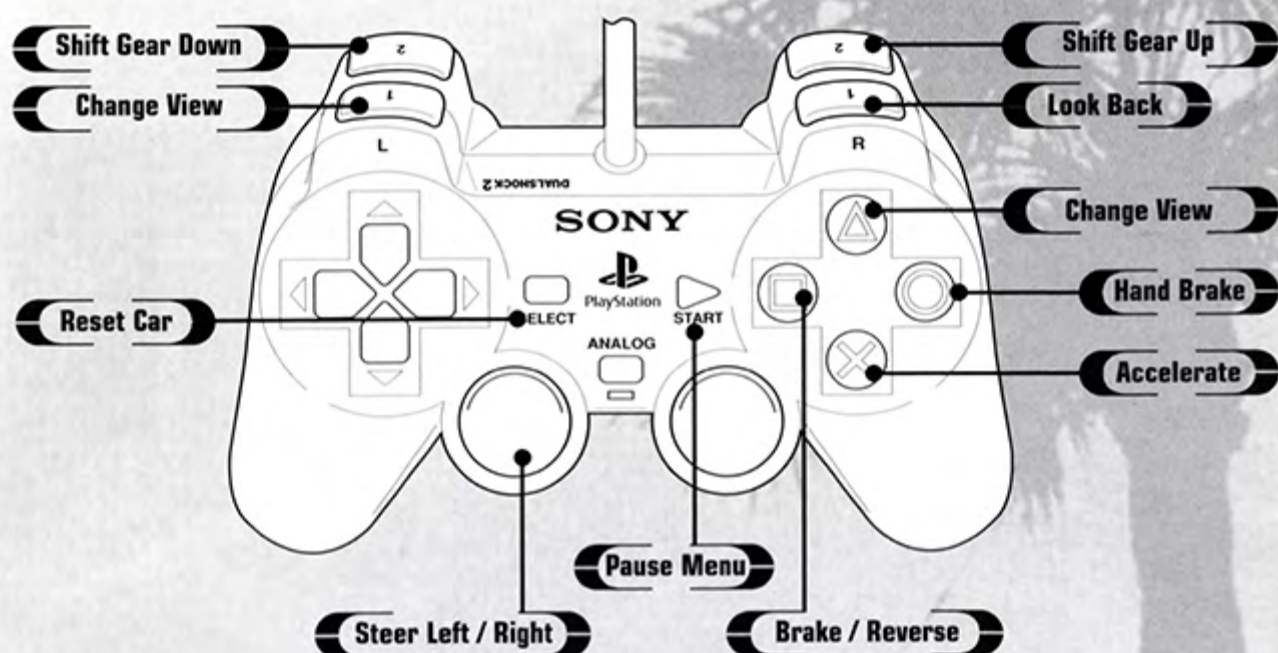
In addition, there are several other game modes for you to choose from, including Multiplayer, Single Player and Challenge, in which your driving skills will be tested to the limit.

SETTING UP YOUR PlayStation®2

1. Set up the PlayStation®2 using the instructions supplied with the console.
2. Make sure you have the correct controllers and accessories connected.
3. A memory card (8MB) (for PlayStation®2) should be inserted into either MEMORY CARD slot with at least 71 KB of space to save the game.
4. Plug the PlayStation®2 in and turn on the MAIN POWER switch at the back of the console.
5. Press the  /RESET button to turn the console on. Press the  button to open the disc tray and then insert the disc with label side up. Press the  button again to close the disc tray.

NOTE: It is advised that you do not insert or remove accessories or memory card (8MB) (for PlayStation®2) once the power is turned on.

QUICK START CONTROLS



It is possible to change the default controls shown above via the Options – Control Configuration explained later in the manual.

On starting the game you will be taken to a language selection screen. Use the left and right directional buttons to select the language of choice, then press the **X** Button to accept. You will then be asked to insert a memory card (8MB) (for PlayStation®2) that contains a GTC 'saved game' or has at least 71KB space free in which to save a game. The main menu will then load.

MENU CONTROLS

All the menus and information screens use the same controls unless otherwise stated:

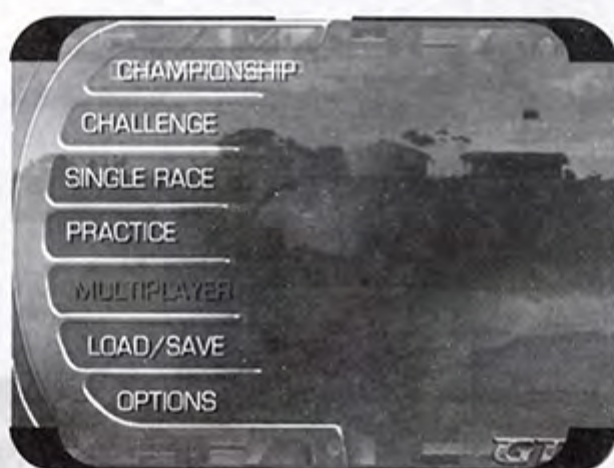
Directional buttons – used to move through the different parts of each menu and to change options. The currently selected item will normally be brighter than the other items on the same page.

ⓧ used to confirm after an item has been selected.

⬆ used to cancel.

Main Menu

In this screen you select the type of race you want, and other menus for loading or saving games and configuring the analog controller (DUALSHOCK®2). You will see: Championship, Challenge, Single Race, Practice, Multiplayer, Load/Save and Options.



Car Availability

In Championship, Single Race, Practice and Multiplayer modes, you are given default cars and you must earn the right to unlock other cars. In Challenge mode, the car will be selected for you and cannot be changed.

Championship

This allows you to drive a series of races on 19 circuits or 'stages', split up into 3 Championship rounds:

- The East Coast Championship from Cape Town to Egypt
- The North-South Challenge from Egypt back to Cape Town
- The African Tour which covers all circuits from start to finish

Points are awarded for a qualifying finish position. The car with the most points wins. Playing the 3 championships in order will unlock the tracks so they can be played in Single Race, Practice and Multiplayer modes.

Challenge

This is a series of trials to test and improve your driving skills, from cornering to overtaking. A car will be chosen for you in each Challenge. Most challenges have a time limit; for example, a car has to be driven from one point to another as quickly as possible.

Single Race

Race for any team using any car or track that has been unlocked by progressing through the Championship.

Practice

Any unlocked car, track and team can be selected. You then drive the track without any opponents. Your current lap time is displayed in white in the top left-hand corner of the screen, and your best lap time is shown in red above it. Try to get the fastest time possible and experiment with different driving lines and braking techniques.

Multiplayer

Race against a human opponent on any unlocked Championship track or on any available Challenge track.

Load/Save

As you progress through the game, save your race data so you do not have to repeat Championship or Challenge races again.

Option

Customize your analog controller (DUALSHOCK®2 analog controller) configuration including analog controller (DUALSHOCK®2 analog controller) layout, vibration and allowing you also to turn ANALOG buttons on or off. Sound and music volumes are also adjusted via this menu.

PLAYING THE CHAMPIONSHIP

Championship Rules

After selecting Championship in the main menu, you will be presented with a choice of 3 Championship rounds: the East Coast Championship, the North South Challenge and the African Tour.

Each gets progressively harder, and in order to go from one round to the other, you must win each one. You race for points that earn you a place in a league table, but time is also an important factor. Every race has its time limit and as you progress you'll find that you have less and less time to complete a race. Your performance during the round also affects the time you will have to complete races: see 'How your skill affects your time allowance' in the following section.

Position	Points
1st	10
2nd	6
3rd	4
4th	2
5th	1
6th	0

This table shows the number of points awarded for each finishing position.

The first round runs from Cape Town to Egypt, and even novices with low scores will get to see each track. The second round runs from Egypt back to Cape Town via the western side of Africa. To enter this round you must have won the first. The final round is a complete tour of all the circuits in the game, and represents the toughest challenge of all. In this round, the other drivers will be at their very best, and the clock will be against you.

How your skill affects your time allowance

In GTC, you should try to avoid damaging your car at all costs. This can be difficult as other drivers are often very aggressive.

If you perform well and keep your car undamaged, you will increase your standing or reputation within the team; e.g. a Team Status of 50% indicates that your team is indifferent to your skills. A score of more than 50% shows that the team appreciates your skills, and as a result you will have lower time pressures on you to finish a race.

If you damage your car and incur penalty points, your team standing will fall and once it is below 50% you will be considered a poor driver. As a result you will also have less time to finish a race, increasing the pressure on you to do well.

New Championship or Continue previously started Championship

Once you have selected an available round, a sub-menu will appear asking if you would like to start a new Championship or continue a previously started championship.

NOTE: If the continue option in championship is not accessible it means there is no data on the memory card (8MB) (for PlayStation®2) or there is no memory card (8MB) (for PlayStation®2) inserted.

Name Entry

After requesting a new Championship game, you will be presented with a screen where you enter your name. Use the left analog stick, the right analog stick or the directional buttons to scroll through the letters displayed and press the **X** button to add the highlighted letter. Select Delete to remove unwanted letters, and OK once all the letters have been entered. The **L1** button can be used to delete characters and the **R1** button can be used to add spaces.

If you have loaded a saved game, the name you started with will be loaded and you will not be presented with the Name Entry screen.

3D Map

The map shows where your race is going to be held. The Championship starts in Cape Town and progresses around the continent of Africa.



Team Selection

Use the **↑** and **↓** directional buttons to scroll through the 6 international teams. Each team has a different selection of cars, so pick the team that you think has the best balance of vehicles.



Pressing the **X** button will select the team and take you to the next step.

Car Selection

Here you pick the car that you think is appropriate for the race, according to grip, speed and acceleration. See **GTC Competition Cars** for more details. To display the different models use the **←** or **→** directional buttons, or the left analog stick. The car statistics and name are shown above each car. Pressing the **X** button will select the current car. Next select either Manual or Automatic transmission with the **←** and **→** directional buttons. Press the **X** button to continue.

TIP: We advise beginners to select the Automatic gear change mode.



As the game loads, a screen will be displayed that describes the country and the track. Once loaded the car will be displayed and a count down will start. You will gain control of the car after **GO** has been displayed on the screen.

Understanding The Race Results

Race Completion

Once the race has finished you will be shown the Race Results screen with each driver's times and finishing position. If you finish before the last vehicle and you would like to see everyone's results, wait while the vehicle finishes and the screen updates to show the overall result. Select Continue in order to see a brief overview of your Championship standing. From here you will also be able to view a Replay or press Continue to go to the next stage in the Championship.

Race Overview

Once you have exited from the race, detailed statistics for that race will be displayed including:

- Position – where you came in the race.
- Total race time – how quick or slow you were.
- Damage – the amount of damage to your car.
- Bonus/penalty – how your team status is affected by race performance.

New Team Status – Your team has the best opinion of your skills when you are 100%, are indifferent on 50%, and think you should stop driving their cars below 30%. The higher the percentage, the more popular you are with your team; this gives you extra advantages in forthcoming races.

Here is how the Team Status is affected:

- Win race = +8%
- Second = +4%
- Third = +2%
- 4th = +0%
- Fifth = -2%
- 6th = -4%

Then the damage factor is deducted: (minor collision = 1 damage point, medium collision = 2 damage points, major collision = 4 damage points,)

- Less than 10 damage points = +0%
- Between 10 and 19 damage points = -2%
- Between 20 and 29 damage points = -4%
- Over 30 damage points = -6%

For example if you finish first but have 25 damage points then your Team Status will go up by $8\% - 4\% = 4\%$

Team Status has the following effect on your game:

Every 2% over 50% adds 1 second to your time limit.

Every 2% under 50% deducts 1 second from your time limit.

TIP: If your team standing is low, you will find it increasingly difficult to finish races within the time limit.

CHALLENGE MODE

To start, select Challenge and press the  button in the main menu. The name entry screen will appear, where you enter your name. Each Challenge is unlocked in sequence, from left to right, with those on the right column representing the toughest. Once completed successfully, the title of the Challenge turns green.

Speed/Timed Pursuit Challenge

In the Speed/Timed Pursuit Challenge you start half a lap behind your opponent's car. The objective is to gain ground on the opponent's car. In the Speed Pursuit you must gain ground within a certain number of laps and in the Timed Pursuit you must gain ground within a time limit. If you manage to overtake the car, you will win automatically. If the opponent overtakes your car, you will lose automatically. Your position is indicated at the top of the Head-up Display: if it indicates 1 you are gaining ground; if it indicates 2 you are losing ground.

Tips: The tracks are simple ovals that are easy to learn, although lots of practice should make you quicker and more likely to win. Making mistakes such as hitting any objects will often cause failure.

Timed Catch-up Challenge

In a defined time-limit, you must catch up with an opponent who has started in front of you.

Tips: Cornering skills and an experience of the track are important.

Downhill Challenge

These challenges are all set on steep downward slopes with many corners. The car must be driven from the top to the bottom of the hill before the time limit expires.

Tips: The cars will accelerate easily downhill so speed is quickly built up. Therefore braking and lots of control are needed to keep the car on the road.

Hill Climb Challenge

The aim is to get from the start to finish on a steep climb within a time limit. These tracks are unique, so playing the challenge is the only way to master them.

Tips: Due to the uphill gradients, and often-sandy terrain, the cars will lose speed as you climb, so keeping up your speed when cornering is vital. Manual gears may also give better control.

Point-to-Point Challenge

These challenges are similar to the Hill Climb and Downhill challenges but offer a mix of terrains and gradients. The aim is still to get from the start to finish within the time limit.

Tips: Point-to-Point 1 and 2 have many corners that are not easily visible until you are on them. Point-to-Point 2 includes Point-to-Point 1 at the start so make sure you are skilled at the first challenge.

Checkpoint Challenge

This involves driving uphill and through a checkpoint, then downhill back to the start: all within the allocated time.

Tips: Driving uphill will be a lot slower than driving back down the track so more control is required as you descend and come back to the start.

Performance Challenge

Your car will be less powerful than the opponents' cars. The aim of this challenge is to complete a three-lap race in any position except last place.

Tips: This challenge uses the Eritrea track. Therefore practice on this track will be essential. Keeping in front of the other cars and blocking them is a valid tactic.

Overtake Pursuit Challenge

There is no time limit and so you have to catch up and overtake the opponent who will be driving the same car. The challenge will be set on the same track as some of the other pursuits.

Tips: Knowledge of the track and car is vital as this is a real test of driving skill. Driving consistently well will mean success, while any mistakes are likely to mean failure.

SINGLE RACE MODE

If you have a particularly favorite track that you have driven and unlocked in the Championship mode, Single Race mode allows you to revisit that track and compete on it. Although your success here does not directly impact the result of your Championship, Single Race mode serves as another excellent area in which to hone your driving skills.

HOW TO UNLOCK CARS IN THE GAME

Unlocking Cars in the Championship

In the Championship you start with 2 cars out of a possible 4 in your team.

- To unlock one extra car: complete and win The East Coast Championship.
- To unlock the last of your 4 cars: complete and win The North South Challenge.

Unlocking cars in the Single Race, Practice and Multiplayer

In each of these modes, you start with 4 cars unlocked. There are 5 more to unlock.

- To unlock 1 extra car: complete and win The East Coast Championship with a 'Team Status' over 90%.

This same rule applies to The North South Challenge and The African Tour.

Therefore, if you win all Championship rounds with over 90% 'Team Status', you will unlock 3 extra cars.

- To unlock the last two cars: complete all Challenge rounds to unlock 1 extra car, and complete all Challenge rounds and complete all Championship rounds with a 'Team Status' of 90% or above to unlock the final car.

LOADING AND SAVING GAMES

A memory card (8MB) (for PlayStation®2) with at least 71KB of free space is required to save game data. Game data will be loaded automatically when the memory card (8MB) (for PlayStation®2) is inserted into either MEMORY CARD slot before boot up. Please make sure you have the memory card (8MB) (for PlayStation®2) inserted into either MEMORY CARD slot before turning on the Console, as inserting a memory card (8MB) (for PlayStation®2) after the game starts may cause game data to be overwritten. After racing in most modes, you will be asked if you want to save the game. If however you want to load or save a game at other times you can use the save/load menu that is accessible through the main menu.



The Load/Save menu contains 4 boxes: the top 2 boxes load a game from a memory card (8MB) (for PlayStation®2) in either MEMORY CARD slot 1 or MEMORY CARD slot 2; the bottom 2 boxes save a game on to a memory card (8MB) (for PlayStation®2) in either MEMORY CARD slot 1 or MEMORY CARD slot 2. The left boxes use MEMORY CARD slot 1 and the right boxes use MEMORY CARD slot 2. If a memory card (8MB) (for PlayStation®2) is inserted, a message will be displayed in the corresponding boxes. To save or load a game, select the box you want using any of the directional buttons. Press the **X** button and then confirm your save / load. The current game will then be saved or loaded.

NOTE: when saving or loading do not remove the memory card (8Mb) (for PlayStation®2) or reset the console or switch off the console as this can corrupt the memory card (8MB) (for PlayStation®2) making it unusable. Any existing data will be overwritten when saving and the current game will be abandoned when loading.

OPTIONS

The options screen will allow the customization of your analog controller (DUALSHOCK®2) and the volume of sound effects and music. To save any changes select ACCEPT on the options screen. Where there are two players, the first analog controller (DUALSHOCK®2) must be used for Player 1 and a second analog controller (DUALSHOCK®2) needs to be inserted for Player 2.



Adjusting Volume

First select either Music or Audio using the **↑** and **↓** directional buttons. Once selected the **←** and **→** directional buttons can be used to move the slider along the volume control bar.

Vibration

This allows you to turn off the Vibration function of the analog controller (DUALSHOCK®2).

ANALOG Buttons

When switched On, the analog controller (DUALSHOCK®2) senses the pressure applied to the different buttons of the analog controller (DUALSHOCK®2). The ANALOG buttons are turned off by default but is most useful when controlling the game using the V3^{FX} Racing Wheel 2 for the Playstation®2 or the directional buttons of the analog controller (DUALSHOCK®2). The ANALOG buttons allow more accurate control of braking and acceleration.

Controller Configuration

This allows the customization of all buttons on the analog controller (DUALSHOCK®2). To change a function, press the button you wish to change and press **×** followed by the button function you want to re-allocate.

IN-GAME MENUS

Pause Screen

When in a race / while driving press the  button the game will be paused and the Pause menu will be displayed.

Resume

The Resume option will unpause the game, allowing you to continue the race.

Restart

Starts the race again from the beginning. This option is not available in Championship races.

Audio

Displays a sub-menu allowing you to adjust sound volume of the in-game sound effects.

Music

The Music option displays a menu allowing you to adjust the music volume.

Instrumentation

This displays a menu allowing you to turn on, off or put into plain text mode the different instruments displayed on screen.

Exit

Ends the race; the main menu is displayed after confirming exit.

Race Screen (In-Car view)

In addition to the view of the car or track, there are extra items displayed on the screen. These include a rev counter, speedometer, lap indicator, map position and timer (showing the current lap time and lap record). See screen shot below. These instruments can be switched on and off or into plain text mode using the Pause Menu – Instrumentation option.



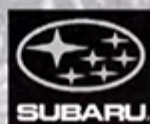
Note: the map auto scales to ensure all cars are visible at any one time.

Mitsubishi Evolution 6



The Mitsubishi Evolution was first developed in 1992 for rally use, and was later modified for road use. It has been popular ever since. There have been many revisions of the Mitsubishi Evolution produced, the latest being the Evolution 7. Its specialist systems include active yaw control to give you a unique grip and handling that sticks you to the road.

Subaru Impreza Turbo



The Subaru Impreza has helped win 3 world rally championships. This four-wheel drive production car was one of the first high performance AWD vehicles to allow the average person to drive a rally specification car. The bonnet vents and spoiler make the Subaru Impreza turbo easily distinguishable from the other cars in its class.

Pontiac® Vibe™



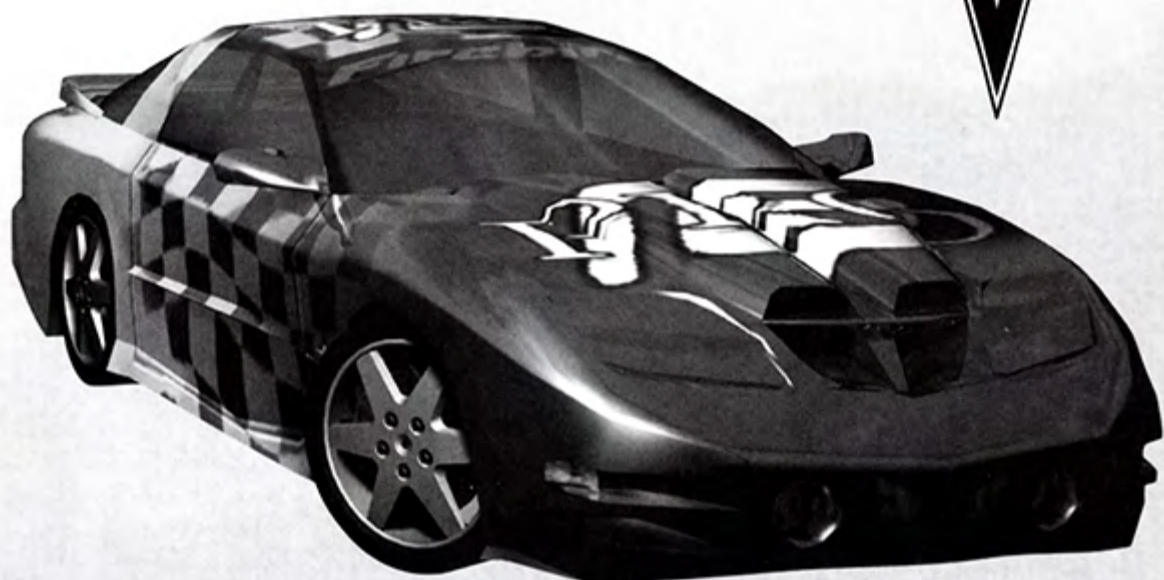
The Vibe is a 4 wheel-drive vehicle with a difference. It has an engine with variable valve timing for constant power and a intelligent suspension set-up allowing it to be used in many different racing environments. This makes it ideally suited for The Global Touring Challenge. The road vehicle has many extra features for greater comfort including a DVD navigation system.

Pontiac® Grand-Am™



The Grand-Am is a strong well-built high performance car with sports suspension and many safety control systems. The 3.4 litre V6 engine delivers crisp acceleration and high top speeds. Its performance, together with the wheelbase and weight of this vehicle make it ideally suited to the straight, fast courses across the rugged African countryside.

Pontiac® Firebird™



The massive 5.7 litre V8 engine and distinctive body, position the Firebird as one of the great all-American muscle cars. Even the audio system that comes with the road worthy Firebird is large, with 8 speakers offering a peak power of 500 watts! The Firebird is a fast and furious beast that's a natural survivor in the wildest parts of Africa.

Ford Mustang



The Mustang is a much-loved American classic. The early 60s Mustang was a major icon and appeared in films such as 'Bullit'. It has been continuously updated and today maintains its rightful image as a modern, powerful sports car with a classic heritage. The car has all the usual additions and a large engine to give it the power and speed that goes with the Mustang name.

Ford Cougar



The big brother of the Puma, the Cougar is a powerful sports car that is smoother and quieter than many of its rivals thanks to its 2.5 litre V6 engine. The Cougar features a four channel Anti-lock Braking System (ABS) that controls each wheel individually. Its sleek aerodynamic styling adds to its speed and attractive looks.

Ford Focus



This car is the replacement for the most popular car of the early 90s, the Ford Escort. The Ford Focus received the title for European car of the year in 2000, thanks to its modern design and engineering. Its 2.0 litre turbo charged engine is capable of up to 300mph making it a perfect car to compete in GTC Africa. The Focus is used in many rally championships all over the world.

Ford Escort Cosworth



The Escort Cosworth is well known as being one of the most powerful mass produced vehicles of the 80s and 90s. It is a popular vehicle used in a wide variety of motor sports. Thanks to its speed and handling and unique looks, the Escort Cosworth was one of the most sought-after vehicles for sporting enthusiasts.

CREDITS

RAGE GAMES LTD. CREDITS

Project Manager / Lead Programmer –
Stephen Powell

Programmer –
Adrian Garrett

Programmer – **Phil Owen**

Programmer –
Dan Weighton

Lead Artist – **Andy Manns**

Artist – **Allan Duggan**

Artist – **Mike Engstrom**

Artist – **Simon Nuttall**

Artist – **Darren Tilley**

Artist – **Donna Jennett**

QA Manager – **Dean Bent**

Lead tester –
Stuart Williams

Tester – **Gavin Clark**

Tester – **Dave Dixon**

Tester – **Luke Boorman**

Tester – **Tom Clare**

Tester – **Phil Woods**

Tester – **John Keating**

Tester – **Oliver Boorman**

Audio Manager –
Steve Lord

Musician –
Darren Lambourne

Musician – **Ian Livingstone**

Musician – **Paul Stroud**

Sound Effects – **Darren Lambourne,**
Steve Lord & Andy Diey

Sound System – **Sensaura**

AI system –
Richard Badger

Technology help and advice – **Rob**
Anderson,
Pete Memmott

IT – **Nev Cook**

Studio Manager –
Don Whiteford

With thanks to:

Ally Noble –
Purchasing and
Development Support

John Heap –
Technical Director

Julia Young –
Studio Administrator

Bronwyn Mace –
Studio Administrator

Tim Preece –
On-Line Manager

Katy Fyles –
GTC Web Artist

Colin Bell –
Development Director

Paul Finnegan –
for getting us here

All our families and friends

Publisher Support

Deputy Managing Director – **John Schorah**

Marketing Director –
Simon Lilley

Sales Director –
Phil Wright

CREDITS (cont'd)

Corporate PR –

Glen O'Connell

European Sales Manager –

Tony Fitzgerald

Export Sales Executive –

David Foster

National Accounts Manager –

Glenn Hayes

Production Services Manager –

Pat Kavanagh

Product Manager – **Martin Kitney**

Product PR – **Simon Donbavand**

Sales Administrator – **Lisa O'Connor**

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