

NARC



MIDWAY

WARNING

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.

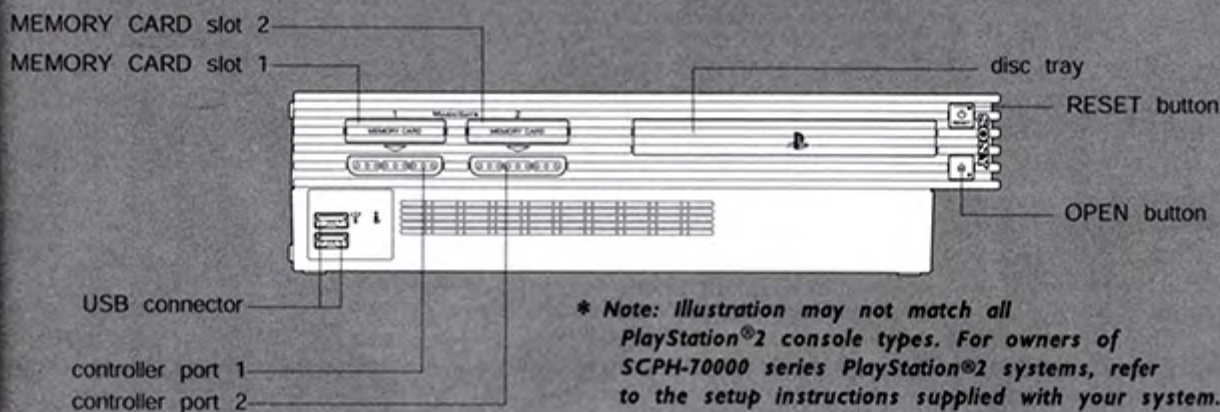


TABLE OF CONTENTS

Get Started	2
Starting Up	3
Controls	4 - 5
The Story	6
The Characters	7
Main Menu	8
The HUD	9
On The Streets	10 - 13
Drugs	14
The Weapons	15
Notes	16 - 17
Credits	18 - 19
Warranty	21



GET 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 tray will open. Place the "NARC" 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.

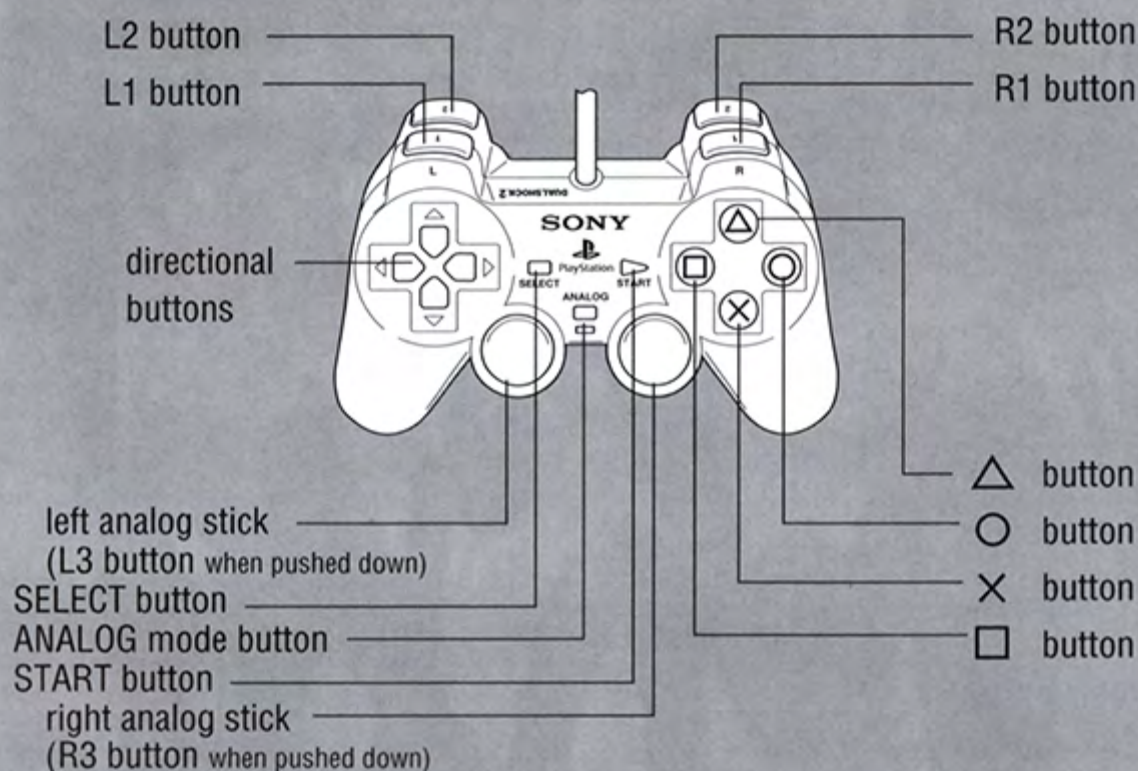
NOTE: Narc only supports MEMORY CARD Slot 1.

MENU/SUB-MENU NAVIGATION

Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (↑, ↓, ← or → depending on the menu) to highlight a selection.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



NARC does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

QUITTING A GAME IN PROGRESS

During the game, press the  button to display the Pause Menu. Press the directional buttons  to select **QUIT**, then press the  button. You'll be asked for confirmation. Press the  button to select **YES** and return to the Main Menu. Press the  button if you'd like to select No and return to the Pause Menu.

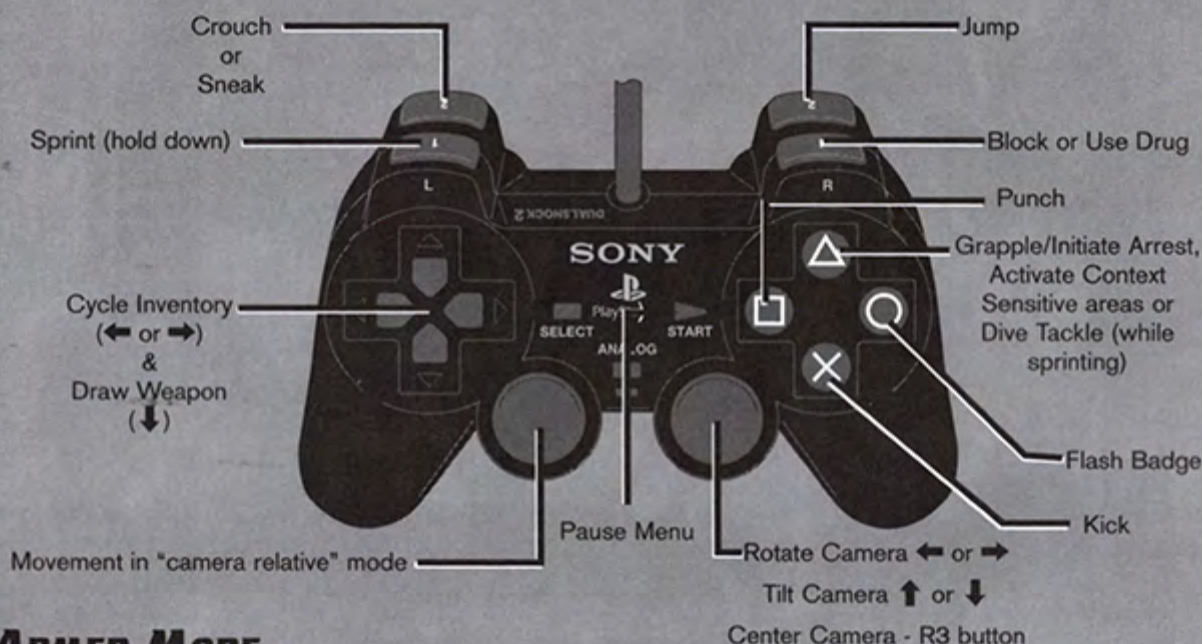
NOTE: You will not be able to Quit during a Special Assignment.



CONTROLS

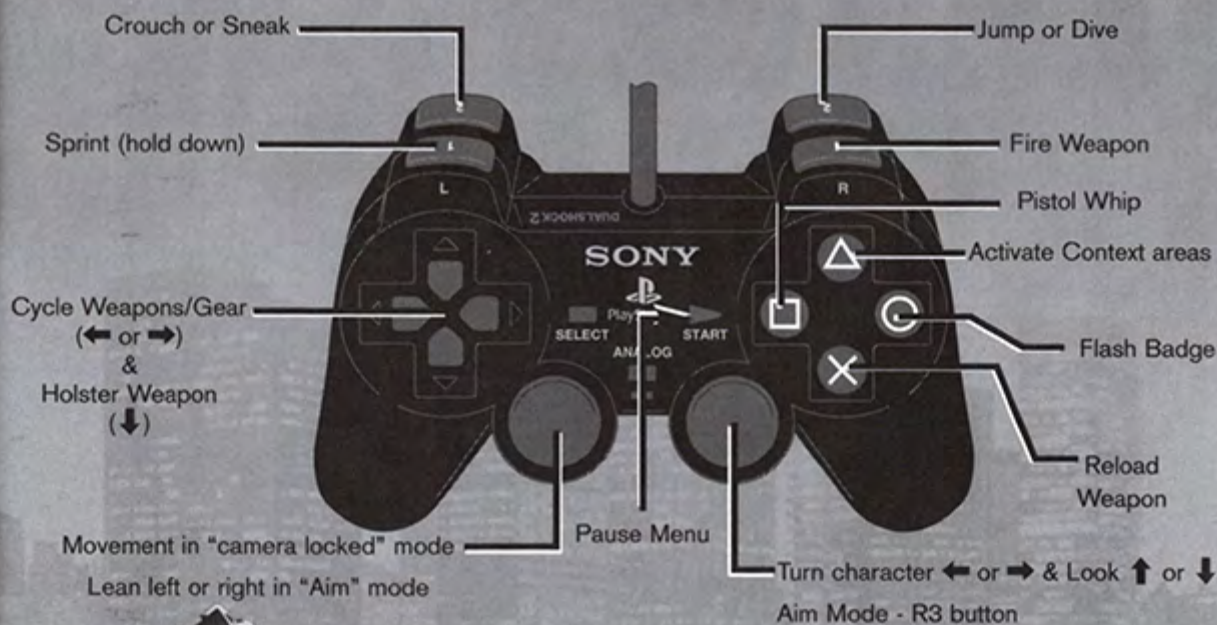
UNARMED MODE

In **UNARMED** mode the controls are "camera relative". This means the character will move in the direction you push the left analog stick. You can also use the right analog stick to move the camera around, rotating it left or right and tilting it up and down.



ARMED MODE

In **ARMED** mode the camera locks behind the character to allow you to keep enemies in sight. The left analog stick now moves the character forwards, backwards, strafe left, and strafe right, while the right analog stick turns the character left or right and looks up or down.



CONTROLS

UNARMED COMBAT

While in **UNARMED** mode, you can fight hand-to-hand with criminals, thugs, or anyone else. You can also arrest anyone on the street.

HAND-TO-HAND COMBAT CONTROLS

PUNCHING & PUNCHING COMBOS –  button (repeat for Combos)

KICKING & KICKING COMBOS –  button (repeat for Combos)

UPPERCUT –  button +  button

LEG-SWEEP –  button +  button

STRADDLE –  button while suspect is prone

GET OFF A DOWNED SUSPECT/RELEASE GRAPPLE –  button

SMACK A DOWNED SUSPECT –  button while straddling

PUMMEL A DOWNED SUSPECT –  button while straddling

ARREST PROCEDURE CONTROLS

INITIATE ARREST –  button

FILL ARREST METER – Repeatedly tap the  button

PULL STRUGGLING SUSPECT TO CENTER – Move the left analog stick in the opposite direction the suspect has moved (note the arrows)

SMACK SUSPECT –  button

KNEE SUSPECT –  button

THROW SUSPECT – Hold the left analog stick in any direction + the  button

CUFF SUSPECT – Once the Arrest Meter is filled, press the  button when the meter swings into the white “sweet spot”

DISARM SUSPECT – If a suspect is holding a weapon, use the left analog stick in any direction and press the  button

NOTE: For more information on Arrests, see **THE ARREST PROCEDURE**, pg. 10.

MISCELLANEOUS CONTROLS

CLIMBING LADDERS –  button when in front of a ladder.

LADDER SLIDE –  button when on a ladder.

SKIP LOGOS/FMV – Press the  button

SKIP POP-UP PDA DIALOG SECTIONS – Press  button

NOTE: For more gameplay information, see **ON THE STREETS**, pgs. 10-12.



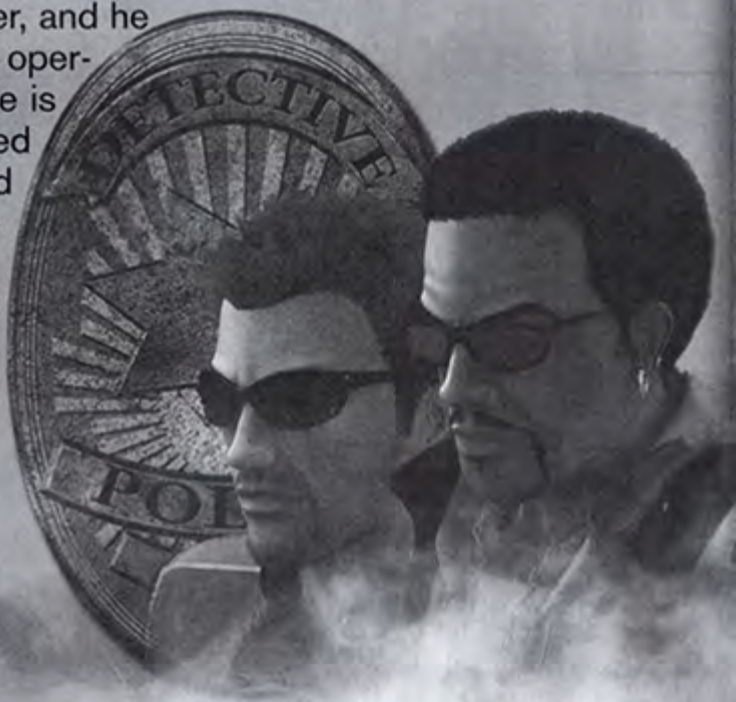
THE STORY

JACK FORZENSKI is a man with a past... a bad past. As an undercover cop on Rockland PD's Narco squad, Jack got in too deep and became an addict. Kicked off the force, Jack endured months of rehab and counseling and has recently been reinstated to the force. This trick was pulled off with much string-pulling by Rockland PD's captain, JOE KOWALSKI, who just happens to be Jack's step-uncle.

MARCUS HILL works for the D.E.A. but his past involves Jack too. They used to be one of Rockland's star teams, busting more perps than the rest of the units put together. Once Jack became addicted, Marcus quit, not respecting Jack for his weakness.

A strong influx of drug trafficking has invaded Rockland and Marcus has returned to his former city tracking a mysterious new drug that is taking over the streets. Marcus and Jack are together again, and both are none too happy about it. Jack has never forgiven Marcus for his lack of support and Marcus still views Jack as a non-disciplined screw-up.

EDDIE JACKSON is a drug-dealer, and he and his gang are caught in a sting operation. Trapped in the street, Eddie is surrounded by cops. One panicked shot by a cop and Eddie is wasted by a rain of bullets. But with his life ebbing away, Jackson injects himself with a syringe and unbelievably he stands up, eyes glowing, and guns down half the police force...



THE CHARACTERS

JACK FORZENSKI

Jack had a rough childhood. With a junkie father and an absent mother, he went to live with his aunt and uncle, Lisa and Joe Kowalski. Jack graduated near the top of his class from the academy, received his POST certificate and joined the NYPD. After serving six years as a beat cop, he managed to get a transfer to Kowalski's precinct and joined the narcotics division. It was there he got in too deep and became an addict. Uncle Joe pulled some strings to send him through rehab and put him on probation. He's back on the force, but now needs to prove himself.



MARCUS HILL



Marcus Hill was born in Chicago, the son of a fireman and a night-duty nurse. He was raised in a deeply religious household amongst three older brothers and a younger sister and brought up with working class values. He was a born athlete, excelling at basketball, football and track, which eventually earned him a football scholarship that took him to a university in upstate New York. After a criminal justice class led to some interest in an FBI position at Quantico, Marcus applied with New York's finest and was working the streets a few months later. He hooked up with Jack Forzenski and busted tons of criminals. Marcus returns to Rockland in his new position as DEA Agent, but he's unhappy about a reunion with the man that almost ruined his career.

CAPT. JOE KOWALSKI

Joe Kowalski is a lifetime cop. His dad was a cop, and his grandfather was in security. Little Jack came to live with them at a young age, determined to leave his old life behind. A no-nonsense, hard-nosed cop, as captain he has the respect, love, hate, and fear of his men.



AGENT DANIELS



Frances Daniels is the head of the NARC organization, an international task force trying to fight the War on Drugs. At once friendly, professional, and coolly distant, Frances Daniels is hunting Sebastian Kale (a.k.a. Mr. Big), the head of the K.R.A.K. crime syndicate.



MAIN MENU

NEW GAME

If you've yet to play and save a game, select this option to start a **NEW** game.

LOAD GAME

If you've played and saved a game in progress, you can load it using this option. You'll view saved games on the memory card. Select the saved game you want to open, and press the **X** button.



OPTIONS MENU

While playing the game, press the **START** button to view the Options Menu. Within the menu, press the directional buttons **↑** and **↓** to highlight an option, then press the **X** button to select and activate an option. Once selected, press the directional buttons **←** and **→** to make adjustments. Press the **△** button to back out of a selected menu.

MISSION

The Mission option reviews your mission objectives and allows you to scroll through the map using the left and right analog sticks. Map icons are described as well.

SAVE/LOAD

Use this option to **SAVE** a game in progress or **LOAD** a saved game. Once selected, you'll have access to files on the memory card in MEMORY CARD slot 1. Highlight the saved game you want to play, then press the **X** button to select it.



STATS

You can view your current game **STATS**. Select the Stats window with the **X** button and scroll the Stats with the left analog stick.

OPTIONS

Audio - Make volume adjustments to the games **EFFECTS** and **MUSIC**. You can also choose from **MONO**, **STEREO** or **PRO LOGIC II** sound Format.

VIDEO - NARC can be played on a **NORMAL** (standard) television screen, or on a **WIDESCREEN** television.

CONTROLS - Choose to turn Vibration **ON** or **OFF**. You can also select **INVERT CAM** to invert the game's default vertical camera.



THE HUD



1. The **BADGE METER/REP RATING** is an indication of how you're currently playing the game...as a good cop or bad cop. As you do "good" or "bad" things, an image of your badge will appear on the upper-left portion of the screen, with a number that starts at 100 and goes down or up depending on your deeds. The lower the number, the more your character becomes a renegade cop. As the number gets very low, civilians and criminals may stop respecting your badge when you flash it. Also, cops on the beat will try and arrest you and if you're really bad, they'll come after you hard! Your Badge Rating can be increased by making legitimate busts and turning evidence in to the police station.

2. The **ADDICTION METER** displays the drug to which you're currently addicted. When the bar to the right of the icon becomes full, you'll experience withdrawals. You can take the drug again to avoid the withdrawals or you can fight it. For more information on **ADDICTION**, see pg. 13.

3. Your **HEALTH METER** displays your current health situation. When the bar is depleted, you're goin' down.

4. Every time you fight with a suspect, your **SUPER BUST METER** will fill up a little bit. When this completely fills up, you can perform a Super Bust. This allows you to bust a suspect without a struggle. Press the **X** button and **□** button simultaneously when the meter fills up.

5. **THE ARREST METER** appears when you start to grapple with someone. To find out more about arresting people, see **ARREST PROCEDURE**, pg. 10.

6. This icon displays the **INVENTORY** object you're currently using. Press the directional buttons **←** or **→** to cycle your inventory, then press the **R1** button to use it.

7. As you move through the environments, this **MAP** displays your current location, as well as the location of things necessary to complete mission objectives.



ON THE STREETS

AIMING

While in normal "3rd-person" mode, the aiming reticule will automatically "snap" onto a nearby target, allowing easier targeting during combat. If you want more precision control, press the R3 button and the character will enter "aim" mode where he will be locked in place and the right analog stick will aim the reticule. Also, in this mode, the left analog stick will lean the character right or left. Press the R3 button again to return to 3rd person mode.

THE ARREST PROCEDURE

To arrest a suspect, approach him (with weapon put away) and press the **△** button. This initiates a struggle, and the arrest meter will appear. The object is to press the **△** button fast enough to fill the meter with blue.



NOTE:

1. The tougher the criminal, the more speedily the **△** button needs to be pressed to fill the meter.
2. If you've taken the time to "soften up" the suspect by beating him up a little first, his arrest meter will be partially red – meaning you don't have to fill the red and the meter will swing slower.
3. If a criminal tries to break free during this struggle, an arrow will appear telling you which direction to press the left analog stick. This directional movement will help keep the criminal centered in the grapple hold.

Once the meter is filled, the suspect is tired and you have one chance to throw handcuffs on them before they recover. The meter will reset and start filling up again quickly. Press the **×** button when the meter is in the white "sweet spot" to complete the arrest.

If a suspect has been knocked out or has surrendered (by raising hands if badge is flashed) they will be arrested as soon as you press the **△** button.

(ARREST PROCEDURE controls can be viewed on page 5.)

CRIMES

There are many crimes occurring on the mean streets of the city. As you witness them, you can choose to do something about it or not. How you choose to deal with a crime is up to you, but how you deal with it may affect your badge rating (see BADGE METER, pg. 9).



ON THE STREETS

BEING BUSTED DOWN AND BEING PROMOTED

Once your badge rating falls below a certain point you will be busted down to beat cop. Your character will now appear in a normal police officer's uniform, and you will no longer be allowed to begin any missions.

In order to get yourself back on the NARC squad you will be required to bust criminals, and deposit evidence. As you do these "good" things you will be rewarded with badge points. Once your badge rating reaches 70 you will be promoted, and return to your normal character outfit. At this time you will also be able to resume missions.

On the other hand, if you choose to continue down the bad path, you will eventually be busted off of the police force completely. If this occurs your character will appear in tattered junkie clothes, and you will lose all police privileges.

COLLECTING AND DEPOSITING THE EVIDENCE

As you bust criminals, they'll drop any drugs or cash that they're carrying. To collect it, step over it. The evidence will go into your inventory and stay there until you decide what to do with it. The right thing to do is turn it in to the EVIDENCE DEPOSIT BOX at the police station. When standing in front of the DEPOSIT BOX, choose an item in your inventory and press the **△** button to open the box. Every time you press **△** button, some evidence will be deposited and your BADGE METER will increase.



CARD/DICE GAME

Scattered around the city are some card games and dice games for your gambling pleasure. If you see a guy standing behind a barrel with a board on it, walk up to him with some cash in your hand and press the **△** button. Once you've had your fun, bust him if you like!

WEAPONS VAN

Items for missions can be picked up at the police yard. However, if your BADGE RATING is too low, you will not be permitted entry. In that case, just track down the neighborhood Weapons Van. Just walk up to the black truck and press the **△** button. You can then buy whatever you need.



ON THE STREETS

HIDDEN DRUG STASHES

There are 25 hidden drug stashes throughout each of USA and Asia. If you find all 25 stashes in USA, the classic NARC Arcade Game is unlocked and can be played from the Main Menu. If you find all 25 stashes in Asia, a bonus mission is unlocked.

NARC CRIMES

- Assault w/ firearm
- Breakdancer
- Car Jacker
- Drug deal
- Drunk
- Graffiti artist
- Hooker
- Jumper
- Junkie
- Preacher
- Purse snatching
- Smash and grab



CASH

Cash is a nice thing to have when you're unable to get weapons at the Police Station. You can use it to purchase weapons or do a little gambling on the street.



GAMBLING

Spread throughout the cities are two gambling mini-games:

3-CARD MONTE

Bet \$100 and follow the queen. The more you win, the faster the cards will shuffle. Win too much and the guy will close down.

DICE

Bet on the odds of a particular type of roll coming up.

ON THE STREETS

ADDICTION

SELLING DRUGS – Press the directional buttons ← or → to select a drug. Walk up to any civilian and press the **△** button. They may or may not accept, and once in awhile, they may be an undercover cop!

TAKING DRUGS – Press the directional buttons ← or → to select a drug then press the **R1** button to take the drug.

Some drugs are more addictive than others, although you will eventually become addicted to any drug if you use it enough.

For example, if you use crack twice you will begin to become addicted. Once your addiction starts you will notice a crack icon appear on the lower left edge of your screen. There will be a meter next to the icon which will start to fill. You can temporarily cool your addiction by taking more of the same drug, but this only offers a temporary respite, and next time your meter will fill up quicker. Eventually you will need to fight your addiction.

FIGHTING THE ADDICTION - Once your meter completely fills the world will freeze, your controller will vibrate and you'll see your character beginning to fight his addiction. A meter will then appear at your feet. Use the right analog stick to keep the arrow in the green area. If you allow the arrow to enter the red your character will black out, and you will begin in another area of the city with a lower badge rating, and no inventory. If you successfully fight the addiction your character will now be clean.

If a player is unable to beat the addiction mechanic 3 times in a row, they will receive a message saying "cold turkey." This means that you have gone through enough, and will now no longer be addicted to this drug.

INTERNAL AFFAIRS

- Each character will be busted from **NARC SQUAD** to **BEAT COP** when the badge rating falls to 49. They will be further busted to **JOBLESS** when the badge rating falls to 24.
- To climb back to **BEAT COP** level, you must raise the badge rating to 35. To be re-instated to the **NARC SQUAD**, the player must raise the badge rating to 70.

NOTE: You cannot access any story or side missions while you are a **BEAT COP** or **JOBLESS**.

- When you're **JOBLESS**, cops will attack if you perform any crime in view of a cop (selling drugs, taking drugs, causing violence to any AI, firing a weapon, etc.). When your badge rating falls below 15, any cops that spot you will chase and try to arrest you. When the badge rating falls below 5, the game will spawn cops to arrest or shoot you.



DRUGS

POT

Slows you and the world down, but aiming speed remains normal, allowing you to seem to react faster.



ECSTASY

While on Ecstasy, enemies do not attack. Enemies will start attacking after the drug wears off or if you begin to attack them.



SPEED

This makes you faster than the rest of the world. You can run, fight, shoot, etc. faster than normal.



QUAALUDES (PURPLE)

'Ludes pause the world and transition you into a first-person view. This allows you to stop the action, look around and zoom in and out to get a tactical view of the situation.



LSD

Civilians grow devil heads (bad guys) or jester heads (innocents) that allow you to identify bad guy from innocent civilian.



CRACK

This makes you a "crack" shot. All shots fired are one-shot kills.



LIQUID SOUL

This makes you super-strong. Punches do more damage and kicks will kick heads clean off. However, it makes all civilians look like bad guys.



PROTODONE

This drug will cure you of any addiction you have.



THE WEAPONS

Weapons are found within your inventory. Press the directional buttons ← or → to cycle available weapons on your inventory.



Fists



Revolver



Pistol



Silenced Pistol



Machine Pistol



Assault Rifle



Sniper Rifle



Shotgun



Heavy Gun



Gatling Gun



Flame Thrower



Grenade Launcher
(explosive or smoke)



Rocket Launcher



Surveillance Camera



Shotgun Microphone



CREDITS

PRODUCER Wayne Cline
ASSOCIATE PRODUCERS Ed Tucker & Aaron Orsak
EXECUTIVE PRODUCER Scot Lane

POINT OF VIEW

LEAD PROGRAMMERS Alex Dubnik & Scott Penso
PROGRAMMERS Jonathan Stair, Scott Penso, Mike Terlecki, Steven Lashower,
Kamran Manoochehri & Christopher Warner
ARTISTS Jung Lee, Tim Holtermann, Vince Joly, Darren Baines, Mike Witt,
Hoang Nguyen & Jay R. Baker
LEAD SCRIPTER Kraig Horigan
SCRIPTERS Sean "The Man" Williams, Henry C. Lee, Michael Wildermuth
& Robert Evinger
ADDITIONAL SCRIPTING John "Doughboy" Bautista
AUDIO TECHNICIAN Robert Evinger
EXECUTIVE PRODUCER Jesse Taylor
PRODUCER Jon Sieker
ASSISTANT PRODUCER Antonio "Tony" Trillo
SPECIAL THANKS Andy West, Andy Findlay, Jonathan Cooper, Bob Cantrell,
Lea Shifflett, Bev Taylor, Sabina Horigan, Marmalade, Judge M,
Jade Mazzio & Donde Ess

MIDWAY 3RD PARTY PRODUCTION

ASSISTANT PRODUCER Regan Kerwin
TECHNICAL DIRECTORS Gabriel Valencia
ART DIRECTORS Craig Rundels, Jimmy Almeida, Bill Tiller & Mychael Miller
CREATIVE DIRECTOR Tom Hall
DEVELOPMENT DIRECTOR Mark Teal

QUALITY ASSURANCE

SUPERVISORS AJ Briones & Adam Jones
LEAD PRODUCT ANALYST Myong Hong
ASSISTANT LEAD PRODUCT ANALYST Mark Fontecha
TECHNICAL STANDARD ANALYSTS Colin Payette, Josh Palmer & Jennifer Johnson
PRODUCT ANALYSTS Leroy Butler, Cailab Bourell, Travis Butler, Jared Hamiter,
Robbin Hutchison, Matt Jenkins, Adrian Nutter, Robert Randall
& Jim Sanders
QA DIRECTOR Paul Sterngold

MARKETING & P.R.

PRODUCT MANAGER Jack Van Leer
MEDIA RELATIONS MANAGER Natalie Salzman
DIRECTOR OF PUBLIC RELATIONS Reilly Brennan
VP OF MARKETING Mona Hamilton

LICENSING

VP OF LICENSING Steve Booth
LICENSING COORDINATORS Nicole Garcia & Amy Probst

PRINT DESIGN & PRODUCTION

Midway Creative Services, San Diego, Ca.

CREATIVE MEDIA

DIRECTOR OF CREATIVE MEDIA Christa Woss
PROJECT MANAGER BethAnn Smukowski
EDITOR/PRODUCER Chris Skrundz

SOUND DESIGN

AUDIO ENGINEER Drew Rydberg
AUDIO MANAGER Alexander Brandon

CREDITS

LEGAL COUNSEL

LICENSING COUNSEL Rob Gustafson
 ASSOCIATE GENERAL COUNSEL Cory Halpern
 VP, SECRETARY & GENERAL COUNSEL Debbie Fulton

MIDWAY MANAGEMENT

EXEC. VP, PRODUCT DEVELOPMENT - SAN DIEGO ... Steve Crane
 PRESIDENT & CEO David Zucker
 SENIOR VICE PRESIDENT Matt Booty
 VICE PRESIDENT OF ENTERTAINMENT Mark Beaumont
 VP, BUSINESS DEVELOPMENT & ACQUISITIONS ... Lee Jacobson
 SR. VP, MARKETING & CHIEF MKTG OFFICER ... Steve Allison
 MARKETING DIRECTOR Tom McClure
 SPECIAL THANKS Danielle Abbott, Weston Boucher, Serena Chan, Sandi Dehtjter,
 Matt Kaplan, Joe Kerwin, Hedy Jardine, Rare Macapayag,
 Lisa Martin, Terri Raymer, Randy Severin, John Vignocchi
 & Carly Yandell

VOICE PRODUCTION

CAST BILL BELLAMY as Marcus Hill, MICHAEL MADSEN as Jack Forzenski,
RON PEARLMAN as Capt. Kowalski & MICHAEL WINCOTT as Mr. Big
 CAST (USA) VANESSA MARSHALL as Daniels/Enforcer & Hooker; BRIGITTE BURDINE as Civilian
HENRY DITTMAN as Buyer, American Jumper, Civilian, Thug & Cop
ANDRE SOGLIUZZO as Jose the Hook, Cop & Thug; ANDREA METTY as Civilian
MICHAEL BELL as Supplier, Thug, Cop, Jumper #2 & Bum
FRED TATIASCIORRE as Fish, Weapons Dealer, Thug, Civilian, Eddie Jackson & Cop
DREW MASSEY as Cop, Thug & Civilian; STUART ROBINSON as Cop, Thug & Civilian
CHRIS SMITH as Cop, Thug & Civilian, Junkie; MICHELLE TOMLINSON as Civilian
 CAST (HONG KONG) JAMES HONG as Inspector Lau; ROBERT WU as Yung, Asian Jumper & Asian Cop
DANA LEE as Fake Inspector Lau, Ambassador Shing & Crime Lord
KIM MAI Guest as Lucy Chen & Civilian; GEORGE CHEUNG as Uncle Liu, Bum & Cop
RON YUAN as Fat Henchman, Civilian & Asian Cop
HANS CHO as Concierge, Thug & Craps Dealer; ARCHIE KAO as Thug, Monk & Bum
PETER KWONG as Monk, Thug, Civilian, Cop & Fat Henchman #2
JACK ONG as Civilian, Thug, Monty Dealer; ELIZABETH PAN as Civilian & Hooker
JIM LAU as Thug, Civilian, Cop & Fat Henchman #1; ELIZABETH SUNG as Civilian
JAMES SIE as Monk, Cop & Civilian; ; GWENDOLYN YEO as Civilian & Hooker

VO PRODUCED BY Black Powder Media Inc.
 DIRECTOR Art Currim
 CASTING DIRECTOR Brigitte Burdine
 SCRIPT SUPERVISOR Michelle Tomlinson

CG SEQUENCES PRODUCTION

CG SEQUENCES PRODUCED BY Act3animation
 STUDIO CREATIVE DIRECTOR Mike Hollands
 DIRECTOR Mark Angeli
 PRODUCER Thomas Schober
 PRODUCTION MANAGER Jim Kalogiratos
 STUDIO ASSISTANT Cara Thorne
 1ST AD/COMPOSITOR/LAYOUT ARTIST Adam White
 LAYOUT/ANIMATION Cameron Crichton, Dean Elliott & Shane Hall
 VFX/MODELING/LIGHTING/TD Jordan Walsh & Ben Bryan
 CHARACTER TD/LIPSYNCH/LIGHTING/TD Chris Gray
 CHARACTER TD/MODELING Stephen Gray
 VFX TD Chris Breeze
 PERFORMANCE CAPTURE ACTORS STEVE MOUZAKIS as Marcus; MING ZHU HUI as Agent Daniels;
GREG ULFAN as Jack; POLASH LARSEN as Captain Kolowski & others



CREDITS

VIS ENTERTAINMENT

ORIGINAL GAME CONCEPT Frank Arnot
PRODUCER Andy Findlay
PRESIDENT & CEO Chris van der Kuyl
DIRECTOR OF DEVELOPMENT Paddy Burns
SPECIAL THANKS TO Darren Baines, Matt Bett, Pete Brace, Rory Bryan, Jeff Cairns, Laura Calder, Ed Campbell, Stewart Clark, Martin Connor, Justin Cowie, Jonathan Cooper, Adam Croston, Scott Dunbar, John Duthie, Jock Findlay, Bernat Fornes, Tom Goodchild, Luke Halliwell, Mark Hughes, Stephen Iannetta, Stacey Jamieson, David Keningale, Dinesh Mahathevan, David Mayne, Jim McLeish, Dave Morrison, Chris Mullender, Paul New, Alan North, Richard Reavy, Bryan Robertson, Donald Robertson, Andy Sawers, Bob Shand, Paul Simms, Jim Stewart, Daire Stockdale, Andy Strachan, Hussam Suliman, Ben Tayler, David Thomson, Chris Trewartha, Andy West & Gordon Wood

MUSIC CREDITS

"The Bottle"

Written and performed by Gil Scott-Heron

© 1998 Rimal-Gia Ltd./TVT Records

Licensed Courtesy of TVT Records

Published by Brouhaha Music

"Step On"

Written by John Kongos and Chris Demetriou

Performed by Happy Mondays

© 1990 Elektra Entertainment Group

Produced Under License From Elektra Entertainment Group By Arrangement with Warner Strategic Marketing Inc.

© 1971 (Renewed) Tapestry Music Ltd., London, England TRO - Essex Music International, Inc., New York, controls all publication rights for the U.S.A. and Canada

"White Lines (Don't Don't Do It)"

Written by Sylvia Robinson and Melvin Glover

Performed by Grandmaster Melle Mel & Sugarhill Gang

Used Courtesy of the Robinson Music Group, LLC

Published by Sugar Hill Publishing and Liquid Liquid Publishing

"Pusherman"

Written and performed by Curtis Mayfield

© 1972 Curtom Records Of Atlanta Inc.

Produced Under License From Warner Strategic Marketing Inc.

© 1972 (Renewed) Warner-Tamerlane Publishing Corp. (BMI) and Todd Mayfield

"Freddie's Dead"

Written and performed by Curtis Mayfield

© 1972 Curtom Records Of Atlanta Inc.

Produced Under License From Warner Strategic Marketing Inc.

© 1972 (Renewed) Warner-Tamerlane Publishing Corp. (BMI) and Todd Mayfield

"That Smell"

Written by Ronnie Van Zant and Allen Collins

Performed by Lynyrd Skynyrd

Courtesy of Geffen Records under license from Universal Music Enterprises

© 1977 Songs of Universal, Inc. and Get Loose Music, Inc. (BMI)

All rights admin. by Songs of Universal, Inc.

CREDITS

"The Professional"

Written by Earl Simmons and Anthony Fields

Performed by DMX

Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises

© 1999 Dead Game Publishing, Pent-1 Publishing (ASCAP) and Boomer X Publishing, Inc. (ASCAP)

All rights for Dead Game Publishing controlled and admin. by EMI April Music Inc. (ASCAP)

All rights for Boomer X Publishing, Inc. admin. by Universal Music Corp. (ASCAP)

"Golden Brown"

Written by Hugh Alan Cornwell, Brian Duffy, David Greenfield and Jean Jacques Burnel

Performed by The Stranglers

Courtesy of Epic Records

by arrangement with SONY BMG MUSIC Licensing

© 1981 EMI Music Publishing Ltd.

All rights for EMI Music Publishing Ltd. in the U.S. & Canada controlled and admin. by

Colgems - EMI Music Inc. (ASCAP)

"Smoke Two Joints"

Written by Chris Kay and Michael Kay

Performed by The Toytes

Courtesy of CD Tunes Records

© 1983 Wishes & Dreams Music (ASCAP) admin. by Bug

"Hits From the Bong"

Written by John Hurley, Ronnie Wilkins, Larry Muggerud and Louis Freese

Performed by Cypress Hill

Courtesy of Columbia Records

by arrangement with SONY BMG MUSIC Licensing

© 1993 Sony/ATV Tree Publishing (BMI), Universal Music Corp. and Soul Assassins Music (ASCAP) and BMG

Songs, Inc. (ASCAP) o/b/o Cypress Phunky Music

All rights for Universal Music Corp. and Soul Assassins Music admin. by Universal Music Corp. (ASCAP)

"Break the Law"

Performed by Tony Gunz -n- Swif

Written by Adam Cherrington, Anthony Dash and Aaron Latroy Jenkins

Produced by Adam "Wyshmaster" Cherrington

"Darker Side"

Performed by Gravity

Written by Adam Cherrington and A. Barravecchio

Produced by Adam "Wyshmaster" Cherrington

"Dopeman 2004"

Performed by Kenny Knox and Rofetti

Written by Adam Cherrington and Kenny Knox and Rory Owens

Produced by Adam "Wyshmaster" Cherrington

"Heard He Narcin"

Performed by Point Game

Written by Nathan Murphree and Brandon Ranard Burris

Produced by Sho-Down

"N.A.R.C."

Performed by Jelly Joe

Written by Adam Cherrington and Joe Young

Produced by Adam "Wyshmaster" Cherrington

"NARC Anthem"

Performed by Kenny Knox

Written by Adam Cherrington and Kenny Knox

Produced by Adam "Wyshmaster" Cherrington

"South Block"

Performed by Camden

Written by Adam Cherrington and Lester Woods

Produced by Adam "Wyshmaster" Cherrington

All Rights Reserved. International Copyright Secured. Used by Permission.



MORTAL KOMBAT[™]

DECEPTION



"BEST FIGHTING
GAME OF E3"



"BEST FIGHTING
GAME OF E3"

IT WILL KONSUME YOU.

MORTALKOMBATDECEPTION.COM

PlayStation 2



Blood and Gore
Intense Violence



Mortal Kombat® Deception™ © 2004 Midway Amusement Games, LLC. All rights reserved. MORTAL KOMBAT, the dragon logo, MIDWAY, and the Midway logo are registered trademarks of Midway Amusement Games, LLC. MORTAL KOMBAT DECEPTION, the M in a circle logo and all character names are trademarks of Midway Amusement Games, LLC. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved. Used by permission. Midway Amusement Games, LLC and its affiliates do not monitor, endorse or accept responsibility for the content of any non-Midway website. Distributed under license by Midway Home Entertainment Inc.

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The Online icon is a trademark of Sony Computer Entertainment America Inc. Online play requires internet connection, Network Adaptor (for PlayStation 2) and Memory Card (8MB) (for PlayStation 2) (each sold separately).

WARRANTY

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

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 Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE Midway Home Entertainment Inc. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS Midway Home Entertainment Inc. SOFTWARE PRODUCT.

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

Midway Home Entertainment Inc.
Attn: Tech/Customer Support
6755 Mira Mesa Blvd., Suite 123-155
San Diego, Ca 92121

Toll Free: 1-866-588-GAME
Direct: 858-450-8190
Fax: 858-658-9027
Email: support@midway.com

Hints and Tips

For the hottest tips and codes for Midway games, call 1-800-448-HINT (4468). Automated tips and codes are available 24 hours a day, 7 days a week. The cost for automated hints is \$1.50 per minute. Live operator support is available Monday through Friday from 10 am to 6:30 pm Pacific Time. You must be 18 years of age or older or have parental consent to call this number. A touchtone phone is required. Messages are subject to change without notice.



AREA-51®

AREA51-GAME.COM

THE CONSPIRACY IS
NO LONGER A THEORY.

450801239

1004773480

-R 13402345

-R 13402357

255940235

-R 13402345

450801239

-R 13402345

1004773480

-R 13402345

-R 13402357

255940235

-R 13402345

450801239

1004773480

-R 13402345

-R 13402357

255940235

-R 13402345

450801239

1004773480

-R 13402345

-R 13402357

255940235

-R 13402345

450801239

1004773480

-R 13402345

-R 13402357

255940235

-R 13402345

450801239

1004773480

-R 13402345

-R 13402357

255940235

-R 13402345

450801239

1004773480

-R 13402345

-R 13402357

255940235

-R 13402345



PlayStation 2



Area 51 © 2005 Midway Games West Inc. All rights reserved. Area 51 is a registered trademark of Midway Games West Inc. MIDWAY, and the Midway logos are registered trademarks of Midway Amusement Games, LLC. Used by permission. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved. Distributed under license by Midway Home Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online play requires internet connection, Network Adaptor (for PlayStation 2) and Memory Card (8MB) (for PlayStation 2) (each sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.



Blood
Intense Violence
Strong Language