

THE SCORPION KING™



RISE OF THE AKKADIAN



**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.



THE SCORPION. KING™ :

RISE OF THE AKKADIAN

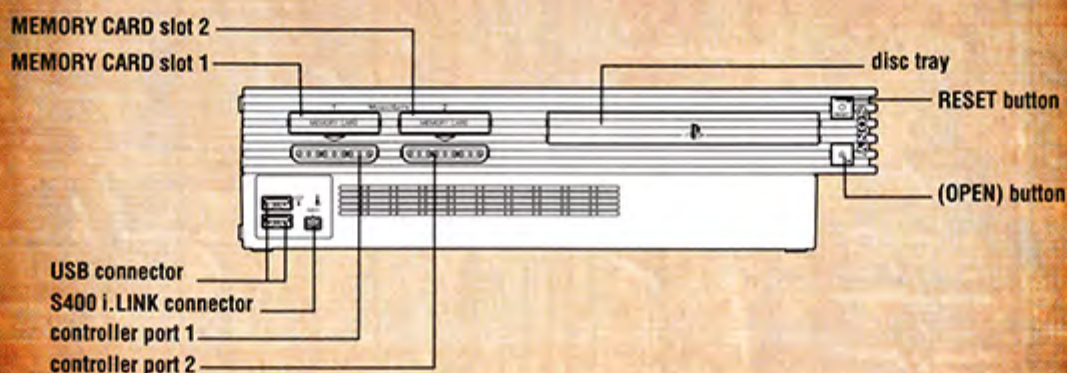
TABLE OF CONTENTS

Getting Started	2
Controls	3
Introduction	4
Main Menu	5
Playing the Game	6
The HUD (Heads-Up Display)	6
Moving Mathayus	7
Fighting	8
Blocking	9
Picking Up Objects	9
Weapons	10
Shields	12
Power-Ups	13
Status Effects	14
Pause Menu	14
Bonus Menu	15
Saving and Loading Games	15
Hints	16
Cast of Characters	17
Customer Support	18
Credits	19
Notes	22
Limited Warranty	24

"The Scorpion King: Rise of the Akkadian" interactive game ©2002 Universal Interactive, Inc. The Scorpion King and related characters are TM and © of Universal Studios. Licensed by Universal Studios Licensing LLLP. All rights reserved. A note to parents: Consult www.filmratings.com for more information regarding movie ratings in making viewing choices for children. All rights reserved. All other trademarks are property of their respective owners.

GETTING STARTED

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



Set up your PlayStation®2 computer entertainment system according to the instructions in the instruction manual. Make sure the MAIN POWER switch (located in 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 *The Scorpion King: Rise of the Akkadian* disc on the disc tray with the label side up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals as appropriate.

Follow the on-screen instructions and refer to this manual for information on using *The Scorpion King: Rise of the Akkadian*.

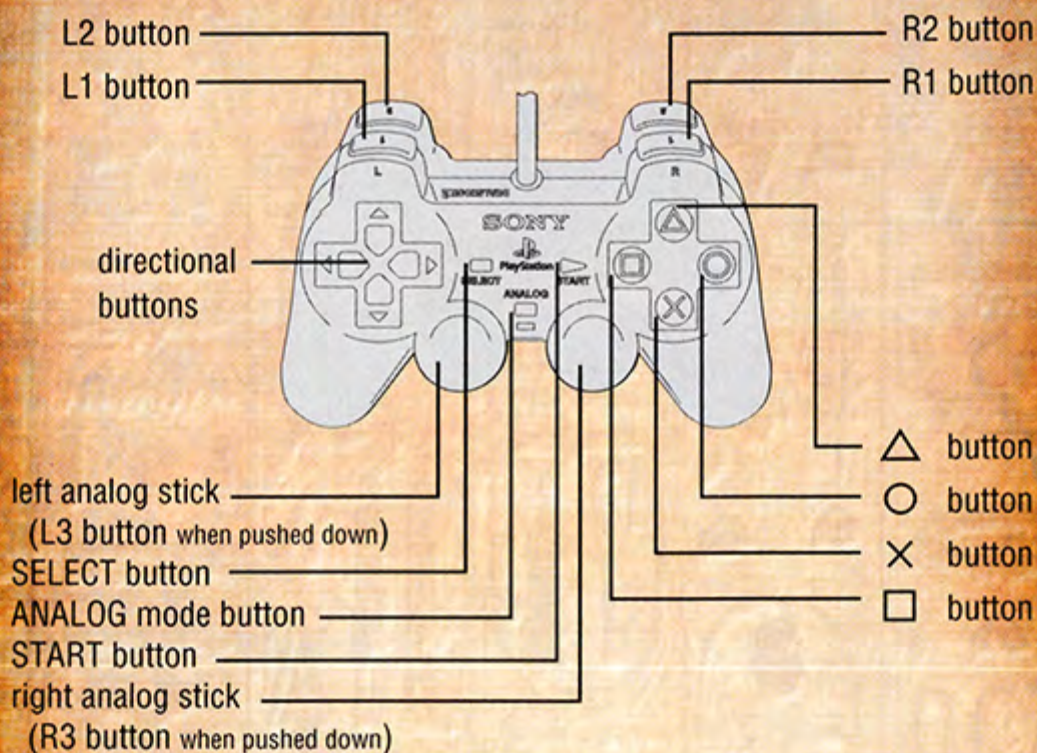
MEMORY CARD (8MB) (FOR PLAYSTATION®2)

The Scorpion King: Rise of the Akkadian lets you save games at their current level of play onto a memory card (8MB) (for PlayStation®2), and resume play on previously saved games. A memory card (8MB) (for PlayStation®2) is required. BEFORE starting play, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 on the PlayStation®2 game console.

Important: Do not switch off the MAIN POWER switch, or remove or insert a memory card (8MB) (for PlayStation®2), or Controllers while saving or loading games. Doing so could damage the game data.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Use the following controls to navigate through the menu screens:

directional button or left analog Stick	Highlight menu item
⊗ button	Select/Advance to next screen
△ button	Cancel/Return to previous screen

INTRODUCTION

EXPERIENCE THE ADVENTURE THAT STARTED IT ALL.

In an original story inspired by the blockbuster film, *The Scorpion King*™, Mathayus goes on many adventures. All legends must start somewhere, and this is his story.

It begins in the village, where King Urmhet personally oversees the training of his warrior tribe, before sending them out into the world to dispense justice—for the right price. The Akkadians are assassins, masters of the art of combat, and honorable warriors who risk their lives for their king and their people.

But evil is creeping into the land, summoned by a sinister sorcerer bent on filling the world with chaos, and the time of the Akkadians is about to come to a tragic end.

From the ashes will rise a man driven by an oath to his dying king, a man who will embark on a long, dark journey through hostile lands, a man who will stop at nothing to avenge his people.



A man who will one day be known as ...
THE SCORPION KING.

CONTROLS

directional buttons	Select Weapon
SELECT button	No Function
START button	Pause/Option Menu
⊗ button	Normal Attack/Action/Pick Up and Drop Object/Throw Object
△ button	Special Attack (uses Stamina)
□ button	Strong Attack
○ button	Jump
left analog stick	Move Mathayus
right analog stick	Rotate Camera
L1 button	Block
L2 button	No Function
L3 button	No Function
R1 button	Taunt
R2 button	Camera Reset
R3 button	No Function

MAIN MENU

Select from these options on the Main Menu Screen:



New Game
Start the game from the beginning.

Load Game
Load a previously saved game.

Bonus
View any bonus features that have been unlocked.

Options
Select options for Controls, Sound, Screen Adjust, Heads-Up Display, and Credits.

PLAYING THE GAME

THE HUD (HEADS-UP DISPLAY)

The HUD displays important information about your controls and your character.



In the upper left corner of the screen is the *Player Status HUD*, which displays the following information:

- X *Player Health Bar*: The upper bar displays Mathayus's health. When he runs out of health, he loses one tail gem. Mathayus will die if he runs out of tail gems.
- X *Stamina Bar*: The lower bar indicates Mathayus's current level of stamina. Stamina is needed to perform special moves.
- X *Tail Gems*: Each of these gems represents one full health bar. Mathayus will gain gems throughout his adventure, thus prolonging his life.

In the upper right corner of the screen is the *Weapon Status HUD*, which displays the following information:

- X *Weapon Select Indicator*: The four large gems represent the directional buttons on the DualShock®2 analog controller. Pressing the appropriate button will equip the weapons as follows:

Up: Gauntlet
Down: Spear

Left: One-Handed Sword
Right: Two-Handed Sword

- X Weapon Power Indicator:* The number of tail gems indicates the maximum power level of the equipped weapon; the current power of the weapon is shown by the illuminated tail gems.

Other elements of the screen display only appear at certain times:

- X Ruby Count:* This displays how many rubies you have found, along with the total number of rubies in the current level.
- X Enemy Count:* This displays how many enemies remain in the current area. Usually, you must kill all of the enemies to move on to the next level.
- X Enemy Health:* A small bar above each enemy shows his remaining Health. Use this information to determine where to direct your attacks.
- X Boss Health Bar:* When fighting a Boss, his Health Bar will remain onscreen throughout the entire fight. This will help you to determine your fighting strategy.

MOVING MATHAYUS

Move him using the Left Analog Stick. His speed will change depending on how far the stick is pushed. The  button will make Mathayus jump. Use this to avoid certain attacks and to reach high ledges. Push the left analog stick towards a small ledge to make him climb.



FIGHTING

King Urmhet has trained Mathayus well. Throughout the adventure, Mathayus will show his skill with a variety of deadly weapons.



- X The  button performs a Normal Attack with the current weapon.
- X The  button performs a Strong Attack with the current weapon.



- X Normal and Strong Attacks can be chained together to form Combos. Each weapon type has its own set of Combos—try different chains to find them all!
- X Pressing an Attack Button while running performs a Charge Attack. These moves are more powerful than regular attacks, but cannot be turned into Combos.
- X Try using Normal and Strong Attacks during a Jump.
- X The  button unleashes Special Attacks. These moves drain stamina, and can be used only if Mathayus has collected enough stamina. Special Attacks cause a lot of damage, and most enemies cannot block them. Use them to break free from surrounding enemies.
- X Every successful hit slightly recharges Mathayus's stamina.
- X If an opponent is close, press  and  buttons together to hurl him over your head!
- X Press the R1 button to taunt your enemies!

BLOCKING



Press the L1 button to block. Mathayus takes reduced damage when blocking, and takes no damage if he is wearing a shield. Watch out for unblockable attacks. When an enemy appears to

be building up an attack, get out of the way! Mathayus has *Normal*, *Strong* and *Special Attacks* while blocking. These are useful for breaking out of sticky situations. All enemies are susceptible to Mathayus's attacks, but some attacks are more effective than others against certain types of enemies. Experiment with various weapons and combos to quickly defeat each enemy.

PICKING UP OBJECTS

If you see an object in the level, you can probably smash it with your attacks. Often, you can pick up objects and carry them around.

- X Press the (X) button over an object to pick it up. If Mathayus lifts an object above his head, he will be able to throw it at his enemies.
- X Press the (X) button again to throw objects. If Mathayus carries the object in front of him, it is too heavy to throw, but probably has some other purpose.
- X Use objects in the environment to give yourself the upper hand in battles.
- X Some objects contain surprises. You might not want to be nearby when they break.



WEAPONS

Mathayus begins his journey with his bare hands as his only weapon. However, he will quickly find new weapons and moves. There are four classes of weapons in *The Scorpion King: Rise of the Akkadian*:

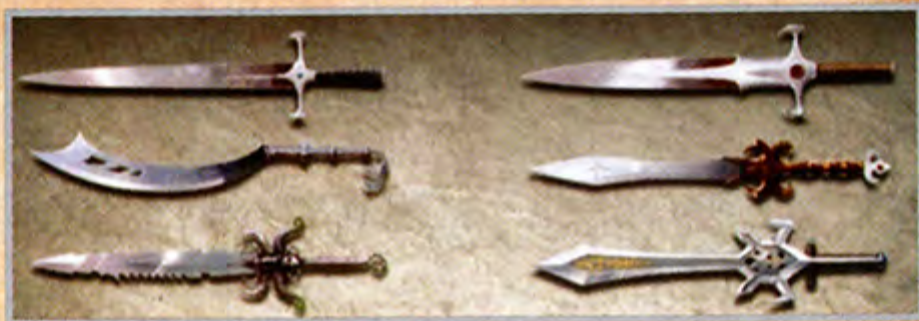
X Gauntlets: These are a combination of gloves and bracers that enhance Mathayus's bare-handed moves.



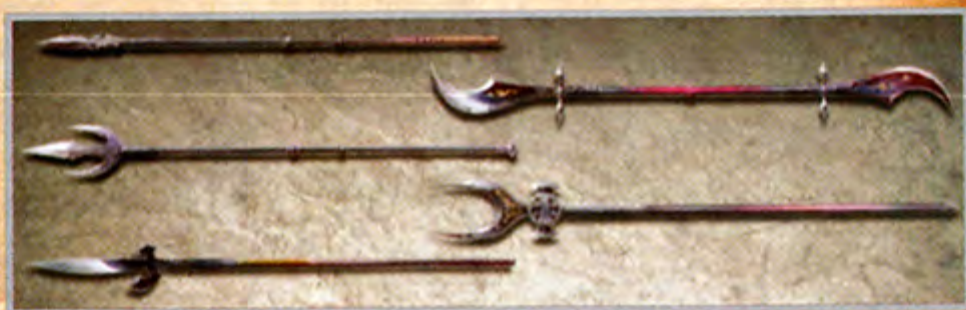
X One-Handed Swords: These weapons give a very nice balance of speed and range, hitting enemies on either side, as well as those directly in front.



X *Two-Handed Swords*: These enormous broadswords can devastate enemies in just two strikes, but they are slow and unwieldy, and take time to master.



X *Spears*: These weapons are relatively weak, especially compared to the Two-Handed Swords, but they allow Mathayus to perform quick attacks with a huge range.



Weapons are unlocked by opening the large weapon chests found throughout the game. When you find a new weapon class, it appears in the Weapon Status HUD. Finding a new weapon within a class opens up the next tail gem in the Weapon Status HUD and fully powers up that weapon. If Mathayus dies, he will reappear at the last checkpoint with all his weapons powered down. However, he can power his weapons back up to the highest unlocked level by finding weapon power-ups.

There are five weapons in each weapon class, plus one extra Two-Handed Sword, which is obtained only in very special circumstances.

SHIELDS

Mathayus will find many shields in the game's environments. He can pick up and equip these shields simply by running over them. When Mathayus is attacked, shields block 100% of incoming damage as long as he is Blocking at the moment of impact (press the L1 button to Block). The shield will take damage in Mathayus's place. Each type of shield can absorb a certain number of hits before it breaks. The color of the block effect will show the shield's current status. If this turns red, the shield is about to break. If you are already carrying a shield when you pick up another one, your first shield will be replaced by the new one. You can always go back and pick it up later. Some examples of Shields:



Round Shield

The most basic wooden shield, it can absorb only a few hits before it is gone forever.



Spiked Shield

A formidable looking shield with vicious spikes around the rim, it can be used as a defense or to smash into an enemy.

POWER-UPS

There are many power-ups to be found. Most are in plain view. Others are hidden inside breakable objects or are dropped by enemies. Some are hidden even more cunningly.



Health

Grab these to give an instant boost to your health.

Maximum Health-Up

These rare power-ups increase your maximum health by lighting up an additional tail gem in the Player Status HUD. You will usually have to perform an extraordinary feat to earn one of them, but they are well worth it!



Stamina

You regain stamina by hitting enemies, but you can build it up more quickly by finding stamina power-ups.



Strength-Up

This power-up permanently makes Mathayus stronger in battle. Each one has a small effect, but add them up and Mathayus will be able to destroy some enemies with a single hit!



Endurance-Up

This permanently increases Mathayus's resistance to damage.



Blood Rubies

Many blood rubies are hidden throughout the game. Find rubies to unlock secrets.

Cures

These power-ups cure the various status effects that afflict Mathayus.



Cure
Poison



Cure
Slow



Cure
Wither



STATUS EFFECTS

The following status effects can be inflicted by certain enemy attacks:

- X Poison:* Drains Mathayus's health
- X Wither:* Drains Mathayus's stamina
- X Slow:* Mathayus will be unable to run or jump for a short time
- X Fire:* Quickly drains Mathayus's health and stamina; jumping into water will put out fire

PAUSE MENU

Press the START button to pause the game and enter the Pause Menu. From here, select from the following options:

- X Continue:* Resume the game.
- X Weapons:* View all of the Combos for the weapons that have been found.
- X Options:* Change game options.
- X Save Game:*
This option is available only when Mathayus is standing on a Save Point.
- X Quit:* Exits the current game and returns to the Main Menu.





BONUS MENU

This screen is reached by selecting the "Bonus" option on the Main Menu. The Bonus Screen features a grid of hieroglyphs. As bonuses are unlocked, hieroglyphs will light up, making them accessible. The

name of each bonus appears at the bottom of the screen. Move the highlight with the directional buttons or the left analog stick and select a bonus with the (X) button. Bonuses include concept art galleries, movies, and enemy information. Press the (A) button to exit bonus screens.

SAVING AND LOADING GAMES

Saving a Game

- X Saved game points are indicated by the scorpion logo on the ground.
- X The Save Point function becomes activated when you kill the last enemy. When Mathayus steps on the logo, press the (X) button to activate the Save Game screen.
- X From the Save Game screen, select one of five slots in which you want to save your game in and press the (X) button.

Loading a Game

- X To load a saved game, select Load Game from the Start Menu.
- X Select one of the five previously saved games from the games available by pressing the (X) button.

HINTS

- X If an object is too low to hit with normal attacks, try a jumping attack.
- X Use combos frequently—each combo hit becomes progressively more powerful!
- X Target opponents with low health; they'll go down with one or two hits, leaving you to concentrate on the stronger enemies. If you're lucky they might even drop a Power-Up!
- X Use your stamina moves wisely; save them for situations when you can hit multiple enemies at once.



CAST OF CHARACTERS



MATHAYUS

The future Scorpion King and the last of his kind, Mathayus will stop at nothing to avenge the death of his king and tribe. He is very close to his two brothers, and the three of them make a deadly team.

JESUP

Mathayus's eldest brother, Jesup, is experienced and serious. He admires the skill of his brother, but knows that Mathayus can earn wisdom only through experience.



RAMA

The middle brother of the three, Rama, can be quick tempered and impetuous at times. However, he is every bit as skilled as the other two.

KING URMHET

The king of the Akkadians is still fit and strong even at his advanced age. It is long since he journeyed from the Kingdom of Akkad, but his wits have not been dulled by time. He rules the Akkadians with an iron hand and demands the respect of all.



MAGUS

A well-traveled sorcerer, who has knowledge far beyond that of most mortal men, Magus is allied with the Dark Gods of the Netherworld. His true age is unknown—he may be hundreds of years old, though he looks no more than forty.

FIND OUT MORE ABOUT THE SCORPION KING:

Log on to www.scorpionkinggames.com to find out more about the world of the Scorpion King™:

- Wallpaper downloads
- Hints and cheats
- Scorpion King interviews

CUSTOMER SUPPORT

Universal Interactive Technical Support can be reached in the following ways:

TECHNICAL SUPPORT

Phone: (Toll-Free) (866) 582-7063 (U.S./Canada only)
(310) 649-8016 (outside U.S./Canada)

Fax: (310) 258-0755

World Wide Web: <http://support.vugames.com>

CUSTOMER SERVICE

(8 am – 5 pm PST, MONDAY-FRIDAY)

Phone: (Toll-Free) (866) 341-0879 (U.S./Canada only)

Or (310) 649-8006 (outside U.S./Canada)

MAIL

Vivendi Universal Interactive
4247 S. Minnewawa Ave., Fresno, CA 93725

CREDITS

POINT OF VIEW, INC.

Producer

Jon Sieker

Associate Producer

Rob Cantrell

Lead Programmer

Rich Rempel

Programmers

Justin Z. Bartlett

Carlos Bustamante

Ala Diaz

Geoff Finger

Hideki Ikeda

Hari Khalsa

Steven Lashower

Anthony Palomba

Mike Terlecki

Pravin Wagh

Michael D. Winfield

Chris Warner

Lead Artist

Ivan Enriquez

Artists

Chris Adams

Chang Hyup Baek

Samuel "Sang" Bahn

Mike Dudley

Ruben Garza

Kelly Goodine

Kich Ma

Tom Narey

Benjamin Naumann

Eric Piccione

David Russ

Mike Tamura

Charles Workman

Additional Art

Sam Fung

Garrett Yanai

Lead Designer

Edward Linley

Designer

John "Doughboy"

Bautista

Sound

Universal Sound

Motion Capture Actors

Richard Dorton

Vanessa Vander Plum

MOTION CAPTURE STUDIOS

Motion Analysis

Vicon

House of Moves

Special Thanks

Lea Shifflett

UCLA Ron

Fat Jimmy

Boscoe and Tom

Taco "Buddy"

Shaun Enriquez

VOICE-OVER CREDITS

Mathayus
Dwayne Johnson

Magus, Ptah
Billy West

**Apep, Wounded
Akkadian,
Soldier #1**
Mark Hamill

**Narrator, King
Urmhet, Passenger**
Earl Boen

**Hammet, Set, Man's
Voice**
Daran Norris

**Rama, Village Chief,
Soldier #2**
Rino Romano

Jesup, Dice Man #1
Gregg Berger

**Concubine #1,
Concubine #2**
Margaret Tang

**Desert Hermit, Minoan
Soldier, Dice Man #2,
Additional Voice
as Mathayus**
Andre Sogliuzzo

MOTION CAPTURE PROVIDED BY HOUSE OF MOVES (Los Angeles, CA)

**Executive in Charge of Production,
Motion Capture**
Tom Tolles

**Executive Producer,
Motion Capture**
Jarrod Phillips

**Chief Technology Officer,
House of Moves**
Taylor Wilson

**Motion Capture
Associate Producer**
Kathleen McMullen

**Motion Capture
Production Manager**
Chris Bellaci

Motion Capture Director
James Scanlon

Senior Motion Capture Artist
Dennis "DJ" Hauk

Motion Capture Artist
Jennifer Becherer

MOTION ANALYSIS STUDIOS

Director Project Development
Scott Gagain

VP Business Development
Manuel Navarro

Technical Director
Derek Crosby

Technical Director
Jeff Swenty

Project Manager
Matt Bauer

Post Production Manager
Anet Hambarsumian

Motion Tracker
Kritina Adelmeyer
Motion Tracker
Andre Petrossian

Motion Tracker
Rre Kunene

SOUND CREDITS

CASTING AND VOICE DIRECTOR

Margaret Tang
Womb Music

RECORDING/ENGINEERING/EDITING

Rik W. Schaffer
Womb Music

MUSIC COMPOSITIONS BY

Rik W. Schaffer
Womb Music

CINEMATIC COMPOSITIONS BY

Rik W. Schaffer/Billy West
Womb Music

PUBLISHED BY UNIVERSAL INTERACTIVE

Producer

William Oertel

Production Team

Gary Lake
Donovan Soto
Nick Torchia
Carlos Schulte

Senior Producer

Daniel Suarez

Vice President of Production

Neal Robison

Director of Publishing

Suzan Rude

International Marketing Manager

Nabil Debira

Marketing Director

Jeff Nuzzi

Associate Product Manager

Lauren Faccidomo

Marketing Coordinator

Anson Sowby

Director of Promotions

Chandra Hill

Director of Public Relations

Alex Skillman

Creative Services Supervisor

Michael Sequeira

Vice President Global Marketing

Torrie Dorrell

President

Jim Wilson

Booklet Design

Lauren Azeltine

Special Thanks

Sandra Shagat
Erica Dart
Jason Subia
Virginia Fout
Flavie Gufflet
Kovel/Fuller
Fiona Wilson
Scott Johnson
Marcus Sanford
Charles Yam
Absolute Quality

NOTES

NOTES

LICENSE AGREEMENT

This software program, any printed materials, any on-line or electronic documentation (the "Program") are the copyrighted work of Universal Interactive, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

- 1. Limited Use License.** Universal Interactive, Inc. ("UI") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Sony PlayStation®2 computer entertainment system.
- 2. Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by UI or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and UI's licensors may act to protect their rights in the event of any violation of this Agreement.
- 3. Responsibilities of End User.**
 - A.** Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of UI.
 - B.** You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of UI; or exploit the Program or any of its parts for any commercial purpose.
- 4. Program Transfer.** You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
- 5. Termination.** This License is effective until terminated. You may terminate the License at any time by destroying the Program. UI may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.

6. Limited Warranty. UIS EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however UIS warrants the cartridge(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. UIS' sole liability in the event of a defective disk shall be to give You a replacement cartridge. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.

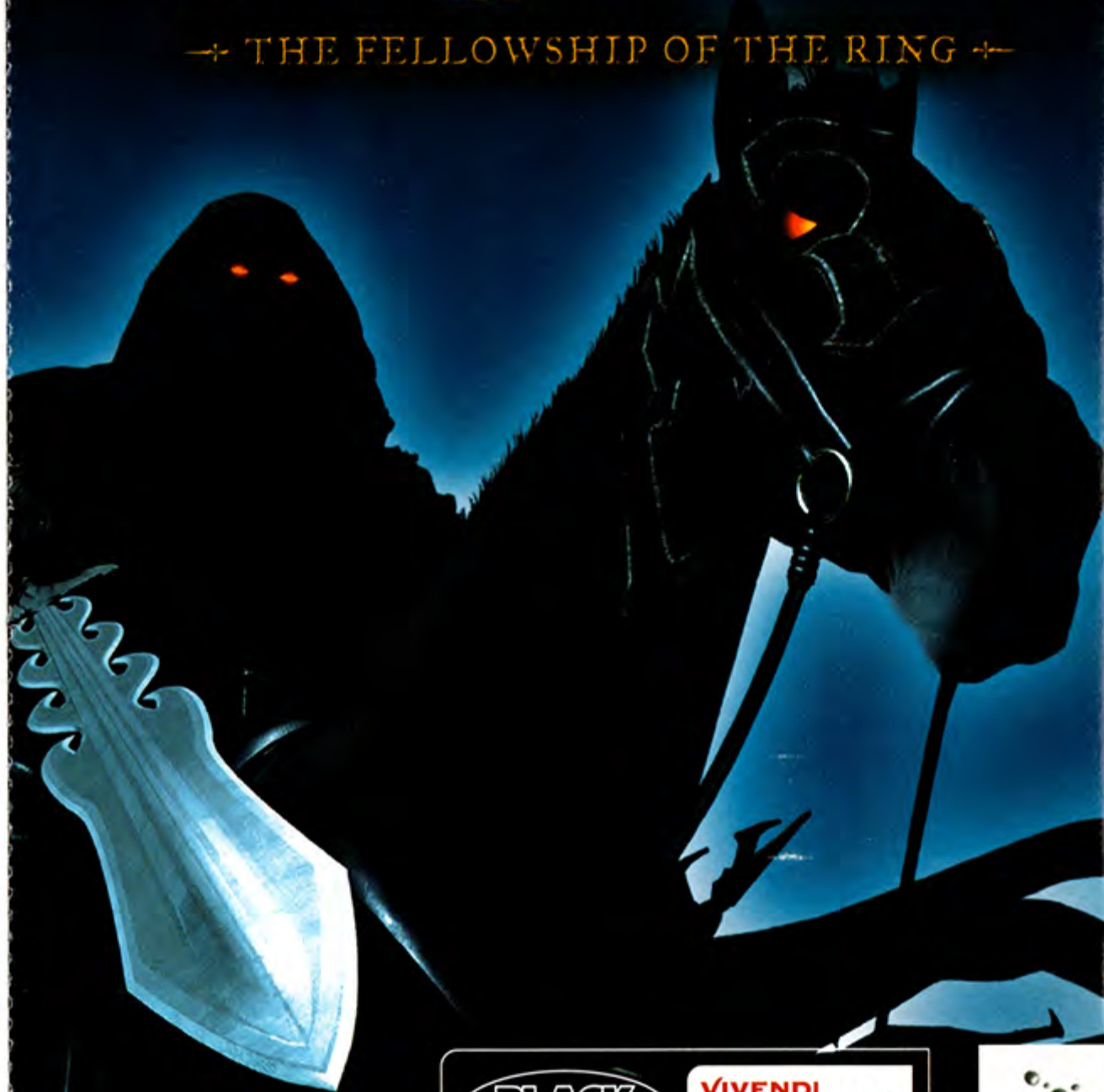
7. Limitation of Liability. NEITHER UIS, ITS PARENT, SUBSIDIARIES, AFFILIATES OR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM, INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.

8. Equitable Remedies. You hereby agree that UIS would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that UIS shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as UIS may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

9. Miscellaneous. This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

the LORD OF THE RINGS

— THE FELLOWSHIP OF THE RING —



FALL 2002



"The Fellowship of the Ring" interactive game © 2002 Vivendi Universal Games, Inc. All rights reserved. The Tolkien Enterprises logo, together with "The Lord of the Rings," "The Fellowship of the Ring," and the characters, events, items, and places therein are trademarks or registered trademarks of The Saul Zaentz Company dba Tolkien Enterprises under license to Vivendi Universal Games, Inc. Black Label Games, the Black Label Games Logo, Vivendi Universal Games, and the Vivendi Universal Games Logo are trademarks of Vivendi Universal Games, Inc. in the U.S. and/or other countries.

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

7144510

Universal Interactive, Inc. 100 Universal City Plaza Bldg. 1440/Suite 3300 Universal City, CA 91608



TEEN
Blood
Violence