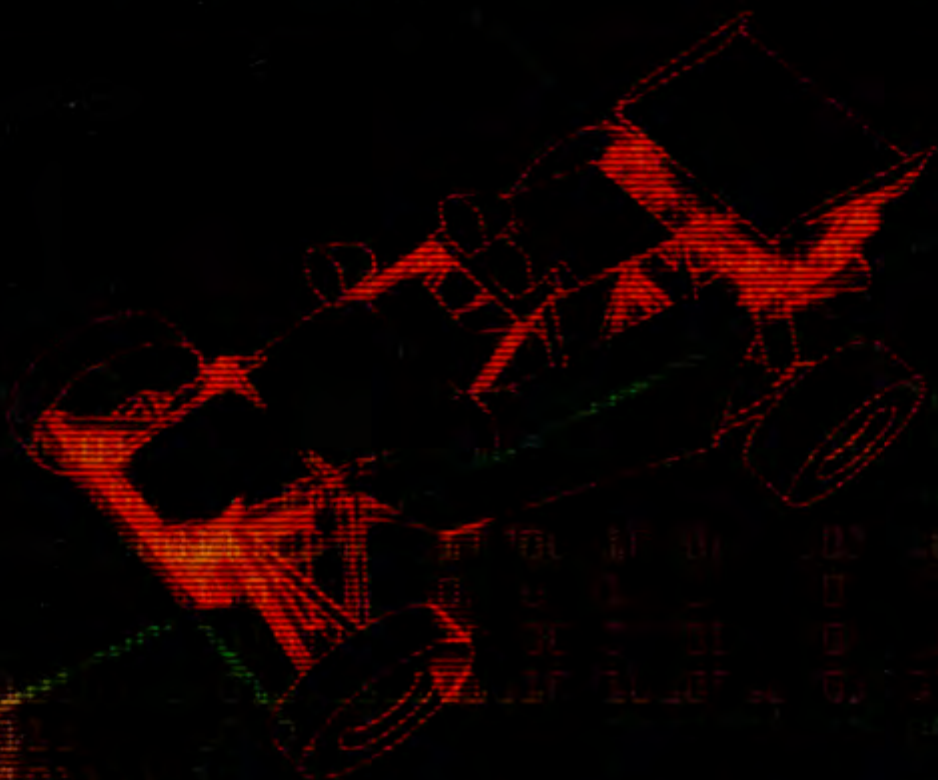




SMUGGLER'S RUN 2

HOSTILE TERRITORY



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 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.

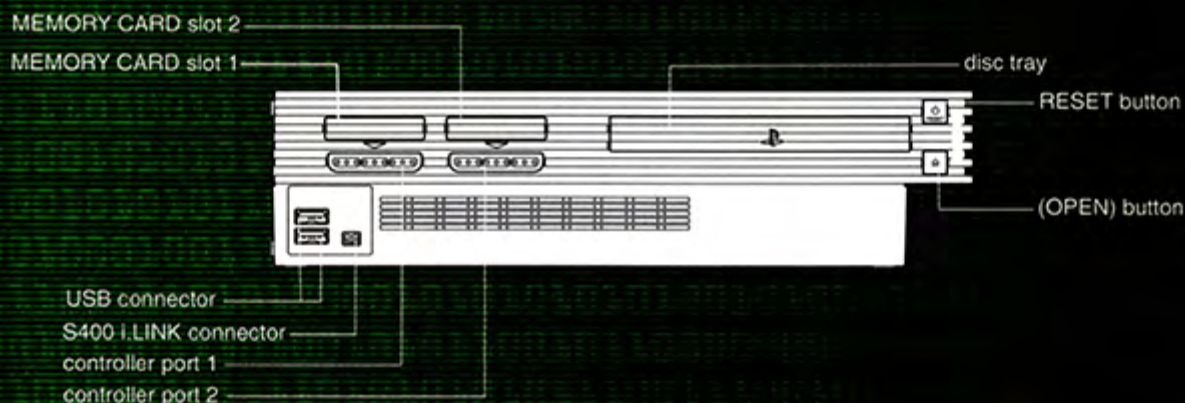
➤ Never use solvents or abrasive cleaners.

TABLE OF CONTENTS:

GETTING STARTED	02
STARTING UP	03
WELCOME TO SMUGGLER'S RUN 2: HOSTILE TERRITORY	04
CONTROLS	06
SAVING A GAME	07
SMUGGLER'S MISSION	07
RUSSIA / GEORGIA	08
Terrain	08
Contacts	09
VIETNAM	12
Terrain	12
Contacts	14
VEHICLES	16
THINGS A FIRST-TIME SMUGGLER WILL NEED TO KNOW	18
Where to go	18
Contraband	18
How your teammates work	19
Countermeasures	19
Need a break?	19
MISSIONS	20
TURF WAR	20
Crooks n Smugglers	20
Loot grab	20
Bomb tag	20
Checkpoint race	20
MULTIPLAYER	20
JOYRIDING	20
DRIVING TIPS	20
OPTIONS	21
TROUBLESHOOTING	21
CREDITS	22



GETTING STARTED



GETTING STARTED

Set up your PlayStation®2 Computer Entertainment System according to the instructions in its Instruction Manual.

Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.

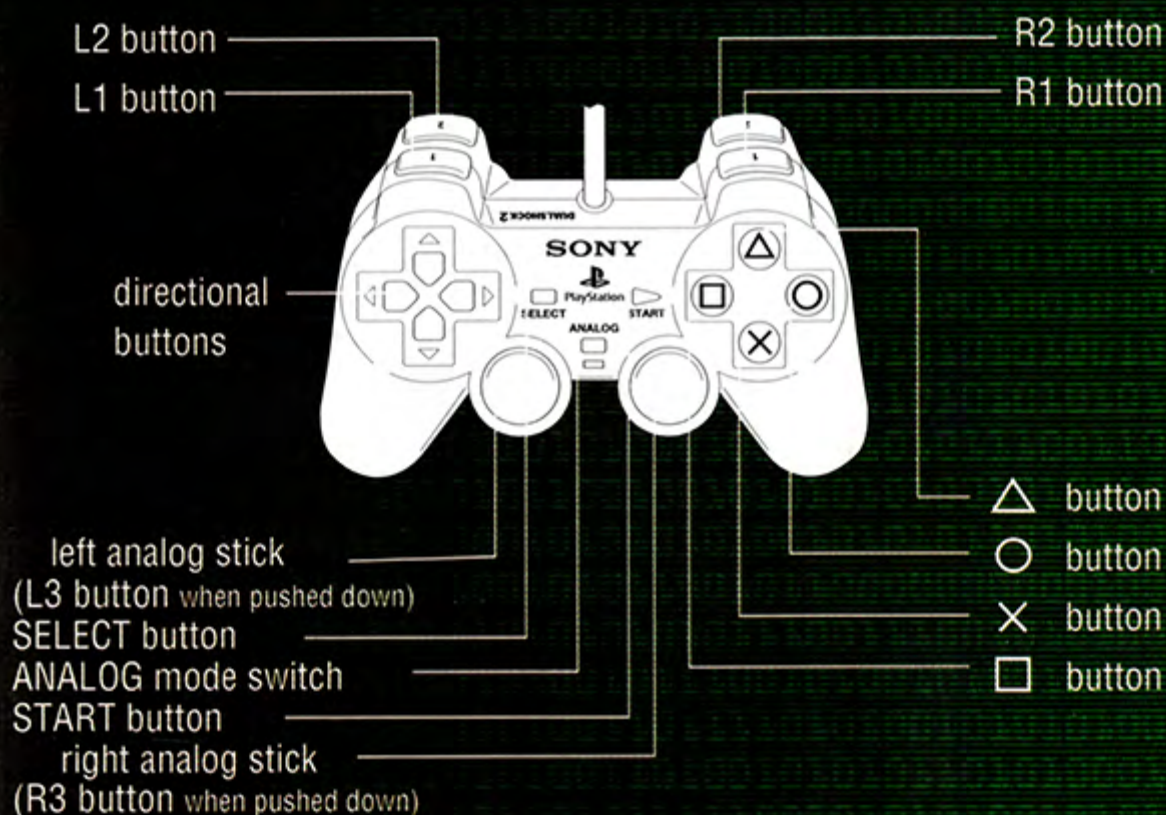
Place the SMUGGLER'S RUN 2: HOSTILE TERRITORY disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS

DUALSHOCK™2 CONTROLLER CONFIGURATIONS



WELCOME TO SMUGGLER'S RUN 2:

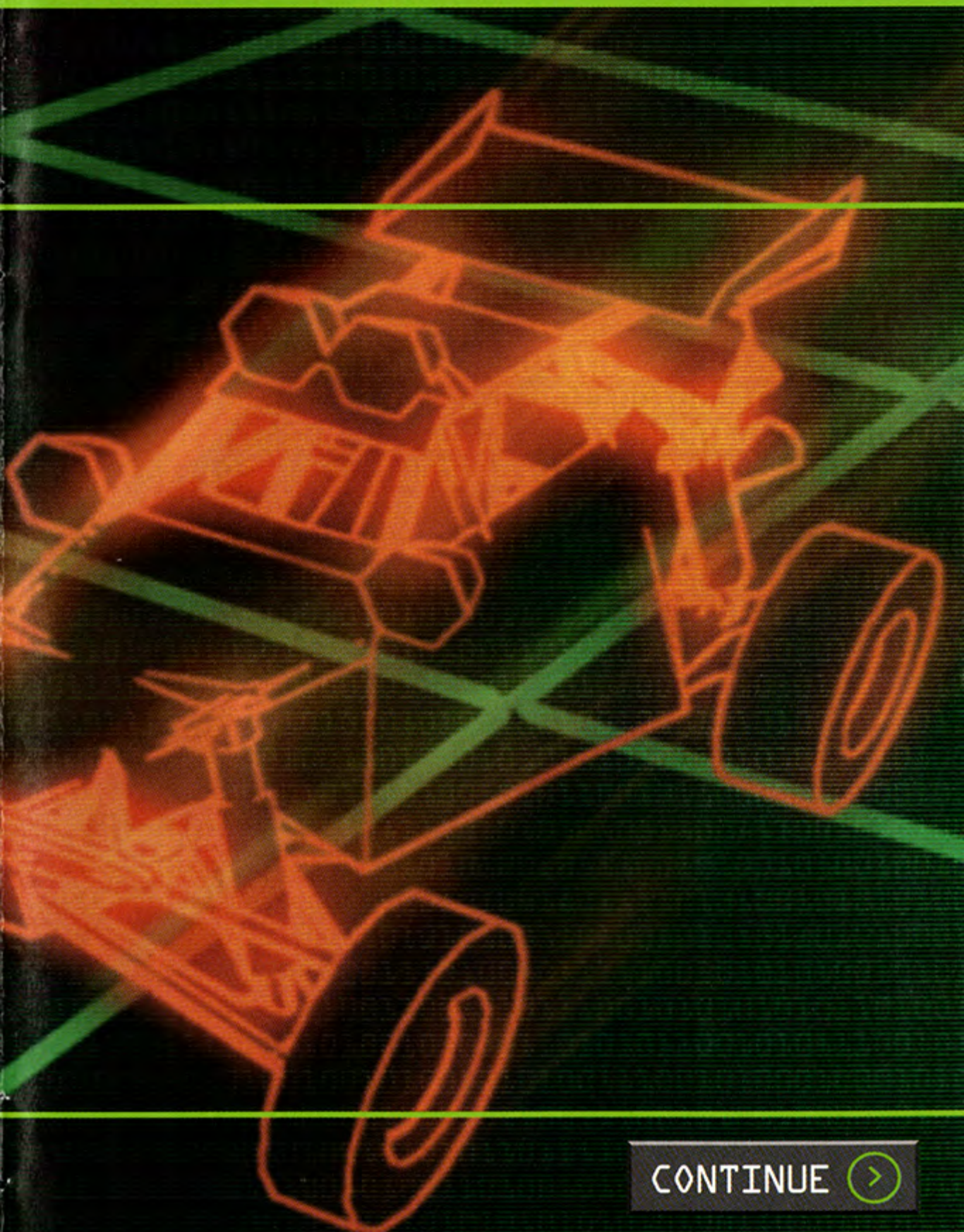
INTERNATIONAL smuggling is fueled by a privately funded international ring of specially trained, highly skilled gangs driven by the thrill of profit. By subverting and undermining vast networks of law enforcement scrambling to defend every border from all sides, the stakes grow higher as elusive gangs grow too numerous to catch.

Shipments deep into Russia and to the borders of Vietnam arrive unmarked, unlabeled and raise new questions as a new world order rapidly rises to power. New questions emerge for those outside the law that profit from ensuring every shipment arrives signed, sealed and delivered. The future lands in the lap of the individuals contracted to smuggle and they never know what they're carrying. Their duty is to get involved, assume new responsibilities, repay old debts and forge alliances in a heartbeat as the balance is shifted and pressure builds.

In the world where the dollar reigns, avoid the cops, avoid the gangs, just keep your cargo safe...it may be the only friend you have.



HOSTILE TERRITORY



CONTINUE



CONTROLS

UNDER CONTROL?

You can choose from 4 set controller configurations. Smuggler's Run: Hostile Territory supports both the Dualshock™ analog controller and the a Dualshock™2 analog controller. The default controls are detailed below. You can change the controls by selecting Extras from the Main Menu, then Game Options, then Controller.

CONTROLS

STEERING	Left analog stick
FORWARD	Press the right analog stick up or press the X button
REVERSE	Press the right analog stick down or press the △ button
BRAKE	Press the □ button
HANDBRAKE / LEVELOUT	○ button (while airborne) R3 button (while airborne)
PAUSE/UNPAUSE	START button
CAMERA CHANGE	SELECT button
VIEW LARGE MAP	R1 button
REARVIEW	R2 button
UPSHIFT (manual transmission only)	L2 button
DOWNSHIFT (manual transmission only)	L1 button
HONK YER HORN	Press down on the L3 button
USE COUNTERMEASURES	Press down on the D pad



SAVING A GAME

Insert a Memory Card (PS2) with at least 376 KB of free space into MEMORY CARD slot 1. If you do not have enough free space, a message will appear informing you of how much free space there is on your Memory Card (PS2) and how much more space you need in order to save your Smuggler's Run2: Hostile Territory game. To free up space on your Memory Card (PS2) refer to your PlayStation®2 instruction manual. Only Smuggler's Mission games can be saved. Select SMUGGLER'S MISSION from the Main Menu. You will then be presented with the LOAD OR NEW GAME SCREEN. Select START NEW GAME. Enter the desired name of your saved game file and select ACCEPT. Your progress will be automatically saved after successfully completing each level. If an unformatted Memory Card (PS2) is inserted, the game will prompt you to format the Memory Card (PS2). Select YES _ FORMAT and press the **X button** to confirm the prompt to format.

SAVING OPTIONS

You can save your options even if you are not playing and saving a Smuggler's Mission game. Select OPTIONS from the Main Menu, then, after changing the various options, select SAVE OPTIONS TO MEMORY CARD. When you boot your PlayStation®2 with a Memory Card (PS2) inserted that has options already saved on it, those options will automatically be put into effect.

SMUGGLERS MISSION

Prove you have what it takes to succeed in a life of crime.

Your commander for this operation is
FRANK LUGER

Profile:

Age: mid 40s.

Background:

Nicaragua vet (major).

Description:

Gruff and gravelly voiced

Motive: the almighty dollar



Cover: Exotic Imports, courier company

Frank Luger has been contacted by the mysterious Colonel, an ex-Soviet operative whose illegal trading jobs are typically way out of Frank's league. In cahoots with the FTF, the colonel has a job for Frank to deliver goods deep inside Russia to the renegade Liberation Faction, a legion of armed rebels working outside the law. Frank takes the job reluctantly and recruits you to help the Exotic Imports crew carry the goods into enemy territory.

As a contracted member of Exotic Imports you are subject to non-disclosure on all terms.



TERRITORIES

RUSSIA/GEORGIA

Since its independence from the Soviet Union in 1991, Georgia has suffered from much civil conflict, heightened by Russia's war in Chechnya, which has left Georgia with Russian troops stationed in the South Ossetia region of Northeast Georgia and in Abkhazia located in the Northwest.

Georgia's civil war and separatist struggles have devastated an economy that was once one of the strongest in the former Soviet Union. Georgia relies heavily on borrowing from abroad and has a growing foreign debt problem.

Due to the newly collapsed economy since the fall of the Soviet Union, smuggling of weapons and other contraband from Southern Russia to Georgia has become a major worry. Georgia is bordered by the Southern Russian regions of Chechnya, North Ossetia, Kabardino Balkaria, Karachay Cherkessia and Dagestan, each a hotbed of warring internal factions. Each quite inhospitable to American smuggling outfits there for personal gain.

CONTINUE ➤

Burne
Villag

Diverter

Pleasure

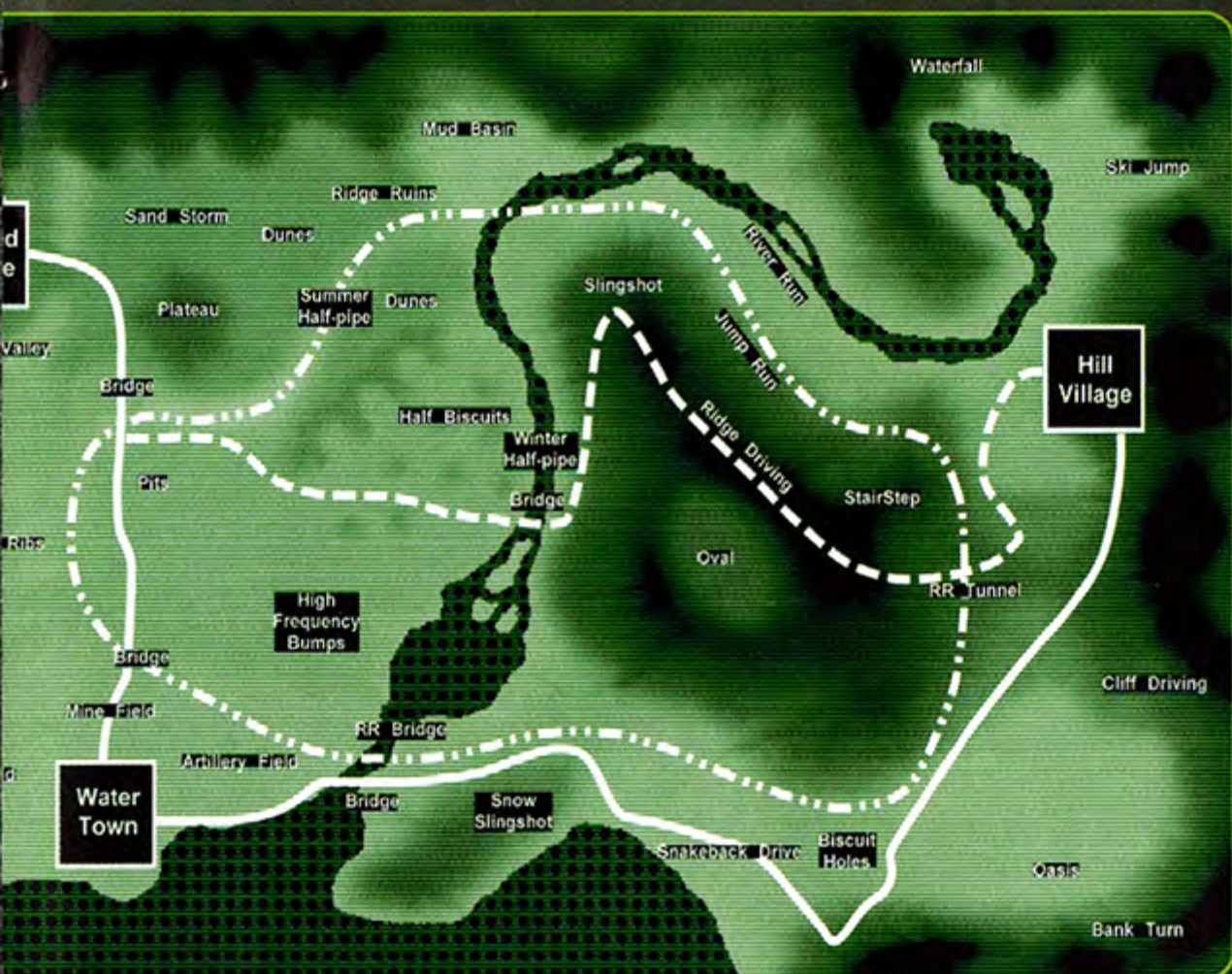
Mine Fie

Terrain Report

This land is distinguished by sand dunes, small but rough mountains and various scattered villages. Fire and explosions from cannon fire and mine fields will abound, as will nasty storms so making deliveries will be more challenging. You will encounter several different Russian territories including muddy riversides, desolate plains, sandy wastelands, and glaciated alpine mountains.

Be advised that the winter season brings an entirely disparate climate with thin snow packs, ice, and occasional blizzards that characterize high-altitude deserts in winter. Driving conditions may become incredibly adverse.





THE CLIENT: THE COLONEL PROFILE

Age: 40-50

Background: Highly decorated Russian Colonel, financier and client of this operation. Sells Russian arms to highest bidders. Speaks decent English, with a strong accent and weird idioms. He is very confident and considers himself untouchable, but is getting a little bit of heat from Moscow. Considers everyone to be just another pawn in his games and never a threat to his mastery of the situation.

Chances are you won't come into direct contact with him, as he prefers to use middlemen to handle day-to-day affairs.

CONTACTS/GANGS

CLIENT CONTACT: SHODI

Profile:

Age: Late 30s

Background: Middle ranking Russian border guard / customs official. Corrupt, pro freedom, especially for himself. Loves the desert. Likes to bully people.

Description: Dark, moustache, heavy accent

He will serve as the client contact operative

FREE TRADE FACTION

Territory: Caucasus mountains between Georgia and southern Russia

Skills and Tactics: The FTF has used all manner of devious plots to destroy alliances and breed fear in even the most battle hardened Russians. The result is exactly what the FTF wanted – all other factions avoid them like the plague, freeing the FTF to work on something big with absolute secrecy.

Background: Made up of local gangsters and killers, the FTF believe wholeheartedly in free trade, but hate anyone trying to compete in an area they consider their private monopoly. Years of smuggling have given the FTF the experience and expertise to prosper in this violent land, and they attack viciously anyone trying to stand in their way. The FTF are believed to be amongst the most dangerous criminals operating in a region famed for lawlessness.

КОНТРАБ
АНДСТ

LIBERATION FACTION

Territory: Caucasus Mountains, between Southern Russia and Georgia

Skills and Tactics: The Liberation Faction use three primary tactics to try and prevent other factions from bypassing their monopoly and buying weapons directly from the colonel.

- Saturating LF territory with patrols that use high-speed vehicles much like yours. Although these vehicles are much too light to carry heavy weapons.

they can ram the vehicles of rivals, knocking loose the contraband for easy pick-up.

- Shelling rivals with tanks and artillery.
- Planting mine fields in their territory that only they have maps to.

Background: The sworn enemies of the FTF. The reasons for their mutual loathing are hard to fathom for outsiders as the Liberation Faction are nominally a political group, and the Free Trade Faction are overt criminals, but the two groups are merely the modern manifestation of older disputes that have characterized the region for hundreds of years. The Liberation Faction want to liberate the Caucasus Mountains from both Russia and Georgian control and in the process wipe out the Free Trade Faction. They are believed to be buying weapons from corrupt members of the Russian military in order to help their struggle.



RUSSIAN ARMY

Territory: Southern Russia, along the Georgia Border

Leader: General Smimoff took over after the Colonel left the Russian Army for greener pastures. The General lost a son to illicit Russian wares, so he's strongly opposed to smuggling.

Skills and Tactics: Along the borders, the guards have erected fences and guard towers, from which they can alert their mobile forces of the passage of unauthorized vehicles. These mobile forces aren't afraid to use tanks and artillery, but know all too well that heavy military weapons are mostly ineffective against smugglers in agile vehicles. To address this, the guards have several dozen squads that patrol in fast off-road vehicles.

Background: Even though the Colonel controls a corrupt squad in the Army, the vast majority of guards are not in on this action. Hence, the guards will oppose smugglers like you vigorously.



TERRITORIES

VIETNAM

In 1954, Communist forces under Ho Chi Minh took control of North Vietnam. US economic and military aid to South Vietnam grew through the 1960s to bolster the economy, but US forces were withdrawn during a cease-fire pact in 1973. In 1975, the North Vietnamese forces overran the south. Economic reconstruction of the country has been difficult, as Communist party leaders have reluctantly initiated reforms necessary for a free market.

Vietnam is a poor, densely populated country that has had to recover from the ravages of war, the loss of financial support from the old Soviet Bloc, and the rigidities of a centrally planned economy. Maritime smuggling has proved problematic, rendering traditional smuggling across the borders of China, Laos and Cambodia preferable. Some of this smuggling is unofficially sanctioned under-the-table to supplement their ailing legitimate trade; while much more of it is trafficking weapons and other illicit goods. Native smuggling rings will have a significantly easier time, finding border guards and locals much less hostile than Americans would, as the sting of American occupation still remains fresh.

CONTINUE ➤

Terrain Report

You will encounter rocky coastlines, creepy jungle-ways, marsh valleys, and wet hillsides that characterize Vietnam. Hot, humid summers and soggy monsoon seasons melt equipment and test the stamina of mind and body. The heavy rains make for muddy terrains in many areas. Be advised that the wetter the area, the less traction and torque – choose vehicles carefully and adapt driving style accordingly.



CONTACTS/GANGS

THE CLIENT: THE COLONEL

CLIENT CONTACT: TAN

Profile

Age: mid 30s

Background: As a young boy he made his living off GI's in Saigon, but now works illegally for the corrupt Russian colonel.

Description: South East Asian, devious sycophantic and manipulative. Has no values apart from money, and has done many bad things, apart from fight. Has no true respect for himself or anything else. Has sold his own sister, for very little.

Tan is the Colonel's Vietnam representative. He will serve as the client contact for the Vietnam operation.

CIO BONG

Territory: Vietnam, along the Cambodian border

Leader: Nguyen Cam, polite, educated in America, willing to sell anything and anyone for a profit.

Skills and Tactics: The Cio Bong are quiet and seldom seen. Caution, stealth and bribery keep them alive and in business, despite violent rival gangs and constant pressure from the People's Army of Vietnam.

Background: The Cio Bong has rarely smuggled weapons, in contrast to the brutal Bac Kan gang, which dominates the Asian weapons market. On the rare occasion that the Cio Bong has dabbled in weapons, it was in small arms, explosives, nasty chemicals and other volatile cargo.



BAC KAN

Territory: Vietnam, near the Cambodian border

Leader: Unknown

Skills and Tactics: The Bac Kan generate fear by taking immediate and violent action against any perceived threat. They'll frequently torture a captive without even bothering to interrogate him.



They also make good use of mines and booby traps.

Background: The dreaded Bac Kan exercise brutal control of most weapons smuggling throughout Southeast Asia. Composed of former communist military who have been "enlightened" by the riches of capitalism, this gang comes close to being a military entity of it's own. Even the People's Army of Vietnam (PAVN) don't interfere with Bac Kan activity.

PEOPLE'S ARMY OF VIETNAM

Territory: Vietnam, near the Cambodian border

Leader: Captain Kang commands the PAVN division along the disputed border between Cambodia and Vietnam. Kang is as corrupt as they come, but he must make a token effort to catch smuggler's or risk a court-martial.

Skills and Tactics: The PAVN are experts in guerilla warfare and set numerous booby traps. In the thick of the jungle, they patrol in small off-road vehicles. If the situation gets serious, they will radio headquarters for back-up from attack helicopters. To maintain the appearance that they care, they will often go after smugglers, but kick backs from the local smuggling gangs are usually enough to keep their radios silent. They will typically break off pursuit as soon as the smuggler's enter a stronghold of the Bac Kan or Cio Bong.



CIA

Territory: Throughout Vietnam

Skills and Tactics: The CIA are known to go on the offensive in areas where they have a strong presence.

Background: In Vietnam, the CIA presence is surprisingly strong. Many South Vietnamese agents were recruited during the Vietnam War. When the North won, those agents remained and developed a potent underground comparable to the French Resistance during the Nazi occupation of WWII. They blend in, speak the language and fool even their brothers and sisters in the PAVN.



VEHICLES

SUPER BUGGY

Speed	8
Acceleration	8
Handling	7
Weight	7

The Super Buggy is a general purpose vehicle with average performance. It is a weak climber.



Team Role: FORWARD
Countermeasure: SPEED BURST

D-5 HONDO

Speed	7
Acceleration	7
Handling	8
Weight	7

The Hondo's average ability favors control and climbing over speed and acceleration.



Team role: GUARD
Countermeasure: OIL SLICK

ATV MONSTER

Speed	9
Acceleration	9
Handling	6
Weight	6

The ATV Monster is extremely quick and fast, but it's hard to control. Durability is low.



Team role: FORWARD
Countermeasure: SPEED BURST.

SPECIAL DU MONDE

Speed	10
Acceleration	6
Handling	5
Weight	7

The Special DuMonde has high top end speed on smooth surfaces, its acceleration is poor.



Team Role: CORNER
Countermeasure: OIL SLICK

BAJA TRUCK

Speed	8
Acceleration	9
Handling	9
Weight	9

For off-road use, the Baja Truck has better acceleration, top end speed and handling.



*Team role: CORNER.
Countermeasure: BOMBS*

SAHARA SPECIAL

Speed	8
Acceleration	8
Handling	8
Weight	9

The Sahara Special is a well balanced, versatile vehicle with excellent climbing capacity.



*Team Role: GUARD
Countermeasure: SMOKE SCREEN*

GRENADIER

Speed	8
Acceleration	6
Handling	9
Weight	10

The Grenadier is big and tough and has excellent speed and handling for such a large vehicle.



*Team Role: BACK
Countermeasure: BOMBS*

KAVOSTOV

Speed	6
Acceleration	10
Handling	10
Weight	10

The Kavostov halftrack is durable and climbs well, acceleration is good, top speed low.



*Team Role: BACK
Countermeasure: SMOKE SCREEN*

THINGS A FIRST-TIME SMUGGLER WILL NEED TO KNOW:

1. WHERE TO GO

Arrows are there to give you directions. When the arrow is green you have to pickup; when it is red you have to drop something off.

Pick up points can be recognized by green flares. On the maps they will appear bright yellow, and will stay with you after pickup, for as long as you are holding the contraband.

Drop off points are indicated by blue or red flares. In two-player mode, Player 1's drop off points will be marked with red flares, while Player 2's will be marked with blue. On the maps they appear a glowing red for Player 1 and they glow in blue for Player 2.

Checkpoints are crossed- you can fly

over the markers but you must pass in between them. They also appear as yellow on your in-game maps, and will dim after you successfully pass them.

A map can be found at the bottom right of the screen; it shows where you are as well as where your mates and enemies are. A larger section of the map can be seen by pressing the R1 button.

Player 1 and his/her teammates will appear as red arrows, while all opposing forces will show up as blue arrows. In a two-player game, Player 1 and friends will all appear red, while Player 2 and comrades will appear blue. Law enforcement will always appear as WHITE arrows on your in-

TYPES OF CONTRABAND-

EXPLOSIVES:



UNKNOWN:



VALUABLE ARTIFACTS:



MEDICAL SUPPLIES:



game map.

2. CONTRABAND-

You're going to be hauling some powerful stuff through some dangerous areas. Some of the contraband is highly explosive and will explode on impact, taking you with it if you're not careful. So watch yourself!

Who has the loot?

During gameplay, check the HUD in the lower right hand corner to see where the loot is and which direction the enemy is headed. You and your team are identified by small red triangles, the enemy is identified by small purple triangles. When carrying contraband, vehicles are identified by yellow 3D boxes. Chase down the enemy and snatch back the loot!

3. HOW YOUR TEAMMATES WORK

Chose your teammates carefully. Depending on the type of vehicle they have their behavior will be different.

BACKS: Kavostov (massive truck), Grenadier (military vehicle)
Attempt to smash a near enemy, preferably a forward.

FORWARDS: Superbuggy, ATV
Monster (quad)
Attempt to pick up and deliver contraband.

CORNERS: Baja (trophy truck), Special DuMonde (rally)
Head to enemy drop point and attempt to steal contraband.

GUARDS: Sahara (SUV)
D-5 Hondo (jeep)

Follow a teammate, preferably a forward, and attempt to protect from enemy.

4. COUNTERMEASURES-

Depending on what car you have selected and how far you are in the game you now have weapons you can drop to shake your enemies.

a) **Nitro boost** You know the deal, in times when things are getting a bit too close for comfort, just hit the button and hold on. There are a few things to keep in mind when using this feature. 1) When badly damaged, you should avoid using this. The increase in speed only amplifies the damage inflicted. 2) When you lose your momentum and are in danger of getting rammed, the nitro can be used to get you out of this jam. 3) This is great for putting some distance between you and your enemy.

b) **Oil Slick-** this is the one countermeasure where you want your pursuers to be close. Be sure to use the new onscreen rear view mirror to see them lose control.

c) **Smoke screen-** Lose your enemy in a cloud of smoke.

d) **Bombs-** Drop the bomb keg behind you and watch the destruction in your rear view mirror.

4. NEED A BREAK?

It pays to take a 10-minute break in every hour of play, so put the action on hold... press the START button to pause the game.

MISSION DESCRIPTIONS

MISSION DESCRIPTIONS

TURF WAR-

You say your the best there is, prove it.

Crooks n Smugglers:

There's one package to pick up at a time. Grab it and deliver it, and another one appears. Get your quota first to win.

Loot Grab:

Loot is scattered about the pick up area. You and your teammates should grab as many as you can to deliver. More arrive when they're all delivered.

Bomb tag:

It looks like loot grab, but there's a catch. If you get stuck with the bomb, it clears your score when it explodes, pass it to someone else!

Checkpoint Race:

Get through all the check points to the finish first.

MULTIPLAYER - THERE ARE TWO MODES:

2 player: Play with a friend in split screen mode!

1-on-1: A direct player to player competition played in TURF WARS and CHECKPOINT RACES. Play against another player with no other enemies.

JOY RIDING

Enjoy the scenery. Listen to the tunes. And get to know the locale.



DRIVING TIPS

1) KNOWING THE TERRAIN

Spend extensive time driving over every square inch of each massive level.

2) KNOWING THE VEHICLE

Know your vehicle like a soul mate, put in serious time to understand how they act and respond to each unique situation.

3) KNOWING HOW TO GET OVER ON YOUR OPPONENTS

a. Don't panic if your vehicle turns turtle and you can't get up. Just press left or right on the left analog stick, or the left or right directional button. You'll be back up and running in no time.

b. When pursued by an opponent (cop /gang) turn around, not sharply. You'll get smashed and all speed and momentum will be lost. Make wide sweeping turns. This technique will maintain your speed as well as the distance between you and the enemy.

c. When being chased through a valley and the option to make a wide sweeping turn isn't there, use the hills to help shake your opponents. Drive up on them at an arching angle without losing momentum. Before you lose speed, turn back down the slope and lay into the gas.

d. When an enemy is approaching head on, treat it like a football game. Fake him out like a wide receiver. Head off in a direction until he is

following you, at the last second, dodge the opposite way.

e. In team modes while making a drop-off, the enemy will guard the delivery points. Don't head directly into the flares. Draw the enemy out of his defensive position, he'll leave the flares and come after you. Drive in a wide sweeping turn and let him chase you, then the flares will be unprotected for a clear delivery.

f. In some missions, lose all pursuers. The classic run-them-into-a-tree maneuver is done simply by leading a pack of cars through a clearing into a group of trees. Head straight for a tree at full speed, at the last possible second, turn out of the way and hope the enemy's reflexes don't match yours.

g. Avoid getting hit! The enemy will track all movement from a distance and hit you if you're not paying attention. Use the onscreen HUD to see which way they are turning. Always turn into the enemy! Don't attempt to get away from an oncoming enemy by turning in his direction, his momentum will take you his way. Make it difficult and turn into him.

h. Use the landscape! For

example, use small rolling hills to throw your opponents off. Duck around a small hill, the enemy will continue to head right for you. They will catch air off of the hill and pass overhead!

i. Use the water! When driving the Trophy Truck or SUV and chased by the enemies on an ATV, lure them into a body of water. Wading into the water midway, up to your doors, will leave the ATV drowning in your wake.

j. Anticipate opponent's moves. New to Smuggler's Run 2 is the vehicle assault mission, in this mission keep up with and destroy your opponent. When the enemy's put some distance between the two of you, use the HUD. When he's off screen, look at the HUD to see which direction he's facing and follow him!

k. Choosing your vehicle. Always choose a vehicle that suits the terrain best. On a snow-covered hill, select a vehicle with better traction and climbing power. Try the Grenadier, Trophy truck or Kavostov.

l. Keep checking the map. Keep an eye on friends, enemies and contraband locations.

OPTIONS

Have it your way - adjust the sound, music and controller settings (including the vibration function and whether ambient creatures will appear in the game) to just the way you like it.

TROUBLESHOOTING

In the unlikely event that Smuggler's Run 2: Hostile Territory refuses to work, contact our Customer Services Department at 9900 Franklin Square Drive Suite A Baltimore MD 21236 ATTN: Tech Support or call 410-933-9191 Monday - Friday between 9:00 AM and 5:00 PM EST excluding major holidays. Fax: 410-933-1740. E-mail: support@talonsoft.com. And if you write, don't forget to include your name, address and telephone number.

Look After Your Smuggler's Run 2: Hostile Territory Disc. Compact discs are robust but not invincible, so handle them with care.

• **This disc contains** software for the PlayStation®2; never use this disc with any other machine as it could damage it.

• **Do not leave** the disc near heat sources or in direct sunlight or excessive moisture.

• **Never attempt** to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

• **Try not to touch** the underside of the disc with your fingers. If the underside of the disc is dirty, gently wipe it clean with a soft cloth; do not use any form of cleaning fluid, as this will damage the disc's delicate surface.



CREDITS

A ROCKSTAR PRODUCTION OF AN ANGEL STUDIOS GAME SMUGGLER'S RUN 2: Hostile Territory

ANGEL STUDIOS

PRODUCER

Glen Hernandez

LEAD DESIGNER

Wing S Cho

TECHNICAL DIRECTOR

Steve Reed

LEAD PROGRAMMER

Charles T. Eubanks

ART DIRECTOR

Dave McGrath

LEAD ARTIST

Bert Huntsinger

LEVEL DESIGNER

Marc Fredrickson

AI PROGRAMMER

Smith Surasmith

FRONT-END/UI PROGRAMMER

Gunter Erhart

TOOLS PROGRAMMER

Jeremy Jessup

VEHICLE DYNAMICS PROGRAMMER

Jeffery J. Rodada

3D LEVEL BUILDERS

Farivar Eftekhari
Brian Vanderhulst

3D ARTISTS

Lisa Mulvaney
Kyushik Shin

3D VEHICLE ARTIST

James Graham

GAME ANALYST/ PRODUCTION ASSISTANT

Troy Bowman

CORE/GRAPHICS PROGRAMMING

David Etherton

ANGEL GAME ENGINE (A.G.E.) LEAD

PROGRAMMER
Ted Carson

ANGEL GAME ENGINE (A.G.E.)

PROGRAMMERS

Nathan Brown
Sam Buss
Devan Hammack

SOUND PROGRAMMERS

Jim Laurino
Starr Moore

SUPPORT PROGRAMMERS

Chris Perry
Mark Rotenberg

CHARACTER MODELER

Eric Lin

ANIMATOR

Jae Kim

CHARACTER SETUP

Angie Jones

SOUND DESIGNER

Paul Lackey

TESTERS

Race Lancaster
Jennifer Watanabe
Noel Porte

STORY DEVELOPMENT AND DOCUMENTATION

Rob Bacon

WORLD "TRAXX" TOOL CREATOR

Bill Purvis

DESIGN DIRECTOR

Frederic Markus

SENIOR PRODUCER

Alan Wasserman

CREATIVE DIRECTOR

Steven Olds

SOFTWARE DEVELOPMENT DIRECTOR

Clinton Keith

DIRECTOR OF OPERATIONS

Shannon Haynes

CHIEF EXECUTIVE OFFICER

Diego Angel

CHIEF CREATIVE OFFICER

Michael Limber

Special thanks to all of the people behind the scene that made this game possible: Julie Liss, Michael Mattes, Jo Kilburn, Jennifer Sole Kristen Sinclair, David Counts, Monica Mesa, Ted Vargas, Tony Vargas, Jay Levorson, Josh Hart and all of the families and significant others that do so much in support of the development team.

ROCKSTAR GAMES

EXECUTIVE PRODUCER

Sam Houser

PRODUCER

Dan Houser

ASSOCIATE PRODUCER

Mark Garone

CO-EXECUTIVE PRODUCER

Jeronimo Barrera

TECHNICAL PRODUCER

Gary J. Foreman

DIRECTOR OF DEVELOPMENT

Jamie King

DIALOG DIRECTOR

Dan Houser

MUSIC SUPERVISOR

Terry Donovan

VIDEO DIRECTOR

Navid Khonsari

ROCKSTAR PRODUCTION TEAM

Jennifer Kolbe

Jenefer Gross

Paul Yeates

Amy Salzman

Jung Kwak

Stanton Sargeant

Adam Tedman

Jeff Castaneda

Chris Carro

VP OF MARKETING

Terry Donovan

TECHNICAL COORDINATOR

Brandon Rose

QA MANAGER

Jeff Rosa

LEAD ANALYST

Lance Williams

TEST TEAM

Joe Greene

Brian Planer

Joe Howell

Kahleen Poole

Devin Bennet

Elizabeth Saterwhite

ADDITIONAL AUDIO PRODUCTION

Lazlo

VOICE OVER ARTISTS

ROBOT - Nancy

Giles

VIET - Leon Le

LIVE ACTION CREDITS

DIRECTOR

Navid Khonsari

WRITTEN BY

Dan Houser/Navid

Khonsari/Rob Bacon

PRODUCER

Navid Khonsari/ Erin

Haskett

EXECUTIVE

PRODUCERS

Dan Houser, Sam

Houser, Jamie King

PRODUCTION DESIGNER

Dean Barker

FIRST ASSISTANT

DIRECTOR

Chris Foss

SECOND ASSISTANT

DIRECTOR

Geoff Shipley

DIRECTOR OF

PHOTOGRAPHY

Stephen Jackson

1ST ASSISTANT

CAMERA

Nick Watson

2ND ASSISTANT

CAMERA

Juliet Belmas

LIGHTING GAFFER

Terry Calhoun

GENERATOR

OPERATOR

Frank Halpenny

KEY GRIP

Neil McBride

BEST BOY

John Williams

BEST BOY

Scott Jackson

SET DECORATOR

Lindsay Burke

PROPS MASTER

Andrea Moya

HEAD WARDROBE

Audrey Wong

HAIR/ MAKE UP

ARTIST

Janet Calhoun

LOCATION SOUND

MIXER

Robert Berges

BOOM OPERATOR

Robert Hunter

PRODUCTION

ASSISTANT

Ian Gariepy

ASSISTANT LOCATIONS

MANAGER

SCRIPT

SUPERVISOR

Miriam Needoba

PRODUCTION

ASSISTANT/CRAFT

SERVICES

Graeme Brown

PRODUCTION

ASSISTANT

Barbara Parisi

CAST

FRANK LUGER

Jano Frandsen

THE COLONEL

Peter Hanlon

NICK PLANNER

John Weger

TAN

Terry Chen

SHOOI

Jeremy van den

Driese

SAYED

Fareed Abdelhak

DRIVER #1

Artine Brown

DRIVER #2

Costa Spanos

DRIVER #3

Paul Gudmundson

PLAYER

Cameron Foss

MAMA TAN

Dolly Lusuego

RUSSIAN #1

Ian Gariepy

RUSSIAN #2

Graeme Browne

MUSIC CREDITS

JAMES RUSKIN

1. "Electric Plague"
2. "Cipher"
3. "Divide Part Two"
4. "Prevention Beyond Cause"
5. "Unknown Destination"
6. "Work"
7. "Indirect World"
8. "Return"
9. "4"
10. "The Chase"
11. "Borderline"

All tracks written and produced by James Ruskin except BP4 additional production by R. Polson

All tracks courtesy of Blueprint Records
Copyright control

430 WEST

1. "The Emmissary" by Octave One
2. "Karnivorous" by Kaotic Special Rhythms
3. "Transmitter" by Wild Planet
4. "Hemisphere" by Wild Planet
5. "Octave" by Wild Planet
6. "We Can Survive" by Random Noise Generation
7. "Instrument of Change" by Random Noise Generation
8. "The Beginning" by Random Noise Generation

9. "Meridian" by Octave One
10. "Black Water" by Octave One

All tracks courtesy of 430 West Records, Ltd.

All tracks published by Munchman Music (BMI)

"Karnivorous" written by Lorne Burden
Wild Planet tracks written by Simon P.

Hartley

Random Noise

Generation tracks

written by Leonard

Burden / Lawrence

Burden / Lynell Burden

"Black Water" written

by Lorne Burden /

Lawrence Burden /

Leonard Burden

Octave One tracks

(other than "Black

Water" written by

Leonard Burden /

Lawrence Burden /

Lynell Burden

KEVIN SAUNDERSON (KMS PRODUCTIONS, INC.)

1. "Rock To The Beat" by Reese
2. "Smooth Groove" by Faces & Phrases
3. "The Savage and Beyond" by Tronik House
4. "Pump Up The

Move (Kenny Larkin

Mix) by E-Dancer

5. "Uptempo" by Tronik House

6. "The Human Bond" by E-Dancer

7. "Straight Outta Hell" by Tronik House

8. "Velocity Funk" by E-Dancer

9. "Banjo" by E-Dancer

10. "Warp" by E-Dancer

All above tracks

written by Kevin

Saunderson

All tracks appear

courtesy of KMS

Productions, Inc.

"Warp", "Banjo",

"Human Bond" and

"Velocity Funk"

published by

Chrysalis Music Ltd.

Thanks to:

Laura Gavoor,

Lawrence Burden,

James Ruskin,

Howard Hertz, Michael

Sarsfield

WARRANTY

Rockstar Games, a division of Take-Two Interactive Software, Inc., warrants to the purchaser only that the disc provided with this manual and the software program coded on it will perform in accordance with the description in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the disc to Rockstar Games or its authorized dealer along with a dated proof of purchase. Replacement of the disc, free of charge to the original purchaser (except for the cost of returning the disc) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Rockstar Games shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by the law, damages for personal injury, even if Rockstar Games has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law, which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights, which may vary from state to state.

You may not reproduce, prepare derivative works based on, distribute copies of, offer for sale, sell, transfer ownership of, rent, lease, or lend to others the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation; provided, however, that you may transfer the entire Program and accompanying documentation on a permanent basis as long as you retain no copies (including archival or backup copies) of the Program, accompanying documentation, or any portion or component of the Program or accompanying documentation, and the recipient agrees to the terms of the Agreement. Further, you may not modify, reverse engineer, disassemble, decompile or translate the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation, nor may you make any copies of the Program modules for use with other programs. This program is intended for private use only.

ROCKSTAR GAMES, A DIVISION OF TAKE-TWO INTERACTIVE SOFTWARE
575 BROADWAY 3RD FLOOR
NEW YORK, NY 10012

ESRB rating

This product has been rated by the Entertainment Software Ratings Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CONTROLS

STEERING	Left analog stick
FORWARD	Press the right analog stick up or press the X button
REVERSE	Press the right analog stick down or press the △ button
BRAKE	Press the □ button
HANDBRAKE / LEVELOUT	○ button (while airborne) R3 button (while airborne)
PAUSE/UNPAUSE	START button
CAMERA CHANGE	SELECT button
VIEW LARGE MAP	R1 button
REARVIEW	R2 button
UPSHIFT (manual transmission only)	L2 button
DOWNSHIFT (manual transmission only)	L1 button
HONK YER HORN	Press down on the L3 button
USE COUNTERMEASURES	Press down on the D pad

INPUT CODE...

Rockstar Games 575 Broadway New York, NY 10012

©2001. All rights reserved. Rockstar Games and the Rockstar Games logo are trademarks of Take-Two Interactive Software, Inc. Angel Studios and the Angel Studios logo are trademarks of Angel Studios.

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.