WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PLAYSTATION®3 system 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.

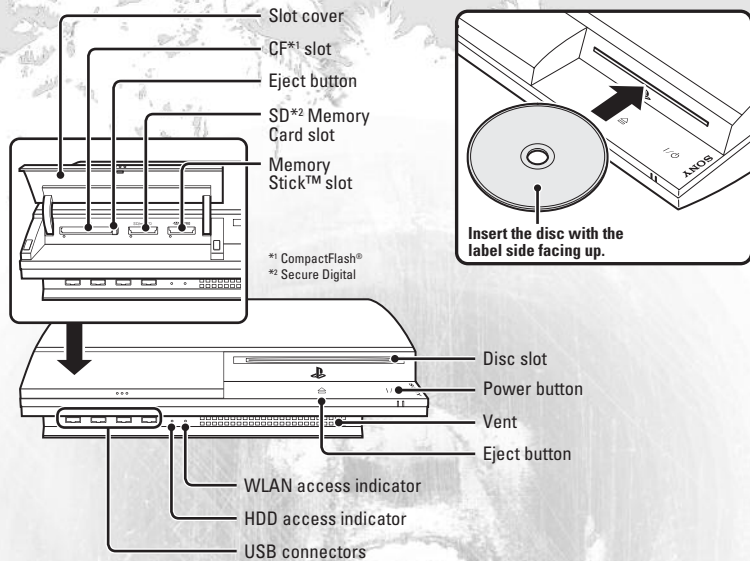### HANDLING YOUR PLAYSTATION®3 FORMAT DISC:

- 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 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.

CONTENTS

PLAYSTATION®3 system front

Slot cover
CF*¹ slot
Eject button
SD*² Memory Card slot
Memory Stick™ slot

Insert the disc with the label side facing up.

*¹ CompactFlash®
*² Secure Digital

Disc slot
Power button
Vent
Eject button
WLAN access indicator
HDD access indicator
USB connectors

Note: Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.
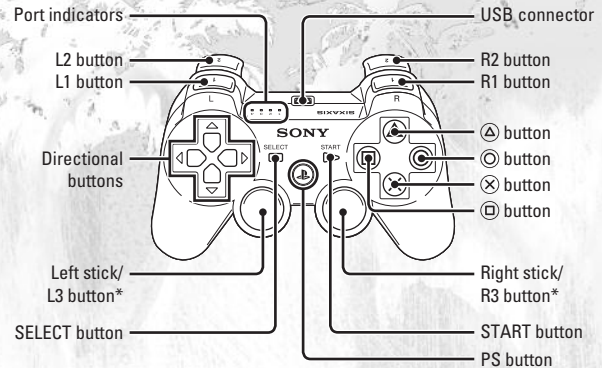
Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the **Shellshock 2: Blood Trails** disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PLAYSTATION®3 system's home menu, and then press the ⊗ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

`Hint` To remove a disc, touch the eject button after quitting the game.

Using the SIXAXIS™ wireless controller (for PLAYSTATION®3)

Port indicators
L2 button
L1 button
Directional buttons
Left stick/ L3 button*
SELECT button

USB connector
R2 button
R1 button
Ⓐ button
Ⓞ button
Ⓧ button
⬜ button
Right stick/ R3 button*
START button
PS button

* The L3 and R3 buttons function when the sticks are pressed.

Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

INTRODUCTION

On course for war-torn Vietnam, a US plane carrying a top-secret cargo code-named "Whiteknight" is lost over the jungles of Cambodia. A Special Ops squad is sent in to retrieve it, but they all mysteriously disappear. One month later, one of the team, Sergeant Caleb Walker, walks out of the jungle—but he is changed; something has driven him insane, something that followed him out of the darkness.

The horror...

Cal's younger brother Nate is then quickly brought in to try to get information about "Whiteknight" from his deranged sibling. Cal is being kept in quarantine by the military because he is carrying a highly contagious and horrifically destructive virus. The brothers meet briefly, but then all hell breaks loose: Vietcong Special Forces attack the remote jungle town base, and in the chaos that follows Cal breaks out and escapes.

Now it's in YOUR hands: Shellshock 2 puts you in control of Nate Walker. You must take up the hunt for Cal and try to solve the mystery of "Whiteknight" in this intense "survival horror" game. Set in the dark, nightmarish jungles during the Vietnam War, this is your chance to experience intense, brutal jungle combat matched by swaths of unbridled high tempo horror.

CONTROLS

GAME CONTROLS	GAME ACTION
left stick / directional buttons	Menu highlight
✖ button	Menu select
◉ button	Menu back

| GAME CONTROLS	GAME ACTION
L1 button	Run
L2 button	Press and hold for Iron Sight
directional buttons ⬅/➡	Change weapon
directional buttons ⬆/⬇	Switch to flare or grenade
left stick	Move character
L3 button	Stance toggle
right stick	Camera
✖ button	Flashlight on/off
◉ button	Melee attack
▣ button	Reload weapon
▲ button	Use / Interact / Pickup
R1 button	Throw grenade
R2 button	Fire weapon / Punch
START ▷ button	Pause Menu / Objectives / Melee

GETTING INTO THE GAME

- Once the game loads, press the ▷^START button.
- You will be asked to **Create New Save Game**.
- After the save game has been created, you proceed to the Main Menu screen.

MAIN MENU

The Main Menu screen is the starting point for all areas of the game.

Here you can choose: **New Game** to start a new game; **Continue Game** to resume from the last checkpoint; **Level Select** to replay an unlocked level; **Options** to adjust game and controller options; or **Change Profile** to modify your profile.

If this is the first time you are playing **Shellshock 2: Blood Trails**:

- Select **New Game**.
- Select **Easy**, **Medium** or **Hard** difficulty.
- Press the ▷^START button when the level has loaded.

BRIEFING NOTES

You play Nate Walker. Get to know him well and use these character notes to try to understand the special bond he has with his older brother Cal.

Private Nathanial (Nate) Walker

Nate's father was dishonorably discharged from the US Army in World War Two for cowardice, after suffering shellshock.

Nate's older brother Cal always resented his father. As soon as the US was sucked into the Vietnam conflict, Cal volunteered to fight, to prove that he was not a coward like his father.

It was not long before he was decorated for bravery at the siege of Khe Sanh. His father was overjoyed at the news of the medal and Nate found himself under increasing pressure to volunteer.

But before Nate could decide what to do, he was drafted.

PVT. NATE WALKER
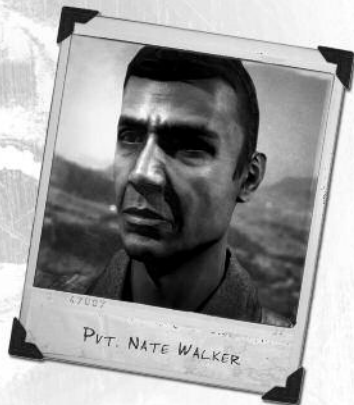
Sergeant Caleb (Cal) Walker

When the brothers were young, Cal always looked after Nate, especially when they were taunted by other kids about their father's reputation for cowardice.

In the Army, Cal was always the first to volunteer for the most dangerous assignments. This "first into the fight" mentality generated furious loyalty from the soldiers he fought with.

Cal worked his way up to Squad Leader of a Special Ops squad, the squad that was sent in to track down "Whiteknight."

SGT. CALEB "CAL" WALKER

MISSION OBJECTIVES

Shellshock 2: Blood Trails has a large number of intense levels. Each level has a number of mission objectives that you must complete before you can progress to the next level.

New objectives are added to the list as you progress. When added, they are shown briefly on-screen and then listed in the Objectives Menu. Completed objectives are checked off.

ROOKIE TUTORIAL

When the game begins, you have to hit the ground running.

Initially, you won't know what's going on. You will be briefed by Master Sergeant Griffin, a fiercely patriotic psychotic who would willingly die for his country.

You are in the frontier town where Cal is quarantined. Griffin takes you to meet your incoherent brother. Cal's first moment of clarity occurs when he recognizes you. There is a connection—but then an explosion blasts through the cell, showering debris into the room. When you come to, you spot Cal escaping with Griffin racing after him.

There's very little time for basic training. You must chase them and learn the basic game controls FAST—your life and the life of your brother now depend on it!

GAME SCREEN

The game screen is deliberately left clear and uncluttered, enabling you to see and hear exactly what Nate Walker is experiencing. This conveys the atmosphere of being there, deep in the jungle, surrounded by hostiles, the VC after your blood and a terrifyingly contagious virus primed and ready to infect you.

Some HUD items and text messages will appear on-screen briefly, then fade away to clear the screen for action. The screen also graphically reflects Nate's state of health, shock, stamina, etc.

COMBAT

Weapons

Your current weapon in hand is shown on-screen, but be warned that you will have to find additional weapons to survive. You will find a number of different US and VC weapons; those that can be picked up are clearly indicated.

- Once you possess more than one weapon, you can scroll through them (put them into your hands) with the directional buttons ←/→.

Crosshair

Each pistol, rifle or automatic weapon you are currently holding has an on-screen crosshair sight icon that allows you to aim and fire at a specific target.

The crosshair is permanently on by default, but you can choose to switch it off via the Options Menu. It will then appear on-screen only when you begin to fire.

Iron Sight

Each pistol, rifle or automatic weapon also has the option of an Iron Sight. This raises the weapon's sight up to your eye line, and allows you to fire an accurate, finely controlled shot.

- Press and hold the **L2** button to use the Iron Sight.
- You cannot use the Iron Sight while running, and you will not see the crosshair.

Contextual Button

There are many objects, items, and structures in the game that you can use, pick up, or interact with in some specific way. When you are near the object, an on-screen contextual button prompt will appear.

- Press the contextual button shown on-screen to use, pick up, interact, and so on.

Stance Icon

You have two stance positions in the game: **standing** and **crouching**. Standing gives you more mobility but makes you more vulnerable. Crouching makes you slower across the ground but puts you in a better defensive position. An icon appears briefly on-screen to show the changed stance.

- Press the **L3** button to switch between standing and crouching.

Ammo and Reloading

Ammo is at a premium in the game. There's not much of it around, so try not to waste it on indiscriminate fire.

When your weapon is low on ammo, the weapon icon flashes up on the HUD. When your weapon is out of ammo, the weapon icon appears with a red cross through it.

- Press the ● button to reload the equipped weapon.

Melee Attack

If an enemy jumps out at you too close for you to aim your weapon, you can use a melee attack to smash the enemy in the face with whatever is in your hands.

- Press the ◎ button when close to an enemy to melee attack.

If you are not carrying a weapon, you will use your fist to smash the enemy's face.

Grapple Attack

If a deranged enemy suddenly gets right in your face, that foe will lock you into a hand-to-hand grapple.

- To successfully grapple attack the enemy, press the on-screen button prompts in sequence.
- Once you manage to beat down the enemy, press the L2 or R2 button to perform the finishing move of your choice.

Throwing Grenades

You can pick up and throw various different objects, such as grenades and flares, but in combat the explosive grenades are by far the most important.

- Select the grenade (scroll through your items with the directional buttons ↑/↓).
- Turn and look in the direction you want to throw.
- Press the R1 button to throw the grenade.

The grenade is thrown in an arc in the direction you are facing:

- If you are looking forward, level with the ground, the grenade will travel in a low trajectory arc.
- If you are looking up, you'll get a longer distance on the throw by pressing, holding and then releasing the R1 button. Increase the effort you put into throwing the grenade to increase the thrown distance.

A grenade is fitted with a detonation timer that initiates as soon as you release the R1 button. This means that a grenade thrown a great distance with a large trajectory arc can explode in the air above an enemy, making him vulnerable even when he is in good cover.

Heavy Machine Guns

At certain times, you may have to fire a mounted high-caliber weapon such as a heavy machine gun. These weapons can do a lot of damage in a short space of time, and can be very useful against a strong, determined attack.

- Approach the mounted gun by facing the handles, and press the △ button. You will grab hold of the gun.
- Aim with the left stick.
- Fire with the **R2** button.
- Press the △ button to release the mounted gun.

Walking and Running

Walking is the default character movement in **Shellshock 2: Blood Trails**. You can also sprint by pressing and holding the **L1** button.

- Be aware that running tires you out and uses up stamina.

Stamina

Maintaining stamina is very important; it affects everything you do. Prolonged sprinting, the effects of shellshock, and taking damage all reduce your stamina level. Reduced stamina affects your combat efficiency, reducing your reload time and the accuracy of your aim. You can preserve (or top up) stamina by walking slowly, remaining still or crouching for a period of time.

While there is no specific indicator on the HUD to show your stamina level, you can get a good idea via realistic audio feedback and on-screen effects.

Breathing

The heavier and more frequent your breathing, the lower your stamina. When your stamina is at its lowest point, your breathing will change to an unhealthy wheeze and you will only be able to move very slowly across the ground.

Flashlight

You are carrying a useful flashlight that will help light your way through pitch black tunnels and dark sections of the game. Remember: using a flashlight will also make you visible to an enemy, so turn it off when it's not essential to your progress.

- Press the ✕ button to turn the flashlight on/off.

Health

You are able to see your current state of health without affecting your field of view: as health decreases, the edges of the screen turn red and begin to close in. If you continue to take damage and die, your view will go completely dark. As you regain health from injuries, your field of vision is gradually returned to normal.

Injury

A number of full-screen effects show the effects of injury, impaired vision, drug use or shellshock. If Nate is badly affected by gas or smoke, you will hear him cough and gasp and the screen will flash.

PAUSE MENU

You can access the Pause Menu at any time to freeze the game and take a break from the intense action. The Pause Menu also allows you to:

• Restart the level.
• Return to the last checkpoint.
• Access the game options.
• View your current objectives.

OBJECTIVES

You can access the Objectives screen at any time. **Next objectives** will be shown briefly on-screen and then listed on the Objectives screen. If an objective has been completed, it will be checked off.

• Press the ▷ button to view your current objectives.

OPTIONS MENU

You can access the Options Menu from the Main Menu or from the Pause Menu. It allows you to adjust various control- and game-related options and manually save the game.

Control Options

- Invert Controls on/off (default: off)
- Aim Sensitivity (graduated bar)
- Aim Assist on/off
- Aim Assist Sensitivity (graduated bar)
- Control Style
- Left Handed on/off (default: off)

Graphics Options

- Brightness (graduated bar)

Audio Options

- Music Volume (graduated bar)
- Sound Volume (graduated bar)
- Speech Volume (graduated bar)
- Subtitles on/off (default: off)

Game Options

- Crosshair yes/no (yes = always on)
- Motion Sensor Actions yes/no

Save Options

- Save Game
- Auto Save on/off

View Credits

Available from the Main Menu Options Menu only.

CREDITS

REBELLION

DEVELOPED BY
REBELLION

REBELLION MANAGEMENT CEO
Jason Kingsley

CTO
Chris Kingsley

HEAD OF PRODUCTION
Mike Burnham

HEAD OF PROGRAMMING
Kevin Floyer-Lea

HEAD OF DESIGN
Tim Jones

SHELLSHOCK 2: BLOOD TRAILS GAME TEAM

SENIOR PRODUCER
Sean Griffiths

PRODUCER
John Walsh

ASSISTANT PRODUCERS
Lee Heir
Richard McClaughry
Eric Miller

LEAD CODER
Stuart Middleton

CODE
Catalin Arsenescu
Steve Barnett
James Bulman
Damian Furlong
Martin Harris
Mike Healey
Steve Keen
Andrew McDonald
Mark Parry
Morgan Parry
Richard Rice
Guy Symonds
John Treece-Birch
Ben Weston
Can Wetherlit
Neil Young
Thomas Young

LEAD DESIGNER
Keith Ledger

DESIGNERS
Wayne Adams
Jonathan Barrett
Oli Clarke-Smith
Ade Esan
Paul Field
Ben Gouldstone
Ian Hannigan
Jamie Morton
Kevin Nolan
Darren Price
Andy Sandham
David Ward

LEAD ARTIST
Daryl Clewlow

ART
Leavon Archer
Peter Asberg
Pete Barnard
Tom Beesley
Adrian Denne
Andrew Finch
James Fraser
Jamie Gibson
Jason Hardman
Nick Hinton
John Lilley
Doug McPherson
Claire Muncey
Chris Narchi
Jerry Oldreive
Andrew Pattinson
Sean Power
Vidar Rapp
Lee Ray
David Reading
Graham Rice
Scott Robinson
Jo Taylor
Paul Trehan-Young
Rick Underhill
Richard Whitelock
Matt Wilmot

ADDITIONAL ART
Kornelius Dahl
Martin Ocheng
Paul Sparkes
Nathan Tang
Andrew Stewart

ANIMATION
John Barnard
Sarah Deas
Des Forde
Gary Ronaldson
Duncan Skertchly

ASURA ENGINE CODE
Catalin Arsenescu
Steve Barnett
Nick Brett
James Bulman
Paul Cardy
Nick Davis
Kevin Floyer-Lea
Anthony Gregson
Martin Harris
Mike Healey
Steve Keen
Steven Lovesey
Richard May
Andrew McDonald
Stuart Middleton
Craig Mitchell
Mark Parry
Morgan Parry
William Plano
Kim Randell
Richard Rice
Andy Southgate
Andy Tate
Neil Young
Thomas Young

HEAD OF AUDIO
Martin Oliver

AUDIO LEAD
Stuart Duffield

REBELLION (CONTINUED)

AUDIO
Nick Brewer
Tim Haywood
Michelle Leonard
Jordan Pedder

VIDEO TECHNICIAN
Ian Smith

QA MANAGER
Ian Tuttle

QA
Simon Brewer
Hayos Fatumnbi
Pawel Goleniewski
Owen Keys
Kevin Marshall
Alejandro Millican
Oliver Scott

VOICE TALENT
Nick Brewer
Peter Brooke
Roger Clark
Tim Davenport
Darren Daly
Emily Denniston
Son Do
Stuart Duffield
Des Forde
Tim Haywood
Ben McCullough
Elaine McCullough
Hung Nygen
Kerry Shale
Robert G. Slade
Tom Scutt
Eben Young

GAME MUSIC
Martin Iveson
Ben McCullough

IT SUPPORT
Ed Duerr
Robb Howell
Andy Liggett
Dan Thomas

ADDITIONAL THANKS
Audio Motion
Film Finance Inc.

SPECIAL THANKS
Paul French
Andy Gibson
Iain Hancock
Duncan Hopkins
Sam Kinch
John O'Brien
Steve Pritchard
David Reed
Tom Scutt
Olive Sentance
Claire Timpany
Jake Turner
Friends, Families
and the better halves
of all of the staff
during the development
process

EIDOS, INC.

**EXECUTIVE
VICE PRESIDENT
OF SALES
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Robert Lindsey

**SENIOR DIRECTOR
HUMAN RESOURCES**
Lisa Dennis

**MARKETING
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Karl Stewart

**MARKETING
COORDINATOR**
Joveth Gonzalez

PR SPECIALIST
Stanley Phan

**SENIOR MANAGER
OF PRODUCT
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Mai Kawaguchi

**CREATIVE SERVICES
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PROJECT MANAGER**
Julie Moretti

**REGIONAL SALES
MANAGER**
Holly Robinson

**SALES & MARKETING
SERVICES MANAGER**
Ilana Budanitsky

**SALES SUPPORT
SUPERVISOR**
Lena Sparks-Anderson

**LEGAL & BUSINESS
AFFAIRS MANAGER**
Clinton Waasted

**CHANNEL MARKETING
SPECIALIST**
Rafal Dudziec

OPERATIONS ANALYST
Lisa Sakurai

**U.S. MASTERING
& SUBMISSIONS
SUPERVISOR**
Jordon Romaidis

U.S. MANUAL
Hanshaw Ink & Image

**WEB SYSTEMS
MANAGER**
John Glass

WEB ADMINISTRATOR
Veronica Rueda

**SENIOR KEY ACCOUNT
MANAGER**
Kevin Witte

SENIOR ACCOUNTANT
Chen Jieping

**SENIOR PAYROLL
& BENEFITS
ADMINISTRATOR**
Dee Edwards

EIDOS, INC. (CONTINUED)

**ACCOUNTS PAYABLE
SPECIALIST**
Arsenia Delacueva

CREDIT MANAGER
Brian O'Leary

RECEPTIONIST
Elizabeth Adelman

**SENIOR FACILITIES
COORDINATOR**
Tilo Ortega

FACILITIES ASSISTANT
Claire Laik

IT DIRECTOR
Brian Venturi

IT SUPPORT
Barnaby Go
Patrick Laciste
Andre Rodriguez
Robert Hernandez
Travis Rogers
Ryan Worrell

SPECIAL THANKS
JVST
Robert Dang
Connie Cheung
Matt Dahlgren
John Lerma
Kelly Xu
Rich Campbell
Rudy Geronimo
Greg Wu
Oonagh Morgan
Cale Byrom

MUSIC

"FREE BIRD"
Performed by
Lynyrd Skynyrd
Written by
(Van Sant/Collins)
Courtesy of MCA
Records Inc
Under licence from
Universal Music
Operations
Published by Duchess
Music Corp/Longitude
Music Co/Universal/
MCA Music Ltd

**"A HORSE
WITH NO NAME"**
Cover version produced
by Hal Ritson and
Richard Adlam
Written by Dewey
Bunnell
© 1972 WARNER
BROS MUSIC LTD
(PRS). LICENSED
COURTSEY OF
WARNER/CHAPPELL
MUSIC (UK) LTD.

Guitars – Guthrie
Govan, Vocals – Roland
Jones, Drums – Richard
Adlam, Keyboards
by Hal Ritson

"ME YA YA"
Written by Andrew
Barnabas, Paul Arnold
& Li Jiang.
Lyrics by Li Jiang
Vocals by Amy Li,
backing vocals
by Li Jiang.
Drums & percussion –
Alex Reeves,
Guitars – Louis Thorne,
Bass – Chris Taylor,
Trumpet – Paul Arnold
Recorded at Blue Bank
Studios,
Cambridgeshire.
Engineered & edited
by Chris Taylor
Music produced by Bob
& Barn, Side UK.

"ALL THE SMOKE"
Written by Leavon
Archer, Andrew
Barnabas &
Paul Arnold.
Lyrics by Leavon Archer
Vocals & Guitar –
Leavon Archer,
Drums & percussion –
Alex Reeves,
Bass – Chris Taylor,
Organ – Paul Arnold.
Recorded at Blue Bank
Studios,
Cambridgeshire.
Engineered & edited
by Chris Taylor
Music produced by Bob
& Barn, Side UK.

"L'EDGE EN DAME"
Written by Andrew
Barnabas and Paul
Arnold
Performed by the
City of Prague
Philharmonic Orchestra.
Guitar – Louis Thorne
Orchestrated and
conducted by Nic Raine
Recorded at Barrandov
Scoring Stage, Smecky
Studios, Prague.
Engineered and mixed
by Jan Holzner
Produced by James
Fitpatrick

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Eidos, Inc.
RMA# (state your authorization number here)
1300 Seaport Boulevard, Suite 100
Redwood City, CA 94063

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