



SHOOT X™

MINI COOPER S

EVERYONE
E
CONTENT RATED BY
ESRB

EA SPORTS BIG

**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.

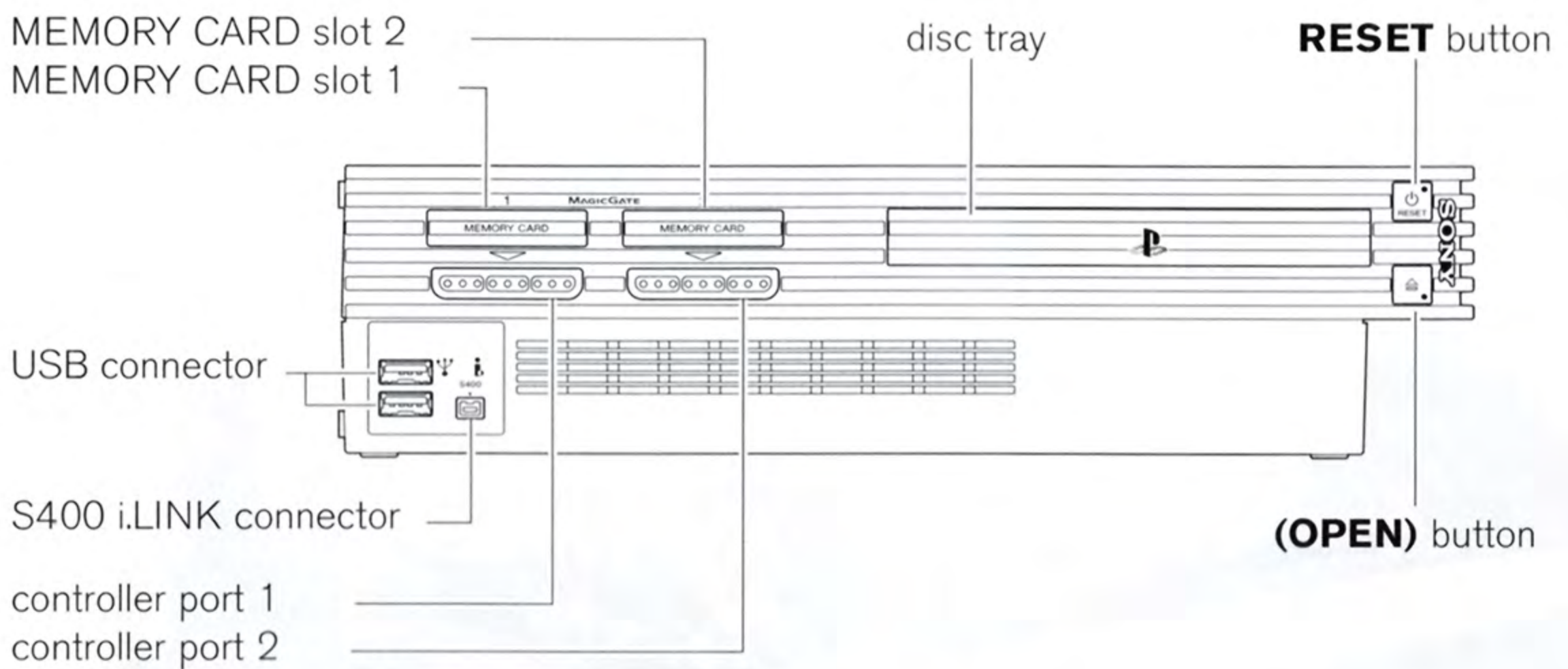
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CONTENTS

| | |
|--------------------------------------|-----------|
| STARTING THE GAME | 2 |
| COMMAND REFERENCE | 3 |
| GAME CONTROLS | 4 |
| ROCK YOUR SHOX™ | 5 |
| SETTING UP THE GAME | 6 |
| MAIN MENU | 6 |
| SINGLE PLAYER MODE | 7 |
| PLAYING THE GAME | 10 |
| GAME SCREEN | 10 |
| SHOX ZONES | 10 |
| CIRCUIT MASTERY | 11 |
| DAMAGE | 12 |
| RACE WINNINGS | 12 |
| RESULTS SCREEN | 13 |
| REWARDS | 14 |
| ENVIRONMENTS | 15 |
| DRAMA AND CAR CRASH CAMERAS | 16 |
| PAUSE MENU | 16 |
| CARS | 17 |
| ACQUIRING A NEW CAR | 21 |
| CHANGING CARS | 23 |
| MULTIPLAYER MODE | 24 |
| HEAD-TO-HEAD | 24 |
| MAYHEM | 25 |
| OPTIONS | 26 |
| SAVING AND LOADING | 29 |
| CREDITS | 30 |
| LIMITED 90-DAY WARRANTY | 33 |

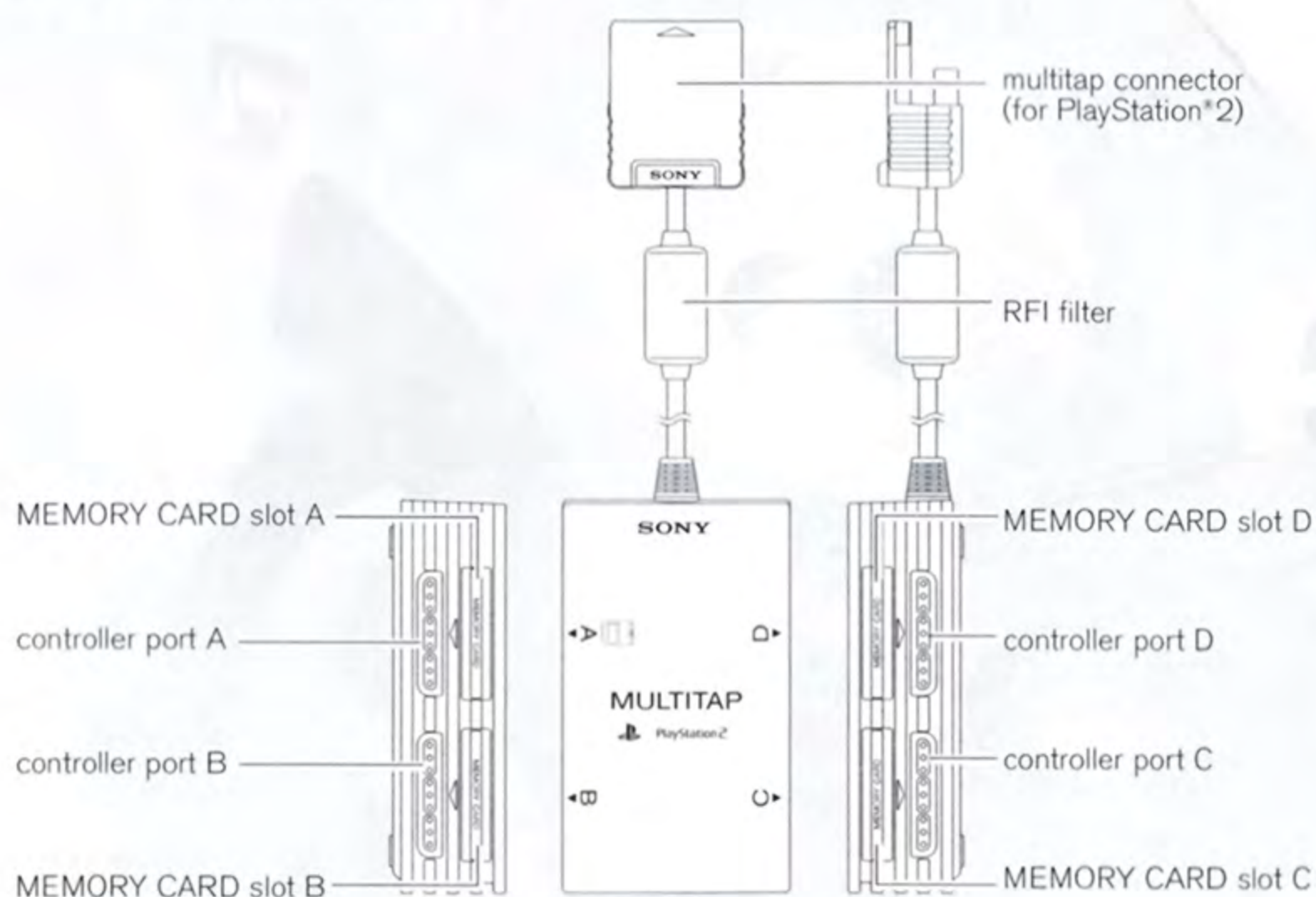
STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



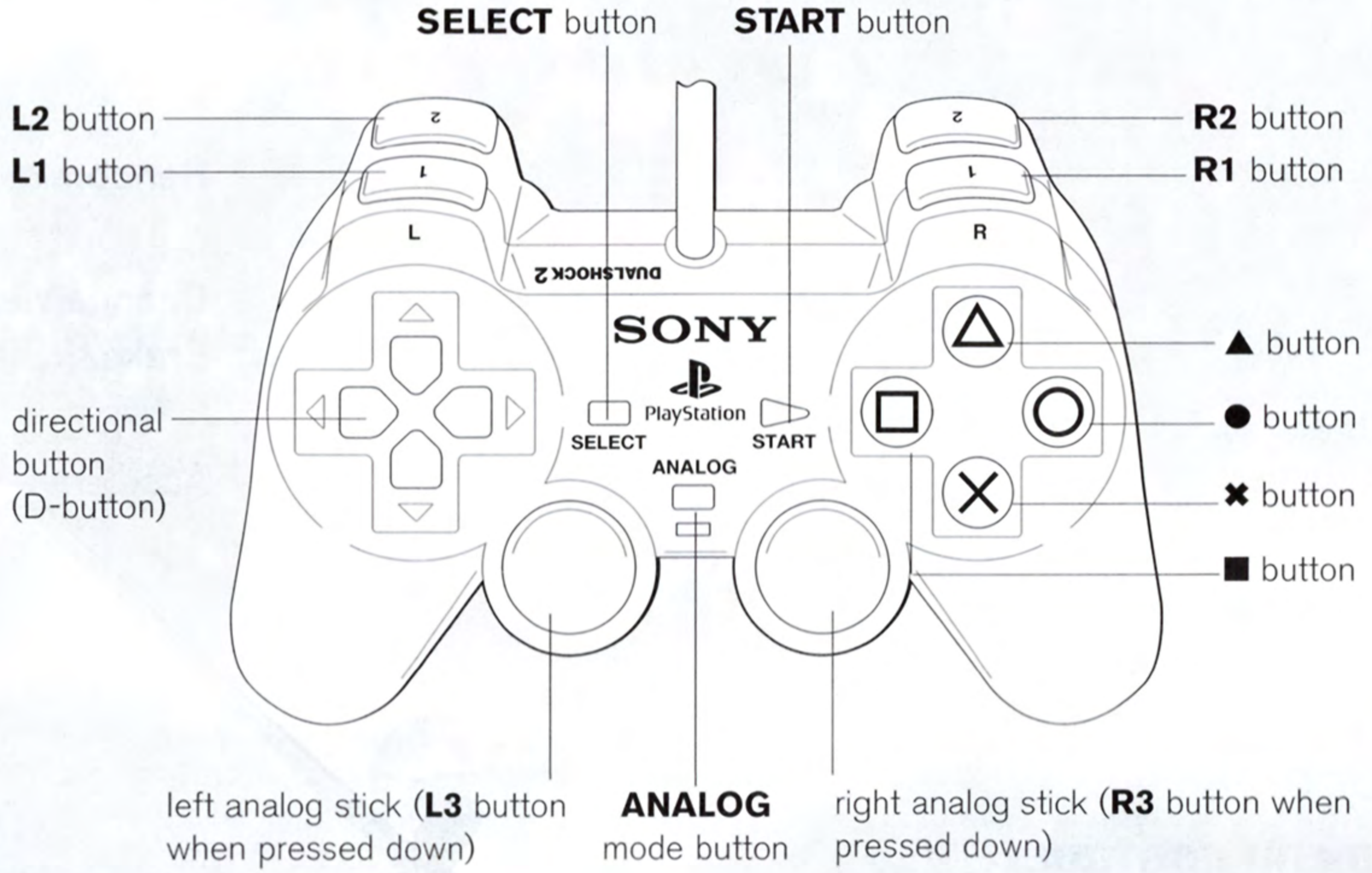
- 1.** Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
- 2.** Make sure the MAIN POWER switch (located at the back of the console) is turned on.
- 3.** Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
- 4.** Place the *Shox™* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
- 5.** Attach game controllers and other peripherals, as appropriate.
- 6.** Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the Multitap (for PlayStation®2), a controller must be connected to controller port 1-A.

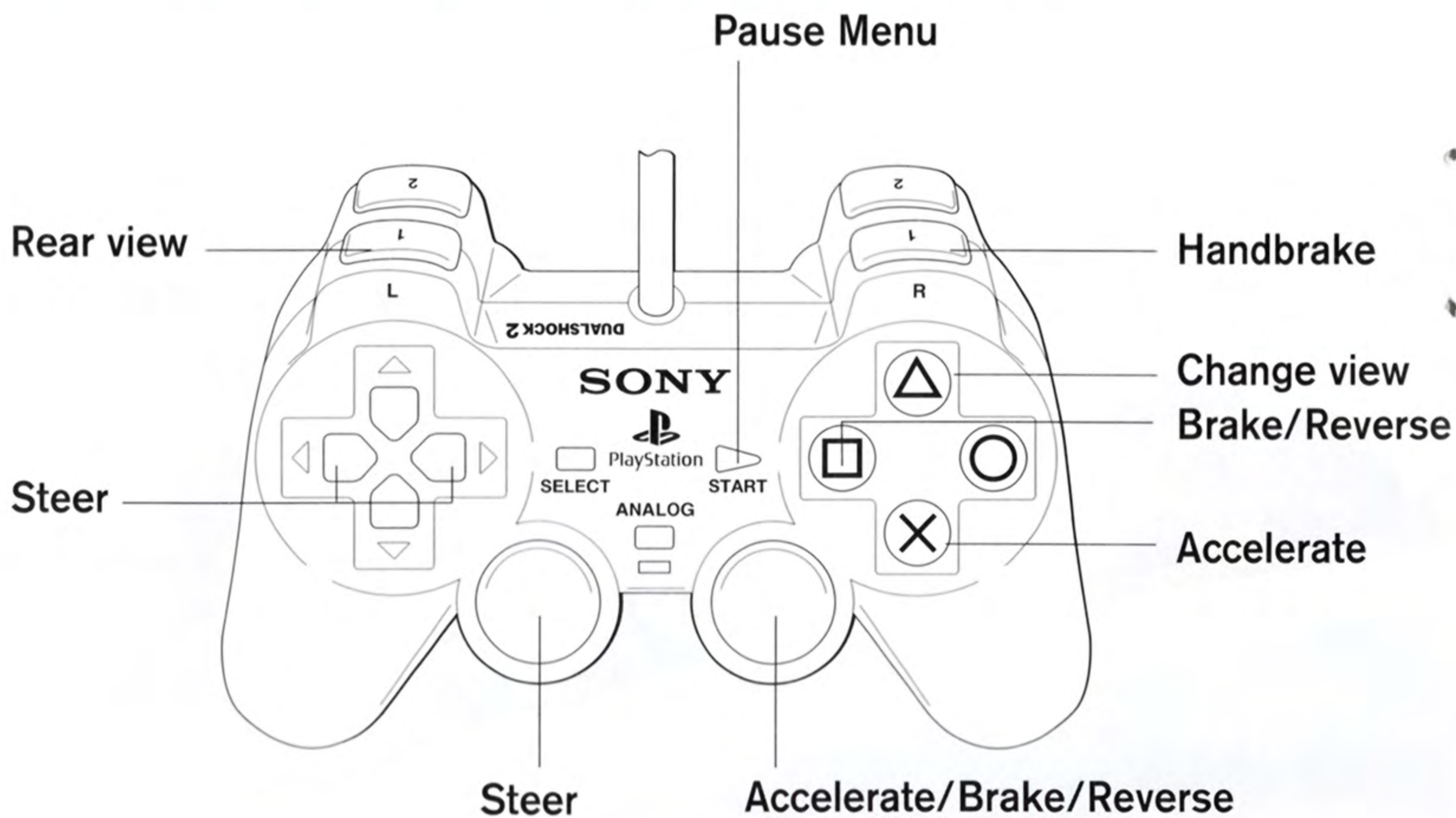


COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS



MENU CONTROLS

| | |
|---|------------|
| Highlight menu items | D-button ⇅ |
| Cycle choices/Move sliders | D-button ⇔ |
| Select/Go to next screen | ✕ button |
| Return to previous screen | ▲ button |
| Toggle between Day and Night racing (if Night racing has been unlocked → <i>Rewards</i> on p. 14) | ■ button |



ROCK YOUR *SHOX*[™]

Off-road racing gets fast and furious EA SPORTS BIG[™] style. Powerslide to victory on dirt, pavement, and snow in the world's fastest and flashiest off-road rides. Pile up cash and put it on the line to gamble for new wheels as you earn and unlock your way toward the Shox championship. When you're ready, take on up to three friends in no-holds-barred multiplayer action. It's go time.

SHOX FEATURES

- ❖ **The Ultimate Joyride:** Get behind the wheel of turbocharged beauties from the past, present, and future and dirty them up in harsh off-road environments.
- ❖ **Dash for Cash:** Blaze through Shox Zones to earn cash, unlock bonus features, and unleash the 'Shoxwave'.
- ❖ **Multiplayer Mayhem:** Put your hard-earned reputation on the line—and your friends in their place.
- ❖ **Crash and Drama Cams:** View spectacular jumps and bumps with cinematic cameras and effects.
- ❖ **Stunning Locations:** Rumble in the jungle, thunder through the tundra, and haul through the dunes in a variety of exotic settings.

FOR MORE INFO about this and other EA SPORTS BIG titles, visit www.easportsbig.com.

SETTING UP THE GAME

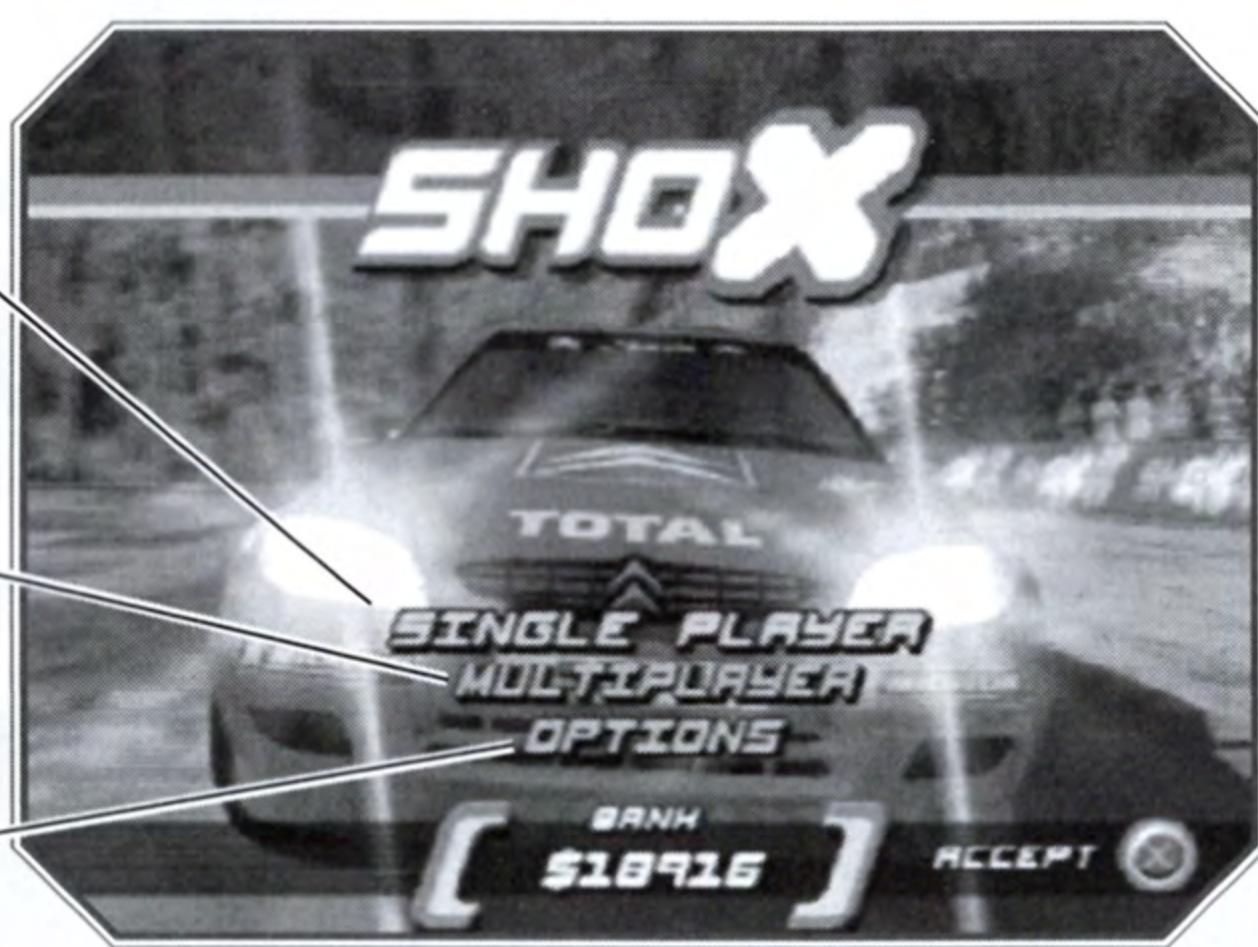
NOTE: The first time you play *Shox*, the Enable AutoSave? screen appears. To automatically save your progress throughout Single Player mode, select YES. ENABLE AUTOSAVE. Otherwise, choose NO. DISABLE AUTOSAVE (► *Saving & Loading* on p. 29).

MAIN MENU

Begin a single player championship
(► *Single Player Mode* on p. 7)

Put your reputation on the line
(► *Multiplayer Mode* on p. 24)

Adjust AutoSave, Audio, Visual, Controller, and Language Settings



SINGLE PLAYER MODE

Select SINGLE PLAYER from the Main menu to test your treads and your guts on the EA SPORTS BIG stage that is *Shox*.

- ❖ If you already have a game saved on your memory card (8 MB) (for PlayStation®2), you can select CONTINUE to take up where you left off at the Championship screen (► *Championship Screen* on p. 8). To start from scratch, select NEW GAME.

CAR SELECTION

First things first. Before you go gunnin' for some cash, choose the wheels that'll put you on the path to Championship glory (► *Cars* on p. 17).



To select a car:

1. Press the D-button ⇄ to cycle through the available vehicles.
 2. Press the ✕ button to select your desired car.
- ❖ Here's the bad news: when you first participate in a Championship, you can only select from Compact Championship cars. The good news is, the first one's on the house (the rest you must earn).

EA TIP: It's not all about watching the road. Keep a close eye on your Steering, Speed, and Stability stats as well. The wrong choice could cost you dearly when racing on certain circuits (► *Cars* on p. 17).

EA TIP: Whether you're ridin' retro in an Escort MKII or putting your faith in modern technology with something like the Saxo, don't get too attached to your car's smooth lines—*Shox* circuits have a habit of making their own, custom modifications.

NAME ENTRY

Be somebody! Create a flashy player name of up to six characters and style up your ride. This name appears on the license plates of the cars you acquire in the game.

To enter a name:

1. Press the D-button to highlight a letter and press the **X** button to select it. It will then appear on your chosen car's license plate.
➤ Highlight DEL and press the **X** button to delete a character.
2. Highlight DONE and press the **X** button to finish.

CHAMPIONSHIP SCREEN

The Championship screen lists all the single-player competitions—the four Shox Championships and the Shox Challenge. Unavailable competitions are grayed out.



The Shox Championships consist of four gnarly competitions of increasing difficulty—each containing six stages spread across three exotic environments, and every one can swallow you up. However, when you begin playing *Shox*, only the Compact Championship is available. With continued success and a little bit of luck, you'll be able to unlock the Sports, Turbo, and Power Championships. Don't expect an easy ride though—the higher you go, the tougher the competition and the harder the qualification requirements.

To start a Championship:

1. Press the D-button \updownarrow to highlight the Championship you want to enter.
 - ❖ Information such as the number of cars you have acquired, unlocked Stages, and your Average Position appears for the highlighted Championship.
2. Press the \times button to enter the highlighted Championship.

STAGE SCREEN

The Stage screen displays essential stage-specific data so pay attention.

- To take a trip down to the garage and swap the vehicle you are currently using, select CHANGE CAR (➤ *Changing Cars* on p. 23).
- To stare longingly at all the shiny new machines (most of which you probably can't afford), select GAMBLE/BUY CAR (➤ p. 22).

To enter a Stage:

1. Press the D-button \leftrightarrow to highlight an available Stage. When highlighted, the Stage's name and 'Platinum Car' are displayed. Upon completion of the Stage, your final position, best lap time, and Circuit Mastery level (➤ *Shox Zones* on p. 10) also appear.
2. Select RACE to get down to the nitty gritty.
 - ❖ Once you've mastered the Gold level stage, you can race in the night version of the track by pressing the \blacksquare button (➤ *Rewards* on p. 14).

EA TIP: Along with your current car and your average position, your bank balance is displayed on all Championship screens. Keep an eye on this—and the prices of available cars (➤ p. 22)—so you know when you can afford an addition to your collection. Acquiring new rides is key to your Championship strategy.

PLAYING THE GAME

GAME SCREEN

Each Stage in *Shox* pits you against five rivals over three laps of varying terrain. Press the **X** button to start the countdown.

Position

Speed

Position Indicator:
Charts your
progress around
the track, relative to
your opponents

Shox Bar: Counts
down through
Shox Zone



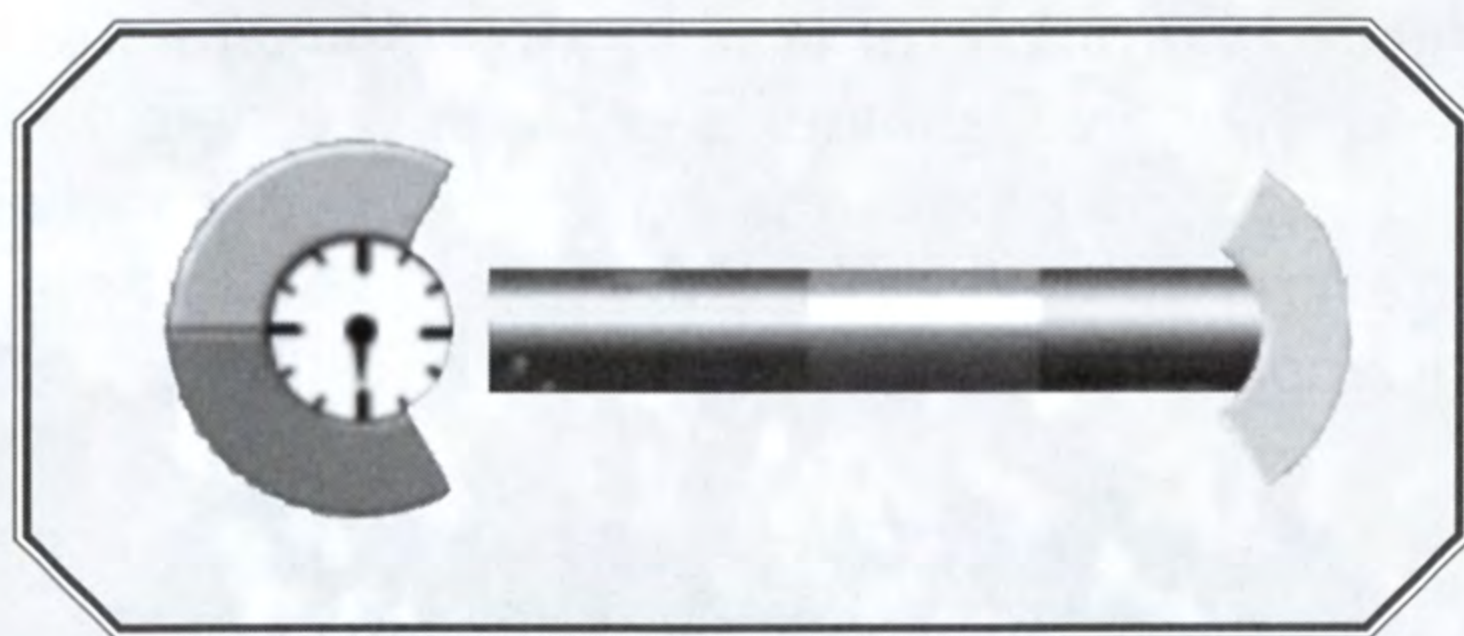
Race Winnings: Total
prize money earned
in the stage so far
(► *Race Winnings*
on p. 12)

SHOX ZONES

On every lap of each Championship circuit you're faced with three Shox Zones, which are marked by distinctive gates. As you pass through the opening gate of a Shox Zone, the Shox Bar begins to count down through Gold, Silver, and Bronze. You are awarded the color that the meter is on when you pass the closing gate, along with the accompanying cash.



SHOX BAR



SHOXWAVE: Every time you bag Golds in all three Shox Zones, you unleash the Shoxwave, a fast-moving wall of air that appears ahead of you and steadily increases in velocity. Catch and 'ride' the Shoxwave before the next gate to gain extra funds. Fail, and it disappears. Be ready—don't expect the "wave" to hang around while you're peeling yourself off a billboard.



CIRCUIT MASTERY

Just how good are you? To master a circuit you must reach a certain level (Gold, Silver, or Bronze) in all three Shox Zones over the course of a race, or have obtained *Platinum* status.



- ❖ The extent to which you have mastered a circuit is illustrated at the end of the race and on the corresponding Stage screen.

EA TIP: Reap rewards by mastering a circuit to Gold or Platinum (reaching Gold level with a Platinum Car) level (► *Rewards* on p. 14).

DAMAGE

It's time to consider the pitfalls of tearing around insane tracks at ridiculous speeds—namely, Damage. Every time you dent your car, you also put a dent in your race winnings, so consider your tactics carefully. Is it really worth gaining that extra place if you're going to have to do it with your bumper disappearing in your rearview mirror? Maybe, maybe not.



RACE WINNINGS

During every Championship race, your Race Winnings fluctuate depending on how well you navigate the track. Earn extra pocket money by finishing as high up the field as possible, by blazing through the Shox Zones, and by riding the Shoxwave. But remember, you'll definitely feel it in your wallet with every scrape and wreck.

RESULTS SCREEN

Establish once and for all whether sacrificing your rear windshield on the second lap was worth the place you gained. Did the gamble pay off? The Results screen tracks your final position, Shox Zone, and Shoxwave totals.



EA TIP: You can return to any completed stage in order to increase your average position, better your circuit mastery, or just to pick up a bit of extra pocket money.

REWARDS

- ❖ Reach the qualification requirement of a stage to unlock the next circuit.
- ❖ Master a track up to Gold level to unlock a Night race and to halve all stakes when gambling for cars in the current Championship (► *Gambling for a car* on p. 22).
- ❖ Acquire cars from higher Championships in order to race in those competitions.
- ❖ To earn souped-up Platinum-coated versions of cars you already own, use the Platinum Car shown for each track and earn all three Shox Zone Golds with that car.
- ❖ Complete all four Shox Championships to race in the Shox Challenge.
- ❖ To unlock all four Shox Challenge circuits, you must master eight tracks up to Platinum level (every two Platins unlocks one track).
- ❖ Average first in each Championship to unlock a new Mayhem Arena and win the Championship trophy.

ENVIRONMENTS

Each *Shox* environment boasts seven interlocking tracks, with each track requiring unique driving skills and suiting some cars better than others.

SAND STORM

Shox brings you the low latitudes...*with attitude*. Blaze through sand and gravel to leave the rest of the field sucking on fumes and spitting dust.



JUNGLE FEVER

Avoid getting swamped in the mud and dirt if you want to become the king of the jungle on this speed safari.



ALPINE BLAST

Get a grip on ice sheets, plough through snowdrifts, and blast down the bobsleigh run to avoid slipping down the field.



DRAMA AND CAR CRASH CAMERAS

Catch big air or bend some bodywork and see it all in minute detail with Drama Cam and Crash Cams. Both can be turned OFF in Display Options (► p. 26).

Caution: Appearing regularly on the Crash Cam is nothing to be proud of.

PAUSE MENU

Is the action getting too intense? Then catch your breath. Press the **START** button during gameplay to bring up the following options:

CONTINUE

Return to the action.

OPTIONS

Adjust AutoSave, Audio, Visual, Controller, and Language settings (► p. 26).

RESTART

Let's try that again—only this time with both bumpers. Select this option to start the current event again.

QUIT

Had enough? Confirm at the prompt to end the current event and return to the menu screens.

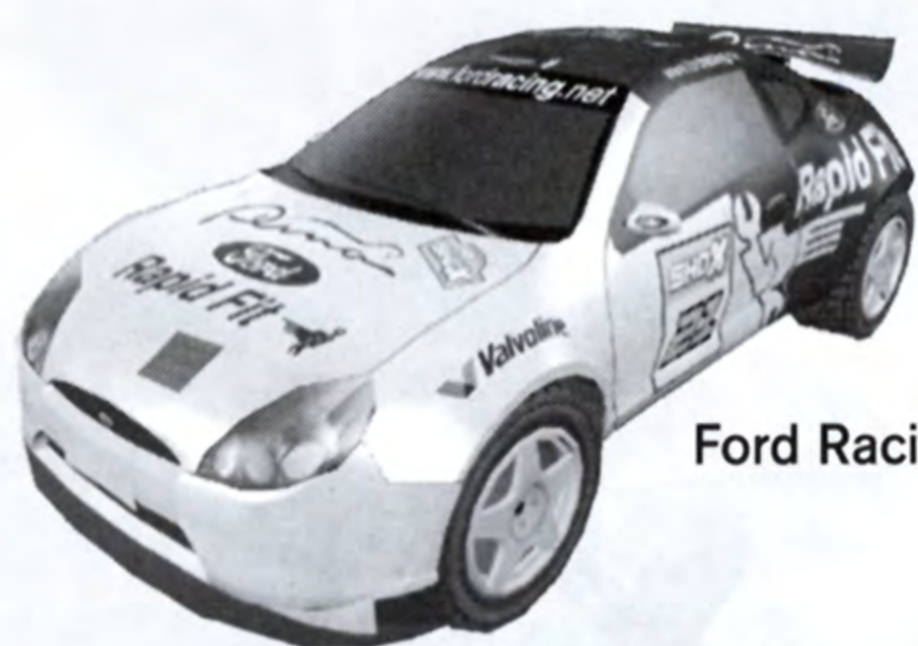
CARS

Each Championship features a variety of off-road racing legends. Every car boasts different strengths and weaknesses depending on the circuit, environment, and driving style you choose.

Choose classics from the past, such as an Escort MKII or the Audi Quattro. Or, from the here and now, choose from the likes of the Citroen Saxo, Peugeot 206, or the new Cayenne Turbo.

☛ You can only use cars within the Championship they belong to.

COMPACT CHAMPIONSHIP



Ford Racing Puma



Peugeot 106 GTI 2000



Citroen Saxo Super 1600



Porsche 911 SC Safari

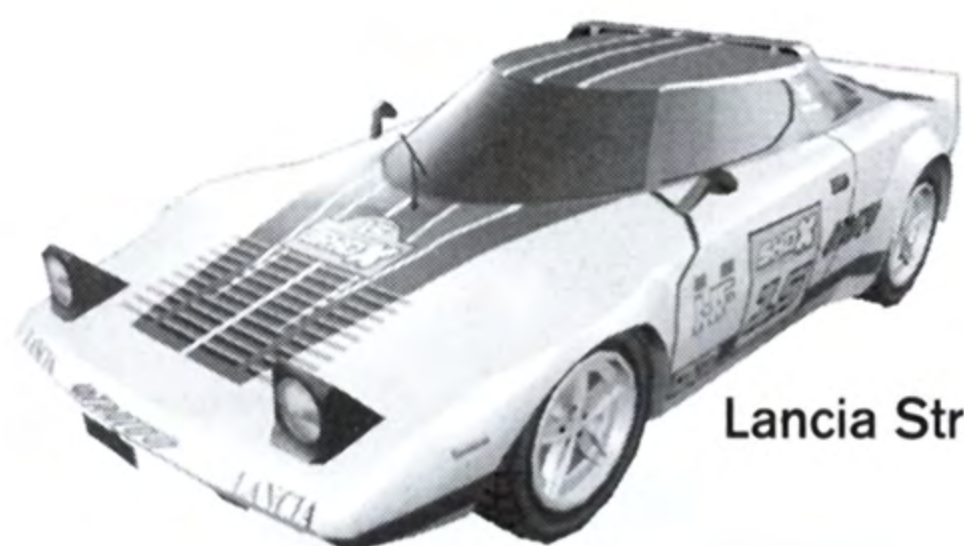


Mini Cooper S



Ford Escort RS1800 MKII

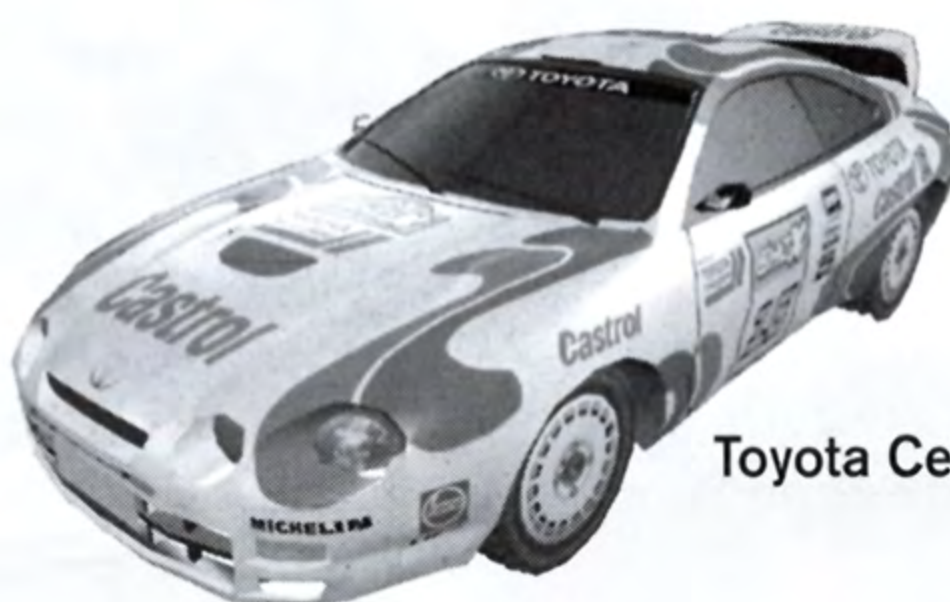
SPORT CHAMPIONSHIP



Lancia Stratos



Porsche Cayenne Turbo



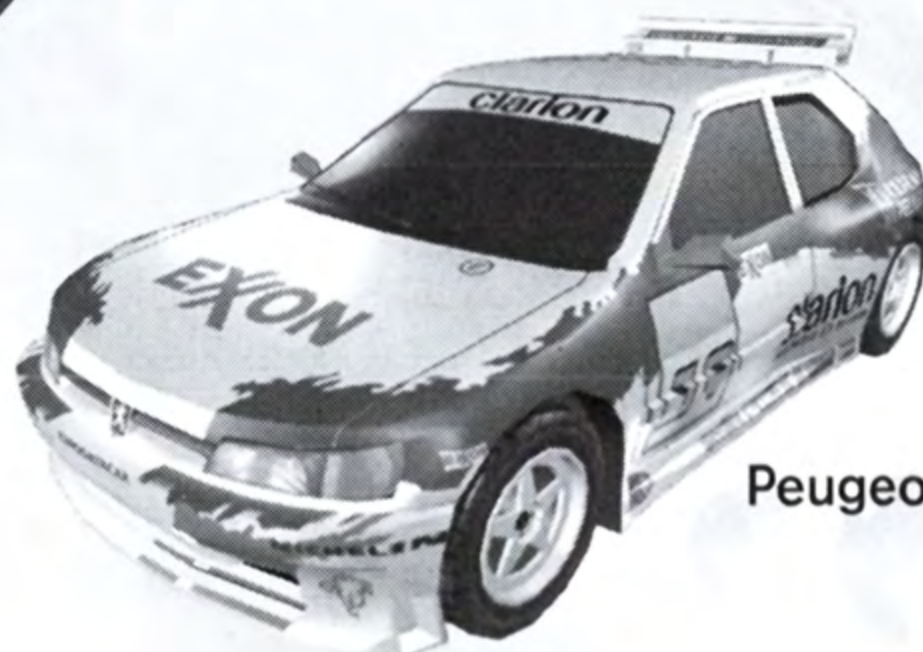
Toyota Celica GT4 ST205



Lancia Delta Integrale



Ford Escort RS Cosworth



Peugeot 306 MAXI 1996

TURBO CHAMPIONSHIP



Mitsubishi Lancer Evo 7



Peugeot 206 Racing 1999



Subaru Impreza 2000



Porsche 911 Paris-Dakar



Mitsubishi Lancer Evo 6



Subaru Impreza 2002

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POWER CHAMPIONSHIP



Audi Quattro E2



Peugeot 205 T16 GRB



Lancia Rallye 037



Ford RS200



MG Metro 6R4



Porsche 959 Paris-Dakar

ACQUIRING A NEW CAR

When you catch yourself coveting your neighbor's Saxo, you know it's time for some retail therapy. Since you can't exactly steal it, put your money where your mouth is and gamble for a new addition to your collection. Or, if fortune seems to have eluded you, save up to buy it outright.



To select a new car:

- 1.** In the Group screen, press the D-button \leftrightarrow to highlight a Championship. (Unavailable cars are hidden. Vehicles you already own are displayed.)
- 2.** Press the \times button to select the highlighted Championship.
- 3.** At the Car Select screen, D-button \leftrightarrow to select the car you want.

GAMBLING FOR A CAR

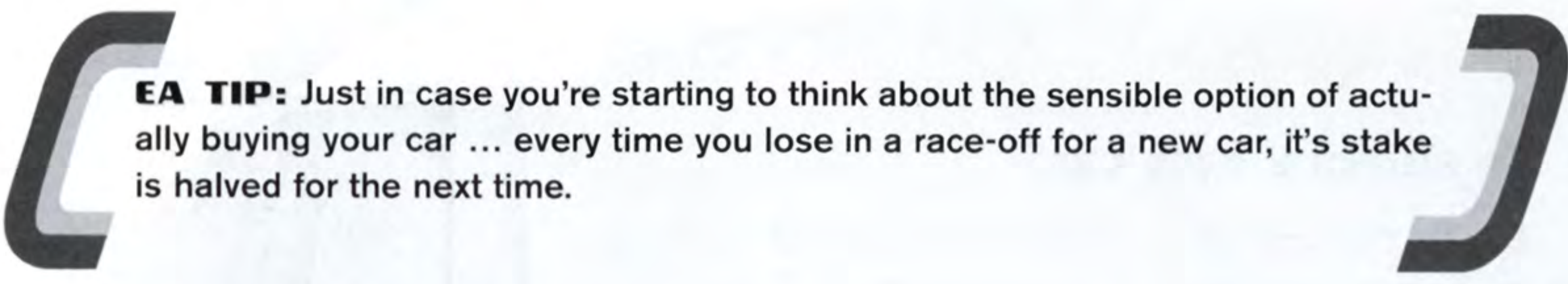
If you're feeling lucky—or more importantly, skilled—enough to take up the challenge, you can acquire your desired car at a cut price in a winner-takes-all duel.

To gamble for a car:

- 1.** Press the D-button ⇄ to highlight GAMBLE. The amount of money you need to ante up appears on screen.
- 2.** Press the ✕ button and select YES to confirm.

Your account is raided for your stake and it's time for a one-on-one race-off between identical cars. Oh, did we forget to tell you the opposing car has a head start? No one said it was going to be easy.

Win the race and you win the keys to your new car. Don't, and you ...well, you don't. Either way, your bank balance takes a dive, so make sure you give it everything or it'll be the most expensive test drive you've ever taken.



EA TIP: Just in case you're starting to think about the sensible option of actually buying your car ... every time you lose in a race-off for a new car, it's stake is halved for the next time.

BUYING A CAR

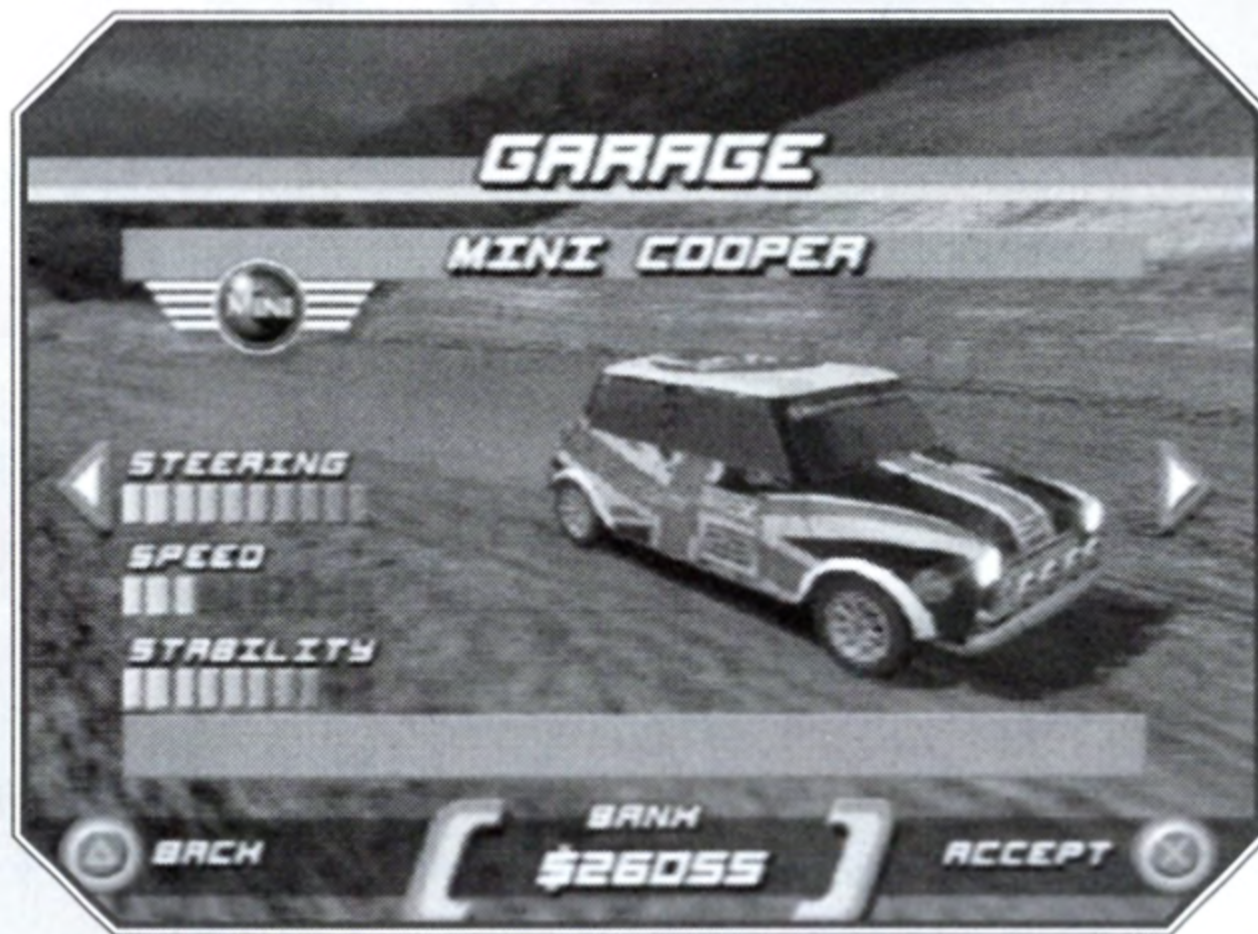
Well if you can't win it—buy it. If you have to stoop to this level, here's how you buy a vehicle.

To buy a vehicle:

- 1.** Press the D-button ⇄ to highlight BUY. The selling price appears on screen.
- 2.** Press the ✕ button and select YES to confirm. The car is yours.

CHANGING CARS

To inspect the collection you have assembled for your assault on the current Championship, select CHANGE CAR in the Stage screen.



To select a different car:

1. In the Garage screen, press the D-button ⇄ to cycle through your cars.
2. Press the ✕ button to select one to use in the next race.

MULTIPLAYER MODE

Select MULTIPLAYER at the Main menu to go Head-to-Head or cause Mayhem with up to three friends in chaotic split-screen contests.

- ❖ You can select from any of the cars and circuits you have unlocked in Single Player mode (► p. 7) as long as the memory card (8MB) (for PlayStation®2) containing the saved data is in MEMORY CARD slot 1.

Up to four players can play *Shox* by using one of the following methods:

- ❖ Play with up to four DUALSHOCK®2 analog controllers by using a multitap (for PlayStation®2). To do so, insert a multitap (for PlayStation®2) into controller port 1 and then insert the controllers sequentially into controller port 1-A, 1-B, 1-C, and 1-D.
- ❖ Share DUALSHOCK®2 analog controllers between two players (► *Controllers* on p. 27).

HEAD-TO-HEAD

Hit the open road with five opponents (including up to three rivals) and your over-inflated ego in the way of a pleasant drive in the countryside.

- ❖ Default options appear in **bold** in this manual.

To go Head-to-Head:

1. Press the D-button ⇧ to select the number of competitors (**TWO**, **THREE**, or **FOUR**).
 2. Choose **HEAD TO HEAD** mode.
 3. Press the D-button ⇌ and press the **X** button to select an available class of car.
 4. Press the D-button ⇌ and press the **X** button to select a car from the selected group.
- ❖ Each player must repeat step **4**.
5. Press the D-button ⇧ to choose an available Circuit and press the **X** button to begin the race.

MAYHEM

The days of polite driving are a distant memory in Mayhem mode, where collisions are positively encouraged.

- To capture the flag, mow it down or tag the opponent in possession.
- To prevail in the Mayhem Arena, hold onto the flag for a *total* of one minute.

To start a Mayhem race:

- 1.** Press the D-button ⇧ to select the number of competitors (TWO, THREE, or FOUR).
 - 2.** Choose MAYHEM mode.
 - 3.** Press the D-button ⇄ and press the ✖ button to select an available class of car.
 - 4.** Press the D-button ⇄ and press the ✖ button to select a car from the selected group.
- Each player should repeat steps **3** and **4**.
 - 5.** Press the D-button ⇄ to choose an available Arena and press the ✖ button to begin.
 - You must average first in each of the Shox Championships to unlock further Arenas.

OPTIONS

Adjust AutoSave, Audio, Visual, Controller, and Language settings, or check out the *Shox Credits*.

LANGUAGE SELECT

Press the D-Button \updownarrow and press the \times button to select your preferred language.

LOAD/SAVE

\curvearrowright Press the D-button \leftrightarrow to enable (**YES**) or disable (NO) the AutoSave feature (\blacktriangleright *Saving & Loading* on p. 29).

\blacktriangledown The AutoSave default is on (**YES**).

DISPLAY

\curvearrowright Press the D-button \updownarrow to highlight a Display option, press the D-button \leftrightarrow to adjust it, and press the \times button to confirm the settings.

SHOX BAR

Select **FULL** to view Shox Zone info along with credits and debits from your Race Winnings, as they happen. Choose PARTIAL to hide the position indicator only (\blacktriangleright *Game Screen* on p. 10) or OFF to hide all information.

DRAMA CAM

Turn OFF to bypass detailed thrill sequences (default is **ON**).

CRASH CAM

Turn OFF to skip spectacular spill sequences (default is **ON**).

HUD

Turn OFF if you don't want to bother yourself with details such as position and speed (default is **ON**).

FORMAT

Select a display format to suit either a **NORMAL** or WIDE screen television.

SPLIT MODE

Adjust the two-player split-screen view between **TOP-BOTTOM** and LEFT-RIGHT.

SPEED

Choose to display your speed in **MPH** or KPH.

POSITION

Press the left analog stick to adjust the screen position and then press the \times button to set it.

SOUND

- Press the D-button ⇄ to cycle the preset mix settings between Music, Voice, and SFX.
- Choose CLUB or **RACE** presets, or select CUSTOM, and press the D-button to set them yourself.

CONTROLS

Select CONTROLLER ASSIGNMENT at the Controller Options screen to assign controllers, to allow a single controller to be used by two players, and to assign steering wheels.

To split a controller:

1. Press the D-button ⇅ to select the Player whose controller you wish to share.
2. Press the D-button ⇄ to highlight its right-hand-side.
3. Press the D-button ⇅ to assign the highlighted half of the controller to the next Player.
4. Press the ✖ button. The DUALSHOCK®2 analog controller is now shared by two players.

CONFIGURATION, MAPPING, AND EFFECTS


After you have assigned or split controllers, you can adjust the actions performed by their controls, along with effects such as Vibration.

To configure a controller:

1. Press the D-button ⇅ to highlight the Player whose controls you wish to configure (CONFIG PLAYER 1, 2, 3 or 4) and press the ✖ button.
2. Press the D-button ⇅ to select MAPPING or EFFECTS.
 - **MAPPING:** press the D-button ⇅ to highlight a control and then D-button ⇄ to change the action it performs.
 - **EFFECTS:** press the D-button ⇄ to toggle the intensity of the vibration function of the DUALSHOCK®2 analog controller between OFF, HALF, and ON.
- ❖ If two players are sharing a controller, each player can only change their half of the controls.
- ❖ Only Player 1 and Player 3 can adjust vibration settings while using a split controller.

USING STEERING WHEELS

To assign a steering wheel to a player:

1. Select CONTROLLER ASSIGNMENT in the Controller Options screen.
2. Press the D-button  to move the steering wheel icon next to the player who wants to use the steering wheel.

To calibrate your steering wheel:

1. Select a player at the Controller Options menu.
2. Highlight CALIBRATION and press the **X** button.
3. Follow the on-screen instructions.

To adjust vibration level:

1. Select a player in the Controller Options menu.
2. Highlight EFFECTS and press the **X** button.
3. Press the D-button to adjust vibration levels between 0 and 10 (default is **5**).

CREDITS

Select to view the *Shox* credits.

SAVING AND LOADING

AutoSave automatically saves your progress to a memory card throughout single-player mode.

NOTE: Never insert or remove a memory card when loading or saving files.

- ❖ Only one game can be saved to a memory card at any one time.
- ❖ Saved game files can only be AutoSaved to a memory card in MEMORY CARD slot 1.

To enable and disable AutoSave:

1. Select OPTIONS at the Main menu.
2. Select AUTOSAVE at the Options menu.
3. Press the D-button ⇄ to toggle AutoSave on and off (**YES/NO**).

MINI COOPER S

CREDITS

PROGRAMMING

Lead Programmer: Rajan Tande

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Oliver Castle

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Additional Programming: David Picon

Special Thanks: Jarl Ostensen, EAC Libs

and Tools, Alberto Aguado

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Lead Technical Artist: Michael Paul

Technical Artists: Andy Johns,

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PRODUCTION

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Executive Producer: Matt Webster

Senior Producer: Nick Channon

Game Director: Matt Birch

Senior Development Manager:

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Development Manager: Jon Taylor

Associate Producer: Neil McEwan

Design Assistant: Matt Follett

Production Co-ordinators: Lisa Stokes,

Fiona Thomson, Caroline Hall

EA UK Production Support:

Masa Nemoto, Mitsuo Hirakawa

Business Affairs: Paul Cairns,

Sigrun Handle

Human Resources: Paul Marsden,

Lorraine Metcalf, Claire Offield,

Sandra Wilms

Studio CTO: Ian Shaw

Studio COO: David Byrne

Studio General Manager:

Steve Dauterman

QUALITY ASSURANCE

Senior QA Manager: Pete Samuels

Project Manger: Pat Russell

Project Leader: Paul Waters

Team Leaders: Nathan Jacobs,

David Grove, Stu Williams

Senior Testers: Nick Barrett, John Hopkin

QA Testers: Carl Mattin, Tony Bannister,

Alex Young, George Bennett, Rob Moody,

Alex Mole, Dean Lea, Sajid Raza,

Tejinder Gill, William Wan, Craig Stephens,

Rocky Samrai, Stephen Collyer,

Paul Blackwell, Grant Ford, Ed Howells,

Cor Wait, Ben Williams, Andy Illing,

James Fry

Technical Compliance Manager:

Joe Grant

Technical Supervisor: Marcus Purvis

Technical Requirements Auditor:

Martyn Sibley



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UK Studio Marketing Director:

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UK Studio Product Manager:

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UK Product Manager: Stuart Lang

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German Marketing: Claudia Langer

Spanish Marketing: Antonio Lopez

Benelux Marketing: Hans Jose

International Marketing: Tracey Bunce

Italian Marketing: Frederico Marelli

Danish Marketing: Morten Nielsen

Norwegian Marketing:

Aimar Niedzwiedzki

Swedish Marketing: Jonas Hildeland

Finnish Marketing: Jere Saarela

Japanese Marketing: Yoshihisa Tsuji

US Marketing: David Lee

Australian Marketing: Brendan Geraghty

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Linda Walker

Euro CQC Test Manager:

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European CQC Test Supervisor:

David Fielding

European CQC Test Leads:

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European CQC Test Team:

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Euro CQC Platform Manager:

James Featherstone

Euro CQC Platform

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Documentation: John Featherstone

Production Manager: Jane Luckraft

Account Executive: Joanna Taylor

Production Planner: James Truter

Documentation Layout: Abdul Oshodi

Materials Co-ordinator: Peter Abbey

Web Localization Co-ordination:

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Studio Ops: Anne Miller, Phil Jones

SPECIAL THANKS

Pete Smith, StratosSupersite, LeighRallying, Ecoscene/Papilio Ltd., Travel Ink Ltd., Richard Keen - Global Underground, Jason Avent, Serena Blackwood, Jennifer Tait, Cornelia von Buhler, Bruce McMillan

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Package Project Managers:

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Package Design: Ayzenberg Design

Documentation: John Featherstone

Documentation Editors: Jessica Pooree, Gabe Leon, Greg Roensch

Documentation Layout: Christopher Held

Customer Quality Control:

Darryl Jenkins, Anthony Barbagallo, Dave Knudson, Andrew Young, Tony Alexander, Simon Steel, Russell Medeiros, Eron Garcia

MUSIC

Original music performed by Bluefish, The Blondini Gang and The Forth

Bluefish 'Chameleon'

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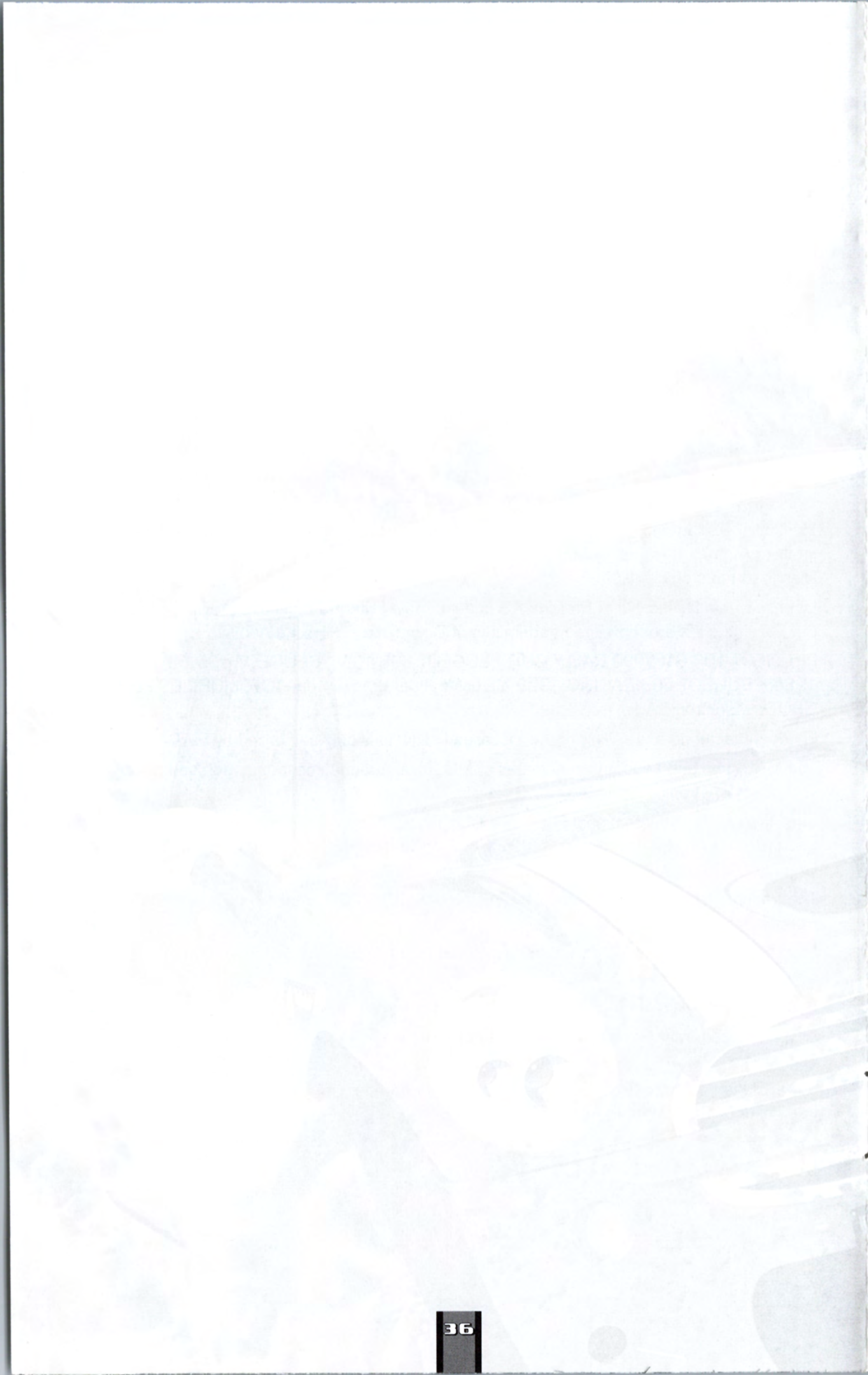
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