



PlayStation

®

NTSC U/C

PlayStation®

EVERYONE



CONTENT RATED BY  
ESRB

SLUS-00765



**TAKE2**

INTERACTIVE SOFTWARE

## **WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE:**

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 game 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 game 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.

## **HANDLING YOUR PLAYSTATION® DISC:**

- This compact disc is for use only with the PlayStation® game console.
- 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.

## **ESRB RATING**

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

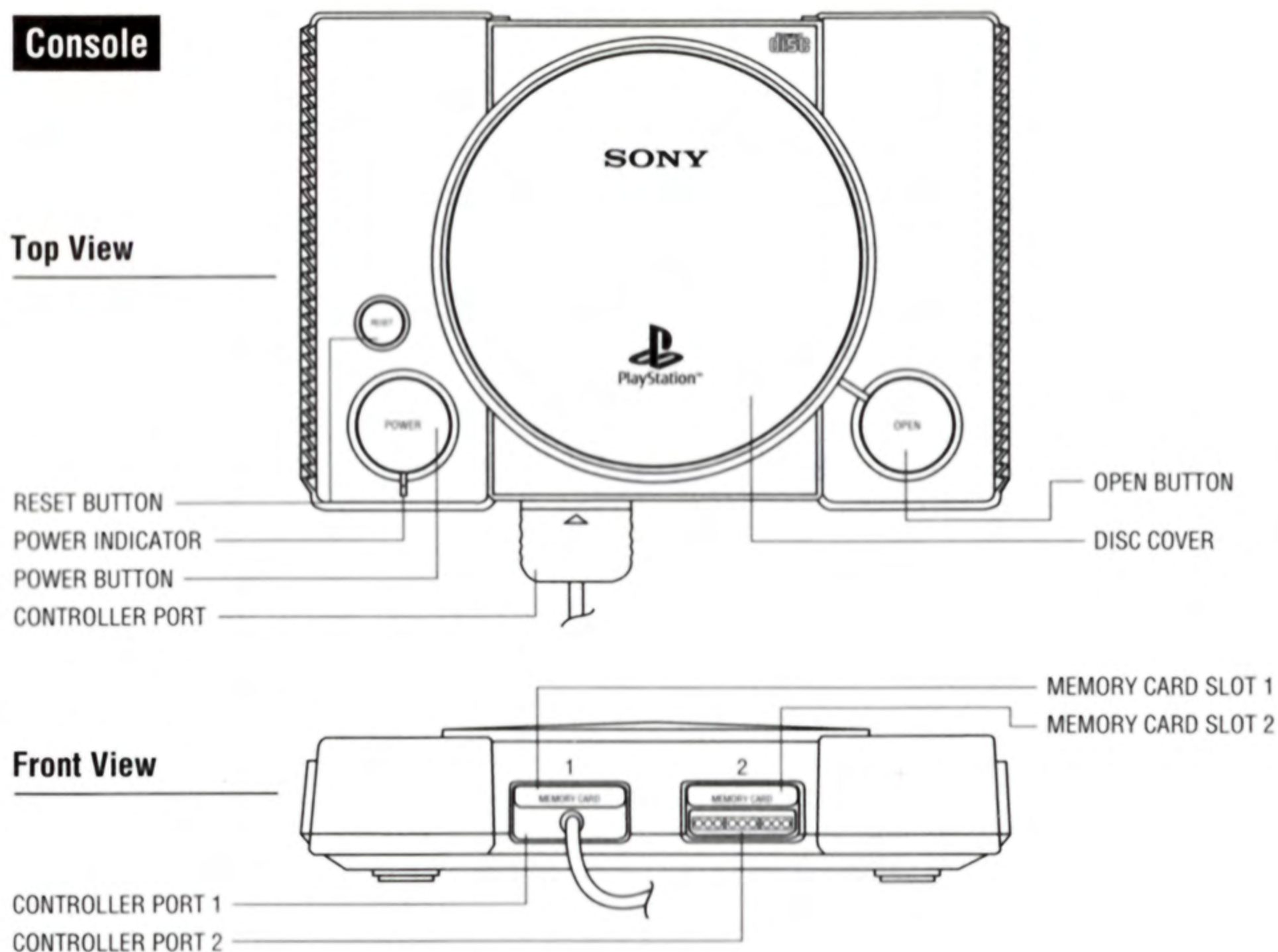
# Contents

I am Master Sage... This is a list of all the information you will need for your quest to defeat the Nightmare King and restore order to our once peaceful world. Read carefully young hero, for I will not always be around to keep you out of trouble.



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# Starting Up



1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert the MONKEY HERO™ disc and close the disc cover.
4. Insert a game controller and turn ON the PlayStation® game console.
5. The opening story will start, and then the Title/Game Start Menu will appear. Press the Start Button to begin play.
6. Follow on-screen instructions to start a game.

## MEMORY CARDS

If you want to save your games, insert a Memory Card into Memory Card slot 1 before turning on the PlayStation® game console.

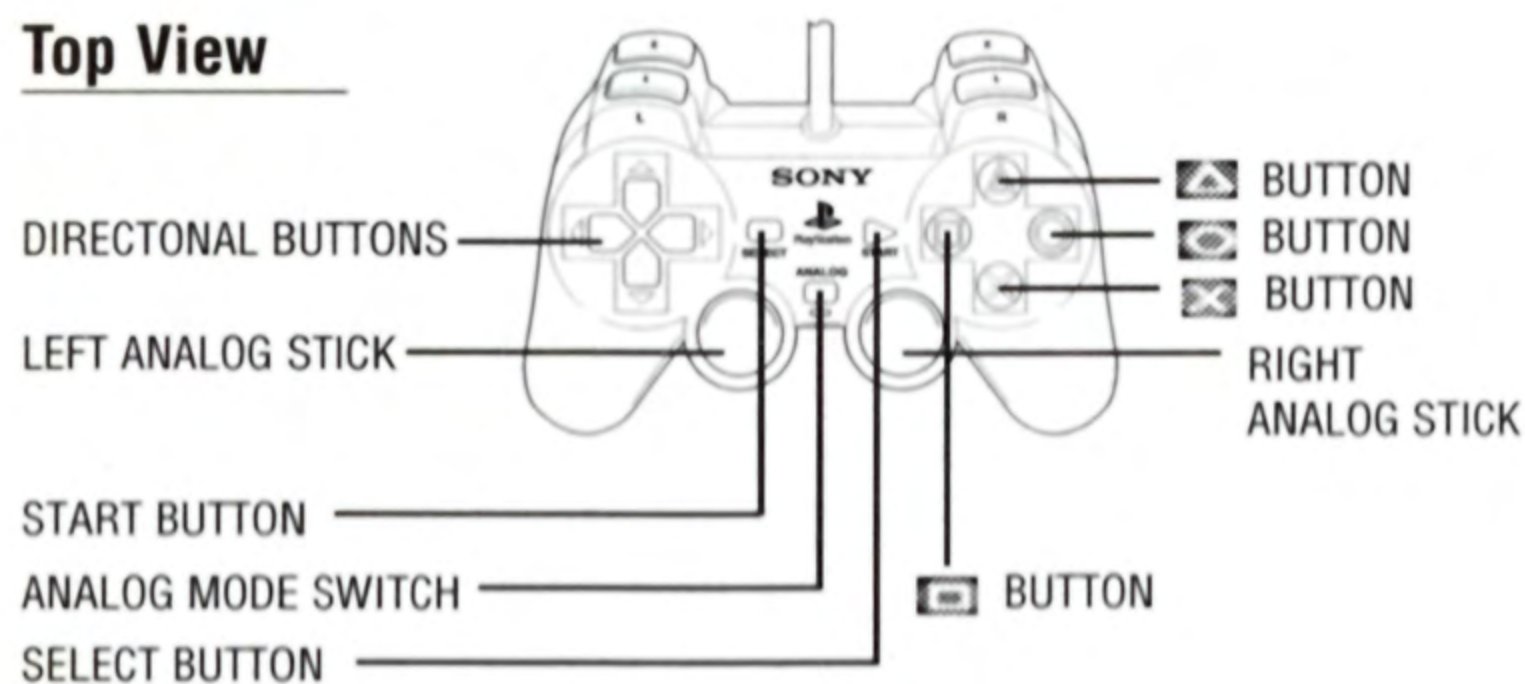
You can continue previously saved Monkey Hero games by loading them from the "Load" Menu. See the "Loading A Saved Game" section under the "Starting and Ending Your Journey" instructions on page 5.

## RESET

To Reset to the Title Screen during gameplay, press and hold the start and select buttons simultaneously for three seconds.

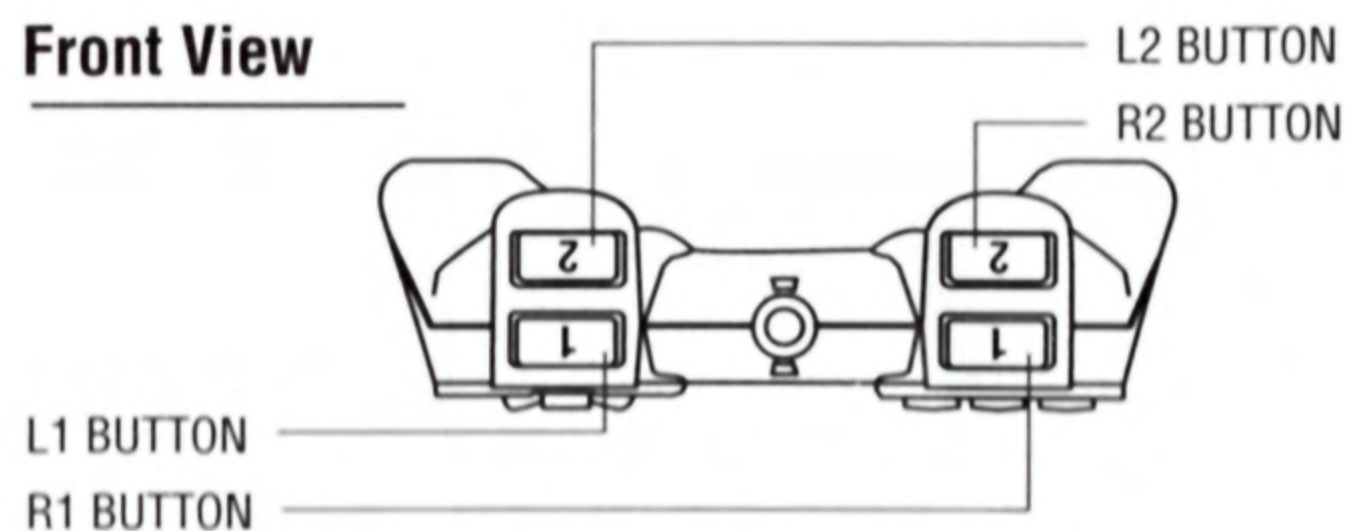
# Game Controls

## Top View









## Controller

### Front View



These are the default controls. You can select from four different button configurations by entering the "Options Room" from the title/start screen.

- |  |   |
|--|---|
| Directional Buttons or Left Analog Stick .....   | Moves Monkey in desired direction, also used to move the cursor to select items.  |
|  Button - Use Item .....      | Uses equipped item.   |
|  Button - Attack .....        | Swings staff, holding  charges "Staff Hovering" ability.   |
|  Button - Inventory .....     | Brings up your "Inventory Screen". Use the Direction Buttons or the Left Analog Stick to move to the desired item, press  again to select the item and return to the game. |
|  Button - Action button ..... | Used to talk to characters, open chests, lift and throw items, push and pull objects and to perform the staff attack. See Monkey Moves on Page 9 for detailed directions.   |
| R1 Button .....  | Cycles forward through your equipable items.  |
| R2 Button .....  | Not used  |
| L1 Button .....  | Cycles backwards through your equipable items.  |
| L2 Button .....  | Not used  |
| Select Button - Map .....  | Once you have the World Map, the Select button will bring up the map of the outside world.  |
| Start Button - Pause .....   | Pauses the game, you can then choose to "save and quit", or "continue playing".   |

# Past, Present and Future

Monkey, listen closely, for this is your destiny.



## The Past

Long ago, there existed not one, but three worlds... the Dream World, the Waking World and the Nightmare World. These three worlds remained in balance, each serving its purpose in the lives of all creatures... The main reason this balance was kept was The Magic Storybook of Dreams. This book kept the people of the Waking World safe from the constant invasion of the Nightmare King. The Nightmare King, determined to destroy the order of the worlds, knew that if he stole this book, he could fill the Waking World with evil nightmares and create total chaos. Having anticipated this attack, the Dream King fashioned a hero out of stone and sent him down to the Waking World for the sake of all the good people. This hero was found by a pair of kindly villagers who raised him until he was ready for me to train for his dangerous quest.



## The Present

Monkey, you have spent many years under my guidance and teaching. The time has come for me to tell you of your destiny...

I have been training you for a great journey, you are the Monkey Hero that the Dream King created to defeat the evil Nightmare King! You must retrieve The Magic Storybook of Dreams from the Nightmare King to restore balance to the three worlds. I hope that I have taught you everything you will need to complete the upcoming challenges... I know not all of what you will be facing, or what paths you will need to take, but I have written down everything I think you will need to know in this book. I hope it proves helpful.

## The Future

Harmony must be restored. It is up to you to find the missing eight pages of the magic story book and defeat all the Nightmare Lords. The events to come will no doubt test each and every ability I have taught you. You will need to be strong and always keep a clear focus on your goal. You will be faced with many difficult puzzles and enemies, but no matter how hard it becomes you must never give up. You are our only hope, Monkey...



# Starting and Ending your Journey

I will now teach you how to begin a new game, load a saved game and how to save your progress once you begin. You will start your journey in the "Title Room". From there, you have three paths which you can take.



## Starting a new game


Once you are ready to begin your quest you will need to start a new game. Follow the instructions below to do so...

To begin a new game, walk through the doorway marked "START". This will begin you on your way and bring you up to the present situation.

NOTE: Before starting a new game, you will need to have at least one empty Memory Card block on your Memory Card to save your game.

## Loading a saved game


If you have already saved a Monkey Hero game to your Memory Card, you can continue your game by doing the following...

To load a saved game, walk through the doorway marked "LOAD". If a Memory Card is inserted into Memory Card Slot 1, with Monkey Hero save games on it, a list will be displayed with the elapsed time displayed for each game. Select the desired saved game from the menu and press the  button to continue from the last saved point.



## Saving your game -

Once you have started your travels, you may save your progress in two ways...

Any time you have control of your character, you can press the Start button to pause your game. You can then press the  button to choose one of the following: "save and quit" or "continue playing".



## Game Over

If you die, and have no mushrooms to restore your life, the "Game Over" screen will come up. You can then choose to: "save and continue", "save and quit" or "continue without saving".

If you select one of the save options, and have a Memory Card inserted into Memory Card Slot 1, the game will save at the beginning of the last dungeon, cave or house that you entered.

Note: You can keep as many Monkey Hero save games on your Memory Card as there are available Memory Card Blocks. If you need to make room for additional save games, use the PlayStation game console's built in Memory Card manager (check your instruction manual for step-by-step directions).



## Options at your disposal


Before starting on your journey you may want to change some of your game options. The "Options Room" can be accessed by moving through the last door in the "Title Room", marked "OPTIONS".

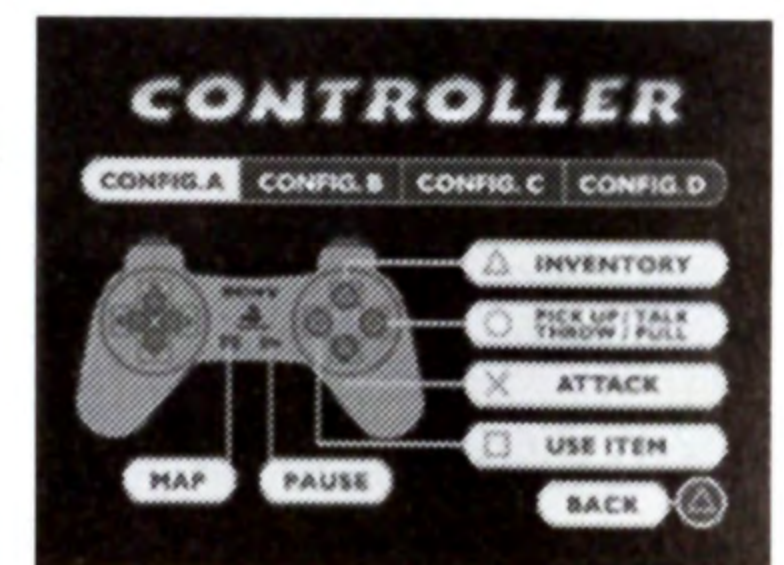


### Audio

In this room, you can adjust the level of music and sound effects you hear while playing Monkey Hero. Use the sliders to adjust the level up and down by moving the hero next to the slider and pushing it in the correct direction (left to lower, right to raise it).

### Control

In this room, you can choose from four preset controller configurations. Press the Directional Buttons left and right to choose the configuration you like. Press  to make your selection and return to the "OPTIONS" room. The controls will always be set on the default controls. If you like playing with one of the other controller configurations, you must change it every time you reset or turn off the PlayStation game console.





# Action Screen and Inventory Screen

Mastering all that is at your disposal will be the key to your success. You must be aware of everything around you and know how to use the items that will help you complete your task.




## Action screen

While traveling through the world, you will always have these indicators shown along the top of the screen. (from left to right)



1. This box contains your current Equipped item, these are equipable items such as firecrackers and are selected from the Inventory screen.
2. This indicates the amount of Coins you have in your possession. Coins can be used to buy items. They are also used for some of your special abilities and items.
3. This indicates the amount of Gold Keys you have in your possession. Gold Keys are used to open large chests (only used in dungeons).
4. This indicates the amount of Silver Keys you have in your possession. Silver Keys are used to open certain locked doors (only used in dungeons).
5. This indicates your health in the form of peaches. When you run out of peaches and have no mushrooms left, you die.

## Inventory screen

All the items you pick up along the way, will go to your Inventory screen. The Inventory screen is divided into five boxes. I have covered some of the important items I think you will be using on page 13. You can bring up your Inventory screen at anytime during your quest, except during certain story breaks, by pressing the  button. When the  button is pressed, your game pauses and you can now use the Directional Buttons or Left Analog Stick to move to the item you wish to equip. Press  again to select the item and return to the game.

### 1. Equipable Items

The equipable items you have collected in your quest are displayed here. Such as a Gourd, Hammer, candle, etc.

### 2. Auto Use Items

These items automatically give you new abilities . Items such as a Mega Bracelet, World Map, Earring, Hover Scroll, and the Headband.

### 3. Staff

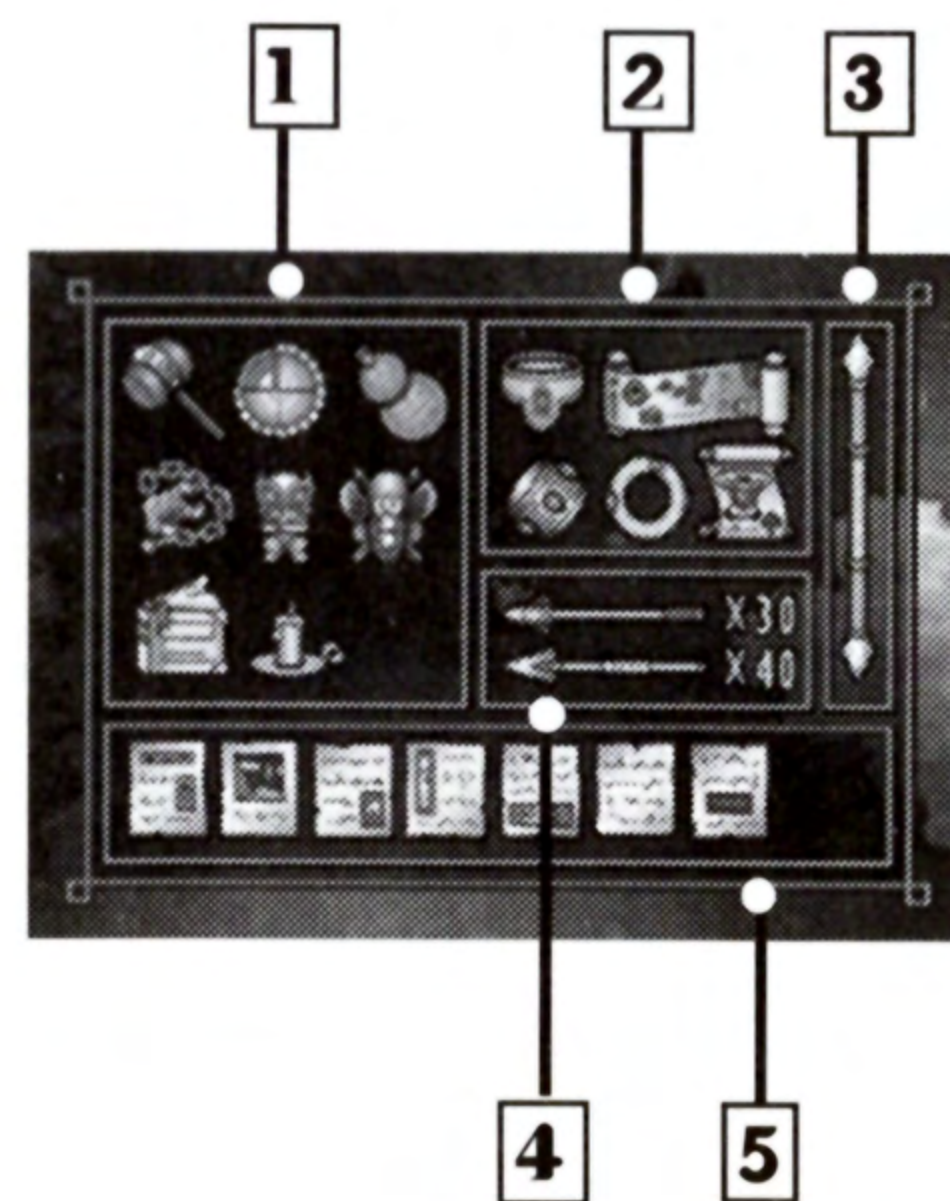
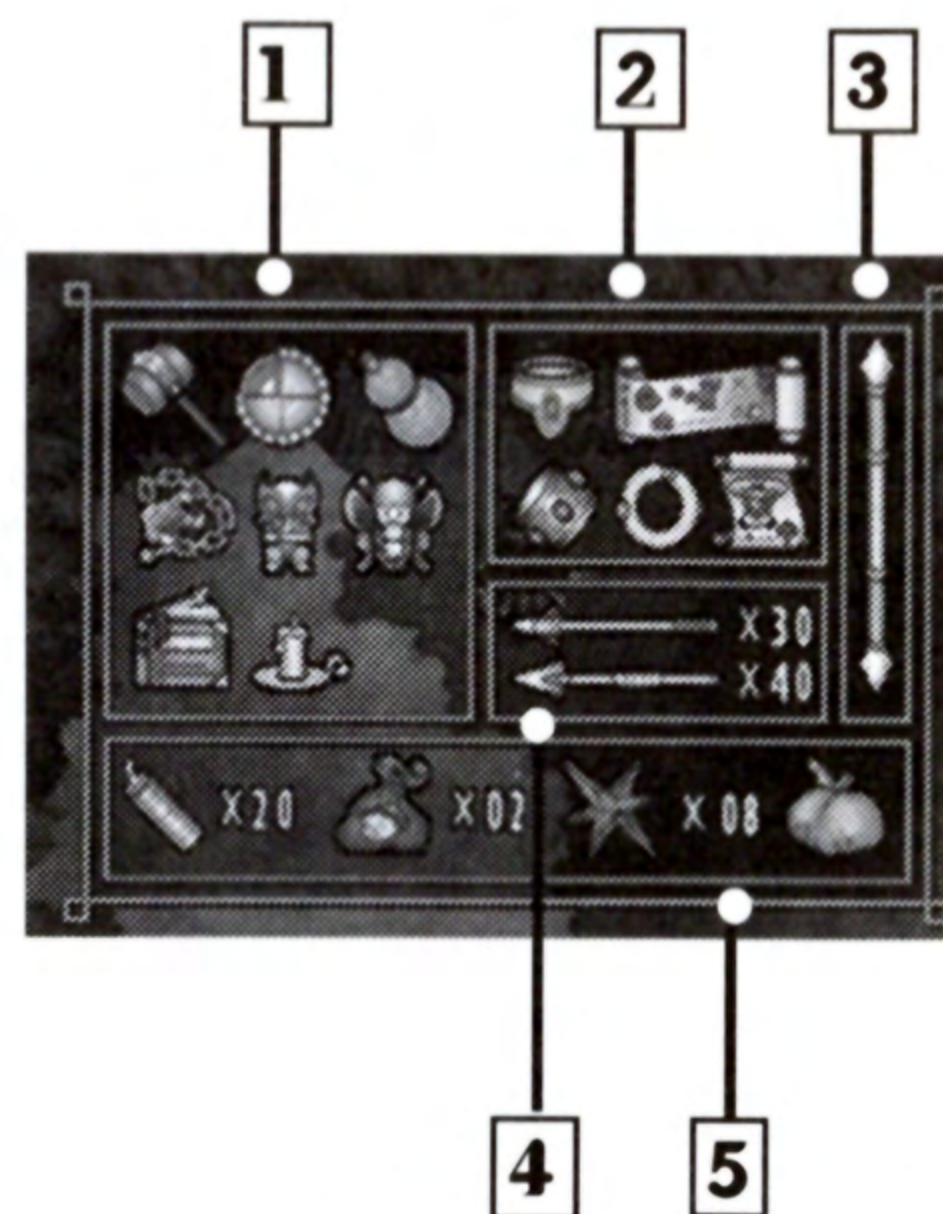
The current Staff you are using. Bamboo, Rock, Bone, Metal, Dream etc.

### 4. Spears

Your available spears. You can keep track of and select your regular and explosive spears here.

### 5. Consumable Items/Book Pages

Fireflies, Firecrackers and Mushrooms are selectable in this box. Also, when the Book is selected in the Equipable items box, this box shows the current number of pages collected. Your trade items are also shown in this box.



# Monkey Moves

You will need to travel and explore many different areas of the three worlds. You'll be faced with many different puzzles and situations that you will need to figure out how to overcome. I hope you remember all that I have taught you Monkey. In case you have forgotten any of the actions you will need along the way, refer back to these pages for a refresher course.

## Moving around the screen


Use the Directional Buttons or Left Analog Stick to move yourself around the screen. You will move in any direction you press the Directional Buttons or Left Analog Stick. You must be close to an object to interact with it.



## Pushing objects


Throughout your quest you will need to move certain objects around to uncover certain items and areas. You can do this by moving next to the desired object, when you are close enough to it, press the Directional Buttons or Left Analog Stick in the desired direction and you will lean against the object and either push it over or slide it across the ground to where you wish. To stop pushing the object, either stop moving or move in the opposite direction.


## Pulling objects

Pulling objects is much like pushing objects. To pull an object, move next to the object and press and hold the  button. You can then pull it in the direction you press the Directional Buttons or Left Analog Stick. Note: Not all objects can be pushed or pulled. You must experiment with everything around you to find out what best fits the situation.




## Picking up and throwing objects

There are many objects in the world that can be picked up and used as weapons by throwing them, you may also find valuable items inside these objects after they break. To pick up an object such as a plant, move next to the desired object and press the  button to lift it up over your head.



While carrying the object, you can still move around using the Directional Buttons or Left Analog Stick. To throw the item you are carrying, press the  button again. You will always throw your object in the direction you are facing so you must position yourself facing the direction you want to throw.

### Opening chests


Throughout your adventure you'll come across many chests containing important items. There are two different kinds of chests, small and large. Small chests can be opened by moving next to the chest and pressing the  button. Once the chest is open you will automatically pick up the item and put it in your inventory. Large chests are opened the same way as small ones, the only difference is, a gold key is required to be in your inventory to gain access to the chest.

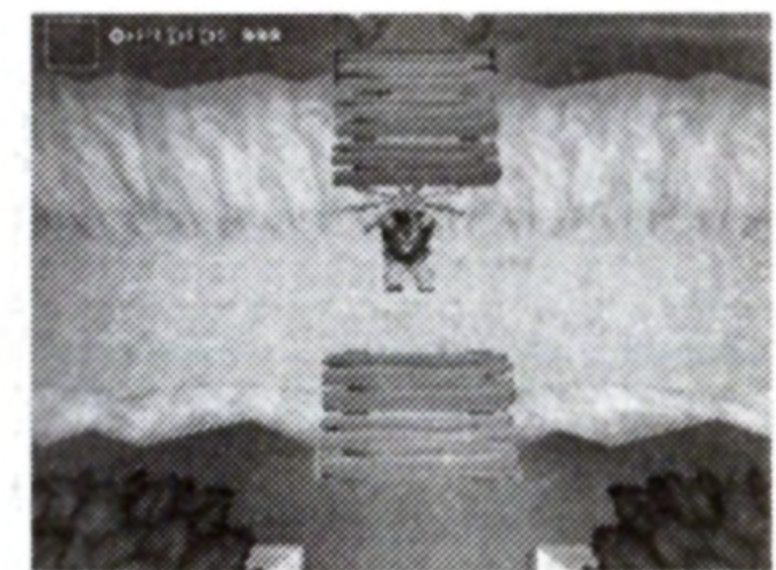


### Conversation

There are certain characters in the game that you can talk to, many of which have valuable information for you. To talk to a character, move next to the desired person and press the  button, press the  button again to continue the conversation and to end it.


### Hovering technique


Once you find the "Hover Scroll", you are capable of using your staff to hover over chasms and places where normal walking is not possible. Your hovering power (the amount of time in which you can stay in the air) is determined by the kind of staff you are using. In other words, the more powerful the staff, the more hover power you have. You can perform this maneuver by holding the  button until the staff charges, when fully charged, you will twirl the staff, creating lift. You control your hover direction the same as if you were walking, press the Directional Buttons or Left Analog Stick in the direction you wish to move.



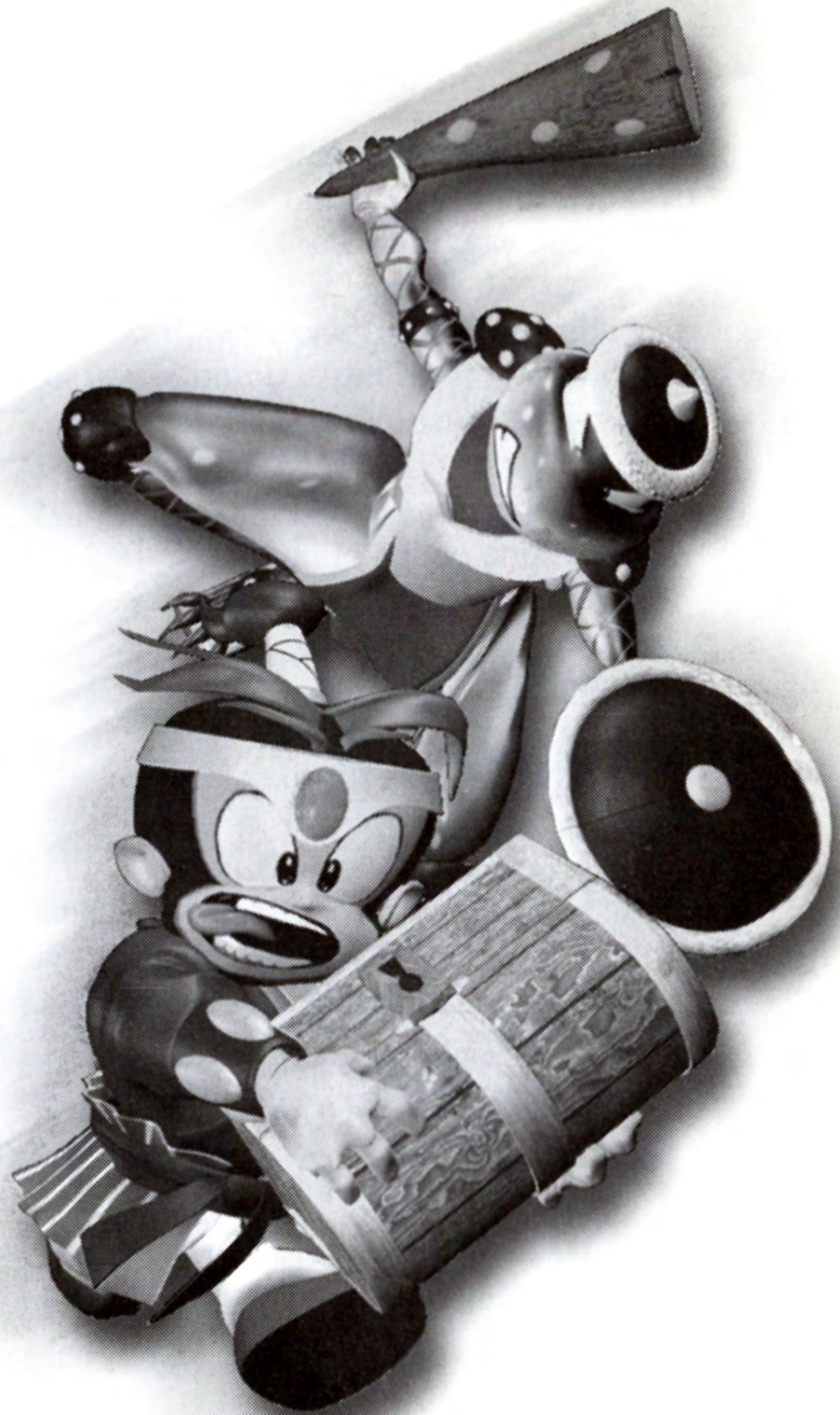


### Staff attack

Your standard attack. Once you find a staff you can press the  button to swing your staff directly in front of you. You can use this attack as many times as you wish. You should practice the correct distance you need to be away from enemies to hit them.

Also, you can perform a charge attack by pressing and holding the  button for 1 second. To stop running, press the Directional Buttons or Left Analog Stick in the opposite direction.

Although your main attack is with your staff, you will find other objects in the world that may be useful as weapons, so experiment.



# Staying alive

In order to fulfill your destiny of defeating the Nightmare King, you are going to have stay in good shape. I feel as if you are my own son and it would break my heart to see you die. Here is all I can teach you about staying alive...

The amount of health you have is shown with peaches, which are displayed in a row on the top of the Action screen. Every time you take damage you lose either a half or whole peach, if you run out of peaches, and have no mushrooms, you die.



## **Small Peach**

Restore one peach of life and are automatically used when picked up.



## **Magic big Peach**

Restores full peaches and adds one to your maximum.



## **Mushrooms**




Mushrooms, when obtained, will restore all your life if you happen to lose all your peaches. Mushrooms can be obtained from Fontunes.



# Using items you find

You will find many useful items along the way. These items will allow you to gain access to new areas and give you new abilities. Most of these items will be very well hidden or held by foes you will encounter. You must try your best to locate them, for they will prove to be a great help. I have even heard of an item that will give you telepathic powers so that I may better help you in the later stages of your quest. Either way, here are some of the important items that I know about...



## Equipable items

Equipable items are selected from the Inventory screen. Press the  button to access the Inventory screen. Use the Directional Buttons or Left Analog Stick to move to the desired item, press  again to select the item and return to the game. Once back in the game, you can also use the R1 and L1 buttons to do a quick switch between all available equipable items. Once you have selected an item you can press  to use it. The useable items I know about are:



### Gourd



Can be used to suck in and hold fireflies that you will find flying around. To capture fireflies, select the Gourd as your equipped item and hold the  button down. You can now walk around and capture the fireflies you want. You can release them by pressing  whenever you want.

### Grapple



Allows you to gain altitude by grappling on to objects. Effective against flying enemies and hard to reach spots.

### Magic Statues



Statues have different abilities when used, depending on their type. Because of their strength they consume coins every time you use them.


### Candle



Has a couple of uses, but mostly as a source of light. It must be lit by a torch to use. When you get hit, the flame will go out.






### **Spears**

Long range attack. You will come across a variety of spears in your travels. You can throw your spear in the direction you are facing at any time by pressing the  button.



### **Firecrackers**

These little explosive buggers can be used as both a weapon and for causing destruction to certain objects. When selected as your equipped item, you will drop a firecracker every time you press the  button. You can then pick it up by pressing the  button, and then throw it by pressing the  button again. It will explode 3 seconds after you first dropped it.



### **Hammer**

Can be used to smash your enemies to a pulp, but is also used to pound other objects.

## **Auto-use items**

These types of items, once picked up, will give you special abilities or other attributes. Once you have the Hover Scroll, for example, you are able to hover from then on. These are the auto-use items I know about:



### **Mega Bracelet**

Allows you to pull and push heavier objects.



### **Pie Tin**

Allows you to store peach pie slices for later use.



### **World Map**

Lets Monkey see a map of the world. Pressing the Select button will bring up this map.



### **Hover Scroll**

Gives you the ability to use your staff to hover across chasms and hard to reach spots.




# The World Around You

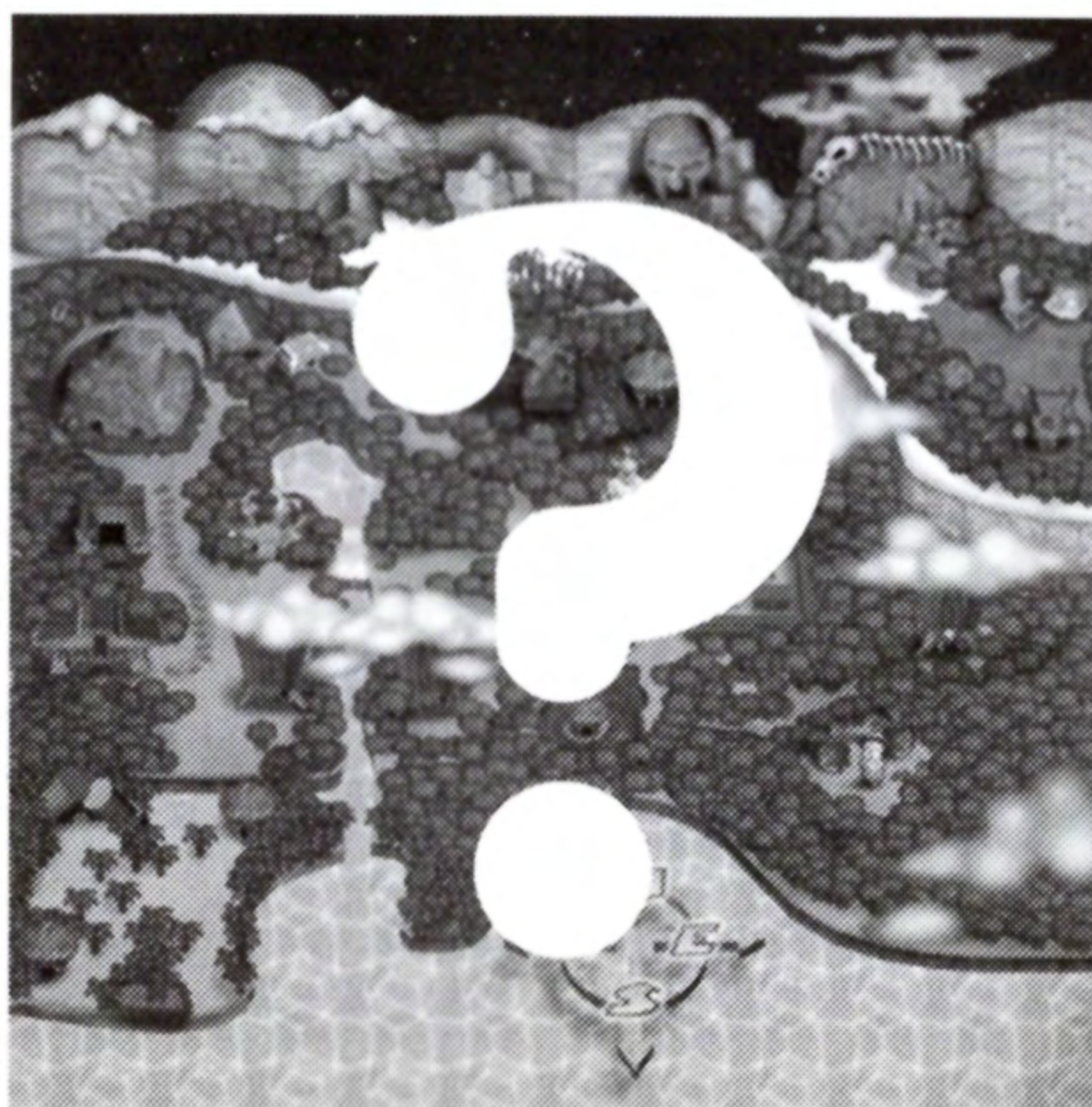
You have a long and dangerous trip ahead of you. I'm sure at times you will get lost and confused as to where to go or what to do next. Don't fear little one, I will help you the best I can. Here is some information that you should find interesting.

## WORLD MAP

The Over World Map is accessed when you press the Select button when not inside a dungeon. If you are inside a house, the map will not come up. You must first find the map before you can use it. The map will give you a somewhat detailed, birds-eye view of the world in which you are in. The map will show your whereabouts and the location of any Dungeons or other special places that people have told you about.

## Clouds & Cloud Pedestals

The combination of Clouds and Cloud Pedestals allow you to teleport throughout the world. There are 8 Cloud Pedestals with a cloud graphic on them sprinkled through the game. You have to activate these pedestals with the  button. Activated Cloud Pedestals will become a destination on the World Map. Once you collect the Cloud icon, use it in the inventory like any other object (such as the hammer) and you'll be lifted up and sent to the World Map where yellow blinking dots will show Cloud Pedestal points. If you have set any landing points you can then warp to them (when you get the Cloud, you'll get the first landing point automatically.).



# Enemies

When I was a young adventurer, I came across many of the evil creatures you will be facing. I know that there are much bigger and powerful bosses out there, and I am sorry I do not know more about them. I will tell you what I remember though, hopefully it will be of use.



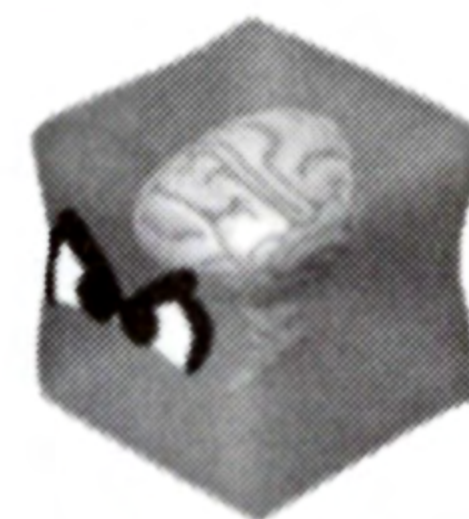
## Dive Bomber

These two headed flying pests swoop down and try to peck you to death. Use the grapple on these to dispose them quickly.



## Rockheads

Armless but deadly. These creatures are Fontunes serving the NIGHTMARE KING.



## Jellies

Leftovers from the NIGHTMARE KING's dinner table. They shake a few times before jumping on you.



## Tai Toads

Their jumping ability makes them able to get over barriers that even you can't get over.



## Fire Elementals

You can light your CANDLE on their bodies!

# Tips

1. Be sure to save your game at the beginning of every dungeon and after collecting a Book Page.
2. There's nowhere to retreat to if you can trap an enemy in a corner. Once that happens, strike quickly with your staff and bid the Nightmare King drone good riddance.
3. Whenever you're low on health, spears, money, or firecrackers, be sure to check all of the crates and jars in the area. Remember, you can always walk out to the room and back in to restore those smashable objects!
4. When dealing with Knife-Throwing Nightmare guards, stand to the left or right of its line of fire and approach it until it's backed into a wall or object. Once trapped, you should be standing diagonal to it and will easily defeat it with a few swift swings from your trusty staff.
5. Once you've obtained the Mushroom Bag from the Fontunes, you should visit the Shop Keeper in the south-west of the Fortune Village and buy more mushrooms. It's always a good idea to carry at least three mushrooms.
6. Before entering a dungeon to retrieve a lost Book Page, be sure to visit Ma Baker and stock up on some Peach Pie Slices! A tasty pie slice halfway through a dungeon will revive your Health Meter.





# CREDITS - BLAM!

## **Lead Designer**

Jay Minn

## **Technical Director**

Greg Marquez

## **Lead Programmer**

Brian Brandt

## **Lead Programmer**

Lloyd Pique

## **AI Programmer**

Peter Choi

## **Art Director/Lead Artist**

Paul Culp

## **3D Modeling and Animation**

Brand Inman

## **Lead Character Animator**

David Davenport

## **Producer**

Matthew Seymour

## **Assistant Producer**

Lee Christina Bloch

## **Layout and Dialogue**

Adam Sevillia

## **Music**

Ed Goldfarb

## **Sound Effects**

Philip Perkins C.A.S.

## **Storyboards**

Vince Castillo

CJ Guzman

## **Graphic Design**

Christina Rannacher

## **Super Way Helpful Guy**

Erin "ABC" McCain

## **Character Models**

Lunarfish Catcus

## **Additional Programming**

Dedan Anderson

Kevin Shapiro

Chris Marstall

Michelle Montgomery

Arun Ramagopal

## **Additional Design**

J. Epps

Eric Simonich

John Dumala

## **Additional Art**

Darren Bartlett

Sean Eckols

Robert Holm

Stacy Rhodes

Dan Seiberling

Craig Schiller

Jin Choi

## **Craft Services**

Mick's Lounge - Tim,

Sub, Fog, Tom, Dan,

Tim T, Steve, Mark,

Max

## **Special Thanks to:**

Charles Rotter -

Blastorama

Barry Reder

Dean Gloster

Shelley Alpert

James Coliz, Jr.

Brent Alexander

Don Traeger

Nicholas Weigel

Tim LeTourneau

Christine McGavran

Colin McLaughlan

Sarah Smith

Elizabeth Schimel

Gary Dale

David Stempel

Tracy Mortimer

Tucker Cameron

Promotions

Tony Truong

Mark Eichstaedt & sons

Lorraine

Caroline Esmurdoc

Gnocci with Pesto

Sauce

Pete's family and wife

Jessica

Elisa, Benjamin & Sam

John, Paul, George,

Ringo & Kevvy Baby

Brand's family

Jay's family and Jan W

Justin Norr

Noah Hughes

Shigeru Miyamoto

Rocky Sebastian

Tony Giovannini

Billy Davis Jr.

Robert Gooch

and of course "The

Helmet Guy"

# CREDITS

## Take 2 Credits - Monkey Hero

### **Executive Producer**

Sam Houser

### **Technical Director**

Gary J. Foreman

### **Creative Director**

Jeronimo Barrera

### **Producer**

Lucien King

### **Associate Producers**

Mike Wenn

Lee Brown

### **Product Manager**

Ricker Mehler (**North America**)

Matt Gorman (**Europe**)

### **Manual/Package Layout**

Elaine Yip

### **QA Manager**

Claire Chuthill

### **QA Department**

Ken Jordan

Ronnie Jackson

Darren "Dazzler" Lloyd

Nick Sneddon

Charlie Johnstone

Patrick Chan-Kane

Gary Sims

Adam Rabin

Martin

Chris Lacey

Eddie Haydon

Greg Matthews

Sajid Majid

### **Special Thanks**

All at BMG Interactive (R.I.P)

All at SCEA and SCEE

Ali Candy

Dan Houser

Jamie King

Mike Suarez

Terry Donovan

Kevin Brannan

Jennifer Kolbe

Gavin White

David Siliveria

Rupee the Monkey

### **Inspired by**

Monkey Folk Novel of China

by Wu Ch'eng-En

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