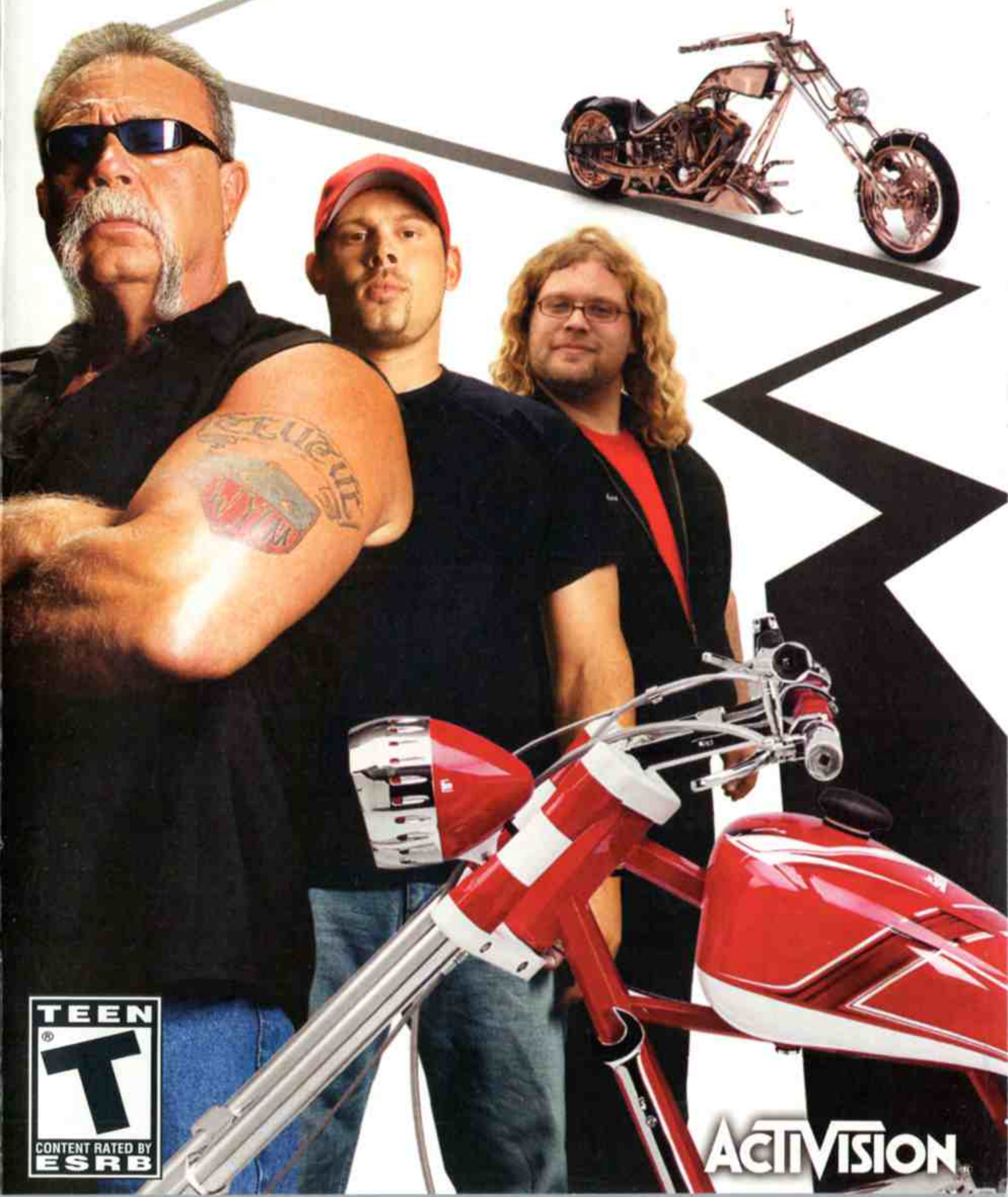


AMERICAN RHOPPER™ FULL THROTTLE



ACTIVISION

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.



AMERICAN CHOPPER 2 FULL THROTTLE

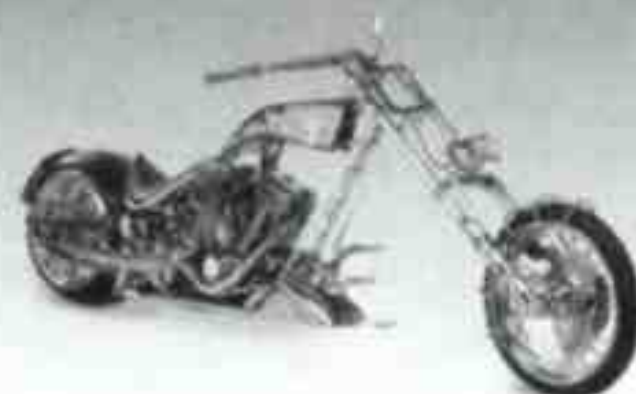


TABLE OF CONTENTS

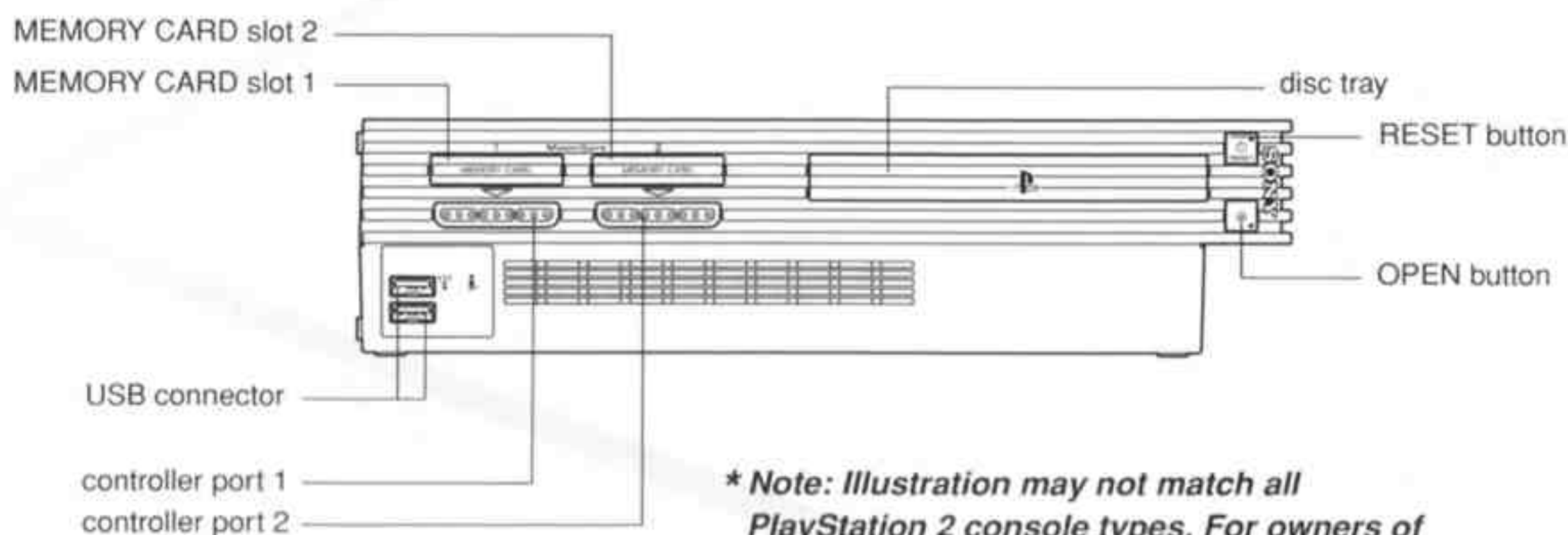
Starting Up	3
Default Controls	3
Chopper Riding Tips	5
Braking	5
Power Slides	5
Chopper Slides	5
Wheelies	5
Reverse	5
Burnout	5
Drag Racing	5
The Garage	6
Select a Character	6
Garage Menu	6
Chopper Assembly	7
Painting	9
Gameplay	9
Mission Selection Screen	9
Trophies	9
Heads Up Display	10
Quick Start	11
Style Points	11
Drag Racing	11
Customer Support	12
Credits	13
Software License Agreement	17



AMERICAN CHOPPER[™] 2 FULL THROTTLE



GETTING STARTED*



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

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 American Chopper[™] 2: Full Throttle 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.

Memory Card (8MB)(for PlayStation[®]2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation[®]2) into MEMORY CARD slot 1 of your PlayStation[®]2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation[®]2) containing previously saved games.

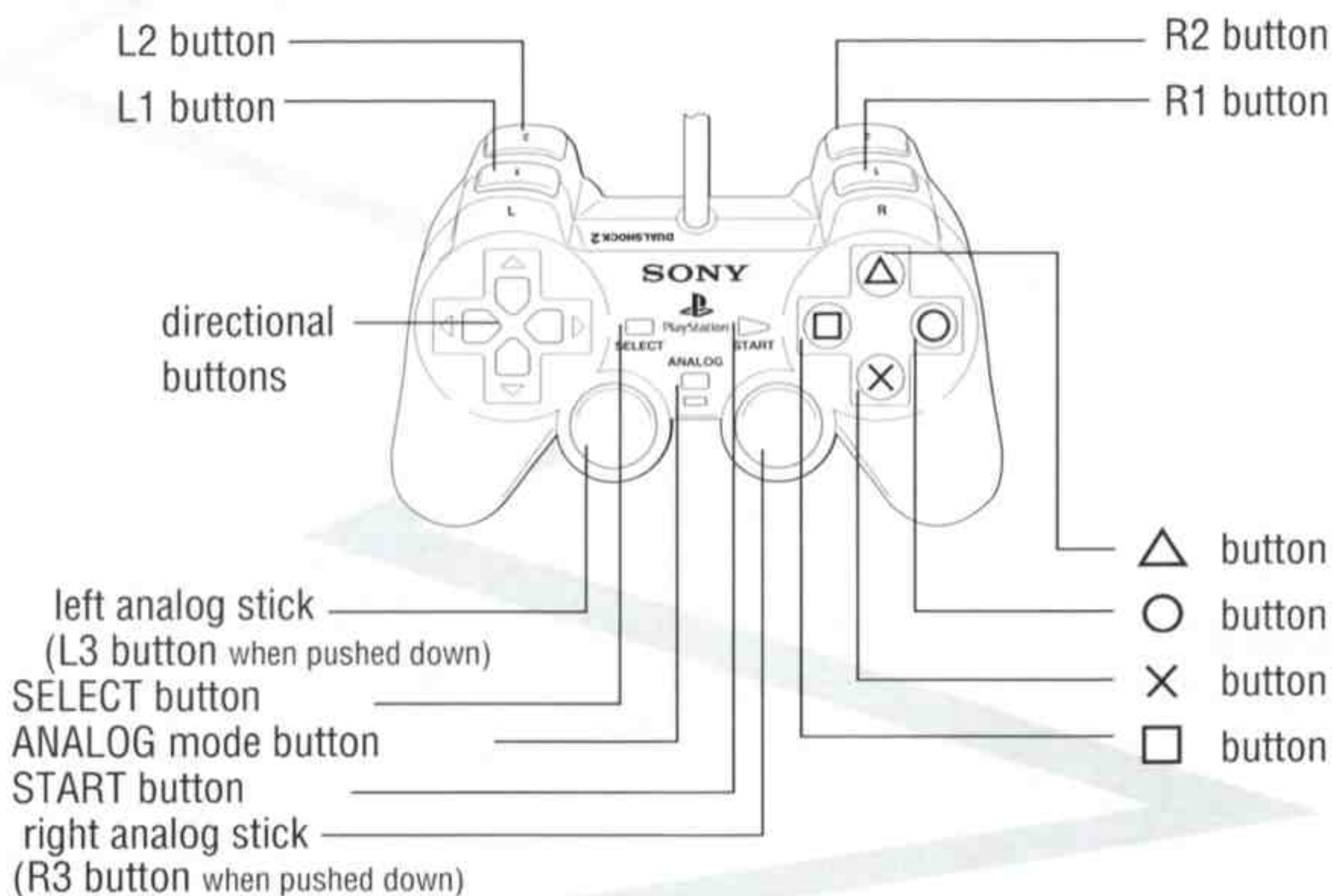


AMERICAN CHOPPER 2 FULL THROTTLE

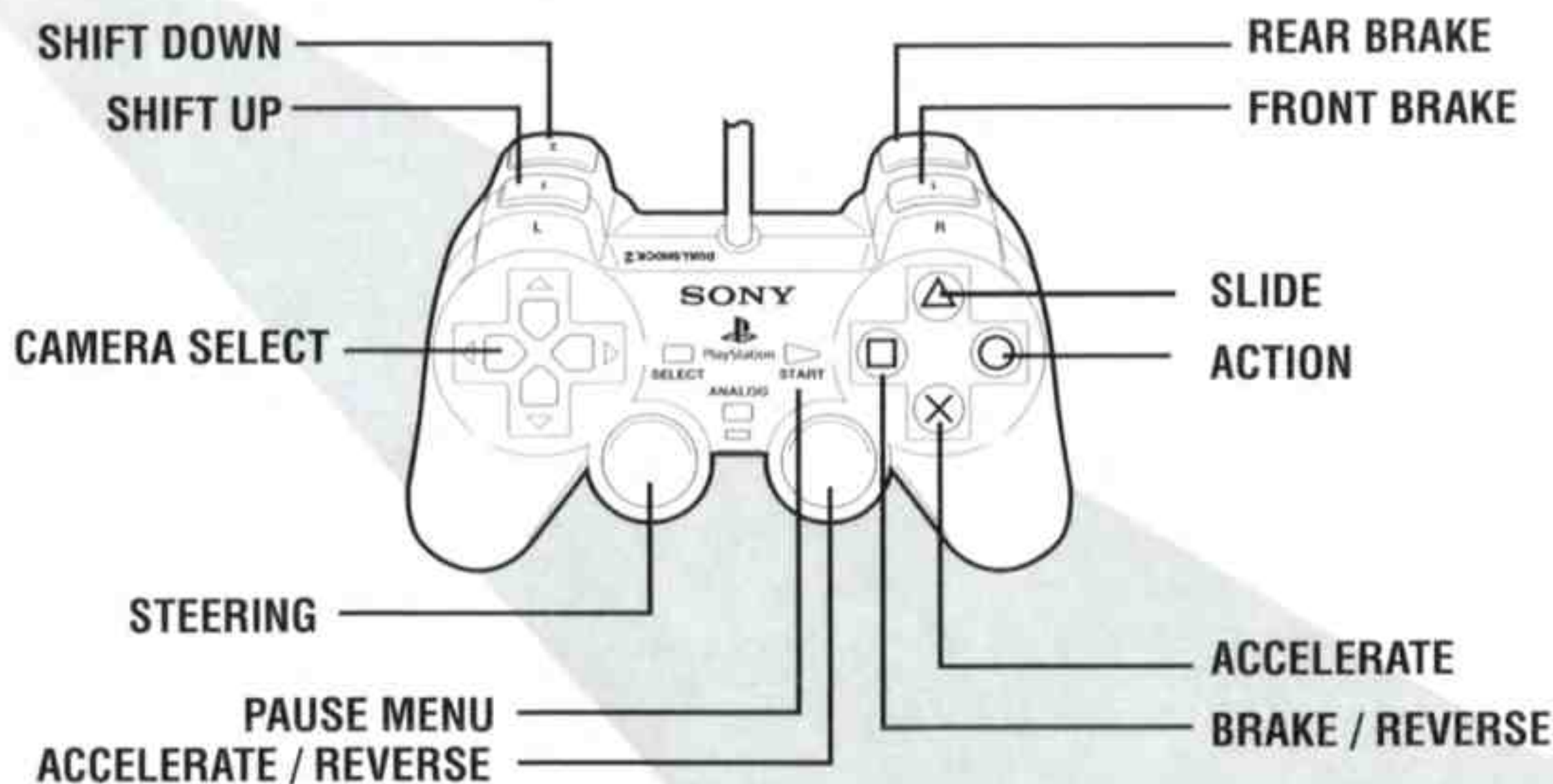


STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DEFAULT CONTROLS





AMERICAN CHOPPER 2 FULL THROTTLE



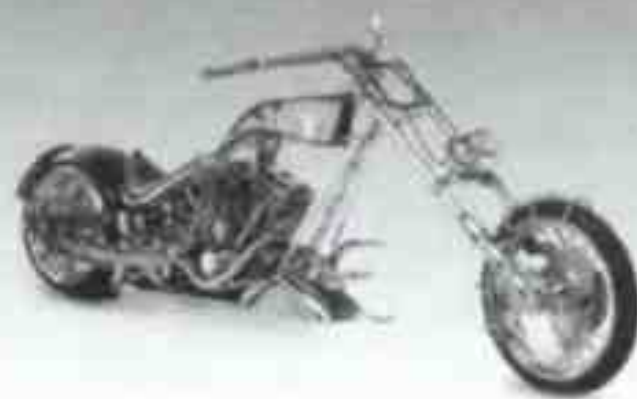
DEFAULT CONTROLS (CONTINUED)

CONTROLS	GARAGE	GAMEPLAY
Left Analog Stick	Menu Navigation	Steering
Right Analog Stick	Rotate around the chopper (assemble/paint areas only)	Accelerate / Back Up
Directional Buttons	Menu Navigation	Up: Change View Down (hold): Rear View
X Button	Select/Skip Camera	Accelerate (pressure sensitive)
O Button	Part Info	Action (context sensitive)
□ Button	Hide/Show (toggle)	Alternate Brake (hold to back up)
△ Button	Back	Slide (50 mph or faster)
L1 Button	Zoom Out (assemble/paint areas only)	Shift Up (manual transmission)
L2 Button	Not Used	Shift Down (manual transmission)
R1 Button	Zoom In (assemble/paint areas only)	Front Brake
R2 Button	Not Used	Rear Brake
Start Button	Not Used	Not Used
Select Button	Not Used	Pause Menu

Manual transmission is available by changing your gearbox in the Options menu.



AMERICAN CHOPPER 2 FULL THROTTLE



CHOPPER RIDING TIPS

Braking

All bikes have a front and rear brake, which can be used individually. Use both brakes at the same time for maximum stopping power.

Power Slides

To perform a controlled power slide, apply the rear brake while turning.

Chopper Slides

You can slide under semis by performing a slide maneuver. Simply press the Slide button (Δ button) while traveling 50 mph or faster to perform this stunt.

Wheelies

Pull back on the left analog stick while accelerating to perform a wheelie.

Reverse

You can only back up while a bike is in neutral. Press and hold the alternate brake button or press down on the right analog stick to back up.

Burnout

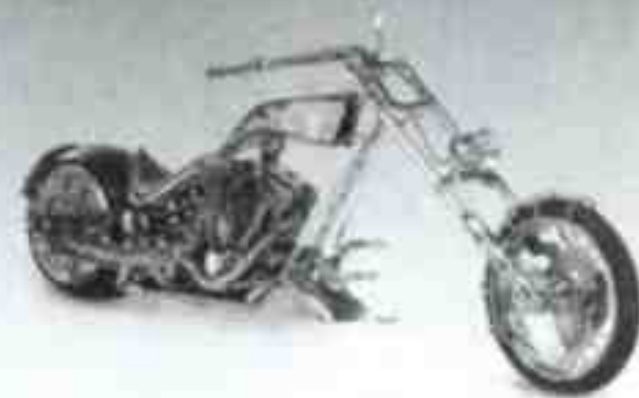
To perform a controlled burnout, come to a complete stop, apply the front brake, accelerate, and then steer the bike left or right.

Drag Racing

Drag races are always performed in manual transmission. Upon entering a drag race, your transmission is always set to manual. After the race is completed, the transmission will automatically be set back to whatever settings your controls were previously set to.



AMERICAN CHOPPER 2 FULL THROTTLE



THE GARAGE

Select a Character

In American Chopper 2, you will be playing as Paul Senior, Paul Junior, Mikey, and Vinnie. You can switch characters at any time during the game. Each character has unique missions and their own bike to build. You must play as every character to win the game.



The trophies at the top of each character in the character selection screen represent your current progress. It will show you how many levels you have played, as well as what medal you have earned (bronze, silver, or gold).

THE GARAGE MENU

The garage serves as your home where you will build and paint your bikes, unlock new parts, and select missions. The following is a list of things you can do from the garage:

Assemble: Assemble and build your custom bike.

Fabrication: Unlock parts using fabrication points that you can earn during the game.

Paint: Give your bike a custom paint job.

Missions: Select a mission, unlock new bikes, and earn new parts for your bike.

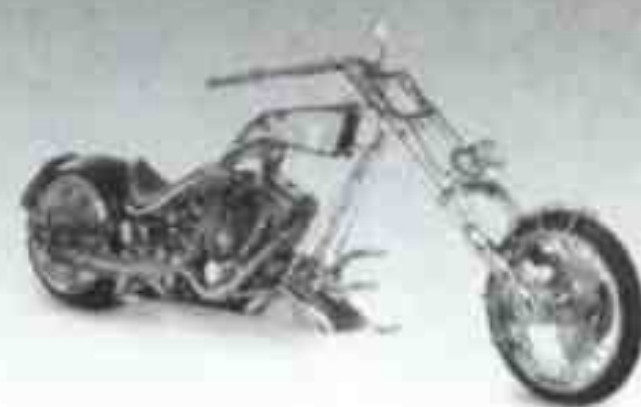
Show Room: View the bikes from the T.V. show.

Options: Change game options like audio settings, vibration, and gearbox type.





AMERICAN CHOPPER 2 FULL THROTTLE



Save Game: Save your progress.

Load Game: Load a previously saved game.

Character: Switch to a different character.

Extras: Watch unlocked movies.

Camera Skip

When you make a selection in the garage, the camera will move through the garage to the selected area. If you prefer, you can instantly move to the selected area by pressing the X button while the camera is moving.

CHOPPER ASSEMBLY

You will have the opportunity to build four custom choppers in the game – one for each of the playable characters. To begin, select the Assemble option from the garage menu.

Instant Bike Option

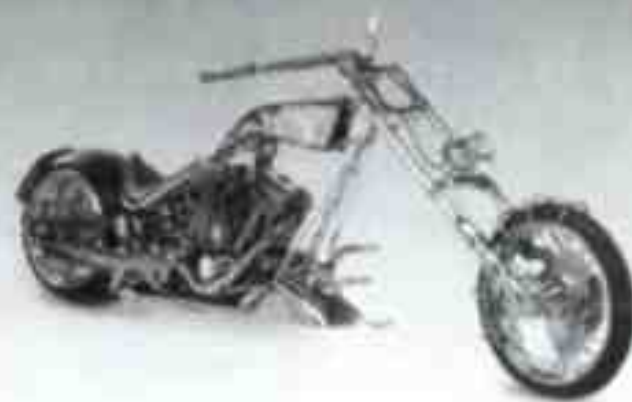
When entering the Assemble menu for the first time, you will be asked if you would like to have a bike assembled for you. Select yes if you would like a chopper automatically assembled with basic parts. Select no if you prefer to hand pick the parts yourself. You will not be able to drive the bike in the game until you have put all of the necessary components

on the bike. Also, some parts cannot be placed on the bike until a prerequisite is in place. For example, you cannot put an exhaust on the bike until you have first picked an engine.





AMERICAN CHOPPER 2 FULL THROTTLE



Navigation

Rotate around your chopper by using the right analog stick. Zoom in and out by using the **R1** and **L1** buttons respectively. You can also hide the menu to get a full view of your bike by pressing the **O** button.

Chopper Attributes

The parts that you add to your bike can affect the performance of the bike while riding. The following items can be affected:

Acceleration: How quickly your bike gets up to speed.

Speed: Top speed of the chopper.

Handling: Turning and maneuverability.

Style: Style multiplier (see description below).

With any part selected in the Assemble menu, you can press the **O** button to access part information. Here you will find the part name, description, and information on how the part will affect the bike when it's applied to the bike.

Style Multiplier

Your style multiplier affects how quickly you can gain style points during missions. At the end of the mission, style points will translate into fabrication points that you can use to unlock parts in the garage. See the gameplay section for more information about style points.

Unlocking New Parts

New parts can be unlocked by earning medals during missions or spending fabrication points in the fabrication menu.



AMERICAN CHOPPER 2 FULL THROTTLE



PAINTING

Nearly every part on your chopper can be painted. To paint the parts, simply select them from the menu and choose the color you want to apply.

Paint Themes:

Certain parts can be painted with theme paint jobs. If the part can have a theme paint job, it will appear in the menu as a design graphic with colors on each side. The color on the left represents the base color, and the color on the right is the secondary color for the theme.



Fabrication

Earn fabrication points during the game then apply them in the Fabrication menu to unlock new parts. Parts must be unlocked in succession. Each time you fill up the fabrication meter, a new part will be unlocked in the Assemble menu.



GAMEPLAY

Mission Selection Screen

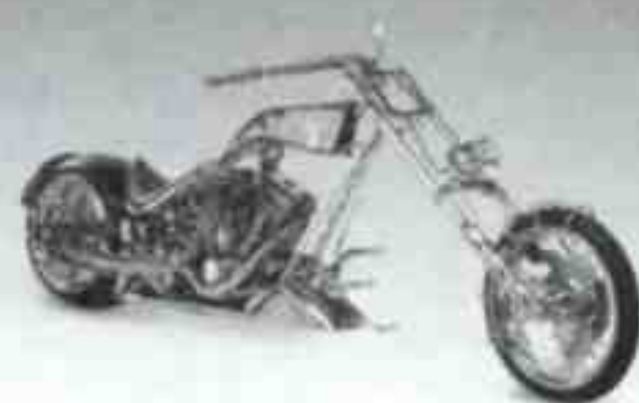
Earn parts, trophies, fabrication points, and beat the game by playing missions. Every mission is unique. Use the mission selection screen to figure out what you need to do to earn specific trophies. You can view mission objectives or details during a mission from the pause menu.

Trophies

In every mission you can earn one of three different trophies. Each trophy provides you with access to different parts. If you earn gold, you will unlock silver and bronze parts as well; if you earn silver, you will also unlock bronze. Earning a bronze trophy only unlocks bronze parts.



AMERICAN CHOPPER 2 FULL THROTTLE



HEADS UP DISPLAY



Place / Lap
(Races only)

Map

Speedometer

Style Points

Damage

Speedometer / Tachometer / Gear: This displays your speed, gear, and RPM.

Damage Meter: This is a measure of your bike's physical condition. This meter increases whenever your bike crashes into something. If the bar fills, your bike is totaled and your mission will end.

Style Points: Style points are earned during a mission from successful near misses, hitting objects, chopper slides, and other stunts.

Map: A map of the surrounding area.

Map Legend:

White Arrow - You

Red Arrows - Opponents

Flashing Red, White, and Blue Arrows - Opponents in pursuit

Dark Green Dot - Next checkpoint

Light Green Dot - Checkpoint after next

Gold Star - Police



AMERICAN CHOPPER 2 FULL THROTTLE



Quick Start

You can get an extra boost of speed at the beginning of a mission by revving your RPM between 3 and 4 thousand RPM during a race start. Look for the blue indicator on the tachometer gauge. Hold the RPM within the threshold, and immediately accelerate at the start of the race or on the word "Go!"

Style Points

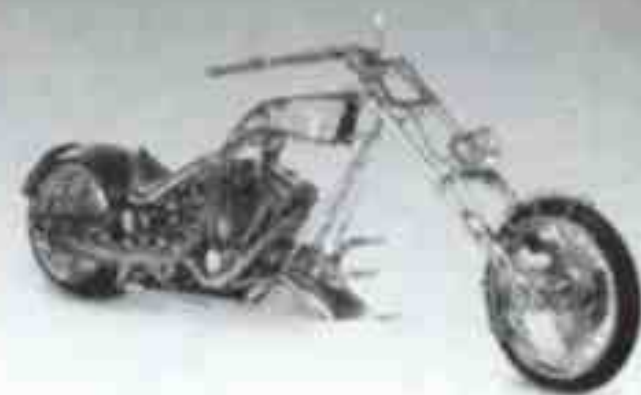
Earn style points by doing stunts during gameplay. There are many ways to earn style points. Near misses with oncoming traffic, jumps, chopper slides, knocking bikers off their bikes, accurate driving, and scaring pedestrians are all ways to gain points. You will lose style points for doing things like knocking down pedestrians, getting knocked off your bike, or crashing. At the end of a mission, the points are tallied, and they will count towards your fabrication points which allow you to unlock parts in the garage.

Drag Racing

Some missions have drag races. When you enter a drag race, your controls will change to manual, and you will need to shift gears using the shift up and shift down buttons. Try shifting up gears when the needle on the tachometer reaches 6 (6,000 RPM) for maximum acceleration and speed.



AMERICAN CHOPPER 2 FULL THROTTLE



CUSTOMER SUPPORT

ONLINE SUPPORT

Internet: support@activisionvalue.com
or <http://www.activisionvalue.com>

OTHER CONTACT METHODS

Fax

(952) 918-9560, 24 hours day

Mail

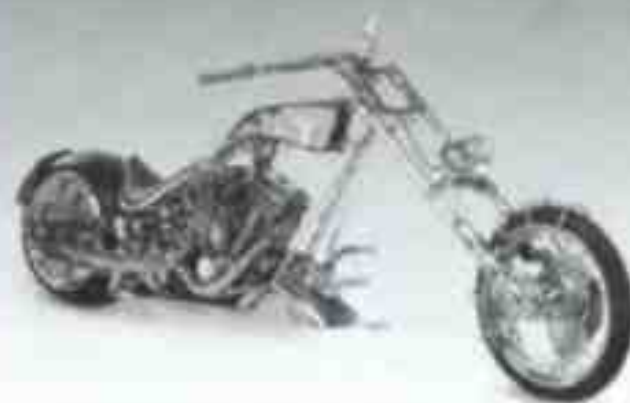
Activision Value, Customer Support
7800 Equitable Drive, Suite 200
Eden Prairie, MN 55344

Phone

(952) 918-9500. Contact a customer service representative between the hours of 1:00 p.m. and 4:00 p.m. (Central Time) Monday, 10:00 a.m. and 4:00 p.m. (Central Time) Tuesday through Thursday, except holidays.



AMERICAN CHOPPER 2 FULL THROTTLE



CREDITS

ACTIVISION CREDITS

EXECUTIVE MANAGEMENT

General Manager
Dave Oxford

Vice President of Studios
Patrick Kelly

Vice President of Sales
Tim Flaherty

Vice President of Marketing and Creative Services
Mark Meadows

Legal
Joe Hedges

STUDIO GROUP

Producer
Chris Owen

Associate Producer
Aaron M. Thompson

Director of Product Development
Chip Pedersen

Technology Manager
Chris Arends

Supervisor of Quality Assurance
Jason Lembcke

QA Lead
Dean Fingerholz

QA Team
Jeremy Andresen
Stephen Crayton
Paul Ference
Jeremy Huisheere
Adam Hunter
Kyle Kleven
Brian Kuyath
Madison Meahyen
Steve Myers
Andy Owen
Bob Paterson
Matt Reese
Adam Rogers
Nick Tomlinson

Matthew True
Justin Westplate
Thanuvong Yang

Supervisor of Technical Requirements Group
Chad Schilling

Technical Requirements Group
Rasheem Harris
Matt McCullough - Project Lead
Jon Pho

SALES

Sales Director
Jennifer Mirabelli

Regional Sales Director
Jim Holland

Director Bus. Development
Brian Johnson

Sales/Marketing Coordinator
Robbin Livernois

Sales Assistant
Brynja Bjarnason

MARKETING AND CREATIVE SERVICES

Senior Graphic Artist
Trevor Harveaux

Graphic Artist
Sean James

LICENSING

Senior Brand and Licensing Manager
Andy Koehler

OPERATIONS

Director of Operations and Planning
Mike Groshens

TECHNOLOGY DEPARTMENT

Information Systems Administrator
Bob Viau



AMERICAN CHOPPER 2 FULL THROTTLE



THANKS

Ann Beggs
Randy Beverly
Mike Dalton
Keri Gross
Donna Johnston
Nicole Lindstrom
Jeff Muench
Alex Neuse
Kurt Niederloh
Janet Paulsen
Mike Roska
Andy Spohn
Steve Williams

SPECIAL THANKS

Steve Beachamp
Randal Berger
Jim Miller
Randy Ryan
Brian Talbot

SERVICES

SCRIPTWRITERS

The Freeman Group

David Freeman
Mary-Louise Gemmill
Glenn Benest
Frank Baldwin

Additional Writing

Steve McInerney
John Layman

SOUND ENGINEER

Martin Kelly

CONCEPT ARTIST

Jeff Fisher

LEISURE INC.

President

Rick Polk

Director of Design

Neil Amundsen

Parts Bin Conceptualists

Dan Anderson
Noah Hammersten

AUDIO AND SOUND SERVICES

Bell Sound Studios
HamsterBall Studios
Omni Interactive Audio
Splice Here
Voice Works Recording Studio

DISCOVERY CHANNEL

General Manager

Jane Root

Senior VP, Strategic Partnership & Licensing

Sharon M. Bennett

VP Domestic Licensing

Michael Malone

VP, Creative, Strategic Partnership & Licensing

Elizabeth Bakacs

Product Development Manager

Dana Newbold

Manager, Talent Relations

David Schaefer

Special Thanks

Paul Teutul Sr.
Paul Teutul Jr.
Mikey Teutul
Vinnie DiMartino
Mike Rowe



AMERICAN CHOPPER 2 FULL THROTTLE



CREAT STUDIOS CREDITS

Executive Producer

Vladimir Starzhevsky

Producers

Mikhail Glazyrin

Jonathan Chmura

Associate Producers

Mike Fedorov

Gleb Yaltchik

Project Coordinators

Stan Bogdanov

Olga Sokolova

Lead Programmer

Anatoly Akhmedov

Lead Game Designers

Dmitry Voronov

Aleksey Rehlov

Art Directors

Andrey Povarov

Andrey Kalukin

3D Art Production Director

Dmitry Astakhov

Lead Level Modeler

Maxim Klochkov

Assets Production Manager

Akjol Abdulin

Lead Character Modeler

Andrey Gromov

Lead Integrator

Ilya Pshenichniy

Sound Director

Alexander Dudarev

Game Designers

Alexander Lohov

Dmitry Sapelkin

Scripters

Denis Abramov

Artem Kolbasin

Viktor Nakidailo

Ilya Safyannikov

Senior Programmers

Nikolay Dodonov

Ivan Gavrenkov

Evgeny Ivanov

Alexey Kuznetsov

Programmers

Kerim Borchaev

Alexandr Dolbilov

Igor Goryagin

Dmitry Karpov

Boris Karulin

Rostislav Khlebnikov

Nikolay Platonov

Vladimir Sapronov

Alexander Shafranov

Anthony Yakovlev

Eugeny Zayakin

Technology Group

Stanislav Volodarskiy

Yury Zolotukhin

3D Artists

Artem Artemiev

Dmitry Astapkovich

Blagoj Borisov

Olga Budanova

Ekaterina Eliseeva

Ekaterina Fedorova

Natalja Fedorova

Tatyana Glazyrina

Natalya Gracheva

Elena Martianova

Anton Oparin

Irina Pleshak

Ilya Popenker

Irina Shostik

Oleg Zaitsev

Alla Zubakova

2D Artists

Ilya Mavidi-Rudnev

Sergey Nikitin

Alexandr Sekirash

Oleg Tutunnikov

UI Art

Maxim Kazakov

Dmitri Albert

Lighting Art Team

Olga Cheremisova

Stanislav Volodarskiy

Animators

Olga Borisova

Denis Demyanov



AMERICAN CHOPPER 2 FULL THROTTLE



Yuriy Ilin
Tatyana Pushkareva
Alexey Rubel
Andrey Tarnovskiy
Vladimir Uryashov
Oleg Zaika

QA Lead
Roman Klochkov

QA Team
Dmitry Fentsik
Daniel Pleshak
Olga Yaltchik

Cinematic Producer
Stan Bogdanov

Cinematic Director
Vladimir Alexandrov

Cinematic Technical Director
Andrey Tarnovsky

Cinematic Sound Director
Alexander Dudarev

Cinematic Team
Akjol Abdulin
Artem Artemyev
Dmitry Astapkovich
Blagoi Borisov
Olga Budanova
Denis Demyanov
Tatyana Glazyrina
Andrey Gromov
Ekaterina Fedorova
Ilya Mavidi
Anton Oparin
Ilya Popenker
Tatyana Pushkareva
Alexey Rubel
Vladimir Uryashov
Oleg Zaitsev
Sergey Zubakov

Game Intro
Sergey Debezhev
Vladimir Alexandrov
Sergey Belik

Motion Capture by Giant Studios

Producer
Greg Philyaw

Technical Director
Addison Bath

Associate Producer
Ryan Adams

Motion Edit
Ken Murano

Database
Pam Hammond

Additional Art by Driver-Inter, Ltd

Art Manager
Alexander Alexandrov

Artists
Andrey Efimov
Danas Glodas
Dina Lesovaya
Sergey Lebedev
Sveta Polohina
Vladimir Akishin

Additional Programming by Driver-Inter, Ltd

Project Manager
Max Plotnikov

Programmers
Anton Zherzdev
Eugene Shaprin
Fedor Moiseev
Paul Smirnov

Special Thanks
Anna Boykova
Anton Kozyrev
Dmitry Makarov
Bob Pariury
Anton Petrov
Mikhail Pilugin
Daniel Prouslina
Andrey Shalyopa
Sergey Shipilov
Sergey Zubakov
Parakeet Basiloshviller (Basya)
and everyone at GREAT Studios

Game Uses Bink Video. Copyright © 1997-2005 by
RAD Game Tools, Inc.

FMOD Sound System, copyright © Firelight
Technologies, Pty Ltd., 1994-2005

Software License Agreement

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, /Attn. Business and Legal Affairs, legal@activision.com.

Cabela's[®] DANGEROUS HUNTS 2[™]



For a FREE Cabela's catalog call: 1-800-230-8400

ACTIVISION

Cabela's[®]



PlayStation 2

Activision, Inc. P.O. Box 67713, Los Angeles, CA 90067 75133 226 US

©2005 Activision, Inc. Dangerous Hunts is a trademark, and Activision is a registered trademark, of Activision, Inc. All rights reserved. Cabela's and the Cabela's logo are registered trademarks of Cabela's Incorporated. American Chopper, Discovery Channel and all related logos and indicia are trademarks of Discovery Communications, Inc. and used under license. www.discovery.com. All rights reserved. The ratings icon is a registered trademark of the Entertainment Software Association. Game Uses Bink Video. Copyright © 1997-2005 by RAD Game Tools, Inc. FMOD Sound System, copyright © Firelight Technologies, Pty Ltd., 1994-2005. "PlayStation" and the "PS Family" logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and trade names are the properties of their respective owners.

