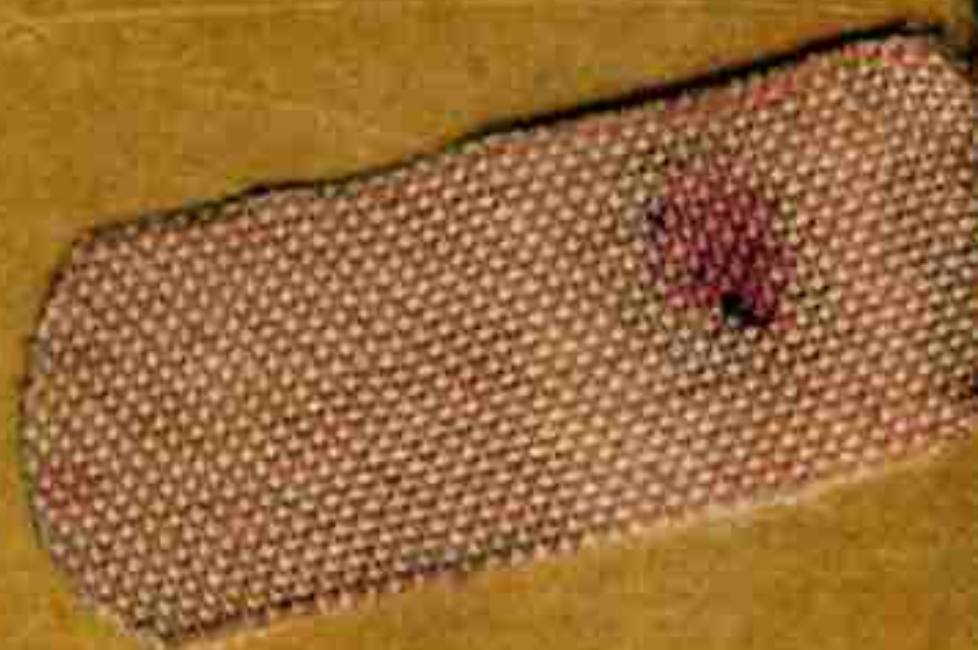




CONFIDENTIAL
STUDIO PROPERTY



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement 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 2 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 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.

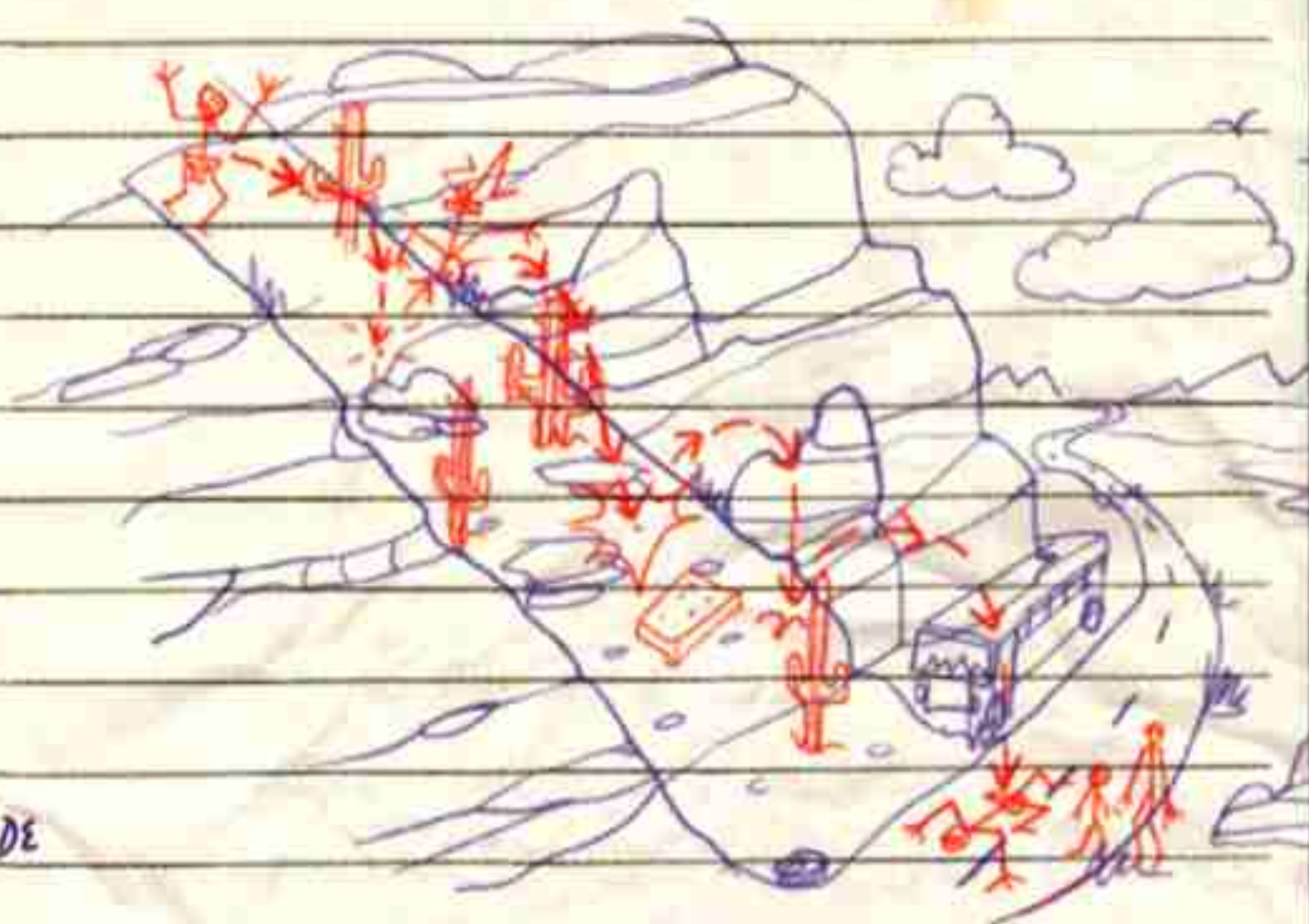
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.



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WWW.JACKASSTHEGAME.COM

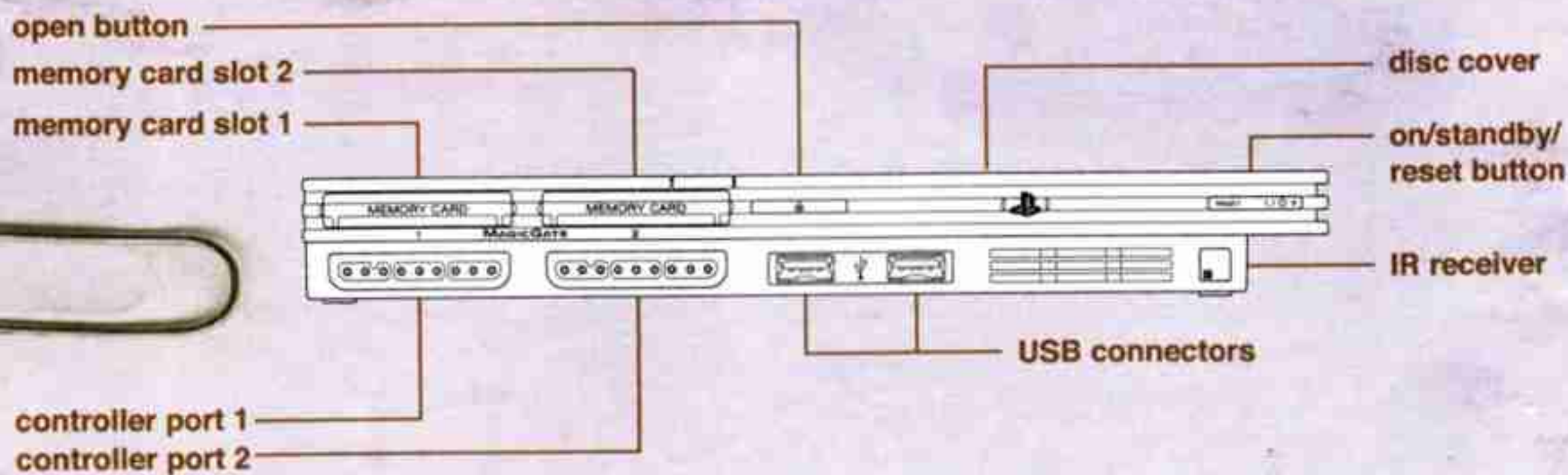
WARNING: THE STUNTS FEATURED IN THIS GAME WERE PERFORMED BY PROFESSIONALS, SO NEITHER YOU NOR YOUR DUMB LITTLE BUDDIES SHOULD ATTEMPT ANYTHING FROM THIS GAME.

LEGAL STUFF.

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GETTING STARTED

2

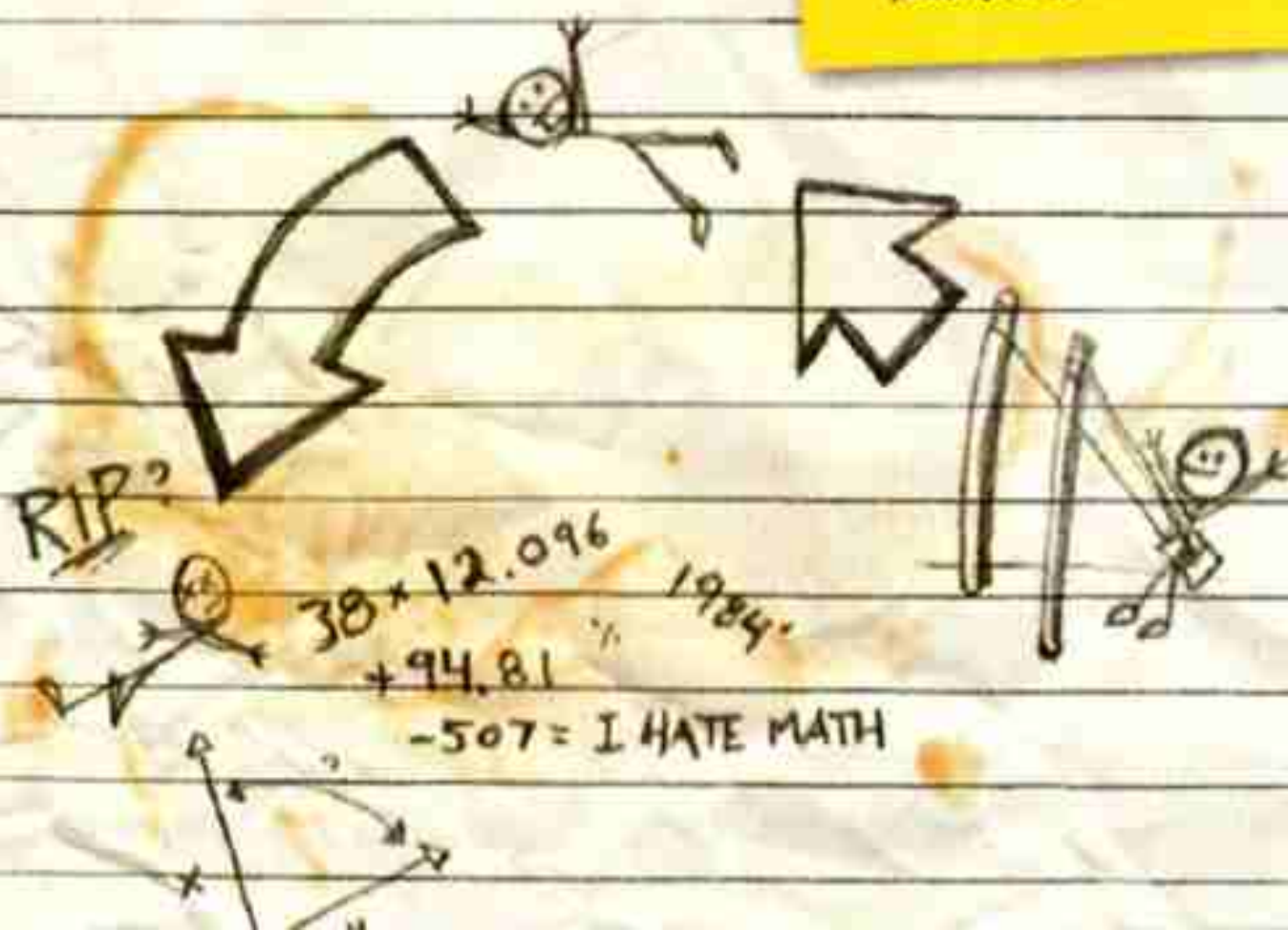


SET UP YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM ACCORDING TO THE INSTRUCTIONS SUPPLIED WITH YOUR SYSTEM. CHECK THAT THE SYSTEM IS TURNED ON (THE ON/STANDBY INDICATOR IS GREEN). INSERT THE JACKASS THE GAME DISC IN THE SYSTEM WITH THE LABEL SIDE FACING UP. ATTACH GAME CONTROLLERS AND OTHER PERIPHERALS AS APPROPRIATE. FOLLOW THE ON-SCREEN INSTRUCTIONS AND REFER TO THIS MANUAL FOR INFORMATION ON USING THE SOFTWARE.

• USING MEMORY CARDS

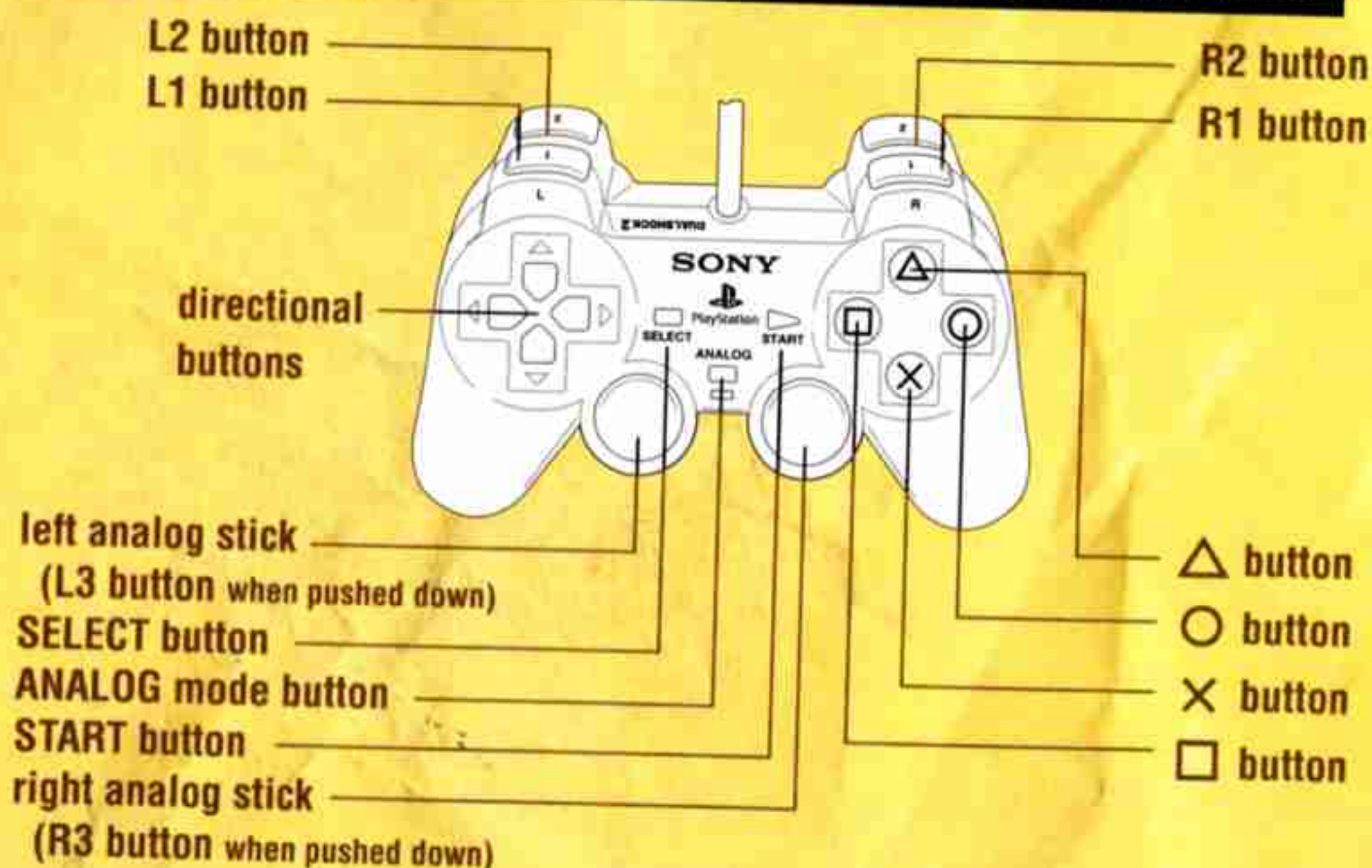
USE A SEPARATELY PURCHASED MEMORY CARD (8MB) (FOR PLAYSTATION®2), TO SAVE YOUR GAME DATA. FOR MORE ON HOW TO SAVE YOUR GAME, SEE PAGE 4.

• By CHOOSING 'AUTOSAVE' FROM THE OPTIONS MENU YOUR GAME WILL BE SAVED AUTOMATICALLY AT APPROPRIATE INTERVALS. IF AUTOSAVE IS SET TO OFF YOU'LL HAVE TO REMEMBER TO SAVE THE GAME MANUALLY.



STARTING UP

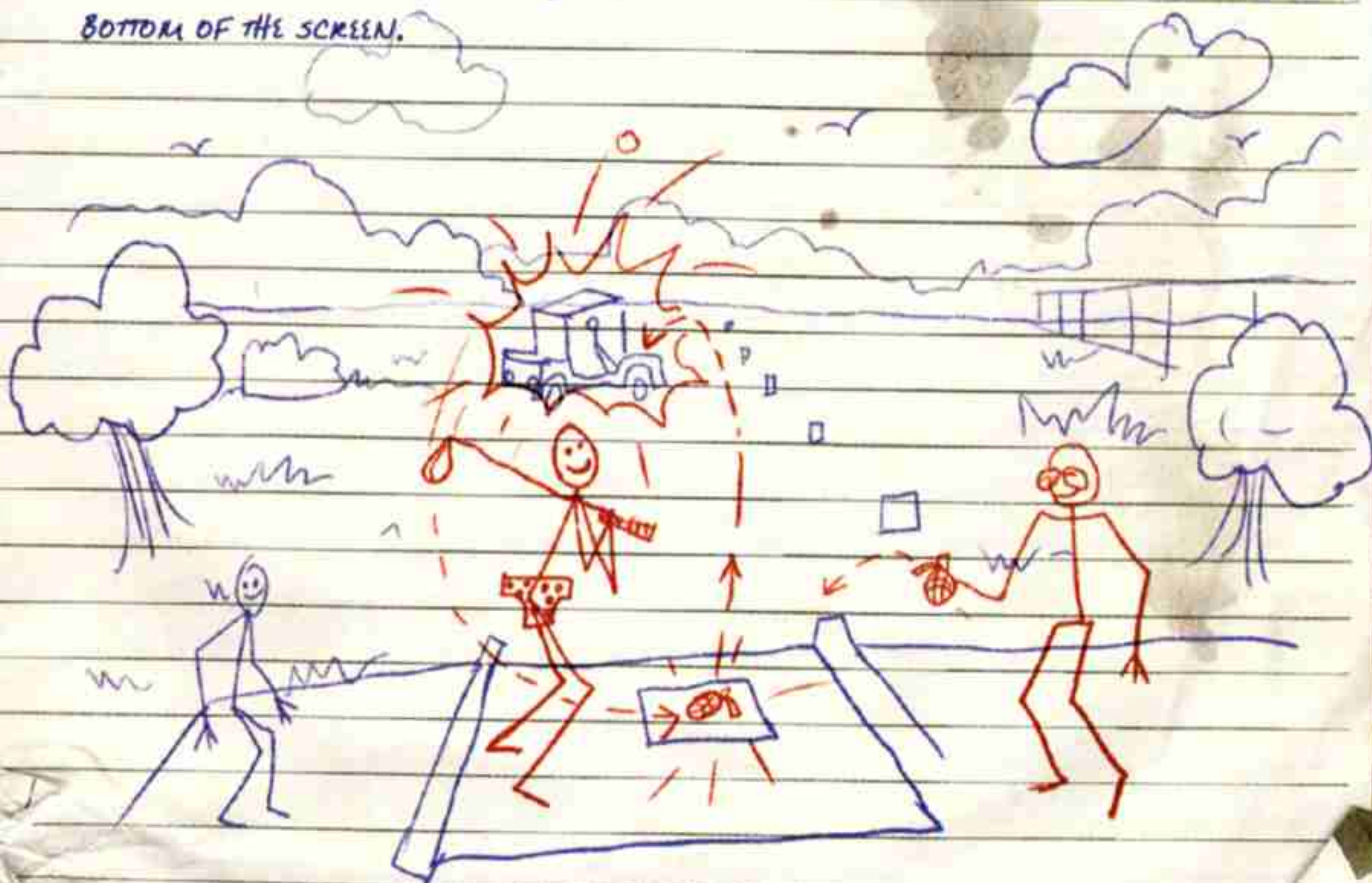
DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



THIS GAME REQUIRES THE USE OF A DUALSHOCK®2 ANALOG CONTROLLER.

SEE THE INDIVIDUAL SECTIONS OF THIS MANUAL FOR MORE CONTROL INFORMATION.

AS YOU ARE ATTEMPTING A STUNT, THE CONTROLS FOR THAT STUNT WILL BE SHOWN AT THE BOTTOM OF THE SCREEN.





JACKASS THE GAME IS BASED ON THE HIT MTV™ TELEVISION SERIES JACKASS™.

FILLING IN AS DIRECTOR OF JACKASS™, YOUR JOB IS TO COLLECT THE BEST FOOTAGE FROM UP TO 36 STUNTS THROUGHOUT JACKASS THE GAME TO CREATE A NEW JACKASS™ SERIES FOR MTV™.

ALL STUNTS HAVE A MINIMUM REQUIREMENT FOR CONTENT BEFORE MTV™ WILL APPROVE AN EPISODE FOR BROADCAST. THE NEW SERIES REQUIRES SEVEN EPISODES OF JACKASS™ QUALITY FOOTAGE. *It's gotta be GOOD!*

• TITLE SCREEN

ONCE THE TITLE SCREEN IS DISPLAYED, PRESS THE X BUTTON TO GO TO THE MAIN MENU SCREEN. IF YOU WANT TO CONTINUE A PREVIOUSLY SAVED GAME, INSERT THE MEMORY CARD (8MB) (FOR PLAYSTATION®2) CONTAINING THE SAVE GAME DATA INTO THE PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM BEFORE STARTING THE GAME. THE SAVED GAME WILL AUTO-LOAD.

MAIN MENU:

USE THE MAIN MENU TO NAVIGATE THROUGH THE VARIOUS MODES AND OPTIONS WITHIN JACKASS THE GAME.

- MTV STORY MODE
- CHALLENGE MODE
- MULTIPLAYER
- JACKASS MART
- EXTRAS
- OPTIONS



MENU SCREEN CONTROLS:

USE THE LEFT/RIGHT/UP/DOWN DIRECTIONAL BUTTONS TO HIGHLIGHT THE OPTION YOU WANT AND THE X BUTTON TO SELECT THE HIGHLIGHTED OPTION. THE L AND R BUTTONS ARE USED TO PAGE UP/DOWN AND THE A BUTTON IS USED TO RETURN TO THE PREVIOUS SCREEN.

• PAUSE MENU

WHILE PLAYING, YOU CAN ACCESS THE PAUSE MENU BY PRESSING THE START BUTTON.



TIP - CHANGE CHARACTERS AT ANY TIME BY GOING TO THE PAUSE MENU (PRESS START).

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GAME DISPLAY



OK, HERE'S WHAT YOU'LL BE LOOKING AT, SO PAY ATTENTION:

- 1) THIS IS YOU. KEEP AN EYE ON THIS TO KEEP TRACK OF YOUR DAMAGE. IF YOU TAKE TOO MUCH, YOU'LL BAIL OUT OF THE STUNT.
- 2) THESE ARE YOUR GOALS. THEY'LL TRACK YOUR PROGRESS IN FINISHING THE STUNT.
- 3) THIS SHOWS HOW MUCH TIME YOU HAVE LEFT IN THE STUNT. ONCE THIS TIMER RUNS OUT, THE STUNT IS OVER. DEAL WITH IT.
- 4) THIS BAR SHOWS YOUR POSITION. IN RACING STUNTS, IT'LL ALSO SHOW HOW FAR AHEAD OR BEHIND YOUR OPPONENTS ARE.
- 5) THESE ARE YOUR CONTROLS FOR THE CURRENT STUNT, SO YOU DON'T FORGET HOW TO WALK OR SOMETHING.

GAME MODES:

• MTV STORY MODE

THE PRIMARY GAMEPLAY MODE FOR JACKASS THE GAME IS MTV STORY MODE. IN THIS MODE THE NARRATIVE DRIVES YOUR PROGRESS THROUGH THE GAME. BY PLAYING MTV STORY MODE YOU CAN UNLOCK NEW CONTENT WITHIN JACKASS THE GAME.

THE PLAN:

ALL RIGHT - THE PLAN IS TO GET THE JACKASS CAST BACK TOGETHER TO CREATE A BRAND-NEW SEASON. THE PROBLEM IS THAT JEFF TREMAINE WAS INJURED DURING THE FIRST DAY'S SHOOTING, SO WE HAVE NO DIRECTOR. IT'S UP TO YOU TO GET THE SHOTS WE NEED TO MAKE THESE EPISODES. YOU HAVE TO ORGANIZE THE STUNTS, GET THE FOOTAGE, AND MAKE SURE THAT EVERYTHING IS GOOD ENOUGH FOR THE SHOW.

• MTV STORY MODE (CONT.)

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EPISODES: STUNTS ARE COLLECTED INTO GROUPS CALLED "EPISODES". EPISODES IN JACKASS THE GAME ARE SIMILAR TO THE FORMAT AND STRUCTURE OF THE JACKASS™ TV SERIES, COLLECTING A SERIES OF STUNTS WHICH MAY OR MAY NOT BE RELATED BY A GENERAL THEME.



TIP - IN EACH EPISODE YOU'RE FREE TO ATTEMPT STUNTS IN ANY ORDER.

GAME PROGRESSION: COMPLETING GOALS WITHIN A STUNT ATTEMPT MEANS COLLECTING FOOTAGE FOR AN EPISODE. REMEMBER, THE CAMERAS ARE ALWAYS ROLLING. YOU CAN CHECK YOUR CURRENT PROGRESS WITHIN ANY STUNT BY ACCESSING THE GOAL STATUS SCREEN FROM THE IN-GAME PAUSE MENU. THE MORE GOALS YOU COMPLETE THE BETTER THE QUALITY OF THE FOOTAGE AND THE HIGHER THE ADVERTISING REVENUE GENERATED BY THE SHOWS. THE MINIMUM ADVERTISING BUDGET REQUIRED BY MTV™ FOR AN EPISODE IS \$500,000.

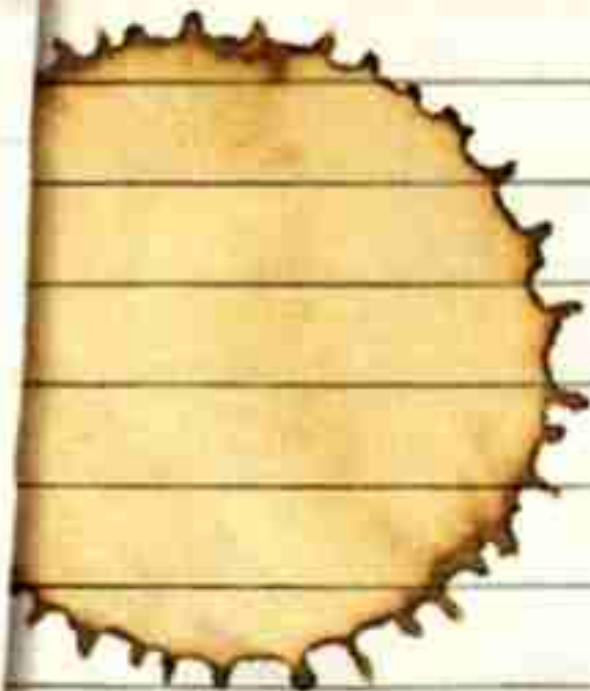


TIP - COMPLETING ENOUGH GOALS TO ACHIEVE 4 OR 5 STAR EPISODE RATINGS WILL UNLOCK ADDITIONAL BONUS CONTENT.

PROGRESS THROUGH SUCCESS OR STUPIDITY

THE GOALS FOR THE STUNTS IN JACKASS ARE DESIGNED TO LET YOU WIN BIG, AND LOSE BIGGER. IT'S NOT JUST ABOUT ACHIEVING SET GOALS; IT'S ABOUT MAKING THE ATTEMPTS ENTERTAINING FOR THE AUDIENCE.

EVEN A FAILED ATTEMPT CAN GET YOU THE FOOTAGE YOU NEED,
AND IT'S USUALLY PRETTY FUNNY.



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YOU CAN PROGRESS THROUGH "SUCCESS" ORIENTED GOALS AS WELL AS "STUPIDITY" ORIENTED GOALS. A "SUCCESS" ORIENTED GOAL IS USUALLY A SKILL-BASED GOAL, LIKE WINNING A RACE, WHILE A "STUPIDITY" ORIENTED GOAL MIGHT BE LINKED TO ACHIEVING A WICKED WIPEOUT OR "BAIL OUT".

• BAIL OUT

STUNTS THAT SUPPORT BAIL OUT WILL BE INDICATED IN THE ONSCREEN HELP TEXT AT THE BOTTOM RIGHT OF THE SCREEN. IF YOU SEE "△ BAIL OUT", YOU CAN PRESS THE △ BUTTON AT ANY TIME DURING THE STUNT TO PERFORM A BAIL OUT. DURING A BAIL OUT, THE JACKASS CHARACTER ENTERS RAGDOLL MODE WHERE THE EXTREME RAGDOLL AND INJURY TECHNOLOGY DEPICTS EVERY COLLISION WITH SHOCKING REALISM AND ACCURATE IMPACT DETECTION FOR MORE THAN 10 DIFFERENT AREAS OF THE BODY. *Ouch!*

 **TIP** - BAIL OUT INTO A HARD OBJECT AT HIGH SPEED TO INFLICT SERIOUS INJURIES ON YOUR FAVORITE JACKASS.

• REPLAYS

WHILE ATTEMPTING A STUNT THE ACTION IS RECORDED AS A REPLAY. AT THE END OF THE STUNT YOU CAN CHOOSE TO VIEW THE REPLAY. DURING PLAYBACK THE ACTION CAN BE VIEWED AT NORMAL SPEED, ACCELERATED, IN SLOW-MO, OR REVERSE.

 **TIP** - IF YOU CHOOSE TO RESTART OR CHANGE CHARACTERS DURING A STUNT ATTEMPT, THE CURRENT REPLAY WILL BE LOST.

• REPLAY CONTROLS

THE FOLLOWING OPTIONS ARE AVAILABLE DURING A REPLAY OF STUNT ATTEMPTS:

- **BACK** - EXIT THE CURRENT REPLAY.
- **HIDE DISPLAY** - HIDE ONSCREEN TEXT.
- **ADJUST PLAY SPEED** - REVIEW THE CURRENT REPLAY. REPLAYS START OFF BY DEFAULT IN PLAY MODE. PLAY SPEEDS INCLUDE x0.5, x1, x2, AND x4, WITH THE SAME AVAILABLE IN REVERSE.
- **PAUSE** - STOP THE REPLAY ON THE CURRENT FRAME.



REPLAY SCREEN

MORE GAME MODES:

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• CHALLENGE MODE

AS THE TITLE IMPLIES, CHALLENGE MODE OFFERS A MORE CHALLENGING EXPERIENCE WITH TOUGHER GOALS TO ACHIEVE IN ALL STUNTS. IN ADDITION, COMPLETING GOALS IN CHALLENGE MODE EARNS CASH THAT CAN BE USED TO PURCHASE ADDITIONAL BONUS CONTENT THROUGH JACKASS MART.

CHALLENGE MODE IS FOR THOSE THAT JUST HAVE TO GET 100% COMPLETION.



 **TIP** - STUNTS THAT SUPPORT PROP CHANGES CAN BE IDENTIFIED BY SCROLLING THROUGH THE CHALLENGE MODE MENU AND LOOKING FOR THE "CHANGE PROPS" BUTTON ON SCREEN.

• MULTIPLAYER

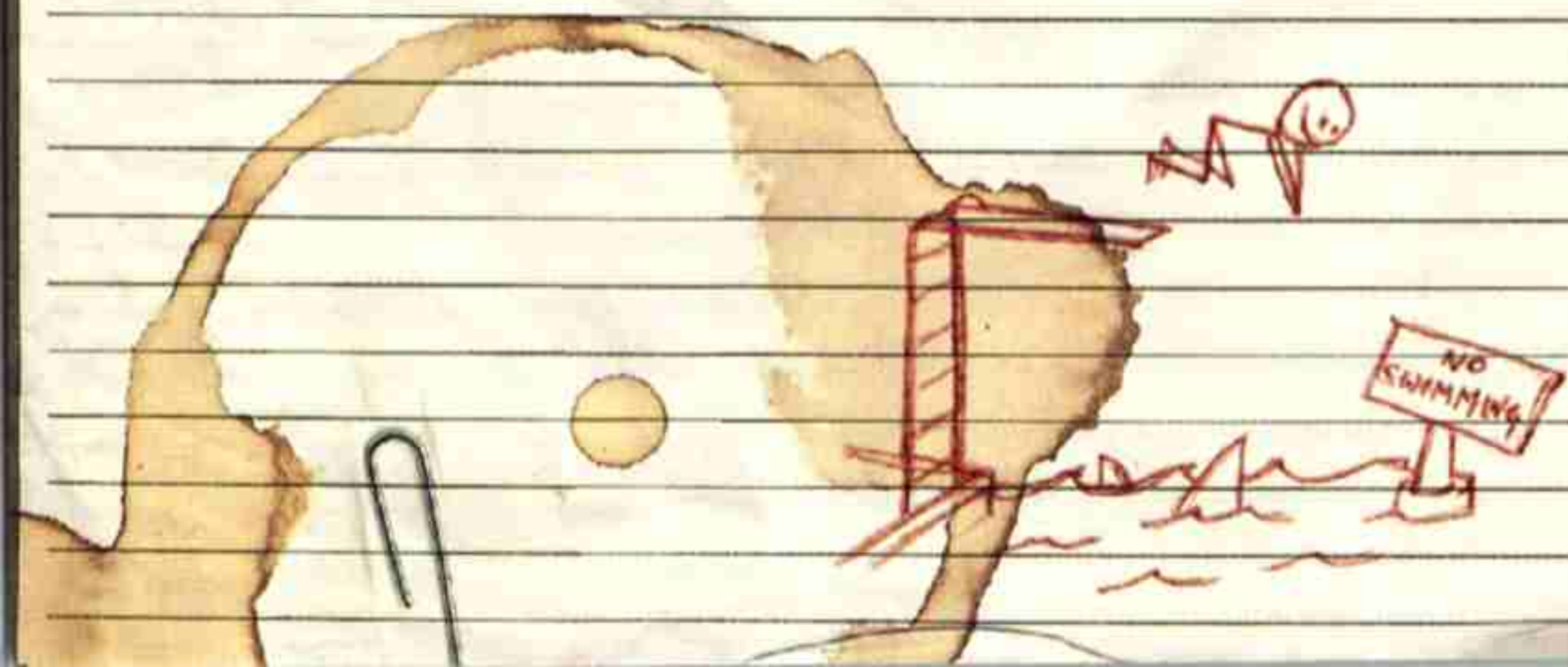
IN JACKASS THE GAME YOU CAN PLAY AGAINST FRIENDS VIA THREE MULTIPLAYER GAMING MODES.

• **ROUND ROBIN** - SELECT UP TO 21 STUNTS THAT CAN BE PLAYED IN A ROUND ROBIN STYLE TOURNAMENT FOR 2 TO 4 PLAYERS.

• **RANDOM ROUND ROBIN** - SELECT FROM SETS OF 3, 6, 9, 12 OR 15 RANDOM STUNTS IN A ROUND ROBIN STYLE TOURNAMENT FOR 2 TO 4 PLAYERS.

• **ASS TO ASS** - PLAY AGAINST A BUDDY IN ONE OF THESE 2 PLAYER HEAD-TO-HEAD GAMES.

 **TIP** - TWO CONTROLLERS ARE REQUIRED FOR ASS TO ASS PLAY.



• JACKASS MART

USE THE CASH YOU EARN DURING YOUR SHOTS TO BUY BONUS STUFF LIKE PROPS, CHARACTERS AND COSTUMES.

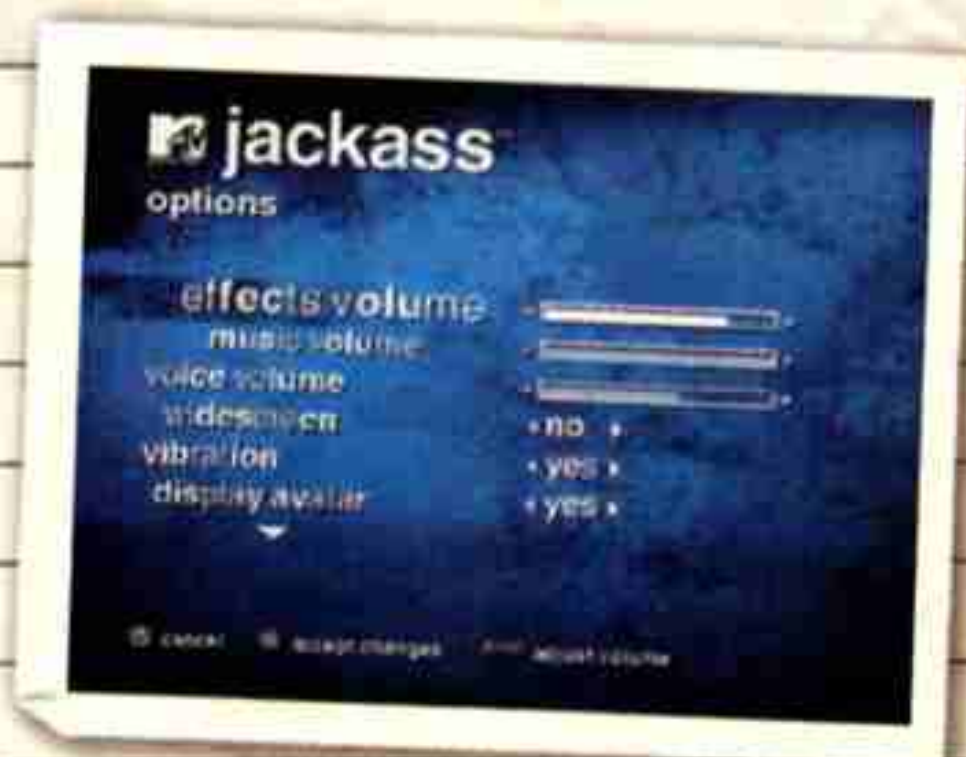
• EXTRAS

CHECK OUT BONUS BEHIND-THE-SCENES MOVIES AND STUFF LIKE CONCEPT ART AND PRODUCTION PHOTOS.

• OPTIONS

• **EFFECTS VOLUME** - ADJUST THE VOLUME OF MENU AND IN-GAME SOUND EFFECTS.

• **MUSIC VOLUME** - ADJUST THE VOLUME OF BACKGROUND MUSIC.



• **VOICE VOLUME** - ADJUST THE VOLUME OF IN-GAME AND CINEMATIC VOICES.

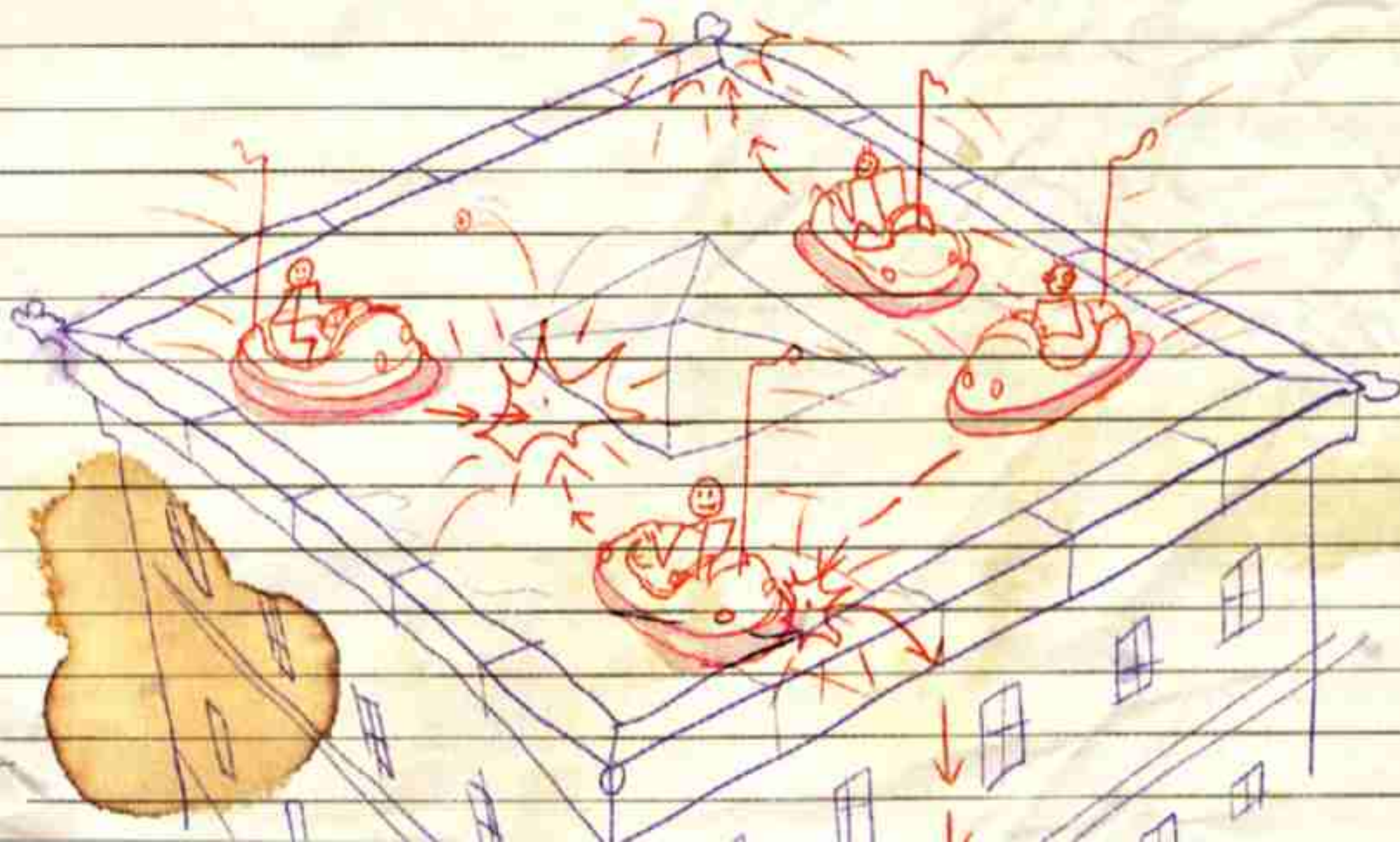
• **WIDESCREEN** - SET DISPLAY FOR WIDESCREEN TV.

• **VIBRATION** - TOGGLE CONTROLLER VIBRATION ON/OFF.

• **DISPLAY AVATAR** - TOGGLE THE IN-GAME JACKASS AVATAR DISPLAY ON/OFF.

• **AUTOSAVE** - TOGGLE AUTOSAVE ON/OFF (SEE PAGE 2).

• **SAVE/LOAD PROFILE** - MANUALLY SAVE OR LOAD A PROFILE.



CREDITS

10

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dave england
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preston lacy
ehren mcghehey
steve-o
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producer

paul guirao

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henry price

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doug froese

special thanks

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tyrone mcauley

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stuart middleton

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jeremy burgess

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andrew wood

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nathan rattray

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mark cuthbert

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kris slagter

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reagan morris

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greg hetson

volney howard

greg iguchi

michelle klepper

rick kosick

cordell mansfield

john miller

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jessica samet

trip taylor

van toffler

roger alan wade

jennifer welsh

laura windel

greg wolf

kristine young

circle jerks

turbonegro

In loving memory of liz ewart

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nate walling

reverb intern team

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emily pearce

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rod fransham

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scott cairns

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delivery manager

s venugopal

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chintu raju

test leads

chandapal j b

ramsudhir v

test engineers

ameenuddin

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deepu alex

drom kumar amrit

ganesh v

goutham balaji

harcharan a m

jijo george

lakshmana c

mohit mehra

nikhil joseph

rachan shetty

raghu g nair

raju m

ram krishna

syed nasir

vinay s m

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ashwin kumar

giribabu d

sharath n singh

thrilok h s

Loop Media North America LLC

and Loop Media Ltd (nz)

music supervision & clearance

mikee tucker

todd bisson

jeff jacquin

andy williams

www.loop.co.nz

music:

i hate people

performed by anti-nowhere league

written by aghssa/blake/culmer/chris exall

courtesy of nowhere records

wall

performed by balzac

courtesy of misfits records/rykodisc

by arrangement with warner music group

video game licensing

published by: 2003 misfits records

under exclusive license from diwphalanx

records/disk union

nude country

performed by cake cutter

written by ambrose/blackmon/mark/

montgomery/webb

courtesy of cakecutter

karazy

performed by chris pontius, scott manning,

gabriel mark, john montgomery and

j.p. blackmon

courtesy of chris pontius

© animal grace publishing bmi

swamp boogie

performed by: chris pontius,

scott manning, john montgomery

written by: chris pontius

courtesy of chris pontius

© animal grace publishing bmi

i'm gonna live

performed by the circle jerks

written by kevin fitzgerald

courtesy of the circle jerks

live fast die young

performed by the circle jerks

written by greg hetson & keith morris

courtesy of the circle jerks

96 quite bitter beings

performed by cky

camp, vol 1

released 2000

written by: d miler / j margera / c ginsburg

party boy theme

performed by dave rohen

mtv networks ltd

famous music inc

david roen / bmg music / famous

what would i know

performed by the datsums

the datsums

released 2002

© hellsquad publishing limited

kobalt music publishing

written by: christian deborst,

matthew osment, christian livingstone

and philip somervell

sittin' pretty

performed by the datsums

the datsums

released 2002

© hellsquad publishing limited

kobalt music publishing

written by: christian deborst,

matthew osment, christian livingstone

and philip somervell

MORE CREDITS

12

let's loot the supermarket again (like we did last summer)

performed by the deviants
written by farren/wallis/rudolph
courtesy of mick farren

friend

performed by marginal man
written by marginal man
courtesy of marginal man

corona

performed by minutemen
double nickels on the dime
released 1984
sst records
cesstone music bmi

spinal remains

performed by the misfits
words and music by glen danzig
published by evilive music (ascap),
administered by reach global, inc.
used by permission.
all rights reserved.

come on, come on

performed by nashville pussy
get some!
released 2005

bug music

drunk daddy music (bmi) administered by bug
written by: blaine cartwright, karen exley,
d. rabinowitz, ruyter suys and jeremy thompson

hate and whiskey

performed by nashville pussy
get some!
released 2005

bug music

drunk daddy music (bmi) administered by bug
written by: blaine cartwright, karen exley,
d. rabinowitz, ruyter suys and jeremy thompson

bb gun

performed by roger alan wade
written by roger alan wade
courtesy of roger alan wade

if you're gonna be dumb, you gotta be tough

performed by roger alan wade
written by roger alan wade
courtesy of roger alan wade

politikal

performed by skinny puppy
mythmaker
released 2006

spv / hell-o-deathday

brap songs / socan
written by: cevin key, ogre, mark walk

coppers

performed by smut peddlers
written by smut peddlers
courtesy of ransom records/smut peddlers

do the flop

performed by smut peddlers
written by smut peddlers
courtesy of ransom records/smut peddlers

selfdestructo bust

performed by turbonegro
apocalypse dudes
released 1999
michael jobson for turbo artist as
michael jobson for turboneger da
written by: thomas seltzer, knut schreiner,
air cystalis norway

prince of the rodeo

performed by turbonegro
apocalypse dudes
released 1999
michael jobson for turbo artist as
michael jobson for turboneger da
written by: thomas seltzer, knut schreiner,
air cystalis norway

urban struggle

performed by the vandals
courtesy of chi-com international, inc

virginia city revival - drink for free

written by montgomery/blackmon/mark/bates/reyes/lerma
courtesy of the virginia city revival -
c/o cakecutter publishing
www.thevirginiacityrevival.com

Open Dynamics Engine

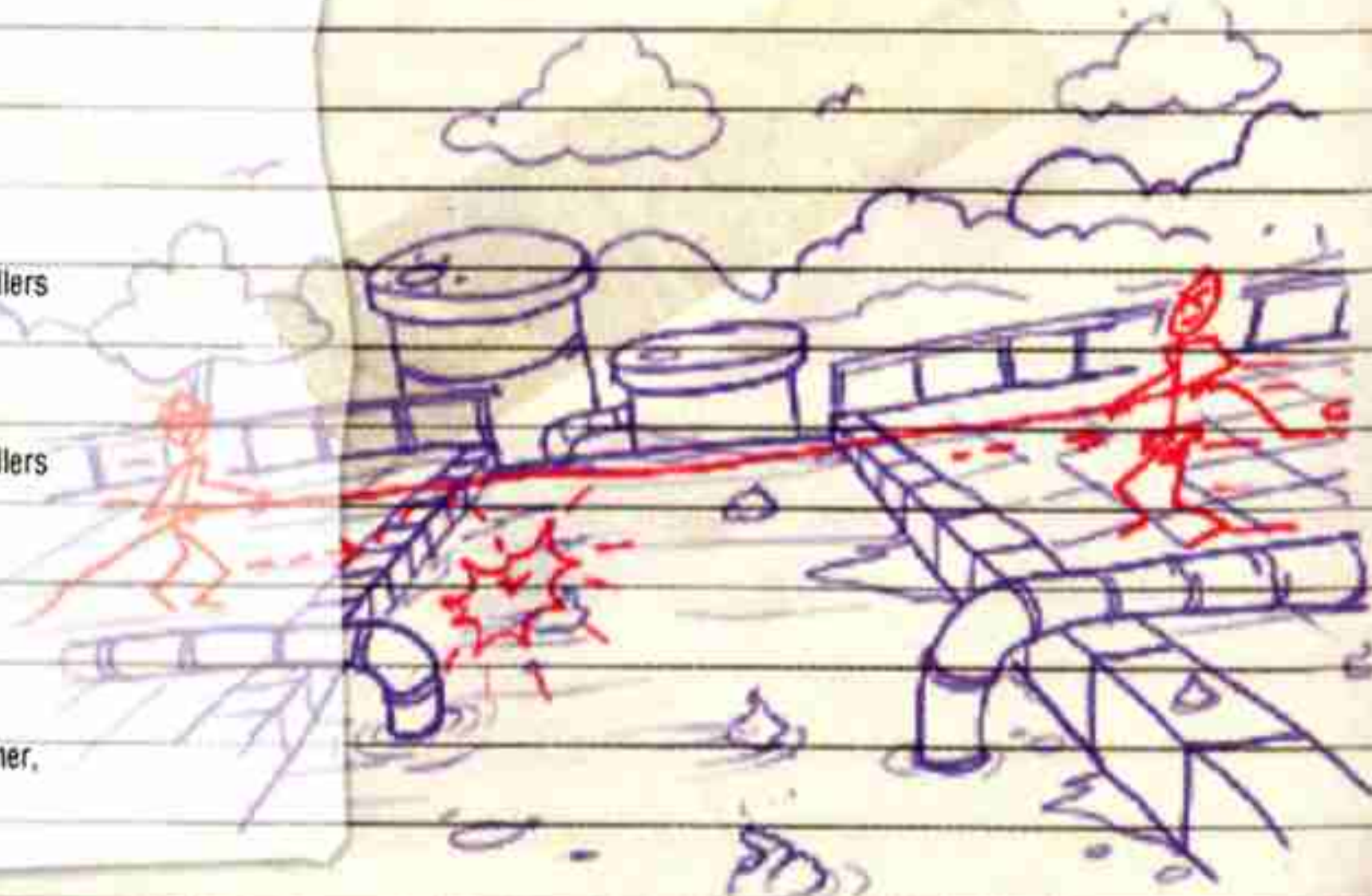
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