



SMUGGLER'S RUN

WARZONES



EmuMovies
INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



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**TEEN
VIOLENCE**

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Nintendo

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WELCOME TO SMUGGLER'S RUN: WARZONES



INTERNATIONAL smuggling is fueled by a privately funded international ring of specially trained, highly skilled gangs driven by the thrill of profit. By subverting and undermining vast networks of law enforcement scrambling to defend every border from all sides, the stakes grow higher as elusive gangs grow too numerous to catch.

Shipments deep into Russia and to the borders of Vietnam arrive unmarked, unlabeled and raise new questions as a new world order rapidly rises to power. New questions emerge for those outside the law that profit from ensuring every shipment arrives signed, sealed and delivered. The future lands in the lap of the individuals contracted to smuggle and they never know what they're carrying. Their duty is to get involved, assume new responsibilities, repay old debts and forge alliances in a heartbeat as the balance is shifted and pressure builds.

In a world where the dollar reigns, avoid the cops, avoid the gangs, just keep your cargo safe...it may be the only friend you have.

CONTINUE 

UNDER CONTROL?

You can choose from 5 set controller configurations. The default controls are listed below. To change your controls, choose Options from the Main Menu, then Controller Configuration.

L Button	Large Map (¾ press)/ Look Back (Full Press)
R Button	Drift/Air Balance
Z Button	Reverse
Control Stick	Steering
+ Control Pad	Look Back
C Stick	Camera P.O.V.
B Button	Brake
Y Button	Countermeasure #1
X Button	Countermeasure #2
A Button	Gas
START/PAUSE	Pause

SAVING A GAME

Insert a Nintendo GameCube™ Memory Card with at least 6 BLOCKS of free space, and at least 2 free files, into Memory Card Slot A. If you do not have enough free space, a message will appear informing you of how much more space you need to save your Smuggler's Run: Warzones game. To free up space on your Memory Card, refer to your Nintendo GameCube™ instruction manual. Only Smuggler's Missions games can be saved.

SMUGGLER'S MISSION

Prove you have what it takes to succeed in a life of crime.

Your commander for this operation is FRANK LUGER

PROFILE:

Age: Mid 40s

Background:

Nicaragua Vet (Major)

Description:

Gruff and gravelly voiced

Motive: The almighty dollar



Cover: Exotic Imports, Courier Company

Frank Luger has been contacted by the mysterious Colonel, an ex-Soviet operative whose illegal trading jobs are typically way out of Frank's league. In cahoots with the FTF, the Colonel has a job for Frank to deliver the goods deep inside Russia to the renegade Liberation Faction, a legion of armed rebels working outside the law. Frank takes the job reluctantly and recruits you to help the Exotic Imports crew carry the goods into enemy territory.

As a contracted member of Exotic Imports you are subject to non-disclosure on all terms.

Select SMUGGLER'S MISSIONS from the Main Menu.

You will then be presented with the LOAD/NEW GAME screen. Select NEW. Enter the desired name of your save game file and select ACCEPT. Your progress will be automatically saved after you successfully complete each level.

SAVING A GAME INSTRUCTIONS

You can save your options even if you are not playing and saving a Smuggler's Missions game. Select OPTIONS from the Main Menu. Then, after changing the various options to your liking, select ACCEPT AND SAVE CHANGES. This means that, when you boot your Nintendo GameCube™ with a Memory Card inserted that has options already saved on it, those options will automatically be put into effect.

RUSSIA / GEORGIA

Since its independence from the Soviet Union in 1991, Georgia has suffered from much civil conflict, heightened by Russia's war in Chechnya, which has left Georgia with Russian troops stationed in the South Ossetia region of Northeast Georgia and in Abkhazia located in the Northwest.

Georgia's civil war and separatist struggles have devastated an economy that was once one of the strongest in the former Soviet Union. Georgia relies heavily on borrowing from abroad and has a growing foreign debt problem.

Due to the newly collapsed economy since the fall of the Soviet Union, smuggling of weapons and other contraband from Southern Russian to Georgia has become a major worry. Georgia is bordered by the Southern Russian regions of Chechnya, North Ossetia, Kabardino Balkaria, Karachay Cherkessia and Dagestan, each a hotbed of warring internal factions, each quite inhospitable to American smuggling outfits there for personal gain.



CONTINUE

Terrain Report

This land is distinguished by sand dunes, small but rough mountains, and various scattered villages. Fire and explosions from cannon fire and mine fields will abound, as will nasty storms, so making deliveries will be more challenging. You will encounter several different Russian territories that include muddy riversides, desolate plains, sandy wastelands, and glaciated alpine mountains. Be advised that the winter season brings an entirely disparate climate, with thin snow packs, ice, and occasional blizzards that characterize high-altitude deserts in winter. Driving conditions may become incredibly adverse.



THE CLIENT: THE COLONEL PROFILE

Age: 40-50

Background: Highly decorated Russian Colonel, financier and client of this operation. Sells Russian arms to highest bidders. Speaks decent English. Very confident. Considers himself untouchable, but is getting a little bit of heat from Moscow. Considers everyone to be just another pawn in his games and never a threat to his mastery of the situation.

Chances are you won't come into direct contact with him, as he prefers to use middlemen to handle day-to-day affairs.

CLIENT CONTACT: SHODI

PROFILE

Age: late 30s

Background: Middle ranking Russian border guard / customs official. Corrupt, pro freedom, especially for himself. Loves the desert. Likes to bully people.

Description: Dark mustache, heavy accent.

He will serve as the client contact operative.

FREE TRADE FACTION

Territory: Caucasus Mountains between Georgia and Southern Russia.

Skills and Tactics: The FTF has used all manner of devious plots to destroy alliances and breed fear in even the most battle hardened Russians. The result is exactly what the FTF wanted—all other factions avoid them like the plague, freeing the FTF to work on something big with absolute secrecy.

Background: Made up of local gangsters and killers, the FTF believe wholeheartedly in free trade, but hate anyone trying to compete in an area they consider their private monopoly. Years of smuggling have given the FTF the experience and expertise to prosper in this violent land, and they viciously attack anyone trying to stand in their way. The FTF are believed to be amongst the most dangerous criminals operating in a region famed for lawlessness.

КОНТРАБ
ВНАИСТ

THE LIBERATION FACTION

Territory: Caucasus Mountains, between Southern Russia and Georgia

Skills and Tactics: The Liberation Faction uses three primary tactics to try and prevent other factions from bypassing their monopoly and buying weapons directly from the colonel.

- Saturating LF territory with patrols that use high-speed vehicles much like yours. Although these vehicles are much too light to carry heavy weapons, they can ram the vehicles

of rivals, knocking loose the contraband for easy pick-up.

- Shelling rivals with tanks and artillery.
- Planting mine fields in their territory that only they have maps to.

Background: The sworn enemies of the FTF. The reasons for their mutual loathing are hard to fathom for outsiders as the Liberation Faction are nominally a political group, and the Free Trade Faction are overt criminals, but the two groups are merely the modern manifestation of older disputes that have characterized the region for hundreds of years. The Liberation Faction want to liberate the Caucasus Mountains from both Russia and Georgian control and in the process wipe out the Free Trade Faction. They are believed to be buying weapons from corrupt members of the Russian military in order to help their struggle.



RUSSIAN ARMY

Territory: Southern Russia, along the Georgia Border

Leader: General Smimoff took over after the Colonel left the Russian Army for greener pastures. The General lost a son to illicit Russian wares, so he's strongly opposed to smuggling.

Skills and Tactics: Along the borders, the guards have erected fences and guard towers, from which they can alert their mobile forces of the passage of unauthorized vehicles. These mobile forces aren't afraid to use tanks and artillery, but know all too well that heavy military weapons are mostly ineffective against smugglers in agile vehicles. To address this, the guards have several dozen squads that patrol in fast off-road vehicles.

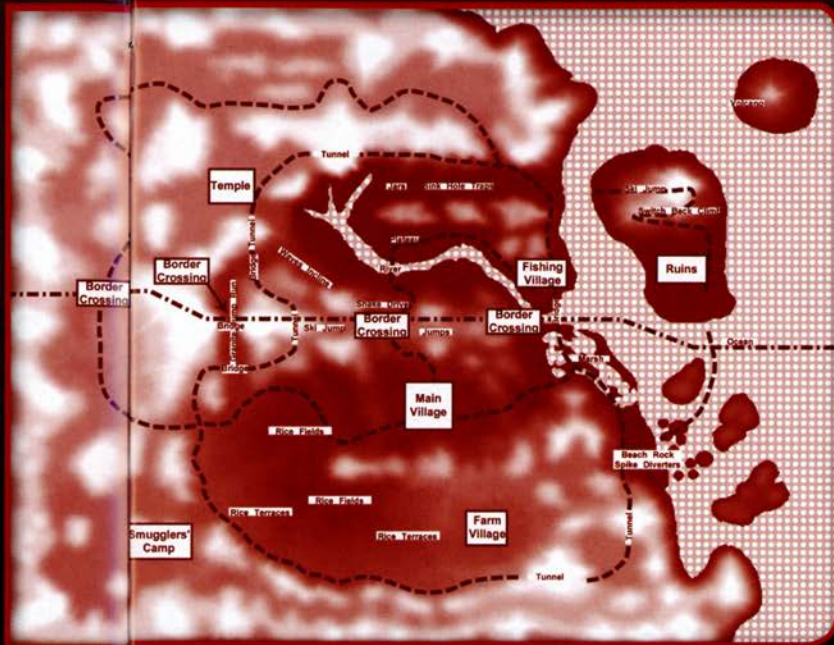
Background: Even though the Colonel controls a corrupt squad in the Army, the vast majority of guards are not in on this action. Hence, the guards will oppose smugglers like you vigorously.



VIETNAM

In 1954, Communist forces under Ho Chi Minh took control of North Vietnam. US economic and military aid to South Vietnam grew throughout the 1960s to bolster the economy, but US forces were withdrawn during a cease-fire pact in 1973. In 1975, the North Vietnamese forces overran the South. Economic reconstruction of the country has been difficult, as Communist party leaders have only reluctantly initiated reforms necessary for a free market.

Vietnam is a poor, densely populated country that has had to recover from the ravages of war, the loss of financial support from the old Soviet Bloc, and the rigidities of a centrally planned economy. Maritime smuggling has proved problematic, rendering traditional smuggling across the borders of China, Laos and Cambodia preferable. Some of this smuggling is unofficially sanctioned under-the-table to supplement their ailing legitimate trade; while much more of it is trafficking weapons and other illicit goods. Native smuggling rings will have a significantly easier time, finding border guards and locals much less hostile than Americans would, as the sting of American occupation still remains fresh.



CONTINUE

Terrain Report

You will encounter rocky coastlines, creepy jungle-ways, marsh valleys, and wet hillsides that characterize Vietnam. Hot, humid summers and soggy monsoon seasons melt equipment and test the stamina of mind and body. The heavy rains make for muddy terrains in many areas. Be advised that the wetter the area, the less traction and torque— choose vehicles carefully and adapt driving style accordingly.



THE BAC KAN

Territory: Vietnam, near the border with Cambodia.

Gang Leader: Unknown.

Skills and Tactics: The Bac Kan generate fear by taking immediate and violent action against any perceived threat. They'll frequently torture a captive without even bothering to interrogate him.

They also make good use of mines and booby traps.

Background: The dreaded Bac Kan exercise brutal control of most weapons smuggling throughout Southeast Asia. Composed of former communist military who have been "enlightened" by the riches of capitalism, this gang comes close to being a military entity of its own. Even the People's Army of Vietnam (PAVN) doesn't usually interfere with Bac Kan activity.



CIA

Territory: Throughout Vietnam

Skills and Tactics: The CIA are known to go on the offensive in areas where they have a strong presence.

Background: In Vietnam, the CIA presence is surprisingly strong. Many South Vietnamese agents were recruited during the Vietnam War. When the North won, those agents remained and developed a potent underground comparable to the French Resistance during the Nazi occupation of WWII. They blend in, speak the language and fool even their brothers and sisters in the PAVN.

C.I.A.

PEOPLE'S ARMY OF VIETNAM (PAVN)

Territory: Vietnam, near the Cambodian border.

Leader: Captain Kang commands the PAVN division along the disputed border between Cambodia and Vietnam, where The Infidels do their thing. Kang is as corrupt as they come, but he must make a token effort to catch smugglers or risk a court-martial.

Skills and Tactics: The PAVN are experts in guerilla warfare and set numerous booby traps. In the thick of the jungle, they patrol in small off-road vehicles. If the situation gets serious, they will radio headquarters for backup from attack helicopters. To maintain the appearance that they care, they will often go after smugglers, but kick-backs from the local smuggling gangs are usually enough to keep their radios silent. They will typically break off pursuit as soon as the smugglers enter a stronghold of the Cio Bong or Bac Kan.



OTHER TERRITORIES:

In Smuggler's Run: Warzones, there are new territories to conquer – that are much more fun when you play in multi-player mode with your friends. These levels do not appear in the Smuggler's Missions, but can be found in Turf Wars, Checkpoint Races, and Joyriding.



North America:

Beautiful forests, fun hills to jump and quaint small towns, but careful, there are steep jumps and hazardous trees to contend with.

Eastern Europe:

A nice place to visit? Maybe so, but you need to watch your closest friends in this multiplayer territory.





SUPER BUGGY

Speed: 3
Acceleration: 6
Handling: 5
Weight: 6

The super buggy is a general purpose vehicle with average performance. It is a weak climber.



Team Role: Forward
Countermeasure: Nitro Boost
Secondary Countermeasure: Acid

D-5 HONDO

Speed: 6
Acceleration: 7
Handling: 9
Weight: 8

The Hondo's average ability favors control and handling over speed and acceleration.



Team Role: Guard
Countermeasure: Oil Slick
Secondary Countermeasure: Vertical Boost

ATV MONSTER

Speed: 8
Acceleration: 5
Handling: 6
Weight: 4

The ATV Monster is extremely quick and fast, but it's hard to control. Durability is low.



Team Role: Forward
Countermeasure: Nitro Boost
Secondary Countermeasure: Repel Sphere

SPECIAL DU MONDE

Speed: 10
Acceleration: 9
Handling: 5
Weight: 7

The Special Du Monde has high top end speed on smooth surfaces. It's acceleration is poor.



Team Role: Corner
Countermeasure: Oil Slick
Secondary Countermeasure: Cloaking Device

BAJA TRUCK

Speed: 5
Acceleration: 8
Handling: 8
Weight: 7

For off-road use, the Baja Truck has better acceleration, top end speed and handling.



Team Role: Corner
Countermeasure: Bombs
Secondary Countermeasure: Vertical Boost

SAHARA SPECIAL

Speed: 7
Acceleration: 8
Handling: 8
Weight: 8

The Sahara Special is a well balanced, versatile vehicle with excellent climbing capacity.



Team Role: Guard
Countermeasure: Smoke Screen
Secondary Countermeasure: Acid

GRENADIER

Speed: 9
Acceleration: 9
Handling: 7
Weight: 10

The Grenadier is big and tough and has excellent speed and handling for such a large vehicle.



Team Role: Back
Countermeasure: Bombs
Secondary Countermeasure: Cloaking Device

KAVOSTOV

Speed: 4
Acceleration: 10
Handling: 10
Weight: 9

The Kavostov Halftrack is durable and climbs well, acceleration is good, top speed low.



Team Role: Back
Countermeasure: Smoke Screen
Secondary Countermeasure: Repel Sphere

HOVER SLED

Speed: 9
Acceleration: 5
Handling: 9
Weight: 4

The Hover bike is light and fast, but it's hard to handle and has low durability.

*THIS VEHICLE IS ONLY UNLOCKED IF YOU GET A "GREAT" RATING ON ALL OF THE SMUGGLER'S MISSIONS



Countermeasure: Speed Boost
Secondary Countermeasure: Vertical Boost

THINGS A FIRST-TIME SMUGGLER WILL NEED TO KNOW:

1. WHERE TO GO

Arrows are there to give you directions. When the arrow is green you have to pickup; when it is red you have to drop something off.

Pick up points can be recognized by green flares. On the maps they will appear bright yellow, and will stay with you after pickup, for as long as you are holding the contraband.

Drop off points are indicated by blue or red flares. In multi-player mode, the drop-off points are marked by white flares.

Checkpoints are crossed - you can fly over the markers but you must pass in between them. They also appear as yellow on your in-game maps, and will dim after you successfully pass them.

A Map can be found at the bottom right of the screen; it shows where you are as well as where your mates and enemies are.

A larger section of the map can be seen by pressing the L button. In some missions, you'll be asked to lose all pursuers. There is a purple proximity icon on the HUD map. Law enforcement will always appear as WHITE arrows on your in-game map



Proximity icon

2. CONTRABAND

You're going to be hauling some pretty powerful stuff through some really dangerous areas. Some of the contraband is highly explosive and will explode on impact, taking you with it if you're not careful. So watch yourself! Who has the loot?

During gameplay, check the HUD in the lower right hand corner to see where the loot is and in which direction it is headed. You and your team are identified by small red triangles, the enemy is identified by small purple triangles. When carrying contraband, vehicles are identified by yellow 3D boxes. Chase down the enemy and snatch the loot!

TYPES OF CONTRABAND

Explosives:



Unknown:

Valuable Artifacts:



Medical Supplies:



3. HOW YOUR TEAMMATES WORK

Chose your teammates carefully. Depending on the type of vehicle they have their behavior will be different

BACKS: Kavostov (massive truck), Grenadier (military vehicle)

These attempt to smash a near enemy, preferably a forward.

FORWARDS: Superbuggy, ATV, Monster (Quad Bike)

These attempt to pick up and deliver contraband.

CORNERS: Baja (Trophy Truck), Special Du Monde (Rally Car)

These vehicles head to the enemy point and attempt to steal contraband.

GUARDS: Sahara (SUV), D-5 Hondo (Jeep)

These follow a teammate, preferably a forward, and attempt to protect it from an enemy.

4. COUNTERMEASURES

Each vehicle has 2 countermeasures for you to crush the competition. The primary countermeasure for each vehicle will be unlocked while you play Smuggler's Missions and the secondary countermeasure for each vehicle will be unlocked after you beat every mission in Smuggler's Missions. Here's a breakdown of each countermeasure and how they work.

a. Nitro Boost You know the deal: In times when things are a bit too close for comfort, just hit the button and hold on. There are a few things to keep in mind when using this feature: 1) When badly damaged, avoid this, the increase in speed will accelerate the damage to your vehicle.

2) This is great for putting some distance between you and your enemy.

b. Oil Slick You want your enemies to be close when using this one. Be sure to look in the rearview to watch them lose control!

c. Smoke Screen Lose your enemy in a cloud of smoke.

d. Bombs Drop the bomb keg behind you and watch the destruction in the rearview - but make sure you are a safe distance away before the drop - or you might just explode yourself as well!

e. Vertical Boost This one allows you to jump high in the air! Excellent for jumping over obstacles or softening the landing from a high fall.

f. Repel Sphere This pushes your enemy away from you if they are on your tail. It can also be used when you are damaged out to keep them away from the loot or from stealing the loot from you.

g. Cloaking Device This makes your vehicle disappear temporarily. In multi-player modes, this removes you from the radar, and if you are carrying contraband, they won't be able to see you or the loot ride off to the check point.

h. Acid Drop the acid behind you and watch your enemies get stopped in their tracks.

5. NEED A BREAK?

It pays to take a 10-minute break in every hour of play, so put the action on hold... press the START/PAUSE to pause the game.

6. MULTIPLAYER NOTE

All players must have their Controllers in the corresponding Controller Socket. for example, player 4's Controller must be in Controller 4.

MISSION DESCRIPTIONS

Turf War You say you're the best there is. Prove it.

Crooks n' Smugglers There's one package to pick up at a time. Grab it and deliver it, get your quota filled first to win.

Loot Grab Loot is scattered around the pick up area. You and your teammates should grab as much as you can to deliver.

Bomb Tag It looks like a loot grab – but with a catch – if you get stuck with the bomb, you'd better get rid of it before it explodes!

THESE NEXT TURF WAR MODES CAN ONLY BE PLAYED AS MULTI-PLAYER GAMES, SO GRAB A FRIEND OR TWO!

Domination Take control of the strongholds. The team (or player) who has control of all strongholds or the highest score when the time runs out wins.

Fox & Hounds Get the loot and protect it at any cost! If your opponent gets it first, damage the loot as much as possible as quickly as you can. You score points by holding the token as undamaged as possible for as long as you can.

CHECKPOINT RACE Get through all the check points, the first to finish is the first to win!

BONUS MISSIONS In Smuggler's Run: Warzones, there are quite a few bonus missions and extra goodies for you to unlock. Find all of the hidden tokens on each level while joyriding (3 per level) to unlock them.

MULTIPLAYER

There are many ways to play Smuggler's Run Warzones with your friends, and you can play with up to 4 people.

- 1. One on One:** compete against a friend with no direct competition in TURF WARS and CHECKPOINT RACES.
- 2. 2 player:** you and a friend compete with each other and the AI
- 3. 3 player solo:** compete alone against 2 of your friends
- 4. 3 player (with AI):** compete with 2 of your friends against the AI
- 5. 4 player solo:** compete against 3 of your friends
- 6. 4 player team:** compete as a team with one friend against 2 other friends

JOY RIDIN'

Enjoy the scenery, listen to the music, and get to know the locale.



DRIVING TIPS

1. Know the terrain. Spend a lot of time driving over every square inch of each massive level.

2. Know your vehicle

Take time to get to know your vehicle, as each reacts differently to each unique situation.

3. Know how to get over on your opponents.

a. Don't panic if your vehicle turns turtle and you can't get up. Just press left or right on the Control Stick. You'll be back up and running in no time.

b. When being pursued by an opponent (cop / gang) turn around, but not sharply – you'll just get smashed and all speed and momentum will be lost. Instead, make wide sweeping turns, thereby keeping your speed up and putting distance between you and the enemy.

c. When being chased through a valley and the option to make a wide sweeping turn isn't there, use the hills to shake your opponents. Drive up on them in at

an angle without losing momentum, before you slow down, turn back down the slope and lay on the gas!

d. When an enemy is approaching you from head on, treat it like a football game, and fake him out like a wide receiver. Head off in a direction until he is following you, then, at the last second, dodge the opposite way.

e. In team modes while making a drop-off, the enemy will guard the delivery points. Don't head directly into the flares. Draw the enemy out of his defensive position, he'll leave the flares and come after you. Let him chase you and the flares will be unprotected for a clear delivery.

f. In some missions, you must lose all pursuers. The classic run-them-into-a-tree maneuver is done by simply leading a pack of cars through a clearing into a pack of trees. Head straight for a tree at full speed and at the last possible second, turn out of the way and hope the enemy's reflexes don't match yours.

g. Avoid getting hit! The enemy will track all movement from a distance and hit you if you're not paying attention. Use the onscreen

HUD to see which way they are turning.

h. Use the landscape! For example, use small rolling hills to throw your opponents off. Duck around a small hill, the enemy will continue to head right for you and catch air off the hill and pass overhead.

i. Use the water! When driving the Baja truck or Sahara Special, while being chased by the enemies on ATVs, lure them into a body of water. Wading into the water up to your doors will leave the ATVs drowning in your wake.

j. Anticipate your opponent's moves – when the enemy's put some distance between you use the HUD to see where he's headed.

k. Choose your vehicle wisely, always choose a vehicle that suits the terrain best.

l. Check your map often – keep an eye on friends, enemies and contraband locations.

OPTIONS

Have it your way – adjust the sound, music and controller settings (including whether or not ambient creatures will appear in the game) to just the way you like it.

TROUBLE-SHOOTING

In the unlikely event that Smuggler's Run Warzones refuses to work, contact our Customer Services Department at 9900 Franklin Square Drive Suite A Baltimore MD 21236 ATTN: Tech Support or call 410-933-9191 Monday - Friday between 9:00 AM and 5:00 PM EST excluding major holidays. Fax: 410-933-1740. Email support@rockstargames.com or visit www.take2games.com/support. And if you write, don't forget to include your name, address and telephone number.

Look After Your Smuggler's Run: Warzones Game Disc. Game discs are robust but not invincible, so handle them with care.

CREDITS

A ROCKSTAR PRODUCTION OF AN ANGEL STUDIOS GAME SMUGGLER'S RUN: Warzones

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Special thanks to all of the people behind the scene that made this game possible:

Julie Liss, Michael Mattes, Jo Kilburn, Jennifer Sole, Kristen Sinclair, David Counts, Monica Mesa, Ted Vargas, Tony Vargas, Jay Levorson, Josh Hart and all of the families and significant others that do so much in support of the development-Team.

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TAN

Terry Chen

SHODI

Jeremy Van Den Driese

DRIVER #1

Arltine Brown

DRIVER #2

Costa Spanos

DRIVER #3

Paul Gudmundson

PLAYER

Cameron Foss

MAMA TAN

Dolly Lusuego

RUSSIAN #1

Ian Gariepy

RUSSIAN #2

Graeme Brown

JAMES RUSKIN

1. "Electric Plague"
2. "Cipher"
3. "Divide Part Two"
4. "Prevention Beyond Cause"
5. "Unknown Destination"
6. "Work"
7. "Indirect World"
8. "Return"
9. "4"
10. "The Chase"
11. "Borderline"

All tracks written and produced by James Ruskin except "4" additional production by R. Polson. All tracks courtesy of Blueprint Records. Copyright Control.

430 WEST

1. "The Emmissary" by Octave One
2. "Karnivorous" by Kaotic Special Rhythms
3. "Transmitter" by Wild Planet
4. "Hemisphere" by Wild Planet
5. "Octave" by Wild Planet
6. "We Can Survive" by Random Noise Generation
7. "Instrument of Change" by Random Noise Generation
8. "The Beginning" by Random Noise Generation
9. "Meridan" by Octave One
10. "Black Water" by Octave One

All tracks courtesy of 430 West Records, Ltd.

All tracks published by Munchman Music (BMI)

"Karnivorous" written by Lorne Burden

Wild Planet tracks written by Simon P. Hartley

Random Noise Generation tracks written by Leonard Burden / Lawrence Burden / Lynell Burden

"Black Water" written by Lorne Burden / Lawrence Burden / Leonard Burden

Octave One tracks (other than "Black Water") written by Leonard

Burden / Lawrence Burden / Lynell Burden

KEVIN SAUNDERSON

(KMS PRODUCTIONS, INC.)

1. "Rock To The Beat" by Reese
2. "Smooth Groove" by Faces & Phrases
3. "The Savage & Beyond" by Tronik House
4. "Pump Up The Move (Kenny Larkin Mix)" by E-Dancer
5. "Uptempo" by Tronik House
6. "The Human Bond" by E-Dancer
7. "Straight Outta Hell" by Tronik House
8. "Velocity Funk" by E-Dancer
9. "Banjo" by E-Dancer
10. "Warp" by E-Dancer

All above tracks written by Kevin Saunderson

All tracks appear courtesy of KMS Productions, Inc.

"Warp", "Banjo", "Human Bond" and "Velocity Funk" published by Chrysalis Music, Ltd.

Thanks to:

Laura Gavoor, Lawrence Burden, James Ruskin, Howard Hertz, Michael Sarsfield

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NOTES

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ESRB Rating

This product has been rated by the Entertainment Ratings Software 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.

CONTROLS

L Button	Large Map (3/4 press)/ Look Back (Full Press)
R Button	Drift/Air Balance
Z Button	Reverse
Control Stick	Steering
+ Control Pad	Look Back
C Stick	Camera P.O.V.
B Button	Brake
Y Button	Countermeasure #1
X Button	Countermeasure #2
A Button	Gas
START/PAUSE	Pause