

URBAN CHAOS™

RIOT RESPONSE™



EmuMovies

rocksteady eidos

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:

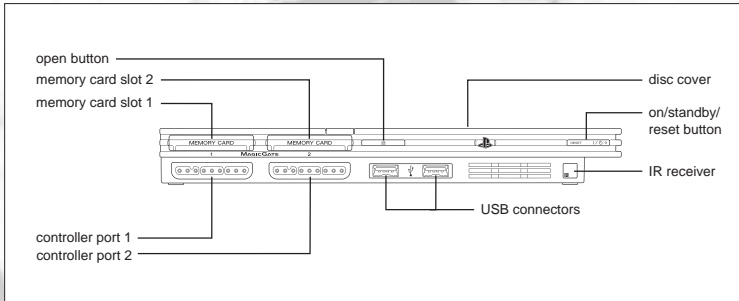
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this 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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GETTING STARTED

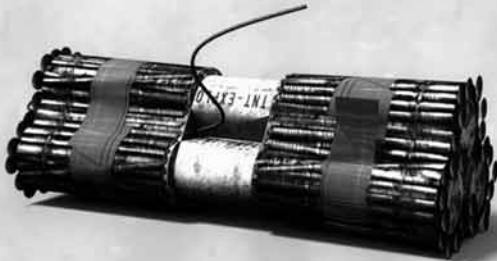


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **URBAN CHAOS™: RIOT RESPONSE™** 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)

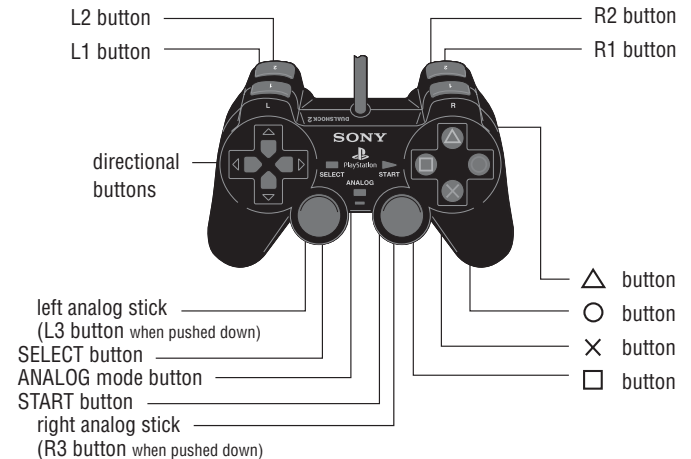
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 before powering on the system. At least 90KB of free space on the memory card is required to save game data.

This game supports saving and loading of game data in MEMORY CARD slot 1 only. You can load saved game data from the same memory card or from any memory card containing previously saved **URBAN CHAOS: RIOT RESPONSE** games.



CONTROLLER


DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS





Connect the DUALSHOCK®2 analog controller to controller port 1 before starting play. When the vibration function is On, the controller will vibrate in response to game events. You can reconfigure the controls and toggle the vibration function On/Off in Options mode.

NOTE: All controls used in this manual are the default controls.

MENU CONTROLS

You can select and adjust options from the Main Menu and from the in-game Pause menu (press the  button during play to pause).

- Use the directional buttons to view and cycle through the game options.
- Press the  button to select an option, change a current option, confirm any changes made or progress to the next screen.
- Press the  button in a submenu to return to the previous screen.

JACK'S PLEA

Nov 30th

Dear Nick,

Well, it's been a few weeks since I last wrote you. Hoping that your posting in Ramadi is going okay and that the insurgents aren't making too much of a nuisance of themselves on your daily ops.

Back at home, things are going from bad to worse. Gang violence has reached a level we've not seen since the crackhouse wars of the early nineties — and not just in the rough neighborhoods, either. The gangs seem to be organizing themselves with almost religious fervor. I don't say this lightly, but it feels like the city is at war with itself, and if something isn't done soon, we're going to lose the city to the Burners — a group of psycho-terrorist revolutionaries.

Thing is, with the sons of the city overseas, fighting a war that seems like it's hell-bent on nothing, us old-timers are left fighting for the freedom of the city. We need our toughest young men back. Guys like you with combat experience might not have been the first choice a couple years back. But right now the Mayor and the Chief of Police are planning to take the fight to the gangs. We gotta meet these bastards head on, on their terms. "Soft" policing don't work with these animals. Hot lead, flash bangs and good old-fashioned brutality is the only language they understand. A "Zero Tolerance" task force of toolled-up cops seems like the only way to rid the city of this cancer. If the Mayor gets his way, we're gonna be ready to hit back by the end of next month.

I don't want to sound like a broken record but the Masons have always been city cops and, while I know you made your decision and have made the Marine Corps your life, maybe now you should be rethinking where your loyalties lie. To the city and folks that nurtured you or to those suits in Washington who seem more interested in lining their pockets than anything else. I'll say no more but you wouldn't recognize our neighborhood — it's gone to hell, and I need to get back on shift in a couple of hours. Back in the eye of the storm again, trying to get more intel on these Burner assholes.

Anyway, son, I'll say so long now — will you write me soon and tell me what you think? Maybe staying in the Corps feels like the right thing to do career-wise, but your family and your city need you now.

Love,

Jack

EVIDENCE

Collecting Agent.....

Date Of Collection.....

Number.....

Further Details.....

CHAIN OF CUSTODY

Information.....

DEATH-O-GRAM

TELEGRAM

UNITED RTA COMMUNICATIONS LTD.

1 December

Dear Nick,

I hoped I'd never have to send this message — but things have changed in a big way since you headed out on your latest tour. Your father was out on patrol yesterday as normal. He and Steve Zuchero had just arrived in their patrol car to investigate a warehouse break-in, when a gang surrounded the car, smashed in the windows and molotoved it. Your dad didn't stand a chance — Zuchero managed to escape on foot but couldn't do anything to save Jack. Not only did they let him burn, but they held off the Emergency Services and back-up with handguns as he fried.













Nick, I know that me and your dad used to rib you for the choices you've made over the years, but hear me out. Right now, this new unit I'm heading up, name of T-Zero, needs men like you, who've seen the horror of war. With my connections, graduating the Police Academy is a formality. Just get your ass back here for Jack's funeral and maybe you can help take the battle to these bastards!!

With deepest condolences,

Adam Wolf





CONTROLS

| BUTTON | ACTION |
|--|---|
| left analog stick | Move character |
|  button (push in and hold) | Crouch |
| right analog stick | Look |
|  button (push in) | Zoom aim |
| directional buttons  | Action order Open orders (when teamed up) “Follow me” order/Heal “Take cover” order/Don’t heal |
|  button | Cycle through available firearms |
|  button | Cycle through available thrown weapons (hold for quick throw) |
|  button | Cycle through available melee weapons (hold for quick use) |
|  button | Reload/Action/Skip Cutscene |
|  button (hold) | Use riot shield |
|  button | Equip/Unequip thermal breather (when available) |
|  button | Fire selected weapon |
|  button | Use Secondary Fire mode (or flashlight when using one-handed firearms) |
|  button | View objectives |
|  button | Pause |



SETTING UP YOUR GAME

CREATING A NEW PROFILE

The first thing you'll do is create a player profile, which keeps track of your progress in the game. Make sure you have a memory card inserted in MEMORY CARD slot 1 so that Autosave can work. To create a profile:

- Use the directional buttons to highlight letters and press the  button to select.
- When you're finished inputting your name, highlight **DONE** at the bottom of the screen and press the  button.

STARTING A GAME

1. Make sure the **SINGLE PLAYER** option is highlighted and press the  button.
2. Use the directional buttons to choose a difficulty setting (**ROOKIE** is easiest).
3. Press the  button to begin the game.




MAIN MENU

You access all game modes from this menu and return here when you quit your game.

- SINGLE PLAYER** Get tooled up and dive into Single Player action (*see below*).
- LAN** Play the game over a Local Area Network (*page 19*).
- INTERNET** Play the game online against other gamers using the Gamespy match-up service (*page 18*).
- OPTIONS** Modify various in-game settings (*page 21*).

SINGLE PLAYER MODE

In Single Player mode, you are recruited by the newly formed special police unit T-Zero. Your task is to take on and defeat the gangs who are bringing this fair city to its knees.

- Use the directional buttons to choose missions from the Single Player Menu. You'll unlock additional assignments as you complete missions. You'll be awarded Emergency Missions when you complete the Gang Leader Special Objective.
- Press the  button to change your difficulty settings.
- Press the  button to view all the rewards you've earned. Rewards include Emergency Missions and additional weapons, equipment and upgrades. 

TIP: Only a committed elite officer will earn every medal and unlock every reward!

GAME SCREEN



Nick's Health

Teammate's Health

Thrown Weapons
Firearms Melee Weapons



Total Available

Number of Rounds/Items Available

--- Currently Selected Weapon

Flashlight On/Off

SCREEN DISPLAYS

HEALTH



This gives you

an idea of how Nick's doing. If the bar's almost empty, you'd better find a paramedic.

AIMING/DIRECTION CURSOR



An aiming cursor is always present in the center of the screen. Its appearance depends on what weapon is currently selected. If the cursor is green, the target is friendly — so hold your fire.

TIP: If the cursor is red, you're hitting an enemy target.



Use the right analog stick to change the direction in which Nick is aiming or looking.


WEAPONS & AMMO




This overlay shows the weapon you've selected and how many rounds of ammunition are in its clip. Note the on-screen buttons. Press the indicated button to equip that weapon type. Press the button again to toggle through other weapons of that type.

ON-SCREEN HELP


THE BUTTON (ACTION BUTTON)

Whenever you approach something that Nick can interact with, such as a door, an on-screen prompt appears. Press the  button (Action button) to carry out the command.

NOTE: The  button returns to its normal function when you move away from a door or other interactive item.



DISPLAY ORDERS

When you move the cursor over certain colleagues or items, a Display Orders icon appears.

- Press the directional button  to open the Order Panel.
- Use the directional buttons to select the order you want to issue.

PAUSE SCREEN

The Pause Screen provides access to game options.

- Press the  button to view the Pause Screen.
- Use the directional buttons to highlight the following options and press the  button to select:

RETURN TO GAME

Get back into the fray.

CONTINUE FROM LAST CHECKPOINT

Restart from the last checkpoint in the current mission.

RESTART MISSION

Return to the beginning of the mission.

OPTIONS

Open the Options Menu.

OBJECTIVES

View the Objectives screen.

QUIT

Return to the Main Menu without saving your progress.

OBJECTIVES MENU

The Objectives Menu lets you take a break from the action and check on your progress.

- Press the **SELECT** button to open the Objectives Menu.
- Press the directional buttons **↑/↓** to scroll through the list of objectives.
- Press the **△** button to return to the game.

Objectives are orders that must be completed in order to finish the mission. The Primary Objective is the key to completing the mission. Complete Special Objectives to win medals, which bring rewards as well as street cred.

*TIP: Weaponry and other upgrades are available to the best of the best. Emergency Missions are awarded for non-lethal capture of gang leaders. See page 17 for details on rewards or press the **□** button in the Single Player/Select Level screen.*

WEAPONS TRAINING

T-Zero's great strength is taking the fight to the gangs. Weapons, though unpopular among many civilians, are crucial for this task.

REMEMBER: The weapons you are issued are not the only weapons you can use. Walk over downed gang members to pick up their weapons, too.

POLICE WEAPONS

As a new hire, you're issued the following key sidearms. Other items will be added to your arsenal as you prove yourself in service through completion of missions. Completing Special Objectives rewards you with weapons upgrades and other firepower advantages.



Pistol MK. 1 (Single-Handed Weapons)

A 15-round semi-automatic pistol with excellent accuracy. A cornerstone of any T-Zero operative's armory.

- Press the **□** button to select the pistol.
- Press the **□** button to toggle through any other firearms you may have picked up.
- Press the **R1** button to fire a weapon.
- You can use a flashlight while using a single-handed weapon. Press the **R2** button to switch the flashlight on/off.
- Push in the **R3** button to zoom in with the pistol and other selected weapons. This allows for much more accurate shooting.

TIP: Use your firearms to shoot out lights, gas canisters and even locks.



Stun Gun

The stun gun is a non-lethal subduing implement, useful for incapacitating suspects long enough for them to be locked up and interrogated. While you may think these scum don't deserve to live, key leaders must be taken alive if you're to gain intelligence on this organization.

- Press the **○** button to select the stun gun.
- When you are arm's length from the target, press the **R1** button to discharge the stun gun.

*TIP: Two-seconds discharge will incapacitate most perps. Hold the **R1** button longer than that and you might smell roast pork!*





Projectiles

Smoke grenades provide cover so you can get up close and personal with terrorist flunkies.

Well-aimed riot grenades stun and incapacitate lawbreakers. Their use may count toward T-Zero's non-lethal takedown stats, which could help you win the PR war.

- Cycle through available projectile weapons with the **△** button.
- To throw a grenade (or any projectile) press the **R1** button. Hold down the button longer to throw farther.
- To roll grenades or other munitions, press the **R2** button.



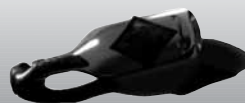
Thermal Breather

You'll need a thermal breather to be able to take control of situations involving smoke grenades and fiery infernos.

- Press the **L2** button to equip/unequip the thermal breather (when available).



GANG WEAPONS



Molotov Cocktail

The "Burners" are well-named. They like nothing better than using fire to spread both terror and destruction. The flaming Molotov cocktail can be hurled long distances and explodes on impact. If its gasoline contents touch you, severe burns, or a savage "flame-on" death can follow.

- At point blank range, press the **R2** button to smash a Molotov over the head of an attacker.

TIP: Watch out in close quarters. A Burner could literally blow flames in your face!



Cleaver

The Burners like to get "in your face" as they spread a new brand of extremism on the streets. A meat cleaver may be the sort of implement you've only seen on a butcher's slab, but these freaks use them as casually as fly swatters. Why not give them a taste of their own medicine?

- At point blank range, press the **R2** button to swipe with a cleaver.
- At longer distances, press the **R1** button to hurl cleavers at enemies.



Sawed-off Shotgun (Two-handed Weapons)

The sawed-off shotgun is just one of your firearms that require two hands to use. It's lethal at close range, so be careful if you come face to face with a Burner wielding one.

- To loose off a single barrel, press the **R1** button.
- To let 'em have it with both barrels, press the **R2** button.

TIP: There are only two barrels — and then it's time to reload.

NON-LETHAL TAKEDOWNS

Non-lethal takedowns may seem like the wimps' way out, but you need to fight a PR war as well as a street war, so taking a few of these bastards alive is essential. For intelligence gathering reasons, you need to take certain key targets alive. This means that in certain situations the non-lethal takedown is crucial. Just keep your ears open for Mission Objective updates.

- The stun gun and riot grenade can both inflict a non-lethal takedown of gang members.



OTHER EQUIPMENT



Factory-fresh shield ready for action.



Most T-Zero shields look more like this after about five minutes in the war zone.

Riot Shield

The T-Zero riot shield is made of high-impact resistance polycarbonate, and is designed to protect T-Zero officers against hand-held melee weapons and projectiles. It offers reasonable protection against fire and shrugs off most sidearm fire. Its use is crucial if you're going to stay alive in the face of this savage onslaught.

- Press and hold the **L1** button to protect yourself with the shield. Release the button to return to your equipped weapon.
- While using the shield, you can press the **□**, **○** and **△** buttons to cycle through and select weapons in your possession.
- Throw grenades from behind the shield. Toggle the **△** button to select a grenade, then press the **R2** button to throw it.
- Press the **×** button to reload your current firearm behind the shield.
- Push in the **R9** button to prepare Zoom mode behind the shield.

*VETERAN TIP: Press the **R1** button to smash would-be assailants with your shield. Most law breakin' bastards go down like a sack o' spuds after a couple well-timed shield smashes.*

Flashlight

The flashlight is extremely useful in dark spaces but it can only be used with the pistol, stun gun and other one-handed firearms.

- Toggle the **R2** button to turn your flashlight on/off.



ORDERS/TEAMMATES

In the course of your duties, you'll team up with other members of the Emergency Services. In certain situations, an on-screen Orders interface lets you issue orders so that other members of the City's Emergency Services can assist you in your missions.

- Press and hold the directional button **↓** to review available orders.

FIRE DEPARTMENT



The City's firemen are here to assist you in accessing burning buildings and finding your way past barriers. Their expertise allows you to go where others fear to tread.



Use the left analog stick to highlight a blocked or locked door, then select the **AXE** icon to order the fireman to break through.

NOTE: There are other orders, so watch out for situations where quick thinking and team work are required.



Select the **FOLLOW** order icon to get your teammate to follow at a safe distance.



Select the **HAND** icon to order your colleague to halt and take cover.

PARAMEDICS



The angels of the city — they'll even the odds in otherwise hopeless situations. If you spot a paramedic and your health bar's looking pretty desperate, walk up to her for the following options:



Press the directional button **←** to select **HEAL**. You'll receive medical attention from the paramedic, if she has the supplies.



Select **DON'T HEAL** to refuse medical attention and conserve supplies.

POLICE OFFICERS



Regular 5-0 just might save your bacon in a tight squeeze — they're there to help disperse crowds, provide extra manpower and even help out in hostage situations.

Press the directional button **↑** to order your cop buddy to clear the area.

NOTE: There are other context sensitive orders available in the game; you can issue them in the same way as described above.

REWARDS & EMERGENCIES

MEDALS & REWARDS

Medals are earned by completing Special Objectives. Earning medals is the way to generate rewards for yourself. Earn enough medals and you might be issued a weapon upgrade, an ammo magazine upgrade or even a new piece of T-Zero hardware.

- Press the **○** button in the Level Select screen to review rewards you've won.

EMERGENCY SITUATIONS



Emergency Situations are unlocked by taking down gang leaders non-lethally. Whenever you successfully complete an Emergency Situation, you'll be issued a prototype T-Zero weapon.

- You can select unlocked Emergency Missions in the Single Player Menu.

PICK-UPS

Pick-ups such as weapons, evidence and ammo are scattered throughout the city. Make sure you keep an eye peeled for them or you could miss out!

- Walk over items to pick them up.



MULTIPLAYER ONLINE PLAY

THE T-ZERO URBAN COMBAT SIM

How about a slice of hands-on training in the T-Zero combat simulator?

The Multiplayer online game is where it's at for those who crave the ultimate challenge — human opposition!

The online portion of this game is subject to the terms and conditions under the User Agreement found within the game. For a full copy of the User Agreement go to:

www.eidosinteractive.com.

NETWORK CONFIGURATION

In order to play **URBAN CHAOS: RIOT RESPONSE** online, you need to have a valid network configuration saved on a memory card. You can use the network adaptor start-up disc included with your network adaptor (Ethernet/modem)(for PlayStation®2) to set up your network connection. Refer to the instructions that came with your network adaptor start-up disc.

ONLINE SYSTEM REQUIREMENTS

Up to 8 players can play **URBAN CHAOS: RIOT RESPONSE** online. In order to play online, you need:

- Memory card (8MB)(for PlayStation®2).
- Network adaptor (for PlayStation®2).
- Broadband Internet connection.
- Network Configuration set up using the network adaptor start-up disc.

NOTE: When using the network adaptor start-up disc, use the automatic setup. If this doesn't work, please contact your Internet Service Provider (ISP) for assistance with settings.

For set-up instructions after you're wired up, see page 19.

GAMESPY™ MATCH-UP

URBAN CHAOS: RIOT RESPONSE uses the Gamespy Match-Up service to let players find and host games over the Internet.

CONNECTING TO A LOCAL AREA NETWORK

You can play **URBAN CHAOS: RIOT RESPONSE** Multiplayer games over a Local Area Network (LAN) by connecting up to eight network-enabled PlayStation 2 consoles via a network hub/switch (purchased separately). Each console must have a retail copy of the game. A network adaptor start-up disc is required for LAN setup.

NOTE: You can connect two network-enabled consoles using an Ethernet crossover cable.

1. Connect the PlayStation 2 consoles to the network hub/switch using an Ethernet cable (NOT a crossover cable).
2. Insert the network adaptor start-up disc into each console. Follow the on-screen instructions to create a Network Configuration File and save it to a memory card inserted in the console. Each console **MUST** have its own memory card.
3. Insert the game disc and select your profile (page 7).
4. Highlight **LAN** and press the **X** button.
5. When the Network Configuration screen appears, choose the configuration file from the list and press the **X** button.

CONNECTING TO THE INTERNET

For Internet set-up, follow 1-5 above. (In step 4, select **INTERNET**.) Then:

6. Select **CREATE ACCOUNT** to set up your Gamespy account and give yourself a username (*below*). **OR:** If you have already created an account (perhaps for other games using Gamespy), choose **LOGIN ACCOUNT** and enter your name/password.
7. Now, you can either **CREATE GAME** or **FIND GAME** or choose **QUICK GAME** to search for a game on the Internet.

CREATING AN ACCOUNT

In order to play online, you must create an account containing a user ID and password:




1. From the Profile Select menu, select or create a profile.
2. On the Main Menu, select **INTERNET**.
3. Select a network configuration to connect to the Internet. Read and accept the Online Agreement (you must do this in order to play online).
4. From the Internet menu, select **CREATE ACCOUNT**.
5. Create an account containing an online user ID and password.

NOTE: Be sure to remember or write down your password. Eidos Inc. Customer Service may not be able to retrieve lost passwords.

6. Select **DONE** at the Enter Password screen to save your account information and begin the process of creating an online account. With this information saved, you can connect easily at a later time by selecting **YOUR PROFILE**.

NOTE: You cannot switch between multiple accounts within the same user profile.



HOSTING A GAME

1. From the Main Menu, select **LAN** or **INTERNET** (depending on your connection) and choose your network configuration.
2. From the next screen, select **HOST GAME** and press the  button. (If you are connecting via the Internet, you will be asked to login with an account before being able to host a game.)
3. Choose a map, noting each faction's objective. Press the  button to advance.
4. As host, set your game preferences and press the  button to advance to the Lobby. Your game will now be visible to other players.

NOTE: Use the **Time Advantage** option to override the game balancing; for example, to allocate a weaker team more time to complete a mission.

- To end a game before it's completed, press the  button, select **EXIT TO LOBBY** and press the  button.

JOINING A GAME





1. From the Main Menu, select **LAN** or **INTERNET** (depending on your connection) and choose your network configuration.
2. On the next screen, select **QUICK GAME** to join in a game immediately, or select **FIND GAME** to select from a list of games in progress, and press the  button. (If you are connecting via the Internet, you will be asked to login with an account before you will be able to join a game.)
3. Choose a game from the list and press the  button to advance to the Lobby.

LOBBY OPTIONS

- **FRIEND LIST** — A list of players you've buddied up with. Check here to see their status and to send a game invite. This feature is only available in Internet games.
- **RECENT PLAYERS LIST** — When playing online, view players you've met in-game and send a Friend Request. Players who respond to your requests are added to your Friends List. The **FRIEND** icon indicates you've received a reply to your Friend Request, Game Invite or Acceptance. View your Friends List to see the players who have responded and their status.
- **KICK PLAYER (Host only)** — Use this option to remove a player from the game.




MULTIPLAYER-SPECIFIC GAME CONTROLS

- Throw Molotov (Burners only)  button
- Swipe Molotov (Burners only)  button
- Holster Weapon (for faster movement) Directional button 
- Speak to all players Hold directional button 

NOTE: With a USB headset, you can chat with other players both in the Lobby and during an online session.

OPTIONS

To adjust various game options before play, select **OPTIONS** from the Main Menu. When in-game press the  button to pause and then select **OPTIONS** from the in-game Pause Menu. Use the menu controls (page 3) to navigate the menu and adjust the following options:

- VIEW CONTROLS** View a diagram of the game's controls.
- CONTROLLER** Set **VIBRATION, INVERT LOOK UP/DOWN, AUTO CENTER, CROUCH BUTTON, ANALOG STICK SETTINGS, HORIZONTAL SENSITIVITY, VERTICAL SENSITIVITY.**
- AUDIO** Adjust **MUSIC VOLUME, FX VOLUME, SPEECH VOLUME, VIDEO PLAYBACK VOLUME.** Choose **MONO, STEREO** or **DOLBY® PRO LOGIC® II** audio output.
- VIDEO** Adjust the position of the game screen display.
- GENERAL** Modify **SWITCH WEAPONS, SUBTITLES, ENEMY DEATH CUTSCENES, CROSSHAIR BRIGHTNESS** and **AUTOSAVE** settings. (In LAN games, only **SWITCH WEAPONS** and **CROSSHAIR BRIGHTNESS** are available.)


SAVING & LOADING

MEMORY CARDS, AUTOSAVE & CHECKPOINTS

To get the most out of your Single Player game, insert a memory card before starting play. Although you can play without one, you won't be able to save your progress or activate Autosave.

When you create a profile, you insert a memory card and ensure that Autosave is on. This means your progress and any rewards you earn will be saved automatically. If you switch Autosave off, your progress will not be saved between sessions.

As you advance through each mission, you'll pass checkpoints in the game. At these points your progress will be saved automatically (as long as Autosave is On). If you are killed, you can start the mission again from the last checkpoint you passed.

- To restart at the beginning of a mission, press the  button to pause and then select **RESTART MISSION**. Completing a mission without returning to a checkpoint gains a Special Objective and the Survivor Medal! So try to ace it!

LOADING A GAME

Make sure you choose the correct profile when you begin your session. Then all your progress, unlocks and equipment will be available for you.

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"MODERN ROMANCE" (c)2005 METRO RIOTS

Written by Holmes/Ray/Parker/Holmes
Published by Copyright Control

"HAZCHEM REMEDY" (c)2005 METRO RIOTS

Written by Holmes/Ray/Parker/Holmes
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TROUBLESHOOTING

FIREWALLS

In order to join or host an **URBAN CHAOS: RIOT RESPONSE** game from behind a router with NAT (Network Address Translation), or firewall, you may need to enable Port Forwarding. You will need to route, or forward, all data on port UDP 9103 to the IP address assigned to your PlayStation 2 system.

Note: Users using DHCP must ensure that their PlayStation 2 system is always assigned the IP address specified in the Port Forwarding setup; under these circumstances you may need to change your network configuration from Auto Detect (DHCP) to a Static IP address using the network adaptor start-up disc to ensure that forwarded data always gets to your PlayStation 2 system.

If you are still having trouble connecting to other players, try bypassing the router or firewall by connecting your PlayStation 2 system directly to your DSL modem, cable modem, or other broadband device.

STATUS

You can check the status of the game servers and read news about **URBAN CHAOS: RIOT RESPONSE** by visiting www.UrbanChaosGame.com.

USB HEADSET

During gameplay, if your USB headset is plugged into your PlayStation 2 system but you are not able to chat with your opponent, your opponent may not have a USB headset connected to the PlayStation 2 system, or you and your opponent may have a low quality connection to each other.

CUSTOMER SUPPORT

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Broadband access and the network adaptor (Ethernet/modem) (for PlayStation®2) are required for Network Capabilities. Players are responsible for all applicable Internet fees. Network Capabilities may be subject to change, withdrawal and charge for use. Go to www.playstation.com for Network Capabilities access terms and availability.

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Eidos, Inc. Customer Services
RMA# (state your authorization number here)
651 Brannan Street, Suite 400
San Francisco, CA 94107

You are responsible for postage of your game to our service center.

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