



RATCHET AND CLANK 2™

Hints and Tips - Volume 1

Strategy Tip - Planet Joba

“With the Arachnoid boss in the Planet Joba arena, he jumps back and forth between the bottom and the top of the arena cylinder cage so that you don't get too close to him. But you can drop Mini-Turrets at the top of the cage, run down to the bottom and get close to him to force him to make his jump. He'll jump across the cylinder and end up right in the firing zone of the Mini-Turrets you planted.”

Max Garber, Gameplay Programmer

Weapons Tip - Meteor Gun

“The Meteor Gun turns the Lava-Gun from a short-range weapon into a long range killer. While not the most effective weapon for close range attacks, it annihilates enemies from the mid/long range. Each auto-targeted glob is effective for pushing back groups of enemies before they have a chance to surround you. Effective in arena battles.”

Eric Christensen, Senior Programmer

Weapons Tip - Wrench

“The thrown Wrench (R1+Square) is a lot more useful in the sequel because you don't have to wait for it to come back. You'd be surprised what kind of tiny cracks you can throw it through. Like the Bomb Glove, it is good for pushing enemies (like troopers) off ledges and into lava. The fact that it gets upgraded over the course of play doesn't hurt either.”

Tim Trzepacz, Gameplay Programmer

Strategy Tip - Planet Dobba

“On planet Dobbo snipe the troopers in the tower after the second hovertank using the Pulse Rifle. Jump and toss Mini-Rocket/Turrets in the air so that they land on the other side of most barriers and you'll take out the troopers a lot more easily.”

Cory Stockton, Designer

Strategy Tip - Hrugis Cloud

“For the first space combat challenge in Hrugis Cloud - if you haven't upgraded anything yet, you won't have enough firepower to simply go around destroying each turret in succession. By the time you get to the 4th or 5th turret, the 1st turret you destroyed will have been fixed. Instead, only deal approximately 1/2 the damage to each turret with your lasers the first time around. Then, on the second time around, use your lasers and missiles to finish them off!!!”

Tyler Moore, Tester

Weapons Tip - Hoverbomb/Tetrabomb

“The hoverbomb/ tetrabomb is unique in that you decide when it blows up. This is perfect for creeping up on a group of enemies and waiting for them to assemble together for the effective kill. Effective in situations where timing is everything but you don't have time to aim. What most people don't know is that you can control the flight of hoverbombs by holding down the circle button after you've fired them. Great for taking out enemies around corners.”

Eric Christensen, Senior Programmer

Weapons Tip - Multi-Star

“I like to use the Multi-Star to weaken stronger enemies from a distance and clean them up after hitting them a few times. Getting the aim right is tough but fun once you get the correct angles for the stars to bounce off objects and hit enemies.”

Roland Tamayo, Artist

Weapons Tip - Walloper

“Following the "push them off a ledge" strategy, the Walloper is really great for that! The Walloper will blast enemies into next week and doesn't use any ammo!”

Tim Trzepacz, Gameplay Programmer

Strategy Tip - Planet Boldan

“For enemies behind the first set of glass doors: open the doors, strafe across the doorway and toss two Mini-Turrets in the room to take out the two thugs. Then use the Mini-Nuke or ricochet upgraded Choppers through the doorway to destroy the one behind the barrier.”

Colin Munson, Designer

Strategy Tip - Planet Joba

“In the room at the top of the side scrolling jumping area on Planet Joba, there are two guys with turrets at the top of a room filled with tribesmen. If you take out the tribesmen in the turrets with the Pulse Rifle or a Mini-Rocket, it will be a lot easier to clean up the other tribesmen in the room.”

Lesley Mathieson, Designer

Strategy Tip - Planet Joba

“If you make it to Planet Joba you may not realize it, but your Wrench has gotten a lot more powerful since you found a new one on Tabora. A couple of well-placed overhead smashes will take out straggling tribesmen. It's also advantageous to use the turrets in this area to supplement your weapons strategies. If there are closed doors nearby, blow them open with a turret and shoot everyone behind the door.”

Lesley Mathieson, Designer

General Tip - Money Strategy

“Break everything in a level that you can. Over time, the bolts you get from breakables can really add up. Perhaps the best way to get money from breakables is by using the ATM machines on Planet Damosel. Ratchet gets about 8000 bolts total from all the ATM's (talk about money in the bank!)”

Greg Baldwin, Character Artist

Weapons Tip - Minirocket and Megarocket

“Sacrificing the accuracy of the Pulse Rifle, the Minirocket and Megarocket rely on heavy spread damage with long-range effectiveness. Perfect for taking out larger armored enemies from a distance.”

Eric Christensen, Senior Programmer

General Tip - Strafing

“Strafing is great for conserving ammo. Some enemies take a lot of hits, but you can save your ammo by strategically maneuvering around them so that when they get knocked back they fall off cliffs or into explosives.”

Peter Hastings, Gameplay Programmer

Strategy Tip - Planet Dobba

“Here's my strategy for using Giant Clank on the second spherical world: When the battle begins, charge the Mech shooting your missiles. When he's close enough, punch him one time. While he's stunned, tap the jump button to do a small jump and land on his head. If you get good at it, you can defeat him by jumping on his head repeatedly. However, if he escapes your bunny hopping--just chase him down, punch him once, and start hopping again!!

Tyler Moore, Tester

Strategy Tip - Planet Dobbo

“When fighting through the trooper sections on Planet Dobbo, find ways try to let enemies take each other out if you can. You can duck behind the barricades and be mostly protected. The troopers might try to fire over the boxes, but the tank will shoot indiscriminately, tearing the troopers to shreds.”

Tim Trzepacz, Gameplay Programmer

Strategy Tip - Hoverbike Racing

“The hoverbike races are my favorite challenges in the game. I could play those over and over for hours. The key is to have a turbo boost on at all times. Sometimes you have to time them a bit like triggering it just after a sharp turn, saving it just for a second, etc--but you can easily get the skill points if you don't miss any of the turbo boosts.”

Mary Rust, Tester

Weapons Tip - Chopper

“The Chopper gives you excellent bang for your buck. Multiple hits and arcing movement ensure many kills, some in hard-to-reach places. Excellent for slow-moving creatures like the armored Thugs in the Maktar Nebula.”

Eric Christensen, Senior Programmer

Strategy Tip - Armor

“Pay attention to the fact that some enemies are armored and some aren't. You'll waste ammo when you use your weaker weapons on the armored guys. Save your Heavy Lancer and Mini-Nuke for the unarmored enemies and use the Mini-rocket and Hoverbombs on armored foes.”

Ted Price, CEO/President

Weapons Tip - Black Sheep

“If you upgrade the Sheepinator to the Black Sheepinator, you can turn enemies into Black Sheep. Black Sheep blow up enemies and can actually be triggered and maneuvered. If you're close enough behind a Black Sheep, it will get startled and start hopping away. In addition, you can guide the sheep by staying behind it and moving from side to side to steer it since it will run straight away from you. It's a lot of fun to herd a sheep down a corridor and then to see it approach an enemy, lock-on, and explode.”

Keith Lee, Gameplay Programmer

Weapons Tip - Sheepinator

“Aside from the comedic qualities of this weapon, it's actually perfect for creating obstructions so bigger enemies can't pass. Convert a couple guys into sheep, then watch the others stumble around because they can't pass. Blow them away and spare the sheep if you're nice.”

Eric Christensen, Senior Programmer

Strategy Tip - Strafing and the Blitz Gun

“Strafing is always useful, but it's particularly useful when using the Blitz Gun. Since enemies will spread out as they approach you it becomes difficult to hit multiple enemies in one shot. However, strafing around a pack of enemies can force them (temporarily) into a tight pack. Much better for the Blitz Gun that way.”

Peter Hastings, Gameplay Programmer

Strategy Tip - Planet Siberius

“When on the convoy on Planet Siberius, the Gravity Bomb/Mini-Nuke is great to use in the enclosed areas of the convoy trucks where the spiderbots are all clustered together.”

Lesley Mathieson, Designer

Strategy Tip - Space Combat

“In space combat use the mines when you can get them (the down part is that you don't start with them). When the enemy ships swarm, fire a mine and have them follow you. They will follow you and get destroyed. The upgraded mines can be your best friends.”

Lee Liu, Tester

Weapons Tip - Wrench

“The Wrench is a lot more versatile than it was in Ratchet & Clank, as Ratchet can now move around after throwing the wrench instead of being stationary. This allows the player to throw the wrench at one enemy, move towards a second enemy, jump, catch the wrench in mid-air, and smash the second enemy in one continuous series. Or, if you really want to get tricky, throw the wrench at one enemy, perform a flip around to the other side of him, catch the wrench in mid-air, then finish the job.”

Greg Baldwin, Character Artist

Strategy Tip - Planet Gorn

“On Planet Gorn, while you're racing Ace, keep him in front of you (you'll have to tap the turbo button frequently to keep up) so that you can have a heads up on where the next ring is. Then when you reach the end of the race, turbo past him through the last two or three rings. If you can make it through the race without missing any rings, there will be a prize waiting for you at the end!!!”

Tyler Moore, Tester

Strategy Tip - Weapons Upgrading

“A useful strategy in the earlier levels is to only use non-upgraded weapons, and to buy new weapons as they become available. Once you upgrade a weapon, stop using it in favor of a non-upgraded one. This will take a little more footwork--running back to the vendor a few extra times, but it will pay off when you reach the later levels when you'll need every bit of firepower you can squeeze out of your weapons.”

Chris Towne, Tester

Weapons Tips - Lava Gun and Seeker Gun

“Use the Lava Gun to take out lots of small swarming enemies fast. Use the Seeker Gun on enemies that you can't get a good line on. It will find them for you if you can get it close. Always try to strafe-jump while firing. It will help you dodge incoming fire.”

Cory Stockton, Designer

Strategy Tip - Planet Dobbo

“On Planet Dobbo, a great way to get rid of the troopers and swarmers if you're low on ammo is to push them into the water by hitting them with the Wrench or Walloper. This is pretty risky since they'll get a few shots off. You can use the Decoy Glove to distract them if you want.”

Tim Trzepacz, Gameplay Programmer

Weapons Tips - Spiderbot and Vaporizer Rifle

“The Spiderbot is one of my favorites because I can use it to scout and take out stronger enemies in advance before I clear an area. The Vaporizer Rifle is nice because...like the Spiderbot, you can clear out an area before moving in. Many players have different strategies in solving a combat situation. Some are “Rambos” and some take a more tactical approach. For me, I'm the latter since I'm a hardcore FPS player and I like to play combat simulations.”

Peter Hastings, Gameplay Programmer

Strategy Tip - Planet Snivelak

“The Synthenoids and Mini-turrets fire a limited number of rounds, so you want them firing at relatively low-hitpoint enemies. For example, you encounter waves of thugs on Planet Snivelak, some are heavily armored, and some aren't. With your Synthenoids equipped, you should focus on taking down the heavily armored enemies as quickly as possible with a powerful weapon like the Mini Rocket Tube. This way, the Synthenoids will concentrate their fire on the weaker enemies and take more of them out.”

Peter Hastings, Gameplay Programmer

Weapons Tip - Visibomb

“The Visibomb is a bit underpowered these days, but is still one of the best weapons for ultra-long-distance killin'! You can also use it to spy ahead and see what you are gonna be up against. It's much faster and more versatile than the Spiderbot since it isn't constrained to the ground.”

Tim Trzepacz, Gameplay Programmer

Weapons Tip - Lancer

“I like to strafe around enemies while using the Lancer on them. Every time the Lancer hits an enemy for the first time he'll get knocked back. This makes the Lancer and its upgrade (the Heavy Lancer) effective even later in the game, especially once you've bought mods on them.”

Mike Stout, Designer

Weapons Tip - Gravity Bomb

“I use the Gravity Bomb to instantly kill groups of swarmers. But it can also be very effective in knocking enemies off of cliffs. Its spread damage is also useful for pushing enemies away from you.”

Eric Christensen, Senior Programmer

Strategy Tip - Weapons Upgrades

“You always want to find a selection of weapons that you can constantly level up on since it's to your benefit to switch to another weapon immediately after leveling it up (being that you can give xp to another weapon). So there's the balance of short-term planning (constantly using weapons that you haven't leveled up on) and long-term planning. For example, knowing which weapons would be most useful during those critical moments when you must resort to the leveled up weapons (not getting any xp).”

Keith Lee, Gameplay Programmer

Strategy Tip - Planet Boldan, Third Enemy Encounter

“For groups of enemies behind barriers, any large radius attack like the Gravity Bomb works well. Find cover and lob a couple over the middle bunker to take out the hiding enemy. The meteor gun (upgraded lava gun) shreds the bunkers in no time. Use it to take out the remaining two thugs (remember: jump combined with strafe works very well to dodge most projectiles).”

Colin Munson, Designer

Strategy Tips - Planets Barlow, Dobbo and Joba

“Levels are filled with enemies and the Pulse Rifle has a limited amount of ammo. For this reason, only use the Pulse Rifle to take out the most difficult enemies, like the beast-riding tribesman on Planet Barlow, the tanks on Planet Dobbo, or the guys in turrets on Planet Joba. Once they're gone, you're free to use your lighter weapons, like the Lancer, on the remaining enemies.”

Peter Hastings, Gameplay Programmer

Weapons Tip - Bouncer

“The Bouncer uses physics to your advantage. You can roll hatred and destruction down a hill onto unsuspecting enemies. You can also fire the ball over the heads of enemies onto a hill and watch the destruction unfold as the balls roll on them from behind.”

Eric Christensen, Senior Programmer

Weapons Tip - Minirocket

“The Minirocket is great for knocking enemies off ledges! This is also a great way to conserve ammo.”

Cory Stockton, Designer

Gadgets/Weapons Tips - Charge Boots and Seeker Gun

“In large expanses of land with the Charge Boots (i.e. desert, tundra), activate them and once their initial boost wears off and you are at a constant speed, fire a bunch of Seeker Gun/HK22 Rounds. The Seeker Gun/HK22 rounds travel at the same speed you do so there'll be a "wall" for you as you charge through the world. As you pass enemies, or if enemies ambush you, all the rounds will auto target the enemies and wreak havoc on everything around you.”

Tyler Moore, Tester

Strategy Tips - Planet Boldan

“Fighting on Planet Boldan can be tough. When you are behind indestructible barriers (the ones with the yellow caution tape), the thugs won't fire at you. This will give you the chance to take a breath from the firefight and figure out what you want to do. Hint 1: Thugs hate spiders!!”

Tyler Moore, Tester

Strategy Tip - Gladiator Arenas

“When fighting in the gladiator arenas it's very helpful to fire at enemies with the Blitz Gun. Strafe toward them, then jump into the remaining enemy crowd right at

the last moment finishing them off with your wrench (since the weaker ones were killed off by the Shotgun).”

Darren Quatch, Artist

Weapons Tip - Heavy Lancer

“The Heavy Lancer's long and accurate stopping power proves effective against slow moving bigger enemies. FOR INSTANCE? You can keep enemies off long enough to give them a final swat with the Wrench.”

Eric Christensen, Senior Programmer

Strategy Tip - Strafing

“Strafe dammit! There isn't a more useful strategy in the game than this. Many players overlook this essential strategy and lose precious time in firefights turning around to face the enemy. Dodge incoming attacks by holding down the L2 or R2 buttons while moving and jump to your left or right, to dodge incoming fire or backwards to jump over enemies that attack you.”

Chris Towne, Tester

Weapons Tip - The Bouncer

“The Bouncer is most effective against groups (since the bouncer-balls expand out in a circle instead of focusing in one direction). However, if the enemies you're fighting happen to track and move with you, you can lead them to a wall, or even better, a corner. Instead of firing the bouncer at the enemies, launch it instead into the corner. The bouncer will do its main damage to the enemies if you've lured them in close enough.”

Ken Strickland, Gameplay Programmer

Weapons Tips - Seeker Gun, Bouncer, Multi-Stars

“The Seeker Gun and the Bouncer are both obvious choices for firing around corners, but the Multi-Star is also excellent for this purpose. It retargets enemies each time it bounces off something, so if you suspect an enemy is hiding somewhere just out of sight, bounce a few Multi-Stars off the walls and ceiling and see what they find. This is especially useful on Planet Dobbo.”

Peter Hastings, Gameplay Programmer

Weapons Tip - Plasma Coil

“Projectiles from the Plasma Coil stick onto any surface spreading shocks on up to three nearby enemies. Effective for any size group. Perfect for those hard-to-reach enemies that like to hide.”

Eric Christensen, Senior Programmer

Weapons Tip - Using Sub-Weapons

“Ratchet has sub-weapons: Mini-Turrets, Synthenoids, and the Shield Charger. In other words, you can activate these and use another weapon at the same time. By combining weapons like this, Ratchet becomes significantly more powerful.”

Sean Wissler, Lead Tester

Strategy Tip - Planet Toldano

“The Hoverbombs are great against the troopers on Planet Toldano, especially ones that are shooting at you from across gaps. If you're walking/running forward and then shoot a Hoverbomb, it goes faster than when Ratchet's just standing there.”

Mary Rust, Tester

Strategy Tip - Planet Boldan

“A lot of people get hurt badly on Planet Boldan when walking down the building in the Gravity Boots. Window panels open up with thugs popping out. It's hard to avoid the enemy shot when you wish to get your own shot in and strafe out of the protective panels. One strategy is to use the Seeker Tube. It's very effective and cheap in terms of ammo. When you see a thug pop out, hide behind a window panel. Then jump and launch the seeker tube shot over the panel. Although the shot isn't strong enough to kill it, it pushes the thug back and causes him to fall down the building, thus killing him.”

Keith Lee, Gameplay Programmer

Weapons Tip - Shock Mod

“All the weapon mods are useful, but the best is the Shock mod. It causes a weapon to do reciprocal damage to nearby targets. The reciprocal damage isn't as much as the initial attack, but it can pack a punch over time. The best weapon to combine this with is the Mini and Mega-Turrets. Since the turrets attack several times before expiration, the shock mod will increase the amount of defeated enemies. Throw several at once, and you've got a one-weapon arsenal that can mow down even the nastiest groups of enemies.”

Greg Baldwin, Character Artist

Weapons Tip - Decoy Glove

“The RC1 weapons are still very useful in *Ratchet & Clank: Going Commando!* Take the Decoy Glove, for example. The best thing is to stand just outside the enemy's normal “wake-up” area, throw one in to wake them up, and then pummel them from behind. Or sneak by, if you are low on ammo.”

Tim Trzepacz, Gameplay Programmer

Strategy Tip - Maktar Nebula

“If you find yourself returning to the arena in the Maktar Nebula after exploring Vukovar Canyon, try out the Walloper! It will rapidly take out Blade Balls, Gladiator Robots, and the charging guys with clubs.”

Lesley Mathieson, Designer

Weapons Tip - Tankbot

“The Tankbot is worth the effort it takes to upgrade it from the Spiderbot since it has a lob shot and a straight shot. Take out as many unsuspecting enemies as possible before the time runs out and the bot is detonated. Great for surveillance and also works for remote switch activation.”

Eric Christensen, Senior Programmer

Strategy Tip - Maktar Nebula

“In the gladiator arena in the Maktar Nebula, you can open a "Limited Weapon Challenge" if you have the Heavy Lancer where you can only use 300 lancer shots to kill the enemies. This is not enough to kill all the enemies. Instead, run around and let the enemies kill themselves. Position yourself so that there is another enemy between you and a gladiator. The gladiator will throw his mace at you and kill that enemy (make sure you jump as he throws). The gladiators will even pick fights with fellow gladiators!!”

Tyler Moore, Tester

Strategy Tip - Space Combat

“The races in space combat are particularly tough. This may be of some help: The rings can be very difficult to fly through for some people, so an easier way would be to aim the Targeting Reticule through the rings. The ship will follow.”

Lee Liu, Tester

Strategy Tips - Planet Dobbo

“If you save up for the Synthenoids, they are a huge help against the troopers on Planet Dobbo, as they will safely fire over the barricades at the enemies while you're hidden behind a few stacked crates. Once you encounter the tanks, though, you'll probably want to switch to an easy-to-hit weapon like the Seeker Gun. This way you can take them out without getting too close.”

Lesley Mathieson, Designer

Strategy Tip - Playing as Giant Clank

“On either of the two spherical worlds where you play as Giant Clank, there's health hidden in the buildings. Smash the buildings when you need a boost!”

Matt Fairweather, Gameplay Programmer

Weapons Tip - Multi-Star (Upgrade of the Chopper)

“The Multi-Star gives you all the benefits of the Chopper with many times the deadly power. Now that it splits into multiples, it's also effective against groups of swarms and slow, armored creatures.”

Eric Christensen, Senior Programmer

Strategy Tip - Planet Endako

“In certain levels there are enemies that are awakened by specific events. Use strategy to eliminate them without subjecting yourself to damage. For example, on Planet Endako, there are trashcans that can be turned over. This causes Sweeperbots to move into the area to sweep up the trash. You could just knock the can over with your wrench and take on the sweepers. But a cleaner (pun intended) way to take them out is to knock the can over with a Pulse Rifle blast while standing some distance away. As the Sweeperbots swarm the room you can pick them off and continue on your way without taking one hit of damage.”

Oliver Wade, Animation Director

Weapons Tip - Miniturret and Megaturret

“Excellent for ambushes. Drop a couple Mini-Turrets and run up to enemies--let them follow you back to the turrets and get destroyed. Drop a couple of turrets close to enemies and drop a couple further back to take on the enemies that survive.”

Eric Christensen, Senior Programmer

Strategy Tips - Maktar Nebula

“Break everything in a level that you can. Over time, the bolts you get from breakables can really add up. Perhaps the best way to get money from breakables is by using the slot machines at the Maktar Resort. Ratchet gets about 8000 bolts total from all the slot machines (talk about money in the bank!)”

Greg Baldwin, Character Artist

Weapons Tip - Gravity Bomb

“On the spherical world in the Maktar Nebula - when using the jump pads, fire the Gravity Bomb on the way up so that it wipes out all the bad guys on the raised platforms just before you land. It's not an easy strategy as the timing can be difficult, but it's damn cool when it works.”

Strategy Tip - Planet Boldan

“Ambush Street--the Vaporizer is extremely useful. Use it to take out the two thugs playing ro-sham-bo. If you have the rocket tube, then equip it now and take out the

two brutes behind the bunkers on either side of the street as well as the two who come out of the building. Careful! There are 2 thugs on either side of the entrance to the building behind bunkers. Use the upgraded Chopper or Seeker Missiles to eliminate these two. Once you are in the building, use Miniturrets, Choppers, and Minirockets (or Vaporizer) to destroy the group at the top of the stairs.”

Colin Munson, Designer

Weapons Tip - Synthenoids and Walloper

“On Planet Dobbo it's nice to have the Synthenoids with you as you try to take out groups of troopers--the backup very necessary! And my all-time favorite weapon from RC1 is the Walloper, it's great for use against the squirrels on Planet Todano!

Mary Rust, Tester

Weapons Tip - The Chopper

“The Chopper is great because you just need to bounce it off a surface vaguely near an enemy and it will seek and destroy it--meaning you can use it while hiding. This is especially useful against humanoid troopers. Try throwing it while up against a narrow crack between crates or poles.”

Tim Trzepacz, Gameplay Programmer

Strategy Tips - Planet Dobbo and Planet Yeedil

“If you get a Planet Dobbo or Planet Yeedil trooper down to their last hitpoint, sometimes they will lose their head and go berzerk, shooting everything around. This is a great way to get them to take out their friends, but you can't count on it...”

Tim Trzepacz, Gameplay Programmer

Weapons Tip - Spiderbot

“Use the Spiderbot to spy on enemy groups to see how many of them there are. Since the enemies don't react to the Spiderbots, they're great reconnaissance tools! And then blow them all up—from a nice safe spot.”

Eric Christensen, Senior Programmer

Strategy Tip - Planet Boldan

“On Planet Boldan, crouch behind the shields and use the Pulse Rifle to take out enemies.”

Cory Stockton, Designer

Strategy Tips - Hoverbike Racing on Planet Barlow

“The third challenge on both tracks is the best challenge. No one is firing at you and all the shortcuts are open. Make sure to get all the turbo boosts along the way. If you miss one, you have a slight chance, but if you miss two, then you might as well re-start the challenge!! Make sure to always start the race with a boost. Hit the gas, after the green light sound plays. On Planet Barlow, don't take the obvious shortcut to the right. Head left and there is another quicker one!!”

Tyler Moore, Tester

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