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XBOX



STARKY & HUTCH™

USER GUIDE

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XMID - EM00501E

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SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

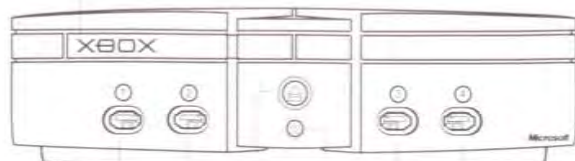
AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set. Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

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Thank you for purchasing **Starsky & Hutch™** software designed for use with the Xbox™ Video Game System. Please read this manual carefully before playing the game. Especially those sections that cover operating instructions and safety considerations.

Disc Tray



Controller Port 1

Eject Button

Controller Port 4

Controller Port 2

Power Button

Controller Port 3

USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **STARSKY & HUTCH™** disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing **STARSKY & HUTCH™**.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or foreign objects to disc.

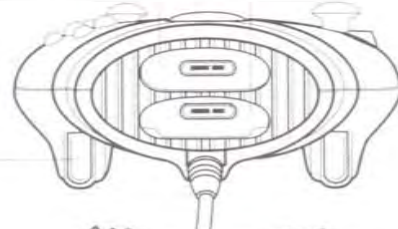
The Save feature in **STARSKY & HUTCH™** is designed to be used with the hard disk. It is not compatible with the Xbox Memory Unit (MU) (sold separately).

STARSKY & HUTCH™ can be played in one-player mode using an Xbox controller or steering wheel or light gun, and in two player mode with another Xbox controller, steering wheel (using the directional pad) or light gun.

USING THE XBOX CONTROLLER

Expansion slot A

Expansion slot B



Right Trigger

Left Trigger

Left Thumbstick

White Button
Black Button

Directional Pad

Y Button
B Button
X Button
A Button

Right Thumbstick

Back Button Start Button

GAME CONTROLS

Note: these are the controls for the Xbox controller in one-player mode:

Button	Menu	In-Game
Left Thumbstick	-	Steer left and right
Directional Pad	Navigate Menus	Steer left and right
Right Trigger	-	Accelerate
Left Trigger	-	Brake/Reverse
A button	Accept/Confirm	Shoot
X button	-	Hand Brake
B button	Back	-
Black button	-	Toggle Camera
Y Button	Overwrite profile	-
Back button	Back	-
Start button	-	Pause Game

Control configurations for all peripheral combinations:

	One-Player	One-Player	One-Player	Two-Player	Two-Player	Two-Player	Two-Player
	Xbox Controller	Steering Wheel	Light Gun	2* Xbox Controllers	Steering Wheel & X Box Controller	Steering Wheel & Light Gun	Xbox Controller & Light Gun
Steer left and right	Left Thumbstick / Directional Pad	Wheel	Directional Pad	Left Thumbstick / Directional Pad (player 1)	Wheel (player 1)	Wheel (player 1)	Left Thumbstick / Directional Pad (player 1)
Accelerate	Right Trigger	Accelerate pedal	Up on the Directional Pad	Right Trigger	Accelerator Pedal	Accelerator Pedal	Right Trigger
Brake/Reverse	Left Trigger	Brake Pedal	Down on the Directional Pad	Left Trigger	Brake Pedal	Brake Pedal	Left Trigger
Hand Brakes	X Button	X Button	X Button	X Button (player 1)	X Button (player 1)	X Button (player 1)	X Button (player 1)
Toggle Camera	Black button	Black button	Black button	Black button (player 1)	Black button (player 1)	Black button (player 1)	Black button (player 1)
Shoot	A button	A button	Trigger	A button	A button	Trigger (player 2)	Trigger (player 2)
Targeting	Automatic	Automatic	Manual	Left Thumbstick / Directional Pad (player 2)	Left Thumbstick / Directional Pad (player 2)	Manual (player 2)	Manual (player 2)
Pause	START button	START button	START button	START button (player 1)	START button (player 1)	START button (player 1)	START button (player 1)

Navigating The Menus

All menus within **STARSKY & HUTCH™** are navigated in the same way. Use the up and down directional buttons to highlight the item/option you wish to select, and then press the **A** button to select it. To change an item when it is selected (for example, an option setting in the Options menu), use the left and right directional buttons. Use the **B** button to go back to the previous menu screen.

STEERING WHEEL

A steering wheel can be used in one-player mode to both drive and shoot, and in two-player mode to drive or to shoot by using the **Directional Pad** to aim. **STARSKY & HUTCH™** supports all licensed Xbox steering wheels, including the Thrustmaster 360 Modena® Force GT Xbox Wheel.

Before using a steering wheel, read the product's instructions on how to connect and use your controller. Use the steering wheel controller to drive just like in a real car.

If you are using a Modena or Nascar Thrustmaster® wheel and a light gun, and if you feel that the light gun doesn't work, please proceed as follows:

- turn off the console.
- plug an official Xbox gamepad with a light gun. Please try again to play.

1. if the gun still doesn't work, please contact the gun manufacturer's technical support. There is a problem with the gun.

2. if the gun does work then contact Thrustmaster technical support. This means there is a problem with wheel. (Information is available in your wheel's manual or at www.thrustmaster.com.) Then, Thrustmaster will send to you, within 10 days, a special cable to plug between your Thrustmaster's wheel and console for full gameplay with both wheel and gun. Apologies for the inconvenience. Thrustmaster technical support.

LIGHT GUN

STARSKY & HUTCH™ supports all licensed Xbox light guns, and the Thrustmaster Beretta ® Xbox Light Gun. To use a light gun, connect the light gun to any port as per the light gun's instructions. Configure your controller setup using the Options / Controller menu. The first time you use your light gun you will be prompted to calibrate it.

STARSKY & HUTCH™

Welcome to the 70's, and the world's favourite cop duo! It's time to put on your flairs, grow your hair and start thinking of words like 'cool', 'disco' and 'peace'. **STARSKY & HUTCH™** puts you in control of one of the great V8's of all time - the famous Ford Gran Torino™ - affectionately known as the Striped Tomato. You're charged with cruising the streets of Bay City in pursuit of suspects, attempting to free the streets of crime. It's fast paced action and you're in control of Starsky's driving and Hutch's shooting at the same time. There are 18 episodes of TV-inspired action and a further three specially commissioned TV specials to play. There are other unlockable game contents, including exclusive material from Antonio Fargas, the original, the cool, and the one-and-only Huggy Bear.

Choose the two-player mode and you can play with a light gun and steering wheel, and emulate the coolest pair of cops in town.

STARTING THE GAME



Once the introductory sequence is finished (or terminated by pressing the **A** button) any saved Profiles found on the hard disk will be loaded. After the Title Screen is displayed press the **START** button to move to the Profile Menu.



SELECT PROFILE MENU

Your scoring record is contained within your profile, which can be saved to the hard disk. There are six available profile slots on the Select Profile menu.

Create a new profile by selecting an empty slot. If there are not enough free blocks on the hard disk to create a new profile you will have the option to carry on without saving or to launch the Dashboard in order to free up the required number of blocks.

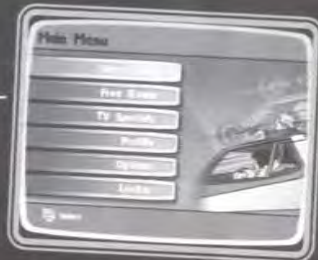


Name Entry

Use the up and down directional buttons to select characters, and the left and right directional buttons to change the length of your profile name, up to a maximum of 7 characters. When your name is entered correctly press the **A** button to proceed to the Main Menu.

THE MAIN MENU

There are six options on the main menu, some of which give access to the game and others to features and unlockable game options. If anything has been unlocked and not accessed before, a flashing asterisk is displayed to the right of that feature in the menus.



STORY MODE

Story Mode lets you play **STARSKY & HUTCH™** sequentially through 18 episodes following a specially commissioned storyline over three TV seasons. Select Story Mode to move to the Select Season screen.

Select Season

There are three TV seasons, and when you first play the game only Season 1 is open. Beneath the Season 1 button there are six empty slots, waiting to be filled with the best police badges (see below) you gain on each of the six episodes of the first season. Seasons 2 and 3 are locked, and the minimum number and types of badges you will need to unlock them are displayed underneath the season buttons. Select Season 1 to move to the Select Episode screen.

Select Episode

Only Episode 1 is open when you first play **STARSKY & HUTCH™**. To the right a box shows the episode status. It displays your highest Viewer Rating (VR – see below) achieved, whether you have collected the hidden car key or Huggy Tokens (see below) or achieved your secondary objective. At the bottom are the viewer ratings required to gain particular grades of police badges after a successfully completed episode.

Episodes are opened up sequentially. At any time you can replay a previously won episode in order to gain a better grade of badge. Each episode can be replayed with an alternate vehicle if you collect the hidden key (see below) while completing the episode successfully.

As the selected episode loads, the loading screen displays the mission objectives. See Game Play below for details of how to play the game.

FREE ROAM MODE

Free roam allows you to gain access to Bay City so that you can explore at your leisure.

Free Roam

The Free Roam menu displays buttons for the four main areas of Bay City – Downtown, Central, Ocean and Dockside. To the right of each button is the number of police badges needed to unlock that area of the city. You are given a limited amount of time in free roam mode, which can be extended by collecting tokens that are hidden throughout an area of the city. Each area that opens up contains the tokens of previously opened areas, so that when Dockside is unlocked there will be enough time available to explore the entire city.

Select Vehicle

If you have unlocked any extra vehicles by collecting the hidden keys in story mode (see below), or having completed an episode that does not use the Torino, they can be used in free roam mode. Cars are selected in the Select Vehicle screen that follows the free roam menu.

TV SPECIALS

Three bonus TV special episodes can be unlocked by accomplishing secondary objectives (see below) during story mode play. The number of secondary objectives required to open each TV special is displayed to the right of each button.

Racing Special

The racing special pits you against three other cars in a checkpoint race through Bay City.

Shooting Special

The shooting special is a checkpoint drive through the city that rewards you for shooting as many targets as possible during the time available.

Stunt Special

The best stunts from story mode and some exciting extras are combined in the stunt special. It gives you the time to perfect and achieve twenty different driving stunts throughout the city.

PROFILE

The Profile screen provides a record of your progress while playing the game. Press the **A** button to change your profile, press the **B** button to return to the main menu or press the **Y** button to overwrite and clear a profile.

OPTIONS

The Options menu displays three buttons that lead to further sub-menus:

Controls

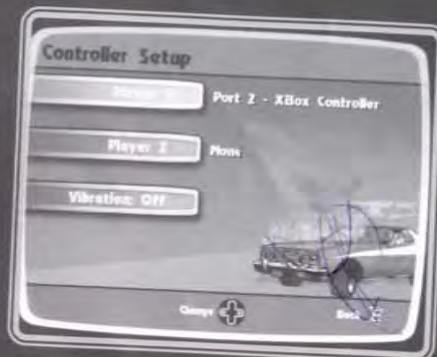
Select Controls to move to the Controller Setup menu, which allows you to configure your controllers within the game.

Controller Setup

Player 1 and Player 2

STARSKY & HUTCH™ can be played with a variety of controller setups (see page 4).

Player 1 is the primary player, responsible for driving the car and for menu navigation. Player 2 is responsible for shooting targets within the game. Choose the controller you wish to use for these players from the Options / Controllers menu.



A light gun calibration screen is displayed the first time you attempt to use a light gun. Follow the on-screen instructions at the light gun calibration screen. Your calibration settings will be saved to the hard disk. On exiting the light gun calibration screen you will return to the game.

Vibration

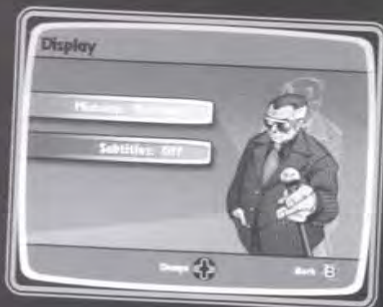
The Vibration button allows you to toggle the vibration function for Xbox controllers.

Display

The display menu has two options allowing you to alter display functions in the game.

Subtitles

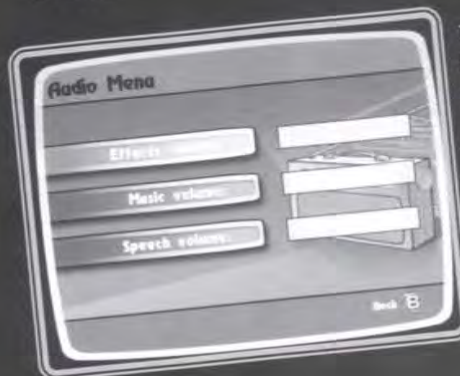
Subtitles can be toggled on or off.



Minimap

The in-game navigation minimap (see below) can be toggled to rotate in the direction of the player's car or remain stationary.

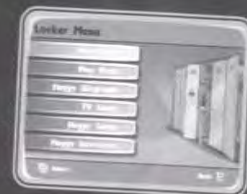
Audio



The Audio Menu displays bars that allow independent control of the (sound) effects volume, the music volume and the speech volume in the game. Press the left or right directional buttons to alter the sound levels.

LOCKER

The Locker Menu provides options that are progressively unlocked as 'Huggy Tokens' (see below) are collected during gameplay.



Play Movie

The play movie feature allows you to view the story movies preceding and succeeding all episodes and seasons that have been won, depending on the best progress of all profiles on your hard disk.

Play Music

The play music feature allows you to listen to all available in-game soundtracks. There is a hidden soundtrack that can be unlocked.

Huggy Biography

The Huggy Biography contains a biography of Antonio Fargas, the original Huggy Bear in the TV series.

Huggy Snaps

The Huggy Snaps screen displays a variety of photographs of Antonio Fargas.

TV Snaps

The TV Snaps screen displays some exclusive photos taken during the filming of the TV series.

Huggy Interview

The Huggy Interview screen contains exclusive video footage of Antonio Fargas discussing everything from the making of the TV series to the making of this game.

GAME PLAY

OBJECTIVES IN STORY MODE

In Story Mode the objective is always to complete the episode successfully in order to unlock the next episode of the story. The primary objective might be as simple as stopping a single suspect in a car, or as complex as laying siege to a warehouse, and then tailing an 18-wheeler on the freeway while fending off two sets of attackers! The background story is told in the introductory movie before each episode, and the primary objective is always explained on the loading screen.

Police Badges



If you win an episode your performance is classified according to your final viewer rating (see below). You'll either receive a donut, or a bronze, silver or gold police badge. The viewer rating required to gain the different badges is displayed on the loading screen. If you complete an episode you will always unlock the next episode in a season. To commission a new season you need to have gained a minimum number of police badges, and you can only gain one badge per episode. Any open episode can be replayed, which gives you a chance to improve your police badge rating. Police badges are also required to unlock areas in Free Roam mode.

In each episode there are further objectives that help to unlock extra features in the game.

Secondary Objectives



Secondary objectives are extra tasks you can perform while completing an episode successfully, and they are displayed on the loading screen. A secondary objective might be to destroy a number of cardboard boxes, or to jump a certain number of car transporters. Successful completion of secondary objectives opens up the TV specials.

Huggy Tokens



Each episode has two Huggy Tokens hidden near your route. These are cards embossed with the picture of Huggy Bear, and if driven over will be collected. Huggy Tokens collected when you win an episode are added to your Huggy Token total, and disappear from the game world. Huggy Tokens are used to unlock features in the Locker menu.

Car Keys



Each episode has a hidden key that can be collected. If you collect the key while completing an episode it will unlock one extra car that can be used when you replay that episode. All unlocked cars are available in Free Roam mode, so you can enjoy cruising the streets of Bay City in an open-top taxi or a pork truck!

TV SPECIALS AND FREE ROAM

There are three TV specials – opened up by achieving secondary objectives – and they are specially designed episodes with objectives displayed on the loading screen. Free Roam allows the player to drive anywhere in the city for a limited time period.

Special tokens are displayed on the map – and if they are collected then extra time is given. These tokens regenerate each time the mission is played.

VIEWER RATING

The aim of the game is to achieve the primary episode objective (and any of the other objectives listed above) before your Viewer Rating (VR) falls to zero. In all episodes, the VR will fall at a constant rate unless you keep viewers interested with exceptional driving and shooting skills.

You have to keep the TV audience interested!

Exciting driving and shooting boosts VR, while poor shooting and driving will cause the VR to drop dramatically.

When two players are playing co-operatively, they share the same VR, and only the best of buddies working well together will achieve high Viewer Ratings figures.

When the VR falls to zero, the game ends and the episode will be lost.

Your Viewer Rating at the end of a successfully completed episode determines what type of police badge is awarded.

Positive VR



VR figures rise when performing certain driving stunts. Some of these tricks can be pulled off at any time, while others rely on quick judgement and using the environment around you.

If you throw the car around corners into a power slide, take off into the air over a jump, drive on two-wheels or shave closely past civilian traffic then you'll earn a VR bonus. Smashing through street furniture also provides positive VR. Everyone likes a showman!

Negative VR



Poor driving lowers your VR. Bay City is already a dangerous place - it's your job to make it safer, not to add to the danger! Look out for colliding with civilian vehicles, driving too close to pedestrians, or bumping into walls and other parts of the city.

DRIVING

As you play, your vehicle may become damaged, buckled and bent. No need to worry, as it won't adversely affect your driving capability. If your vehicle is flipped over at any time it will right itself and you can begin driving again, but it will cost you valuable time!

Look out for armed suspects, as any shots that hit your vehicle will briefly affect the handling of the vehicle.

When driving into street furniture, small VR bonuses are awarded for each object depending upon the force with which it is hit, but their

weight and impact will slow you down. If it looks heavy, then it probably is!

Starksy's Driving Tips



- Remember, Bay City is a busy and complex place. Careful use of the accelerator and brake will see you avoiding collisions with walls and civilian vehicles and will help keep your VR high.
- Keep a constant eye out for shortcuts. Not only will this get you to your destination faster, but there may be added bonuses to find.
- Your Ford Gran Torino™ is a powerful vehicle. Learn how to get maximum control with your accelerator, brake and hand brake.
- When you see a jump, build up as much speed as possible - the bigger the jump, the higher the bonus. Some jumps require serious air time to see you safely across to the other side.

SHOOTING

One-player Mode

In one-player mode, Hutch uses an auto-targeting system for any object directly in line with the car's direction. The higher priority the object, the more likely it is to be targeted, depending on the distance from the car. Power-ups and enemy projectiles have a higher priority than suspect vehicles, which are ahead of general scenery and 'negative' targets. Hutch reloads his gun automatically.

When positive targets are first picked up a large red circle is displayed, and you gain VR from shooting them. Negative targets display a blue circle, and will lose you a large amount of VR when shot.

Most general targets such as power-ups are only shot with this first stage lock-on, but suspect vehicles and passengers have a progressive lock-on for you to create more damage.

The more accurately you have a suspect vehicle in your sights, the smaller the targeting circle. If you keep your car steady behind the target it will turn yellow, and at that point a well-timed 'critical shot' will incur maximum damage and gain you maximum VR. If you shoot at any stage between the first target and the critical shot you will gain

no more VR or damage. So the choice is yours – shoot wildly and often to succeed - or wait, manoeuvre and shoot for the most efficient and stylish way to win the game!

Two-Player Mode






In two-player mode the second player plays Hutch and has control over shooting. In this mode, the shooting player relies on the driving player's skill to keep the target in steady view.

When using an Xbox controller, use the **Left Thumbstick** to control the target sight, which shows where Hutch is aiming. The target sight is not available when using the gun - you have to rely on your own aiming skill!

WEAPONRY

In both one-player and two-player modes, the default gun is a revolver and an infinite amount of ammunition is provided. Occasionally you will see extra weapons to pick up. Weapon changing is carried out automatically, and whatever weapon is picked up will override the last. If the same weapon is picked up repeatedly, then the ammunition is added to the current weapon.

Once the bonus weapon has run out of ammunition, Hutch will revert to using the default revolver again.

Weapon	Clip Capacity	Notes
 Revolver	6 shots	Hutch's default weapon
 Hi-Power Revolver	6 shots	A higher powered revolver that can inflict more damage at a greater range
 Pistol	9 shots	A high-powered gun with a faster rate of fire and reload time than the revolvers
 Assault Pistol	32 shots	The assault pistol fires multiple rounds whilst the fire button is depressed
 Shotgun	9 shots	The shotgun inflicts the highest amount of damage but is slow to reload, and is only effective at close range

Special Shot Objects

Certain objects in Bay City need to be activated by shooting in order for Starsky and Hutch to progress unhindered. Look out for level crossings, gates, car transporters and drawbridges. If a traffic light is red you can change it to green by shooting it – useful when you're tailing a protect car that's in danger!

Explosive Objects

Shooting explosive objects causes damage to anything in the surrounding area, and gains you VR. These can be invaluable for stopping suspects! Barrels, gas canisters, petrol pumps, grenades and bombs can all be targeted in this way.

Suspects Shooting At You!

When an armed suspect is aiming, you'll see a flashing exclamation mark displayed above their head. When they're shooting you'll see a constant exclamation.

Hutch's Shooting Tips



- Careful aiming inflicts more damage where it hurts – aim at the enemy and not at the innocent! Shooting wildly loses you VR.













- Look out for hidden weaponry bonus icons.
- In one-player mode, timing is everything – get those critical shots in before the target gets out of range!

POWER-UP ITEMS

Throughout Bay City there are power-up items to aid and guide you in your objective.








Shooting Power-Ups

When a power-up is shot, its effects are active for a short period of time and an icon is displayed in the lower left of the screen. Some power-ups regenerate after being shot, enabling you to use them again. All shooting power-ups are surrounded by a ring.

Power Up	Effect
 VR	VR Bonus (Lowest)
 VR ++	VR Bonus (Medium)
 VR +++	VR Bonus (Highest)
 Speed Up	Causes the player car to receive a speed boost
 Siren	Enables the police siren on the player car and stops all civilian traffic and prevents general VR from falling
 Hi-Grip	Causes the car to grip the road surface more tightly
 Double VR	Multiplies all VR gains AND losses by a factor of 2
 Double Damage	Multiplies all damage by a factor of 2
 Gun Jam	Stops suspects from firing weapons
 Take Two	Reactivates the last active power-up
 Special Event	Associated with an exciting upcoming event. Often the timing of the shot can be used to your advantage
 Police Bonus	A special scoring bonus used in the TV Specials

Driving Power-Ups

When a non-collectable driving power-up is driven over, its effects are active for a short period of time. Driving power-ups are surrounded by a transparent square.

Power Up	Effect
 VR +	VR Bonus (Lowest)
 VR ++	VR Bonus (Medium)
 VR +++	VR Bonus (Highest)
 Special Event	Denotes an interesting area or an event that is about to occur
 Huggy Token	Collect Huggy Tokens to open up Huggy items in the locker
 Key	Collect keys to unlock extra vehicles. There is only one key per episode
 Police Bonus	A special scoring bonus that is used in the TV Specials

EPISODES

Each episode has one or more objectives to be completed to finish the episode successfully. There are a number of different types of objectives throughout the game.

Locate Objective

Often Starsky and Hutch must get to a crime scene or other location. Follow the pink location beacon on the navigation minimap and the white dotted lines on the map, if displayed.

Pursuit Objective

The most common objective is to pursue and stop one or more suspect vehicles. When active, suspects are displayed on the navigation map and identified in the game world with yellow guide

arrows when out of sight. Continually ram and shoot the suspect vehicle until its health bar runs out. Many suspect vehicles have armed occupants who should be terminated as soon as possible! Shooting at a distance does not inflict as much damage.

There may be many suspect vehicles in some episodes – it's important to take out the critical suspects in order to complete the episode. Shooting suspect vehicles and armed suspect characters (the 'bad guys') will raise VR.

Other vehicles may have hostages or suspects that must be taken alive – shooting them imposes a large VR penalty.

Protect

In some episodes Starsky and Hutch must protect another vehicle and its occupants from attack. The protect vehicle and its health are shown on the top right of the screen, on the navigation map and when out of view with a blue guide arrow in the game world.

Stay close to the vehicle and make sure it reaches its destination unharmed. If the protect vehicle is destroyed, the episode will end in failure. Try to position yourself between the protect vehicle and any aggressor.

Checkpoint

In a checkpoint episode, you must reach a number of locations within a time limit. These locations are shown in pink on the navigation map.

If the time limit expires, the game episode will end. Time remaining on reaching a checkpoint is not carried over to the next checkpoint, but it will be added to your VR.

Episode End

The game episode ends if any of the episode objectives are not met. If the Viewer Rating falls to zero, the game episode will also end in failure. If you succeed you will be allowed to continue to the next episode unless you are at the end of a season, and do not have the required number of police badges.

THE GAME SCREEN

Viewer Rating

The viewer rating display will flash when your VR is below 50 points.

Power-Ups Active

Power-ups appear as icons while they are active.



Weapon Information

The currently active weapon is displayed. The number of available clips is shown under the number of bullets on the active clip.

Guide Arrow

Guide arrows appear in the game world to show the location of suspect vehicles, protect vehicles, locations and checkpoints when they are out of sight. The colours of the guide arrows match those used in the navigation minimap.

Targeting Sight

The targeting sight appears around the current target. (The sight is not used in two-player light gun mode.)

Stunt Scores

When the player performs stunts, the stunt value is displayed.

Vehicle Information

Vehicle icons show the currently active suspect and protect vehicles with their health values.

Extra Information

In some episodes extra information is displayed, such as the number of currently active armed suspects, time to the next checkpoint or the number of negative targets hit.



The Navigation Minimap



The navigation map will help you find your way around the city and locate suspects, places and objects.

In the Options Menu the map may be configured to spin around the vehicle or remain with north always pointing upwards. By default, the map spins around the vehicle.

The map will automatically adjust its zoom level to match your speed.

- The player vehicle is a red triangle in the centre of the map.
- Yellow triangles show the location and heading of suspect vehicles.
- Blue triangles show the location and heading of protect vehicles.
- Checkpoints are shown as pink stars.
- When vehicles, checkpoints or locations are outside the map they appear as coloured circles on the border.
- Suspect shooters are shown as small yellow dots.
- The ideal route is sometimes shown as a series of white dots.

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SPECIAL THANKS TO

Antonio Fargas aka Huggy Bear
Mark Caplan, Laetitia May & Eric Thomsen – Sony Pictures Consumer Products

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Special thanks to

John & Penny Quirk for the use
of their Ford Gran Torino™

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by EMI Music Publishing Limited.

"Starsky & Hutch" (French theme) Written by Jean-
Claude Weil. Composed by Yves Martin and Haim
Saban [a] 1982 Saban Records [c] Published by Gold
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