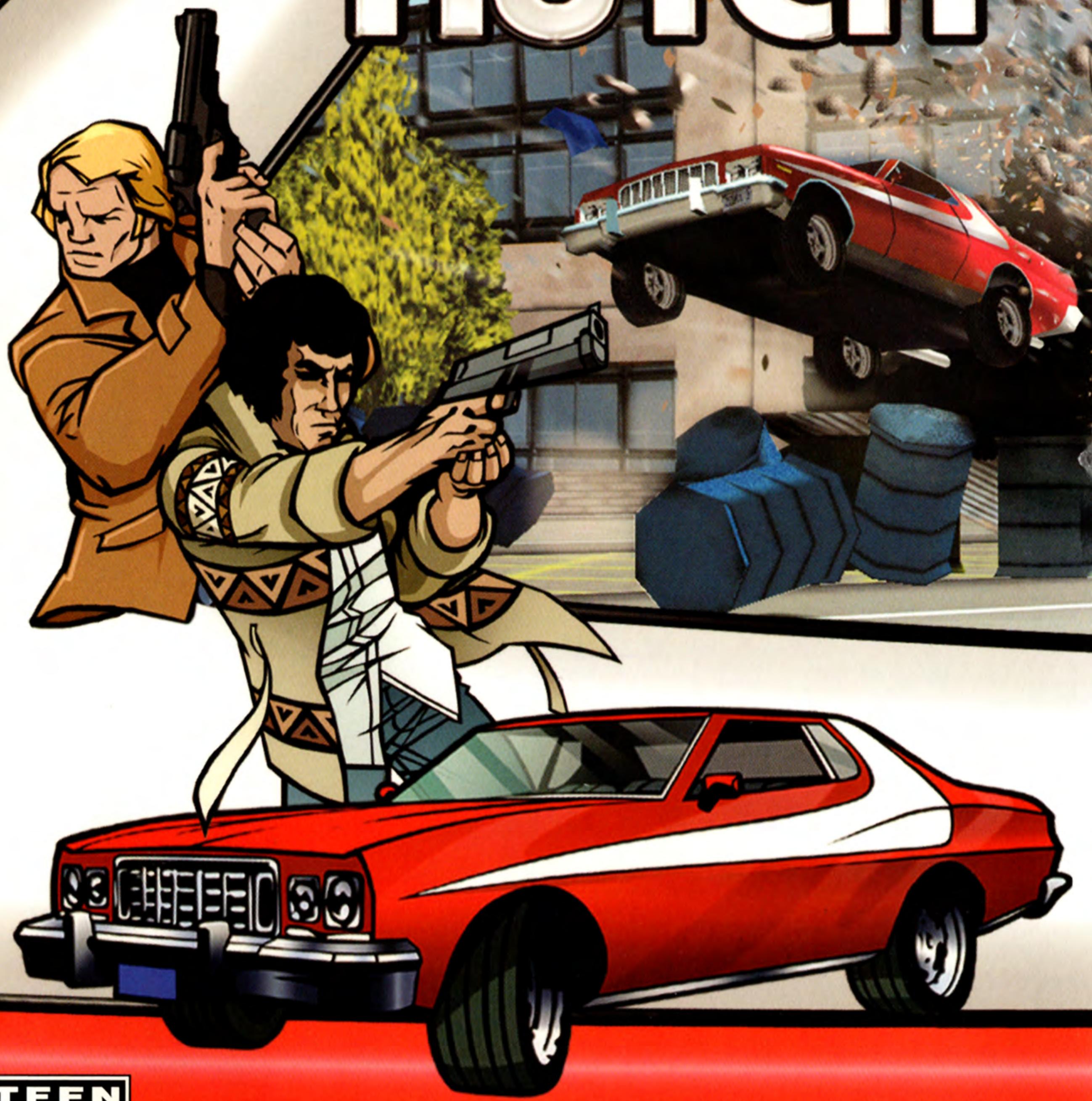


# STARSKY & HUTCH

TM



**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 compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

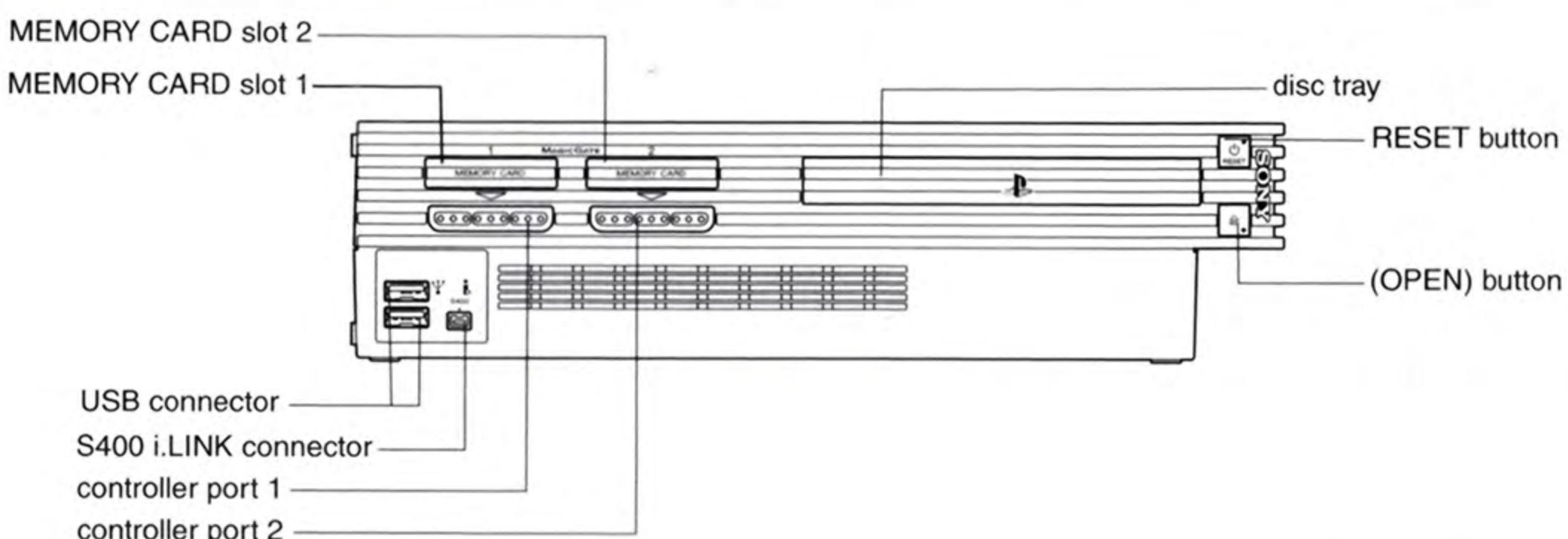
# CONTENTS

---

<b>Getting Started</b>	2
<b>Default Controls</b>	3
<b>Starsky &amp; Hutch™</b>	6
<b>Starting The Game</b>	6
Select Profile Menu	7
<b>The Main Menu</b>	7
Story Mode	7
Free Roam Mode	8
TV Specials	9
Profile	9
Options	9
Locker	12
<b>Game Play</b>	13
Objectives	13
TV Specials and Free Roam	14
Viewer Rating	14
Driving	15
Shooting	16
Weaponry	17
Power-up Items	18
Episodes	20
<b>The Game Screen</b>	22
<b>Credits</b>	24

---

# 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 standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **STARSKY & HUTCH™** 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.

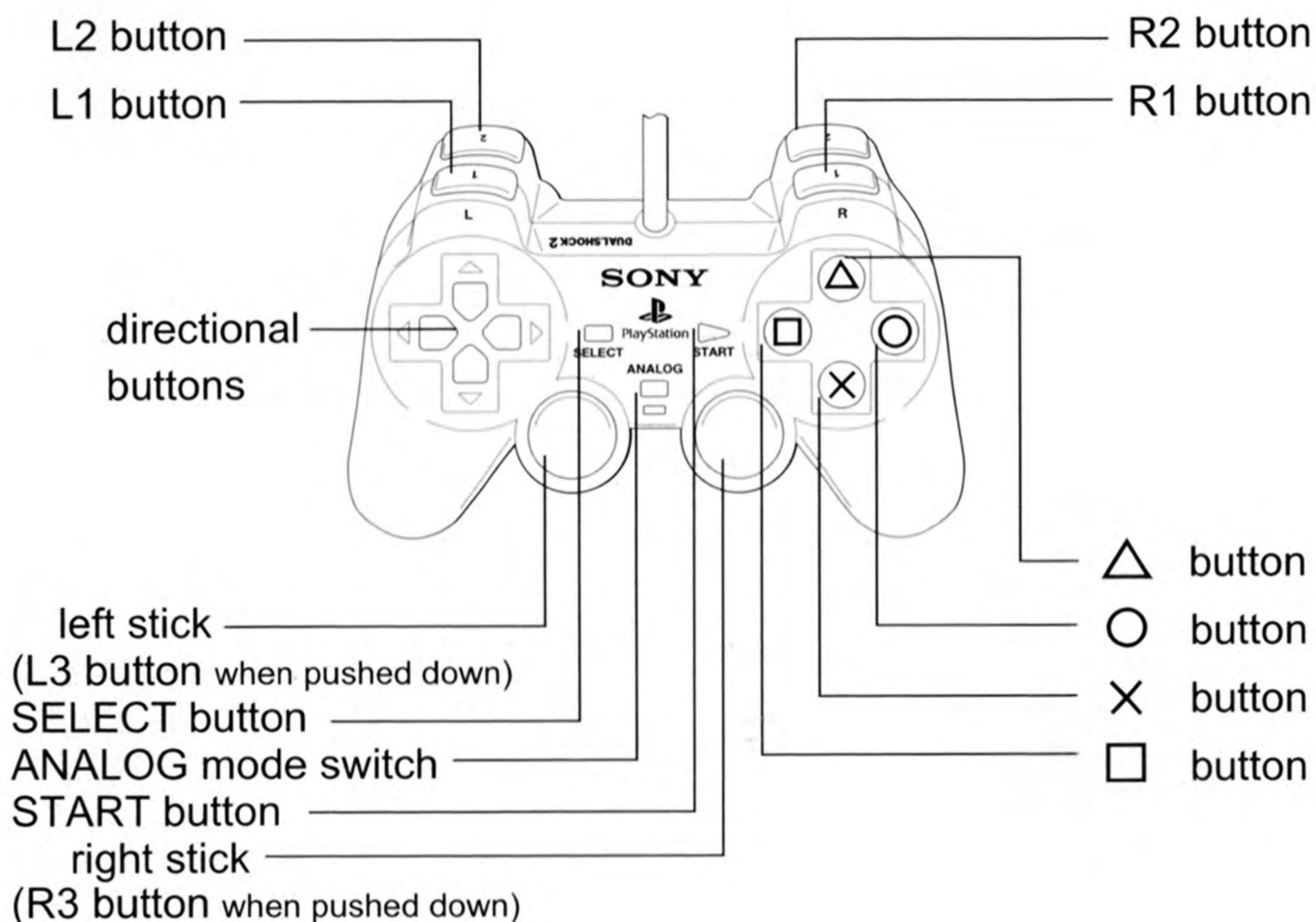
Note: Insert a memory card (8MB) (for PlayStation® 2) in MEMORY CARD slot 1 before turning the power on. Game saves require 65KB of free space. Additional saves require additional free space.

## Logitech Driving Force™ Controls



# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Button	Menu	In-Game
left analog stick	-	Steer left and right
directional buttons		Steer left and right
×	Accept/Confirm	Accelerate
△	Back	Toggle Camera
□	-	Brake/Reverse
○	-	Hand Brake
R1 button	-	Shoot
L2 button	-	View Left
R2 button	-	View Right
L2 + R2 buttons	-	View Backwards
START button	-	Pause Game

## Control configurations for all peripheral combinations:

	One-Player	One-Player	Two-Player	Two-Player	Two-Player	Two-Player
	Single analog controller (DUALSHOCK®2)	Steering wheel	2 x analog controller (DUALSHOCK®2)	Steering wheel and analog controller (DUALSHOCK®2)	Steering wheel and light gun	Analog controller (DUALSHOCK®2) and light gun
Steer left and right	Left analog stick/directional buttons	Wheel	Left analog stick/directional buttons (player 1)	Wheel (player 1)	Wheel (player 1)	Left analog stick/directional buttons (player 1)
Accelerate	⊗ button	Right pedal	⊗ button (player 1)	Right pedal (player 1)	Right pedal (player 1)	⊗ button (player 1)
Brake/Reverse	□ button	Left pedal	□ button (player 1)	Left pedal (player 1)	Left pedal (player 1)	□ button (player 1)
Hand Brake	○ button	○ button	○ button (player 1)	○ button (player 1)	○ button (player 1)	○ button (player 1)
Toggle Camera	△ button	△ button	△ button (player 1)	△ button (player 1)	△ button (player 1)	△ button (player 1)
View Left	L2 button	L2 button	L2 button	L2 button	L2 button	L2 button
View Right	R2 button	R2 button	R2 button	R2 button	R2 button	R2 button
Shoot	R1 button	⊗ button	⊗ button (player 2)	⊗ button (player 2)	Trigger (player 2)	Trigger (player 2)
Targeting	Automatic	Automatic	Left analog stick/directional buttons (player 2)	Left analog stick/directional buttons (player 2)	Manual (player 2)	Manual (player 2)
Pause	START button	START button	START button (player 1)	START button (player 1)	START button (player 1)	START button (player 1)

### NOTE:

In two-player mode all driving devices need to be inserted into either controller port 1 or a USB connector and shooting devices into controller port 2 or a USB connector.

## 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 **⊗** 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 **△** button to go back to the previous menu screen.

# STARSKY & HUTCH

## STEERING WHEEL

A steering wheel can be used in one-player mode to drive and shoot, and in two-player mode to drive. **STARSKY & HUTCH™** supports the Logitech® GT Force™ and the Driving Force™ Steering Wheel Controllers. (If using a steering wheel with a MODE select button, please ensure the MODE is set to analog.)

If you do not have pedals attached to your Driving Force™ steering wheel then you can use your left and right paddles to perform the same functions.

To register your use of a steering wheel within the game, go to the Controller Setup section of the Options menu (see below).

### Logitech® GT Force™ Steering Wheel Controller

For these steering wheel controllers without conventional buttons, the buttons are mapped as follows:

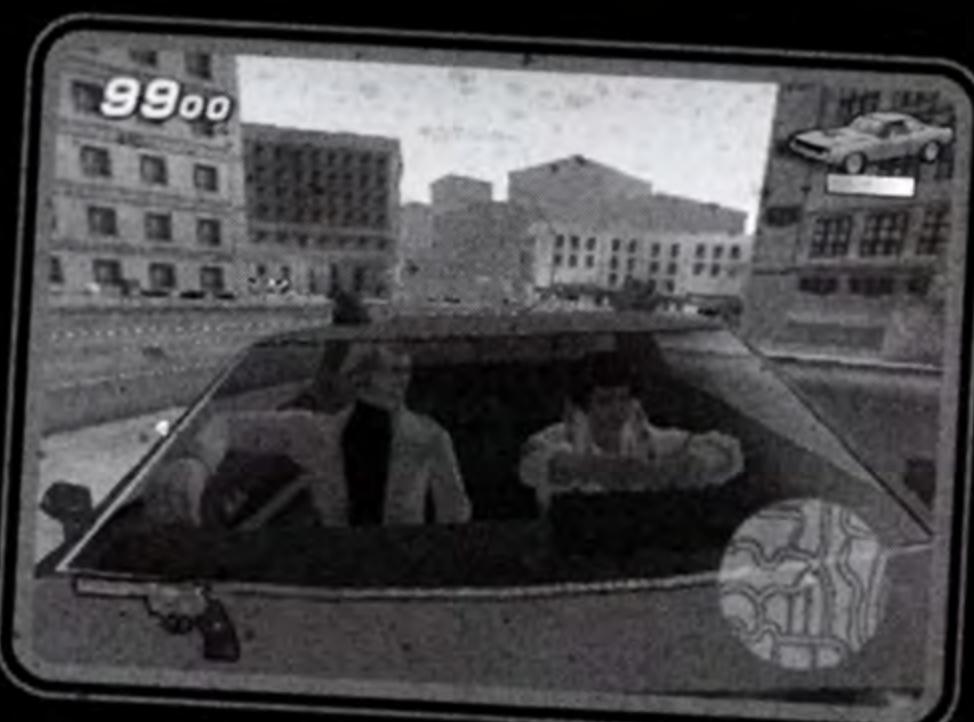
	MENUS	IN-GAME
GT Force™ Left Paddle	Up	Hand Brake
GT Force™ Right Paddle	Down	Brake
GT Force™ Upper Left Button	Toggle	Pause
GT Force™ Upper Right Button	Back/Cancel	Change Camera
GT Force™ Bottom Left Button	Toggle	-
GT Force™ Bottom Right Button	Accept	Shoot

## LIGHT GUN

**STARSKY & HUTCH™** supports most PlayStation®2 compatible light guns. The light gun should be inserted into either a USB connector or controller port 2. To register your use of a light gun within the game, go to the Controller Setup section of the Options menu and follow the calibration instructions.

# STARSKY & HUTCH™

Welcome to the 70's, and the world's favorite 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 three TV specials to play. There are other unlockable game contents, including exclusive material from Antonio Fargas – 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

If a valid memory card (8MB) (for PlayStation®2) is already inserted in MEMORY CARD slot 1 then your progress will be automatically saved as you play, and if game data exists on the card then your profile and previous option settings will be loaded automatically.

Once the introductory sequence is finished (or terminated by pressing the **X** button) the Title Screen is displayed – press the **START** button to move to the Profile Menu.

# STARSKY & HUTCH™

## SELECT PROFILE MENU

Your scoring record is contained within your profile, which can be saved to your memory card (8MB) (for PlayStation®2). There are six available profile slots on the Select Profile menu. Create a new profile by selecting an empty slot.

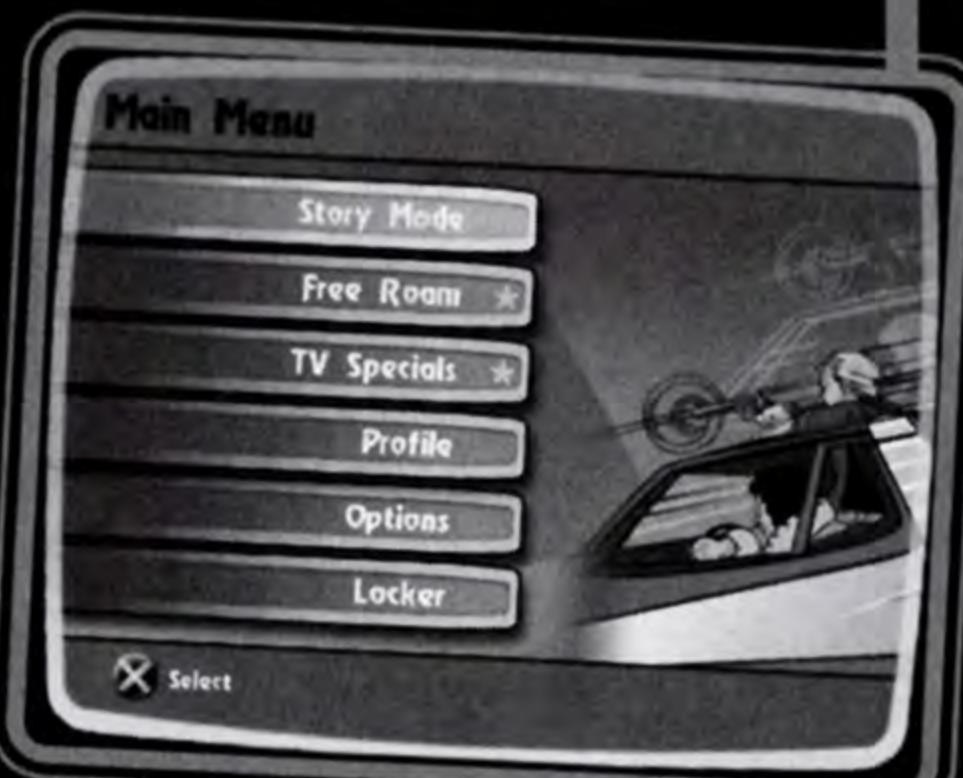


### Name Entry

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, to a maximum of 7 characters. When your name is entered correctly press the **X** 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 that access 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 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 Season 1 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. 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 is the Viewer Rating 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 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 it at your leisure.



## Free Roam

The Free Roam menu displays the four main areas of Bay City – Downtown, Central, Ocean and Dockside. To the right of each area 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, 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, or having completed an episode that does not use the Torino, they can be used in Free Roam. Cars are selected in the Select Vehicle screen that follows the Free Roam menu.

# STARSKY & HUTCH™

## TV SPECIALS

Three bonus TV special episodes can be unlocked by accomplishing secondary objectives during Story Mode play. The number of secondary objectives required to open each TV special is displayed to the right.



### 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 **X** button to change your profile or press the **△** button to return to the main menu.



## OPTIONS



The Options menu displays four titles 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

### Controller 1 and Controller 2

**STARSKY & HUTCH™** can be played in one-player mode using an analog controller (DUALSHOCK®2) or steering wheel, and in two-player mode with another analog controller (DUALSHOCK®2) inserted into controller port 2 or with a light gun.

Controller 1 (primary – used for driving) and Controller 2 (secondary – used for shooting) selections can be toggled if you have either a steering wheel or light gun connected to your console.

The selected controllers will become active when you leave this screen, and your Controller 1 selection will be used to navigate the menus.

If you have a light gun selected, and it has been chosen as your second controller, then press the  $\Delta$  button on your analog controller (DUALSHOCK®2), or steering wheel. A light gun calibration dialogue box is displayed. Press  $\otimes$  on your selected Controller 1 to enter the light gun calibration screen. Point your light gun at the screen, aim it at the crosshair in the center of the screen, and press fire. If you are satisfied with the aiming calibration, press the A or B buttons on the light gun to exit. (If you wish to reset the calibration then aim and fire again.) On exiting the light gun calibration screen you will return to the Controller Setup menu.

### Vibration

The Vibration option allows you to toggle the vibration function for the analog controller (DUALSHOCK®2).



# STARSKY & HUTCH

## Display

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

### Subtitles

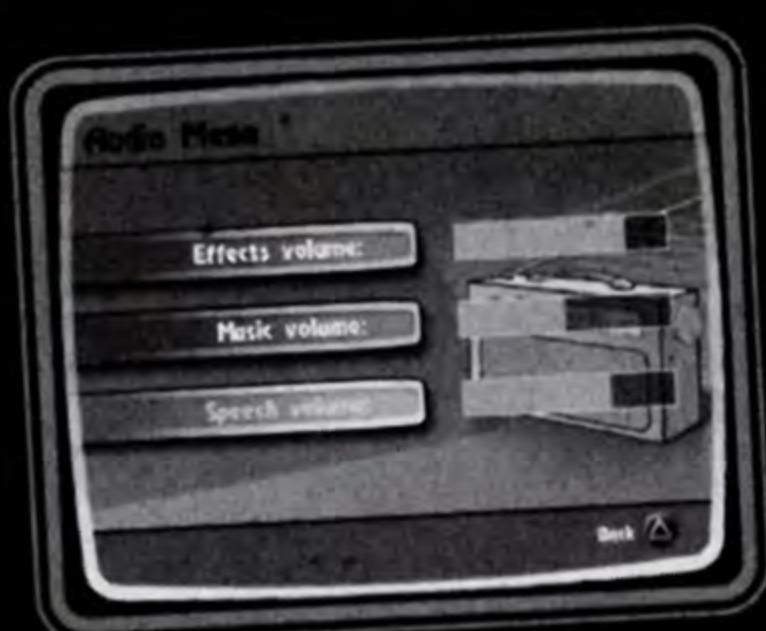
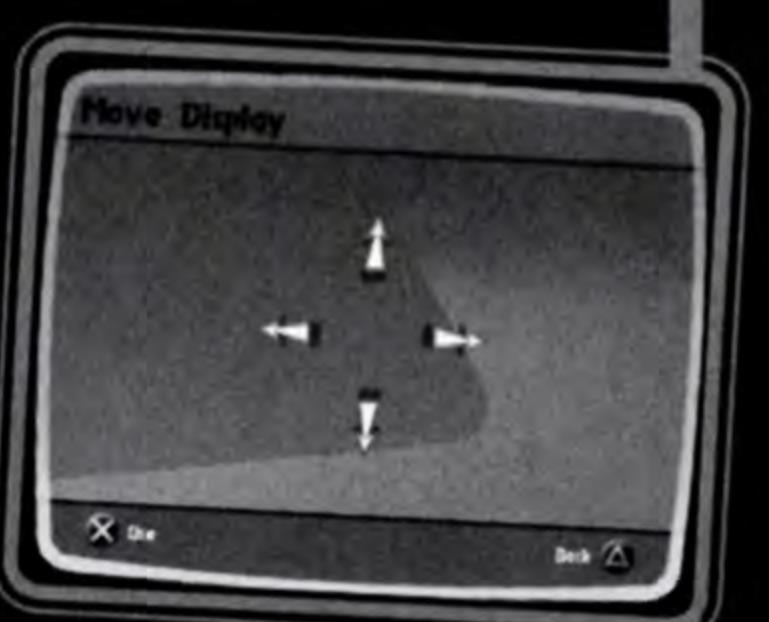
Subtitles can be toggled on or off.

### Minimap

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

### Move Display

Select this option to go to the Move Display screen, which allows you to alter the position of the display on your screen using the directional buttons.



## 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.

## Load/Save

The Load/Save menu allows the entire player profile set to be loaded from or saved to your memory card (8MB) (for PlayStation®2). The autosave function can be toggled on or off if there is a memory card (8MB) (for PlayStation®2) present. Autosave is only enabled if there is a valid memory card (8MB) (for PlayStation®2) inserted when the game is started. If a memory card (8MB) (for PlayStation®2) is inserted later, then you will either need to save your progress manually, or turn autosave on in this menu.



## LOCKER

The Locker Menu provides options that are progressively unlocked as Huggy Tokens 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 completed, depending on the best progress of all profiles on the memory card (8MB) (for PlayStation®2).

### 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. 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 complete 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.

# STARSKY & HUTCH

When the VR falls to zero, the game ends and the episode must be replayed.

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 and lower your Viewer Rating.

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 yellow 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 which allows you to inflict 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 red, 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, maneuver 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 a analog controller (DUALSHOCK®2), use the left analog stick 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 while 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 car you're supposed to protect 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.

# STARSKY & HUTCH™

## 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 circle.

Power Up	Effect
 VR	VR Bonus (Lowest)
 VR ++	VR Bonus (Medium)
 VR +++	VR Bonus (Highest)
 Speed Up	Causes the car to receive a speed boost
 Siren	Enables the police siren on the car – 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	Activates an exciting special 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 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 vehicle to be protected 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 protected vehicle is destroyed, the episode will end in failure. Try to position yourself between the protected 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 upon 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 colors of the guide arrows match those used in the navigation minimap.

## Targeting Sight

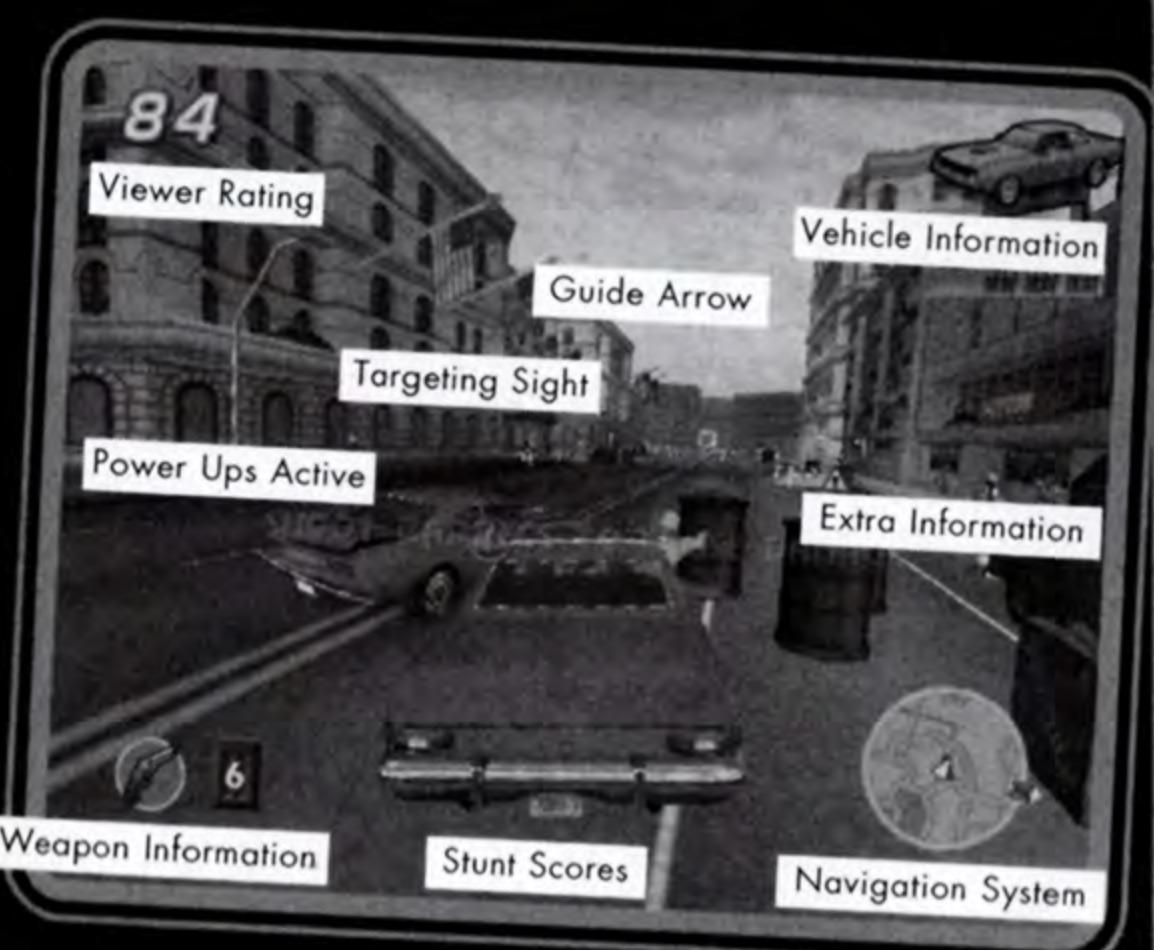
The targeting sight appears around the current target. (The sight is not used in two-player light gun mode.)

## Stunt Scores

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

## Vehicle Information

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



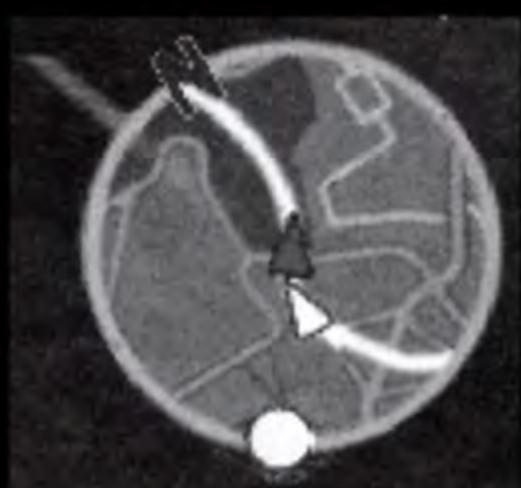
# STARSKY & HUTCH

## 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 center of the map.
- Yellow triangles show the location and heading of suspect vehicles.
- Blue triangles show the location and heading of protected vehicles.
- Checkpoints are shown as pink stars.
- When vehicles, checkpoints or locations are outside the map they appear as colored circles on the border.
- Suspect shooters are shown as small yellow dots.
- The ideal route is sometimes shown as a series of white dots.

# CREDITS

## SPECIAL THANKS TO

Antonio Fargas aka Huggy Bear

Mark Caplan, Laetitia May & Eric Thomsen – Sony Pictures Consumer Products

FOR MINDS EYE PRODUCTIONS LTD

### MANAGING DIRECTOR

Martin Batten

### SENIOR PRODUCER

Steve Metcalf

### DESIGN

Ben Everett, Steve Holley, Andy Segal,  
Chris Kiveal, Kevin Cook

### PROGRAMMING

Stuart Middleton, Julian Scott,  
Kevin Cook, Steve Keen, Mark Parry,  
Chris Guest, Walter Bayer,  
Matt Taylor, John Lusty

### ART

Jake Hempson, Chris Parlor, Dave Price,  
Dean Wray, James Answer,  
Jim Kelly, Terry Jackson, Kheang Tan,  
Laurence Jenkins, Paul Young,  
Andrew Porter  
Jester's Puppet: Graham Rice,  
Tom Beesley

### 2D ART

Stuart Howitt, Maya Gavin, Steve  
Packer, Ben Willsher, Leigh John,  
Debra Danu Matthews, Andy Evans,  
Robbie Bacon

### SOUND, MUSIC AND ADDITIONAL STORYLINE

Tim Follin, Dave Sullivan, Matt Costello

**VO Scripts** Steve Holley

### PRODUCERS

Reza Elghazi, Mark Bevan

### TEST

James Brodie, Tobias Hagberg, Gavin  
Clark, Chris Jones, Rel Q in Bangalore

**TEA** Lanice Miller

### SOUND STUDIOS

side UK Limited, London  
Around The Word, Paris  
Discovery Entertainment, Munich

FOR GOTHAM GAMES

### PRESIDENT

Jamie Leece

### GENERAL MANAGER

Greg Ryan

### EXECUTIVE PRODUCER

David Nottingham

### PRODUCT MANAGER

Jay Fitzloff

### PRODUCED BY

James Pacquing

### BUSINESS DEVELOPMENT

Juan Gutierrez

### CREATIVE SERVICES

Mike Cala

Larry Conti

Dan Lish

### PRODUCTION SERVICES

Marc Nesbitt

Gregg Sanderson

### SPECIAL THANKS

Peter Banks

Dan Einzig

Jennifer Kolbe

Peggy Yu

Dave Youn

FOR EMPIRE INTERACTIVE

### EXECUTIVE PRODUCER

David Pringle

### PRODUCTION

AJ Bond

### STUDIO

Phil Goldfinch, Jayshree Mistry,  
Thomas Hodge, Jamie Young, Paul King  
John Ferguson, Rob Cubbon

### MARKETING

Chris East, Adrian Arnese,  
Paul Benjamin, Nina Jenkins, Mark Cook

**PR** 1-Up Media

### EMPIRE EUROPE

Philippe Dao (France)

Sevgi Kirik (Germany)

Alison Ryan (Spain)

Laura Maestri (Italy)

# STARSKY & HUTCH

## EMPIRE USA

General Manager - Jimmy Lamorticelli  
Marketing - Sutton Trout  
PR - Tricia Gray  
Finance - Yuko Hayashi  
US Producer - Slade Anderson

**Special thanks to** John & Penny Quirk for the use of their Ford Gran Torino™

## LICENCES

Starsky & Hutch™ & © 2003 CPT Holdings, Inc.  
All Rights Reserved.  
"Starsky & Hutch™" composed by Tom Scott. Published by EMI Music Publishing Limited.  
"Starsky & Hutch™" (French theme) Written by Jean-Claude Weil. Composed by Yves Martin and Haim Saban  
(p) 1982 Saban Records (c) Published by Gold Horizon Music Inc. under administration of EMI Music Publishing France. All rights reserved. Any authorised copying, reproduction, rental or broadcast of the information contained on this disc is a violation of applicable laws  
Ford Gran Torino™ is a registered trademark used under licence from Ford Motor Company.  
RenderWare™ is a registered trademark of Canon Inc.  
Portions of this software are Copyright 1998-2002 Criterion Software Ltd. and its Licensors.  
Havok © Copyright 1999-2002 Havok.com Inc (or its licensors).  
All rights reserved. See [www.havok.com](http://www.havok.com) for details.  
Development tools and related technology provided under license from Logitech. © 2001 Logitech.  
All rights reserved.

## TECHNICAL SUPPORT

If you have a technical problem concerning the operation of our software, please contact our technical support representatives for assistance.

**Note:** This information is for technical support only and representatives are unable to provide game hints or suggestions.

### Hours:

Monday – Friday  
9:00am to 5:00pm EST

**Phone:** 410-933-9191

**Email:** [support@take2baltimore.com](mailto:support@take2baltimore.com)

### Mail :

Take 2 Baltimore  
9900 Franklin Square Drive STE. A  
Baltimore, MD 21236

## NOTES

# STARSKY & HUTCH™

## NOTES

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

## NOTES

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

# **WARRANTY INFORMATION**

GLOBAL STAR SOFTWARE, INC., A DIVISION OF TAKE-TWO INTERACTIVE SOFTWARE, INC., WARRANTS TO THE PURCHASER ONLY THAT THE DISC PROVIDED WITH THIS MANUAL AND THE SOFTWARE PROGRAM CODED ON IT WILL PERFORM IN ACCORDANCE WITH THE DESCRIPTION IN THIS MANUAL WHEN USED WITH THE SPECIFIED EQUIPMENT, FOR A PERIOD OF 90 DAYS FROM THE DATE OF PURCHASE.

IF THIS PROGRAM IS FOUND TO BE DEFECTIVE WITHIN 90 DAYS OF PURCHASE, IT WILL BE REPLACED. SIMPLY RETURN THE DISC TO GLOBAL STAR SOFTWARE, INC. OR ITS AUTHORIZED DEALER ALONG WITH A DATED PROOF OF PURCHASE. REPLACEMENT OF THE DISC, FREE OF CHARGE TO THE ORIGINAL PURCHASER (EXCEPT FOR THE COST OF RETURNING THE DISC) IS THE FULL EXTENT OF OUR LIABILITY.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

GLOBAL STAR SOFTWARE, INC. SHALL NOT BE LIABLE FOR INCIDENTAL AND/OR CONSEQUENTIAL DAMAGES FOR THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTY INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY THE LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF GOTHAM GAMES HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES OR LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATIONS OR EXCLUSIONS MAY NOT APPLY TO YOU.

THIS WARRANTY SHALL NOT BE APPLICABLE TO THE EXTENT THAT ANY PROVISION OF THIS WARRANTY IS PROHIBITED BY ANY FEDERAL, STATE, OR MUNICIPAL LAW, WHICH CANNOT BE PREEMPTED. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS, WHICH MAY VARY FROM STATE TO STATE.

YOU MAY NOT REPRODUCE, PREPARE DERIVATIVE WORKS BASED ON, DISTRIBUTE COPIES OF, OFFER FOR SALE, SELL, TRANSFER OWNERSHIP OF, RENT, LEASE, OR LEND TO OTHERS THE PROGRAM OR ACCOMPANYING DOCUMENTATION, OR ANY PORTION OR COMPONENT OF THE PROGRAM OR ACCOMPANYING DOCUMENTATION; PROVIDED, HOWEVER, THAT YOU MAY TRANSFER THE ENTIRE PROGRAM AND ACCOMPANYING DOCUMENTATION ON A PERMANENT BASIS AS LONG AS YOU RETAIN NO COPIES (INCLUDING ARCHIVAL OR BACKUP COPIES) OF THE PROGRAM, ACCOMPANYING DOCUMENTATION, OR ANY PORTION OR COMPONENT OF THE PROGRAM OR ACCOMPANYING DOCUMENTATION, AND THE RECIPIENT AGREES TO THE TERMS OF THE AGREEMENT. FURTHER, YOU MAY NOT MODIFY, REVERSE ENGINEER, DISASSEMBLE, DECOMPILE OR TRANSLATE THE PROGRAM OR ACCOMPANYING DOCUMENTATION, OR ANY PORTION OR COMPONENT OF THE PROGRAM OR ACCOMPANYING DOCUMENTATION, NOR MAY YOU MAKE ANY COPIES OF THE PROGRAM MODULES FOR USE WITH OTHER PROGRAMS. THIS PROGRAM IS INTENDED FOR PRIVATE USE ONLY.

GLOBAL STAR SOFTWARE, INC.  
622 BROADWAY  
NEW YORK, NY 10012

## **ESRB RATING**

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATINGS BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

Global Star Software, Inc. 622 Broadway, New York, NY 10012    **A Take2 Company**

Starsky & Hutch™ & © 2003 CPT Holdings, Inc. Ford Gran Torino is a registered trademark used under license from Ford Motor Company. Original game developed by Minds Eye Productions. Published by Global Star Software, Inc. and Empire Interactive Europe Limited. Empire and "E" are either trademarks or registered trademarks of Empire Interactive Europe Ltd. in the UK/US and/or other countries. ©2003 Take-Two Interactive Software, Inc. Global Star Software, Inc. (f/k/a Gotham Games, Inc.) is a wholly owned subsidiary of Take-Two Interactive Software, Inc. Global Star Software and the Global Star Software logo are trademarks of Take-Two Interactive Software, Inc.