



NTSC U/C

PlayStation®



WALT DISNEY

PICTURES PRESENTS

TARZAN



SONY



COMPUTER ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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.

Disney's TARZAN™ Tips and Hints

PlayStation® Hint Line

Hints for all games produced by SCEA are available:

Within the US: 1-900-933-SONY (1-900-933-7669)
\$0.95/ min. auto hints, \$1.40/ min. live, \$6.95 - \$16.95 for tips by mail (subject to availability) \$5.00 - \$20.00 for card recharge

Within Canada: 1-900-451-5757
\$1.50/ min. auto hints

For US callers, game counselors are available 8 a.m. - 5 p.m. PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week. Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support 1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 8 a.m. - 5 p.m. Pacific Standard Time.

PlayStation Online www.playstation.com

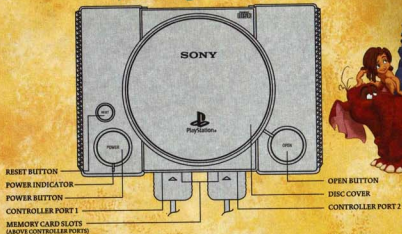
Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation game console.

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Getting Started



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert Disney's TARZAN™ disc and close the Disc Cover. Insert the game controller and power up the PlayStation® game console with the Power Button. Follow the on-screen instructions to start a game.

Memory Cards

Disney's TARZAN™ lets you save games at their current level of play onto Memory Cards (sold separately,) and resume play on previously saved games. Insert Memory Card(s) (sold separately) into the PlayStation® game console BEFORE starting play.

Important: Do not remove a Memory Card while saving or loading games. Doing so could damage the game data.

Controls



Control

Start Button

△ Button

○ Button

× Button

□ Button

L1

R1

L2

R2

Function

Pauses game

Underhand throw

Ground Pound

Jump

Overhand throw

Knife Slash

Knife Thrust

Change Fruit (Clockwise)

Change Fruit (counterclockwise)

Move Tarzan in direction pushed

→ Right Arrow

← Left Arrow

↑ Up Arrow

↓ Down Arrow

While swinging from vines

→ Swing right

← Swing left

↑ Climb up vine

↓ Move down vine

× Release vine



NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined below.



Welcome to the Jungle

Tarzan™ yells in triumph as you control the ultimate hero's passage through his jungle home. Swing, climb, run, jump, and surf your way through Tarzan's adventures. Meet Tarzan's friends, encounter mysterious strangers, and save Tarzan's family from a ruthless hunter as you navigate his exotic world.



The Main Menu

Use the Directional Buttons $\uparrow\downarrow$ to move between the three Main Menu choices (Start Game, Options, and Load Game.) Highlight your choice and press the \otimes Button to proceed.



Start Game

Move directly to "Welcome to the Jungle" (Level 1) by pressing the \otimes Button.

Options

Professor Porter will point the way to the options, Difficulty, Controller, Sound, and Movies when you press the Directional Button $\uparrow\downarrow$ arrows. Highlight the option, then press the \otimes Button to confirm the selection.

Difficulty

Easy, Medium, Hard. Press the Directional Buttons $\uparrow\downarrow$ to highlight the option, then press \otimes Button to confirm the selection.

Controller

Turn the vibration feature of the controller On or Off. Use the Directional Buttons to highlight the On/Off button and press the \otimes Button to make the change. You can also choose different control settings by highlighting Configure and pressing the \otimes Button. Move the Directional Buttons \uparrow or \downarrow to change the control configuration. Press the \otimes Button to select or the \triangle Button to exit.

The Main Menu

Sound

Music

Full, Medium, Off.

Press the \otimes Button to confirm your selection. Press the \triangle Button to exit.

Sfx

Mono, Stereo.

Press the \otimes Button to confirm your selection.

Press the \triangle Button to exit.

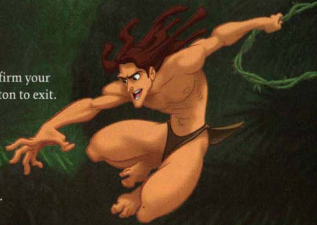
Movies

Use the Directional Buttons $\leftarrow\rightarrow$ to cycle through the available movies.

Movies will be made available by collecting the T-A-R-Z-A-N letters and by finishing levels. Note: You can only play a movie after selecting a previously saved game. Highlight the movie you wish to view and press the \otimes Button. Press the \triangle Button to exit.

Load Game

Let Jane guide you to your saved games. If instructed to, insert your Memory Card. Use the Directional Buttons to move to the game you wish to play, highlight it, and press the \otimes Button.





Disney's Tarzan

Orphaned in the jungle, Tarzan is rescued by Kala, a female gorilla, who discovers the baby in a tree house high above the jungle floor. An immediate bond forms between the two when Kala is forced to save Tarzan from the leopard, Sabor, a longtime enemy of the gorilla family and the killer of the child's parents. Kala returns with Tarzan to her ape family. The other apes look at the baby with uncertainty, and Kerchak, the ape's leader, fears the baby will bring danger to his family. When Kala refuses to abandon the child to a certain death, Kerchak allows her to keep the baby, but refuses to be a father to this stranger.

Tarzan thrives in the jungle, quickly becoming friends with a tomboy ape named Terk, and a neurotic elephant named Tantor. As Tarzan watches all the creatures of the jungle, he learns their skills and uses what he learns. Even so, Tarzan knows he is different from the animals in his new family.

Determined to prove himself to Kerchak, Tarzan vows to become, "the best ape ever!" As Tarzan grows into adulthood, his strength and agility allow him to move through the jungle with ease. When Sabor attacks Kerchak, Tarzan kills the leopard, finally earning Kerchak's respect and acceptance. Just when it seems that he has finally fit into the gorilla family, gunshots announce the arrival of humans. With that one sound, Tarzan's world changes forever.

Curious about these new strangers, Tarzan must find out more about them. He is quickly introduced to Professor Porter, a noted scientific expert on gorillas, Professor Porter's daughter Jane, and Clayton, their opportunistic jungle guide. Unimagined adventures await Tarzan as his human acquaintances encounter the gorilla world he grew up in.

Tarzan's Friends

Terk

A feisty, wisecracking tomboy, Terk quickly adopts Tarzan as a little brother. Terk teaches Tarzan the ways of the jungle; she is always there to help her hairless friend, although she complains a little bit first.



Tantor

An elephant bundle of nerves and neuroses, Tantor's size does nothing to waylay his numerous anxieties. However, when Tarzan is in trouble, Tantor will always trumpet-charge to his friend's rescue.



Jane

A proper young Victorian woman, Jane eagerly embraces the excitement and danger of the jungle. Jane discovers she can teach Tarzan the ways of Man, while Tarzan happily guides Jane to the hidden wonders of his exotic world.



Tarzan's Friends

Professor Porter

As the world-leading expert on gorillas, Professor Porter is eager to observe them in the jungle. He is a good-natured man, full of enthusiasm, and easily distracted. He is always watchful when it comes to his daughter Jane.



Kala

Tarzan's adoptive mother, Kala loves Tarzan unconditionally and teaches him that family is more a matter of heart than of blood.



Kerchak

The respected patriarch of the gorilla family, Kerchak is fiercely devoted to the apes in his care. Convinced that Tarzan will bring danger to his family, Kerchak refuses to accept Tarzan. Kerchak acknowledges Tarzan's worthiness when Tarzan puts himself at risk to save his gorilla family.



Tarzan's Enemies

Jungle Animals

The jungle is alive with animals. But be careful, although some of the creatures are cute and fuzzy, they can still be hazardous to your health. Some animals are even downright mean and will throw harmful fruit at Tarzan.

Clayton

An experienced hunter, Clayton guides Jane and Professor Porter through the jungle. His natural instinct is to shoot first and explore later. Although Clayton appears to be the ideal example of civilized man, Tarzan soon discovers who is the true savage.






Thugs

When the humans arrive in the jungle, new dangers face Tarzan. Watch out for Clayton's thugs. They are out to hurt Tarzan and capture his gorilla family.



Hazards

Certain plants and animals decrease Tarzan's strength so that he must find health to continue.



Animals

While some animals are openly hostile to Tarzan, others will decrease Tarzan's strength by simply making contact. Jump to avoid them using the  Button, or throw harmful fruit at them using the  Button, or the  Button.

Birds

Birds drop coconuts on Tarzan. Jump by pressing the  Button to see them coming or press  on the Directional Button to duck and protect Tarzan. Then head for cover.

Exotic Plants

Activate the plant by pressing the  or  Button. Bananas and fruit will fly out. Collect bonuses and boost your health. Be careful not to touch these plants.

Health

Tarzan needs a lot of energy as he encounters his enemies. Watch the energy bar and be sure to let Tarzan collect the bananas that he finds. He must gather his strength before the next encounter. See *Hazards*.



Banana Tree

Pound the base of the banana tree by pressing the **Ⓞ** Button and the tree will drop bananas and other items that will help Tarzan.



Tarzan's Moves

Swinging

Using the Directional Buttons, press and hold the **←** or **→** to swing Left or Right. Press **↑** on the Directional Button to climb up or **↓** to move down. Tarzan will swing from the vine or rope. Press the **⊗** Button to get Tarzan to release his grip and swing to the next vine. This move is perfect for moving Tarzan safely across wide pits.



Climbing

Move Tarzan to a cliff, tree, or vine. Press the **⊗** Button and the **↑** Directional Button simultaneously. Tarzan will climb the obstacle to get where he is going, possibly gathering rewards along the way.

Tree Surfing

Tarzan lands on a twisting branch and suddenly he is surfing past birds and monkeys. Press the Directional Button **↓** to lay back on the branch and avoid getting Tarzan smacked by overhanging branches. Press the **⊗** Button to leap over low-clinging vines. Be prepared to swing wide of branches using the **→** and **←** Directional Buttons, and to collect tokens.



Tarzan's Moves

Ground Pound

Press the **○** Button to have Tarzan pound the jungle floor. This move can release health, power fruit and mangos from trees, provide access to hidden areas on the jungle floor, or break open boxes.



Power Jump

The jungle offers many ways to help Tarzan jump to or over high obstacles. Have Tarzan leap, using the **⊗** Button, on springy plants and large animals, then use the Directional Buttons to move him where he needs to go.



Tarzan's Weapons

Knife

Find the knife, pick it up, and use the **L1** Button to slash with it, and the **R1** Button to thrust.



Spear

Tarzan has a spear for his fight against Sabor. Use the **△** Button for high attack and press the **○** Button for low attack.



Jane's Parasol

This item is used while tree surfing with Jane. Press the **○** Button to pop open the parasol while tree surfing and knock baboons off the tree.



Power Fruit

Tarzan has three different colored fruits he can collect, each with increased power to help him with larger enemies. Press the **L2** or **R2** button several times to see the quantity of each color fruit Tarzan has available. Cycle to the color of fruit you wish to use.

Levels



Welcome to the Jungle

Orphaned, Tarzan must survive in the jungle. To do that, he has many discoveries to make. Terk helps Tarzan a lot. Grab a Terk token and Tarzan's tomboy friend is on the way to help him. Tarzan needs to be armed, so be on the lookout for a knife pickup.

Going Ape

Tarzan knows some things now, having learned the ways of the jungle, and now he sets out to discover more. Terk is still there to help, but increasingly, Tarzan must use his knowledge of the jungle to survive and grow. This level introduces Tarzan to using vines to get around the jungle. Be sure to climb vines as well as leap from them. Surprises await you in the jungle canopy.



The Elephant Hair Dare

Tarzan comes to play with Terk, but the other apes want nothing to do with Tarzan. Terk gives Tarzan "The Elephant Hair Dare." Get an elephant hair and you can be one of the gang. Tarzan heads deep into the jungle to find an elephant. What he finds instead are large animals, tangles of vines, and the need to eat many bananas to stay healthy, long enough to finish his quest.

Levels



Stampede

Tarzan grabs an elephant's tail to get the elusive hair, only to be spotted and mistaken for a piranha. Watch out, Tarzan! The herd of elephants is stampeding. There are lots of bananas and tokens to collect if Tarzan can keep from being trampled under the rampaging elephants, bashed by trees, or running into wandering rhinos. Will he get home with the hair and be one of the gang?

Coming of Age

Tarzan, the boy, becomes a man of the jungle. There are huge cliffs to climb, and a lot of tree surfing to do, so Tarzan must keep up his strength. Watch for rewards and tokens in strange places. Remember to ground pound the jungle floor beneath trees and on rotten branches that contain bonuses.



Sabor Attacks

Tarzan rescues Kerchak from Sabor, then has to search the jungle for his enemy. Finding Sabor, Tarzan fights this ferocious leopard with a spear, to rid the jungle of this predator.

Levels

The Baboon Chase

Jane retrieves her sketches from the baby baboon by tricking him, and it angers the whole baboon troop. The chase is on.



Trashing the Camp



Come on, let's have some fun! Terk and friends trash the camp, break into boxes using the **⊙** Button, climb to reach great heights for their treasures, then trampoline across the camp while making a big mess. Some boards look springy so Terk has fun seeing what she can do with them.

Campsite Commotion

Tarzan stumbles into camp as Clayton's thugs are breaking it down. While trying to find Jane somewhere in the camp, Tarzan must avoid the thugs.



Journey to the Treehouse



Kala feels she must tell Tarzan about his parents. She will wait for Tarzan at the Treehouse. Tarzan makes his way over rotten logs, through crocodile and enemy infested jungle to reach it.

It might be a good time for Tarzan to keep off the jungle floor and swing from the vines.

Levels

Rockin' the Boat



Around the deck, up onto the bow, across the rigging, in the stern and along the boat's hull, Tarzan searches for a way off the boat. Worse, he has to do it with the thugs themselves coming at him from all sides of the rolling deck, and avoiding sliding boxes that could crush him.

Tarzan to the Rescue

Tarzan must get to the gorillas before Clayton takes them away. There is no better friend to get him there than Tantor, but Tarzan has to get past a rampaging rhino and Clayton's thugs, to rescue his gorilla family.



Conflict with Clayton





Rescuing the apes foiled Clayton's plan and he's now more determined than ever to make Tarzan into a plaque for his trophy room. Take on Clayton, the great hunter, and find out who's the real master of the game.

Completing Levels




Reach Jane's parasol to complete a level. The parasol opens and you are taken to the *Level Complete* screen.

- The number beside the Tarzan icon shows how many lives are left.
- The number beside the Token icon shows how many tokens have been collected. Tarzan will get additional lives for each 100 tokens collected.
- The letters that spell T-A-R-Z-A-N are at the top of the screen. The ones you have collected are highlighted. If you have collected them all, you can access a movie. (See the Options screen.)
- The highlighted portions of the sketch show how many of its parts you collected during the completion of the level. If you completed the sketch, you will play a bonus level before going on to the next story level.

When the count is completed, press the  Button to continue to the next level, or press the  Button to save the game to the Memory Card.

Bonus Levels

Stork Ride

Enjoy the ride and collect your tokens. Guide the stork using the  Button to avoid running into overhanging branches. Miss those trees in the stork's way using the Directional Buttons  .

Jungle Cruise

Collect those tokens and watch out for whirlpools.

Tree Surfing

Catch some branch and do a little surfing, jungle style.

Terk and Tantor's Great Escape

Terk and Tantor are on the run from Kerchak. Maintain control and avoid obstacles by using the right and left directional buttons to steer Tantor.

Jungle Jumpin'

Terk and Tarzan are jumping and flipping for a ton of bonuses.

Completing Bonus Levels

Completing bonus levels is the same as completing levels except that you cannot save bonus levels. Collect all four pieces of the sketch and you will be able to play another bonus level. Any tokens you collected will be added to the number of lives left. Collect the Purple fruit to extend the time in the bonus levels.

Tarzan's Jungle Hints

Look for highlight differences in jungle coloring and have Tarzan pound the ground. Bananas and tokens are hidden in strange places.

Watch for springboards of all kinds, jungle branches, loose boards, springy plants, the backs of large animals, and then power jump.

Watch the counter in the leaf on the lower right corner of the screen to know how many lives Tarzan has left.

On the "Rockin' the Boat" level, look for levers that open access to blocked off areas.

There are many paths on the Journey to the Treehouse, but some are more profitable in terms of bonuses than others. So search high and low and you will be sure to discover more than you bargained for.

Vines are not just for swinging. Several vines have bonus items hidden along the tops of the trees. Climb up to the tops of vines and discover Jungle Tokens and Health.

In the camp, trash some crates to find Jungle Tokens and other valuable items. You also will want to hang out on the teeter-totter for a second, as the result can be uplifting.

Credits

DISNEY INTERACTIVE

Senior Producer
Dan Winters

Associate Producer
Daniel Suarez

Art Direction
Christina Vann

Assistant Producer
Renée Johnson

Senior Artist
Thom Ang

Senior Computer Artist
Jeff Berting

Computer Artist
Tom Barlow

Dialogue Editing
Brian Truitt

Film Footage Audio Engineer
Randy Coppinger

Senior Lead Tester
Carlos Schulte

Lead Tester
Patrick Larkin

Testers
André Aguilar, Daniel Alvarado,
Kristin Bachman, Roger Bray,
Kevin Cope, Dennis Espinoza,
Amir Firozkar, Romy Flores,
Ernie Gallardo, Bryan Martinez,
and Emil Haghnazarian

WITH THE VOICE TALENTS OF:

Tarzan
Tony Goldwyn
Young Tarzan
Alex D. Linz

Clayton
Brian Blessed

Jane
Naia Kelly

Tantor
Jim Cummings

Terk
Audrey Wasilewski

Professor Porter
Val Bettin

Kerchak
Gregg Berger

Kala
Suzanne Blakeslee

Baby Baboon
Chris Sanders

Thugs
Cory Burton

ORIGINAL SONGS FROM DISNEY'S TARZAN® MOTION PICTURE

Two Worlds
Produced and Arranged by Phil Collins and
Mark Mancina
Performed by Phil Collins

Son of Man
Produced and Arranged by Phil Collins
Performed by Phil Collins

Strangers Like Me
Produced by Phil Collins
Arranged by Phil Collins and Mark Mancina
Performed by Phil Collins

Trashin' the Camp
Produced and Arranged by Phil Collins
All Instruments performed by Phil Collins
Vocals by Phil Collins and Rosie O'Donnell

Phil Collins appears courtesy of Atlantic
Records
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Game music arranged and recorded
by Steve Duckworth

EUROCOM DEVELOPMENTS LIMITED

Production
Jon Williams and Mat Sneap

Programming
Dave Pridmore, Stuart Johnson,
Julian Vaughan, Steve Bak, Kris Adcock,
Tim Rogers, and Kevin Stainwright

Graphics
Matt Dixon, Steve Bamford, Clive
Stevenson, Jon Parr and Rob Benton

Animation
Mark Povey, Brian Malone-West, Bryan
Rogers, Adam King and Michael Biggs

Sound
Steve Duckworth

Tools Support
Andy Mitchell, Chris Jackson
and Kevin Marks

QA Manager
Michael Botham

Testers
Phillip Bennett, Mike Robinson,
John Barker, Phil Baker and Andy Collins

Credits

SPECIAL THANKS

Walt Disney Feature Animation

Bonnie Arnold, Kevin Lima, Chris Buck, Dan St. Pierre, Dan Cooper, Todd Nielsen, Glen Keane, Hendel Boutoy, Juliet Nees, Jennifer Hughes, Patsy Bouge and Robert Bagley

Walt Disney Character Voices

Rick Dempsey, Beth Glenday, Dana Hinton-Ward and Suzy Lum

Additional Tarzan Reference Animation Created by Creative Capers Entertainment

Sue Shakespeare, Terry Shakespeare, David Molina, Darci Ernst, Michael Kiely, C.J. Sarachene, Greg Tiernan and Matt Bates

And These Jungle Friends

Phil Collins, Mark Mancina, Sue Fuller, Teresa Banks, Matthew Labyorteaux, Nancy Waley, Eric Van Beek, Melanie Mullins, Jason Chayes, Luigi Priore, Mary Schuyler, Rachel Bryant, Oliver Wade, and the Disney Interactive Video Games Group

SONY COMPUTER ENTERTAINMENT AMERICA

Producer

Grady Hunt

Assistant Producer

Donovan Soto

Senior Producer

Perry Rodgers

Product Marketing

Craig Rechenmacher

Public Relations

Kirsten Merit and Eileen Rodriguez

Creative Services

Marilyn Weyant, Peggy Gallagher, Ronald Zaragoza, Quinn Pham, Marie Macaspac, John Diamonon and Josh Bingham

Legal and Intellectual Property

Lisa Lunger, Kerry Hopkins and Michelle Manahan

QA Manager

Mark Pentek

Technical Coordinator

Neil Musser

QA Lead

Jim Harper

Assistant QA Leads

Chris Johnson and Arman Pilotin

Testers

Ben Briones, Chad Lowe, Jessie Dela Cruz, Josh Heenan, Phil Musil, Jason Torres, Eric Ippolito, Scotte Kramer, Erik Larsen, Shawn Refoua, John Sweeney, David Gordillo, Greg Huitric and Joe Raposo

Special Thanks

Kaz Hirai, Andrew House, Jack Tretton, Riley Russell, Ami Blaire, Molly Smith, Frank O'Malley, Sharon Shapiro, Colin MacLean, Mike Janis, Alberto Escobedo, Maggie Rojas, Kurtis Buckmaster, Aimee Duell, Kim Yuen, Glenn Nash, Heidi Adams and Tina Kowalewski

BEELINE GROUP, INC.

Package and Manual Design
Katherine Lee

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