

XBOX



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Part# 23873M

Atari, Inc.
417 Fifth Avenue
New York, NY 10016 USA

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Developed by PARADIGM ENTERTAINMENT INCORPORATED.



MISSION: IMPOSSIBLE
M-I
Operation Surma



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.

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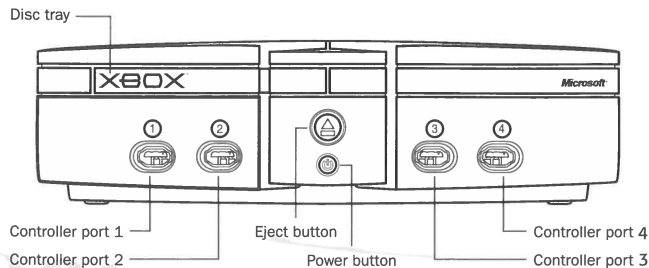
TABLE OF CONTENTS

Getting Started	2
Controls	4
Saving and Loading	5
The Mission	5
Main Menu	5
Pause Menu	6
Heads-Up Display	7
Playing the Game	8
Hand-to-Hand Combat	9
Gadgets	10
Weapons	13
Characters	14
Credits	16
Atari Web Sites	19
Technical Support	19
End-User License Agreement	22

GETTING STARTED

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 *MISSION: IMPOSSIBLE®- Operation Surma* 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 *MISSION: IMPOSSIBLE- Operation Surma*.



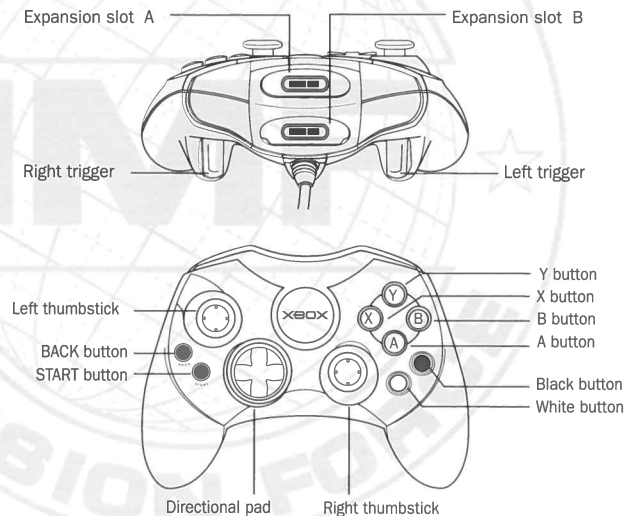
Avoiding Damage to Discs or the Disc Drive

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 other foreign objects to discs.

Using the Xbox Controller

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *MISSION: IMPOSSIBLE- Operation Surma*.



CONTROLS

CONTROL	ACTION
A button	Hand-to-hand attack / Confirm weapon or gadget selection
A button X3	Melee attack
X button	Toggle aiming mode / Aim Micro-cord
Y button	Use
B button	Dodge roll / Jump up / Reload
Black button	Pick-up / Drop body
White button	Toggle night vision
right trigger	Shoot equipped gun while in aiming mode
left trigger	Toggle stealth mode / Hook legs up onto pole
directional pad up	Map zoom
directional pad left / right	Move weapon inventory left / right
directional pad down	Use Health Pack
left thumbstick	Move
left thumbstick (press)	Toggle wall hug
right thumbstick	Move camera
right thumbstick (press)	Align camera
START button	Pause menu

Digital Binoculars Controls (aiming mode)

CONTROL	ACTION
right trigger	Take picture
B button	Analyze mode ON / OFF
Y button	Toggle zoom

WASP controls

CONTROL	ACTION
left thumbstick up / down	Move forward / backward
left thumbstick left / right	Slide left / right
right thumbstick up / down	Move up / down
right thumbstick right / left	Turn left / right
right trigger	Taser attack

Micro-cord Controls

CONTROL	ACTION
left trigger	Rise up on Micro-cord
right trigger	Lower down on Micro-cord
B button	Release Micro-cord and drop to ground
A button	Release Micro-cord in attack pose
X button	Toggle horizontal hanging mode
Y button	Use interactive object while hanging horizontal
Left thumbstick right / left	Turn while hanging horizontal
Left thumbstick up / down	Swing forward and backward

SAVING AND LOADING

When you complete a level, your game is automatically saved to the Xbox hard disk. Previously completed levels are unlocked and may be played at any time through the Main Menu "Load" option.

MISSION: IMPOSSIBLE– Operation Surma requires 11 blocks of memory free to save a game.

THE MISSION

The shadowy international conglomerate SURMA possesses a highly advanced virus known as the Ice Worm. The Ice Worm can bypass even the most advanced security systems to steal military secrets and weapons research. When their well-planned operation is sabotaged, Ethan Hunt and the Impossible Mission Force (IMF) get involved. They soon discover that the IMF's own ultra-secure database has been hacked. Up against an opponent with access to their deepest secrets, Ethan and his team must track down those behind the sabotage and recover the Ice Worm technology.

MAIN MENU

Move through the menus by pressing up or down on the **left thumbstick**. Press the **A button** to confirm your selection.



New Game

Start a new *MISSION: IMPOSSIBLE– Operation Surma* game.

Load

Continue a previously saved *MISSION: IMPOSSIBLE– Operation Surma* game. All previously completed levels are unlocked and available for replay. Select the point from which you want to continue. (See "Saving and Loading" above for details.)

Profiles

See a brief description of the characters and their character models.

Settings

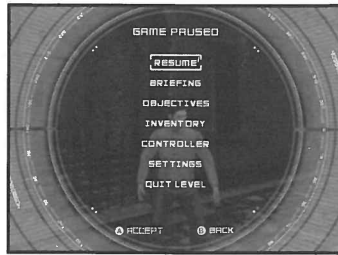
Adjust game options. See "Settings" on page 6 for details.

Credits

View the names of the people who made this mission possible.

PAUSE MENU

Press the **START** button to pause the game. Press the **START** button or **B** button to return to the game. Here, you'll have several choices:



Resume

Return to the game in progress.

Mission Briefing

Displays a synopsis of the mission.

Objectives

Here's your "To Do" list. As you finish each objective, they're marked as completed.

Inventory

Lists all of the weapons and gadgets currently in your possession. You can view a detailed image and description for each.

Controller

Displays a diagram of the controller configuration.

Settings

Adjust audio and video settings to your requirements. Move the **left thumbstick** left or right to adjust each setting. Press the **A** button to confirm your choice.

FX Volume: Adjust the volume of the in-game sound effects.

Music Volume: Adjust the volume of the in-game music.

Brightness: Adjust the brightness of the screen.

Contrast: Adjust the contrast of the screen.

Vibration: Toggle the Xbox Controller vibration function ON/OFF.

Text Captions: Toggle the cut-scene captions ON/OFF.

Invert Pitch: Reverse the **right thumbstick** input for camera control.

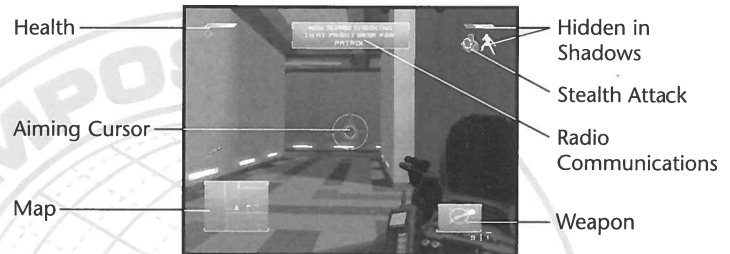
Teaching Tips: Toggle the in-game teaching tips ON/OFF.

Quit Level

Exit the game and return to the Main Menu.

HEADS-UP DISPLAY

During the game, mission-critical information is displayed on screen.



Health

Displays the amount of health you currently have. When the meter is empty, you've failed the mission. To replenish your health you must have a Health Pack in your inventory. Equip the Health Pack as you would any other gadget and press the **X** button to use it. Press the **directional pad** down to instantly use a health pack.

Map

The map shows your objective destinations and Tracking Dart lock-ons (See "Tracking Darts" on page 13 for details). When there's a security camera within the map vicinity, the map will show the camera's field of view. Press and hold up on the **directional pad** to zoom out on the map.

Weapon

This icon shows the currently equipped weapon or gadget, the amount of ammo in the clip and the total number of bullets in your inventory.

Hidden in Shadows

When you step into a shadowy area, this meter appears and quickly fills up. The icon beneath the meter turns from blue to black, indicating you are completely concealed in the shadows.

Stealth Attack

The Stealth Attack icon appears when you are close enough to an enemy to execute a stealth attack or grab.

Aiming Cursor

The Aiming Cursor appears in the middle of the screen in aiming mode. The outer Aiming Assist ring shows when you stand still. Both rings turn from blue to red when an enemy appears within the outer assist ring.



All shots fired will hit an enemy within in the outer aiming assistance ring. Press the **left thumbstick button** to toggle aiming assist.

The Electronic Warfare Gun has a custom reticule indicating which of the three smart rounds will be fired. Three icons appear to the right of the center aiming ring. One icon is highlighted in orange, showing which type of round will be fired.

Radio Communications

Your ever-present IMF teammate, Luther, monitors enemy communications through links into their security. He and other teammates will help you during missions. Captions of the dialog appear in the radio communications box.

PLAYING THE GAME

Moving Around

Move the **left thumbstick** slightly to walk, move it all the way to run.

If you are in front of a ledge, press the **B button** to jump up. You can then shimmy left and right by moving the **left thumbstick**. Press the **B button** to jump down.

Press the **B button** and move the **left thumbstick** left, right or up to dodge roll. This gives you a small burst of speed.

Pull the **left trigger** to enter crouch down. You take a more defensive stance, move slower and more quietly to avoid detection. Use it to sneak up behind an enemy for a stealth kill or grab.



To climb to an overhead pipe, fire a Micro-cord shot from below. You can shimmy across the pipe by moving the **left thumbstick**. Pull the **left trigger** to pull your legs up and make your profile smaller. Press the **B button** to drop to the ground. Press the **A button** to execute a stealth kill from above.

Using Objects

Press the **Y Button** to use interactive points in the game or open unlocked doors. If the door is locked, pressing the **Y button** will automatically apply an opener gadget, such as the ELP or Laser Cutter. Pressing the **Y button** will also apply the ELP gadget to a target computer or force a captive enemy to use his hand on a hand-scanner panel.

Security Cameras

The map will display security cameras and the camera's field of view. The camera's field of view is displayed as a cone that changes color according to its status:

- White means the enemy controls the camera and it is active.
- Orange means the the enemy is alerted to your presence and searching for confirmation.
- Red means you've been spotted and an alarm will be activated.
- Green means Luther has hacked the camera.

Base Alarms

Base alarms can sound when a security camera or enemy sees you or a body on the ground. If a guard spots you or a body on the ground, he will run to the nearest alarm control panel to trigger the alarm. You can stop the guard before he reaches the control panel. The best strategy is to be cautious and stealthy to avoid detection. You have a small amount of time to switch off ringing base alarms — if you wait too long, your team will be disavowed. Press and hold the **Y button** for a few seconds to automatically apply the ELP to override security and halt the alarms.



HAND-TO-HAND COMBAT

Three-hit Combo

Approach an enemy and tap the **A button** up to three times.

Running Jump Kick

Run at an enemy for a few seconds and tap the **A button**. This will knock enemy down on the ground and sets up the "Prone Kill" attack. Press and hold the **A button** during a Running Jump Kick to view the action in slow-motion.

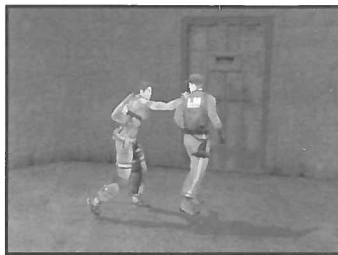


Prone Kill Attack

Stand over a knocked-down enemy and press the **A button** for a one-shot kill. Press and hold the **A button** to watch it in slow-motion.

Stealth Kill From Behind

Sneak up behind an unaware enemy and tap the **A Button** to execute an instant stealth kill. When performed on civilians, the stealth kill only knocks them unconscious.



Around the Corner Stealth Kill

Wall hug and slide to the edge of a corner. When the patrolling enemy is about to turn the corner, press the **A button** to perform an instant stealth kill.

Stealth Kill From Above

Press the **A button** while hanging from an overhead pipe. You are ready to strike an enemy for an instant crashing kill.

Grab

Sneak up behind an unaware enemy and press the **Black button** to grab the enemy. Now you can walk him around wherever you like. Walk a guard up to a hand-scanner security panel and press the **Y button** to force him to open it



Press the **Black button** to release the guard, a bad idea because he'll normally go for his gun or the alarm.

Press the **A button** to knock him out.

GADGETS

You have an assortment of high-tech gadgets at your disposal. Each has a special function designed to help you successfully complete each mission. To select a gadget from your inventory, press left or right on the **directional pad** to cycle through the inventory. Press the **A button** to equip the currently selected item. Press the **B button** to cancel the selection and return to the game. While you're selecting a gadget the game is paused.



IMF Contact Lenses

IMF contacts are equipped with night vision, allowing you to see more clearly in the dark. Toggle the night vision feature **ON / OFF** by pressing up on the **White button**. With night vision **ON**, you can see laser tripwires.

An additional feature of the contact lenses is the Mission Map feature displayed in the lower-left corner of the screen. The map shows room layouts, objectives and enemies tagged with tracking darts. Luther can uplink other information to the map based on mission needs.



WASP

This unique miniature robot combines a surveillance camera and a one-shot stun gun into a remotely controlled, virtually undetectable flying device. You can launch and remotely control the WASP to scout areas and quietly take out key targets. You have a limited

supply of WASPs and with a one-shot capability, you must use this device wisely.

To use the WASP, equip the gadget and press the **X button** to activate. Move the **left thumbstick** to move forward / backward and roll left / right. Move the **right thumbstick** to move up / down and turn left / right. When the blue aiming reticule turns orange, pull the **right trigger** to fire the stun gun and knock a person unconscious. You'll need to be close to the target since the WASP has a range of one meter.

Masks

During certain missions you receive a mask, allowing you to temporarily assume an individual's identity. While in disguise, you can gain access to, and operate within, heavily patrolled areas without arousing suspicion. However, some actions, such as picking a lock, will arouse the suspicion of the guards despite the mask.



Micro-cord

Gain access to areas you could not get to on your own by raising or lowering yourself to otherwise inaccessible areas. In some cases, you may have to move to avoid a guard or position for a stealth attack from above. In other cases, you may be called upon

to perform specific stunts, such as hanging while hacking a computer or swinging back and forth to reach an object. Keep an eye out for special attachment points on the ceiling.

To use the Micro-cord, equip the gadget and press the **X button** to enter aiming mode. The center aiming reticule provides the angle to target (left number) and the distance to target (right number). When a valid lock-on is established, the reticule turns from blue to green. Pull the **right trigger** to fire. The Micro-cord will not fire if no valid target is available. Shoot up to hang from the ceiling or to reel up to an overhead pipe that you've locked-on to. If you fall from too great a height, you may die.



Digital Binoculars

This multi-function device allows you to scout targets from a distance while remaining concealed. The binocular feature has several levels of zoom. A built-in digital camera takes photographs at the current zoom level and automatically transmits them back to Luther

for evaluation. The directional microphone can overhear distant conversations, telephone conversations or exchanges that take place behind closed windows. Skillful use of the Digital Binoculars provides important clues to accomplish mission goals.

To use the Digital Binoculars, equip the gadget and press the **X button** to toggle the camera view. Press the **Y button** to choose the level of zoom. Pull the **right trigger** to take a picture and send it to Luther. He will decide whether the photo meets the mission requirements. Real-time information is also provided for certain items in the world by pressing the **B button** to enter analyze mode.



Electronic Lock Pick (ELP)

This allows you to silently open electronically locked doors. ELP control is context sensitive. If you come across a locked door, press and hold the **Y button** to automatically apply the appropriate unlocking gadget to that door.



Laser Cutter

The Laser Cutter can open sealed or locked doors the ELP can't unlock. However, the Laser Cutter makes more noise that may alert nearby enemies. Laser Cutter control is context sensitive. If you come across a locked door, press and hold the **Y button** to automatically apply the appropriate unlocking gadget to that door.



Remote Control Viewer

The Remote Camera Viewer allows you to view security camera feeds. Once a camera is shot with the EWG or Luther has hacked the enemy security system, you can

use the RCV to see what various security cameras see. Located around the levels are telcom panels that can be hacked with the ELP. When hacked, these panels offer access to all security cameras in the area.



Sonic Imager

Used against doors, the Sonic Imager focuses high-energy waves to create real-time images. The Sonic Imager effectively allows you to see what's on the other side of a door.

WEAPONS

Stealth and deception are the keys to successful missions, but weapons are an important element of your arsenal. To select a weapon from your inventory, press left or right on the **directional pad** to move through the selection of items. Press the **A button** to equip the currently selected item. Press the **B button** to cancel the selection and return to the game. While you're selecting a weapon the game is paused.



Tranq Gun

Compressed air drives the rounds, making every shot silent and highly accurate. Tranquilizer Darts are needle-tipped rounds full of fast-acting serum quickly incapacitate an opponent without causing permanent harm.



Electronic Warfare Gun

Fires a projectile containing a high-tech multi-use microchip. The chip tracks an enemy's position on your map, allows Luther to hack a security camera, or embeds in a surface and make a beeping noise before it self-destructs.



Pistol

The IP-45 is the handgun of choice for the IMF team. It's noisy and can draw attention from the enemy, but it has great knockdown power.



Sniper Pistol

This high-caliber pistol, with its built-in scope, allows you to shoot distant enemies, with a zoom feature to permit highly accurate shots. Press the **Y button** to zoom.



FAAR-7

The FAAR-7, with its high firing rate, provides excellent firepower when caught in a highly outnumbered, outgunned situation.

CHARACTERS



Ethan Hunt

Hunt is an exceptionally competent agent. Although an expert with all types of weapons, he specializes in unarmed and lightly-armed combat. Hunt is in perfect physical condition and a master of impersonation. He can penetrate nearly any facility using his mastery of electronic espionage and powers of deception.

Thriving in the unstructured environment of the Impossible Mission Force, Hunt has risen to the rank of Field Team Leader. He is motivated by his desire for justice and his passion for danger.



Luther Stickell

Luther, an extraordinarily skilled hacker and all around computer expert, provides technical backup and coordinates team communications. Often, he hacks a facility's security system and clears the way for infiltration. An experienced agent, Luther's combination of formidable physical presence and technical expertise make him one of the IMF's most valued agents.



Billy Baird

This Australian adventurer is a freelancer, primarily serving as a pilot and driver. He is resourceful, dependable and frequently used for high-stakes missions. Billy displays considerable enthusiasm and appreciates his generous paychecks, as well as the pure adrenaline thrills he derives from his work.



George Spelvin

This medical school dropout turned his dramatic skills into a financially rewarding career as a professional con artist. As a freelancer, Spelvin is not a highly trained agent and lacks proficiency with ranged weapons and martial arts. He serves admirably, however, as a master of disguise, distraction and on-site support.



Jasmine Curry

This highly trained agent was recently recruited to the IMF and has proven herself to be both capable and multi-talented. She is a rookie, so she accompanies other agents during Operation Surma. Jasmine is friendly, open and unusually idealistic for an IMF agent, motivated primarily by her strong sense of justice.

CREDITS

Paradigm Entertainment

Steve Lotspeich
Development Director
Jim Galis
Executive Producer
Craig Bolin
Lead Game Designer
Mark Beardsley
Lead Programmer
Martin Sawkins
Lead Art Director
J.D. Smith
Audio Director
Eric Best
David Calla
Michael Capps
Mike Engeldinger
Mike Finch
Shawn Halwes
Michael Harrison
Stephen Hess
Nathan Rausch
Brad Robnett
Programmers
Myque Oulette
Ken Tabor
Designers
Rhett Baldwin
Ben Groves
Scott Hansen
Julie Inmon
Robert Selitto
Level Designers
Joey Bryant
Cash Case
Art Directors
Randy Brown
Raymond Casady
Hobie Johnson
Jason Neal
Chris Oliver
John Pearl
Alison Rogers
Environment Artists
James Gilligan
Chris Moffitt
Character Artists
Robert Gaines (Lead)
Special Effect Artist

Aaron Wright (Lead)
Andy Gotcher
Graphic Design Artists
David Krueger (Lead)
Christopher Adams
Martin Gaverau
Christine Smith
Sean Willsey
Animators
Woody Smith (Lead)
Jason Alexander
John Grebas
Mitch Stevens
Cinematic Artists
Galen Valentine (Lead)
Todd Johnson
Noel Stephens
AI Programmers
Dustin Nulf
John Rogers
Audio Programmers
Gary Brubaker (Manager)
Paul Hiley
Stephane LeBrun
Brandon Power
Rob Rossow
Sergio Tacconi
Brenden Tennant
Stephen Wilkinson
Core Technology Group
Gary Bandy
Steve Stringer
Producers
Michael Niswander
Production Assistant
Dave Gatchel
CEO/Studio Head, Paradigm Entertainment, Inc.
Donna Henry
CFO, Paradigm Entertainment, Inc.
Chris Johnson
V.P. Product Development, Paradigm Entertainment, Inc.
Mahdad Ansari
Michael Benson
Trudi Buchanan
Robert Portis
Lewis Walden
Additional Contributions
Bob Daspit
Music Composition, Artisan Music

Billy Ward
Kurt Becker
Drum Overdubs
J.D. Smith
Additional Music Composition

Dialogue and Voice Directing by The Freeman Group

Dean Orion
Glenn M. Benest
David Freeman

Voice Talent

Ving Rhames
Luther Stickell
Steve Blum
Ethan Hunt
John Polson
Billy Baird
Melinda Clark
Sofia Ivnescu
Rob Monroe
Additional Voices
Kurt Thornton
Simon Algo and Geroge Spelvin
Mona Marshal
Jasmine Curry
Steve Bulen
Director Swanbeck
Union Signatory Services –
Blindlight
Voice Talent Agency
Additional Cinematic Production
Performed by Dragonlight Studios

Special Thanks

Amechi Amanugi
James Beaty
Dana Bradshaw
Paula Davenport
Kathy Martinez
Lisa Scott
Lucy Stewart

Paramount Pictures/ Viacom Consumer Products

Harry Lang
Executive Director, Product Development Interactive & Technology

Dan Felts
Manager, Product Development Interactive & Technology

Special Thanks
Andrea Hein
Terri Helton
Pam Newton
Sandi Isaacs
Christina Burbank

VERY SPECIAL THANKS C/W Productions

Tom Cruise
Paula Wagner

Creative Artists Agency

Atari

Jean-Philippe Agati
Executive Producer
Steve Ackrich
Executive Producer
Dorian Richard
Producer
Steve Allison
V.P. of Brand Marketing
Jean Raymond
Director of Brand Marketing
Jeff Sehring
Brand Manager
Kristine Keever
Director of Marketing Communications
Steve Madsen
V.P. of Business and Legal Affairs
Travis Stansbury
Director of Business and Legal Affairs
Steve Martin
Director of Creative Services
Elizabeth Mackney
Director of Editorial & Documentation Services
Steve Martin
Art Director

Melissa Caccavaro
Graphic Designer

Chris Dawley
Documentation Specialist

Paul Collin
Copywriter

Michael Gilmartin
Director of Publishing Support

Ken Ford
I.T. Manager/Western Region

Michael Vetsch
Manager of Technical Support

Ezequiel "Chuck" Nunez
Q.A. Supervisor/Manager

Dan Burkhead
Lead Tester

Scottie Kramer
Assistant Lead

Marco Mah
Joe Fried
Mark Alibayan
Jose "Pepe" Jauregui
Chris Chin
Howell Selburn
Kendrick Chan
Chris "Kif" Davis
Amy Patterson
Testers

Tim Campbell
Director, New Business Development

Mark T. Morrison
Content Manager

Jamie Wilson
Licensing Assitant

Brandon Smith
Senior PR Manager

Cecelia Hernandez
Sr. Manager Strategic Relations

Joy Schnee
Sr. Manager Strategic Relations

Jon Nelson
Director, Online

Kyle Peschel
Senior Producer, Online

Gerald "Monkey" Burns
Senior Programmer, Online

Richard Leighton
Senior Web Designer, Online

Sara Borthwick
Online Marketing Manager

ATARI EU

Jean-Marcel Nicolai
Senior V.P., International Product Services

Rebecka Pernered
Sébastien Chaudat
Caroline Fauchille
Jenny Clark
Vincent Hattenbergh
Maxime Loppin
Raphaelle Jonnery
Marion Gallavardin
Republishing Team

Lewis Glover
Olivier Robin
Bruno Trubia
Quality Control Team

RelQ Software PVT LTD
Software Testing Team

Philippe Louvet
Stéphane Enteric
Emeric Polin
Engineering Services

Maud Favier
Sophie Blancheton
Ai Lich NGuyen
Localization Support Group

Babel Media Ltd.
Localization Testing

KBP
Synthesis International
Translation

Sophie Wibaux
Jérôme Di Tullio
Certification and Planning Support Group

Martin Spiess
Cindy Church
Benoît Auguin
Lee Kirton
International Marketing & PR Team

United Kingdom – Ben Walker
France – Raphaelae Martinon
Germany – Stephan Pietsch
Iberica – Carlos Sacristan & Joana Teixiera
Nordic – Nikke Lindner
Switzerland – Tino Pivetta
Benelux – Simone Goudsmit
Local Marketing Teams

A Creative Experience
Repackaging Agency

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<http://www.us.atari.com>

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

www.us.atari.com/freebies

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

www.ataricomunity.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

www.us.atari.com/terms_of_service.asp

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.atarisupport.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7106**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7106** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

NOTES:



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You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

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