

# CRASH BANDICOOT

## THE WRATH OF CORTEx



EVERYONE  
E  
CONTENT RATED BY  
ESRB

EmuMovies

7185110  
PRINTED IN USA

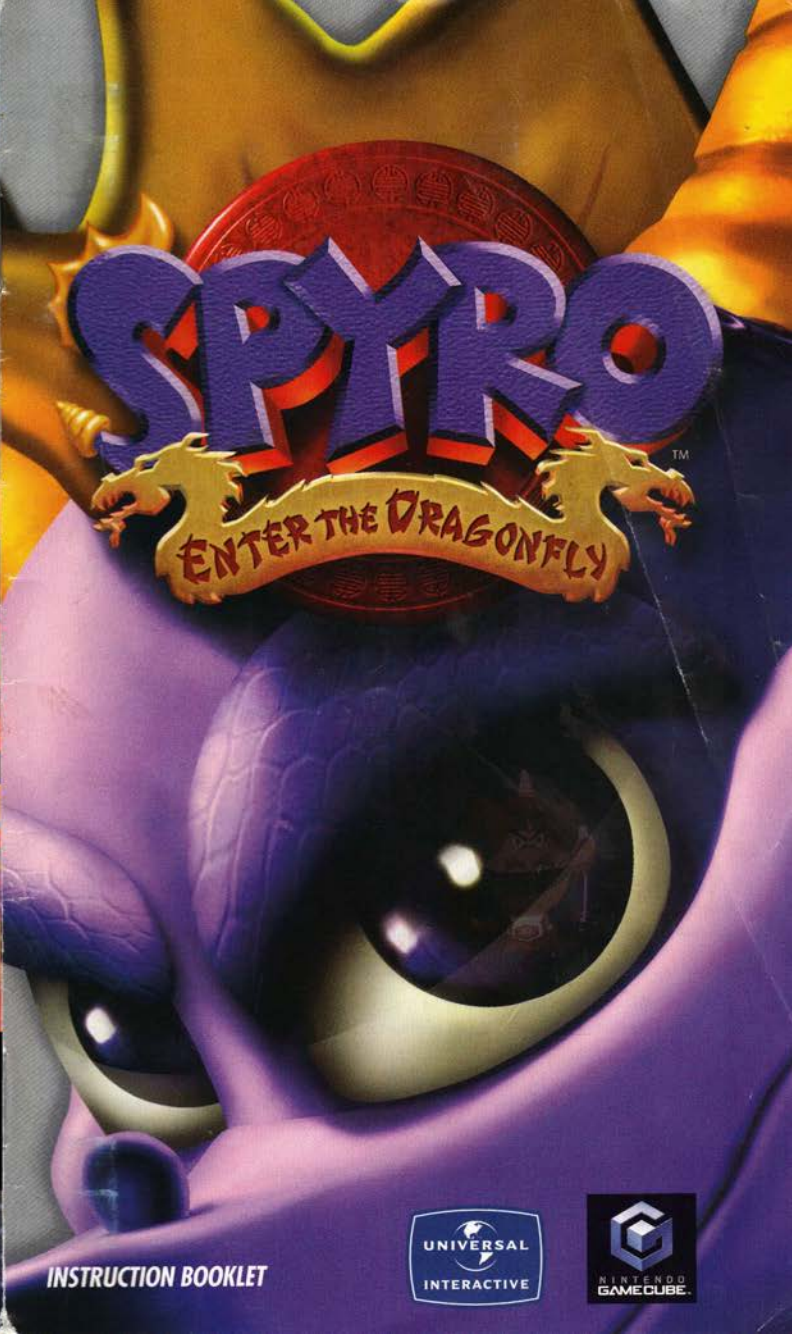
LICENSED BY NINTENDO.  
Nintendo, Nintendo GameCube and the Official Seal  
are trademarks of Nintendo. © 2001 Nintendo.



Crash Bandicoot, The Wrath of Cortex, © 2002 Universal Interactive, Inc. Crash Bandicoot and related characters are ™ & © of Universal Interactive, Inc. All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association.

# CRAYO

## ENTER THE DRAGONFLY



INSTRUCTION BOOKLET



**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

### **⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



*This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.*



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.<sup>®</sup>



**THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.**



**THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.**



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING 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, OR VISIT WWW.ESRB.ORG.

**EVERYONE**  
Mild Violence

LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.

# SPYRO: ENTER THE DRAGONFLY™

## TABLE OF CONTENTS

Getting Started .....	2
Using the Nintendo GameCube™ .....	2
Using the Nintendo GameCube™ Controller .....	3
Character Controls.....	4
Enter the Dragonfly .....	6
Catching the Dragonflies.....	6
Home Worlds and Lands.....	7
Portals .....	7
Gems .....	7
Special Tasks .....	8
Vehicle Rounds .....	8
Challenges .....	8
Speedways.....	8
Spyro's Pals.....	9
Spyro's Moves .....	10
Spyro's and Sparx's Health .....	12
Fodder .....	12
Talking .....	12
The Atlas .....	13
The Pause Menu.....	14
Saving and Loading Game Data .....	15
You Ain't Seen Nothin' Yet!.....	16
Customer Support.....	16
Credits.....	17
License Agreement .....	20
Notes.....	22

Spyro: Enter the Dragonfly™ interactive game © 2002 Universal Interactive, Inc. Spyro the Dragon and related characters are trademarks of Universal Interactive, Inc. All Rights Reserved. All other trademarks are property of their respective owners.

# GETTING STARTED

## Using the Nintendo GameCube™

- Set up your Nintendo GameCube™ by following the instructions in the Nintendo GameCube™ instruction booklet.
- To save your game progress you will need a Nintendo GameCube™ Memory Card. Insert the Memory Card correctly into Memory Card Slot A (this game does not use Slot B) before turning on the console. If you turn off the console after playing without a Memory Card, your progress and records will not be saved.
- You will need 2 blocks of memory to save your progress. You can delete unneeded files to clear up any empty space if you do not have enough memory.
- Please refer to the Nintendo GameCube™ instruction booklet (pages 18–20) for directions on how to format and delete a Memory Card file.
- Press the OPEN Button to raise the Nintendo GameCube™ Game Disc cover, correctly place the **Spyro: Enter the Dragonfly** Game Disc into the Nintendo GameCube™, close the Game Disc cover.
- Press the POWER Button to turn on the Nintendo GameCube™.
- Follow on-screen instructions and refer to this manual for more information about playing **Spyro: Enter the Dragonfly**.

### Avoiding Damage to the Nintendo GameCube™ Game Disc or the Optical Disc Drive

- Insert only Nintendo GameCube™ Game Discs in the console.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not apply labels, stickers or other foreign objects to game discs.

## Using the Nintendo GameCube™ Controller



START/PAUSE or A Button . . . . . Start Game/Begin Play  
START/PAUSE . . . . . Pause  
Control Stick or +Control Pad . . . . . Select Options

Insert the Controller into Controller Socket 1 on the front of the console. Follow on-screen instructions and refer to this manual for more information about playing **Spyro: Enter the Dragonfly™**.



# CHARACTER CONTROLS



## Spyro

+Control Pad or Control Stick

- ↑ Up ..... Move Forwards
- ↓ Down ..... Move Backwards
- Right..... Move Right
- ← Left..... Move Left
- A Button..... Jump
- B Button..... Charge/Ram Ability
- X Button..... Flame/Ice/Bubble  
and Electric Abilities
- L Button..... Change Breath
- R Button..... Show Inventory
- Z Button..... Show Atlas
- A + A Buttons..... Glide
- A + A + Y Buttons ..... Glide and Hover
- A + Y Buttons..... Head Bash
- Hold L Button and R Button..... Wing Shield
- B Button..... Dive/Charge Underwater
- A Button..... Paddle Underwater
- A Button..... Jump on Ladder
- Y Button + Control Stick..... To Look Around
- C Stick..... Control Camera



## TANK

+Control Pad or Control Stick

- ↑ Up ..... Move Forwards
- ↓ Down ..... Turn Around
- Right..... Move Right
- ← Left..... Move Left
- B Button..... Raise Gun
- X Button..... Fire Round
- A Button..... Lower Gun
- Y Button + Control Stick..... Look Around
- L Button..... Rotate Turret Left
- R Button..... Rotate Turret Right

# CHARACTER CONTROLS



## Plane

+Control Pad or Control Stick

- ↑ Up ..... Move Down
- ↓ Down ..... Move Up
- Right..... Move Right
- ← Left..... Move Left
- A Button..... Fire Missiles
- B Button..... Fire Guns
- L Button..... Bank Left
- R Button..... Bank Right



## UFO

+Control Pad or Control Stick

- ↑ Up ..... Move Down
- ↓ Down ..... Move Up
- Right..... Move Right
- ← Left..... Move Left
- A Button..... Tractor Beam
- B Button..... Speed Up
- X Button..... Fire Energy Blasts



## Mantaray

+Control Pad or Control Stick

- ↑ Up ..... Move Down
- ↓ Down ..... Move Up
- Right..... Move Right
- ← Left..... Move Left
- X Button..... Breath Net
- B Button..... Speed Up

# ENTER THE DRAGONFLY

At the conclusion of the Year of the Dragon festival, young dragons from all over the Dragon Realms receive their very own "dragonfly," a momentous event in the life of every dragon.

Dragonflies, each with a unique personality and a kazoo-like voice, fly in from all over the Dragon Realms to be with their own dragon. Citizens from near and far come to witness this important event.

With peace finally restored to the realms, the festival gets underway. Grand parade floats hover in the air, and the dragons celebrate as they await the arrival of the dragonflies. However, unbeknownst to the dragons, a sinister plot is about to unfold...

## Catching the Dragonflies

The diabolical fiend behind this latest siege has captured all of the dragonflies and scattered them throughout the land. Now, dragonflies are wily creatures that don't like being caught by anyone. So Spyro would be in quite a pickle if it weren't for his bubble breath, the one power he possesses that will save the dragonflies and allow the proceedings to continue.



## Home Worlds and Lands



Spyro begins his quest in a home world of the Dragon Realms. From here, he will be able to access the various lands in the home world through portals. Some areas will open only after a certain number of dragonflies have been rescued.

## Portals



Entering a portal will transport Spyro to a world where he will meet creatures troubled and annoyed by the invading Riptocs. Helping these creatures will make an exit portal appear, allowing Spyro to return to the home world. To enter a portal, just walk or fly into it, and Spyro will be instantly transported to another land.

## Gems



Gems are the currency of the Dragon Realms, so you'll want to gather as many as you can carry. They are hidden in baskets, vases, and a variety of containers. Charge into or flame the containers to obtain the gems.

To see how many gems you have, press **START**. Your gem count will be displayed at the top of the screen. To see how many gems there are in the realm, open the Pause screen (press **START**) and look at the atlas. Near the Gem Icon, you'll see the number of gems you've collected and the total number of gems in the realm.



## SPECIAL TASKS

Special tasks can be found throughout the realms and in each land Spyro visits. Spyro will occasionally get first-rate training from friends before tackling these tough mini quests. The portals for these tasks look different from the normal level portals.

### Vehicle Rounds

Sometimes Spyro's strength isn't enough, and he has to use a special vehicle to complete a task. And what an awesome arsenal Spyro has at his clawtips! He can blast through a sea of Riptocs in a tank built for one, soar the skies in his Spitfire jet plane, explore the ocean deeps on his Mantaray, and save helpless cows using the tractor beam in his UFO.

### Challenges



Spyro must learn special skills, like Platform Jumping or Sliding, to catch a dragonfly. A friend will give you special instructions and button controls.

### Speedways



There will be new speedways for Spyro to contend with. There are two kinds of speedway events that Spyro can choose to play:

- **Time Trial:** Collect objects as you speed through a course within a time limit.
- **Race:** Race through an obstacle course, but make sure not to fly off course.

## SPYRO'S PALS



### Hunter

Hunter is Spyro's constant companion and personal trainer. Though his new romance with Bianca has made him lazier than ever, he is always around for some on-the-job training if Spyro needs it.

### Bianca

Bianca is a powerful sorceress with a heart of gold. Her knowledge of magic will help Spyro regain his fire breath so he can take on Ripto and his minions.



### Moneybags

Sheesh! Won't this bear ever get a real job? Moneybags spends his days charging the denizens of the Dragon Realms for passage to all manner of special areas and socking away every penny he makes. And while he can be pushy, he always opens up new avenues for Spyro to explore ... for a small fee, of course.



### Zoe

The kindest fairy in the Dragon Realms, Zoe saves Spyro's progress and is always there for moral support and friendly advice.



### Sparx

Spyro's trustworthy dragonfly travel companion. Sparx has been with Spyro from the beginning. He is always around when Spyro needs him most, to lend some advice.



## Spyro's Moves

### Flame Breath

Spyro's signature is a torrent of fire so intense that only the strongest and best-armed Riptocs can defend against it. Spyro can also use this to thaw things that are frozen, accidentally or otherwise.



### Bubble Breath

This ability allows Spyro to capture the mischievous baby dragonflies in a blast of bubbles.



### Ice Breath

A blast of freezing air, this can turn an enemy to ice which Spyro can then use as a platform to get to higher areas.



### Electric Breath

This packs more electric charge than a lightning bolt. Spyro can use this power-up to recharge things like electric generators and to zap a few Riptocs while he's at it.



### Charge

Press the B Button, and Spyro will lower his horns and charge. His charge is especially useful against fireproof metal and when breaking open containers to reveal gems.

## Spyro's Moves

### Head Bash

Whenever Spyro needs that extra oomph, he can perform a Head Bash when you press the A Button and then the Y Button in succession. This ability is very useful when trying to activate stubborn buttons and is also great for making Riptoc pancakes!



### Glide

Spyro's wings allow him to glide. Press the A Button at the height of Spyro's jump to send him gliding in the direction he's facing.



### Hover

Sometimes the glide isn't enough and Spyro needs just a little more height to reach his goal. Press the Y Button again at the end of the glide, and Spyro will hover.



### Deflect Ability

Spyro has a new move that will stop those pesky Riptoc projectiles from putting a damper on his day. Press the L and R Buttons simultaneously to bring Spyro's wings in front of his body and shield him from harm.



### Climbing

Whenever Spyro finds a ladder, press the A Button to jump onto it and use the Control Stick or the +Control Pad to move up, down, left or right while on the ladder. To jump off of the ladder at any time, just press the A Button again.





## SPYRO'S & SPARX'S HEALTH

Spyro begins his journey with five lives, and each life has four hit points. Every time Spyro is injured, he loses one hit point. If Spyro takes four hits, he returns to the last point where Zoe zapped him and loses one life. If Spyro loses all his lives, the game is over.

To see how many lives Spyro has, press **START** to pause the game. Then press **START** again. The number of lives will appear at the top center of the screen.



You can gauge Sparx's health by his color:

Yellow – Good Times!

Blue – Spyro, I feel a little funny.

Green – Down, but not out.

## FODDER

Little creatures scamper around the Dragon Realms, including sheep, ducks, frogs and bunnies. These are dragonfly snacks! They nourish Sparx and keep him at full health so he can protect Spyro. When you see these creatures milling around, chase them down and hit them with a charge or flame. Each time Spyro catches one, it releases a butterfly, which Sparx quickly snaps up to restore his health. When Spyro catches 10 such creatures, he gains one life. The sparkling butterfly in the bottle is a rare and happy find. Bash it and Spyro will get a full life, while Sparx will be returned to full health.

## TALKING



Throughout the Dragon Realms, beings will ask questions. Sometimes they want you to answer. When the Question prompt appears, press the Control Stick left and down and then the **A** Button to answer **YES** or **NO**.

Try to talk to everyone you see standing around, except enemies, of course. To start a conversation with someone, move close to them and press the **Y** Button. Press the **A** Button if you want them to continue to speak. They may give you valuable information.

## THE ATLAS

The atlas is a log of all your accomplishments in the Dragon Realms. Use the atlas to:

- Keep track of your dragonfly and gem count or see how many are left to find.
- See which special tasks you have accomplished in each realm.
- See what percentage of the adventure you have completed in each realm or world.

Dragon Realm	100/100	10/10
Dragonfly Gole	700/700	10/10
Crop Circle Country	700/700	10/10
Loon Island	800/800	10/10
Cloud 9	770/800	8/10
Honey Monastery	800/800	10/10
Honey Marsh	800/800	10/10
Thieves Den	495/700	10/10
Jurassic Jungle	102/1000	8/10
94% Complete	Total	1002/7400 83/100

Open the atlas through the Pause Menu (**START**), or by pressing **SELECT**. Pressing **SELECT** will take you directly to the page in the atlas of the realm you are currently in.

- When the atlas is opened, you can see all the worlds you have visited or will visit listed on the left. On the right page is the number of gems and dragonflies to be found in each realm and the number you have already collected. At the bottom is the total gem and dragonfly count for all of the realms and the percentage of the whole adventure you have completed.
- Turn the page by moving the +Control Pad or the Control Stick right or left. The following pages are for the current world. Visited realms are written in yellow. Realms you haven't visited yet are in blue.

## THE PAUSE MENU

Press **START** during game play to open the Pause Menu and view the following options:

### Continue

Return to play.

### Atlas

View your progress through the Forgotten Worlds.



### Options

Press the **+Control Pad** Up/Down to select an option and Left/Right to change the setting. Select **BACK** and press the **Y** Button to close a screen.

### Save Game

Save your progress through the game. When you return, Spyro will continue from the last Realm you were playing at the time of the Save. See "Saving and Loading Game Data" on page the next page for more information.

### General

**Camera** – Set the camera to **PASSIVE** or **ACTIVE**. In Passive mode, you control the camera swings by pressing the **R** or **L** Buttons. In Active mode, the computer swings the camera for you.

**Vibration** – Set the Rumble and Rumble function on your Controller On/Off.

**Horizontal** – Adjust the screen image right or left.

**Vertical** – Adjust the screen image up or down.

**Widescreen 16 x 9** – Change aspect ratio to 16 x 9 for widescreen TVs.

**Hints** – Here you can turn Sparx's hints on or off.

**Back** – Select this and press the **B** Button to return to the Pause Menu.

### Sound

Adjust Sound and Music Volume. Toggle voice-overs On/Off. Set the speakers to **STEREO** or **MONO**.

### Help

Need Help? At any point in the game, this option will show you what the controls are for the challenge or character you are currently playing.

### Quit Game

Return to the Title screen.



## SAVING and LOADING GAME DATA

### Saving Data

If you have a Nintendo GameCube™ Memory Card inserted in a Memory Card Slot of your system, games are automatically saved when Spyro enters or exits any Realm.

You can also save game data on the Options screen of the Pause Menu. Press **START** to pause the game. Select **OPTIONS>SAVE GAME** and press the **A** Button. You can save data to the same game you are playing or save to a different block.

### Loading Data

To load data from a Nintendo GameCube™ Memory Card already inserted in your Nintendo GameCube™:

1. On the Title screen, press **START**.
2. If you have two Memory Cards inserted in your Nintendo GameCube™, press the **+Control Pad** to select one and press the **A** Button.
3. Select **LOAD GAME** and press the **A** Button.
4. Press the **+Control Pad** to select the block you want to load and press the **A** Button.

## You Ain't Seen Nothin' Yet!

Log on to [www.spyrothedragon.com](http://www.spyrothedragon.com) now and check out some cool things that Spyro and his pals are up to, including:

Screenshots  
Browser Skins  
Desktop Wallpapers  
Downloads  
Tips and Cheats

AND TONS MORE!



## CUSTOMER SUPPORT

Universal Interactive Technical Support can be reached in the following ways:

### TECHNICAL SUPPORT

Phone: (Toll-Free) (866) 582-7063 (U.S./Canada only)  
(310) 649-8016 (outside U.S./Canada)  
Fax: (310) 258-0755  
World Wide Web: <http://support.vugames.com>

### CUSTOMER SERVICE

(8 am - 5 pm PST, MONDAY-FRIDAY)  
Phone: (Toll-Free) (866) 341-0879 (U.S./Canada only)  
Or (310) 649-8006 (outside U.S./Canada)

### MAIL

Vivendi Universal Interactive  
4247 S. Minnewawa Ave., Fresno, CA 93725

## Credits

Developed by Equinoxe Entertainment  
and Check Six Studios

### Equinoxe Entertainment

Art Director  
Sean Ro

Project Director  
Aryeh Richmond

Character Team Lead  
Karen T. Delgadillo

Character Team  
Shingo 'GORI' Ito  
Kenichi Hayakawa  
Mikihiko 'Micky' Suzuki  
Michikazu 'Mitch' Sawada  
Takashi Ogomori  
Atsumi Yoshimura

Character Team/  
Additional Systems  
Support  
Susumu 'SHIN' Ishihara

Environment Lead  
Haemi 'Amie' Yi

Environment Team  
Sylvia Son Park  
Manabu 'Gaku' Takehara  
Takehiro Hattori  
Tetsua Iyota  
Young Sil Lee

Modeller Specialist  
Rick Ruiz

Texture Specialist  
Masashi Fujiura

System Support  
Dale Dickson

### Check Six Studios

Project Coordinator /  
Senior Engineer  
Warren Davis

Senior Designer  
Saji Johnson

Designer / Scripting  
Tim Yanalunas  
Russel Bernard

Lead Programmer  
John Bojorquez

MayaSDK/  
Senior Engineer  
Jimmy Alamparambil

MayaSDK/  
Technical Director  
Jean-Marc Morel

Game Programming  
Bob Schade  
Tammy Yap  
Andy Hsiung  
Jason Fournier

Tool Programming  
Paul Miller

Systems Support  
Dale Dickson

Technical Art Direction  
Alex Carbonero  
Tim Hoffman  
Eric Antanavitch

Associate Producer /  
Asset Management  
Kirk Tome  
Ken Anderson

Additional Design  
David Gracia  
Additional Production  
Jack Mamais  
Eveline Cureteu

MayaRealTime SDK  
Brent Oster  
Vangelis Kokkevis  
Nimai Malle  
Andres Tjew

Sound Implementation  
Jamian McBride

Production Testers  
Michael Millan  
Enrique Torres  
Nicholas Joseph  
Griffin Davis

Check Six  
Special Thanks  
Franck de Girolami  
Chris Nicholls

Nintendo GameCube™  
Port Team

Associate Producer  
Kirk Tome

Lead Programmer/  
Technical Director  
Rob Wyatt

Programmers  
Paul Miller  
Jean-Marc Morel

Technical Art Director  
Tim Hoffman

Asset Manager  
Ken Anderson

## Produced and Published by Universal Interactive

**Creative Director/  
Producer**  
Ricci Rukavina

**Production Coordinator**  
Marcus Savino

**Production Assistant**  
Doug Rukavina

**VP Production**  
Vijay Lakshman

**Sr. Product Manager**  
Craig Howe

**Marketing Coordinator**  
Jason Covey

**President**  
Jim Wilson

**VP Global Marketing**  
Torrie Dorrell

**Director of Operations**  
Suzan Rude

**Director of PR**  
Alex Skillman

**Junior Publicist**  
Sandra Shagat

**PR Coordinator**  
Erica Dart

**Promotions Director**  
Chandra Hill

**Manager of  
Events/Special Projects**  
Virginia Fout

**Promotions  
Coordinator**  
Jason Subia

**Creative Supervisor**  
Michael Sequeira

**Additional  
Technical Support**  
Gary Lake

**Additional  
Production Support**  
Donovan Soto

**VU Creative**  
Mike Bannon  
Neal Johnson  
Michelle Garnier Winkler  
Nathan Gruppman

**Booklet Design**  
Lauren Azeltine

**Music Composed by**  
Stewart Copeland

**Music Engineered and  
Co-produced by**  
Jeff Seitz

**Sound Design and  
Voice-Over Editing by**  
Womb Music

**Voice-Over Editing**  
Rik Schaffer

**Sound Design**  
Jason Freedman  
Rik Schaffer  
Doug Rukavina

**Casting and Voice  
Direction**  
Margaret Tang

**Voice Cast**

**Spyro,  
Additional voices**  
Tom Kenny

**Hunter,  
Additional voices**  
Gregg Berger

**Sparx,  
Additional voices**  
Andre Soggluzzo

**Moneybags,  
Additional voices**  
Neil Ross

**Zoe, Additional voices**  
Carolyn Lawrence

**Bianca,  
Additional voices**  
Pamela Hayden

**Additional voices**  
Billy West  
Dee Baker  
Jeannie Elias

**European  
Product Manager**  
Laurent Caffy

**European Senior  
PR Manager**  
Stephane Vallet

**European PR Manager**  
Anne Roppe

**Asia/Pacific Product  
Manager**  
Chris Ansell

**Localization**

**Project Managers**  
Barry Kehoe  
Fiona Wilson

**QA Lead**  
Fabrice Williams

**QA Testers**  
Padraig McCaul  
David Hickey  
Fabrice Williams

**Additional Support**  
Flavie Gufflet  
David Hickey

**Quality Assurance**  
Absolute Quality, Inc.

**Project Lead**  
Nathan Briggs

**Project Second**  
Steve Purdie

**Testers**  
Jon Grimes  
Thomas Herritt  
Chris Baguley  
Ryan Bergeron  
Ronald James

**Special Thanks**  
Absinthe Pictures  
Big Sesh Studios  
Daniel Suarez  
Sean Krankel  
Nick Torchia  
Janice Charlton  
Derek Power  
Miriam Bishay  
Nicholas Longano  
William Oertel  
Carlos Schulte  
Tom Bourdon  
Letty Cadena  
Owen Gordon  
Scott Johnson  
Audwin Joya  
Neal Robison  
Kovel/Fuller

Gary Lake  
Bob Loya  
Cedric Marechal  
Jason Nicol  
Allen Petrowski  
Nancy Rinehart  
Marcus Sanford  
Joey Sayson  
Michael Scharnikow  
Luc Vanhal  
Ken Cron  
Fay Shapiro  
Stephanie Mente  
Charles Yam  
Elizabeth Diaz  
Forward Never Straight  
Tom Petit  
VUG Sales Team



# LICENSE AGREEMENT

This software program, any printed materials, any on-line or electronic documentation (the "Program") are the copyrighted work of Universal Interactive Studios, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

## END USER LICENSE AGREEMENT

- 1. Limited Use License.** Universal Interactive, Inc. ("UI") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Nintendo GameCube™.
- 2. Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by UI or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and UI's licensors may act to protect their rights in the event of any violation of this Agreement.
- 3. Responsibilities of End User.**
  - A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of UI.
  - B. You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of UI; or exploit the Program or any of its parts for any commercial purpose.
- 4. Program Transfer.** You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
- 5. Termination.** This License is effective until terminated. You may terminate the License at any time by destroying the Program. UI may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.

- 6. Limited Warranty.** UI EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however UI warrants the Game Disc(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. UI's sole liability in the event of a defective Game Disc shall be to give You a replacement Game Disc. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.
- 7. Limitation of Liability.** NEITHER UI, ITS PARENT, SUBSIDIARIES, AFFILIATES OR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.
- 8. Equitable Remedies.** You hereby agree that UI would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that UI shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as UI may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
- 9. Miscellaneous.** This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

Mail: Vivendi Universal Interactive  
Attn: Warranty Processing  
4247 S. Minnewawa Ave., Fresno, CA 93725  
(866) 341-0879 (U.S./Canada only)  
or (310) 649-8006 (outside U.S./Canada)

Notes

Notes