



## WARNINGS: Read Before Using Your Sega Dreamcast Video Game System

### CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

### HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast. In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

### OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

### PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

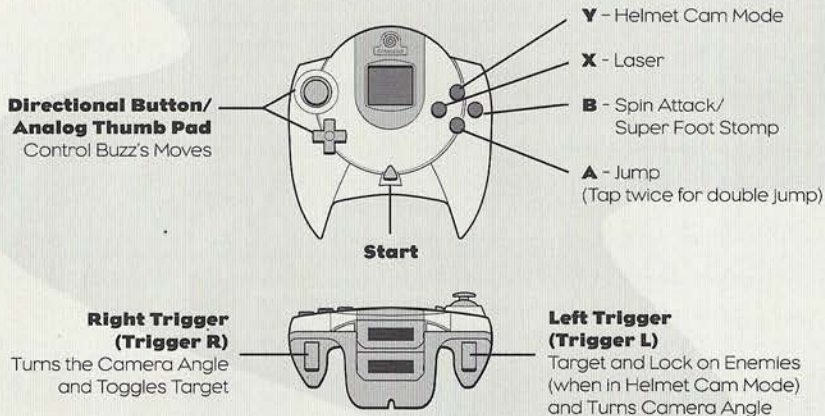
## CONTENTS

|                                  |    |
|----------------------------------|----|
| CAME CONTROLS .....              | 2  |
| MAIN MENU .....                  | 3  |
| OPTIONS SCREEN .....             | 5  |
| DISNEY/PIXAR'S TOY STORY 2 ..... | 7  |
| PLAYING THE GAME .....           | 8  |
| BUZZ LICHTYEAR'S MOVES .....     | 10 |
| HELPER CHARACTERS .....          | 12 |
| LEVELS IN THE GAME .....         | 14 |
| CREDITS .....                    | 17 |
| CUSTOMER SUPPORT .....           | 21 |
| SOFTWARE LICENSE AGREEMENT ..... | 23 |





## GAME CONTROLS



Note: To return to the title screen at any point during the game play, simultaneously press and hold the **A, B, X, Y** and **Start** buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.



Jump Pack™

To return to the title screen at any point during game play, simultaneously press and hold the **A, B, X, Y** and **Start** buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

## MAIN MENU

Choose from the following options to begin playing Disney/Pixar's Toy Story 2.

### START GAME

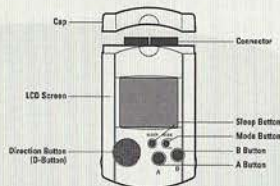
Choose this option to play a current game or to start a new game.

### OPTIONS

Choose this to go to the Options screen.

### VMU MANAGER

Choose this to load/save the game or manage your saved games.



While saving a VMU/VM Specific game file, never turn OFF the Dreamcast power, remove the memory card or disconnect the controller or other peripheral equipment.



Use the Directional Buttons Left/Right to select which VMU unit to use. Press the **A** button to accept or the **B** button to cancel.

Use the Directional Buttons Up/Down to select LOAD GAME, SAVE GAME, DELETE FILE, or GO BACK. Press the **A** button to select your choice or the **B** button to return to the previous menu.

If you are loading a game, use the Directional Buttons Up/Down to select the Toy Story 2 file that you wish to load and then press the **A** button to accept. Press the **B** button to return to the previous menu.

If you are saving a game, select **Yes** with the Directional Buttons and press the **A** button to save your progress. If you want to cancel the save, select **No** and press the **A** button to return to the previous menu. Pressing the **B** button on this screen will also take you back to the previous menu. The number of blocks required to create a save game in your VMU unit will be displayed on screen. If your VMU is full, use the DELETE FILE option to create space.

If you are deleting a saved game, use the Directional Buttons Up/Down to select which saved game you want to delete. Press the **A** button to delete the saved game. Pressing the **B** button on this screen will return to the previous menu.

Selecting the GO BACK option and pressing the **A** button will return you to the previous menu. You can also do this by pressing the **B** button on this screen.

## MOVIE VIEWER

This screen allows you to view unlocked movies as you proceed through the game. To select a movie, press the Directional Buttons/Analog Thumb Pad Left/Right and press the **A** button. Press the **B** button to return to the Main Menu.

## OPTIONS SCREEN

Use this screen to modify several game options. Use the Directional Buttons/Analog Thumb Pad Up/Down and press the **A** button to select. Press the **B** button to return to the Main Menu.

**Configure Controller** – Choose this option to select a Controller configuration for the game. Use the Directional Buttons/Analog Thumb Pad Left/Right to select from several options. Press the **A** button to select a configuration or the **B** button to cancel back to the Options Screen.

**Music Volume** – This screen allows you to change the volume of music in the game. Press the Directional Button/Analog Thumb Pad Left to decrease the volume and press the Directional Button/Analog Thumb Pad Right to increase it. Press the **A** button to select the volume or the **B** button to cancel back to the Options Screen.





**SFX Volume** - This screen allows you to change the volume of the sound effects in the game. Press the Directional Button/Analog Thumb Pad Left to decrease the volume and press the Directional Button/Analog Thumb Pad Right to increase. Press the **A** button to select the volume or the **B** button to cancel back to the Options Screen.

**Vibration** - This screen allows you to turn the vibration feature of your Jump Pack ON or OFF. Press the Directional Button/Analog Thumb Pad Left to turn vibration OFF and press the Directional Button/Analog Thumb Pad Right to turn vibration ON. Press the **A** button to select your choice. Press the **B** button to cancel and return to the Main Menu.

**Center Screen** - This screen allows you to adjust the screen. Press the Directional Buttons/Analog Thumb Pad to adjust the screen. Press the **A** button to select your choice or the **B** button to cancel back to the Options Screen.

## MAP SCREEN

The Map Screen allows you to go to different levels. Press the Directional Buttons/Analog Thumb Pad Left/Right to move between levels. Press the **A** button to select a level or the **B** button to return to the Main Menu.

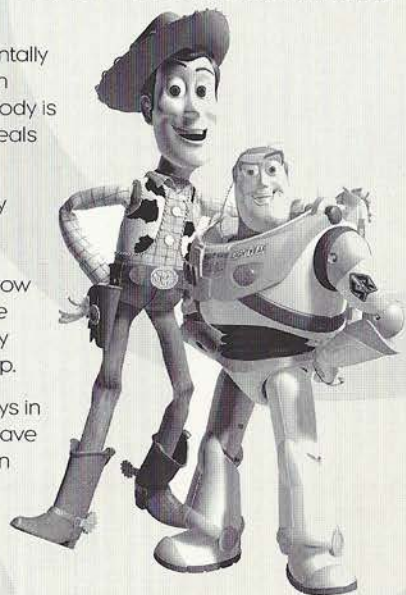
## DISNEY/PIXAR'S TOY STORY 2

All the toys are together in Andy's room. Buzz and Rex are playing the Buzz Lightyear video game. Woody excitedly prepares for his annual trip to Cowboy Camp with Andy, but when Woody's arm is accidentally torn, he has to stay home.

While Andy is away, Woody is accidentally placed outside at a garage sale. Even though Andy's mother insists that Woody is not for sale, a greedy toy collector steals Woody when she's not looking.

Buzz desperately tries to save Woody from Al, but he's too late. Only a personalized license plate on the toy collector's car gives Buzz a clue on how to find Woody. Buzz sets out to rescue Woody and get him back home safely before Andy returns home from camp.

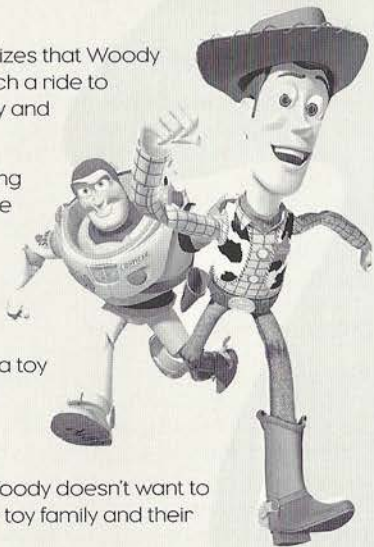
Buzz has to enlist the help of all the toys in the family to bring Woody back and save him from Al. They are all in store for an amazing adventure as Buzz must get out of the house, through Andy's neighborhood, and into the thieving collector's toy store.



When Buzz reaches the toy store, he realizes that Woody is still nowhere to be found! Buzz must hitch a ride to the toy collector's high-rise to find Woody and rescue him.

While Buzz is trying to reach his pal to bring him back home, Woody is falling under the spell of a wise old toy. The Prospector doesn't want Woody to go back to Andy because Woody is the final missing piece to create toy fame for the old Prospector. The Prospector convinces Woody that he will be safer in a toy museum where he will be honored as a valued collectable.

When Buzz finally makes it to the toy collector's high-rise to rescue Woody, Woody doesn't want to go! Buzz must remind Woody about their toy family and their best friend, Andy.



## PLAYING THE GAME

To progress through the game, you need to collect **Pizza Planet Tokens**. As you collect more tokens, more zones of the map will open up for you to explore. There are five zones in the game.

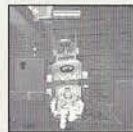
There are five tokens per level (except when you must fight the big bosses). You don't need all five tokens to progress to the next level, but as the game goes on, you will need more tokens to get through to the later zones.

You must get through all the zones to win the game and rescue Woody. There are five different ways on each level to get tokens:



**Coins** - Collect coins to give to Hamm. When he is happy with the number of coins you have given him, he will give you a token.

**Mini-Boss** - Each level will have one unique enemy that must be defeated for a token.



**Five Collectibles** - Each level will have a character that gives Buzz the task of finding five objects. For example, Buzz must find five of Bo-Peep's lost sheep in Andy's House.

**Puzzle** - There is a puzzle on every level. Every time you solve a puzzle you will get a token.



**Race** - Every level has a time-based obstacle course or race that you must beat in order to obtain a token.





## BUZZ LIGHTYEAR'S MOVES

You can do loads of cool things with Buzz Lightyear in this game. Except fly!

### RUN

Use the Directional Buttons/Analog Thumb Pad to navigate Buzz through the levels. He never gets tired. He's a Space Ranger!

### JUMP

Press the **A** button to make Buzz jump. Press the **A** button when Buzz is in the air to make his wings extend to get an extra double jump.

### GRAB N' PULL UP

If Buzz runs or jumps into an edge he will grab it and pull himself up.

### POLE CLIMB

If Buzz runs or jumps into a pole or chain, or maybe even a plant stalk, he'll grab onto it and climb up. Don't forget he can also slide down too!

### ZIP LINE SLIDE

If Buzz jumps into a zip line, he'll grab it and slide down to wherever it goes. Press the **A** button and Directional Buttons/Analog Thumb Pad Left/Right to jump off the zip line.

### PUSH

Buzz can push some items in the game. Be on the lookout for the flashing green hand symbol.

### SUPER FOOT STOMP

Press the **A** button to make Buzz jump, then press the **B** button to make him do a Super Foot Stomp. Use the Foot Stomp to press buttons, operate machinery, or catapult Buzz into the air.

### TARGETING MODE

Buzz can switch to an inside-the-helmet-mode to target enemies or to use his Space Ranger grappling hook. Press the **Y** button to enter helmet-cam mode and the **Triggers Left/Right** to lock onto enemies or grapple points.

### LASER FIGHTING

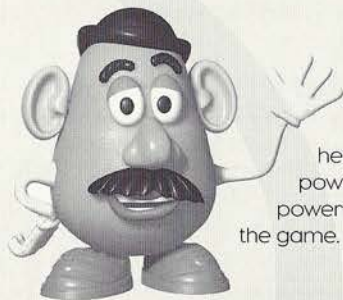
Buzz's laser is his primary weapon. Press the **X** button to fire the laser either in regular or targeting mode. Hold down the **X** button and release when the charge meter is full to fire a super-charged laser.

### SPACE RANGER SPIN ATTACK

Buzz can do a spin attack by pressing the **B** button. This can also deflect some enemy attacks if you time it right. Hold down the **B** button and release when the charge meter is full to do a super-spin attack.



## HELPER CHARACTERS



### MR. POTATO HEAD

Mr. Potato Head keeps losing pieces of his body. Bring these back to him and he will give you a special Space Ranger power-up. Once opened, that Space Ranger power-up can be reused throughout the game.

### REX

You'll find Rex in every level somewhere. He's there to help guide you and give you advice on what to do to get the five tokens.



### SLINKY DOG

You'll find Slinky Dog on some levels ready to offer you a tough challenge in order to get a token. Remember, Slinky Dog is on your side!



### HAMM

Give Hamm the coins Buzz has collected. He is always happy to accept a donation.





# LEVELS IN THE GAME

## ZONE ONE

### Level One - Andy's House

The adventure begins back at Andy's home after Woody has been kidnapped by Al, the toy collector. Find Rex outside Andy's room to get some hints then explore the whole house with Buzz to find the five hidden tokens. Try to get as many as you can!

### Level Two - Andy's Neighborhood

Buzz moves outside from Andy's home in his search for kidnapped Woody. Look out for Sarge, the BIC, BIC tree, and the Space Ranger Rocket Boots!

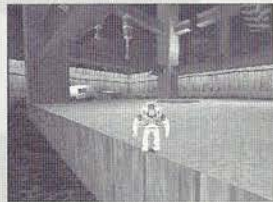
### Level Three - Bombs Away!

Defeat the Neighborhood boss to progress to the next zone.

## ZONE TWO

### Level Four - Construction Yard

It's nighttime, and Buzz has entered a dangerous Construction Site on his way to save Woody. Try to get to the top of the building being constructed if you can.



## Level Five - Alleys and Gullies

Buzz gets trapped in a rainy alleyway and must explore it to find his way out and get back on the trail. Look out for the Space Ranger Crappling Hook to help.

## Level Six - Slime Time

Defeat the horrible gooey monster in the trashcan to advance to the next zone.

## ZONE THREE

### Level Seven - Al's Toy Barn

Buzz has made it to Al's Toy Barn in his search for Woody.

### Level Eight - Al's Space Land

Buzz must fight his way through a space toy battle field in this super-tough zone!

### Level Nine - Toy Barn Encounter

Get ready for a close encounter with a way-out space toy.



## ZONE FOUR

### Level Ten - Elevator Hop

Help Buzz make his way up through the elevator shafts to find Al's apartment.

### Level Eleven - Al's Penthouse

Al's private penthouse, where Buzz finds more than he bargains for!

### Level Twelve - The Evil Emperor Zurg

To progress further, Buzz must face his arch enemy, the Evil Emperor Zurg.



## ZONE FIVE

### Level Thirteen - Airport Infiltration

Buzz must find his way up the conveyor belts. Look out for the bouncing cases to help out.

### Level Fourteen - Tarmac Trouble

Help Buzz through the thunder and lightning to grab those last tokens and save Woody.

### Level Fifteen - Prospector Showdown

Just when you thought it was all over— Buzz must face his final challenge!



## CREDITS

### ACTIVISION Senior Producer

Rob Letts

### Associate Producer

William Oertel

Eric Koch

### VP, European Studios

Julian Lynn-Evans

### Executive VP Activision Studios

Mitch Lasky

### Executive VP Marketing

Kathy Vrabeck

### VP Brand

Ehtisham Rabbani

### Brand Manager

Michelle Corrigan

### Associate Brand Managers

Jennifer Stornetta

Pam Kerner

### Publicity

Julia Roether

### VP Corporate Communications

Maryanne Lataif

### QA Manager

Marietta Pashayan

### Sr. Project Lead

Joe Favazza

### Project Lead

Benjamin-lee Deguzman

### Testers

Bruce Campbell (Floor Lead),  
Michael D. Harris, Ron Avila,  
Tomas Hernandez, Leonel Zuniga,  
Michael Wesby, Nelson Prince,  
David Farkas, Claude Conkrite,  
David Hakim, Kristin Kerwitz

### PACKAGING Creative Director

Ron Could

### Associate Creative Director

Veronica Milito





## **Design**

Cindy Whitlock  
Erik Jensen

## **Copywriter**

Lori Ellison

## **Manual Layout and Design**

Sylvia Orzel

## **Documentation Manager**

Mike Rivera

## **Special Thanks**

Steve Elwell, Jim Summers, Jason Wong, Tanya Langston, Sam Nouriani, Eric Zala, Stanley Morris, Jr., Jeana Linstrot, Nicholas Favazza, Sue Fuller, Ani J., Kevin Janszyan

## **DISNEY INTERACTIVE**

### **Senior Producer**

Dan Winters

### **Producer**

Peter Wyse

### **Lead Designer**

Joel Coodsell

## **Original Character Design**

Jeff Berting, Tom Barlow

## **Additional Art**

Jeff Berting, Tom Barlow

## **Assistant Producer**

Renee Johnson

## **Dreamcast Producer**

Nick Bridger

## **Game Dialogue**

Peter Wyse

## **Additional Dialogue**

Renee Johnson

## **Voice Talent**

Tim Allen ..... Buzz Lightyear  
Jim Hanks ..... Woody  
Don Rickles ..... Mr. Potato Head  
Jim Varney ..... Slinky Dog  
John Ratzenberger ..... Hamm  
Earl Bowen ..... Rex  
Joan Cusack ..... Jessie  
Annie Potts ..... Bo Peep  
R. Lee Ermey ..... Sergeant

## **Special Thanks**

John Lasseter, Ash Brannon, Helene Plotkin, Karen Robert Jackson, Kathleen Handy, Katherine Sarafian

## **TRAVELLER'S TALES Game Design and Programming**

Jon Burton

## **Dreamcast Programmer**

Alan Calder

## **3D Engine Programming**

Dave Dootson

## **Character Animation**

Jeremy Pardon

## **Character Artwork**

Neil Allen, Dave Burton, Jeremy Pardon, Will Thompson

## **Background Artwork**

Neil Allen, Dave Burton, Leon Warren, Jeremy Pardon, Barry Thompson, Bev Bush, James Cunliffe

## **Terrain Design**

Barry Thompson

## **Utility Programming**

Andy Holdroyd, Dave Dootson

## **Internal QA**

Arthur Parsons

## **Directed by**

Jon Burton

## **Special Thanks**

Heleen Burton

## **Video Editing & Compression**

Chris Hepburn

## **Original Music by Swallow Studio, UK**

Andy Blythe, Marten Joustra

## **MIDI Music and Sound Effects by PC Music, UK**



## APPLY TODAY FOR THE DISNEY CREDIT CARD AND ENJOY THESE SPECIAL BENEFITS

No Annual Fee.

Convenience of Credit Privileges.

The Disney Credit Card is welcomed throughout WALT DISNEY WORLD® Resort\* and Disneyland® Resort\* as well as The Disney Store, The Disney Catalog and DisneyStore.com. \*Some exclusions may apply

Advance Notice of Sales and Events.

You'll be the first to know about upcoming sales, character appearances, and special events at The Disney Store and Disney Theme Parks.

Special "Members Only" Offers.

You'll have the opportunity to purchase Disney merchandise at great "members only" values.

The Disney Newsletter - ONSTAGE.

Find out what's new throughout the world of Disney! ONSTAGE highlights the latest theme park vacation offer, the newest attractions, upcoming events, the latest movies, and other family entertainment.

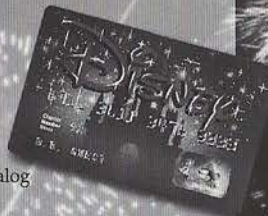
The Disney Catalog.

The magic is delivered right to your door. Choose from a wide variety of Disney products. Best of all, you can charge your purchases on The Disney Credit Card!

And More...

To apply, call toll free 1-877-222-2501 or visit [www.disneycreditcard.com](http://www.disneycreditcard.com)

part of Go Network



© Disney

## CUSTOMER SUPPORT

### ONLINE SUPPORT

**Internet:** [support@activision.com](mailto:support@activision.com) or <http://www.activision.com>

### OTHER CONTACT METHODS

**Fax** (310) 255-2151

**Mail** Activision, Customer Support,  
P.O. Box 67713, Los Angeles, CA 90067

**Phone** Call our 24-hour voice-mail system for answers to our most frequently asked questions at (310) 255-2050. Or contact a customer service representative at the same number between the hours of 9:00 a.m. and 5:00 p.m (Pacific Time) Monday through Friday, except holidays.

### Proof of Purchase Disney/Pixar's Toy Story 2

ISBN 1-58416-067-X



Original Toy Story Elements ©Disney. Toy Story 2 Elements ©Disney/Pixar. All rights reserved. Mr. Potato Head® is a registered trademark of Hasbro, Inc. Used with permission. ©1999 Hasbro, Inc. All rights reserved. Slinky® Dog ©James Industries. The Etch A Sketch® product name and configuration are registered trademarks owned by The Ohio Art Company. Etch A Sketch® ©The Ohio Art Company.





# NOTES

## SOFTWARE LICENSE AGREEMENT

**IMPORTANT - READ CAREFULLY:** USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

**LIMITED USE LICENSE.** Disney/Pixar and Activision grant you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Disney/Pixar and Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

**OWNERSHIP.** All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Disney/Pixar and Activision. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and such licensors may protect their rights in the event of any violation of this Agreement.

### YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

**LIMITED WARRANTY.** Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.



EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order payable to Activision for \$15 U.S. currency per CD or floppy disk replacement. Note: Certified mail recommended.

**In the U.S. send to:** Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

**LIMITATION ON DAMAGES.** IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. DISNEY/PIXAR AND ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

**TERMINATION.** Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

**U.S. GOVERNMENT RESTRICTED RIGHTS.** The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

**INJUNCTION.** Because Disney/Pixar and Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Disney/Pixar and Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Disney/Pixar and Activision may otherwise have under applicable laws.

**INDEMNITY.** You agree to indemnify, defend and hold Disney/Pixar and Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

**MISCELLANEOUS.** This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

#### ESRB RATING

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

Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Swirl, are trademarks of SEGA, Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,325,770; 5,627,855; 5,688,172; 4,442,486; 4,454,594; 4,452,076; Re. 35,833; Japanese Patent No. 2870336. (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.

**SEGA**<sup>®</sup>

