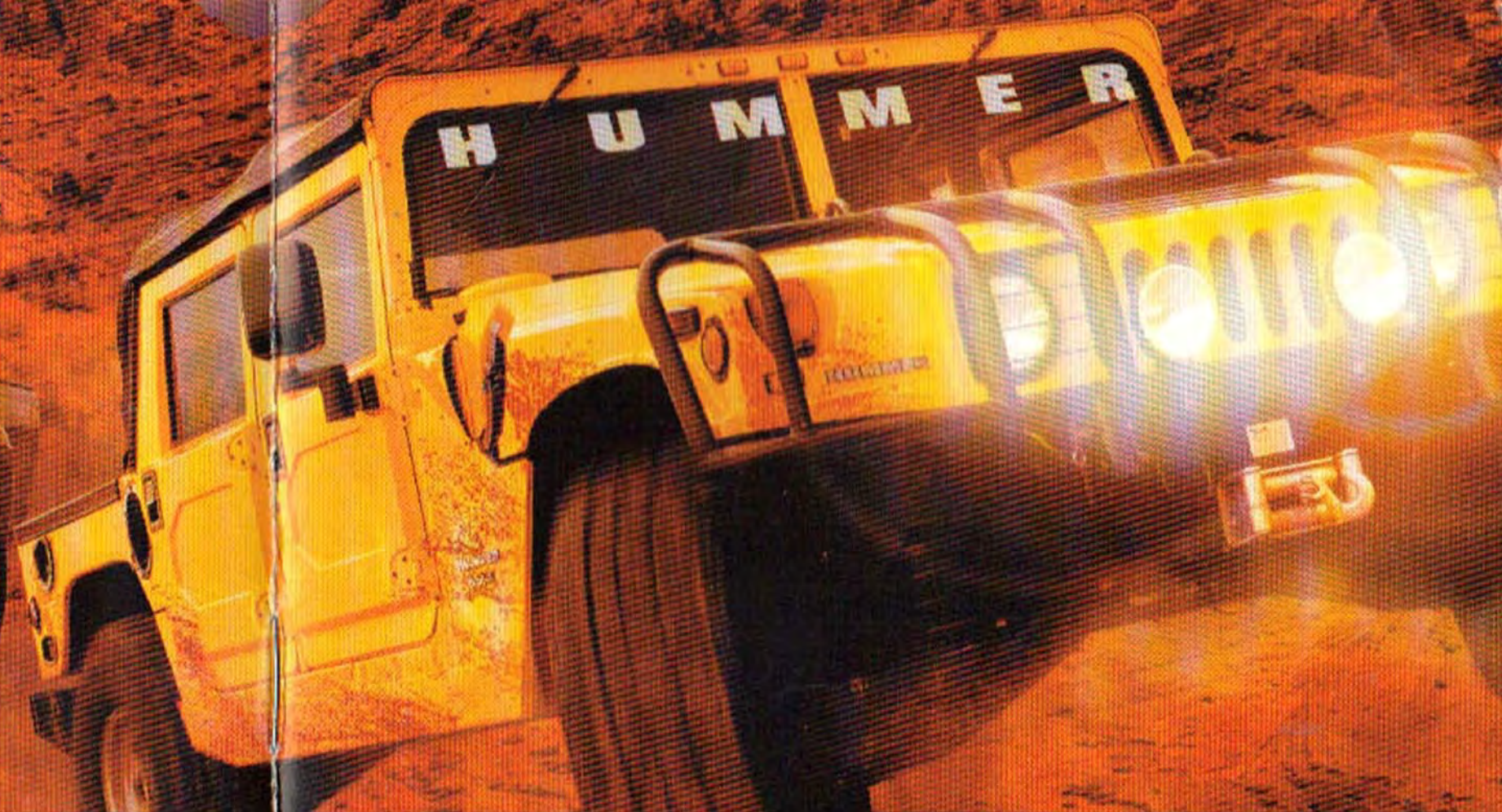


TEST DRIVE OFF-ROAD™ WIDE OPEN™

TEST DRIVE OFF-ROAD™ WIDE OPEN™



1-2 Players | Memory Card (for PS2) - 282KB | Vibration Function | Analog Control | Digital Control

EmuMovies

EVERYONE

Mild Lyrics

Visit www.esrb.org or call
1-800-771-3772 for Rating information.



Test Drive Off-Road Wide Open © 2001, Infogrames, Inc. All rights reserved.
Developed by Angel Studios. Infogrames and the Infogrames logo are trademarks of Infogrames Entertainment S.A. Manufactured and Marketed by Infogrames, Inc. 417 Fifth Avenue New York, New York 10016.
Test Drive, Test Drive Off-Road and Wide Open are trademarks of Infogrames, Inc. Hummer, Hummer emblem(s) and Hummer are trademarks of General Motors Company and are used under license by Infogrames, Inc. Ford F-150 Trademark(s) used under license from Ford Motor Company. All other trademarks and trade names are the property of their respective owners.
Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. PlayStation and the PS Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



COMPACT
disc



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

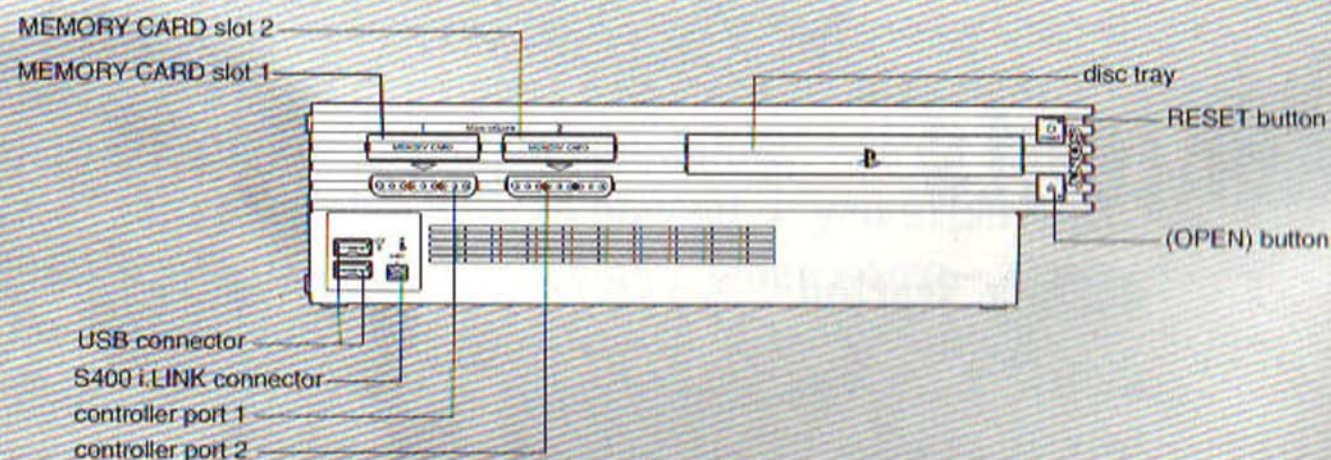
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



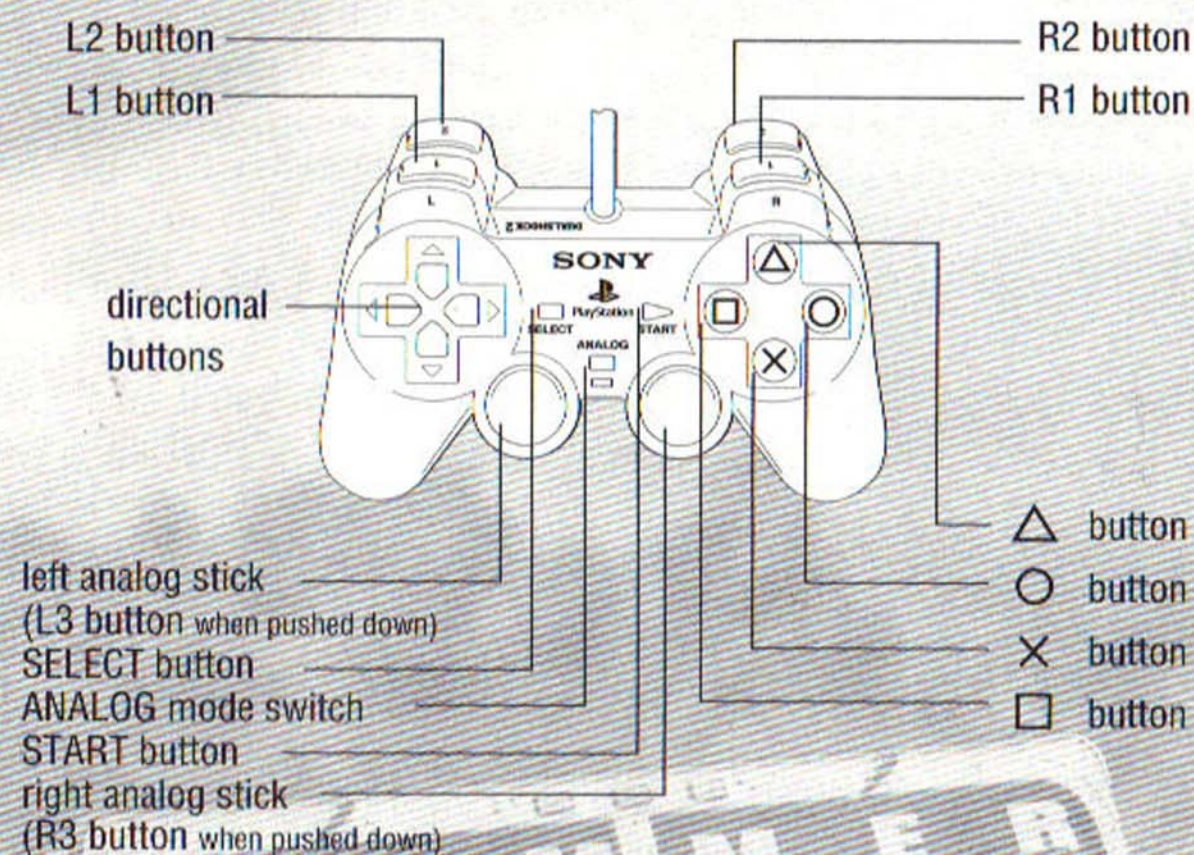
Contents

Getting Started	4
Controls	5
Introduction	6
Navigating Menus	6
Main Menu	7
Options	9
Loading and Saving a Game	9
Game Modes	10
Race Types	11
Environments	12
Pause Menu	14
The Heads Up Display	15
Driving Off-Road	16
Unlocking the Secret Garage	17
Credits	18
Tech Support	22



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Test Drive Off-Road Wide Open disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

DUALSHOCK 2 CONTROLLER CONFIGURATIONS



Steering

left analog stick or directional buttons

Accelerate

⊗ button or press up on the right analog stick

Brake

⊕ button or press down on the right analog stick

Emergency Brake

⊙ button (use for power sliding)

Reverse

Press and hold the ⊕ button

Look Backward

R2 button

In Air Vehicle Control

Press R1 button + left analog stick

Map

△ button

Shift Up

R2 button

Shift Down

L2 button

Pause/Options

START button

Switch Cameras

SELECT button

Note: This is the default configuration. The controller configuration can be changed in the Options Menu. See Page 9 for details.

Introduction

Get in, shut up and hold on! You're going off-road with the world's toughest trucks. Every power-sliding, mud-slinging beast in Test Drive Off-Road Wide Open handles just like the real thing. Test Drive Off-Road Wide Open uses the latest and greatest technology to accurately simulate real-world off-road driving and handling characteristics. Each vehicle has the same suspension travel, steering and performance as the real thing.

The locations in Test Drive Off-Road Wide Open are reality-based, with realistic scenery and terrain. Drive through mud, sand, gravel, grass and rock. Deserts, forests, and mountains are just some of the terrain you'll race across in the no holds barred, four-wheelin' mayhem that is Test Drive Off-Road Wide Open.

Navigating Menus

Use the directional button to move up and down as well as left and right when selecting menu items. Use the \otimes button to confirm a selection. Use the \triangle button to move back to the previous menu.

Main Menu

Once you've started Test Drive Off-Road Wide Open (see page 4 for more information) and viewed the title screens you will see the main menu.

Single Race

Race against several computer opponents in one player mode or race against a friend in two player.

Number of Players – Use the left and right directional buttons to select the number of players.

Difficulty – Use the up and down directional buttons to select the level of difficulty of the opponent vehicles. Press the \otimes button to confirm and continue to the Player Name screen.

Player Name – Choose the letters in your name using the directional button. Select "Accept" and press the \otimes button when you are done.

Race/Level – You may race in any of the three environments in Test Drive Off-Road Wide Open. Use the left and right directional buttons to choose between environments. Use the up and down directional buttons to select which course you want to race. As you progress in career mode more courses will be unlocked for use in single race mode. Press the \otimes button to continue to the Select Vehicle screen.

Select Vehicle – Each player must choose a vehicle, its color and transmission type. Use the left and right directional buttons to scroll through the available vehicles and press the \otimes button to select your vehicle. Next choose a color for your vehicle using the directional buttons and pressing the \otimes button to confirm. Finally, use the up and down directional buttons to choose between manual and automatic transmissions. Press the \otimes button and you're ready to race.



Career Race

Load or New Game – Choose whether you want to start a new career or load one from the memory card (8MB) (for PlayStation®2) . If you choose to continue without saving, options and race results will not be saved. Use the ⊗ button to move on.

Enter Name – Use the directional buttons to enter the name you wish to use for the current career. Selecting the Accept option and pressing the ⊗ button will move you to the vehicle selection screen.

Buy Vehicle – You begin a career with limited funds and a limited selection of vehicles from which to choose. If you take first, second or third place in a career race, you will win credits. You will win significantly more credits if you place first in a race. As you progress through several seasons you will earn money to purchase new vehicles and upgrade those already in your garage. Certain vehicles will be available for purchase after they are unlocked. See page 17 for details. Career Mode is available in one player only.

Free Roam

No rules, no boundaries. Explore any one of the three environments with no clock and no competition. Use your time spent roaming to gather knowledge of the environments. Drive anywhere, over just about anything that gets in your way, with one or two players.

Scores

View the single race records and career standings.

Options

View the game options screen.

Options

Audio – The audio options will allow you to change the volume settings for the sound effects and music. You can choose which song plays in the background by using the song select option.

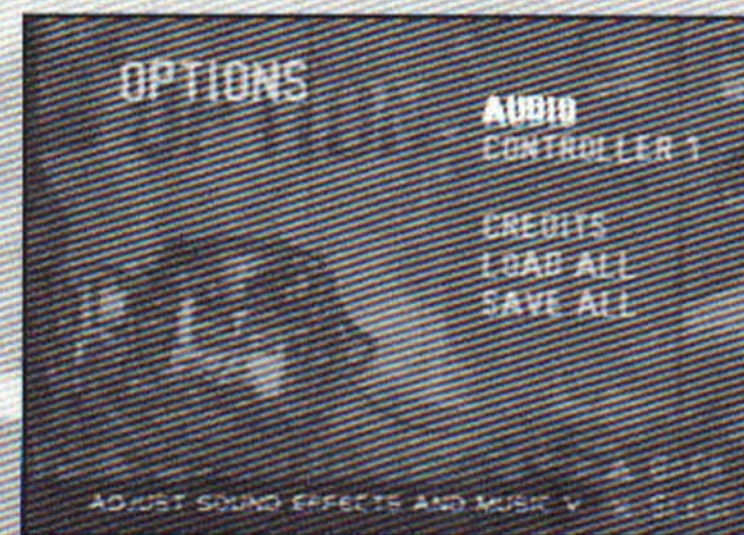
Controller 1 – Change the configuration of the controller in controller port 1.

Controller 2 – Change the configuration of the controller in controller port 2.

Credits – View the game credits.

Load All – Load saved games and options settings.

Save All – Save the current game and options settings to the memory card.



Loading and Saving a Game

To load a previously saved career choose career mode from the main menu. All saved careers will be displayed in the center of the screen. Choose one of the saved careers to continue and press the ⊗ button. Games will be saved automatically after each season.

Warning: Never remove the memory card or turn the PlayStation 2 power OFF when loading or saving a game.

Single Race

In single race mode you decide where you want to race and what type of racing to do. (See page 11 for an explanation of the different race types.) Choose from any of the three environments as well as any of the vehicles offered. Placing third or better in the first three races of each environment will unlock the next set of races in that environment. After each set of nine races a vehicle upgrade will be unlocked. These upgrades can add better suspension, more speed and increased power. The best race times will be stored on the memory card if you choose to do so at the end of the race.

Career Race

Career race mode consists 35 races spread out over five seasons. Each season contains 2 to 4 races. Winning a season allows you to continue to climb the season ladder, earning more money to upgrade vehicles and/or purchase new vehicles. Races become more challenging with tougher opponents, courses and terrain as you progress up the ladder.

Career mode is all about earning money and points. Career races include circuit, blitz, and scramble races, all of which let you earn points and the money necessary for new vehicles and modifications. Your results improve by finding shortcuts, and by outclassing or out-racing opponents. Career race mode is only available in one player mode.

Free Roam

Free roam mode lets you drive around a just for the fun of it. There is no clock, competitive pressure or specific course to complete. Thoroughly exploring each environment will help you find shortcuts that can be used while racing. A good shortcut can make all the difference in competition. As you wander, examine the landscape carefully, it will help you in your battle for off-road supremacy. All three locations are available for either one- or two-player games.

Circuit Race

In a circuit race you must navigate a set number of checkpoints in a predetermined order for one or more laps. These races will use temporary barriers and geographical obstacles to create a well-defined track, though there may be hidden shortcuts. Circuit races focus on out-racing your opponents around curves, around obstacles and on the straight-aways.

Blitz Race

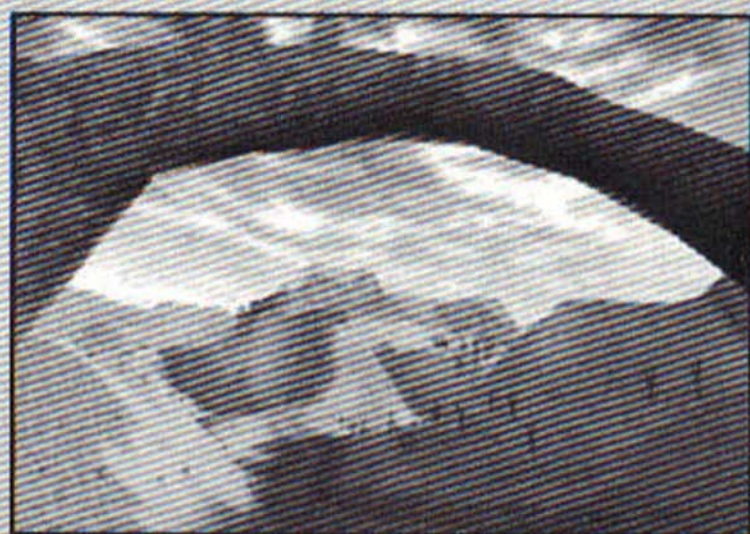
Blitz races are a series of checkpoints in a pre-determined order that become activated as you pass through each one. You must react quickly in order to head in the direction of the next activated checkpoint on the map. The directional arrow at the top of your screen will point you towards the next checkpoint. Any route can be taken in order to get to the next checkpoint.

Scramble Race

To successfully win a scramble race you must be the smartest racer, as well as the fastest. In a scramble race, all checkpoints must be activated. You must pass through all of the checkpoints in any order by any route. Although the location will be completely open, the map, navigational arrow, opponent vehicles, roads, and the placement of checkpoints will help you stay on course towards the next checkpoint. Use your knowledge of the environments and the terrain to determine the best route in the shortest time possible. When you activate the set number of checkpoints on the map you've finished the race. But remember, the most obvious route may not be the fastest!

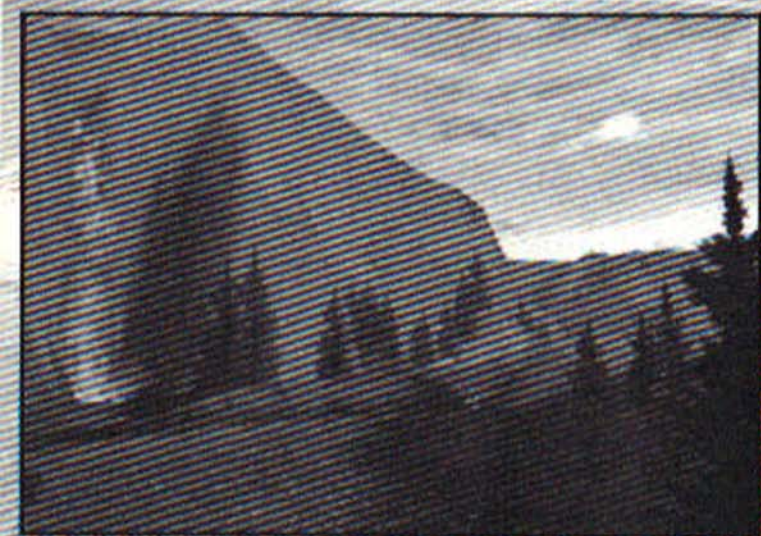
Moab Utah

Moab is one of the true off-road Meccas in the United States. Behind its tranquil desert beauty lies a grueling terrain of rock, sand and mud. Thousands of 4-wheeling fanatics flock to this area each year to enjoy some of the most exhilarating off-road challenges Moab has to offer. The rolling desert hills, sand dunes and towering rock formations of the Utah desert will test the limits of your off-road driving skills.



Yosemite National Park

Born of the mighty glaciers at the end of the last ice age, Yosemite is an unspoiled wilderness full of obstacles and hazards to thwart the unwary off-roader. Spectacular mountain peaks frame this wilderness of picturesque valleys containing a maze of rivers and channels which you must navigate in the battle to be a true off-road warrior. Man's presence can be found in this primeval forest in the form of trails, forest fires and the tracks made as you speed through Yosemite.



Hawaii (The Big Island)

Hawaiian legend holds that the violent volcanic explosions that rock the Big Island are from the volcano goddess Pele, showing her anger. It is this same volcanic anger that make the Big Island perfect for every type of off-roading adventure imaginable. The terrain offers so many choices that the serious off-roader must make a decision as to whether to conquer the lava covered lands of the Big Island, head inland to the lush rainforest or race out along the beach. Only the most brave and fearless 4x4 drivers will survive the island of palm trees, tikis and waterfalls.



Pause Menu

Any time during the race you may pause the game by pressing the START button.

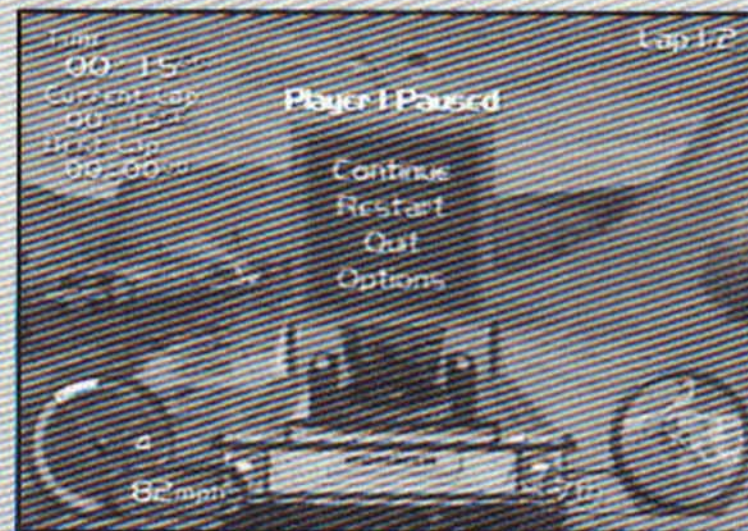
Single Race

Continue – Continue racing.

Restart – Restart the race with the same vehicle and course.

Quit – Exit the game and return to the race results screen.

Options – Adjust sound effects volume, music volume, vibration on/off, or skip the current song.



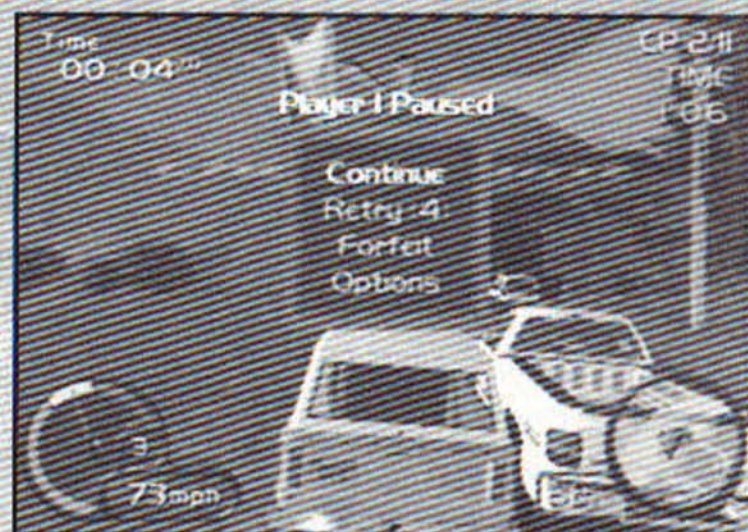
Career Race

Continue – Continue racing.

Retry – You may restart the race a limited number of times, indicated by the number in parenthesis.

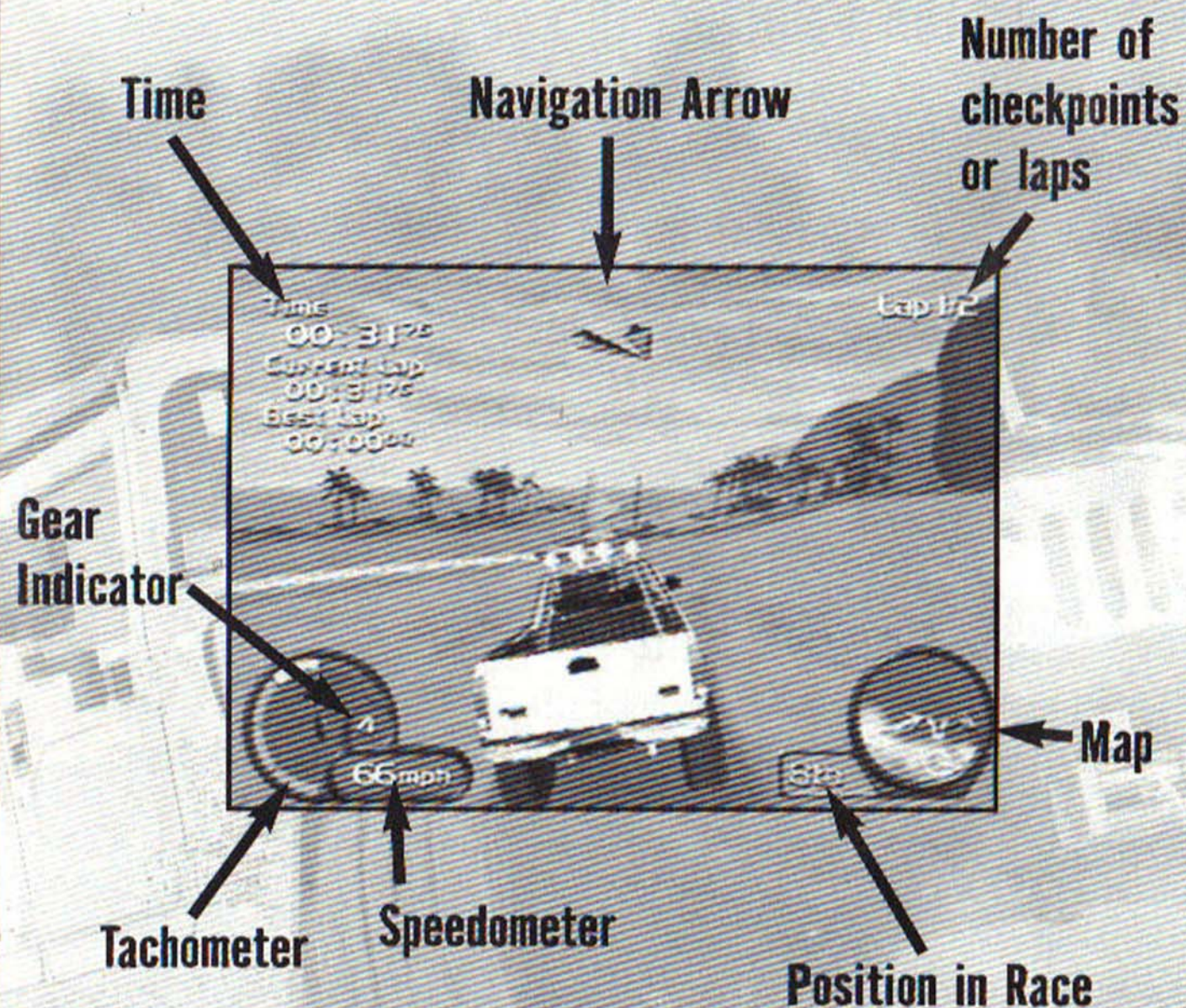
Forfeit – Exit the game and return to the race results screen. At this point you can continue or forfeit your season.

Options – Adjust sound effects volume, music volume, vibration on/off, or skip the current song.



The Heads Up Display

The Heads Up Display (HUD) gives you all the information you need to be a successful off-road racer. The HUD consists of the speedometer, tachometer, gear indicator, race position, lap indicator, lap times, total time, current lap time, best lap time, and the navigation arrow. The navigation arrow points in the direction of the next checkpoint during circuit races and blitz Races. During scramble races it points to the next closest checkpoint. Not all of these elements will be displayed during multi-player games.



Choose Your Vehicle Wisely

Each vehicle has its own strengths. Some have more power than speed. Others are faster but with less handling. The bar graphs on the left side of the vehicle selection screen will give you an idea of a particular truck's performance. If a race has lots of hills, choose a power vehicle that can climb the toughest terrain. If a race is relatively flat and straight, choose something with more speed. As you become more familiar with the environments, use that knowledge when choosing your vehicle.

Controlling the Vehicle's Pitch

Changing the pitch of your truck while it's in the air can ensure a smooth landing so you hit the ground running. To change the pitch, hold down the R1 button and move the left analog stick forward or back. Moving the stick side to side in the air can roll the vehicle to either side. Try to match your truck's pitch with the grade of the surface you're about to land on. This will allow you to keep your truck moving at top speed.

Views Available

You can change your view of the action by using the SELECT button. There are three views in Test Drive Off-Road Wide Open.

Know the lay of the land

Don't underestimate the power of knowing the territories in Test Drive Off-Road Wide Open. As you progress to harder levels, the competition gets tougher. They know shortcuts through the terrain and you should too. Explore the environments in free roam mode. During competition, watch where the other trucks go, they might just show you a shortcut. Likewise the overhead map in the lower right corner is an invaluable tool for finding your way off-road.

The following vehicles can be unlocked by completing specific races in single race and career race mode.

Shelby® Durango™ S.P. 360

Faster than a weasel with its tail on fire, the Shelby Durango is the vehicle of choice for the off-road speed freak.



Humvee®

The Humvee is the ultimate four-wheel weapon, with an unsurpassed suspension and top speed.

Dodge® T-Rex™

When 4x4 is not enough, go with 6x6. With six wheels of off-road muscle, this behemoth's got power, acceleration, speed and suspension.



The Monster Truck

You better be real good to take on this automotive monstrosity. The Monster Truck is proof that you have become the master of off-road racing.

Angel Studios

EXECUTIVE PRODUCER

Alan Wasserman

PRODUCER

Joseph A. Sanabria

DESIGNER

Josh Hart

LEAD PROGRAMMER

Bill Hicks

TECHNICAL DIRECTOR

Alex Ehrath

LEAD ARTIST

Mary Ann O'leary

ART DIRECTOR

Ted Bradshaw

SOUND DESIGNER

Jay Levorson

LEVEL DESIGN

Mark Fredrickson

Mike Gonzales

Ben Ridgway

AI PROGRAMMING

Kahn Jekarl

GAME AND EFFECTS PROGRAMMERS

Mike Haynes

Chris Perry

Mark Rotenberg

TERRAIN ENGINE PROGRAMMER

Steve Reed

TOOLS PROGRAMMERS

Jeremy Jessup

Bill Purvis

VEHICLE MODELERS

Kouros Moqhaddam

Michael Nagatani

3D ARTISTS

Mike Gonzales

Eric Lin

Drew Medina

Ben Ridgway

Caterina Schintu

UI ARTIST

Marshall Ross

GAME ANALYST

PRODUCTION ASSISTANT

Eric Smith

DIRECTOR OF PRODUCT DEVELOPMENT & SOFTWARE DIRECTOR

Clinton Keith

DIRECTOR OF GAME DESIGN

Fred Markus

ART DEPARTMENT DIRECTOR

Andrea Elam

A.G.E.

(ANGEL GAME ENGINE) & PROGRAMMING SUPPORT

Nathan Brown

Dave Etherton

Devan Hammack

Jim Laurino

Wil Paredes

Jeff Roorda

Steve Rotenberg

ADDITIONAL VEHICLE MODELERS

Garrett Flynn

Eduardo Franz

James Graham

David McGrath

ADDITIONAL ART SUPPORT

Bonnie Bright

Mike Carnick

Dianna Davies

Andrea Elam

Lisa Mulvaney

Rob Sharo

Ron Suverkrop

Brian Vanderhulst

Michael Wallin

TESTING

Brian Kent

Dirk Lancaster

Race Lancaster

Matt Eagleson

SPECIAL THANKS

Diego Angel, Michael Limber, Brad Hunt, Julie Liss, Kristen Sinclair, Jo Kilburn, Jennifer Sole, Shannon Haynes, Dave Counts, Michael Mattes, Rob Bacon, everyone else here at Angel Studios, Gunnar Ericksson at Rancho Hummer, The Mopar Club of San Diego, Huntington Beach Hummer, and especially to the friends and families of the team that have been so supportive through all the long hours and hard work.

Infogrames

DIRECTOR OF PRODUCT DEVELOPMENT

Chris Downend

PRODUCER

Ken George

ASSOCIATE PRODUCER

Mark Pentek

CINEMATICS

Circus Freak Studios

Norm Badillo

Jeremy Dale

Lee Rosenbaum

Seth Swanson

Lee Petty

CINEMATICS INFOGRAMES

Shawn Monroe

Angus Wilson

QA LEAD ANALYST

Arif Sinan

QA ANALYSTS

David Gordillo

Lupe DeLeon

Jorge Oseguera

Long Pham

Jared Jackson

Helen Hinchcliffe

Greg Akatiff

Chris Chikes

Melanie Macari

Jose Renteria

Tom Macari

Dave Treakle

DIRECTOR OF MARKETING SPORTS AND RACING

Laddie Ervin

PRODUCT MARKETING MANAGERS

Scott McCarthy

Jean Raymond

MANAGER, ENGINEERING SERVICES

Luis Rivas

PUBLIC RELATIONS

Mika Kelly

LICENSING

Tim Campbell

Brent Wilkenson

Marie Person

PUBLICATIONS MANAGER

W.D. Robinson

DOCUMENTATION SPECIALIST

Chris Dawley

CREATIVE SERVICES MANAGER

Cecelia Hernandez

CREATIVE SERVICES

David Ellison

Rick Fish

Katherine Lee

SPECIAL THANKS

Bruno Bonnell, Diego Angel, Steve Ackrich, Steve Allison, Yves Legris, Yves Blehaut, Jean-Philippe Agati, John Koronaios, Chuck Revell, Debbie George, Miesa Dauriac, Scott Mora, Rita Rivers, Rod Hall, Charles Doyle, Tom Magno, Bryan Mahony, Robert Chemtob, Robert Noseworthy, Ritchie Fanslow, Lourne Wilson, Jeffrey Huelsman, Ferris Kavar and Attik®, Huntington Beach Hummer, and the National Park Service.

Music Credits

"Fuel"

Written by Kirk Hammett, James Hetfield, Lars Ulrich
Published by Creeping Death Music (ASCAP)
Performed by Metallica
Courtesy of E/M Ventures
Produced Under License From Elektra Entertainment Group
By Arrangement With Warner Special Products

"Acres of Skin"

Lyrics by Burton C. Bell
Music by Dino Cazares, Raymond Herrera, Christian Olde Wolbers
Published by Roadblock Music, Inc./Hatefile Music (ASCAP) c/o BMG Songs, Inc. (ASCAP)
Performed by Fear Factory
Produced by Rhys Fulber and Fear Factory
Mixed By Mike Plotkinoff and Fear Factory
(P) 2001 The All Blacks B.V.
Used by permission of Roadrunner Records

"Get Up"

Written by Carlos Vasquez and Michael Licata
Performed by Digital Assassins
Produced by Digital Assassins
Original Master C & P © 1999 Offworld Music, LLC

"Lock It Down"

Written by Carlos Vasquez

and Michael Licata
Performed by Digital Assassins
Produced by Josh Atchley aka NYNEX
Original Master C & P © 1999 Offworld Music, LLC

"Plague"

Performed by Digital Assassins
Written by Carlos Vasquez and Michael Licata
Original Master C & P © 1999 Offworld Music, LLC

"Fear Factor"

Written by Mikel Fair (BMI)
Distributed by Max Music, Inc.
Performed by 303infinity
303infinity Appears Courtesy of Ewax Records From the Album: Live at "Frequency Clear"

"Clayed & Stitched"

Written by 8 Degrees
Published by 8 Degrees (ASCAP)
Performed by 8 Degrees
Available on the 8 Degrees album "A Series of Moments"
Album art by Scott Fritts

"Own Little World"

Written by Klayton
Performed by Celldweller
Courtesy of Celldweller Productions/Esion Media

By arrangement with Position Soundtrack Services

"Run"

Music by Phantom Black
Lyrics by Chase
Published by Phantom Core
Performed by Phantom Black
(C) 1999 Phantom Core

"Stick 'Em Up"

Written by Blondal/Olafsson/Hauksson,
Performed by Quarashi
Copyright 1999 EMI April Music Publishing Inc., all rights reserved
Courtesy of Time Bomb Recordings

"Nothing"

Written by Unloco
Published by Unloco Music, ASCAP
Performed by Unloco
Produced Under License from Warner Special Products
By Arrangement with Warner Special Products Courtesy of Maverick Records

"Panic"

Written by Unloco
Published by Unloco Music, ASCAP
Performed by Unloco
Produced Under License from Warner Special Products
By Arrangement with Warner Special Products Courtesy of Maverick Records

Test Drive Off-Road -Wide Open © 2001 Infogrames Inc. All rights reserved. Test Drive, Test Drive Off-Road and Wide Open are the trademarks or registered trademarks of Infogrames, Inc. Infogrames and the Infogrames logo are trademarks of Infogrames Entertainment S.A. Angel Studios and the Angel Studios logo are trademarks of Angel Studios. All other trademarks and trade names are the property of their respective owners.

The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective companies.

Dodge is a registered trademark of the DaimlerChrysler Corporation, and is used under license. JEEP and JEEP grille design are registered trademarks of the DaimlerChrysler Corporation, and are used under license. © DaimlerChrysler Corporation.

Ford F-150 Trademark(s) and Ford Bronco Trademark(s) used under license from Ford Motor Company.

Hummer®, Hummer emblem(s) and Hummer body design(s) are trademarks of General Motors Corporation under license by Infogrames Inc. Humvee® and the Vehicle Grille Design are the registered trademarks of AM General Corporation. © 2001 AM General Corporation.

Chevrolet, the Chevrolet Emblem, Blazer, Silverado, and Z71, are registered trademarks, Chevy and vehicle body designs are General Motors Corporation Trademarks used under license to Infogrames, Inc.

"Shelby®", "Shelby S.P. 360 (tm)", and Carroll Shelby's signature and initials (tm) are registered trademarks and trademarks of Carroll Shelby and Carroll Shelby Licensing, Inc. and are under worldwide license.

Mercedes is a registered trademark, and the three pointed star in a ring is a trademark of DaimlerChrysler AG. Intellectual property rights licensed by DaimlerChrysler AG

Technical Support (U.S. & Canada)

Assistance Via World Wide Web

Get current technical information at the Infogrames, Inc., web-site at: <http://www.us.info-grames.com>, 24/7 and access our FAQ documents, (Frequently Asked Questions), our Hints/Cheat Codes if they're available, and an E-Mail area where you can get help and ask questions.

Help Via Telephone

Call Infogrames, Inc.'s Tech Support at 425-951-7106. We have an Interactive Voice Response and Faxback system that's available 24/7. We will have automated support, our FAQ documents such as gameplay tips, information on Control Keys, possible cheat code combination keys, instructions for finding secret screens and/or additional game levels if they exist. Live support is available M-F, 8:00 AM until 6:00 PM (PT). We may be closed on major holidays. You can send faxes to: (425) 806-0480, or write to the address below.

If you encounter what may be determined to be a defective product issue such as your game freezing at the beginning or during gameplay, no display, etc., the automated system will tell you our product return and replacement options.

Product Return Procedures

If you encounter a defective product issue, you must call Tech Support at 425-951-7106. If we agree, we will issue you a Return Merchandise Authorization Number. Make sure you include this RMA#, along with your full name, address and your phone number within your return in case we need to call you. Any materials not containing this RMA# will be returned to you. Your mail should be sent to:

Infogrames, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965

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), Infogrames, Inc. will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, Infogrames, Inc. will replace the product storage medium for a nominal fee.

END-USER LICENSE AGREEMENT
INFOGRAMES, INC. ("INFOGRAMES") IS WILLING TO LICENSE THE GAME CONTAINED ON THIS DISC OR CARTRIDGE AND ANY ACCOMPANYING DOCUMENTATION TO YOU ONLY ON THE CONDITION THAT YOU ACCEPT ALL OF THE TERMS IN THIS AGREEMENT. IF YOU DO NOT AGREE TO THESE TERMS, DO NOT USE THE SOFTWARE AND PROMPTLY RETURN THE DISC OR CARTRIDGE IN ITS ORIGINAL PACKAGING TO THE PLACE OF PURCHASE.

1. Grant of License. The software accompanying this license and related documentation (the "Software") is licensed to you, not sold, by Infogrames, and its use is subject to this license. Infogrames grants to you a limited, personal, non-exclusive right to use the Software in the manner described in the user documentation. If the Software is configured for loading onto a hard drive, you may load the Software only onto the hard drive of a single machine and run the Software from only that hard drive. You may permanently transfer all rights Infogrames grants to you in this license, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials, and any upgrades), and the recipient reads and accepts this license. Infogrames reserves all rights not expressly granted to you by this Agreement.

2. Restrictions. Infogrames or its suppliers own the title, copyright, and other intellectual property rights in the Software. The Software contains copyrighted material, trade secrets and other proprietary material. You may not delete the copyright notices or any other proprietary legends on the original copy of the Software. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software. You may not copy, rent, lease, sublicense or distribute the Software. You may not electronically transmit the Software from one computer, console or other platform to another or over a network. Any attempt to transfer any of the rights, duties or obligations hereunder is void. Infogrames may, in its sole discretion, offer technical support for the Software for a period not exceeding two (2) years following the initial commercial shipment of the Software.

3. Termination. This License is effective until terminated. You may terminate this License at any time by destroying the Software. This License will terminate immediately without notice from Infogrames if you fail to comply with any provision of this license. Upon termination, you must destroy the Software.

4. Disclaimer of Warranty on Software. You are aware and agree that use of the Software and the media on which it is recorded is at your sole risk. The Software and the media are provided "AS IS." Unless otherwise provided by applicable law, Infogrames warrants to the original purchaser of this product that the Software storage medium will be free from defects of materials and workmanship for ninety (90) days from the date of purchase. This warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. INFOGRAMES EXPRESSLY DISCLAIMS ALL OTHER

WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. INFOGRAMES DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY INFOGRAMES OR ANY INFOGRAMES-AUTHORIZED REPRESENTATIVE SHALL CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS WARRANTY. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS MAY NOT APPLY TO YOU.

5. Limitation of Liability. UNDER NO CIRCUMSTANCES, INCLUDING NEGLIGENCE, SHALL INFOGRAMES BE LIABLE FOR ANY INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH THE SOFTWARE, INCLUDING THOSE THAT RESULT FROM THE USE OF OR INABILITY TO USE THE SOFTWARE, EVEN IF INFOGRAMES HAS BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. IN NO EVENT SHALL INFOGRAMES' TOTAL LIABILITY TO YOU FOR ALL DAMAGES, LOSSES AND CAUSES OF ACTION (WHETHER IN CONTRACT, TORT OR OTHERWISE) EXCEED THE AMOUNT PAID BY YOU FOR THE SOFTWARE. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

6. Editor and End-User Variations. If the Software includes a feature that allows you to modify the Software or to construct new variations for use with it (an "Editor"), you may not sell it or repackage it for sale. If you create modifications or enhancements to the Software using the Editor, including the construction of new levels (collectively, the "Variations"), you are subject to the following restrictions: (i) your Variations must only work with the full, registered copy of the Software; (ii) your Variations must not contain modifications to any executable file; (iii) your Variations must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contain any trademarks, copyright-protected work or other property of third parties; (iv) by distributing or permitting the distribution of any of your Variations, you hereby grant back to Infogrames an irrevocable royalty-free right to use and distribute them by any means. The prohibitions and restrictions in this Section apply to anyone in possession of the Software or any of your Variations.

7. Miscellaneous. This license shall be governed by and construed in accordance with the laws of the State of New York, exclusive of its choice of law and/or conflicts of law jurisprudence, and controlling U.S. Federal law; and, in respect of any dispute which may arise hereunder, you consent to the jurisdiction of the federal and state courts of New York County, New York. If any provision of this license is unenforceable, the rest of it shall remain in effect. This license (including any addendum or amendment to this license which is included with the Software) constitutes the entire agreement between you and Infogrames with respect to the use of the Software and the support services (if any) and they supersede all prior or contemporaneous oral or written communications and representations with respect to the Software or any other subject matter covered by this license.