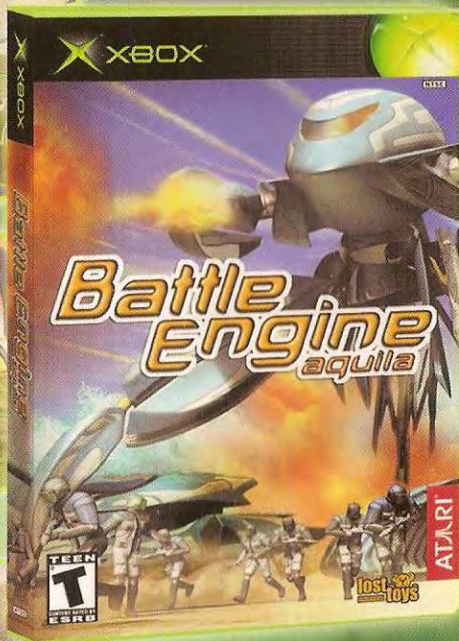


Available January 2003



"Battle Engine Aquila will escape the log-jam of mech games... one of the gems."

-IGN

Part# 23881M



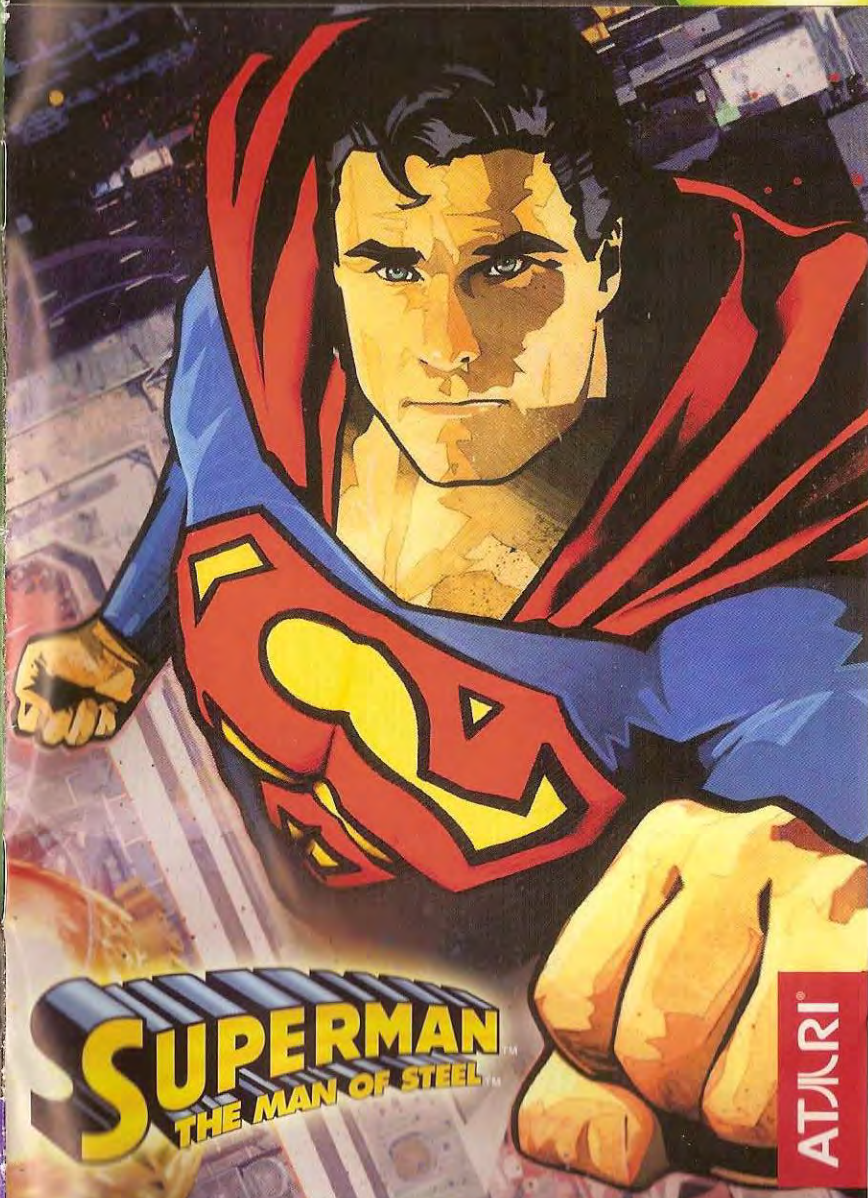
Infogrames, Inc., 417 Fifth Avenue, New York, NY 10016 USA
 Battle Engine Aquila ©2002 Infogrames Europe. All Rights Reserved. Manufactured and marketed by Infogrames, Inc., New York, NY.
 The Atari trademark and logo are the property of Infogrames. All trademarks are the property of their respective owners. Infogrames, Inc.,
 417 Fifth Avenue, New York, NY 10016 USA. The ratings icon is a trademark of the Interactive Digital Software Association. Microsoft,
 Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and
 are used under license from Microsoft.

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

Superman: The Man of Steel © 2002 DC Comics & Infogrames, Inc. All rights reserved. All Superman characters and elements are trademarks of DC Comics. All rights reserved. Manufactured and marketed by Infogrames, Inc., New York, NY. The Atari trademark and logo are the property of Infogrames. Uses Bink Video. Copyright © 1997-2002 by RAD Game Tools, Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective owners. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.



XBOX



SUPERMAN
 THE MAN OF STEEL™

ATARI®

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

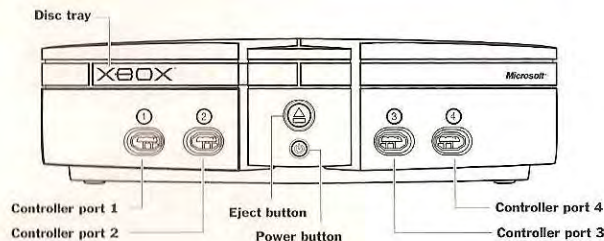
Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.



TABLE OF CONTENTS

Using the Xbox Video Game System . . .	2
Using the Xbox Controller	3
Running Controls	4
Hovering Controls	5
Flying Controls	6
Lock-on Controls	7
Main Menu	8
Options	9
Loading and Saving	10
Pause Menu	11
Heads-Up Display	12
Super Powers	14
Lock-on Targeting	15
Credits	16
Infogrames Web Sites	21
Technical Support	22
End-User License Agreement	24

USING THE XBOX VIDEO GAME SYSTEM

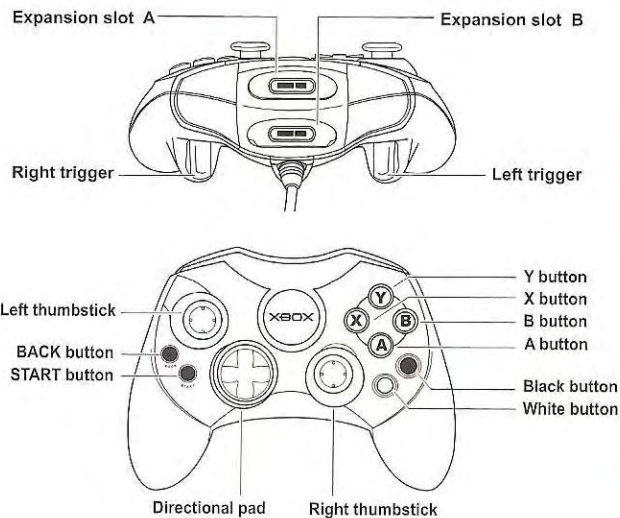


1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **Superman: The Man of Steel** disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing **Superman: The Man of Steel**.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER



1. Connect the Xbox Controller to any controller port on the front of the Xbox console.
2. Insert any expansion devices into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play **Superman: The Man of Steel**.

RUNNING CONTROLS



- Left thumbstick left/right** . . . Turn left/right and aim X-ray Vision/Telescopic Vision
- Left thumbstick up/down** . . . Strafe forward/back and aim X-ray Vision/Telescopic Vision
- Right thumbstick left/right** . . . Strafe left/right
- Right thumbstick up/down** . . . Strafe up/down
- Left trigger** Activate Lock-on/pick up object
- Right trigger** Take off flying and accelerate
- A button** Light attack
- X button** Heavy attack (w/direction on left thumbstick)
- B button** Heat Vision
- Y button** Freeze Breath
- White button** X-ray Vision
- Black button** Telescopic Vision
- START button** Pause game
- BACK button** Change camera

HOVERING CONTROLS



- Left thumbstick left/right** . . . Turn left/right
- Left thumbstick up/down** . . . Move forward/back
- Right thumbstick left/right** . . . Strafe left/right
- Right thumbstick up/down** . . . Strafe up/down
- Left trigger** Activate Lock-on/pick up object
- Right trigger** Take off flying and accelerate
- A button** Light attack
- X button** Heavy attack (w/direction on left thumbstick)
- B button** Heat Vision
- Y button** Freeze Breath
- White button** X-ray Vision
- Black button** Telescopic Vision
- START button** Pause game
- BACK button** Change camera

FLYING CONTROLS



- Left thumbstick left/right** . . . Turn left/right
- Left thumbstick up/down** . . . Climb/dive
- Left trigger** Activate Lock-on/pick up object
- Right trigger** Accelerate
- A button** Light attack
- X button** Heavy attack (w/direction on left thumbstick)
- B button** Heat Vision
- Y button** Freeze Breath
- START button** Pause game
- BACK button** Change camera

LOCK-ON CONTROLS



- Left thumbstick left/right** . . . Circle strafe left/right
- Left thumbstick up/down** . . . Close/separate
- Right thumbstick left/right** . . . Circle strafe left/right
- Right thumbstick up/down** . . . Circle strafe up/down
- Left thumbstick button** Superspeed dodge (w/ direction on the right or left thumbstick)
- Right thumbstick button** Superspeed dodge (w/ direction on the right or left thumbstick)
- Left trigger** Next Lock-on target
- Right trigger** Unlock from target
- A button** Light attack
- X button** Heavy attack (w/direction on left thumbstick)
- B button** Heat Vision
- Y button** Freeze Breath
- White button** X-ray Vision
- START button** Pause game
- BACK button** Change camera

MAIN MENU



STORY MODE

Then. At the start of the new millennium, Brainiac 13 returned from the future, intent on turning the Earth into a massive supercomputer and enslaving the human race. Superman foiled the evil plot, but Brainiac 13 escaped, striking an uneasy bargain with Lex Luthor. Metropolis was upgraded by tiny nanobots with 30th-century technology, and Lex Luthor was given the codes to control it. Luthor has taken the credit for the upgrade that has made Metropolis into a true "City of Tomorrow."

Now. There is a great disturbance in Metropolis. Brainiac 13 has returned, and is using his drones and nanobots to build a massive, monolithic Brainiac 13 robot, right in the middle of Metropolis! As the monolith slowly materializes and reconstructs itself, the innocent citizens of Metropolis, and the city itself, are placed in grave danger! Brainiac 13 is trying to take back control of the city and, if not stopped, the entire world.

In **Superman: The Man of Steel** you will put an end to Brainiac 13's evil plans with your wits, skills and a full arsenal of super powers.

To start a game, select Story Mode from the Main Menu and press the **A button**, then choose "Start New Game." Select a save slot and press the **A button** to begin. If no save slots are available you may choose to delete a previously saved game.

OPTIONS

Here you can adjust aspects of your gameplay experience.

CONTROLLER CONFIGURATION

Choose your preferred controller configuration. Move the left thumbstick up/down or press up/down on the directional pad to toggle between button and thumbstick settings.

AUDIO/VIDEO OPTIONS

Music Volume: Move the left thumbstick left/right or press left/right on the directional pad to adjust the volume of the in-game music.

Sound Effects: Move the left thumbstick left/right or press left/right on the directional pad to adjust the volume of the in-game sound effects.

Screen Brightness: Move the left thumbstick left/right or press left/right on the directional pad to adjust screen brightness.

VIBRATION

Move the left thumbstick left/right or press left/right on the directional pad to turn the Vibration function of the Xbox controller ON/OFF.

SOUNDTRACK SELECTION

Move the left thumbstick left/right or press left/right on the directional pad to choose an in-game soundtrack. You can listen to your own music in the game. Copy your music to your Xbox hard disc through the Xbox Dashboard, you will be able to select tracks to play during the game.

SINGLE MISSION

Single Mission mode allows you to replay each level individually to improve your performance and impress your friends. Once a level is completed in Story Mode, it is unlocked for play in Single Mission mode.



BONUS MENU

Bonus rewards are unlocked after you complete the game, or complete certain missions in the game. Locked items are indicated with a question mark.

Concept Art Gallery: View pre-production art for the game.

Model Viewer: View the models used to create **Superman: The Man of Steel**.

Music: Listen to various musical selections from the game's original soundtrack.

Costume Selection: When this sartorial special is unlocked, you can choose from a variety of outfits for Superman.

Free Mode: Fly around Metropolis and other locations, unencumbered by time limits or enemies.

Cinematic Viewer: Check out the cool full motion videos from the game.

LOADING AND SAVING

Your game is saved automatically at the end of each mission. You need to complete the mission in order to save. You have an unlimited number of continues. When you continue, Superman is reset to the start of the last uncompleted mission. The data saved includes level progress and bonus items unlocked, as well as music, sound and controller options.

To load a game, select Story Mode from the Main Menu, then select Load Game from the following menu. Choose your saved game from the list and press the **A** button to load.

PAUSE MENU



Press the **START** button during the game to pause the game and bring up the Pause Menu. Press **START** to exit the Pause Menu and return to the game in progress.

RESTART MISSION: Start the current level over.

CONTROLLER: Move the left thumbstick left/right or press left/right on the directional pad to change your controller configuration.

MUSIC VOLUME: Move the left thumbstick left/right or press left/right on the directional pad to adjust the volume of the in-game music.

SOUND VOLUME: Move the left thumbstick left/right or press left/right on the directional pad to adjust the volume of the in-game sound effects.

BRIGHTNESS: Move the left thumbstick left/right or press left/right on the directional pad to adjust the screen brightness.

VIBRATION: Move the left thumbstick left/right or press left/right on the directional pad to turn the Vibration function of the Xbox controller ON/OFF.

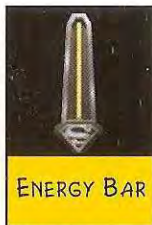
QUIT: Give up and let the bad guys win.

HEADS-UP DISPLAY



During the game, some important information is presented on screen.

Energy Bar: This represents your energy level. The Energy Bar decreases each time an enemy hits you. When the Energy Bar depletes completely, you reach complete exhaustion and the current mission ends. Energy is restored by successfully completing mission objectives.



ENERGY BAR



SUPER
HEARING
INDICATOR

Super Hearing Indicator: The Super Hearing Indicator points toward critical objectives and nearby enemies. Move in the direction the indicator is pointing until the orange circle is facing directly toward you — this signifies that you're traveling in the right direction. If you're going in the wrong direction, away from an objective, the indicator will display a red circle.



OBJECTIVE
TIMER

Objective Timer: Many objectives are time sensitive. Timed objectives are indicated by a timer in the lower right corner of the screen. When the timer is empty, time has run out and you have failed the objective.

Object Health Bar: At certain times during the game, you need to protect or destroy various items or locations. When something needs protection, a blue health bar with a picture of the object appears in the upper right corner of the screen. The health bar will slowly decrease as the object loses health. When the bar is gone, you have failed the mission. When Superman must destroy an object, a red health bar with a picture of the object appears in the upper right corner of the screen.



OBJECT
HEALTH BAR

Targeting Brackets: Enemies in the game and other critical objects and locations appear with targeting brackets around them. White targets are enemies to be defeated. Locking onto an enemy will turn the bracket red if there is no special way to overcome that enemy, purple if the enemy can be destroyed with Heat Vision, green if the enemy can be stopped with Freeze Breath, and yellow if the enemy can be eliminated by punching. Additionally, enemy generators have a different shaped lock-on to make them easier to pick out from a distance. Blue targets are friendly and Superman must protect them or carry them. Blue targets will turn orange when you can interact with them.



TARGETING
BRACKETS

SUPER POWERS



Without his super powers, Superman would be just another space alien baby who crash landed on Earth when his home planet, Krypton, was destroyed. You have at your disposal all of the powers that make Superman a super hero.

Flight: Superman can fly at any time during the game. The right trigger controls flight speed. When you pull the trigger in completely, you fly at tremendous speeds. If you stop flying while in mid air, you hover in place.

Heat Vision: Press the **B button** to shoot targeted blasts of heat from your eyes at enemies or other objects, scorching or damaging non-humans. Heat Vision may be charged up by holding the **B button** down and then releasing it. You may also use Heat Vision on other objects throughout the game in order to complete objectives.

Freeze Breath: Press the **Y button** to release a large cloud of icy breath. The longer you hold the button down, the longer and more damaging the effect when the button is released. Freeze breath is used for both game objectives, such as putting out fires, and for attacking and damaging enemies.

Telescopic Vision: Press the **Black button** to zoom in and examine far-off objectives. Telescopic Vision always points to the most critical objective or enemy.

X-Ray Vision: You can scan inside certain objects and items in the game by pressing the **White button**. Scanning with X-Ray Vision is often necessary to discover key information helpful in completing an objective.

Super Strength: You can break out with superhumanly strong punches, including four unique Heavy Attacks (**X button**), and pick up and carry massive objects such as antennas or radio towers. Use the Left trigger to pick them up and put them down when the lock changes color.

Superspeed Dodge: Press the **left thumbstick button** or **right thumbstick button** while moving the left thumbstick to dodge danger in the blink of an eye. When locked on to a target, use Superspeed Dodge to avoid punches and other enemy attacks.

Super Hearing: Super Hearing guides you to critical locations within Metropolis and beyond, and indicates the whereabouts of nearby enemies. See "Heads-Up Display" on page 12 for details.

LOCK-ON TARGETING

Essential to playing **Superman: The Man of Steel** is the ability to lock on to an opponent, civilian, or object and then move relative to it. When flying across Metropolis at hundreds of miles an hour, Lock-on Targeting lets you stop in a specific place or fight an enemy without the risk of crashing into skyscrapers or losing sight of the bad guy.

When you're near a mission-critical object and decide to lock on to it, the controls change, and you move relative to the object. You can still move toward, away, strafe left or right and move vertically up and down while facing the object.

When the enemy is defeated or the object picked up, Lock-on Targeting disengages and you return to hovering, if there are no other lockable objects within range. If a lockable object is within range, you turn to face the next locked object.

Pull the Left trigger to cycle between the available objects in the immediate area. You turn to face each object in turn as you pull the Left trigger. The Right trigger cancels a lock and returns you to flight.

CREDITS



DEVELOPMENT TEAM

Mike Badillo
 Norm Badillo
 Judah Baron
 Ken Brose
 Dan Brown
 Simon Carless
 Jeremy Dale
 Caroline Esmurdoc
 Sean Michael Fish
 Owen Flatley
 Jeff Gregg
 Dave Gustlin
 Mike Khoury
 Michael Morishita
 Lee Petty
 Lloyd Pique
 Lee Rosenbaum
 Tim Sanders
 Jeff Stafford
 Seth Swanson
 Angus Wilson
Special Thanks (Circus Freak Studios)
 Tammy, Tabitha and Cameron Badillo
 Brian Brandt
 Sondra & Telisa Brose
 Jennifer Campbell
 Ronan Cox
 Sharon, Ethan and Kathryn Dale
 Jim Dooley
 Barry Drake
 Mami & Papi

Esmurdoc
 Hockey
 John Gillan
 Paul Johnson
 Lara & Theo
 Cyrus Lendvay
 Sara Ortloff Khoury
 Ruby & Devin Khoury
 Mini-Lee's house-mates and the folks at Rosie's
 Mr. Monotonik
 Masako Morishita
 Randall Ng
 Bob Petty
 Pookie
 Pugsley, Deb, Aaron & Boo
 Karin Sanders
 Shirley, Rod, Sharlene, Dan & Vic
 Susan Silva
 Kevin Stafford
 Delano S. Swanson
 1933-2002
 Dina & Ava Swanson
 Emerald J. Swanson
 Monica Tucker
 Brian Wanamaker
 Stacey Wanamaker
 Holly Wilmot
 The Wilsons & The Stevers
 Nan & Gramp Winters
 The Zalkinds & The Engdahls

INFOGRAMES, U.S.

PRODUCT DEVELOPMENT
Studio Senior V.P.
 Jean-Philippe Agati

V.P. Product Development
 Steve Ackrich

Executive Producer
 John Hight

Producer
 David Abrams

MARKETING
V.P. of Marketing
 Steve Allison

Director Product Marketing
 Jean Raymond

Brand Manager
 Lance Savitsky
 Tom Richardson

MARKETING SERVICES
V.P. Marketing Services
 Gale Alles

Director of Creative Services
 Steve Martin

Director of Editorial & Documentation Services
 Liz Mackney

Graphic Designer
 Paul Anselmi

Documentation Specialist
 Chris Dawley

LICENSING
Director, New Business Development
 Tim Campbell

Content Manager
 Mark T. Morrison

AUDIO
Audio Director
 W. Scott Snyder

VOICE TALENT
Superman, Clark Kent, Cyborg
 Jeff Kramer

John Henry Irons (Steel)
 Billy Brown

Lex Luthor, Mongul
 J. Stuart

Metallo
 Roger L. Jackson

Lois Lane
 Monica Murray

Jimmy Olsen
 Dave Gochman

Brainiac 13
 Eric Francis

Bizarro
 Sean O'Kane

Narrator
 Rebecca Wink

Guards, Prisoners, Policemen and the fine people of Metropolis:
 Kevin Blackton
 Andrew Chaikin
 Christiane Crawford
 Sean Fish
 Melissa Hutchinson
 Gary Martinez
 David Nowlin
 Karl Ramsey
 W. Scott Snyder

Voice Director
 W. Scott Snyder

Cast and Recorded at
Webtone, Los Gatos, California

Sound Effects provided by
Weddington Multimedia

Music Composed and Arranged by
 Ron Fish

STRATEGIC RELATIONS

Sr. Manager
 Joy Schneer

QUALITY ASSURANCE

Director of Publishing Support Services
 Michael Gilmartin

QA Supervisors
 Donny Clay
 Jeff Loney
 Ezequiel "Chumpy" Nunez

Lead Tester
 Lupe De Leon

Assistant Lead
 Miguel Angel Jauregui

Testers
 Kory O'Daniels
 Daniyel Garcia
 Helen Hinchcliffe
 Pepe Jauregui
 Jeff Kelm
 Jorge Oseguera
 Pedro Ponce
 Ted Tomasko

Special Thanks
 Sara Borthwick
 Jean Claude Boursiquot
 Gerald Burns

Steve Cavazos
 Serene Chan
 Matt Frary
 Larry Fukuoka
 David Gaines
 Lorraine Garcia
 Shanielle Gardner
 Cecelia Hernandez
 Micah Jackson
 Kristine Keever
 John Koronaos
 Ann Kronen
 Lisette Laboy
 Steve Madsen
 Greg Marquez
 Simon Miller
 Shawn Monroe
 Jon Nelson
 Sarah O'Hagan
 Alyssa Padia
 Kyle Peschel
 Paula Richardson
 Tom Richardson
 Luis Rivas
 Travis Stansbury
 Sunnyvale QA
 Patricia Swanson
 Cathy Tische
 Wiebke Vallentin
 Michelle Wigmore
 MMB

Special Thanks to DC Comics

DC COMICS

President & Editor-In-Chief
 Jenette Kahn

Executive Vice President & Publisher
 Paul Levitz

Vice President - Business Development
 John Nee

**Director -
Multimedia
Programming**
Greg Ross

**Associate Producer -
Multimedia
Publishing**
Michael Siglain

**Vice President -
Creative Director**
Richard Bruning

**Senior Vice
President - Finance
& Operations**
Patrick Caldon

**Front Cover Art by
John Van Fleet**

**Disc & Back Cover
Art by Andrew
Robinson**

**Superman Concept
Art by Glen Orbik**

**Superman created by
Jerry Siegel & Joe
Shuster**

**Written by Scott
Peterson**

Loading Screens

Free Roam - Pencils
by Ed McGuinness,
Inks by Jason
Martin, Colors by
Richard and Tanya
Horie.

Chapter One - Pencils
& Inks by Scott
McDaniel, Color by
Richard and Tanya
Horie.

Chapter Two -
Pencils by Ed
McGuinness, Inks by
Jason Martin, Colors
by Richard and
Tanya Horie.

Chapter Three -
Pencils & Inks by
Scott McDaniel, Color
by Richard and
Tanya Horie.

Chapter Four -
Pencils & Inks by
Tom Raney, Color by
Gina Raney

Chapter Five -

Pencils by Ed
McGuinness, Inks by
Jason Martin, Colors
by Richard and
Tanya Horie.

Chapter Six - Pencils
& Inks by Tom
Raney, Color by Gina
Raney

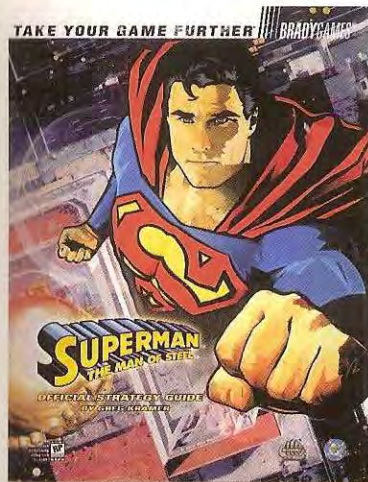
Chapter Seven -
Pencils & Inks by
Tom Raney, Color by
Gina Raney

Chapter Eight -
Pencils & Inks by
Scott McDaniel, Color
by Richard and
Tanya Horie.

Chapter Nine -
Pencils & Inks by
Tom Raney, Color by
Gina Raney

TAKE YOUR GAME FURTHER // BRADYGAMES

THE FATE OF METROPOLIS RESTS IN YOUR HANDS...



You'll Need the Official
Strategy Guide from
BradyGames for This Task!


- Comprehensive Walkthrough.
- Expert Boss Strategies.
- Complete Combo and Move Lists.
- Mission Strategies, Game Secrets, Bonus Modes, and More!



To purchase BradyGames' *Superman: The Man of Steel Official Strategy Guide*, visit your local electronics, book, or software retailer. Also available online at bradygames.com.

ISBN: 0-7440-0190-0
UPC: 7-52073-00190-2
PRICE: \$14.99 US / \$21.99 CAN / £9.99 Net UK

Superman: The Man of Steel © 2002 DC Comics & Infogrames, Inc. All rights reserved. All Superman characters and elements are trademarks of DC Comics. The Atari trademark and logo are the property of Infogrames. All rights reserved.

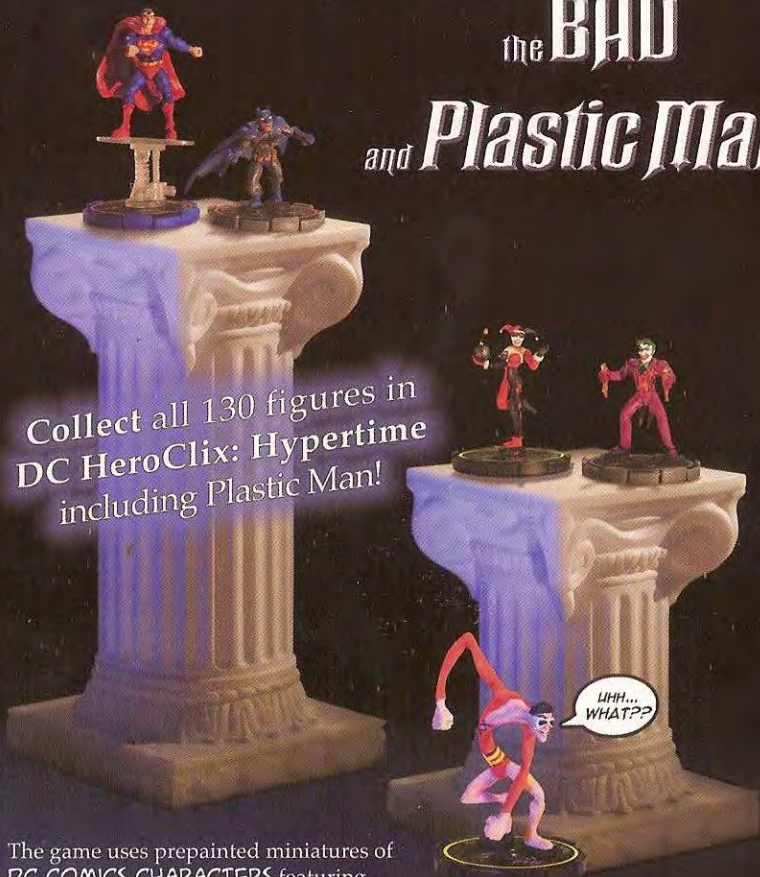
BINK Uses Bink Video. Copyright © 1997-2002 by RAD Game Tools, Inc.


Superman: The Man of Steel © 2002 DC Comics & Infogrames, Inc. All rights reserved. All Superman characters and elements are trademarks of DC Comics. The Atari trademark and logo are the property of Infogrames. All rights reserved. Manufactured and marketed by Infogrames, Inc. New York, NY.



the **GOOD**
the **BAD**
and **Plastic Man**

Collect all 130 figures in
DC HeroClix: Hypertime
including Plastic Man!



The game uses pre-painted miniatures of DC COMICS CHARACTERS featuring heroes and villains like **SUPERMAN**, **BATMAN**, **THE JOKER**, **HARLEY QUINN**, and many more.

Assemble the ultimate team of DC characters to **CRUSH** your opponent! The unique combat-dial base has all the game information printed on it —so the game plays **FAST**, with no need for bulky rulebooks!



INFOGRAMES WEB SITES

To get the most out of your new game, visit us at:

www.us.infogrames.com

www.supermangame.com

www.circusfreak.com

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

www.us.infogrames.com/freebies

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

www.ina-community.com

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

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

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

www.us.infogrames.com/terms_of_service.asp

Help Via the Internet

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

<http://www.ina-support.com>

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

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

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames, Inc. **Tech Support** at **(425) 951-7106**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

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

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Tech Support #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Tech Support #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Tech Support #. (For example, Tech Support # 04-

12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Tech Support # without an "04-" prefix.

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

You may also fax in your Technical Support questions or problems to: (425) 806-0480, or write to the address below.

Product Return Procedures in the United States & Canada

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

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

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 LICENSE (the "License") AND INDICATE YOUR ACCEPTANCE BY CLICKING THE "I ACCEPT" BUTTON. PLEASE READ THE TERMS CAREFULLY BEFORE CLICKING THE "I ACCEPT" BUTTON. BY CLICKING THE "I ACCEPT" BUTTON YOU ACKNOWLEDGE THAT YOU HAVE READ THIS LICENSE, UNDERSTAND IT AND AGREE TO BE BOUND BY ITS TERMS AND CONDITIONS. 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 License.

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, lend, lease, sublicense, distribute, publicly display, create derivative works based upon the Software (except as provided in Section 3 below) or otherwise commercially exploit the Software. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.

3. 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 use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively, the "Variations"), 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; and (iv) you may not commercially exploit your Variations, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service. By distributing, permitting the distribution of, or making publicly available any of your Variations, you hereby grant back to Infogrames an irrevocable royalty-free right to use and distribute them by any means. Infogrames may at any time and in its sole discretion revoke your right to make your Variations publicly available.

4. 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.

5. 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.

6. 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.

7. Choice of Law and Venue. THIS LICENSE SHALL BE GOVERNED BY AND CONSTRUED IN ACCORDANCE WITH CONTROLLING U.S. FEDERAL LAW AND THE LAWS OF THE STATE OF NEW YORK, EXCLUSIVE OF ITS CHOICE OF LAW AND/OR CONFLICTS OF LAW JURISPRUDENCE. THE EXCLUSIVE VENUE FOR ALL LITIGATION REGARDING OR ARISING OUT OF THIS LICENSE SHALL BE IN NEW YORK COUNTY, NEW YORK, AND YOU AGREE TO SUBMIT TO THE JURISDICTION OF THE COURTS IN NEW YORK COUNTY, NEW YORK FOR ANY SUCH LITIGATION.

8. Miscellaneous. Nothing herein shall be deemed to supercede or derogate from Infogrames' remedies at law for any violation of this License or applicable law. If any provision of this License is unenforceable, the rest of it shall remain in effect. This License constitutes the entire agreement between you and Infogrames with respect to the use of the Software and the support services (if any) and supersedes all prior or contemporaneous oral or written communications and representations with respect to the Software or any other subject matter covered by this License.