

REGISTER YOUR GAME

for your

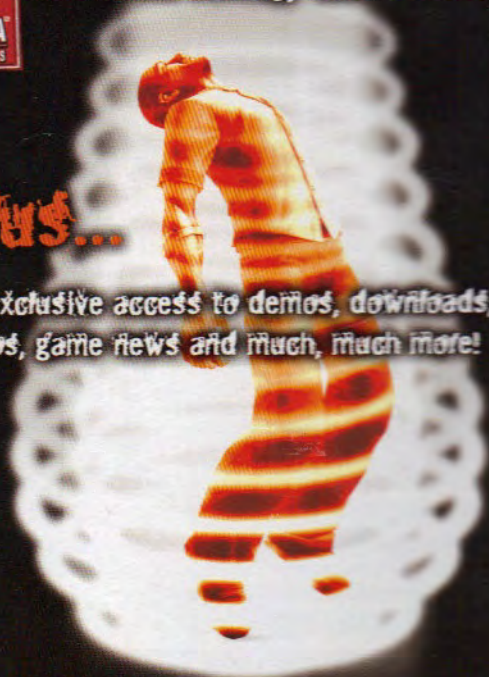
FREE Hints and Tips from



The Official Strategy Guide Publisher

plus...


get exclusive access to demos, downloads,
videos, game news and much, much more!



Log on now at...

www.codemasters.com/register

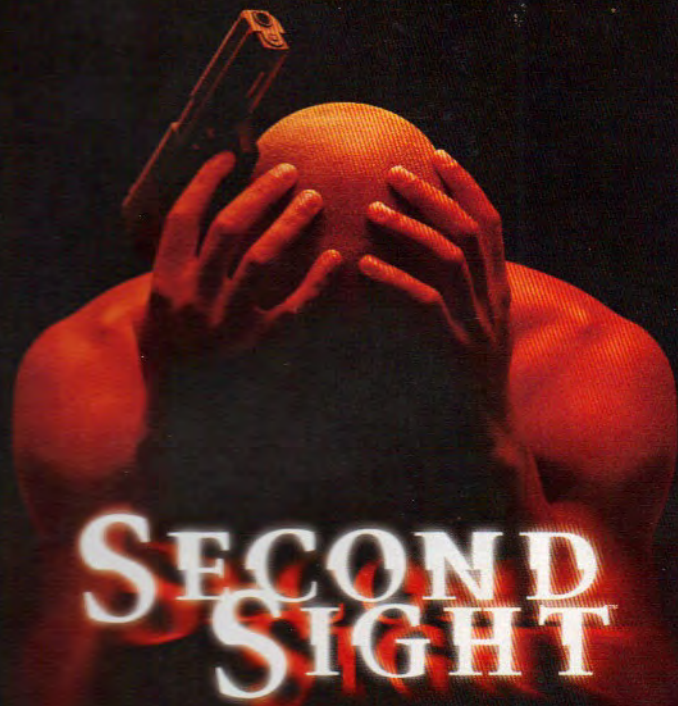
EmuMovies

Codemasters' 

GENIUS AT PLAY™

FREE RADICAL

INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO™ HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

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

⚠ WARNING - Seizures

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

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

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

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

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

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

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

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

⚠ CAUTION - Motion Sickness

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

⚠ CAUTION - Laser Device

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

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

CONTROLLER NEUTRAL POSITION RESET

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

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



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



1 Player

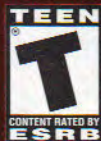
**THIS GAME SUPPORTS
GAME PLAY USING ONE
PLAYER AND CONTROLLER.**



Memory Card
Uses 5 Blocks

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

Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.



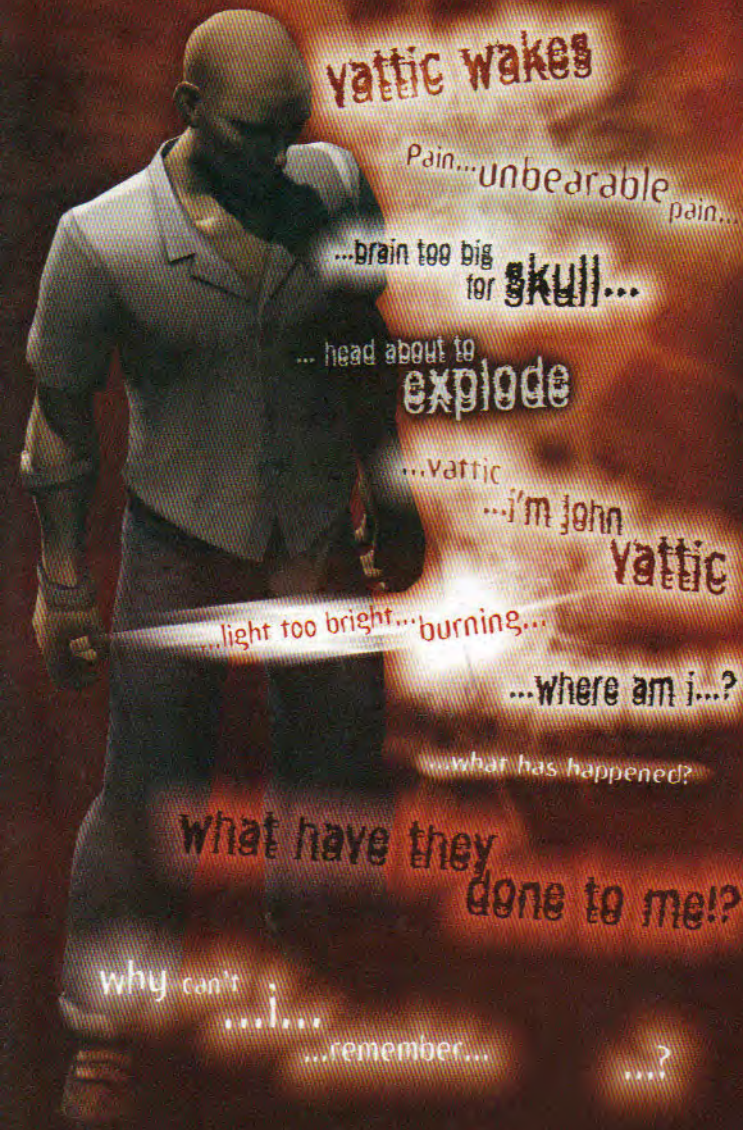
LICENSED BY

Nintendo

NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED. © 2004 FREE RADICAL DESIGN LIMITED. ALL RIGHTS RESERVED. "SECOND SIGHT"™ AND "FREE RADICAL DESIGN"™ ARE TRADEMARKS OF FREE RADICAL DESIGN LIMITED. DEVELOPED BY FREE RADICAL DESIGN LIMITED. PUBLISHED BY THE CODEMASTERS SOFTWARE COMPANY LIMITED ("CODEMASTERS"). "CODEMASTERS"® IS A REGISTERED TRADEMARK AND "GENIUS AT PLAY"™ IS A TRADEMARK OF CODEMASTERS. UNAUTHORIZED COPYING, ADAPTATION, RENTAL, LENDING, RE-SALE, ARCADE USE, CHARGING FOR USE, BROADCAST CABLE TRANSMISSION, PUBLIC PERFORMANCE, DISTRIBUTION OR EXTRACTION OF THIS PRODUCT OR ANY TRADEMARK OR COPYRIGHT WORK THAT FORMS PART OF THIS PRODUCT IS PROHIBITED.

contents

vatic wakes	2
controls	3
first play	4
the game screen	5
power and health	5
getting around	6
information is the key	7
stealth and secrecy	7
attacking and firepower	8
the power of psi	10
winterICE	12
pause menu	14
credits - free radical	15
software license agreement	18
technical support	19



controls

moving and views

ACTION	CONTROL
Move around in 3 rd person view	Control Stick ←→↑↓
Lean left & right in 1 st person view	Control Stick ←→
Toggle between 1 st person view, 3 rd person follow-cam (locked angle), and 3 rd person dynamic cam (free camera angle)	Y Button
Look around in 1 st person view, or move dynamic cam in 3 rd person view	C Stick ←→↑↓
Crouch / stand up	B Button
Pause Game and open PDA (see Pause Menu)	START/PAUSE

using weapons and psi powers

ACTION	CONTROL
Choose weapon in inventory	+ Control Pad ↑↓ (then A Button to select)
Choose psi power from those learned	+ Control Pad ←→ (then A Button to select)
Lock on to target	L Button
Change target while locked on	Hold the L Button + C Stick ←→↑↓
Fire weapon or use psi power on locked-on target	R Button
Manual aim with equipped weapon / refine aim when sniping	C Stick ←→↑↓
Move object when using telekinesis (TK)	C Stick ←→↑↓
Switch between weapons and psi powers	A Button (while locked on)
Punch when unarmed, or pistol whip/club when armed with a weapon	X Button

context-sensitive controls

ACTION	CONTROL
Interact with environment / special moves (see on-screen)	A Button
Special moves (peek through doors, etc. - see on-screen)	Z Button

first play

The first time you play *Second Sight*, select "Play" on the main screen.

Next, select "New Game" and enter your name following the directions on screen. This is the name of your save file. All game progress and level unlocks are saved to this file.

On subsequent plays, select the file you created to pick up the game at the beginning of the last level you unlocked.

game menu

SELECT LEVEL

Select the level to begin playing from. The first time you play, only the first level will be available. Also choose the difficulty level from "Normal" or "Challenging."

STATISTICS

Check out your gameplay statistics for the whole game and broken down into each completed level.

OPTIONS

Set up your game options by pressing the Control Stick $\uparrow\downarrow$ to highlight an option and $\leftarrow\rightarrow$ to change its setting.

- Music:** turn the music on or off.
- Music volume:** adjust the level of the music.
- Sound:** turn sound on or off.
- Sound volume:** adjust the level of the sound effects.
- Speech volume:** adjust the volume level of speech.
- Subtitles:** turn subtitles on or off.
- Language:** select your preferred language.
- Rumble feature:** turn the controller rumble feature on or off.
- Autosave:** enable or disable autosave. Note: when playing with autosave disabled, none of your game progress will be saved.
- Save changes:** save the changes you have made and exit to the previous menu.

VIEW CREDITS

Check out the team that brought you *Second Sight*™.

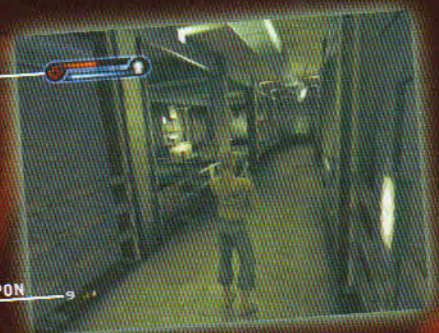
VIEW CUTSCENE

View any of the cinematic cutscenes you have encountered during your adventure.

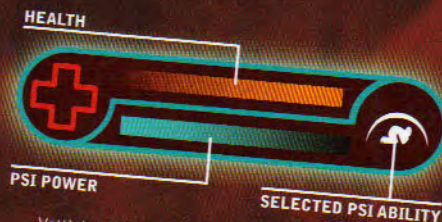
the game screen

HEALTH/PSI POWER

AMMO REMAINING
IN CURRENT WEAPON



power and health



Vattic's health and psi power are shown at the top of the screen...

health

As Vattic gets hurt in combat, his health will reduce. When it runs out Vattic dies – game over.

Restore health by using Vattic's Heal psi power, locating a first aid kit, or seeking aid from a friendly medic.

psi power

When Vattic engages his psi ability, he uses up psi power. If he runs out of psi power, he may experience a mental brown-out and if lack of psi power snaps his mind back to his body (see Projection) a moment's vulnerable disorientation may result.

When psi power is low, switch to weapons or find somewhere quiet to hide to let it recharge.

getting around

3rd person view

Move Vattic in 3rd person view using the Control Stick. Press $\uparrow\downarrow$ to move forwards and backwards and $\leftarrow\rightarrow$ to move left and right.

WALLS AND OBSTACLES FOR STEALTH AND COVER

When Vattic is next to a wall (or other high object), press the Control Stick to face the wall then the Z Button to turn his back to it. Vattic may be less visible to enemies, or even able to sneak under the view cone of security cameras when hugging the walls and melding with the shadows like this.

When backed up to a wall, press the Control Stick $\leftarrow\rightarrow$ to sidle left and right. Upon reaching a corner, stop and press the Control Stick $\leftarrow\rightarrow$ to peek round and take a glimpse of the layout ahead. While peeking, press the Control Stick in the direction of the adjacent wall to edge around the corner without leaving its cover.

If armed with a weapon, Vattic can leap out from behind a corner, pop off a shot and return to cover before taking too much damage from enemy fire. With a weapon equipped, back up to a wall or other large object and sidle up to the end. Peek around using the Control Stick and hold the L Button to jump out and lock onto a target (also use the C Stick to refine Vattic's aim). Press the R Button to fire before releasing the L Button to dive back to safety.

CROUCHING

Press the B Button and Vattic crouches down (press the B Button again to return to standing). While crouching, he can move as above albeit rather more slowly. He can also make use of low level cover such as fences or packing cases to hide from enemy sight and fire.

While crouched and backed up to low cover, Vattic can sidle, peek and fire as above, and can also leap up to fire a round **over** the obstacle before dropping down again.

Crouch and back up to an object, then with a weapon equipped, hold the Control Stick \uparrow and hold the L Button to stand up and lock on to a target; press the R Button to fire before releasing the L Button to drop back under cover.

AERIAL MANEUVERS

While on walkways or balconies, Vattic can flip over the edge to hang by his hands. Move Vattic to the edge and press the A Button to drop and hang. Press the Control Stick $\leftarrow\rightarrow$ to swing hand-over-hand left or right; press the Z Button to climb back up to the platform, or the A Button to drop down to the ground below.

1st person view

Press the Y Button to toggle between 3rd and 1st person views.

In 1st person view, use the C Stick to look around. When Vattic needs to peek around a corner or an obstacle, press the Control Stick $\leftarrow\rightarrow$ to lean in that direction.

information is the key

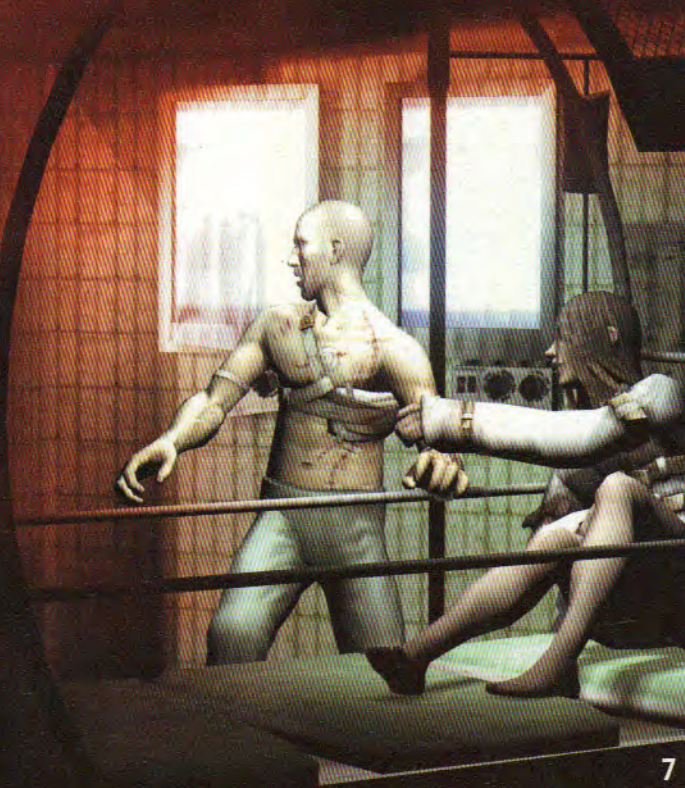
Keep an eye out for enemy computer systems; they may hold key information or security codes necessary for Vattic's mission. To use a computer, approach it and press the A Button.

If the machine can be accessed, the computer's VDU will appear on-screen. Use the Control Stick to move the mouse cursor and press the A Button to open a desktop program. When Vattic has finished, be sure to close programs and log off by pressing the B Button.

stealth and secrecy

Do not underestimate the value of stealth. Avoid getting spotted by enemies or security systems, or raising the alarm with too overt an attack, or Vattic may find that his mission is brought to an abrupt end. Remember to tidy up after Vattic; a corpse in a corridor can often cause concern for the deceased's comrades. TK it out of sight before it gets noticed.

If the alarm is raised, find somewhere to hide until the alert is cancelled. Look for likely places of seclusion as Vattic explores. Solid objects, closed doors or even the odd locker can all conceal him for a time.





attacking and firepower

As Vattic progresses through his mission he will acquire various weapons with many different capabilities.

To choose a weapon, press the + Control Pad **↑↓** and press the A Button to select it.

HAND-TO-HAND ATTACK

When Vattic is unarmed or out of ammo, you may need to make things up close and personal.

Get an enemy within arm's reach and press the X Button to attack. If Vattic has no weapon equipped, his enemy will fall victim to his pummeling fists, but if Vattic does have a gun in hand – well, a sharp crack at the base of the skull with a rifle stock or pistol grip often does the trick...

THE STEALTHY ATTACK

If Vattic can creep up behind an enemy without alerting them to his presence (Charm), he may be able to immobilize them and put them out in utter silence.

When an oblivious foe is within reach, press the A Button to slide a strangle hold around their neck, then use the X Button to render them unconscious or the A Button to hurl them away.

TRANQUILIZE 'EM

Equipped with the short-range Tranquillizer gun, Vattic can remove enemies from the action for an extended period of time, without actually divorcing them from their heartbeat.

Press the L Button to lock on to an adversary, then use the C Stick to refine Vattic's aim. The drugs take effect faster or more slowly depending on where the tranq dart strikes. A headshot or neckshot is likely to drop them in their tracks, but a legshot could take some while to work – unless a larger dose is administered. Press the R Button to fire a dart.

TAKE AIM - LET RIP

With a weapon in hand in 3rd person view, hold the L Button to lock on to a target and press the R Button to fire.

Use the C Stick to change the target that Vattic locks on to. If a machine gun is equipped, you can use the C Stick to spray the room with bullets. In 1st person view, use the C Stick to aim.

When it's time to reload, it may be wise to take cover. It could be fatal to get caught without bullets in the middle of a firefight. Manually reload the equipped weapon by holding the L Button and pressing the A Button.

SNIPING

When a sniper rifle is equipped, the sniper scope comes into play.

In 3rd person view, press the L Button to lock on to a target then keep the Button held and the scope will zoom in for a tighter shot. Use the C Stick to refine the shot further before pressing the R Button to squeeze off a round.

In 1st person view, press the L Button to raise the rifle, then the Control Stick **↑↓** to zoom in and out, while using the C Stick to aim. Press the R Button to place the shot.

the power of psi

Waking disoriented in a hospital bed, Vattic discovers that his mind is not all it used to be. Memories are missing, fundamental information is just ... gone. But in their place, a power is growing, evolving; a power that may push Vattic to the edge of sanity and beyond, unless he can gain control and reclaim his past...



healing

Vattic channels the power of his mind to accelerate his own healing and restore his damaged body. While concentrating on his restoration, Vattic is vulnerable to attack.



Select Healing then hold the R Button until Vattic is healthy again. It may be possible to focus Vattic's healing power to the benefit of others. Hold the L Button to lock onto another person (press the C Stick ←→↑↓ to select other people), then hold the R Button.

telekinesis

By focusing his thoughts on a single object, Vattic can move it without touching it. As Vattic becomes more experienced with telekinesis, he'll be able to move heavier objects.

Select Telekinesis then hold the L Button to lock on to an object. Press the C Stick ←→↑↓ to lock on to a different object if necessary. Finally hold the R Button to bring the chosen object under Vattic's control and use the C Stick to move it.



psi blast

The psi blast is a highly-destructive concentration of psychic energy that Vattic can hurl at his adversaries. As Vattic becomes more experienced in its use, the psi blast may become an even more intimidating force.

Select Psi Blast then hold the L Button to lock on to an object. Press the C Stick ←→↑↓ to lock on to a different object if necessary, then hold the R Button to form the psi blast and release to throw it.

Each blast uses an amount of psychic energy.



charm

When Vattic wraps his psychic energy about himself, he can obliterate his presence from the mind of any nearby human. Physical contact with another person though, is a different matter...

Select Charm then hold the R Button to go invisible. The effect will last until the R Button is released or Vattic's psychic energy drains completely.

Occasionally, Vattic's charm power can alter or calm the attitude of comrades. With Charm selected, hold the L Button to lock on to a target mind (use the C Stick to change the lock if necessary), then press the R Button to coerce that person. Do not attempt to charm enemies – contact with a mind so full of aggression can temporarily wipe out Vattic's psychic energy.



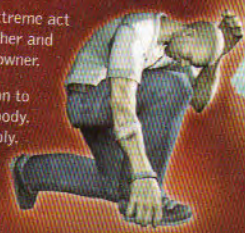
projection

When Vattic invokes this ultimate expression of his psychic self, he is able to force his mind to leave his body and go where his physical form cannot. The ghostly astral self is able to move and interact in all the ways that the physical body can and is invulnerable to detection or harm. However, the flesh is not so durable; while Vattic's consciousness is travelling, his body is left unoccupied with all of the defencelessness that that implies.

It may even be possible, through an extreme act of will, to violate the mind of another and wrest control from its owner.

Select Projection and press the R Button to eject Vattic's mind from his body. All of the normal movement controls apply. Approach an unsuspecting human and press the A button to suspend their consciousness and take possession of their motor functions for a short time.

Vattic's mind will whiplash back to his body when his psychic energy is exhausted or corporeal pain distracts his concentration.



winterICE



Name:
col. joshua starke

Role:
WinterICE Commanding Officer

Profile:
Following several accomplished tours of duty, Starke elected to leave mainstream service in order to head up small teams of specialists such as WinterICE. He has pioneered the use of parapsychology in counter terrorist operations.



0005.0.wi



Name: jayne wilde
Role: civilian Advisor

Profile: Claiming to possess precognitive abilities, Wilde's psychic advice is taken very seriously by command, having guided the team away from potential disaster with her predictions on many previous occasions.



Name:
martha franklin

Role:
Recon / Sniper

Profile:
This veteran's ice-cold demeanor may fail to stir the hearts of her team-mates, but it does mean that very little is capable of spolling her aim as she focuses in for a surgically precise shot.

00812.0.wi



Name:
william robert jackson 'tex'

Role:
Explosives

Profile:
Tex's wise-cracking attitude can often rub others the wrong way, though the members of WinterICE have discovered that this exterior covers the excellence and expertise of a true brother in arms.

00401.0.wi



Name:
juan carlos verdes 'jc'

Role:
Weapons

Profile:
A man who plays his cards close to his chest, JC is a thorough expert in his field and can turn his hand to almost any weapon, new or old.

00799.4.wi



Name: anthony cortelli
Role: Comms

Profile: Cortelli's ability to write a signal out of even the most outdated comms lash-up has gained the team vital intelligence on many earlier missions. It's reputed that he can take the boot camp assault course faster than anyone on his squad (Tex would, of course, argue with that).



Name:
patrick ballard MD

Role:
Field Medic

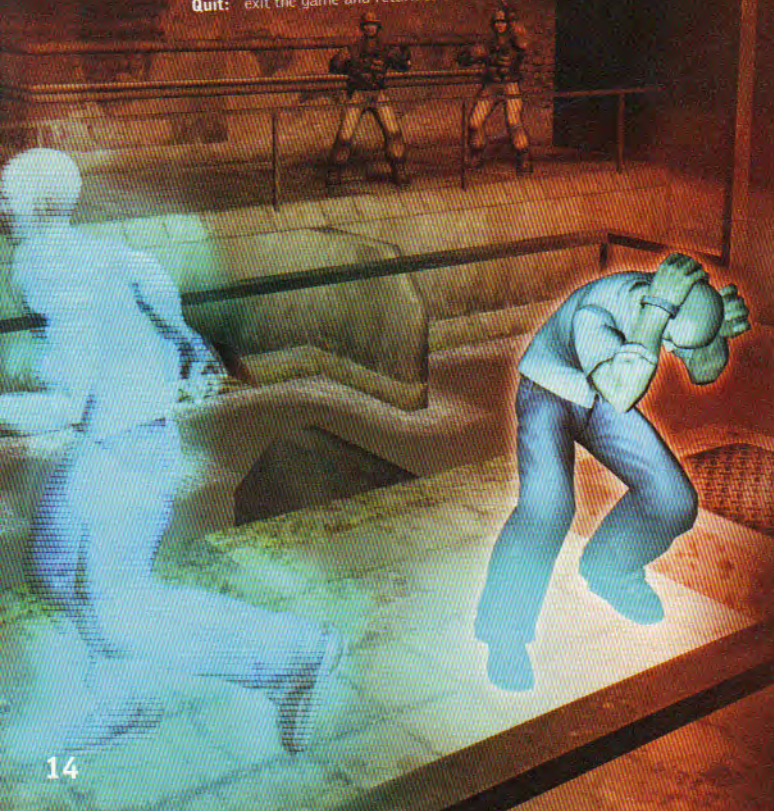
Profile:
His dedication to his work doesn't leave much room for conversation. However Ballard's quietness and calm inspires much confidence in his patients as he patches them up efficiently, even under heavy fire.

00274.3.wi

pause menu

At any time during gameplay, press START/PAUSE to pause the game and access Vattic's PDA, a vital source of information. Use the Control Stick to move the cursor around the PDA screen and press the A button to click an icon. Press the B Button or START/PAUSE to close the Pause Menu and return to the game. The following options are available:

- Options:** adjust sound volumes, and turn rumble feature on or off.
- Applications:** select this to access any of the computer applications that Vattic gathers as you play the game. The most significant of these is the 3D Map Viewer, which allows you to recall any of the level maps that Vattic discovers on computer terminals throughout the game.
- Mission:** take a look at detailed information about current and previous missions.
- Objectives:** select this to view your objectives for the current mission.
- Document Folders:** explore the Document Folders to access a host of game information including weapon specs and WinterICE profiles.
- Retry:** access options to restart the level or retry from the last checkpoint.
- Quit:** exit the game and return to the Main Menu.



credits - free radical

- Team Leader** - Mike Armstrong
Lead Artist - Richard Lord
Music & Sound - Graeme Norgate
Lead Character Artist - Ben Newman
Lead Animator - James Cunliffe
- Programmers**
Alex Weighell - Mark Tully - Andrew Birdsall - James Hubbard
- Design/Programming**
Derek Littlewood - Tim Furnish - James Barnford - Thomas Houghton
- Additional Programming**
Paul Hanshaw - Andrew Rayson - Miles Clapham - David Conley
- Artists**
Marc Stewart - Russell MacLean - Stephen Cooper - Peter Norris - Javier Tejada
- Additional Art**
Gary Cox
- Character Artists**
Les Spink - Mark O'Kane - Stephen Davison - Jake Gumbleton - Nicholas Carver - Andrew Jackson
- Animators**
Andrew Lawson - Curtis Fell - Alexander Crowhurst - Simon Scott - Andrew Hunt
Chad Ellis - Javier Moratinos - Damon Tasker - Salvador Young
- Project Management**
Martin Wakeley
- QA Management**
Kevin Ellis - Paul Ellis
- Tester**
Michael Adamson
- Additional Music**
Christian Marcusson
- Principal Voice Talent**
Andrew Lawson - John Vattic / Tom Clarke Hill - Colonel Starke / Doug Cockle - Director Hanson / Lynsey Beauchamp - Jayne Wilde / Andrew Wincott - Professor Grienko
- Additional Voice Talent**
Martin Sherman - Sarah Mennell - Laurence Bouvard
Melanie Bond - Mac Macdonald - Peter Banks
- System Support**
John Veasey
- Office Management**
Michella Angeloni
- Office Assistance**
Kathryn Woods
- Special Thanks**
Gillian Cordall - Larry Goldberg - Rob Lettis - Ed Turkington - Mario Club - Outsource Media
- Art Production**
Karl Hilton
- Business Development**
Steve Ellis
- Based on an original concept by**
David Doak
- The Codemasters External Design & Development Team**

notes

notes

THE CODEMASTERS SOFTWARE COMPANY LIMITED SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY THE ACCOMPANYING PROGRAM (WHICH INCLUDES COMPUTER SOFTWARE PROGRAM, THE MEDIA AND RELATED DOCUMENTATION IN PRINTED OR ELECTRONIC FORM) IS LICENSED TO YOU ON THE TERMS SET FORTH BELOW, WHICH CONSTITUTES A LEGAL AGREEMENT BETWEEN YOU AND THE CODEMASTERS SOFTWARE COMPANY LIMITED. ("CODEMASTERS"). BY USING THE PROGRAM, YOU AGREE TO BE LEGALLY BOUND BY THE TERMS OF THIS AGREEMENT WITH CODEMASTERS.

THE PROGRAM is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. The Program is licensed, and not sold, and this Agreement confers no title or ownership to the Program or any copy thereof.

1. Limited Use License. Codemasters grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Program solely for your personal use.
2. Ownership. All intellectual property rights in and to the Program (including but not limited to video, audio and other content incorporated therein) and title to any and all copies thereof are owned by Codemasters or its licensors, and you receive no right or interest therein other than the limited license in paragraph 1 hereof.

YOU SHALL NOT:

- Copy the Program.
- Sell, rent, lease, license, distribute or otherwise transfer or make available to any other person the Program, in whole or in part, or use the Program or any part thereof in any commercial context, including but not limited to use in a service bureau, "cyber cafe", computer gaming center or any other commercial location in which multiple users may access the Program. Codemasters may offer a separate Site License Agreement to permit you to make the Program available for commercial use; see the contact information below.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of the 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 the Program or any copy or adaptation in violation of any applicable U.S. export restrictions or other laws or regulations.

LIMITED WARRANTY Codemasters warrants to the original purchaser purchaser of the 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 of a product is found defective within 90 days of original purchase, Codemasters agrees to replace, free of charge, such product 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 Codemasters. In the event that the Program is no longer available, Codemasters 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 Codemasters and is not applicable and shall be void if the defect has arisen through abuse, misreatment, 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 CODEMASTERS.

If you have any questions concerning this license, you may contact Codemasters at:
The Codemasters Software Company Limited, PO Box 6,
Leamington Spa Warwickshire CV47 2ZT United Kingdom.
Tel +44 1926 814 132, Fax +44 1926 817 595.

When returning the Program for warranty replacement please send the original product discs 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 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 for \$15 U.S. currency per CD or floppy disk replacement. Note: Certified mail recommended.

Send to:

Warranty Replacements, Codemasters Inc., P.O. Box 2150, Oakhurst, CA 93644

LIMITATION ON DAMAGES. IN NO EVENT WILL CODEMASTERS BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF DATA, COMPUTER FAILURE OR MALFUNCTION AND TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF CODEMASTERS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. CODEMASTER'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 Codemasters, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the 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 Codemasters Inc., P.O. Box 2150, Oakhurst, CA 93644

INJUNCTION. Because Codemasters would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Codemasters 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 Codemasters may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Codemasters, 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.

technical support

Codemasters Inc.

Tel (646) 432-6888

URL: <http://www.codemasters.com>

E-mail: custservice@codemastersusa.com

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.