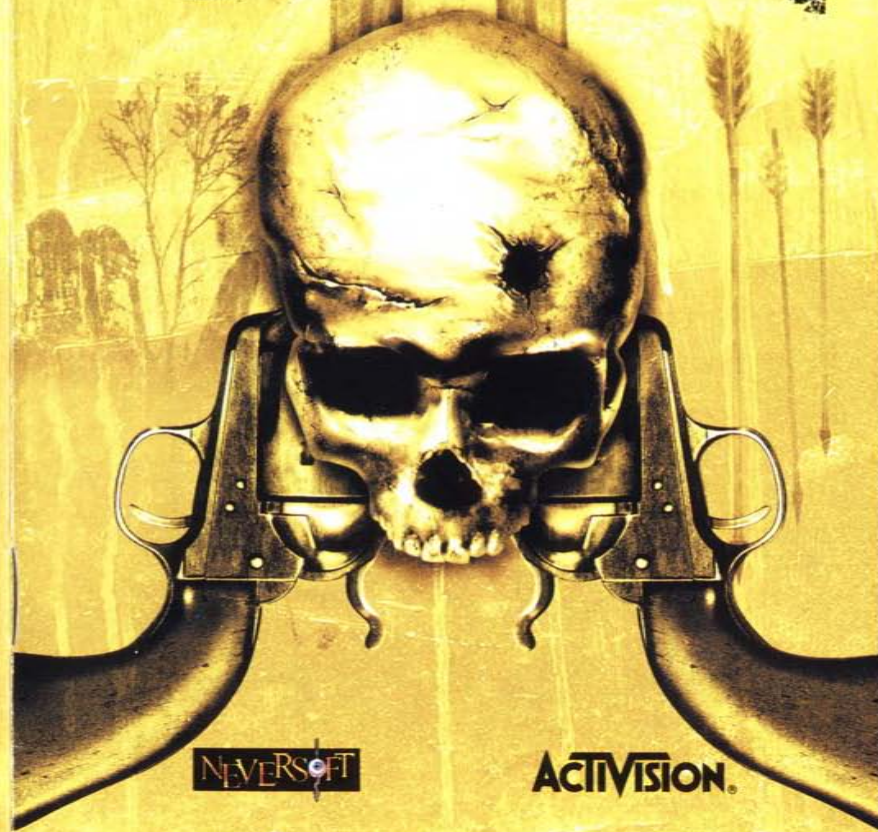




GUN™



<http://www.replacementdocs.com>

ACTIVISION

activision.com

©2005 Activision Publishing, Inc. Activision is a registered trademark and GUN is a trademark of Activision Publishing, Inc. All rights reserved. Developed by Neversoft Entertainment, Inc. All other trademarks and trade names are the properties of their respective owners. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries.

ACTIVISION Asia Pacific, Level 5, 51 Rawson St, Epping NSW 2121, Australia

80965.226.AU

NEVERSOFT

ACTIVISION

SAFETY INFORMATION

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 health and safety 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.

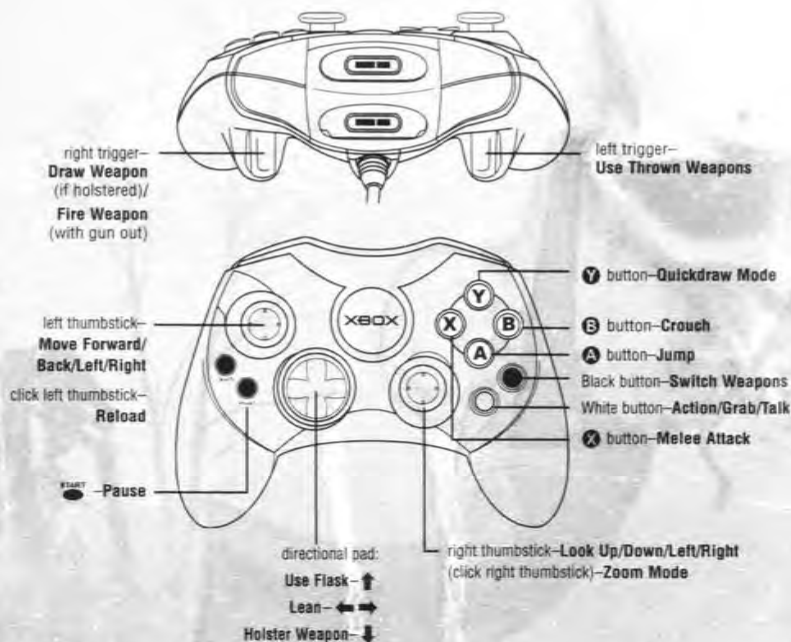
CONTENTS

GUN™	2
Controlling Colton White	2
Heads-Up Display (HUD)	6
Menu Options	7
Pause Menu	8
Saving & Loading	9
Xbox Live Aware	9
Weapons	10
Gameplay Tips & Strategy	12
Side Missions	13
Characters	14
Credits	16
Product License Agreement	18
Warranty Replacement	18
Customer Support	21

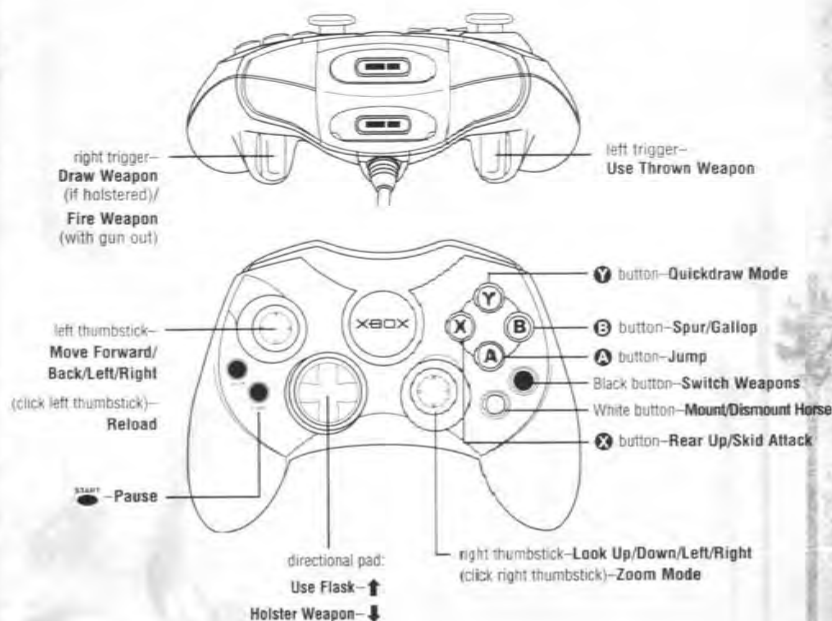
GUN

Set in the untamed West of the late 1800s, *GUN* is a free-roaming action-adventure game that takes you to a world without laws—where greed, lust and murder are rampant. As Colton White, a vengeful gunslinger, you must straddle the line between good and evil in a showdown against corrupt lawmen, a murderous preacher, renegade army psychopaths, merciless outlaws and relentless warring tribes. Along the way, you'll wage war on horseback, collect bounties and protect whores. Travel through an action-packed landscape of high mountain wilderness, deserts and bustling territorial towns in an epic story of betrayal, greed and revenge.

CONTROLLING COLTON WHITE



Controls on Horseback



Basic Controls

White button: Action/Grab/Talk/Scalp (+ ↓ on the D-pad)/Mount/Dismount/Use

X button: Melee Attack

A button: Jump

Black button: Switch to Pistol or Rifle (hold and use the directional buttons to select other weapons)

right thumbstick: Look

left thumbstick: Movement

right trigger: Draw Weapon & Fire

Y Button: Quickdraw Mode

click right thumbstick: Zoom (when rifle, sniper or bow are equipped)

left trigger: Use Thrown Weapons (hold to increase distance of throw)

B button: Crouch

click left thumbstick: Reload

← on the directional pad: Lean Left

→ on the directional pad: Lean Right

↑ on the directional pad: Use Flask

↓ on the directional pad: Holster Weapon

Advanced Controls

Weapon Select: Press and hold the Black button plus **↑**, **↓**, **←** or **→** on the directional pad to select a different gun.

Charge Thrown Weapons: Pull and hold the left trigger to "charge" the distance of a thrown item, making it fly further upon release.



Roll Maneuver: Hold the left thumb stick either **←** or **→** and then quickly double-tap the **B** button to do a roll maneuver.

Grabbing opponents: When standing next to an injured or unsuspecting enemy, press the White button to grab your opponent. Once grabbed, the enemy becomes your shield, taking bullet fire until his health runs out or you decide to execute him by pressing the **X** button. The enemy's health bar is on the outside of your health bar. In Bounty Hunter missions, you can subdue hostages by pressing the **X** button.

Quickdraw: In Quickdraw mode, tap the left thumbstick **←** or **→** to toggle the auto-target between the different enemies on-screen.

Scalping: When standing over a dying enemy, you can scalp your opponent. Hold **↓** on the directional pad, then press the White button. You must first purchase a scalping knife to scalp.

On Horseback

A button: Jump to avoid obstacles. Hold the **A** button for a longer distance jump.

B button: Spur/Gallop—Accelerate to the maximum speed for a set amount of time. Press to spur, hold to gallop. Spurring your horse too much will tire it out or even cause the horse to die.

X button: Rear Up/Skid Attack—The horse stands on its hind legs and kicks its front legs. While turning, hold the **X** button and a direction on the left thumbstick to perform a high-damage skid attack. If the left thumbstick is held straight back, the horse stops quickly. If no direction is held, the horse slows down.

HEADS-UP DISPLAY (HUD)



Radar/Compass

Enemy positions and objectives are indicated on the radar. Also, the radar has a compass to guide Colton in the right direction.

Weapon Usage

- **right trigger:** Use firearm.
- **X button:** Use melee weapon.
- **left trigger:** Use thrown weapon. Hold the left trigger to charge the distance of a thrown weapon.

MENU OPTIONS

Display

Set Gamma: Set the screen's red, blue and green levels.

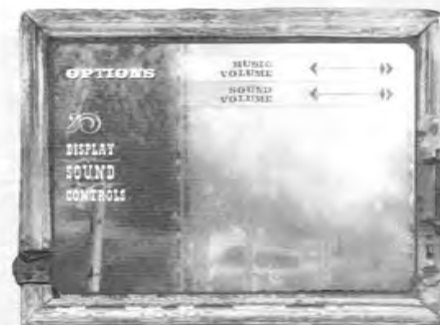
HUD: Toggle the Heads-Up Display (HUD) on or off.

Reticle: Toggle the aiming crosshair on or off.

Subtitles: Toggle subtitles on and off.

Sound

Adjust the sound and music volumes from this menu.



Controls

Vibration:

Toggle vibration on and off.

Horizontal Aim:

Invert horizontal aim.

Vertical Aim:

Invert vertical aim.

Controller

Sensitivity:

Adjust the sensitivity of your left and right thumbsticks.



Save Game

Save your game.

PAUSE MENU

Maps

Never find yourself lost in the world of *GUN* by using the in-game map.

Saddlebag

To check your arsenal and switch weapons, press **START** to enter the Pause Menu, highlight the Saddlebag option, then press the **A** button to confirm.



Along his path, Colton acquires many different weapons which differ in power, damage, range and rate of fire. Colton can equip his weapons from the Saddlebag option in the Pause Menu.

In the Saddlebag, Colton can view his available guns, throwing and melee weapons and select which one to use. From the Pause Menu, highlight Saddlebag and press the **A** button. At the Saddlebag menu, highlight Weapons and press the **A** button, then select the category of weapon to view and equip. Press the **A** button when the desired weapon is selected to make it available for use in-game.



SAVING & LOADING

To save a game, you'll need at least six blocks of free space available.

To load a previously saved game, select Load Game from the Options Menu.

XBOX LIVE AWARE

Xbox Live® is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play and talk to them in real-time as you play.

Connecting

Before you can use Xbox Live you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live see www.xbox.com/connect.

WEAPONS

Weapons are broken down into seven main groups. Select your weapon using the Saddlebag menu from the Pause Menu.

Pistols

Pistols are best from close to mid-range, have a fast rate of fire, a fairly quick reload time and cause medium damage.



Rifles

Rifles are best from medium to long-range, have a medium rate of fire, a medium reload time and cause mid to high damage.



Shotguns

Shotguns are best from close range, have a slow rate of fire and a medium reload time, but cause high damage.



Melee

Melee weapons are best at close range, have a fast rate of fire with no reload time and cause high damage.



Thrown

Thrown weapons are best from mid-range, have a medium rate of fire with no reload time and cause very high explosive damage.



Bows

Bows are silent weapons best from close to mid-range, have a fast rate of fire, no reload time and cause mid to high damage.



Sharpshooters

Sharpshooters are best from long range, have a slow rate of fire and cause high damage.



GAMEPLAY TIPS & STRATEGY

GUN Quickdraw Mode

Press the **Y** button to start Quickdraw mode to get more time and accuracy when lining up a critical shot. Once initiated, Colton's reflexes and gunfighting skills go into slow-motion with the view zoomed in, allowing for more precise targeting.

When you first press the **Y** button, the flashing yellow Quickdraw bar appears on-screen and depletes at a steady rate. You can increase the Quickdraw bar by eliminating enemies. Accuracy shots such as a headshot or disarm also increase Quickdraw.

GUN Zoom Firing

Click the right thumbstick to access Zoom Firing. This zooms in your view so you can more accurately target and hit enemies. By zooming, you can snipe and engage large groups of enemies from a safe distance that would normally be too difficult for a direct assault. You can zoom with **bows, rifles** and **sharpshooters**.

The amount of zoom varies depending upon the weapon:

Rifles: Rifles have high-level zoom with the rifle barrel and aiming sights visible.

Sharpshooter: Sharpshooter rifles have a tighter zoom than rifles.

Using Cover

Use objects, rocks or buildings in the world to provide cover when being attacked. Use cover wisely to catch your breath, create a strategy, time your shots and provoke enemies, all while being reasonably protected.

Working with Allies

Use allies (posse members, gang members, Apaches, townspeople, etc.) to aid in attacking enemies and completing objectives. Be sure to protect allies when possible, because they are vital to the success of some missions.

SIDE MISSIONS

Along his path, Colton will encounter a variety of side missions in the West. He can earn money by helping out farmers, assisting the local sheriff, keeping regular citizens out of harm's way and even hiding a card up his sleeve and playing some Hold 'Em. Side missions are also vital in upgrading Colton's skills. The side missions are listed below and come up in random places on Colton's journey.

Pony Express – Use your trusty horse to deliver items and get from place to place, all within the allotted time.

Ranching – Earn some money and hone your horse-riding skills by helping local farmers corral up their livestock.

Bounty Hunting – Every town in the Wild West had outlaws running rampant, with the tagline, "Wanted: Dead or Alive." Catch these outlaws to bring some order to the West and money in your pocket.

Mining – The West was built on opportunity, dreams and gold. In your travels, you may come across gold no one else has found. Make sure you have a pickaxe handy, or that nugget you see may be nothing but Fool's Gold.

Poker – You can work for your money, or you can just win it from the local gamblers in the saloon. Out-bluff your competition in a Texas Hold 'Em tournament. Play your cards right, and you'll come up all Aces.

Keep the Peace – Every sheriff in the West could use an extra hand. Help out the local deputies by stopping trouble before it starts and flushing out the bad guys in each town.

Hunting – The Old West wasn't wild just because of the people. Even the animals wanted a piece of the action. Hunt animals that come across your path, and maybe everyone will get dinner tonight.

Rescue – With outlaws running around, it's tough to catch 'em all, especially when they take innocent people hostage. Stop the criminals from running roughshod and rescue the victims by defending towns, taking out the bandits and keeping people safe.

CHARACTERS

Colton White

Colton White grew up in the wilderness of the Wild West, learning the ways of the Mountain Man from his father, Ned, who taught young Colton how to trap, ride horses and shoot game. As the two of them journey the territory together, they encounter a steamboat, and Colton's life will never be the same. Colton is driven on a quest to discover who he is. In the process, he ends up learning a lot more about himself, Ned and all the people he meets on his journey. Colton will work inside and outside the law, doing anything it takes to get the answers he's looking for.



Jenny

When her mother passed away, Jenny assumed the role as hostess of Dodge City's bustling whorehouse, "The Alhambra," and became renowned for her stunning beauty and caustic wit. Jenny is equal parts charm and attitude, but she also knows how to use a shotgun when necessary. When Jenny meets Colton and learns why he has come to Dodge to find her, she joins Colton on his quest to get some answers for herself.



Thomas Magruder

Thomas Magruder served for the "other side" in the Civil War, eventually relocating to the West before the Confederacy fell completely to the Union. Out West, he used his considerable power and authority to make himself into a railroad and mining magnate and roams his holdings in the New Mexico territory in the custom cars of his gilded "Black Train." He exudes arrogance but strikes fear into the hearts of those around him. Much like Colton, Magruder is on a quest of his own that has consumed him since the War. He's determined to complete this quest, no matter who or what gets in his way.



Hoodoo Brown

He's the mayor, justice of the peace and coroner of the territory's bustling centrepiece city: Empire, New Mexico. Hoodoo runs his town like a king, basking in his notoriety and enforcing the "law" as he sees fit. His deputies enforce his will, making sure any "troublemakers" meet their fate at the end of a very short rope.



Hollister

More monster than man according to some, Hollister disappeared mysteriously during the Civil War. Rumor has it his tactics were so brutal, generals feared him and his men. He recently reappeared as the scarred commander of a renegade fort somewhere in the northern country.



CREDITS

Designed and Developed by Neversoft Entertainment

Development Team
Kristina Adelmeyer, Nassim Alt-Kaci, Ron Alpert, Jon Bailey, Ted Barber, Ben Bell, Jacob Biegel, Ari Bilow, Brian Bright, Ted Brown, Brad Bulkley, Clive Burdon, Matt Canale, Anthony Carotenuto, Michael Carr, Jun Chang, Tyler Chiochio, Dan Chisholm, Jacques Choi, Pat Connole, Anna Contessa, Dave Cowling, Ralph D'Amato, Lisa Davies, Max Davidson, Peter Day, Dana Delalla, John Dobbie, Zac Drake, Karl Drown, Mike Exposito, Chad Findley, Andy Firth, Alan Flores, Allen Freese, Mike Friedrich, Steve Gallacher, Jake Geiger, Andy Gentile, Chris George, Olin Georgescu, Jason Greenberg, Rock Gropper, Kurt Gutierrez, Aaron Habibpour, Mike Hall, Kendall Harrison, Tom Hess, David Hind, Kristin Ingram, Gary Jexdanun, Joel Jewett, Sandy Jewett, Henry Ji, Garrett Joshi, Ryan Juckett, Andrew Kalmbach, Hari Khalsa, Daryl Kimoto, Joe Lamas, Scott Lawlor, Allan Lee, Ed Li, Aaron Limonick, Greg Lopez, Sanjay Madhav, Ryan Magid, Andy Marchal, Jason Maynard, Tim McGrath, Ismael Medrano, Randy Mills, Jeff Morgan, Kevin Mulhall, Daniel Nelson, Nolan Nelson, Gilbert Ngo, David Nielsen, Josh O'Brien, Stephen Okasaki, Brian Oles, Johnny Ow, Jeremy Page, Chris Parise, Chris Peacock, Scott Pease, Anthony Pesch, Cody Pierson, Rulon Raymond, Avi Renick, Jeremiah Rosa, Paul Robinson, Mike Roloson, Lee Ross, Dave Rowe, Jon Rush, Matt Russell, John Sahas, Beth Sanborn, Anthony Saunders, Stuart Scandrett, David Schacher, Mark Scott, Aaron Skillman, Gideon Stoeck, Damian Stones, Todd Sue, Carlo Surla, Jeff Twenty, Darren Thorne, Lucy Topjian, Thai Tran, Jason Uyeda, Todd Wahoske, Fred Wang, Chris Ward, Sam Ware, John Webb, Mark Wojtowicz, Tao Zheng, Peter Chang, Zach Martin, Ricardo Hernandez, Collin Brookfield, Niam Erlant, Jeff Vieira

Shaba Studios

Adam Ruja, Bradley Fulton, Chris Scholz, Danny Burbol, Jon Menzies, Kevin Burnell, Noah Zilberberg, Paul Kwinn, Rick D'Aloisio, Robert Morgan, Ryan Smith, Tamsen Mitchell, Tim Erbil, Tim Lander, Vince Riley, William Houng

Additional Programming by SuperVillain Studios

Business & Operations
Steve Ganem, Chris Rausch, Tim Campbell

Producer
Victor Rodriguez

Xbox Engine Programming
Stephen J. Martin, Thomas Rolfs, Steve Ganem

Published By Activision Publishing, Inc.

Producer
Irwin Chen

Associate Producer
Chuck Park

Production Coordinators
Ian Moreno, Brinton Williams, David Larkas

Production Testers
Phil Rilatos, Joshua Gill

Executive Producer
Steve Ackrich

VP, North Amer. Studio
Giancarlo Mori

Localization Assoc. Prod.
Brian Diggs

Localization Prod. Coord.
Kop Javornimas

CENTRAL TECHNOLOGY

VP of Technology
Steve Pearce

Sr. Art Director
Alessandro Tiento

Technical Art Director
Kevin Chu

Additional Animation, & Programming by Central Technology
Paul Lee, Jamie Egerton, Pat Griffith, Carl Schnurr, Trevor Walker

Story Written by
Randall Johnson

VOICEOVER ACTORS

Colton White
Thomas Jane

Thomas Magruder
Lance Henriksen

Reverend Reed
Brad Douvit

Hoodoo Brown
Ron Perlman

Clay Allison
Tom Skerritt

Ned White
Kris Kristofferson

Many Wounds,
Fights-At-Dawn

Eric Schweig

Stone Hand, Native
American 2

Jay Tavare

Native American 1
Myrton Running Wolf

Jenny
Kath Soucie

Soapy Jennings
Dave Wittenberg

Campbell
Jim Connor

Hollister, Additional VO
Marc Graue

Port, Additional VO
Bryce Johnson

Honest Tom, Add. VO
Frank Collision

Rudabaugh, Add. VO
Wade Williams

Webb, Additional VO
John Getz

Chavez y Chavez, Additional VO
Armando Valdes-Kennedy

Additional VO
Stephen Stanton, Andrew Kishino, Nolan North, Nick Guest, Grant Albrecht, Robin Atkin Downes, Phil Proctor, Dwight Schultz, Fred Tatasciore, Vanessa Marshall, Cathy Cavadini

VO Casting & Direction
Womb Music—Margaret Tang

VO Recording & Editing
Womb Music—Rik Schaffer

Devon Bowman

Music Composed by
Christopher Lennertz

Global Brand Manager
Tom Silk

Dir., Global Brand Mgmt.
Kim Salzer

VP, Global Brand Mgmt.
Dusty Welch

Public Relations Mgr.
Peter Binazski

Publicist
Kehau Rodenhurst

Junior Publicist
Megan Kornis

QUALITY ASSURANCE/ CUSTOMER SUPPORT

Project Lead
Steve Peterson

Senior Project Lead
Evan Button

Night Shift Leads
Ryan Ruff, James Davis

Night Shift Sr Proj. Lead
Frank So

Third Shift Leads
Robert Tai, Jimmy Nguyen

QA Manager
John Rosser

Floor Leads
Byron Brazil, Matthew Solie, Jon Sheltmire, Jason Naglic, Kris Kautchen

Database Managers
Evan Wingate, Wayne Williams

Testers
Adam Azami, Alex Shor, Art Ebrahimian, Bay Grabowski, Byron Taylor, Cesar Muralles, Charlie Barkhorn, Chris Hunter, Christopher Ramos, Christopher Self, Colin Brookfield, Conor Cook, Daniel Kim, Daniel Simoneit, Darine Pokawatana, Dave Powers, David Gamez, David Martinez, David Paplia, Denny Barnes, Derek Pietila, Dylan Payette, Elliot Ehlig, Geoffrey Olsen, George Walker, Glenn Cristobal, Gregg Kuwahara, Henry Djin, Ian Alvarez, Issei Nakamura, Ivan Arzate, Jared Bailey, Jason Avila, Jason Kramer, Jason Lee, Jason Norby, Jeff Rizzo, Jeff Ryden, Joe Pardo, John Caminiti, John McCurry, Jonathan Dilley,

Joseph Ziegler, Josh Lebeau, Keoni Kakugawa, Kevin Jones, Kirt Sanchez, Kristoph Frederick, Larry McZeal, Lemuel L. Castro, Marty Quinn, Matthew Brannon, Matthew Foley, Matthew St. John, Michael Yang, Mike Evans, Mike Niederquell, Mike Woodley, Musa Datti, Nikolaus Doner, Philip Mendez, Phyrun Deab, Ray Broomfield, Robert Heck, Roderick Erwin, Ronald Whitmore, Ronen Price, Ryan Downing, Ryan McCullough, Tim Irvin, Tony Baldessari, William Bibbiani

Manager, QA Night Shift
Adam Hartfield

Manager, QA Third Shift
Jason Levine

Sr. Manager, Technical Requirements Group
Marilyn Rixford

Sr. Lead, Technical Requirements Group
Sion Rodriguez y Gibson

Project Lead, Technical Requirements Group
Aaron Camacho

Testers, Technical Requirements Group
Sasan Helm, Marc Villaneuva, Robert Lara, Kyle Carey, Brent Toda, Christopher Keithley, Don Nichols, David Wilkinson, Jason Harris, Keith Kodama, Teak Holley, Tomohiro Shikami

Activision UK

Senior VP
Tricia Bertero

VP - UK, Emerging Markets & European Marketing
Roger Walkden

Head of Publishing Services
Nathalie Ranson

UK Marketing Director
Scott Morrison

Marketing Manager UK
Tim Woodley

Localisation Manager
Tamsin Lucas

Senior Localisation Project Manager
Mark Nutt

Creative Services Manager
Jackie Sutton

Head of European Corporate Communications
Tim Ponting

PR Manager
Suzanne Panter

European Operations Manager
Heather Clarke

Production Planner
Lynne Moss

Activision Special Thanks
Mom & Dad, Mike Griffith, Ron Doornink, Kathy Vrabec, Chuck Huebner, Robin Kaminsky, Bobby Kotick, Brian Kelly, Blaed Hutchison, Mimi Vu, Gary Pfeiffer, Erick Fernandez, Tom Hays, Phil Terzian, Mike Larson, Amy Longhi

Cutscene Sound Design and Mixing
Fury & Grace

Creative Agency and Intro Movie
Creative Domain

Video
Brass Knuckles, Failsafe

DOLBY DIGITAL

Dolby and the double-D symbol are trademarks of Dolby Laboratories

BINK VIDEO

Uses Bink Video. Copyright 1997-2005 by RAD Game Tools, Inc.

PRODUCT LICENSE AGREEMENT AND WARRANTY REPLACEMENT

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

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

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

YOU SHALL NOT:

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

ACTIVISION LIMITED 90-DAY WARRANTY. Activision warrants to the original consumer 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 is found defective within 90 days of original purchase, return back to the place of purchase, with receipt for refund or replacement.

This warranty is limited to the recording medium containing the program as originally provided by ACTIVISION and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above.

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

For all Warranty replacements, please return to the store of purchase along with your receipt or proof of purchase.

If you are returning the software product after the 90-day warranty period, but within one year after the date of purchase, please contact Activision on 02 9869 0955. Note: No returns will be issued unless you have contacted Activision first.

If an Activision representative advises you that your game is valid for a return, please return the original software product disc to:

Activision Asia Pacific, Level 5, 51 Rawson St Epping, NSW 2121, Australia 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 software product.
4. Please include a cheque or money order for AUD \$25 per disc replacement (subject to availability).

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

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

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

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

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

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, + 1 (310) 255-2000. Attn: Business and Legal Affairs, legal@activision.com.

NOTES

CUSTOMER SUPPORT

CUSTOMER AND TECHNICAL SUPPORT

Online Services with Activision Forums, E-Mail and File Library Support
We advise for cost efficiency that you use our online web support.

Web Support

<http://www.activision.com/support>

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for any solutions that you require.

This service is available 24 hours a day, 7 days a week and offers a fully comprehensive list of known issues as well as providing the latest updates/patches.

TECHNICAL SUPPORT IN AUSTRALIA

In Australia, for Technical Support, Hints and Tips, please call 1902 263 555. Calls are charged at \$2.48 (inc.GST) per minute.

In NZ for Technical Support, please call 0800 160 110.

E-REG FOR AUSTRALIAN CUSTOMERS

Do you want to receive news on new games and special offers for Activision customers?

Register On-line at <http://ereg.activision.com.au>

Complete the registration form & help us keep you informed about Activision games. You will be notified of upcoming releases & special offers.

Note: Activision Asia-Pacific is committed to safeguarding the privacy of information entrusted to it. Accordingly, Activision complies with all relevant legislation concerning the collection, use, security and disclosure of personal information.

For Technical Support and Customer Service in areas not listed, please contact your local distributor or Activision via online. (Please note the online support is available in English only).