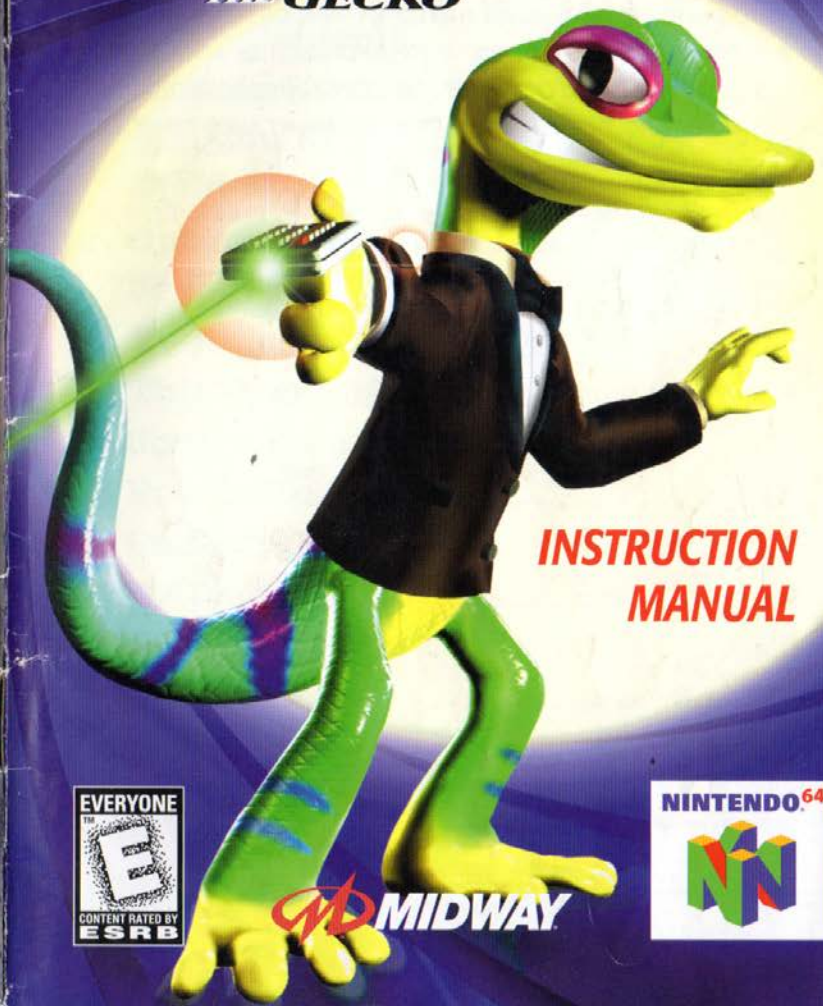
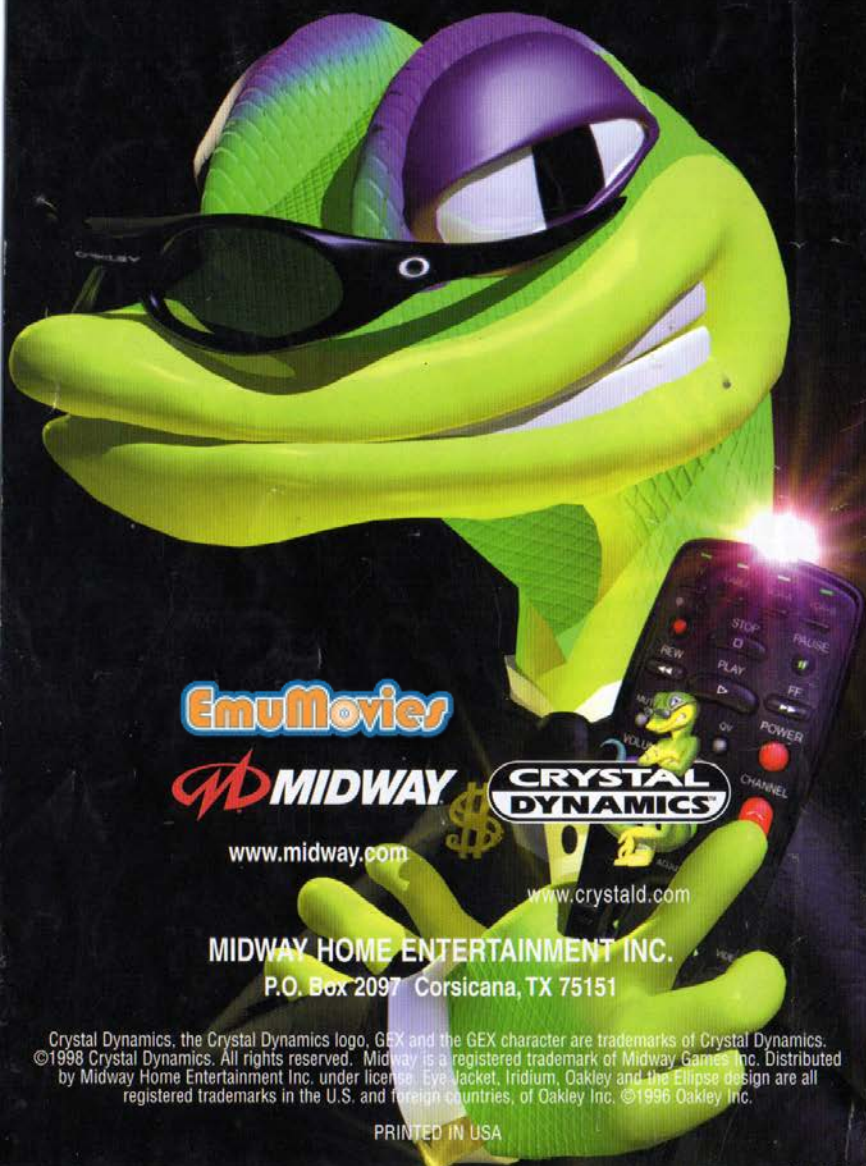


GEX 64

ENTER THE GECKO



INSTRUCTION MANUAL



EmuMovies

MIDWAY

CRYSTAL DYNAMICS

www.midway.com

www.crystald.com

MIDWAY HOME ENTERTAINMENT INC.

P.O. Box 2097 Corsicana, TX 75151

Crystal Dynamics, the Crystal Dynamics logo, GEX and the GEX character are trademarks of Crystal Dynamics. ©1998 Crystal Dynamics. All rights reserved. Midway is a registered trademark of Midway Games Inc. Distributed by Midway Home Entertainment Inc. under license. Eye Jacket, Iridium, Oakley and the Ellipse design are all registered trademarks in the U.S. and foreign countries, of Oakley Inc. ©1996 Oakley Inc.

PRINTED IN USA

WARNING!

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772

THIS GAME IS COMPATIBLE WITH THE CONTROLLER PAK ACCESSORY. BEFORE USING THE ACCESSORY, PLEASE READ THE CONTROLLER PAK ACCESSORY INSTRUCTION BOOKLET CAREFULLY. FOLLOW ON-SCREEN INSTRUCTIONS TO DETERMINE WHEN YOU SHOULD INSERT OR REMOVE THE RUMBLE PAK ACCESSORIES.

MIDWAY CUSTOMER SUPPORT

903 874-5092

10:00AM - 6:30PM - CENTRAL TIME

MONDAY - FRIDAY

AUTOMATED HELP LINE OPEN 24 HOURS A DAY

NEED MORE GEX: ENTER THE GECKO GAME HINTS?

CALL 1-900-737-4SOS (4767)

\$0.85/MINUTE - 18+ - TOUCH TONE ONLY

EXPERIENCED GAME COUNCELORS AVAILABLE M-F 9:00AM - 5:00PM PST

RECORDED HINTS AVAILABLE 24 HOURS A DAY.

LICENSED BY NINTENDO

NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE 3-D 'N' LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC ©1996 NINTENDO OF AMERICA INC.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

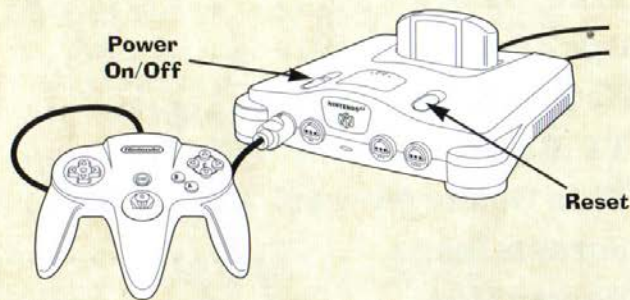
TABLE OF CONTENTS

Getting Started	3
Control Stick Function	4
Controller	5
Game Controls	6
Camera Control	7
Mission Briefing	8 - 10
Main Menu	11
Options	12
Jeopardy	13
TV Rejects	14
This Gecko Moves!	15
Screen Icons	16
Power Ups	17
Collectibles	18
TV Remotes & Bonus Levels	19
Pause Screens	20
The Enemies	21 - 22
Credits	23 - 24
Warranty	26

GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

- Turn the power **OFF** on your N64.
- Insert the Game Pak into the slot on the N64.
- Press firmly to lock the Game Pak in place.
- Turn the power switch **ON**. After the legal screens appear, you may go right to the game by pressing the **START Button**.



CONTROLLER PAK MENU

Press and hold the **Start Button** upon powering up or reset to access the Controller Pak Menu. This will allow you to view and delete saved information from a Nintendo 64 Controller Pak.

You can also view an In-Game Controller Pak Menu by selecting **Options**, then **Controller Pak** from the Media Dimension Map Pause Menu (see **Pause Screens**, pg. 20).

CONTROL STICK FUNCTION

The Nintendo 64 **Control Stick** uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional **Control Pad**.

When turning the Control Deck power **ON**, do not move the **Control Stick** from its neutral position on the controller.



If the **Control Stick** is held at an angled position (as shown in the picture on the left) when the power is turned **ON**, this position will be set as neutral. This will cause games using the **Control Stick** to operate incorrectly.

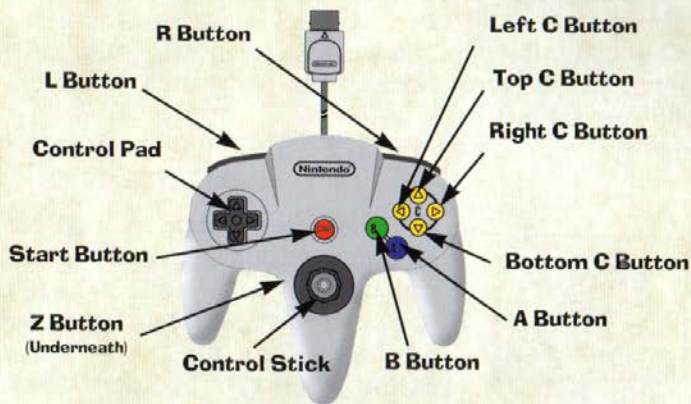


To reset the neutral position once the game has started, let go of the **Control Stick** so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R Buttons**.

The **Control Stick** is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

CONTROLLER

Before you begin your game familiarize yourself with the controls.



Quitting a Level in Progress

Press **START** to pause the game. The Pause Options Screen will appear. Highlight **Exit Level**, then press the **A Button**.

GAME CONTROLS



Menu Selections

- **Control Pad** or **Control Stick Up, Down, Left** or **Right** to highlight or toggle options.
- Press the **A Button** to select options.
- Press the **B Button** to go back to a previous menu.

GEX: Enter the **Gecko** has three different camera settings. You can change cameras when the camera icons appear at the bottom right corner of the screen. Press the **Start Button** to pause the game, select **Options** from the Pause Menu then select **Camera** to change. During play, tap the **Top C Button** to change camera angles. Press and hold **Top C Button** and use the **Control Pad** or **Control Stick** to look in all directions. Here are the camera selections available in the game:

SEMI-AUTO CAM (default):



This camera automatically moves behind GEX when he stops moving. In general, it's the best camera for beginners. During the game, you can press the **Right or Left C Button** to rotate the camera left or right on the fly.

AUTO CAM



This camera follows behind GEX, always pointing in the direction GEX is looking. It is most effective in open spaces. (Unlike **Semi-Auto Cam**, you cannot override **Auto Cam** by manually rotating the camera.)

MANUAL CAM

This setting gives you complete camera control. By pressing the **Right or Left C Button**, you can swing the camera in a full 360° rotation for a complete view in any direction. **Manual Cam** is the favorite of players who want minimum computer assistance. Try using it when lining up technical jumps.



Note: In certain levels the game defaults to a fixed camera for a short time to assist you through difficult areas.

It was such an easy life, uneventful and fulfilling. A far cry from the paparazzi frenzy of a few years ago. Thinking back to those days brought a dull ache to GEX's forehead. Remembering the horrible press conference with the President, the mobs of groupies, the TV interviews as well as those compromising photos in *The International Inquirer* only made the pain worse.



Since GEX's retirement from the public eye in 1996, television held the only enjoyment in this young gecko's existence. GEX resigned himself to a life of solitude, tucked away in the Maui hillside with his life long partner, a big-screen TV. And what a partnership they had. GEX was never bothered for an autograph, never needed to cuddle, and could shut his new friend up with a push of a remote control. Gex's TV was his true soul mate.

For two years, GEX started his day sharing a cup of coffee with *Kung Fu Theater*, a donut with his favorite cartoons and a bag of chips with *His Majesty's Secret Service*. Days, then weeks, blurred into one long television marathon. Never leaving the house without first checking with *Dionne Warwick's* psychic friends, GEX found himself on the verge of insanity.

And then things start getting interesting . . .

These two goons appear at his side, flash badges, and tell GEX that they work for a secret government agency. They need his assistance regarding an old acquaintance. GEX tells them that The Inquirer had it all wrong, that he only met Farrah that one night, and wishes she would stop bothering him. They tell him it's not about her, it's about Rez.

Ahh, Rez. The old tin

can has returned and he's after the world's TV channels. Again. They want GEX to go back in and fix that. GEX tells them to find some other fool. He has saved the universe once already. Call in some other sucker, he's missing Colt Seavers reruns and he just loves Colt's gullible sidekick. But the skinny agent grabs him by the shoulders and then asks really nicely if GEX will help them out. GEX still says no.

The men tell him they understand, then smash him over the head with a blunt object. When GEX regains consciousness, he finds himself in an interrogation-style room, sitting in a chair under a single harsh light. He asks them how long he's been out. They tell him ever since the crowbar impacted the side of his skull.



The big agent asks him what he knows about Rez. GEX tells them everything he knows, and once again, the men insist he help them. Suddenly the skinny guy reaches under a table and opens up a briefcase full of cold, hard cash. GEX takes one look at the pile and replies, "Now WHAT was it you wanted me to do?"

As GEX thumbs through the bills, the agents start taking his measurements. The goons throw in a secret agent suit – GEX knows how the ladies love a gecko in uniform. The big agent starts to talk . . .

GEX's mission is to save television and make Rez "disappear." Plain and simple. The agents give GEX a map and instruct him to hide the body between Jimmy Hoffa's and Spuds Mackenzie's.

GEX replays the mission in his head as he leaves the building to get into his waiting limo. As he nears the car, a beautiful female agent walks up to him, introduces herself as Special Agent EXTRA and wishes him good luck in his mission to rescue television. "I really love television", she says with a giggle. As GEX steps into the limo he smiles and says to himself, "All right Rez, it's tail time."



The Main Menu appears at the start of a game. Press the Control Pad **Up** or **Down** to highlight a selection, then press the **A Button** to select it.

MAIN MENU OPTIONS

New Game

Start a new game from the Media Dimension Map. You'll select a TV to begin your game. If a gate isn't open, you'll need to collect a specific remote(s) to access the gate (see **TV Remotes & Bonus Levels**, pg. 19).

Load Game

Select this option to Load a previously played game by entering a **Password** or selecting a note from your **Controller Pak**.

To enter a password, select **Password** from the Load Game Screen. Press the **Control Pad Up** or **Down** to scroll through the available symbols, then press **Left** or **Right** to move to the next space. Repeat the process until you've entered the entire password. You can get a password from the **Save** option from the Media Dimension Map Pause Menu (see pg. 20). When you complete a level, get the password, write it down and use it later to continue a game in progress.

To continue a game using your **Controller Pak**, select **Controller Pak** from the Load Game Screen. If you've saved a previous game, it will be displayed in the **Controller Pak Screen**. Select the saved game to continue at the beginning of the game with all of the remotes you previously collected.

AUDIO

View options for adjusting all of the game's Audio settings. Press the **Control Pad Up** or **Down** to scroll through the available options, then press **Left** or **Right** to turn **Music**, **Voices** or **SFX** (Sound Effects) **ON** or **OFF**. You can also adjust the volume levels of the game's **Music**, **SFX** and **Voice**.



CAMERA

Select the type of camera you want to use during your game. See **Camera Control**, pg. 7, for details on this option.

CONTROLLER PAK

If you have a Controller Pak plugged into your controller, you can Save or Load a game in progress. When you select this option, you can view all saved games on your Controller Pak, including saved notes from other N64 games.

Use this option to manage your Controller Pak by deleting unwanted notes. If you don't have room on your Controller Pak, you will be prompted whenever you try to save to a game in progress.

CONFIDENTIAL

NAVIGATING THE MEDIA DIMENSION MAP

1. Use the **Control Pad** or **Control Stick** to move GEX to any TV on the map.



2. Jump onto the green button located in front of each TV to warp into the level.

3. Jump on floating platforms to fly to new map areas.

LEVEL MISSION HINTS

1. When GEX enters a level, a list of missions appears.
2. Press the Control Pad or Control Stick to highlight a mission and then press the **A Button**.
3. A hint will be revealed on how to obtain that mission's Red Remote (see **TV Remotes & Bonus Levels**, pg. 19).
4. Once the mission has been completed, an X will be shown before the hint, instead of ►.
5. Press the **B Button** to bypass the hints after selecting a mission.

TOP SECRET

PRE-HISTORY CHANNEL

Go back to your distant roots when reptiles ruled the world and . . . yada, yada, yada. Hey, that guy could almost buy drinks with my ID.

SCREAM TV

Who's ready to turn an insane 12-year-old knife-wielding brat into bratwurst? Hey, the little zombie has a discipline problem, OK? Meet a guy who lost his soul and other body parts. Check out some artwork that's worth dismembering. You gonna choose what's behind Door #1, Door #2 or Door #200?

CIRCUIT CENTRAL

Pay homage to all those strange Sci-Fi shows that snatched control of your TV set. Grab a charge and hit the launchers.

ROCKET CHANNEL

There are billions and billions of ways to get the intergalactic shaft here. GEXIE needs air!

TOON TV

It's open season on rabbits but you're a lizard, right? Beware of flowers bearing mallets. Drop into a hutch for a makeover. Those ears are just you!

KUNG-FU THEATER

Grab some take-out and then turn some guy into Kung Fu Chicken. Pulling out chest hair is no fair.

REZOPOLIS

Look out for Flatheadbots. After you see what Rez has to offer, you'll run to Rupert, begging for shelter.

THIS GECKO MOVES!

JUMP (A BUTTON)

Use to reach high platforms.

TAILBOUNCE (A BUTTON)

Tap the **Jump Button**, then press and hold for Air GEX.

TAILWHIP (B BUTTON)

Use to dismember enemies and destroy objects. Some monsters love punishment; they will hold out for several whacks before disintegrating.

EAT BUG (R BUTTON)

Use tongue to grab flies into your mouth and down the hatch...gulp!!

KARATE KICK

Run, hold down the **Z Button**, and when ready, press **Jump** to leap huge spans and kick some hairy monster butt.

WALL CLIMBING

Jump onto a wall or ceiling while pressing the **Control Pad** or **Control Stick**. GEX will stick with true gecko grit. Note: GEX's suction-cup paws can only stick to certain surfaces.

CHECKPOINTS

Although Gex loves reruns, replaying the same area over and over can be frustrating. To make your TV trippin' a little easier, in some of the larger levels Gex will come across Checkpoint TVs containing checkers. Run past one of these TVs and hit it with a **Tailwhip** to "mark your spot" in the level. Then if Gex loses a life, you will restart the level from that spot instead of from the beginning.

SCREEN ICONS

LIVES

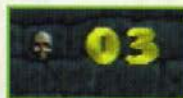
When GEX gains or loses a Life, his number of Lives Remaining appears. GEX starts out with five Lives. Run out of Lives and your show is cancelled.

HIT PAWS

Hit Paws appear when GEX gains or loses a hit point. GEX can have up to four Hit Paws.

COLLECTIBLE COUNT

When you pick up a Collectible, a number and a corresponding Collectible icon appear to show how many you have so far. (For info on how Collectibles add up, and what they're for, [check page 18.](#))



POWER-UPS

Feed ME TV is on the air, and televisions are tuned in throughout the worlds. Tailwhip any boob-tube to crack it open and release a delicious fly. Snap up the fly with tongue action (**R Button**) to collect power-ups or extra powers (good for a limited time only).

GREEN HEALTH FLY

Add a Hit Paw. By eating Green Flies, GEX can gain up to a maximum of four Hit Paws at one time.



RED FIRE FLY

Fry enemies by holding down **Tailwhip** and running around them in a circle. Release **Tailwhip** to deliver a "Wall o' Flame." GEX is invincible for a short period while buzzed on this power. Contact with water douses the effect early on.



BLUE ICE FLY

Freeze monsters by holding down **Tailwhip** and running around them in a circle. GEX is invincible for a short period while chill-in'. Contact with fire melts the power prematurely.



PURPLE LIFE FLY

Gain one extra Life.



BONUS

Letting any fly circle GEX act as an extra Hit Paw.

COLLECTIBLES

Each GEX world has its own set of riveting TV Collectibles. These are divided into three "tiers" per world. You must collect a certain number of items in each tier before you can advance to the next tier (and eventually collect the Silver Remote).

COLLECTIBLES NEEDED TO ADVANCE

TIER 1 30

TIER 2 40

TIER 3 50

- In tiers 1 and 2, you receive an extra Life when you complete the tier.
- In tier 3, when you collect 50 items, you receive a Silver Remote. You also gain an extra Life for every additional 50 items (over the first 50) you collect.
- A Collectible icon and the number you have so far appear at the top right of the screen when you acquire an item.



TV REMOTES & BONUS LEVELS

Gain access into different areas by collecting TV Remotes.

RED REMOTES (OPEN NEW LEVELS)

Red Remotes reveal more channels for GEX to explore in the Media Dimension. Obtain Red Remotes by finding various exits in each world. After collecting 33 red remotes, you will gain entry to Channel Z and the final battle with Rez.

SILVER REMOTES (OPEN BONUS LEVELS)

Two Silver Remotes are stashed in each world. One is hidden somewhere for you to find. The other Silver Remote is yours when you acquire the Collectibles from all three tiers in that TV (see page 18). Everytime you collect three Silver Remotes, up to 21, you gain entry to a Bonus Round.

GOLD REMOTES

Once in a Bonus TV, you have a set time limit to grab a random number of items. The Bonus Time Countdown and the Collectible Countdown appear at the bottom of the screen. Make your quota in the allotted time and win a Gold Remote. Defeating a boss is another way to gain a Gold Remote plus access to new areas.

PAUSE SCREENS

IN-LEVEL PAUSE

1. During a game, press the **Start Button** to pause.
2. On the Pause menu, press the **Control Pad** or **Control Stick** to highlight your selection, and press the **A Button**.

RESUME: Return to the game. (Pressing the **Start Button** again also resumes the game.)

EXIT LEVEL: Exit the current level and return to the Media Dimension Map.

OPTIONS: See **Options**, pg. 12.

STATS: View the total count of Gex's collected items. This screen also lets you know how many remotes are located on each level.

MEDIA DIMENSION MAP PAUSE

1. See In-Level Pause (above) for instructions on returning to the Media Dimension Map.
2. In the Media Dimension Map, press the **Start Button** to bring up the following menu:

RESUME: Resume the game you just paused by returning to the Media Dimension Map.

NEW GAME: Begin a new game.

LOAD GAME: Load a game via **Password** or **Controller Pak** (see **Load Game**, pg. 11).

SAVE GAME: Preserve your current game as a new saved game. When you select Password, a password will be given to you. Write it down. If you select Controller Pak, you can name and save your game to a new note on the Controller Pak. Follow on-screen instructions to complete the process.

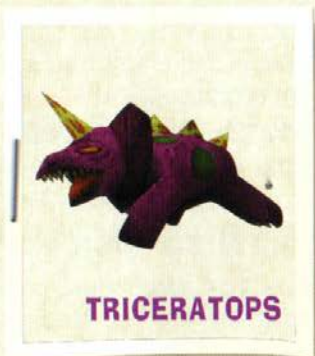
OPTIONS: See **Options**, pg. 12.

STATS: See **STATS**, above, for details.

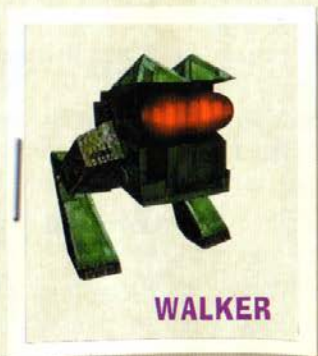
ENEMIES



PTERODACTYL



TRICERATOPS



WALKER



ALIEN

ENEMIES



HUCKY



GHOST



MYLOT



RAPTOR

CREDITS

CRYSTAL DYNAMICS

DIRECTOR

Glen A. Schofield

PRODUCER

Jeffrey Zwelling

EXECUTIVE PRODUCER

Jonathan Miller

LEAD DESIGN

Evan Wells

LEAD PROGRAMMING

Adrian Longland & Danny Chan

PROGRAMMERS

Meilin Wong, Robert Calfee & Evan Wells

SENIOR DESIGNERS

Richard Lemarchand & Jim Stiefelmaier

DESIGNERS

Quinlan Richards, Bret Robbins, Dave Robinson, Bruce Straley & Samuel Villanueva

ARTISTS

Scott Anderson, Amy Bond, Bruce Straley & Chris Thompson

ANIMATORS

Eric Elliot, Spencer Hale & Jim Houska

STUNT PROGRAMMERS

Charles Martin, Jon Miller & Jonah Stich

ADDITIONAL SUPPORT

Dan Arey, Jeff Bloom, Jeremy Bredow, Mark Miller, Kenny Reeves, Josh Rose, Steve Ross, Sheatiel Sarao, Sunspark & Matthew Titlebaum

LEAD AUDIO/VIDEO

Steve Papoutsis

SOUND PROGRAMMING

Fred Mack

SOUND & MUSIC

Ted Allen, Kurt Harland & Jim Hedges

PRODUCT MARKETING MANAGER

Chip Blundell

MARKETING

Scott Steinberg (V.P.), Brian Silva, Jim Curry & Steve Groll

INTRO & OUTRO

Keyframe Digital Productions

ORIGINAL GEX CHARACTER

Lyle Hall

VOICE OF GEX

Dana Gould

VOICE OF GEX (U.K.)

Leslie Phillips

VOICE OF REZ

Bruce Robertson

BACKSTORY & SCRIPT

Rob Cohen, Ken Daly, Dana Gould & Scott Steinberg

TEST MANAGER

Alex "UnaPooper" Ness

LEAD TESTER

Billy "Cooter" Mitchell

TESTERS

Jeffrey Bloom, Jeremy "J-Dogg" Bredow, Christopher "Hippie" Bruno, James "Double O.G." Cabot, Rolef "Lee Majors" Conlan, Casey "Where is he?" Craig, Rick Cummings, David "Orion" Dao, Damien "Aussie" Lacey, Doug "El Guapo" Leslie, Todd "Pro Tip" Malone, Daniel "2 Cents" Miley, Christopher "X-Ton" Pappalardo, Matt "CMP" Prescott, Alex Simonian, Tony "The Tiger" Townsend & Matt "Muttnew" Young

SPECIAL THANKS

Katie Bolich, Chuck Eyler, Will Faust, Troy Gillette, Laura Grieve, Tate Mosesian, Tim Roberts & Mike Slisko

CREDITS

MIDWAY HOME ENTERTAINMENT

PRODUCER

Brian Lowe

ASSISTANT PRODUCER

Will Shen

PRINT DESIGN & PRODUCTION

Debra Austin, Jon Mongelluzzo, Chris Mowry, Erin Shems & Dave Young

TEST MANAGER

Rob Sablan

LEAD TESTER

Eric Navarez

ASSISTANT LEAD TESTER

Chris Herndon

TESTERS

Tyler Everett, Donny Hamilton, Steve Montano & Peter Chang

SPECIAL THANKS

Deborah Fulton

REALTIME ASSOCIATES

EXECUTIVE PRODUCER

Dave Albert

PRODUCERS

Chris Archer, Dave Brooks

LEAD PROGRAMMER

Chip Burwell

PROGRAMMERS

Kheryl Durham, Andy Hsiung

LEAD ARTIST

Alan Flores

3D ANIMATOR

Samati Boonchisitsak

ARTISTS

Lance Powell, Connie Goldman

AUDIO DIRECTOR

Greg Turner

SPECIAL THANKS

Shippy Ohka, Charles Amsellem, Jacob Watt, Scott Smith, Tom Grevera & Dave Warhol

GETTING LICKED IN THE MEDIA DIMENSION?

Obtain every secret and chronicle Gex's quest with the only Official Strategy Guide for Gex 64!

GEX 64

ENTER THE GECKO



On sale now,
only \$11.99!

Wherever good books are sold

Order **DIRECT** for only **\$9.99!**

To order, call: 1-800-691-7886

A MILLENNIUM PUBLICATIONS PRESENTATION

WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE MIDWAY HOME ENTERTAINMENT INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS MIDWAY HOME ENTERTAINMENT INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.



Midway Home Entertainment Inc.

903 874-5092

P.O. Box 2097

Corsicana, TX 75151-2097

www.midway.com