



EGG MANIA

EGGSTREME MADNESS



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

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

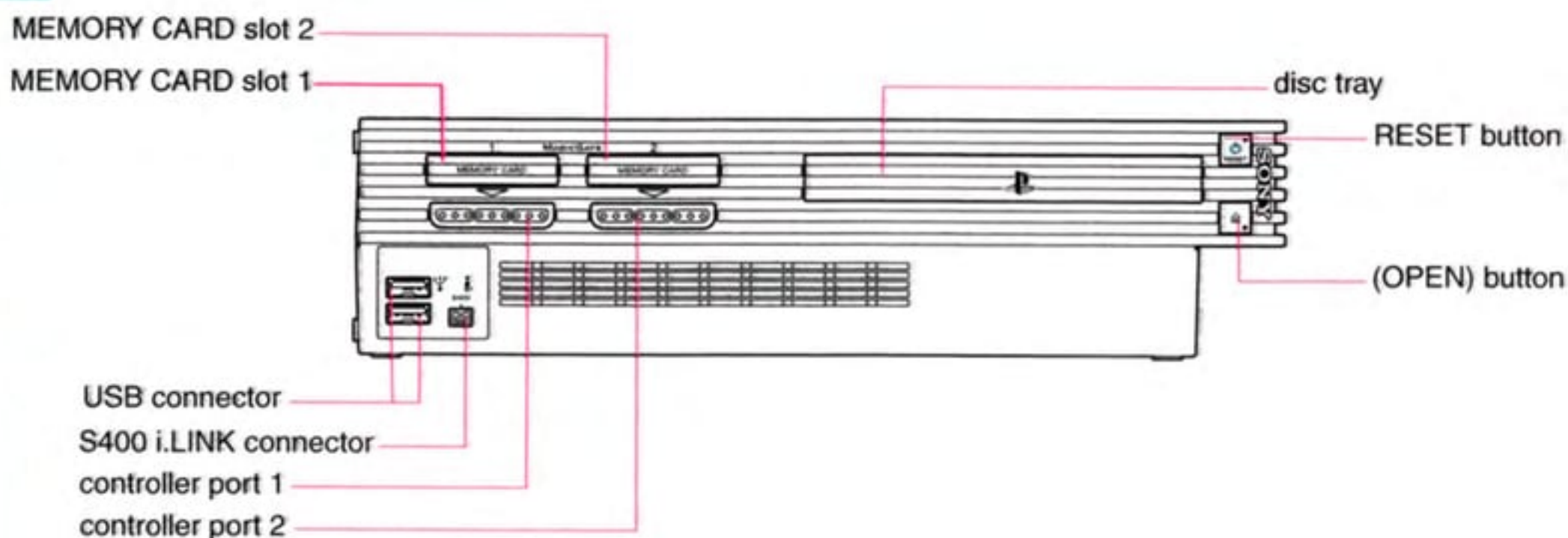
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

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

CONTENTS

STARTUP	2
GAME CONTROLS	3
CHARACTERS/ DIFFICULTY LEVELS	5
GAME START	6
BASIC RULES	6
DANGER LAMP	8
WOBBLE METER	8
ITEMS	9
MAIN MENU	10
EGG MANIA	11
EXTRA MODES	11
BOMB	11
SOLO	12
SURVIVAL	12
CUSTOM	13
TOURNAMENT	14
HOW TO PLAY	14
INTRODUCTION	14
TUTORIAL	14
PRACTICE MODE	14
OPTIONS	15
HANDICAP	16
TRICK BRICKS	17

STARTUP

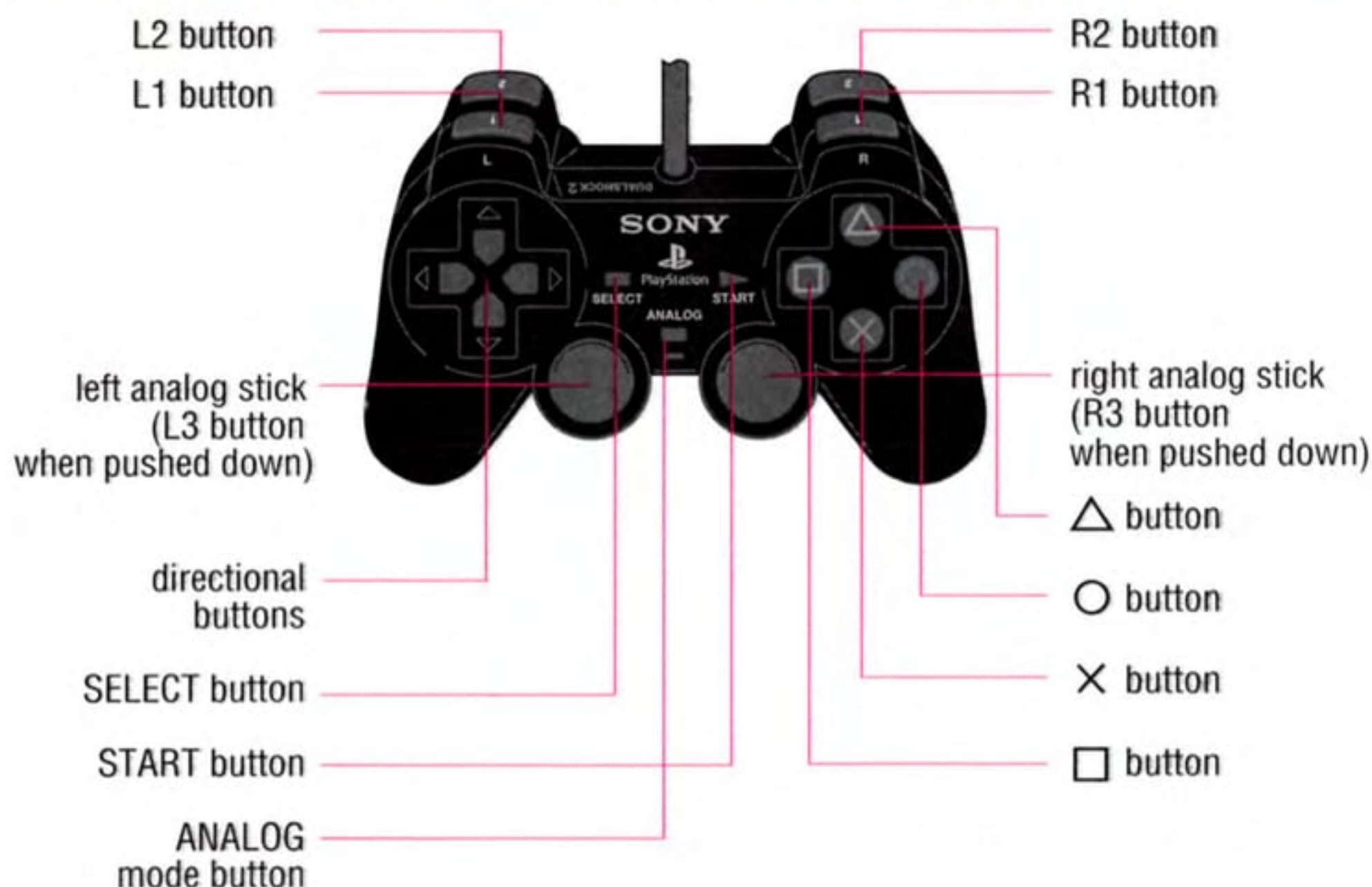


SET UP YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM ACCORDING TO THE INSTRUCTIONS IN ITS INSTRUCTION MANUAL. MAKE SURE THE MAIN POWER SWITCH (LOCATED ON THE BACK OF THE CONSOLE) IS TURNED ON. PRESS THE RESET BUTTON. WHEN THE POWER INDICATOR LIGHTS UP, PRESS THE OPEN BUTTON AND THE DISC TRAY WILL OPEN. PLACE THE **EGG MANIA™: EGGSTREME MADNESS** DISC ON THE DISC TRAY WITH THE LABEL SIDE FACING UP. PRESS THE OPEN BUTTON AGAIN AND THE DISC TRAY WILL CLOSE. ATTACH GAME CONTROLLERS AND OTHER PERIPHERALS, AS APPROPRIATE. FOLLOW ON-SCREEN INSTRUCTIONS AND REFER TO THIS MANUAL FOR INFORMATION ON USING THE SOFTWARE.

THIS GAME USES 65 KB OF SPACE ON A MEMORY CARD (8MB) (FOR PLAYSTATION®2). THE FIRST TIME YOU PLAY, YOU CAN CREATE A SAVE FILE FOR **EGG MANIA™: EGGSTREME MADNESS** ON THE MEMORY CARD (8MB) (FOR PLAYSTATION®2). EACH MEMORY CARD (8MB) (FOR PLAYSTATION®2) CAN SAVE UP TO 3 SAVES. HOWEVER, MULTIPLE SAVE FILES CANNOT BE CREATED ON A SINGLE MEMORY CARD (8MB) (FOR PLAYSTATION®2). SEE PAGE 15 ON HOW TO SAVE.

GAME CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



L1 BUTTON

ALLOWS YOU TO LEAP DOWN TO THE LOWER SECTIONS IN YOUR TOWER. USE THIS FUNCTION TO FILL IN GAPS IN THE LOWER ROWS NEAR THE WATER.

△ BUTTON

DISCARDS UNWANTED PIECES. USE THIS FUNCTION TO DUMP UNWANTED PIECES THAT YOU ACCIDENTALLY CAUGHT.

DIRECTIONAL BUTTONS/ LEFT ANALOG STICK

UP: MAKES YOUR CHARACTER JUMP.

LEFT/RIGHT: MOVES YOUR CHARACTER LEFT OR RIGHT.

DOWN: MAKES YOUR CHARACTER LOOK DOWN.

○ BUTTON

ROTATES PUZZLE PIECE CLOCKWISE.

□ BUTTON

ROTATES PUZZLE PIECE COUNTER CLOCKWISE.

× BUTTON

PLACES PUZZLE PIECES. USE ITEMS.

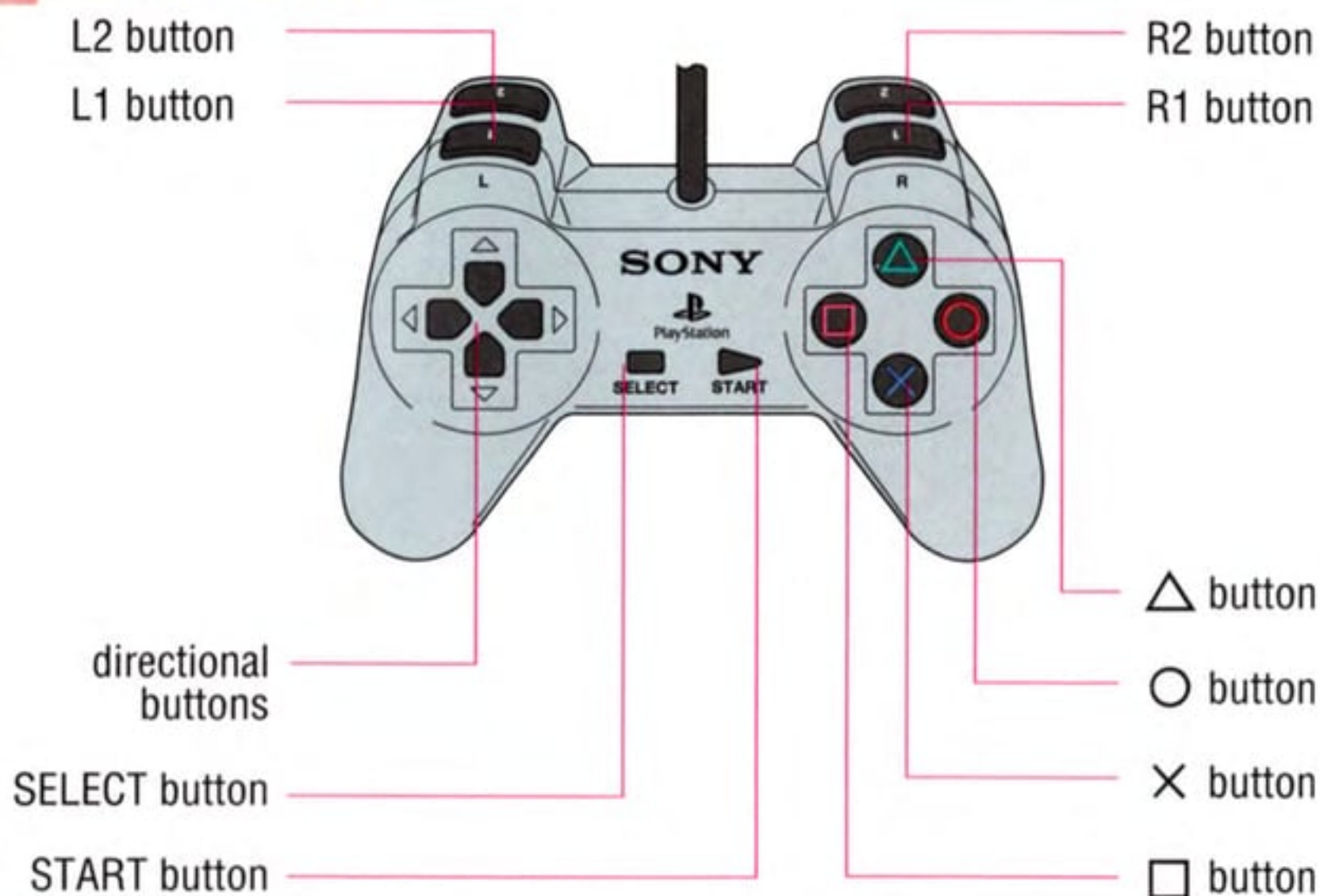
START BUTTON

PAUSES THE GAME.

EGG MANIA™: EGGSTREME MADNESS UTILIZES THE SPECIAL VIBRATION FEATURE FOUND IN THE DUALSHOCK® AND DUALSHOCK®2 ANALOG CONTROLLERS. THE VIBRATION FEATURE IS ONLY AVAILABLE IN ANALOG MODE. TOGGLE BETWEEN ANALOG AND DIGITAL MODES BY PRESSING THE ANALOG MODE BUTTON ON THESE CONTROLLERS. YOU CAN DISABLE THE VIBRATION FUNCTION IN THE OPTIONS MENU.

GAME CONTROLS

CONTROLLER



L1 BUTTON

ALLOWS YOU TO LEAP DOWN TO THE LOWER SECTIONS IN YOUR TOWER. USE THIS FUNCTION TO FILL IN GAPS IN THE LOWER ROWS NEAR THE WATER.

△ BUTTON

DISCARDS UNWANTED PIECES. USE THIS FUNCTION TO DUMP UNWANTED PIECES THAT YOU ACCIDENTALLY CAUGHT.

DIRECTIONAL BUTTONS

UP: MAKES YOUR CHARACTER JUMP.
LEFT/RIGHT: MOVES YOUR CHARACTER LEFT OR RIGHT.
DOWN: MAKES YOUR CHARACTER LOOK DOWN.

⦿ BUTTON

ROTATES PUZZLE PIECE CLOCKWISE.

◼ BUTTON

ROTATES PUZZLE PIECE COUNTER CLOCKWISE.

× BUTTON

PLACES PUZZLE PIECES. USE ITEMS.

START BUTTON

PAUSES THE GAME.

NOTE: THIS IS THE INITIAL BUTTON CONFIGURATION. YOU CAN RECONFIGURE THESE CONTROLS IN THE OPTIONS MENU.

CHARACTERS

BUILD A HIGH TOWER FROM FALLING PUZZLE PIECES, BUT IF YOU LEAVE TOO MANY GAPS IN YOUR TOWER WALL, RISING WATER WILL DESTROY YOUR PROGRESS!

PUZZLE PIECES OF ALL SHAPES AND SIZES FALL FROM THE SKY. JUMP UP AND CATCH THE SHAPE YOU NEED. AFTER YOU CATCH THE PIECE YOU WANT, PRESS THE  OR  BUTTON TO ROTATE A PUZZLE PIECE. PRESS THE  BUTTON TO PLACE IT IN YOUR TOWER. STACK THE PUZZLE PIECES WITHOUT LEAVING GAPS! TO WIN, YOU'LL NEED TO REACH THE TOP BEFORE YOUR OPPONENT DOES!

THERE ARE EIGHT EGG-STRORDINARY CHARACTERS IN THE GAME.

CHOOSE YOUR FAVORITE FROM THESE ENTERTAINING PERSONALITIES!



COOLIO



BEBUB



ASTRO



YOLKO



EGGY



FUNKY



ROBO



SPIKE

AS YOU CLEAR STAGES, YOU'LL FIND MORE CHARACTERS TO USE IN THE GAME MODES!

CHOOSE BETWEEN EASY, MEDIUM OR HARD DIFFICULTY SETTINGS IN ALL GAME MODES EXCEPT HOW TO PLAY AND OVER EASY.



EASY

EGG-STRORDINARY EASY FOR BEGINNERS AND NEWCOMERS!



MEDIUM

A SCRAMBLED SIDE ORDER OF CHALLENGES THAT WON'T BE OVER EASY!



HARD

THE PERFECT CHOICE FOR HARD-BOILED PUZZLE PERFECTIONISTS!

CHOOSE FROM FIVE DIFFICULTY LEVELS (NOVICE, EASY, MEDIUM, HARD, OR ELITE) IN CUSTOM MODE.

GAME START

GAME START

TURN ON THE POWER TO YOUR PLAYSTATION 2 AND INSERT THE GAME DISC.

PRESS THE START BUTTON AT THE TITLE SCREEN TO ACCESS THE GAME'S MAIN MENU.



GAME OVER

THE GAME ENDS WHEN YOUR OPPONENT DEFEATS YOU AND YOU ARE OUT OF CONTINUES. YOU CAN ALSO END THE GAME BY SELECTING THE "EXIT GAME" OPTION WHILE THE GAME IS PAUSED.



BASIC RULES

CATCH THE FALLING PUZZLE PIECES AND STACK THEM TO BUILD A TOWER!

YOU START THE GAME ON THE GROUND LEVEL. AS THE GAME BEGINS, PUZZLE PIECES TUMBLE FROM THE SKY.



POSITION YOUR CHARACTER BENEATH THE PIECES AND TRY TO CATCH THEM. COLLECT PUZZLE PIECES FASTER BY LEAPING UP AND GRABBING THEM.

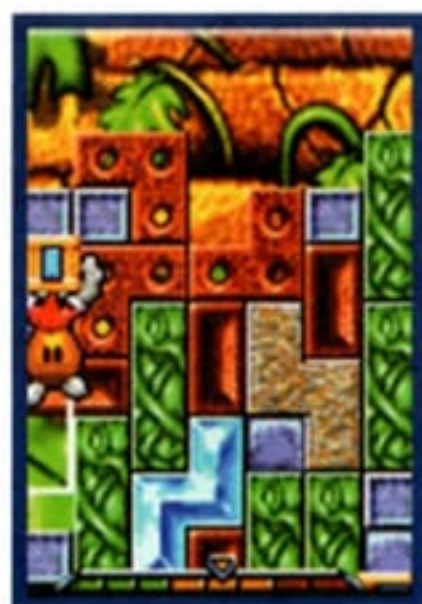


BASIC RULES

AFTER YOU CATCH A PUZZLE PIECE, PRESS THE  OR  BUTTON TO ROTATE IT INTO AN IDEAL POSITION. PRESS LEFT OR RIGHT ON THE DIRECTIONAL BUTTONS TO MOVE YOUR CHARACTER OVER THE SPOT WHERE YOU WANT TO PLACE THE PUZZLE PIECE IN YOUR TOWER.



PRESS THE  BUTTON TO PLACE THE PUZZLE PIECE.



IT'S IMPORTANT TO TRY TO PLUG THE EMPTY GAPS IN YOUR TOWER!

TO REACH THE GAPS BELOW THE TOP OF YOUR TOWER, STAND ABOVE THE GAP AND PRESS THE L1 BUTTON TO JUMP DOWN TO IT.



IF YOU IGNORE THE GAPS IN YOUR TOWER, RISING WATER WILL EVENTUALLY SUBMERGE AND SINK THE LEAKY ROWS!

AFTER YOU LEAP DOWN TO A LOWER ROW WITH A GAP, PRESS THE  BUTTON TO PLACE A PUZZLE PIECE INTO THE EMPTY SPACE.



BASIC RULES

KEEP AN EYE ON THE DANGER LAMP AND THE WOBBLE METER!



DANGER LAMP

FLASHES WHENEVER A LEAKY ROW IS DESTROYED BY RISING WATER.

IF WATER RISES UP TO A ROW WITH A GAP, THE DANGER LAMP WILL FLASH...



...AND THE ENTIRE ROW WILL COLLAPSE!

IF A LEAKY ROW SINKS, ALL OF THE ROWS ABOVE IT WILL DROP A LEVEL CLOSER TO THE RISING WATER!



WOBBLE METER



INDICATES THE OVERALL STABILITY OF YOUR TOWER.



IF YOU BUILD A TOWER WITH TOO MANY GAP-PLAGUED ROWS, THE METER WILL TURN RED...



...AND THE ROWS WITH GAPS WILL CRUMBLE!

ITEMS

USEFUL ITEMS FALL AMONG THE PLUNGING PIECES. CATCH THEM JUST LIKE PUZZLE PIECES AND USE THEM TO DO EGG-CEPTIONAL THINGS!



SPATULA

AUTOMATICALLY FILLS IN UP TO SIX GAPS IN YOUR TOWER.



SUPER BOOTS

INCREASES YOUR SPEED AND THE HEIGHT OF YOUR LEAPS.



THUNDERBOLT

STUNS YOUR OPPONENT AND KNOCKS THEM OFF THEIR TOWER!



HAMMER

DEMOLISHES ANY ROWS WITH GAPS IN YOUR OPPONENT'S TOWER. KNOCKS THEM OFF, TOO!



BOMB

HURL THIS EXPLOSIVE WEAPON ONTO YOUR OPPONENT'S TOWER BEFORE THE FUSE BURNS DOWN!

LOOK OUT FOR PESKY MONSTERS!

MONSTERS CAN STEAL THE PUZZLE PIECES YOU NEED! THE GREEDIEST WILL GRAB YOU INSTEAD!

MAIN MENU

CHOOSE BETWEEN "EGG MANIA", "EXTRA MODES", "HOW TO PLAY", "HIGH SCORES" OR "OPTIONS".

EGG MANIA

SELECT FROM TWO GAME DIFFICULTY LEVELS IN EGG MANIA MODE:

- **OVER EASY**
- **HARD BOILED**

SEE PAGE 11 FOR DETAILS.

EXTRA MODES

SERVE UP OTHER HEARTY HELPINGS OF EGG MANIA IN THESE CHALLENGING MODES:

- **BOMB**
- **SOLO**
- **SURVIVAL**
- **CUSTOM**
- **TOURNAMENT**

SEE PAGES 11 TO 14 FOR DETAILS.

HIGH SCORES

DISPLAYS THE TOP FIVE SCORES.

OPTIONS

CUSTOMIZE YOUR GAME SETTINGS.

SEE PAGE 15 FOR DETAILS.

HOW TO PLAY

LEARN GAME-WINNING STRATEGIES FOR EGG MANIA: EGGSTREME MADNESS.

SEE PAGE 14 FOR DETAILS.

MAIN MENU

EGG MANIA

OVER EASY (1 TO 2 PLAYERS)

OVER EASY IS THE EASIEST WAY TO PLAY EGG MANIA. YOU'LL FIND THAT YOU'LL HAVE PLENTY OF TIME TO PLACE FALLING BLOCKS AND THE WATER OOZES UP SLOWER THAN MOLASSES. BEGINNING PLAYERS CAN COMPLETE ALL EIGHT STAGES IN THIS INTRODUCTORY GAME. ONCE YOU DO IT, YOU'LL BE READY FOR THE CHALLENGES IN HARD BOILED.



HARD BOILED (1 TO 2 PLAYERS)

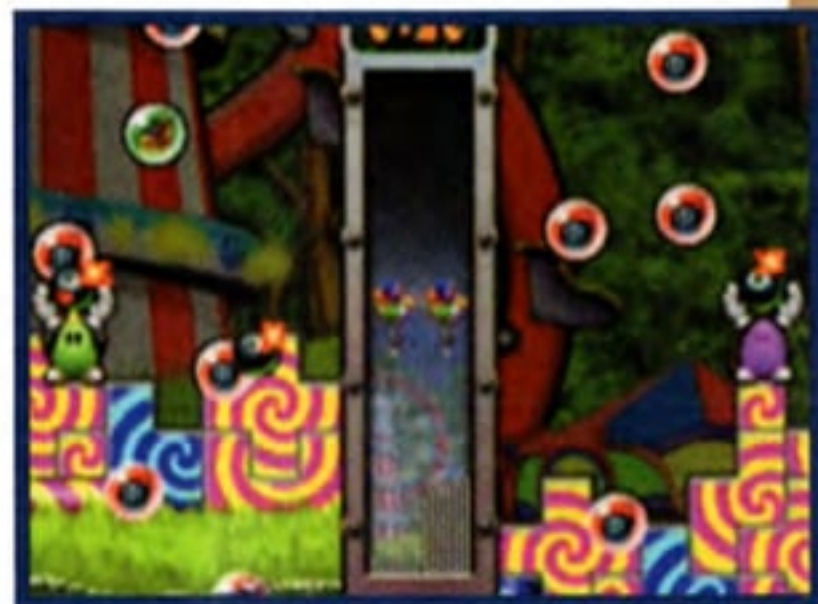
AFTER SAMPLING OVER EASY, SERVE UP A FULL PLATE OF HARD BOILED EGG MANIA! TO WIN, YOU'LL NEED TO DEFEAT YOUR OPPONENTS IN EACH STAGE. BETWEEN THE STAGES YOU'LL CATCH A GLIMPSE OF HOW CLOSE YOU ARE TO FINISHING THE GAME.



EXTRA MODES

BOMB (1 TO 2 PLAYERS)

UNLIKE THE TOWER BUILDING GOALS FOUND IN OTHER GAME MODES, YOU MUST DEMOLISH YOUR OPPONENT'S TOWER USING BOMBS IN BOMB MODE. THE GAME STARTS AT THE TOP OF THE TOWERS. CATCH THE BOMBS AND HAMMERS AS THEY TUMBLE FROM THE TOP OF THE SCREEN THEN THROW THEM AT YOUR OPPONENT'S TOWER! YOU MUST DESTROY THE OTHER TOWER BEFORE YOUR OPPONENT RUINS YOURS!



MAIN MENU

SOLO (1 PLAYER ONLY)

SEE IF YOU'RE CRACKED UP TO TOP YOUR BEST SCORE OR FASTEST TIME!



STAGE SCORE

DISPLAYS YOUR CURRENT SCORE.

STAGE HIGH SCORE

DISPLAYS THE HIGHEST SCORE ATTAINED IN THE STAGE.

BEST SCORE

DISPLAYS THE BEST SCORE IN ANY STAGE.

MAX BONUS BLOCK

DISPLAYS THE MAXIMUM NUMBER OF BONUS BLOCKS EARNED FOR ONE MOVE.



SURVIVAL (1 TO 2 PLAYERS)

SIMILAR TO EGG MANIA EXCEPT THE STAGES NEVER END! THE GAME WON'T END UNTIL YOU'RE DEFEATED OR YOU DECIDE TO QUIT. EACH STAGE IS TOUGHER THAN THE LAST!



MAIN MENU

CUSTOM (1 TO 2 PLAYERS)

CUSTOMIZE THE NUMBER OF ROUNDS, WATER SPEED AND OTHER OPTIONS TO SUIT YOUR GAMING STYLE.



CUSTOM MODE

YOU CAN SAVE CUSTOMIZED OPTIONS FOR EGG MANIA AND BOMB MODES.

*TRICK BRICKS**

PLAY WITH OR WITHOUT TRICK BRICKS BY TOGGING THIS OPTION ON OR OFF.

*BOMB TIME***

DEFINE A FUSE TIME FOR BOMBS BY TOGGING THIS OPTION ON OR OFF.

ROUNDS

CHOOSE THE NUMBER OF ROUNDS PLAYED IN A MATCH: 1, 3, 5, 7, 9 OR INFINITE.

WATER SPEED

SELECT THE SPEED OF THE RISING FLOODWATER TO FAST, MEDIUM OR SLOW.

LEVEL

SELECT YOUR FAVORITE STAGE.

CHOOSE FROM FIVE DIFFICULTY LEVELS: NOVICE, EASY, MEDIUM, HARD, OR ELITE.

**FOR MORE INFORMATION ON TRICK BRICKS, SEE PAGE 17.*

***WHAT IS BOMB TIME?*

WHEN YOU SET THE BOMB TIME TO ON, BOMBS ARRIVE FROM THE TOP OF THE SCREEN WITH GREATER FREQUENCY.

SEE THE ADVANCED OPTIONS MENU FOR ADDITIONAL CUSTOMIZING OPTIONS.

MAIN MENU

TOURNAMENT (1 TO 8 PLAYERS)

GATHER YOUR FRIENDS AND FAVORITE RIVALS TOGETHER AND SCRAMBLE TO WIN IT ALL IN EGG MANIA TOURNAMENT MODE! UP TO EIGHT PLAYERS FACE OFF IN ONE-ON-ONE CONTESTS TO CROWN THE CHAMPION!



HOW TO RUN A TOURNAMENT:

1. CHOOSE BETWEEN EGG MANIA OR BOMB MODE.
2. DETERMINE THE NUMBER OF CONTESTANTS (ONE TO EIGHT).
NOTE: YOU'LL NEED TO PLUG IN TWO CONTROLLERS FOR MULTIPLAYER CONTESTS.
3. SELECT THE DIFFICULTY LEVEL.
4. CHOOSE CHARACTERS AND START YOUR MATCH!

HOW TO PLAY

INTRODUCTION

THIS HELPFUL TUTORIAL MODE OFFERS IMPORTANT TIPS AND HINTS FOR NEW PLAYERS.

TUTORIAL

A RANDOMLY SELECTED EGG TUTOR TEACHES YOU THE GAME BASICS. YOU'LL PRACTICE YOUR INSTRUCTOR'S MOVES ON THE LEFT SIDE OF THE SCREEN AND SEE WHICH BUTTONS YOU NEED TO PUSH TO COMPLETE THE LESSON.



PRACTICE MODE

PRACTICE MODE IS AN EASY STAGE WHERE YOUR OPPONENT MOVES SLOWLY AND THE FLOODWATERS SEEP SLOWER THAN CHILLED EGG YOLK. TAKE YOUR TIME AND MASTER YOUR TOWER BUILDING TECHNIQUES. YOU CAN QUIT AT ANY TIME.

HOW TO PLAY

OPTIONS

ACCESS YOUR LOAD/SAVE OPTIONS OR SOUND SETTINGS AT THE OPTIONS MENU.

LOAD OPTIONS

LOADS GAME DATA FROM A MEMORY CARD (8MB)(FOR PLAYSTATION®2).
NOTE: THE MEMORY CARD MUST BE INSERTED IN MEMORY CARD SLOT 1.

SAVE OPTIONS

SAVES GAME DATA TO A MEMORY CARD (8MB)(FOR PLAYSTATION®2).

GAME OPTIONS

CUSTOMIZE CONTROLS

CHOOSE FROM ONE OF FOUR CONTROLLER BUTTON CONFIGURATIONS FOR UP TO EIGHT PLAYERS.

TRICK BRICKS *1

PLAY WITH OR WITHOUT TRICK BRICKS BY TOGGING THIS OPTION ON OR OFF.

BOMB TIME **2

DEFINE A FUSE TIME FOR BOMBS BY TOGGING THIS OPTION ON OR OFF.

VIBRATION

TURN THE VIBRATION FEATURE IN THE CONTROLLERS ON OR OFF.

BACKGROUND BRIGHTNESS

TURN UP THE STAGE BRIGHTNESS LEVELS TO 0, 1 OR 2.

RESET

RESETS ALL OF THE CUSTOMIZABLE OPTIONS SETTINGS TO DEFAULT-THE WAY THEY WERE WHEN YOU FIRST PLAYED THE GAME.

AUDIO OPTIONS

SOUND FX VOLUME

ADJUSTS THE VOLUME OF THE SOUND EFFECTS FROM 0 TO 100%.

MUSIC VOLUME

ADJUSTS THE VOLUME OF THE BACKGROUND MUSIC FROM 0 TO 100%.

***1 FOR INFORMATION ON TRICK BRICKS, SEE PAGE 17.**

****2 WHAT IS BOMB TIME?**

WHEN YOU SET THE BOMB TIME TO ON, BOMBS ARRIVE FROM THE TOP OF THE SCREEN WITH GREATER FREQUENCY.

HANDICAP

BALANCE THE CHALLENGE BETWEEN BEGINNING AND EXPERT PLAYERS FOR OVER EASY, HARD BOILED, BOMB, SURVIVAL, OR CUSTOM MODES (1 TO 2 PLAYERS).

WHEN SET UP PROPERLY, THE HANDICAP OPTION ALLOWS THE WEAKER PLAYER TO START THE GAME WITH A PORTION OF THEIR TOWER COMPLETED.

HOW TO SET UP A HANDICAPPED MATCH:

ADJUST THE HANDICAP SETTINGS AT THE CHARACTER SELECTION MENU.

PRESS THE START BUTTON ON CONTROLLER 2 TO ACTIVATE TWO-PLAYER MODE.

THE PLAYER THAT WILL START THE GAME WITH A HANDICAP MUST PRESS THE  BUTTON TO ADJUST THE HANDICAP SETTING.

PRESS THE  BUTTON TO CONFIRM THE CHANGES.

THAT SHOULD EVEN UP THINGS FAIR AND SQUARE!

NOTE: HANDICAP SETTINGS ARE NOT ALLOWED IN ONE-PLAYER MODE. IF YOU PRESS START ON CONTROLLER 2 WHILE PLAYING A ONE-PLAYER GAME, THE GAME WILL CHANGE TO TWO-PLAYER MODE.

TRICK BRICKS

BUILD WITH TRICK BRICKS AND EARN HIGH SCORES!

ACTIVATE TRICK BRICKS AT THE OPTIONS MENU AND EARN HIGH SCORES.

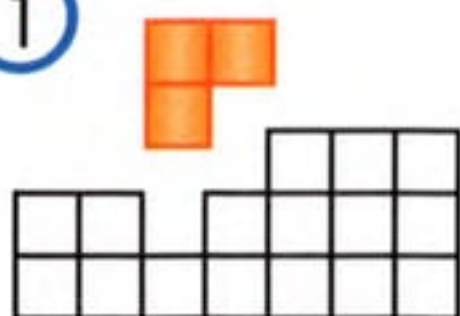
ABOUT TRICK BRICKS

 = NORMAL BLOCKS

 = TRICK BRICKS

 = BONUS BLOCKS

①



LET'S SAY THERE IS A TOWER LIKE THIS.

②



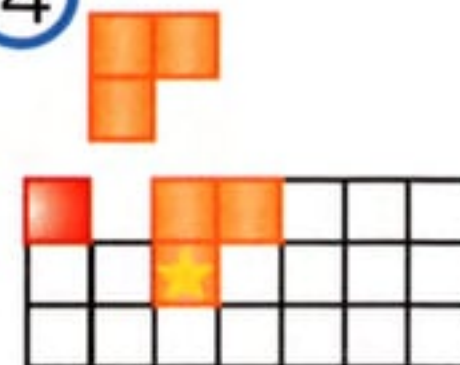
SOME OF THE BLOCKS IN PLACE FLASH IN THE SHAPE OF A STAR. THESE ARE TRICK BRICKS.

③



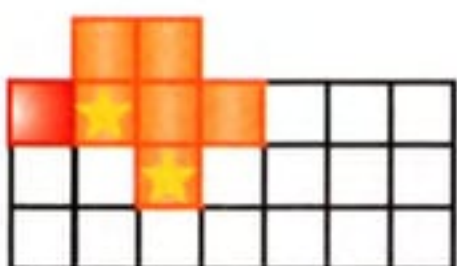
HERE COMES A BONUS BLOCK!

④



AN L-SHAPED BLOCK FALLS.

⑤



SOME OF THE BLOCKS IN THE ROW TRANSFORM INTO TRICK BRICKS!

⑥



HERE COME TWO BONUS BLOCKS!

SCORE

YOUR SCORE DEPENDS ON THE NUMBER OF TRICK BRICKS – THE MORE, THE BETTER.

BONUS BLOCKS

SEE IF YOU CAN FIGURE OUT HOW THE NUMBER OF BONUS BLOCKS IS RELATED TO THE NUMBER OF TRICK BRICKS!

NOTES

NOTES

NOTES



14711 NE 29th Place, Suite 215
Bellevue, WA 98007
www.kemco-games.com

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If the KEMCO software product fails to comply with this limited warranty, KEMCO agrees to either repair or replace, at its option, free of charge, the noncomplying Kemco software product providing it is returned by the original purchaser, postage paid, with proof of purchase to KEMCO's Factory Service Center.

When returning the program for warranty replacement please send the original product disc(s) or cartridge 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 are encountering 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 \$30 U.S. currency per Cartridge replacements.

Note: Certified mail recommended.

In the U.S. send to:

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