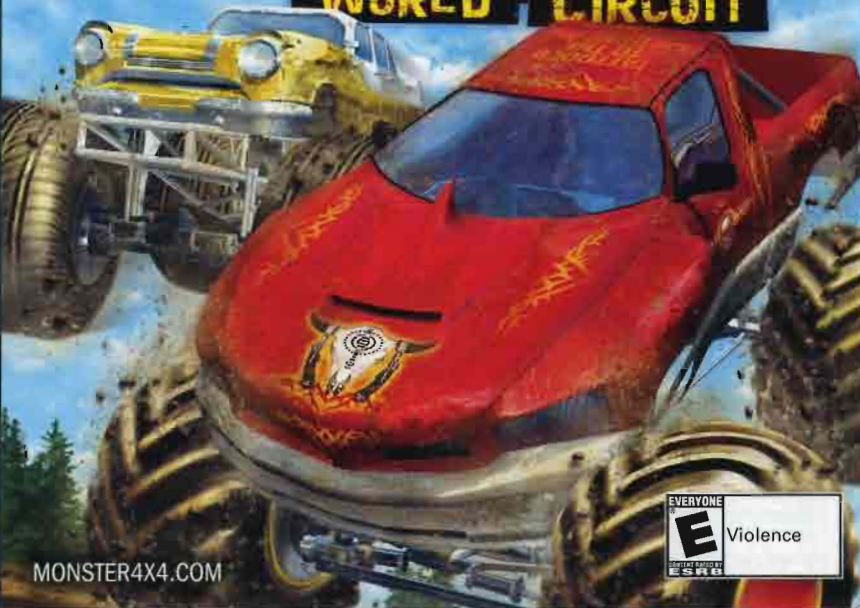
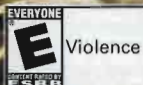


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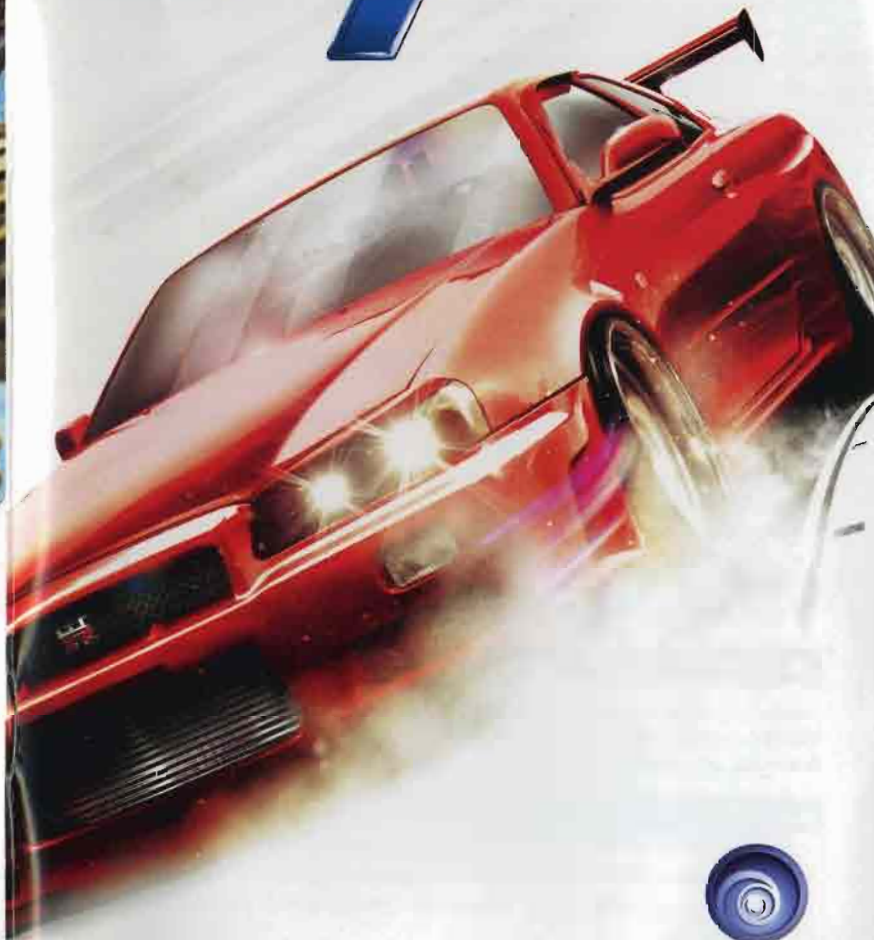
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<http://www.replacementdocs.com>

Wii™

GT PRO SERIES



UBISOFT

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE WII™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR WII HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL 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, and this may occur while they are 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 their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions Eye or muscle twitching Altered vision
Loss of awareness 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 videogames can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should 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 or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ WARNING - Motion Sickness

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

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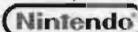


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GETTING STARTED

To begin playing, insert the GT Pro Series Game Disc into the Disc Slot of your Wii™ console and push the Power Button.

Setting Up the Controls



Make sure the Wii Remote is held horizontally as shown when navigating through the menus and when driving.



Make sure the Nunchuk is detached from the Wii Remote.

If using a steering wheel, place the Wii Remote as shown. For best results, make sure all buttons on the Wii Remote are accessible.

GAME CONTROLS

Menu Controls

+Control Pad: Navigation

2 Button: Confirm, go to the next screen / Skip demo and other screens

1 Button: Cancel, go to the previous screen

Note: If you are using the steering wheel, please make sure to remove the Wii Remote from the wheel to navigate the HOME menu. You will not be able to navigate while the Wii Remote is still in the wheel.

Racing Controls

When starting the game for the very first time, it will default to Configuration A:

2 Button: Accelerate

1 Button: Brake

Turn Left and Right: Steer

Pull Back: Manual shift up

Push Forward: Manual shift down

+Control Pad Left: Side brake

A Button: Horn

B Button: Rear view

- Button (minus button): Change view

HOME: Display Pause menu

There are six preset control configurations for GT Pro Series, ranging from Configuration A through Configuration F. Some of them give the option not to use any motion-control at all. Please check the Options menu to view the different configurations.

Using the Wii Remote as a steering wheel:

When using control configuration types A, B, D, and E, you will take advantage of the Wii Remote's motion-sensing capabilities and use it like a steering wheel.

To properly use the Wii Remote as a steering wheel:

- Place the Wii Remote in your hands so that the +Control Pad is on the left side and the 1 and 2 Buttons are on the right.
- Make sure your right thumb can press the 1 and 2 Buttons.
- Make sure the Wii Remote is positioned so that the top (the side that has all the buttons) faces toward you, not toward the ceiling.
- Tilt the Wii Remote clockwise and counterclockwise to steer your car.

The steering wheel attachment:

Your copy of GT Pro Series may have been bundled with a Ubisoft® steering wheel designed for the game and for use with the Wii Remote.

To properly use the steering wheel attachment and Wii Remote together:

Insert the Wii Remote into the steering wheel with the +Control Pad on the left and toward you. The Wii Remote should fall in the center of the wheel almost loosely. DO NOT FORCE THE REMOTE INTO THE STEERING WHEEL.

Your thumbs over the buttons will hold the Remote in place and keep it from falling out of the wheel.

Warning: If you have problems assembling the steering wheel, or inserting the Wii Remote into it, please contact Ubisoft Technical Support.

STARTING THE GAME

After starting up the system, you should see the Wii introduction screen and then the Ubisoft introduction screen.

Data Load Screen

When playing for the first time, the game will ask you to create a game save onto the Wii system memory. To continue, choose the file you would like to load and press the 2 Button to confirm. When it displays the message "Data load was completed successfully" press the 2 Button to continue.



Storing Game Saves

Within the game, game data can only be loaded from and saved onto the Wii system memory. To delete from the Wii system memory and move game data to Nintendo GameCube™ Memory Cards and SD cards, use the Wii File Edit screen.

The game can be played without a Memory Save but progress will be lost when the power is turned off.

Turning off the Wii while saving or loading may lead to errors on the game save.

MAIN MENU

This game has the following modes. Select a menu item with the +Control Pad and confirm with the 2 Button.



- **Championship Mode (see page 9):** A single-player mode where you compete to win cups in a series of races. Completing certain series will unlock cars and courses in other modes.
- **Quick Race Mode (see page 16):** A mode to have fun and race.
- **Time Attack Mode (see page 17):** Try to get the best time in a course.
- **VS Mode (see page 18):** Play against up to three other players in split-screen.
- **Drift Combo (see page 19):** Get the maximum number of sequential drifts.
- **Data Save (see page 20):** Save your current progress in the game.
- **Data Load (see page 20):** Load data from a previous game.
- **Options (see page 21):** Check the time records and change the settings for the game, including control configuration.
- **Replay Theater (see page 23):** Watch saved replays from Time Attack mode or ghost save data.

GAME INTERFACE

Menu Screen



When you see an image of the +Control Pad in the lower left corner of the screen, you can choose menu items by pressing the +Control Pad in the indicated direction. When you see a symbol of the 2 or 1 Button, you can use the 2 Button to confirm or the 1 Button to cancel.

Racing Screen



1. **Total time:** Time from the starting point.
2. **Lap time:** Time it took to complete one lap.
3. **Position:** Your position in the race.
4. **Lap:** Current lap.
5. **Tachometer:** The number of engine rotations per minute.
6. **Speed:** Current speed of the car.
7. **Gear:** Current gear.
8. **Time difference:** The difference in time between you and the lead.
9. **Course map:** The shape of the course and current location of cars.
 - a. **Red marking:** Your car (during multiplayer, cars will be labeled 1 to 4).
 - b. **Blue marking:** An opponent's car.

Pause Screen



When you press HOME during a race, the Pause menu will be displayed. Choose a menu item and press the 2 Button to confirm:

- **Resume:** Return to the race.

- **Restart:** Restart current race.
- **Exit:** Exit race.

CHAMPIONSHIP MODE

Championship is a single-player career mode. The object is to win every racing series. Winning certain series will unlock cars, parts, and tracks. You can progress to the next stage by placing first, second, or third. First place will get you a gold trophy cup, second a silver, and third a bronze.

Garage Screen

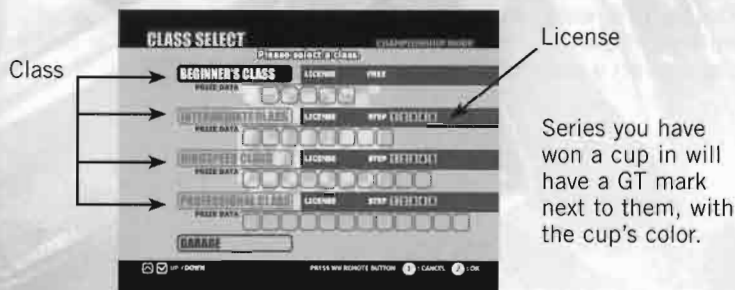
This is where you choose and tune your car.



You can use the +Control Pad to look around your garage. The cups you have earned will be displayed here.

Before You Race...

After choosing a car you are ready to race! First choose the racing class you want to compete in from the Class Select screen. When playing for the first time you must choose Beginner's Class. After getting a trophy cup in all the races in that class, the next class will become available. If you choose Garage you will go back to the Garage screen.



About Licenses

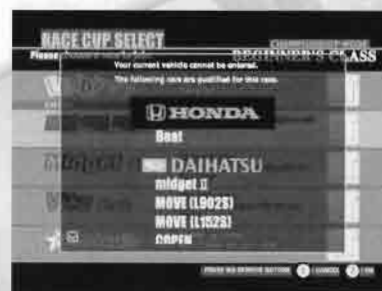
Licenses are required to enter Middle Class, High Speed Class, and Professional Class. Licenses can be obtained by clearing tests under a certain time limit



After choosing a class in the Class Select screen, choose the race you want to enter in the Race Cup Select screen. Races you have won trophies in will have a GT mark next to them (it is possible to retry the race to get a better cup).



Some races allow only certain types of cars. If you choose a race that excludes your currently selected car, the qualified cars for that race will be displayed. Press the 2 Button in this screen to move to the Car Select menu and select a supported car.



Loaded with unique courses!
Different races can be entered depending on the car type!



You can view information on the different races in the Entry menu screen. To race, choose Entry. To cancel, choose Exit.



Courses can be raced at three different times of the day – day, dusk, and night – as well as in two different types of weather: sunny and rainy.

Picking Your Car

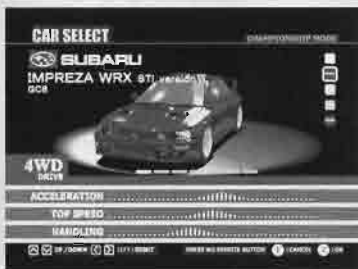
First choose the auto manufacturer, then pick from the available cars that are lit from the spotlight.



Press Right or Left on the +Control Pad to change cars. Press Up or Down to change the body color. Press the 2 Button to race with the car you've chosen, then choose the shift and grip settings. After all your selections are made, press the 1 Button to return to the Garage screen.

Explanation of Technical Terms

- **Acceleration:** Acceleration ability
- **Top speed:** Top speed
- **Handling:** How well the car turns corners
- **AT:** Automatic (no shifting necessary)
- **MT:** Manual (shifting necessary)
- **Racing:** Higher grip (less sliding)
- **Drift:** Lower grip (more sliding)



Tuning Select

Here you can tune up your car with available parts. Choose the part by pressing Left and Right on the +Control Pad, and select with the 2 Button. (The level of the part can be chosen by pressing Left and Right on the +Control Pad.) You can gain new parts by winning races. When you are done tuning, select Exit to go back to the Garage screen.



"Step" indicates the level of each car part. When the part is stocked in the current car it is grayed out. When the part's level increases, the > mark will turn white.

Make a vehicle to suit your needs! There are 11 parts!!

- Engine:** A part directly connected to the power and ability of the car.
- Muffler:** Increases engine performance by making the exhaust more efficient.
- Suspension:** Increases the ability to turn.
- Brakes:** Affects the stopping performance.
- Air Filter:** Increases engine performance by increasing air intake.
- Seat:** Increases handling ability by securing the driver.
- CPU:** Increases overall performance of the vehicle.
- Weight Reduction:** Makes the car lighter.
- Horn:** Type of horn.
- Headlight:** Color of headlights.
- Body Color:** The body color can be modified using a scale of red, blue, and green.

Replay and Results Screen

After a race, the results will be displayed over a replay of the race. The final position, time, and points earned can be checked here. (Press Left and Right on the +Control Pad to change the camera perspective.)



Retry Screen

Whenever you are not able to place first through third, the message "Retry?" will appear. If you choose Yes you can retry the game. There are a limited number of Retry Points available (shown below the Retry message). If you run out of points the race is over. If you select No at the Retry screen, the race will be over. Press the 2 Button to move to the next screen.



Ranking Screen

You can check your total points here. Press the 2 Button to advance this screen.



Get Parts and Cars!

Depending on your results, you can unlock parts and cars.



Camera Views

Depending on your control configuration type, you can change the camera view of your car.



Close third-person view 1



Far third-person view 2



Driver's view



Dashboard view

QUICK RACE MODE

This mode allows you to pick from cars and courses that are available or have been unlocked in Championship mode. The race will begin after selecting the course, time, and weather. After the race ends you can select Retry in the Retry menu screen to race the course again, or choose Exit to end the race.



TIME ATTACK MODE

This mode is for achieving the best time with cars and courses from Championship mode.

If you get the best lap time, or if the total race time is in the top five, you can record your name. Choose letters by pressing Left or Right on the +Control Pad. Confirm with the 2 Button or cancel with the 1 Button. Register a name by choosing End.

Saving Replays



A run can be saved in the Retry menu if "Replay Save" appears after the race. Choose this option to save.

Saving Ghosts



If you get the best total time for a course, the data can be saved as ghost save data. In the future the ghost car will appear on the course. The ghost car will appear semi-transparent and will act as a mock rival. To use this feature, choose Ghost Save in the Retry menu screen and choose a file to save. Either replay save data or ghost save data on your internal drive can be loaded as a ghost car.

Please note:

- Under certain conditions the ghost car cannot be recreated properly.
- Depending on the available internal memory space, multiple replay saves and ghost saves can be saved.
- When you overwrite, the previous ghost car will be lost.

Replay save data and ghost save data can be both viewed in the Replay Theater.

For more information on the Replay Theater, see page 23.

VS MODE



After each player chooses a car, Player 1 can choose the course and start the race. Only Player 1 can pause the game, use the Pause menu, and set handicaps. In order to give a handicap to a certain driver, choose Yes after seeing the handicap message, and it will let you set the handicap.

After the race the replay scene can be shifted from one car to another by pressing Up or Down on the +Control Pad.

DRIFT COMBO

This is a mode where you compete by getting the highest number of consecutive drifts. When you successfully drift, a D-mark will appear on the screen. Keep the drift symbol on the screen by continuously drifting. In this mode, cars unlocked in Championship mode can be used in three different courses. If your Max Combo makes it to the ranking, you can record your name.



Get a high combo count. Try to become the Drift King!

D-mark

How to Drift...

Don't let the D-mark go away!

When you drift, a D-mark will appear in the lower right-hand corner of the screen. The key is to drive without letting the D-mark disappear.

Get that combo count!

If you slide at the same angle for a fixed amount of time going more than 80 km/h, the count will increase.

Increase your points on a straightaway, too.

You can drift while driving down a straight course.

Side brake!

Use your parking brake to connect to your next corner.

Make it easier to drift.

When selecting your grip setting in the Car Select screen, choose Drift.

Get continuous drifts!

When you steer in the opposite direction and brake while drifting you will drift in the other direction.

DATA SAVE



- You can save your current progress anytime between race series.
- The game can only be saved to the Wii system memory.
- If you turn off the power without saving, your progress will be lost.

DATA LOAD



- You can load save data and continue your previously saved game progress.
- A game can only be loaded from the Wii system memory.
- When you load save data, the current game progress will be lost.
- For more on saving and loading, see page 5.

OPTIONS

Here you can check your time records and configure your Wii Remote.

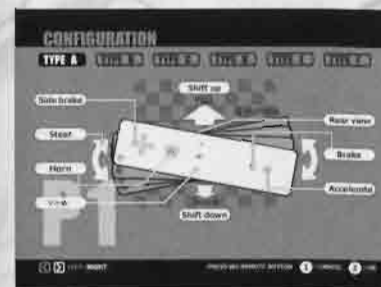
Ranking



The first- through fifth-best laps in Time Attack mode as well as your records in the Drift Combo mode will be displayed here. The course can be changed by pressing Left and Right on the +Control Pad.

Controls

The configuration of the Wii Remote can be altered here. Choose the Remote you would like to configure by pressing Left and Right on the +Control Pad, then choose the configuration type you would like to use. There are six configurations, from type A to F. After determining configuration type, the Rumble feature can be turned on or off.



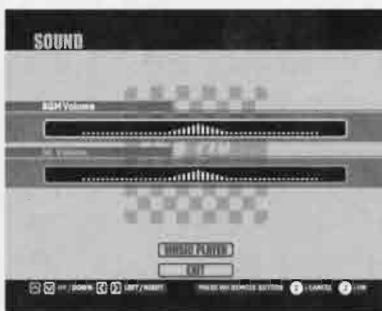
For types A, B, D, and E (where motion steering is used), Dead Zone and Steering Limit can be adjusted.

The Dead Zone is the amount of free play you can have on the Wii Remote without moving the car. If set to zero, then the slightest movement of the remote will move the car. Steering Limit is the angle you need to turn the Wii Remote to to make a full turn. If set to 90 degrees, you can turn 90 degrees right or left and make a full turn with your car.



Sound

The BGM Volume controls the music and the SE Volume controls the sound effects. Press Left and Right on the +Control Pad to change the volume, then choose Exit.



The Music Player function allows you to enjoy the racing scene while listening to the music in the game. The buttons are, from the left: Play, Previous Song, Next Song, Stop, Exit to Previous Screen.



Exit

The configuration will be saved and this option will take you back to the previous screen.

REPLAY THEATER

In the Replay Theater you can watch saved races from replay save or ghost save files from Time Attack mode. If you have more than one ghost car from the same track, Replay Theater can run two ghosts at once. You can end the replay by pressing the 2 Button.

Note: Under some conditions the car will not replay properly.



THE COURSES

Choose from 10 courses from four different types: circuit, highway, city, and mountain. Each of the 10 courses has a reverse option, totaling 20 courses to choose from.

Circuit



- 3 courses.
- Loaded with scenes that feature the fun of racing.
- Race the course and feel like a racecar driver.

Highway



- 3 courses.
- Feel the exhilaration of driving in between beautiful skyscrapers!
- Choose from popular courses like ring spin.

City



- 2 courses.
- Turn the posh street corners into battlefields!
- Show your drifting skills on 90-degree turns.

Mountain



- 2 courses.
- Go for that aggressive line positioning.
- Feel the thrill of the downhill speed and the winding mountain roads.

THE CARS

The game contains 75 models and 81 types of cars from 10 Japanese auto manufacturers. Most them have to be unlocked by playing the game.

The following are some of the vehicles available in the game:



ASL (AUTOBACS)

- Garaiya
- RS01



DAIHATSU

- Midget II
- Move (L902S)
- Copen



Honda

- Fit
- Civic (EK9)
- Integra (DC2)
- S2000
- Beat
- Odyssey
- CR-V



MAZDA

- Demio
- Roadster
- RX7 (FC3S)
- RX7 (FD3S)
- RX7 (SA22C)
- Tribute



MITSUBISHI

- Colt
- Lancer Evolution VII
- Chariot Grandis
- Airtrek



MITSUBISHI

- Orochi



NISSAN

- Fairlady Z (Z32)
- GT-R (PGC10)
- Presage
- Skyline Coupe
- March
- Silvia (S14)
- Silvia (S15)
- GT-R (R32)



SUBARU

- Impreza (GC8)
- Legacy B4
- Forester
- Impreza (GDB B-type)



SUZUKI

- WagonR RR
- Cappuccino



TOYOTA

- Vitz
- Trueno
- MR-S
- MR2
- Mark II
- Supra
- Estima

DRIVING TECHNIQUE

Cornering is all about the gas pedal.

When you are turning and feel you are going too far out, use less gas to adjust.

Rocket start!

The start of the race can determine the outcome. Try to be at around 6,000 rpm when the Go sign appears. The timing differs from car to car.



Look ahead.

When you're racing it's important to be looking ahead. Watch for upcoming corners, exits, clipping points, position of opponents' cars, and generally whatever's ahead of your car. (You should be looking around where the star is.)



Take advantage of drafting.

If you are behind another car at high speeds, your air resistance will be lower and you can drive faster. This makes a big difference when driving straight.



Use the right grip setting.

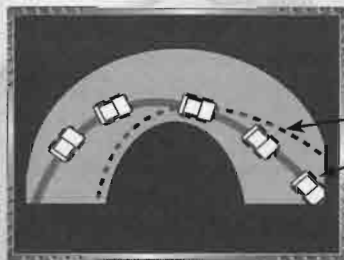
If you want speed, use the Racing setting; if you want style, use Drift. The same course will feel very different depending on the grip setting. Change it up as needed.

Remember the course!

If you remember the shape of the course, you will be able to handle it with more ease. It's important to know the right gas and handling rhythm for each course.

The key is out-in-out.

When turning on a corner it is important to approach it from the outside of the track, corner inside, then out again. You will end up off the course if you enter the corner on the inside.



Bad line
Good line

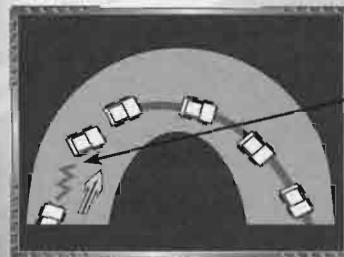
Find the clipping point.

The clipping point, also known as the apex, is the point in the turn where the car comes closest to the inside of the track. If you don't find the clipping point for each turn you won't get a good time.



Braking drift

Brake right before a turn to slide the car in the direction of the inside of the course.



Brake at the jagged line! Change the direction of the car by sliding the tail.

Watch for caution signs on the screen

When you approach a corner the screen will show a caution sign. Use this to figure out the timing of your brakes!

DISCLAIMER

This video game product is a work of fiction. The vehicles, their parts, and capabilities may have been adjusted to fit into the video game. The driving depicted may not be realistic and is dangerous in real life. Do not attempt these driving maneuvers in real life; otherwise, you assume all risks associated with it. Always drive responsibly and obey local traffic laws when on the road in real life;

Not all vehicles depicted in this video game are publicly available outside of Japan, or legal for use on local public roads or highways.

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Registered owners of GT Pro Series can purchase an additional steering wheel at the Ubi.com store. Go to www.ubireg.com to register and get \$5 off your first wheel.

GT Pro Series Proof-of-Purchase



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TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com>.

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling (919) 460-9778 (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

WARRANTY

Ubisoft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubisoft products are sold "as is," without any expressed or implied warranties of any kind, and Ubisoft is not liable for any losses or damages of any kind resulting from use of its products. Ubisoft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubisoft. Any implied warranties applicable to Ubisoft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubisoft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubisoft products. 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 that vary from state to state.

NOTICE

Ubisoft reserves the right to make improvements in its products at any time and without notice.

REFUNDS

Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a Support Representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778

Hours: 9 am–9 pm (EST), M–F

Address: Ubisoft Support

3200 Gateway Centre Blvd.

Suite 100

Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubisoft.

To order Ubisoft products in the United States, please call toll free 888-824-7038.