

Wii™

TRANSFORMERS™ THE GAME



ACTIVISION®

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 video games 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.

⚠ CAUTION – 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.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.





	<p><i>The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.</i></p>
	<p>Manufactured under license from Dolby Laboratories. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.</p>
	<p>This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.</p> <div> <div data-bbox="246 375 714 395"> <p>Nintendo, Wii and the Official Seal are trademarks of Nintendo. © 2006 Nintendo.</p> </div> <div data-bbox="785 379 958 451"> <p>Licensed by Nintendo</p>  </div> </div>

TABLE OF CONTENTS

Game Controls	2
Story	2
Robot Controls	3
HUD	6
Saving and Loading	6
Gameplay Tips and Strategy	7
Credits	8
Customer Support	15
Software License Agreement	16

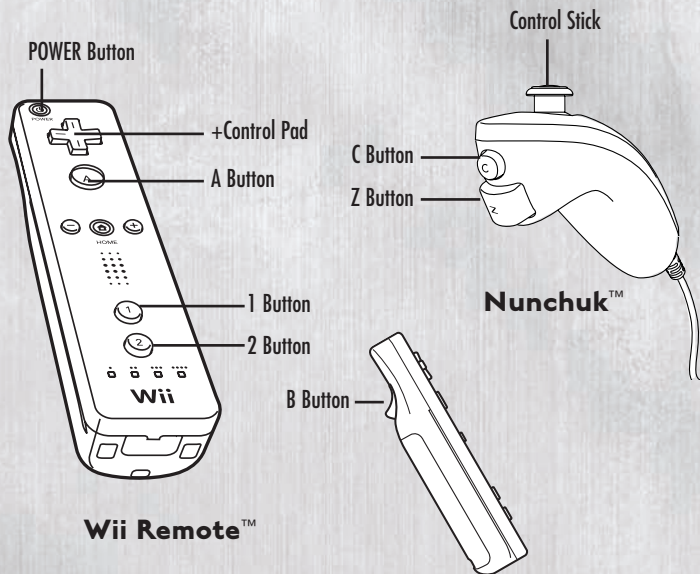
CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- *Make sure all players put on the wrist strap properly when it is their turn.*
- *Do not let go of the Wii Remote during game play.*
- *Dry your hands if they become moist.*
- *Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.*
- *Stay at least three feet from the television.*

GAME CONTROLS



STORY

Long ago, on the distant planet Cybertron, a race of autonomous robotic life forms waged civil war without end. Two factions rose and fought for an artifact of unspeakable power, which gave life to their race: the AllSpark.

The AUTOBOTS, sworn to protect the AllSpark, battled heroically against the treacherous DECEPTONS, who desired the AllSpark's power only for evil. Their war raged on, and in a final act of self-sacrifice the AUTOBOTS jettisoned the AllSpark into the depths of space, where it would remain hidden for countless years on a remote planet called Earth.

Now, the forces of good and evil gather again to continue their battle for the AllSpark, and the war that began on Cybertron will be finished on Earth.

Their war. Our world. Your Choice.

ROBOT CONTROLS

Movement	Control Stick
Dodge	Control Stick (Double Tap)
Camera/Aiming	Pointer
Primary Fire	B Button
Secondary Fire	A Button
Melee Attack	Sideways Motion with Nunchuk or Wii Remote
Wield Carried Object	Sideways Motion with Nunchuk or Wii Remote
Lock-On	Z Button
Pick up/Throw	C Button or Vertical Motion with Nunchuk or Wii Remote
Jump	↓ on the +Control Pad
Convert to Robot / Vehicle Form	↑ on the +Control Pad
Block	← on the +Control Pad
Camera Recenter	⊖ Button
Pause	⊕ Button

Vehicle Form

Movement	Control Stick
Primary Fire	B Button
Secondary Fire	A Button
Accelerate	Z Button
Brake	C Button
Handbrake	Z Button + C Button
Boost	↓ on the +Control Pad
Convert to Robot / Vehicle Form	↑ on the +Control Pad

Helicopter Form

Movement	Control Stick
Camera/Aiming	Pointer
Primary Fire	B Button
Secondary Fire	A Button
Lock On	Z Button
Strafe	←/→ on the +Control Pad when locked on
Boost	↓ on the +Control Pad
Convert to Robot / Vehicle Form	↑ on the +Control Pad

Jet Form

Movement	Control Stick
Camera/Aiming	Pointer
Primary Fire	B Button
Secondary Fire	A Button
Lock On	Z Button
Strafe	←/→ on the +Control Pad when locked on
Boost	↓ on the +Control Pad
Convert to Robot / Vehicle Form	↑ on the +Control Pad

Scorponok

Movement	Control Stick
Camera/Aiming	Pointer
Primary Fire	B Button
Secondary Fire	A Button
Lock On	Z Button
Melee Attack	Sideways Motion with Nunchuk or Wii Remote
Camera Recenter	⊖ Button
Pause	⊕ Button
Dive Underground	↑ on the +Control Pad

HUD

Life-force
Meter

Targeting
Reticule

Weapon
Energy



Radar

Life-force Meter — Displays your remaining life-force. When the meter is completely depleted you will be defeated.

Weapon Energy — Your weapons have unlimited energy, however, after prolonged firing, they will need time to cool off. When the Weapon Energy bars are depleted, you will need to wait for them to recharge. When in Vehicle Mode, your nitro will also be shown here, if available.

Targeting Reticule — This shows where your shots will be aimed. When locked onto an enemy, this will also show the enemies' remaining health.

Radar — This shows your current location. Mission objectives and challenge markers will be shown here.

SAVING AND LOADING

To save a game you'll need at least 1 block of free space available.

GAMEPLAY TIPS AND STRATEGY

Roll – Double-tap the **Control Stick** in a direction to roll and get out of trouble quickly in combat.

Ground Attack – Press the **Z Button** after jumping to perform a powerful ground smash that will knock back nearby enemies, useful when you need to attack a group.

Changing Forms – Different situations call for different tactics. Sometimes it is best to be in Robot Mode and sometimes your Vehicle Mode will give better results. Try switching regularly between the two when in tricky situations.

Regaining Life-force – Picking up Life-force sparks will allow you to stay in the game longer. Try defeating enemies and smashing buildings to find more health pickups.

Climb Buildings – Press **↓** on the +Control Pad to jump and grab onto the side of a building, and use the **Control Stick** to climb on the building. Climb to the top to vault onto the roof and gain a height advantage over your enemies.

Melee Weapons – Some objects in the game can be used as a melee weapon when picked up. Move the Nunchuk or Wii Remote in a sideways motion to swing an object. Experiment with different objects in the game world as some may have unexpected results!

Nitro – Some TRANSFORMERS have the ability to use a Nitro boost when in their Vehicle Mode by pressing **↓** on the +Control Pad. This gives a powerful speed boost that can be useful. However, be wary as you may find it harder to keep control at such high speeds. The amount of Nitro you have remaining is shown on the Nitro bar on the HUD, and will replenish over time when you are not using it.

Challenge Yourself – Around the game world you will find various challenge markers. Start collecting them to open up new challenges, such as timed races or survival tests. Are you up to the challenge?

Blocking – Blocking can help prevent damage when under heavy attack. Press **←** on the +Control Pad to block enemies' attacks. Beware though, some enemies will also block your attacks. Try different attacks to see if you can break through their defense.

Skills – Performing certain actions in game such as long slides or jumps will start a Skill Tracker Chain. If you manage to light up all the TRANSFORMERS Symbols in the Skill Tracker then you will unlock new and exciting extras. Experiment by trying different things and try to unlock all the skills in each level.

CREDITS

TRAVELLER'S TALES

Director

Jon Burton

Producer

Andrew Burrows

Lead Designer

Jon Burton

Lead Programmer

Stephen Harding

Lead Artist

Leon Warren

Lead Animator

Jeremy Pardon

Head of Production

Paul Flanagan

Head of Technology

Dave Dootson

Design

Andrew Burrows

Jon Burton

James McLoughlin

Game Programming

Adam Clixby

Dave Dootson

Stephen Harding

Peter Opdam

Gareth Richards

Duncan Walker

Antony White

Level Artwork

Tamás Bakó

Dave Burton

Robert Dickerson

Ian Hall

David Llewelyn

Jonathan Shallor

Owen Shepherd

Mike Snowdon

Leon Warren

Elliot Whittaker

David Wollen

Character Artwork

Guy Avery

Andrew Ingram

Stuart Niblock

Animation

David Brown

Mark Brown

Mark Crane

Andrew Dolan

Phil Gray

Richard Greene

Simon James

Duncan Kinnaird

Matthew Maggs

Jeremy Pardon

Nicholas Stevens

James Stuart

John Willimann

2D Artwork

Duncan Phillpotts

Storyboard Artist

Colm Duggan

Music and Sound Effects

David Whittaker –

Lead Audio Engineer

Adam Hay

Engine Technology

Alistair Crowe – Lead Render Tech

Roland Hougs –

Lead Tools Development

Dave Connell –

Lead Console Porting

Jon Arden

Ali Brown

Julien Champagne

Kay Chang

Steven Craft

Simon Hickey

Paul Hunter

Alan Murta

Vassilis Pouloupoulos

Rhys Twelves

Game Technology

Steve Monks – Lead Game Tech

Richard Taylor – Lead Game Tech

Simon Brown

Ralph Ferneyhough

Chris Halliday – Physics Engine

Additional Programming

Mark Bidewell

Nick Jablonowski

Additional Art

Nicola Daly

Paul Dobson

Alan Dooley

Dimitri Krokidis

Paul McCormack

Charles McNair

Solomon Temowo

Barry Thompson

Kenny Wood

Quality Assurance

Jonathan Mayer

Special Thanks To

Sam, Ben and Helen Burton

Michelle, Kyle & Jack, Laura

Ryan and Kiera

Francesca Charlesworth &

Jenny Sanders

Donna, Molly and

Grace Pardon-Gallagher

Marcie and Mike
Chris Vaughan, Kieran Gaynor
Mark Pitcher, Stacey Arnold
David Shaller

ACTIVISION, INC.

Producer
Callum Godfrey

Associate Producer
Ross "Ozzy" Douglas

Production Coordinators
Jim Norris, Kop Tavnornmas

Production Assistant
Andrew Hoffacker

Production Testers
Mike Mejia, Gregory Capuano

Additional Production
Daryl Heffernan, Jay Gordon
Ian Stevens, Richard Blenkinsop
Brian Morrison, James Steer
Jason Ades

Senior Producer
Robb Alvey

Executive Producer
Daniel Suarez

Vice President of Production
Steve Ackrich

LOCALIZATION
Director of Production
Services – Europe
Barry Kehoe

Senior Localization
Project Manager
Fiona Ebbs

Localizations
Project Managers
Simon Dawes, Fiona Ebbs

Localization Coordinator
Jonas Anderson

Localization Consultant
Stephanie O'Malley Deming

Localization
Tools and Support
Provided by Xloc Inc.

MARKETING AND PR
Global Brand Manager
Brad Hisey

Associate Brand Manager
Eric Spielman

Director, Global
Brand Management
Mike Fulkerson

Senior Director, PR
Michelle Schroder

Senior Manager, PR
Lisa Fields

Sr. Publicist
Kehau Rodenhurst

Publicist
Lindsay Morio

MARKETING
COMMUNICATIONS
VP, Creative Services
Denise Walsh

Director, Marketing
Communications
Susan Hallock

Manager, Marketing
Communications
Karen Starr

Packaging and Manual Design
Ignited Minds, LLC

Business and Legal Affairs
Kap Kang
Chris Cosby

**QUALITY ASSURANCE/
CUSTOMER SUPPORT**
Lead, QA Functionality
John Lagerholm

Senior Leads,
QA Functionality
Evan Button
Thom Denick
Paul Williams

Managers, QA Functionality
Jason Levine
John Rosser

Night Shift Lead, QA
Functionality
Baro Jung

Night Shift Senior Lead, QA
Functionality
Anthony Korotko

Night Shift Manager, QA
Functionality
Adam Hartsfield

Platform Leads, Technical
Requirements Group
Kyle Carey
Marc Villanueva
Sasan Helmi

Project Leads, Technical
Requirements Group
Joaquin Meza
Jason Harris
Todd Sutton

Senior Manager, Technical
Requirements Group
Chris Wilson

Director, QA Functionality

Marilena Rixford

**Director, Technical
Requirements Group**

James Galloway

QA TEST TEAM**Floor Leads**

Pedro Aguilar

Victor Durling

Daniel Fehskens

Brian Keppler

Elias Jimenez

Jason Livergood

TRG Floor Leads

David Wilkinson

Eric Stanzione

Jared Baca

Jon Sheltmire

Menas Kapitsas

Scott Soltero

Teak Holley

Tomo Shikami

Zac Blitz

Testers

Adam Raun

Adrienne Arrasmith

Alex Goldstein

Brian Cutts

Brian Post

Chidi Olunkwa

Chris Coddling

Daniel Alfaro

Donnie Moore

Dov Carson

Enrique Roldan

Enrique Sanchez

Grant Asay

Grayson Suorez

Helen Fullilove

Isreal Rios

Jabari Mwinyi

Jamar Graham

John Caminiti

Jon Kittaka

Jonathan Butcher

Justin Walker

Neil Calhoun

Nick Lozano

Oliver Lopez

Oscar Arias

Ozzie Mejia

Patrick Duhaney

Peter Romero

Phyrun Deab

Prommet Srinara

Randi Pardo

Rich Harvey

Rodney Foster

Rudy Gil

Ryan Crawford

Santiago Salvador

Steven Mitchell

Timothy McAuliffe

Tony Shore

Zachary Mann

Elias Jimenez

Israel Barco

Jason Livergood

Jay Menconi

Rodrigo Magana

Shiloe Swisher

Steve Peñate

Alex Hirsch

Benjamin Abel

Brian Bensi

Brian Marvin

Christian Haile

Colin Kawakami

Eddie Araujo

Edgar Sunga

James Rose

Jeff Koyama

Joe Pardo

Justin Gogue

Keith Kodama

Kenny Treantafilos

Kirt Sanchez

Lucas Goodman

Mark Ruzicka

Martin Quinn

Pisoth Chham

Rhonda Ramirez

Robert Riter

Ryan McCullough

Scott Borakove

Customer Support Managers

Gary Bolduc – Phone Support

Michael Hill – E-mail Support

SPECIAL THANKS

Mike Griffith, Robin Kaminsky

Brian Ward, Steve Pearce

Laird M. Malamed

Richard Blenkinsop

Will Kassoy, Matt Wilkinson

Jean-Marc Morel, Carl Schnuur

Ray Kowalewski and Sasha Gross

HASBRO**COO**

Brian Goldner

Director

Michael Verrecchia

Vice President

Samantha Lomow

Senior Product Designer

Aaron Archer

Product Design Manager

Jared Wade

Marketing

Erin Hillman

Directors

Michael Ritchie

Greg Lombardo

Brand Manager

Michael Ballog

**HASBRO
PROPERTIES GROUP
President**

Jane Ritson-Parsons

Vice President
Jeff Burdeen

Director
Rachel Hoagland

Senior Attorney
Deborah Uluer

Director
Michael Fuller

Senior Manager
Jerry Chu

Coordinator
Amie Lozanski

Creative Producer
Jim Eisenstein

Designers
David Derouin
Richard Zambarano

Testers
Ming Chan
Jeffery Tam

**TRANSFORMERS:
THE MOVIE
TEAM SPECIAL THANKS**

Michael Bay
Ian Bryce
Francine DiChiara
Lorenzo Di Bonaventura
Adam Goodman
Shari Hanson
Erik Howsam
Michelle McGonagle
Peter Nicolai
Steven Spielberg
Mark Vahradian
Fonts by T26.com
Earbash Audio, Inc.

Written by
Flint Dille &
John Zuur Platten

Music Composed by
Steve Jablonsky
Jonathan Flood

Assistant to Composer
Pieter Schlosser

**REEL FX
CREATIVE
STUDIOS**

Producer
Kyle Clark

Production Manager
Shanna Bassinger

Director
Augusto Schillaci

Technical Supervisor
George De Chiara

Production Coordinators
Joey Cade
Cassandra Fauss
Angie Parks

Editor
Tim Archer

Storyboard
Brandon Jeffords
Rod Douglas

Asset Supervisor
Sean Jensen

Modeling
Tom Jordan

Texture
Hollan Holmes

Technical Directors
Karthik Swaminathan
Kenny Friesenhahn
Mike Duffy

Layout Supervisor
Troy Griffin

Layout Artists
Joe Johnston
Steve Kolbe
Mike Wallace

Animation Supervisor
Bryan Engram

Animation Lead
Jason Owen

Animators
John Berry
Drew Adams
Ray Chase
Justin Barrett
Steve Eger
Shaun Freeman
Joe Johnston
Jim Hull
Kurt Futrell
Paul Allen
Peer Lemmers
Ryan Gong
Tim Hatcher
Tim Ingersoll
Tom Danen
Tony Bonilla

Lighting Artists
Francis Wu
Isaac Irvin
Jeff Alcantara
Sean Rivet
Cheryl Davis
Mandy Au
Chris Browne
Liz Hauser

VFX
Craig Nisbet
Wes Chilton

IT Manager

Scott Correll

IT Support

Joey Wray
Dennis McGrath

Scratch Audio Engineer

Frank Salazar

VP Finance

Steven Miller

Insight Production Manager

Ross Moshell

**SOUNDELUX
DESIGN****MUSIC GROUP**

**Voiceover Recording and
Sound Design/Editorial by**
Soundelux Design Music Group

Supervising Sound Designer

Scott Martin Gershin

Project Manager

Shannon Potter

Sound Design

Brad Beaumont
Clint Richardson
Peter Zinda
Steve Robinson
Chad Bedell
Mark Camperell
Glynn Grimala

CINEMATIC MOVIE MIXING**Supervising Designer/Mixer**

Scott Martin Gershin

Additional Mixing & Prep

Chad Bedell

Voiceover Business Manager

William "Chip" Beaman

Voiceover Coordinator

Erica Mehallo

**Voiceover
Recording Engineers**

Justin Langley
Brian Showalter
Andy Welker
Voiceover Editorial
Bryan Celano
Chad Bedell
Bob Rankin
Dutch Hill
Levon Luvio
Mark Camperell
Peter Zinda
Clint Richardson
Brad Beaumont
Justin Langley
Shannon Potter
Patrick Ginn
Charlie Gondak
Dante Fazio
Candice Baldwin

Voiceover Directors

Carl Weathers
Keythe Farley

Asset Coordinator

Patrick Ginn

Production Assistants

Charlie Gondak
Patrick Spain

VOICE ACTORS**Autobots**

Optimus Prime — Peter Cullen
Ironhide — Mark Ryan
Jazz — Andrew Kishino
Ratchet — Fred Tatasciore

Drones — Seth Bleiler

Eric Passoja
Fred Tatasciore

Decepticons

Megatron — Frank Welker
Barricade — Keith David
Starscream — Daniel Ross
Blackout — Noah Nelson
Brawl — David Sobolov
Bonecrusher — Daniel Riordan
Drones — Noah Nelson
Daniel Riordan
Keith Szarabajka

Humans

Sam Witwicky — Shia LaBeouf
Mikaela — Megan Fox

Additional Voices

Seth Bleiler, Tom Kikot
Andrew Kishino
Eric Passoja, Yuri Lowenthal
Noah Nelson, David Sobolov
Keith Szarabajka
Kari Wahlgren

Walls

Steve Apostolina
Ranjano Brow
David Cowgill
Jackie Gonneau
Don Fullilove
Jacqueline Pinol
Jessica Pennington
Pepper Sweeney
Claudette Wells
W.K. Stratton

BLUR STUDIO**CG Supervisors**

Dave Wilson
Iain Morton

Animation Supervisor

Leo Santos

Creative Director

Tim Miller

Producer

Mandy Sim

Executive Producer

Al Shier

FX Supervisor

Kirby Miller

Layout

David Nibbellin

Derron Ross

Modeling

Shaun Absher

Heikki Anttila

Corey Butler

Marek Denko

Kris Kaufman

Barrett Meeker

Brandon Riza

Daniel Trbovic

Rigging

Steve Guevara

Bryan Hillestad

Mattias Jervill

Malcolm Thomas-Gustave

**Transformation Rigging
and Animation**

Heikki Anttila

Remi McGill

Animation

Jean-Dominique Fievet

Jeff Fowler

Brent Homman

Marlon Nowe

Derron Ross

Peter Starostin

Adam Swaab

Gus Wartenberg

Brian Whitmire

Lighting and Compositing

Heikki Anttila

Corey Butler

Kris Kaufman

Barrett Meeker

FX

Seung Jae Lee

Gus Wartenburg

Attila Zalanyi

Mocap

Chris Bedrosian

Mocap Prep and Clean-up

Ryan Girard

Jeff Weisend

Character Technical**Supervisor**

Jon Jordan

Character Modeling**QC Supervisor**

Ian Joyner

Concept Design

Hugo Martin

Sean McNally

Chuck Wojtkiewicz

Matte Painter

Hugo Martin

Title Animation

Adam Swaab

Production Assistant

Amanda Powell

Tools and Scripts

Diego Garcia

Eric Hulser

Remi McGill

**Programming and
Systems Administration**

Duane Powell

Paul Huang

Matt Newell

Abe Shelton

**ACTIVISION
CENTRAL
TECHNOLOGY****Director of Art Technology**

Kevin Chu

Art Production Managers

Aimee E. Smith

Dilber Mann

Technical Artists

Mike Eheler

Samuel Tung

Additional Artwork by**XPEC****ENTERTAINMENT****Senior Supervisors**

Wilson Lin

Eason Wu

Supervisor

George Cheng

Character Artists

Alan Lin

Mu Lin

Cui Wei

Fang Huo

Huang Hui

Jiang Dang Hui

Liu Yan

Wang Dong

Wang Jing

Wang Ying

Xiang Tao

Xu Quan Yu

Character Artists (cont'd)

Ya Cheng Wei
Yan Jio Le
Yang Zhi Ning
Zhang Lei
Zhang Pu Jian
Zhu Zheng Xio
Zau Xue Kun
Yang Da Wei

Project Managers

Angeline Hsieh
Shoung Liao
Julie Chung

Coordinators

Steven Chen
Edward Hu
Bobby Yin
Jimmy Chang

Helio, the Helio logo and any other product names, service names or logos of Helio are trademarks of Helio LLC.
©2006 Helio. All rights reserved.

Camaro, GMC, Hummer, Solstice, Topkick and all related emblems and vehicle body designs are General Motors trademarks used under license to Hasbro, Inc.

Saleen® and S281™ are trademarks of Saleen Inc. used under license.

CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: <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 solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet support is handled in English only.

Note: The multiplayer components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

**Register your product online at <http://register.activision.com>
so we can enter you in our monthly drawing
for a fabulous Activision prize.**

**To view a full length manual, including credits, visit
www.activision.com/en_US/manuals/**

For hints and tips about this title, please visit:



www.bradygames.com

SOFTWARE LICENSE AGREEMENT

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" 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 PROGRAM, 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 Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program 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 Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program 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 center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use: see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Hack or modify (or attempt to modify or hack) the Program, or create, develop, modify, distribute or use any software programs, in order to gain (or allow others to gain) advantage of this Program in an on-line multiplayer game settings including but not limited to local area network or any other network play or on the internet.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this 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, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by 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 prescribed by statute are expressly limited to the 90-day period described above.

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

When returning the Program for warranty replacement please send the original product disks 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 \$20 U.S. currency per disc replacement. Note: Certified mail recommended. In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067.

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, 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 PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of 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 Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(i) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

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.