

WARNINGS: Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Max Steel™ Covert Missions

CONTENTS

Who is Max Steel™?	2
By Any Means Necessary	2
Adventure Mode	3
Gameplay Screen	3
PDA	5
Puzzler Mode	5
Game Controls	6
Adventure Mode Controls	8
Main Menu	10
Combat and Weapons Statistics	12
Adversaries	13
Power-Ups	15
Items	16
Weapons	17
Saving a Game	18
Characters	18
Fight Opponents	20
Missions	23
Credits	25
Customer Support	27
Limited Warranty	28

Who is Max Steel™?

Accidentally infused with N-Tek™ probes, Max Steel™ is a new breed of secret agent. The first technologically enhanced human being, Max Steel™ is capable of incredible acts of strength, speed, regeneration, and disguise.

With help from 'Berto and the rest of his team, Max secretly battles the terrorist forces of D.R.E.A.D.™ and his evil cyborg nemesis, Psycho®.

BY ANY MEANS NECESSARY...

Jefferson Smith has been kidnapped by D.R.E.A.D. agents! Max Steel™ is determined to rescue his surrogate father and is willing to use any means necessary.

Max finds the kidnappers, overpowers them, and rescues Smith. But D.R.E.A.D. had created a biological replica of Jefferson Smith, and Max "rescued" this corrupt version of the father he adores!

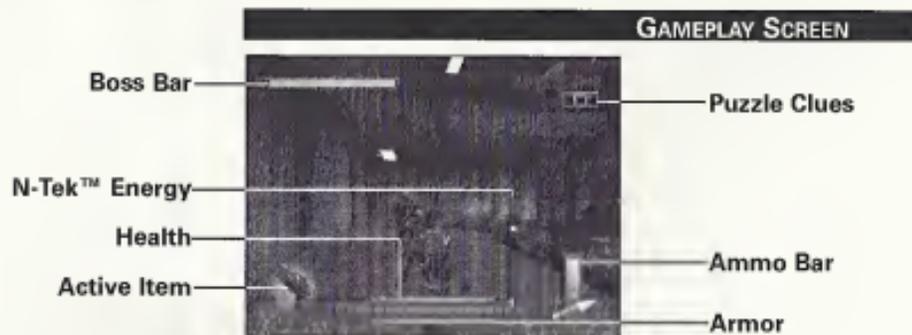
The evil cartel not only holds the real Smith captive, but they've succeeded in infiltrating Max's inner circle with a malevolent imposter—and Max did most of the work for them!

Now he's been ordered to do it again! The phony Smith assigned a mission to Max that will further D.R.E.A.D.'s evil plans! Can Max figure out the deception and turn things around?

Adventure Mode



After the mission briefing tells you the goals for the coming mission, you will go directly into Adventure mode. Adventure mode is the main gameplay setting where Max will navigate through the missions and fight his adversaries. Can Max Steel™ bring N-Tek™ back to their core objective, helping to end terrorism? Or will D.R.E.A.D. succeed in creating a world full of zombie slaves?



- 1. Health Gauge:** The health gauge is composed of three distinct bars, each measuring a different critical element.
 - A. The middle, segmented, blue bar represents Max's current health.
 - B. The top, unsegmented, light blue bar represents Max's available N-Tek™ energy. Max Steel™ starts each mission fully charged with N-Tek™ energy. The number of N-Tek™ uses depends on the game's difficulty level (4 for easy, 3 for medium, and 2 for hard).
 - C. The bottom, segmented, reddish bar represents Max's current armor.
- 2. Ammo Gauge:** The ammo gauge shows how much ammunition is currently available. Weapons require a different amount of ammo depending on their potency and the game's difficulty level.
- 3. Active Item:** This icon shows the currently selected inventory item (item or weapon). This icon will show whether the item is in-hand (solid icon with bright blue background) or is not currently in Max's hand (translucent icon with no background). If no item is currently selected, then no icon will be shown.
- 4. Crosshairs:** Whenever Max has a weapon drawn, a set of crosshairs will appear. Each weapon has a different crosshairs to indicate which weapon Max has drawn. If the crosshairs are blue, Max has nothing to shoot at; if the crosshairs turn red, Max has a targetable object in his sights.
- 5. Boss Bar:** When Max squares off against a boss, the boss bar will be displayed showing the boss's health or other important information.



PDA

Activate the PDA with the **Start button** to access the current mission objectives at any time. You can also view the active item and cycle through the inventory using the **directional buttons**. Press the **A button** to accept your changes to the inventory items and return to Adventure mode. Press the **B button** to cancel any changes and return to Adventure mode. Press either **directional button** sideways to access the Saved Games, Options, and Controls menus.

Puzzler Mode

When Max Steel™ has to solve a puzzle in order to progress in the game, the screen will change to puzzler mode. You will no longer be able to see the gameplay gauges and icons. All on-screen information will be related to the puzzle.

PUZZLER MODE CONTROLS

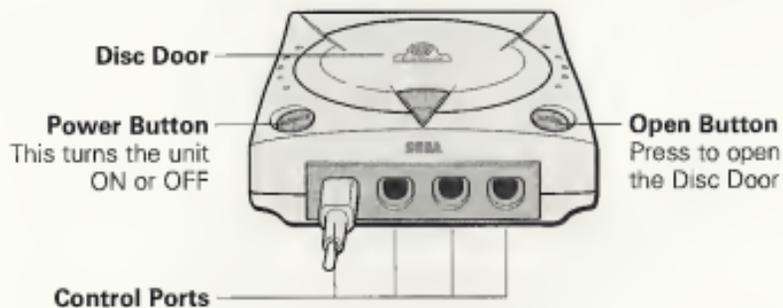


A Button:	Red
B Button:	Blue
X Button:	Yellow
Y Button:	Green
Start:	PDA Activate

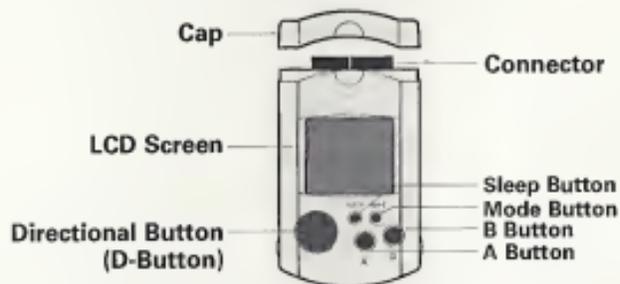
The colored buttons are used to correspond to color-coded parts of a puzzle, whether it's colored wires, computer chips, or combination lock elements. Use the **directional buttons** when you need to move something in a particular direction.

Game Controls

SEGA DREAMCAST HARDWARE UNIT

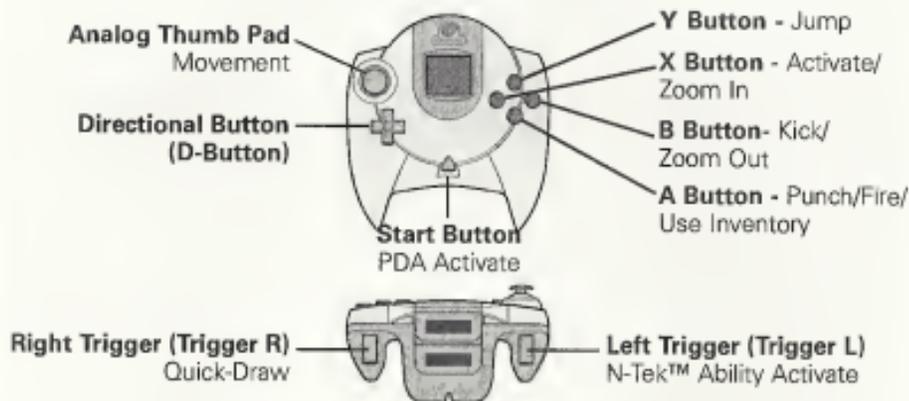


SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card, or disconnect the controller.

SEGA DREAMCAST CONTROLLER



Note: Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

To return to the title screen at any point during the game play, simultaneously press and hold the **A**, **B**, **X**, **Y**, and **Start** buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

Never touch the analog thumb pad or triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

If the analog thumb pad or triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

Adventure Mode Controls

PUNCH/FIRE/USE INVENTORY—A BUTTON

If Max has a gun drawn, this fires the gun. If Max has an item in the active inventory slot, then he tries to use the item.

JUMP—Y BUTTON

There are five types of jumps that Max Steel™ can perform.

- If **Jump** is used without the addition of movement controls, Max will jump straight up in the air. If there is an edge that is within three meters of the floor Max jumped from, Max will grab the edge and climb up.
- If **Jump** is used from a standstill along with forward movement, Max will make a standing broadjump.
- If **Jump** is used while already running forward, then Max will make a running jump.
- If **Jump** is used while walking backwards or from a standstill and with backwards movement, then Max will jump backwards.
- If **Jump** is used from a standstill and with sideways movement, then Max will roll to whichever side was selected.

ACTIVATE—X BUTTON

This tells Max to manipulate some item in front of him, like a door, control panel, or switch. You can also use the **X button** to exit puzzle screens.

QUICK-DRAW—RIGHT TRIGGER

Immediately brings Max's last item into Max's hand. If an item is already there, then Max puts it away. Hold down the **right trigger** and move the **analog thumb pad** up and down to select the item you want from the inventory.

PDA ACTIVATE—START

The game pauses while you look at the Personal Digital Assistant (PDA). You can explore the inventory and select the active inventory item, read the logbook where mission objectives are listed, restart the mission, change your active inventory item, or load a saved game.

NANO-TEK ABILITY ACTIVATE—LEFT TRIGGER

The left trigger is for N-Tek™ activation. The **left trigger** used in combination with the **A button** makes Max Steel™ go into Turbo mode. The **left trigger** used with the **B button** makes Max go into Stealth mode. Press the **A button** for turbo and the **B button** for stealth. Max then goes into the selected N-Tek™ mode.

Turbo: Max is very strong for a short time. He can take out any non-boss enemy with a single blow, and can even break down weakened wall sections.

Stealth: Max is invisible and cannot be detected by guards or cameras. Max can silently disable a guard by attacking it while in Stealth mode. (*On Easy, the Turbo and Stealth last longer, and on Hard, the duration is shorter.*)

LOOK AROUND/SNIPE—LEFT /RIGHT TRIGGERS (SIMULTANEOUSLY)

When Max has a gun drawn, this will allow him to take careful aim at a target. Otherwise, it is used to look around the environment. The **X button** zooms in and the **B button** zooms out. Holding the **Y button** while moving around will slow down the cursor movement.

Combat and Weapons Statistics

Punch	Does 25 points of hand-to-hand (HTH) damage (for Medium difficulty)
Kick	Does 30 points of HTH damage
Finishing Move	Does 40 (punch) or 60 (kick) points of HTH damage (Available after two consecutive punches or kicks)
Laser Pistol	Does 100 points of gun damage Uses 5 ammo per shot (Six shots with a full load)
Repeating Blaster	Does 35 points of gun damage Uses 1 ammo per shot (30 shots with full load) Fastest firing rate
Energy Rifle	Does 200 points of gun damage Uses 5 ammo per shot (Six shots with full load) Slowest firing rate (On Easy the guns use less energy, and on Hard, they use more energy)

Adversaries



CAMERA

Security cameras protect many of the locations Max Steel™ will be investigating. He'll have to time his movements or disable the camera in order to avoid being detected. N-Tek™ stealth mode can avoid any security camera.



ROBOTS

Sentry robots patrol certain areas for intruders. Robots are programmed to patrol in cycles, so Max can time his movements to defeat them. They can also be fired on or electronically disabled.



LASERS

Lasers are beams of light that protect parts of rooms or doorways. Some lasers can be circumvented by maneuvering around them. Some lasers must be electronically disabled or fired on. There are three colors of lasers: Green lasers, which only detect Max and set off the alarm; Yellow lasers, which cause Max harm; and Red lasers, which are deadly if Max touches them. Green and Yellow lasers can be avoided by using N-Tek™ stealth; Red lasers cannot be avoided with N-Tek™ stealth.



WEAPON PLACEMENTS

A weapon placement is any of a variety of stationary weapons ranging from a simple gun turret to a multi-rocket launcher. Once activated, a weapon will fire at Max until he gets out of range or it is destroyed. To disable a weapon placement, fire on it until it is destroyed or use an electronic disabling technique.



THUGS

A thug is any being that Max Steel™ must fight. These range from human sentries to biological creatures. Most of the time, thugs are relatively simple for Max to dispatch through hand-to-hand combat. Some thugs are weak-minded, and can be avoided with simple timing. Some can be electronically disabled.



PHYSICAL PUZZLES

Physical puzzles must be navigated through proper use of movement, jumping, climbing, ducking, and crawling. Max also may be required to manipulate the environment in order to solve the puzzle. Some puzzles are timed, which requires even greater dexterity. Objects can block travel, and sometimes must be destroyed or moved.



PUZZLER

A puzzler is a timed event that usually requires physical manipulation of an object. Max may have to figure out the code to open a door or even defuse a bomb. There are often clues throughout a mission that are vital in solving a puzzler. Sometimes it's just a process of elimination, trying a movement or a direction in sequence until the desired result is achieved.



Boss

A boss encounter is usually a mission-ending fight in which Max must defeat a particularly tough opponent. The boss will have special attacks and is occasionally supported by thugs. Max must use all the skills he has learned so far to defeat a boss.

Power-Ups

Power-ups are spread throughout the missions. Some power-ups are immediately effective, making Max Steel™ stronger or giving him some much-needed clue or key. Some power-ups will go into the inventory and can be used later. Power-ups are sometimes right out in the open; others are hidden and must be found. Some power-ups can be taken from dead enemies or are rewards when a puzzle is solved.



Armor: Gives Max 30 points of armor, up to his maximum of 50.



N-Tek™ Energy: Gives Max 60 points of N-Tek™ energy. (120 points is his maximum.)



Ammo Cell: Max has a pool of energy ammo that he can use in any of the guns. (30 ammo is his maximum.)



Medkit: Heals Max if he's hurt. (100 health is his maximum.)

Items



Grenade: An item that Max Steel™ throws to create a small explosion.



Noisemaker: Attracts guards to wherever it is thrown.



Pulsezap: Thrown item that does only a little damage to humans, but a lot to robots and other machines.



Timed Det Pack: Apply this bomb to a location and it will begin to emit a light. A short while later it will explode.



Remote Det Pack: Throw this somewhere, then make it explode by choosing its radio detonator in the inventory and activating it.



Tripped Det Pack: Sticks wherever it is thrown, and then shoots out a tripwire beam. When something crosses the beam, the explosive blows up.

Weapons

If Max Steel™ finds a weapon he already has, he will take the ammo to fill up his own supply.



Laser Pistol: One shot will take out most low-level enemies. A full load of ammo is enough for six pistol shots.



Repeating Blaster: A fast-repeating blaster that does less damage per shot, but can fire 30 times on a full load of ammo.



Energy Rifle: Equipped with a high-powered scope for accurate shooting at a distance. This rifle will take out anyone except a boss, but has a much slower reload rate. A full load of ammo allows six shots.

Saving a Game

The save-game mechanism is completely automatic. At the beginning of a mission and at the start of every sub-level, the game is saved automatically. Through the PDA pause menu, you can choose to restart the mission you're on or load a game from any of the sub-level automatic saves. When Max dies, the last sub-level save will automatically be loaded.

Characters



MAX STEEL™

Accidentally infused with N-Tek™ probes, Max Steel™ is a new breed of secret agent. The first technologically enhanced human being, Max Steel™ is capable of incredible acts of strength, speed, regeneration, and disguise.

With help from 'Berto and the rest of his team, Max secretly battles the terrorist forces of D.R.E.A.D. and his evil cyborg nemesis, Psycho®.

18



BERTO

Dr. Roberto Martinez was a child prodigy who grew up to be an expert in cybernetics, nano-technology, and biomedical research. His skills make him indispensable as the voice on the other end of Max's constant link to N-Tek™.



RACHEL

Rachel Leeds is Max's handler, who was an accomplished espionage agent in her own right. She trains and advises him, but in terms of personality, the two are opposites. The clashes between the man and his boss can get ornery.



JEFFERSON SMITH

Jefferson Smith took Max in and raised him as his own son when the boy's father was tragically killed. Smith had long been a protégé of Max's dad, the president of N-Tek™. Smith assumed leadership of the company and performed both his jobs, CEO and dad, with extraordinary grace.



IGOR

An arms smuggler with a reputation for being a very tough customer. He likes slugging it out.



PSYCHO®

Psycho® is D.R.E.A.D.'s top operative. His right arm is completely mechanical and opens to reveal a crushing claw. He wears a mask that hides a hideous robotic face and terrifying grin.



DAWN

A genius in biological manipulation, she strives to make the entire world her willing slaves, turning everyone into zombie followers.

19

Fight Opponents

All DREAD agents (Thug, Shooter, Trooper, and Grenadier) come in three levels of difficulty; Red being the weakest, Green a bit stronger, and Blue the strongest. Both speed of attack, damage per attack, and amount of health increase as they get stronger.



THUG

The most basic type of enemy, the Thug moves into striking distance once it's activated.



SHOOTER

A Shooter carries a gun, and will shoot when activated.



TROOPER

A Trooper is a highly armored Dread agent with a large gun.



GRENADIER

A Grenadier is like a Trooper, except he has a grenade that he will throw when activated before moving into striking distance.



ANDROIDS

Androids fight like Thugs or Shooters, but are human-shaped robotic fighters.



ROBOT GUARD

In addition to being able to raise an alarm, the Robot Guard will fire its weapon.



SLUDGLING™

Sludglings™ are small, easily-killed organic creatures that hop and bite.



ORGANIC MONSTER

An Organic Monster fights like a D.R.E.A.D. Thug, but is decidedly non-human in appearance.

Missions

MISSION 1



Junkyard and Warehouses

An abandoned junkyard that Igor the weapons smuggler is using as a base of operations. D.R.E.A.D. must be using Igor for some important job.

MISSION 2



Dockside and Interior of Tanker Ship

A section of the docks that D.R.E.A.D. is using for their operations. Max Steel™ must go through here to get on board the transport ship *Hijinks* before it leaves the harbor.

MISSION 3



High Rise Research Tower

A high-tech biological research lab. Max must sneak in after hours and get past the elaborate security to get some information.



MISSION 4

Underwater Base

An N-Tek™ oceanographic research station that should be empty at this time of year.



MISSION 5

Cliffside Missile Complex

A D.R.E.A.D. missile base that Dawn is using to launch her biological terror upon innocent victims.



MISSION 6

Yucatan Jungle

The production and distribution center for Dawn's formula. Max Steel™ needs to get on board the blimp stationed here before it goes on its spraying mission.



MISSION 7

Dawn's Complex

Dawn's secret home base. Location of the final battle.

Credits

TREYARCH LLC

Executive Producer

Dr. Peter Akemann

Producer

Christopher A. Busse

Lead Programmer

Charles Tolman

Art Director

Chris Soares

Lead Game Designer

Mark Nau

Audio Director

Sergio A. Bustamante II

Assistant Producers

Lisa Ikeda

Randy Pianck

Programmers

Jason Bare

Thad Bower

Slava Dzhavadov

Patrick E. Hughes

Sean L. Palmer

Matthias Schill

Adam Wiggins

Artists

Arnold Agraviador

Alexandre Bortoluzzi

James Chao

Chris Erdman

Sukru Gilman

Jonathan Lauf

Amadeo Theodore L.

Santa Ana Jr.

Timothy John Smilovitch

James L. Zachary

Designers

Akihiro Akaike

Lisa Ikeda

Saji Amon' Johnson

Tomo Moriwaki

Ray M. Samonte

David C. Sum

Testers

Matthew O. Johnson III

Roberto Sanchez

Additional Art

Christian Basic

Joerg T. Fiederer

Jeff Hunter

Casey McConagle

Diego Torrija

Paul Whitehead

Michael Wilkan

MUSIC

Docks, Dawn's Complex, Front End and Credits

Sergio A. Bustamante II

Junkyard

Keith Arem PCB

Productions

with

Curtis Mathewson

Protox Lab, Dread Missile Base, and Yucatan

Michael McCuiston

with

Gabriel Moses

Underwater

Kris Carter

with

Gabriel Moses

Voice Over

Recorded at

Woodholly Studios

Max Steel™

Christian Campbell

Berto Martinez

David Miché

Rachel Leeds

Valerie Michelle Aram

Jefferson Smith

Peter Lurie

Dawn

Tasia Valenzia

Psycho®

Keith Ezarabajka

Sound Effects DesignKeith Aram PCB Productions
Sergio A. Bustamante II**Special Thanks**Don Likeness
Eric Steinmann
Rose Villasenor
Gregory John
Nick Doran
Jeremiah Maza
Tiffany A. Tolman**Producer**

Jeff M. Pena

Associate Producer

Damon Perdue

Senior Producer

Darren Atherton

Creative Director

Keith Kirby

Director of Development

Jeff Goodwin

SVP/GM Entertainment

Amy Boylan

QA Technical Lead

Robert Bryant

QA Software Engineer

Don DeLucia

QA Director

Ray Boylan

QA Primary Tester

Peter Reinhard

TestersCarlos Castillo
Joe Cook
Adan Jaramillo
Steve LaRoy
Matthew McPherson
Dyshondo Pinson
Brian Sandoval
Joshua Tapley
Dan Weaver**Directors of Marketing**Debra Shlens
Jeff Hoff**Associate Product Manager**

Joseph Elbert

Marketing Coordinator

Dawn Gottula

PRMichael Shelling
Sharon O'Donnell**Vice President - Sales**

Sue Hughes

Sr. Manager, Business and Legal Affairs

Cynthia Berry-Meyer

Packaging Manager

Michelle Dube

Packaging CoordinatorsLeslee Pitschke
Adrienne Moore**Special Thanks**Sarah Taylor
Andrea Akmenkalns
Fernando Cuervo
Steve Murphy
Ashley Bushore
Mercedes Sichon
Rob Hudnut
Ned Ward
Toni DeBerry
Julie Takata
Danny Kwan
Karen Kelly
Jennifer Cowan
Candice Gindy
and
Sammy the Wonder Beagle

Mattel Interactive Customer Support

If you have any questions or need technical assistance for Max Steel™ Covert Missions, please contact us toll-free at **1-888-MATTEL9 (1-888-628-8359)** or visit our Web site at <http://www.service.mattel.com>.

In Canada, call **1-888-Media11 (1-888-633-4211)**.

In Australia, call **1-800-800-812** (calls are charged at \$1.50 per minute (rate subject to change). A higher rate applies from public or mobile phones).

Or you can also write to:

Mattel Consumer Relations

Tech Support GA M1-0606

333 Continental Blvd.
El Segundo, CA 90245
USA.
Mattel Canada, Inc.
Mississauga, Ontario
L5R 3W2
Canada

Mattel Australia Pty. Ltd
Richmond, Victoria
3121
Australia

Mattel Interactive U.K.
PO Box 121
Crawley, RH11 9YP
England
Tel: 08707416821; Fax:
08707416822

All calls charged at Standard National Rate and may be monitored/recorded for quality reasons.
E-mail:
www.mattelinteractive.co.uk;
uktechsupport@learningco.com

MATTEL, INC. LIMITED WARRANTY

Limited Warranty. Mattel, Inc. warrants to the original consumer purchaser ("You") that, under normal use, the software program and the medium on which it is recorded (collectively, the "Product") will be free from defects in material and workmanship for 90 days from the date of purchase. (Your receipt shall be evidence of the date of purchase).

Return of Defective Product. If, within 90 days of your date of purchase, You believe that the Product is defective, then return the Product, postage prepaid, along with proof of the date of purchase, to Consumer Adjustment Center, 15930 E. Valley Boulevard, City of Industry, California 91744. Upon Mattel, Inc.'s receipt of the foregoing postmarked within the 90-day period, Mattel, Inc. will replace the Product or refund the price You paid for it, all in Mattel's sole discretion.

Warranty Disclaimers. The limited warranty above is in lieu of all other express and warranties of every kind and nature and, except as set forth above, the Product is sold "AS-IS", without any express or implied warranties of any kind. This Limited Warranty does not cover damage or malfunction resulting from any accident, misuse, modification, wear and tear, neglect, or any other conduct or conditions outside normal Product use or outside the control of Mattel, Inc., or its affiliates (collectively, "Mattel"). THE LIMITED WARRANTY CONTAINED IN THE FIRST PARAGRAPH ABOVE IS THE SOLE WARRANTY PROVIDED IN CONNECTION WITH THE PRODUCT AND IS IN LIEU OF ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ALL OF WHICH ARE HEREBY DISCLAIMED. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY MATTEL OR ITS SUPPLIERS, DEALERS, DISTRIBUTORS, AGENTS, CONTRACTORS, OR EMPLOYEES (COLLECTIVELY, INCLUDING MATTEL, "THE MATTEL GROUP") SHALL ANY WAY MODIFY THIS LIMITED WARRANTY.

LIMITATIONS OF LIABILITY. IN NO EVENT SHALL MATTEL'S LIABILITY FOR ANY DAMAGES TO YOU OR ANY THIRD PARTY EXCEED THE PRICE YOU PAID FOR THE PRODUCT, REGARDLESS OF THE FORM OF THE CLAIM (INCLUDING, WITHOUT LIMITATION, ANY CONTRACT, PRODUCT LIABILITY, OR TORT CLAIM). MATTEL SHALL NOT BE LIABLE FOR ANY LOST DATA, INCIDENTAL, SPECIAL, PUNITIVE, INDIRECT, OR CONSEQUENTIAL DAMAGES OF ANY KIND OR NATURE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE PRODUCT, EVEN IF MATTEL HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

This Limited Warranty gives You specific legal rights, and You may also have other rights which vary from state to state. Some states do not allow limitations on warranties or exclusion of certain damages, so some of the above limitations or exclusions may not apply to You.

For inquiries regarding the Product, please contact Mattel, Inc. at 333 Continental Boulevard, El Segundo, California 90245.

VALID ONLY IN U.S.A.

TM and Copyright 2000 Mattel, Inc.
El Segundo, CA 90245 U.S.A. All Rights Reserved.

PRINTED IN U.S.A.

Max Steel TM and Copyright 2000 Adelaide Productions, Inc.
All rights reserved.
Game program developed by Treyarch LLC.



40520-0921

ESRB RATING

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.

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast the Dreamcast logo are either registered trademarks or trademarks of SEGA Enterprises, LTD. All Rights Reserved. Mima and Juno are in the USA. WARMING Operate only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,963,374, 5,525,700, 5,327,855, 5,803,172, 4,942,086, 4,944,894, 4,942,076, No. 35,335, Japanese Patent No. 3570535, (Patents pending in U.S. and other countries), Canada Patent No. 1,183,275. The rings icon is a trademark of the Interactive Digital Software Association. Sega of America Corporation, Inc. P.O. Box 7030, San Francisco, CA 94120.

SEGA[®]