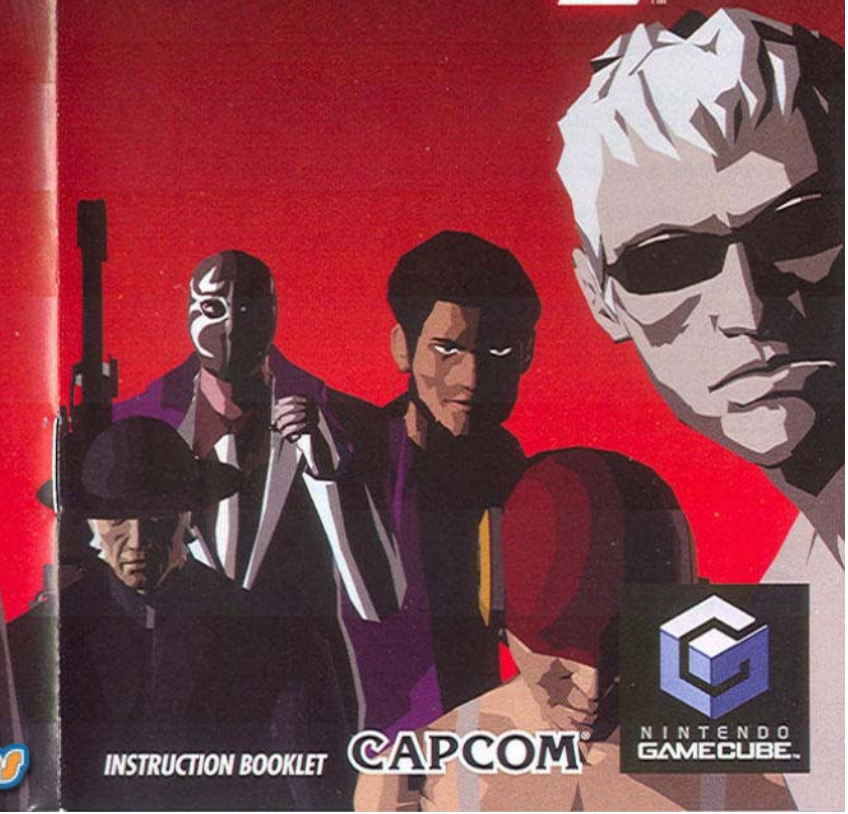
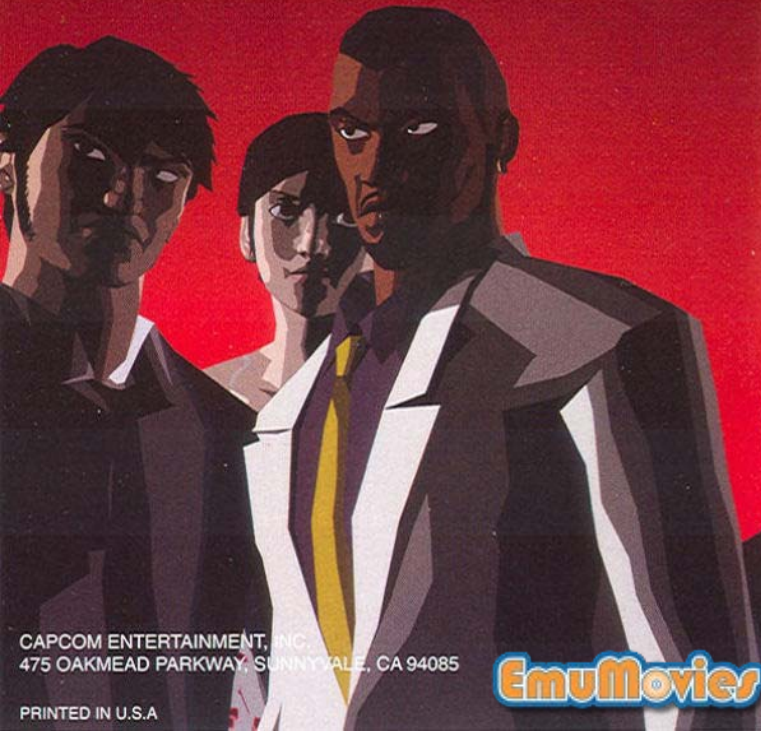


CAPCOM

www.killer7.com

killer7™



CAPCOM ENTERTAINMENT, INC.
475 OAKMEAD PARKWAY, SUNNYVALE, CA 94085

EmuMovies

INSTRUCTION BOOKLET

CAPCOM



NINTENDO
GAMECUBE

PRINTED IN U.S.A

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET 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, such as while 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 when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	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 after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents 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, stop and rest them for several hours before playing again.
If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

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

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.
Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



1 Player

THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.



Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Copying of any video game for any Nintendo system 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.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)



LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

Contents

<i>Prologue</i>	6
<i>Characters</i>	8
<i>Game Rules / Beginning a New Game</i>	14
<i>Game Over</i>	15
<i>Nintendo GameCube Controller Layout</i>	16
<i>Actions</i>	18
<i>Junctions</i>	20
<i>Harman's Room</i>	21
<i>Making Serum</i>	22
<i>Character Switching and Skill Levels</i>	22
<i>Death and Resurrection</i>	23
<i>Sub Menu</i>	24
<i>Map</i>	26
<i>Gameplay Hints</i>	27

killer7™



Under Harman's Name



- 1998** All international disputes resolved, July 3rd marked the celebration of the birth of a global community that brought about true peace across the globe.
- 2000** The great powers began peace-keeping activities on a global scale under the banner of suppressing terrorism, completely shutting down all air transport and getting rid of every network terminal, all in the short span of two years.
- 2002** A network of intercontinental expressways opened, spanning the oceans and bridging the continents.

- 2003** An intercontinental delivery system was constructed on a massive scale, nuclear energy was banned, all radioactive material was disposed of, and all intercontinental missiles were eliminated, removing all threats to peace from the world. Then, there was a terrorist attack at the signing ceremony for the UN World Security Treaty. Terrorism in its truest sense – an act done to instill terror. And the world stood in silence at this new fear. So the great powers enlisted the help of the "Killer7™", the only ones capable of wiping out the new threat known as the Heaven Smile.





Harman Smith

The central character of this story, he stands atop the Killer7, a group of professional assassins.

He may look like an old man that requires the care of a nurse, but don't be fooled... He possess the power of a "God-Killer," and once that power is awoken, he becomes unstoppable.

Harman is the only one capable of wiping out the loathsome "Heaven Smile (HS)". He and his long-time rival, Kun Lan, have been at odds for many years.



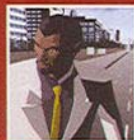
Weapon: Armor-Piercing Rifle



Garcian Smith

The only member of the Killer7 that can communicate with Harman, he leads the other Killer7 personalities. Friends and various informants call him the "Cleaner."

Although he is usually the one that takes on the jobs, the other assassins usually take care of the actual dirty work. Even so, he possesses the gift of telepathy and is able to detect HS through their optical camouflage. **He is also the only one that can collect the bodies of fallen Killer7 personalities and bring them back to life**, which is probably why he is known as the "Cleaner."



Weapon: Silenced Handgun

Dan Smith

Watch out for Dan. He is a real "tyrant." He takes pride and bravado to a whole new level, and his exceptional skills in battle make him a well-balanced assassin.

But being the tyrant that he is, his special ability allows him to shoot "Demon Shells," regular bullets imbued with a vicious destructive power. These Demon Shells can rip their target to absolute shreds.

Although Dan is able to open up to Garcian to a certain extent, he doesn't bother hiding his hostility towards Harman, and is just waiting for the perfect opportunity to take his life.



Weapon: Revolver



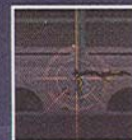
Kaede Smith

The only member of the fairer sex in the Killer7, Kaede is very shy and withdrawn. Apparently this is why she secretly enjoys zooming in on HS with her scope and **shooting their hearts out from afar.**

I'm not sure why, but my ex-wife, Mizaru, is serving her. She uses Kaede's blood to **break barriers and absorb blood**, and anyone who witnesses it is guaranteed to be overcome with sadness and disgust.



Weapon: Automatic w/ Scope

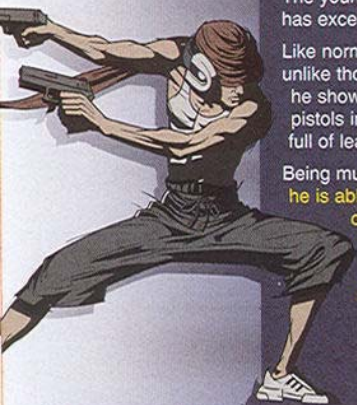


Con Smith

The youngest of the Killer7, Con was born blind but has exceptional hearing ability.

Like normal kids his age, he's into army heroes. But unlike those of his age, when things get dangerous he shows off his simple, brutality with the automatic pistols in his hands, relentlessly filling any enemy full of lead.

Being much shorter than the rest of the Killer7 crew, he is able to pass through areas too small for everyone else. He can also run at super-speed for short bursts, and his hearing ability is so advanced that it is like a sonar that he uses to see hidden areas.



Weapon: Dual Automatics



Kevin Smith

I do not have much detailed information on Kevin Smith, but I will tell you what I do know. He is capable of quick and nimble movements that don't seem possible with his large, burly frame. It would be a close contest between him and Con. And rather than firearms, his weapon of choice is a long-bladed knife.

What's more, seeing his special ability in action would totally blow your mind. When he takes off his trademark sunglasses, he becomes invisible. He can pass through and pass by anything, enabling him to pass by enemies unnoticed, as well as slip through alarm sensors, making him perfect for tricky situations when stealth is of the utmost importance.



Weapon: Knife



Coyote Smith

I do not know about this guy. I don't think he is deserving of a place on Master's Killer7 team.

Why, you ask? Well, he's nothing but an upstart thug, a petty thief. A raging kleptomaniac, he's the top thief among the Killer7.

He can pick any lock you throw at him in a matter of minutes, and with super-human jumping abilities, he can easily enter any building he wishes. Also, his Charge Shot move from his Special Modified Magnum revolver possesses a horrifying destructive force.



Weapon: Modified Revolver



Mask de Smith

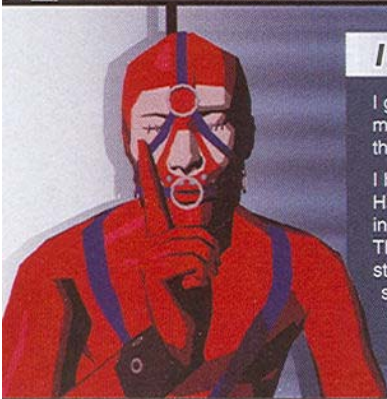
Just as with Kevin, it boggles the mind how Mask has secured a place in the Killer7, but I do know that he was formerly a big-time pro wrestler on the local circuit before joining Harman. His wrestling days have made him tough, and he just laughs off any minor damage. He just has to remember not to be too overconfident.

His weapon of choice is dual mini grenade launchers, with immense destructive power blowing through anything within their blast radius. What he brings to the Killer7 group is the ability to use his grenades or devastating "Smith Special" wrestling move to break through obstacles.



Weapon: Double Grenade Launchers





Iwazaru

I guess it's my turn, so let me introduce myself. My real name is Wenzel Diel Boris the VIIth, Iwazarskof, or Iwazaru for short.

I have sworn my allegiance to Master Harman, and do my best to provide information to the assassins of Killer7. There are others just like me who are striving to help the Master and the Killer7, so if you happen to see any of them in your travels, feel free to ask them for information.



Travis

Master Harman's first target, Travis. He seems deeply obsessed with Master Harman, and although he does not try to harm him, he always seems to show up wherever Master goes. Sometimes to **spea** ill of master, and sometimes to **offer advice**. It's as if he always knows where Master is headed...



Christopher Mills

Christopher is the only informant able to contact the Killer7. He always has jobs for the Killer7, working through Garcian as a **middleman**...

Meetings between Mills and the Killer7 usually take place on freeway overpasses. He loves cars, and loves to joke around. He also has a serious and careful side, and doesn't seem to like to take big risks.



Kun Lan

The Master's rival, Kun Lan is the **root of all evils**, having created the Heaven Smile terrorists. Apparently Master Harman had killed him once before, 30 years ago, and now he has resurfaced from a long slumber.

And he is back with a vengeance. With his "God Hand," embodying the power of the gods, he mass-produces Heaven Smile terrorists and is aiming to bring ruin to the world.

Even so, Master plays chess with him every now and then. For what reason, I cannot even begin to comprehend...

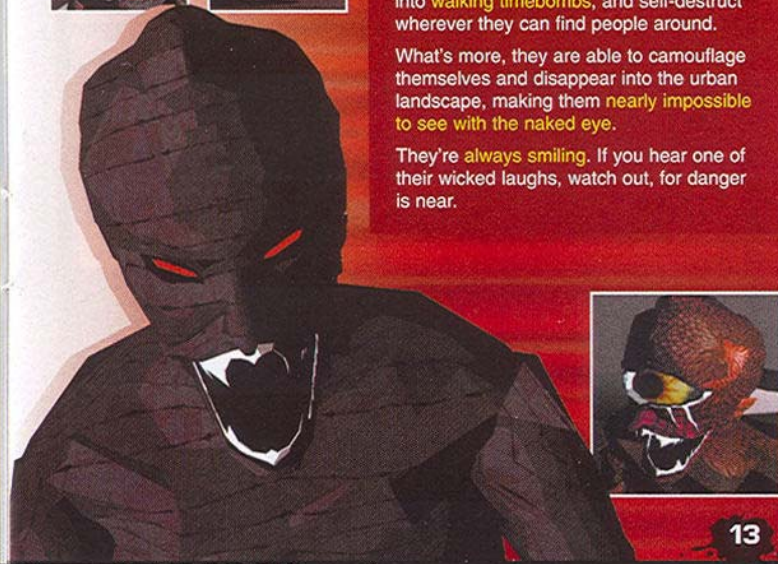


Heaven Smile

These people, touched by Kun Lan's "God Hand," **lose their mind and run wild**. Once they become a "Heaven Smile," they turn into **walking timebombs**, and self-destruct wherever they can find people around.

What's more, they are able to camouflage themselves and disappear into the urban landscape, making them **nearly impossible to see with the naked eye**.

They're **always smiling**. If you hear one of their wicked laughs, watch out, for danger is near.



Game Rules

Beginning a New Game

After you boot up the game, the intro movie will start playing. Press the START/PAUSE to jump to the Start Menu.



Game Modes

NEW GAME

Begin a new game from the beginning

After selecting from one of two difficulty levels, the intro to the story begins and you will start a new game.

Normal Mode: Normal

Lower difficulty level, with a wealth of hints to help you along the way, as well as lots of blood to absorb. Enemies also have lower hit points. What's especially noteworthy is that the critical points on the enemies are shown automatically during enemy scans. With this mode, even the most inexperienced gunman can become a top hitman.

Hard Mode: Deadly

Higher difficulty level, with limited hints, less blood to absorb, and enemies that are much tougher. Also, when in the heat of battle, critical points don't show up automatically. You'll have to rely on your own skills and prowess. Kill or be killed.

CONTINUE

Continue from a previously saved game

Select a file with a previous save file to load it and continue the game from there.

Game Over

The Heaven Smile suicide bombers will try and self-destruct themselves to kill you. Keep an eye on the "eye" in the top left corner of the screen, as it shows your remaining health. As you take damage, the eye will close gradually. If it closes all the way while using Garcian, it's all over - GAME OVER. If you are using a Killer7 personality other than Garcian, that character will simply be rendered temporarily unconscious.



Temporarily Unconscious—See Page 23

Options

Adjust various game options

Reverse Controls

Invert the up/down view controls

Rumble

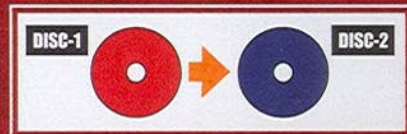
Turn the Controller's Rumble Feature on/off

Sound

Switch between Mono and Stereo sound output

Precautions for Changing / Handling Discs

Please note that this game is presented on 2 Game Discs. When you are prompted to insert Game Disc 2, remove Game Disc 1 and insert Game Disc 2 to continue enjoying the game.



*Once you advance to Game Disc 2, you must save before you quit the game, or your progress will be lost and you will have to go back to your last save point on Game Disc 1.



Scan

L Button

Hold **R**, then press **L**

Junctions / Menu Selections

Control Stick

Targeting

Move sights when aiming weapon with **R**

Target Toggle

+ Control Pad

Switch target when aiming weapon with **R**

Sub Menu / Skip Cutscene

START/PAUSE

Aim Weapon

R Button **Page 19**

While Holding **R** :

- A** Attack
- B** Close Range Target Lock
- X** Counter Attack (when enemy is close)

Change Camera Perspective

Z Button **Page 18**

Use Special Skill / Adjust Charge Level

Y Button **Page 19**

Open Map

Y Button **Page 26**

Decide / Move Forward

A Button **Page 18**

Attack

R + A

Cancel / 180 Turn

B Button **Page 18**

Quick Turn

While moving with **A**, press **B**

Reload

C C-Stick








Use the  button to scan for enemies.

The following explains the actions covered in the Tutorial when you begin a new game.





Movement

Hold the  Button down to move the character around.

There are also "Junctions" that present different paths you can take to different locations by highlighting it and pressing . Also, when the camera position is changed during cutscenes, you can readjust the camera with the  Button.




180 Turn

Press the  Button to turn around 180 degrees. Use this to get away from enemies or to turn around and go the way you came. If you press the  Button while moving, your turn will become a Quick Turn.




Reload

Move the -Stick in any direction to reload your weapon. While reloading, you will be unable to move, so watch your ammo at all times.

*Each persona has different weapons, meaning that the time required to reload will also differ. And some weapons never need to be reloaded.




Scan →



Enemies are invisible thanks to their optical urban camouflage, and your attacks do not affect them. So, while holding the  Button, press the  Button as well to perform a scan and bring any enemies into view so you can attack them.



Close-Range Target Acquire →


While in an attack stance, press the  Button to lock on to the nearest enemy and automatically set your sights on it.

Attack Stance / Fire Weapon →

The screen will switch to a first person view while you hold the  Button, putting the character into an attack stance and allowing you to aim your weapon(s). While in this attack stance, use the Control Stick to aim, and press the  Button to fire using the weapon you have equipped.



Target Switch

While in an attack stance, if there are multiple enemies, you can press the  Control Pad in the direction of the enemy you wish to lock on to and automatically set your sights on it.

Special Ability

Each Killer7 persona possesses a unique special ability. Some can be used at any time, and others can only be used in certain situations. There may be times during the story where the special ability of a character is necessary to proceed.



Ex.) This shows Kaede Smith's special ability, which she uses to break barriers.

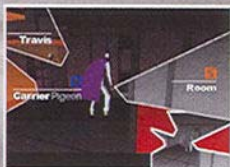
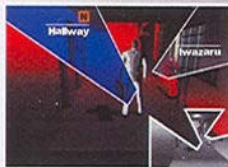


Throughout the game, you will come to places where the path splits and you can go in multiple directions. These are called Junctions.

Junctions let you decide which way to go, but also may include items you can pick up, traps to defuse, and checking certain locations.

To make a selection, move the Control Stick in the direction of your choice. The path you choose will change colors.

There are also new Junctions that open up once you do certain things, so if you're feeling stuck, retrace your steps and search for any new paths or options.



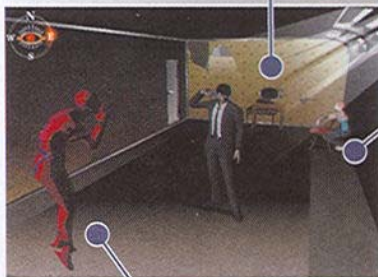
TIP. Hold down the **A** Button the whole time you're moving, and when you come to a Junction, just move the Control Stick in the direction you want to go. That should make it a lot easier.

There will be a "Harman's Room" in each stage. Here, Master's maid, Samantha, is always waiting to serve you. You can also use the TV in the room to save your progress, convert blood into serum, and change personas. Iwazaru is also in the back of the room, ready to serve you 24/7, with all sorts of information.



TV

Using the TV in the room, you can convert blood you've collected into Serum, use that Serum to power up the Killer7 personas, and switch to any persona, including Garcian, who is normally unselectable from the Sub Menu. (see page 22)



Saving

Upon entering the room, you will find Samantha. You can save your game here, but only when Samantha is in her maid's uniform. To save your game, select the Memory Card and file Slot to save to.



Iwazaru

By speaking to Iwazaru in the back of the room, you can learn about the game, get info on enemies and allies, view a log of conversations had with Iwazaru during the game, and more.



*Nintendo GameCube™ Memory Card (sold separately) with at least 2 blocks of free space (per file) required to save progress.

*You can save up to 7 save files

Making Serum

When you defeat Heaven Smile enemies, you can absorb their blood, and then convert it into Serum, which can be used to power up characters, using the "Blood Channel" on the TV in Harman's Room. Turn the TV to channel "B," and then press the **A** Button to begin making Serum. Serum is measured by dl (deciliters), and it takes 40 dl to make one ampule, which is required to build up personas.



*The amount of Serum that can be produced is limited in each stage.

Character Switching and Leveling Up

In Harman's Room, there are channels other than the Blood Channel dedicated to the different Killer7 personas. Change channels and press the **A** Button to bring up the menu.

WAKE UP

Wake up a sleeping persona to switch to*. Note that you must kill a certain number of HS enemies before doing this.



SELECT

Switch your current persona with the selected persona.
*Garcian can only be selected from inside Harman's Room sometimes.

SKILLS

Use Serum ampules to raise the abilities of the different personas.

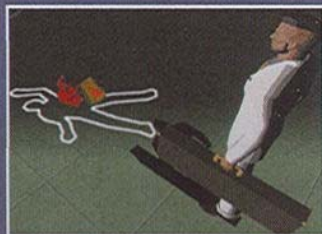
POWER	Affects how much damage each attack does.
SPEED	Affects attack speed, how fast the weapons fire.
WAVR	Affects aiming and shot accuracy.
CRITICALS	Affects one-hit kills and critical hits.
INVISIBILITY	Affects the amount of time you stay invisible (Kevin only).
RANGE	Affects the blast radius (Mask only).

ABILITIES

Shows abilities available to each persona.

Death & Resurrection

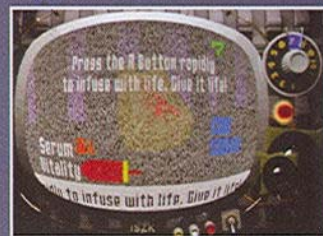
When you are controlling **any character other than Garcian**, and that character **dies**, a bag with the head of the dead character appears on the ground of that location, and you return to the last Harman's Room you accessed that has a TV. Here you can change personas and continue the game.



In order to resurrect the character that died, you have to use Garcian to collect the body bag from that location. **Garcian is the only one** that can resurrect fallen personas. Just head to the area and he will do it automatically. However, if you die while playing as Garcian, there will be no one left to recover the body, meaning it's "game over" for you.



Once Garcian collects the body, you will be taken back to the same Harman's Room as before, and on the TV screen will be the body bag of that character on the character's own channel. Press the **A** Button and select "RESURRECT". Then **tap the A Button repeatedly** to fill the gauge and bring the persona back to life.



Sub Menu (START/PAUSE)

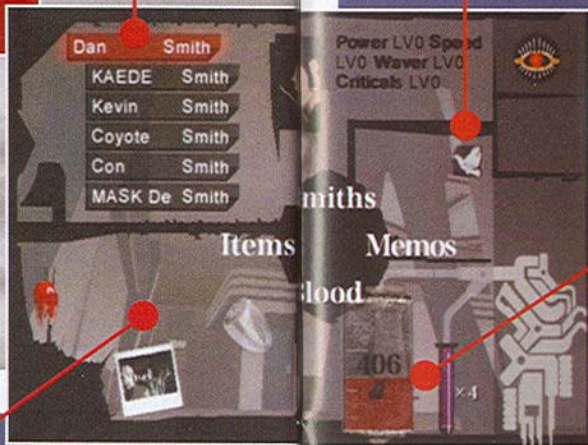
Press START/PAUSE during the game to open the Sub Menu. Here you can change personas, check how much blood you have collected, restore your health, view items you have collected, and read the Pigeon Notes you have found.

Smiths/Personalities

To switch personas, highlight the one you want to switch to and press the **A** Button.

*If a persona is shown in grey, you must wake that persona up from Harman's Room to switch to it.

*You must be in Harman's Room to switch to Garcian, and when you are playing as Garcian, you cannot switch to anyone else.



Items

View items acquired in that stage, and put different rings on.

Highlight an item and press the **A** Button to check it out or switch to that ring.



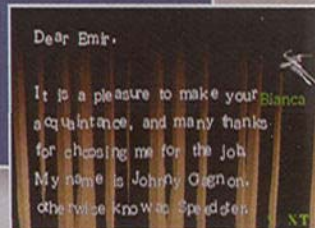
To select a section of the menu, move the Control Stick in that direction, and then press the **A** Button. Press the **B** Button to back out.



Memos

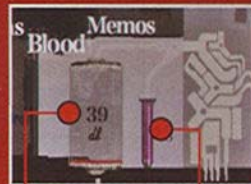
During the game you will find Pigeon Memos at various Junctions, which provide a lot of useful information.

Here you can go back and read all of the Pigeon Memos you have collected so far by highlighting one and pressing the **A** Button.



Blood

Check to see how much blood you have collected from enemies. There are two types of blood in the game, each with its own use.




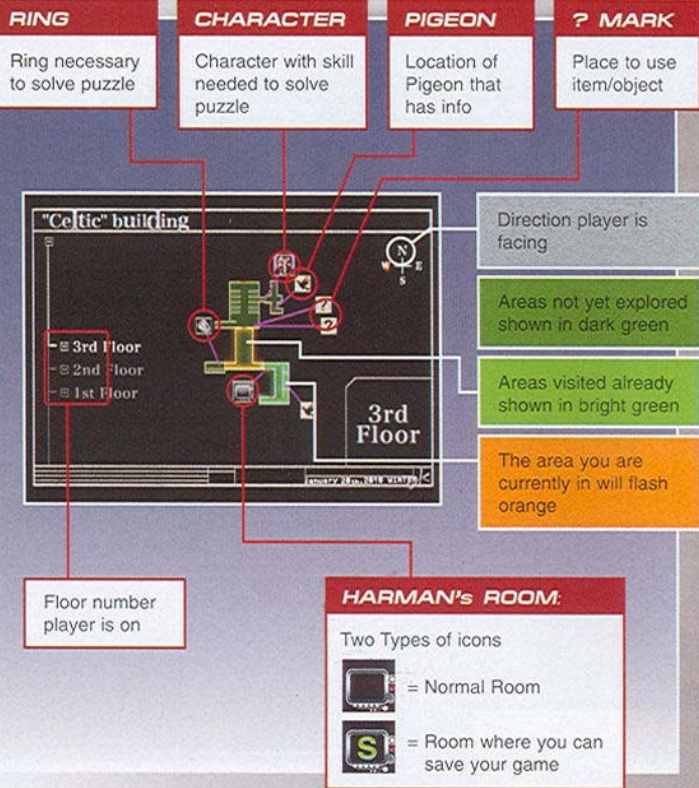
Thick Blood:

Collected in the left tank, Thick Blood is used in Serum needed for leveling up the characters, or to trade for hints and info during the game.

Thin Blood:

Collected in the test tube on the right, it can restore your health (press the **A** Button to use it), or allow you to use special abilities.

Press the  Button during the game to bring up the Map Screen. Depending on the difficulty level, the information listed on the map will differ slightly.




These hints may help you along the way. If you get stuck, read through these again to get some new ideas on what to do.

Q1: How do I collect more blood from enemies?

A1: You cannot collect any blood when it comes out white. To get the most blood, aim for their **critical points**. If your aim is good, you can **kill them in one shot**, and also collect a ton of blood. Critical points will glow on the enemies' bodies when you have your sights near them. You can also shoot their heads or limbs for blood, so try shooting limbs first, then go for the critical points.



Q2: I can't seem to get any further.

A2: You may have forgotten to solve a puzzle or pick up a necessary item. Try using the **Map**  to see if there are any areas you haven't visited or items you haven't collected yet. There are also other spots where you will have to use one of the Killer7 persona's **special ability** to proceed. Listen for the sound in certain areas, as it may provide a clue.





Q3: I can't seem to defeat this enemy.

A3: Some enemies cannot be defeated through normal attacks. In such situations, you can get **hints** from conversations with **Iwazaru** or other characters. You can view past conversations with Iwazaru inside Harman's Room.



Q4: I don't know where the enemies are coming from.

A4: The enemies use **optical camouflage** to blend in with their surroundings, making them very difficult to spot. But you will always hear a **high-pitched laugh** when they are near. If you hear the laugh, **press the  Button and quickly scan the area for enemies with the  Button.**



Gameplay Hints

Q5: The enemy always gets so close, I can't keep up.

A5: Of course there are a lot of rabid enemies stalking you, and if you don't keep them at bay, they can get in your face and really spoil your day. So try these **secret moves** if you find yourself in a pinch. Once you level up far enough, you'll learn some cool moves, including the Down Attack and the Counter Attack. The **Down Attack** lets you take a deadly pot shot at an enemy crawling towards you if he gets too close for comfort. The **Counter Attack** lets you press the **X** Button the moment an enemy jumps at you and you see the flash. That move's sure to teach 'em to know better.



Credits

Manual:

Option-Shift Design

Marketing:

Todd Thorson
David Riley
Jack Symon
Sarah Felbinger
Laili Bosma
Carrie Root
Robert Johnson
Nate Williams
Rey Jimenez
Ryuhei Tanabe

Package Design:

Michi Morita
Corey Tran
Scott Baumann

Translation:

Thomas Huston
Brian Dunn

PR:

Melinda Mongelluzzo
Arne Cual-Pedroso
Alicia Kim

Customer Service:

Philip Navidad
Robert Hamiter
Frank Filice



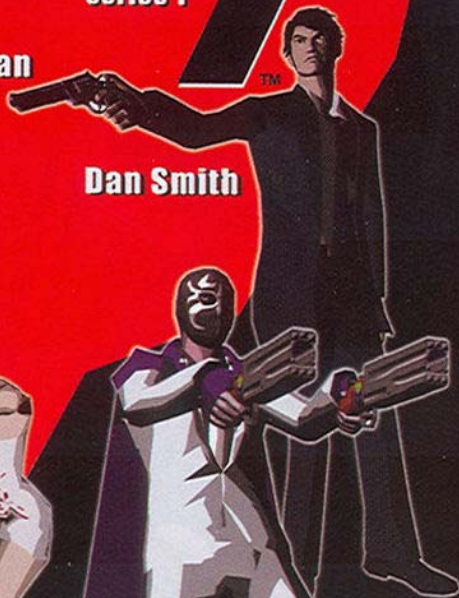
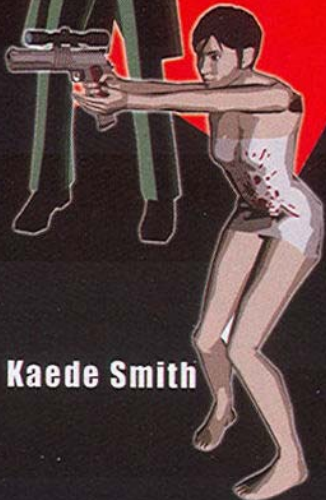
Killer7



X-PLUS

CAPCOM™

killer7

Action Figures
series 1**Kun Lan****Dan Smith****Kaede Smith****Mask De Smith**

Visit us at www.xplususa.com to learn more about
the killer7™ action figures.

© 2002 CAPCOM ENTERTAINMENT, INC. ALL RIGHTS RESERVED.

Kinetic Underground
Developed by



90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this DVD/CD from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the DVD/CD free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire DVD/CD to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your DVD/CD certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

This warranty shall not apply if the DVD/CD has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the DVD/CD develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective DVD/CD to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your DVD/CD certified mail. CAPCOM will replace the DVD/CD, subject to the conditions above. If replacement DVD/CDs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS

ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY DISCLAIMED. IN NO EVENT SHALL CAPCOM BE LIABLE FOR SPECIAL, INDIRECT CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.

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 HYPERLINK "<http://www.esrb.com>" www.esrb.com.