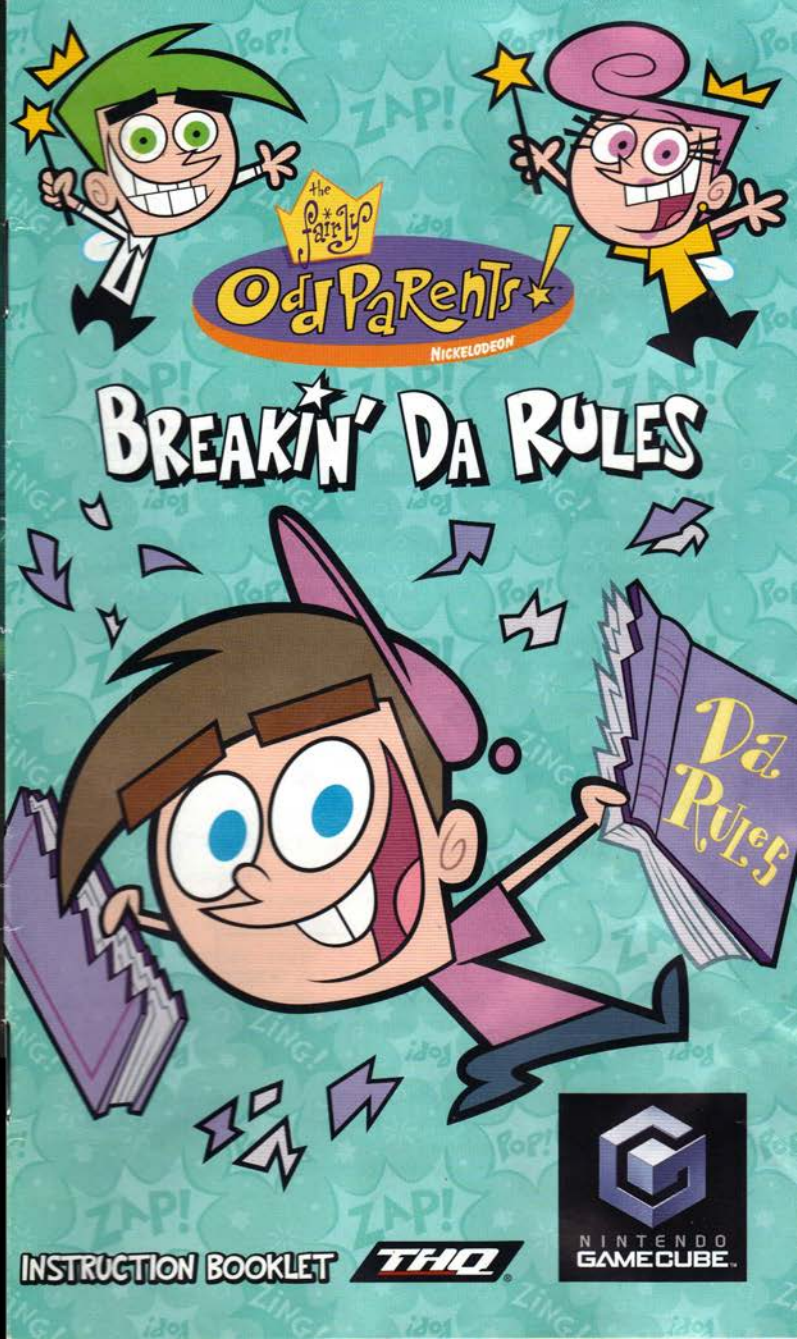




WWW.TAKGAME.COM

EmuMovies



INSTRUCTION BOOKLET

THQ



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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, 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

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

Take a 10 to 15 minute break every hour, even if you don't think you need it. If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.

- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- 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.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.

1 Player



Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS. PLEASE REFER TO THE NINTENDO GAMECUBE INSTRUCTION BOOKLET (PAGES 18-20) FOR DIRECTIONS ON HOW TO FORMAT AND ERASE MEMORY CARD FILES.

Important Legal Information

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)



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 VISIT WWW.ESRB.ORG.

LICENSED BY



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

CONTENTS

Getting Started	2	The Vicky Virus	10
Controls	3	A Badge Too Far	11
Game Controls	4	Mini Timmy	11
Introduction	5	Crash Landing	12
Main Menu	6	Bad Luck 101	12
Items	7	Time Warped	13
Evil Finds a Way	8	A Dog's Life	13
Breakin' Da Rules	9	The Ultimate Challenge ..	14
Timmy's House	9	Credits	19
Chinless Blunder	10	Limited Warranty	22



GETTING STARTED

Set up your Nintendo GameCube™ game system according to the directions in the Nintendo GameCube™ instruction manual. Press the power button and the status indicator light will light up. Press the eject button and the disc tray will open. Place the *The Fairly OddParents™: Breakin' Da Rules* Game Disc on the disc tray with the label facing up and close the disc tray. Follow all on-screen instructions and refer to this manual for more information about playing *The Fairly OddParents™: Breakin' Da Rules*.



CONTROLS



GAME CONTROLS



A Button:	Jump (press twice to double jump)
Y Button:	Look around (also used to aim)
B Button:	Action (for some actions, hold down for continuous action)
X Button:	Camera toggle
Z Button:	No Function
Left Button:	Camera behind
Right Button:	Talk to Fairy Godparents
C Stick:	Moves camera
Control Stick:	Moves character
+ Control Pad	Move Character/Menu Selections
START:	Pause

IN-GAME MENU

When you pause the game, the following menu becomes available: Continue, Options, Quit, or Exit.

Continue returns you back to the game.

Options allows you to affect the following choices:

- Rumble on/off
- Subtitles on/off
- SFX Volume
- Music Volume
- Speech Volume

Quit lets you exit out of the current episode and return to Timmy's house.

Exit lets you exit out of a current game and return to the Main Menu.

INTRODUCTION

Oh no! Vicky, the evil babysitter, has taken Da Rules book from Timmy's Fairy Godparents. And now she unknowingly has the power to make wishes! As Timmy, can you retrieve Da Rules, and undo the damage she's done or will you remain her helpless puppet - gulp - forever?



MAIN MENU

After the power is turned on, the Title Screen appears. Press **START** to take you to the Main Menu screen. The Main Menu has four choices: New Game, Load Game, Options, and Extras

NEW GAME

From here, players can start a New Game.

LOAD GAME

To continue a saved game, select one of the games in the three save files.

OPTIONS

This allows you to adjust sound control and game options:

- Rumble on/off
- Subtitles on/off
- SFX Volume
- Music Volume




EXTRAS

This presents you with the following choices:

- Trailers
- Load Game Status
- Bonus
- Credits



ITEMS

Wish Stars	Collecting 5 Wish Stars allows Timmy to make a wish	
Crowns	Every 100 crowns gives Timmy an extra chance to continue	
Crimson Chin Cards	Collecting four Crimson Chin cards in any episode unlocks the animated show clips located in the bonus section of Extras	
One-Ups	This gives Timmy an extra chance to continue.	



EVIL FINDS A WAY

Some days, it just doesn't pay to get out of bed.

See, you have these Fairy Godparents (Cosmo and Wanda, of course!) and you can wish for anything you want EXCEPT that your evil babysitter Vicky burst into your room and finds Da Rules, a sort of fairy handbook, WHICH Vicky then takes (not knowing what she's got)...

Wheeze, pant. Deep breath...



Okay... AND as long as she's got it she can make her wishes come true WHICH puts your Fairy Godparents in big trouble with Jorgen Von Strangle (the toughest fairy of them all) WHO, after a hearing in Fairy Court, takes away Cosmo and Wanda's powers and gives them training wands instead but NOW Vicky's making all these stupid wishes which is making your life just miserable

Pant, wheeze. Just a little more...

SO you've got to get back the book AND on top of that, Jorgen Von Strangle has given you and your Fairy Godparents just 49 hours to find all of the lost pages of Da Rules OR Cosmo and Wanda lose their ability to grant wishes forever.

Sheesh. Some days, it just doesn't pay to get out of bed.



BREAKIN DA RULES

"What happens if I fall off?"

"You'll move downwards really fast. It'll be fun... errr... until you hit the ground that is."

It figures. The first thing Vicky does is wish you'd stay asleep. Your Fairy Godparents aren't much help either.

They need 5 wish stars just to get enough power to grant you a small wish. Hey! Those stars run pretty fast!



TIMMY'S HOUSE

"Gee, hon, I'm not sure we have the time to read comic books."

"I'm not sure I'm able to read comic books."

"Aww, but I haven't read the latest issue yet! Maybe I can get some ideas from the Crimson Chin."



Congratulations! You're awake. From your Room, you can stumble into all of the other adventures where pages of Da Rules have been hidden. Unfortunately, Vicky has locked a few doors and you can only get to them as Wanda and Cosmo start to regain their magic powers. These doors are:

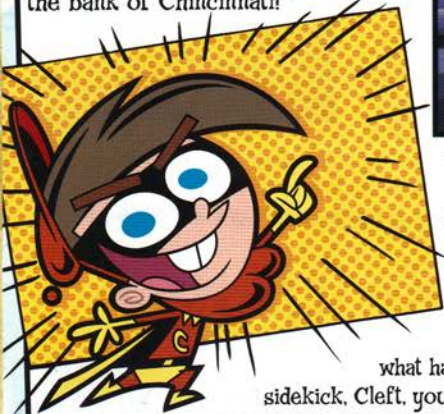
The Bathroom Door	Opens after 2 episodes
The Bedroom Door	Opens after 3 episodes
The Kitchen Door	Opens after 5 episodes

After you've completed all 8 episodes, a final door will appear out of nowhere - the Magic Door - which leads to Fairy World for The Ultimate Challenge.

Tip: Need to save the game? Wander over to the fishbowl and make a wish!

CHINLESS BLUNDER

"News just in. A villain with tremendous strength has just raided the bank of Chincinnati!"



It's your favorite comic book and your favorite hero - the **Crimson Chin!** But Vicky doesn't see it that way. She wishes that you'd get stuck in a comic book with that "useless" hero and that's just what happens! As the Crimson Chin's sidekick, Cleft, you will have to defeat villainous enemies like Country Boy, Spatula Woman, and Gilded Arches to recover your hero's stolen powers.

THE VICKY VIRUS



"Dodgy those monkeys. Catch the stars... Multi-task!"

Geez! Invite a few friends over and look what happens. Vicky ends up wishing all of you into your stupid video game! Now you've got to race through the various

villainous levels and rescue AJ and Chester (who, I might add, also get a chance to rescue you!) to escape this virtual madness.

Tip: When using the action button, sometimes you need to hold the button down to achieve an effect (like moving ice cubes with that snowplow).

A BADGE TOO FAR

"It... it was horrible. They came out of the darkness while we slept! It's a good thing we sleep in our uniforms."



Every year you and the rest of the Squirrely Scouts get more badges than the Crème Puffs - but this year Crème Puff leader Vicky is going to change all that! She wishes that the Crème Puffs get the upper hand this time and the result is a mindless Crème Puff army that captures all of the Squirrely Scouts to keep them from getting badges forever! Can you work past these insidious brainwashed Puffs, free your fellow scouts, and dance the secret Crème Puff dance of identification to defeat Vicky and her sinister plans?

MINI TIMMY

"Ooo! What are those piles made from and do we have to step on them?"

Double-disgusted by a filthy bathtub in your bathroom, Vicky wishes that you were small enough to clean every single speck of dirt in the bath! And that's that - you're miniaturized to the size of a germ where you will have to fight grease, grime, and the occasional goo to get out. Thank goodness for that enviro-armor Wanda wished up for you!



Tip: When walking across greasy, grimy, slippery hair, use the left Control Stick to keep your balance!

CRASH LANDING

"Oh look an alien!"

"Looks like a Yugo-potaimian."

"Those pesky
Yugo-potatoes!"

This is so not good. It's a beautiful day and you're ready to play but Vicky thinks that this town is so dull. She wishes that, just once, something exciting would happen. Like, maybe... an alien invasion. Can you see where this is heading? The Yugo-potaimians are back, reigning terror, evil, and just plain nastiness on the town. Can you (in your Crash Nebula suit) save the day and send those terrors packing?



BAD LUCK 101

"So here we are. In school on a Saturday. How could life possibly get any worse?"

Sigh. It's just one of those days. Vicky gets splashed by water on her way to some extra classes at school so she wishes you had as much bad luck as she did. Unknown to Vicky, this releases the pesky Anti-Fairies, who go around cursing everyone with bad luck. You'll have to catch all the anti-fairies while avoiding the scrutiny of crazy Mr. Crocker who is dedicated to proving that fairies actually exist!

Tip: Look out for the random wrecking balls!



TIME WARPED

"And I quote: Ahem! Egyptian pyramids are called pyramids because of their distickive - that's spelled wrong - 'cube shape.'"

Vicky's really done it this time. She's wished all of the answers to her history assignment were right and changed time itself. You'll need to go back in time and correct such horrible changes as the "square-a-mid" and "Queen Morgana and the Round Table."



A DOG'S LIFE

"I'm gonna call you Timmy, after my soon-to-be boyfriend. You can be my doggy. We can be together always, I promise. I love you so much!" - Tootie

Tootie, Vicky's creepy little sister, has come over for a visit. She wants to see her true love, you(!), and walk Vicky's dog. But when Vicky inadvertently wishes that you could be more like her dog, Doidle, "poof!" That's right. You've gone to the dogs.

Sold to a pet shop in the mall, you'll have to escape, avoid Tootie, and find a way back to being human again.

Tip: You'll have to find a way to break Tootie's true love for you or you'll never get turned back into a human! (The fairies can't use any wishes when it affects true love).



THE ULTIMATE CHALLENGE

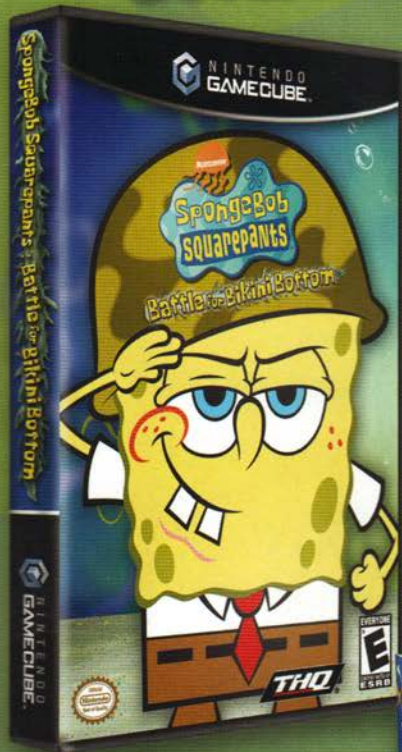
"Next time on The Ultimate Challenge, I will personally beat four hundred and two ogres using only my gigantic ego!"

- Jorgen Von Strangle



This is it, the final twist! You have retrieved all but one of the pages of Da Rules, but the last one is in Vicky's possession! Can you defeat her and make her wish she'd never grabbed that book? And can you do it while Jorgen Von Strangle, the meanest fairy instructor in the world, watches you during The Ultimate Challenge? Quite a task for a ten-year old boy!

HE IS OUR ONLY HOPE...



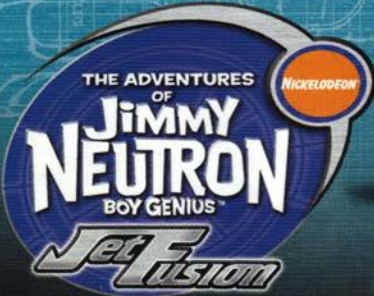
AVAILABLE NOW!



GAME BOY ADVANCE



GOTTA JET!



AVAILABLE NOW!

GAME BOY ADVANCE

NINTENDO GAMECUBE

THQ
www.thq.com

NICK
ENTERTAINMENT
www.nick.com

EVERYONE
E
CONTENT RATED BY
ESRB

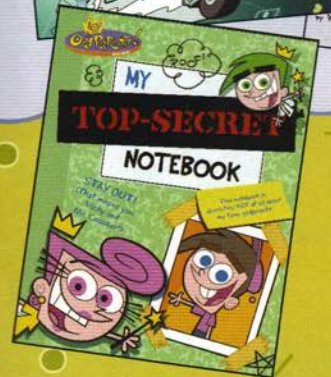
Mild Cartoon Violence

© 2003 THQ Inc. © 2003 Viacom International Inc. All Rights Reserved. Nickelodeon, The Adventures of Jimmy Neutron Boy Genius and all related titles, logos and characters are trademarks of Viacom International Inc. Exclusively published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. TM, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo.



JUST WHAT YOU WISHED FOR!

POOF



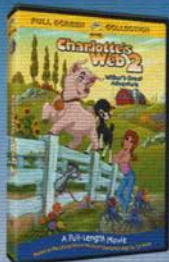
Fairly OddParents storybooks and magical mayhem available wherever books are sold!



Simon & Schuster Children's Publishing
www.SimonSaysKids.com
A Viacom Company

© 2003 Viacom International Inc. All Rights Reserved. Nickelodeon, The Fairly OddParents and all related titles, logos and characters are trademarks of Viacom International Inc. Created by Butch Hartman.

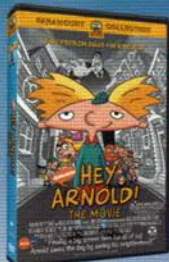
Collect All Your Kids' Favorite Movies Now on DVD and VHS.



Charlotte's Web 2



Charlotte's Web



Hey Arnold! The Movie

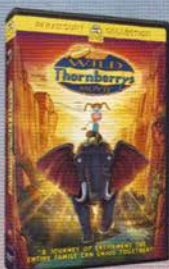


The Little Bear Movie

DVD Coming Summer 2003. VHS Available Now.



Jimmy Neutron: Boy Genius



The Wild Thornberrys Movie



The Rugrats Movie



Rugrats in Paris The Movie

CREDITS

Developed by Blitz Games Ltd
Founded by The Oliver Twins

Team Phoenix

Project Manager
Jon Cartwright
Technical Manager
Tony Povey
Creative Manager
Ian Pestridge

Programming

Ian Bird
Claude Dareau
Nige Higgs
Phil Palmer
John Weeks

Art & Design

Scott West
Mark Buckingham
Dan Calvert
Jim Childs
Auburn Hodgson
Simon Little
Nadine Mathias
Matt Norledge
Darren Nourish
Chris Sandell
Chris Southall

Audio

Gerard Gourley
Matt Black
John Guscott

QA

John Jarvis
Wayne Gardner
Adam Breeden
Graeme Davidson
Mark Digger
Richard Griffith
Aron Tomlin

Core Technology

John Whigham
Richard Backett
Mathew Bailey
James Fingleton
Tom Gaulton
Ashley Hogg
Lyndon Homewood
John Murray
Alan Paul
Andy Slater

Additional Support

Jon Eckersley
Neil Pettitt
Eoghan Quigley
Simon Reed
Joff Scarcliffe
Chris Viggers
Bryn Williams

Special Thanks to

Philip Oliver: CEO/Managing Director
Andrew Oliver: CTO/Development Director
Nigel Davies: COO/Commercial Director
Susie Davies: HR Director
Darren Wood: Development Manager
Alex Bowden
Martin Broughton
Steve Bruce
James Corrigan
Natalie Griffith
David Hale
Caroline Hart
Katy McClure
Alison Parker
Jackie Pinnock
Simon Smith
Carla Stringer
Caroline Thornicroft
Annelise Timms
Chris Bateman
Richard Boon
Jacqui Lyons
Guy Herbert

"Passionate about Games"

www.paramount.com/homeentertainment

For more information on US film ratings, go to www.filmratings.com

© 1972 Hanna-Barbera Productions, Inc. © 1993 by Paramount Pictures and Warner International Inc. NICKELODEON, NICK JR., RUGRATS, JIMMY NEUTRON: BOY GENIUS, HEY ARNOLD!, THE WILD THORNBERRYS and all related titles, logos and characters are trademarks of Warner International Inc. Little Bear Characters © 2000 Mervyn Sabat. Mervyn Sabat's Little Bear Movie © 2000 Mervyn Sabat.
© 2003 Corus Entertainment Inc. Corus™ is a trademark of Corus Entertainment. Copyright © 2002 Paramount Pictures Corporation & Universal Studios. TM, ® & Copyright © 2003 by Paramount Pictures. All Rights Reserved.



CREDITS

Voice Talent

Tara Strong - Timmy Turner
Daran Norris - Cosmo/Dad/Crimson
Chin/Comichook Anchorman/
Jorgen Von Strangle
Suzanne Blakeslee - Wanda/Mom
Grey Delisle - Vicky/Tootie/Spatula
Woman/Crème Puffs
Gary LeRoi Gray - AJ
Jason Marsden - Chester/Male Shopper
Carlos Alazraqui - Crocker/Mayor/
Country Boy
Faith Abrahams - Female Shopper
Lorraine Newman - Alien Queen Jipporulac
Rob Paulsen - King Grippulon/Catcher/
Judge/Guard/Anti-Fairies/Squirrely Scouts/
Arthur/Gilded Arches

Voice Over Director

Douglas Carrigan

Sound Recording Studio

SoundDelux DMG Studio

THQ

Project Manager

Stephanie Wise

Creative Manager

Sean Dunn

Technical Manager

Peter Andrew

Project Coordinator

Keith Nakamura

Production Resources Coordinator

Heather Leonard

Vice President - Product Development

Philip Holt

Quality Assurance Lead

Scott Frazier

Quality Assurance Testers

Shirley Alovera
Marc Manaya
Sheldon Sherman
Matt Elzie

First Party Supervisor

Evan Icenbice

First Party Testers

Adam Affrunti
Scott Ritchie
Joel Dagang

Quality Assurance Technician

Mario Waibel

Quality Assurance Database Administrator

Jason Roberts

Quality Assurance Manager

Monica Vallejo

Director of Quality Assurance

Jeremy S. Barnes

Senior Vice President - Worldwide Marketing

Peter Dille

Director of Global Brand Management

John Ardell

Senior Product Marketing Manager

Danielle Conte

Associate Product Marketing Manager

Ed Lin

Director of Creative Services

Howard Liebeskind

Senior Manager, Creative Services

Kathy Helgason

CREDITS

Associate Creative Services Manager

Melissa Roth

Instruction Manual

Bill Maxwell

Special Thanks

Brian Farrell
Jack Sorensen
Alison Locke
Germaine Gioia
Leslie Brown
Brandy A. Carrillo
Rachel DiPaola
Jenae Pash
Raphael Hernandez
Marcel Samek
Jason Goddard
Charles Batarse
Glen Peters
Jay Cardello
Tiffany Terman

Nickelodeon Interactive

Vice President of Media Products

Nickelodeon Consumer Products

Steve Youngwood

Director of Licensing Interactive,

Home Video and Consumer

Electronic

Stacey Lane

Marketing Coordinator

Nickelodeon Interactive

Erica David

Director of Production & Development for Interactive and Home Video

Aly Sylvester

Manager Development and Production

Erika "E" Ortiz

Production Assistant

Jack Daley

Nickelodeon Interactive would like to thank:

Leigh Anne Brodsky
Eric Coleman
Steve Crespo
Russell Hicks
Chris Horton
Deb Krassner
Rob Lemon
Linnette Pastori
Joe Sandbrook
Eric Squires
Lori Szuchman
Geoff Todebush
Stavit Young

Special thanks to: Butch Hartman

LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **38024**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR 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 only. Some states do not allow limitations on how long an implied warranty lasts or exclusion 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 also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.