

REGISTER YOUR GAMES
ONLINE AT www.thq.com

THQ

MY THQ

Go to the MY THQ link at
www.thq.com to win games and
other great prizes. Plus...

- » Personalize your online experience with MY THQ to receive game alerts, exclusive screens, videos and wallpapers
- » Get the latest THQ newsletters
- » Access the Career Zone, Forum and online games
- » Download the latest demos and patches
- » Easy to use site for all THQ gaming information
- » Quick links to search by title or platform
- » Be considered for beta testing and help shape the THQ games of the future

EmuMovies



THQ

INSTRUCTION BOOKLET



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

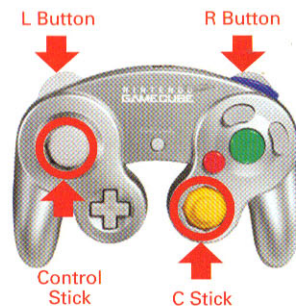
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

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.



1-2 Player
Simultaneous

**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.**



Memory
Card

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

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)

© 2005 Avalanche Software LLC. Developed by Avalanche Software. Avalanche Software and its logo are trademarks of Avalanche Software LLC. © 2005 Viacom International Inc. All Rights Reserved. Nickelodeon, Nickelodeon Tiki and all related titles, logos and characters are trademarks of Viacom International Inc. (Bazooka Video). Copyright © 1997-2004 by RAD Game Tools, Inc. Exclusively published and licensed by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are the property of their respective owners.



LICENSED BY



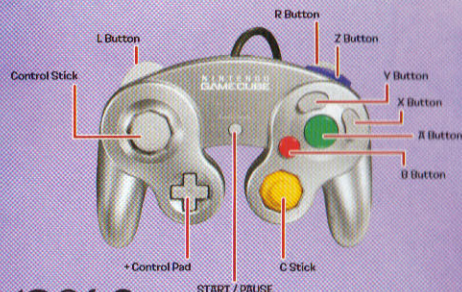
NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

TABLE OF CONTENTS

GETTING STARTED.....	2
CONTROLS.....	2
THE GREAT JUJU CHALLENGE.....	3
BEGINNING A NEW GAME.....	4
THE PAUSE MENU.....	4
TEAM PUPANUNU.....	5
THE COMPETITORS.....	6
ONE AND TWO PLAYER GAMEPLAY.....	7
ITEMS.....	7
SPELLS.....	9
TIME & SCORE.....	11
SIDE QUESTS.....	11
SAVING & LOADING.....	11
CREDITS.....	12
WARRANTY.....	15

GETTING STARTED

Set up your Nintendo GameCube™ game system according to the directions in the Nintendo GameCube™ Instruction Booklet. Press the POWER Button and the status indicator light will light up. Press the OPEN Button and the Disc Cover will open. Place the Tak: The Great Juju Challenge Game Disc in the Optical Disc Drive with the label facing up and close the Disc Cover. Follow all on-screen instructions and refer to this manual for more information about playing Tak: The Great Juju Challenge.



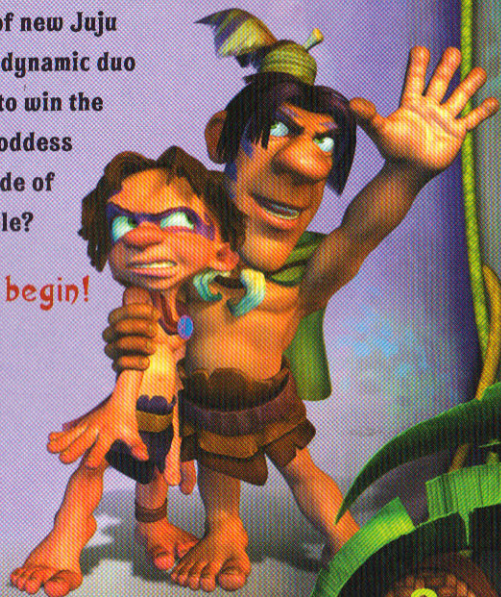
CONTROLS

Control Stick.....	Move	Z Button....	Switch Characters (1P only)
A Button.....	Jump	L Button...	Hold for Juju Speed
B Button.....	Attack	R Button....	Hold to Cast Spell
X Button.....	Use	R Button + Z Button..	Set Wait/ Follow (1P only)
Y Button.....	Throw	C Stick.....	Control Camera
		START....	Pause Menu / 2P join

THE GREAT JUJU CHALLENGE

Welcome contestants to The Great Juju Challenge! Every 60 years, competitors from faraway lands gather to participate in a tournament to gain the favor of the Moon Juju goddess. So what does it take to impress a goddess? Magnificent feats of daring, strength, and skill, of course. But, more importantly, it takes teamwork. The unlikely team of Tak and Lok has been chosen to represent the Pupanunu tribe as they square off against mighty warriors from all over the world. With Tak's brains, Lok's brawn, and a host of new Juju abilities, does this dynamic duo have what it takes to win the protection of the goddess and become the pride of the Pupanunu people?

Let the games begin!



BEGINNING A NEW GAME

After the power is turned on, the corporate logos, legal and title screens will appear. Press **START** to access the Main Menu screen. The four Main Menu choices are listed below.

New Adventure

Begin a new adventure with this menu selection.

Load Game

Choose this option to begin playing a previously saved game at the point where you left off.

Options

Choose this menu item to adjust sound, music, and Rumble settings.

Extras

This menu allows you to access the extras you've unlocked during the course of the game.

THE PAUSE MENU

Press **START** to access the Pause Menu at any point during the game. The Pause Menu displays the following choices: Continue, Quit, Restart, Save Game, Control Information, and Options.

TEAM PUPANONU

A word to the wise: there is no "I" in team. Tak and Lok must work together if they hope to succeed in the various challenges ahead of them. Admittedly, they're an odd couple, but each has his own unique abilities to bring to the table. Between the two of them, they might just manage to get the job done.



Tak's Powers

Tak has learned that being the Chosen One isn't always what it's cracked up to be, but it definitely has its perks. His magical abilities are stronger than Lok's. For example, he can hurl a bolt of magic at the bad guys and stun them from a distance. He swims like a fish, though he's not much of a climber, and overall, he gets along better with animals. Tak is also the only shaman's apprentice allowed to wear the chicken suit.

Lok's Powers

If you need to climb a wall, scale a cliff, or wear a lobster suit, Lok's your man. He's also the muscle in this operation – note the large mallet he uses to brain enemies. Lok's even strong enough to hoist Tak into the air and toss him up to hard-to-reach places. He's tough and slower to take damage than Tak, but there are some things that Lok just can't handle – namely water. He doesn't swim and claims that fish hate him; gorillas, on the other hand, can't seem to get enough of him.



THE COMPETITORS

There are three other teams in The Great Juju Challenge, all hoping to win the favor of the Moon Juju. Tak and Lok had better keep an eye on them. The competition is fierce!



Team Black Mist

Talk about rivalry! The Black Mist are long-time rivals of the Pupanunu people, making The Great Juju Challenge something of a grudge match. Bartog, a fearsome warrior, has teamed up with Crug, the finest dark arts shaman that the Black Mist have to offer. No one knows how far these two will go to win.

Team Grammazon

According to Jibolba, the Grammazons are "cute as bugs." They're certainly tall, impressive women, but for some unknown reason they have a fascination with knitting and dentures. Hmmm ...



Team JibbaJabba

It's easy to recognize the JibbaJabbas because one team member always rides on the back of the other. They're nice enough guys who are always willing to share helpful hints with the other teams. The problem is that no one seems to understand their strange, musical language.



ONE AND TWO PLAYER GAMEPLAY

Even though Tak and Lok must work together throughout The Great Juju Challenge, the game doesn't have to be played by two players. A single player can control one character at a time, and whichever character is not in use will be controlled by the game. The player can easily switch back and forth between Tak and Lok by pressing the Z Button.

A second player can join the game at any time and take control of either Tak or Lok. This second player can also leave the game at any point and the gameplay will return to single-player mode. Press START on a second Nintendo GameCube Controller at any time to enter or leave the game.

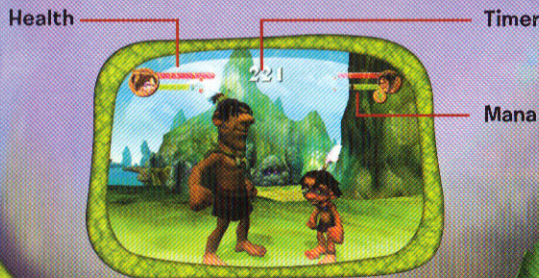
ITEMS

There are a number of items that Team Pupanunu can collect and use to improve their abilities during the Challenge.



Feathers and Jewels

Feathers and jewels are earned by defeating bad guys. They help to restore health and mana, the magical energy that fuels both Tak and Lok's Juju powers.



ITEMS



Blessing Gems

Blessing Gems are magical stones that influence the character carrying them. Once a gem is awarded or collected, it will last for the rest of the game, but it must be placed in the sockets of

the manly shaman jewelry worn by Tak or Lok. To place a Blessing Gem, visit the Blessing Shrine found in the Juju Realm. At the shrine, select an empty socket and place the gem in it by using the A Button. Note that each piece of jewelry corresponds to a character's health, magic, or weapon. Therefore, placing a gem in Tak's chest plate will increase his mana, while placing a gem in Lok's hammer will strengthen his weapon.



Chanting Stones

The Great Juju Challenge is far from easy. In order to help the teams, the Jujus have placed Chanting Stones in some of the challenges. These stones can be used to create a powerful magic that alters the playing field, but Team Pupanunu will have to learn to chant in order to take advantage of this magic.

There are two basic steps to chanting. First, a directional arrow will light up on the Chanting Dais. Press the button on the Control Pad that matches the arrow. This will launch button icons into the air. The second step is to press the Controller button that matches the icon before it falls. The trick is to hit the correct button as quickly as possible to complete the chant.

ITEMS

Potion Ingredients

Team Pupanunu has the power to brew potions, but they'll have to find both the necessary ingredients and recipes during the events. Tak and Lok can only mix potions at a special shrine in the Juju Realm, but ingredients and recipes can be found anywhere. There are three types of ingredients to collect:

Juju Fruits



Woo-Woo Crystals



Zoo-Zoo Insects



SPELLS

At the start of the game, Tak and Lok don't have any spells, but they'll be able to earn them from the Jujus who pop up during the tournament.

Tak's Spells

Grapple: As if Team Pupanunu weren't already attached at the hip, Tak can use this spell to pull Lok to him.

Freeze: This spell will freeze or slow down any baddies within a certain radius of Tak. To strengthen it, place Blessing Gems in the sockets of Tak's weapon. As the spell becomes more powerful, the freeze will last longer.

SPELLS

Spirit Strike: Tak can use this spell to summon spirits that will find and defeat nearby enemies. This spell will grow in power as Blessing Gems are added to the sockets of Tak's spell gloves.

Summon Barrel: This spell gives Tak the power to summon an explosive barrel, which could come in handy in a number of situations. Tak can carry the barrel or let Lok pick it up and toss it at oncoming bad guys.

Lok's Spells

Heal: Lok can use this spell to regain some of his health. If Tak is standing nearby, the healing aura will affect him as well.

Shield: Lok is already pretty handy when it comes to taking damage, but this spell creates a temporary magic shield that offers additional protection. Like the healing spell, if Tak is next to Lok when this spell is cast, he'll also be protected from harm.

Taunt: There's nothing like a bit of taunting to distract enemies. With this spell, Lok encourages bad guys to attack him while cleverly drawing them away from Tak. The Taunt spell may also be helpful in solving certain puzzles.

Stink: Move over skunk! With a grunt and a flex, Lok can use his natural "Juju Smelling Salts" to make himself stinky. No finger pulling necessary.

TIME & SCORE

Every event in The Great Juju Challenge is timed. Tak and Lok will benefit from completing events as fast as they can because at the end of a challenge, any time remaining is converted into points. If time runs out before completing a challenge, no time points will be received. But, never fear, there are plenty of ways to pick up additional time during the course of an event. They include: completing side quests, collecting certain items, and reaching a checkpoint.

SIDE QUESTS

Scattered throughout many challenges are side quests which can help Tak and Lok improve their score or gain extra rewards. This is a competition, after all, and in order to win, Team Pupanunu will have to rack up more points than the other teams. Side quests do not have to be completed in order to finish an event, but they're a great way to take the lead. The reward for completing a side quest is usually a recipe card. Recipe cards unlock blessing gems, which can be used to upgrade your health, increase your Juju, or make Lok's weapon (or Tak's magic) stronger.

SAVING & LOADING

You can access a saved game from the Main Menu. You can also save your game at any time by selecting the Save Game option in the Pause Menu. To save your game, insert a Nintendo GameCube Memory Card into Memory Card Slot A of the console. You can load your saved game from the same card, or from any Memory Card containing previously saved Tak: The Great Juju Challenge games.

CREDITS

AVALANCHE SOFTWARE

Aaron Walker
Adam Ford
Al Mecklenburg
Alex Olmos
Andrew Kite
Barry Zundel
Benson Yee
Brad Worthen
Brent Critchfield
Brian Cutler
Bruce Gifford
Bryan Lefler
Bryant Colard
Bryce Thomsen
Cheff Hawley
Chris Sharp
Chris Shen
Chris Neville
Dallin Haws
Dave McClellan
Dave Ross
Del Campbell
Derek Newman
Emily Tyndall
Ethan Halvorsen
Evan Beuttenmuller
Gabe Avila
Hyrum Osmond
Ian Jacobs
Jason Richards
Jason Scanlon
Jeff Bunker
Jeff Oxborrow
Jeff Whipple
Jeremy Wood
Jim Henn
Joe Olson
Joe Percival
Joe Williamsen
John Blackburn
John Day
Johnny Breeze
Jon Bray
Justin Kunz
Kristin Yee

Lauriann Wakefield
Marcus Fisher
Mike Olmos
Mike Thompson
Nate Fuller
Ned Martin
Princess Casey
Nelson
Rodney Olmos
Ryan McBride
Ryan Wood
Sam Nielson
Scott Stoddard
Scott Yoho
Shon Love
Skyler Flygare
Tadashi Sakashita
Todd "road"
Dewenup
Todd Blackburn
Todd Harris
Trent Halvorsen
Troy Leavitt
Tyler Colbert
Tyler Laing
Tyler Lybbert
Virginia Critchfield

SCRIPT WRITER

Randolph Heard

VOICE TALENT

Tak
Jason Marsden
Lok
Patrick Warburton
Jibolba
John Kassir
Moon Juju
Tina Ilman
Two Head (Rufus) /
Belly Juju /
Caged Juju /
Mummy King
Jeff Bennett
Flora
Jen Hale
Fauna
Candace Bailey
Two-Head (Jerry) /
Dead Juju /
MindReader Juju /
Tlaloc
Rob Paulsen

Dinky Juju
Lara Jill Miller
Dark Juju / Crug
Dee Baker

Bartog
Andre Sogliuzzo
Host Juju
Michael Gough

Gramma
StoneCrusher
Edie McClurg

Gramma
ThunderFist
Mitzi McCall
JibbaJabba Tribe
Jaq

Apprentice Breanna
Breanna Pflaumer

VO DIRECTOR

Douglas Carrigan
VoiceWorks
Productions Inc.

RECORDING STUDIO

Atlantis Group
Recordings

CHIEF ENGINEER

John Chominsky

ASSISTANT ENGINEERS

Jamie Siedow
Sean Graham

PLAYABILITY/USABILITY SPECIALIST

Heather Desurville of
Behavioristics, Inc.

THQ

PROJECT MANAGER
Kathleen Nicholls

CREATIVE DIRECTOR
Stephen Jarrett

ART DIRECTOR
Thom Ang

TECHNICAL DIRECTOR
Peter Andrew

LICENSOR MANAGER

Stephanie Wise

DIRECTOR, PRODUCT DEVELOPMENT

Mark Morris
SENIOR VICE PRESIDENT,
PRODUCT DEVELOPMENT
Philip Holt

DIRECTOR, QUALITY ASSURANCE
Mozica Vallejo

QA MANAGER
Mario Waibel

TEST SUPERVISOR

Travis Tholen

TEST LEADS

George Erwin
Mark Vance
Luis Sanchez
Justin Drolet

TESTERS

Krista Carlson
Eric Weiss
Michael Pelletier
Michele Hunt
Philip Bailey
Patrick Thomson
Jessica Ferrarella
Dio Rochino
Wes Morris
Eric Watson
Steven French
Brent Charlton
Joseph Schopper
Aaron Lopez
Jason Danell
Brigido Rodriguez
Sergio Mimikos
Cristina Hall
Jonathan Kruse
Carlos Aguilar
Jay Chavengoj
Phil Russell
Aaron Bernardo
Scott Vroman
Ali Zandi

Ryan Hedge
Jerry Lyons
William Arnsperger
Michael Drew Johnson
Lance Spott
Justin Thibodeau

FIRST PARTY SUPERVISOR
Evan Icenbice

FIRST PARTY SPECIALISTS
Adam Affrunti
Joel Degang
Todd Thommes
Scott Ritchie

QA TECHNICIANS
Richard Jones
David Wilson

MASTERING LAB TECHNICIANS
Charles Batarse
Glen Peters
Anthony Dunnet
Thomas Arnold

DATABASE APPLICATIONS ENGINEER
Jason Roberts

GAME EVALUATION TEAM
Sean Heffron
Scott Frazier
Matt Elzie

SENIOR VICE PRESIDENT,
WORLDWIDE MARKETING
Peter Dille

DIRECTOR OF GLOBAL BRAND MANAGEMENT
John Ardell

SENIOR GLOBAL BRAND MANAGER
Danielle Conte

SENIOR PRODUCT MANAGER
Trent Hershenson

MARKETING COORDINATOR
Sam Guilloud

GLOBAL SENIOR MEDIA RELATIONS MANAGER
Kristina Kirk

MEDIA RELATIONS MANAGER
Kathy Bricaud

MEDIA RELATIONS COORDINATOR
Gretchen Armerding

DIRECTOR OF CREATIVE SERVICES
Howard Liebeskind

ASSOCIATE CREATIVE SERVICES MANAGER
Melissa Roth

INSTRUCTION MANUAL
Erica David

PACKAGING LAYOUT AND DESIGN
Origin Studios

SPECIAL THANKS
Amy Bernardino
Brandy A. Carrillo
Deborah Fingerman
Duncan Kershaw
Ed Lin
Ian Sedensky
Amy Small
Jake Aupperle
Hayden Aupperle
Vanessa & Lola
Chris & Ben

NICKELODEON INTERACTIVE

SVP OF ENTERTAINMENT PRODUCTS
Steve Youngwood

SENIOR DIRECTOR OF INTERACTIVE
Stacey Lane

MANAGER OF INTERACTIVE
Stephanie Bond

COORDINATOR OF INTERACTIVE
Dan Boldin

VP/CREATIVE DIRECTOR LICENSING
Tim Blankley

CREATIVE DIRECTOR OF ENTERTAINMENT PRODUCTS
Daniel Moreton

SENIOR DESIGNER OF INTERACTIVE
Rob Lemon

JUNIOR DESIGNER OF INTERACTIVE
Jason Di Orto

SENIOR MANAGER, COPY/CONTENT
Debra Krassner

COORDINATOR, COPY/CONTENT
Kristen Yu

NICKELODEON WOULD LIKE TO THANK:

Leigh Anne Brodsky
Sergio Cuan
Russell Hicks
Linnette Pastori
Lori Suchman
Geoff Todebush
Stavitt Young
Chezza Zoeller
Jaime Dichtenberg

"Let's Never Stop Falling In Love"
Written by China Forbes
and Thomas Lauderdale
Performed by Pink Martini
Courtesy of
Heinz Records and
Naïve Records
Published by Wow and
Dazzle Music (BMI) and
Thomas M Lauderdale
Music (ASCAP)

© 2005 Avalanche Software LLC. Developed by Avalanche Software. Avalanche Software and its logo are trademarks of Avalanche Software LLC. © 2005 Viacom International Inc. All Rights Reserved. Nickelodeon, Nickelodeon Tak and all related titles, logos and characters are trademarks of Viacom International Inc. Uses Bink Video. Copyright © 1997-2004 by RAD Game Tools, Inc. Exclusively published and licensed by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are the property of their respective owners.



JOIN US!

NICK MAG CLUB

BECOME A
MEMBER TODAY.
SO MUCH GREAT STUFF
AND PRIZES TOO!

BIG SAVINGS!

You get 5 special member packs
filled with surprises, contests, and
super extras like...



1 MEMBERSHIP CARD
Just for you!



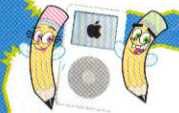
2 NICKTOONS MAGAZINES
FOUR Upcoming Special Editions.

3 SUPER EXTRAS

Calendar, tattoos, trading cards,
stickers, posters, and more.

4 SURPRISE

A SpongeBob SquarePants
Baseball Hat.



5 CONTESTS

Exciting Members-Only Contests
with special prizes like Nicktoons
T-Shirts or an Apple iPod**
- and much more!

**WINNING
SAVINGS!
ALL THIS
FOR**

\$14.99!*

PLUS...

You can add a whole year of
NICKELODEON MAGAZINE
-10 BIG ISSUES
FOR JUST **\$19.99*****

NICKELODEON
Magazine

To join just have an adult

NOT AVAILABLE
IN STORES!

Call 1-800-945-1320

or join online at

www.nick.com/subscribe

MENTION THIS CLUB CODE: KTHQCLB05 AND GET FREE SHIPPING AND HANDLING!

©2005 Viacom International Inc. All Rights Reserved. Nickelodeon, and all related characters are trademarks of Viacom International Inc. Nickelodeon publishes 10 issues a year, monthly except for January and July. Combined, expanded and premium issues count as 2 subscription issues. Please allow 6-8 weeks for delivery. Family Dad Parents created by Bruce Hartman. SpongeBob SquarePants created by Stephen Hillenbrand. US orders only. *Plus \$2.00 US postage and handling. **@ Apple Computer, Inc. This contest is not affiliated with Apple Computer, Inc. Current subscriber price includes all benefits except an additional subscription to Nickelodeon Magazine.

WARRANTY

WARRANTY AND SERVICE INFORMATION

In the unlikely event of a problem with your product ("Product"), you may only read 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 **38041**. 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
20003 Agoura Road
Agoura 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.

15