

GAME BOY ADVANCE

AGB-BCNE-USA



CRASH
NITRO KART

INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK 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 black outs 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
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
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 Tendonitis, 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 - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
Mild Violence

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, OR VISIT WWW.ESRB.ORG.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.

© 2001 NINTENDO. ALL RIGHTS RESERVED.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.



THIS GAME IS COMPATIBLE WITH THE NINTENDO GAMECUBE™ VIDEO GAME SYSTEM.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



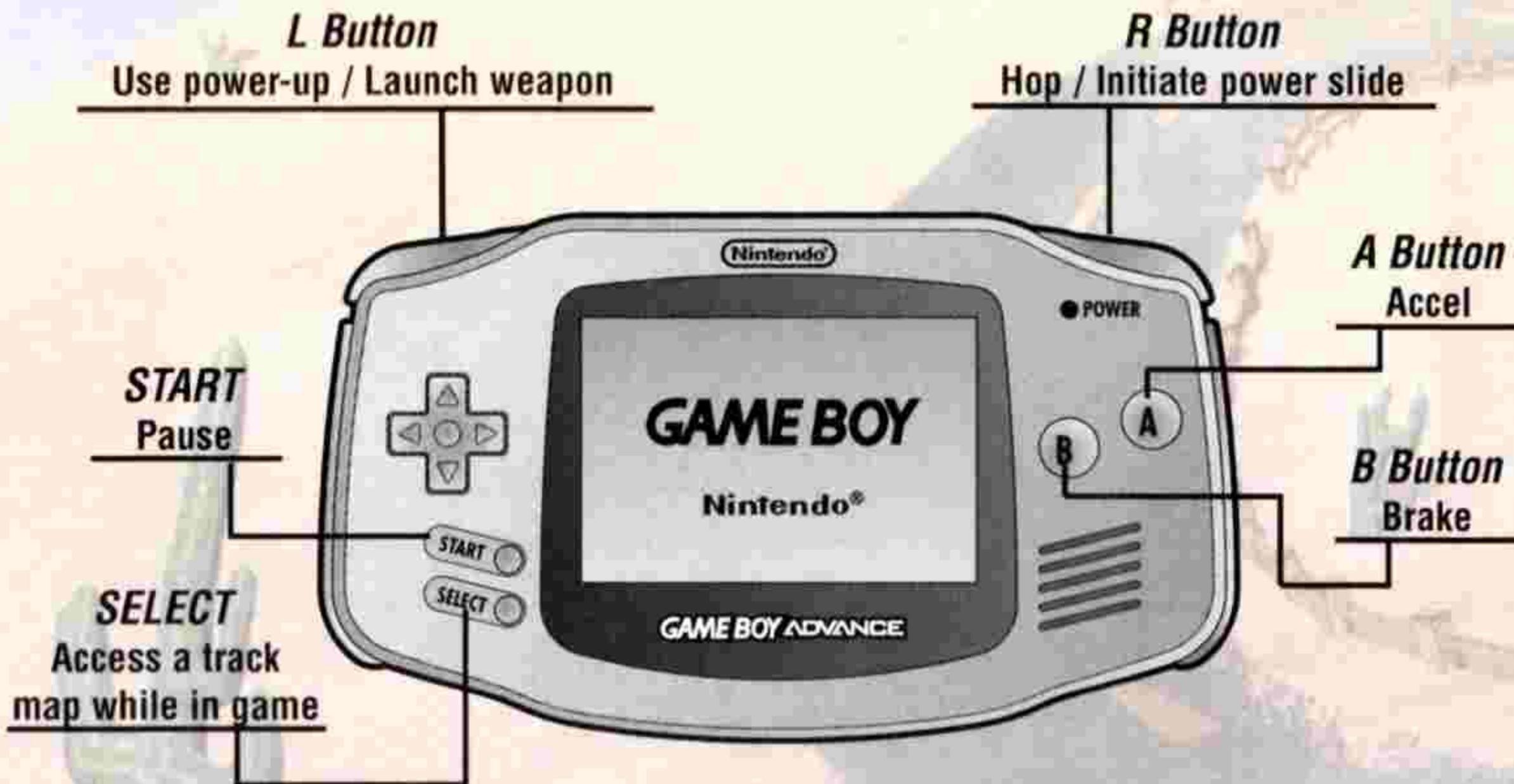
TABLE OF CONTENTS

Getting Started	2	Power-Ups	14
HUD (Heads-Up Display)	4	High Scores	17
The Story	4	Options	17
Main Menu	5	Setting Up a Link	20
Race Modes	6	Play Game	
Battle Modes	8	Unlockables	20
Adventure Mode	9	Karts and Characters	21
Hub World	10	Customer Support	22
Garage	12	Credits	23
Save and Load	13	Limited Warranty	25

"Crash Nitro Kart" interactive game © 2003 Universal Interactive, Inc. Crash Bandicoot and related characters are ® and © of Universal Interactive, Inc. All rights reserved. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. in the U.S. and/or other countries.

GETTING STARTED

The default controls are as follows. Buttons can be configured in the Options Menu.



POWER SLIDE

Press and hold the R Button and the +Control Pad Left or Right while landing.

POWER SLIDE BOOSTING

During a power slide, the boost gauge will appear. When it climbs and turns red, hit the A Button while power sliding to initiate a slide boost.

POWER BRAKING

Brake while you have the gas depressed (A Button + B Button) for tighter turning.

REVERSE

Press the +Control Pad Down when stopped.



HUD (HEADS-UP DISPLAY)



STORY

Kidnapped by the ruthless Emperor Velo and forced to compete in his galactic coliseum, Crash must race to victory against foes both old and new to save the Earth from destruction. Take control of Crash and friends in their fastest-paced adventure yet!

MAIN MENU

Select a menu item by pressing the A Button, and go back to menus by pressing the B Button.

Single-Player

Choose single-player for Adventure mode, to race against computer opponents in a Single-Player or Cup Race, or to beat your best times in Time Trial.

Link Play

Select this mode to Race or Battle against your friends using two or more Game Boy® Advance systems. (See page 20 for details.)

Options

Adjust the sound and button configuration options from here; also connect to the Nintendo GameCube™ version of *Crash Nitro Kart*. (See page 18 for details.)

High Scores

View saved best times for different tracks.



RACE MODES

Crash Nitro Kart has 7 different racing modes.

Adventure Race

In *Adventure Race* mode, you race through all the different tracks and arenas to collect as many Trophies, Relics, Boss Keys, and CNK Tokens as you can.

Time Trial

Time Trial is a single-player mode where you race against your own best times on any of the tracks in the game. In this mode, there are no opponents to slow you down and no power-ups to help you out. In a *Time Trial*, you race to get the best time for three laps around the track. After completing a race in *Time Trial*, your ghost will become available to race against. Use this feature to challenge yourself to improve!

Quick Race

Choose *Quick Race* to randomly select a track and character for a super quick race!

Arcade Single Race

Choose a track and race it—instant action!

Arcade Cup Race

In an *Arcade Cup Race*, you compete against other racers on three different tracks to get the most points. At the end of a track, points are assigned as follows.

Placement	Scoring
1st place	9 points
2nd place	6 points
3rd place	3 points
4th place	1 point

Anyone finishing after fourth gets zilch! At the end of the three tracks, the player with the most points wins the cup. You can play this mode on your own or against friends in link play.

Wumpa Cup: Earth 1, Barin 2, Fenomena 3
Nitro Cup: Barin 1, Fenomena 2, Teknee 3
Crash Cup: Earth 3, Fenomena 1, Teknee 2
Crystal Cup: Earth 2, Barin 3, Teknee 1

Vs Single Race (multiplayer only)

In this mode, you race against other players but with no computer-controlled racers.

Vs Cup Race (multiplayer only)

This is just like an *Arcade Cup Race* without computer-controlled racers.

Wumpa Race (multiplayer only)

The object of this mode is not only to take first place, but also to do it with 20 Wumpa! You'll have to race against your friends to collect the Wumpa fruit scattered around the track. There is no lap limit in this mode—you race until someone crosses the finish line in first place with 20 Wumpa.

BATTLE MODES

In Battle mode, instead of racing on tracks, you speed around battle arenas collecting weapons and attacking your enemies. There are two Battle modes in *Crash Nitro Kart*.

In these game modes, you get a point every time you damage an opponent, and you lose a point every time you get hit by a hazard or power-up.

Point Limit

The first player who gets to the set number of points wins!

Time Limit

Set the timer and duel it out! Whoever has the most points when time runs out wins!



ADVENTURE MODE

To start a new adventure:

1. Highlight SINGLE on the Main Menu and press the A Button.
2. Highlight ADVENTURE and press the A Button.
3. Highlight an empty slot and press the A Button. To change slots, press the +Control Pad Up or Down.
4. Select your team by pressing the +Control Pad Up or Down and pressing the A Button.
5. Choose a character from that team by pressing +Control Pad Up or Down and pressing the A Button. Enter a name for your save slot. Use the +Control Pad to highlight a letter or number, and hit the A Button to enter your selection. When you are done, highlight "END" and press the A Button.
6. After the Introductory story plays, you will appear in the Earth Hub map. Drive onto an active warp pad to start your adventure!

Note: During Adventure mode, you will be able to change characters on your team in the GARAGE, which is available from the in Hub Pause Menu.



HUB WORLD

When starting a new adventure or loading a saved one, you will be placed in a Hub World Map level. Here you will find warp pads that will take you to tracks containing various race types where you can prove your stuff! All you need to do is drive onto any active warp pad to start a race! Take advantage of your time in the Hub level by familiarizing yourself with how your kart handles. One main hub and four other world hubs will become available to you as you progress through the game.

Note: A map of the current Hub World will be displayed in the lower right corner of the screen. Blinking blue dots indicate available warp pads. The blinking green triangle displays your current location.

Trophy Race

The heart of adventure progression in *Crash Nitro Kart* is the *Trophy Race*. You must win trophies to activate other track warp pads and unlock other race types. So practice those racing skills!

Boss Key Race

After winning all three trophies in a world, you will have the chance to race that world's champion. If you win the race, you will be awarded a key that will open another Hub World containing even more tracks and races!



Crystal Arena

Each world will contain a *Crystal Arena* level. On these special levels you need to collect all of the crystals within a time limit. If you do, you will be awarded a Purple token! You'll have to drive fast!

Relic Race

After winning a *Trophy Race*, you will be able to go back to that track and race in a *Relic Race*. You race alone in a *Relic Race*, and the object is to finish in the shortest time possible. Time crates will be scattered throughout the course. Smash these crates and the clock will stop for 1, 2, or 3 seconds (as shown on the side of the crates)! If you race fast enough, you might be awarded a Sapphire Relic. If you drive even faster, you could get a Gold Relic. Or you just might be fast enough to win a Platinum Relic! So good luck and drive fast!



CNK Challenge

After winning a *Trophy Race*, you will be able to go back and race in a *CNK Challenge*. The letters *C*, *N*, and *K* will be placed around the track. To be awarded a CNK token, collect all three of these letters and come in first!

GARAGE

The Garage is available from the in Hub Pause Menu. Here you will be able to track your progress through the game and change your character to another team member.



Aku Aku/Uka Uka Hints

When you are in the Hub levels, Aku Aku or Uka Uka will stop by to give you tips and hints on how to play the game better. If you would like to review them later, you may do so from the In-Hub Pause Menu. To do this, press **START** while in the Hub level, highlight **HINTS**, and press the **A** button. Pressing the **+Control Pad Up** and **Down** will change the active hint.

SLEEP MODE

Sleep mode is available from the In-Race Pause Menu. To access it, press **START** while in any race mode. Highlight *Options* and press the **A** Button. Highlight *Sleep* and press the **A** Button. Highlight *Sleep* and press the **A** Button to confirm putting your Game Boy® Advance to sleep, or highlight *Cancel* to exit. To wake your Game Boy® Advance from sleep, press and hold the **L** Button + **R** Button + **SELECT**.

SAVE AND LOAD

To continue a saved adventure:

1. Highlight *Single* on the Main Menu and press the A Button.
2. Highlight *Adventure* and press the A Button.
3. Highlight the slot you wish to load and press the A Button.
4. You will be placed in the World Hub where your last save occurred.

To delete a saved adventure:

1. Highlight *Single* on the Main Menu and press the A Button.
2. Highlight *Adventure* and press the A Button.
3. Highlight *Erase* and press the A Button.
4. Choose the slot you would like to erase and hit the A Button.
5. Highlight *Erase* and hit the A Button to erase the slot, or highlight *Cancel* if you don't want to erase the slot.



POWER-UPS

Pick up these power-ups and weapons by running over the boxes with a question mark on them.



Turbo Boosts

A free bottle of boost! Use this item to get an extra boost of speed and zip ahead of your opponents or out of the way of a missile.

Juiced – Get an even longer and bigger boost.



Bowling Bombs

When Velo goes bowling, he doesn't fool around! These bombs shoot out from your kart in a straight line until they explode against a wall or, with luck, another kart! If your aim is a little off, you can detonate the bomb remotely when it's next to your target. To do this, just press the fire key again. If there's a kart (or missile) on your tail, hold +Control Pad Down and press the fire button to shoot the bomb backwards.

Juiced – The bomb moves faster and the explosion radius is even bigger.



Homing Missiles

These lock on to the nearest opponent you can see and zoom after him. They'll explode on contact and send your opponent into a killer tumble. If you see a set of crosshairs on your character, it means you've been targeted, so start dodging!

Juiced – The missile goes faster and tracks better.



Explosive Crates

Drop these on the track to give the racers behind you a nasty surprise. If you run into one of these killer crates, it'll latch on to your head and start counting down. If the timer runs out, you'll wipe out when it explodes in your face. If you jump enough times while the crate is on your head, it will come loose and fly off into the air.



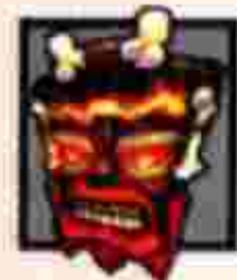
Juiced – Your TNT crate will be upgraded to a green NITRO crate that explodes as soon as someone hits it.



Invincibility Masks

Activate this item to get your team mascot (Aku Aku for Team Bandicoot, Uka Uka for Team Evil) to spin around your kart in a protective shield for a short time. While it's active, weapons and hazards can't hurt you, and any karts that you "accidentally" bump into will spin out. You'll also go slightly faster while the mask is active.

Juiced – Your mascot mask will stick around even longer.



Power Shields

This protective green bubble will save you from getting hit by one weapon or hazard. You can also attack your opponents with it by bumping into them while it's on or by launching it using the power-up button. It will fade away after a few seconds even if you don't use it.

Juiced – The blue juiced bubble still goes away when you hit something, but it has no time limit.





Freezing Mines

This mine will put anyone who runs over it into a giant ice cube, causing slippery steering and finally a spinout. Put it near tight corners to cause less wary racers to get iced up.

Juiced – The time effect will last even longer.



N. Tropy Clocks

This wicked watch will allow you to alter time and slow down every other kart on the track. When you activate it, everyone else will spin out and become sluggish. This is a great way to come back from behind, so take advantage of it.

Juiced – The time effect will last even longer.



Tornado Tops

You can easily even the odds with this powerful item. When you release this super cyclone, it will immediately home in on whoever is in first place and catch his kart up in a mini tornado. Of course, anyone unlucky enough to get in its path will also get caught up in a tiny twister.

Juiced – A more deadly tornado top will knock out more people along the way.



Invisibility (Multiplayer mode only)

Turn on this item to become invisible to all your opponents. You'll still see a shadow of yourself, but no one else in the arena will be able to see you. Great for sneak attacks.

Juiced – Stay invisible even longer.



Super Engines (Multiplayer mode only)

Replace the engine in your kart with something a bit more tricked out. For a short time, you'll zip around faster than any kart in the arena. It's just the thing for outrunning speeding missiles. But the engine will run out after a few seconds, so use it or lose it!

Juiced – A little more funk in your trunk.

HIGH SCORES

Best scores in Time Trial mode are saved for each track. Page through the different level scores by pressing the +Control Pad Left and Right. A special web code is generated for your best Time Trial high score for each track. Then go to www.vvisions.com to enter your web code. If your time is among the best submitted, it will be posted on the Web site for everyone in the world to see!

OPTIONS

Sound

You may change the sound levels of the music and sound effects of *Crash Nitro Kart*. Do this by highlighting *Options* on the Main Menu and pressing the A Button. Highlight *Sound* and press the A Button. Press the +Control Pad Up or Down to highlight *Music Volume* or *FX Volume*. Press the +Control Pad Left or Right to adjust the levels. Highlight *Done* and press the A Button when you have finished.

Controls

You may also customize your control configuration in *Crash Nitro Kart*. To do this, highlight *Options* from the Main Menu and press the A Button. Highlight *Controls* and press the A Button. Highlight *Change* and press the A Button. You may now choose the button you wish for each action. When you have finished, highlight *Done* and press the A Button.



Cheats

If you highlight *Cheats* and press the A Button, you will have access to cheats unlocked during gameplay. Good luck unlocking them all!

GCN Link

You will be able to unlock certain features on *Crash Nitro Kart* for Game Boy® Advance by connecting to the Nintendo GameCube™ version of *Crash Nitro Kart*. To do so, attach your Game Boy® Advance to a Nintendo GameCube™ running *Crash Nitro Kart* via a Nintendo GameCube–Game Boy® Advance Cable (sold separately). Then select *GCN Link* from the *Options* Menu on *Crash Nitro Kart* Game Boy® Advance game. Next select *GBA Link* on the *Crash Nitro Kart* Nintendo GameCube™ version. A screen will appear informing you of your progress. Enjoy!

Caution

Crash Nitro Kart will remain on the Game Boy® Advance as long as the power is left on. Turning off the power on the Game Boy® Advance will clear the Game Boy® Advance internal memory. You will then have to reload *Crash Nitro Kart* to play again.

Troubleshooting

Connection between the Nintendo GameCube™ and Game Boy® Advance cannot be made in the following cases:

- When NOT using the Nintendo GameCube™–Game Boy® Advance cable
- When the cable is not properly inserted
- When the cable is not connected properly to the Nintendo GameCube™ or the Game Boy® Advance
- When the cable is removed during the loading of *Crash Nitro Kart* onto the Game Boy® Advance
- When turning either the Nintendo GameCube™ or the Game Boy® Advance power OFF during loading of *Crash Nitro Kart* onto the Game Boy® Advance, or pressing RESET on the Nintendo GameCube™.

Credits

To view the credits, highlight *Options* from the Main Menu and press the A Button. Highlight *Credits* and press the A Button.

SETTING UP A LINK PLAY GAME

You may link up to four Game Boy® Advance systems together with Game Boy® Advance Game Link® cables (sold separately). Each Game Boy® Advance will need its own copy of *Crash Nitro Kart* in order to access the *Link Play* game modes. After linking the Game Boy® Advance systems together, highlight *Link Play* from the Main Menu and press the A Button. This will load the *Link Play* menu. The following *Link Play* modes are available:

- Mode – Select from *Arcade*, *Vs.*, or *Battle*.
- Type – Lists race types available in a selected mode.
- Difficulty – This adjusts the difficulty setting of the computer-controlled opponents in *Arcade Single-Player* and *Arcade Cup*.
- Track – Select the track you would like to race on.
- Cup – Select the cup you would like to race in for *Arcade Cup* and *Vs. Cup* modes.
- Time – Select the time limit for Battle Time mode.
- Points – Select a point limit for Battle Point mode.
- Laps – Select the number of laps you would like to race in *Arcade* and *Vs.* modes.
- Power-ups – Customize the list of available power-ups for a multiplayer race.

UNLOCKABLES

There are many unlockable characters and hidden features in the game. Keep playing and see what YOU can find!

KARTS AND CHARACTERS



TEAM BANDICOOT

Crash, Coco, Crunch

TEAM EVIL

Neo Cortex, N. Gin, Tiny



OTHERS

*N. Oxide, N. Tropy,
Polar, Dingodile,
N. Trance*

CUSTOMER SUPPORT

Vivendi Universal Games Customer Support can be reached in the following ways:

Technical Support

Phone: (Toll-Free) (866) 582-7063 (U.S./Canada only)
(310) 649-8016 (outside U.S./Canada)
Fax: (310) 258-0755

Internet: <http://support.vugames.com>

Customer Service

(8 a.m.–4:30 p.m. PST, Monday–Friday)
Phone: (Toll-Free) (866) 341-0879 (U.S./Canada only)
(310) 649-8006 (outside U.S./Canada)

Mail

Vivendi Universal Games
4247 S. Minnewawa Avenue, Fresno, CA 93725

CREDITS

Developed by Vicarious Visions, Inc.

www.vvisions.com

**CEO / CHIEF CREATIVE
OFFICER**
Karthik Bala

VP PRODUCT DEVELOPMENT
Tobi Saulnier

PROJECT MANAGER
Jesse Booth

PROGRAMMING
Matthew Conte
Jan-Erik Steel

DESIGN
Sean Murphy

ART
Steve Derrick
Eric DeSantis
Sean Murphy

TOOLS PROGRAMMING
Andrew D. Bond

MUSIC
Shin'en Multimedia

ADDITIONAL SUPPORT
Eric Caraszi
Andy Lomerson
Dan Tanguay
Rob Caminos
Alex Rybakov
Jesse Raymond
Di Davies
Chongguang Zhang
Travis Cameron

PLAY TESTING
Steven Brunick
Charlie Friedrich
Ben Godgart
Jake Godgart
George Karathomas

SPECIAL THANKS
VV CNK console team

Crash Party USA Credits

GAME CONCEPT
Jesse 'Dance Pants' Booth

PROGRAMMING
Alex 'N-Tranced' Rybakov

ART AND DESIGN
Sean 'Stayin' Alive'
Murphy

MUSIC
Shin'en Multimedia

SPECIAL THANKS
Matthew Conte
Manfred Linzer
VV Quality Assurance



**Produced and Published by
Vivendi Universal Games, Inc.**

EXECUTIVE VICE PRESIDENT
Jim Wilson

**SENIOR VICE PRESIDENT
OF PRODUCTION**
Michael Pole

**VICE PRESIDENT OF
PRODUCTION**
Neal Robison

EXECUTIVE PRODUCER
Jonathan Eubanks

PRODUCER
David Robinson

ASSOCIATE PRODUCER
Donovan Soto

PRODUCTION COORDINATOR
Kenneth Bartlett

TECHNICAL DIRECTOR
Sam Calis

**VICE PRESIDENT OF
MARKETING**
Ed Zobrist

DIRECTOR OF MARKETING
Al Simone

**MARKETING BRAND
MANAGER**
Michael Scharnikow

**MARKETING
COORDINATORS**
John Choon
Carla Staley

PUBLIC RELATIONS
Marla Rothschild
Stephanie Kavoulakos

DIRECTOR OF PROMOTIONS
Chandra Hill

MANUAL DESIGN
Lauren Azeltine

QUALITY ASSURANCE

QA DIRECTOR
Stuart Hay

QA BRAND MANAGER
Wladia Summers

QA PROJECT LEAD
Joseph Peren

QA ASSOCIATE LEADS
Arabian Nazel
Julio Manzanares

TESTERS
Cameron Austin
Matthew Byward
Alvin Gavino
Lina Hedgecoth
Ben Hines
Crystal Jensen
Andrew Warwick
Stephen Yang
Takeshi Yoshino

SPECIAL THANKS

Kristin Bruno
Virginia Fout
Craig Howe
Joon Kim
Nicholas Longano
Clint McCaul
Phil O'Neill
Suzan Rude
Carlos Schulte
Caroline Trujillo
Luc Vanhal



LIMITED WARRANTY

This software program, any printed materials, any on-line or electronic documentation (the "Program") are the copyrighted work of Vivendi Universal Games, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

1. **Limited Use License.** Vivendi Universal Games, Inc. ("VUG") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Nintendo Game Boy® Advance game system.
2. **Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by VUG or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and VUG's licensors may act to protect their rights in the event of any violation of this Agreement.
3. **Responsibilities of End User.**
 - A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of VUG.

– continued

B. You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of VUG; or exploit the Program or any of its parts for any commercial purpose.

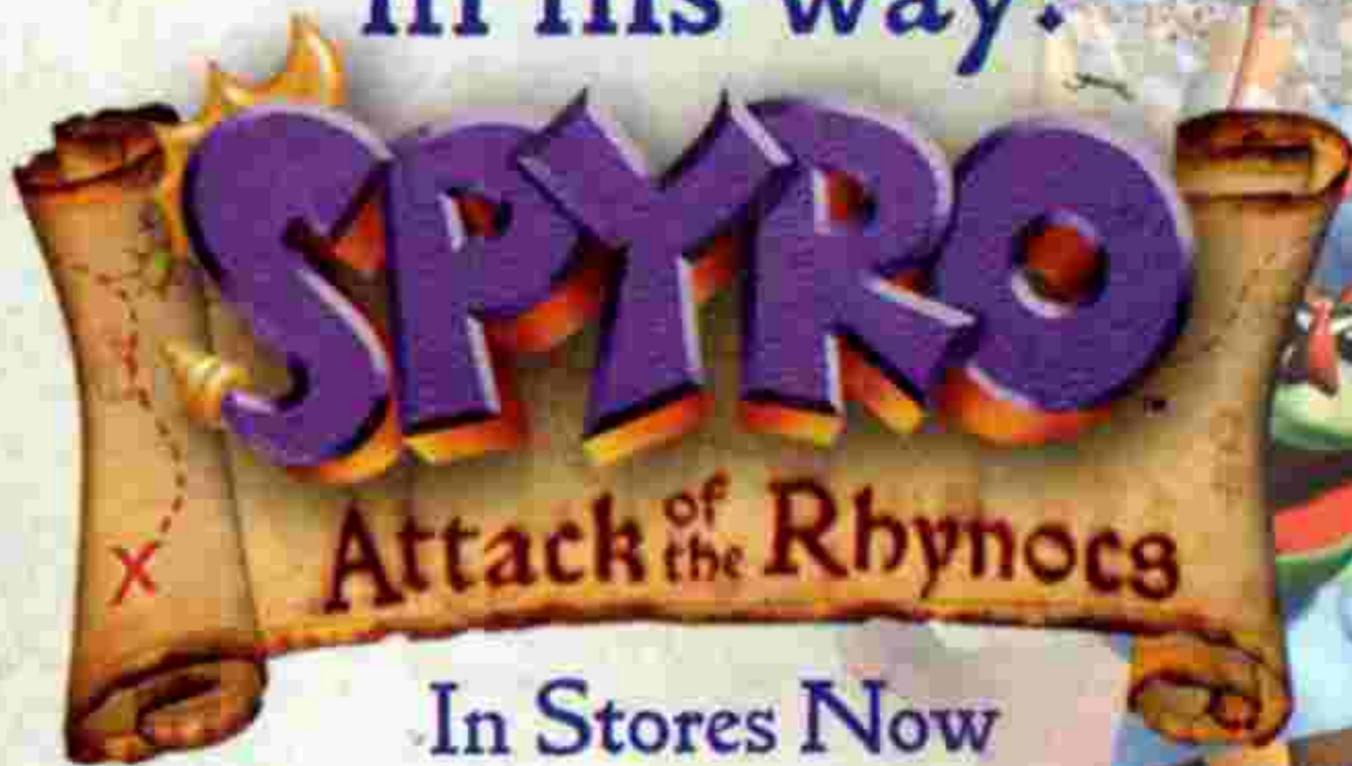
- 4. Program Transfer. You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.**
- 5. Termination. This License is effective until terminated. You may terminate the License at any time by destroying the Program. VUG may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.**
- 6. Limited Warranty. VUG EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however VUG warrants the Game Pak(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. VUG's sole liability in the event of a defective Game Pak shall be to give You a replacement Game Pak. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.**

7. **Limitation of Liability.** NEITHER VUG, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.
8. **Equitable Remedies.** You hereby agree that VUG would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VUG shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as VUG may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
9. **Miscellaneous.** This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

*Mail: Vivendi Universal Games
Attn: Warranty Processing
4247 S. Minnewawa Ave., Fresno, CA 93725*

He's Back!

And nothing is standing in his way!



In Stores Now

Universal Interactive, 4247 S. Minnewawa Ave., Fresno, CA 93725

"Spyro: Attack of the Rhynocs" interactive game © 2003 Universal Interactive, Inc. Spyro and related characters are TM and © of Universal Interactive, Inc. All rights reserved. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. in the U.S. and/or other countries.

7202810

PRINTED IN USA

