



SPACE RACE™

SPEED IS NOT YOUR ONLY WEAPON!

EVERYONE
E
CONTENT RATED BY
ESRB



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

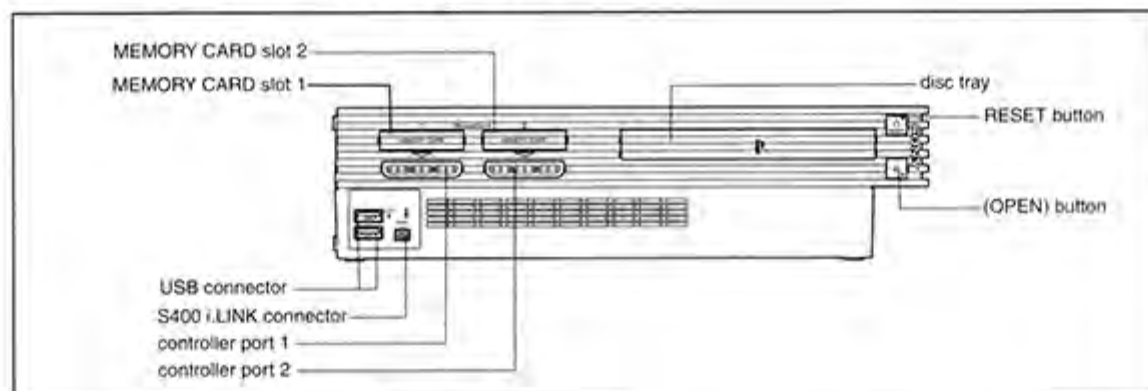
HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED

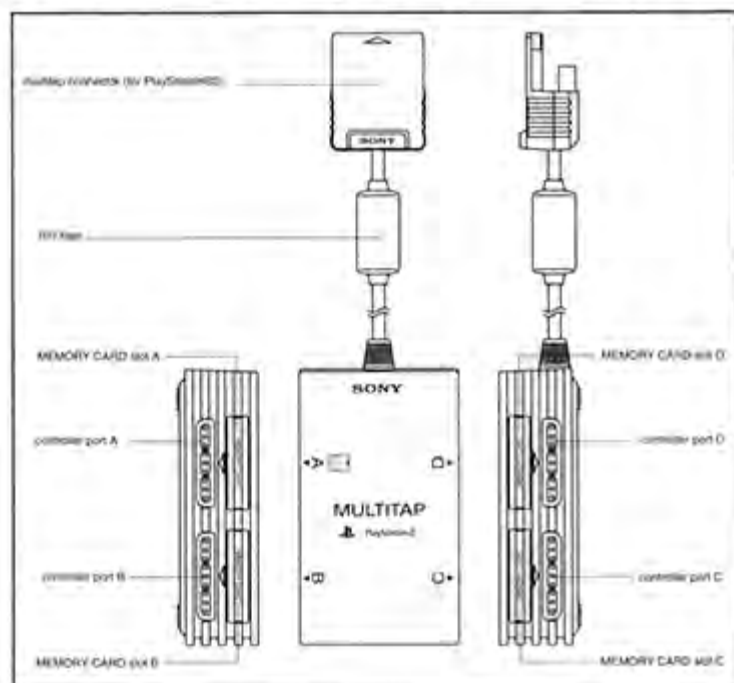


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Space Race* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Connect your controller in controller port 1. To play a 2-player game, connect a game controller in controller port 2. To play with up to four players, insert the multitap (for PlayStation®2) in controller port 1. Insert the controller for player one in controller port 1-A, then insert controllers sequentially in controller port 1-B, etc.

Insert your memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1, if you wish to load a saved game or save a game.

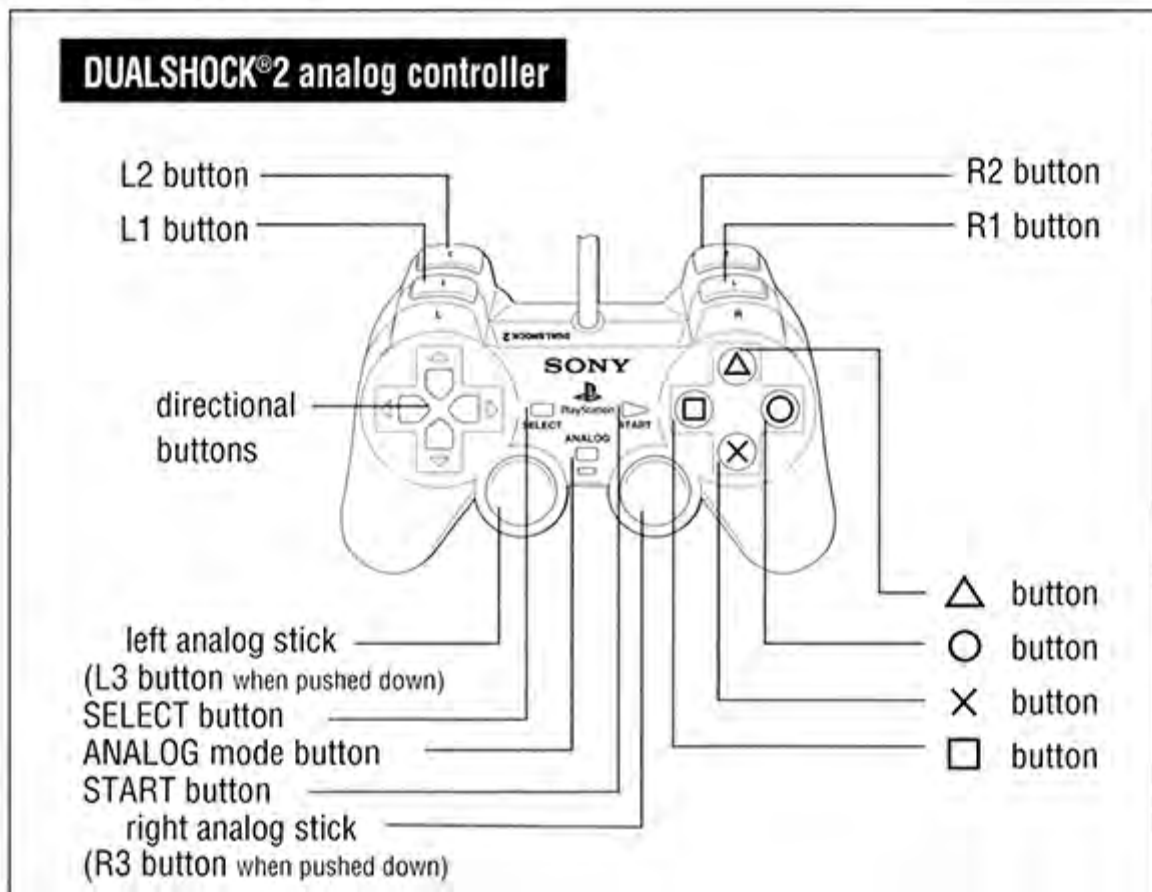
MULTITAP (FOR PLAYSTATION®2)



Note: If you are using a multitap in controller port 1, then you must put the memory card in MEMORY CARD slot 1-A of the multitap. It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (100 KB) before commencing play.

The *Space Race* game supports both the DUALSHOCK® and DUALSHOCK® 2 analog controllers. Digital controllers are not supported.

CONTROLS



IN-GAME CONTROLS (SETUP A)

START button – Pause

R1 button – Accelerate

L1 button – Brake/Reverse

R2 button – Swerve Right

L2 button – Swerve Left

Left analog stick – Steer Left & Right

Up and down directional buttons – Change View

× button – Use Gag

■ button – Discard Gag

▲ button – Look Back/Rear View

● button – Activate Turbo Boost

MENU CONTROLS

START button – Cancel/Skip Video Scenes

Left analog stick – Move Selection

Directional buttons – Move Selection

× button – Select/Accept

▲ button – Cancel/Back

USING MENU SCREENS

Maneuver through the menu screens and highlight options by using either the left analog stick or the directional buttons. To confirm each choice, press the **X** button. Press the **▲** button to cancel a selection and return to the previous screen.

USING CONTROLS

The *Space Race* game is not just about who's the fastest, it's also important to pummel your opponents into submission with a selection of prime *ACME*-designed weaponry (gags). You'll need to be able to handle **a lot** at the same time if you plan to stay on course and win the race. Learn the basics before you hit the road. There are four controller configurations available. **SETUP A** (described on page 5) is the default.

STARTING THE GAME

After the Warner Brothers Interactive™ logo has been displayed, select your language.

Once you've done that, it's time for a transmission from the *ACME* News Network, with your hosts, *Foghorn Leghorn* and *Lola Bunny*! (You can skip this introduction by pressing the **START** button.)

After the introduction you'll be taken to the *Space Race* title screen. Press the **START** button to go to the Load Game screen. You're on your way to the race!



WELCOME TO SPACE RACE™!

Step into your rocket-powered racer and hold on tight, because you're about to take the ride of your life. *ACME* Corporation, maker of the universe's most sought-after products, has just announced that it's sponsoring the most spectacular and prestigious tournament ever seen in this or any other galaxy — *Space Race*™!



There's a whole host of prizes up for grabs along the way, plus a very special Grand Prize for the overall winner. All of your favorite *Looney Tunes* stars are getting revved up to race in this crazy, no-holds-barred, winner-takes-all contest that spans the galaxy and back again!

With stakes this high, everybody wants to come out on top. The racers are frantically tinkering with their vehicles and getting in some heavy-duty gag-playing practice before the big event, to give themselves the best possible chance of nabbing that elusive grand prize.

And what a prize it is! In their infinite wisdom, those reclusive, invisible geniuses at *ACME* have pulled out all the stops. The Grand Champion will receive not one prize, not ten prizes, not a hundred prizes, but a LIFETIME'S supply of *ACME* products! With so much on the line, the racers are leaving nothing to chance. There's no love lost between these guys, so stock up on *ACME* gags and traps and get ready to race...



SAVING A NEW GAME

Select the NEW GAME option and enter your name. All of your ACME Tokens, Tournament Standings, lap times and other goodies will be recorded under this name. You will now be asked if you wish to save your game. Choose YES. On the next screen, select the first empty slot. Your game is now saved and you will be taken to the Main Menu screen. **Note:** Each memory card can hold up to four separate saved games.

CHOOSE YOUR GAME!

When the game starts, you will be taken to the Select Game (memory card management) screen. You can continue your previously saved delights from here.

MEMORY CARD

Insert a memory card with at least 100 KB of free space. The memory card you want to use must be inserted into MEMORY CARD slot 1 on your console.

If you are using a multitap in controller port 1 then you must put the memory card in MEMORY CARD slot 1-A of the multitap.

NEW GAME

If you have no saved games on your memory card, you will be prompted to enter your name. See the Saving a New Game section above.

LOAD GAME

If you already have one or more *Space Race* saved games, you can select one now. Once you confirm your choice, you'll be taken to the Main Menu.

MAIN MENU

On the Main Menu, you'll find the five race modes:

TOURNAMENT

This is the main mode of the game. Here you'll choose your racer, choose the next available Tournament, pick your Cup, and get on with it! The Tournament consists of 13 Cups in eight different worlds with 14 unique tracks! There are normal **Races**, **Special Events** and **ACME Events**. Victory in Tournament mode opens up new tracks and *ACME* Events in the rest of the game. You will also receive *ACME* Tokens to buy goodies in the Galleria. Most Tournaments have multiple cups. Each cup is a series of races or events. You can complete these cups in any order, but you have to win all the cups in a Tournament for victory.

RACE

This is where you can take on the other racers in a single race on any of the tracks you have earned in Tournament mode. Winning a Race will give you a token reward of five *ACME* Tokens!

TIME-TRIAL

This is a practice mode for you to race by yourself to learn each track. Any tracks opened in Tournament mode are available for Time-Trial. As an added bonus, if you beat the best lap time for each track, your time will become the new target to beat, and you will win some *ACME* Tokens!

MULTIPLAYER

In this mode, you can battle it out with your friends! Up to four people can play at the same time. Any tracks opened in Tournament Mode are available for multiplayer madness. If two players are going at it, you can select whether the screen will be divided horizontally or vertically by selecting Options from the Main Menu.

ACME EVENTS

ACME Events are crazy races where all the rules are changed! In a Tournament, these events will take place on specific worlds. If you select an *ACME* Event from the Main Menu, you can choose where you want the event to be.

OTHER MAIN MENU ITEMS

On the Main Menu, you'll also find the other little knickknacks you'll need to fully enjoy the game. The following are available to enhance your *Space Race* experience:

OPTIONS

Game Options

Set the Difficulty Level (Easy/Normal/Hard), choose 2-player Split Screen (Vertical/Horizontal) and turn Mirror Mode ON or OFF (if you have unlocked it).

Controls

Four setups are supplied for the DUALSHOCK®2 analog controller. Press the up and down directional buttons to choose your controller and select the setup you like the most.

Load/New Game

Use this option to load a different saved game or create a new game. First make sure that the memory card you want to use is inserted into MEMORY CARD slot 1.

Cheats

It would be wrong to say there are ways of cheating in this game. Good heavens! Very, very wrong. But just in case there are cheats, you should enter the cheat codes on this screen. Not that we are suggesting that you do. Goodness, no.

Audio

Press the left and right directional buttons to adjust the volume for MUSIC (depending on whether you're a kid or their mom and dad), EFFECTS (if you like your boom booms to shake the room) and SPEECH (Eh? Can't you speak up a bit?). You can also select MONO/STEREO (depending on your television's sound output or on how many ears you have).

Credits

This option will show you the list of all the crazy people involved in this game!

GALLERIA

As you win Tournament Cups, complete Races or break records in Time-Trial, you will receive *ACME* Tokens. These can be used in the Galleria to purchase all kinds of things that we're not going to tell you about. Go in there, look around, and find neat stuff. Trust us, it's cool!

RECORDS

The top lap times for each track are recorded here! Press the up and down directional buttons to change the display between Tournament, Race and Time-Trial records, and press the left and right directional buttons to swap between the available tracks.

READY, SET, GO!

Once you've selected your Race Mode, you're on the way to the starting grid. But first, you need to decide who you are and where you're going to race!

CHOOSING YOUR RACER

Press the left and right directional buttons on the Select Racer screen to see the *Looney Tunes* racing characters. Once you have the varmint for you, press the ✖ button to confirm. If you change your mind, you can always press the ▲ button to go back and choose again.

For Multiplayer games, other players can join in by pressing the START button on their controllers before Player 1 selects a racer. Be quick if you want to get your favorite character! Every player must confirm his or her racer with the ✖ button.

CHOOSING YOUR TRACK

Press the left and right directional buttons on the Select Track screen to see the available tracks. Note that some worlds have two different tracks on them. When you have selected your settings and you are ready, press the ✖ button to go to the Loading Screen and start the race.

Note: Tournament Races take place on special tracks. You don't need to choose settings in these cases, because the game will load automatically.

NOW LOADING...

Sit back and relax while the game loads. Sometimes the Loading Screen will display hints about the coming race. Once you're on the track, be ready to accelerate as soon as *Tweety* says "Ready, Set, Go!"



ON THE TRACK



NUMBER OF LAPS

This shows which lap you are racing out of the total.

RACE POSITION

This indicates how well you are doing against the rest of those rascals.

COURSE MAP

Left! No, right! No, ... WATCH IT! Shows the track layout and your position relative to the other racers.

ACME LOOK OUT! DISPLAY

Who? What? Where? How? When? This cutting-edge *ACME* product indicates how many racers are behind you and how far away they are. If the arrow turns red and an alarm goes off, it means someone's got a surprise for you.

SPEEDOMETER

How fast do you want to go? This will tell you.

TURBO LIGHTS

You'll need five Boost Canisters to fill your tank and ignite the after-burners. These lights show you how many you've collected.

IN-GAME MENU

If you need a break, pause the game by pressing the **START** button. You'll see the In-Game Menu on screen, from which you can choose the following options:

RESUME

Cancels the pause and drops you right back into the thick of the action, just where you left it.

RESTART (Not Available in Tournament)

Stops the current race and takes you back to the starting line to start all over again.

QUIT

Quits the race completely and takes you back to the Main Menu.

In Tournament Mode you can also choose:

RETRY RACE

Lets you try again if it's all going horribly wrong. This option uses one of your three Retry tokens.

AFTER THE RACE

The fun doesn't stop when the race is over! When you complete a Tournament Race you will see your Position in the race, the Race Time achieved, and the Points Awarded. You will also be able to choose from one of the following options:

RACE AGAIN (Not Available in Tournament)

This option slaps you right back on the starting grid for another try on the same track.

WATCH REPLAY (Not Available in Tournament)

This shows all the thrills and spills from the previous race, from different camera angles. Pressing the START button during the Replay gives you the options of Resume, Restart and Quit (see the In-Game Menu section on page 12).

NEXT RACE (Tournament Only)

This will take you straight to the next track in the current Tournament.

RETRY RACE (Tournament Only)

Lets you try again. This option uses one of your three Retry tokens.

RESTART CUP (Tournament Only)

Lets you start the current Cup again.

QUIT

Quits the race completely and takes you back to the Main Menu.

THE PODIUM!

If you place in the Top Three, you'll see yourself on the winner's podium! (If you tire of glory and adulation, you can press the ✕ button to skip this sequence.)

THE *LOONEY TUNES* RACERS

Only the best make it to the starting grid in the Space Race™, and these are the most skilled racers (and tricksters) around. Every racer has his own strengths and weaknesses.

BUGS BUNNY AND HIS CARROT RACER

The main man, the head cheese, the wascalliest wabbit of all! Bugs is out to prove once and for all that he is the greatest *Looney Tunes* racer that ever strapped itself to a rocket-powered space vehicle. And this time, he'll remember to take that left turn at Albuquerque! Bugs rides a custom-built EYV-88 rocket-powered Carrot Racer.



DAFFY DUCK AND HIS HOVER-SHIP

So that despicable rabbit thinks he's a cinch to win this race, does he? Well this black duck has a few tricks up his sleeve that might just fix Bugs' little red wagon — Daffy pilots a scaled-down version of a Martian Space-Explorer. How he got the ship designs from *Marvin The Martian* we may never know...



ELMER FUDD AND HIS SABRE JET

Those cwazy cwitterers have been having fun at the expense of *Elmer Fudd* for far too long, so now it's payback time. He's traded his hunting gear for a racer and is raring to go! Tired of being given the run-around, he's pulling out all the stops to win on his heavily customized Sabre Jet-bike.



SYLVESTER AND HIS ROCKET SCOOTER

This slick pudgy tat has his heart set on the *ACME* prize, and will use any available opportunity to get it. Considering some of the crazy things he's tried over the years, strapping himself into a racer for a high-speed blast through the cosmos seems thhhhherapeutic! Ever the cool cat, *Sylvester* rides a cosmopolitan hover-style rocket scooter.



YOSEMITE SAM AND HIS HOVER-CHOPPER

The hootenist, tootenist, shootenist, bob-tailed wildcat in the west. His volatile character, combined with his natural dislike of the other racers, makes *Yosemite Sam* a natural for a place on the starting grid. Always the wild one, Sam rides a specially chopped hover-hog.



WILE E. COYOTE AND HIS ACME ROCKET

After all those years chasing the *Road Runner*, *Wile E. Coyote* has more racing experience than all the rest of the *Looney Tunes* put together, making him a strong contender for honors at the finish line. Straight from those wacky geniuses at *ACME*, his custom-built racer is based around one of his all-time favorite devices.



THE ACME GAGS

It wouldn't be a real ACME event unless there were plenty of gags and surprises all the way to the finish line! Throughout the race you'll find ACME pickup crates scattered everywhere. Each crate carries a different gag, but you won't know what you have until you pick it up. To collect an ACME pickup crate, just run your vehicle through it. Each racer can only carry a single gag at any one time, and you'll know when you've successfully collected one because your character on-screen will be seen actually holding it!

To activate a gag, just press the **X** button. To discard a gag so that you can pick up another one, press the **■** button. (These controls apply to SETUP A.) Gag playing is the key to your winning or losing the race, so splatter, pulverize, char, and generally create mayhem for your fellow opponents. After all, there can be only ONE WINNER!

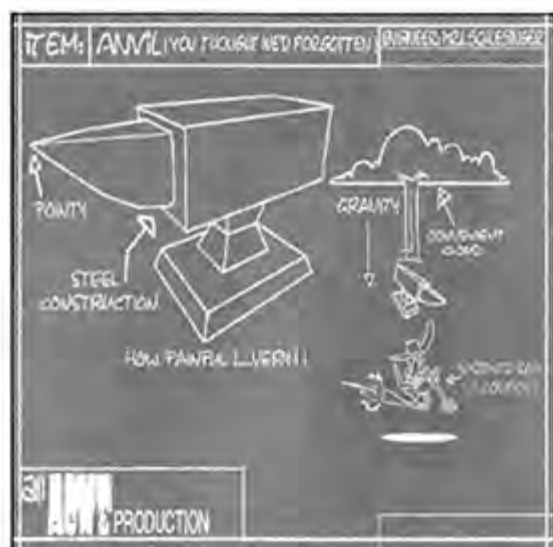
Important Note: You can't play gags while using Turbo, as you need both hands firmly on the handlebars just to stay on!

HEAVY OBJECTS

Watch out, because almost anything can fall from the sky! There are five different heavy object gags, in a range of fun-filled shapes and sizes:

ANVIL

The classic show (and racer!) stopper.



THE ELEPHANT

You'll believe that elephants can fly. This radar-guided gag automatically targets the racer in first place.



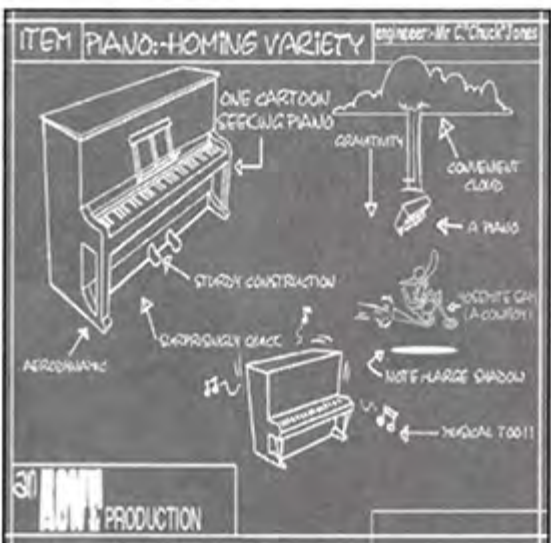
THE ONE-TON WEIGHT

Guaranteed to make a lasting impression...



THE PIANO

A musical smash hit!



THE SAFE

Show me the money!



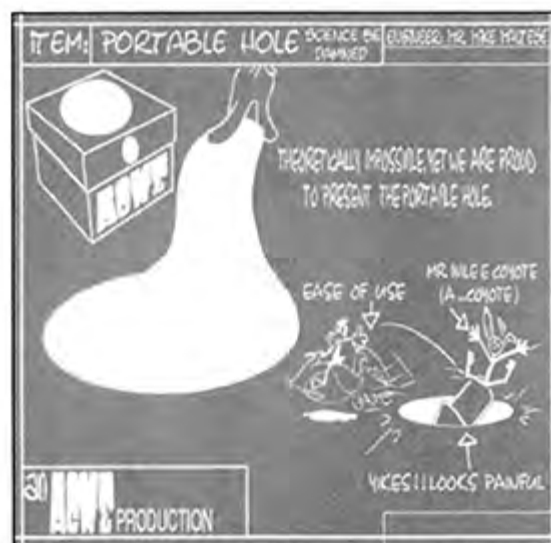
Each heavy object gag is activated via remote control, with a different device for each:

Object	Remote
Anvil	Green Remote Control
Elephant	Pink Radar Dish*
One-Ton Weight	Red Remote Control
Piano	Blue Remote Control
Safe	Yellow Remote Control

**Targets racer in first place only.*

PORTABLE HOLE

The ACME portable hole becomes an instant road hazard when dropped onto the track. It's especially handy for keeping those other pesky characters off your tail! If they try to use one on you, try going real fast!



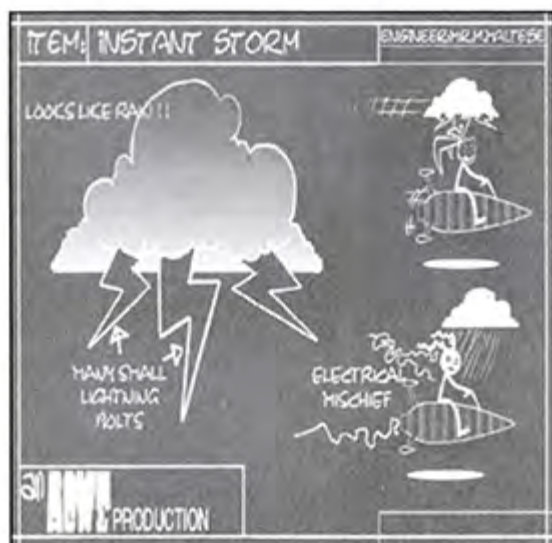
ACME BOMB

A classic cartoon standby, the ACME bomb can be hazardous to a racer's health. **Helpful Hint:** Throw it before the fuse burns down to nothing, or else!



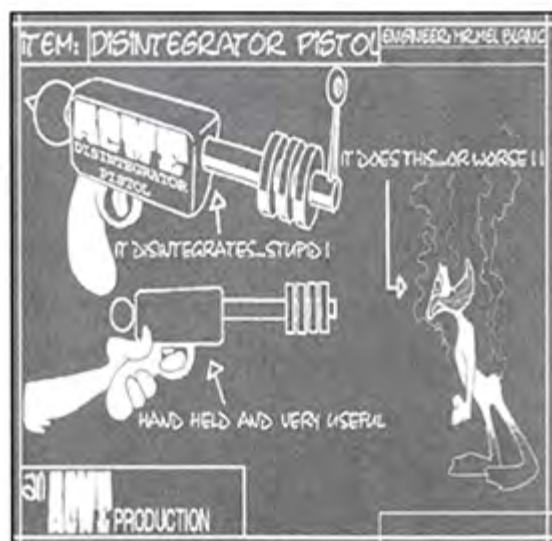
INSTANT STORM

This storm-in-a-can sprays a thundercloud onto your nearest opponent, usually with shocking results!



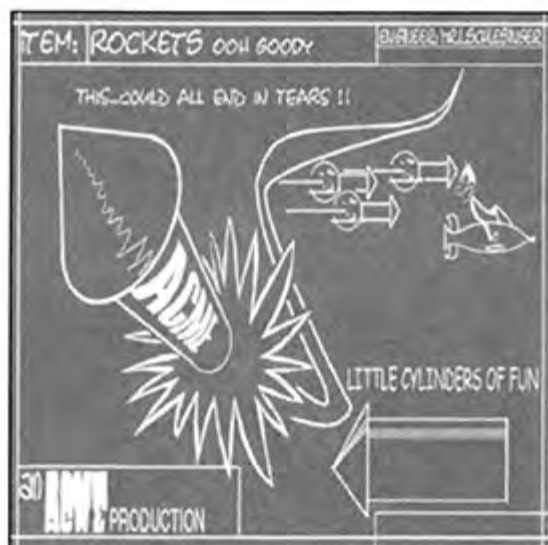
DISINTEGRATOR PISTOL

It's the XB-37 Disintegrator Pistol — self explanatory, really!



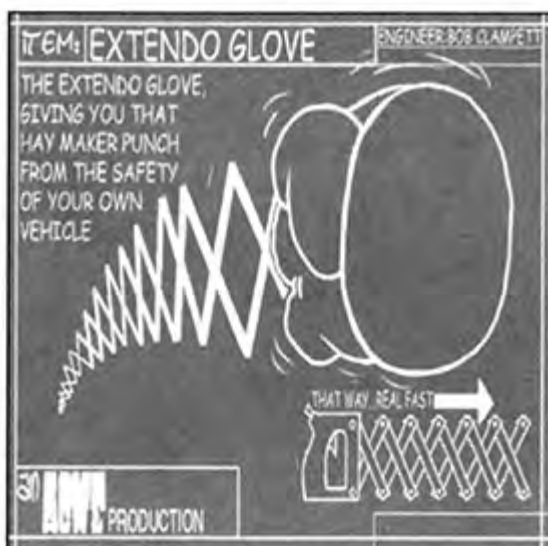
KABLOOEY ROCKET

ACME's "Kablooey" model rocket not only explodes in a spectacular blast (which damages anyone in the vicinity), it also features advanced homing capabilities for "fire and forget" convenience!



BOXING GLOVE

This gag is mounted on a super-extendo spring. Knocking your opponents out has never been so satisfying!



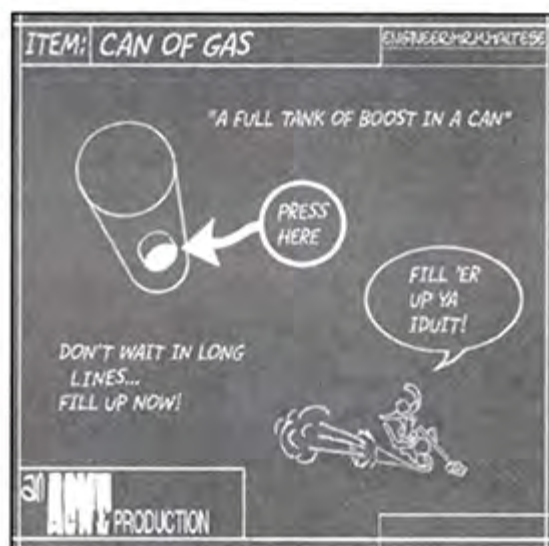
GENUINE FAKE ACME PICKUP

Looks almost exactly like a Genuine Real ACME Pickup. Throw it from behind for a nasty surprise. Careful placement can fool even the most alert racer!



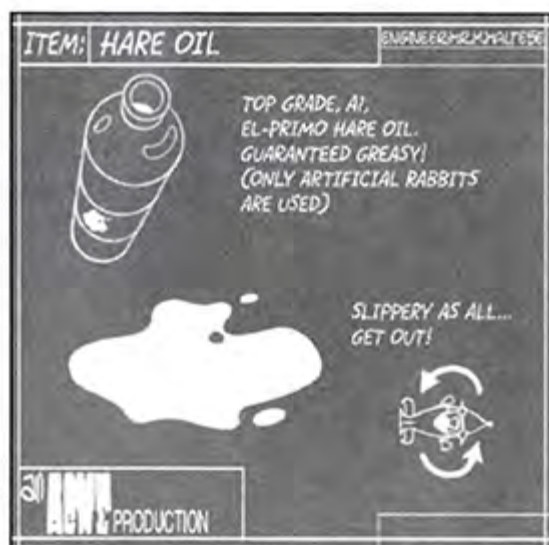
CAN OF GAS

Tired of long lines at the gas pump? No time to get the five Boost Canisters you need? This miniature Boost can is jam-packed with Turbo goodness. A simple press of the ✖ button fills your Turbo tank, no matter how dry it is!



HARE OIL

Guaranteed to be slippery. Throw the bottle on the track and watch your enemies fly. (No actual rabbits were harmed in the manufacturing of this product.)



EARTHQUAKE PELLETS

They're small. They're pink. And they're chock-full of Mother Nature's wrath. Anyone near you will lose control of his or her rocket (and should stand under a door frame). Of course, you will be immune!



FOUR-LEAF CLOVER

This gag makes the racer who activates it "lucky" for a short time. During this period, any gags targeted upon lucky racers will miss or fail to work as intended. Plus, you can safely collide with other racers and cause them to spin out! Being lucky also gives you a small increase in top speed. Woohoo!

TURBO BOOST

The Turbo Boost is represented by the five light bulbs along the top of the speedometer, and is activated by pressing the ● button (in controller configuration SETUP A) on the DUALSHOCK®2 analog controller.



Each of the light bulbs represents a single canister of Turbo Boost fuel, lighting up whenever a fuel pickup is run over. Collect five of these babies and you'll have a Turbo Boost to use. Just make sure you hold on tight!

Important note: Once you have collected five turbo pickups, you cannot collect any more until you use the Turbo Boost now at your disposal.

THE WORLDS

After choosing your *Looney Tunes* Racer for the biggest race this *mil-looney-um*, zip through the solar system and choose your destination planet!

OFF-WORLD CITY LIMITS

A floating city way, WAY above any clouds, Off-World City Limits is the metropolis of the future. (Well... it's the 1950s metropolis of the future, anyway)! From 70,000-story buildings to rocket-car traffic jams, it looks like we're in for a truly Looney future.



WILD WEST QUADRANT

The old west collides with the space age in Wild West Quadrant. While you're racing through here, be sure to check out the scenic delights of the ol' Boot Hill graveyard, or maybe even strike it lucky in the crystal mines. Just keep an eye out for those buzzards!



THE ASTEROID BELT

Some people think you'd have to be crazy to hold a race in an asteroid field. But then, some people just don't have what it takes to be in the running for the *ACME* Grand Prize! Still, it's probably a good thing all the competitors are cartoon characters!



PLANET ACME

Planet ACME is an entirely artificial world where the ACME Corporation creates all of its devices before shipping them to Earth and beyond. This is where the wonderful toys the racers use are designed and manufactured.



THE NEBULA

One of the most enigmatic places in the Looneyverse, the Nebula exerts a strange hold over all who come within its hazy borders. Broken spacecraft and other space junk always seem to end up here, providing raw materials for the gigantic scrap-collecting ships which have taken up residence.



THE PYRAMIDS OF MARS

Ever wondered what secrets lie upon the fabled Red Planet? In the Pyramids of Mars, racers may discover the true creators of the mysterious structures that have been photographed from space. Tracks here race through winding temple corridors, rocky canyons and even the mighty Space Sphinx!



GALACTORAMA PARK

Galactorama Park is the most amazing theme park ever created; it's spread across an entire planet! A favorite holiday destination for *Instant Martians*, bizarre buildings and colorful rides are the norm here, with the racetracks winding their way around and through the colorful chaos!



NORTH POLE STAR

A winter wonderland; home to ski resorts, luge tracks, ice rinks and the largest *ACME* ice cream factory in the galaxy. While you are here, don't forget to visit the North Pole Star's North Pole and load up on souvenirs. Formal wear is optional.



RACING TIPS FROM *FOGHORN LEGHORN*

- Think, I say *think* before using your Turbo Boosts! Long straights and shallow corners are your best bet, unless you like the feeling of free-fall!
- If you want to get the best out of your vehicle, try pushing forward on the steering-stick thingamajig to get a little extra speed. Similarly, pulling back will give you an edge whenever sudden braking is required.
- Rather than ditching unwanted gags, just fire 'em off. You never know when you might hit something!
- Try to get alongside your target before using the Boxing Glove. Otherwise, you might just give your opponent an extra speed boost.
- Your *ACME* Look Out! Display will go off to tell you when one of the rascals is about to attack from behind. If this happens, take action!
- Last-moment dodging, swerving or Turbo Boosting will sometimes shake off pesky heavy objects.
- Make the most of four-leaf clovers. When you're feeling lucky, try to collide with as many opponents as possible for maximum effect!

Well racer, that's about all you need to know. Time to ignite your engine and get ready to GO!

INFOGRAMES WEB SITES

Infogrames has exciting, full and active web sites dedicated to ensure you get the most out of your new games. You can visit us at:

<http://www.us.infogrames.com>

Kids, check with your parent or guardian before visiting any web site.

Visit and you will discover that Infogrames web sites contain such things as:

- Technical Support
- Hints and Tips
- Demos
- Competitions
- Community
- Interviews
- And much more

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

TECHNICAL SUPPORT (U.S. & Canada)

Help Via the Internet

Up-to-the-minute technical information about Infogrames Interactive products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.ina-support.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames Interactive **Tech Support** at **(425) 951-7108**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's Part # is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames Interactive, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

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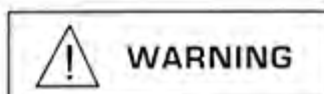
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READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

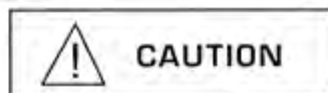
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We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

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- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

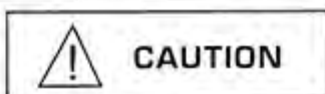
Repetitive Strain Statement



Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

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