

NICKELODEON

ni hao,
kai-lan

super
Game
Day



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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.

HANDLING YOUR PLAYSTATION®2 FORMAT 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.

Table of Contents

Getting Started.....	2
Game Controls	3
Game Menu Controls.....	3
In-Game Controls	3
Main Menu.....	5
Pause Menu	5
Options Menu	6
Player Select.....	6
Character Select.....	7
Game Map.....	8
Game Screen	9
Butterfly Bonanza.....	10
Bubble Machine	10
Twirly Whirly Flyers	11
YeYe's Movin' and Groovin'	11
Race to the Parade	12
Dragonboat Race.....	12
Water Balloon Toss	13
Badminton	13
Dragon Kite Flight.....	14
Soccer Challenge.....	14
Credits	15
Limited Software Warranty and License Agreement.....	20

GETTING STARTED

PlayStation®2 system

Starting a game: Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Ni Hao, Kai-lan: Super Game Day* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2): To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Game Controls

Game Menu Controls

Left Analog Stick: Scroll through menu options.

Directional Buttons: Scroll through menu options.

⊗ Button: Accept highlighted menu option.

○ Button: Return to previous menu screen.

In-Game Controls

⊗, □, △, ○ Buttons: Interact during some games.

Left Analog Stick: Interact during games.

Right Analog Stick: Interact during games.

START Button: Pause the game and open the In-Game Menu.



Super Game Day is Here!

Ni Hao! I'm Kai-lan! It's finally Super Game Day!

Do you like spending time with your friends and family and playing games?

That's what Super Game Day is all about! There are lots of games to play here in the Backyard, and then even more at the Dragon Festival and Dinosaur Field.

Let's go, go, go play some games!



Main Menu

After pressing the **X Button** on the opening Title Screen, you will be taken to the Main Menu. Here you will see the following three options:

Play Games

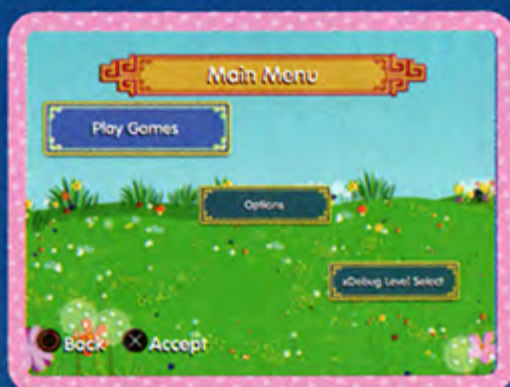
Takes you to the games. Select the number of players, choose your characters, and get ready to have fun.

Options

Adjust the sound and game options.

Credits

Have fun while seeing a list of the people involved in making this game.



Pause Menu

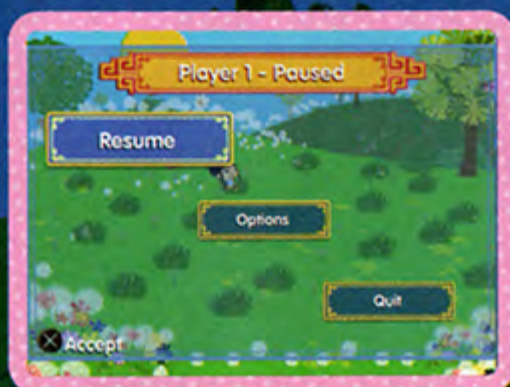
Player 1 can bring up the Pause Menu at any point in the games by pressing the **START Button**. This will pause the action until Player 1 chooses to resume it. When you are on the Pause menu, you can select the following options:

Resume

Return to the game.

Options

Access the Options Menu.

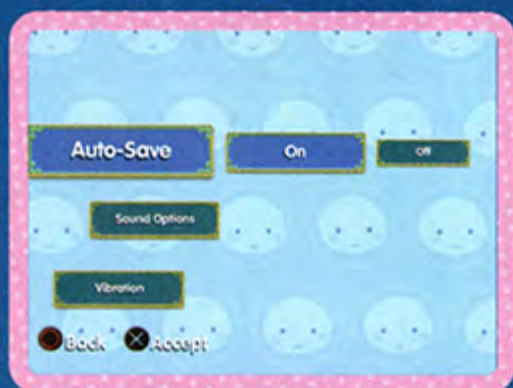


Quit

Stop the current game, losing all progress, and return to the Game Map.

Options Menu

The Options Menu can be accessed from the Pause Menu or the Main Menu. When you are on the Options Menu, you can adjust the following settings for your game:



Sound Options

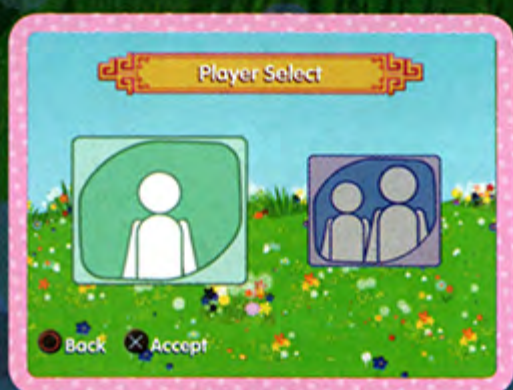
Adjust the volume levels for the Voice, Effects and Music.

Delete Save Data (only available from Options in Main Menu)

Allows you to erase the current saved game, so you can begin a new one. Once the data is erased, you will lose access to all unlocked content until you unlock it again.

Player Select

Select how many people are going to play, one or two. Each player will need their own controller in order to play.



Character Select

Choose which character each person will play as. Move the left analog stick left and right to switch characters and press the **X Button** to confirm your selection. Each player must select a different character. Players can choose between:



Kai-lan

A precocious Chinese-American girl who tries her best to help her friends everyday.

Rintoo

A headstrong tiger who loves to have fun and play.



Tolee

A reserved and thoughtful koala cub who loves pandas.



Hoho

The youngest of the group, Hoho is easily distracted but a good friend.



Game Map

Player 1 can move the character along the path to the different games they can play. When the character moves in front of a game on the map, it will highlight. Once you are in front of the desired game, press the **X Button** to select it.



The Game Map is broken into 3 distinct areas, each containing different games. The Backyard Games area is accessible when the game starts. Play each of the Backyard Games to unlock the Dragon Festival Games. Play each of the Dragon Festival Games to unlock the Dinosaur Field Games.



Trampolines

The trampolines on the sides of the screen will transport you between the unlocked areas of the Game Map. Move to the trampoline nearest to the desired area and press the **X Button** to select it.

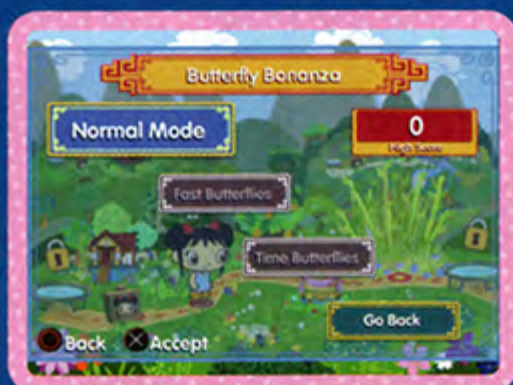


Play All

The small sign with Kai-lan's face on it is the Play All option. Selecting this will let you play the normal versions of all games that are currently accessible in a row.

Game Screen

When you select a game on the Game Map, this screen appears with the following information/options:



High Score

The highest score achieved in this game gets displayed here. Think you can beat it?

Game Variants

There are three different ways to play each game. Only one version of the game is unlocked at first. You will unlock the other 2 variants by playing the game; the more you play the more you unlock. To unlock the first variant of a game, you need to play the initial version 10 times. To unlock the second variant of a game, you need to play some combination of the initial version and/or the first variant 10 additional times. Once unlocked, they will become accessible from this screen. A description of each variant is included in the Game Descriptions section.



Game Descriptions

Backyard Games

BUTTERFLY BONANZA

Look at all the butterflies! Catch as many butterflies as possible before time runs out.

Catching the special Rainbow Butterflies is worth more points and will call even more butterflies to the screen. The player with the most points wins.

How to play

Hold the controller in your hands. The character will automatically move around the field chasing butterflies. When a butterfly is close enough to catch, it will glow in the character's color. When it glows, move the left analog stick quickly to catch it.

Variants

Fast Butterflies: The butterflies move faster onto and around the screen, making them harder to catch.

Time Butterflies: Catching the Rainbow Butterflies adds time to the clock, giving you a chance to score more points.

BUBBLE MACHINE

Get ready to pop, pop, pop! Use the super special Bubble Machine to make and pop as many bubbles as possible before time runs out. Activate the Bubble Machine by jumping on the platform.

How to Play

Hold the controller in your hands. You can move using the left analog stick to go left and right. Use the  **Button** to jump.

Variants:

Windy Day: Wind blows the bubbles to the left and right, making them harder to catch.

Heavy Bubbles: The bubbles are heavier and fall faster, giving you less time to get to them.

TWIRLY WHIRLY FLYERS

These flowers fly when you twirl them! Aim for the Tree, Bush, Birdhouse, and Tree Hole to get points. Smaller targets are worth more points. Sparkling Twirly Whirly Flyers add time to the clock when you score with them. Get as many points as you can before time runs out.

How to Play

Hold the controller in your hands and move the left analog stick up and down to fan the Twirly Whirly up higher. Stop moving the left analog stick to make the Twirly Whirly fall lower.

Variants

Windy Day: Avoid wind gusts to prevent your Twirly Whirly from getting knocked off course.

Bubble Bonus: Pop bubbles with your Twirly Whirly to get extra points.

YEYE'S MOVIN' AND GROOVIN'

Follow along with YeYe and do what he does! You get more points the more you move, up to 5 points for each type of move. Keep up with YeYe and score as many points as you can.

How to Play

YeYe knows a lot of moves. He will randomly choose moves each time a new game is played. The available moves are:

Garden Patch: Move the left and right analog sticks up and down at the same time.

Jump Ups: Move the analog sticks away from each other and then move them towards each other.

Disco-style: Move the left analog stick diagonally in the upper left direction and then away into the lower right direction.

Back'n-Forth: Move the left and right analog sticks to the left and then to the right at the same time.

Jog-a-long: Move the left analog stick down while moving the right analog stick up. Then, move the left analog stick up and the right analog stick down.

Shuffle Dance: Move the left and right analog sticks to the left and then to the right at the same time.

Left-Rights: Move the analog sticks away from each other and then move them towards each other.

No-Jumping Jacks: Move the left and right analog sticks up and down at the same time.

The Froggy: Move the analog sticks away from each other and then move them towards each other.

Toe Touches: Move the left analog stick down while moving the right analog stick up. Then, move the left analog stick up and the right analog stick down.

Move Expert: YeYe does more moves and faster

Red Light Green Light: "Do the moves YeYe does while the light is green. When it is red, wait for it to be green."

Dragon Festival Games

RACE TO THE PARADE

The Dragon Festival is about to start! Help the dragon float get to the festivities fast while avoiding obstacles. Get as many points as you can by avoiding obstacles before you reach the end.

How to play

Hold the controller in your hands. When a rock or log glows, move the analog stick up to jump over it. When the lanterns glow, move the analog stick down in order to get the character to go under. Move the analog stick rapidly left and right to help the character stomp through the mud faster.

Variants

Long March: The Dragon moves a lot faster, making it harder to avoid obstacles.

Dragon Expert: The Dragon can now pick up Dumplings for extra points.

DRAGONBOAT RACE

We're rowing Dragonboats down the river! Beat the other Dragonboat to the finish line!

How to Play

Hold the controller in your hands. Move the analog stick from

right to left in a circular motion to move the boat forward. Move the analog stick faster in the rapids or they will slow you down.

Variants

More Rapids: In this mode the Mouse plays a drum and you have to row with the beat.

No Beat: This version is a little harder to row along with the beat.

WATER BALLOON TOSS

Objects will move by or pop up in front of you. When they glow, throw a water balloon to splash them for points. Hit as many objects as you can before time runs out.

How to Play

Hold the controller in your hands and quickly move the analog stick up to throw a water balloon.

Variants

Speedy Things: Objects move a lot faster and are harder to hit.

Lots of Things: There are a lot of objects and always something to hit.

Dinosaur Field Games

BADMINTON

It's Badminton time! In Badminton, the ball is called a "birdie." Use the rackets to hit the birdie back and forth over a net. If a player misses, the other player gets a point. The first one to score five points wins.

How to Play

Hold the controller in your hands. To serve, move the left analog stick up. When the birdie reaches the player and glows, quickly move the left analog stick up to hit it back.

Variants

Expert Timing: The birdie moves faster and faster, making it harder to hit. First player to score five points wins.

Teamwork Mode: Both players attempt to keep the birdie in the air for as long as possible. The players earn a combined score.

SOCCER CHALLENGE

YeYe is helping us practice soccer! Block as many Soccer Balls as possible, by moving in front of them, until time runs out. The black soccer balls are worth one point and the yellow soccer balls are worth 2 points.

How to Play

Hold the controller in your hands. Use the left analog stick to move left and right. Pressing the  **Button** while holding the Left Analog Stick left or right will cause the player to slide in that direction.

Variants

Lots of Balls: There are more Soccer Balls and Beach Balls to block.

Fast Balls: There are faster Soccer Balls to block and Red Balls are worth three points.

DRAGON KITE FLIGHT

Let's go fly a kite! Move the kite to catch Mr. Sun's Sun Fuzzies for one point or pass through a Sun Gate to get five points. But watch out for the clouds. Let's see who can collect the most.

How to play

Hold the controller in your hands. Use the analog stick to move the kite up and down to avoid clouds and wind gusts.

Variants

Mini Kites: The kite is smaller, making it harder to pick up Sun Fuzzies.

Fast Winds: The kite moves a lot faster, making it harder to avoid obstacles and get points.

Credits

Developed by High Voltage Software

Team Management

Lead Programmer

Pradyut Panda

Lead Designer

Bill Sullivan

Lead Artist

Jessa Carlson

Producer

Joseph Grochowski

Primary Team

Environment Artist

Starrla Lares

Concept Artist

Bob Nelson

Programmer

Chris Long

Character Artist

Alex Damarjian

Animator

Denny Jovic

Designer

Kurt Tillmanns

Visual Effects Artist

Santiago Sanchez

Additional Contribution

Visual Effects Artist

Lisa Wells

Programmer

Anthony Glueck

Assistant Producer

Keith Hladik

Designer

Michael Czyzewski

Animator

Matt Degen

Executive Management & Support

CEO & Founder

Kerry J. Ganofsky

Chief Creative Officer

Eric Nofsinger

President

John W. Kopecky

Executive Producer

Chad Kent

Art Director

Matt Corso

Design Director

David Pellas

Vice President, Simulations

Douglas Seebach

Chief Information Officer

Raymond E. Bailey

Office Manager & Human Resources

Maggie Bohlen

Human Resources

Katie Dornbecki

IT Specialist

Greg Holkenbrink

IT Specialist

Alex Bovey

Maintenance

Matt Williams

Audio/Video Team

Coordinator

Michael Metz

Audio Engineer

Noah Jurcin

Tutorial Designer

Tim Consdorf

Audio

Engineer/Composer

Nick Braun

User Interface Team

Coordinator

Chad Burns

UI Artist

Alexandria Rosales

UI Programmer

Chase DeLanguillette

Quality Assurance Team

Coordinator

Chad Burns

Test Lead

Adrienne Gistinger

Testers

Kevin Westrom

Erick Robbins

Reid Wicklien

Tools and Technology Team

Lead Software Engineer

D. Scott Williamson

Senior Software

Engineer

Brant French

Software Engineer

Irin Berry

Software Engineer

Derek Such

Special Thanks

Kevin Sheller

Tom Martin

Josh Olson

Amber Luecht

Alex Kosakowski

Nickelodeon Kids and Family

Nickelodeon Kids & Family Games Group

Vice President, Premium Games

David Bergantino

Vice President, Business Development

Shaan Kandawalla

Director, Preschool Games

Jordana Drell

Director, Digital Retail Products

Yaacov Barselah

Senior Marketing Manager

Zohray Hoitsma

Digital Games Manager

Joey Gartner

Nickelodeon Creative Resources

Art Director

James Salerno

Content Manager

Kristen Yu

Interactive Designer

Andrew Potter

Voice Over and Sound Design

Kai-lan

Jade-Lianna Peters

Hoho

Angie Wu

Rintoo

Jack Samson

Tolee

Khamani Griffin

YeYe

Clem Cheung

Voice Directors

Meredith Layne

Li Shen

Audio Production by The

Code International Inc.

Steve Horowitz

Robert Carpenter

Recorded at Video

Wisconsin, Pomann

Sound, and Nickelodeon

Studio B

Nickelodeon Digital Research

Senior Research Director

J. Alison Bryant

Senior Research Analyst

Simona Rubin

Nickelodeon would like to thank:

Linnette Altai

Russell Hicks

Kay Wilson Stallings

Elly Kramer

Lori Szuchman

Teri Weiss

Mary Harrington

Sascha Paladino

Andrew Brandou

Brown Johnson

Jason VanDeWalle

Rebecca Zelo

Kenneth Johnson

Ni Hao, Kai-lan!

Created by:

Karen Chau

Published By 2K Play

2K Play is a division of 2K, a publishing label of Take-Two Interactive Software, Inc.

2K Publishing

President

Christoph Hartmann

C.O.O.

David Ismailler

VP of Business Development

Steve Lux

Producer

Brian M. McGinn

Director of PD Operations

Kate Kellogg

SVP Marketing

Sarah Anderson

VP International Marketing

Matthias Wehner

Director of Marketing

Christina Recchio

Associate Brand Manager

Teresa Lin

Marketing Associate

Lynman Woo

Global Director of Public Relations

Markus Wilding

Senior PR Manager

Charlie Sinhaseni

Global Events Manager

Karl Unterholzner

VP Sales & Licensing

Steve Glickstein

Strategic Sales and

Licensing Director

Paul Crockett

VP, Counsel

Peter Welch

Special Projects

Carissa Wendkos

Director of Operations

Dorian Rehfield

Sr. Marketing

Project Manager

Jackie Truong

Director of Audio and

Video Production

Jack Scalici

Senior Video Editor

J. Mateo Baker

Video Editor

Kenny Crosbie

Licensing/Operations

Specialist

Xenia Mul

Special Thanks

Siobhan Boes

Cindi Buckwalter

Daniel Einzig

Gena Feist

Christopher Fiumano

Greg Gibson

Lydia Jenner

Alan B. Lewis

Meg Maise

Nicole Nicoletti

2K Games Quality Assurance

Vice President of QA

Alex Plachowski

Test Manager

Douglas Rothman

Test Lead

Joaquin A. Meza

Night Shift Lead

Lori Durrant

Senior Testers

Kristin Kerwitz

Brian Salazar

Gregor Langbehn

QA Testers

Morgan Albertson

Dale Bertheola

Kenneth Griffiths

Eric Herrera

Adam Honeycutt

Kevin McCarthy

Tyler Muelrath

Karl Nickoley

Erin O'Malley

Warren Post

Ruben Rodriguez

David Vasquez

Compliance Manager

Alexis Ladd

Compliance Leads

Kevin Strohmaier

Andrew Webster

Compliance Senior

Nathan Bell

Compliance Testers

Evan Jackson

Ophir Klainman

Jeremy Thompson

Technical Supervisor

Jay Ruiz

Mastering Lab

Technicians

Madeleine St. Marie

Todd Ingram

Special Thanks

Eric Lane

Chris Jones

Merja Reed

Jana Kubanski

Rick Shawalker

David Arnsperger

Grant Bryson

Take 2 Operations Team

Anthony Dodd

Martin Alway

Cal Findlay

Nisha Verma

Paul Hooper

Paris Vidalis

Robert Willis

Denisa Polcerova

Developed by High Voltage Software. All rights reserved. Uses Bink Video Technology, Copyright © 1997-2008 RAD Game Tools, Inc. Scaleform is a registered trademark of Scaleform Corporation.



For technical support in the US please contact: usa@take2support.com

In Canada please contact: canada@take2support.com

Register with Us!

Have your parents go to www.2kplayreg.com to register your game with us!

Benefits include exclusive info on our latest games, tips and hints and more!

This is a decorative background for a writing sheet. It features a light blue sky with a faint rainbow, green rolling hills, and various colorful flowers (yellow, orange, pink, purple) and foliage. The entire page is overlaid with horizontal black lines for writing.

Have your own prehistoric adventure!

For 100% Fun!



PlayStation 2



NTSC U/C



EVERYONE



Search for more detailed
rating summaries at
www.esrb.org

ESRB CONTENT RATING www.esrb.org



PlayStation 2

NICKELODEON



©2008 Take-Two Interactive Software and its subsidiaries. All rights reserved. 2K Play, the 2K Play logo and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. © 2008 Viacom International Inc. All Rights Reserved. Nick Jr., Dora The Explorer, and all related titles, logos and characters are trademarks of Viacom International Inc. "PlayStation", the "PS" Family logo and the "PS2" logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association. All rights reserved.

Get Ready for a
Colorful Adventure!



PlayStation 2



© 2009 Viacom International Inc. All Rights Reserved. Nick Jr., Dora The Explorer, and all related titles, logos and characters are trademarks of Viacom International Inc. © 2009 Take-Two Interactive Software and its subsidiaries. All rights reserved. 2K Play, and the 2K Play logo are all trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. "PlayStation", the "PS" Family logo and the "PS2" logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association. All rights reserved.

Limited Software Warranty; License Agreement, and Information Use Disclosures

This document may be updated from time to time and the current version will be posted at www.take2games.com/eula. Your continued use of this Software 30 days after a revised version has been posted constitutes acceptance by you of its terms.

YOUR USE OF THE SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL(S), PACKAGING AND OTHER WRITTEN, FILES, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS AGREEMENT WITH TAKE-TWO INTERACTIVE SOFTWARE, INC. ("LICENSOR").

I. LICENSE

LICENSE. Subject to this Agreement and its terms and conditions, Licensor hereby grants you the nonexclusive, non-transferable, limited right and license to use one copy of the Software for your personal non-commercial use for gameplay on a single computer or gaming unit, unless otherwise specified in the Software documentation. Your acquired rights are subject to your compliance with this Agreement. The term of your license under this Agreement shall commence on the date that you install or otherwise use the Software and ends on the earlier date of either your disposal of the Software or Licensor's termination of this Agreement. Your license terminates immediately if you attempt to circumvent any technical protection measures used in connection with the Software. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by Licensor and, as applicable, its licensors.

OWNERSHIP. Licensor retains all right, title and interest to the Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United States copyright and trademark law and applicable laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from Licensor. Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties in the US or their local country. Be advised that US Copyright violations are subject to statutory penalties of up to \$150,000 per violation. The Software contains certain licensed materials and Licensor's licensors may also protect their rights in the event of any violation of this Agreement. All rights not expressly granted to you herein are reserved by the Licensor.

LICENSE CONDITIONS. You agree not to:

- (a) Commercially exploit the Software;
- (b) Distribute, lease, license, sell, rent or otherwise transfer or assign the Software, or any copies of the Software, without the express prior written consent of Licensor or as set forth in this Agreement;
- (c) Make a copy of the Software or any part thereof (other than as set forth herein);
- (d) Making a copy of this Software available on a network for use or download by multiple users;
- (e) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one computer or gaming unit at the same time;
- (f) Copy the Software onto a hard drive or other storage device in order to bypass the requirement to run the Software from the included CD-ROM or DVD-ROM (this prohibition does not apply to copies in whole or in part that may be made by the Software itself during installation in order to run more efficiently);
- (g) use or copy the Software at a computer gaming center or any other location-based site; provided, that Licensor may offer you a separate site license agreement to make the Software available for commercial use;
- (h) Reverse engineer, decompile, disassemble, prepare derivative works based on or otherwise modify the Software, in whole or in part;
- (i) Remove or modify any proprietary notices, marks or labels contained on or within the Software; and
- (j) transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

However, you may transfer the entire Software and accompanying documentation on a permanent basis to another person as long as you retain no copies (including archival or backup copies) of the Software, accompanying documentation, or any portion or component of the Software accompanying documentation, and the recipient agrees to the terms of this Agreement. The Software is intended for private use only.

TECHNICAL PROTECTIONS. The Software may include measures to control access to the Software, prevent unauthorized copies, or otherwise attempt to prevent anyone from exceeding the limited rights and licenses granted under this Agreement. If the Software permits access to additional online features, only one copy of the Software may access those features at one time (unless otherwise provided in the Software documentation). Additional terms and registration may be required to access online services and to download Software updates and patches. Only Software subject to a valid license can be used to access online services, and download updates and patches. You may not interfere with such access control measures or attempt to disable or circumvent such security features. If you disable or otherwise tamper with the technical protection measures, the Software will not function properly.

USER CREATED CONTENT: The Software may allow you to create content, including but not limited to a gameplay map, a scenario, screenshot of a car design or a video of your game play. In exchange for use of the Software, and to the extent that your contributions through use of the Software give rise to any copyright interest, you hereby grant Licensor an exclusive, perpetual, irrevocable, fully transferable and sub-licensable worldwide right and license to use your contributions in any way and for any purpose in connection with the Software and related goods and services, including the rights to reproduce, copy, adapt, modify, perform, display, publish, broadcast, transmit, or otherwise communicate to the public by any means whether now known or unknown and distribute your contributions without any further notice or compensation to you of any kind for the whole duration of protection granted to intellectual property rights by applicable laws and international conventions. You hereby waive any moral rights of paternity, publication, reputation, or attribution with respect to Licensor's and other players' use and enjoyment of such assets in connection with the Software and related goods and services under applicable law. This license grant to Licensor, and the above waiver of any applicable moral rights, survives any termination of this License.

II. INFORMATION COLLECTION & USAGE.

By installing and using this software, you consent to these information collection and usage terms, including (where applicable) transfer of data to Licensor and affiliated companies into a country outside of the European Union and the European Economic Area.

If you connect to the Internet when using the Software, Licensor may receive information from hardware manufacturers or platform hosts and may automatically collect certain information from your computer or gaming unit. This information may include, but is not limited to, user IDs (such as gamer tags and screen names), game scores, game achievements, game performance, locations visited, buddylists, hardware MAC address, internet protocol address, and your usage of various game features. All information collected by Licensor is intended to be anonymous information

that does not disclose your identity or constitute personal information, however, if you include personal information (such as your real name) in your user ID, then such personal information will automatically be transmitted to Licensor and used as described herein.

The information collected by Licensor may be posted by Licensor on publicly-accessible web sites, shared with hardware manufacturers, shared with platform hosts, shared with Licensor's marketing partners or used by Licensor for any other lawful purpose. By using this Software you consent to the Licensor's use of related data, including public display of your data such as identification of your user created content or displaying your scores, ranking, achievements and other gameplay data. If you do not want your information shared in this manner, then you should not use the Software.

III. WARRANTY

LIMITED WARRANTY: Licensor warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. Licensor warrants to you that this Software is compatible with a personal computer meeting the minimum system requirements listed in the Software documentation or that it has been certified by the gaming unit producer as compatible with the gaming unit for which it has been published, however, due to variations in hardware, software, internet connections and individual usage, Licensor does not warrant the performance of this Software on your specific computer or gaming unit. Licensor does not warrant against interference with your enjoyment of the Software; that the Software will meet your requirements; that operation of the Software will be uninterrupted or error-free; or that the Software will be compatible with third party software or hardware or that any errors in the Software will be corrected. No oral or written advice provided by Licensor or any authorized representative shall create a warranty. Because some jurisdictions do not allow the exclusion of or limitations on implied warranties or the limitations on the applicable statutory rights of a consumer, some or all of the above exclusions and limitations may not apply to you.

If for any reason you find a defect in the storage medium or Software during the warranty period, Licensor agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by Licensor. If the Software is no longer available, Licensor retains the right to substitute a similar piece of Software of equal or greater value. This warranty is limited to the storage medium and the Software as originally provided by Licensor and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on Licensor.

When returning the Software subject to the limited warranty above, please send the original Software only to the Licensor address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING BUT NOT LIMITED TO, DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, PROPERTY DAMAGE, LOST PROFITS OR PUNITIVE DAMAGES FROM ANY CAUSES OF ACTION ARISING OUT OF OR RELATED TO THIS AGREEMENT OR THE SOFTWARE, WHETHER ARISING IN TORT (INCLUDING NEGLIGENCE), CONTRACT, STRICT LIABILITY OR OTHERWISE, WHETHER OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL LICENSOR'S LIABILITY FOR ALL DAMAGES (EXCEPT AS REQUIRED BY APPLICABLE LAW) EXCEED THE ACTUAL PRICE PAID BY YOU FOR USE OF THE SOFTWARE.

BECAUSE SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY SHALL NOT BE APPLICABLE SOLELY TO THE EXTENT THAT ANY SPECIFIC PROVISION OF THIS WARRANTY IS PROHIBITED BY ANY FEDERAL, STATE, OR MUNICIPAL LAW, WHICH CANNOT BE PRE-EMPTED. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is the Licensor at the location listed below.

EQUITABLE REMEDIES: You hereby agree that if the terms of this Agreement are not specifically enforced, Licensor will be irreparably damaged, and therefore you agree that Licensor shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

INDEMNITY: You agree to indemnify, defend and hold Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected.

GOVERNING LAW. This Agreement shall be construed (without regard to conflicts of law principles) under the laws of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law. Unless expressly waived by Licensor in writing for the particular instance or contrary to local law, the sole and exclusive jurisdiction and venue for actions related to the subject matter hereof shall be the state and federal courts located in Licensor's principal corporate place of business (New York County, New York, U.S.A.). Both parties consent to the jurisdiction of such courts and agree that process may be served in the manner provided herein for giving of notices or otherwise as allowed by New York state or federal law. The parties agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this Agreement or to any dispute or transaction arising out of this Agreement.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS LICENSE, YOU MAY CONTACT IN WRITING TAKE-TWO INTERACTIVE SOFTWARE, INC. 622 BROADWAY, NEW YORK, NY 10012.

Kid tested
For 100% Fun!

It's a magical, snowy adventure!

