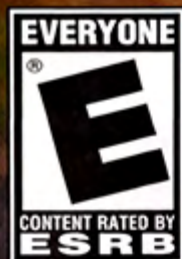


NICKELODEON

Tak

The Great Juju Challenge



Instruction Manual

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 trigger 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.

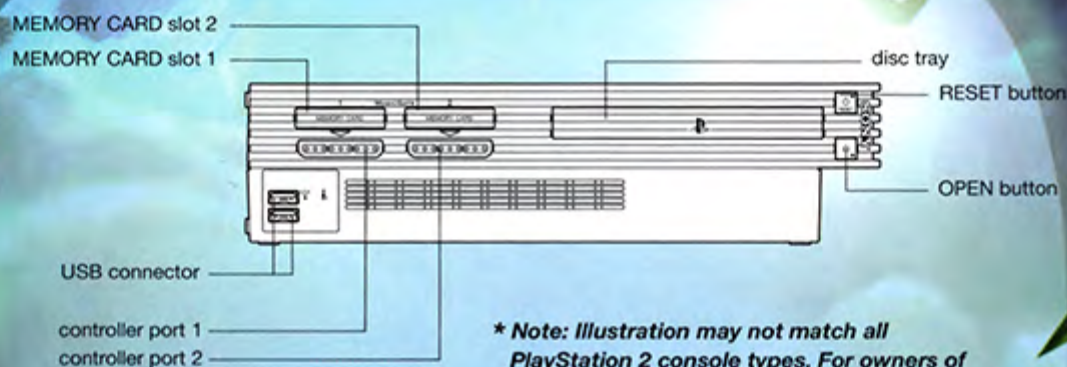
HANDLING YOUR PLAYSTATION® 2 FORMAT DISC:

- 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
CONTROLS.....	3
THE GREAT JUJU CHALLENGE.....	4
BEGINNING A NEW GAME	5
THE PAUSE MENU.....	5
TEAM PUPANUNU.....	6
THE COMPETITORS	7
ONE AND TWO PLAYER GAMEPLAY	8
ITEMS.....	8
SPELLS	10
TIME & SCORE	12
SIDE QUESTS	12
NICKELODEON CROSS-SAVE SYSTEM	12
SAVING & LOADING	13
CREDITS	14
WARRANTY.....	20

GETTING STARTED



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

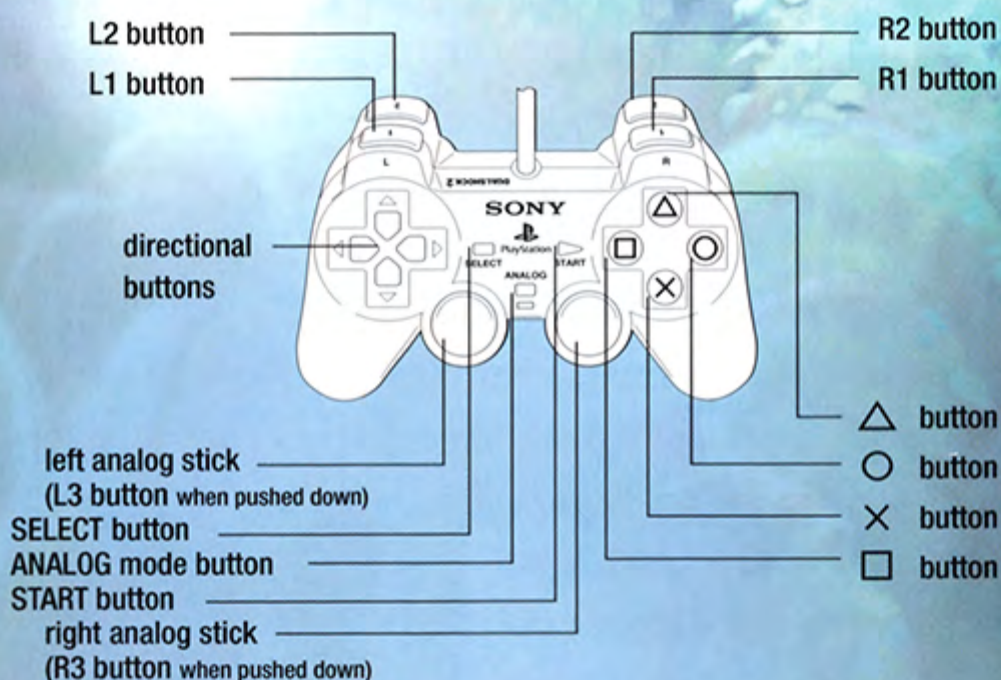
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Tak: The Great Juju Challenge** 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.

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 (8MB)(for PlayStation®2) or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Left analog stick..... Move

Right analog stick..... Control Camera

X button..... Jump

△ button..... Throw

○ button..... Use Item

□ button..... Attack

R1..... Hold to Cast Spell

R2..... Switch Characters (1P only)

L1..... Use Juju Speed

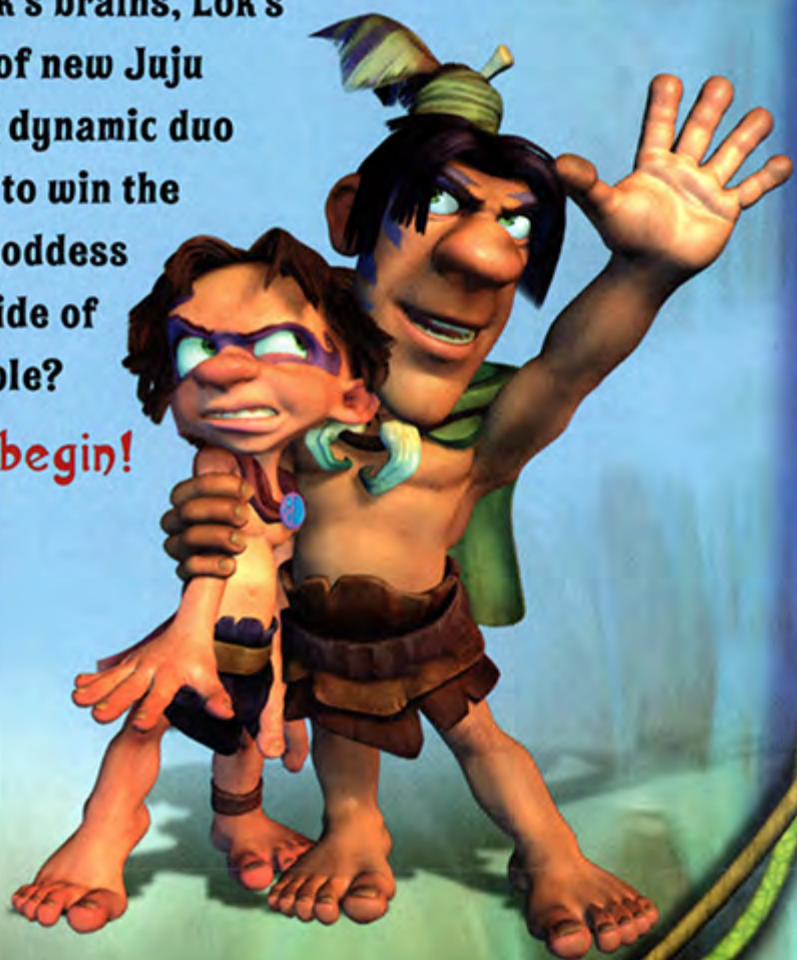
L2..... Set Wait / Follow (1P only)

START button..... Pause Menu / 2P join

THE GREAT JUJU CHALLENGE

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

Let the games begin!



BEGINNING A NEW GAME

After the power is turned on, the corporate logos, legal and title screens will appear.

Press the  button to access the Main Menu screen.

The four Main Menu choices are listed below.

New Game

Begin a new game with this menu selection.

Load Game

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

Options

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

Extras

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

THE PAUSE MENU

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

TEAM PUPANUNU

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

Tak's Powers

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



Lok's Powers

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



THE COMPETITORS

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

Team Black Mist

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



Team Grammazon

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



Team JibbaJabba

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



ONE AND TWO PLAYER GAMEPLAY

Even though Tak and Lok must work together throughout The Great Juju Challenge, the game doesn't have to be played by two players. A single player can control one character at a time, and whichever character is not in use will be controlled by the game. The player can easily switch back and forth between Tak and Lok by pressing the **R2** button. Press the **START** button on a second controller at any time to enter or leave the game.

A second player can join the game at any time and take control of either Tak or Lok. This second player can also leave the game at any point and the gameplay will return to single-player mode.

ITEMS

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



Feathers and Jewels

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

Health

Timer

Mana



ITEMS

Blessing Gems



Blessing Gems are magical stones that influence the character carrying them.

Once a gem is awarded or collected, it will last for the rest of the game, but it must be placed in the sockets of the manly shaman jewelry worn by Tak or Lok. To place a Blessing Gem, visit the Blessing Shrine found in the Juju Realm.

At the shrine, select an empty socket and place the gem in it by using the  button. Note that each piece of jewelry corresponds to a character's health, magic, or weapon. Therefore, placing a gem in Tak's chest plate will increase his mana, while placing a gem in Lok's hammer will strengthen his weapon.

Chanting Stones



The Great Juju Challenge is far from easy. In order to help the teams, the Jujus have placed Chanting Stones in some of the challenges.

These stones can be used to create a powerful magic that alters the playing field, but Team Pupanunu will have to learn to chant in order to take advantage of this magic.

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

ITEMS

Potion Ingredients

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

Juju Fruits



Woo-Woo Crystals



Zoo-Zoo Insects



SPELLS

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

Tak's Spells

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

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

SPELLS

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

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

Lok's Spells

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

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

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

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

TIME & SCORE

Every event in The Great Juju Challenge is timed.

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

SIDE QUESTS

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

NICKELODEON CROSS-SAVE SYSTEM

Great news! If you've got one or more of the following new Nickelodeon games saved on your memory card, you're eligible for a bonus in Tak: The Great Juju Challenge:

Barnyard

Nicktoons UNITE!

**SpongeBob SquarePants:
Lights, Camera, PANTS!**

You'll need to start a new game
to access cross-save bonus material.

NICKELODEON CROSS- SAVE SYSTEM

One Game

If you have one of the previously noted games saved on your memory card, you'll receive a Blessing Gem at the start of the game to immediately upgrade Tak or Lok! See page 12.

Two Games

You'll find special time bonus icons at the beginning of each level. These icons are normally invisible, but will appear if you have two of the previously noted games saved on your memory card. See page 12.

Three Games

If you have all three of the games saved on your memory card, you'll be able to access an additional vehicle in the Proving Grounds levels! See page 12.

SAVING & LOADING

You may save your game at any time by using the Save Game option on the Pause Menu. To save your game, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of the console before starting play. You select from any of three save slots to either load or save games. You can play your saved games from the same memory card (8MB)(for PlayStation®2) or from any memory card (8MB)(for PlayStation®2) with previously saved Tak: The Great Juju Challenge games.

CREDITS

AVALANCHE SOFTWARE

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

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

SCRIPT WRITER

Randolph Heard

VOICE TALENT

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

Dinky Juju
Lara Jill Miller
Dark Juju / Crug
Dee Baker

Bartog
Andre Sogliuzzo

Host Juju
Michael Gough

Gramma
StoneCrusher
Edie McClurg

Gramma ThunderFist
Mitzi McCall

JibbaJabba Tribe
JAQ

Apprentice Breanna
Breanna Pflaumer

VO DIRECTOR

Douglas Carrigan
VoiceWorks
Productions Inc.

RECORDING STUDIO

Atlantis Group
Recordings

CHIEF ENGINEER

John Chominsky

ASSISTANT ENGINEERS

Jamie Siedow
Sean Graham

PLAYABILITY/ USABILITY SPECIALIST

Heather Desurvire of
Behavioristics, Inc.

THQ

PROJECT MANAGER

Kathleen Nicholls

CREATIVE DIRECTOR

Stephen Jarrett

ART DIRECTOR

Thom Ang

TECHNICAL DIRECTOR

Peter Andrew

LICENSOR MANAGER

Stephanie Wise

DIRECTOR, PRODUCT DEVELOPMENT

Mark Morris

SENIOR VICE PRESIDENT, PRODUCT DEVELOPMENT

Philip Holt

DIRECTOR, QUALITY ASSURANCE

Monica Vallejo

QA MANAGER

Mario Waibel

TEST SUPERVISOR

Travis Tholen

TEST LEADS

George Erwin
Mark Vance
Luis Sanchez
Justin Drolet

TESTERS

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

CREDITS

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

FIRST PARTY SUPERVISOR

Jason Tani

FIRST PARTY SPECIALISTS

Alexis Ladd
Robin Torres
Michael Riccio
Arielle Jayme

QA TECHNICIANS

Richard Jones
David Wilson

MASTERING LAB TECHNICIANS

Charles Batarse
Glen Peters
Anthony Dunnet
Thomas Arnold

DATABASE APPLICATIONS ENGINEER

Jason Roberts

GAME EVALUATION TEAM

Sean Heffron
Scott Frazier
Matt Elzie

SENIOR VICE PRESIDENT, WORLDWIDE MARKETING

Peter Dille

DIRECTOR OF GLOBAL BRAND MANAGEMENT

John Ardell

SENIOR GLOBAL BRAND MANAGER

Danielle Conte

SENIOR PRODUCT MANAGER

Trent Hershenson

MARKETING COORDINATOR

Sam Guilloud

GLOBAL SENIOR MEDIA RELATIONS MANAGER

Kristina Kirk

MEDIA RELATIONS MANAGER

Kathy Bricaud

MEDIA RELATIONS COORDINATOR

Gretchen Armerding

DIRECTOR OF CREATIVE SERVICES

Howard Liebeskind

ASSOCIATE CREATIVE SERVICES MANAGER

Melissa Roth

INSTRUCTION MANUAL

Erica David

PACKAGING LAYOUT AND DESIGN

Origin Studios

SPECIAL THANKS

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

NICKELODEON INTERACTIVE

SVP OF ENTERTAINMENT PRODUCTS

Steve Youngwood

SENIOR DIRECTOR OF INTERACTIVE

Stacey Lane

MANAGER OF INTERACTIVE

Stephanie Bond

COORDINATOR OF INTERACTIVE

Dan Boldin

VP/CREATIVE DIRECTOR LICENSING

Tim Blankley

CREATIVE DIRECTOR OF ENTERTAINMENT PRODUCTS

Daniel Moreton

SENIOR DESIGNER OF INTERACTIVE

Rob Lemon

JUNIOR DESIGNER OF INTERACTIVE

Jason Di Orio

SENIOR MANAGER, COPY/CONTENT

Debra Krassner

COORDINATOR, COPY/CONTENT

Kristen Yu

NICKELODEON WOULD LIKE TO THANK:

Leigh Anne Brodsky
Sergio Cuan
Russell Hicks
Linnette Pastori
Lori Szuchman
Geoff Todebush
Stavit Young
Chezza Zoeller
Jaime Dictenberg

"Let's Never Stop Falling In Love"

Written by
China Forbes and
Thomas Lauderdale

Performed by
Pink Martini Courtesy
of Heinz Records and
Naïve Records
Published by Wow and
Dazzle Music (BMI)
and Thomas M
Lauderdale Music
(ASCAP)

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



Pssst...you wanna hear a secret?

Know what you get
when you have more
than one Nickelodeon
game saved on your
memory card?

More than you expect!

turn to page 12
to find out more.



PlayStation®2



© 2005 THQ Inc. © 2005 Paramount Pictures and Viacom International Inc. All Rights Reserved. Nickelodeon, Nickelodeon Barnyard, Nicktoons, SpongeBob SquarePants, Nickelodeon Tak and all related titles, logos and characters are trademarks of Viacom International Inc. SpongeBob SquarePants created by Stephen Hillenburg. Exclusively published by THQ Inc. THQ and its logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



JOIN US!

NICK MAG CLUB

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

BIG SAVINGS!

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



NICK MAG CLUB

**1 MEMBERSHIP
CARD**

Just for you!



5 CONTESTS

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



\$19.80 value

**2 NICKTOONS
MAGAZINES**

FOUR Upcoming Special Editions.

3 SUPER EXTRAS

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

4 SURPRISE

A SpongeBob SquarePants
Baseball Hat.



PLUS...

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

**WINNING
SAVINGS!
ALL THIS
FOR**

\$14.99!*

NICKELODEON
Magazine



To join just have an adult



**NOT AVAILABLE
IN STORES!**

Call 1-800-945-1320

or join online at

www.nick.com/subscribe

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

©2005 Viacom International Inc. All Rights Reserved. Nickelodeon, and all related characters are trademarks of Viacom International Inc. Nickelodeon publishes 10 issues a year, monthly except for January and July. Combined, expanded and premium issues count as 2 subscription issues. Please allow 6-8 weeks for delivery. Fairly Odd Parents created by Butch Hartman. SpongeBob SquarePants created by Stephen Hillenburg. US orders only. *Plus \$2.00 US postage and handling. **© Apple Computer, Inc. This contest is not affiliated with Apple Computer, Inc. ***Plus \$3.00 US postage and handling. Current subscriber price includes all benefits except an additional subscription to Nickelodeon Magazine.

NOTES

NOTES

WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **46067**. Please use this code to identify your Product when contacting us.

Limited Warranty

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

To receive warranty service:

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

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

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

WARRANTY

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

Repairs after Expiration of Warranty

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

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

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

REGISTER YOUR GAMES

ONLINE AT www.thq.com



MY THQ

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

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

THQ Inc.,
29903 Agoura Road
Agoura Hills, CA 91301