GAME BOY® ADVANCE

AGB-BT4E-USA

DRAGON BALL GT™ TRANSFORMATION™

INSTRUCTION BOOKLET

ATARI

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

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

To avoid battery leakage:

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

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Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE AND NINTENDO DS™ VIDEO GAME SYSTEMS.

THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY

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PROLOGUE

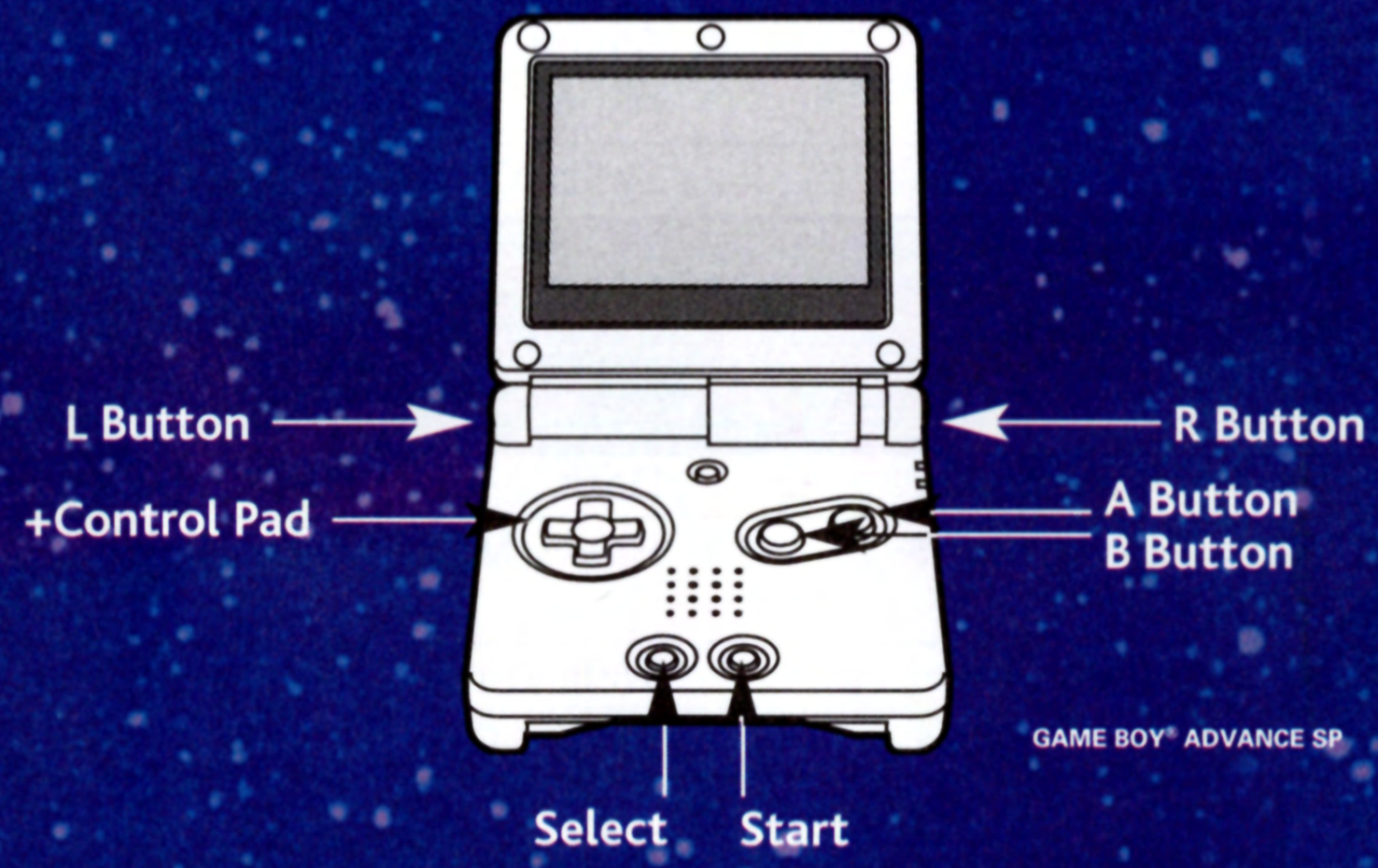
Ten years have passed since Goku® and Uub left their friends and families to train in order to hone their skills to perfection. But Goku® soon finds himself helpless against the mystical power of the Dragon Balls and an accidental wish made by the devious Emperor Pilaf®. His desire; that Goku® once again become a child! Not daunted by this small setback, Goku®, together with the new president of Capsule Corporation, Trunks, and his own granddaughter, Pan, blast off into the outer reaches of space in search of the mysterious Blackstar Dragon Balls. But these Dragon Balls have a fatal secret: If not collected within one year, the planet on which the last wish was made will be destroyed. The current target is Mother Earth herself! With the Dragon Balls scattered across the entire galaxy, the heroes stumble upon new friends, ferocious enemies, and extraordinary beings never encountered before. Dragon Ball GT follows Goku's search for the Dragon Balls with the hope that he can be wished back into adulthood and that Earth might be spared.

GETTING STARTED

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy® Advance is ON.
2. Insert the *Dragon Ball GT®: Transformation*™ Game Pak into the slot on the Game Boy® Advance. Press firmly to lock the Game Pak in place.
3. Switch the Game Boy® Advance ON. The Start-up screen should appear. If the Start-up screen fails to appear, begin again at step 1.

4. Use the **+Control Pad** to highlight either Story Mode, Multiplayer, Options or Secrets and press **START** or the **A Button** to confirm that option. Once you have completed the Story Mode, Single Player Mode also becomes available.

GAME CONTROLS



Basic

+Control Pad	Move
A Button	Jump
B Button	Melee Attack
L Button	Charge (increase energy)
R Button	Energy Attack
START	Pause
SELECT	Switch Character

Advanced

Standing / Walking

Double Tap **+Control Pad**	Dash
Hold **+Control Pad** ◀ or ▶ + **B Button**	Heavy Melee
A Button + **B Button**	Wide Range Attack
Hold **R Button** + **B Button**	Special Energy Attack
Hold **+Control Pad** + **B Button** near object/enemy	Pick up object / Grab enemy

Dashing

B Button (while dashing)	Dash Attack

Jumping

Double Tap **+Control Pad**	Air Dash
B Button	Air Punch
R Button	Air Energy Attack
+Control Pad ▼ + B Button	Dive Attack

Flying

+Control Pad	Fly
B Button	Air Punch
R Button	Air Energy Attack

Grabbing

+Control Pad (toward opponent) **+ B Button**	Grab
B Button	Throw (while holding opponent)
R Button	Grab Attack (while holding opponent)

Sleep Mode

If you wish to save battery life, but do not want to completely shut off your game, select Sleep Mode in the Pause Menu to turn off the Game Boy® Advance screen. To return from Sleep Mode, press the **L Button**, the **R Button** and **SELECT** simultaneously.

Game Pause

Press **START** to pause the game. In Multiplayer, the game pauses for both players, but only the player that first pressed **START** can un-pause the game. While the game is paused, the following options appear: Continue (returns you to the game), Stats (shows the statistics screen) and Exit (returns you to the Main Menu).

SAVING AND LOADING

You can save one game in each of the three modes on your *Dragon Ball GT®: Transformation* Game Pak. To start a new game, select a game mode from the Main Menu and then select Start New Game. To load a saved game, select a game mode from the Main Menu and then select Continue Game.

Progress is saved automatically at the beginning of each level in Story Mode, Single Player Mode and Multiplayer Mode. To delete a saved game, select the game mode from the Main Menu and then select Start New Game. The existing game is erased and a new game is created.

OPTIONS

The Options menu has three slider bars for adjusting the sound effects volume, music volume and text speed. Highlight an option by pressing the **+Control Pad** ▲ or ▼, and adjust the option by pressing the **+Control Pad** ◀ or ▶. Select Credits to view the game's credits.

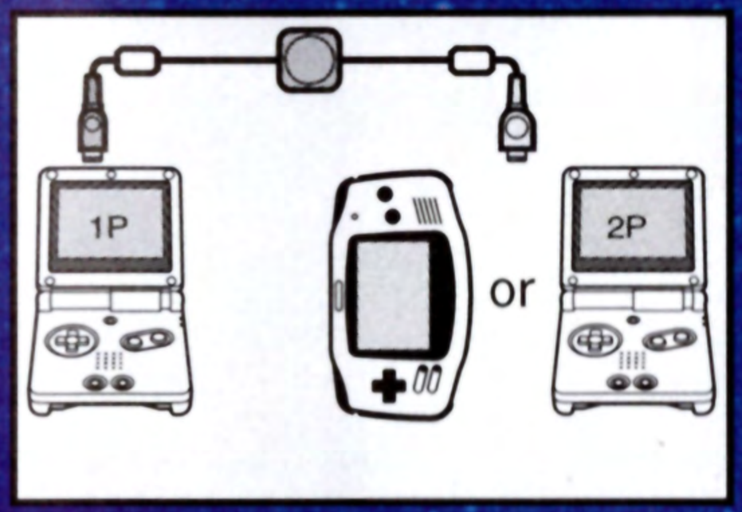
PLAY MODES

Story Mode

Story Mode is the standard play mode of the game. One player guides Goku®, Pan, and Trunks (and later, SS Goku® and SS4 Goku®) through the levels of the game, with cutscenes and cinematics telling the story of Dragon Ball GT. Press **SELECT** to switch between the characters.

Single Player Mode

Once you have completed Story Mode, play again in Single Player Mode. You are in control of one character, with two "helper" characters off screen, available at any time through a single button press (as long as they are alive). Additional characters are available that are not available in story mode. Initially, you can choose from Goku®, Trunks®, Pan and Uub, but four more Heroes and one Villain can be unlocked.



Multiplayer (Game Boy® Advance Game Link® Mode)

Select Multiplayer Mode to play with a friend. Each player must have a *Dragon Ball GT®: Transformation*™ Game Pak and a Game Boy Advance system. Before linking the Game Boy® Advance Game Link® Cable (sold separately), all Game Boy Advance systems must be switched OFF. Link the Game Link Cable to each of

the systems. Insert a *Dragon Ball GT®: Transformation™* Game Pak into each system. Switch the systems ON.

GAME SCREEN

A. Player Health Meter – Shows the player's health. This decreases whenever you are injured. If it empties completely, your character dies and you should switch to the next team character.

B. Player Energy Meter – Shows your energy level. This decreases when you perform certain attacks, such as ki blasts or special attacks.

C. Team Character Meters – Show the health and energy of your team characters.

D. Multiplayer Character Meters – Only appear during a multiplayer game. They display the health and energy of the other player's characters.

E. Score – Your accumulated score for the level.

F. Combo Hit Number – Displays the amount of combo hits you have received. You can continue to increase the length of the combo so long as the hit number appears.

G. Dragon Radar – Shows you where your character should go.

H. Enemy Health Meter – Shows the health of the enemy that you last attacked and the name of the enemy. As you fight the enemy, his health meter is lowered and the meter changes color to show your progress. The toughest enemies start with a white bar and go down from there to purple, blue, green, yellow, orange and red.

I. Boss Health Meter – Only appears when you are fighting a boss. It shows the boss's current health. As you fight the boss, his health meter is lowered and the meter changes color to show your progress. The toughest boss starts with a white bar and goes down from there to purple, blue, green, yellow, orange and red.

COMBAT

Melee

Press the **B Button** to perform a melee attack. Press the **B Button** in rapid succession to execute a melee series, as long as you are hitting an enemy. Each character's base series consists of three hits, with the last one being the "ender" that knocks the enemy down. For additional moves in this series that are inserted before the ender, press the **B Button** plus a **+Control Pad** direction.

Heavy Melee

Hold the **+Control Pad** ◀ or ▶ and press the **B Button** at the same time to perform a Heavy Melee attack. This attack does twice as much damage as a normal punch, and knocks over enemies that are hit by it. The drawback to this attack is that there is a delay after the attack is performed where you are vulnerable, regardless of whether you hit the enemy or not.

Energy Attack

Press the **R Button** to fire an Energy Attack. Press and hold the **R Button** to charge it up and fire a larger Energy Attack. To walk while charging, continue to hold the **R Button** while pressing the **+Control Pad** direction. There are three different levels of Energy Attacks, each one more powerful than the last.

Special Energy Attack

Press the **R Button** and the **B Button** at the same time to perform a Special Energy Attack. You must have a full energy bar to use this attack. This drains the character's entire energy bar, but it does far more damage than a normal energy attack.

Charge

To recharge your energy, press and hold the **L Button**. If you are low on health and your energy is flashing, when you charge your energy you automatically do a Charge Blast that pushes back nearby enemies and gives you time to recharge your energy.

Switch Characters

In Single Player Mode, press **SELECT** to make a selection bracket appear around the first team character. Quickly press **SELECT** again to move it to the second team character. You can toggle between the two team characters as often as you like. You must wait after switching characters before you can return to playing as the original character.

POWERUPS

Powerups are dropped by the destructibles in the game. To pick up a powerup, walk over it.

Stat Powerups

These are powerups that increase the characters' stats. There are four types:

Red – Increases the Health stat
Yellow – Increases the Strength stat
Green – Increases the Power stat

In addition, there are large and small versions of each of these types. The small versions are worth one point, and the large versions are worth 10 points. The player must collect many of a certain type to increase that stat by one point. Each time the player collects 10 of the small stat gems, or one large one, the respective stat increases by one.

Recharge Powerups

Health Recharge:
Small (Soda, Candy Bar, Apple) – Refills 10% of the health bar
Medium (Burger, Noodle Bowl, Pizza) – Refills 50% of the health bar
Large (Turkey, Sub Sandwich, Watermelon) – Refills 100% of the health bar

Senzu Bean: The Senzu Beans are very rare. If one of your team characters is dead, the

Senzu Bean brings him back to life with 25% health and 0% energy. If both of your team characters are dead, the first one that died is brought back to life. If none of your team characters are dead, your character is restored with 100% health and 100% energy.

Timed Powerups: Timed Powerups do not transfer from character to character if you switch characters.

Invincibility: The current character takes no damage for 20 seconds. Your character will flicker during the duration of invincibility.

Kaioken: The character's strength, power and speed stats are increased by 5 for 20 seconds.

Infinite Energy: Your character's energy bar isn't drained at all when he uses energy attacks for 20 seconds. During this time, the Energy meter turns yellow, and doesn't drain. After the time has passed, the meter returns to green.

Super Speed: The current player gets a speed boost equivalent to an added stat point. This effect lasts 20 seconds.

STATS

These stats can be improved by collecting powerups from enemies.

Health Stat

Shows how much damage the character can take before he or she dies.

Strength Stat

Determines how much damage is done to an enemy with a melee attack.

Power Stat

Shows how much damage energy attacks do.

SECRETS

You can spend the Zenie you collect over the course of playing the various game modes on Secrets, which open up new portions of the game. Select Secrets at the Main Menu to list Secrets the costs to unlock them. Many Secrets are hidden until they are unlocked.

CHARACTER INFORMATION

Note: Combo sequences are based on the character facing to the right.

Goku®

Even though Goku® was turned into a child by an ill-made wish, Goku® is still one of the best fighters in the universe. His range may be reduced in his tiny new form, but those who underestimate him learn to regret it.

Goku®'s Special Combo Sequence:

1 hit: **B Button**

2 hit: **B Button, B Button**

3 hit: **B Button, B Button, B Button**

4 hit: **B Button, B Button, ▲+Control Pad** plus **B Button, B Button**

5 hit: **B Button, B Button, ▲+Control Pad** plus **B Button, ▶+Control Pad** plus **B Button, B Button**

6 hit: **B Button, B Button, ▲+Control Pad** plus **B Button, ▶+Control Pad** plus **B Button, ▲+Control Pad** plus **B Button, B Button**

Goku®'s Special Attack: **Kamehameha**

Pan

Pan is the granddaughter of Goku®. She sneaks onto the Capsule Corp. ship to join Goku® and Trunks in their search through the universe for the Black Star Dragon Balls. Pan has Giru, a mini robot from the Planet M2, as her sidekick to help when battling enemies.

Pan's Special Combo Sequence:

1 hit: **B Button**

2 hit: **B Button, B Button**

3 hit: **B Button, B Button, B Button**

4 hit: **B Button, B Button, ▶+Control Pad** plus **B Button, B Button**

5 hit: **B Button, B Button, ▶+Control Pad** plus **B Button, ▶+Control Pad** plus **B Button, B Button**

6 hit: **B Button, B Button, ▶+Control Pad** plus **B Button, ▶+Control Pad** plus **B Button, ▼+Control Pad** plus **B Button, B Button**

Pan's Special Attack: **Kamehameha**

Trunks

Trunks volunteers to help Goku® on the quest for the Black Star Dragon Balls. Even though he is now the President of the Capsule Corp., he still seeks out action and adventure no matter the odds.

Trunks' Special Combo Sequence:

1 hit: **B Button**

2 hit: **B Button, B Button**

3 hit: **B Button, B Button, B Button**

4 hit: **B Button, B Button, ▶+Control Pad** plus **B Button, B Button**

5 hit: **B Button, B Button, ▶+Control Pad** plus **B Button, ▲+Control Pad** plus **B Button, B Button**

6 hit: **B Button, B Button, ▶+Control Pad** plus **B Button, ▲+Control Pad** plus **B Button, ▲+Control Pad** plus **B Button, B Button**

Trunks' Special Attack: **Final Buster**

SS Goku®

This is Goku® in his Super Saiyan form.

SS Goku®'s Special Combo Sequence:

1 hit: **B Button**

2 hit: **B Button, B Button**

3 hit: **B Button, B Button, B Button**

4 hit: **B Button, B Button, ▲+Control Pad** plus **B Button, B Button**

5 hit: **B Button, B Button, ▲+Control Pad** plus **B Button, ▶+Control Pad** plus **B Button, B Button**

6 hit: **B Button, B Button, ▲+Control Pad** plus **B Button, ▶+Control Pad** plus **B Button, ◀+Control Pad** plus **B Button, B Button**

SS Goku®'s Special Attack: **Kamehameha x 5**

Uub

Uub and Goku® train together in an effort to assure that there will be another powerful fighter to defend the Earth if Goku® is ever out of action. Uub's pure heart and never-say-die attitude makes him the perfect candidate for such an honor.

Uub's Special Combo Sequence:

1 hit: **B Button**

2 hit: **B Button, B Button**

3 hit: **B Button, B Button, B Button**

4 hit: **B Button, B Button, ▶+Control Pad** plus **B Button, B Button**

5 hit: **B Button, B Button, ▶+Control Pad** plus **B Button, ▶+Control Pad** plus **B Button, B Button**

6 hit: **B Button, B Button, ▶+Control Pad** plus **B Button, ▶+Control Pad** plus **B Button, ▲+Control Pad** plus **B Button, B Button**

Uub's Special Attack: **Kamehameha**

SS Vegeta®

SS Vegeta® is the arch-rival and former enemy of Goku®. While the haughty Saiyan prince has learned to control his evil impulses, he still lets nothing stand in the way of his quest to become ever stronger.

SS Vegeta®'s Special Combo Sequence:

1 hit: **B Button**

2 hit: **B Button, B Button**

3 hit: **B Button, B Button, B Button**

4 hit: **B Button, B Button, ◀ +Control Pad** plus **B Button, B Button**

5 hit: **B Button, B Button, ◀ +Control Pad** plus **B Button, ▶+Control Pad** plus **B Button, B Button**

6 hit: **B Button, B Button, ◀ +Control Pad** plus **B Button, ▶+Control Pad** plus **B Button, ◀+Control Pad** plus **B Button, B Button**

SS Vegeta®'s Special Attack: **Final Flash**

SS4 Goku®

In order to defeat the evil Baby Vegeta®, Goku® achieves his most powerful form, Super Saiyan 4! With the help of the Elder Kai™, Goku®'s full potential is unleashed.

SS4 Goku®'s Special Combo Sequence:

1 hit: **B Button**

2 hit: **B Button, B Button**

3 hit: **B Button, B Button, B Button**

4 hit: **B Button, B Button, ▲ +Control Pad** plus **B Button, B Button**

5 hit: **B Button, B Button, ▲+Control Pad** plus **B Button, ▶+Control Pad** plus **B Button, B Button**
6 hit: **B Button, B Button, ▲+Control Pad** plus **B Button, ▶+Control Pad** plus **B Button, ◀+Control Pad** plus **B Button, B Button**
SS4 Goku®'s Special Attack: **Spirit Bomb**

Super Baby Vegeta®

Possessed by the evil Baby, Vegeta® has become an even more dangerous and powerful fighter. Now you can find out if the greatest enemy in the universe could succeed where the heroes have failed!

Super Baby Vegeta®'s Special Combo Sequence:

1 hit: **B Button**
2 hit: **B Button, B Button**
3 hit: **B Button, B Button, B Button**
4 hit: **B Button, B Button, ▶+Control Pad** plus **B Button, B Button**
5 hit: **B Button, B Button, ▶+Control Pad** plus **B Button, ▶+Control Pad** plus **B Button, B Button**
6 hit: **B Button, B Button, ▶+Control Pad** plus **B Button, ▶+Control Pad** plus **B Button, ▶+Control Pad** plus **B Button, B Button**
Super Baby Vegeta®'s Special Attack: **Revenge Death Ball**

Piccolo

Long ago, Piccolo yearned to unleash destruction and anarchy upon Earth. Now he wants nothing more than to save it.

Piccolo's Special Combo Sequence:

1 hit: **B Button**

2 hit: **B Button, B Button**

3 hit: **B Button, B Button, B Button**

4 hit: **B Button, B Button, ◀+Control Pad** plus **B Button, B Button**

5 hit: **B Button, B Button, ◀+Control Pad** plus **B Button, ◀+Control Pad** plus **B Button, B Button**

6 hit: **B Button, B Button, ◀+Control Pad** plus **B Button, ◀+Control Pad** plus **B Button, ▶+Control Pad** plus **B Button, B Button**

Piccolo's Special Attack: **Special Beam Cannon**

THE DBGT UNIVERSE

Star Map

The Star Map is your guide to traveling through the DBGT Universe. Every time you defeat all of the enemies on a Planet, your game is saved and you return to the Star Map. From there, use the **+Control Pad** to navigate to the next Planet. Go on to the next Planet that is available, or go back to try to improve your score on a Planet you have already visited. Press the **A Button** to select the Planet.

Planet Imecka

The home of the greedy tyrant Don Kee and his bodyguard Ledgic, this planet is a desert wasteland. Many aliens come to Imecka and never leave, thanks to Don Kee's excessive taxes!

Planet Monmaasu

This is a planet populated with huge creatures. Here Goku and the gang encounter a giant with a dental problem.

Planet Gelbo

This planet is the home of a peaceful village. They live in fear of a horrible monster named Zoonama, who lives inside a nearby volcano.

Planet Luud

The denizens of this planet worship a "deity" named Luud. But as Goku and friends will soon discover, Luud isn't so divine.

Planet Rudeeze

The blazing suns that orbit this planet ensure that it remains an eternal desert. The creatures of this planet have adapted to this harsh environment, making them particularly dangerous. The most dangerous of all is the dreaded Scorpulon!

Planet M2

On their journey, the gang encounters Giru, the robots' home planet. But things are not as they seem. The infamous General Rilldo, commander of the Machine Mutant Army, calls this metal planet his home.

Deserted Starship

A Dragon Ball is detected on an abandoned starship. Piece of cake, right? Well, finding Dragon Balls is never that easy. An army of angry security robots is still active, and the starship is drifting toward a blazing sun.

Planet Tigere

This planet is home to strange animals with giant heads. Here Goku and friends encounter a giant tiger with an appetite for Saiyans.

Planet Cretaceous
Dinosaurs rule on this prehistoric planet! This time, the Dragon Ball is hidden inside the belly of the enormous Inflatasaurus Rex.

Planet Polaris
It's always winter on planet Polaris. Legend has it that a Yeti lives on this planet, but the abominable snowman is just a myth. Or is it?

Earth
Goku finally returns home! But it's a bittersweet homecoming, because something on Earth just isn't right. The citizens of Earth seem possessed. Could it have something to do with the evil machine mutant Baby who has taken over Vegeta's body?

Tuffle Planet
The evil Baby has resurrected his home planet as part of his revenge against the Saiyans. Will Goku be able to stop him? Or will this be the end of both the Saiyan and human races?

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ATARI WEB SITES

To get the most out of your new game, visit us at:

atari.com/dragonballgt

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

ataricommunity.com

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

atarisupport.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 **Email** 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 Email, 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 in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions 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, Game Pak, package and/or plastic disc case, if applicable) 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.

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. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

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