GAME BOY® ADVANCE

AGB-ASLE-USA

STUART LITTLE 2™

INSTRUCTION BOOKLET

ACTIVISION®

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

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

⚠ WARNING - Seizures

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

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

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

Convulsions	**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

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

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

⚠ WARNING - Battery Leakage

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

To avoid battery leakage:

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

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

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

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

LICENSED BY

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

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

Contents

Starting the Game 2
Game Boy® Advance Controls 2
Stuart's Back! 4
Main Menu 5
Options Menu 6
Password Screen 6
Multiplayer Connect Screen 7
On-Screen Display 7
Level Complete Screen 10
Power-Ups 10
Levels 11
Multiplayer Games 18
How to Connect Game Boy® Advance Game Link® Cables . . 20
Credits 21
Customer Support 24
Software License Agreement 26

Starting the Game

- Make sure the POWER switch is OFF.
- Insert the Stuart Little 2™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the POWER switch ON.

Note: The Stuart Little 2™ Game Pak is for the Game Boy® Advance system only.

Game Boy® Advance Controls

Use the Control Pad to move Stuart through the level. Press left/right to walk. Hold down left/right on the Control Pad to run. Release the Control Pad to walk again. To make Stuart crawl, hold down the B Button while pressing left/right on the Control Pad. Release the B Button to make Stuart stand up.

L Button
Swing Left

Control Pad
Movement

Start
Select Menu
Option/Pause

Select
Not Used

R Button
Horn/Swing Right

A Button
Select Menu
Option/Jump/
Accelerate/
Plane Loop/
Down (Level 6)

B Button
Duck/Brake/
Up (Level 6)

Stuart's Back!

Stuart makes a new best friend, Margalo, by saving her from the evil Falcon. It isn't long before Margalo disappears—and so does Mrs. Little's wedding ring! As Stuart, it's up to you to solve both mysteries. Take a trip to find Margalo and the missing ring in Stuart's biggest adventure yet!

It's a big world when you're Little, but Stuart's smart and brave enough to face the many obstacles that come his way!

Stuart gets around the big city in his airplane that can fly indoors and out! When he wants to keep his feet closer to the ground, he's got his speedy little roadster.

Main Menu

Start: Select Start to begin a new Stuart Little 2 game.

Options: Select Options to change the volume of the music and sound effects.

Multiplayer: Select Multiplayer to go to the Multiplayer Connect screen. To play Stuart Little 2 with another player, you must have two Game Boy® Advance systems, two Stuart Little 2 Game Paks, and a Game Boy® Advance Game Link® Cable.

Password: Select Password to enter a level password and begin playing the game where you left off. You'll be awarded a password when you finish the levels. Be sure to write them down!

Options Menu

Select Options from the Main Menu to go to the Options Menu. Choose the option you want and press the A Button. Press the B Button to go back to the Main Menu.

Music: Select Music to change the volume of the music. Press left/right on the Control Pad to make your selection.

SFX Volume: Select SFX Volume to change the volume of the sound effects. Press left/right on the Control Pad to make your selection.

Password Screen

When you finish a level, you'll be awarded a password. Use the Control Pad to move your cursor and select the correct password. When you've input the entire password, press the A Button. Press the B Button to go back to the Main Menu.

Multiplayer Connect Screen

Select Multiplayer from the Main Menu to go to the Multiplayer Connect screen. You must have two Game Boy® Advance systems, two Stuart Little 2 Game Paks, and a Game Boy® Advance Game Link® Cable to play a multiplayer game. See page 20, "How to Connect Game Boy® Advance Game Link® Cables".

Once you have the Game Boy® Advance systems connected by the Game Boy® Advance Game Link® Cable, select Multiplayer from the Main Menu. Your systems will connect and synchronize.

Once the systems have synchronized, you can begin to play multiplayer Stuart Little 2.

On-Screen Display

Health Bar: Shows Stuart's current health. The fuller the bar, the more health Stuart has.

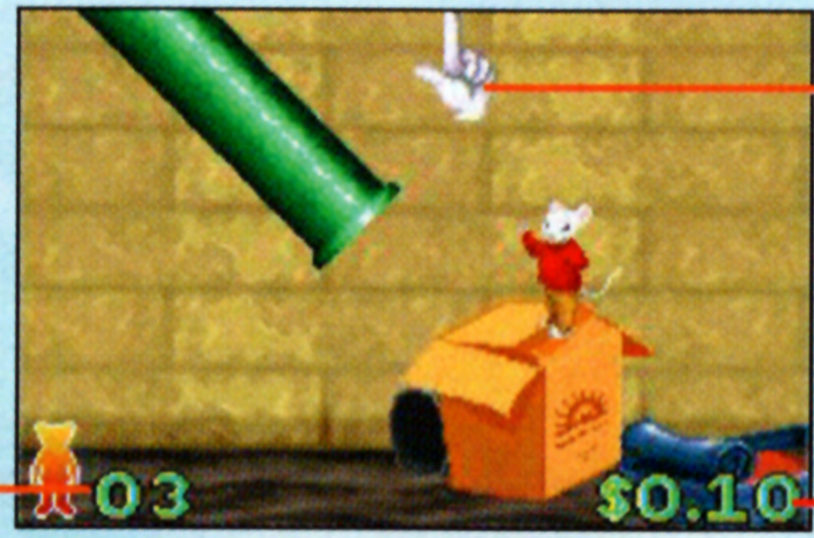
Lives: Shows the number of lives left.

Pointing Hand (Easy difficulty only): When the pointing hand is displayed, it shows you where you need to go or something you need to grab or collect.

Timer (driving levels only): The timer counts down how long you have before you need to get to the next checkpoint.

Compass (driving levels only): The compass points in the direction that Stuart needs to go. If you don't pay attention, the compass will flash red and the level will restart!

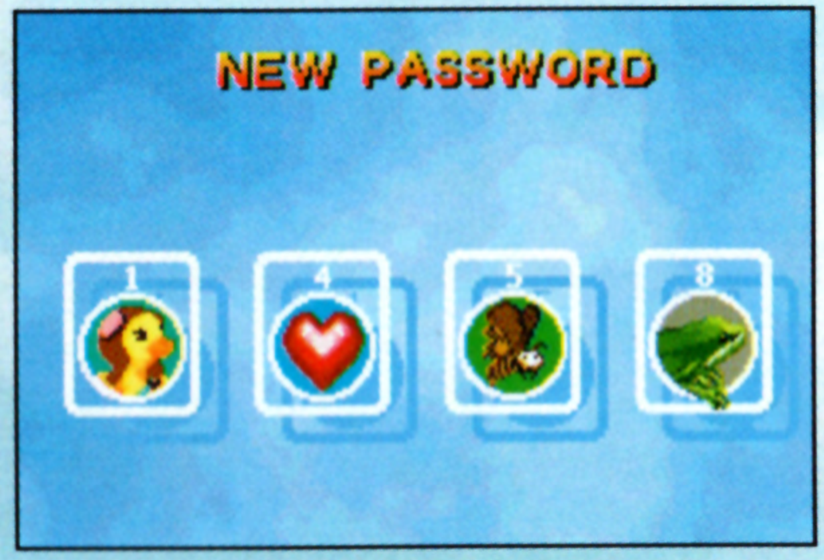
Counter: Most levels will have an on-screen power-up counter. This shows how many objects you've collected and how many are left.


Pointing Hand
Lives
03
$0.10
Counter

Compass
Health Bar
04
58
Timer

Level Complete Screen

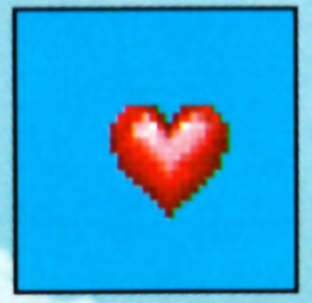
Once you finish a level, the Level Complete screen will be displayed. It shows your password. Don't forget to write down the password to go back to the game later.



Power-Ups

Small heart

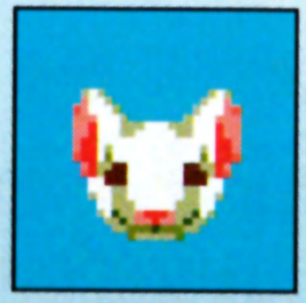
Pick these up to improve Stuart's health.



Large heart

Grab one of these and Stuart will be restored to full health.

Life
Get one extra life.



Speed
Grab the wheel with wings to make Stuart fly faster.

Levels

Level 1
Stuart's in the basement working on a craft project. Can you help him gather all the paint he needs to finish his airplane? Watch the pointing hand to see where you should go next (easy difficulty only). Be extra careful around the train tracks.

LEVEL 2

The airplane is now finished. Stuart's checking it out when he accidentally activates the ON switch! Guide the plane through the house and into Central Park. Watch out for falling apples and dragonflies as you guide the plane through the rings. If you miss a ring, you can do a Loop the Loop to go back.

Airplane Control

INPUT	ACTION
Control Pad UP	Climbs (up)
Control Pad DOWN	Dives (down)
Control Pad LEFT	Slow Down (back)
Control Pad RIGHT	Go Faster (forward)
A Button	Loop the Loop
Start	Pause

LEVEL 3

Even a mouse named Little goes to school! And he has great fun there, too! Use the ruler to jump super-high, but watch out for low-flying objects! On your way to Stuart's roadster, stop off at the lockers where you'll find one of Stuart's favorite kinds of transportation.

LEVEL 4

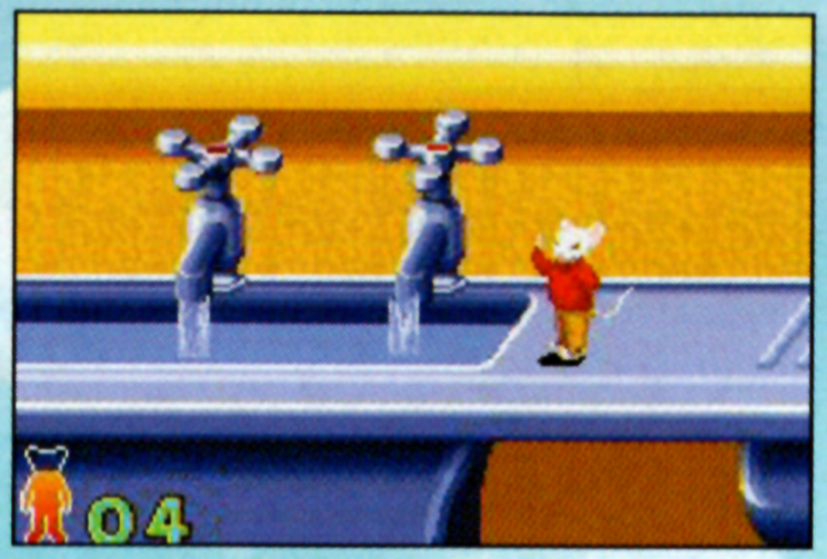
Be the first kid you know to drive home from school. But the roads aren't made for a mouse in a tiny car. Watch out for obstacles as you navigate your way through the streets. A shadow from above can be dangerous. Stay out of its way!

Roadster Control

INPUT	ACTION
Control Pad RIGHT	**Turn RIGHT**
Control Pad LEFT	**Turn LEFT**
R Button	**Horn**
A Button	**Forward**
B Button	**Brake/Reverse**
Start	**Pause**

LEVEL 5

Mrs. Little agrees that Stuart's new friend, Margalo, can stay. Make your way through the Little's kitchen and guide Margalo to her new temporary home. Use your skills to clear any obstacles that get in her way.



LEVEL 6

Oh no! Mom's ring is missing and Dad thinks it may have gone down the drain. Guide Stuart down the dark and damp drain in search of the ring. Use his flashlight to see in the dark and scare off the spiders that get in his way.

Drain Control

INPUT	ACTION
Control Pad UP	**Shine Flashlight Up**
Control Pad DOWN	**Shine Flashlight Down**
Control Pad RIGHT	**Shine Flashlight Right**
Control Pad LEFT	**Shine Flashlight Left**
R Button	**Swing Right**
L Button	**Swing Left**
A Button	**Move Down the String**
B Button	**Move Up the String**
Start	**Pause**

Level 7

Stuart's now in the back alleys of New York, looking for Margalo, who's missing too! Collect coins to buy balloons that'll make Stuart fly again! Watch out for the baddies that live in the alley. Stuart will need to use his skill and initiative to get to places he wouldn't normally be able to reach. Maybe some garbage can help him?

Level 8

Now that Stuart's got the balloons he needed, he has to keep them from getting popped! Anything sharp or pointy is dangerous for balloons and must be avoided. If Stuart loses too many of the helium balloons, they won't be able to lift him off the ground.

Level 9

Stuart's airplane needs some parts so it can be up and running again. All sorts of creatures get in Stuart's way and try to slow him down. See if you can hunt through the garbage and find everything Stuart needs. Use the boxes again to reach the higher levels.

Level 10

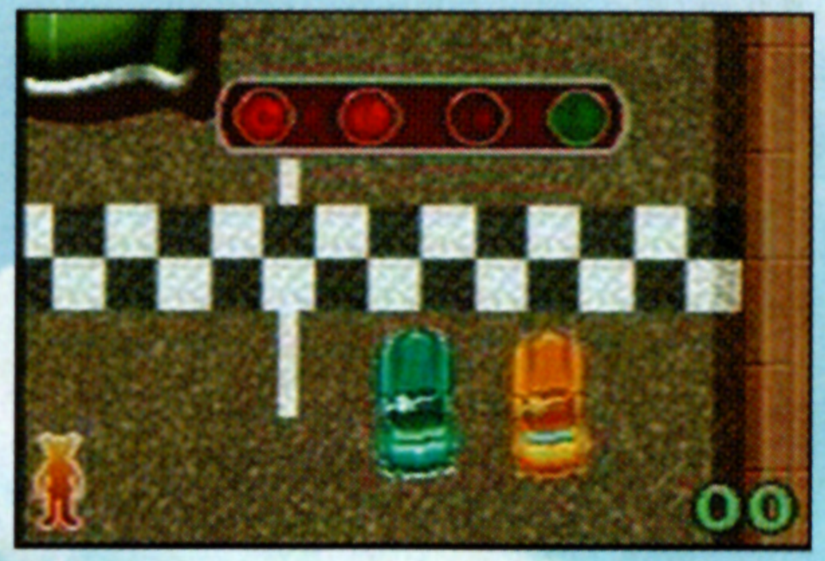
Stuart's got his plane running, but it's not what it used to be and he needs to keep it in the air. Aim at the helium balloons. If you pop them, some of them will give Stuart's plane a boost. The Falcon doesn't want you around though, so you might just have to aim for him too!

Multiplayer Games

To play a multiplayer game of Stuart Little 2, you must have two Game Boy® Advance systems, two Stuart Little 2 Game Paks, and a Game Boy® Advance Game Link® Cable. Hook up the two Game Boy® Advance systems and then start to play.

The Little Prix

Play with a friend and be the first one to cross the finish line and win the race! Every race is different and you have to follow the correct route around the track. If you get too far ahead, your opponent gets a speed boost, so don't get cocky until you cross the finish line.



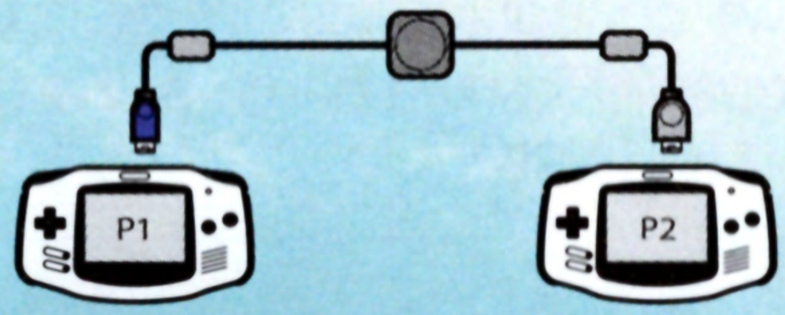
Level Runners

Play with a friend and be the first one to finish the level. Player 1 will control Stuart and player 2 will control Margalo. Who is better, bird or mouse? Play the game as hard as you can and find out!

How to Connect Game Boy® Advance Game Link® Cables

What You Will Need

- Two Game Boy® Advance Systems (one for each player)
- Two Stuart Little 2 Game Boy® Advance Game Paks
- One Game Boy® Advance Game Link® Cable



2-PLAYER GAME

Connecting the Cables

1. Check that the POWER switch on each Game Boy® Advance system is set to the OFF position. Insert a Game Pak into each Game Boy® Advance system.

2. Plug the Game Link® Cables into the External Extension Connector of the Game Boy® Advance systems.

3. Turn the POWER switch on both Game Boy® Advance systems to the ON position.

Credits

DEVELOPED BY CREATIONS

Producer
Gavin Eagleton

Lead Programmer
Matt Green

Programmer
Wayne Miller

Lead Artist
Martin Holland

Background Art
Christian Simcock

Animation
Andrea Lord, Andy Wilson

Additional Art
Mark Wilcox

Music & SFX
Martin Goodall

Level Designers
Simon Hundleby, Richard Brooks

Senior Management
Lorraine Starr, Jim Bottomley, Mike Delves, Andy Onions

QA
Craig Betts, Stuart Arrowsmith, Danny Bourne, Andrew Miller, Richard Brooks

Design
Scott Johnson, Dave Maclaughlin

PUBLISHED BY ACTIVISION, INC.

Producer
Tom O'Connor

Production Associate
Juan Valdez

V.P. European Studios
Julian Lynn-Evans

Executive V. P. Worldwide Studios
Larry Goldberg

MARKETING AND PUBLIC RELATIONS

Global Brand Manager
Jenny Stornetta

Marketing Associate
Jennifer Daniels

Marketing Assistant
Jeremy Grapner

Trade Marketing Manager
Elisabeth Noyes

Director of Research
Chris Langlois

V.P. Global Brand Management
Tricia Bertero

Executive V.P. Marketing
Kathy Vrabeck

Publicist
Lisa Fields

BUSINESS AND LEGAL AFFAIRS

Senior Director
Business and Legal Affairs
Michael Hand

CREATIVE SERVICES

V.P. Creative Services
Denise Walsh

Creative Services Manager
Jill Barry

Creative Agency
Ignited Minds, LLC

QUALITY ASSURANCE

Project Lead
John Rosser

Senior Project Lead
Ben DeGuzman

Manager Console Testing
Joe Favazza

Testers
Jamie Huntsman, Jane Lee, Vyente Ruffing,
Michael Jackson, Michael Dix

CUSTOMER SUPPORT

Customer Support Manager
Bob McPherson

Customer Support Escalation and Information Lead
Rob Lim

Customer Support Phone Lead
Gary Bolduc

Customer Support E-Mail Lead
Mike Hill

ACTIVISION UK

Senior VP European Publishing
Scott Dodkins

Director of Marketing
Sarah Ewing

Brand Manager
Alison Mitchell

Head of Publishing Services
Nathalie Ranson

Localization Project Manager
Simon Dawes

Creative Services Manager
Jackie Sutton

European Operations Manager
Heather Clarke

Production Planner
Lynne Moss

Production Administrator
Victoria Fisher

Special Thanks
Sarah Pepin, Nicholas Favazza.
Henry Villanueva, Alex Coleman,
Omari Valentine, Jason Potter, Kragen Lum,
Jim Summers, Sam Nouriani, Jeremy Gage,
Nadine Theuzillot, Jason Wong,
Marilena Rixford, Indra Gunawan,
Marco Scataglini, Todd Komesu,
Jennifer Vitiello, Willie Bolton,
Chad Siedhoff, Margarita Umil,
Shelby Yates
Sony Pictures Consumer Products:
Mark Caplan, Laetitia May,
Eric Thomsen, Paige Brown

CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: http://www.activision.com/support

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions.

E-Mail: support@activision.com

A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet/e-mail support is handled in English only.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product.

Move through stunning scenes from the movie as you explore enormous city environments with newfound maneuverability.

NOW AVAILABLE FOR

GAME BOY ADVANCE

GO FOR THE ULTIMATE SPIN AT
www.sony.com/spider-man

MARVEL SPIDER-MAN COLUMBIA PICTURES

ACTIVISION

activision.com

Spider-Man and all related Marvel characters, TM & © 2002 Marvel Characters, Inc. Spider-Man, the movie, © 2002 Columbia Pictures Industries, Inc. All rights reserved. Game code © 2002 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark of Activision, Inc. and its affiliates. All rights reserved. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.

Software License Agreement

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision 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 WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product cartridge only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for $15 U.S. currency per cartridge replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. 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, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program 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 Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, 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 Product pursuant to the terms of this 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. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

030922

ACTIVISION®

activision.com

Activision, Inc. P.O. Box 67713, Los Angeles, CA 90067
Stuart Little 2: TM & © 2002 Columbia Pictures Industries, Inc. All Rights Reserved. Game code © 2002 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark of Activision, Inc. and its affiliates. All Rights Reserved. Developed by Software Creations. Licensed by Nintendo. Nintendo, Game Boy and Game Boy Advance are trademarks of Nintendo. © 2001 Nintendo. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.
80379.260.US

PRINTED IN JAPAN