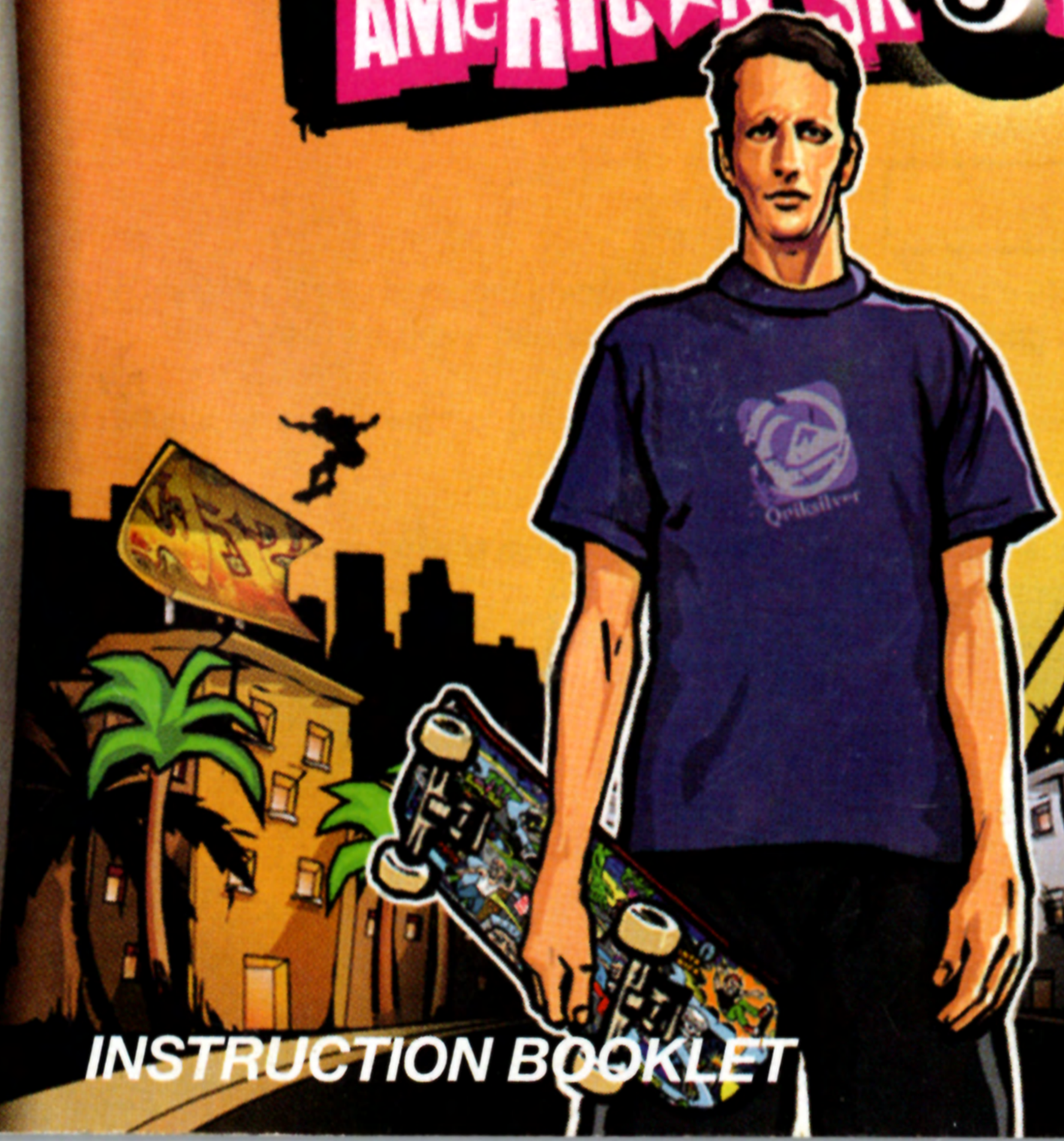
GAME BOY ADVANCE

AGB-BH9E-USA

TONY HAWK'S AMERICAN SK8 LAND



INSTRUCTION BOOKLET

ACTIVISION®

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.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal ®

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 OR NINTENDO DS™ VIDEO GAME SYSTEMS.



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

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)

EVERYONE ®
E
CONTENT RATED BY ESRB

LICENSED BY
Nintendo®

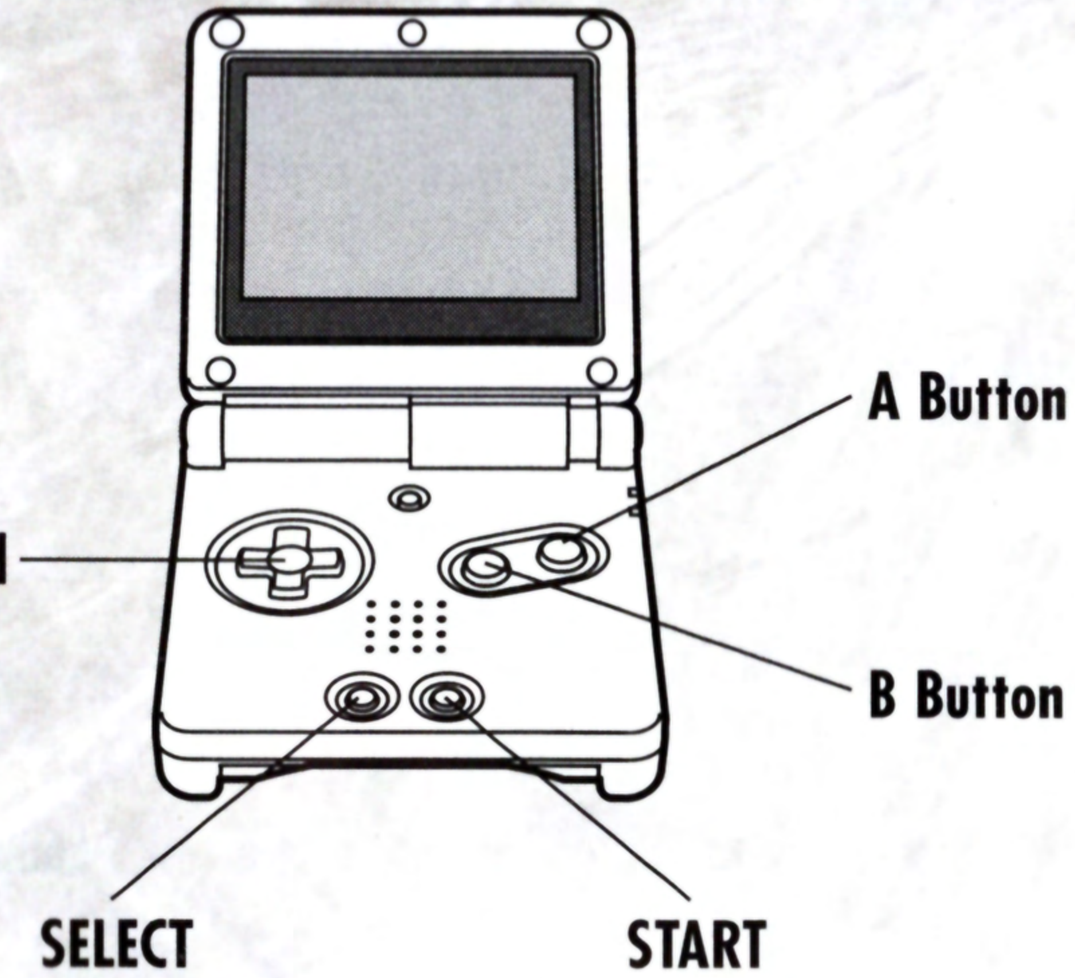
NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

INSIDE

Getting Started 4
Controls 5
Special Meter & Special Tricks 8
The Game Modes 8
Multiplayer Games (Head-2-Head) 10
Options 11
The Pause Menu 12
Saving the Game 12
The Areas 13
Connecting Game Boy® Advance Game Link® Cables 14
Credits 17
Customer Support 19
Software License Agreement 22

GETTING STARTED

- Make sure the power switch is OFF.
- Insert the *Tony Hawk's American SK8Land*™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the power switch **ON**.
- To select menu options, press ↑ and ↓ on the +Control Pad to navigate. Highlight the desired option and press the **A** Button to accept and the **B** Button to go back.



CONTROLS

All of the following instructions refer to the default control scheme. To change default settings, see page 11.

Ollie (or Jump) To ollie, press and hold the **B** Button to crouch, release it to jump. The longer the crouch, the higher the ollie. Crouching also makes you move faster.

Grab Tricks To do grab tricks, press the **R** Button plus a direction on the +Control Pad when in the air. To earn more points, simply hold onto the grab longer while in the air.

Flip Tricks To do flip tricks, press the **L** Button plus a direction on the +Control Pad when in the air.

Grind To grind, press and hold the **A** Button when in the air near a rail, edge or lip. Press ← and → on the +Control Pad to balance.

Lip Tricks To do lip tricks, skate straight up to a lip and press the **A** Button plus a direction on the +Control Pad. Press ↑ and ↓ on the +Control Pad to balance.

Manual To manual, press ↓↑ or ↑↓ on the +Control Pad while on the ground or when landing after a revert. Press ↑ and ↓ on the +Control Pad to balance.

Revert Press the **R** Button when landing to "revert" from a vert air combo back to a ground combo without landing the trick.

No Comply To no comply, press ↑ on the +Control Pad while pressing and releasing the **B** Button. These moves allow higher jumps.

Boneless To boneless, press ↑↑ on the +Control Pad while pressing and releasing the **B** Button.

Nollie To move into the nollie position, press the **L** Button when on the ground.

Switch Stance To change from normal stance to switch stance, press the **R** Button when on the ground.

Wallride To wallride, press and hold the **A** Button when in the air near a wall, sign, building, etc.

Wall Plant To wall plant, jump toward the wall and press the **A** Button.

Spine Transfer To transfer over a spine (two quarterpipe ramps placed back-to-back), press the **L** and **R** Buttons when launching off one side of the spine.

Skitching To skitch (get pulled behind a vehicle), press ↑ on the +Control Pad when directly behind a vehicle. Press ← and → on the +Control Pad during a skitch to balance the skater.

Quick 180°s To quickly turn 180° while in the air, double-tap ← or → on the +Control Pad.

Bert Slide Press and hold the **L** Button while in a manual and press ← or → on the +Control Pad to turn sharply.

Natas Spin To spin on a fire hydrant, ollie over one and press the **A** Button while above it.

Running You can get off your skateboard by pressing ↓ on the +Control Pad and holding it until your skater gets off the board. Then press and hold the **A** Button to run. Press ← or → on the +Control Pad to "steer" your skater when you run. Press the **B** Button to jump back on your board.

Run Out You can link tricks together by doing a "run out." While in a trick link, jump by pressing the **B** Button. While in the air, press the **A** Button twice quickly. You'll now be in running mode and have five seconds to start another trick by pressing the **B** Button and then the trick you want to perform.

SPECIAL METER & SPECIAL TRICKS

In the top left-hand corner of the screen below your score, you'll see the Special Meter. Bust tricks without bailing to bump up your Special Meter. Once your Special Meter is full, it'll flash, letting you know you can pull off special tricks that you normally cannot. Special tricks are performed using multiple direction presses on the +Control Pad with the corresponding face button.

THE GAME MODES

Story Mode

In this mode, you are presented with story-specific missions. To progress through the game and see all the city and skate spots, you need to complete these missions. Missions are presented to you by various characters located in and around the city. Characters who are ready to give you a mission have a red circle under their feet, indicating you can talk to them and receive your next mission. To start a mission, skate up next to the character and press the **L** Button.

Classic Mode

Classic Mode is the traditional way players learned to play the *Tony Hawk's Pro Skater*® games. There's a two-minute timer and a list of ten goals, including: High Score, Pro Score, Sick Score, Skate Letters, Combo Letters, Secret Tape and more!

Head-2-Head

When you and a friend are ready to go head-2-head, this mode offers many different two-player games.

Note: Hotseat games may be played between two players sharing only one Game Boy® Advance system.

Linkplay games require that both players have a Game Boy® Advance system and a copy of Tony Hawk's American SK8Land,™ *and one Game Link® Cable. (Please see page 14 for Game Link information.)*

MULTIPLAYER GAMES (HEAD-2-HEAD)

H.O.R.S.E. is played as a Hotseat game (no Game Boy® Advance Game Link® Cable is used; the Game Boy® Advance system is passed to the next player when the first player has finished his/her round). In H.O.R.S.E., the objective is to get a bigger combo score than the previous skater. The player who gets a lower score on a single combo line gains a letter in the word "H.O.R.S.E." Once a player has collected all 5 letters, they lose.

Trick Attack is both a Hotseat (no Game Boy® Advance Game Link® Cable is used) and a linkplay game (Game Boy® Advance Game Link® Cable required). In Trick Attack mode, the object is to gain a higher overall score than your opponent. After a timed run, the skater with the most points wins.

King of the Hill is a linkplay game (Game Boy® Advance Game Link® Cable required). Find the crown placed in a random spot in the level. Once the crown is found, the skater who keeps the crown the longest is the winner. You can lose the crown by getting tagged or by bailing. The skater with the longest trick combo line slows the other player down. So keep possession of the crown while you continue doing tricks.

Tag is a linkplay game (Game Boy® Advance Game Link® Cable required). Tag is quite similar to King of the Hill but there's no crown, so you're not penalized for bailing. The other difference is that the only skater who can slow the other one down is the one who's currently "it."

Scavenger is a linkplay game (Game Boy® Advance Game Link® Cable required). In this mode, compete to see who can accomplish the goals from Classic mode the fastest. The first skater to beat a goal gets the credit for it, and the one with the most goals completed within the set time limit wins.

OPTIONS

Sound: Change the levels of the sound effects and music.

Controls: Customize your controls.

Delete Game: Delete a saved game.

Credits: See all the people who made the game.

THE PAUSE MENU

Continue: Select Continue to resume the game.

Change Area: Select this option to change the area you are playing to another area that's already been unlocked.

Skater Progress: Select this option to view your skater's current stats, tricks learned or goals completed.

Options: Choose Options to adjust the sound options or to put your game into Sleep Mode.

Quit: Select this option to go back to the Main Menu.

SAVING THE GAME

Don't worry! Any time you do something worth saving, for instance, change clothes, move to a new area or complete a goal, the game saves your progress for you!

THE AREAS

Cohoes

Upstate New York? This is where it all started—you learned to skate on these ramps and rails. Today is the Tony Hawk Hometown Skate Park Tour. Hope you get to meet him!

Hollywood

Holy Cow! So many stars! This place is crazy! The Walk of Fame! The Hollywood sign! The Sunset Strip! So many landmarks! Your friends will never believe you got to skate here.

School Yard

This is one fancy school! Kids with designer clothes, cell phones. And the cars! What's with the lights on the bottom? This is like no school you're used to. Bet you could show these kids a few skate tricks, though.

Downtown

This city is huge! So many stores! So many people! And what's with all the coffee shops?

Vans Skatepark

WOW! THE Vans Skatepark! So many greats have skated in this historic location! And the skate shop has some pretty sweet stuff in it. Hope you can live up to the standards of the kids skating here.

San Francisco

Rice anyone? The hills, the streetcars. And that bridge is huge! Can't wait to make a run down the hills in this city.

The Warehouse

American SK8Land? This place used to be amazing according to Mindy and Tony. You know there are some surprises still left in this old place.

CONNECTING GAME BOY® ADVANCE GAME LINK® CABLES

What You'll Need

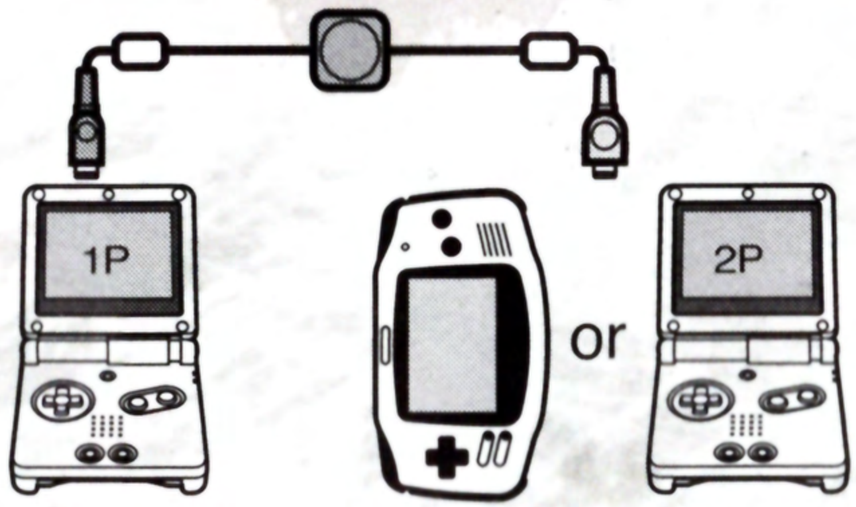
- Two Game Boy® Advance systems (one for each player).
- One *Tony Hawk's American SK8Land*™ Game Pak per Game Boy® Advance system.
- One Game Link® Cable.

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. Link the Game Link® Cable to each Game Boy® Advance system, making sure the host has the smaller of the Game Link® Cable ends plugged into his or her Game Boy® Advance system.
3. Turn the POWER switch on both Game Boy® Advance systems to the ON position.

Please refer to the following diagram for the correct linking configuration.

Proper Connection Scheme Diagram



Host

Important Warning

You may experience communication failures and other problems if any of the following occur:

- Use of a Cable other than the Game Boy® Advance Game Link® Cable.
- Failure to securely plug the Game Link® Cable into the Game Boy® Advance system.
- Unplugging Game Link® Cables from one or more Game Boy® Advance systems before the communication process is complete.
- Failure to connect the Game Link® Cables to the Game Boy® Advance systems as shown in the diagram.

CREDITS

Developed By

VICARIOUS VISIONS

www.vvisions.com

CEO/Chief Creative Officer
Karthik Bala

President
Guha Bala

Executive Producer
David Nathanielsz

Producers
Jesse Booth
Craig Derrick
Robyn Diaz

Project Lead
Rob Gallerani

Design
Bret Dunham
Chris John

Programming
Ward Childress
Brian Sox

Additional Programming
Greg Oberg
Jan-Erik Steel

Art
Rob Gallerani
Steve Nelson
Guillermo la O'
Brent Gibson

Concept Art
Bryan Shutt

Additional Art
Thomas Miller

Music
Shin'en Multimedia

Play Testing
Jonathan Alandt
Richard Gudz
Niles Hartley
Jake King
Henry McCrory
Rachel Owens
Ben Roy
Zachary Stryker
Conor White

VV Special Thanks
Activision
Nintendo of America
Jesse Raymond, Sunbir Gill
Steve Derrick, Mandy Allcorn
Kerry Coffey, Lauren Costello
Di Davies, Nehme Frangie
Dawn Harrington
Chris McEvoy, Sergio Sanchez
Rick Stegmann, Tim Stellmach
Ida Thornburg
Jason Timmons, Dan Wall
Leo Zuniga

VV would like to acknowledge and thank the *Tony Hawk* NDS team for additional art and design content used in the making of this game.

Published by

ACTIVISION PUBLISHING, INC.

Executive Producer
Steve Ackrich

Producers
Doug Heder
Jennifer Oneal

Associate Producers
Brian Diggs
Chris Scaglione

Production Coordinators
Randy Guillote
Kop Tavornmas
Mimi Vu

Production Tester
Jader Chaves

Music Supervision
Tim Riley
Brandon Young

Story Written by
Rob Hammersley

Skaters
Tony Hawk
Tony Alva
Rodney Mullen
Andrew Reynolds
Paul Rodriguez
Daewon Song
Mike Vallely

Activision Studios

President, Activision Publishing
Kathy Vrabeck

VP, North American Studio
Giancarlo Mori

VP, Global Brand Mgmt.
Will Kassoy

Director, Global Brand Mgmt.
Jeff Kaltreider

Global Brand Manager
Mike Fulkerson

Associate Brand Manager
Joanne Wong

Manager, Corporate Communications
Peter Binazeski

Publicist, Corporate Communications
Kehau Rodenhurst

Junior Publicist, Corporate Communications
Megan Korns

Marketing/Licensing Consultant
Lisa Hudson
Black Sun Productions

VP, Creative Services & Operations
Denise Walsh

Director, Creative Services
Matthew Stainer

Manager, Creative Servies
Jill Barry

Assistant Manager, Creative Services
Shelby Yates

Creative Agency
Creative Domain

Manual Layout
Ignited Minds LLC

Business Development
Paula Cuneo
Tina Kwon

Activision Legal
Greg Deutsch
Kap Kang
Danielle Kim
Mike Larson
Lee Lawson

Activision Special Thanks
Charisse Arnce, Clarence Bell
Justin Berenbaum
Brian Bright, Steffanie Bullis
Anna Bunyik, Michael Carter
Irwin Chen, Jeff Chen
Hank Cho, Kevin Chu
Ralph D'Amato, Simon Ebejer
Ken Fox, Sam Gaglani
Jay Gordon, Mark Gordon
Mike Hall
Olivia & Eric Heder
Fritzie Leao, Kragen Lum
Anastasia Martin
Gilbert Martinez
Jeff Matsushita
Jason McAuliffe, Ian Moreno
Brian Morrison, Kevin Mulhall
Brian Oles, Steve Pearce
Kendrick Pejoro,
Jason Posada
Wade Pottinger, Will Preisler
Derek Racca, Shaun Robinson
Carlos Rodriguez
Ric Romero, Richard Santiago
Carl Schnurr, Derek Smith
Jennifer Sullivan
Alessandro Tento
Nadine Theuzillot
Juan Valdes, Brian Ward
Nicole Willick

Quality Assurance/ Customer Support

Project Lead
Craig "Chaz" Schmidt

QA Manager
Matt McClure

TEST TEAM

Floor Lead
Brandon Miller

Testers
Brandon Sanders
Kevin Purcell
Joel Espana
Sean Means
Julio Alonzo
Armando Fernandez

Sr. Manager, Technical Requirements Group
Marilena Rixford

Sr. Lead, Technical Requirements Group
Siôn Rodriguez y Gibson

Project Lead, Technical Requirements Group
Aaron Camacho

Testers, Technical Requirements Group
Robert Lara
Sasan Helmi

Customer Support Leads
Gary Bolduc – Phone Support
Michael Hill – E-mail Support

CS/QA Special Thanks
Jim Summers, Jason Wong
Tim Vanlaw, Adam Hartsfield
Jason Levine, John Rosser
Jason Potter
Nadine Theuzillot, Ed Clune
Brad Saavedra
Glenn Vistante, Thom Denick
Henry Villanueva, Indra Yee
Joule Middleton
Todd Komesu
Nicholas Westfield
Vyente Ruffin, Chris Keim
Francis Jimenez, Neil Barizo
Chris Neal, Willie Bolton
Chad Siedhoff
Jennifer Vitiello
Jeremy Shortell
Peter McKernan
Mike Rixford, Dylan Rixford
Tyler Rivers, Sara Button

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. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. 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 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 without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

Register your product online at www.activision.com so we can enter you in our monthly drawing for a fabulous Activision prize.

Send correspondence for Tony Hawk to:

Tony Hawk Fan Club
1116-A Melrose Drive, #362
Vista, CA 92081

or visit: www.tonyhawk.com

NOTES

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.

ACTIVISION®

activision.com

Register your product online at www.activision.com

Activision Publishing, Inc. P.O. Box 67713,
Los Angeles, CA 90067

80953.260.US PRINTED IN USA