

INSTRUCTION BOOKLET

PAC-MAN

Pac-Man TM © 1980-Bandai

TM

MS. PAC-MAN



Pac-Man
Ms. Pac-Man
Galaga



NAMCO MUSEUM™ 64

Galaxian
Pole Position
Dig-Dug



TM



TM

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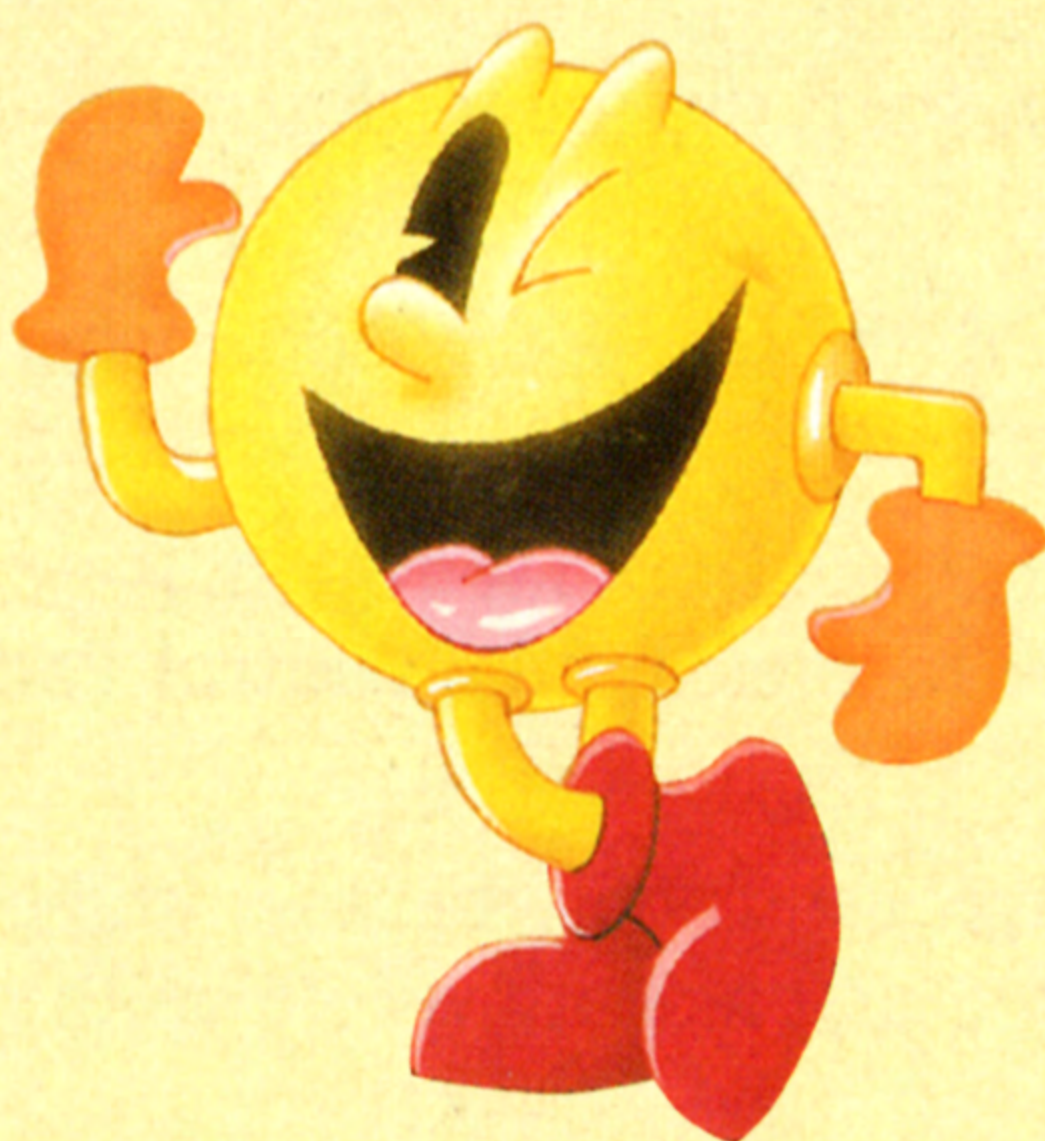


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NAMCOMUSEUM™ 64

CONTENTS

Pac-Man	6
Ms. Pac-Man	9
Galaxian	12
Galaga	15
Dig Dug	19
Pole Position	23





BOOT UP

Insert a Controller Pak before booting up to be able to Save and Load High Scores and Settings. If you have High Scores saved on the Controller Pak already, they are loaded at this time.

TITLE SCREEN - Stays on until the **A Button** or **Start** is pressed. When pressed, you are taken to the Main Menu.

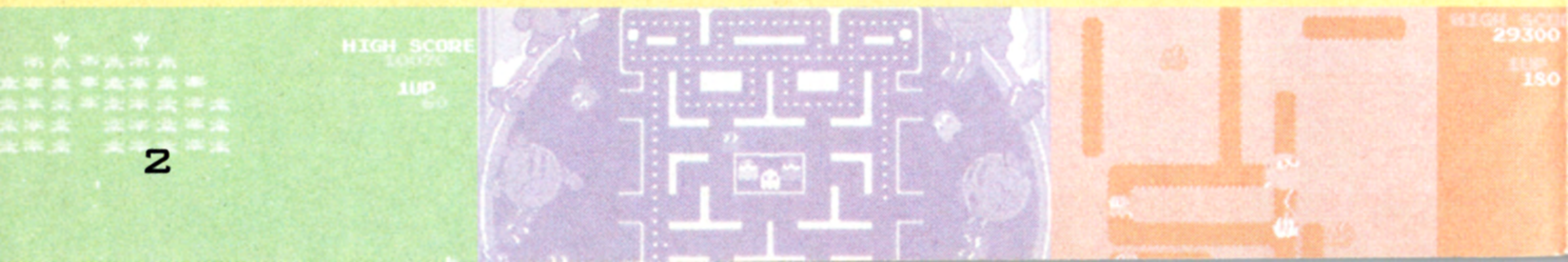
MAIN MENU

Controls on the Main Menu:

- The games are listed vertically. The player can select a game by pressing the **Control Pad** or the **Control Stick** up or down. The games are listed in the following order:
 1. Pac-Man
 2. Ms. Pac-Man
 3. Galaga
 4. Galaxian
 5. Pole Position
 6. Dig Dug
- Pressing the **A Button** starts the selected game and displays its title screen.
- Pressing **Start** brings up the Options Window where the player can adjust the following:

Volume - The Player can raise or lower the music and SFX volume from Off to a level of 100% by pressing the **Control Pad** or the **Control Stick** to the left or right.

Screen Size - The player can choose between three video settings to insure that all the game graphics are visible on the screen.



Start Up Mode - This turns on the arcade start up sequence for all six games.

Controller Pak - This option allows the user to load, save, or delete high scores.

- To **LOAD** a file, press up/down to highlight the file and press the **A Button**. This High Score file also contains game settings, which will be automatically set when the file is loaded.
- To **SAVE** a file, press the **Down Button**. When saving a High Score, the current game settings will be saved with that score.
- To **DELETE** a note, highlight the note and press the **Right Button**.

Reset to Default Settings - Select this to reset all of the game's settings.

Credits - This displays the Game Credits Screen. To scroll the credit list faster, press up or down with the **Control Pad** or the **Control Stick**. To return to the Main Menu press the **A Button**.

Done - Press the **A** or **B Button** to return to the Main Menu.



Nintendo N64 Setup

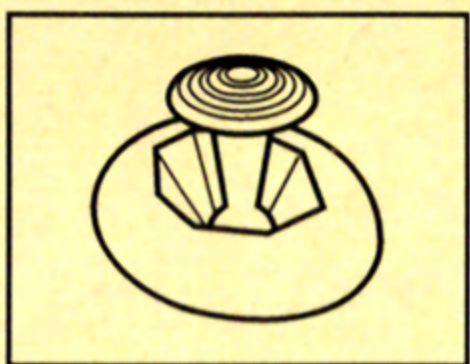
CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.

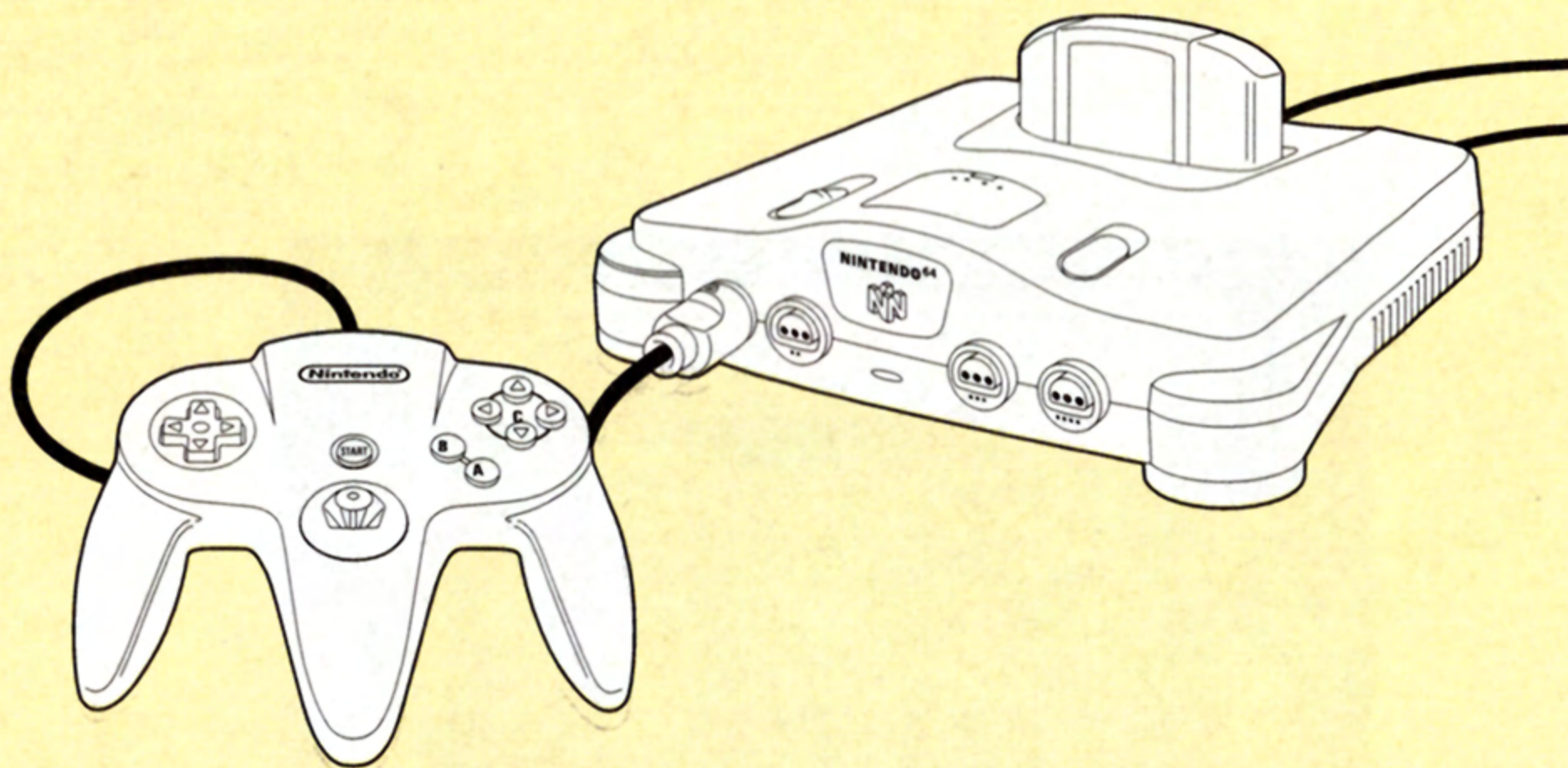


If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

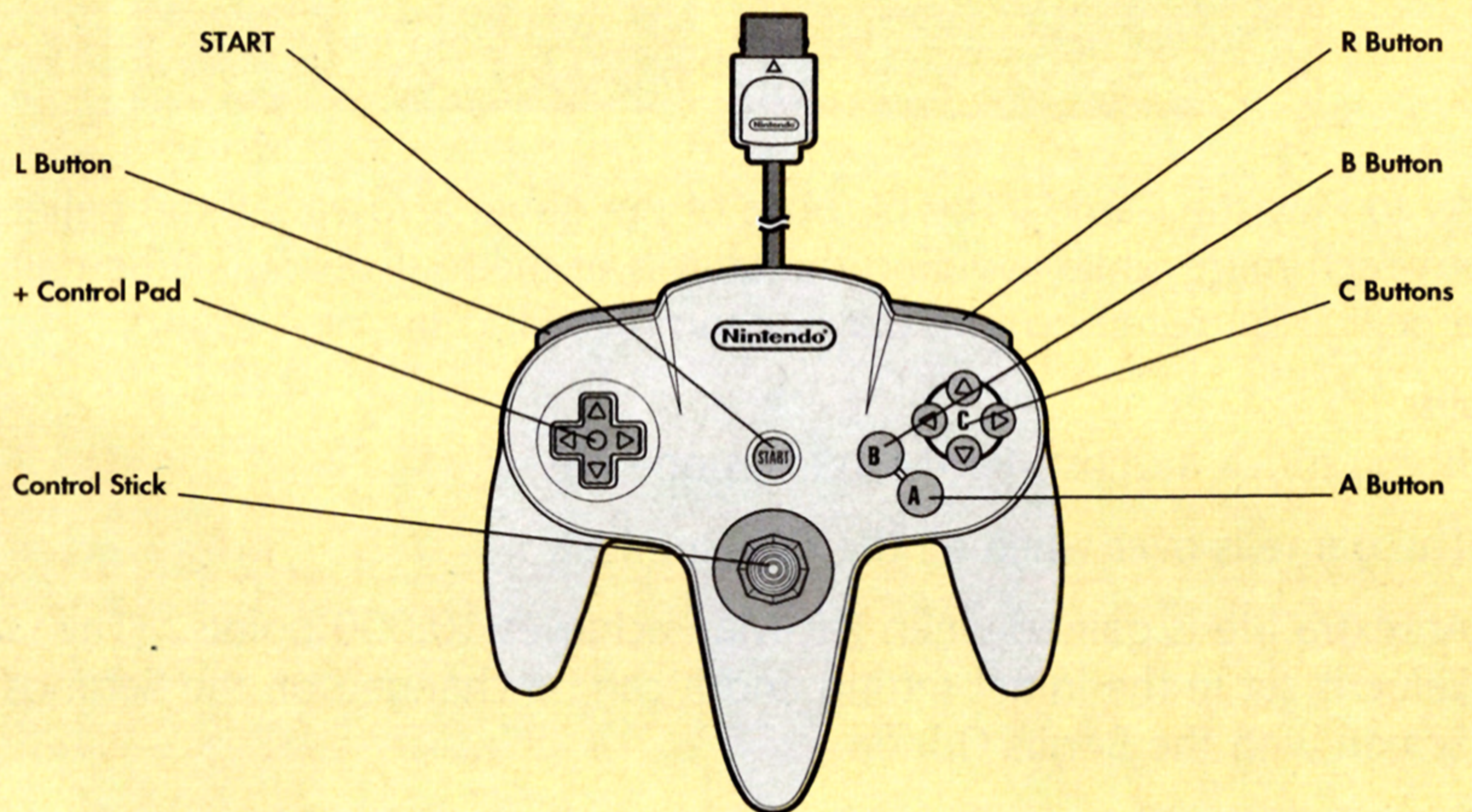


To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

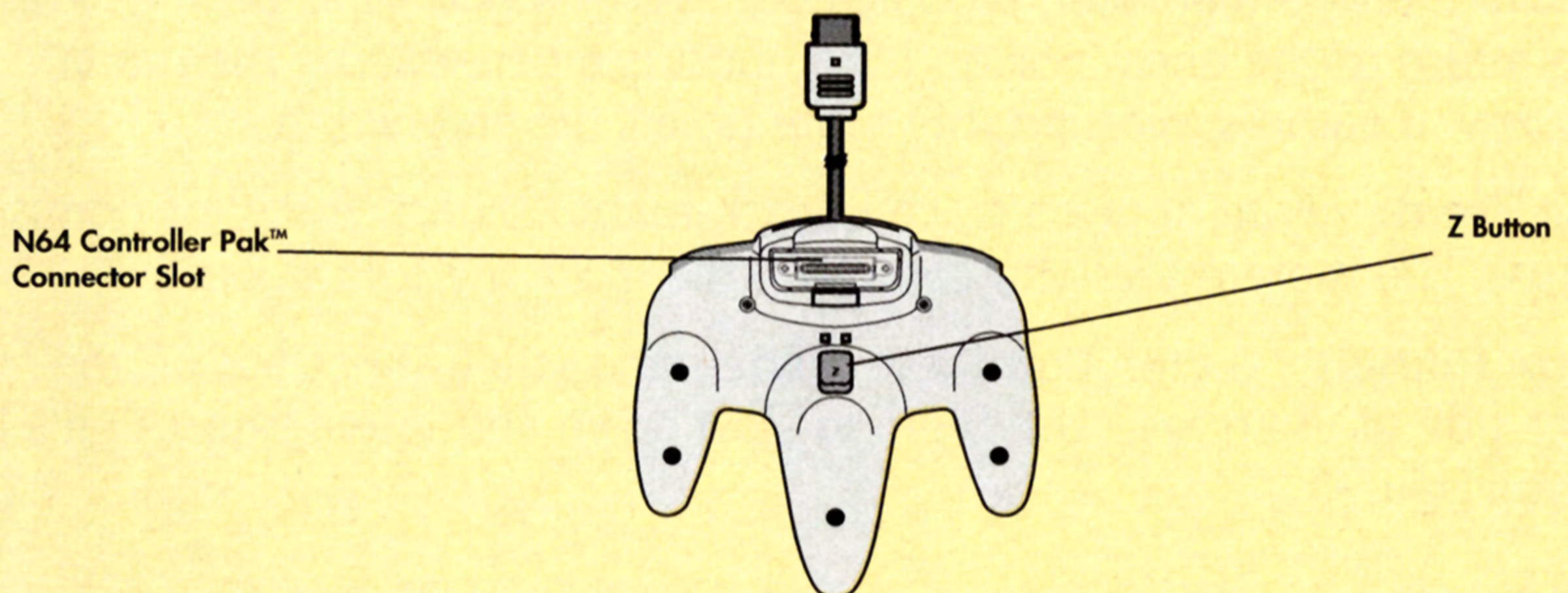
The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.



N64[®] Controller



Back of Controller





TM



How to Play the Game - The purpose of the game is to eat all the pellets from each maze while avoiding the attacks of the four ghosts. When all the pellets are eaten up, the player can proceed to the next round.

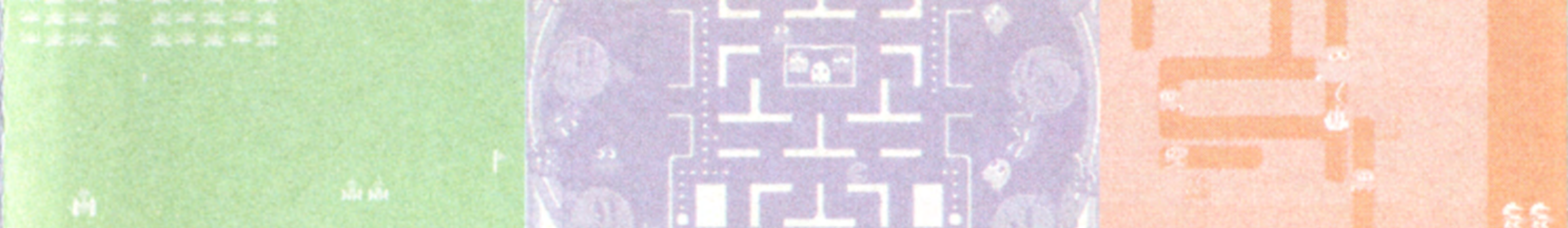
Rules

- If you touch a ghost, Pac-Man loses one life.
- The game is over when all the lives are lost.
- An extra life is gained when Pac-Man achieves 10,000 points. (This value is set in the initial setting and it can be changed on the Settings Screen with the Bonus Option.)

Power Pellets - Chomp down on a power pellet and Pac-Man has the power to eat ghosts. When a power pellet is eaten, the ghost will change to a dark blue for a short time. The ghosts start flashing before they turn back to their normal color, so watch out! After a ghost has been eaten, its eyes return to the ghost box and the ghost is regenerated. The more ghosts you eat in succession, the more points they are worth.

Fruit Treats - Fruit appears twice in each maze. Munch these for bonus points. The more mazes you complete, the more the fruit is worth.

Warp Tunnels - Go through these tunnels and you'll shoot out on the other side of the maze. Use them to slow down and lose a ghost that's hot on your tail.



How to use the Controller:

INSERT CREDITS: Press the **C ► Button** on either controller to insert a credit.

START 1 PLAYER GAME: Press the **A Button** on Controllers 1 or 2.

START 2 PLAYER GAME: Press the **B Button** on Controller 1 or 2.

- If the **B Button** is pressed on Controller 1, both players swap between using Controller 1.
- If the **B Button** is pressed on Controller 2, Player 1 uses Controller 1 while player 2 uses Controller 2.
- Before the game begins, the player can press **Start** to bring up the Pac-Man Options Window. In this window the player has the following options:

Continue - This will return the player to game play.

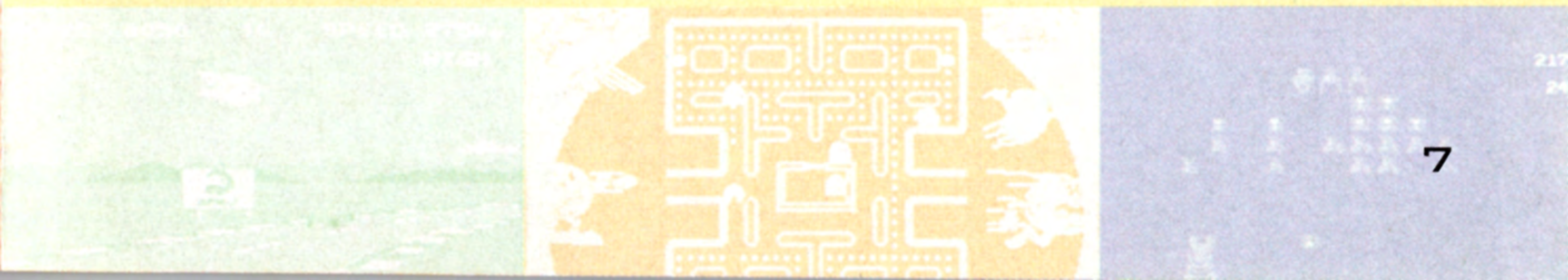
Settings - This screen allows the player to change the following game settings:

Lives - Choose to start with 1, 2, 3, or 5 lives.

Bonus - Set the point value that must be gained to earn an extra life.

1. 10,000 points
2. 15,000 points
3. 20,000 points
4. None

Volume - The Player can raise or lower the music and SFX volume from Off to a level of 100% by pressing the **Control Pad** or the **Control Stick** to the left or right.



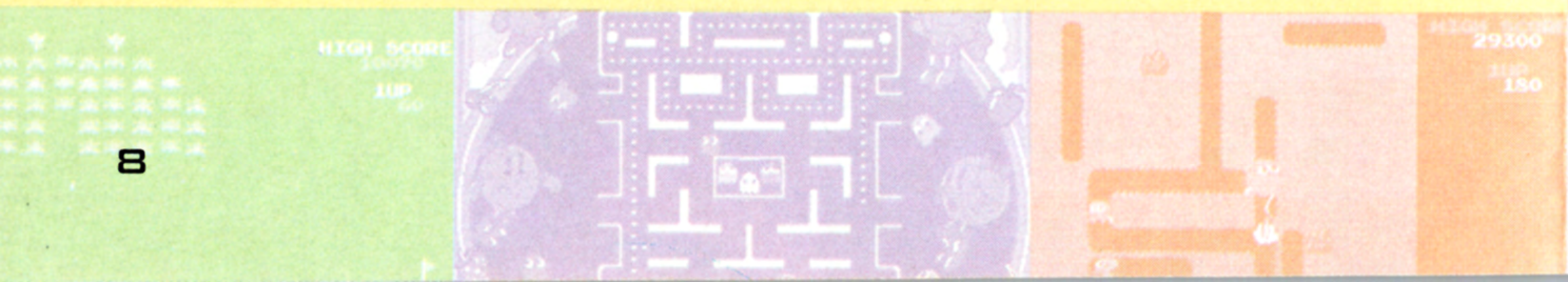


Tips - This option opens up a list of tips for Pac-Man. The user can scroll through by pressing the **Control Pad** or **Control Stick** right or left. This option can be exited by pressing the **B Button** at any time or by highlighting **Done** and pressing the **A Button**.

Return To Main Menu - This option allows the user to return to the Main Menu.

- During game play the **Control Pad** or the **Control Stick** will control the movements of Pac-Man.
- To Pause during the game, press **Start**. This will bring up the Pause Window where you will have the following choices:

Continue
Quit Game
Volume
Return to Main Menu



MS. PAC-MAN



How to Play the Game - The purpose of the game is to eat all the pellets from each maze while avoiding the attacks of the four ghosts. When all the pellets are eaten up, the player can proceed to the next round.

Rules

- If you touch a ghost, Ms. Pac-Man will lose one life.
- The game is over when all the lives are lost.
- An extra life is awarded by scoring 10,000 points. (This value is set in the initial setting and can be changed with the Bonus option).

Power Pellets - Chomp down on a power pellet and Ms. Pac-Man will have the power to eat ghosts. When a power pellet is eaten, the ghost will change to a dark blue for a short time. The ghosts will start flashing before they turn back to their normal color, so watch out! After a ghost has been eaten, its eyes will return to the ghost box, then the ghost is regenerated. The more ghosts you eat in succession, the more points they are worth.

Fruit Treats - Fruit appears twice in each maze. Munch these for bonus points. The more mazes you complete, the more the fruit is worth.

Warp Tunnels - Go through these tunnels and you'll shoot out on the other side of the maze. Use them to slow down and lose a ghost that's hot on your tail.



How to use the controller:

INSERT CREDITS:

Press the **C ► Button** on either controller to insert a credit.

START 1 PLAYER GAME: Press the **A Button** on Controllers 1 or 2.

START 2 PLAYER GAME: Press the **B Button** on Controller 1 or 2.

- If the **B Button** is pressed on Controller 1, both players swap between using Controller 1.
- If the **B Button** is pressed on Controller 2, Player 1 uses Controller 1 while player 2 uses Controller 2.
- Before the game begins, the player can press **Start** to bring up the Ms. Pac-Man Options Window. In this window the player has the following options:

Continue - This will return the player to game play.

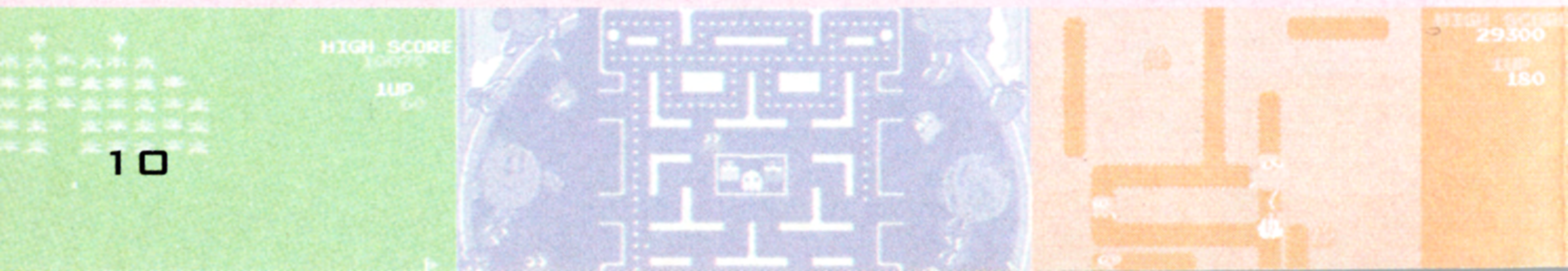
Settings - This screen allows the player to change the following game settings:

Lives - Choose to start with 1, 2, 3, or 5 lives.

Bonus - Set the point value that must be gained to earn an extra life.

1. 10,000 points
2. 15,000 points
3. 20,000 points
4. None

Volume - The Player can raise or lower the music and SFX volume from Off to a level of 100% by pressing the **Control Pad** or the **Control Stick** to the left or right.



Tips - This option opens up a list of tips for Ms. Pac-Man. The user can scroll through by pressing the **Control Pad** or **Control Stick** right or left. This option can be exited by pressing the **B Button** at any time or by highlighting **Done** and pressing the **A Button**.

- During game play the **Control Pad** or the **Control Stick** will control the movements of Ms. Pac-Man.
- To Pause during the game, press **Start**. This will bring up the Pause Window where you will have the following choices:

Continue
Quit Game
Volume
Return to Main Menu



Galaxian™



How to Play the Game - The formations attack you one after another when the game starts. Your mission is to kill all the enemies to proceed to the next stage.

Rules

- You lose one star fighter when you are hit with an enemy's missile or when you touch the enemy.
- When you lose all the star fighters, the game is over.
- One star fighter is awarded by scoring 5,000 points. (This value is set in the initial setting and it can be changed with the Bonus option).

Tips

- Kill the escorts! - The boss with one escort is 200 points, with two is 300 points. Kill both escorts first to get 800 points.
- If you take too long to destroy the formation, or there are only a few enemies left, they will start attacking very aggressively. Kill the enemies quickly!

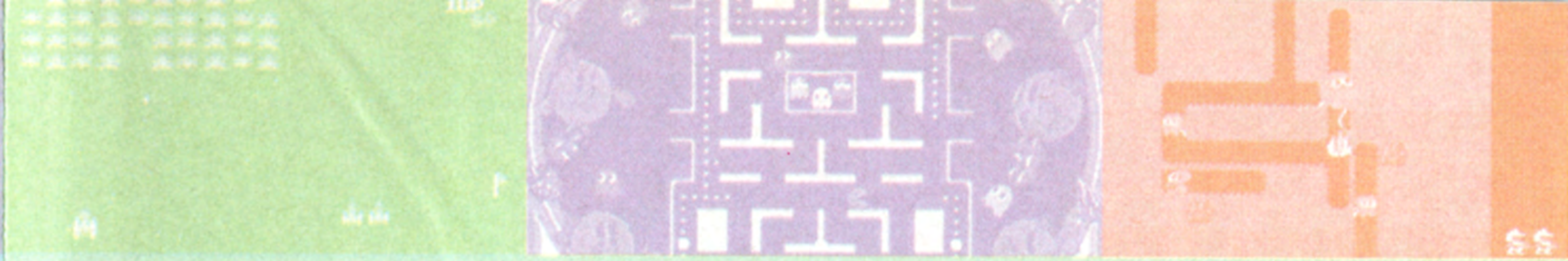
How to use the Controller:

INSERT CREDITS:

Press the **C ► Button** on either controller to insert a credit.

START 1 PLAYER GAME:

Press the **A Button** on Controllers 1 or 2.



START 2 PLAYER GAME: Press the **B Button** on Controller 1 or 2.

- If the **B Button** is pressed on Controller 1, both players swap between using Controller 1.
- If the **B Button** is pressed on Controller 2, Player 1 uses Controller 1 while player 2 uses Controller 2.
- Before the game begins, the player can press **Start** to bring up the Galaxian Options Window. In this window the player has the following options:

Continue - This option will return the user to game play if the **A Button** is pressed while this option is highlighted.

Settings - This option opens up the Game Settings Screen for Galaxian where the user can change the following settings:

Lives - This option selects between starting with 3 or 5 lives.

Bonus - This option selects the point value that must be earned to gain an extra life.

1. 4,000 points
2. 5,000 points
3. 7,000 points
4. None

Volume - The Player can raise or lower the music and SFX volume from Off to a level of 100% by pressing the **Control Pad** or the **Control Stick** to the left or right.

Tips - This option opens a list of tips for Galaxian the user can scroll through by pressing the **Control Pad** or **Control Stick** right or left. This option can be exited by pressing the **B Button** at any time or by highlighting **Done** and pressing the **A Button**.



Return To Main Menu - This option allows the user to return to the Main Menu when the **A Button** is pressed while this option is highlighted.

- During game play the **Control Pad** or the **Control Stick** control the horizontal motion of the player's ship.
- The **A, Z, R or L Buttons** cause the player's ship to fire.
- To Pause during the game, press **Start**. This will bring up the Pause Window where you will have the following choices:

Continue
Quit Game
Volume
Return to Main Menu



How to Play the Game - When the game is started, the Galaga alien formation appears and assembles in the upper part of the screen. Soon after that, they start attacking. Your star fighter is operated by moving to the left or right. When Galaga troops come flying to attack, you can defeat them with your missiles. When all the enemies have been defeated, you can proceed to the next round.

Rules

- You lose one star fighter when you are hit with an enemy's missile or when you touch the enemy.
- When you lose all the star fighters, the game is over.
- If your Lives setting is set to 2, 3, or 4, one star fighter is awarded by scoring 20,000 points, 70,000 points, and for every 70,000 points after that. If you set your lives to 5, the first bonus fighter is awarded at 30,000 points and 120,000 points after that.
- It is possible to change this by adjusting the Bonus option.

Let's fight with a Dual Fighter!

- When two fighters are combined into one unit, your fighter has double the firepower. This fighter is called a dual fighter. Let's start a major attack!



First, Let Boss Galaga Capture Your Fighter With His Tractor Beam.



A Fighter Has Been Captured and Boss Galaga Is Flying at You. Take Your Aim and Fire!



A Fighter rescue Mission Was Successfully Completed. A Single Fighter Has Changed Into a Dual Fighter!

Tips

- If a prisoner fighter is attacked, the fighter is destroyed. Be very careful and aim only at Boss Galaga!
- Be careful when there are no more fighters left and you are surrounded by a tractor beam, because the game is over if your last fighter gets captured.
- Attack Boss Galaga while he is flying! When a Boss Galaga with a captured fighter is attacked in formation, the captured fighter becomes your enemy!

Your Chance to Win Big Points in the Challenging Stage!

The first challenging stage is on the third stage and on every fourth stage after that. Various types of Galagas will be flying while creating dancing formations. Since you can only obtain bonus points for the number of enemies that are defeated, you should shoot down as many as possible. Shoot down all enemies to get a perfect bonus.

How to use the Controller:

INSERT CREDITS: Press the **C ► Button** on either controller to insert a credit.

START 1 PLAYER GAME: Press the **A Button** on Controllers 1 or 2.

START 2 PLAYER GAME: Press the **B Button** on Controller 1 or 2.

- If the **B Button** is pressed on Controller 1, both players swap between using Controller 1.
- If the **B Button** is pressed on Controller 2, Player 1 uses Controller 1 while player 2 uses Controller 2.
- Before the game begins, the player can press **Start** to bring up the Galaga Options Window. In this window the player has the following options:

Continue - This will return the player to game play.

Settings - This option opens up the Game Settings Menu for Galaga where the user can alter the following settings:

Lives - This option selects between starting with 2, 3, 4, or 5 lives.

Bonus - This option selects the point value that must be earned to gain an extra life.

1. 20,000 points and 60,000 points.
2. 20,000 points and 70,000 points.
3. 20,000 points and 80,000 points.
4. 30,000 points and 80,000 points.
5. 30,000 points and 100,000 points.
6. 30,000 points and 120,000 points.
7. None

* These values change if the Lives Setting is 5.





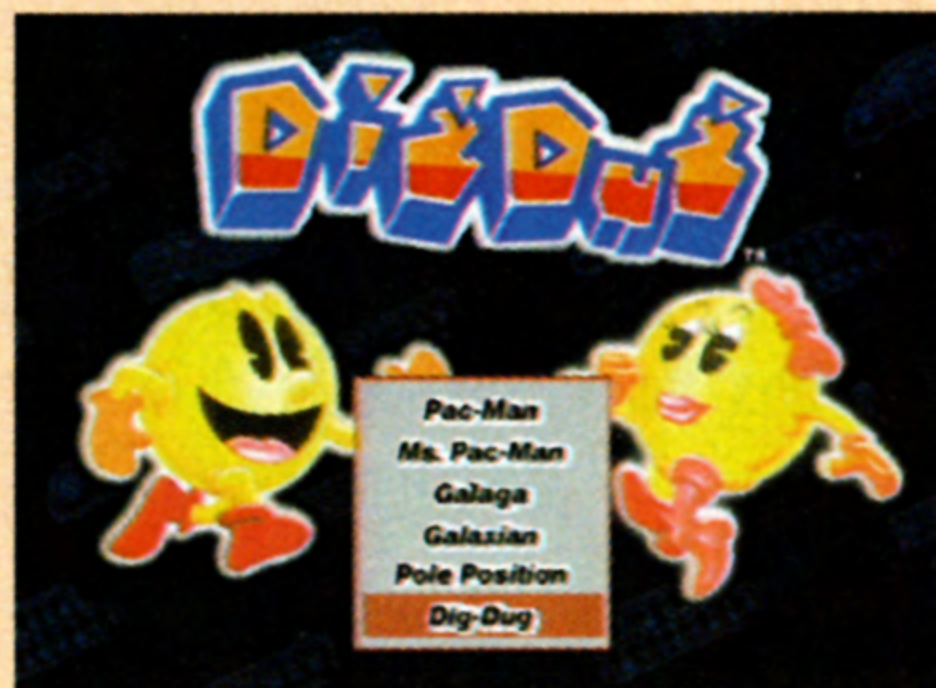
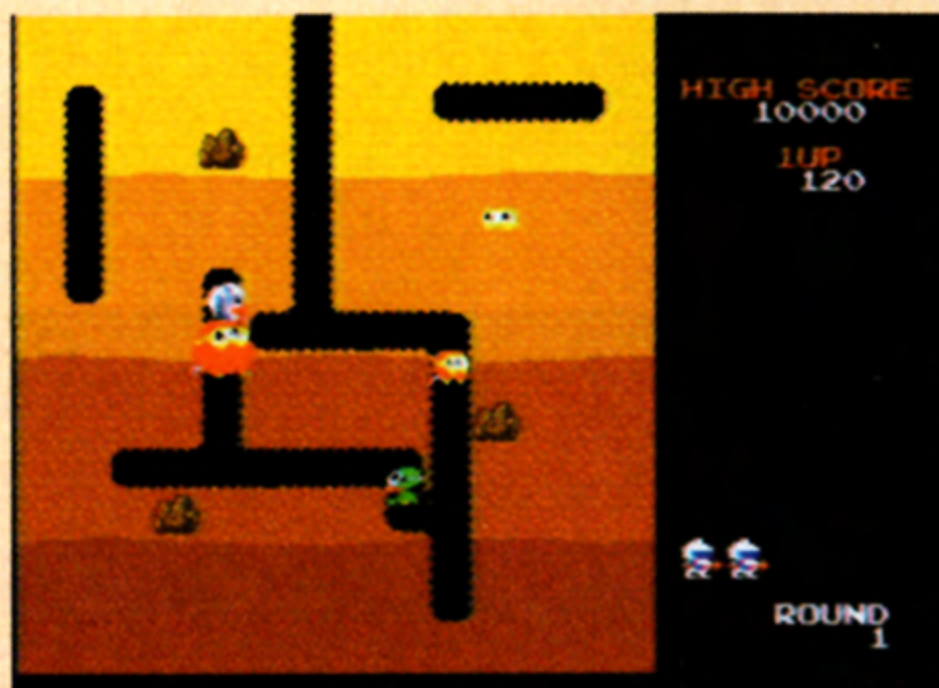
Volume - The Player can raise or lower the music and SFX volume from Off to a level of 100% by pressing the **Control Pad** or the **Control Stick** to the left or right.

Tips - This option opens up a list of tips for Galaga the user can scroll through by pressing the **Control Pad** or **Control Stick** right or left. This option can be exited by pressing the **B Button** at any time or by highlighting **Done** and pressing the **A Button**.

Return To Main Menu - This option allows the user to return to the Main Menu when the **A Button** is pressed while this option is highlighted.

- During game play the **Control Pad** or the **Control Stick** control the horizontal motion of the user's ship.
- The **A, Z, R, or L Buttons** cause the player's ship to fire.
- To Pause during the game, press **Start**. This will bring up the Pause Window where you will have the following choices:

Continue
Quit Game
Volume
Return to Main Menu



How to Play the Game - Move Dig Dug and dig up the ground layers. Then use your pump to pop and kill the enemies or crush them with rocks, while avoiding their attacks.

Rules

- You lose a life if you are caught by the enemies, touch Fygar's fire or get crushed by a rock.
- The game is over when all the lives are lost.
- An extra life is awarded when scoring 20,000 points and 60,000 points. (This value is the default setting and can be changed by adjusting the Bonus option).
- The Continue Screen appears when the game is over. You can continue playing the game by pressing the **A Button** before the countdown reaches zero. Make sure you enter a credit first!
- Vegetable Treats - A vegetable treat appears if you drop two rocks on each round. The more stages you clear, the more the vegetable treats are worth.

How to use the Controller:

INSERT CREDITS:

Press the **C ► Button** on either controller to insert a credit.

START 1 PLAYER GAME: Press the **A Button** on Controllers 1 or 2.



START 2 PLAYER GAME: Press the **B Button** on Controller 1 or 2.

- If the **B Button** is pressed on Controller 1, both players swap between using Controller 1.
- If the **B Button** is pressed on Controller 2, Player 1 uses Controller 1 while player 2 uses Controller 2.
- Before the game begins, the player can press **Start** to bring up the Dig-Dug Options Window. In this window the player has the following options:

Continue - This option will return the user to game play.

Settings - This option opens up the Games Settings Screen for Dig Dug where the user can change the following settings:

Lives - This option selects between starting with 1, 2, 3, or 5 lives.

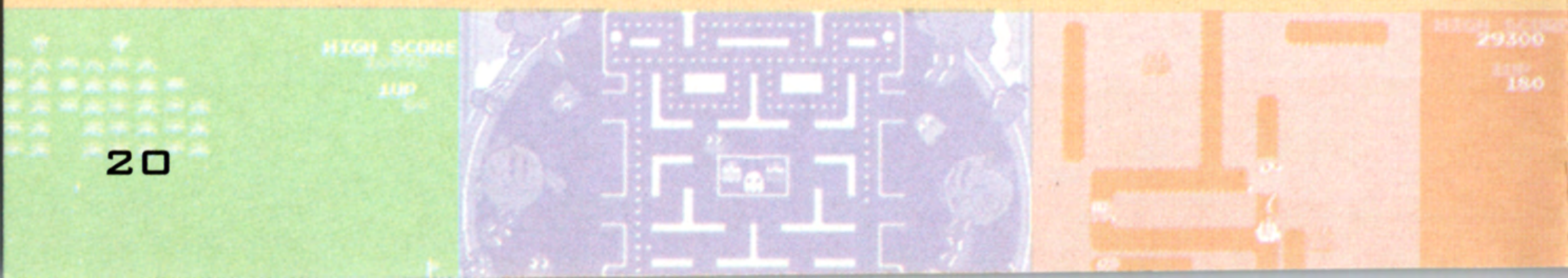
Bonus - This option selects the point value that must be earned to gain an extra life.

1. 10,000 points, 40,000 points, and then every 40,000 points after.
2. 10,000 points, 40,000 points.
3. 10,000 points, 50,000 points, and then every 50,000 points after.
4. 10,000 points.
5. 20,000 points, 60,000 points, and then every 60,000 points after.
6. 20,000 points, 60,000 points.
7. 20,000 points, 70,000 points, and then every 70,000 points after.
8. None

* These values change if the Lives Setting is 5.

Difficulty - This option selects the difficulty level of game play to Easy, Normal, Hard or Expert.

Screen Scroll - This option sets the screen to scroll up and down as Dig Dug moves when set to On or it forces the screen to remain stationary when set to Off.



Volume - The Player can raise or lower the music and SFX volume from Off to a level of 100% by pressing the **Control Pad** or the **Control Stick** to the left or right.

Tips - This option opens up a list of tips for Dig Dug the user can scroll through by pressing the **Control Pad** or **Control Stick** right or left. This option can be exited by pressing the **B Button** at any time or by highlighting **Done** and pressing the **A Button**.





Return To Main Menu - This option allows the user to return to the Main Menu when the **A Button** is pressed while this option is highlighted.

- During game play the **Control Pad** or the **Control Stick** control Dig Dug's movement.
- The **A, Z, R** or **L Buttons** causes Dig Dug to shoot his pump. After hitting an enemy, press three more times to cause the enemy to inflate and explode.
- If at the end of game play the user has earned a new high score, the user is brought to the high score entry screen. At this screen the user can enter his three initials by pressing the **Control Pad** or the **Control Stick** to the left or right to select the letter, and then press the **A Button** to enter that letter.
- To Pause during the game, press **Start**. This will bring up the Pause Window where you will have the following choices:

Continue
Quit Game
Volume
Return to Main Menu



How to Play the Game - Use the controller to control your car's steering, acceleration, braking and the shifting of gears.

First, you must qualify for the main race by completing one lap with a fast lap time. If successful, when you cross the Start/finish line after completing the lap, you receive your starting position for the main race. If you take too long on the qualifying lap, you won't qualify for the main race and the game is over.

When starting the main race, you begin from the position that you qualified. The race starts when the light turns green and you must successfully complete four laps to finish the race. As the race progresses, you should avoid crashing into other cars or obstacles on the sides of the racetrack. Also, avoid driving over water puddles, since these slow you down. You will receive additional race time for each lap that you complete by crossing the Start/Finish line. In the main race, if the time reaches zero before you cross the Start/ Finish line, the game is over.

Tips

- Try to down shift into low gear, tap the brake or let off on the accelerator to slow down for sharp turns.
- When approaching traffic, try to drive between them by positioning the car in the center of the track. Beware of cars that change lanes!



How to use the Controller:

INSERT CREDITS: Press the **C ► Button** on either controller to insert a credit.

START 1 PLAYER GAME: Press the **A Button** on Controllers 1 or 2.

- Before the game begins, the player can press **Start** to bring up the Pole Position Options Window. In this window the player has the following options:

Continue - This option will return the user to game play.

Settings - This option opens up the Game Settings Screen for Pole Position where the user can change the following settings:

Qualifying Difficulty - This option sets the difficulty of game play between a value of 1 and 8.

Qualify Time Limit - This Option sets the time limit for the race to 90 seconds, 100 seconds, 110 seconds, or 120 seconds.

Goal After Laps - This option selects between 3 or 4 laps per game.

Extended Time - This option selects between the amount of extended time the user can earn. If the Goal After Laps option is set to 3, the user can select from 102 seconds, 105 seconds, 108 seconds and 111 seconds. If the Goal After Laps option is set to 4, the user can select from 161 seconds, 165 seconds, 169 seconds, and 173 seconds.

Controller Configuration - This option selects the controller configuration between the following settings:

	1	2	3	4	5	6
Accel	A	A	A	B	B	B
Brake	B	B	B	A	A	A
Shift Up/Down	R			R		
Shift Up		R	Z/L		R	Z/L
Shift Down		Z/L	R		Z/L	R

Volume - The Player can raise or lower the music and SFX volume from Off to a level of 100% by pressing the **Control Pad** or the **Control Stick** to the left or right.

Tips - This option opens up a list of tips for Pole Position the user can scroll through by pressing the **Control Pad** or **Control Stick** right or left. This option can be exited by pressing the **B Button** at any time or by highlighting **Done** and pressing the **A Button**.



Return To Main Menu - This option allows the user to return to the Main Menu when the **A Button** is pressed while this option is highlighted.

Default Controller Configuration

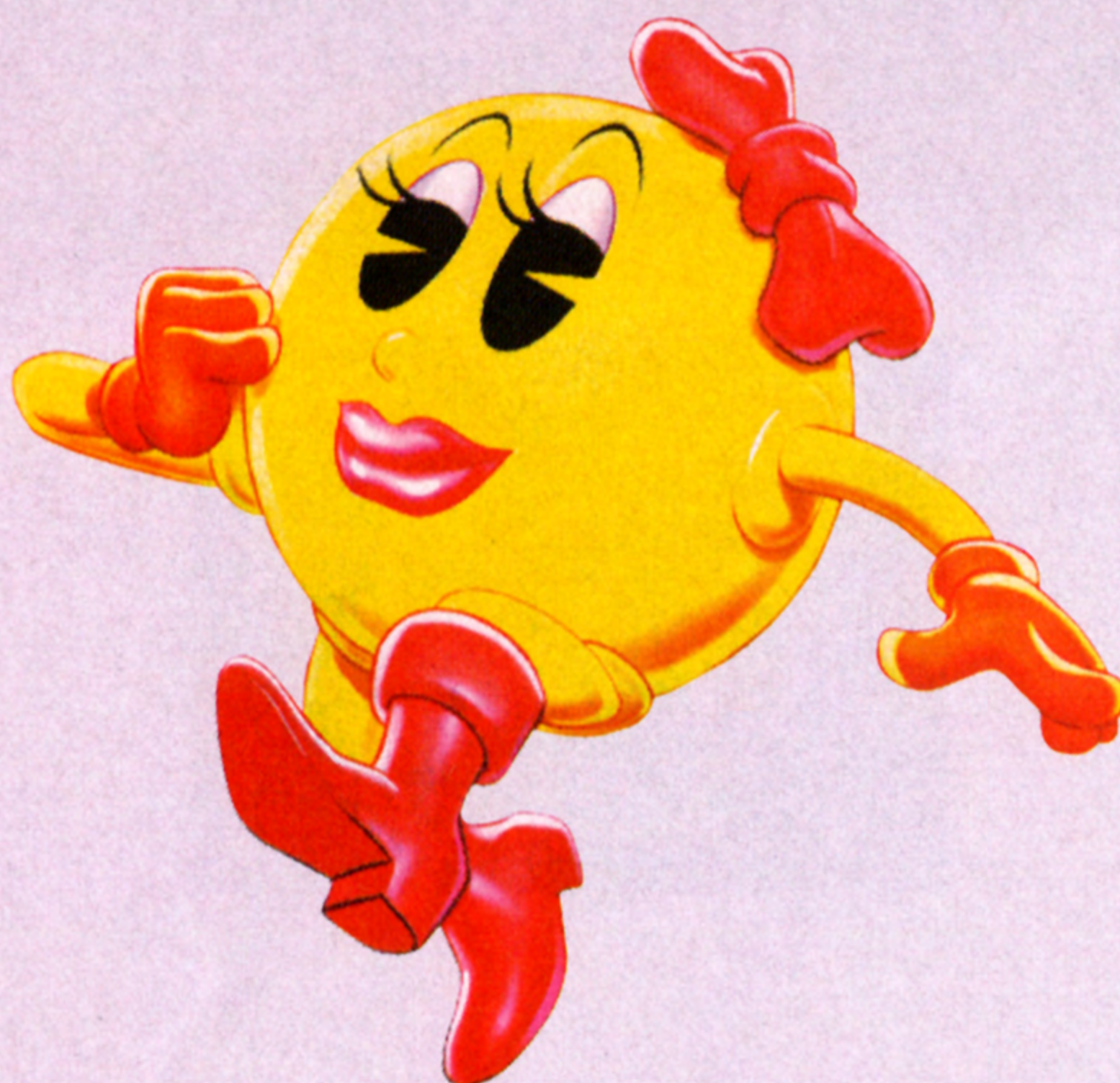
A Button - Accelerate

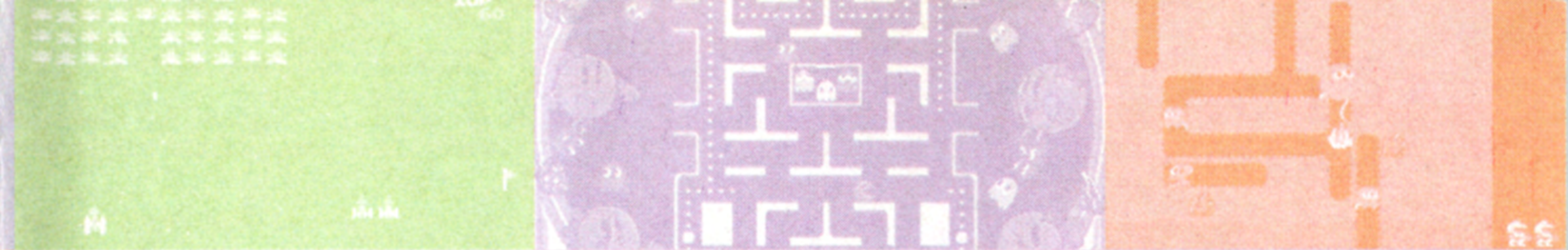
B Button - Apply brakes

R Button - Shift Up & Down

- To Pause during the game, press **Start**. This will bring up the Pause Window where you will have the following choices:

Continue
Quit Game
Volume
Return to Main Menu





CREDITS

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Mr. Arakawa

Mike Fukuda

Juana Tingdale

Gail Tilden

Ken Lobb

Tim Walker

Kirk Buchannon

WARRANTY AND SERVICE INFORMATION

LIMITED WARRANTY

Namco Hometek Inc. warrants to the original purchaser that this Namco Hometek Inc. game pak shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek Inc. will repair or replace the defective game pak or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY

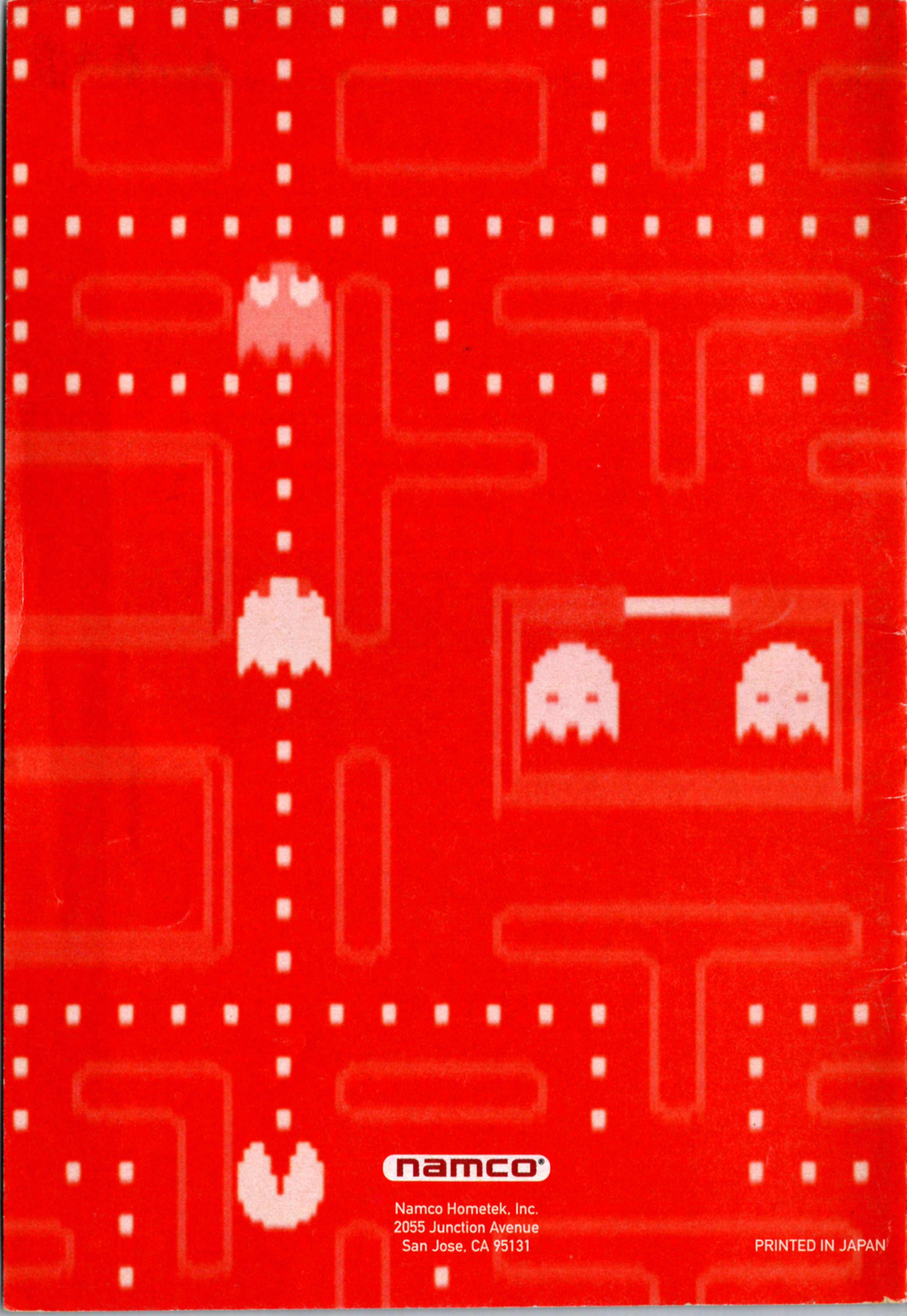
Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Namco Hometek Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited 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 limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

For questions and information
not listed on the 900 line, write to:

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