PlayStation®

NTSC | U/C

PlayStation®

Family CARD GAMES

FUN PACK

Fun for the Whole Family!

EVERYONE

E

CONTENT RATED BY ESRB

SLUS-01454

MUD DUCK™

a ZeniMax Media brand

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Family Card Games Fun Pack – Manual

STARTING THE GAME 2

BEGINNING THE GAME 3

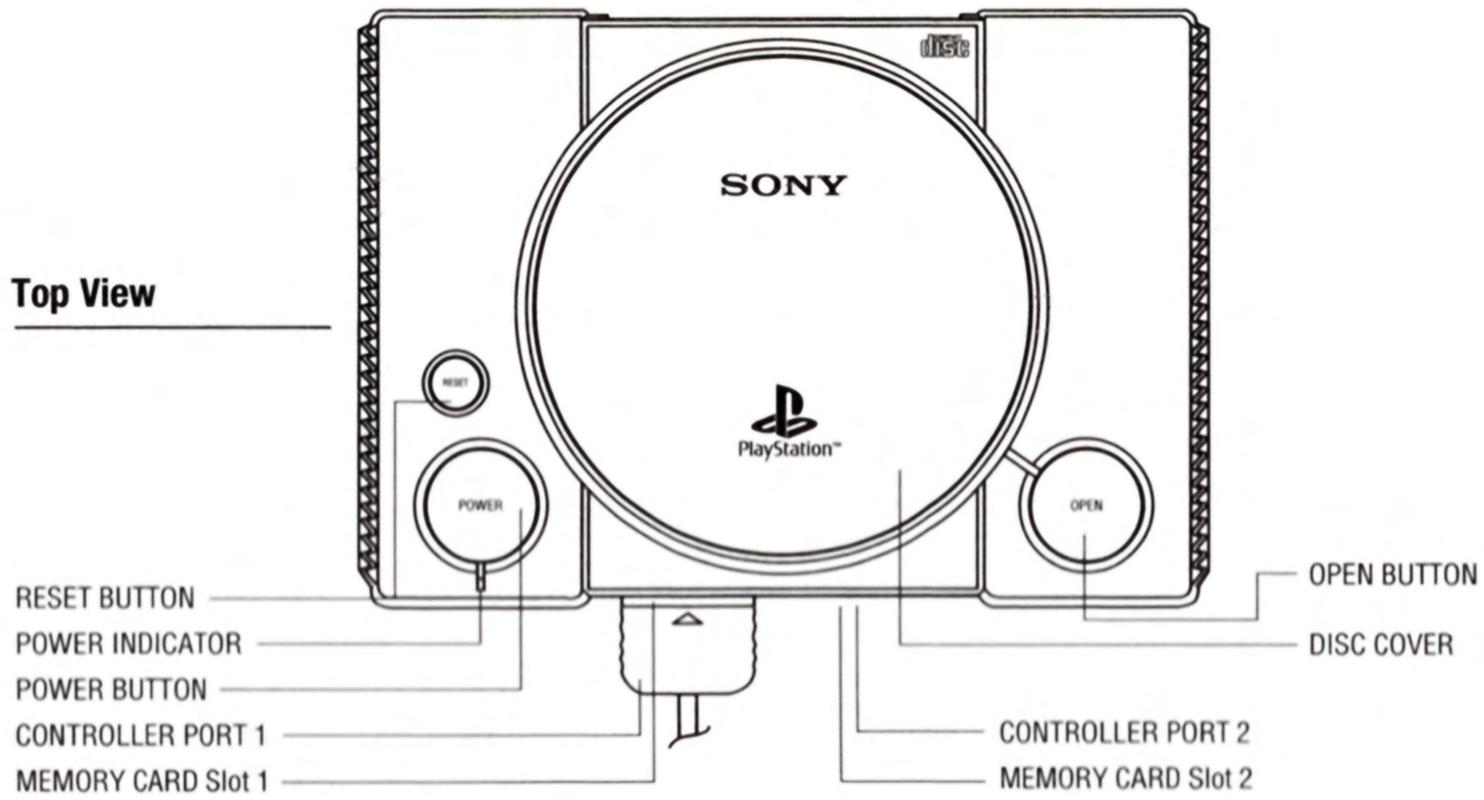
CARD TERMINOLOGY 3

USING THE CONTROLLER 4

GAME RULES 5

- SEVEN IN A ROW 5
- THE RICH MAN 7
- SPLASH 9
- PAGE ONE 10
- SEVEN BRIDGES 11
- OLD MAID (OLD MAN) 13
- SPEED 14
- POKER 16
- BLACK JACK 18
- CONCENTRATION 19

STARTING THE GAME



- Set up your PlayStation® game console according to the instructions in its Instruction Manual.
- Make sure the power is OFF before inserting or removing a disc. It is advised that you do not insert or remove peripherals once the power is turned on.
- Insert disc 1 and close the Disc Cover.
- Insert controllers as appropriate and turn on the console.

Note: If using a DUALSHOCK® analog controller, make sure that you are in digital mode (mode indicator: OFF), to play Card Games

Let's play cards!

Here we have assembled 10 of the world's favourite card games. With luck as your partner, use your brain and quick judgement to win all of them. The trick in reading the cards lies in understanding the flow of these games.

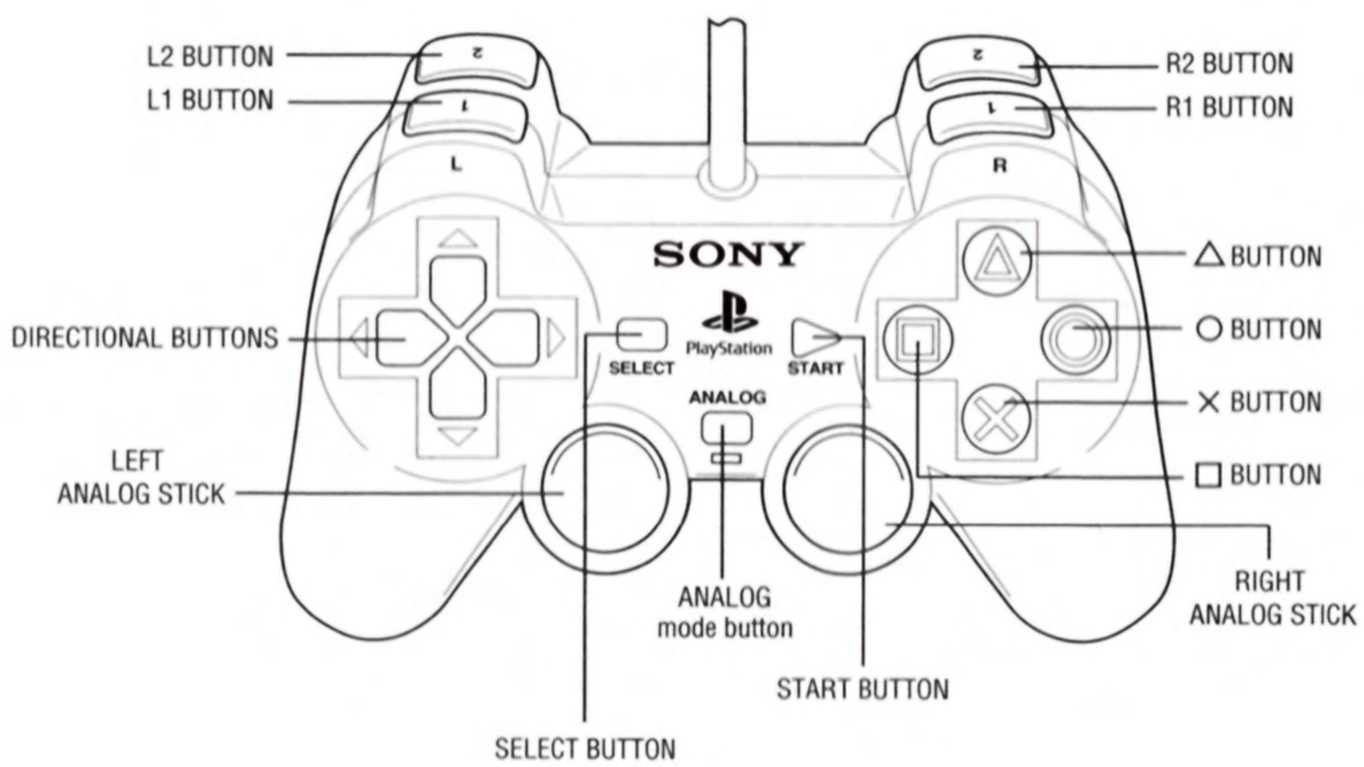
- You can play 10 games.
- You can make detailed game rule settings.
- Famous paintings from around the world are in the background. It has splendid classical BGM.

Beginning the Game

1. Press the ▶ START button at the Title screen.
2. When the Game Select screen comes up, use the Directional buttons to select a game, and confirm with the ◉ button.
3. First, make detailed game rule settings at the game screen. Select with the Directional buttons and confirm with the ◉ button.

Card Terminology

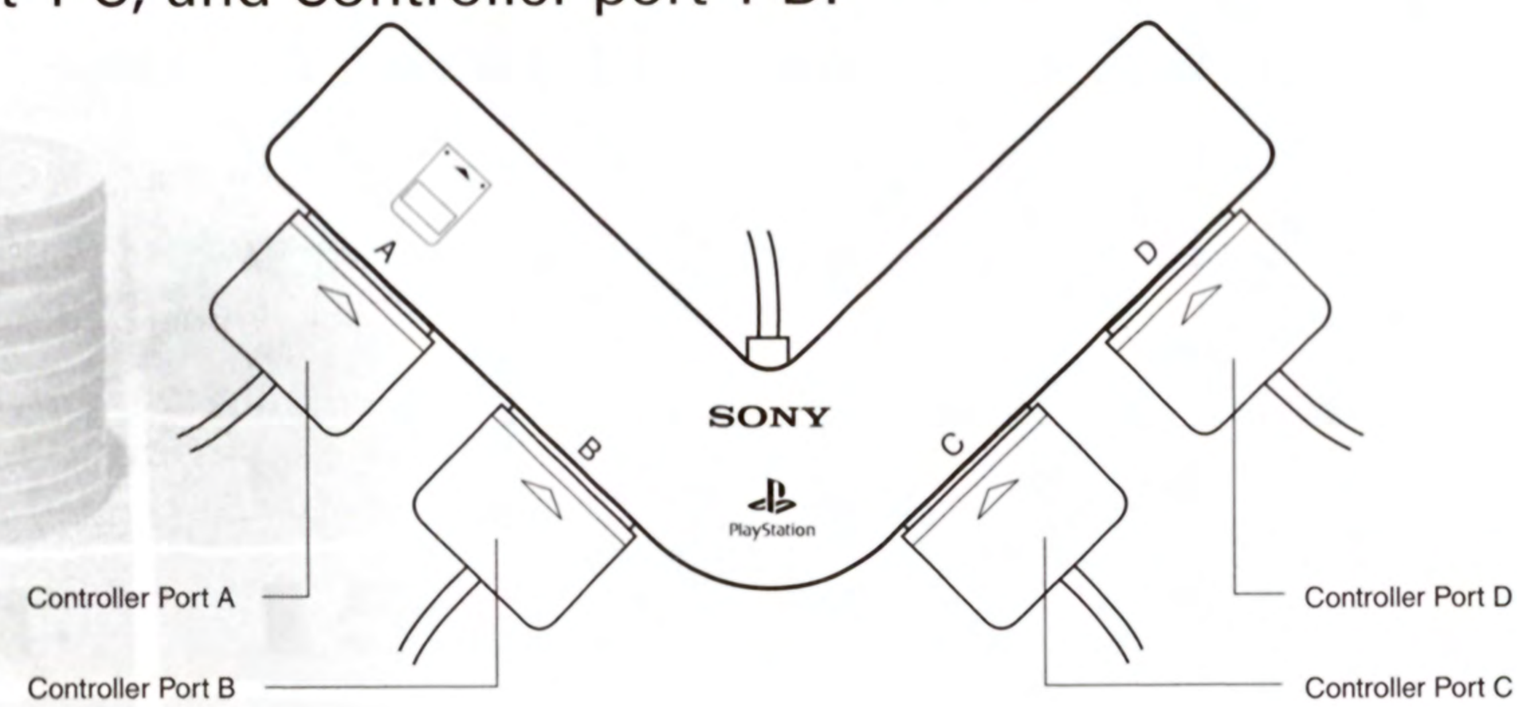
Table: During play, the place where cards are placed
Deck: The cards located in the middle of the table
Hand: The cards that you hold
Discarded card: A card that you do not want and put on the table
First card: The first card that someone places on the table
Pass: You do not play when your turn comes, but rest until it comes again.
Shuffle: Mixing the cards before dealing
Special Card: Cards that have special power in a game. The number and suit will be different for each game.
Same cards: Cards with either the same number or picture.
Dealer: The person who deals the cards



Using the Controller

Directional buttons:	Move the cursor.
START **button:**	Game pause (Speed only), Menu display (Blackjack and Poker only).
SELECT **button:**	When pressed at the same time as the START button will end the current game and return you back to the Game Select Screen
○ **button:**	Confirms.
✕ **button:**	Display Pass. Max Bet (Blackjack and Poker only). Shuffle (Old Maid only).
△ **button:**	Declare Two Left (Leech 2) and declare Splash (Splash only). Declare Page One (Page One only). Refuse cards (Old Maid only).
□ **button:**	Not used.
R1, R2, L1, L2 **button:**	When you select Button Method at Operation Settings, you will be able to play cards from the areas allocated to the buttons. (Speed only).

* You must use a Multitap when 3 or more players want to play Concentration.
* When using a Multitap, please note the following: Insert the Multitap in Controller port 1. When attaching controllers to Multitap, always connect a Controller to Controller port 1-A first, then connect the rest to Controller port 1-B, Controller port 1-C, and Controller port 1-D.



GAME RULES

SEVEN IN A ROW

Single Player

Line up cards on both sides of the 7s. The first to get rid of all his cards wins.
You can obstruct your opponent by withholding a card that you could play. Who will be blocked first? Here lies the attraction.

Game Description

The 7s are in the center. Following suit, place cards in numerical order on both sides.
The first to run out of cards wins.
Players who have 7s automatically place them on the table.
Place an 8 or a 6 by the 7 of the same suit.
If a player has the right card, the next player can place it in a matching suit in numerical order. If you don't have a card you can say Pass to skip your turn (⊗ button). You can also Pass even if you do have a card - try using this to obstruct your opponents - you can only Pass three times. The game will end for someone when they declare their fourth Pass at which time all of their cards will be placed on the table in their proper positions. The remaining players will continue the game.
Although the cards that belonged to the disqualified player will be here and there on the table, if, for example, an Ace, 3, 5, and 6 are on the table, you will not be able to place the 2 until the 4 has been placed.

RULE SETTINGS

First, set the rules at Rule Setting.
Use the ⬆ ⬇ directional buttons to select an item, and the ⬅ ➡ directional buttons changes the Rule Settings. To confirm, move the cursor to OK and press the ◉ button.

Use Jokers?

Select the number of Jokers you want to use during the game (0-2).

Force Taking the Joker?
Yes: If your opponent uses a Joker and you have the card that should have gone in that position, when you exchange it for the Joker you must take the Joker.
No: If your opponent uses a Joker and you have the card that should have gone in that position, when you exchange it for the Joker you will be able to choose whether or not to take the Joker.

Only Joker to the Table?
Yes: You can only use the Joker by itself.
No: You can use it in combination with other cards.
* For example, if the 5, 6, and 7 of Hearts are on the table and you have the 3 of Hearts and a Joker, you will be able to put the Joker in the place meant for the 4 of Hearts, and put the 3 of Hearts next to it.

Build from Aces and Kings?
Yes: If an Ace is on the table, you must build from the King inwards; if a King is on the table, you must build from the Ace inwards. You can use a Joker in place of an Ace or a King.
No: Even if an Ace is on the table, you build out from the 7 to the King.

Opponent Level
You can select your opponents' strength (1-4).

Requirements for Clearing
Finish in the top 2 in a five-round set; in level 4 you must finish first. Every player begins with 00 points.

1st	+3 points
2nd	+2 point
3rd	+1 points
Last	0 points

THE RICH MAN

Single Player

Put down a higher card than is on the table. The first to run out of cards wins. If your hand is strong, go straight for it. If your hand is weak, watch the other players and go carefully. Using your brains and perseverance (?) you can even succeed with a weak hand.

Game Description

Put down a higher card than the previous player. You win if you run out of cards first.
Normal card strength: 3~King - Ace - 2 - Joker.
A player puts a card on the table. This can be one card or several cards of the same value.
The next player must play the same number of higher cards.
If the player does not have higher cards, they pass and the turn goes to the next player.
* Even if you have higher cards, you might pass as a tactical move.
If none of the players can play a card, the last person to play a card will play another one.
The first to run out of cards wins; the next to run out comes in 2nd, and so on.
1st: Millionaire, 2nd: Rich, 3rd: Poor, 4th: Destitute.
In the next game, Destitute must give his two best cards to Millionaire; Poor must give his best card to Rich. In turn, Millionaire and Rich must give cards to Destitute and Poor; but they can give any cards they please. To change the combination of cards that you will give, press the ⬅ and ➡ directional buttons to move the cursor along the hand of cards. By pressing the ⬆ and ⬇ directional buttons this will freeze the cursor over the card you have selected and scroll through the remaining cards. When you are happy with the selection of cards to discard press the ◉ button.

Revolution

Revolution screen - when this screen appears card strengths are reversed.

RULE SETTING

First, set the rules at Rule Setting.
Use the ⬆ ⬇ directional buttons to select an item, and the ⬅ ➡ directional buttons changes the Rule Settings. To confirm, move the cursor to OK and press the ◉ button.

Ban going out with a 2 or a Joker?

Yes: You cannot use a 2 or a Joker to go out.

No: You can use a 2 or a Joker to go out.

Revolution?
Yes: When you play four cards of the same value, Revolution begins and the strengths of the cards are reversed, greatly affecting the game - the four cannot include Jokers.
No: You can still put out four cards of the same value, but it will not cause a Revolution.
Revolution card strengths: Joker - 2 - Ace - King - 3
Another Revolution will reset the strengths to their original values (Counter-revolution).

Use Straights?
Yes: You can put out a straight of 3 or more cards in the same suit.
No: You cannot put out a straight of 3 or more cards in the same suit.

Opponent Level
You can select your opponents' strength (1 - 4).

Requirements for Clearing
Finish first in a ten-round set. Every player begins with 20 points.

1st	+2 points
2nd	+1 point
3rd	-1 point
Last	-2 points

SPLASH

Single Player

Match your card with the Table Card. The player who runs out of cards first wins. You win instantly (Splash) if the total value of the cards in your hand matches the value of the Table Card. Will the goddess of luck smile on you?

Game Description

This game uses five cards per hand, one Table Card, and the deck, which contains all the remaining cards.
Continue around the table, each player discarding a card with either the same value or suit as the Table Card. The first to run out of cards wins. All other players lose.
If the total value of the cards in your hand equals the value of the Table Card you win (Splash). In that case all of the points subtracted from the opponent whose card you splashed will be added to your score.
* Use the △ button to declare Splash.
* If you have only two remaining cards, you must declare Leech with the △ button.
If you forget to declare, as a penalty you must draw one card from the deck.

Special Cards

Discarded Jack (Jump): Jump (skip) the next player and continue the game from the one after him.
Discarded 8 (Suit change): You can choose the suit for the next discard.
Discarded 9 (Reverse): Reverses the order of play.
Discarded 2 (Take 2): The next player must draw two cards from the deck.

* You can discard an 8 regardless of the number or suit of the Table Card.
* After the special effect of the Special Card (such as Jump or Take 2) has been carried out, play continues based on its original number and suit.
* One tactic is to hold the 2 for use as a counter to someone else's 2.

In this case, he does not need to draw two cards and the next player must draw 2+2=4 cards from the deck.
Maximum 8 Cards

Requirements for Clearing
Finish in the top 2 in a ten-round set. Every player begins with 50 points.
1st - No point reduction
Other players - Points are subtracted according to the value of their remaining cards.
8=-4, 2=-3, Jack, 9=-2, other cards=-1
If Splash is declared, the losers' score is decreased by 3 times their points; the winner's is increased by the same value.
* The Matchstick in the centre indicates the order for drawing cards. It will rotate to the left or right.

PAGE ONE

Single Player
Discard a card with the same number or suit as the Table Card. The player who runs out of cards first wins. Just when you think you can go out, you have to draw two cards, or... Can this irritation turn to pleasure?

Game Description
Discard a card with the same number or suit as the Table Card. You win if you run out of cards.
However, when you discard and are left with only two cards (Page One), if you don't press the △ button to declare, as a penalty you will have to draw 5 cards.
* Use the △ button to declare Page One.
* You can get as many as 14 cards, but not any more.

Special Cards
Discarded Jack (Jump): Jump (skip) the next player and continue the game from the one after him.
Discarded 8 (Suit change): You can choose the suit for the next discard.
Discarded Queen (Reverse): Reverses the order of play.
Discarded 2 (Take 2): The next player must draw two cards from the deck.
Requirements for Clearing
Finish in the top 2 in a five-round set; in level 4 you must finish first. Every player begins with 0 points.

1st	+3 points
2nd	+2 points
3rd	+1 point
Last	0 points

SEVEN BRIDGES

Single Player

Play number or suit combinations. The first player to run out of cards wins. There is only one winner. Use Pon and Chi wisely and win by getting cards that others have played.

Game Description

You can put the following combinations of cards on the table: three or more of the same value, three or more in the same suit with consecutive values. The first person to run out of cards wins. All other players lose and have points deducted according to their remaining cards.

Special Cards

- Three or more of the same value (Pon)
- Three or more in the same suit with consecutive values (Chi)
- You can place a 7 on its own.

Finishing in one (Close)

Finish by placing all of your cards in your own Area at one time, without using any cards from another Area.
In this case other players will have their points reduced by double the normal amount.
* Try for this if your original hand is good.

RULE SETTINGS

First, set the rules at Rule Setting.
Use the ⬆ ⬇ directional buttons to select an item, and the ⬅ ➡ directional buttons changes the Rule Settings. To confirm, move the cursor to OK and press the ◉ button.

Pon and Chi possible during the first round.

Whether or not you can Pon or Chi during the first round.
Pon: If you have two cards of the same value, you can use cards placed by an opponent as your own.
Chi: If you have two consecutively numbered cards in the same suit, you can use cards placed by an opponent as your own. However, you can only use Chi for cards discarded by the player preceding you.

Obtaining cards when you have no Special Cards.
This will decide whether or not you must have Special Cards in your own area before you can obtain Special Cards from an opponent's area.

Add one to a 7card(s)
Decides whether or not you can add from a minimum of one card to any 7s that have already been played, either in your or an opponent's area.

Can you go out without a throwaway card?
This decides whether or not you can go out by such methods as obtaining cards, Pon, or Chi, without having an extra throwaway card.

Requirements for Clearing
Finish in the top 2 in a ten-round set; in level 4 you must finish first. Every player begins with 50 points.
1st - No point reduction
Other players - Points are reduced by the value of their remaining cards.
Ace=-3; 7, Jack, Queen, King=-2; other cards=-1

OLD MAID (OLD MAN)

Single Player

Discard matched, numerical pairs. The first to run out of cards wins. Trying to get rid of the Joker (Old Maid) adds to the excitement. Is your sense being tested? Is it luck? The key lies in Special Cards and the right to refuse.

Game Description

Deal 53 cards, including the Joker. Discard pairs. The person who runs out of cards first wins. (Old Maid)

Old Man

Remove one of the 52 cards from the pack and play as you would play Old Maid. At the end of the game, the person with one card loses.

* This is played the same as Old Maid. However, in this case no one knows which card is the "Joker" (Old Man), which adds to the excitement. In the latter half of the game, those with skill can tell which card is the Old Man.

Special Cards

Discarded Jacks (Jump): Jump (skip) the next player and continue the game from the one after him.

Discarded Queens (Reverse): Reverses the order of play.

RULE SETTINGS

First, set the rules at Rule Setting.

Use the ⬆ ⬇ directional buttons to select an item, and the ⬅ ➡ directional buttons changes the Rule Settings. To confirm, move the cursor to OK and press the ◉ button.

Right of Refusal?

This allows you to stop a player from taking your card, and make him take another.

* When an opponent tries to select a card, block him by pressing the △ button.

You can only use this 3 times.

Jack..... Jump players?

This decides whether or not to skip a player when a pair of Jacks is discarded.

Queen..... Reverse?
This decides whether or not to reverse the order of play when a pair of Queens is discarded.

Requirements for Clearing
Finish in the top 2 in a five-round set; in level 4 you must finish first. Every player begins with 10 points.

1st	+10 points
2nd	+8 points
3rd	+5 points
Last	-5 points

* The game will stop as soon as the player goes out.

SPEED

One or two players
You will need quick judgement and fast reflexes. This is a card game with a difference. As quickly as you can, play cards that are consecutive to the Table Cards. You can also obstruct your opponent. Have great battles with family and friends.

Game Description
On Ready Go! Each player plays cards as fast as he can. The first to run out of cards wins.
Keep on playing cards that are consecutive to the Table Cards (suit is not relevant).
The value can be one higher or one lower than the Table Cards. If you cannot play any cards, you must wait for your opponent to play as many has he can play. As he plays cards, you may have a new opportunity to play, so watch carefully.
When neither of you can play any cards...
On another Ready Go! each player draws a card from his deck, puts it on the table, and continues play. When there are no cards in the deck, he uses the card in his hand that is closest to the deck.
Each time you win a game you get a cup. The first to get 2 cups wins the match.
1P vs COM match: This is a knockout competition with 12 COM characters.
1P vs 2P match: This finishes after one match.
* If you could play a card but don't, the card will do a small jump to show you.

When you get used to the game you can watch your opponent's cards and obstruct him.

* Only Speed allows you to choose the method of playing your cards.

Cursor Method

Select a card by moving the cursor with the ⬅ ➡ directional buttons and pressing the ◉ button. The computer will automatically select where to place it. At this time you can do the following:

Press the ◉ button while holding down either the L1 or L2 button to place the card on the left Table Card.

Press the ◉ button while holding down either the R1 or R2 button to place the card on the right Table Card.

Button Method

A button is assigned to each of the card positions.

L2 button - the furthest-left card; L1 button - the card to the left of center.

R2 button - the furthest-right card; R1 button - the card to the right of center.

The computer will automatically select where to place it. At this time you can do the following:

Press the button while holding down the ⬅ directional button to place the card on the left Table Card.

Press the button while holding down the ➡ directional button to place the card on the right Table Card.

POKER

Single Player

Get maximum points from the 5 cards dealt to you. Bet your credit carefully and aim for one million points. Will you earn a little each time, step by step, or risk it all on one bet? This will test your playing luck.

Game Description

To get maximum points, exchange some of the 5 cards that you have been dealt. You get 100 points to start. Build it up as much as you can.

How to Play

Place the cursor over Bet and press the ◉ button to bet your credits. Each credit you bet will multiply the points in your hand.
* Press the ⊗ button to bet your credit up to the maximum.
Place the cursor over Deal and press the ◉ button to deal the cards.
Place the cursor over the Hold under any card and press the ◉ button. When Held appears under the card it will be held.
You can release Hold by pressing the ◉ button again.
After deciding which cards to hold, place the cursor over Deal and press the ◉ button.
When your credit reaches 100,000 or 1,000,000 points, your maximum bet number will increase to 50 or 100.

Points explanation:

One pair
Two cards with the same value
(Must be Jacks or better)

Two pair
Two pairs of matching cards

Three of a kind
Three cards with the same value

Straight
Consecutive numbers (irrespective of suit)

Flush
5 cards in the same suit

Full House
One pair and three of a kind

Four of a kind
Four cards with the same value

Straight Flush
Five consecutively numbered cards in the same suit

Royal Straight Flush
10, Jack, Queen, King, Ace in the same suit

Five of a kind
Four of a kind plus a Joker

Poker and Blackjack
Poker and Blackjack use the same credits. They also use the same Double Up game. You can switch between the games any time that you are playing one or the other.

The Double Up game
This is a chance to bet the credit you won and increase it by 2, 4, ... times.
If your hand has any points "Double Up?" will appear.
Select Yes to move to the double up game.

If you select No, your earnings will be added to your total.
There are three double up games:

1. Select Hi Card
2. Hi & Low
3. Red & Black

1. Select Hi Card
Try to select a face down card that is higher than the up card. If you win, you can play again, betting the earnings. (You can repeat this a maximum of four times.)

2. Hi & Low
Guess whether the next card will be higher or lower than the current one.
You lose if they are the same. (You can repeat this a maximum of four times.)

3. Red & Black
Try to select a card from the four remaining that is the same color as the current one.
(You can repeat this a maximum of four times.)
There is no Joker.
* In double up, card strengths are 2 - King - Ace.

Poker and Blackjack: Changing Games
A menu will appear if you press the ▶ START button during a game. Select Game Change.

Menu
Game Change = Change games
End = End the game
Cancel = Cancel

Recording Credit with a Password
Although this game does not require a memory card, a Password menu will appear if you press the ▬ SELECT
button during a game.
When you press the ▬ SELECT button during a game, a 6-character password will appear. You will be able to play using your previous credits if you input this password at the start of a game.

Return to the game
Use the Directional buttons to move the cursor, and input with the ◉ button. When a correct code is entered the game starts automatically at the point where you left it.

BLACK JACK
Single Player
You win if you get closer to 21 than the dealer. Of course if you exceed 21 you lose.
Should you take one more card? Hold? Worry, wonder, enjoy!

Game Description
At first you have one card. Draw cards. You win if you get closer to 21 than the dealer.

Blackjack means you have 2 cards in total, and they add up to 21.

How to Play
Place the cursor over Bet and press the ◉ button to bet your credits. Each credit you bet will multiply the points in your hand.
* Press the ⊗ button to bet your credit up to the maximum.
Place the cursor over Deal and press the ◉ button to deal a card.
Select Hit to add a card.
Select Stand if you do not want any more cards.

Counting points
Ace= One or eleven.
2~10 are counted at face value.
Jack~King=10.

Draw! Signifies a draw (tie).
Busted! Means that the total exceeds 21.

Point multipliers are as shown below:

Black Jack: you have 2 cards in total, and they add up to 21.	5 times
6 7 8: You have a 6, a 7, and an 8.	10 times
5 Cards: You have 5 cards in total, and they add up to 21.	20 times
7 7 7: You have three 7s.	40 times
6 Cards: You have 6 cards in total, and they add up to 21.	50 times

CONCENTRATION

One to four players
Turn over the cards one by one to find pairs and make them yours. The person with the most pairs wins.

Game Description
Turn over the 40 face down cards one by one. When you turn over two in succession with the same number, you get the pair. The game is over when all the cards are face up.

Four always play. Play begins from the player who draws an Ace.

Game Select mode
There are four players: 1P (yellow), 2P (red), 3P (green), and 4P (blue).
1P vs. COM: One player and 3 COM players play each other.
1P vs. 2P vs. COM: Two players and 2 COM players play each other.
1P vs. 2P vs. 3P vs. COM: Three players and 1 COM player play each other.
1P vs. 2P vs. 3P vs. 4P: Four players play each other.

Requirements for Clearing
Finish in the top 2; in level 4 you must finish first.
Each level finishes after one game.
Every player begins with 0 points.
For the first pair you get one point; for the second pair you get two points; for the third and subsequent pairs you get 3 points per pair.

LIMITED WARRANTY

ZeniMax Media Inc. ("ZeniMax") warrants for a period of ninety (90) days following the original purchase of this Disc ("Warranty Period") that the Disc media is, and under normal use shall be, free from substantial errors or defects that will materially interfere with the operation of the Disc as described in the Documentation. This limited warranty applies to the initial purchaser only ("You"), and does not apply if the Disc is used for other than for private, non-commercial purposes.

EXCEPT AS STATED ABOVE, ZENIMAX MAKES NO OTHER WARRANTY, REPRESENTATION, OR CONDITION, EXPRESS OR IMPLIED, STATUTORY OR OTHERWISE. ANY AND ALL OTHER EXPRESS OR IMPLIED WARRANTIES, REPRESENTATIONS, OR CONDITIONS, STATUTORY OR OTHERWISE, ARE EXPRESSLY AND SPECIFICALLY DISCLAIMED, INCLUDING ANY WARRANTY OR MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE OR NONINFRINGEMENT.

Some jurisdictions do not allow limitations on how long an implied or express warranty or condition lasts, so the above limitation may not apply to You. This limited warranty gives You specific legal rights, and You may also have other rights which vary from jurisdiction to jurisdiction.

If You believe You have found an error or defect in the Disc that would constitute a breach of this limited warranty during the Warranty Period, and You are in the United States, please call (410) 568 3685, 8:00 a.m. to 12:00 midnight EST Monday through Friday, and 8:00 a.m. to 8:00 p.m. EST Saturdays and Sundays, excluding holidays. If You are outside the United States, send your original Disc to Mud Duck Productions c/o ZeniMax Media Inc., 1370 Piccard Drive, Suite 120, Rockville, Maryland 20850 USA, together with a dated proof of purchase, Your product number, a brief description of such error or defect, and Your return address.

If You have a problem resulting from such a manufacturing defect in the Disc, ZeniMax's entire liability and Your exclusive remedy for breach of this limited warranty shall be the replacement of the Disc, within a reasonable period of time and without charge, with a corrected version of the Disc. Any replacement Disc shall be warranted for the remainder of the original Warranty Period or thirty (30) days, whichever is longer. This limited warranty shall not be applicable and shall be void if the defect in the Disc is found to be the result of abuse, unreasonable use, mistreatment or neglect.

WARRANTY CARD AND WARRANTY PROTECTION

To be eligible for warranty protection hereunder, You must fill out and mail in the Warranty Registration Card included in the Package within thirty (30) days of purchase. Failure to send in Your Warranty Registration Card within thirty (30) days of purchase shall result in the loss of Your warranty protection. Warranty protection is available only to You, the original purchaser. In the event of any questions in this regard, ZeniMax reserves the exclusive right to determine warranty eligibility and appropriate redress, if any.

LIMITATION OF LIABILITY

IN NO EVENT SHALL ZENIMAX BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL, PUNITIVE, EXEMPLARY OR OTHER INDIRECT DAMAGES, EVEN IF ZENIMAX IS ADVISED OF OR AWARE OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL THE ENTIRE LIABILITY OF ZENIMAX ARISING FROM OR IN ANY WAY RELATED TO THE PACKAGE, THE DISC, OR ANY PART THEREOF, OR THIS AGREEMENT, EXCEED IN THE AGGREGATE THE PURCHASE PRICE OF THE PACKAGE.

Some jurisdictions do not allow the exclusion or limitation of relief, special, incidental, consequential, indirect or exemplary damages, or the limitation of liability to specified amounts, so the above limitations or exclusions may not apply to You.

For general technical support, please call 410-568-3685, 8:00 am to 12:00 midnight EST Monday through Friday, and 8:00 am to 8:00 pm EST Saturdays and Sundays, excluding holidays

Fun for the Whole Family!

Family Card Games Fun Pack © 2002 Mud Duck Productions, a ZeniMax Media brand. Distributed under license from Midas Interactive Ltd. Mud Duck, ZeniMax and their logos are registered trademarks or trademarks of ZeniMax Media Inc., 1370 Piccard Drive, Suite 120, Rockville, MD 20850. All Rights Reserved.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PlayStation®

MUD DUCK™

ZeniMax™ MEDIA INC.