WARNINGS AND CONSUMER INFORMATION

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

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CONTENTS

GETTING STARTED .... 1
GAME MODES ....... 2
MODE SELECT ....... 3
PENNY RACERS OPTIONS ....... 5
RACING ........... 7
TIME TRIAL MODE ....... 10

VS MODE .......... 10
ACCESSORIES ....... 11
TRACK PROFILES ....... 13
NEW TRACK MODE ....... 15
WINNER'S CIRCLE ....... 18
LIMITED WARRANTY ....... 21

GETTING STARTED

INSERT THE CARTRIDGE INTO THE CONSOLE, THEN TURN THE SWITCH ON. WHEN THE TITLE SCREEN APPEARS, PRESS THE START BUTTON TO SELECT GAME MODES.

CONTROL STICK FUNCTION

THE NINTENDO 64 CONTROLLER CONTAINS A CONTROL STICK WHICH USES AN ANALOG SYSTEM TO READ THE ANGLES AND DIRECTION OF THE MOVEMENT. THIS ALLOWS SUSTAINABLE CONTROL THAT IS NOT POSSIBLE USING THE CONVENTIONAL A CONTROL PAD.

WHEN TURNING THE CONTROL DECK POWER ON, DO NOT MOVE THE CONTROL STICK FROM ITS 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 1 AND R BUTTONS.

THE CONTROL STICK IS A PRECISION INSTRUMENT. MAKE SURE NOT TO SPILL LIQUIDS OR PLACE ANY FOREIGN OBJECTS INTO IT.
GAME MODES

MOVE THE CONTROL STICK UP/DOWN TO SELECT.
PRESS THE A BUTTON TO SELECT, OR THE B BUTTON TO CANCEL.

START GAME: BEGIN A NEW GAME. FOR INSTRUCTIONS, SEE "MODE SELECT".

NEW TRACK: CREATE YOUR OWN COURSE. FOR INSTRUCTIONS, SEE "NEW TRACK MODE".

OPTIONS: SET UP THE GAME: CHOOSE CAR ACCESSORIES, SAVE YOUR VEHICLE, LOAD A SAVES VEHICLE, AND REPILE YOUR CURRENT CAR. FOR INSTRUCTIONS, SEE "PENNY RACER OPTIONS" ON PAGE 5.

AUDIO: ADJUST THE SOUND SETTINGS. ON THE SOUND OPTIONS SCREEN, MOVE THE CONTROL STICK UP/DOWN TO SELECT AN OPTION AND LEFT/RIGHT TO CHANGE THE SETTING. YOU CAN CHANGE THE BGM (BACKGROUND MUSIC) AND SE (SOUND EFFECTS) VOLUME, AND SET YOUR SPEAKERS TO STEREO OR MONO. WHEN FINISHED, CHOOSE EXIT AND PRESS THE A BUTTON.

MODE SELECT

THE MODE SELECT MENU APPEARS WHEN YOU CHOOSE START GAME.

DRIVERS

MOVE THE CONTROL STICK LEFT/RIGHT TO CHOOSE THE NUMBER OF DRIVERS IN THE RACE, THEN PRESS THE A BUTTON TO CONFIRM. WHEN TWO OR MORE PEOPLE PLAY, YOU MUST CONNECT A CONTROLLER FOR EACH PLAYER BEFORE TURING THE SYSTEM ON.

RACE MODE

MOVE THE CONTROL STICK LEFT/RIGHT TO CHOOSE A RACE FROM THREE DIFFERENT RACE MODES. THE RACES AVAILABLE DEPEND ON THE NUMBER OF PEOPLE PLAYING AND THE COURSE YOU CHOOSE. PRESS THE A BUTTON TO CONFIRM.

RACE SERIES: 1 OR 2 PLAYERS RACE AGAINST AN OPPONENT OR UP TO SIX COMPUTER CONTROLLED CARS.

TIME TRIAL: 1 PLAYER BREAK YOUR OWN TIME RECORDS.

VS.: 2 TO 4 PLAYERS RACE AGAINST OTHER PLAYERS ON A SPLIT SCREEN.

CLASS

YOU START THE GAME IN CLASS C. YOU CAN MOVE UP TO THE NEXT CLASS WHEN YOU COME IN 1ST PLACE OR BETTER ON ALL COURSES.

IN EACH CLASS, YOU CAN MODIFY YOUR VEHICLE'S PERFORMANCE BY ADDING ACCESSORIES. MODIFICATIONS IN EACH CLASS ARE LIMITED TO A CERTAIN NUMBER OF ACCESSORY POINTS. THE HIGHER THE CLASS, THE MORE POINTS YOU CAN USE TO MODIFY YOUR PENNY RACER.

CLASS C: MAXIMUM OF 6 ACCESSORY POINTS AVAILABLE.
CLASS B: MAXIMUM OF 10 ACCESSORY POINTS AVAILABLE.
CLASS A: MAXIMUM OF 14 ACCESSORY POINTS AVAILABLE.
CLASS AA: UNLIMITED ACCESSORY POINTS AVAILABLE.
TRACK SELECT

MAKE A TRACK SELECTION AFTER CONFIRMING YOUR DRIVERS, RACE MODE AND CLASS. TRACKS HAVE VARYING WEATHER, ROAD TYPE, AND TRACK DIFFICULTY LEVELS. MOVE THE CONTROL STICK LEFT/RIGHT TO SELECT. WHEN YOU PRESS THE A BUTTON, OK WILL APPEAR. PRESS THE A BUTTON AGAIN TO CONFIRM, OR PRESS THE B BUTTON TO CANCEL.

<table>
<thead>
<tr>
<th>COUNTRY</th>
<th>WEATHER</th>
<th>ROAD TYPE</th>
<th>TRACK LEVEL</th>
</tr>
</thead>
<tbody>
<tr>
<td>COUNTRY</td>
<td>SUNNY</td>
<td>ON-ROAD</td>
<td>EASY</td>
</tr>
<tr>
<td>LAKESIDE</td>
<td>RAINY</td>
<td>ON-ROAD</td>
<td>NORMAL</td>
</tr>
<tr>
<td>HARBOR</td>
<td>SUNNY</td>
<td>ON-ROAD</td>
<td>HARD</td>
</tr>
<tr>
<td>MOUNTAIN</td>
<td>SUNNY</td>
<td>OFF-ROAD</td>
<td>NORMAL</td>
</tr>
<tr>
<td>RUNGS</td>
<td>NIGHT</td>
<td>OFF-ROAD</td>
<td>EASY</td>
</tr>
<tr>
<td>VOLCANO</td>
<td>NIGHT</td>
<td>OFF-ROAD</td>
<td>HARD</td>
</tr>
<tr>
<td>ALPINE</td>
<td>SNOW</td>
<td>Icy Road</td>
<td>NORMAL</td>
</tr>
<tr>
<td>SAVES</td>
<td>SUNNY</td>
<td>Icy Road</td>
<td>NORMAL</td>
</tr>
<tr>
<td>ICE</td>
<td>SUNNY</td>
<td>Icy Road</td>
<td>NORMAL</td>
</tr>
<tr>
<td>CREATED</td>
<td>(COURSES YOU CREATE)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

NOTE: THE TRACK SELECT SCREEN ALSO SHOWS THE BEST LAP/CAR AND BEST TIME/CAR FOR EACH TRACK.

RACER SELECT

SELECT YOUR VEHICLE FROM 15 TYPES. MOVE THE CONTROL STICK LEFT/RIGHT TO SELECT AND PRESS THE A BUTTON TO CONFIRM.

A SUBMENU WILL APPEAR WITH THESE OPTIONS:

START GAME: START PLAYING.
SETTINGS: CHANGE GAME SETTINGS BY USING THE PENNY RACERS OPTIONS SCREEN, SEE "PENNY RACERS OPTIONS."

GHOST LOAD: LOAD A "GHOST" CAR OF YOUR LAST RACE IN TIME TRIAL MODE. WHEN YOU RUN ANOTHER TIME TRIAL ON THE SAME TRACK, YOUR "GHOST" WILL RACE WITH YOU, SO YOU CAN COMPARE YOUR DRIVING SKILLS AND TRY TO BEAT YOUR BEST TIME.

PENNY RACERS OPTIONS

CHOOSE OPTIONS ON THE GAME MODE MENU TO BRING UP THE PENNY RACERS OPTIONS MENU. PLAYERS 1 TO 4 CAN SET THE FOLLOWING OPTIONS FOR THEIR CARS.

SETTINGS

EQUIP YOUR VEHICLE BY ADDING ACCESSORIES UP TO THE POINT LIMIT FOR YOUR CAR CLASS. IF YOU EXCEED THE POINT LIMIT, THE VIOLATION SIGN WILL APPEAR AND YOU WILL BE UNABLE TO ENTER THE RACE. PRESS THE A BUTTON WHEN YOU FINISH SETTING UP YOUR CAR AND THE OK SIGN WILL FLASH. PRESS THE A BUTTON AGAIN TO ENTER THE RACE.

ACCESSORIES: MOVE THE CONTROL STICK UP/DOWN TO SELECT A CATEGORY, AND MOVE IT LEFT/RIGHT TO CHANGE THE ACCESSORY. DIFFERENT ACCESSORIES ARE WORTH DIFFERENT POINT AMOUNTS.

SAVE
SAVE YOUR VEHICLE WITH ITS EQUIPMENT SETTINGS.

LOAD
LOAD A SAVED VEHICLE AND ITS EQUIPMENT SETTINGS FROM THE CONTROLLER PACK.

RETIRE VEHICLE
PUT YOUR CURRENT VEHICLE ON THE BLOCKS AND START FROM SCRATCH.

RACING

SAVE/COLOR

START BUTTON: START/PAUSE.

CONTROL STICK: CONTROL THE DIRECTION AND ANGLE OF YOUR CAR.

A BUTTON: ACCELERATE.

B BUTTON: BRAKE.

C BUTTON: UP/DOWN, TOGGLE VIEWS, CYCLING THROUGH ZOOM, BIRD'S-EYE, AND DRIVER VIEWS.

R BUTTON: HONK THE HORN. PRESS TOGETHER WITH THE A BUTTON TO REVERSE WHEN STOPPED.

Z TRIGGER: USE SPECIAL WEAPONS.

ADVANCED TECHNIQUES

DRIFT: WHEN TURNING, PRESS THE B BUTTON (BRAKE) ONCE AND PUSH THE CONTROL STICK OPPOSITE THE DIRECTION OF YOUR TURN TO DRIFT. DOING THIS HELPS YOU MAKE TURNS WHILE ONLY SLIGHTLY REDUCING SPEED.

WHEELIE: MOVE THE CONTROL STICK DOWN TO WHEELIE WHEN GOING SLOW. WHEELIES LET YOU MAKE WIDE TURNS AND CHANGE DIRECTION QUICKLY.

FULL-BACK PASH: WHILE BACKING UP, RELEASE THE R BUTTON WITH JUST THE RIGHT TIMING AND YOU'LL MAKE A PASH START.

BARREL ROLL: WHEN TURNING, PRESS THE R BUTTON AND CONTROL STICK IN THE DIRECTION OF YOUR TURN, YOUR RACER WILL ROLL AT A 45° ANGLE TO CHANGE DIRECTION.
RACE SCREEN

At certain times, you'll also see these:

* Dash Zone: Passing on the dash zone gives you a speed boost for a limited time.
* Wrong direction alert: If you're driving the wrong way, a wrong direction sign appears.
* Race result: Your lap time and total time appear when you cross the finish line.

GETTING ACCESSORIES

When you finish in 3rd place or better, you get an accessory from the losers. The 1st place winner has first choice, then 2nd and 3rd place winners take their turn. Select a racer at 4th place or below, and choose an accessory from the display. (You cannot add accessories you already own). Select none, then yes to exit.

YOU CAN GIVE AWAY AN ACCESSORY AFTER YOU SELECT THE ONE YOU WANT. IF YOU DON'T WANT TO SWAP, OR HAVE NO PARTS TO GIVE AWAY, SELECT NONE (YOU CAN'T SELECT NONE WHEN SWAP MODE IS ON).

RACE RESULTS SCREEN

You'll see the race results at the end of the race. Q marks appear on the course select screen when you finish in 3rd place or better.

<table>
<thead>
<tr>
<th>Q Marks</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st Place</td>
</tr>
<tr>
<td>2nd Place</td>
</tr>
<tr>
<td>3rd Place</td>
</tr>
</tbody>
</table>

PAUSE MENU

Return to race: Resume racing.

Restart: Start the race over from the beginning.

Quit race: Stop the race and return to the game mode menu.

Retire: Give up racing, when you retire, you lose. In multiplayer games, a player who retires will be the loser.
TIME TRIAL MODE

This is a one-player race where your goal is to break your own speed record. Special weapons are not active in this mode.

GHOST RACERS

Penny Racers allows saved races to appear on time trial screens as “Ghosts.” The ghost racer appears as a transparent car on the screen. You can save a ghost racer on one track at a time.

Once you’ve saved a ghost racer, you can load it before your next race. When you run another time trial on the same track, your “Ghost” will race with you, so you can compare your driving skills and try to beat your best time.

VS MODE

Play a match where two, three or four players compete. Each player sets up his or her individual screen and Penny racer.

In a two-player match, the screen splits in half. In three and four-player games, the screen splits into four.

ACCESSORIES

BODY TYPES

Racer No. 1
Racer No. 2
Racer No. 3
Racer No. 4
Racer No. 5
Racer No. 6
Racer No. 7
Racer No. 8
Racer No. 9
Racer No. 10
Racer No. 11
Racer No. 12
Racer No. 13

ENGINES

Stock engine: Good maximum speed and acceleration capabilities.
Acceleration engine: Best acceleration, but poor maximum speed capabilities.
Top end engine: Best maximum speed, but poor acceleration capabilities.

TIRES

Street: Best for on-road racing.
Off road: Best for off-road racing.
Aqua: Best for rain-slicked tracks.
Snow: Best for icy conditions.

BRAKES

The higher the brake number, the faster and better it works.

SUSPENSION

Choose higher numbers for more responsive handling.
ARMOR
BUMPER: INCREASES THE VEHICLE'S WEIGHT FOR STABILITY DURING ATTACKS.
SPOILER: INCREASES THE VEHICLE'S AERODYNAMICS AND ROAD GRIP.

EXTRA
POLICE CAR LIGHT 1 0 PT
POLICE CAR LIGHT 2 0 PT
POLICE CAR LIGHT 3 0 PT
POLICE CAR LIGHT 4 0 PT
TAXI LIGHT 1 0 PT
TAXI LIGHT 2 0 PT
TAXI LIGHT 3 0 PT
TAXI LIGHT 4 0 PT
SURFBOARD 1 0 PT
SURFBOARD 2 0 PT
SWIM 0 PT

SPECIAL WEAPONS
WEAPON  PURPOSE  PTS.  NO. OF USES
TURBO  TURBO BOOST  1 PT  3
PROJECT CON  INVINCIBLE TO ATTACKS  1 PT  3
OCTOPUS CON  ADDITIONAL DEFENSE  1 PT  3
SPIN CON  ATTACK RIVAL CARS  1 PT  3
DOUBLE SPIN CON  ATTACK RIVAL CARS  1 PT  3
CANNON 1  FRONT ATTACK  1 PT  2
CANNON 2  FRONT ATTACK  2 PTS.  5
MISSILE 1  FRONT AREA ATTACK  2 PTS.  3
MISSILE 2  FRONT AREA ATTACK  3 PTS.  3
SMOKING SCREEN CON  BLIND OPPONENTS  1 PT  5
TIRE SPIRE  REAR ATTACK  1 PT  3
LANDMINE  REAR ATTACK  1 PT  3
BLOCK  REAR ATTACK  2 PTS.  5
WEIGHT CON  SLOWS ALL ENEMIES  3 PTS.  3

COUNTRY
GOOD FOR BEGINNERS, WITH TWO WATER FOUNTAINS TO CIRCLE. USE THE TWO DASH ZONES EFFECTIVELY.

HARBOR
WHILE RACING THROUGH THIS PORT TOWN, LOOK OUT FOR THE BUS ON THE STREET. USE THE DASH ZONE IN FRONT OF THE DRAWBRIDGE TO MAKE THE BIG JUMP.

LAKESIDE
RACE UNDER RAINY CONDITIONS WITH BEAUTIFUL RAINBOWS LIGHTING THE SKY. USE THE BARREL ROLL TECHNIQUE TO HANDLE THE HARPIN TURNS. AGUA TIRES RECOMMENDED.

MOUNTAIN
A PEACEFUL OFF-ROAD COURSE TURNS HARY WHEN ROLLING BOULERS FORCE YOU TO SLOW DOWN! WATCH FOR PUDDLES AND MINES DROPPED BY RIVAL RACERS.
NEW TRACK MODE

NEW TRACK MODE LETS YOU CREATE YOUR OWN COURSES BY ASSEMBLING AND EDITING COURSE PARTS. YOU CAN SAVE UP TO FOUR CUSTOM COURSES ON ONE CONTROLLER PACK.

DURING TRACK CREATION AND EDITING, ON-SCREEN EXPLANATIONS WILL APPEAR TO HELP YOU. TO SKIP THEM, PRESS THE A BUTTON.

NEW TRACK BUTTON CONTROLS

CONTROL STICK: MOVE THE CURSOR.
A BUTTON: ACCEPT/EXECUTE/SKIP ONSCREEN MESSAGES.
B BUTTON: CANCEL.
C BUTTON: LEFT/RIGHT, ROTATE THE COURSE LAYOUT. UP/DOWN, ZOOM THE LAYOUT IN/OUT.
Z TRIGGER + C BUTTON: ADJUST THE ANGLE OF THE LAYOUT CAMERA.

ASSEMBLING AND EDITING A COURSE

1. SELECT NEW TRACK FROM THE GAME MODE MENU.
2. THE TRACK CREATE MENU APPEARS. SELECT NEW TRACK TO START CREATING A NEW COURSE. (TO EDIT A PREVIOUSLY SAVED COURSE, SELECT LOAD AND SELECT THE COURSE YOU WANT TO LOAD. IF YOU'VE ALREADY EDITED YOUR COURSE ONCE, CONTINUE ALSO APPEARS. SELECT IT TO CONTINUE EDITING THE TRACK.)
3. SELECT A ROAD TYPE: ON-ROAD OR OFF-ROAD.
4. SELECT A TRACK TYPE: A CIRCUIT COURSE HAS THE SAME START/FINISH LINE; A STAGE COURSE HAS A SEPARATE STARTING POINT AND FINISH LINE.
5. Position the start/finish line by moving the cursor and pressing the A button to set the line. The length of the course has to be within the number appearing in the remaining box. (When you create a stage course, select the starting point, then the finish line.)

6. Add and position track sections by moving the cursor with the control stick and pressing the A button to accept.

7. When the cursor turns red, you can alter any track section. First, select it with the control stick and press the A button. Move the control stick left/right to change the section, and up/down to adjust the height (up to two levels).

8. Press start when you finish building the track.

9. Select course check and press the A button to make sure the track forms a complete loop. The course check completed sign appears when the track form is correct. Revise the track if it's incorrect. (The course check cannot be completed until the course direction and heights are properly connected.)

10. When the course check is complete, the register menu appears.

- Register: Play the new track right away. Note that the course may not be saved. The new registered course will appear as the user course on the track select screen.
- Save data: Save the new track to the controller packs.
- New track: Create a new course from scratch.
- Quit: Exit new track mode and return to the game mode menu.

Saving and loading the new track

To save the course you created, select save, select any slot in packs 1-4, and press the A button.

Only one user course at a time can be registered on the track select menu to play a different custom course.

Choose the load option in the track edit menu. The available course data will appear. ROM 1-8 are the regular game tracks which you can edit. These are saved to the game's battery. Pack 1-4 are for new tracks you create. These tracks are saved onto your controller pack. Choose the track you want to load and press the A button.
WINNER'S CIRCLE

CHECK OUT THIS SECTION IF YOU HAVE TROUBLE FINISHING IN THE TOP 3. YOU'LL FIND TECHNIQUES AND HINTS FOR DRIVING WITH A WINNER'S SKILL AND USING THE TRACK TO YOUR ADVANTAGE.

1. TIME YOUR START DASH
   HOLD THE A BUTTON WHEN YOU START THE RACE TO GIVE YOU A QUICKER DASH. THE CLOSER YOUR TACHOMETER IS TO 5, THE QUICKER YOU WILL START OFF THE LINE.

2. BE INVINCIBLE BY ROLLING
   WHILE ROLLING, YOUR CAR IS INVINCIBLE—EVEN WHEN GOING OVER MINES. ROLL WHENEVER YOU'RE FACED WITH UNAVOIDABLE-obstacles. BE CAREFUL: ROLLING CARS RISK GOING OFF THE TRACK.

3. USE THE DASH ZONES
   DASH ZONES GIVE YOU A SPEED BOOST FOR A LIMITED TIME IF YOU KNOW HOW TO USE THEM. YOU CAN ONLY GET A BOOST WHEN ALL FOUR TIRES ARE ON THE GROUND.

4. WATCH YOUR RIVALS
   DON'T JUST WATCH OUT FOR THE CARS IN FRONT OF YOU—KEEP YOUR EYES ON EVERYONE. YOU COULD GET DRAGGED INTO A PILE-UP IF THE CAR NEXT TO YOU HITS A MINE.

5. EVERY CAR HAS A PERSONALITY
   WHEN RIVALS GET ATTACKED, THEY GET ANGRY. THEY'LL HONK AT YOU AND ATTACK BACK. SOME RACERS TAKE REVENGE AND CALM DOWN, BUT OTHERS MAY HOLD A GRUDGE. WATCH OUT!

6. DON'T GIVE UP
   THE BEST TECHNIQUE IS TO KEEP TRYING.
Life isn’t all polygon sunsets and texture maps.

Good graphics don’t make a great game, control does. That’s where InterAct comes in, with controllers like the SharkPad Pro 64® and the MakoPad® 64. Designed to feel right in your hands and respond the way you’d expect. Add peripherals that give you immense powers, weapons and the ability to share triumphs with everyone.

Master your world. Control all variables.

This Is Not A Game.

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THQ Inc. warrants to the original consumer purchaser that the Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, THQ Inc. will repair or replace the PAK at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.
2. Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 225-5167, Mon.-Fri., 8am - 5pm PST.
3. If the THQ service technician is unable to solve the problem by phone, he/she will provide you with a Return Authorization number. Simply return your PAK, along with your name, address, Return Authorization number, and any other information requested by the THQ service technician. After receipt of the defective PAK, THQ will repair or replace it, at its option, subject to the conditions above.

THQ Inc.
Customer Service Department
5016 N. Parkway Calabasas, Suite 100
Calabasas, CA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

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If the PAK develops a problem after the 90-day warranty period, you may contact the THQ Customer Service Department at the phone number noted. If the THQ service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You must then record this number on the outside packaging of the defective PAK. Send the defective PAK, along with $35.00 freight prepaid, to THQ, Inc. In its option subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKs are not available, the defective PAK will be returned and the $35.00 payment refunded.

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