ULTIMATE FIGHTING CHAMPIONSHIP

STEP INTO THE RING...

The premier mixed martial arts event in the world comes to the Dreamcast as the most realistic fighter ever. Prepare for ultra-realistic full-contact fighting that brings all styles of mixed martial arts together in the Octagon™. With over 30 fighting styles to master, from Kung Fu to Kickboxing, combined with over 3000 moves and 1200 combos, you have the most advanced fighting game imaginable.

Are you up for the Ultimate Fighting Championship? Step into the Octagon and find out.

ULTIMATE FIGHTING CHAMPIONSHIP COMING SOON.

Tony Hawk's Pro Skater

MUSKA
REYNOLDS
ROWLEY
STEAMER
THOMAS

Burnquist
Campbell
Gulfberg
Hawk
Lasek

SEGA
GRAVE
ACTIVISION
WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure before.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not allow the disc to come in contact with solvents or lubricants such as benzine and paint thinner to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGAE DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

<table>
<thead>
<tr>
<th>CONTENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Controls ..................................</td>
</tr>
<tr>
<td>Main Menu .....................................</td>
</tr>
<tr>
<td>Options Menu ..................................</td>
</tr>
<tr>
<td>The Skaters ...................................</td>
</tr>
<tr>
<td>Spot Check — The Game Levels ................</td>
</tr>
<tr>
<td>Gameplay Tips ..................................</td>
</tr>
<tr>
<td>Trick Controls ..................................</td>
</tr>
<tr>
<td>Special Tricks ..................................</td>
</tr>
<tr>
<td>Credits ........................................</td>
</tr>
<tr>
<td>Customer Support ..............................</td>
</tr>
<tr>
<td>Warranty and Service Information .............</td>
</tr>
</tbody>
</table>
GAME CONTROLS

The default controller configuration is shown here. All references to button selection in this manual refer to the default controller configuration. Tony Hawk's Pro Skater supports the Jump Pack.

To select menu options, use the directional button up/down to navigate through the menu options, highlight the desired option, and press the "A" button to accept. Screens without menus will list button to press at the bottom of the screen. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen. When using any controller, never touch the Analog Thumb Pad or Triggers LR while turning Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in a malfunction. Always use expansion Slot 2 when using the Jump Pack with the Sega Dreamcast Controller. If the Jump Pack is inserted in Slot 1, it will not connect properly with the controller and may fall out or operate incorrectly during gameplay. While saving a VMU/VM Specific Game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller or other peripheral equipment.

To abort a game in progress, press the Start button to pause the game. Choose End Run and then choose Quit. You will be given the option to save. Choose Yes if you wish to save your progress or No if you do not. You will then be returned to the Main menu screen.

Set up your Sega Dreamcast game console according to the instruction manual.
Be sure the power is off before inserting or removing a GD-ROM.
Insert the Tony Hawk's Pro Skater disc and close the disc cover.
Insert game controller(s) and VMU and turn on the Sega Dreamcast game console.
Follow the on-screen instructions to start a game.

GAME RESET

Control Parts
Use these parts to connect the Sega Dreamcast Controller or other peripheral equipment.

From left to right are Control Port A, Control Port B, Control Port C, and Control Port D.
Use each port to connect controllers for players 1 to 4 respectively.

NOTE: Control Port can also be referred to as Port.
MAIN MENU

Choose from the following options to begin playing Tony Hawk's Pro Skater. Using up/down on the directional buttons, choose the type of game you want to play. Press "A" to start that game. Two controllers must be plugged into the Sega Dreamcast to play a Two Player game.

ONE-PLAYER GAMES

Career Mode: As a pro skater you’ve got to hit the local spots and try to get your best sessions on videotape. Collect videotapes by attaining the goals shown on the loading screen. These tapes will unlock levels, equipment, and competition invites as the game progresses.

Single Session: Choose a single level and skate an all out two-minute session in an effort to set new high scores. Only one level will be unlocked at first. You need to unlock the rest of the levels in Career mode.

Free Skate: No time limits, no high scores, no cops, no pressure. Choose a single level and skate as long as you like. Work the obstacles over and over again until your tricks are tight. Only one level will be unlocked at first. You need to unlock the rest of the levels in Career mode.

In order to save a new game, be sure to have one block of free space available on your VMU, since the game will not allow you to overwrite an existing career. To check the status of your VMU and/or delete existing games, use the Sega Dreamcast internal VMU Manager. Continue Career will allow you to update the same block.

TWO-PLAYER GAMES

Graffiti: A split screen race to see who can hit more tricks in the environment. "Tag" obstacles with your color by tricking off of them. Steal your opponent's obstacles back with a bigger trick. Whoever tags the most objects in the two-minute session, wins. Tag pipe and pool lips by tricking on them from inside the ramp or pool.

Trick Attack: It's a two-minute free-for-all to see who can skate the best line and rack up the most points. Try introducing your opponent's face to the concrete by running into them.

HORSE: It's a one-on-one best trick contest. Bust a single trick, then watch as your opponent tries to beat your score at the same spot. If he or she matches your score, play passes back and forth until somebody bails. Whoever slams gets a letter—first player branded with all letters, loses!

OPTIONS

Choose this to go to the Options menu.

VIEW VIDEOS

Select this option to load a previously saved replay from a VMU or to view the videos that you’ve unlocked in the game. From this menu you can also see the game and music credits.
OPTIONS MENU

PLAYER 1/PLAYER 2 CONTROLS

Use the left/right/up/down directional buttons to customize the controller setup.

Sound Levels

Sound FX Volume: Use the left/right directional buttons to adjust the sound effects volume.

Music Level: Use the left/right directional buttons to adjust the music volume.

Trick Tips: Select On to view helpful pop-up hints during gameplay. Select Off to disable these hints.

Score Display: Select On to view trick names and scores as you pull them. Select Off to turn them off.

Load Career: You must have a VMU loaded to open previously saved Careers.

Load High Scores: You must have a VMU loaded to open previously saved High Scores and Options preferences.

THE SKATERS

Tony Hawk

The father of two and husband of one, Tony Hawk is arguably the single most influential skateboarder of all time. Born and raised in the hazy daze of Southern California, Tony has forgotten more tricks than most people learn in a lifetime. His contributions to the sport are endless—most recently, unearthig skateboarding's holy grail by becoming the only person to successfully land a 900°.

Bob Burnquist

Brazilian-born Bob Burnquist snuck onto the scene six years ago (winning the first pro contest he entered) and has been puzzling onlookers ever since. His unique style and switch-stance tendencies make Bob one of the most exciting and original skaters to come down the pike in decades.

| Ollie     | /     |
| Speed    | /     / / / /    |
| Air      | /     / / / / / / |
| Balance  | /     / / / / / /
| Age      | 31    |
| Born     | USA   |
| Hometown | Carlsbad |
| Years Pro| 16    |
| Stance   | Goofy |
| Height   | 6'2   |
| Ollie     | /     |
| Speed    | /     / / / / |
| Air      | /     / / / / /     |
| Balance  | /     / / / /     |
| Age      | 22    |
| Born     | Brazil |
| Hometown | Encinitas |
| Years Pro| 7     |
| Stance   | Regular |
| Height   | 5'11  |
Kareem Campbell

Kareem Campbell was born in New York City and grew up in Los Angeles—breaking down any East vs. West barriers that his predecessors may have set up for him. His dual coast citizenship has led Kareem to develop a smooth metropolitan style based on the mastery of “real” street settings.

Rune Gilfberg

Originally from Copenhagen, Denmark, Rune Gilfberg now hails from Huntington Beach, California. He’s skilled on all terrain, comfortably dominating wherever he chooses to ride. But, while it’s not uncommon to see him sessioning a backyard pool or cruising the streets, his true talent shines in the wide-open, trick-to-trick arena of vertical skateboarding.

Bucky Lasek

Weaned on the characteristically rough structures of the East Coast scene—skills hardened and honed to perfection in Baltimore, Maryland—Bucky Lasek is easily half a step ahead of skateboarding’s norm. Recently, he relocated all his power, originality, and style to Carlsbad, California to show the entire world where he’s from and where he’s at.

Chad Muska

From the boulevards of his native Las Vegas, to any of his adopted urban havens, Chad Muska is at home. This self-styled professional has taken his brand of street level promotions and skate-and-relate creativity to another level, delivering tons of it to everytown U.S.A. Muska expresses an on-the-spot love for the sport of skateboarding that is only equaled by his on-board skills.
Andrew Reynolds
Andrew Reynolds has only been pro for three years, but that's all he's needed to turn the heads of everyone who even remotely cares about skateboarding. Turtle Bay hails from Huntington Beach, California, where he holds superhero status for his willingness to toss himself off and over gigantic gaps, big sets of stairs, and airplane hangars. Wheeeeee!

Geoff Rowley
A precision-engineered English import, Geoff Rowley is one of those smooth-operating skateboarders from England who runs exclusively on handrails, huge staircases, and vegetables. Geoff made his way over to Huntington Beach, California a few years ago, and the young lad from Liverpool has been speeding around the streets ever since.

Elissa Steamer
Ft. Myers, Florida's own Elissa Steamer is the first female to have a pro model street board with her name on it. How's that? Well, in the last six all-girl events she's entered Elissa has gone undefeated. In last year's springtime classic, The Skatepark of Tampa Pro Contest, she made the cut skating against the big boys. How ya' like her now?

Jamie Thomas
Alabama transplant Jamie Thomas goes big. A current resident alien of Encinitas, California, this fledgling alpha male has been pro for six of his twelve years of skateboarding. During that time he's directed and edited six videos while skating everyday—breaking off hundreds upon thousands of the world's longest and biggest handrails—his way.

<table>
<thead>
<tr>
<th></th>
<th>Ollie</th>
<th>Speed</th>
<th>Air</th>
<th>Balance</th>
<th>Age</th>
<th>Born</th>
<th>Hometown</th>
<th>Years Pro</th>
<th>Stance</th>
<th>Height</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>20</td>
<td>USA</td>
<td>Huntington Beach</td>
<td>3</td>
<td>Regular</td>
<td>6'2</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>23</td>
<td>UK</td>
<td>Huntington Beach</td>
<td>5</td>
<td>Regular</td>
<td>5'8</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Fort Myers</td>
<td>1</td>
<td>Regular</td>
<td>5'4</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Encinitas</td>
<td>6</td>
<td>Regular</td>
<td>5'10</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>Ollie</th>
<th>Speed</th>
<th>Air</th>
<th>Balance</th>
<th>Age</th>
<th>Born</th>
<th>Hometown</th>
<th>Years Pro</th>
<th>Stance</th>
<th>Height</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>24</td>
<td>USA</td>
<td>Encinitas</td>
<td>6</td>
<td>Regular</td>
<td>5'10</td>
</tr>
</tbody>
</table>
SPOT CHECK—THE GAME LEVELS

Warehouse: Woodland Hills—Practice up in an abandoned warehouse full of ramps, pipes, rails, and gaps. This is the best place to get the basics down before rippin' it up in the rest of the game.

School: Miami—Dumpsters, lunch tables, and long rails. Ahhh... paradise can be found in this deserted school! And don't forget to carve up the pools for some huge air and sweet transfers! Anybody for a game of hoops in the gym?

Mall: New York—Take a little after-hours stroll through the indoor/outdoor mall. This place is filled with huge stair sets and escalators just beggin' to be cleared. Check out the upper level for some killer gaps!

Contest 1: Skate Park, Chicago—You've got three runs to take it out on all of the other pro skaters in the "Windy City Slam" contest. Five judges will score each run based on variety, difficulty, and style. When all is said and done, the top three finishers will receive shiny new medals to wear around their necks.

Downtown: Minneapolis—Dodge traffic and air it out over the fountain in the center court. This is a nice wide-open scene with lots of kicker ramps and fire escapes that make for some insane grind combos. And who said you have to stick to the streets? Rip up everything in sight and try to make it to the roof tops for some serious gaps.
Downhill Jam: Phoenix—Speed. Air. Speed. Air. Speed. Air. Get the picture? This crazy downhill run, set in a river gorge, is the place to be if you’re looking for over-the-top speed and air. Grab the high rails and paths overhead for the scores that’ll have even the big boys scratchin’ their heads. Did we mention speed and air?

Contest 2: Burnside, Portland—This is the final contest before you make your way to the skate mecca that is San Francisco. The rules are the same as the first contest. Five judges, three runs, ten competitors, three medals. This familiar spot under an Oregon bridge has some killer lines that make for huge points, so get creative and bust out the combos that’ll get you that gold.

Streets: San Francisco—Skaters will recognize spots like Hubba Hideout and EMB (R.I.P.) while tourists can stick to Lombard Street and Chinatown. Grind anything and everything and be sure to hit the long rails and tons of gaps along the way. Only the best can tear it up enough to get a final mystery invitation to an enigmatic, not so far off land. Hmmm…

Contest 3—Have you seen him? Yup…and if you thought that thing was cool ten years ago, you ain’t seen nothin’ yet!
GAMEPLAY TIPS

• Hold "A" to crouch and go faster.
• Release "A" at the top of ramps for big air.
• Land straight to avoid bailing.
• Earn tapes by completing level goals.
• Tapes unlock new levels and decks.
• Hold Down "A" to crouch, release it to jump (ollie). Press "A" and tap ↑ to nollie. Press "A" and tap ↑ twice to fastplant.
• The longer you crouch, the higher you will ollie.
• To grind, hold down "Y" when in the air near a rail, edge, or lip.
• Hold ↑ to get over a pool lip.
• Use the directional buttons to balance while grinding.
• Ollie out of grinds by pushing "A".
• When in the air, Tap "B" or "X" plus a direction on the directional buttons to do tricks. (Example: "X" + ← does a kickflip.)
• Vary your tricks for higher scores.
• Score points to boost your power.
• Attempt special tricks when powered up.
• Spin tricks with the directional buttons for huge multipliers.
• Use R1 and L1 to spin faster.
• Ollie into a wall and hit "Y" to wallride.

TRICK CONTROLS

360 Shove It
Kickflip to Indy
Hardflip/Fingerflip*
Kickflip
Heelflip
Sex Change
Kickflip/Varial*
Impossible
360 Flip/Front Foot
Impossible*
Japan
Rocket
Madonna
Indy Nosebone
Method
Benihana
Stalefish
Tail Grab
Nose grind
Crooked Grind
Crooked Grind
Board slide
Board slide
Smith Grind
Smith Grind
5-0 Grind

50-50 Grind: Head straight for the rail and press "Y".
*Trick depends on the skater.
### SPECIAL TRICKS

<table>
<thead>
<tr>
<th>SKATER</th>
<th>TRICK</th>
<th>KEY COMBO</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tony Hawk</td>
<td>360 Flip to Mute</td>
<td>↓→X</td>
</tr>
<tr>
<td>Bob Burnquist</td>
<td>One Footed Smith</td>
<td>↑→Y</td>
</tr>
<tr>
<td>Geoff Rowley</td>
<td>Dark Slide</td>
<td>←→Y</td>
</tr>
<tr>
<td>Bucky Lasek</td>
<td>Fingerflip Airwalk</td>
<td>←→B</td>
</tr>
<tr>
<td>Chad Muska</td>
<td>360 Shove it Rewind</td>
<td>↑→X</td>
</tr>
<tr>
<td>Kareem Campbell</td>
<td>Kickflip Underflip</td>
<td>←→X</td>
</tr>
<tr>
<td>Andrew Reynolds</td>
<td>Heelflip to Bluntslide</td>
<td>↓↓Y</td>
</tr>
<tr>
<td>Rune Glifberg</td>
<td>Christ Air</td>
<td>←→B</td>
</tr>
<tr>
<td>Jamie Thomas</td>
<td>540 Flip</td>
<td>←↓X</td>
</tr>
<tr>
<td>Elissa Steamer</td>
<td>Judo Madonna</td>
<td>←↓B</td>
</tr>
</tbody>
</table>

Note: Key combinations listed here reflect the default controller configuration.

---

### CREDITS

**SEGA DREAMCAST VERSION PUBLISHED BY**

Crave Entertainment, Inc.

- **Executive Producer:** Mike Arkin
- **Producer:** Jeff Barnhart
- **Associate Producer:** Chris Scaglione
- **Sr. Product Manager:** Cory Jones
- **Sr. Marketing Services:** Sheri Furumi
- **Creative Services Mgr.:** Ryan Villiers-Furze
- **QA Manager:** Mike Schneider
- **Lead Tester:** John Kellogg

**Testers**

- Judy Britton
- Solomon Kupu
- Jeff Nachbour
- Richard Robledo
- Ron Talay
- Daniel Echeverria
- Jeff McLean
- Jorge Gomez
- T. Dean Shimonishi
- Kazuo Tanaka
- Daniel Echeverria
- Ramon Ramirez
- Ramiro Ramirez
- Brian Wilson

**Resident Skaters**

- Chris Scaglione
- Mike Givens
- Ron Talay
- Jeff Barnhart

**Wanna-be Skaters**

- Judy Britton
- Brian Wilson
Special Thanks
Holly Neuman
Martin Spiess

Mark Burke
Nima Taghavi

SEGA DREAMCAST CONVERSION DEVELOPED BY
TreYareh

Lead Programmer
James Fristrom

Art Director
Christian Busic

Programmers
Wade Brainerd
Srikanth Lakshmanan
Sean Palmer

Artists
Miranda Collins
Paul Whitehead

Additional Artist
Christopher Erdman

Additional Sound
Sergio Bustamante II

Producer
Gregory John

Executive Producer
Don Likeness

Administrator
Tiffany A. Tolman

Special Thanks To:
Christopher A. Busse

PLAYSTATION VERSION DEVELOPED BY
Neversoft Entertainment

Lead Programmer
Mick West

Programming
Jason Keeney
Ryan McMahon
Christer Ericson

Additional Programming
Dave Couling
Kendall Harrison
Mike Day

Lead Artist
Silvio Porretta

Artists
Johnny Ow
Darren Thorne

Characters and Animation
Noel Hines

Production Director
Jason Uyeda

Designers
Aaron Cammarata
Chris Rausch

Associate Producer
Ralph D'Amato

Producer
Scott Pease

Executive Producer
Joel Jewett

Executive Art Director
Chris Ward

Human Resources
Sandy Neulands
Lisa Edmison

Support
Sounis Hong
Everyone at SkateStreet
SPECIAL THANKS TO

Linus Chen, penultimate gamer
Jay Holderman
Bryant Bustamante
Sarah Cigliano
Murali Tegulapalle
Stacey Huarte
Ryan Sinnock
Chris Archer
Madde Nervous
Pr. Carrera
Logan Stormbringer
Skatestreet
Hot Rod Skate Shop
Transworld Skateboarding
411 Video Magazine
Birdhouse
City Stars
The Firm
Flip
Shorty's
Tum-Yeto
Toy Machine
Zero
Patio
Ation

Circa
Diakka
Dwindle Distribution
ES
Emerica
Eties
Four Star Distribution
Hurley International
Innes
Mountain Dew
Oakley's
Sole Technologies
Tech Decks

CUSTOMER SUPPORT

You may need only simple instructions to correct a problem with your product. Call the Customer Service Line at 970-392-7022 24 hours a day, 7 days a week.

If you are looking for Hints & Tips for any Grave Entertainment product, please call:

US 900-903-4468 $0.95 U.S. dollar per minute
Canada 900-677-4468 $1.50 Canadian dollar per minute

Must be 18 years or have parent's permission. Touch tone phone required.
CHECK OUT THESE AND OTHER BIRDHOUSE PRODUCTS AT YOUR LOCAL SKATE SHOP

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-888-771-3772.

Sega is registered in the U.S. Patent and Trademark Office. Segas, Dreamcast, the Dreamcast logo, and the Dreamcast Decal are trademarks of Sega of America, P.O. Box 1950, San Francisco, CA 94118. All other trademarks are property of their respective owners. Sega and Dreamcast refer to Sega Dreamcast software products, unless otherwise noted. The software is protected by copyright laws and international copyright treaties. No part of this software may be reproduced, distributed, or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or other worshiping devices, without the expressed written permission of the holder of the copyright. Copyright 2000 Segas. Printed in U.S.A.

Warranty and Service Information

CRAVE ENTERTAINMENT, Inc. warrants to the original purchaser of this CRAVE ENTERTAINMENT, Inc. Software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. The CRAVE ENTERTAINMENT, Inc. software program is sold "AS IS" and without any expressed or implied losses or damages of any kind resulting from use of this program.

If the CRAVE ENTERTAINMENT, Inc. software product fails to comply with this limited warranty, CRAVE ENTERTAINMENT, Inc. agrees to either repair or replace, at its option, free of charge, the noncomplying Crave Entertainment, Inc. software product provided it is return by the original purchaser, postage paid, with proof of purchase to CRAVE ENTERTAINMENT, Inc.'s Factory Service Center.

When returning the program for warranty replacement please send the original product disk(s) or cartridge only in protective packaging and includes: (a) a copy of your dated sales receipt; (b) your name and return address typed or clearly printed; (c) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the program; (d) 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 $35 U.S. currency per CD-ROM or $30 U.S. currency per cartridge replacement. Note: Certified mail is recommended.

This warranty shall not be applicable and shall be void if the defect in the Crave Entertainment, Inc. software product has arisen through irresponsible use, unreasonable use, misinstallation, negligent or reasonable wear and tear. IN THIS EVENT CRAVE ENTERTAINMENT, INC. AND NO OTHER REPRESENTRICES OR CLAIMS OF ANY NATURE SHALL BE BINDING OR BURGATORY CRAVE ENTERTAINMENT, Inc. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL CRAVE ENTERTAINMENT, INC. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE CRAVE ENTERTAINMENT, INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights and you may also have other rights, which vary from state to state.