

**PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:





- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

### **⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **IMPORTANT LEGAL INFORMATION**

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

	<p><i>The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.</i></p>	
	<p>Manufactured under license from Dolby Laboratories. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.</p> <p>This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.</p>	
	<p>Nintendo, Wii and the Official Seal are trademarks of Nintendo. © 2006 Nintendo.</p>	<p>Licensed by Nintendo</p> 

## TABLE OF CONTENTS

Game Controls .....	2
Story .....	2
Robot Controls .....	3
HUD .....	6
Saving and Loading .....	6
Gameplay Tips and Strategy .....	7
Credits .....	8
Customer Support .....	15
Software License Agreement .....	16

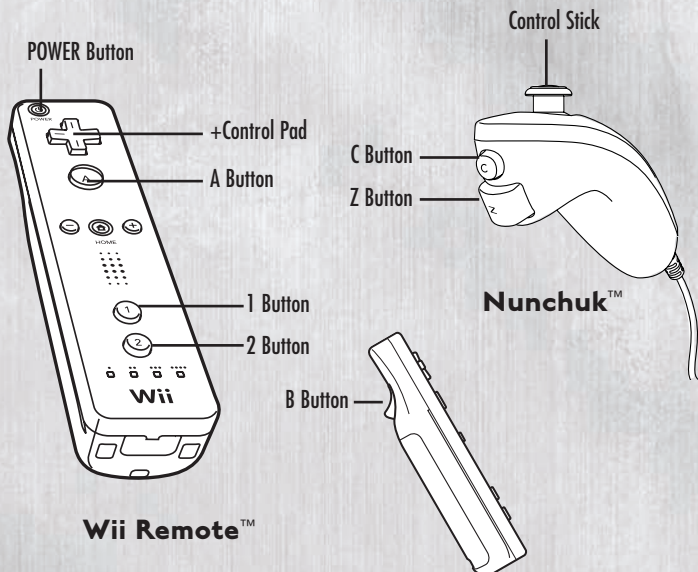
### **▲ CAUTION: WRIST STRAP USE**

*Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.*

*Also remember the following:*

- *Make sure all players put on the wrist strap properly when it is their turn.*
- *Do not let go of the Wii Remote during game play.*
- *Dry your hands if they become moist.*
- *Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.*
- *Stay at least three feet from the television.*

# GAME CONTROLS



## STORY

Long ago, on the distant planet Cybertron, a race of autonomous robotic life forms waged civil war without end. Two factions rose and fought for an artifact of unspeakable power, which gave life to their race: the AllSpark.

The AUTOBOTS, sworn to protect the AllSpark, battled heroically against the treacherous DECEPTONS, who desired the AllSpark's power only for evil. Their war raged on, and in a final act of self-sacrifice the AUTOBOTS jettisoned the AllSpark into the depths of space, where it would remain hidden for countless years on a remote planet called Earth.

Now, the forces of good and evil gather again to continue their battle for the AllSpark, and the war that began on Cybertron will be finished on Earth.

**Their war. Our world. Your Choice.**

## ROBOT CONTROLS

<b>Movement</b>	<b>Control Stick</b>
Dodge	Control Stick (Double Tap)
Camera/Aiming	Pointer
Primary Fire	B Button
Secondary Fire	A Button
Melee Attack	Sideways Motion with Nunchuk or Wii Remote
Wield Carried Object	Sideways Motion with Nunchuk or Wii Remote
Lock-On	Z Button
Pick up/Throw	C Button or Vertical Motion with Nunchuk or Wii Remote
Jump	↓ on the +Control Pad
Convert to Robot / Vehicle Form	↑ on the +Control Pad
Block	← on the +Control Pad
Camera Recenter	⊖ Button
Pause	⊕ Button

## Vehicle Form

Movement	Control Stick
Primary Fire	B Button
Secondary Fire	A Button
Accelerate	Z Button
Brake	C Button
Handbrake	Z Button + C Button
Boost	↓ on the +Control Pad
Convert to Robot / Vehicle Form	↑ on the +Control Pad

## Helicopter Form

Movement	Control Stick
Camera/Aiming	Pointer
Primary Fire	B Button
Secondary Fire	A Button
Lock On	Z Button
Strafe	←/→ on the +Control Pad when locked on
Boost	↓ on the +Control Pad
Convert to Robot / Vehicle Form	↑ on the +Control Pad

## Jet Form

Movement	Control Stick
Camera/Aiming	Pointer
Primary Fire	B Button
Secondary Fire	A Button
Lock On	Z Button
Strafe	←/→ on the +Control Pad when locked on
Boost	↓ on the +Control Pad
Convert to Robot / Vehicle Form	↑ on the +Control Pad

## Scorponok

Movement	Control Stick
Camera/Aiming	Pointer
Primary Fire	B Button
Secondary Fire	A Button
Lock On	Z Button
Melee Attack	Sideways Motion with Nunchuk or Wii Remote
Camera Recenter	⊖ Button
Pause	⊕ Button
Dive Underground	↑ on the +Control Pad



## HUD



**Life-force Meter** – Displays your remaining life-force. When the meter is completely depleted you will be defeated.

**Weapon Energy** – Your weapons have unlimited energy, however, after prolonged firing, they will need time to cool off. When the Weapon Energy bars are depleted, you will need to wait for them to recharge. When in Vehicle Mode, your nitro will also be shown here, if available.

**Targeting Reticule** – This shows where your shots will be aimed. When locked onto an enemy, this will also show the enemies' remaining health.

**Radar** – This shows your current location. Mission objectives and challenge markers will be shown here.

## SAVING AND LOADING

To save a game you'll need at least 1 block of free space available.

## GAMEPLAY TIPS AND STRATEGY

**Roll** – Double-tap the **Control Stick** in a direction to roll and get out of trouble quickly in combat.

**Ground Attack** – Press the **Z Button** after jumping to perform a powerful ground smash that will knock back nearby enemies, useful when you need to attack a group.

**Changing Forms** – Different situations call for different tactics. Sometimes it is best to be in Robot Mode and sometimes your Vehicle Mode will give better results. Try switching regularly between the two when in tricky situations.

**Regaining Life-force** – Picking up Life-force sparks will allow you to stay in the game longer. Try defeating enemies and smashing buildings to find more health pickups.

**Climb Buildings** – Press **↓** on the +Control Pad to jump and grab onto the side of a building, and use the **Control Stick** to climb on the building. Climb to the top to vault onto the roof and gain a height advantage over your enemies.

**Melee Weapons** – Some objects in the game can be used as a melee weapon when picked up. Move the Nunchuk or Wii Remote in a sideways motion to swing an object. Experiment with different objects in the game world as some may have unexpected results!

**Nitro** – Some TRANSFORMERS have the ability to use a Nitro boost when in their Vehicle Mode by pressing **↓** on the +Control Pad. This gives a powerful speed boost that can be useful. However, be wary as you may find it harder to keep control at such high speeds. The amount of Nitro you have remaining is shown on the Nitro bar on the HUD, and will replenish over time when you are not using it.

**Challenge Yourself** – Around the game world you will find various challenge markers. Start collecting them to open up new challenges, such as timed races or survival tests. Are you up to the challenge?

**Blocking** – Blocking can help prevent damage when under heavy attack. Press **←** on the +Control Pad to block enemies' attacks. Beware though, some enemies will also block your attacks. Try different attacks to see if you can break through their defense.

**Skills** – Performing certain actions in game such as long slides or jumps will start a Skill Tracker Chain. If you manage to light up all the TRANSFORMERS Symbols in the Skill Tracker then you will unlock new and exciting extras. Experiment by trying different things and try to unlock all the skills in each level.



# CREDITS

## TRAVELLER'S TALES

### Director

Jon Burton

### Producer

Andrew Burrows

### Lead Designer

Jon Burton

### Lead Programmer

Stephen Harding

### Lead Artist

Leon Warren

### Lead Animator

Jeremy Pardon

### Head of Production

Paul Flanagan

### Head of Technology

Dave Dootson

### Design

Andrew Burrows

Jon Burton

James McLoughlin

### Game Programming

Adam Clixby

Dave Dootson

Stephen Harding

Peter Opdam

Gareth Richards

Duncan Walker

Antony White

### Level Artwork

Tamás Bakó

Dave Burton

Robert Dickerson

Ian Hall

David Llewelyn

Jonathan Shaller

Owen Shepherd

Mike Snowdon

Leon Warren

Elliot Whittaker

David Wollen

### Character Artwork

Guy Avery

Andrew Ingram

Stuart Niblock

### Animation

David Brown

Mark Brown

Mark Crane

Andrew Dolan

Phil Gray

Richard Greene

Simon James

Duncan Kinnaird

Matthew Maggs

Jeremy Pardon

Nicholas Stevens

James Stuart

John Willimann

### 2D Artwork

Duncan Phillpotts

### Storyboard Artist

Colm Duggan

### Music and Sound Effects

David Whittaker –

Lead Audio Engineer

Adam Hay

### Engine Technology

Alistair Crowe – Lead Render Tech

Roland Hougs –

Lead Tools Development

Dave Connell –

Lead Console Porting

Jon Arden

Ali Brown

Julien Champagne

Kay Chang

Steven Craft

Simon Hickey

Paul Hunter

Alan Murta

Vassilis Pouloupoulos

Rhys Twelves

### Game Technology

Steve Monks – Lead Game Tech

Richard Taylor – Lead Game Tech

Simon Brown

Ralph Ferneyhough

Chris Halliday – Physics Engine

### Additional Programming

Mark Bidewell

Nick Jablonowski

### Additional Art

Nicola Daly

Paul Dobson

Alan Dooley

Dimitri Krokidis

Paul McCormack

Charles McNair

Solomon Temowo

Barry Thompson

Kenny Wood

### Quality Assurance

Jonathan Mayer

### Special Thanks To

Sam, Ben and Helen Burton

Michelle, Kyle & Jack, Laura

Ryan and Kiera

Francesca Charlesworth &

Jenny Sanders

Donna, Molly and

Grace Pardon-Gallagher

Marcie and Mike  
Chris Vaughan, Kieran Gaynor  
Mark Pitcher, Stacey Arnold  
David Shaller

## **ACTIVISION, INC.**

**Producer**  
Callum Godfrey

**Associate Producer**  
Ross "Ozzy" Douglas

**Production Coordinators**  
Jim Norris, Kop Tavornmas

**Production Assistant**  
Andrew Hoffacker

**Production Testers**  
Mike Mejia, Gregory Capuano

**Additional Production**  
Daryl Heffernan, Jay Gordon  
Ian Stevens, Richard Blenkinsop  
Brian Morrison, James Steer  
Jason Ades

**Senior Producer**  
Robb Alvey

**Executive Producer**  
Daniel Suarez

**Vice President of Production**  
Steve Ackrich

**LOCALIZATION**  
**Director of Production**  
**Services – Europe**  
Barry Kehoe

**Senior Localization**  
**Project Manager**  
Fiona Ebbs

**Localizations**  
**Project Managers**  
Simon Dawes, Fiona Ebbs

**Localization Coordinator**  
Jonas Anderson

**Localization Consultant**  
Stephanie O'Malley Deming

**Localization**  
Tools and Support  
Provided by Xloc Inc.

**MARKETING AND PR**  
**Global Brand Manager**  
Brad Hisey

**Associate Brand Manager**  
Eric Spielman

**Director, Global**  
**Brand Management**  
Mike Fulkerson

**Senior Director, PR**  
Michelle Schroder

**Senior Manager, PR**  
Lisa Fields

**Sr. Publicist**  
Kehau Rodenhurst

**Publicist**  
Lindsay Mario

**MARKETING**  
**COMMUNICATIONS**  
**VP, Creative Services**  
Denise Walsh

**Director, Marketing**  
**Communications**  
Susan Hallock

**Manager, Marketing**  
**Communications**  
Karen Starr

**Packaging and Manual Design**  
Ignited Minds, LLC

**Business and Legal Affairs**  
Kap Kang  
Chris Cosby

**QUALITY ASSURANCE/  
CUSTOMER SUPPORT**  
**Lead, QA Functionality**  
John Lagerholm

**Senior Leads,  
QA Functionality**  
Evan Button  
Thom Denick  
Paul Williams

**Managers, QA Functionality**  
Jason Levine  
John Rosser

**Night Shift Lead, QA**  
**Functionality**  
Baro Jung

**Night Shift Senior Lead, QA**  
**Functionality**  
Anthony Korotko

**Night Shift Manager, QA**  
**Functionality**  
Adam Hartsfield

**Platform Leads, Technical**  
**Requirements Group**  
Kyle Carey  
Marc Villanueva  
Sasan Helmi

**Project Leads, Technical**  
**Requirements Group**  
Joaquin Meza  
Jason Harris  
Todd Sutton

**Senior Manager, Technical**  
**Requirements Group**  
Chris Wilson

**Director, QA Functionality**

Marilena Rixford

**Director, Technical Requirements Group**

James Galloway

**QA TEST TEAM****Floor Leads**

Pedro Aguilar

Victor Durling

Daniel Fehskens

Brian Keppler

Elias Jimenez

Jason Livergood

**TRG Floor Leads**

David Wilkinson

Eric Stanzione

Jared Baca

Jon Sheltmire

Menas Kapitsas

Scott Soltero

Teak Holley

Tomo Shikami

Zac Blitz

**Testers**

Adam Raun

Adrienne Arrasmith

Alex Goldstein

Brian Cutts

Brian Post

Chidi Olunkwa

Chris Coddling

Daniel Alfaro

Donnie Moore

Dov Carson

Enrique Roldan

Enrique Sanchez

Grant Asay

Grayson Suarez

Helen Fullilove

Isreal Rios

Jabari Mwynyi

Jamar Graham

John Caminiti

Jon Kittaka

Jonathan Butcher

Justin Walker

Neil Calhoun

Nick Lozano

Oliver Lopez

Oscar Arias

Ozzie Mejia

Patrick Duhaney

Peter Romero

Phyrun Deab

Prommet Srinara

Randi Pardo

Rich Harvey

Rodney Foster

Rudy Gil

Ryan Crawford

Santiago Salvador

Steven Mitchell

Timothy McAuliffe

Tony Shore

Zachary Mann

Elias Jimenez

Israel Barco

Jason Livergood

Jay Menconi

Rodrigo Magana

Shiloe Swisher

Steve Peñate

Alex Hirsch

Benjamin Abel

Brian Bensi

Brian Marvin

Christian Haile

Colin Kawakami

Eddie Araujo

Edgar Sunga

James Rose

Jeff Koyama

Joe Pardo

Justin Gogue

Keith Kodama

Kenny Treantafilos

Kirt Sanchez

Lucas Goodman

Mark Ruzicka

Martin Quinn

Pisoth Chham

Rhonda Ramirez

Robert Riter

Ryan McCullough

Scott Borakove

**Customer Support Managers**

Gary Bolduc – Phone Support

Michael Hill – E-mail Support

**SPECIAL THANKS**

Mike Griffith, Robin Kaminsky

Brian Ward, Steve Pearce

Laird M. Malamed

Richard Blenkinsop

Will Kassoy, Matt Wilkinson

Jean-Marc Morel, Carl Schnuur

Ray Kowalewski and Sasha Gross

**HASBRO****COO**

Brian Goldner

**Director**

Michael Verrecchia

**Vice President**

Samantha Lomow

**Senior Product Designer**

Aaron Archer

**Product Design Manager**

Jared Wade

**Marketing**

Erin Hillman

**Directors**

Michael Ritchie

Greg Lombardo

**Brand Manager**

Michael Ballog

**HASBRO  
PROPERTIES GROUP**  
**President**

Jane Ritson-Parsons

**Vice President**  
Jeff Burdeen

**Director**  
Rachel Hoagland

**Senior Attorney**  
Deborah Uluer

**Director**  
Michael Fuller

**Senior Manager**  
Jerry Chu

**Coordinator**  
Amie Lozanski

**Creative Producer**  
Jim Eisenstein

**Designers**  
David Derouin  
Richard Zambarano

**Testers**  
Ming Chan  
Jeffery Tam

**TRANSFORMERS:  
THE MOVIE**  
**TEAM SPECIAL THANKS**

Michael Bay  
Ian Bryce  
Francine DiChiara  
Lorenzo Di Bonaventura  
Adam Goodman  
Shari Hanson  
Erik Howsam  
Michelle McGonagle  
Peter Nicolai  
Steven Spielberg  
Mark Vahradian  
Fonts by T26.com  
Earbash Audio, Inc.

**Written by**  
Flint Dille &  
John Zuur Platten

**Music Composed by**  
Steve Jablonsky  
Jonathan Flood

**Assistant to Composer**  
Pieter Schlosser

**REEL FX  
CREATIVE  
STUDIOS**

**Producer**  
Kyle Clark

**Production Manager**  
Shanna Bassinger

**Director**  
Augusto Schillaci

**Technical Supervisor**  
George De Chiara

**Production Coordinators**  
Joey Cade  
Cassandra Fauss  
Angie Parks

**Editor**  
Tim Archer

**Storyboard**  
Brandon Jeffords  
Rod Douglas

**Asset Supervisor**  
Sean Jensen

**Modeling**  
Tom Jordan

**Texture**  
Hollan Holmes

**Technical Directors**  
Karthik Swaminathan  
Kenny Friesenhahn  
Mike Duffy

**Layout Supervisor**  
Troy Griffin

**Layout Artists**  
Joe Johnston  
Steve Kolbe  
Mike Wallace

**Animation Supervisor**  
Bryan Engram

**Animation Lead**  
Jason Owen

**Animators**  
John Berry  
Drew Adams  
Ray Chase  
Justin Barrett  
Steve Eger  
Shaun Freeman  
Joe Johnston  
Jim Hull  
Kurt Futrell  
Paul Allen  
Peer Lemmers  
Ryan Gong  
Tim Hatcher  
Tim Ingersoll  
Tom Danen  
Tony Bonilla

**Lighting Artists**  
Francis Wu  
Isaac Irvin  
Jeff Alcantara  
Sean Rivet  
Cheryl Davis  
Mandy Au  
Chris Browne  
Liz Hauser

**VFX**  
Craig Nisbet  
Wes Chilton



**IT Manager**

Scott Correll

**IT Support**Joey Wray  
Dennis McGrath**Scratch Audio Engineer**

Frank Salazar

**VP Finance**

Steven Miller

**Insight Production Manager**

Ross Moshell

**SOUNDELUX  
DESIGN****MUSIC GROUP****Voiceover Recording and  
Sound Design/Editorial by**  
Soundelux Design Music Group**Supervising Sound Designer**

Scott Martin Gershin

**Project Manager**

Shannon Potter

**Sound Design**Brad Beaumont  
Clint Richardson  
Peter Zinda  
Steve Robinson  
Chad Bedell  
Mark Camperell  
Glynn Grimala**CINEMATIC MOVIE MIXING****Supervising Designer/Mixer**

Scott Martin Gershin

**Additional Mixing & Prep**

Chad Bedell

**Voiceover Business Manager**

William "Chip" Beaman

**Voiceover Coordinator**

Erica Mehallo

**Voiceover  
Recording Engineers**Justin Langley  
Brian Showalter  
Andy Welker  
Voiceover Editorial  
Bryan Celano  
Chad Bedell  
Bob Rankin  
Dutch Hill  
Levon Luoix  
Mark Camperell  
Peter Zinda  
Clint Richardson  
Brad Beaumont  
Justin Langley  
Shannon Potter  
Patrick Ginn  
Charlie Gondak  
Dante Fazio  
Candice Baldwin**Voiceover Directors**Carl Weathers  
Keythe Farley**Asset Coordinator**

Patrick Ginn

**Production Assistants**Charlie Gondak  
Patrick Spain**VOICE ACTORS****Autobots**Optimus Prime – Peter Cullen  
Ironhide – Mark Ryan  
Jazz – Andrew Kishino  
Ratchet – Fred Tatasciore

Drones – Seth Bleiler

Eric Passoja  
Fred Tatasciore**Decepticons**Megatron – Frank Welker  
Barricade – Keith David  
Starscream – Daniel Ross  
Blackout – Noah Nelson  
Brawl – David Sobolov  
Bonecrusher – Daniel Riordan  
Drones – Noah Nelson  
Daniel Riordan  
Keith Szarabajka**Humans**Sam Witwicky – Shia LaBeouf  
Mikaela – Megan Fox**Additional Voices**Seth Bleiler, Tom Kikot  
Andrew Kishino  
Eric Passoja, Yuri Lowenthal  
Noah Nelson, David Sobolov  
Keith Szarabajka  
Kari Wahlgren**Walla**Steve Apostolina  
Ranjano Brow  
David Cowgill  
Jackie Gonneau  
Don Fullilove  
Jacqueline Pinol  
Jessica Pennington  
Pepper Sweeney  
Claudette Wells  
W.K. Stratton**BLUR STUDIO****CG Supervisors**Dave Wilson  
Iain Morton



**Animation Supervisor**

Leo Santos

**Creative Director**

Tim Miller

**Producer**

Mandy Sim

**Executive Producer**

Al Shier

**FX Supervisor**

Kirby Miller

**Layout**

David Nibbellin

Derron Ross

**Modeling**

Shaun Absher

Heikki Anttila

Corey Butler

Marek Denko

Kris Kaufman

Barrett Meeker

Brandon Riza

Daniel Trbovic

**Rigging**

Steve Guevara

Bryan Hillestad

Mattias Jervill

Malcolm Thomas-Gustave

**Transformation Rigging  
and Animation**

Heikki Anttila

Remi McGill

**Animation**

Jean-Dominique Fievet

Jeff Fowler

Brent Homman

Marlon Nowe

Derron Ross

Peter Starostin

Adam Swaab  
Gus Wartenberg  
Brian Whitmire**Lighting and Compositing**

Heikki Anttila

Corey Butler

Kris Kaufman

Barrett Meeker

**FX**

Seung Jae Lee

Gus Wartenburg

Attila Zalanyi

**Mocap**

Chris Bedrosian

**Mocap Prep and Clean-up**

Ryan Girard

Jeff Weisend

**Character Technical  
Supervisor**

Jon Jordan

**Character Modeling****QC Supervisor**

Ian Joyner

**Concept Design**

Hugo Martin

Sean McNally

Chuck Wojtkiewicz

**Matte Painter**

Hugo Martin

**Title Animation**

Adam Swaab

**Production Assistant**

Amanda Powell

**Tools and Scripts**

Diego Garcia

Eric Hulser

Remi McGill

**Programming and  
Systems Administration**

Duane Powell

Paul Huang

Matt Newell

Abe Shelton

**ACTIVISION  
CENTRAL  
TECHNOLOGY****Director of Art Technology**

Kevin Chu

**Art Production Managers**

Aimee E. Smith

Dilber Mann

**Technical Artists**

Mike Eheler

Samuel Tung

**Additional Artwork by  
XPEC****ENTERTAINMENT****Senior Supervisors**

Wilson Lin

Eason Wu

**Supervisor**

George Cheng

**Character Artists**

Alan Lin

Mu Lin

Cui Wei

Fang Huo

Huang Hui

Jiang Dang Hui

Liu Yan

Wang Dong

Wang Jing

Wang Ying

Xiang Tao

Xu Quan Yu

**Character Artists (cont'd)**

Ya Cheng Wei  
Yan Jio Le  
Yang Zhi Ning  
Zhang Lei  
Zhang Pu Jian  
Zhu Zheng Xio  
Zau Xue Kun  
Yang Da Wei

**Project Managers**

Angeline Hsieh  
Shoung Liao  
Julie Chung

**Coordinators**

Steven Chen  
Edward Hu  
Bobby Yin  
Jimmy Chang

Helio, the Helio logo and any other product names, service names or logos of Helio are trademarks of Helio LLC. ©2006 Helio. All rights reserved.

Camaro, GMC, Hummer, Solstice, Topkick and all related emblems and vehicle body designs are General Motors trademarks used under license to Hasbro, Inc.

Saleen® and S281™ are trademarks of Saleen Inc. used under license.

## CUSTOMER SUPPORT

*Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.*

**Internet:** <http://www.activision.com/support>

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

*Note: Internet support is handled in English only.*

*Note: The multiplayer components of Activision games are handled only through Internet support.*

**Phone:** (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.

**Please do not send any game returns directly to Activision without first contacting Customer Support.** It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

**Register your product online at <http://register.activision.com>  
so we can enter you in our monthly drawing  
for a fabulous Activision prize.**

**To view a full length manual, including credits, visit  
[www.activision.com/en\\_US/manuals/](http://www.activision.com/en_US/manuals/)**

For hints and tips about this title, please visit:



[www.bradygames.com](http://www.bradygames.com)

## SOFTWARE LICENSE AGREEMENT

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

**LIMITED USE LICENSE.** Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

**OWNERSHIP.** All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

### YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use: see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Hack or modify (or attempt to modify or hack) the Program, or create, develop, modify, distribute or use any software programs, in order to gain (or allow others to gain) advantage of this Program in an on-line multiplayer game settings including but not limited to local area network or any other network play on the internet.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

**LIMITED WARRANTY.** Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per disc replacement. Note: Certified mail recommended. In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067.

**LIMITATION ON DAMAGES.** IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

**TERMINATION.** Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

**U.S. GOVERNMENT RESTRICTED RIGHTS.** The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(i) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 and as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

**INJUNCTION.** Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

**INDEMNITY.** You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

**MISCELLANEOUS.** This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.