

SpongeBob Squarepants
LIGHTS, CAMERA, PANTS!



The First 4-player SpongeBob game!
Cooperative and competitive
gameplay modes!
Available Now



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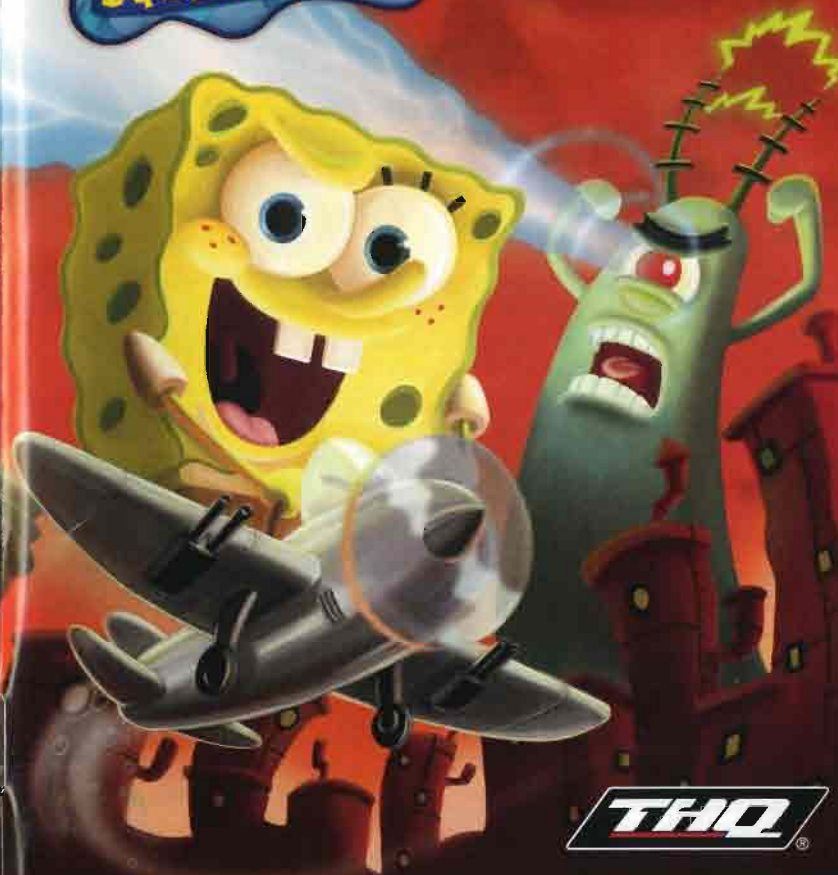
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Wii™



SpongeBob SquarePants

CREATURE
 FROM THE
KRUSTY KRAB



INSTRUCTION BOOKLET

GETTING STARTED

SET UP YOUR WII™ CONSOLE ACCORDING TO THE DIRECTIONS IN THE WII CONSOLE OPERATIONS MANUAL. PRESS THE POWER BUTTON AND THE POWER LED WILL LIGHT UP GREEN. PLACE THE SPONGEBOB SQUAREPANTS™: CREATURE FROM THE KRUSTY KRAB GAME DISC INTO THE GAME DISC SLOT. FOLLOW ALL ON-SCREEN INSTRUCTIONS AND REFER TO THIS MANUAL FOR MORE INFORMATION ABOUT PLAYING SPONGEBOB SQUAREPANTS™: CREATURE FROM THE KRUSTY KRAB.

Menu Controls

TO MOVE BETWEEN OPTIONS IN THE GAME MENU YOU CAN USE THE CONTROL STICK (OR THE WII REMOTE'S +CONTROL PAD, IF THE NUNCHUK IS NOT PLUGGED IN). SELECT MENU OPTIONS WITH THE A BUTTON. IF YOU WANT TO GO BACK TO A PREVIOUS MENU, YOU CAN USE THE - BUTTON (MINUS BUTTON).

FOR EACH LEVEL'S CONTROLS, SEE THE INDIVIDUAL LEVEL DESCRIPTIONS (PAGES 4 TO 7).

Pause Game Menu

WHEN YOU PRESS THE + BUTTON (PLUS BUTTON) THE FOLLOWING OPTIONS APPEAR:

| | |
|-------------------------|--|
| RESUME: | RETURN TO GAME |
| OPTIONS: | CHANGE DISPLAY OPTIONS, CONTROLLER OPTIONS, OR AUDIO OPTIONS |
| OBJECTIVES: | CHOOSE TO SEE CURRENT OBJECTIVE FOR THE GAME |
| CONTROLLER HELP: | VIEW THE CONTROLS FOR THE LEVEL |
| QUIT: | EXIT GAME |

FOR OPTIONS, USE THE CONTROL STICK OR THE +CONTROL PAD TO HIGHLIGHT THE OPTION YOU WANT TO CHANGE AND THE A BUTTON TO CONTINUE. THEN USE THE CONTROL STICK OR THE +CONTROL PAD TO CHANGE THE SETTING FOR THAT OPTION. SCROLL DOWN TO KEEP CHANGES AND PRESS THE - BUTTON (MINUS BUTTON) TO CONFIRM YOUR CHANGE AND RETURN YOU TO THE PREVIOUS MENU.

BEGINNING A NEW GAME

AFTER THE POWER IS TURNED ON, THE TITLE SCREEN APPEARS. PRESS THE A BUTTON TO GO TO THE MAIN MENU. THE MAIN MENU HAS SEVERAL CHOICES. ROTATE TO THE ONE YOU WANT AND POP IT WITH THE A BUTTON TO GO, GO, GO!



STORY MODE

WANT TO SEE THE WHOLE STORY UNFOLD? JUST POP THIS BUBBLE AND FLOAT ON INTO EXCITEMENT!

SPONGE BAND

PHEW, ALL HEROES NEED TO TAKE A BREAK FROM ADVENTURING SOMETIMES! HELP THE GANG RELAX THROUGH THE POWER OF MUSIC!

FREE PLAY

OH, THE MEMORIES. POP THIS BUBBLE TO PLAY THROUGH ANY DREAM YOU'VE PLAYED IN STORY MODE.

OPTIONS

NEED SOME TWEAKING TO YOUR DISPLAY, CONTROLLER OR SOUND? POP THIS LITTLE BUBBLE AND MAKE THOSE CHANGES.

BONUS GAMES

HAVEN'T HAD ENOUGH YET? CHOOSE THIS BUBBLE TO PLAY ANY OF FOUR BONUS GAMES. BONUS GAMES ARE AVAILABLE IF UNLOCKED IN STORY MODE. YOU CAN ALSO UNLOCK SOME NEW VARIANTS ON THESE GAMES FROM THE SNOOZE Z SHOP.

EXTRAS

STILL LOOKING FOR MORE? WELL LOOK NO FURTHER! THIS BUBBLE GIVES YOU CREDITS, VIDEOS, CHEATS AND THE ALL-IMPORTANT SNOOZE Z SHOP, ALL YOURS FOR JUST ONE POP.

SLEEPY-TIME PLACES

Diesel Dreaming

SPONGEBOB FINDS HIMSELF IN A HI-OCTANE, HOT ROD DREAM WORLD! CAN HE WIN THIS DEMENTED DERBY OR WILL HE BE LOST TO ENDLESS RACES ON THE NIGHTMARISH HOT ROD HIGHWAY?

MRS. PUFF'S DRIVER'S EDUCATION TIP: THAT WOULD BE THE A BUTTON TO ACCELERATE AND THE 2 BUTTON TO BRAKE, OF COURSE. AND LOOK OUT FOR THOSE OBSTACLES!



PLATFORMING CONTROLS: USE THE CONTROL STICK FOR MOVEMENT, HOLD THE B BUTTON AND POINT THE WII REMOTE AT THE SCREEN TO LOOK, TAP THE A BUTTON TO JUMP (TWICE FOR A DOUBLE JUMP), PRESS THE C BUTTON TO USE SPONGEBOB'S GRAPPLING MOVE AND THE Z BUTTON TO BREAK INTO THE SAND SLAP! IF YOU FLICK THE NUNCHUK DOWN, SPONGEBOB WILL GO INTO A SPRINT! FLICK THE WII REMOTE DOWN WHILE HE'S IN THE AIR AND HE'LL GO INTO A GROUND-POUND! TO WORK THE WINCHES, MOVE NEAR TO THEM AND TAP THE Z BUTTON, WHEN SPONGEBOB'S READY HOLD THE WII REMOTE VERTICALLY AND MOVE IT ROUND IN THE AIR LIKE THE CRANK HANDLE ON SCREEN. *PLEASE NOTE THAT SPONGEBOB'S MOVES ARE UNLOCKED ONE BY ONE AS YOU PROGRESS THROUGH THE LEVEL AND ARE NOT ALL AVAILABLE AT THE START.



DRIVING CONTROLS: HOLDING THE WII REMOTE LENGTHWAYS, TILT LEFT AND RIGHT TO STEER. HOLD THE A BUTTON TO ACCELERATE, THE 2 BUTTON TO BRAKE AND THE I BUTTON TO USE A TURBO (ONLY WHEN YOU'VE GOT SOME THOUGH - THEY'RE NOT IN EVERY RACE!).

StarfishMan to the Rescue

IT'S STARFISHMAN, HERO OF THE SEVEN SEAS, AGAINST THE DREADED PATRICK AND HIS SUPER-THIN MINIONS OF DESTRUCTION. WILL OUR HERO SAVE THE DAY OR END UP AS A WASHED-UP SUPERHERO?

MERMAIDMAN'S PROFESSIONAL HERO TIP: LOOK TO THE STOMACH, STARFISHMAN! YOU CAN USE IT TO LEAD YOUR SUPER CHARGE!



PLATFORMING CONTROLS: USE THE CONTROL STICK FOR MOVEMENT, HOLD THE B BUTTON AND POINT THE WII REMOTE AT THE SCREEN TO LOOK, TAP THE A BUTTON TO JUMP (TWICE FOR A DOUBLE JUMP), PRESS THE C BUTTON TO USE STARFISHMAN'S BLUSTER-PUFF MOVE AND THE Z BUTTON TO BREAK INTO THE TWIST-ATTACK! IF YOU FLICK THE NUNCHUK DOWN, STARFISHMAN WILL GO INTO A SPRINT! FLICK THE WII REMOTE DOWN WHILE HE'S IN THE AIR AND HE'LL GO INTO A GROUND-POUND! TO WORK THE PULL TABS, POINT THE WII REMOTE AT THE ICON ON SCREEN, THEN HOLD DOWN THE B BUTTON AND DRAG IT FROM LEFT TO RIGHT!



Super Sized Patty Chase

SHELDON J. PLANKTON HAS ALWAYS DREAMED OF GETTING HIS HANDS ON A KRABBY PATTY - BUT NOT LIKE THIS! WHEN A DERANGED SCIENCE EXPERIMENT GOES AWRY, THIS SUPER-SIZED PATTY COMES ALIVE AND TRIES TO EAT HIM! WILL PLANKTON MAKE IT TO SAFETY OR WILL HE BECOME HIS LUNCH'S SUPPER?

SANDY CHEEKS' TOP TIP: WITH THE RIGHT RAYBLASTER, JELLYFISH CAN BE FROZEN INTO PRETTY ICE-CUBES AND USED LIKE PLATFORMS TO FIND SECRET HIDING PLACES!



CONTROLS: HOLDING THE WII REMOTE LENGTHWAYS, USE THE +CONTROL PAD TO MOVE PLANKTON LEFT AND RIGHT, TAP THE 2 BUTTON TO JUMP (AND DOUBLE JUMP) AND THE I BUTTON TO USE THE FREEZE RAY. WHEN YOU FIND A PUMP, GRAB HOLD WITH THE I BUTTON THEN MOVE THE WII REMOTE UP AND DOWN IN THE AIR. WHEN YOU FIND SOME LEVERS, GRAB HOLD WITH THE I BUTTON AGAIN AND THEN WAGGLE THE WII REMOTE LEFT AND RIGHT.



Belly Trouble

THERE'S NOTHING LIKE BEING SWALLOWED BY A GIANT ALASKAN BULLWORM! AND THERE'S NOWHERE ELSE SPONGEBOB WOULD LIKE TO BE EXCEPT ANYWHERE ELSE! WILL HE ESCAPE BEFORE HE'S DIGESTED LIKE A DAY-OLD KRABBY PATTY?

SQUIDWARD'S ANNOYED TIP: SLEEPY SEEDS ARE HARD TO FIND SO SEARCH EVERYWHERE! THEY'RE USUALLY WELL HIDDEN.

FALLING CONTROL: USE THE POINTER TO GUIDE SPONGEBOB AS HE PLUMMETS THROUGH THE AIR!



PLATFORMING CONTROLS: USE THE CONTROL STICK FOR MOVEMENT, HOLD THE B BUTTON AND POINT AT THE SCREEN TO LOOK, TAP THE A BUTTON TO JUMP (TWICE FOR A DOUBLE JUMP), PRESS THE C BUTTON TO USE SPONGEBOB'S GRAPPLING MOVE AND THE Z BUTTON TO BREAK INTO THE SAND SLAP! IF YOU FLICK THE NUNCHUK DOWN, SPONGEBOB WILL GO INTO A SPRINT! FLICK THE WII REMOTE DOWN WHILE HE'S IN THE AIR AND HE'LL GO INTO A GROUND-POUND! TO WORK THE WINCHES, MOVE NEAR TO THEM AND TAP THE Z BUTTON, WHEN SPONGEBOB'S READY HOLD THE WII REMOTE VERTICALLY AND MOVE IT ROUND IN THE AIR LIKE THE CRANK HANDLE ON SCREEN.



Rocket Rodeo

PATRICK'S BEEN FIRED INTO OUTER SPACE. CAN HIS ROCKET BE GUIDED BACK TO BIKINI BOTTOM OR WILL THE DARK INSIDE OF A BLACK HOLE BE HIS NEW HOME?

GARY'S AMAZING TIP: MEOW.



FLYING CONTROLS: HOLD THE WII REMOTE VERTICALLY AND TILT IT BACKWARDS, FORWARDS LEFT AND RIGHT TO MOVE PATRICK UP, DOWN AND SIDE TO SIDE, TAP THE B BUTTON TO FIRE HIS LASER CANNONS (ONCE PATRICK'S WORKED OUT HOW TO USE THEM!)

Revenge of the Giant Plankton Monster

REVENGE IS PLANKTON'S! AT ATOMIC SIZE, PLANKTON PLANS ON CHASING DOWN THE ANNOYING SUPER-SIZED PATTY THAT TRIED TO EAT HIM. OH - AND HE'S GOING TO DESTROY BIKINI BOTTOM WHILE DOING IT!

KAREN'S TEPID TIP: WHILE YOU MAY NOT BE USED TO STOMPING (BEING A PROTOZOAN AND ALL), TRY IT NOW AT MONSTER SIZE - YOU'LL BE PLEASANTLY SURPRISED!



GIANT PLANKTON CONTROLS: USE THE CONTROL STICK FOR MOVEMENT, HOLD THE B BUTTON ON THE WII REMOTE AND POINT AT THE SCREEN TO LOOK AND TAP THE A BUTTON TO FIRE PLANKTON'S LASER BEAMS. IF YOU SWIPE THE WII REMOTE SIDE TO SIDE PLANKTON WILL THROW PUNCHES, SWIPE UP AND THEN DOWN TO RAISE HIS LEG UP AND STOMP! IF YOU SHAKE THE

NUNCHUK, PLANKTON WILL PERFORM A SUPER ROAR (BUT ONLY IF YOU'VE PICKED UP A MEGA-PHONE). SHAKE IT WHEN HE HAS A NET ON HIM TO BREAK HIM OUT!



SIGNPOST CONTROLS: TO HELP PLANKTON TO REMOVE A RIVAL RESTAURANT'S ADVERTISING, HOLD THE WII REMOTE VERTICALLY AND TILT IT LEFT AND RIGHT.

It Came From Bikini Bottom

WHAT'S THAT UP IN THE AIR? IT'S SPONGEBOB IN A FIGHTER PLANE! CAN SPONGEBOB ESCAPE THE ATOMIC-SIZED PLANKTON AND SAVE THE CITY WITH ONLY HIS SPONGY WITS AND A PAIR OF GUN BLASTERS?

MR. KRABS' CRUSTY TIP: FUEL'S EXPENSIVE! KEEP AN EYE OUT FOR FREE REFILLS UNLESS YOU LIKE WATCHING YOUR PLANE SINK TO THE BOTTOM OF BIKINI BOTTOM.



FLYING CONTROLS: HOLD THE WII REMOTE VERTICALLY AND TILT IT BACKWARDS, FORWARDS LEFT AND RIGHT TO MOVE SPONGEBOB UP, DOWN AND SIDE TO SIDE. TAP THE B BUTTON TO FIRE THE CANNONS.

Rooftop Rumble

STARFISHMAN TAKES ON THE ATOMIC-POWERED GIANT PLANKTON IN THIS ONE-ON-ONE CLIMACTIC BATTLE TO DECIDE THE FATE OF BIKINI BOTTOM!

PATRICK'S GENIUS IDEA: SMASH THINGS OPEN! MAYBE YOU CAN EVEN FIND SOME HIDDEN SNOOZE Z'S!



PLATFORMING CONTROLS: USE THE CONTROL STICK FOR MOVEMENT, TAP THE A BUTTON TO JUMP (TWICE FOR A DOUBLE JUMP), PRESS THE C BUTTON TO USE STARFISH MAN'S BLUSTER-PUFF MOVE AND THE Z BUTTON TO BREAK INTO THE TWIST-ATTACK! IF YOU FLICK THE NUNCHUK DOWN, STARFISHMAN WILL GO INTO A SPRINT! FLICK THE WII REMOTE DOWN WHILE HE'S IN THE AIR AND HE'LL GO INTO A GROUND-POUND!



Hypnotic Highway

WHAT IS THE SECRET OF ALL THESE CRAZY DREAMS? AND WHAT IS THE CREATURE FROM THE KRUSTY KRAB? SPONGEBOB, PATRICK AND PLANKTON FACE THEIR FINAL CHALLENGE, STARTING WITH A DARING RACE TO THE FINISH LINE. BUT WHO WILL WIN AND WILL THEY EVER MANAGE TO WAKE UP?

MRS. PUFF'S DRIVER'S EDUCATION TIP: LOOK FOR TURBO BOOSTS ON THE TRACK FOR A LITTLE EXTRA JUICE IN THE TANK.



DRIVING CONTROLS: HOLDING THE WII REMOTE LENGTHWAYS, TILT LEFT AND RIGHT TO STEER, HOLD THE A BUTTON TO ACCELERATE AND THE 2 BUTTON TO BRAKE.



FLYING CONTROLS: HOLD THE WII REMOTE VERTICALLY AND TILT IT BACKWARDS, FORWARDS LEFT AND RIGHT TO MOVE UP, DOWN AND SIDE TO SIDE.

OOOOO! LOOK WHAT SPONGEBOB FOUND!

THERE MIGHT BE ONE OR TWO USEFUL THINGS LYING AROUND, SO HERE'S WHAT OUR HEROES SHOULD KEEP AN EYE OUT FOR:

Snooze Zs

THINK YOU CAN CATCH THE ZS? IF YOU DO, YOU CAN TAKE THEM BACK TO THE SNOOZE Z SHOP TO BUY SPECIAL GOODIES!



Sleepy Seeds

FIND THE PATRICK AND PLANKTON SLEEPY SEEDS IN EVERY WORLD. AND IF YOU FIND THEM ALL, IT OPENS UP SPECIAL BONUS ENDING LEVELS.



Fuel

FUEL IS GOOD, ESPECIALLY WHEN IT KEEPS YOUR PLANE OR ROCKET FLYING AND NOT CRASHING.



Roar

THIS IS JUST THE THING A GIANT MONSTER NEEDS - A HORRIBLE ROAR. HELP PLANKTON OUT A LITTLE AND FIND SOME OF THESE.



Health

STOMPING ALL OVER BIKINI BOTTOM CAN BE EXHAUSTING. FIND SOME OF THESE TO INVIGORATE GIANT PLANKTON'S ATOMIC-POWERED HEALTH.



BONUS GAMES



Scrap Scramble

HEY! SOMEONE'S GOING TO NEED TO GET THESE PLANE PARTS OUT OF THIS JUNK. HAVE SPONGEBOB MOVE THE MAGNET AROUND BY HOLDING THE WII REMOTE VERTICALLY AND TILTING LEFT AND RIGHT. HOLD DOWN THE B BUTTON TO GRAB JUNK. RELEASE THE B BUTTON TO DROP THE COLORED JUNK INTO MATCHING BINS TO WIN!



Meteor Mania

INCOMING ASTEROIDS THREATEN TO DESTROY THE SPACE STATION! CAN PATRICK SHOOT THEM DOWN? AIM YOUR BLASTER AT THE ASTEROIDS WITH THE POINTER AND PRESS THE B BUTTON TO ZAP THEM. THE LASER BEAM YOU FIRE IS THE SAME COLOR AS THE ARROW ON THE COLOR WHEEL IS POINTING TO. USE THE CONTROL STICK TO CHANGE COLORS AND ELIMINATE THE ROCKS FASTER!



Pouncin' Poundin' Patty

THAT EVIL SUPER-PATTY HAS GONE TO SLEEP. IT'S THE PERFECT TIME TO INVENT! AS PLANKTON, COLLECT AS MANY TECHNOLOGICAL DOODADS AS YOU CAN WITHIN THE TIME LIMIT. DON'T MOVE TOO FAST WHEN THE PATTY IS LOOKING OR YOU'LL BE SPOTTED AND GET SQUASHED! HOLD THE WII REMOTE LENGTHWAYS AND USE THE +CONTROL PAD TO MOVE AND THE 2 BUTTON TO JUMP.



Wakey Wakey Shakey Shakey

GIANT PLANKTON HAS FINALLY FOUND THAT PESKY PATTY AND NOW ALL HE HAS TO DO IS DESTROY THE BUILDING IT'S HIDING IN! TARGET THE WINDOWS WITH THE POINTER AND USE THE B BUTTON TO SMASH THEM WHEN THEY'RE LIT UP. ONCE ALL OF THE FLOORS HAVE BEEN DESTROYED, THAT PATTY WILL BE YOURS!

THE SPONGE BAND

WHOA! LOOK AT THIS! SPONGEBOB, PATRICK AND EVEN PLANKTON CAN PLAY ALL KINDS OF FAR OUT MUSICAL INSTRUMENTS IF YOU SELECT THE SPONGE BAND OPTION FROM THE MAIN MENU!

Instruments:

GUITAR: TO PLAY SPONGEBOB'S GUITAR, USE THE WII REMOTE TO POINT TO A POSITION ON THE NECK THEN MOVE THE NUNCHUK UP AND DOWN TO STRUM. HOLD DOWN THE A OR B BUTTON (OR BOTH AT THE SAME TIME!) TO CHANGE THE CHORD SPONGEBOB WILL PLAY.

DRUMS: SWIPE DOWN IN THE AIR WITH EACH CONTROLLER TO PLAY PATRICK'S DRUM KIT! HOLD DOWN THE A, B, C OR Z BUTTON TO CHANGE WHICH DRUM HE'LL STRIKE WITH EACH HAND.

HARMONICA: SPONGEBOB'S HARMONICA CAN BE PLAYED BY POINTING LEFT AND RIGHT ON THE SCREEN WITH THE WII REMOTE TO MOVE IT IN FRONT OF HIS MOUTH. HOLD THE A OR B BUTTON TO BLOW OR SUCK THROUGH THE INSTRUMENT.

TROMBONE: POINT AT THE SCREEN WITH THE WII REMOTE AND MOVE IT FORWARDS AND BACK TO WORK SPONGEBOB'S AMAZING TROMBONE! HOLD DOWN THE B BUTTON TO BLOW A LONG NOTE, OR THE A BUTTON TO BLOW A SHORT NOTE. HOLD DOWN BOTH TO PLAY A DUD NOTE! OUCH! MY EARS!

SWANNY WHISTLE: POINT THE WII REMOTE UP AND DOWN ON THE SCREEN TO WORK PATRICK'S ZANY SWANNY WHISTLE! THEN HOLD DOWN THE A BUTTON TO BLOW!

HARP: POINT THE WII REMOTE LEFT AND RIGHT ON THE SCREEN TO MOVE SPONGEBOB'S HANDS OVER THE STRINGS OF THE PSYCHEDELIC HARP! HOLD DOWN THE A BUTTON AND HE'LL PLUCK THE STRINGS AS HIS FINGERS MOVE OVER THEM!

MARACAS: A SUPER SIMPLE INSTRUMENT FOR A SUPER SIMPLE PATRICK! JUST SHAKE NUNCHUK STYLE TO MAKE HIM SHAKE THE MARACAS!

SYNTHESIZER: WHAT? ANOTHER MAD PLANKTON INVENTION? THIS ISN'T LIKE ANY INSTRUMENT I'VE EVER SEEN! I KNOW HOLDING DOWN THE A BUTTON STARTS PLANKTON PLAYING A NOTE, AND TWISTING THE WII REMOTE LEFT AND RIGHT CREATES A REALLY NEAT EFFECT, BUT IT'S UP TO YOU TO DISCOVER HOW TO WORK ALL THIS INSTRUMENT'S OTHER CRAZY FUNCTIONS! GOOD LUCK!

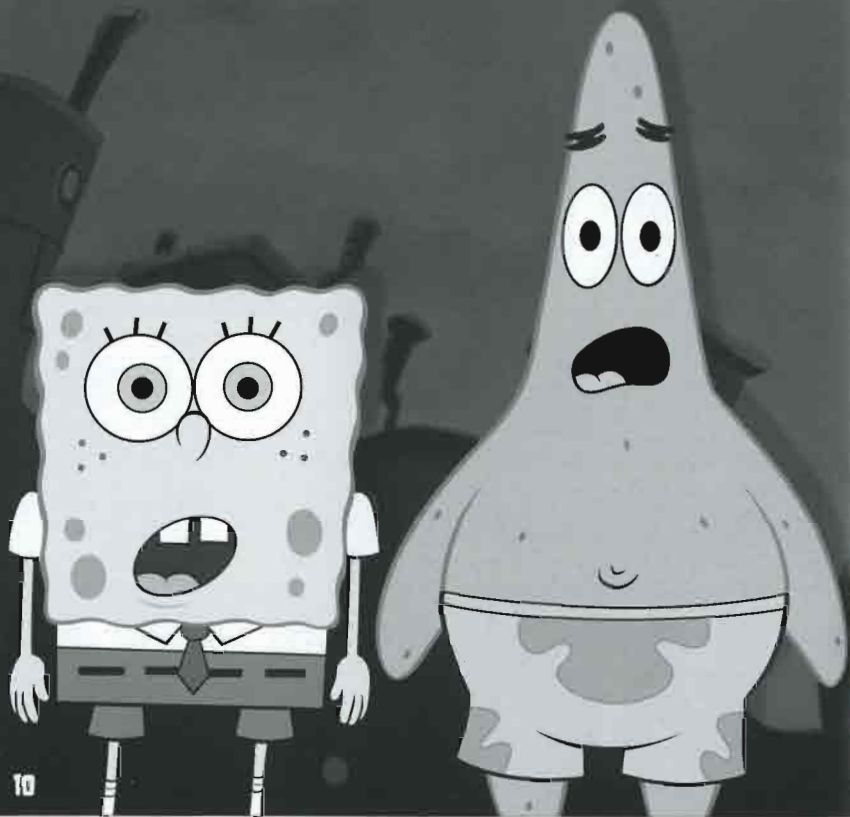
Backing Tracks:

YOU CAN PLAY SOLOS ON ALL THE INSTRUMENTS, BUT IF YOU WANT SOME BACKING MUSIC TO PLAY ALONG TO YOU'LL BE ABLE TO SELECT FROM FIST-FULL OF TRACKS FROM THE GAME'S LEVELS.

NOTE: YOU WON'T BE ABLE TO ACCESS ALL THE INSTRUMENTS AND BACKING TRACKS AT THE START OF THE GAME, BUT AS YOU PLAY THROUGH STORY MODE, MORE AND MORE WILL BECOME AVAILABLE, SO KEEP COMING BACK TO THE SPONGE BAND TO CHECK WHAT'S NEW!

SAVING & LOADING

CHOOSE TO LOAD A SAVED GAME WHEN PROMPTED AT START UP, OR BY SELECTING LOAD GAME IN THE MAIN MENU. WHEN ENTERING STORY MODE, CHOOSE TO CONTINUE WITH CURRENT SAVED GAME OR CREATE A NEW ONE. YOU CAN SAVE YOUR GAME AT ANY TIME YOU FIND A SAVE PLACE IN A LEVEL SIMPLY BY WHACKING IT (YOU CAN ALSO SAVE BETWEEN LEVELS).



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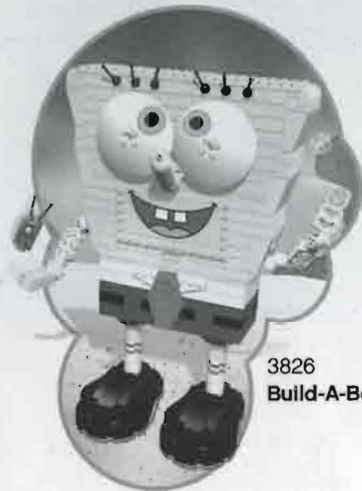
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3827
Adventures in
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3825
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3826
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THE LAUGHTER IS ENDLESS!**



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In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **30122**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

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