Play with the
Pros as Kids!™

DONOVAN MCNABB

Backyard
NFL FOOTBALL™
2002

PLAYERS INC

INFOGRAMES™

Win/Mac CD-ROM

TABLE OF CONTENTS

FIRST THINGS FIRST

SYSTEM REQUIREMENTS

Windows®:

Operating System:	Windows® 95/98/Me/2000
Processor:	Pentium® 166 MHz or higher (233 MHz recommended)
Memory:	32 MB RAM
Hard Disk Space:	4 MB Free (if you wish to save your coaches)
CD-ROM Drive:	4X Speed or faster
Video:	1 MB Windows® 95/98/Me/2000-compatible SVGA video card*
Sound:	Windows® 95/98/Me/2000-compatible sound card*
DirectX®:	DirectX® version 5.0 or higher (DirectX® 8.0 included)

* Indicates device should be compatible with DirectX® version 5.0 or higher.

Macintosh®:

Operating System:	System 7.5.5 or higher
Processor:	132 MHz PowerPC™ (233 MHz recommended)
Memory:	22 MB RAM available
Hard Disk Space:	4 MB Free (if you wish to save your coaches)
CD-ROM Drive:	4X Speed or faster

WELCOME TO BACKYARD FOOTBALL™ 2002!

Think you know what it takes to be a winning football coach? Here's your chance to find out! Pick players from the Backyard Kids and 10 kid versions of real NFL players. Direct all the action, set the positions and call the plays. Earn offensive and defensive power-ups. Play head-to-head. It's easy to learn and fun to play! It's the chance of a lifetime to play with the pros right in your own backyard. *Backyard Football™* teams up with the NFL Quarterback Club to bring kid versions of Drew Bledsoe, Terrell Davis, Steve McNair, Jevon Kearse, Rich Gannon, Ricky Williams, Junior Seau, Donovan McNabb, Cade McNown and Brett Favre to the ranks of the Backyard Football League. It's some of the wildest football ever!

MAIN MENU

The Backyard Clubhouse is where the excitement starts. Access the following areas from here, by clicking on the appropriate area:

A. Single Game
This is the place to play a spontaneous afternoon pick-up game! Choose a game and create a team, then select weather conditions, a playing field, and game settings. **Note:** Playing a Single Game does not affect the Record Book, career statistics or league standings — even if you use your Season Team.

B. Season Play
Create a coach, draft your players, and lead your team through the 14-game Backyard Football League season. Who knows — you just might make the playoffs and compete for

the right to be crowned Gridiron Grits Cereal Bowl champion! The structure and rules of the Backyard Football League (BFL) are detailed further in the **Official BFL Rules** on page 21.

C. Meet the Players
Browse through trading cards of all Backyard and Pro Kids. Look at the kids' portraits, read their biographies and skill ratings, or click on their pictures to hear them tell stories.

D. Hall of Fame
Here you'll find all the championship trophies, a list of all the coaches who have won them, and pictures of the winning teams. Plus, check out the Record Book — a list of the greatest achievements in Backyard Football, and the players behind them.

E. Replay Intro
Couldn't get enough the first time around? You can replay the intro over and over.

F. Quick Start
To get set up with a team you can play with right away, click on the right arrow in the lower right-hand corner. It will use the game settings from your last Single Game or Quick Game.

G. Quit Game
To stop playing the game, click on the left arrow in the lower left-hand corner. **Note:** Gameplay is saved ONLY when the game is quit through the Clubhouse. If you exit before completing a game, your progress will not be saved.

H. Network Play (not available for Macintosh® users)
Windows® users can play *Backyard Football 2002* with other players over a LAN (local area network). See the Help file for details.

SINGLE GAME SETUP

These are preferences or rules that are set before the game begins, and cannot be modified once you have passed this screen.

GAME MODE

Pick-Up Play against the computer or another human opponent using a random or newly created team.

Exhibition Use your Season Team to play against an opponent you specify.

Practice Draft a team from scratch or use your Season Team to play a controlled scrimmage against Mr. Clanky's team of robots, the Tackling Dummies. Use the default playbook or load a custom playbook. If you're a newcomer to the gridiron, the Tutorial playbook will step you through the basics of the game.

DIFFICULTY LEVEL

Easy The computer is slower to react and does not anticipate your playcalling. The computer will also show you which play it selected to make it easier for you. Ideal for beginners.

Medium Default difficulty setting. The computer's playcalling is mostly accurate, but sometimes makes mistakes. Computer-controlled players are slightly more aggressive than in Easy, but are also prone to occasional mistakes. For Two-Player games, passing requires more accuracy.

Hard Computer opponents draft best possible players, select appropriate and more aggressive plays a greater percentage of the time, and react faster to your players. For Two-Player games, passing requires the greatest level of accuracy and timing, computer-controlled players on both sides react more quickly and aggressively, and they make fewer mistakes.

The following settings are pre-set depending on what difficulty level you choose, but can be toggled independently.

Setting	Description	Difficulty Defaults		
		Easy	Medium	Hard
Power-Ups	Teams earn special "power plays" by accomplishing certain tasks	OFF	**ON**	OFF
Play Clock	Clock that gives 30 seconds to choose play	OFF	OFF	**ON**
Fatigue	Players tire over course of game	OFF	OFF	**ON**
Turnovers	Offense fumbles ball or throws interceptions (when OFF, defense drops passes instead)	OFF	**ON**	**ON**

CHOOSE A FIELD

Select one of five available playing fields. **Note:** The surface area of each field affects the players — they run more slowly on sand and dirt, and faster on turf.

WEATHER CONDITIONS

Choose to play in the sun, rain or snow. **Note:** In the rain or snow, players run more slowly and the football is harder to catch.

OPTIONS

Game, Sound and Controller options are configured here. These settings can be modified at any time, whether before the game or mid-game.

SOUND & DISPLAY OPTIONS (All Default to "ON")

Commentary Turn Sunny Day and Chuck Downfield dialogue on/off

Game Music Turn menu and touchdown music on/off

Background Sounds Turn ambient sounds (like birds chirping and cars driving by) on/off

Chatter Turn players' on-field dialogue on/off

Weather FX Turn weather effects (like falling snow or rain) on/off

TD Close-up Turn automatic touchdown close-ups on/off

CHOOSE CONTROLS

Player 1 Choose mouse (default), keyboard, CPU or gamepad (if installed) for Player 1 control. For a spectator game, select CPU control for both Player 1 and Player 2.

Player 2 Choose mouse, keyboard, CPU (default) or gamepad (if installed) for Player 2 control. Select a controller type different than the computer's or Player 1's for a Two-Player game.

Details Click to learn button assignments or to change configuration of gamepad or mouse from 1-Button Mode to 2-Button Mode.

Assistant Coach Can be set on or off by each individual player. See following section for details.

ASSISTANT COACH MODE

Assistant Coach Mode allows less experienced users to give the computer control over aspects of the game they haven't yet mastered. These settings can be individually set in Controller Options, and is of particular help in head-to-head games between unevenly matched opponents.

Note: Changing the difficulty level will change the defaults.

Click on the "Assistant Coach" button to select from the following options (unless you chose the Hard difficulty setting, in which case all the toggles are locked in "OFF"):

Setting	Description	Difficulty Defaults		
		Easy	Medium	Hard
QB Rush Delay (Kick Rush / "Alligator")	Delay before quarterback can be tackled. Scale goes from 5 (5-Alligator delay) down to Off (no delay)	3	OFF	OFF
Easy Pass	Automatically lobs or zings passes	**ON**	**ON**	OFF
Easy Kick	Automatically aims kicks, at maximum power	**ON**	OFF	OFF
Auto Pick Play	Computer automatically highlights best play for situation (can be manually overridden)	OFF	OFF	OFF
On-Field Diagram	Displays play diagram on field	**ON**	OFF	OFF

Individual options can be turned off at any point in the game.

KEYBOARD COMMANDS

Purpose	Windows®	Macintosh®
Load	Sign in under coach's name	Sign in under coach's name
Quit and save	Quit from Clubhouse	Quit from Clubhouse
Quit without saving	Spacebar + Quit or Alt + F4	Spacebar + Menu or Command + Q
Pause/Unpause	Spacebar	Spacebar
Play in a window	Shift + F5	F5 or Shift + F5
Re-size the screen	Shift + F5	N/A
Terminate a scene	Esc	Esc
Change Options	Spacebar	Spacebar + menu select

SEASON PLAY SETUP

These are preferences or rules that are set before the season begins, and cannot be modified once you have passed this screen.

COACH SIGN-IN

Create a new season coach by clicking on the New Coach button, or continue with an existing one by clicking on the coach's name, then on the arrow in the lower right corner of the screen.

DRAFT MODE

First 7 Picks The classic Backyard draft process. You get to pick your seven players unopposed, leaving the computer to draft the rest of the league from the remaining players.

Full Draft A more traditional draft process. You take turns with the other 23 teams, selecting players one at a time in seven "rounds" until all teams have their seven players. You get the first pick in each round, while the computer finishes each round in an accelerated fashion.

DIFFICULTY LEVEL AND OPTIONS

Difficulty settings and Options are identical to those described in **Single Game Setup** (see page 8).

CHOOSE A HOME FIELD

Select one of six available playing fields for home games.

WEATHER CONDITIONS

Choose to play in constant sun, or in random weather conditions.

CHOOSE TEAM NAME AND COLORS, AND DRAFT PLAYERS

These screens work the same as described in the Single Game instructions on page 12.

TEAM INFO PAGE

The "home" page for your Season Team, with the following additional pages:

Players   Team photo, player portrait, and profile.

Statistics   View passing, receiving, rushing, defense and special teams statistics for every player on every team. Click on the column headings to hear definitions of each stat.

Trophy Case   Trophies, individual awards, newspapers and the team Record Book are kept here. Print your mementos to show everyone your greatest football achievements!

Schedule   View every team's schedule and track the results of every game. At playoff time, view all the matchups and results in the Playoffs section.

Standings   View Division and Conference standings.

League Leaders Browse the top 10 players and teams in a wide range of statistical categories: Defensive touchdowns, Passing, Passing Yards, Receiving, Rushing, Fumbles, Kicking, Punts, Kick Returns, Punt Returns, Tackles, Sacks, Interceptions and Fumbles Recovered. Click on the column headings to view the stats.

Options   Same as the Options tab in Single Game instructions (see page 9).

TEAM STRATEGY

Click on the arrow in the lower right corner of the screen to advance to the **Roster** screen. Set your various team rosters (Offense, Defense, Kicking and Kick Return), make substitutions and view plays in the current playbook. Over time, you may notice your players' performance declining, due to **Fatigue**. Who's lagging and who's still

rarin' to go? A green bar next to a player's name indicates full strength, a yellow bar indicates fatigue, and a red bar indicates a player is all tuckered out. To trade a player out, click on the name of the kid you want to substitute, then click on the name of the kid you want to put into the game in the other's place.

From the Roster page, click **Change Playbook** to swap plays from a play library into your active playbook. From Change Playbook, click on **Custom** to make custom plays based on pre-set formations. Then, click on a custom play diagram of your choice, and then click the **Edit** button. Choose the basic formation you want to start with, then click on the position icons to change that player's assignment, or "pattern." Scroll through the **Pattern Sets** — such as run, block or catch on offense — then select the pattern you want the player to use. Name and save your playbook so that it's available to you in other play modes and in different seasons.

Library	Positions
Offensive	QB: Quarterback, RB: Running Back, C: Center, WR: Wide Receiver
Defensive	DL: Defensive Line, LB: Linebacker, S: Safety, CB: Corner Back
Kicking	K: Kicker, H: Holder, C: Center, BL: Blocker
Kick Return	KR: Kick Returner, BL: Blocker

InfoChuck™

Click on this icon on any game setup screen to hear helpful explanations from Chuck Downfield.
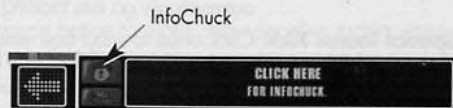
GAMEPLAY CONTROLS

MOUSE: 1-BUTTON

Choose Play Click on the page tabs to turn to different pages in the playbook. Click the "Flip Play" button to change all the plays to mirror-images of themselves. Click on diagram or title of desired play to choose it.

Start Play Offense Only. Click the "Hike!" cursor anywhere to start the play.

Pass Click beyond the line of scrimmage to pass ball to that spot. To pass to receivers who have run off the edge of the screen, click on his/her off-screen icon. To scramble, use "Run" controls described below.

Advanced Passing EASY PASS set to "off" in **Assistant Coach Mode** (see page 11). Tap the mouse button to throw high-arcing pass ("lob"). Click and hold button to throw low line-drive pass ("zing").

Run Quarterback will automatically hand off or pitch ball to running back. Running back will run specified route toward end zone automatically. To manually control ball carrier, click behind the line of scrimmage to run to that spot. While holding down the button, drag cursor past the line of scrimmage; player will follow cursor as long as mouse button is held down. Once a player is beyond the line of scrimmage, clicking on the ground will direct the player to that spot.

Defense Before the snap, select the player you want to control. Use "Run" controls described above to direct player around field. Defender will automatically go into tackling motion when the ball carrier is in range.

Special Teams Kick Click once to snap ball when the animated Kick direction arrow is aimed between the goal posts. Click once more at the desired level of power to kick the ball.

MOUSE: 2-BUTTON

Choose Play Click on the page tabs to turn to different pages in the playbook. Click the "Flip Play" button to change all the plays to mirror-images of themselves. Click on diagram or title of desired play to choose it.

Start Play Offense Only. Click the "Hike!" cursor anywhere to start the play.

Pass Click the right mouse button on receiver or spot on field to pass the ball. To pass to receivers who have run off the edge of the screen, click on his/her off-screen icon. To scramble, use "Run" controls described below.

Advanced Passing EASY PASS set to "off" in **Assistant Coach Mode** (see page 11). Tap mouse button to throw high-arcing pass ("lob"). Click and hold button to throw low line-drive pass ("zing").

Run Quarterback will automatically hand off or pitch ball to running back. Running back will run specified route toward end zone automatically. To manually control ball carrier, click left mouse button anywhere on field to run to that spot. While holding down the button, drag cursor past the line of scrimmage; player will follow cursor as long as mouse button is held down. Once a player is beyond the line of scrimmage, clicking on the ground will direct the player to that spot.

Dive Click the right mouse button to make the ball carrier dive for extra yardage.

Defense Before the snap, use the left mouse button to select the player you want to control. Use "Run" controls described above to direct player around field.

Tackle Click the right mouse button to make defender dive tackle when the ball carrier is in range.

Jump Clicking the right mouse button while the ball is in the air will make the selected defender jump.

Special Teams Kick Click the left mouse button once to snap the ball when the animated Kick direction arrow is aimed between goal posts. Click once more at the desired level of power to kick the ball.

GAMEPAD: 1-BUTTON ("DIRECTIONAL PASSING")

Choose Play Push left or right on directional pad (d-pad) to turn to different pages in playbook. Push up or down on d-pad to highlight desired play, or to move highlight to "Flip Play" or "Time Out." Press button 1 to choose highlighted play or button.

Start Play Press button 1 to start the play.

Pass Use d-pad to move "Pass" icon onto desired receiver. Press button 1 to pass to that player.

Advanced Passing EASY PASS set to "off" in **Assistant Coach Mode** (see page 11). Tap button 1 to throw high-arcing pass ("lob"). Press and hold button 1 to throw low line-drive pass ("zing").

Run Quarterback will automatically hand off or pitch ball to running back. Running back will run specified route toward end zone automatically. To manually control ball carrier, point d-pad in direction you want the ball carrier to run.

Defense Before the snap, press button 1 to toggle the "Player 2" icon over the players on defense to select the player you want to control. After the snap, use the d-pad to move player around the field. Press button 1 to switch to the defender closest to the ball. Defender automatically goes into tackling motion when the ball carrier is in range.

Special Teams Kick Press button 1 once to snap ball when the animated Kick direction icon is aligned with goal posts, then press it once more at the desired level of power to kick the ball.

GAMEPAD: 2-BUTTON ("TOGGLE PASSING")

Two-button gamepad controls are the same as 1-button, with the following exceptions:

Pass Press button 1 to toggle "Pass" icon over available receivers. Press button 2 to throw to selected receiver.

Advanced Passing Tap button 2 to throw high-arcing pass ("lob"). Press and hold button 2 to throw low line drive pass ("zing").

Defense Press button 2 to manually make selected defender dive.

KEYBOARD

The keyboard behaves exactly the same as the gamepad in 1- and 2-button mode, with the arrow keys functioning as the d-pad, the "Ctrl" key functioning as button 1, and the "Shift" key functioning as button 2.

OFFICIAL BFL RULES

OBJECTIVE

Score the most points by advancing the ball into the opposing team's territory and crossing their "goal line."

POSSESSION

The kicking team kicks off from their own 40-yard line.

A ball that is fielded in the opposing end zone can be downed for a touchback. Possession of the ball is given to the offensive team at the 20-yard line.

The offensive team has four chances or "downs" to advance the ball 20 yards. If the offensive team succeeds, it is given four more downs. If the ball is placed inside the

defensive team's 20-yard line, then the offensive team is given four downs to score a touchdown.

If the offensive team fails to advance 20 yards after four downs, then possession is given to the opposing team at the spot of the ball. However, the offensive team may elect to kick a field goal or punt to the defensive team on fourth down. A missed field goal is a live ball as long as it remains in the playing field after the kick.

NUMBER OF PLAYERS

Each team consists of seven kids. Play is five on five on the field. The two remaining spots on the roster are designated for Sub 1 and Sub 2. During a game, players will get fatigued — to swap them out for one of your subs, click on "Time Out" in the Playbook/Scoreboard screen.

FIELD OF PLAY

The basic unit of measurement in *Backyard Football* is the Backyard Yard. One Backyard Yard = .5 meters. To keep it simple, Backyard Yards are commonly referred to as "yards."

The field of play will be 100 yards from goal line to goal line (50 meters in real-world units) and 16 yards from sideline to sideline (8 meters), with a 10-yard end zone at each end.

Field divisions are marked on the field every 10 yards, with hash marks every yard.

ATTIRE

Skirts, shorts or overalls are allowed. A Backyard Certified Football Helmet is required.

Team colors consist of a primary color for the jersey and helmet, and a secondary or accent color for the stripes, facemask and logo circle on the helmet. Teams in one league can have identical color schemes, so when they play each other, the home team gets to retain their original colors, while the visiting team must wear alternate colors — usually replacing their primary team color with white.

TIME

The game is divided into four 1-minute quarters.

The game clock stops after every play.

A traditional digital countdown clock keeps time.

Before a single game or before starting a new coach, you can choose to play with a play clock. The play clock allows each coach only 30 seconds to choose a play from the playbook, or else the computer will select the first play on the displayed playbook page. With this setting the center will snap the ball automatically, five seconds after the players get in position.

Computer time passes the same as real time: 1=1.

If the score is tied at the end of regulation, the game will go into Sudden Death Overtime. Possession is given to the home team. Time is not kept and the game continues until a team scores, winning the game.

PASSING

An offensive player can only pass the ball from behind the line of scrimmage.

RUNNING/RECEIVING

All players are eligible to receive a pass. The center is eligible only beyond the line of scrimmage.

The ball is spotted at the furthest point it was advanced when the ball carrier's knee/back/butt touches the ground.

A player must have at least one foot in bounds when making a reception. Otherwise the ball is ruled incomplete.

TURNOVERS

A ball that a ball carrier drops is considered "live" and is ruled a fumble.

A backward pass that touches the ground is considered "live" and is ruled a fumble.

Fumbles may be advanced by the recovering team.

Interceptions change possession of the ball and may be advanced.

Kickoffs and punts that are first touched by any member of the receiving team are considered "live," and can be recovered and advanced by the kicking team. However, any kickoff or punt that is first touched by the kicking team but not "downed" can be recovered by the receiving team, who retain possession even if they fumble the ball on the return.

PENALTIES
Penalties will not be allowed or assessed.

SCORING

Touchdown Players can score a touchdown or extra point either by running across the opponent's goal line with the ball or catching the ball inside the opponent's end zone. Ball carriers can also run into or touch an end zone marker for a touchdown or extra point. Touchdown = 6 points

PAT Point After Touchdown. After scoring a touchdown, the team is given the opportunity to add one or two "extra points" or "points after touchdown" from their opponent's 5-yard line. PAT can be scored either by kicking an Extra Point Field Goal for 1 point, or by running/passing for a conversion, equaling 2 points.

Field Goal The offensive team can attempt to kick the ball through the goal posts from any point on the field. A successful field goal is worth 3 points. A missed field goal, if it lands in the field of play, can be returned by the defensive team like a punt.

Safety Safeties are ruled when offensive ball carriers are either tackled in their own end zone (the one at their end of the field) or if they fumble the ball out of bounds from their own end zone. The defense is then awarded a safety, and the offense must kick the ball to the defense. Safety = 2 points.

INFOGRAMES WEB SITES

Infogrames has exciting, full and active web sites dedicated to ensure you get the most out of your new games. You can visit us at:

http://www.us.infogrames.com

Kids, check with your parent or guardian before visiting any web site.

Visit and you will discover that Infogrames web sites contain such things as:

- Technical Support
- Hints and Tips
- Software Upgrades
- Demos

- Interviews
- Interviews
- Community
- And much more

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

TECHNICAL SUPPORT (U.S. & Canada)

Help Via the Internet

Up-to-the-minute technical information about Humongous Entertainment products is generally available 24 hours a day, 7 days a week via the Internet at:

http://www.ina-support.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our Hints/Cheat Codes if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Humongous Entertainment **Tech Support** at **(425) 951-7108**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately. Live support is available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

1. Computer Type (PC or MAC)
2. System Make and Model
3. Processor Type
4. Operating System, including version number if possible (such as Windows® 95, Windows® Me, Macintosh® OS 7.5.3 or 9.1, etc.)
5. RAM (Memory)
6. Any screen or error messages you've encountered (and where)

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Humongous Entertainment
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

NOTICE

Humongous Entertainment, a division of Infogrames, Inc., reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. Copies of pages from the Handbook may be reproduced by the buyer of this product for the buyer's personal use, or for use in the buyer's classroom, but not for commercial resale. No part of the described software may be copied, reproduced, translated, rented, or reduced to any electronic medium or machine-readable form without the prior written consent of Humongous Entertainment.

Limited Warranty

Humongous Entertainment warrants to the original purchaser of this computer software product, for a period of ninety (90) days from the date of original purchase, that under normal use, the media and user documentation are free from defects in materials and workmanship.

Warranty Claims

If you wish to make a warranty claim, please call (425) 951-7108 for assistance from our Technical Support/Customer Service Department within 90 days of purchase. In the event our technicians determine you need to forward materials to us, please include the game CD-ROM, Proof of Purchase from the product box, your dated sales receipt (with title or SKU clearly legible), your name, return address, daytime phone number and a statement of the defect. Make sure you include the Return Merchandise Authorization Number (RMA) supplied to you by the technician. Any materials not containing this RMA number will be returned to you unprocessed. Your mail should be sent to the following address: Humongous Entertainment, Attn: TS/CS, 13110 NE 177th Place, Suite B101, Box 180, Woodinville, WA 98072-9965, RMA#_____. If our technicians determine that the product is defective within ninety (90) days of original purchase (unless otherwise provided by applicable law), Humongous Entertainment will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and Proof of Purchase. If you do not have the original receipt, or if the warranty period has expired, Humongous Entertainment will replace the product (media only) for a nominal fee. If our technicians determine the product was damaged after purchase, Humongous Entertainment will offer a replacement for a nominal fee.

Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE HUMONGOUS ENTERTAINMENT. 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 HUMONGOUS ENTERTAINMENT BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE HUMONGOUS ENTERTAINMENT SOFTWARE PRODUCT.

Some states do not allow limitations on how long an implied warranty lasts, and/or exclusions or limitations of incidental or consequential damages, so the exclusions or limitations of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which vary from state to state. If your product contains Technical Support phone numbers for Europe, you must contact those phone numbers and abide by their warranty policies.

END-USER LICENSE AGREEMENT

PLEASE READ CAREFULLY. BY USING THIS SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THESE TERMS, PROMPTLY RETURN THE CD-ROM IN ITS PACKAGING TO THE PLACE WHERE YOU OBTAINED IT.

1. License. The software accompanying this license (the "Software") and the related documentation are licensed to you by Infogrames, Inc. and are subject to this license. If the Software is configured for loading onto a hard drive, you may so load the Software only onto the hard drive of a single computer and run the Software off only that hard drive. You may not delete the copyright notices or any other proprietary legends on the original copy of the Software. You may transfer all rights we grant to you in this license to someone else as long as he or she reads and agrees to accept this license. If there is an editor incorporated into the Software, this license is also subject to Section 8 below.

2. Restrictions. The Software contains copyrighted material, trade secrets and other proprietary material. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software except as expressly allowed by us. You may not rent, lease, sublicense or distribute the Software. You may not electronically transmit the Software from one computer to another or over a network.

3. Termination. This License is effective until terminated. You may terminate this License at any time by destroying the Software and related documentation. This License will terminate immediately without notice from us if you fail to comply with any provision of this license. Upon termination, you must destroy the Software and related documentation.

4. Disclaimer of Warranty on Software. You are aware and agree that use of the Software and the media on which it is recorded is at your sole risk. The Software, related documentation and the media are provided "AS IS." Unless otherwise provided by applicable law, Infogrames, Inc. and affiliates warrant to the original purchaser of this product that the Software storage medium will be free from defects in material and workmanship under normal use for ninety (90) days from the date of purchase. This warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. WE EXPRESSLY DISCLAIM ALL OTHER WARRANTIES, EXPRESSED OR IMPLIED, INCLUDING BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. WE DO NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY US OR ANY OF OUR AUTHORIZED REPRESENTATIVES

SHALL CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS WARRANTY. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS MAY NOT APPLY TO YOU.

5. Limitation of Liability. UNDER NO CIRCUMSTANCES, INCLUDING NEGLIGENCE, SHALL WE BE LIABLE FOR ANY INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES THAT RESULT FROM THE USE OR INABILITY TO USE THE SOFTWARE OR RELATED DOCUMENTATION, EVEN IF WE HAVE BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. In no event shall our total liability to you for all damages, losses, and causes of action (whether in contract, tort or otherwise) exceed the amount paid by you for the Software.

6. Controlling Law and Severability. This license shall be governed by and construed in accordance with the laws of the State of Delaware, USA. If any provision of this license is unenforceable, the rest of it shall remain in effect.

7. Complete Agreement. This license constitutes the entire agreement between the parties with respect to the use of the Software and the related documentation.

8. Editor and End-user Variations.

(a) The Software may include an "Editor." An "Editor" is a feature that allows you to modify the Software or to construct new variations for use with it. These modifications and variations can be both playable and non-playable. An Editor includes its associated tools and utilities. An Editor is NOT shareware. You may not freely distribute it to any BBS, CD, floppy or any other media. You may not sell it or repackage it for sale.

(b) Using the Editor, you may create modifications or enhancements to the Software, including the construction of new levels (collectively referred to as "Variations"), subject to the following restrictions:

i. Your Variations must only work with the full, registered copy of the Software, not independently or with any other software.

ii. Your Variations must not contain modifications to any executable file.

iii. Your Variations must not contain any libelous, defamatory, or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contains any trademarks, copyright-protected work, or other recognizable property of third parties.

iv. Your Variations must be distributed solely for free. Neither you nor any other person or party may sell them to anyone, commercially exploit them in any way, or charge anyone for using them. You may exchange them at no charge among other end-users.

v. By distributing or permitting the distribution of any of your Variations, you hereby grant back to us an irrevocable royalty-free right to use and distribute them by any means.

vi. The prohibitions and restrictions in this section apply to anyone in possession of the Software or any of your Variations.