

<http://www.replacementdocs.com>

THE LEGEND  
OF  
**SPYRO**<sup>TM</sup>  
A NEW BEGINNING



"The Legend of Spyro: A New Beginning" interactive game © 2006 Universal Interactive, Inc. Spyro and related characters are <sup>TM</sup> and © Universal Interactive, Inc. All Rights Reserved. Sierra and the Sierra logo are registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. All other trademarks are property of their respective owners.



7250210

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2  
COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
- Never use solvents or abrasive cleaners.



**TABLE OF CONTENTS**

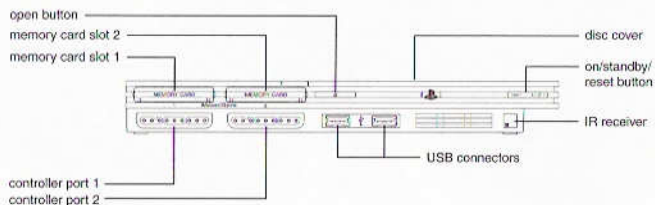
---

Getting Started.....	2
Starting Up.....	3
Spyro Controls.....	3-4
The Legend Begins.....	5
Main Menu.....	6
Pause Menu and Level Up.....	6-7
HUD (Heads Up Display).....	8
Collectible Gems.....	9
Sparx.....	9
Elements.....	10
Credits.....	10-12
Customer Support.....	12
License Agreement.....	Inside Back Cover

"The Legend of Spyro: A New Beginning" interactive game © 2006 Universal Interactive, Inc. Spyro and related characters are ™ and © Universal Interactive, Inc. All rights reserved. Sierra and the Sierra logo are registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. Vivendi Games and the Vivendi Games logo are trademarks of Vivendi Games, Inc. Dolby, Pro Logic and the double-D symbol are trademarks of Dolby Laboratories. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are property of their respective owners.

## GETTING STARTED

### USING THE PLAYSTATION®2 SYSTEM



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the "The Legend of Spyro™: A New Beginning" disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

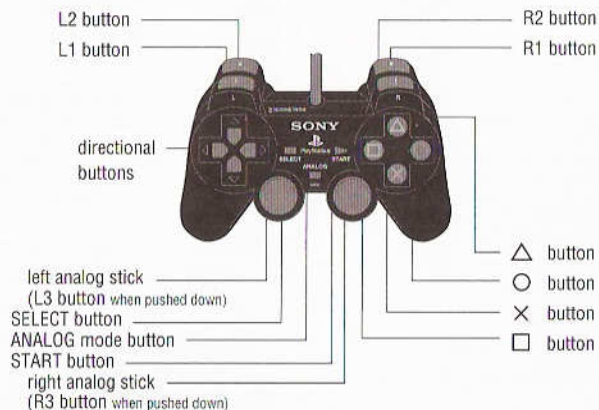
#### Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



## STARTING UP

### DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



### SPYRO CONTROLS

#### Directional Movement:

**L** controls the direction of character movement; this movement is relative to the camera.

To walk, push lightly on **L**. To run, push **L** as far as possible in any direction.

#### Camera Control:

**R** controls the camera.

#### Basic Moves:

Walk/Run	<b>L</b> Left Analog Stick
Camera	<b>R</b> Right Analog Stick
Short Range Breath	<b>□</b>
Jump	<b>×</b>
Double Jump	<b>×</b> , <b>×</b>
Melee Attack	<b>L</b>
Horn Knock Up	<b>L</b> Press and Hold

## SPYRO CONTROLS

### Basic Moves:

Long Range Breath	
Charge/Knock Back	
Strafe/Target	Hold+  Move Left or Right
Fury	
Change to Fire Breath	up directional button
Change to Electricity Breath	right directional button
Change to Ice Breath	down directional button
Change to Earth Breath	left directional button

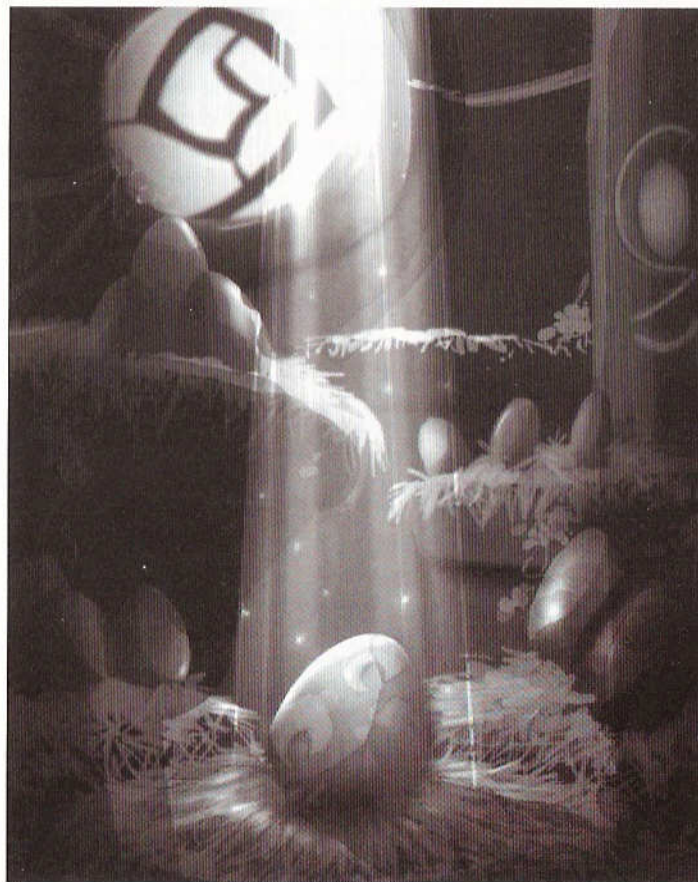
### Advanced Moves:

Melee "Knock up" Combo	, , ,
Tail Strike	, ,  Press and Hold
Horn Dive	,
Evasion	+  Move +
Air Combo [While Enemy is in the Air]	, , ,
Air Knock Back [While Enemy is in the Air]	,

*Tip – Mix and match Spyro's abilities to create your own combos!*

## FLYING CONTROLS

Move/Fly	Left Analog Stick
Shoot Fireball	
Evade/Barrel Roll	Move Left or Right +
Speed Burst	
Slow Down	



## THE LEGEND BEGINS...

In the Year of the Dragon, in a world beyond the realms, the Guardians awaited the birth of a purple dragon destined to restore balance to the world. But the Dark Master knew of this as well and sent forth a legion of his minions to destroy the Dragon Temple and prevent the birth of this special dragon.

### *Several years later...*

When Spyro, as a young dragon, leaves his home in search of the truth about his past, he makes a shocking discovery—the future of the world rests on his wings. In a race against time, Spyro must realize his destiny and learn what it takes to be a hero if he is to stop the Dark Master's latest creation, Cynder!

## MAIN MENU

Upon starting the game, you will be instructed to press the START button to access the Main Menu. The Main Menu will appear with the following options:

### LOAD GAME:

Choose to continue a previously saved game.

### NEW GAME:


Select a MEMORY CARD slot to create new game data and begin a new game.

### OPTIONS:

Change game settings in the Options Menu.

- **MUSIC VOLUME** – Adjust the volume of the music in the game.
- **SFX** – Adjust the volume of the sound effects in the game.
- **OUTPUT** – Choose the appropriate sound output for your television audio system.
- **POSITION** – Adjust the horizontal and vertical position of the screen on your television.
- **WIDE** – Toggle widescreen television support.
- **SUBTITLES** – Toggle in-game subtitles.
- **VIBRATION** – Toggle vibration.
- **CAMERA CONTROL** – Invert the camera control.
- **FLIGHT UP/DOWN** – Invert the controls for Spyro during flying levels.

## PAUSE MENU AND LEVEL UP

Press the START button anytime during play to access the Pause Menu, then select the Level Up option to enter the Upgrade Screen. Press the  button to return to the Pause Menu.

**Level Up** - Spyro can't defeat Cynder with the skills he has at the start of the game. Rescued Guardian dragons will teach Spyro new attacks, which can be upgraded. To upgrade your abilities, you'll need to access the Level Up Menu from the Pause Screen.

**PRIMARY BREATH:** This is Spyro's short-range breath for the selected element.

**SECONDARY BREATH:** This is Spyro's long-range breath for the selected element.

## PAUSE MENU AND LEVEL UP - CONTINUED

**UPGRADE GAUGE:** A highlighted bar shows how much each breath has been upgraded. Passing each notch on the gauge will give Spyro a new breath upgrade.

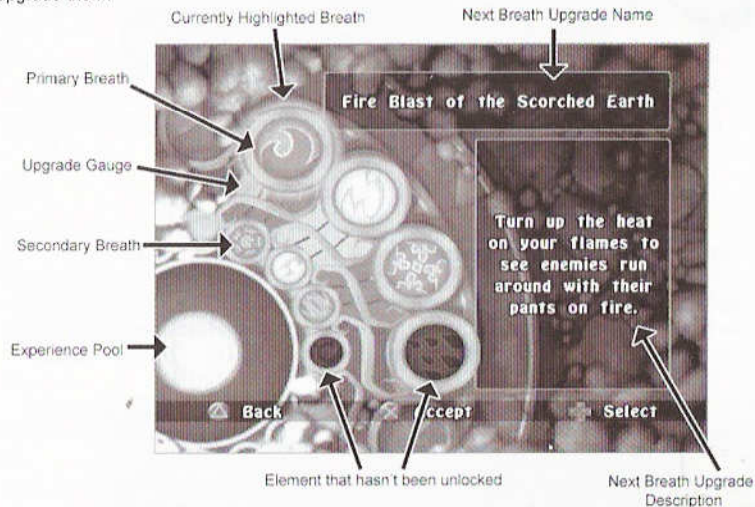
**EXPERIENCE POOL:** A swirling pool of spirit that fills up when Spyro collects blue gems. Spyro can then use this spirit to upgrade his breaths.

**CURRENTLY HIGHLIGHTED BREATH:** Spyro can switch between different breaths using the directional buttons. A purple glowing ring can be seen around the breath that is currently highlighted.

**NEXT BREATH UPGRADE NAME:** This is the name of the next breath upgrade for the currently highlighted breath.

**NEXT BREATH UPGRADE DESCRIPTION:** This is a description of the next breath upgrade for the currently highlighted breath.

**ELEMENT THAT HASN'T BEEN UNLOCKED:** Darkened breaths show elements that Spyro hasn't learned yet. Once he learns an element, the breath icons will light up, and he will be able to upgrade them.



### Pause Menu

**CONTINUE:** Returns the player to the game.

**ENABLE AUTOSAVE:** If the player inserts a new memory card, they can save their current game to it by enabling this option.

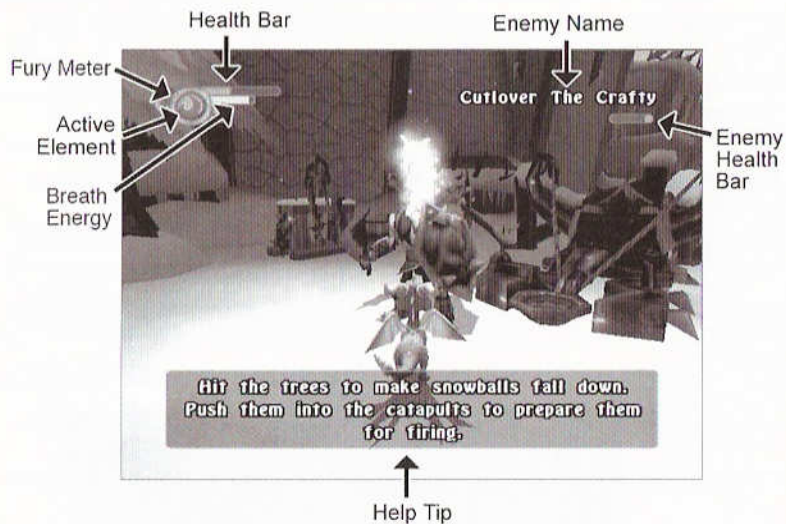
**OPTIONS:** Takes the player to the options screen.

**MAIN MENU:** Quits the game and returns the player to the main menu.




**LEVEL UP:** Takes the player to the level up screen.

## HUD (HEADS UP DISPLAY)

The HUD displays the following information for Spyro:



**Health Bar:** Decreases when Spyro takes damage. Can be refilled with red gems.

**Breath Energy:** Decreases when Spyro uses his breaths. Can be refilled with green gems. When flying, the Breath Energy bar will be consumed when Spyro uses his Fire Ball attack , Speed Burst  and Slow Down . However, it is replenished after a couple of seconds.

**Active Element:** An icon that shows which element Spyro is currently using for his breaths and furies. The player can switch to different elements at any time, using the directional buttons.

**Fury Bar:** Starts empty but can be filled by collecting purple gems. Once full, the bar will glow, and the fury can be used by pressing the fury button. The type of fury unleashed depends on the active element.

**Enemy Name:** This is the name of the enemy that Spyro is attacking.

**Enemy Health:** This is the health bar for the enemy that Spyro is attacking.

**Help Tip:** These appear to teach Spyro how to use his abilities or give hints on how to get past obstacles in the game.

## COLLECTIBLE GEMS

Various colored gems give Dragons special powers. Be sure to collect them to help you on your quest.



**HEALTH GEMS** – Collecting RED GEMS will restore Spyro's Health.



**ENERGY GEMS** – Collecting GREEN GEMS will replenish Spyro's Breath Energy. Using Breath Attacks will consume a lot of energy, so be sure to collect these often.



**FURY GEMS** – Collecting PURPLE GEMS will fill up Spyro's Fury Meter. Press R2 button to perform a devastating Fury Attack when this meter is full.



**SPIRIT GEMS** – Collecting BLUE GEMS from enemies that you defeat will allow you to upgrade Spyro's abilities in the Upgrade Screen.

## SPARX

Sparx is Spyro's best friend and trusty sidekick. He's not very big, but he is always willing to help Spyro find his way when he gets lost.



Spyro will learn a lot of powerful new abilities throughout his quest. Some of them will be taught to him by the Dragon Guardians, and others he will learn on his own. Can you master them all?



**FIRE** – Train with Ignitus and master the explosive element of Fire.



**ELECTRICITY** – Learn to wield the stunning power of Electricity with Voltair.



**ICE** – Practice with Cyril and unleash the chill of Ice on your enemies.



**EARTH** – Learn to harness the destructive force of Earth from Terrador.

## CREDITS

PUBLISHED BY  
VIVENDI GAMES, INC.

**PRODUCTION**  
SVP OF PRODUCTION  
Kelly Ryan  
**EXECUTIVE PRODUCER**  
Greg Goodrich  
**PRODUCER**  
Chris A. Wilson  
**ASSOCIATE PRODUCER**  
Michael Graham  
**EVP & COO**  
OF WORLDWIDE STUDIOS  
Peter Della Penna  
**WRITING**  
VP OF FINANCE  
Marcus Sanford  
**FINANCE DIRECTOR**  
Richard Zerbel  
**FINANCIAL ANALYST**  
Charles Yam  
**TECHNICAL DEPARTMENT**  
SENIOR DIRECTOR OF  
TECHNOLOGY  
Brian Leake  
**SOFTWARE ENGINEER**  
Chang Koo

**MARKETING**  
EVP & CHIEF STRATEGY &  
MARKETING OFFICER  
Cindy Cook  
**VP GLOBAL BRAND**  
**MANAGEMENT**  
Al Simone  
**SENIOR GLOBAL BRAND**  
**MANAGER**  
Matt Geyer  
**ASSOCIATE BRAND**  
**MANAGER**  
Keyur Shah  
**WRITING**  
Screenplay by  
Patrick Hegarty  
**VOICE TALENT**  
SPYRO  
Elijah Wood  
**SPARK**  
David Spade  
**IGNITUS**  
Gary Oldman  
**CYNDER**  
Cree Summer  
**VOLTEER / EXHUMOR**  
Corey Burton  
**CYRIL / MOLE-YAIR / DAD**  
Jeff Bennett

**TERRADOR / THE**  
**CONDUCTOR**  
Kevin Michael Richardson  
**KANE**  
Phil LaMarr  
**MOM**  
Vanessa Marshall  
**ADDITIONAL VOICES**  
Jess Harnell  
**VOICEOVER CASTING &**  
**STUDIO DIRECTION**  
Chris Borders  
**MUSIC**  
Music by Rebecca Kneubuhl  
and Gabriel Mann  
**PROMOTIONS**  
DIRECTOR CONSUMER  
PROMOTIONS  
Julie Thomas  
**CONSUMER PROMOTIONS**  
SPECIALIST  
Nikki Pounds  
**PUBLIC RELATIONS**  
PR MANAGER  
Lisa Douet  
**CREATIVE SERVICES**  
CREATIVE DIRECTOR  
Kathy Carter-Humphreys  
**CREATIVE MANAGER**  
Kristy Cheng

**ASSOCIATE GRAPHIC**  
**DESIGNER**  
Cheryl Williams  
**ACCOUNT SUPERVISORS**  
Angie Mavrow  
Michelle Garnier Winkler  
**LEGAL**  
Kevin Crook  
Pam Teller  
**CONSUMER RESEARCH**  
**SENIOR MANAGER,**  
**CONSUMER RESEARCH**  
Linda Howard  
**JUNIOR RESEARCH ANALYST,**  
**CONSUMER RESEARCH**  
Page Patten  
**QUALITY ASSURANCE**  
V.P. OF STUDIO OPERATIONS  
Rich Robinson  
**STUDIO SUPPORT SERVICES**  
Anna Nakada  
**STUDIO SUPPORT SERVICES**  
**ADMINISTRATION**  
ASSISTANT  
Nuria Andres  
**QA MANAGER**  
Lester Broas  
**QA PROJECT LEAD**  
Donna Woo

**QA TESTERS**  
Juan Delgado  
Jacob O'Brien  
Miguel Alejandro Peña  
Patrick Duhaney  
Fabian Tuason  
Apeedeth Vanna  
**QA TESTERS-CONTINUED**  
Elisabeth Carr  
Warren Kaye  
Michael Celestino  
Jennifer Avila  
Jeremy Hibnick  
Brian Mitchell  
Brian Boswell  
**SENIOR QA MANAGER, TRG,**  
**VUPC, CRG**  
Igor Krinitskiy  
**TECHNICAL REQUIREMENTS**  
**GROUP**  
**SENIOR SUPERVISOR**  
Joseph Olivas  
**TECHNICAL REQUIREMENTS**  
**GROUP**  
**SUPERVISORS**  
Ali Raza  
Kevin Jackson  
**TECHNICAL REQUIREMENTS**  
**GROUP**  
Tom Craven  
Mark Jihanian  
Jose Beltran  
Robert Gardner  
Lauren Kamieniecki  
Brian Jones  
Dustin Portesi  
Phil Lawless  
**SENIOR ENGINEER VUPC**  
**GROUP**  
Richard Benavides  
**PROJECT LEADS VUPC**  
**GROUP**  
Brandon Valdez  
Cyra Talton  
Fausto Lorenzano  
**BURN LAB SUPERVISORS**  
Afolabi Akibola  
Chris Miller  
**BURN LAB CONFIGURATION**  
**ENGINEERS**  
Mike Ryan  
Jose Hernandez  
Tyree Deramus  
Julio Ferrer  
John St. John  
**QA TOOLS PROGRAMMER**  
Ben Hines  
**NETWORK/END USER**  
**SUPPORT**  
**SUPERVISOR**  
Eric Hoffmaster  
**END USER SUPPORT**  
**TECHNICIANS**  
Shawn Lomas  
Mark Smith  
Alex Bryant  
**SENIOR QA MANAGER,**  
**TESTER RESOURCES**  
Michael Gonzales

**QA SUPERVISORS**  
James Pasque  
Marcus Quinn  
**SPECIAL THANKS**  
Angelina Coley  
Cathy Truong  
Caroline Trujillo  
Tim Tran  
Vincent Kudirka  
Tom Gastall  
Allen Petrowski  
**KROME STUDIOS**  
**PRODUCTION CEO**  
Robert Walsh  
**STUDIO MANAGER**  
Andy Green  
**CREATIVE DIRECTOR**  
Steve Stamatiadis  
**EXECUTIVE PRODUCER**  
Robert Walsh  
**PRODUCER**  
John Welsh  
**ASSOCIATE PRODUCER**  
Don Meadows  
**ASSISTANT PRODUCER**  
Darren Thorne  
**GAME DESIGN**  
**LEAD DESIGNER**  
Cameron Davis  
**DESIGNERS**  
Don Meadows  
Chris Palu  
Jared Pearson  
Bruno Rime  
Brian Jones  
**DESIGN SUPPORT**  
Michelle Fowler  
**PROGRAMMING**  
**LEAD PROGRAMMER**  
Steve 'Sly' Williams  
**PROGRAMMERS**  
Chris Butterworth  
Joshua Camille  
Joel Crabbe  
Perry Hart  
Daniel Krenn  
Chris Lacy  
Jason Schroder  
Daniel Stephens  
Michael Swan  
**ART TEAM**  
**LEAD ARTIST**  
Bruno Rime  
**LEAD CONCEPT ARTIST**  
Jared Pullen  
**CONCEPT ARTIST**  
Inrina Egorova  
Richard Lyons  
Ron Marc  
Roderick Wong  
**LEAD CHARACTER ARTIST**  
Dean Ferguson  
**CHARACTER ARTISTS**  
Gareth Cowan  
Glen Harris  
Ian Lovell  
Mike Paech  
Claus Pedersen  
Mike Smout

Caleb Trott  
Raphael Young  
**ADDITIONAL ANIMATION**  
The People's Republic of  
Animation  
**LEAD PROP ARTIST**  
Andrew Clark  
**PROP ARTISTS**  
Inrina Egorova  
Mark Hansen  
Ron Marc  
**LEAD ENVIRONMENT**  
**ARTIST**  
Jason Christie  
**ENVIRONMENT ARTISTS**  
Ben Droste  
Brent Waller  
**LIGHTING**  
Karl Stotschek  
**COLLISION MODELLER**  
Will Foley  
**LEVEL DESIGNERS**  
**LEAD LEVEL DESIGNER**  
David Yorke  
**LEVEL DESIGNERS**  
Daniel Cox  
Hugh Winwood-Smith  
**SOUND**  
**LEAD SOUND DESIGNER**  
George Stamatiadis  
**SOUND TEAM**  
Jamie Campbell  
Cedar Jones  
Peter Wayne  
Anne-Marie Weber  
**CUTSCENES**  
**CUTSCENES SCRIPT**  
Matthew Emery  
**CUTSCENE ANIMATORS**  
Dean Ferguson  
Ian Lovell  
**CUTSCENE DESIGNERS**  
Andrew Bergman  
Jason 'JT' Harwell  
Russell Ladewig  
Clinton Skene  
**VIDEO PRODUCTION**  
**VIDEO EDITORS**  
Robert Butterworth  
Bruno Rime  
John Welsh  
**MERKURY ENGINE**  
**LEAD PROGRAMMERS**  
Dave Pevreal  
Glenn Watson  
**PROGRAMMERS**  
Tony Ball  
David Ely  
Manu Evans  
Barry Jones  
Anthony Wigan  
**MERKURY TOOLS**  
**PROGRAMMERS**  
Jared Allen  
Zac Congo  
Jonathan Lawrence  
Glenn A Watson

**QUALITY ASSURANCE**  
**QA MANAGER**  
Jason Cross  
**QA LEAD**  
Jason Hainey  
**QA STAFF**  
Steven Adamson  
Daniel Boase  
Glenn Cottrell  
Tyron Curwen  
Timothy Damsie  
Joshua Davey  
Clinton Evans  
David Higgins  
Wade Higgins  
Stephen Jude  
Raymond Lam  
Robert Lever  
Peter Miller  
Manoli Papanikolas  
Adrian Parker  
**COLLISION MODELLER**  
Will Foley  
**LEVEL DESIGNERS**  
**LEAD LEVEL DESIGNER**  
David Yorke  
**LEVEL DESIGNERS**  
Scott Savage  
Brandon Vince  
John Whitehead  
Peter Williams  
**ADMINISTRATION**  
**OFFICE MANAGER**  
Marcia Watson  
**HUMAN RESOURCES**  
Gillian Slatham  
**ADMINISTRATION TEAM**  
Elizabeth Ballantyne  
Catherine Chapman  
Leah Emery  
Charley Le  
Wendy McGregor  
David Peck  
Natasha Richards  
Debbie Taylor  
**PUBLIC RELATIONS**  
**ASSISTANT**  
Erica Hutton  
**TECH SUPPORT**  
**TECH SUPPORT MANAGER**  
Jason Muir  
**TECH SUPPORT**  
Rodney Beahan  
Luke Bennett  
Daniel Rogers  
Geoff Despott  
**FOCUS TESTERS**  
Nadja Cook  
Adam Driessens  
Kristian Foster  
Conner McCaffrey  
Jake Lawler  
Finn Relia-Connell  
William Robson  
Finn Savill  
Lachlan Schukratt  
Ala Stark  
Raven Stark  
Brittany Thomas  
Blaise Tedder

## CREDITS

### FULL MOTION VIDEO

#### TECHNICOLOR

#### INTERACTIVE

#### SERVICES

#### EXECUTIVE VICE

#### PRESIDENT

Ron Horwitz

#### VICE PRESIDENT

Michael Goffom

#### SENIOR DIRECTOR

Chan Park SENIOR

#### DIRECTOR

Chan Park

#### TECHNICOLOR

#### INTERACTIVE

#### SERVICES - DESIGN &

#### VISUALS

#### ART DEVELOPMENT

#### MANAGER

Joe McGuffin

#### ART DIRECTOR

Stephen Fedasz IV

#### LEAD ANIMATOR

Robert Castaneda

#### PROJECT COORDINATORS

Eric Kovals

Iva Marie Palmer

#### PRODUCTION ASSISTANT

Bradley A. Starleaf

#### CONCEPT ARTISTS

Peter Han

Joy Lee

Pakin Liptawat

#### LEAD ARTIST / UI

#### DESIGNER

Nickolaos Kononelos

#### MOTION GRAPHICS

Elton Gamez

Bruce Reeves

#### LIGHTING

Carina Ohlund

Arthur Sarkisian

#### TEXTURES

Ted Davis

#### VISUAL EFFECTS

Ernie Eastlund

Juho Jeong

#### MODELERS

Robert Burton

Jonny Chen

Joseph De Asis

Gath Dorsainville

#### CHARACTER MODELER

Josh Singer

#### RIGGERS

Joe Hong

Il-Chul Shin

#### ANIMATORS

Thomas Estrada

Rachel Flowers

Daniel Godinez

Jose Hernandez

Alina Hiu-Fan Chau

Martin Leeper

Derek Raymond

Roger Seto

#### ENGINEERS

Wed Tien

David Vodhanel

#### ENGINEERING SUPPORT

Raymond Blucher

Todd Hawkins

#### TECHNICOLOR

#### INTERACTIVE

#### SERVICES - AUDIO

#### SOUND SUPERVISOR

Tom Hays

#### SOUND EFFECTS

#### DESIGNERS

Frank Szick

Lydian Tone

#### RECORDING ENGINEERS

Beau Biggart

Morgan Gerhard

#### SOUND EDITOR

David Fisk

## CUSTOMER SUPPORT

GET INSIDE!  
Join Now!

### Register Your Game Today

Free tips, tricks, demos, trailers, and more! Receive free technical and customer support. Be the first to know about beta tests, tournaments, game testing opportunities, and other events. Plus, stay informed on the latest VU Games news, updates, discounts & more!

Go to <http://reg.vugames.com> Now!

VU Games Customer Support can be reached in the following ways:

### Technical Support

Phone: (800) 630-0811, 10:00 AM-8:00 PM M-F EST

Online Support: <http://support.vugames.com>

### Customer Service

Phone: (800) 757-7707, 10:00 AM-8:00 PM M-F EST

### Mail

VU Games  
4247 South Minnewawa Avenue  
Fresno, CA 93725

## LICENSE AGREEMENT

This software program, any printed materials, any online or electronic documentation (the "Program") are the copyrighted work of VU Games, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

### END USER LICENSE AGREEMENT

- Limited Use License.** VU Games, Inc. ("VUG") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a PlayStation®2 computer entertainment system.
- Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by VUG or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and VUG's licensors may act to protect their rights in the event of any violation of this Agreement.
- Responsibilities of End User.**
  - Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of VUG.
  - You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of VUG; or exploit the Program or any of its parts for any commercial purpose.
- Program Transfer.** You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
- Termination.** This License is effective until terminated. You may terminate the License at any time by destroying the Program. VUG may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.
- Limited Warranty.** VUG EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however VUG warrants the disc(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. VUG's sole liability in the event of a defective disc shall be to give You a replacement disc. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.
- Limitation of Liability.** NEITHER VUG, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.
- Equitable Remedies.** You hereby agree that VUG would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VUG shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as VUG may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
- Miscellaneous.** This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.