

NTR-ADRE-USA



Mr. DRILLER

Drill Spirits



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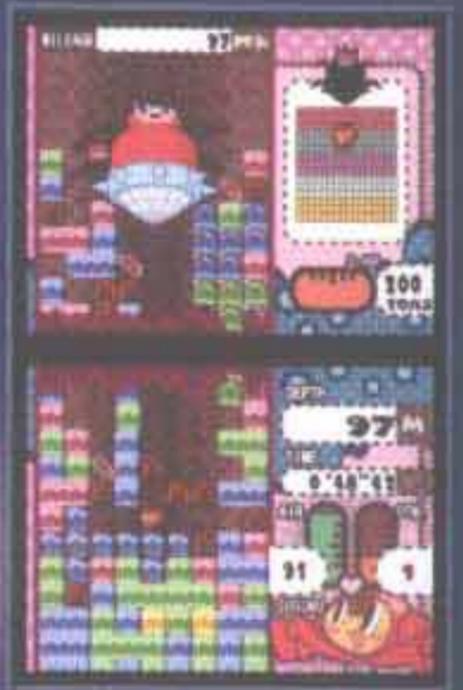
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NINTENDO DS

NINTENDO DS

Mr. DRILLER
Drill
Spirits

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Connected dual-screen gameplay

Mr. DRILLER

Drill Spirits

YOU'RE GUARANTEED TO DIG IT.

Travel the world in search of your fellow drillers as you scramble to reach air capsules, rush to avoid falling blocks and race to unlock extra characters in a pulse-pounding, puzzle-solving panic.

Dive into the frantic action in seconds for hours of fun. Up to 5 players can race head-to-head wirelessly! Test your skills in Time Attack, Pressure and Mission Modes.



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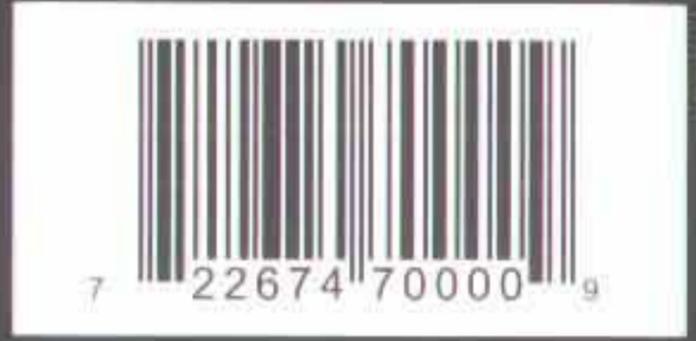
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www.namco.com
Namco HomeTek Inc.
4555 Great America Parkway, Suite 201
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Ridge Racer DS

The original drift racing game returns.
Winter 2004



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4555 Great America Parkway, Suite 201
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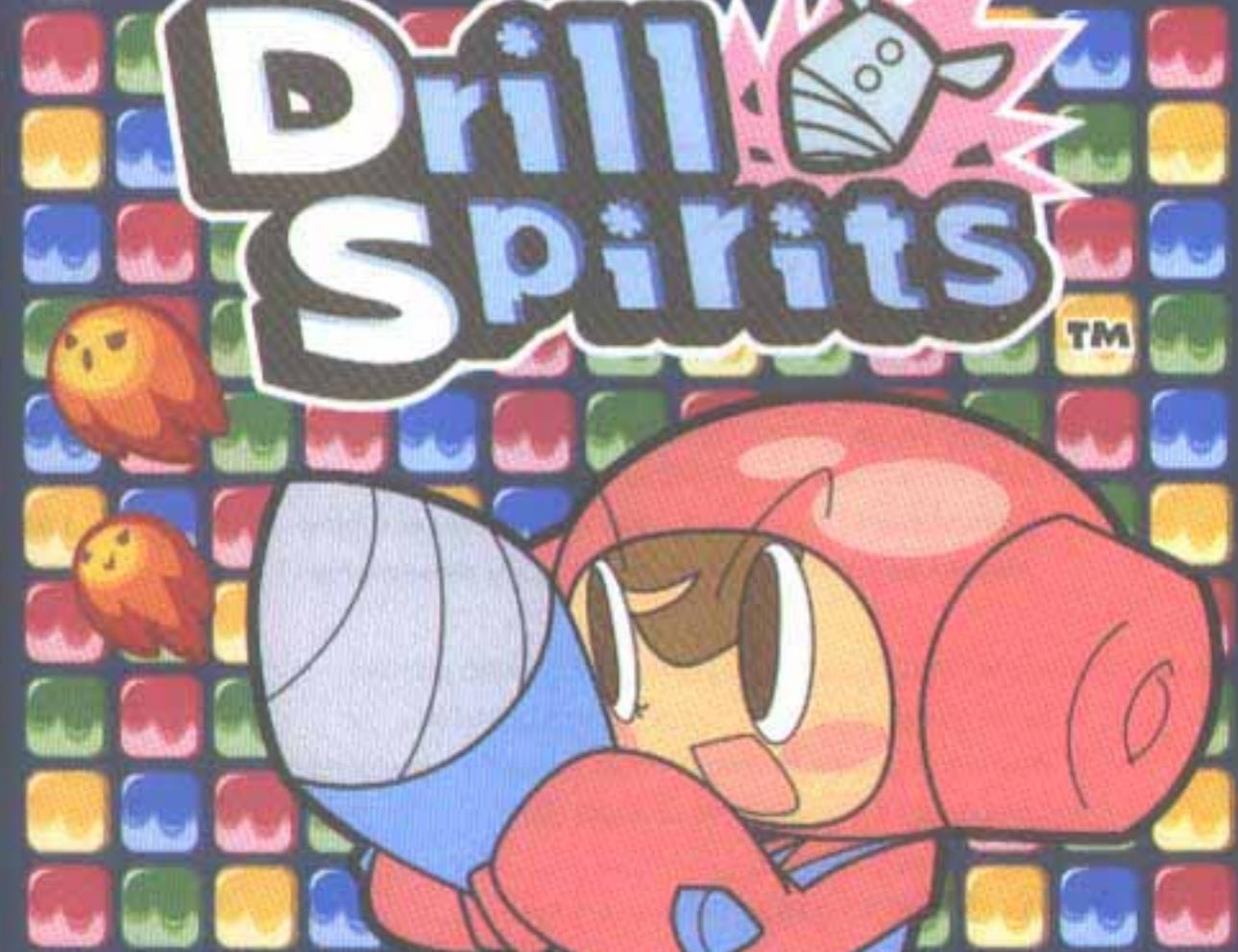
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Mr. DRILLER®

Drill Spirits



INSTRUCTION BOOKLET

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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET 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, such as while 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 when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	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 after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents 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 or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and seek medical attention.

To avoid battery leakage:

- Do not expose battery to excessive physical shock or vibration.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- DO NOT OPERATE THE NINTENDO DS WHILE USING THE WIRELESS FEATURE WITHIN 9 INCHES OF A PACEMAKER.
- IF YOU HAVE A PACEMAKER OR OTHER IMPLANTED MEDICAL DEVICE, DO NOT OPERATE THE NINTENDO DS WHILE USING THE WIRELESS FEATURE without first consulting your physician or the manufacturer of your device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and onboard aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

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CONTENTS

Characters	4
Operating Instructions	6
Basic Rules of Mr. DRILLER® Drill Spirits™	8
Starting the Game	9
Mission Driller	11
Pause Menu	15
Pressure Driller	16
Time Attack Driller	21
Driller Store	24
Driller Race (Multiplayer)	25
Credits	31
Customer Support	36
Limited Warranty	37



CHARACTERS

Susumu Hori

The star of *Mr. DRILLER® Drill Spirits™*, and the highest ranked Driller in the world. He's a little bit crazy, but still a good-natured, brave young boy with a strong sense of justice.



Puchi

A genius talking wonder dog, picked up by Susumu after being abandoned. The two have been living together ever since. Don't let his appearance fool you: Puchi is one amazing Driller.



Anna Hottenmeyer

An elite Driller born in Germany, Anna is Susumu's fierce rival. She may be strong-willed, but deep down, she's really just a little girl.



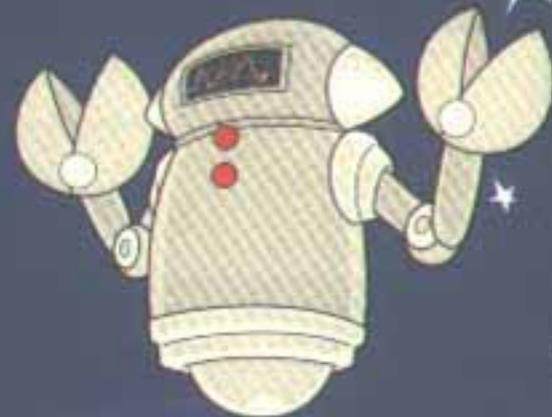
Taizo Hori

Susumu's father, the head of the Driller Council and the hero of the Dig Dug Incident. Taizo is a world-traveling adventurer.



Holinger-Z

A robot developed in the Driller Lab that takes on dangerous jobs for humans. Holinger-Z is able to morph into the form of a drill, and also serves as Anna's house-robot.



Ataru Hori

Susumu's estranged big brother, Ataru doesn't get along with his father, Taizo. He's been trying to find his purpose in life ever since he left home. Rumor has it he currently works as an unlicensed Driller.



OPERATING INSTRUCTIONS

Basic operating instructions are described in this section. Some of the operations can be activated from the Touch Screen.

Nintendo DS™

For further information on how to operate the unit, please refer to the instructions for each mode.



TOUCH SCREEN—Select and Confirm Items
Move the Driller/Destroy Block

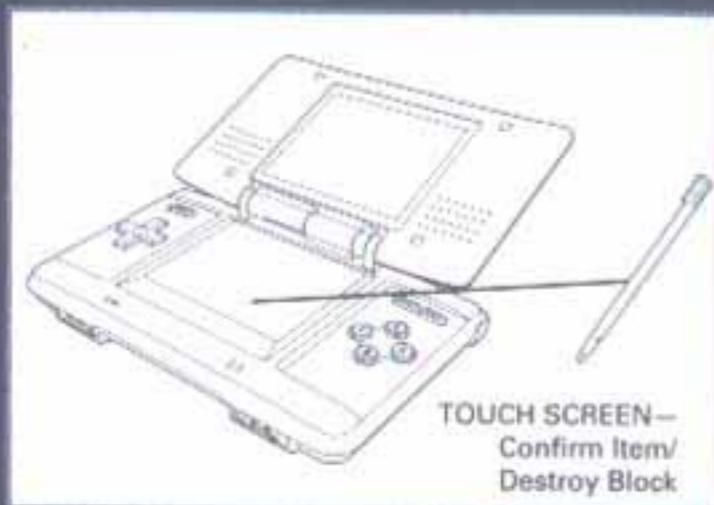
NINTENDO DS™

To Climb Up Blocks

Climb up one (or two) blocks by holding down the + **Control Pad** in the direction you want to move.

Touch Screen

The lower screen of the Nintendo DS™ is the Touch Screen. You can control your Driller and activate functions during a game by lightly touching it with the stylus. The instructions in this manual relate mainly to button-activated operation.



TOUCH SCREEN—
Confirm Item/
Destroy Block

Saving Your Data

Mr. DRILLER® Drill Spirits™ has an auto-save feature. Your data will be saved automatically whenever you complete a game or confirm any items.

To erase all saved data, simultaneously press **SELECT** and the **L**, **X** and **B** **Buttons** while booting *Mr. DRILLER® Drill Spirits™*.



BASIC RULES OF MR. DRILLER® DRILL SPIRITS™

The basic rules of *Mr. DRILLER® Drill Spirits™* are described in this section. Specific rules vary depending on the game mode.

Destroy Blocks to Advance!

The objective for Susumu and the other Drillers is to reach the GOAL. Destroy the blocks with your drill and keep drilling down.

Make Blocks Disappear by Joining Them Together

When four or more blocks of the same color are joined together, they'll disappear. However, certain block types will not join together or disappear.

Beware of Falling Blocks

When you drill underneath a stack of blocks, the blocks lying on top may fall on you. Be careful! If you happen to be under a falling block, it'll crush you, reducing your number of lives by one.

Be Sure to Check Your Air Supply

You need air to continue drilling. You'll die if your air supply reaches zero, which leaves you with one less life. Be sure to keep an eye on your **Air Meter**. Replenish your air supply by collecting **Air Capsules** whenever possible.

When You Have Very Little Air Left...

When your remaining air drops below 30%, you'll hear the **Air Supply warning** and see your Driller's face turn blue.

STARTING THE GAME

Insert the *Mr. DRILLER™ Drill Spirits®* Game Card securely into the Game Card slot and turn the power ON. The intro sequence will start and then you'll see the Title Screen.

Title Screen

Press **START** or the **A Button** when you see the Title Screen to display the Main Menu. If you're playing for the first time, you'll need to input your name before you get to the Main Menu.

Registering Your Name

Register a name to be used on the High Scores Screen and elsewhere. Use the + **Control Pad** to select a character, then press the **A Button** to enter up to four characters. You can also use the stylus to input characters.

To change your registered name, go to the Change Name Screen by holding down the **Y Button** and pressing **START** from the Title Screen.

Main Menu

Select from the 1P Driller, Driller Race or Records Menus. Use the + **Control Pad** to select the menu, and the **A Button** to confirm your selection.



1P Driller

This is a single player mode. Items purchased in the Driller Store can be used in Mission Driller and Pressure Driller Modes.

★ **Mission Driller:** Keep drilling until you reach the GOAL!

Pressure Driller: Knock out the menacing Destroyer Drill.

Time Attack Driller: Reach the GOAL within the time limit.

★ **Driller Store:** Use your accumulated mileage to purchase helpful items.

Driller Race (Multiplayer)

★ Enjoy playing against as many as four other people using the DS Wireless Communications feature of your Nintendo DS™ system, for a total of five wireless players.

MISSION DRILLER

Mission Driller Mode Rules

In this standard Driller play mode, drill down and destroy the colored blocks to reach the GOAL!

Characters

There are six playable characters in the game. In the beginning, you can only select Susumu. The other characters become available as you clear successive stages.

Character	Movement Speed	Air Consumption	Special Feature
Susumu	Normal	Normal	None
Anna	Fast	Fast	None
Taizo	Slow	Extremely Fast	Destroys blocks quickly
Ataru	Extremely Fast	Very Fast	None
Puchi	Slow	Slow	Able to climb up two blocks
Holinger-Z	Slow	Slow	Able to survive one hit by a block

Stages

There are seven stages with varying levels of difficulty. Select and confirm the stage you wish to play.

Items

Items purchased in the Driller Store can be used in Mission Driller and Pressure Driller Modes. Once you've selected and confirmed the item(s) you wish to use, the effects the item have in the stage will be displayed. Note that you cannot use more than four items at any one time.

Screen Layout

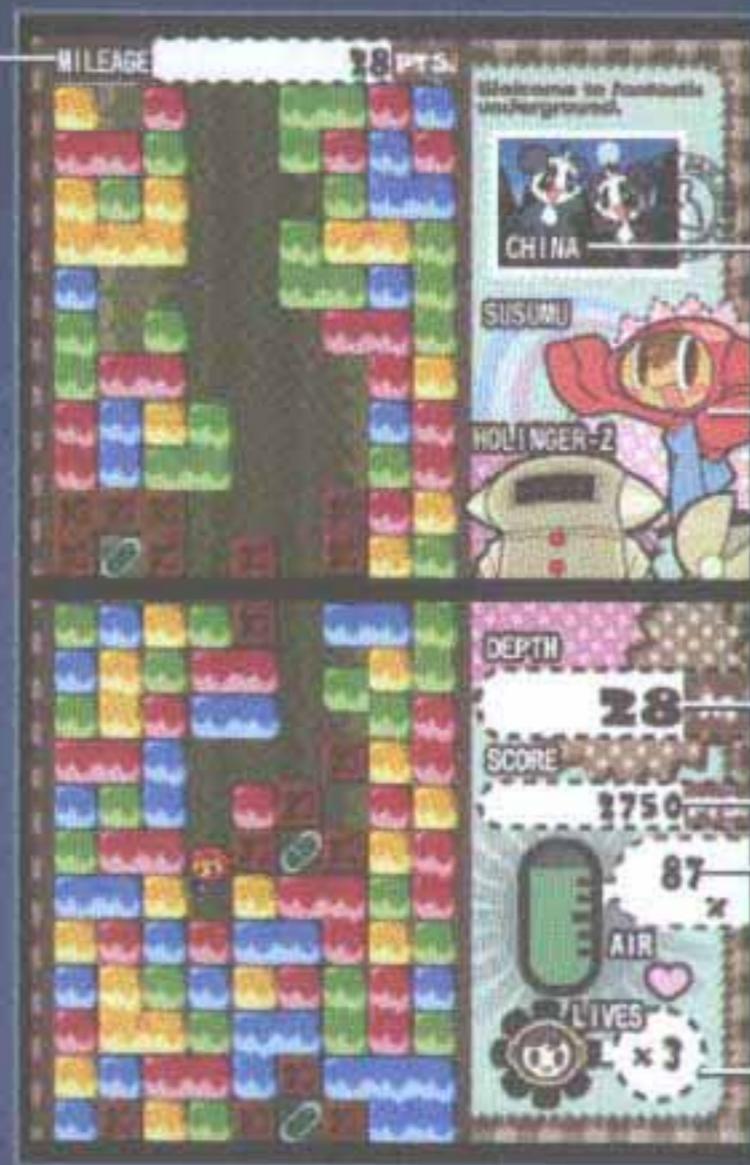
In Mission Driller Mode, control Susumu and the other Drillers and try to drill down through the blocks to reach the GOAL. You'll lose a life if your air runs out or if a block crushes you, both of which reduce your number of lives by one.



Mileage

You'll get one point for every meter drilled.

Use your Mileage Points to purchase items at the Driller Store (see page 24).



Stage Name

The name of the stage being played.

Character

A picture of the currently selected character.

Current Depth

Score

Air Meter

Lives

When you die, the number of lives decreases by one. When you have no more lives left, the game ends.

Block Types

The block types are described below. Keep the characteristics of each block in mind so you can drill efficiently and not lose any lives.

Colored Blocks

These blocks come in four colors and can be destroyed with a single drilling. If four or more blocks of the same color are joined together, they'll disappear. The blocks come in a variety of designs.



X-Blocks

Drill these blocks five times to destroy them. Be careful though, because your air supply is reduced by 20% when an X-Block is destroyed! When four or more are joined together, they disappear just like the colored blocks.



Crystal Blocks

These blocks disappear after a period of time, which can cause blocks to fall from above or below you!



White Blocks

These blocks will not join together even when they're next to each other. They can be destroyed with a single drilling.



PAUSE MENU

Press **START** during play to pause the game and bring up the following menu.

Continue: Return to the game screen.

Retry: Try the current stage once more from the beginning. Item settings will remain unchanged.

Chara. Select: Change the character and/or stage.

Quit: Return to the Main Menu.



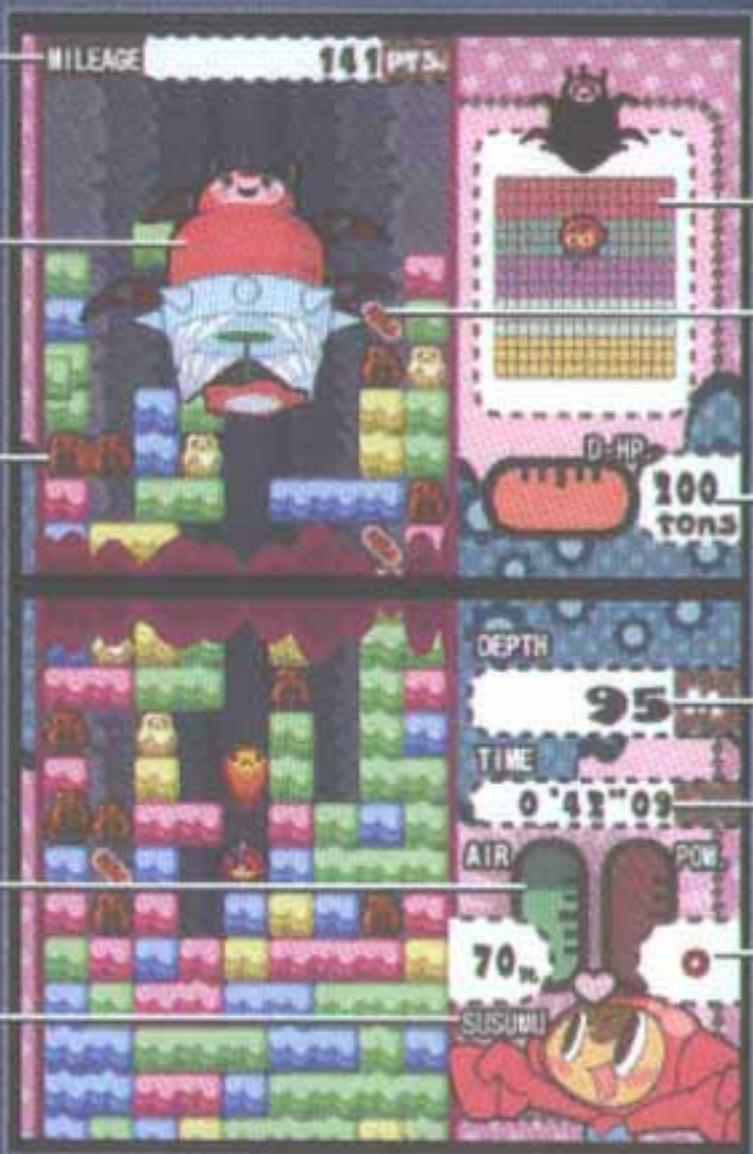
Clearing Stages and Ending the Game

Each stage has a specified target depth, and you'll clear the stage once you've drilled to this depth. A bonus is added to your score depending on your performance during play, and the Results Screen automatically appears. If you run out of lives, the game ends and you'll see the Results Screen.

Location of the Block Chutes

There are three target areas, each of which is three blocks in size. Aim your fireballs at these three locations.

Mileage



Destroyer Drill

Destroyer Blocks

There are three types of blocks thrown out by the Destroyer Drill (see page 20).

Air Meter

Amount of air remaining.

Selected Character

The current character.

Radar

Power Capsule

Destroyer Drill Hit Points

The Destroyer Drill will be knocked out when it has no Hit Points left.

Current Depth

Time

Current time.

Power

Amount of power charged.

Power Capsules and Fireballs

Picking up a power capsule gives you a single power charge. Your power can be charged up to a maximum of 3. Press the **X Button** when your power is charged to shoot a fireball upward. (The power gauge will return to zero.) The more charge you have, the more powerful the fireball.

Destroyer Drill

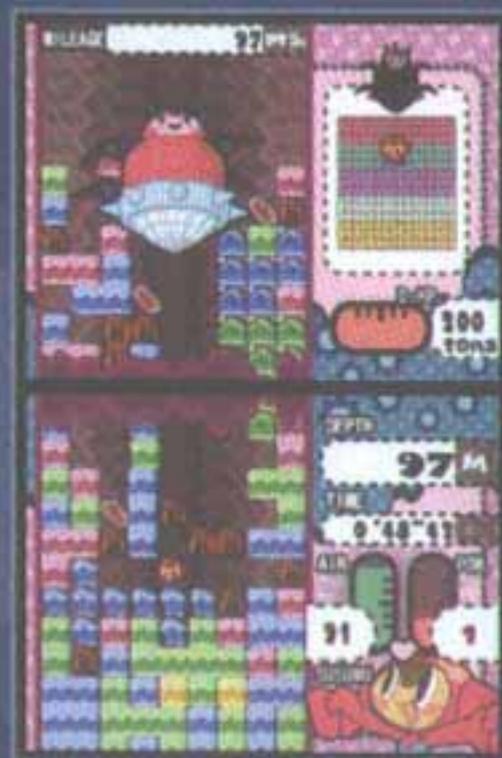
The Destroyer Drill has three block chutes. During an attack, it'll deploy one chute and drop unique blocks called Destroyer Blocks. The type of block dropped differs depending on the chute used. The blocks have the same characteristics as the various standard blocks (see page 14), and can be destroyed with your drill.

Attacking the Block Chutes

Shoot fireballs at the block chute currently used by the Destroyer Drill to damage the chute and prevent it from working for a short period of time. The amount of damage and downtime increases depending on the amount of charge in the fireball used.

Normal Situation

No damage is done, even with a direct hit.



When the Left Side Chute Appears
The chute will suffer damage when a fireball hits within three blocks from the left side.



When the Central Chute Appears
The chute will suffer damage when a fireball hits the three central blocks.



When the Right Side Chute Appears
The chute will suffer damage when a fireball hits within three blocks from the right side.



Crystal Destroyer Block
Same as a Crystal Block.



X-Destroyer Block
Same as an X-Block.



White Destroyer Block
Same as a White Block.



TIME ATTACK DRILLER

Time Attack Driller Mode Rules

In this mode, you have to reach the GOAL within the time limit set in each stage.

Characters and Stages

There's a total of six playable characters. In the beginning, you're only able to select Susumu, however characters unlocked in Mission Driller Mode can also be selected (see page 11). The time limit in each stage differs depending on the character you play.

Stages

At first, you'll only be able to play stages A, B, C and D. Once you've cleared these four stages, new stages become available.

Screen Layout

In Time Attack Driller Mode, the elapsed time and time limit are displayed, but not the score, air or number of lives. You will see time icons instead of air capsules. Special blocks called Flip, Turn and Crystal appear in some Time Attack Driller stages.

Flip

The screen flips horizontally when this is picked up.



Turn

The screen rotates 90 degrees when this is picked up.



Crystal

Crystal blocks are created when this is picked up.



Clearing Stages and Ending the Game

You'll clear a stage if you reach the GOAL within the time limit. A bonus will be added to your mileage depending on your performance. If you exceed the time limit or lose a life, the game ends and the Results Screen will be displayed.



Mileage

One point is gained for every meter drilled. Use your Mileage Points in the Drill Store (see page 24).



Stage Name

Character Played

Time Limit

Reach the GOAL within this time to clear the stage.



Current Depth

Elapsed Time
Time elapsed from the start of the stage.

Best Time

Time Icons

When you pick up a time icon, the number of seconds shown will be subtracted from your elapsed time.



DRILLER STORE

You can purchase helpful items using the mileage you've accumulated in Mission Driller, Pressure Driller and Time Attack Driller Modes.

Exchanging Mileage for Items

First select the mode in which you would like to use the item, then select the item type and the item you wish to purchase.

Mission Driller Mode

Barrier: Start with a barrier in place.

Life Up: Increase the number of lives.

Air Capsule: Increase the amount of air replenished when picking up Air Capsules.

Speed Up: Increase drilling speed.

Pressure Driller Mode

Barrier: Start with a barrier in place.

S.Fireball: Increase fireball speed.

Ex.Damage: Increase the damage done by fireballs.

Speed Up: Increase drilling speed.



DRILLER RACE (MULTIPLAYER)

Driller Race Rules

In this mode, up to five players can compete to reach the GOAL first, using wireless communications.

Driller Race Multi (Multi-Card Play)

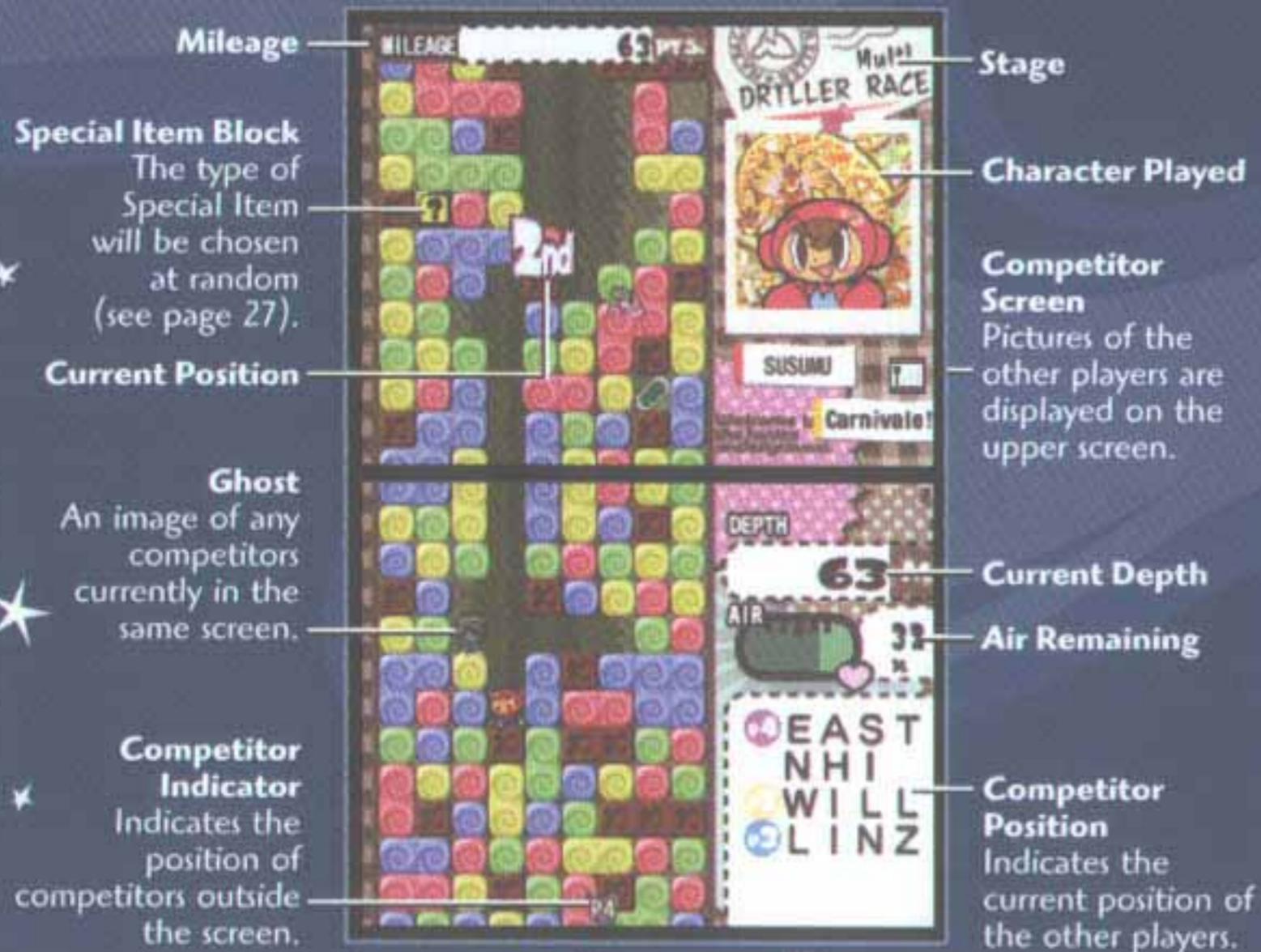
All players compete to be the fastest to reach the GOAL. You'll be revived no matter how many lives you lose by running out of air or getting crushed by blocks, but you will lose time, so try your best not to lose any lives. Special items appear in this mode (see page 27) and you'll also receive mileage and Driller Points (ranking points) depending on how well you do in the race.

Characters and Stages

You can select from among six playable characters. Refer to page 11 for each character's capabilities. There are four stages with different depths. The stage can also be selected at random.

Screen Layout

In Driller Race Multi, your competitors are displayed as Ghosts. Pictures of your competitors are displayed on the upper screen, while their position in the race is indicated on the lower screen.



Special Items in Driller Race Multi

Blue Items

Blue items affect your Driller.

<i>Speed</i>	Increase movement speed for a set time period.
<i>Power</i>	Increase drill speed for a set time period.
<i>Turbo</i>	Increase both movement speed and drill speed for a set time period (turbo = speed + power).
<i>Destroy-V</i>	Destroy a vertical column of blocks.

Red items affect all players ahead of you except when you're in first place; then they affect the player in second place.

Red Items

<i>Crystal</i>	Turn all blocks of one color on your opponent's screen to Crystal Blocks.
<i>Change-X</i>	Turn all blocks of one color on your opponent's screen to X-Blocks.
<i>Change-W</i>	Turn all blocks of one color on your opponent's screen to White Blocks.

Preparing for Wireless Play

Select the type of race you would like to play. Driller Race Multi requires each player to have a *Mr. DRILLER® Drill Spirits™* Game Card inserted into their own Nintendo DS.

Driller Race Multi

Select either Host (parent) or Join (child).

If Host is selected:

The Player Entry Screen will be displayed. Other players should join at this time. Press the **A Button** to complete player entry, once all players are connected, to advance to the Character Select Screen. Press the **B Button** to disconnect players and return to the previous screen.

All players may now select their character. Character select is available until the last player makes a selection. Once all characters have been decided, you'll see the Stage Select Screen. Only the Host is able to select the stage, however his or her choice will be displayed on all the players' screens. Once the stage is selected, the game will begin. The game will continue until ten seconds after the player in second place finishes.

Individual Driller Points will then be tallied, and the you'll see the Overall Results Screen.

Then, a **Continue wireless Driller Race?** message will appear. Only players who select **Yes** will continue racing and return to the Character Select Screen. If the Host selects **No**, all players will be disconnected and you'll see the Game Over Screen.

If Join is selected:

The Host Select Screen will be displayed. Select a Host and press the **A Button** to continue, or the **B Button** to return to the previous screen. If no Host is present, you'll see an error message.

Once all players connect, the Character Select Screen will be displayed so you can select your character. Once all players have chosen a character, you'll see the Stage Select Screen. Only the Host can select the stage, however his or her choice will be seen on all players' screens.

Once the stage is selected, the game will begin. The game continues until ten seconds after the player in second place finishes.

Individual Driller Points are tallied, and the Overall Results Screen will be displayed.

Then you'll see a **Continue wireless Driller Race?** message. If the Host selects **No**, all connected players will be disconnected and see the Game Over Screen, followed by the Host Select Screen. All mileage accrued by each player is saved.

Results

In Driller Race Multi, you accumulate Driller Points corresponding to your finishing position when you reached the GOAL. By selecting **Continue wireless Driller Race?** you can carry over your accumulated Driller Points when you start the next race. Select **NO** to end the game. Selecting **NO** resets your Driller Point count to zero.

CREDITS

PUBLISHED BY
Namco Hometek Inc.

**DESIGNED AND
DEVELOPED BY**
Namco Limited

DEVELOPMENT TEAM

Producer
Hideo Yoshizawa

Lead Programmer
Masanori Higashi

Senior Programmer
Ayako Murakami

Programmers
Takanori Nakamura
Yohei Miura
Naoko Tomuro

**Art Director &
Character Designer**
Kaori Shinozaki

3D Graphic Designer
Katsuya Kinebuchi

2D Graphic Designers
Yasuko Kusakabe
Ryoko Yabuchi

Sound Director
Hiromi Shibano

Lead Game Designer
Fumihiko Suzuki

Game Designers
Shohei Nakanowatari
Yoshiya Tanaka

Project Supervisor
Noriko Wada

INTERNATIONAL SOFTWARE DEVELOPMENT TEAM

Localization Staff
Lindsay Gray
Ko Kimura
Naotaka Higashiyama

**U.S.
QUALITY ASSURANCE**
QA Manager
Glen A. Cureton

QA Supervisor
Daryle Tumacder

QA Lead
Ryan Chennault

QA Testers
Corey Chao
Terence Ramos
Kenrick Mah
David Rhea
Chris Simpson
Brian Ellak
Chester Vergara
Jesus Barragan
Jhune Dela Cruz
Y Pham
Scott Pendleton

MARKETING
**Senior Product
Marketing Manager**
Yoko Nakao

**Associate Product
Marketing Manager**
Lin Leng

**Public Relations
Manager**
Kristin Calcagno

SPECIAL THANKS

Nobuhiro Kasahara
Robert Ennis
Yoshi Niki
Garry Cole
Jeff Lujan
Brian Schorr
Jennifer Tersigni
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Moto Aida
Taiki Homma
Hiroshi Okuda
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NOTES

NOTES

CUSTOMER SUPPORT

Live Help Now Available Online!

Ever get stuck and just need that extra edge to beat the level?

Having problems getting your game to work properly?

Now you can get one-on-one help from Namco using your web browser!

Simply go to livehelp.namco.com for more details.

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Namco Hometek Inc.
4555 Great America Parkway, Suite 201
Santa Clara, CA 95054
(408) 922-0712