

CONTENTS

<i>GUN</i> [™]	2
Installation	2
Menu Navigation	3
GUN PC Controls	4
Heads-Up Display (HUD)	6
Menu Options	7
Pause Menu	8
Saving & Loading	9
Weapons	10
Gameplay Tips & Strategy	12
Side Missions	13
Characters	14
Credits	16
Customer Support	18
Software License Agreement	20

GUN

Set in the untamed West of the late 1800s, *GUN*™ is a free-roaming action-adventure game that takes you to a world without laws—where greed, lust and murder are rampant. As Colton White, a vengeful gunslinger, you must straddle the line between good and evil in a showdown against corrupt lawmen, a murderous preacher, renegade army psychopaths, merciless outlaws and relentless warring tribes. Along the way, you'll wage war on horseback, collect bounties and protect whores. Travel through an action-packed landscape of high mountain wilderness, deserts and bustling territorial towns in an epic story of betrayal, greed and revenge.



MENU NAVIGATION

To select menu options, use the arrow keys up and down to navigate the menu options. Highlight the desired option and press the spacebar or the Enter key to accept. To select a menu option, follow the on-screen command prompts and press the Enter key to accept and the Esc key to go back to navigate through the menu options. *GUN* supports 10-button dual analog gamepad devices. Please view the *GUN* Readme file for more information on supported gamepad devices.

GUN PC CONTROLS

Movement

Forward	W
Backward	S
Strafe L	A
Strafe R	D
Jump	Spacebar
Crouch	Shift
Lean L	Q
Lean R	E
Roll	Double-tap Shift + A or D
Walk	Ctrl

Attack/Action

Draw Weapon and Fire	Left Mouse Button
Melee Attack	Right Mouse Button
Reload	R
Quickdraw Mode	C
Zoom (when rifle is equipped)	Z/Mouse Button 3
Switch Weapons	Scroll Wheel
Holster Weapon	T
Use Throwable Weapons (hold to increase distance of throw)	V
Action/Grab/Talk/Mount/ Dismount/Use	F
Accept Poker Option	Enter
Use Flask	G
Purchase Items (General Store)	Enter

On Horseback

Jump	Spacebar
Spur/Gallop	Shift
Rear Up Horse/Skid Attack	Right Mouse Button
Mount/Dismount Horse	F

Advanced Controls

Weapon Select: Move the **scroll wheel up or down** to select a different gun.

Charge Thrown Weapons: Press and hold the **V** key to “charge” the distance of a thrown item, making it fly further upon release.

Roll Maneuver: With a weapon drawn, hold down the **A** or **D** key and then quickly double-tap the **Shift** key to do a roll maneuver.

Grabbing opponents: When standing next to an injured or unsuspecting enemy, press the **F** key to grab your opponent. Once grabbed, the enemy becomes your shield, taking bullet fire until his health runs out or you decide to execute him by pressing the **right mouse** button. The enemy's health bar is on the outside of your health bar. In Bounty Hunter missions, you can subdue hostages by pressing the **right mouse** button.

Quickdraw: In Quickdraw mode, press the **A** or **D** key to toggle the auto-target between the different enemies on-screen.

Scalping: When standing over a dying enemy, you can scalp your opponent. Hold the **F** key, then press the **T** key. You must first purchase a scalping knife to scalp.

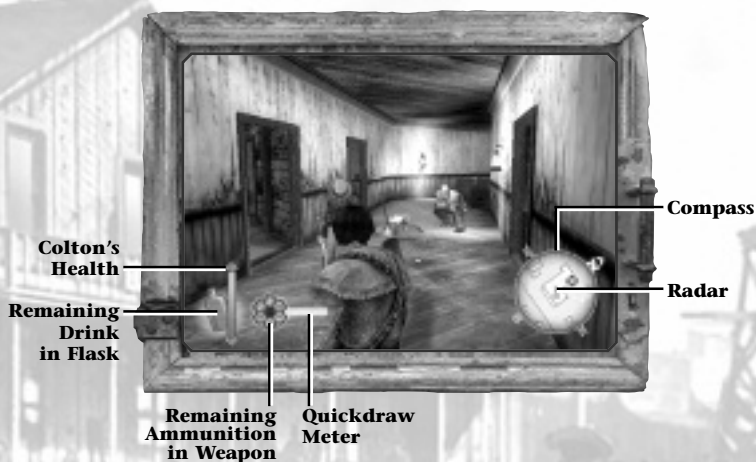
On Horseback

Spacebar: Jump to avoid obstacles. Hold the **spacebar** for a longer distance jump.

Shift: Spur/Gallop—Accelerate to the maximum speed for a set amount of time. Press to spur, hold to gallop. Spurring your horse too much will tire it out or even cause the horse to die.

Right Mouse Button—The horse stands on its hind legs and kicks its front legs. While turning, hold the **right mouse** button and a **W**, **S**, **A** or **D** to perform a high-damage skid attack. If the **D** key is held straight back, the horse stops quickly. If no direction is held, the horse slows down.

HEADS-UP DISPLAY (HUD)



Radar/Compass

Enemy positions are indicated on the radar. Also, the radar has a compass to guide Colton in the right direction.

Weapon Usage

Left Mouse Button: Use firearm.

Right Mouse Button: Use melee weapon.

V Key: Use thrown weapon. Hold the V key button to charge the distance of a thrown weapon.

MENU OPTIONS

Display

HUD: Toggle your Heads-Up Display on or off.

Reticle: Toggle your aiming crosshair on or off.

Subtitles: Toggle cutscene subtitles on and off.

Set Gamma: Set RGB values.



Graphics

Screen Resolution: Adjust the screen resolution.

Full Scene Effects: Toggle the full scene effects on or off.

Full Scene Anti-Aliasing: Adjust the anti-aliasing to suit performance needs.

Detailed Shadows: Toggle detailed shadows on or off.

Advanced Graphics: Adjust advanced graphics features.

Depth of Field Quality: Adjust depth of field effect quality.

Distance Clipping: Toggle on or off the distance in which objects appear in the environment.

Fog Distance: Adjust the distance when fogging begins to suit performance needs.



Sound

Adjust the sound and music volumes from this menu.

Controls

The configure input section lets you customize your keyboard controls. All actions you need to perform in the game are contained in this menu, such as directional movement and action keys.



Gamepad

You can use a gamepad to play *GUN* using the Configure Input option to customize your gamepad controls. After locating and installing drivers for your gamepad, you can bind your gamepad keys to either the primary or secondary key bindings.

Note: If this option is unavailable after you launch the game, the system has not correctly recognized your device.

Vibration: Toggle vibration on and off.

Horizontal Aim: Invert horizontal aim.

Vertical Aim: Invert vertical aim.

Mouse Sensitivity: Adjust the sensitivity of the mouse.

Configure Input: Adjust keyboard and gamepad key bindings.

Save Game

Load or save your game.

PAUSE MENU

Maps

Never find yourself lost in the world of *GUN* by using the in-game map.



Saddlebag

To check your arsenal and switch weapons, press the **Esc** key to enter the Pause Menu, highlight the Saddlebag option, then press the **left mouse** button to confirm.



Along his path, Colton acquires many different weapons which differ in power, damage, range and rate of fire. Colton can equip his weapons from the Saddlebag option in the Pause Menu.

In the Saddlebag, Colton can view his available guns, throwing and melee weapons and select which one to use. From the Pause Menu, highlight Saddlebag and press the **left mouse** button. At the Saddlebag menu, highlight Weapons and press the **left mouse** button, then select the category of weapon to view and equip. Press the **left mouse** button when the desired weapon is selected to make it available for use in-game.

SAVING & LOADING

To save a game, select **Save Game** from the Pause or Main menu. To load a previously saved game, select **Load Game** from the Main menu and select the saved game you want to load. The saved file contains your game progress as well as any unlockables you may have earned. To delete a saved game, highlight it and press the **right mouse** button.



WEAPONS

Weapons are broken down into seven main groups. Select your weapon using the Saddlebag menu from the Pause Menu.

Pistols

Pistols are best from close to mid-range, have a fast rate of fire, a fairly quick reload time and cause medium damage.



Rifles

Rifles are best from medium to long-range, have a medium rate of fire, a medium reload time and cause mid to high damage.



Shotguns

Shotguns are best from close range, have a slow rate of fire and a medium reload time, but cause high damage.



Melee

Melee weapons are best at close range, have a fast rate of fire with no reload time and cause high damage.



Thrown

Thrown weapons are best from mid-range, have a medium rate of fire with no reload time and cause very high explosive damage.



Bows

Bows are silent weapons best from close to mid-range, have a fast rate of fire, no reload time and cause mid to high damage.



Sharpshooters

Sharpshooters are best from long range, have a slow rate of fire and cause high damage.



GAMEPLAY TIPS & STRATEGY

GUN Quickdraw Mode

Press the C key to start Quickdraw mode to get more time and accuracy when lining up a critical shot. Once initiated, Colton's reflexes and gunfighting skills go into slow-motion with the view zoomed in, allowing for more precise targeting.

When you first press the C key, the flashing yellow Quickdraw bar appears on-screen and depletes at a steady rate. You can increase the Quickdraw bar by eliminating enemies. Accuracy shots such as a headshot or disarm also increase Quickdraw.

GUN Zoom Firing

Press **mouse button 3** to access Zoom Firing. This zooms in your view so you can more accurately target and hit enemies. By zooming, you can snipe and engage large groups of enemies from a safe distance that would normally be too difficult for a direct assault.

The amount of zoom varies depending upon the weapon:

Rifles: Rifles have high-level zoom with the rifle barrel and aiming sights visible.

Sharpshooter: Sharpshooter rifles have a tighter zoom than rifles.

Using Cover

Use objects, rocks or buildings in the world to provide cover when being attacked. Use cover wisely to catch your breath, create a strategy, time your shots and provoke enemies, all while being reasonably protected.

Working with Allies

Use allies (posse members, gang members, Apaches, townspeople, etc.) to aid in attacking enemies and completing objectives. Be sure to protect allies when possible, because they are vital to the success of some missions.

SIDE MISSIONS

Along his path, Colton will encounter a variety of side missions in the West. He can earn money by helping out farmers, assisting the local sheriff, keeping regular citizens out of harm's way and even hiding a card up his sleeve and playing some Hold 'Em. Side missions are also vital in upgrading Colton's skills. The side missions are listed below and come up in random places on Colton's journey.

Pony Express – Use your trusty horse to deliver items and get from place to place, all within the allotted time.

Ranching – Earn some money and hone your horse-riding skills by helping local farmers corral up their livestock.

Bounty Hunting – Every town in the Wild West had outlaws running rampant, with the tagline, "Wanted: Dead or Alive." Catch these outlaws to bring some order to the West and put money in your pocket.

Mining – The West was built on opportunity, dreams and gold. In your travels, you may come across gold no one else has found. Make sure you have a pickaxe handy, or that nugget you see may be nothing but Fool's Gold.

Poker – You can work for your money, or you can just win it from the local gamblers in the saloon. Out-bluff your competition in a Texas Hold 'Em tournament. Play your cards right, and you'll come up all Aces.

Keep the Peace – Every sheriff in the West could use an extra hand. Help out the local deputies by stopping trouble before it starts and flushing out the bad guys in each town.

Hunting – The Old West wasn't wild just because of the people. Even the animals wanted a piece of the action. Hunt animals that come across your path, and maybe everyone will get dinner tonight.

Rescue – With outlaws running around, it's tough to catch 'em all, especially when they take innocent people hostage. Stop the criminals from running roughshod and rescue the victims by defending towns, taking out the bandits and keeping people safe.

CHARACTERS

Colton White

Colton White grew up in the wilderness of the Wild West, learning the ways of the Mountain Man from his father, Ned, who taught young Colton how to trap, ride horses and shoot game. As the two of them journey the territory together, they encounter a steamboat, and Colton's life will never be the same. Colton is driven on a quest to discover who he is and, in the process, ends up learning a lot more about himself, Ned and all the people he meets on his journey. Colton will work inside and outside the law, doing anything it takes to get the answers he's looking for.



Jenny

When her mother passed away, Jenny assumed the role as hostess of Dodge City's bustling whorehouse, "The Alhambra," and became renowned for her stunning beauty and caustic wit. Jenny is equal parts charm and attitude, but she also knows how to use a shotgun when necessary. When Jenny meets Colton and learns why he has come to Dodge to find her, she joins Colton on his quest to get some answers for herself.



Thomas Magruder

Thomas Magruder served for the “other side” in the Civil War, eventually relocating to the West before the Confederacy fell completely to the Union. Out West, he used his considerable power and authority to make himself into a railroad and mining magnate and roams his holdings in the New Mexico territory in the custom cars of his gilded “Black Train.” He exudes arrogance but strikes fear into the hearts of those around him. Much like Colton, Magruder is on a quest of his own that has consumed him since the War. He’s determined to complete this quest, no matter who or what gets in his way.



Hoodoo Brown

He’s the mayor, justice of the peace and coroner of the territory’s bustling centerpiece city: Empire, New Mexico. Hoodoo runs his town like a king, basking in his notoriety and enforcing the “law” as he sees fit. His deputies enforce his will, making sure any “troublemakers” meet their fate at the end of a very short rope.



Hollister

More monster than man according to some, Hollister disappeared mysteriously during the Civil War. Rumor has it his tactics were so brutal, generals feared him and his men. He recently reappeared as the scarred commander of a renegade fort somewhere in the northern country.



CREDITS

Designed and Developed by **Beenox**

Executive Producer
Dee Brown

Producer
Paul Gadbois

CTO
Sylvain Morel

Technical Director
Sébastien Poirier

Programmers
Nicholas Clotuche
Étienne Martineau

Additional Programming
Karl Poulin

Quality Assurance
Marc-Antoine Jutras
Patrick Thellend

**Designed and
Developed by**

NEVERSOFT Entertainment

Development Team
Kristina Adelmeyer,
Nassim Ait-Kaci,
Ron Alpert, Jon Bailey,
Ted Barber, Ben Bell,
Jacob Biegel, Ari Bilow,
Brian Bright, Ted Brown,
Brad Bulkley, Clive Burdon
Matt Canale,
Anthony Carotenuto,
Michael Carr, Jun Chang,
Tyler Chiochio, Dan Chisholm,
Jacque Choi, Pat Connole,
Anna Contessa, Dave Cowling,
Ralph D'Amato, Lisa Davies,
Max Davidian, Peter Day,
Dana Delalla, John Dobbie,
Zac Drake, Karl Drown,
Mike Esposito, Chad Findley,
Andy Firth, Alan Flores,
Allen Freese, Mike Friedrich,
Steve Gallacher, Jake Geiger,
Andy Gentile, Chris George,
Olin Georgescu, Jason Greenberg,
Rock Gropper, Kurt Gutierrez,
Aaron Habibipour, Mike Hall,
Kendall Harrison, Tom Hess,
David Hind, Kristin Ingram,
Gary Jسدانun, Joel Jewett,
Sandy Jewett, Henry Ji,
Garrett Jost, Ryan Juckett,

Andrew Kalmbach, Hari Khalsa,
Daryl Kimoto, Joe Lamas,
Scott Lawlor, Allan Lee, Ed Li,
Aaron Limonick, Greg Lopez,
Sanjay Madhav, Ryan Magid,
Andy Marchal, Jason Maynard,
Tim McGrath, Ismael Medrano,
Randy Mills, Jeff Morgan,
Kevin Mulhall, Daniel Nelson,
Nolan Nelson, Gilbert Ngo,
David Nielsen, Josh O'Brien,
Stephen Okasaki, Brian Oles,
Johnny Ow, Jeremy Page,
Chris Parise, Chris Peacock,
Scott Pease, Anthony Pesch,
Cody Pierson, Rulon Raymond,
Avi Renick, Jeremiah Roa,
Paul Robinson, Mike Rosolon,
Lee Ross, Dave Rowe, Jon Rush,
Matt Russell, John Sahas,
Beth Sanborn,
Anthony Saunders,
Stuart Scandrett,
Davidicus Schacher, Mark Scott,
Aaron Skillman, Gideon Stocek,
Damian Stones, Todd Sue,
Carlo Surla, Jeff Swenty,
Darren Thorne, Lucy Topjian,
Thai Tran, Jason Uyeda,
Todd Wahoske, Fred Wang,
Chris Ward, Sam Ware,
John Webb, Mark Wojtowicz,
Tao Zheng, Peter Chang,
Zach Martin, Ricardo Hernandez,
Collin Brookfield, Niam Erfani
Jeff Vieira

Shaba Studios

Adam Ruja, Bradley Fulton,
Chris Scholz, Danny Burbol,
Jon Menzies, Kevin Burnell,
Noah Zilberberg, Paul Kwinn,
Rick D'Aloisio, Robert Morgan,
Ryan Smith, Tamsen Mitchell,
Tim Erbil, Tim Lander, Vince
Riley, William Houg

Published By Activision Publishing, Inc.

Producers
Kragen Lum, Irwin Chen

Associate Producer
Chuck Park

Production Coordinators
Ian Moreno, Brinton Williams,
David Farkas

Production Testers
Phil Rilatos, Joshua Gill

Executive Producer
Steve Ackrich

VP, North Amer. Studio
Giancarlo Mori

Localization Assoc. Prod.
Brian Diggs, Kop Tavornmas

CENTRAL TECHNOLOGY

VP of Technology
Steve Pearce

Sr. Art Director
Alessandro Tento

Technical Art Director
Kevin Chu

**Additional Animation,
& Programming by Central
Technology**

Paul Lee, Jamie Egerton,
Pat Griffith, Carl Schnurr, Trevor
Walker

Sr. Manager, Central Tech.
Ed Clune

Installer Programmer
Ryan Ford

Story Written by
Randall Jahson

VOICEOVER ACTORS

Colton White
Thomas Jane

Thomas Magruder
Lance Henriksen

Reverend Reed
Brad Douriff

Hoodoo Brown
Ron Perlman

Clay Allison
Tom Skerritt

Ned White
Kris Kristofferson

**Many Wounds,
Fights-At-Dawn**
Eric Schweig

**Stone Hand,
Native American 2**
Jay Tavare

Native American 1
Myrton Running Wolf

Jenny
Kath Soucie

Soapy Jennings
Dave Wittenberg

Campbell
Jim Connor

Hollister, Additional VO
Marc Graue

Port, Additional VO
Bryce Johnson

Honest Tom, Add. VO
Frank Collison

Rudabaugh, Add. VO
Wade Williams

Webb, Additional VO
John Getz

Chavez y Chavez,
Additional VO
Armando Valdes-Kennedy

Additional VO
Stephen Stanton,
Andrew Kishino,
Nolan North, Nick Guest,
Grant Albrecht,
Robin Atkin Downes,
Phil Proctor,
Dwight Schultz, Fred Tatasciore,
Vanessa Marshall,
Cathy Cavadini

VO Casting & Direction
Womb Music—
Margaret Tang

VO Recording & Editing
Womb Music—
Rik Schaffer, Devon Bowman

Creative Agency
& **Intro Movie**
Creative Domain

Video
Brass Knuckles
Failsafe

Music Composed by
Christopher Lennertz

Global Brand Manager
Tom Silk

Dir., Global Brand Mgmt.
Kim Salzer

VP, Global Brand Mgmt.
Dusty Welch

Public Relations Mgr.
Peter Binazeski

Publicist
Kehau Rodenhurst

Junior Publicist
Megan Kornis

Business Development
Justin Berenbaum, Letam Biira

QUALITY ASSURANCE/ CUSTOMER SUPPORT

Project Lead
Jeremy Richards

Senior Project Lead
Evan Button

QA Manager
John Rosser

Floor Lead
Albert Yao

Test Team
Robert MacCracken,
Joseph Gomes,
Joseph Ziegler, Clarence Taylor,
Matt Saint John, William Harless,
Eric Szandzik

Supporting Sr. Leads
Neil Barizo—Compatibility,
Brad Saavedra—Code
Release Group

Supporting Lead
Chris Neal – Compatibility

Testers, Compatibility
Anusorn Chalothorn,
John DeShazer

Sr. Manager,
Code Release Group
Tim Vanlaw

Lead, Code Release Group
Jef Sedivy

Testers, Code Release Group
Kim Park—Floor Lead,
Eric Stanzione, Dan Saffron,
Randy Coffman, Ray Avila,
Naomi Palermo,
Ram Pitchumani,
Neil Khurana, Calvin Cameron

Manager, Resource
Administration
Nadine Theuzillot

Customer Support Leads
Gary Bolduc—Phone Support
Michael Hill—E-mail Support

CS/QA Special Thanks
Jim Summers, Jason Wong,
Marilena Rixford,
Adam Hartsfield,
Jason Levine, Matt McClure,
Ed Clune, Jason Potter,
Brad Saavedra, Glenn Vistante,

Frank So, Paul Colbert,
Thom Denick, Henry Villanueva,
Indra Yee, Todd Komesu,
Joule Middleton,
Nicholas Westfield,
Vyente Ruffin, Dave Gomez,
Chris Keim, Francis Jimenez,
Willie Bolton, Jennifer Vitiello,
Jeremy Shortell, Peter McKernan

Activision Special Thanks
Mike Griffith, Ron Doornink,
Kathy Vrabec, Chuck Huebner,
Robin Kaminsky, Bobby Kotick,
Brian Kelly, Blaed Hutchison,
Mimi Vu, Gary Pfeiffer,
Erick Fernandez, Tom Hays,
Nathan Lum



Dolby and the
double-D symbol
are trademarks of
Dolby Laboratories.



Uses Bink Video.
© 1997–2005 by
RAD Game Tools, Inc.

CUSTOMER SUPPORT

You should read through the manual and the Readme file on the CD before contacting Activision Customer Support.

Additionally, if you have Internet access, search our troubleshooting database at:

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

Please ensure that your computer system meets the minimum system requirements that are listed on the bottom of the box. Our Customer Support representatives will not be able to help customers whose computers do not meet the requirements. So that we can better help you, please have the following information ready:

- Complete product title (include version number)
- Exact error message reported (if any) and a brief description of the problem
- Your computer's processor type and speed (e.g., Pentium® 4 1.5 GHz or Athlon™ XP 1500+ processor)
- Amount of RAM
- Make and model of your video and sound cards (e.g., ATI® Radeon 9800 or all Nvidia® GeForce FX series)
- Make and model of your CD-ROM or DVD-ROM drive (e.g., Samsung SC-140)
- Operating system

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

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

Our support section of the web has the most up-to-date information available, including patches that can be downloaded free of charge. We update the support pages daily so please check here first for solutions.

By going to the Find Answers section and selecting the platform/game you are inquiring about you can view the top solutions for the game to date.

If you don't find your question/solution there, try inputting a keyword into the search.

If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem. During the first few weeks of a game release and during holiday seasons, the response time may take a little longer.

Note: Internet support is handled in English only.

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

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to your most frequently asked questions at the above number. Contact a Customer Support Representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays. When calling please make sure you are in front of your computer with the power on and have all the necessary information as listed above at hand.

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

**Register your product online
at www.activision.com
so we can enter you in our monthly
drawing for a fabulous Activision prize.**

SOFTWARE LICENSE AGREEMENT

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

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

LICENSE CONDITIONS

You agree not to:

- Exploit the Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make the Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Use the Program, or permit use of the Program, in a network, multi-user arrangement or remote access arrangement, including any on-line use, except as otherwise specifically provided by the Program.
- Use the Program, or permit use of the Program, on more than one computer, computer terminal, or workstation at the same time.
- Make copies of the Program or any part thereof, except for back up or archival purposes, or make copies of the materials accompanying the Program.
- Copy the Program onto a hard drive or other storage device; you must run the Program from the included CD-ROM (although the Program itself may automatically copy a portion of the Program onto your hard drive during installation in order to run more efficiently).
- Reverse engineer, derive source code, modify, decompile, or disassemble the Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export the Program or any copy or adaptation thereof in violation of any applicable laws or regulations.

OWNERSHIP: All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof are owned by Activision or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. The Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement. You agree not to remove, disable or circumvent any proprietary notices or labels contained on or within the Program.

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

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

Please refer to Warranty procedures relating to your country of residence from the lists below.

In the U.S.

When returning merchandise for replacement please send the original product disks only in protective packaging and include:

1. A photocopy of your dated sales receipt
2. Your name and return address, typed or clearly printed
3. A brief note describing the defect, the problem(s) you encountered and the system on which you are running the product
4. If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include a check or money order for \$10.00 U.S. per CD replacement or \$15.00 U.S. per DVD replacement.

Note: Certified mail is recommended.

In the U.S. send to:

Warranty Replacements
Activision, Inc.
P.O. Box 67713
Los Angeles, California 90067

In Europe:

When returning merchandise for replacement please send the original product disks only in protective packaging and include:

1. A photocopy of your dated sales receipt
2. Your name and return address, typed or clearly printed
3. A brief note describing the defect, the problem(s) you encountered and the system on which you are running the product
4. If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include a cheque or money order for £6.00 sterling per CD replacement or £9.00 sterling per DVD replacement.

Note: Certified mail is recommended.

In Europe send to:

WARRANTY REPLACEMENTS

ACTIVISION (UK) Ltd., Parliament House, St Laurence
Way, Slough, Berkshire, SL1 2BW, United Kingdom.
Disc Replacement: +44 (0) 870 241 2148

In Australia:

For all Warranty replacements, please return to the store
of purchase along with your receipt or proof of purchase.

If you are returning the software product after the 90-day
warranty period, but within one year after the date of
purchase, please contact Activision on 02 9869 0955.

Note: No returns will be issued unless you have
contacted Activision first.

If an Activision representative advises you that your
game is valid for a return, please return the original
software product disc to:

In Australia send to:

Activision Asia Pacific, Level 5, 51 Rawson St Epping,
NSW 2121, Australia and include:

1. A Photocopy of your dated sales receipt
2. Your name and return address, typed or clearly
printed
3. A brief note describing the defect, the problem(s) you
encountered and the system on which you are
running the software product.
4. Please include a cheque or money order for AUD \$25
per CD replacement (subject to availability).

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

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

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

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

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

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

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, USA, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.