Fire Primary Weapon

Fire Secondary Weapon

Rudder/
Throttle

Look Around

Go Back

Pause Game

Change Camera View

Toggle Game Screen

Y Menu Selection

B Map Zoom

X Turbo

A Select Weapon

This diagram depicts the default *Blood Wake* controls. Use the *Blood Wake* Options screen to select other configurations for the controls.

BLOOD WAKE™

1001 Part No. X08-38795

STORMFRONT STUDIOS

PRIMA GAMES

Get the strategy guide

Microsoft®
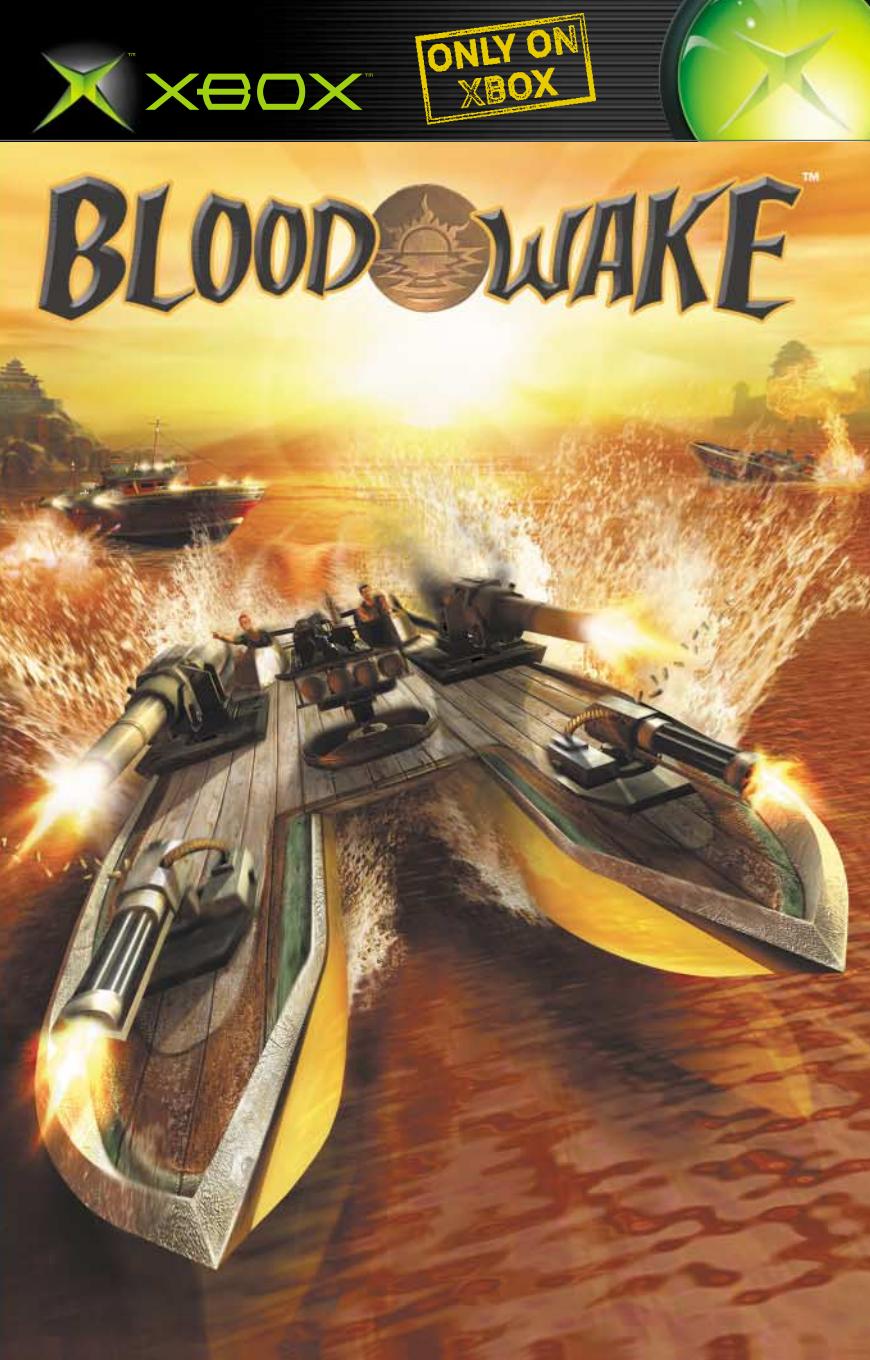
Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Table of Contents

Using the Xbox Video Game System

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.

2. Press the **Power button** and the status indicator light will light up.

3. Press the **Eject button** and the disc tray will open.

4. Place the *Blood Wake*™ disc on the disc tray with the label facing up and close the disc tray.

5. Follow the on-screen instructions and refer to this manual for more information about playing *Blood Wake*.

Disc tray ─────

Controller port 1 ────
Controller port 2 ────
Eject button ────
Power button ────
Controller port 4 ────
Controller port 3 ────
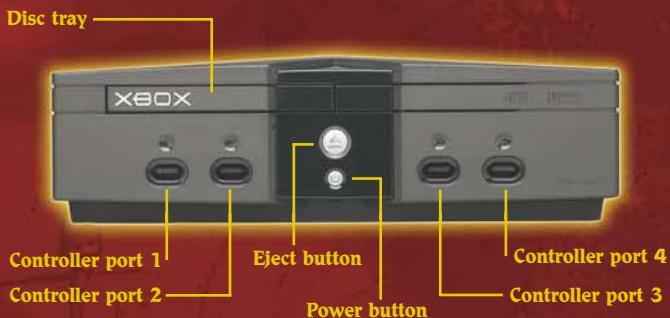
Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller

1. Insert the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers into available controller ports.

2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.

3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Blood Wake*.
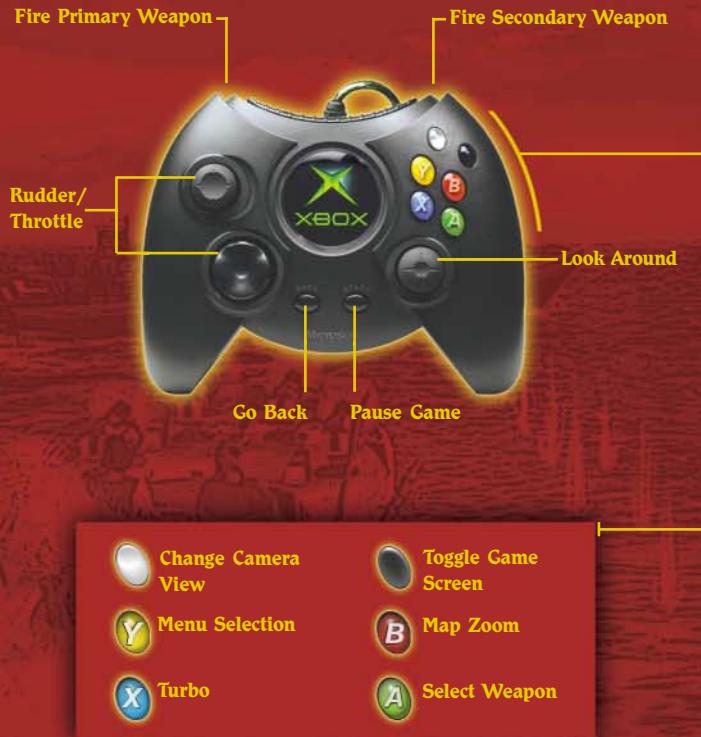
Expansion slot A ──────   ────── Expansion slot B

Left trigger ────   ──── Right trigger

Left thumbstick ────   ──── White button
                             ──── Black button
                             ──── Y button
                             ──── B button
                             ──── X button
                             ──── A button

Directional pad ────   ──── Right thumbstick

BACK button ────   START button ────

Game Controls

Fire Primary Weapon

Fire Secondary Weapon

Rudder/ Throttle

Look Around

Go Back

Pause Game

⬤ **Change Camera View**

⬤ **Toggle Game Screen**

Y **Menu Selection**

B **Map Zoom**

X **Turbo**

A **Select Weapon**

This diagram depicts the default *Blood Wake* controls. Use the *Blood Wake* Options screen to select other configurations for the controls.

Prologue

Even here in the gulf, rescue is nowhere in sight. The wind hunts me with a long, cold-fingered reach that strangles lost words in my throat before they cross my lips. Rain falls from every direction, either straight down in torrents or whipped up from the waves. My energy and hope sapped, l don´t know how long l can hang on.

Patrolling the Gulf of the Moon is usually one of the best duties a young boat captain can draw—relative safety, warm waters, and plenty of small coastal villages to provide food, drink, and entertainment. The day we cast off was one of those days that beckon young men to a life at sea. As commander, l had stood proudly behind my helmsman while he guided our stout vessel out of the harbor and into the gulf.

l am still not sure where the attack came from because it was so fast and so final. l´ve been tossed about like a child´s wooden boat for as best as l can tell, six days and nights, but the line between sleep and wakefulness has become blurred save for one clear thought that keeps me clinging for life—that l must find out who is responsible for this devastating attack on my boat and crew. l draw small comfort from the knowledge that l am the only one who survived the onslaught, and that this one remaining chunk of hull is all that separates me from the sharks. The thought had just crossed my mind when l heard the distant hum of an engine through the driving rain.

Nagau River
Mission 5, 8, 11, 12, 14

Kerang
Mission 9, 10, 13, 17

Suei Pu
Mission 2 and 3

Black Moon
Mission 16, 19, 20

Salleh's Village
Mission 6

First Shadow Clan Base
Mission 1 and 7
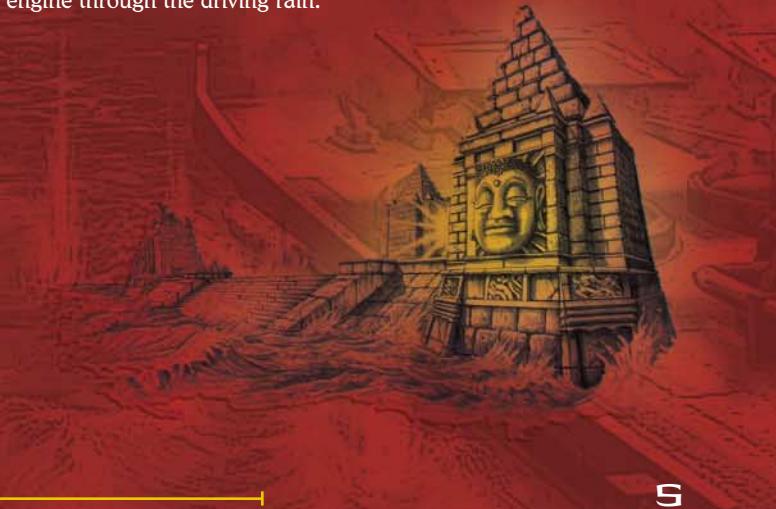
Kun Bay
Mission 22, 24, 25

Emerald Straits
Mission 18, 21, 23

Secret Fortress
Mission 27

Your name is Shao Kai. You were formerly a lieutenant with the Northern League, but thanks to Ped Zeng, leader and warlord of the Shadow Clan, you have been rescued. Your rescue comes with a price. In exchange for your life you have been conscripted into the Shadow Clan for your skippering expertise to fight against the Shadow Clan's enemies: the Jade Kingdom and the Iron Empire.

Your new Shadow Clan allies, an informal collective of young freedom-loving raiders, are out to seek fortune and infamy. Many of them are exiles and refugees from parts of the mainland, having fled to the tropical archipelagos of the Shadow Islands along the Dragon Sea's southern and eastern edges.

Though not malicious or bloodthirsty, the Shadow Clan lives a life of freedom through piracy, trading, and smuggling, especially by picking off Jade Kingdom freighters loaded with goods from the Jade Kingdom's wealthy merchant class. This makes them a persistent thorn in the side of the Jade Kingdom's leader, Lord Sri Brana.

Shadow Clan boats are swift and their captains bold—this is how they make up for their relatively light armament and weaponry, and lesser numbers. Ped Zeng has put to sea his entire Shadow Clan fleet and declared open season on any Jade Kingdom boats that threaten his livelihood. He is a wise and cavalier sea rogue, in love with the good life but intent on maintaining Clan sovereignty in the Dragon Sea. On the other hand, because of the increasing threat from the Iron Empire, Ped has instructed his men to fight or flee Iron Empire boats at their own discretion, and risk.

The Jade Kingdom

The Jade Kingdom is a traditional monarchy led by Lord Sri Brana, a charismatic and flamboyant king who for many years has ruled the many small groups living in the Gulf of the Moon. This area once was dominated by the opium trade but is now ruled by the aristocracy. The aristocrats maintain their country's autonomy with trade agreements for some of their plentiful resources such as spice and hardwoods. It is a land of tall jungle-covered mountains stepping down to wide, rich river plains. Mysticism is deeply engrained here, including tales of magical empires long lost to the inroads of jungle and ocean.

The Jade Kingdom has declared war on the Shadow Clan in order to protect its shipping channels. At the same time, warlord Shao Lung was organizing the fractured states in the north into the Iron Empire. Lord Brana hopes to rid himself of the pesky Shadow Clan first and then turn his attention full force against the Iron Empire, rather than attempt to tackle both problems at once. He laughed at the first attempts of the Iron Empire. He is sure it will be a simple matter to put them back in their place. Unfortunately, Lord Brana may have underestimated the situation.

Jade Kingdom Boats

Jade Kingdom boats are adapted from junks and sampans and their weapons are haphazard at best. On the other hand, they do know their jungle rivers well and are more numerous than other factions. The sampans are relatively slow on the water but do carry some weapons that make them a threat. These include chain guns, rocket launchers, mine launchers, and torpedo launchers. The smaller-class sampans are easy to destroy with weapons or even by crashing your Shadow Clan boat right through their flimsy wooden hulls. The larger sampans can take more of a beating.

The Iron Empire

Only recently, militaristic warlord Shao Lung has pulled together small, splintered, and independent feudal provinces located in the far northern lands and declared himself a khan. These provinces formerly lived in the Jade Kingdom´s shadow. Separated by an impassable mountain chain and extensive river systems and gorges, this mysterious group refers to itself as the Iron Empire. Before Shao Lung Kahn, it was known as the Northern League—a loose confederation of small feudal provinces with linguistic and cultural similarities, each ruled by its own prince, duke, or khan. It was Lung who made alliances with some of the khans and then destroyed the rest of them, dividing the lands between the warlords who cooperated with him. Silently and swiftly, Lung has equipped his new Iron Empire with boats conquered and commandeered on the high seas. He now plagues his Jade Kingdom neighbors and is a formidable enemy.

Shao Lung Khan has left a legacy of treachery, deceit and death in his wake and seems intent on destroying everyone in the Gulf of the Moon who has not been absorbed into the Iron Empire. Unlike the Jade Kingdom, the Iron Empire doesn´t seek to capture Shadow Clan men or loot their ships, but prefers to send them to the bottom of the sea with little warning. His ultimate goal remains a mystery. It is also rumored that the Iron Empire has somehow acquired a powerful mystical weapon.

Iron Empire Boats

Iron Empire boats are metal-hulled and powered by large engines that make them typically quicker on the water than Jade Kingdom sampans. The boats carry powerful weapons such as auto-cannons, rocket launchers, fixed cannons and mine launchers. Ped always advises Shadow Clan raiders like yourself to avoid the Iron Empire´s heavy weapons and instead outmaneuver them on the water, rather than fight them head-on. He also urges staying aware of areas in which they may have placed water mines. As a final note, the Shadow Clan recently seems to have figured out a way to come up with unpredictable and decisive victories, so Ped advises you to proceed with caution.
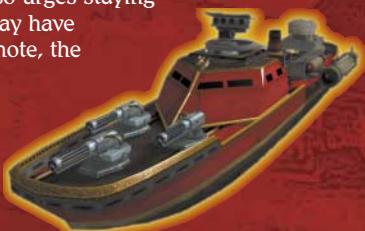
The Main Screen

At this point you've already set up your system and properly inserted the *Blood Wake* disc. The Main screen includes the choices below.

1. **Story Mode** — Play your way through story-based missions.

2. **Battle Mode** — Play in a variety of single and multiplayer battle scenarios.

3. **Options** — Adjust graphics, audio, and controller schemes.

4. **Game Demos** — View exciting demos of other Xbox games.

Creating and Loading Games

Creating and loading games in *Blood Wake* is easy. Once you create a game, it's saved for you automatically so that you can return to play it any time.

To create a new single player game

1. After inserting the *Blood Wake* disc, press the **START button**.

2. Use the directional pad to select **Story Mode,** and then press the **A button**.

3. Select **Create Game** and then press the **A button**.

4. Use the directional pad to select where the game will be saved. You can save your game directly to the Xbox hard disk or to an Xbox Memory Unit.

5. Press the **A button** to continue to the Mission Selection screen. Your progress is saved after each mission.

To load a saved game

1. After inserting the *Blood Wake* disc, press the **START button**.

2. Use the directional pad to choose **Story Mode** and then press the **A button**.

3. Select **Load Game** and then press the **A button**.

4. Use the directional pad to select where the game is saved.

5. Select a saved game from the list.

6. Press the **A button** to begin.

The Game Screen

Keep in mind that depending on the mission you are playing, or whether you´re in Story Mode or Battle Mode, some of the elements may or may not be displayed on the Game screen.
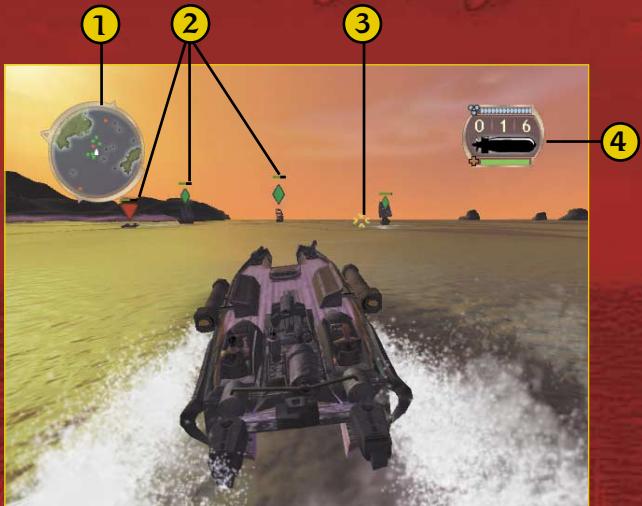
1 Radar

The Radar includes a compass, waypoint, and a map with icons representing vessels and targets on water and land. The compass indicates your heading on the map. The map shows the location of enemy targets on both land and sea, ally boats, your player boat, and your mission objective. A yellow triangle on the inside ring of the compass indicates the direction to the next waypoint.

- Next Waypoint
- Compass (North)
- 🔴 Enemy Boat
- 🟢 Friendly Boat
- ⬜ Player Boat
- 🟡 Shore Enemies
- ⊙ Objective
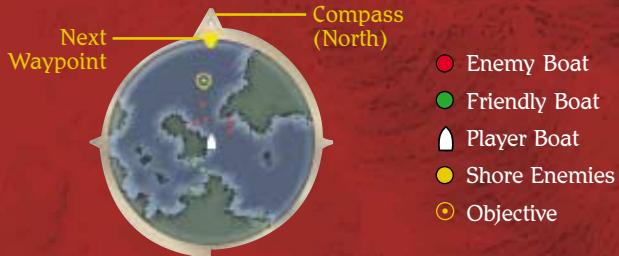
2 Target Indicators

Enemy targets are represented as red or yellow triangles or diamonds, depending on the status and type of target. A damage bar above each target shows the amount of damage the target has taken. The more black in the fill bar, the more damage you´ve inflicted.

🔻 In-range water-based target.

🔶 Enemy targets that are out of range for secondary weapons, but in-range for primary weapons.

🔻 In-range land-based target.

🔶 Land-based targets that are out of range for secondary weapons, but in-range for primary weapons.

🟢 Friendly boats requiring protection.

▬ Damage Bar for a target.

3 Targeting Reticle

Helps you aim at enemy targets.

4 Status Indicator

The Status Indicator displays vital information about your boat using the Turbo Meter, Ammo Indicator, and the Health Meter. The Turbo Meter shows the amount of Turbo you have left. The Ammo Indicator displays the amount and type of ammunition remaining for your secondary weapon. The Health Meter shows the amount of damage you´ve taken to your boat by the color: red is critical, yellow is poor, green is good.

- Turbo Meter
- Ammunition Remaining
- Selected Secondary Weapon
- Health Meter

Your Boats

As you gain the trust of your fellow Shadow Clan raiders, and as boats are confiscated from the enemy, you are provided with better and better boats from the Shadow Clan fleet. Each boat type has characteristics unique to it with regard to armor and speed; boat classes within each type differ in the types of weapons they have mounted on them. Some of the boat classes listed here are only available in Battle Mode.

SPEEDBOAT

The Speedboat is a fast, 30-foot boat that turns and accelerates quickly due to its small size; unfortunately, this also makes it susceptible to strikes from heavy weapons. Still, it stands up to most challenges simply by outrunning the enemy and using evasive tactics.

Barracuda: 4 Chain Guns

Salamander: 4 Chain Guns, 1 Rocket Launcher

Pike: 4 Auto-Cannons, 1 Rocket Launcher

Stripped: No weapons

Lightning: 4 Auto-Cannons, 1 Stinger

CATAMARAN

The 40-foot Catamaran is a dual-hulled wooden boat—one of the fastest on the water. Not as fast as the speedboat, the Catamaran makes up for it with weapons and armor.

Hellcat: 2 Chain Guns, 1 Rocket Launcher, 2 Torpedoes

Guncat: 2 Auto-Cannons, 1 Rocket Launcher, 2 Fixed Cannons

Wraith: 2 Auto-Cannons, 1 Wave Gun, 2 Fixed Cannons

GUNBOAT

The 50-foot, wooden-hulled Gunboat is fast and sturdy. Due to its size it can carry heavy weapons and flaunt its dominant firepower in encounters with smaller vessels.

Gunshark: 2 Auto-Cannons, 1 Rocket Launcher, 1 Mine Launcher, 2 Fixed Cannons

Tigershark: 2 Chain Guns, 1 Stinger, 1 Mine Launcher, 2 Fixed Cannons

Fireshark: 2 Chain Guns, 1 Rocket Launcher, 1 Mine Launcher, 2 Torpedo Launchers

DEVIL BOAT

Giving up speed for firepower, the 75-foot Devil Boat is an ominous threat to the enemy. It is loaded with weapons that make it formidable in a firefight.

Razorback: 4 Auto-Cannons, 2 Rocket Launchers (homing), 1 Mine Launcher, 4 Torpedoes (homing)

Jackal: 4 Chain Guns, 2 Rocket Launchers, 1 Mine Launcher, 2 Fixed Cannons, 2 Torpedo Launchers
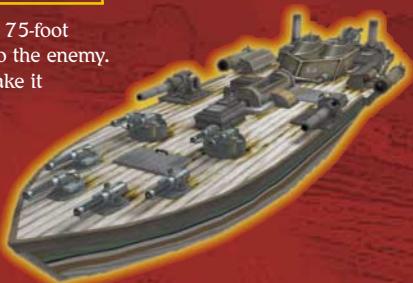
HYDROPLANE

The Hydroplane is one of the fastest and most maneuverable boats on the water. At 55 feet long with a wooden hull, it reaches speeds of over 100 mph. Its size allows mounting many weapons; its speed allows effective evasion of the enemy.

Stiletto: 2 Auto-Cannons, 1 Stinger, 2 Rocket Launchers (homing), 2 Torpedo Launchers (homing)

Switchblade: 2 Auto-Cannons, 1 Wave Gun, 2 Rocket Launchers (homing), 2 Torpedo Launchers (homing)

Weapons

Boats have both primary and secondary weapons. Primary weapons have unlimited ammunition and are the basic weapon on most boats. They overheat when fired continuously, so don't drive your boat with one finger firmly planted on the trigger, or you might not live to regret it!

PRIMARY WEAPONS

CHAIN GUN

Description:	Small-round, short-range weapon.
Range:	Short.
Pros:	Rapid-fire; unlimited ammo; partial auto-aiming capability.
Cons:	Prone to overheating; takes a while to do significant damage.

AUTO-CANNON

Description:	Large-round, short-range weapon.
Range:	Short.
Pros:	Unlimited ammo; partial auto-aiming capability; inflicts more damage than chain guns.
Cons:	Does not have good armor-piercing capability.

SECONDARY WEAPONS

Secondary weapons have limited ammunition that is replenished through re-arm power-ups. Boats can have zero, one, or multiple secondary weapons. Some of the secondary weapons damage your own boat if fired while partially submerged. Be careful in rough seas!

ROCKET LAUNCHER

There are two classes of rockets: homing and dumb-fire. Homing rockets sense the target and home in on it through the air with their built-in homing radar. Dumb-fire rockets don't have homing capabilities and therefore depend on your accuracy as a gunner. It is best to "lead" the target with dumb-fire rockets, aiming slightly ahead of the enemy's present location, and along the path in the direction they are heading.

DUMB-FIRE

Description: High-damage, dumb-fire weapon.

Range: Medium.

Pros: Great for slow-moving or stationary targets.

Cons: Not a precision weapon at long distance.

HOMING

Description: High-damage weapon with homing capability.

Range: Medium.

Pros: More successful on fast-moving, short-range targets than the dumb-fire version due to its homing capability.

CANNON

Description: Fast with moderate damage capability.

Range: Medium to long.

Pros: Great for shore targets or a fleet of ships.

Cons: Hard to use in rough seas.

There are two classes of torpedoes: homing and dumb-fire. Homing torpedoes sense the target and home in on it through the water with their built-in homing radar. Dumb-fire torpedoes don't have homing capabilities and therefore depend on your accuracy as a gunner. It is best to "lead" the target with dumb-fire torpedoes, aiming slightly ahead of the enemy's present location, and along the path in the direction they are heading.

DUMB-FIRE

Description: Powerful ship-to-ship weapon.

Range: Long.

Pros: When they hit, they hit hard.

Cons: Long reload time; difficult to use especially against fast-moving targets due to its lack of tracking capability.

HOMING

Description: Powerful ship-to-ship weapon.

Range: Long.

Pros: Can fire at targets not directly in front of you because of its homing capability.

MINE

Description: High-damage proximity weapon.

Range: N/A.

Pros: Great for slowing down a persistent enemy.

Cons: You can run over your own mines.

STINGER

Description: Electrostatic shock weapon.

Range: Very short.

Pros: Heavy hitting and great for short-range combat.

Cons: The very short range means you'll have to maneuver close to your enemy.

WAVE GUN

Description: Sonic disruption weapon.

Range: Very short.

Pros: Great for destroying mines and torpedoes.

Cons: Causes only modest damage.

REPAIR

Repairs some of the damage your boat has taken.

RE-ARM

Partially replenishes the ammo for secondary weapons.

Battle Mode Power-Ups

FIREPOWER

Greatly increases the amount of damage you inflict.

SPEED

Increases the speed of your boat and weapons.

SHIELD

Makes you invulnerable for a short period of time.

ACCURACY

Gives you homing capability for rocket and torpedo launchers, and improves the accuracy of your primary weapons.

Battle Mode

In Battle Mode, *Blood Wake* offers a number of high sea battle challenges for up to four players, in addition to the single-play missions provided in Story Mode.

To play Battle Mode connect an additional Xbox Controller to your console for each player. See the Xbox Instruction Manual provided with your Xbox video game system for information about connecting additional Xbox Controllers.

The Battle Mode Game screen differs slightly from Story Mode because it has a Kill Counter for displaying the number of kills accumulated in the game you're playing. This double-digit Kill Counter appears next to the skull and crossbones in your Battle Mode Game screen.

Battle Mode Game Types

There are five basic Battle Mode game types, described below. The games that are available depend on the number of players that are playing.

Survivor

The game ends when you reach the kill limit, die, or time expires.

Free-for-All

The game ends when a player reaches the kill limit, dies, or time expires.

Team Death Match

The game ends when a team reaches the kill limit or time expires.

Domination

The game ends when any team reaches the capture time limit.

Single-Player Battle Mode Games

A variety of single-player games pitting you against computer-controlled boats in different scenarios.

Two-Player Battle Mode Games

Player vs. Player: Head-to-head combat.

Open Contest: A free-for-all.

Three-Player Battle Mode Games

Player vs. Player: A free-for-all among all three players.

2 vs. 1: Two-on-one team death match.

Domination: Jump over the platform to capture the fort. The first team to reach the time limit wins.

Four-Player Battle Mode Games

Player vs. Player: A free-for-all among all four players.

2 vs. 2: Two-on-two team death match.

3 vs. 1: Three-on-one team death match.

Domination: Jump over the platform to capture the fort. The first team to reach the time limit wins.

To Play a Battle Mode Game

ARENA SETUP

Demon Keys
Rough

5   Kill Limit
5   Time Limit
◄ Captain ►   Difficulty
Ⓐ NEXT   Ⓑ BACK

1. From the Main screen use the directional pad to select **Battle Mode** and then press the **A button**.
2. Select the number of players and then press the **A button**.
3. From the Game Select screen scroll down the list and select the type of game you want to play. Press the **A button** to continue.
4. Select the setting where you prefer to play the game.
5. Select the weather conditions.
6. Select the Kill Limit, Time Limit, and Difficulty Level.
7. Each player must select a boat and a configuration.
8. Press the **A button** to begin.

Credits

Stormfront Credits

Project Director
David Bunnett

Lead Programmer
Ralf Knoesel

Technical Director
Hai-Ping Kenneth Chao

Programming Team
Bob Alexander
Michael Esposito
Mohammed Khan
Matthew Shores
Richard Weeks

Lead Artists
Tim Dean
Matt Small

Art Team
Fred Aquino
Scott Foust
Sally Ho
JR Jones
Jim Larson
Lisa Lo
Rob Pollock
Ben Wanat
David Clemons
Martin Walker
Josh Watson
Jeff Weir

Design Lead
David Wessman

Design Team
Chris Ferriera
David Hill

Audio Director
Andrew Boyd

Audio Team
Christopher Hegstrom
Robb Mills

Script Writer
David Ackerman

Voice Talent
Sean Donnellen
Scott McDonald
Abigail Revasch
Dwight Schultz
Mendi Segal

Voice Casting
Susan Tyler Casting

Voice Recording/ Production
Bob Fagan, Bright Pictures

Voice Director
Gary B. Goldman

Microsoft Credits

Program Management
Rod Fergusson
Andrew Silverman

Product Planning
Mike Geertsen

Marketing
Steve Fowler (Lead)
Chad Ellman

Testing
John Hansen (Lead)
Tom McDowell
Paul Shinoda
Greg Swanson
Paul Grimes
Jon Stanley
Patrick Barker
Tony Zander
Hal Bryan
Robert Adams●

Blood Wake Manual
Writer, Lead: Keith Cirillo
Editors: Kathy Osborne, Caitlin Sullivan
Print Design: Jeannie Voirin, Doug Startzel●

Art
Larry Ahern (Lead)
Matt Brunner
Eric Kruske

User Testing
Randy Pagulayan (Lead)
Ben Babcock●
David Quiroz●
Mark Burdick●
Sonny Hoe●

Development
Jim Napier (Lead)

Localization
Clare Brodie (PM)

Customer Support
Craig Stum (Lead)

Administrative Assistance
Natalie French

Deep Gameplay Team
Tony Balogh
Chris Bryant
Cory Cirrincione
Dennis Cheng
Carl Gausman
Kevin Grace
Dave Haws
Amie Kim
Wayne King
Justin Leonard
Rick Molloy
Jonathan Northquist
Erik Odenborg
Rick Plant
Vahan Salmasizadhe
Jay Thaler
Jacob Thomas
Steve Whitford
Matt Wood

Stormfront Special Thanks: Randy Angle, Kim Beyer, Steve Borstead, Gary Brubaker, Mark Buchignani, Marta Daglow, Mark Danks, Jim Hanson, Katie Kelly, Robin Joss, Tim Larkin, Hudson Piehl, Bart Presnell, Sarah Stocker, Jaia Sun-Childers.

Microsoft Special Thanks: Mike Pondsmith, Mark Verheiden, James Miller.

We would like to express our gratitude and appreciation to our families and friends, without whose support and understanding this project would not have been possible.

●=Volt   ●=ArtSource   ●= Siemens Business Services   ●= Excell Data Corporation

Warranty

Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

Warranty

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90 day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

Returns within 90 day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90 day period described above. TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

Get an Edge on the Game!

Xbox Automated Game Tips: Available 7 days a week including holidays, 24 hours a day.
- In the U.S., call 1-900-933-TIPS. $.95 per minute.
- In Canada, call 1-900-561-HINT. $1.50 (Canadian) per minute.

Xbox Live Game Tips: Available 7 days a week including holidays, 6 A.M. to 10 P.M. Pacific time.
- In the U.S., call 1-900-933-TIPS. $1.40 per minute.
- In Canada, call 1-900-561-HINT. $1.50 (Canadian) per minute.

Important: Individuals under 18 years of age need a parent's or guardian's permission to call a pay-per-call number. Local and long distance telephone toll charges may apply. It is the customer's responsibility to check with their telephone company to determine if additional telephone charges will apply. Permission required from the telephone bill payer. Prices subject to change without notice. May not be available in all areas. Requires a touch-tone telephone. Call length is determined by user. Messages subject to change without notice.

Games Technical Support: Available 7 days a week including holidays.
- In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12. TTY users: 001-866-251-26-21.

Note: Game tips are not available from 1-800-4MY-XBOX. You must call Xbox Automated Game Tips or Xbox Live Game Tips for tips, hints, or codes.

For more information, visit us on the Web at www.xbox.com