

INSTRUCTION BOOKLET

NIGHTMARE

CREATURES



Sold By

ACTIVISION

Developed By



MATURE



EmuMovies


NINTENDO<sup>64</sup>

## WARNINGS AND CONSUMER INFORMATION

**WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.**

**THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.**

A close-up, high-contrast image of a character's face, focusing on two large, glowing yellow eyes. The surrounding area is dark with some blue and red highlights, suggesting a menacing or intense expression.

LICENSED BY NINTENDO  
NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND  
THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA, INC.  
©1996 NINTENDO OF AMERICA, INC.

# *TABLE OF CONTENTS*

The Legend .....	2
Game Controls .....	4
Starting Up .....	5
Instructions .....	7
Main Menu .....	7
Playing the Game .....	9
Characters .....	14
Monsters .....	15
Power-Ups .....	18
Credits .....	19
Customer Support .....	20
Software License Agreement .....	21

## *The Legend*

History is full of coincidences and often repeats itself. The Great Fire of London in 1666 and the Fire of 1834 at first did not appear related. And yet in London, a strange story is whispered...

A secret society known as the Brotherhood of Hecate sought to create a race of stronger, more powerful human beings with which to rule London and eventually, the world. Under the cover of scientific research and the study of natural phenomena, the Brotherhood experimented on stolen corpses and attempted to isolate an extremely virulent agent, a mixture of plague, rabies, and other unknown components which would have the power to transform a human being into an astonishingly powerful creature. The Brotherhood's initial experiments went horribly wrong, however, and instead of supermen, their test subjects transformed, almost immediately, into grotesque and ravenous monsters. Undaunted, the members of Hecate decided that the agent should be released into the city of London, turning all the infected citizens into horrific monsters over whom they would have complete control.

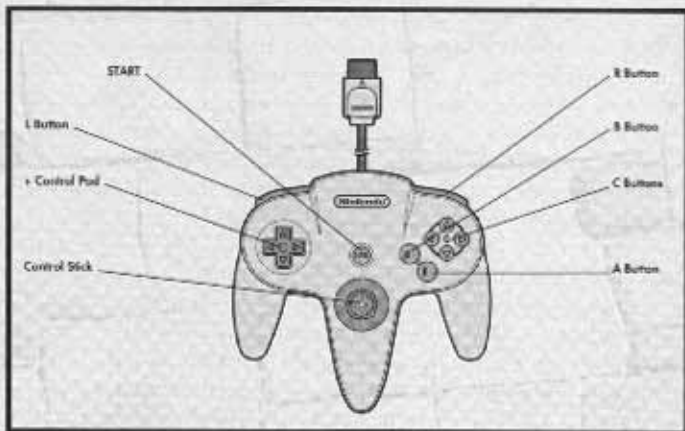
Their mad scheme might have succeeded but for Samuel Pepys, a writer who joined the Brotherhood in 1660. Pepys, growing increasingly alarmed by the escalating madness of his fellow members, decided to destroy Hecate and put a stop to their experiments forever. On a cold night in 1666, when the mad members of the secret society were convened in their secret crypt beneath a warehouse at St. Katharine's Dock, Samuel set fire to the warehouse, burning and destroying the Brotherhood of Hecate, its laboratory equipment and notes and all traces of its existence. The raging blaze quickly spread into the streets of London, resulting in the Great Fire of 1666.

All knowledge of the brotherhood would have died with them except that Pepys kept a fastidious account of all their activities in his diary...

Almost 170 years later, a bizarre plague has been spreading through the citizenry of London town. People infected by the plague experience grotesque mutations of their limbs and faces and disappear into the dark alleys and sewers of the city. An odd black tome is mysteriously left on the doorstep of the priest Ignatius Blackward, an expert in the occult and cabalistic writings. He is able to decipher a portion of the decaying book and determine that it is diary of a man named Samuel Pepys. An entry describing an arcane formula for creating organic mutations alarms Ignatius, leading him to mail the diary to his friend in New Orleans, Dr. Jean F., a world renowned authority in immunology. Upon receiving the diary and analyzing its formulas, Dr. F. immediately embarks on a voyage to London accompanied by his daughter, Nadia. Once in London, Dr. F. contacts Ignatius to relate his discoveries but before Ignatius is able to reach the hotel, Dr. F. is brutally murdered. The diary is missing. At the funeral for Dr. Jean F., a strange man in black robes hands Nadia a note which reads, "Know about Adam Crowley, Brotherhood of Hecate - HV" An address is written at the bottom of the note.

At dusk on October 17th, 1854, Nadia and Ignatius meet in the fading light of his church to set about hunting down Adam Crowley, his Brotherhood of Hecate, and the nightmare creatures which roam the streets. The quest has only begun...

## Game Controls



Control Pad up	Dodge Left
Control Pad right	Dodge Right
R	Lives Remaining/Change Item
Control Pad left	Jump Up
Control Pad down	Block
A	Kick
B	Strike/Take Item
Start	Pause Menu
Control Stick right	Turn Right
Control Stick down	Move Backward
Control Stick left	Turn Left
Control Stick forward	Run Forward
R + Control Stick right or left	Rotate Inventory
Z	Use Item

## *Game Controls*

To select menu items use the Control Stick or the Control Pad up/down to highlight the option you want to select and press the A button to accept.

## *Game Reset*

To abort the game, press the Start button to pause the game and display the pause menu. Choose Quit from this menu, and then highlight and select Yes to return to the Main menu screen.

## *Starting Up*

### *Control Stick Function*

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument — make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact a Nintendo Authorized Repair Center.

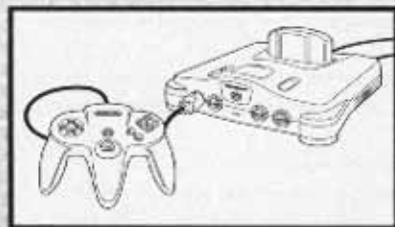
## *Holding the Nintendo® 64 Controller*



While playing the Nightmare Creatures game, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger on the Z Button on the back of the controller.

## *Connecting the Nintendo® 64 Controller*

To play Nightmare Creatures, connect a controller to socket one located on the front panel of the control deck.



If you change the connection during the game, you will need to turn the power OFF to make the connection active.

This game is designed for one player, so only one controller is needed.

## *Rumble Pak™/Controller Pak*

The Nightmare Creatures game is compatible with the Rumble Pak accessory. Before using it, make sure to read the Rumble Pak accessory instruction booklet carefully. The Controller Pak gives the player the option to save a game at the end of each level. You can swap the Rumble Pak and Controller Pak during the game, while on the pause screen. Press the Start button to pause the game.



## *Instructions*

When you turn on the Nintendo you will see an introductory movie, which can be interrupted by pressing the Start button or A.

## *Main Menu*

Use the Control Stick or the Control Pad up/down to highlight an option and then press **A** to select.



- **Start Game**  
Select this option to begin playing the game using the currently selected options. Choose which hero to play using the Control Stick or the Control Pad left/right to toggle between Igantius and Nadia. Press the **A** button to start the game with the currently select hero.
- **Load Game**  
Select this option to load a previously saved game from a Controller Pak. See *Finishing a Level* below for instructions on saving a game to the Controller Pak.
- **Enter Password**  
Use the Control Pad up, Control Pad down, Control Pad right and Control Pad left, along with the **C** Buttons to enter the password. The **B** button will delete entries and the **A** button starts the game.
- **Options**  
Select this option to change the Sound, Difficulty, and Brightness settings as well as toggling the View Combos, Adrenalin, and Rumble Pak options on and off. Selecting this option will bring up the Options Screen described below.

## *Options Screen*

Use the Control Stick or the Control Pad up/down to highlight an option and press **A** to select. Press **B** to return to the Main menu.

- **Sound Management**

Select this option to change the sound effects and music volume. Use the Control Stick or the Control Pad up/down to highlight either music volume or sound volume and the Control Stick or the Control Pad left/right to adjust volume up and down. Press **B** to return to the Options Screen.

- **Light Management**

Select this option to change the brightness of the display. When this option is highlighted use the Control Stick or the Control Pad left/right to adjust the screen brightness level.

- **View Combos**

Select this option to display a special move at the beginning of each level. Press **B** to return to the Options Screen.

- **Adrenaline**

Select this option to enable or disable the adrenaline meter in the game.

- **Difficulty**

Select this option to change the difficulty setting. While this option is selected, press left/right to toggle between "easy" and "hard." In the "easy" setting, monsters will have reduced hit points.

- **Rumble Pak**

Select this option to activate your Rumble Pak.

## *Playing the Game*

### *Health Meter*

The character's health is indicated by the horizontal bar at the bottom of the screen. When the red bar disappears the character will die. You can earn a double strength health bar by picking up a weapon power-up during play. A double strength health bar is blue. When the blue health is exhausted then a red health bar will be displayed. The character will die when the red health bar is depleted.



### *Adrenaline Meter*

The brotherhood of Hecate has released a virus that changes humans into monsters. A hero's resistance to the transmortification virus is dependent on the adrenaline level in their blood stream. If the adrenaline level reaches zero, a virus will attack and the character will continually suffer damage until they kill another monster or die. The adrenaline level will decline at a constant rate while the character explores a level and will go up each time a character kills a creature. (The character's adrenaline level is indicated by the blue vertical bar displayed on the left side of the screen.)

### *Inventory*

The character's currently selected inventory item is shown in the lower right corner of the screen. Hold down the R button and press the Control Stick or the Control Pad right/left to scroll through the inventory. Press the L or Z buttons to use the currently selected inventory item.

## *Game Play*

When the game is started your character will appear at the beginning of a level. Use the buttons described previously in Game Controls to maneuver your hero through the level, slaying the creatures that get in your way. As you explore the alleys and basements of London, you will find many different things to push, pull, topple, open, shove, and demolish. Many of these items are breakable. Striking or kicking while near them will smash them to bits, often revealing a power-up. Press the **B** button when standing directly in front of a power-up to pick it up.

## *Fighting*

When a character attacks there can be three results—hit, block, or miss. A hit will happen when you perform an attack at the appropriate range and direction from a creature and that creature is not blocking. The character's attack animation is shown followed by an orange flash. In addition the creature will react appropriately; flying back, bleeding, or losing a body part if possible. A block will happen when a character attacks in range but the foe is blocking when the attack is performed. The character's attack animation is played followed by a blue flash and the defender will not take damage. A miss will happen when a character is not facing a foe or is too far away. In these situations the character's attack animation will be shown but nothing will happen; the monster will not react and there will be no flash.

Each attack does a certain amount of damage to enemy creatures. The amount of damage is determined by the particular attack performed, the type of weapon being used, and possibly any damage-enhancing power-ups that are in effect. Normally, a monster will die when it takes too much damage. The game will also keep track of where a strike hits. Enough damage in particular areas will cause amputation of various body parts. Monsters will inflict a variable amount of damage on characters depending on the creature attacking and what type of attack they use.

Nadia and Ignatius have many special combo moves that can do extreme damage, sever limbs, or even strike through a block. Experiment with different button sequences and combinations to discover new moves.

Note: Some extremely tough monsters will only be stunned by normal blows. Nadia and Ignatius will have to use one of their special combo attacks to slay these creatures while they are stunned.

### *Weapon Upgrades*

From time to time you may discover additional, more powerful weapons hidden in various levels. Press the **B** button when standing next to one of these weapons to acquire the new weapon. Each weapon upgrade will increase the amount of damage you inflict when you successfully hit a foe and increase the chances of amputation. Weapon upgrades can also add power-ups to your inventory and can enable the double health bar.

### *Life Display*

Pressing **R** will show the life display. The life display is a heart icon that appears with the number of lives remaining.

### *Pause Menu*

Pressing the **Start** button during play will pause the game and bring up the Pause menu. Use the Control Stick or the Control Pad up/down to highlight an option and press **A** to select. Press **B** to resume.



- **Resume Game**  
Select this option to return to the game.
- **Level Map**  
The level map is a top down view of the character's current position. When the map is displayed use the C Button to scroll the map, c-up and c-right to rotate it, c-left and c-down to zoom. Press **B** to return to the Pause Menu.
- **View Controls**  
Select this option to display a list of controls and the combos you have seen so far. Press **B** to return to the Pause menu.
- **Quit Game**  
Select this option to quit a level. Use the Control Pad up/down to highlight **Yes** or **No** and press the **A** to select. Select **Yes** to return to the Main menu. Select **No** to return to the Pause menu.
- **Options**  
Select this option to adjust Music and Sound volumes. Use the Control Pad up/down to highlight an option and the Control Pad left/right to adjust the setting for the highlighted option.

### *Finishing a Level*

When a level is complete a statistic screen will be displayed that indicates the percentage of monsters killed, percentage of items found, and the elapsed time. If you killed 100% of the monsters and found 100% of the items, a bonus item will be awarded. When you are finished admiring your handiwork use the Control Stick or the Control Pad up/down to highlight one of the two continue options and press **A** to select.



- **Save Level And Continue**

Select this option if you want to save your progress to the Controller Pak. Saving to the Controller Pak will preserve all of the information about your game including lives, health, inventory, and weapon upgrades. To use this option place a Controller Pak with a least two free pages of memory into the slot in your game controller. Use the Load Game option on the Main menu to restore a saved game from a Controller Pak. Note: You can have only one saved game for Nightmare Creatures on a Controller Pak. Saving a game to a Controller Pak will overwrite any existing Nightmare Creatures saved game on that Pak.

- **Password And Continue**

Select this option if you want to get a password that will allow you to skip completed levels. The password will be a series of button presses using the Control Pad left, Control Pad up, Control Pad right, Control Pad down, and the C Button up/down/left/right. Record this password and use the Enter Password option on the Main menu to restart your game on the next level. Note: health and inventory information are not encoded in a password so if you restore using a password you will start the next level with a preset inventory and full health.

## Characters

**Father Ignatius Blackward** is a man of God who travels the world combating Evil. He is an expert on foreign languages, cabalistic writings, occult rituals, and shamanism. Ignatius has mastered the lost art of staff fighting which he has reluctantly used in several difficult situations.



**Nadia F.** is a student of the world. She has traveled to many lands with her father, a prominent doctor. She is a biologist by training and has become an expert in the brand new field of immunology, and knows much about microbes, viruses and their invisible world. She is also a fencer and gymnast and can fight her way out of a tight spot.

**Adam Crowley** is a former legitimate scientist who now masterminds the secret Brotherhood of Hecate. The discoverer of Samuel Pepy's mystical diary, Crowley wants to use its formulas to create "Supermen" and rule the world. To this end, Crowley enlists businessmen, bankers, doctors, and others to finance and participate in his mad schemes. So far, their experiments only produce hideous monsters.





## Monsters



**Zombies**—These shambling former townsfolk come in two varieties and can be found nearly anywhere searching for their next meal: One is a weaker, less defensive-minded zombie and the other its older, tougher brother.

**Werewolves** can be seen in the streets of downtown London as food there is plentiful. Although common, they are extremely difficult to defeat because of their speed and intelligence. Werewolves can block even the best of blows and will dodge and counter-strike with their extremely sharp claws. The best attack against a Werewolf is a series of kicks and roundhouse leg sweeps.



**Demons**—With wings. Demons are flying reptilian creatures who are capable of shooting balls of flame from their mouths. Demons can be found almost anywhere in the city of London. They are known to be impervious to fire attacks.

The world's ugliest living organisms. **Pepys Monsters** stand about 9' tall, have three heads and three arms and can slice through flesh like nobody's business.



**Docker**—As big as a bulldozer and just about as tough. Its attack consists of a variety of extremely powerful punches and a two-handed overhead smash which causes the ground to quake. The best way to defeat a Docker is to cut off its arms and render it harmless.



**Insects**—Armor-plated and with pincers as sharp as razor blades. With their transparent wings, they can dodge and counter-strike with lightning-fast speed.

Jacques Cousteau's real nightmare. **Thames' Monsters** are rarely sighted six-armed giant octopi with enormous tentacles of unbelievable reach. The Thames' monsters are seen around the various London dock areas and have been known to smash through ancient wooden piers and boat moorings in order to get to their victims.

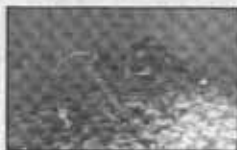


**Harpies**—Giant flying winged-women with a piercing cry that echoes through the night air. Absolutely merciless and very difficult to defeat.



Mysterious long-coated figures often armed with knives. **The Faceless Men** are thought to be former members of the Brotherhood of Hecate who betrayed their cult and were punished by forcibly ingesting the virus.

The **Spider** competes with the Pepys Monsters for world's ugliest living organisms. Six-legged fiends with a penchant for leaving their webs all over the city. Spiders tend to inhabit dark tunnels and secret passageways.



**Giant Rats** — Rarely sighted, but have been seen running around the dock areas of London.

**Gargoyles** are well-camouflaged and have been known to shock citizens by impersonating statues and then springing to life, ready to attack. Gargoyles will always be found near large buildings where they can easily hide and surprise unsuspecting parties. They are extremely fast and will almost always attack in groups.



Definitely not the little doggie next door. **Hellhounds** are fire-breathing demon dogs which typically inhabit burning buildings. They are extremely agile and attack by either shooting giant billows of flame from their slavering maws or by shredding you with their razor-sharp claws.

## Power-Ups

There are many different power-ups that a character can find hidden throughout the game. A power-up can be picked up by either moving over it or by pressing the B Button while standing directly in front of it. Once collected, select an item by holding R and using the Control Pad left/ right to scroll through an inventory of power-ups. Hit L or Z to use the selected item.



**Proximity mines** are dropped on the floor and will explode and damage any monster that gets too close.



**Repulsive Smoke** will keep the monsters at bay. It will leave a circle of smoke and form a protective barrier around the player until it slowly dissipates.



The **Freeze spell** will deep freeze all monsters in sight. Once frozen they may be shattered by the slightest touch.



**Dynamite** will damage and knock down all monsters in sight.



The **Flash** will confuse and blind all monsters in sight for 10 seconds.



The **Firebombs** will ignite nearby monsters who will burn for a while and then turn to ash.



The **Gun** can pick off a single opponent at long range.



The **Multi-Gun** can be used to simultaneously shoot several opponents.



Use the **Berzerker** to literally hack your opponents to pieces. However, the effect only lasts a short period of time.



Use **Healing** to restore some of a hero's health.



Use **Super-Healing** to restore most of a hero's health.



Use **Chaos** to turn enemies against each other. Enemies will fight each other for a short period of time or until one enemy is victorious.



The **Heart** will endow the player with one extra life.

## *Credits*

### *Activision*

*Producer:* Larry "Bronko" Galka

*Additional Design & Polish:* Clayton Retzer

*Acquisitions:* Bill Anker & David Grijns.

*Marketing Manager:* Marc Metis

*Product Marketing:* Will Kassoy, Serene Chan.

*Creative Services Staff:* Ron Gould & Erik Jensen

*Asset Management:* Jean Powell & Teresa Landgraff

*Video Services:* Chris Hepburn, Kenny Ramirez, Brian Bright, Matt Stubbs

*QA Management:* Marilena Morini, Tim Vanlaw

*QA Project Lead:* Clayton Retzer

*QA Test Team:* Mike Flynn, Daren Harper

*Documentation:* Michael Rivera & Sylvia Orzel

*Special thanks to:* Mitch Lasky, George Rose, Dave Arnsperger, Jim Summers, Brian Kelly, Bobby Kotick.

### *Kalisto*

*Production:* Nicolas Gaume

*Main Programmers:* Alain Guyet, David Gallardo

*Management:* Sebastien Mathivet, Cyrille Fontaine

*Additional Arts:* Lionel Gischler, Frederic Lavigniasse

*Music and Sfx:* Frederic Motte

*Marketing:* Sebastien Mathivet

*Communication:* Laetitia Jauze

### **Original Work**

*Programmer:* Alain Guyet, Sebastien Morin, Eric Thommerot

*Characters Design:* Pascal Barret

*Animation:* Benoit Milhorat, Chong Yong Yi Moua, Jean Philippe Savariault

*Level Design:* Anthony Desmazeau, Michel Coulié, Mickael Labat, Thierry Ardiller

*Game and Original Concept:* Pascal Barret, Beetroot, Cyrille Fontaine, Guillaume Le Pennec

*Technical Management:* Eric Audren, Olivier Goguel

*Tool Programming:* Daniel Polydore, Sébastien Wloch, David Gallardo, Alain Guyet, André Bertrand, Nicolas Coquard

*Additional Art:* Beetroot, Philippe Courdille, Patrick Vauchez

*Additional Sfx:* Nicolas Sanchez

## *Customer Support*

### *Internet Support*

- Internet: support@activision.com or <http://www.activision.com>

### *Other Contact Methods*

**Fax** (310) 255-2151, 24 hours a day

**Mail** Activision, Customer Support, P.O. Box 67713,  
Los Angeles, CA 90067

**Phone** Call our 24-hour voice-mail system for answers to our most frequently asked questions at (310) 255-2050. Or contact a customer service representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time) Monday through Friday, except holidays.

### **For Hints and Tips on Activision Games Call:**

1 (900) 680-HINT\* U.S. (99¢ per minute)

1 (900) 451-4849\* Canada

(\$1.49 per minute)

\*Must be 18 years or older and have a touch tone phone.  
Prices subject to change without notice.



# WARRANTY AND SERVICE INFORMATION

## SOFTWARE LICENSE AGREEMENT

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

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

**OWNERSHIP.** All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, theme, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

### YOU SHALL NOT:

- Exploit this 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 this 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.
- Reverse engineer, decompile source code, modify, decompile, disassemble, or create derivative works of this 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 this Program or any copy or adaptation in violation of any applicable laws or regulations.

**LIMITED WARRANTY.** Activision warrants to the original consumer purchaser of this 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.**

When returning the Program for warranty replacement please send the original product disk 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 problems you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$25 U.S. currency per cartridge replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

**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 this 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)(i) 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, 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, (310) 255-2000, Attn: Business and Legal Affairs, legal@activision.com.

The King of Auto Combat  
Coming Soon for Nintendo 64

# VIGILANTE 8BS



Tricked-Out Vehicles and Attacks

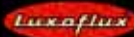


4-Player Split-Screen Combat



8 Fully-Destructible Arms

Activision is a registered trademark and Vigilante 8 is a trademark of Activision, Inc. © 1997 Activision, Inc. Luxoflux is a trademark of Luxoflux Corp. Microsoft Dynamics is a trademark of Microsoft Technologies. © 1997, 1998 Microsoft Technologies. Published and distributed by Activision, Inc. All rights reserved. All other trademarks and trade names are the properties of their respective owners.



ACTIVISION, INC.  
P.O. BOX 67713, LOS ANGELES, CA 90067

1000464 268 US  
PRINTED IN JAPAN