

⚠ Important Health Warning About Playing Video Games

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 taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

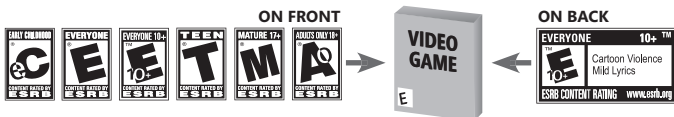
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.



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★ WELCOME TO FORTUNE CITY! ★

Look around at the glamorous casinos, the luxury restaurants, the lush landscape.

It's familiar, isn't it? Oh, yes, you've been to Fortune City before – in your wildest dreams. But now, it's time to wake up! You're in for the vacation of a lifetime!

Expect the unexpected. And then some.

Nowhere else in the world has more glitz, glamour, or adventure than Fortune City.

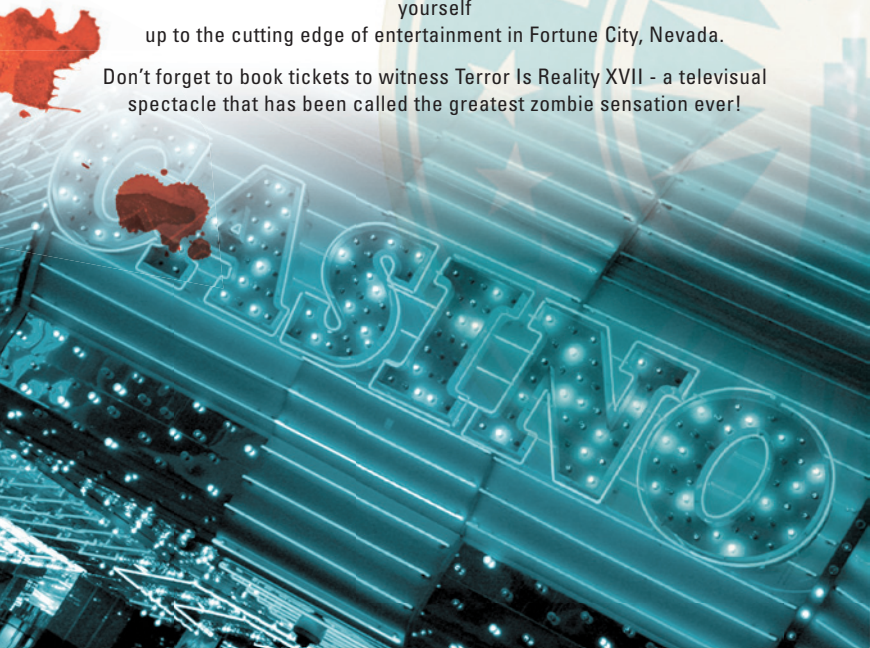
Go ahead, succumb to the world's premier entertainment resort.

Hungry for adventure? Make a killing in our casinos! Explode your senses with our

shows and restaurants! Lose your head! Or just maybe... your heart. Open yourself

up to the cutting edge of entertainment in Fortune City, Nevada.

Don't forget to book tickets to witness Terror Is Reality XVII - a televisual spectacle that has been called the greatest zombie sensation ever!



★ SOME OF THE PEOPLE YOU'LL MEET IN FORTUNE CITY ★



★ CHUCK GREENE

This former Motocross champion is one of tonight's contestants for Fortune City's Terror Is Reality XVII.

Chuck

lost his beloved wife in the Vegas outbreak and his young daughter, Katey, was bitten. To keep her from zombification, Chuck must do all he can to find her daily, expensive doses of the drug Zombrex.



★ KATEY GREENE

Chuck's 7 year-old daughter Katey watched her mother die in a zombie outbreak, and was herself bitten. To avoid zombification, she must take the expensive and controversial medication Zombrex each day. Despite everything, she's remained brave and playful.



★ STACEY FORSYTHE

In-your-face activist Stacey is the head of the controversial zombie rights group CURE (Citizens for Undead Rights and Equality). Stacey believes the game show "Terror Is Reality" is cruel and demeaning to infected survivors everywhere, and leads protests with the aim of making Zombrex more affordable and available.



★ RAY SULLIVAN

Sullivan is the first (and only) reserve man to make it to the official government shelter alive. His job is to keep order in the shelter until help arrives. Sullivan is loyal and patriotic, but the zombie outbreak puts him in way over his head.



★ REBECCA CHANG

Rebecca Chang is an ambitious, beautiful news reporter in town to cover the controversy surrounding the “Terror Is Reality” television show. But when things go to hell, Rebecca sees it as her big chance to break the story of the century – what’s behind the Fortune City outbreak?



★ TK

TK is the host and producer for the controversial and popular pay-per-view television game show “Terror Is Reality”. TK has no problems with killing zombies for the entertainment value –but mostly for the profits. Always on the lookout for the next big business opportunity.



★ THE TWINS

TK’s twin co-hostesses on Terror Is Reality XVII. Hard working eye candy, they love to taunt the contestants to new heights.

★ INSTALLATION ★

- 1: Insert the DEAD RISING 2 disc into your PC's DVD-ROM.
- 2: Setup.exe should automatically run, if not navigate to your DVD-ROM and double click Setup.exe. Ensure you have your Product-Key handy as you will need it into install DEAD RISING 2.
- 3: Select “Quick Install” to install the game with its default settings. Select “Custom Install” if you require special settings.
- 4: Follow the prompts to install the game.

★ GAMES FOR WINDOWS–LIVE ★

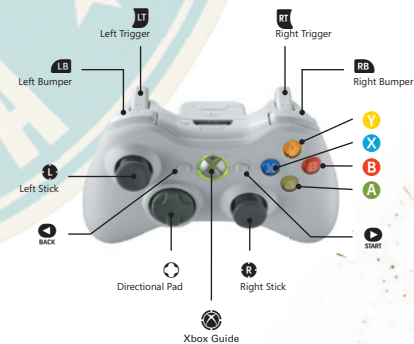
Play online for free! With Games for Windows–LIVE, you can build your profile, play online, chat with friends, see your friends’ games and activities, and track gaming achievements across all Games for Windows–LIVE games. Plus, you can download game content from Games for Windows–LIVE Marketplace. Get connected and join the PC gaming revolution!

CONNECTING TO LIVE

To connect to Games for Windows–LIVE, you need a high-speed Internet connection and a gamertag. If you already have a gamertag, you have what you need to connect to Games for Windows–LIVE. If you don’t have one, you can get one for free. For more information, including availability in your region, go to www.gamesforwindows.com/live.

FAMILY SETTINGS

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. Family settings in Games for Windows–LIVE enable parents and guardians to approve who and how your family interacts with others online with the LIVE service. For more information, go to www.gamesforwindows.com/live/familysettings.



★ MAIN MENU ★

- START GAME** - Start a new story mode game or load an existing game (See Single Player below)
- JOIN CO-OP GAME** - Join another player who is already playing story mode (See CO-OP below)
- TERROR IS REALITY** - Compete in the online zombie-killing game show Terror Is Reality (See Terror Is Reality on p.7)
- LEADERBOARDS** - View PP leaderboards for story mode
- DOWNLOADABLE CONTENT** - Download cool extras for Dead Rising 2
- OPTIONS** - Change gameplay and audio visual options

★ SINGLE PLAYER


Here in America's playground, Fortune City, there is something for everyone. Take Chuck Greene, for example. Chuck came to Fortune City to compete in Terror Is Reality, for the chance to win cash prizes to buy his daughter her Zombrex medication. But the odds are good that he'll get a lot more than he bargained for. He's going to have to risk it all to win big!

★ CO-OP

Make your stay in Fortune City double the fun! Choose co-op to explore Fortune City with a friend and make your stay a whole lot safer.

HOW TO PLAY

IN-GAME INVITES

- ★ Once you have received the transceiver in-game, you can press and hold  (hold **C** key) to access your friends list in-game. From here you can invite friends to join in your game. When someone invites you to play, you will receive a special call on the transceiver, which will allow you to accept the invitation and to join someone's game.

MAIN MENU CO-OP SEARCH

- ★ From the Main Menu, select "Join co-op Game" to join a game already in progress. You can either join a friend's game, or search Games for Windows-LIVE for a game already in progress.

DEATH IN CO-OP

- ★ If one player loses all their health during co-op, they are knocked out. The other player can revive them by giving the downed player a food item. If the downed player doesn't receive food in time, the game ends. If both players lose all their health and go down, the game ends. At that point, the host can choose to either continue to play co-op from a saved game, from the beginning of the story, or he can choose to quit the game.

DOWNLOADABLE CONTENT

- ★ Once purchased, downloadable costumes can be accessed in-game from the clothing locker located in the bathroom of the safe house.

★ TERROR IS REALITY

Don't miss Terror Is Reality XVII! Here in the ultimate playground, America's biggest nightmare: zombies! But now it's time to turn the tables, as players from all around the world slice and dice their way through America's menace! Watch charismatic host Tyrone King, or "TK" to his beloved fans, spur players on to new heights of bloodlust! Grasp at the chance for a new hope – in the form of thousands of dollars!

TERROR IS REALITY GAMES

Terror Is Reality is a moving, thrilling gladiator-style battle for carnage! The show of a lifetime, and a thoroughly satisfying multiplayer experience!

★ BALL BUSTER

Annihilate and dismember the zombie crowd in Ball Buster. As the doors open, contestants launch bowling balls at the emerging zombies, destroying them with the maximum amount of mess. Bonus zombies are randomly thrown into the mix, bringing special effects and bonus powers to the first contestant to nail one.

★ BOUNTY HUNTER

Ready, aim, shoot! Pick off the zombies making their way to the center of the arena



and take special aim for the bonus zombies. Anything still undead will head towards the Jackpot's meat grinders where bonus points can be gained by the first player to hit the target. Let the sniping begin!

★ **HEADACHE**

It's time to mix it up a little! Slap blender hats on as many zombies you can and activate the carnage once you've amassed a group – the more you activate at the same time, the higher your score. Toss around a bit of supplied dynamite to remove hats placed by opponents and interfere with their scoring.

★ **MASTER SHAFTER**

Run into position to skewer falling zombies which have been launched high in the air! Players jockey for position as they try to gain the most points! As players converge upon the anticipated landing zone of a zombie, a button press mini-game engages. Will you win and take the zombie AND all the points?

★ **POUNDS OF FLESH**

Hurl zombies onto a giant scale using massive, custom-built antler helmets while isolated on a platform above the arena floor. Zombies are valued based on weight, with fatter zombies becoming prime targets in the race to gain as many points as possible. When the zombies on a platform have been knocked away, race over to the red button to dispatch a fresh load of zombies and begin the carnage anew.

★ **RAMSTERBALL**

Strap yourself into a giant steel hamster ball in this twisted version of the children's game "Tag". Only the player who is "it" can score by smashing into giant pinball bumpers, over a writhing carpet of zombie flesh. Smash into whoever is "it" to become the scorer and increase the value of the zombie crushers!

★ **SLICECYCLES**

Rip your way through a massive horde of zombies on a custom motorcycle - complete with chainsaws. Aim for the bonus zombies to skyrocket your score. Didn't do so well in previous rounds? Be prepared for a massive time delay before joining the carnage.

★ **STAND UP ZOMEDY**

Raise a laugh from the crowd by forcing zombies into wearing hilarious props and costumes. Decorate zombies with as many silly props as possible for big points. Make those zombie hordes into clowns for points and the amusement of all. You'll nearly die laughing.

★ **ZOMBONI**

Jump onto a zombie sucking death tank and drain the blood from the hapless horde before blowing it back into a blood collector to gain points and gain glory!

★ **GAME SYSTEMS** ★

★ **CONTROLS** (XBOX 360® CONTROLLER FOR WINDOWS)

★ BUTTON	ACTION ★
X (No Items)	Punch
X (With Item)	Attack / Eat (Item dependent)
Hold X (With Item)	Secondary Attack (Item dependent)
Y	Call Survivor
A	Jump
B	Pick up / Use
R	Center Camera
LT	Ranged Mode
LT + Y	Send Survivor
LT + X & RT + RT	Throw item / Fire projectile weapon
BACK	Map Screen
○	Un-equip item
○	Drop Current Weapon
○	Answer Calls - Hold to access friend list
○	Check Watch Screen



★ CONTROLS (KEYBOARD AND MOUSE)

★ CONTROLS	ACTION	★
W A S D	Movement	
Move Mouse	Move Camera	
Space	Jump	
E	Interact	
Left Mouse Button	Attack	
Q	Call Survivor	
Right Mouse Button + Q	Send Survivor	
Right Mouse Button	Ranged Mode	
1	Inventory Left	
3	Inventory Right	
Click Wheel Mouse	Center Camera	
Esc	Pause	
TAB	Map	
2	Pocket Item	
C	Answer Call - Hold to Access friend list	
X	Drop Item	
T	Watch	
Shake Mouse	Grapple Wiggle	
W A S D	Grapple Button Game	
Space then Left Mouse Button	Jump Kick	
Shift + Space	Curb Stomp	
Hold Shift + Left Mouse Button	Front Kick	
CTRL	Dodge Roll	
Shift + Hold Left Mouse Button	Double Leg Drop Kick	

★ CONTROLS	ACTION	★
Hold Shift + hold Space	Foot Sweep	
Shift then Left Mouse Button	Elbow Drop	
Hold Left Mouse Button (No item)	Haymaker	
Hold Shift + Left Mouse Button (Stand over zombie head)	Field Goal	
Hold Shift + Hold Left Mouse Button	Smash	
Hold Shift + E	Hands Off	
Hold Shift + E (Standing over zombies feet)	Power Bomb	
Hold Shift + Hold E	Pick Up	

★ CONTROLS	USER INTERFACE	★
↑ ↓ ← → / Mouse	Move Selector	
Enter / Left Mouse Button	Select Item	
Esc	Exit	



★ CONTROLS	VEHICLE	★
W	Accelerate	
S	Brake	
A	Turn Left	
D	Turn Right	
Space	Hand Brake	
Left Mouse Button	Shoot/Boost/Ability	
Mouse	Move Camera	
E	Exit Vehicle	

★ CONTROLS	ECONOMY GAMES	★
W A S D	Ride the Thunder/Dolphin	
Space	Cash Me if you Can	
W A S D	Motion Madness	
Space	Go for the Green	
Space	Excercise Bike	

★ CONTROLS	TiR ACTION	★
W A S D	Movement	
Move Mouse	Move Camera	
Space	Jump	
E	Interact	
Left Mouse Button	Attack	
W A S D	Master Shafter Minigame	
See vehicle controls	Zomboni	
See vehicle controls	Slicecycles	
Left Mouse Button	Moose Head Flick	
Hold Left Mouse Button	Moose Head Charge	

★ CONTROLS	POKER	★
↑ ↓ ← →	Move Selector	
Enter	Select Item	
H	Help	
Q	Quit	



★ GAME SCREEN AND HUD

1 LIFE BAR

Displays the amount of health remaining.

2 KILL COUNT

Displays the number of zombies killed during game.

3 PP GAUGE

PP (Prestige Points) earned so far. When the gauge fills up, your level increases by one.

4 LEVEL

Displays your current level.

5 DRINK EFFECT

This displays the status effect of mixed drink items. Multiple effects can be displayed at once.

6 ITEM WINDOW

Displays any items currently being carried. The large icon on the top right corner indicates the item in use.

7 MESSAGE

This is a list of events, survivor spottings, and points of interest. These may lead Chuck to case file events, and will also remind him of when Katey needs Zombrex. The color of the gauges indicates how much time is left to investigate the scoop.

- ◆ White: 6 hours or more left
- ◆ Yellow: 4 hours or less left
- ◆ Red: 2 hours or less left
- ◆ Flashing Red: 1 hour or less left

8 ZOMBREX COUNT

This counter indicates how much Zombrex Chuck currently possesses.



9 GUIDE ARROW

The guide arrow will point the way to your current objective. Change the guide arrow in order to point to different locations by selecting the scoop from the Watch Screen.

10 INFO BAR

The info bar will appear at select times to convey additional information:

- ◆ New Skill acquired
- ◆ New Combo Card acquired
- ◆ Status Upgrade (Speed up, Damage up, etc.)
- ◆ Tutorials
- ◆ Mission messages

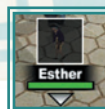
Mission messages will always appear, even if the player has the Tutorial option set to "Off" in the Pause Menu but the Info Bar will be hidden when not in use.

11 MONEY COUNT

Displays the current amount of cash in hand.

12 NEW CALL INDICATOR

An icon will appear when Stacey calls with new information for Chuck. She will leave a message if you do not answer right away.



SURVIVOR ICONS - When survivors have joined you but are off camera, their status is indicated with an icon. This shows their health as well as a real time image of what they are doing. Keep an eye on your survivors and help them out if they get in trouble!



★ WATCH SCREEN

Time is very important in Dead Rising 2. Events continue to unfold in Fortune City regardless of what Chuck is doing. If he isn't in the right place at the right time, he may miss a key event and lose his chance to escape the city. Use the Watch Screen to check the time, and select the active mission. If Stacey has left any messages for you, you can check them here as well.

★ MAP SCREEN

Find your way around Fortune City and see where you need to go by using The Map. Press **BACK** (**TAB** key) to open the Map Screen.



The Map Screen controls are as follows:

★ MOVE CURSOR

Use the left stick to move the cursor around the map. When the cursor is over a store on the map, the store's information will be displayed on the store description.

★ ZOOM IN/OUT

Press **LT** (Wheel scroll down) to zoom the map out. Press **RT** (Wheel scroll up) to zoom the map in.

★ SELECT FLOOR

Press **LB** (**1** key) or **RB** (**2** key) to toggle through the available floors.

★ MESSAGES

Press **X** (**X** key) to activate the mission selector interface.

Press **A** (**Enter** key or Left mouse button) to select from a list of current missions displayed on the right side of the screen. The cursor will move to the selected goal and the guide arrow will point toward it.

★ PAUSE MENU

The Pause Menu contains the following Options:

★ CASE FILE

Here you can check your progress through the main story. You can see which case files you have cleared, and check the goals of the current main story mission. All of these events happen in a series, so if you fail to complete any of these case files, you will fail all remaining cases.

★ COMBO CARDS

View the combo cards you have collected. You can check combo weapon recipes here.

★ STATUS

View your current attributes, skills and key items earned.

★ NOTEBOOK

View information about characters and survivors.

★ MAP

View a map of Fortune City. The map can be accessed by pressing **BACK** (**TAB** key).

★ TUTORIALS

View the various tutorial screens you encounter throughout the game.

★ OPTIONS

View and change various game options. Options include:

- ◆ Gameplay - Toggle subtitles and tutorials and change transceiver ringtones and co-op privacy settings.
- ◆ Controls - Edit options such as stick sensitivity and camera settings.
- ◆ Visuals - Made adjustments to the game's brightness.
- ◆ Audio - Edit music and sound effects volume.
- ◆ PC Settings - Adjust PC Settings.

★ FRIENDS LIST

View your list of friends and invite them to play Dead Rising 2 with you.

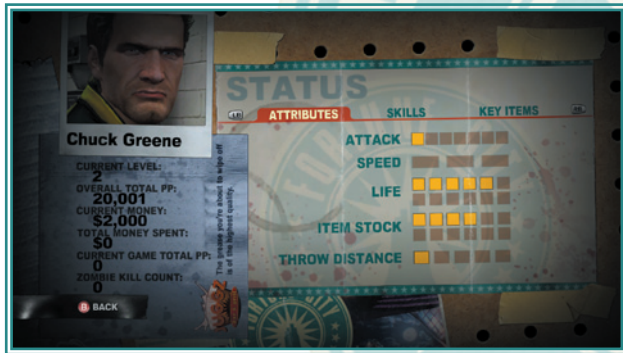


★ QUIT

Players can choose to load a previous save game, restart the story from the beginning, or quit the game. If the player decides to restart the story from the beginning, Chuck will retain all of his levels and earned abilities.

★ PP AND LEVELING

Fortune City likes to reward the seasoned visitor. Our very own Prestige Point loyalty scheme has been implemented to better help you gain new skills and new weapons the more seasoned you become. Prestige Points (PP) are awarded for every kill, rescue and challenge completed during your stay. The maximum level is 50 because we know that by then, the only incentive you'll need is the pleasure of more time in Fortune City.



★ STATUS SCREEN

This is the place to go to view your PP, Money earned, Attributes, Skills and Key Items.

ATTRIBUTES

- ◆ Attack: Determines Chuck's attack power.
- ◆ Speed: Determines how quickly Chuck moves.
- ◆ Life: Determines how much health Chuck has.
- ◆ Item Stock: Determines how many items Chuck can hold at one time.
- ◆ Throw Distance: Throw distance and accuracy for thrown items.

SKILLS

At level 1, Chuck can only punch when he has no weapons. Level up to earn powerful hand-to-hand combat skill moves.

KEY ITEMS

Key items don't take up space in your inventory. They include important objects that you need to advance the story, such as Zombrex, your Fortune City map and the various keys you find around the city.

★ COMBO CARD

- ◆ Provides Chuck with a recipe for a new Combo Weapon, or increases his abilities with an old favorite weapon.

★ SAVE SYSTEM

Saving your game and then restarting at a higher level is a big part of Dead Rising 2. Leveling up and exploring Fortune City before attempting to get through the main story will allow you to enjoy the game much more. There are 3 save slots which allow you to restart from level one while keeping your earlier character's progress.



If all 3 slots are filled, an option to start a new game will be available. Save a game by visiting one of the restrooms found throughout Fortune City. The Save/Load options are activated whenever the player is able to save or load, enabling the player to either Save and Continue, or Save and Quit.

★ GAME OVER

When Chuck's health reaches zero, he dies and the game is over. When this occurs, players can choose to load a previous save game, restart the story from the beginning, or quit the game.



★ GAME GOAL / CASE FILES

During your 72 hours here, we recommend that you go through our Case Files in order to uncover the truth about the zombie outbreak in Fortune City.

The Case Files will appear when you start, complete, or fail, a case. Here you can check your progress through the main story. Check which case files you have cleared, and check the goals of the current main story mission. The case files happen in a progression, so if you fail to complete any of these case files, you will fail all remaining cases. Don't let the truth be lost.



★ COMBO WEAPONS AND CARDS

Deadly weapon combinations can be made from the items scattered around Fortune City. These items are indicated by a distinctive wrench icon.

COMBO CARDS

When a new Combo Weapon has been created, a Scratch Card is added to the Combo Cards collection. These cards are accessible from the Pause Menu and serve as a reference to all created weapons. In addition, Combo Cards can be found in Fortune City or gained when leveling up. Having a Combo Card increases the PP bonus and adds extra attacks to some Combo Weapons. You may create Combo Weapons regardless of possessing Combo Cards.



This weapon can be combined with another in order to make a combo weapon.

Discover which components combine to create a valid Combo Weapon. Once in possession of two combinable items, they will need to be combined at a Workbench.

Place a combo component onto the Workbench by pressing **B** (E key) at the Workbench. Place the corresponding component on the Workbench to create a Combo Weapon!



Combo Benches can be found inside Maintenance Rooms throughout Fortune City.



OK

★ COMBO WEAPONS ★

Killing zombies can be the most rewarding time of your life, and the possibilities are endless. If you have a valid combination of items in your inventory and the correct Combo Card, the wrench icon will flash letting you know you can create a combo weapon. If a component lying around Fortune City can be combined with something in your inventory, the icon of the item will flash.



★ PADDLE + CHAINSAW ★



★ PITCHFORK + SHOTGUN ★



★ FOOTBALL + GRENADES ★



★ BASEBALL BAT + BOX OF NAILS ★



★ BOWIE KNIFE + BOXING GLOVES ★



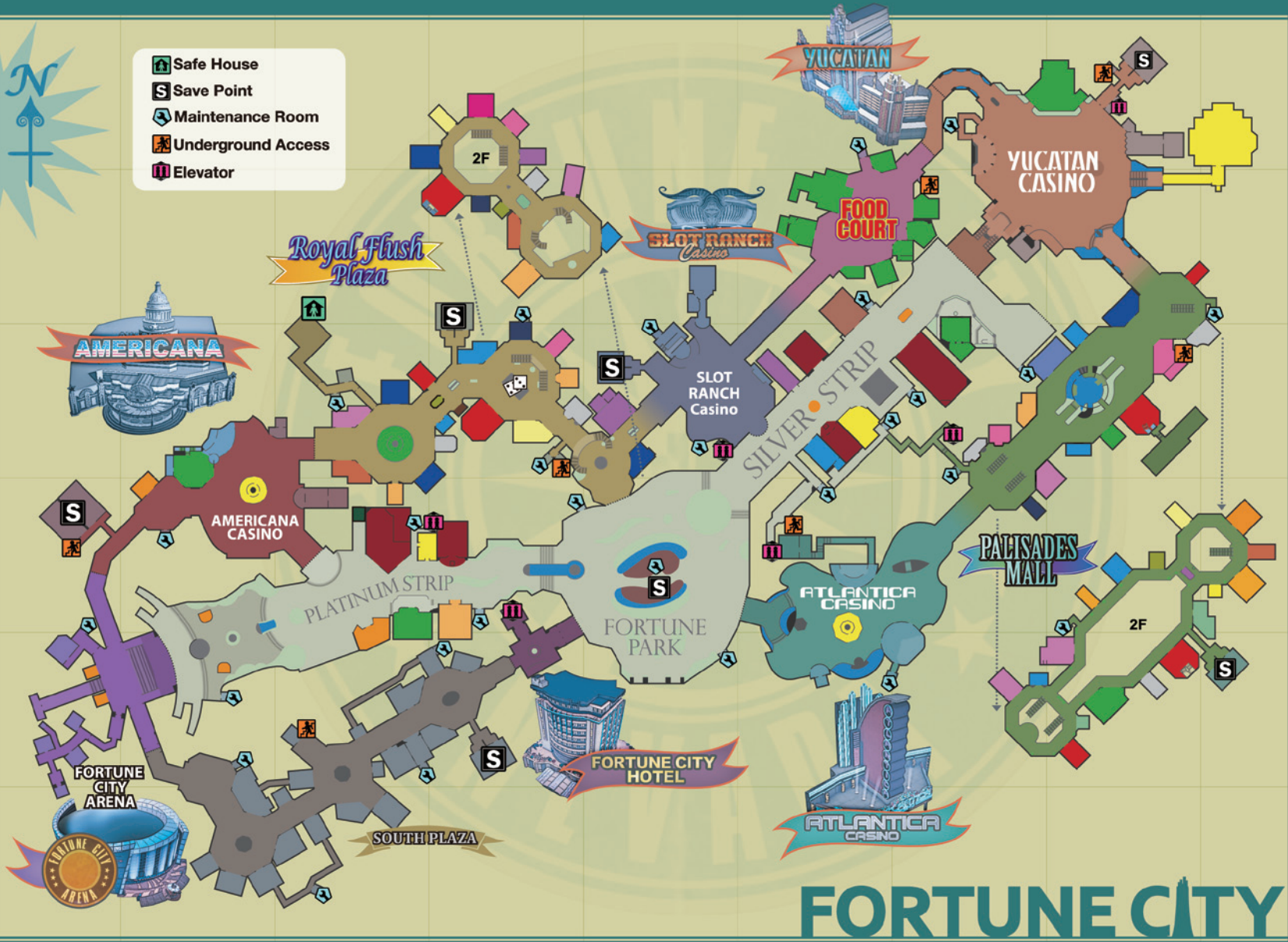
★ MERC AR / LMG / ASSAULT RIFLE
+ ELECTRIC CHAIR ★



★ TOY HELICOPTER + MACHETE ★



- Safe House
- Save Point
- Maintenance Room
- Underground Access
- Elevator



FORTUNE CITY



★ SOME STORES OF INTEREST

★ NOTES ★



(A101)

- Get ready to fill up on some of the finest smokehouse pork in Fortune City. We slow roast and double baste our premium grain-fed young swine until the juices burst through for your eating pleasure. Don't forget to loosen your belt to make room for our Double Deep Fried Chocolate Cornbread on a stick desert special.
- Contains BBQ Ribs and Burgers.



(P107)

- Does it have an edge? Then we can sharpen it! We sell and sharpen the finest blades. If someone don't like it, we'll shank 'em! Perfect for prison gift baskets!
- Contains hunting knives, meat cleavers, broadswords, razors, etc!



(S103)

- Come on in to experience Juggz like you've never seen before! Our pitchers are twice the size as any other bar. We ain't called Juggz for nothing!
- Beer, beer, and more beer!



(S107)

- Need a little something for loved ones back home? Or just want a souvenir from the great Fortune City? We have everything that you're looking for.
- Sells Fortune City-themed clothes, Hawaiian shirts and novelty casino items like big foam poker chips.



(N101)

- Love can strike at any moment! If you play your cards right, you could have a wedding band on your finger in under 30 minutes! Fully licensed!



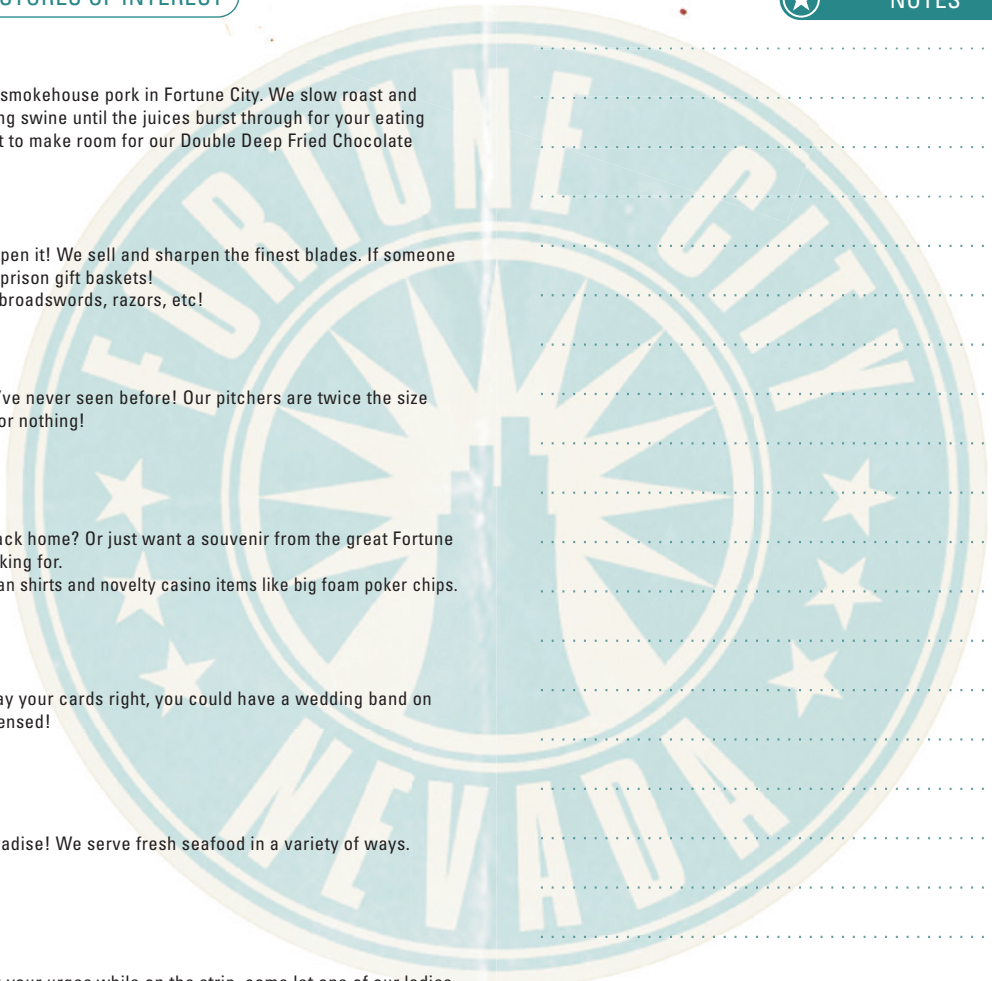
(N105)

- A restaurant that feels like a tropical paradise! We serve fresh seafood in a variety of ways.
- Sells various seafood, sushi, alcohol.



(N109)

- If you're having a hard time holding back your urges while on the strip, come let one of our ladies lube you up and give you a private show - an experience of ultimate release at the Peep Hole.





★ NOTES ★

A large area of horizontal dotted lines for writing notes, overlaid with a large, faint watermark of the 'FORTNITE' logo.

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this game disc from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the game disc free of charge.

To receive this warranty service:
1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (650) 350-6700. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.

2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the game disc to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your game disc certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM ENTERTAINMENT, INC.
Consumer Service Department
800 Concar Drive, Suite 300
San Mateo, CA 94402-2649

This warranty shall not apply if the game disc has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the game disc develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective game disc to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for \$20.00 (U.S. funds) payable to CAPCOM. We recommend sending your game disc certified mail. CAPCOM will replace the game disc

subject to the conditions above. If replacement game discs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

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