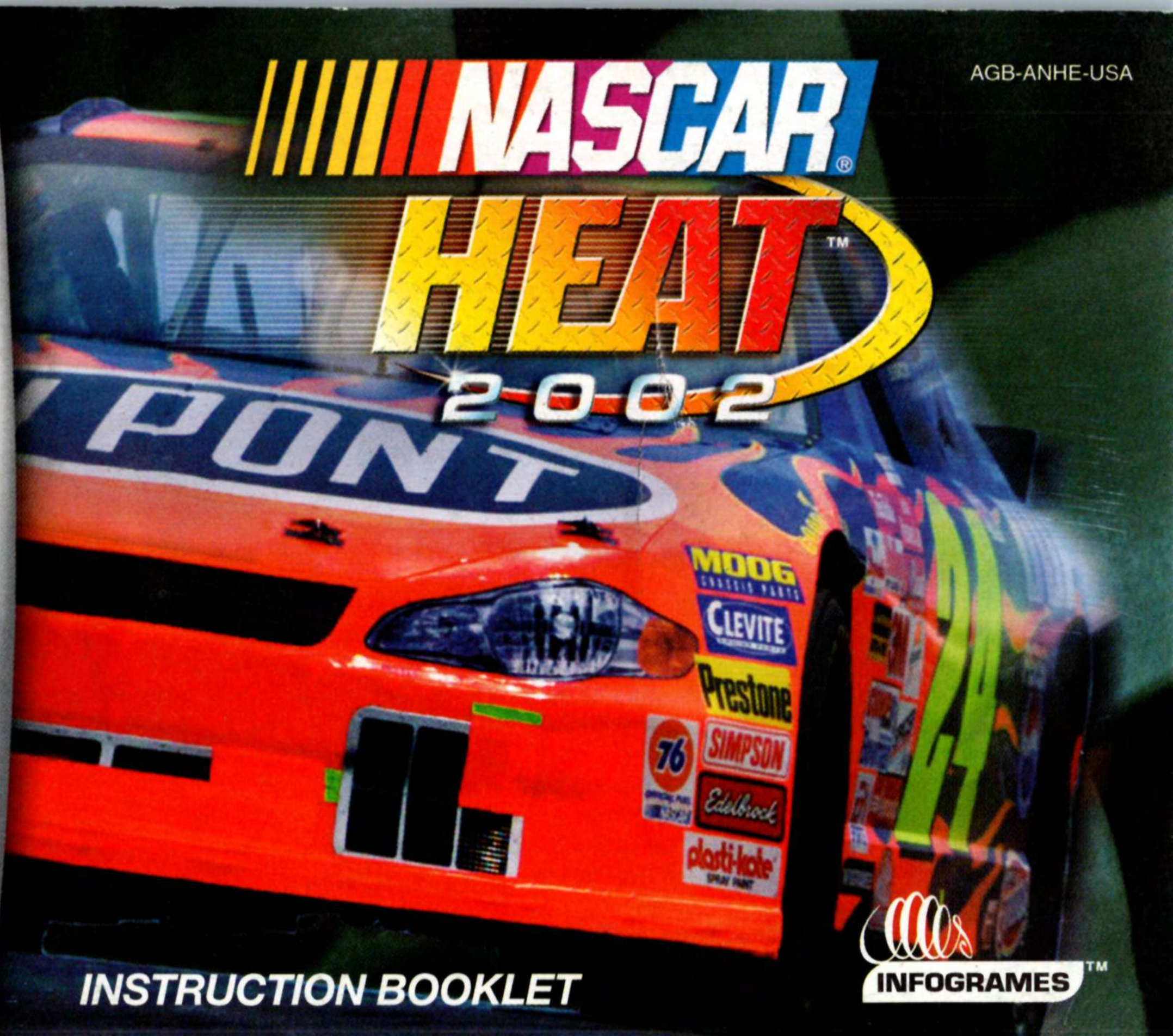
GAME BOY ADVANCE

AGB-ANHE-USA

NASCAR® HEAT™ 2002



INSTRUCTION BOOKLET

INFOGRAMES™

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

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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, OR VISIT WWW.ESRB.ORG.

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY

Nintendo®

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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YOU'RE IN THE DRIVER'S SEAT!

Race against today's top NASCAR® drivers on the hottest tracks for a thrill-a-minute racing experience. With 6 different modes of high-speed action, *NASCAR® Heat™ 2002* delivers intense racing excitement!

GETTING STARTED

1. Turn OFF the POWER switch on the Nintendo® Game Boy® Advance system. Never insert or remove a Game Pak when the power is ON.
2. Insert the *NASCAR® Heat™ 2002* Game Pak into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch.
4. When the title screen appears, press START to proceed to the Main Menu.

CONTROLS

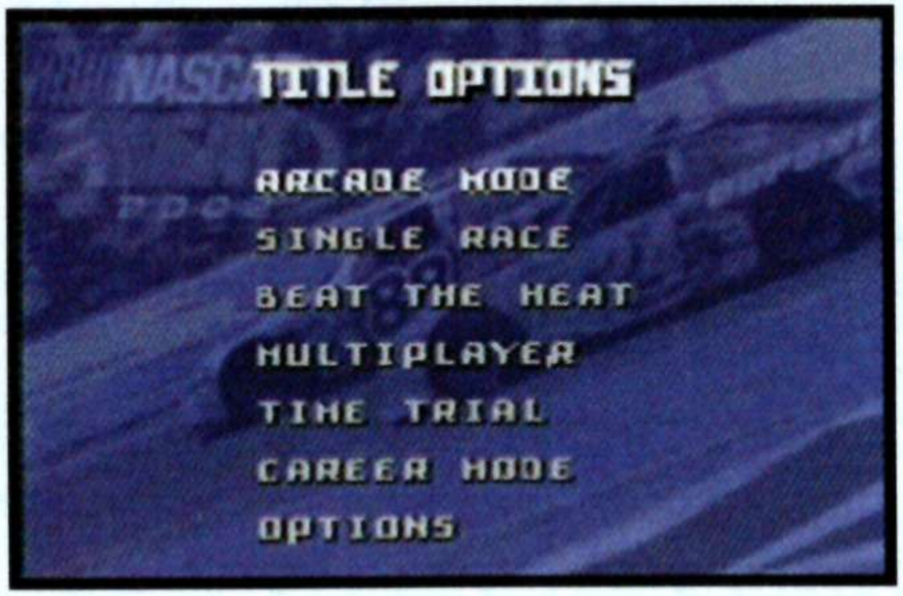
GAME CONTROLS	
KEY	**ACTION**
+ Control Pad	Steering
A Button	Accelerate
B Button	Brake/Reverse
L Button	[None]
R Button	[None]
START	Pause/Unpause
SELECT	[None]

MENU NAVIGATION	
KEY	**ACTION**
+ Control Pad	Highlight menu selections
A Button	Confirm selection
B Button	Return to previous menu

MAIN MENU

From the Main Menu, you can select from the following:

- **ARCADE MODE**
- **SINGLE RACE**
- **BEAT THE HEAT**
- **MULTIPLAYER**
- **TIME TRIAL**
- **CAREER MODE**
- **OPTIONS**



SAVING AND LOADING (Career Mode only)

If you select Career Mode from the Main Menu and a previously saved game is present, you will be asked if you want to LOAD CAREER or start a NEW CAREER. After each Career Mode race, you will be given the opportunity to save your current progress. **Note:** Things like Options and *Beat the Heat* challenge results will be loaded upon start up and saved automatically upon completion.

RACING MODES

ARCADE MODE

Choose this mode to compete in a single Championship series. Select one of the 8 NASCAR® drivers in the game, then race all of the tracks in order. Try to score as many points as possible and finish 1st in the competition. After each race, your finishing position will give you a certain number of points. (See page 16 for an explanation of Championship points.) In Arcade Mode, you will not need to stop in the pit for tires or fuel, and you will not be able to save your progress.

SINGLE RACE

Choose this mode to race as any one of the 8 NASCAR® drivers on any track for one race. In this mode, you can turn tire wear and fuel usage On/Off using Single Race Pits. (See Options on page 12.)

TIME TRIAL

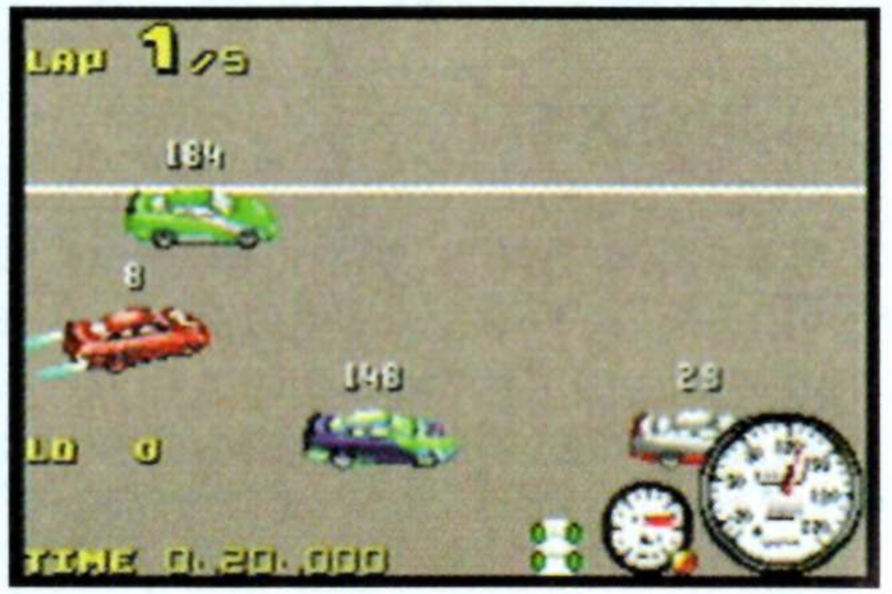
Choose this mode to gain experience and try to beat your best lap time on any track.

BEAT THE HEAT

Choose this mode to race in a series of challenges that start out easy and get progressively harder as you advance. Challenges include completing a lap in a set amount of time and holding off the charging pack in a race situation.

MULTIPLAYER

There are two ways to enjoy Multiplayer games:



Multi-Cart allows 2 to 4 players to link up using the Game Boy® Advance Game Link® Cable and race any of the available tracks in the game. You'll need 2 to 4 *NASCAR® Heat™ 2002* Game Paks and 2 to 4 Game Boy® Advance systems. Highlight **Multi-Cart** and press the **A Button.** When all linked players are connected, the Master (host) of the session should press **START**, and the vehicle selection screen appears. Use the **+ Control Pad** to scroll through the vehicles, and press the **A Button** to select one. Next, the track selection screen will appear on all screens, but only the Master will be able to select the track.

Multi-Boot allows 2 to 4 players to race head-to-head using only one *NASCAR® Heat™ 2002* Game Pak. Highlight **Multi-Boot** and press the **A Button**. At this point, only the Master (host) has control and the other players see a Game Boy® logo screen. When all data is received from all connected systems, the race begins. Only one track is available and the vehicles are selected at random.

Note: The player connected to the 1P end of the Link® Cable is always the Master (host) of the session.

CAREER MODE

In this mode, you attempt to progress through the ranks from a rookie driver to a seasoned professional. Your ultimate goal is to finish the "season" in 1st place, thereby being awarded the prestigious NASCAR® Cup. When you start out, you will not have a team for which to drive. You will be able to select the team for which you would like to try and earn a ride. Before you can drive for the selected team, there will be a task for you to complete to prove yourself to the team owner, such as "complete a lap at Hooley Downs in a set amount of time." If you succeed at this task, then you have earned a seat on the team. Once you have started for a team you are entered into the Championship series. For each team you will have a target position in which to finish the Championship, where you race at all of the tracks to score as many points as possible. If you perform well during the season, you may be offered to drive for another team. But keep in mind if you perform particularly badly, you will be dropped from the team. If this happens, you have to impress another team to earn a ride.

After a season has been completed, you are shown a screen that displays the position at which you were meant to have finished to stay on with the team, along with the position at which you actually did finish.

If you fail to make the required Championship position at the end of the season, you will be dropped from the team. If you get dropped, you need to try out for a new team. The only teams open after being released are the teams in a less prestigious group than the one that you were previously in. If the team from which you have been fired is in Group 3, for example, then you will be able to try out for any of the teams in that group except for the one

from which you were booted. If you get booted out of all five teams without going up a group, your career as a NASCAR® driver will be over.

As you get to drive for better teams, they will have better resources (such as faster pit crews, superior cars and better tires) available to them. Handling, top speed and acceleration will all be improved, so you'll definitely want to drive for one of the top teams!

OPTIONS

Adjust game settings as follows:

GAME DIFFICULTY – Toggle difficulty level Normal/Hard.

LAPS – Choose 5, 10, 15, 20, 30, 50 or 100.

MUSIC – Toggle music On/Off.

SFX – Toggle sound effects On/Off.

SINGLE RACE PITS – Toggle pit access On/Off. On = tire wear and fuel usage.

VIEW LICENSING INFO – Read licensing information for game.

TEAMS (Career Mode only)

Perform well enough to impress the teams and earn a seat. Then maintain good season performance, because if you do not finish in a certain place in the league, you lose your seat. As you get to drive for the more prestigious teams, many factors will be improved, including car grip, acceleration, top speed, pit crew speed, fuel consumption, etc.

GROUP 1

This group of teams is available when you have finished a season ranked in the top 5. Drivers are listed, if applicable:

DEI (Dale Earnhardt Inc.)
Steve Park and Dale Earnhardt Jr.

RCR (Richard Childress Racing)
Kevin Harvick

RYR (Robert Yates Racing)
Dale Jarrett and Ricky Rudd

Hendrick Motorsports
Jeff Gordon

Mackney Motorsports

Kravitz Racing

GROUP 2

This group of teams is available when you have finished a season ranked in the top 10:

Penske
Rusty Wallace

Chip Ganassi
Sterling Marlin

Jim Ferris Motorsports

AndyLand Racing

TT Motorsports

GROUP 3

This group of teams is available from the start of the game:

Team Tino
Finish in the top 20 to stay on with this team.

Mike MacConnell Racing
Finish in the top 18 to stay on with this team.

Eric Hayashi Motorsports
Finish in the top 20 to stay on with this team.

Darby
Finish in the top 15 to stay on with this team.

Team Crawfish
Finish in the top 20 to stay on with this team.

CHAMPIONSHIPS (Arcade and Career Modes)

The Championship is an ongoing series of races where you compete on all of the circuits and accumulate points obtained during each race event. A Championship season consists of 12 races total. The purpose of the Championship season is to earn as many points as possible to finish the season as the points leader and thereby be awarded the NASCAR® Cup.

On visiting one of the tracks for the first time, you can choose from three sessions on that circuit: Practice, Qualifying and Race.

It is not essential that you do all three sessions, but they must be taken in order. For example, it is okay for you to jump straight into the Qualifying session, but at the end of the Qualifying session the option to do a Practice session will be lost. Therefore, when a session has been completed or aborted, that session and any before it will no longer be available. It is essential that you compete in the Race session in order to make any progress though the game.

PRACTICE

Practice Mode is identical to the Time Trial Mode, except that Practice Mode is tied into the Championship. There is no time limit on the Practice session. You're free to drive around the track until you feel that you've learned as much as possible from it.

QUALIFYING

The Qualifying session is used to determine your start position within the race. You are given one lap to set your fastest lap time possible. After one warm-up lap, when your car crosses the start/finish line, you'll be on the qualifying lap. At the end of the session, drivers are ranked (with the fastest lap first). Once a start position has been determined, the race can commence.

RACE

If you don't take part in the Qualifying session and instead jump straight into the race, your start position will be last, by default.

POINT SYSTEM

The winner of a race at any of the tracks in a Championship season pockets 175 points. The points given decline in five-point increments for positions 2 through 6, in four-point increments for positions 7 through 11, and in three-point increments for positions 12 and lower. Drivers who lead a lap earn five bonus points. The driver who leads the most laps in a single event earns 10 bonus points.

DRAFTING

A big part of NASCAR® racing is the ability to slipstream. This involves a car closing up onto another car and running in their wake, as the car in front is cutting through the air. The car behind will therefore have a little power in reserve. The driver will then be able to pull out of the wake and hopefully make a pass before the next turn. **Note:** When you are in the draft, you will see blue lines coming off the rear of your car.

TIRES

During races in Career Mode, the tires are subject to wear. An on-screen graphic indicates tire wear (green = fresh tires, red = worn out / time to change). When the tires get to red, the car will not have much grip and you should go into the pit for a new set.

PIT STOPS

During races, if you need to repair your car, get some fuel or have your tires replaced, you need to go into the pits. The time you remain in the pits depends on what you need to change. An average stop to deal with fuel and tires takes 20 seconds. If you want your car repaired, you'll be in the pits for a longer time.

As you come into the pit lane, you temporarily give up control of the car. An on-screen menu appears, asking which of the following you wish to change:

TIRES
None, Left Side, Right Side or All 4

FUEL
None, Splash and Dash, or Fill Up

DAMAGE
Repair Yes/No

When the options are decided, highlight OK and press the **A Button.** The work is performed while your car remains stationary in the pit lane. The on-screen pit time remaining bar indicates how much time you have left in the pit. Once this is complete, the car drives out of the pit lane automatically. A Get Ready message appears as the car reaches the end of the pit lane, indicating that you need to take control of the car again.

If the car takes a hit during the race, it sustains damage, indicated by smoke coming from the car and/or flames coming from the engine. The car performs worse when damage has been taken, its top speed and acceleration are reduced, and it does not handle as well. To fix this damage, you will need to go into the pits.

FUEL USAGE (Career and Single Race Modes)

The on-screen fuel gauge displays how much fuel is left in the car. As the race progresses, the fuel level runs down. As this gets lower, you must decide to stay out for one more lap to try and get the lead, or to come in early and avoid the traffic.

DRIVERS

NASCAR® Heat™ 2002 for the Nintendo® Game Boy® Advance system features 8 of the top drivers on the NASCAR® Winston Cup circuit:

DALE EARNHARDT JR.

Driver of the #8 car, Dale Jr. had a very impressive 2nd season on the NASCAR® Winston Cup circuit, driving away with three victories and 15 Top 10 finishes for an 8th place season finish. Dale Jr. started driving professionally when he was 17 years old and has never looked back. Look for him to build his family's NASCAR® legacy for years to come.

JEFF GORDON

2001 was an awesome year for the Rainbow Warrior as he drove his #24 Du Pont car to his 4th NASCAR® Winston Cup championship. At 30 years of age, there isn't much doubt this man has what it takes to set a new standard to which all NASCAR® Winston Cup drivers will be compared.

KEVIN HARVICK
The 2001 Raybestos Rookie of the Year, 25-year-old Harvick made opponents take notice as he recorded 16 Top 10 finishes, including two trips to Victory Lane in his #29 GM Goodwrench car. After a 9th place finish in the points standings during his first full year on the circuit, the sky is the limit for this "kid."

DALE JARRETT
The 1999 NASCAR® Winston Cup Champion continued to impress in 2001 with four victories and 19 Top 10 finishes. He was among the Top 3 drivers in the points standings nearly all year. The driver of the UPS #88 car finished the season in an impressive 5th place.

STERLING MARLIN
This Columbia, Tennessee, native won the Raybestos Rookie of the Year award in 1983. Seventeen years later, he drove his #40 to two victories and 20 Top 10 finishes for a very impressive 3rd place finish in the points standings. In 2002, Sterling will be gunning for that elusive NASCAR® Winston Cup championship.

STEVE PARK
2001 started fine for Steve, as he drove his #1 Pennzoil car to victory in the 2nd race of the season. The middle of the season saw him stay competitive by posting 12 Top 10 finishes. Unfortunately for Steve, his season came to an end due to a freak accident in September. Steve is on the road to recovery and ready to rule the raceway in 2002.

RICKY RUDD
Two wins and 22 Top 10 finishes pushed Rudd to an impressive 4th place finish in the final points standings. With the 2001 results, Rudd has finished in the Top 10 points standings for the 18th time in his career. Ricky will look to push his #28 car to 1st place in the 2002 season.

RUSTY WALLACE
The 1989 NASCAR® Winston Cup Champion has been known throughout his career as a steady competitor. This is evident by his 15 Top 10 points standings finishes in his 17 full seasons of NASCAR® Winston Cup racing. The driver of the #2 car landed in 7th place in the points standings in 2001. In 2002 he hopes to capture another championship while improving on his impressive 50+ career win total.

TRACKS

Four of the 12 tracks in the game represent actual tracks where NASCAR® races are held:

DARLINGTON RACEWAY®

1.366-mile oval with 23-degree banking. Located in Darlington, South Carolina, this unique egg-shaped oval is the "Granddaddy of Super-Speedway racing" because on Sept 4th, 1950, the 1st NASCAR® Super-Speedway race was run on this now legendary track. For the select few drivers who have won on this track, there is a great sense of satisfaction knowing they've conquered "The Track Too Tough to Tame®."

KANSAS SPEEDWAY™

1.5-mile tri-oval with 15-degree banking. The inaugural NASCAR® Winston Cup race at Kansas Speedway™ took place on September 30th, 2001. The fan-friendly design of the track and growing interest in NASCAR® racing in the Midwest have caused the track to set industry records for inaugural season ticket sales. Jeff Gordon was the 1st NASCAR® Winston Cup driver to go to victory lane at this state-of-the-art facility in Kansas City, Kansas.

MICHIGAN INTERNATIONAL SPEEDWAY®

2-mile oval with 18-degree banking. Michigan International Speedway® is recognized as one of motorsports' premier facilities because of its wide racing surface and high banking. Ground-breaking for construction of this track began on September 28, 1967 in Brooklyn, Michigan. In a state where the automobile is king, Michigan International Speedway® stands proudly as a member of the local royalty.

PHOENIX INTERNATIONAL RACEWAY®

1-mile oval with 11-degree banking. PIR first opened its gates in 1964 and since that time has earned a reputation as one of the top facilities of its kind in the U.S. Keeping pace with the growth of the NASCAR® Winston Cup series, the Avondale, Arizona, track was repaved in 1993, and 12,000 additional grandstand seats were added within the last two years. Since 1964, Phoenix has seen it all: NASCAR® Winston Cup racing, NASCAR® Busch Series (Grand National Division), Indy car races, dirt cars and sports cars giving the "desert mile" the most varied schedule of any track in North America.

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http://www.us.infogrames.com

Kids, check with your parent or guardian before visiting any web site.

Visit and you will discover that Infogrames web sites contain such things as:

- Technical Support
- Hints and Tips
- Demos
- Interviews
- Competitions
- Community
- And much more

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

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Help Via the Internet

Up-to-the-minute technical information about Infogrames Interactive products is generally available 24 hours a day, 7 days a week via the Internet at:

http://www.ina-support.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ.**

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames Interactive **Tech Support** at **(425) 951-7108**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.)
Note: Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time).
Note: We may be closed on major holidays.

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

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In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames Interactive, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

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CONSUMER SAFETY WARNINGS AND PRECAUTIONS STATEMENT:

Epilepsy Warning

WARNING

READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you or anyone in your family has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

Repetitive Strain Statement

CAUTION

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement

CAUTION

This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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CREDITS

INFOGRAMES INTERACTIVE, INC.

James Daly
Producer

Jim Ferris
Product Manager

Mike MacConnell
Associate Product Manager

Eric Hayashi
Executive Producer

Michael Craighead
Director of Quality Assurance, North America

Mark Huggins
Q.A. Certification Lead

Ann Marie Bland
Director of Marketing

Steve Martin
Manager of Creative Services

Elizabeth Mackney
Manager of Editorial & Documentation Services

Randi Kravitz
Documentation Writer

Paul Collin
Copywriter

INFOGRAMES, INC.

Joy Schneer
Senior Manager, Strategic Relations

David Costello
Manager, Strategic Relations

Michael Gilmartin
Director of Publishing Support Services

Luis Rivas
Senior Manager, Engineering Services

Jeff Loney
Q.A. Supervisor

Jason Pope
Lead Tester

Joseph Fried
Assistant Lead Tester

Tom Andrade
Sophia Gaspar
Robert MacRae
Testers

CRAWFISH INTERACTIVE LTD.

Chris Walsh
Programmer

Gianluca Cancelmi
Additional Programming

Russell Phillips
Mark Coleman
Jeff Ferguson
Terry Ford
Artists

David Murphy
Mapping

David Murphy
Will Greenough
Tim Coode
Jonathon Shearn
Development Assistants

Nick McGee
Producer

Mike Merren
Director of Development

Rockett Music
Music and Special Effects

V8 Pack
Music

Special Thanks

Blake Davidson
J.J. Damato
Scott Walker
Sarah Perry
Tina Price, Action Sports Photography
Mitchell Slater
Cameron Sheppard
Lynne Bradstock
Tammy Tyler
Jay McGee
Samantha, Darby and Madeline

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Infogrames, Inc.
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New York, NY 10016 USA

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