

SAFARI ADVENTURES™



EVERYONE
E
CONTENT RATED BY
ESRB

PC
CD-ROM
SOFTWARE

AFRICA



CONTENTS

1. About World Wildlife Fund	3
2. Installing and launching the game	4
2.1 Installation	4
2.2 Launching the game	4
3. How the game works	6
3.1 What's the story	6
3.2 First part	6
3.3 Resume a game	8
3.4 Automatic save	8
3.5 Your photo album	8
3.6 Controls	9
3.7 Game interface	9
4. Technical Support	12
5. Credits	13
6. Companies	14

ABOUT WORLD WILDLIFE FUND

Known worldwide by its panda logo, World Wildlife Fund (WWF) leads international efforts to conserve the diversity of life on Earth. From working to save the giant panda, tiger, and rhino to establishing and helping manage parks and reserves, WWF has been a conservation leader for more than 40 years, in over 100 countries around the globe. With nearly 1.2 million members in the U.S. and another 4 million worldwide, WWF is the world's largest privately financed conservation organization.

WWF directs its conservation efforts toward three global goals:

- saving endangered species
- protecting endangered habitats
- addressing global threats

Want to help? Visit www.worldwildlife.org. You can start making a difference today!



INSTALLING AND LAUNCHING THE GAME.

2.1 Installation

Installing from a CD-ROM is easy to do. The instructions below will enable you to install the game in no time.

Insert the CD-ROM in the player. The launch window should appear. Click on Install, then follow the on-screen instructions.

If no window appears, double click on Desktop, then double click on your CD-ROM player and finally double click on launcher.exe. Click on Install and follow the on-screen instructions.

Click on the Close button as soon as Installation is complete.

ONCE FINISHED, THE INSTALLATION PROGRAM MAY TELL YOU TO REBOOT YOUR COMPUTER.
IF THIS IS THE CASE, YOU WILL NOT BE ABLE TO PLAY THE GAME UNLESS YOU REBOOT YOUR COMPUTER.

2.2 Launching the game

Place the game CD-ROM in the drive and the launch window will appear. Click on Play and get ready for the big adventure.

If no window appears, in the Windows Task Bar, click on the Start button then on the Safari Adventures button in the Programs / Elektrogames / Safari Adventures - Africa / Safari Adventures - Africa folder (or the corresponding folder if you renamed the installation location). Or double click on the Panda short-cut icon on your desktop.

Launch window:



	This window is shaded out if the game is not installed. If the button is white, you can launch the game.
	Install / Uninstall the game. Watch out! When you uninstall the game, you lose your saved games.
	Game manual you are now reading*
	Access to the WWF Safari Adventure - Africa website**
	Exit game
	Access to the WWF Safari Adventure - Africa website**

*Requires the Acrobat Reader software. If it is not installed on your computer, the game will ask you to install it. Follow the on-screen instructions and at the end of installation, you will be able to read the manual.

**Requires Internet connection and navigator not supplied with the game.



3. HOW THE GAME WORKS

3.1 What's the story?

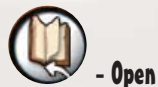
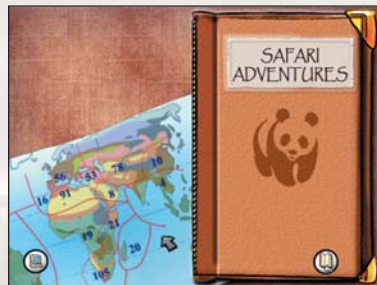
Welcome to Africa and all its magic - the lion, Sahara desert, and the jungle. Guided by the little WWF Panda you will be able to walk around the plains, mountains and forests of Africa to help the endangered species. Select your character - either Alex or Emma - then let the adventure commence.

Throughout your journey around Africa, you will meet a whole host of animals who will become your friends. Unfortunately you will also meet meanies like Mr Mank or selfish oafs like Mr Rashburn.

Fortunately the ranger is there to help you understand Africa and take your first steps around the huge continent.

Now, you are ready. Take your camera and set out to save the animals.

3.2 First part



Select from the two heroes:
Emma or Alex



Then click on Next :



This screen enables you to select a place to save your adventure. You can save up to five different adventures.



This screen enables you to access the different game levels. To begin with you will only be able to access the first level



3.3 Resume a game

To continue a game you have already started, launch the game and in the selection screen, choose the color of token you selected in the game. Footprints behind the token will indicate the level you have reached.



Careful : If you stop the game before you complete a mission, you will have to restart the mission.



3.4 Automatic save

When you exit a game level, your progress through the game is automatically saved. But be careful, if you exit the game in mid-mission, your progress will not be saved. You will have to start the mission again.

Don't worry! It won't take you long.

The position of your token in the start interface is also saved when you exit the game. Don't forget, you can always go back to the places you have already visited.

- Talk to the animals
- View the environmental information sheets
- View the animal information sheets

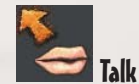
3.5 Your photo album

As your journey through Africa progresses, you may collect the photos of the animals you help throughout your adventure. When you help the animals you will be able to take photos of them.



3.6 Controls

The game uses the mouse for all actions. The shape of the mouse cursor will automatically change to show what actions you can perform.



Talk



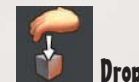
Take



Move



Jump



Drop



Climb onto an animal

Use the left mouse button to activate, move or pick up an object. Use the right button to cancel the action you have selected.

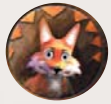
3.7 Game interface

a) Game screen

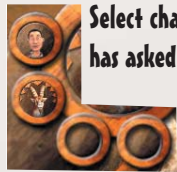




Info sheets: The WWF info sheets on the animals you meet and the nature areas you visit with the Panda. These sheets inform you of the environmental issues concerning each area and the way its wildlife lives.



Character selection



Select character: Click on a character to display the missions he or she has asked you to complete.



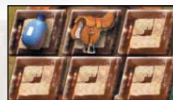
Exit game



Other objectives and current objective: Each tab is a mission for you to fulfill.



Access to the scrapbook: which contains photos of all your friends.



Inventory



Name of object selected



Number of objects or talk to animal in your pocket



Mouse Icon (contextual action)

b) Dialogue

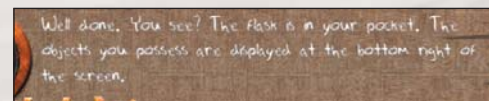
Dialogues are displayed in a special window which displays both what your own character and other characters say.



Name of narrator



View of narrator



Reply display

c) The combination padlock

You will have to solve the padlock puzzle several times in the game. This is how it works :



Change the combination



Combination

4. TECHNICAL SUPPORT

Look for 24-hour online technical support at our support website:
www.take2games.com/support

You can also contact us via e-mail at the following address:
tech@globalstarsoftware.com

5. CREDITS

Take 2 Software

PRODUCER: Stephen B. Thomas
GENERAL MANGER: Chris Mate
ART DIRECTOR: Pete Muench
GRAPHIC DESIGNER: Chrissy Bates
MARKETING MANAGER: Anne Marie Sims
QA SUPERVISOR: Joe Covello
TESTERS: Matt Baros, Josh Noll, Josh Rose; Rich Koeckert
SPECIAL THANKS: Sandy Wilson, Linda Wratchford, Peg Zoltan, Di Ranere, Lisa Nawrot, Adam Egender, Brian McGinn, Tim Beggs, Ben Hamel, Mark Moon, Wanda Mitchell

Elektrogames

MANAGEMENT: Ivan Lebeau
BUSINESS DEVELOPMENT: Abrial DaCosta
PRODUCTION: Norbert Cellier
FINANCE: Fabrice Arousseau
LEGAL: Claude Amardiel
PRODUCTION ASSISTANT: Alexandre Chivot

Neko Entertainment

PROJECT MANAGEMENT: Laurent Lichnewsky
VISUAL DESIGN: José Afonso

GAME DESIGN & DIALOGS:

Olivier Croset
TECHNICAL DIRECTOR: Frédéric Zimmer
PROGRAMING TEAM: Stéphane Mutel, Patrice Belmonte, Paolo Baerlocher, Sébastien Lagarde, Gildas Vinson, Martial Reynes
ART DIRECTOR: Sotheara Khem
ARTISTS: Jocelyne Craveri, Carine Hinder, Marie N'Guyent, Florent Leibovici, Géraud Deshayes, Vadda Mey, Tsoa Rakotoarisoa, Rémi Bialais

SG Diffusion

MANAGEMENT: Christian Brecheteau, Pierre Ortolan, Nadine Beringuer
MARKETING TEAM: Eric Boccara, Emmanuel Melero, Benjamin Goacolou
COMMUNICATION TEAM: Anne-Karine Denoble, Sherina Khaldi
COMMERCIAL TEAM: Nadege Belz, Cynthia Lehnhard, Sophie Michaud, Daiki Goto

WWF France

SCIENTIFIC COMMITEE: Christine Sourd
CONSERVATION DIRECTOR: Bernard Cressens
PARTNERSHIP DIRECTOR: Dominique Royet
MEDIA PARTNERSHIP: Carole Balducci



PROJECT MANAGER: Céline Lemmel

**WWF United States
CORPORATE MARKETING
DIRECTOR:** Laura Flores
**SENIOR CORPORATE MARKETING
MANAGER:** Nancy Kee

**WWF International
CORPORATE MARKETING MANAGER:**
Claire Blenkinshop
HEAD OF CORPORATE MARKETING:
Graham Minton

Other

MUSIC COMPOSER: Jean-Pascal Vielfaure
DIALOG REWRITER: Stephane Riberio
TRANSLATION: Steven Wassenaar, Georg
Hund, Jonno Slysá

DL MULTIMEDIA

PACKAGING: Olivier May
PACKAGING & MANUAL: Trois cube
RECORDING STUDIOS: DL Multimedia
HiFigenie
VIDEO EDITING: Amaury Granddsard
Special thanks to Barbara Iriart,
Christine Bleriot, Arnaud Delebarre,
Reginald De Guillebon, Emma, Renaud
and Alexandre Mutel

6. COMPANIES

About Elektrogames (<http://www.elektrogames.com>)

Elektrogames was created in 2003 by a team of people from different backgrounds such as development, publishing, distribution and video game financing. They have worked with all the major video game companies in France and abroad. The team totals over 30 years of experience in the video game industry and has a unique network of contacts enabling it to choose the best partners for each project. Along with independent production, its main activity, the team also works on project conception, executive production and business development for various companies in the field (Widescreen Games, Babylon Software, Arkane Studios...).



About Neko Entertainment (<http://www.e-neko.com>)

In 1999, three specialists of the video games industry, Frédéric Zimmer, Laurent Lichnewsky and Sothea Khem founded NEKO ENTERTAINMENT with an innovative idea: developing 3D video games for the Neko Game Development Kit, advanced software platform 3D consoles. Neko Entertainment develops games for Sony Playstation 1 & 2, Nintendo GameCube, Microsoft XBOX, PC CD ROM. Some of its main projects: "Charlie's Angels" Playstation 2, GameCube; "Adiboo and the Paziral's Secret" Ps One; "Gremlins" Playstation 2, GameCube; "Adiboo and the Green Shadow" Ps One, PC-CDROM; "Taxi 2" Ps One; "Mia Hamm" Nintendo 64; "X'treme Roller" Ps One, Nintendo 64.

About SG Diffusion (<http://www.sgdiffusion.fr>)

SG Diffusion is specialized in publishing and distributing video games and multi-platform multimedia programs in the French and European markets. SG Diffusion represents wellknown International publishers such as Empire Interactive, Ascaron, Deep Silver (Koch Media), Ceneqa Publishing, Jaleco, Sold-Out, Xplosiv, Phoenix, Ignition... Competent on all the platforms (Playstation 2, X-Box, Nintendo GameCube, Game-Boy Advance, PC CD-Rom) and in different price ranges, SG Diffusion can respond to the needs of the entire market. With its extensive experience in publishing, SG Diffusion helps publishers to understand this market by establishing direct links between their products and consumers and offers appropriate services both in marketing and business terms.

LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT.

This LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (this "Agreement"), including the Limited Warranty and other special provisions, is a legal agreement between You (either an individual or an entity) and ElektroGames and Take-Two Interactive, Inc. (collectively, the "Owner") regarding this software product and the materials contained therein and related thereto. Your act of installing and/or otherwise using the software constitutes Your agreement to be bound by the terms of this Agreement. If You do not agree to the terms of this Agreement, promptly return the software packaging and the accompanying materials (including any hardware, manuals, other written materials and packaging) to the place You obtained them, along with your receipt, for a full refund. Grant of Limited Non-Exclusive License.

This Agreement permits You to use one (1) copy of the software program(s) (the "SOFTWARE") included in this package for your personal use on a single home or portable computer. The SOFTWARE is in "use" on a computer when it is loaded into temporary memory (i.e., RAM) or installed into the permanent memory (e.g., hard disk, CD-ROM, or other storage device) of that computer. Installation on a network server is strictly prohibited, except under a special and separate network license obtained from Owner; this Agreement shall not serve as such necessary special network license. Installation on a network server constitutes "use" that must comply with the terms of this Agreement. This license is not a sale of the original SOFTWARE or any copy thereof.

Intellectual Property Ownership.

Owner retains all right, title and interest to this SOFTWARE and the accompanying manual(s), packaging and other written materials (collectively, the "ACCOMPANYING MATERIALS"), including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The SOFTWARE and ACCOMPANYING MATERIALS are protected by United States copyright law and applicable copyright laws and treaties throughout the World. All rights are reserved. The SOFTWARE and ACCOMPANYING MATERIALS may not be copied or reproduced in any manner or medium, in whole or in part, without prior written consent from Owner. Any persons copying or reproducing all or any portion of the SOFTWARE or ACCOMPANYING MATERIALS, in any manner or medium, will be willfully violating the copyright laws and may be subject to civil or criminal penalties.

SOFTWARE Backup or Archiving.

After You install the SOFTWARE into the permanent memory of a computer, You may keep and use the original disk(s) and/or CD-ROM (the "Storage Media") only for backup or archival purposes. Other than as provided specifically in this Agreement, You are not permitted to copy or otherwise reproduce the SOFTWARE or ACCOMPANYING MATERIALS; modify or prepare derivative copies based on the SOFTWARE or ACCOMPANYING MATERIALS; distribute copies of the SOFTWARE or ACCOMPANYING MATERIALS by sale or other transfer of ownership; rent, lease, or lend the SOFTWARE or ACCOMPANYING MATERIALS; or to display the SOFTWARE or ACCOMPANYING MATERIALS publicly. You are expressly prohibited from transmitting the SOFTWARE or ACCOMPANYING MATERIALS electronically or otherwise over the Internet or through any other media or to any other party. You are expressly prohibited from selling or using any characters or other components of the game for any purpose. You are expressly prohibited from selling or otherwise profiting from any levels, add-on packs, sequels or other items based upon or related to the SOFTWARE and ACCOMPANYING MATERIALS or created by utilization of the SOFTWARE's level editor. If you create levels, add-on packs, sequels or other items to the Software using the SOFTWARE's level editor, including the construction of new levels (collectively, the "Modifications"), you are subject to the following restrictions: (i) the SOFTWARE's level editor and associated development tools and documentation (collectively "SDK") are considered separate from the SOFTWARE in the sense that they are not guaranteed or supported by the OWNER. However, InteractiveVision A/S retains all copyrights and intellectual rights to the SDK, as stated in this license. (ii) your Modifications must require a full, registered copy of the Software to run; (iii) you may not distribute a Modification that contains an executable file which has been changed or modified in any way; (iv) your Modifications must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contain any trademarks, copyright-protected work or other property of third parties; (v) your Modifications must be distributed solely for free. Neither you nor any other person or party may sell them to anyone, commercially exploit them in any way, or charge anyone for using them without a license from the OWNER. OWNER encourages noncommercial distribution of quality Modifications. If you desire to commercially distribute your Modifications, please contact OWNER at the address below for the terms and conditions under which the Modifications may be commercially distributed; (vi) your Modifications shall not be supported by the OWNER. The prohibitions and restrictions in this Section apply to anyone in possession of the Software or any of your Modifications. YOU ARE NOT PERMITTED TO REVERSE ENGINEER, DECOMPILE OR DISASSEMBLE THE SOFTWARE IN ANY WAY. Any copying of the SOFTWARE or ACCOMPANYING MATERIALS not specifically allowed in this Agreement is a violation of this Agreement.

LIMITED WARRANTY AND WARRANTY DISCLAIMERS.

LIMITED WARRANTY. Owner warrants that the original Storage Media holding the SOFTWARE is free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of purchase as evidenced by Your receipt. If for any reason You find defects in the Storage Media, or if you are unable to install the SOFTWARE on your home or portable computer, You may return the SOFTWARE and all ACCOMPANYING MATERIALS to the place You obtained it for a full refund. This limited warranty does not apply if You have damaged the SOFTWARE by accident or

abuse. **CUSTOMER'S REMEDY.** Your exclusive remedies, and the entire liability of Owner, shall be (i) replacement of any original Storage Media with the SOFTWARE or (ii) full refund of the price paid for this SOFTWARE. By opening the sealed software packaging, installing and/or otherwise using the SOFTWARE or ACCOMPANYING MATERIALS, you hereby agree to waive any and all other remedies you may have at law or in equity. Any such remedies you may not waive as a matter of public policy, you hereby assign, or shall assign as they become available, over to Owner.

WARRANTY DISCLAIMERS. EXCEPT FOR THE EXPRESS LIMITED WARRANTY SET FORTH ABOVE, OWNER MAKES NO WARRANTIES, EXPRESS OR IMPLIED, ORAL OR WRITTEN, CONCERNING THE PRODUCTS OR ANY COMPONENT PART THEREOF. ANY IMPLIED WARRANTIES THAT MAY BE IMPOSED BY APPLICABLE LAW ARE LIMITED IN ALL RESPECTS TO THE FULLEST EXTENT ALLOWED AND TO THE DURATION OF THE LIMITED WARRANTY. OWNER DOES NOT REPRESENT, WARRANT OR GUARANTEE THE QUALITY OR THE PERFORMANCE OF THE SOFTWARE OR ACCOMPANYING MATERIALS OTHER THAN AS SET FORTH IN THE ABOVE LIMITED WARRANTY. OWNER ALSO DOES NOT REPRESENT, WARRANT OR GUARANTEE THAT THE SOFTWARE OR ACCOMPANYING MATERIALS' CAPABILITIES WILL MEET YOUR NEEDS OR THAT THE SOFTWARE WILL CONTINUOUSLY OPERATE, BE ERROR FREE, OR THAT PROBLEMS WILL BE CORRECTED. OWNER DOES NOT REPRESENT THAT THE SOFTWARE WILL OPERATE IN A MULTI-USER ENVIRONMENT. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY OWNER, ITS DEALERS, DISTRIBUTORS, DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CONTRACTORS OR AFFILIATES SHALL CREATE ANY OTHER WARRANTY OR EXTEND OR EXPAND THE SCOPE OF THIS WARRANTY. YOU MAY NOT RELY ON ANY SUCH INFORMATION OR ADVICE. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. THIS LIMITED WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH MAY VARY FROM STATE TO STATE.

LIABILITY LIMITATION.

To the maximum extent permitted by applicable law, and regardless of whether any remedy set forth herein fails of its essential purpose, IN NO EVENT WILL OWNER, ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS OR AFFILIATES NOR ANYONE ELSE INVOLVED IN THE DEVELOPMENT, MANUFACTURE OR DISTRIBUTION OF THE SOFTWARE OR THE ACCOMPANYING MATERIALS BE LIABLE FOR ANY DAMAGES WHATSOEVER, INCLUDING WITHOUT LIMITATION, DIRECT OR INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES FOR PERSONAL INJURY, PERSONAL PROPERTY, LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF TEXT OR DATA STORED IN OR USED WITH THE SOFTWARE INCLUDING THE COST OF RECOVERING OR REPRODUCING THE TEXT OR DATA, OR ANY OTHER PECUNIARY LOSS, ARISING FROM OR OUT OF THE USE OR INABILITY TO USE THIS SOFTWARE. THIS LIABILITY LIMITATION APPLIES EVEN IF YOU OR ANYONE ELSE HAS ADVISED OWNER OR ANY OF ITS AUTHORIZED REPRESENTATIVES OF THE POSSIBILITY OF SUCH DAMAGES. EVEN IF SUCH IS CAUSED BY, ARISES OUT OF OR RESULTS FROM THE ORDINARY, STRICT, SOLE OR CONTRIBUTORY NEGLIGENCE OF OWNER OR ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CONTRACTORS OR AFFILIATES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

Product Support and Updates.

This SOFTWARE is intended to be user-friendly and limited product support is provided by Owner as specified in the ACCOMPANYING MATERIALS. Jurisdiction. TEXAS LAWS GOVERN THIS AGREEMENT, REGARDLESS OF EACH STATE'S CHOICE OF LAW PRINCIPLES, WITH A FORUM AND VENUE OF DALLAS COUNTY, TEXAS. This Agreement may be modified only by a written instrument specifying the modification and executed by both parties. In the event that any provision of this Agreement shall be held to be unenforceable, such provision shall be enforced to the greatest possible extent, with the other provisions of this Agreement to remain in full force and effect. Entire Agreement. This Agreement represents the entire agreement between the parties, and supersedes any oral or written communications, proposals or prior agreements between the parties or any dealers, distributors, agents or employees.

U.S. Government Restricted Rights.

The SOFTWARE and the ACCOMPANYING MATERIALS is provided with RESTRICTED RIGHTS (as found in 48 C.F.R. §52.227-7013). This provision only applies if the U.S. Government or any of its entities obtains this SOFTWARE either directly or indirectly. Owner created this SOFTWARE and the ACCOMPANYING MATERIALS exclusively with private funds. Additionally, information contained in this SOFTWARE and the ACCOMPANYING MATERIALS is a trade secret of Owner for all purposes of the Freedom of Information Act or otherwise. Furthermore, this SOFTWARE is "commercial computer software" subject to limited use as set forth in any contract that may be entered into between the seller and the governmental entity. Owner owns, in all respects, the proprietary information and proprietary data found in the SOFTWARE and the ACCOMPANYING MATERIALS.

U.S. DEPARTMENT OF DEFENSE PERSONNEL.

Owner only sells this SOFTWARE and the ACCOMPANYING MATERIALS with "Restricted Rights" as defined in DFARS 52.227-7013 (also found at 48 C.F.R. §252.227-7013). Any U.S. Government use, duplication, or disclosure is subject to the restrictions including, but not limited to those found in the Rights in Technological Data clause at DFARS 52.227-7013 (48 C.F.R. §252.227-7013) that may be amended from time to time. NON-DEPARTMENT OF DEFENSE PERSONNEL. Other governmental personnel are on notice through this Agreement that any use of this SOFTWARE and the ACCOMPANYING MATERIALS is subject to similar limitations as those stated above, including but not limited to, those stated in Commercial Computer SOFTWARE - Restricted Rights found in 48 C.F.R. §52.227-19, that may also be amended from time to time. Manufacturer is Owner at the location listed below. U.S. Export Laws Prohibitions.

By opening the sealed software packaging and/or installing or otherwise using the SOFTWARE and ACCOMPANYING MATERIALS, You also agree and confirm that the SOFTWARE or ACCOMPANYING MATERIALS and any of the SOFTWARE's direct products are not being and will not be transported, exported or re-exported (directly or indirectly through the Internet or otherwise) into (or to a national or resident of) any country forbidden to receive such SOFTWARE or ACCOMPANYING MATERIALS by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time. You also agree and confirm that the SOFTWARE and ACCOMPANYING MATERIALS will not be used for any purpose that may be restricted by the same laws and regulations.

Termination.

This Agreement is valid until terminated. This Agreement ceases automatically (without any form of notice) if You do not comply with any Agreement provision. You can also end this Agreement by destroying the SOFTWARE and ACCOMPANYING MATERIALS and all copies and reproductions of the SOFTWARE and ACCOMPANYING MATERIALS and deleting and permanently purging the SOFTWARE from any client server or computer on which it has been installed.

Program Transfer.

You may permanently transfer all of your rights under this Agreement, provided that the recipient agrees to all of the terms of this Agreement, and You agree to transfer all ACCOMPANYING MATERIALS and related documents and components and remove the SOFTWARE from Your computer prior. Transferring the SOFTWARE automatically terminates Your license under this Agreement. Equitable Remedies You hereby agree that if the terms of this Agreement are not specifically enforced, Owner will be irreparably damaged, and therefore you agree that Owner shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

If You have any questions regarding this Agreement, the enclosed materials, or otherwise, please contact in writing:

Take-Two Interactive, Inc
622 Broadway
New York, NY 10012
Attn: Customer Service
sale of the original SOFTWARE or any copy thereof.

® WWF Registered Trademark. Panda Symbol © 1986 WWF

Take-Two Interactive Software Inc., 622 Broadway, New York, NY 10012 © 2004 ElektroGames. Licensed by Take-Two Interactive Software, Inc. Safari Adventures, the Take-Two Interactive Software logo, The "A Take2 Company" logo, and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. ElektroGames and the ElektroGames logo are trademark of ElektroGames, Inc. Neko and the Neko logo are trademarks of © Neko Entertainment. The ratings icon is a trademark of the Entertainment Software Association. All other marks and trademarks are the property of their respective owners. Developed by © Neko Entertainment. Published by Take-Two Interactive Software. All rights reserved. Made in USA.

