

THQ Inc. Software License Agreement

1. READ THE FOLLOWING TERMS AND CONDITIONS CAREFULLY BEFORE INSTALLING THE PROGRAM. THIS SOFTWARE LICENSE AGREEMENT IS A LEGAL AGREEMENT BETWEEN YOU (AN INDIVIDUAL OR A SINGLE ENTITY "YOU") ON ONE HAND, AND THQ INC. AND ITS SUBSIDIARIES AND AFFILIATES (COLLECTIVELY REFERRED TO AS "COMPANY" ON THE OTHER HAND, FOR THE SOFTWARE PRODUCT ENTITLED "HOT WHEELS JETZ," WHICH INCLUDES COMPUTER SOFTWARE AND ANY ASSOCIATED MEDIA, PRINTED MATERIALS, AND/OR "ONLINE" OR ELECTRONIC DOCUMENTATION (TOGETHER CALLED THE "PROGRAM," BY INSTALLING, COPYING, OR OTHERWISE USING THE PROGRAM (OR, IN THE EVENT YOU HAVE PURCHASED THE PROGRAM AS CONTAINED ON A CD-ROM, BY OPENING THE PACKAGING MATERIALS THEREOF), YOU ACKNOWLEDGE THAT YOU HAVE READ THIS SOFTWARE LICENSE AGREEMENT AND AGREE TO BE BOUND BY ITS TERMS. IF YOU DO NOT AGREE TO THE TERMS OF THIS SOFTWARE LICENSE AGREEMENT, DO NOT INSTALL OR USE THE PROGRAM AND DELETE ALL COPIES IN YOUR POSSESSION.

2. Company grants you a non-exclusive, non-transferable license to use the Program, but retains all property rights in the Program and all copies thereof. You may: (i) use the Program on any supported computer configuration, provided the Program is used on only one (1) such computer; and (ii) permanently transfer the Program and its documentation to another user provided you retain no copies and the recipient agrees to the terms of this Agreement. You may not transfer, distribute, rent, sub-license, or lease the Program or documentation, except as provided herein; or alter, modify, or adapt the Product or documentation, or portions thereof.

3. You acknowledge that the Program in source code form remains a confidential trade secret of Company. You agree not to modify or attempt to reverse engineer, decompile, or disassemble the Program, except and only to the extent that such activity is expressly permitted by applicable law notwithstanding this limitation.

4. OWNERSHIP: All right, title and interest and intellectual property rights in and to the Program (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, images, photographs, animations, video, sounds, audio-visual effects, music, musical compositions, text and "apples," incorporated into the Program), the accompanying printed materials, and any copies of the Program, are owned by Company or its licensors. This Agreement grants you no rights to use such content other than as part of the Program. All rights not expressly granted under this Agreement are reserved by Company.

5. This Agreement is effective upon your installation of the Program and shall continue until revoked by Company or until you breach any term hereof; upon termination you agree to destroy or delete all copies of the Program in your possession.

6. You shall not modify the Program or merge the Program into another computer program (except to the extent the Program is made to operate within a computer operating system and in connection with other computer programs) or create derivative work based upon the Program.

7. The Program may not be downloaded or otherwise exported or re-exported into (or to a national or resident of) any country to which the U.S. has embargoed goods or to anyone on the U.S. Treasury Department list of Specially Designated Nationals or the U.S. Commerce Department's Table of Deny Orders. If you do not meet these criteria or are not sure, do not install the software and destroy any copies in your possession. If you live in such a country, no license is granted hereunder.

8. You are responsible for assessing your own computer and the results to be obtained therefrom. YOU EXPRESSLY AGREE THAT USE OF THE PROGRAM IS AT YOUR SOLE RISK. THE PROGRAM IS PROVIDED ON AN "AS IS," "AS AVAILABLE" BASIS, UNLESS SUCH WARRANTIES ARE LEGALLY INCAPABLE OF EXCLUSION, EXCEPT WITH RESPECT TO THE LIMITED CD-ROM WARRANTY AS SET FORTH IN SECTION 9 BELOW. COMPANY AND ITS LICENSORS DISCLAIM ALL WARRANTIES AND CONDITIONS, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY IMPLIED WARRANTIES OR CONDITIONS OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, NON-INFRINGEMENT OF THIRD PARTY RIGHTS, AND THOSE ARISING FROM A COURSE OF DEALING OR USAGE OF TRADE, REGARDING THE PROGRAM. COMPANY AND ITS LICENSORS ASSUME NO RESPONSIBILITY FOR ANY DAMAGES SUFFERED BY YOU, INCLUDING, BUT NOT LIMITED TO, LOSS OF DATA, ITEMS OR OTHER MATERIALS FROM ERRORS OR OTHER MALFUNCTIONS CAUSED BY COMPANY, ITS LICENSORS, LICENSEE AND/OR SUBCONTRACTORS, OR BY YOU OR ANY OTHER PARTICIPANT'S OWN ERRORS AND/OR OMISSIONS. Company and its licensors make no warranty with respect to any related software or hardware used or provided by Company in connection with the Program except as expressly set forth above.

9. LIMITED CD-ROM WARRANTY: Notwithstanding anything to the contrary contained herein, and solely with respect to Programs distributed on CD-ROM, Company warrants to the original consumer purchaser of this Program on CD-ROM 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, Company 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 Company. In the event that the Program is no longer available, Company 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 Company 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, mismanagement, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above. To receive warranty service, Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 871-888-9456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to: THQ Inc., Customer Service Department, 27001 Agoura Road, Suite 325, Calabasas Hills, CA 91301. Company is not responsible for unauthorized returns of the Program and reserves the right to send such unauthorized returns back to customers. This warranty shall not be applicable and shall be void if: (a) the defect in the Program has arisen through abuse, unreasonable use, mismanagement or neglect; (b) the Program is used with computer software and hardware not meeting the minimum systems requirements for the Program; (c) the Program is used for commercial purposes (including rental); (d) the Program is modified or tampered with; or (e) the Program's serial number has been altered, deleted or removed. Licensor will replace defective media at no charge as set forth above. This is your sole and exclusive remedy for any breach of warranty.

10. LIMITATION OF LIABILITY: YOU KNOWLEDGE AND AGREE THAT COMPANY AND ITS LICENSORS SHALL NOT ASSUME OR HAVE ANY LIABILITY FOR ANY ACTION BY COMPANY OR ITS CONTENT PROVIDERS, OTHER PARTICIPANTS OR OTHER LICENSORS WITH RESPECT TO CONDUCT, COMMUNICATION OR CONTENT OF THE PROGRAM. COMPANY AND ITS LICENSORS SHALL NOT BE LIABLE FOR ANY INDIRECT, INCIDENTAL, SPECIAL, PUNITIVE, EXEMPLARY 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 ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, EXCEPT AS EXPRESSLY PROVIDED HEREIN. COMPANY'S AND ITS LICENSORS' ENTIRE LIABILITY TO YOU AND YOUR EXCLUSIVE REMEDY FOR ANY BREACH OF THIS AGREEMENT IS LIMITED SOLELY TO THE TOTAL AMOUNT PAID BY YOU FOR THE PROGRAM, IF ANY, BECAUSE SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CERTAIN DAMAGES. IN SUCH STATES COMPANY'S AND ITS LICENSORS' LIABILITY IS LIMITED TO THE EXTENT PERMITTED BY LAW.

11. INJUNCTION: Because Company would be irreparably damaged if the terms of this License Agreement were not specifically enforced, you agree that Company 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 Company may otherwise have under applicable laws.

12. INDEMNITY: At Company's request, you agree to defend, indemnify and hold harmless Company, its affiliates, contractors, officers, directors, employees, agents, licensors, licensees, distributors, content providers, and other users of the Program, from all damages, losses, liabilities, claims and expenses, including attorneys' fees, arising directly or indirectly from your acts and omissions to act in using the Program pursuant to the terms of this License Agreement or any breach of this License Agreement by you. Company reserves the right, at its own expense, to assume the exclusive defense and control of any matter otherwise subject to indemnification by you hereunder; and in such event, you shall have no further obligation to provide indemnification for such matter.

13. 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)(ii) 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 THQ Inc., 27001 Agoura Road, Suite 325, Calabasas Hills, CA 91301.

14. TERMINATION: Without prejudice to any other rights of Company, this License Agreement and your right to use the Program may automatically terminate without notice from Company if you fail to comply with any provision of this Agreement or any terms and conditions associated with the Program. In such event, you must destroy all copies of this Program and all of its component parts.

15. GENERAL PROVISIONS: You may not use, copy, modify, sublicense, rent, sell, assign or transfer the rights or obligations granted to you in this Agreement, except as expressly provided in this Agreement. Any assignment in violation of this Agreement is void, except that you may transfer your Program to another person provided that person accepts the terms of this License Agreement. 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 such decision shall not affect the enforceability of: (i) such provision under other circumstances; or (ii) the remaining provisions hereof under all circumstances. Company's failure to enforce at any time any of the provisions of this Agreement shall in no way be construed to be a present or future waiver of such provisions, nor in any way affect the right of any party to enforce each and every such provision hereafter. The expense waived by Company of any provision, condition or requirement of this Agreement shall not constitute a waiver of any future obligation to comply with such provision, condition or requirement. Notwithstanding anything else in this Agreement, no default, delay or failure to perform on the part of Company shall be considered a breach of this Agreement if such default, delay or failure to perform is shown to be due to causes beyond the reasonable control of Company. This Agreement shall be governed by the laws of the State of California and the United States without regard to its conflicts of laws rules and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles County, California. The United Nations Convention on Contracts for the International Sale of Goods shall not apply to this Agreement. This Agreement represents the complete agreement concerning this License Agreement between you and Company.

Hot Wheels, flame logo, the color "Hot Wheels" blue and associated trademarks are owned by and used under license from Mattel, Inc. © 2001 Mattel, Inc. All Rights Reserved. Published and distributed exclusively by THQ Inc. Developed by Eagle Interactive, Inc. Eagle Interactive and its logo are trademarks of Eagle Interactive, Inc. THQ and its logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved

TABLE OF CONTENTS 0.

Introduction.....	2	Debrief Page.....	14
System Requirements.....	3	Mission Completed.....	14
Installing HOT WHEELS™ JETZ CD-ROM.....	4	Mission Fail.....	15
Running HOT WHEELS™ JETZ CD-ROM.....	5	Medals.....	15
Uninstalling HOT WHEELS™ JETZ CD-ROM.....	6	Score.....	15
Main Menu.....	7	Time.....	15
Game Options.....	8	Heads Up Display.....	16
Joystick.....	8	Missile Lock Symbol.....	16
Key Controls.....	8	Gun Sight.....	16
Graphics options.....	8	Target Circle.....	17
Free Fly.....	9	Time Remaining.....	17
Campaign.....	10	Points.....	17
Load Saved.....	10	Health Bars.....	17
New Campaign.....	10	Targets Remaining.....	17
Skill Level.....	11	Missiles.....	17
Mission Brief.....	12	Target Direction Arrow.....	17
Select Aircraft.....	12	Views.....	18
Rings.....	13	Cockpit View.....	18
		Chase View.....	18
		Credits.....	19
		Keyboard Commands.....	20
		Limited Warranty.....	21



2. INTRODUCTION



HOT WHEELS™ JETZ allows you to fly several jet aircraft in an attempt to defeat the evil Bossbot. The Bossbot has taken control of your toys and is bent on the destruction of your home. He can only be stopped by successfully completing all ten missions, which have been designed by the Bossbot himself. The trick is to beat the clock and complete each of the missions without damaging your house. Of course there are three different skill levels and lots of surprises along the way. Defeating the Bossbot will take great flying skill and steady nerves.

BUT IF YOU'RE UP TO THE CHALLENGE LET'S GET INTO JETZ!

SYSTEM REQUIREMENTS

Before you install **HOT WHEELS™ JETZ**, you should make sure that your PC meets the following hardware and software requirements.

You should have:

A Pentium® II 300 PC or higher (a 3D accelerator card is recommended)

A 4x CD-ROM drive or higher

40 megabytes of hard disk space available

32 megabytes of RAM or higher

A Sound Blaster® compatible sound card

Color monitor

A mouse and keyboard (a control stick is recommended)

Microsoft® Windows® 95, 98, or ME



4.

INSTALLING HOT WHEELS™ JETZ CD-ROM

Insert the **HOT WHEELS™ JETZ** CD-ROM disc into your drive.

If you have the Auto insert notification feature enabled for your CD-ROM, just left click on the install button and skip the next two steps.

Select **START** and then **RUN** from the Windows Taskbar.

Type d:\setup (d refers to your CD-ROM drive. If your CD-ROM drive is not d; type the appropriate drive letter.)

Follow the instructions that appear on your screen.

After installation is complete, you can find an icon for **HOT WHEELS™ JETZ** in the **HOT WHEELS™** menu item within Programs under the Start Menu in the Windows Taskbar as well as on the desktop.

Note: For best performance results, close all unnecessary applications before installing or running **HOT WHEELS™ JETZ**.

RUNNING HOT WHEELS™ JETZ CD-ROM

5.

Anytime you want to run the **HOT WHEELS™ JETZ** game, you must place the **HOT WHEELS™ JETZ** CD-ROM disc into the drive before you start the program. Insert the **HOT WHEELS™ JETZ** CD-ROM into your drive and perform the following:

If you have the Auto Insert notification feature enabled, just left click on the Play button.

You may also double click on the desktop icon and then select **PLAY** or select **START** from the windows Taskbar and search through Programs for the **Hot Wheels™ JETZ** menu.





UNINSTALLING HOT WHEELS™ JETZ CD-ROM

If you have the Auto Insert notification feature enabled, just left click on the Uninstall button.

You may also uninstall the program by using the Add/Remove Programs Control Panel or from the Start Menu – search through the listed Programs for the **HOT WHEELS™ JETZ** Uninstall.

MAIN MENU



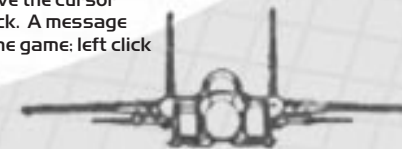
The Main Menu lets you access **FREE FLY**, **GAME OPTIONS** and **CAMPAIGN** modes. You may also **EXIT** the game from this Menu. Move the cursor over the left or right arrows at the bottom of each menu to go back or move on to the next menu.

FREE FLY – Fly all over the house and shoot a variety of targets! See page 9 for more information.

CAMPAIGN – Test your skill with the challenge of ten missions! See page 10.

GAME OPTIONS – Customize the game settings. See the next section for more information.

EXIT – To **EXIT HOT WHEELS™ JETZ**, move the cursor over the cockpit of the jet icon and left click. A message will ask if you are sure you want to exit the game: left click on **YES** to return to your Desktop.





Use the left click on your mouse on the Game options icon in order to access the Key Controls page, Joystick activation, and Graphics/Sound options

JOYSTICK OPTION

If a Joystick is installed on your system, the game will automatically activate it. If you do not wish to use the Joystick, left click the large joystick icon using the mouse. If the joystick is not active, a large red X will be displayed over the icon.

KEY CONTROLS

A left click on the keyboard icon will display all of the key functions for **JETZ**. This page is also displayed in the back of this manual for easy reference.

GRAPHICS/SOUND OPTIONS

A left click on the computer monitor icon will allow you to set the graphics and sounds to ensure quality play.

The Free Fly game mode allows you to fly all over the house and shoot a variety of targets. After you select **FREE FLY** from the Main Menu, you will be asked to select a **SKILL LEVEL**. You may then view the **MISSION BRIEF**, and then **SELECT AIRCRAFT**.

Once the aircraft has been selected, right click the lower right button to **GO FLY**. Note that the **BEGINNER** mode **SKILL LEVEL** is not available. Also the choice of aircraft will be randomly generated, unlike the **CAMPAIGN** mode where you start with either the **Air Fighter** or the **Tank Blaster**. Each time you select **FREE FLY**, you will never know what aircraft you'll get a chance to fly!





CAMPAIGN



The Campaign mode will allow you to test your skill with the challenge of ten missions. In order to start, you must first either select a new CAMPAIGN from the Main Menu, or continue a previously saved campaign.

LOAD SAVED

To load a saved mission, first ensure **LOAD SAVED** is highlighted with the cursor, then left click on the campaign you wish to play. Next, left click on the lower right arrow in order to view that campaign's statistics.



NEW CAMPAIGN

If you wish to start a new campaign:
Right click on **NEW CAMPAIGN**.

Now use the keyboard to enter three letters or numbers that will identify your campaign.

Next, right click on the lower right arrow. If you are starting a **NEW CAMPAIGN** you will be required to select a **SKILL LEVEL**.



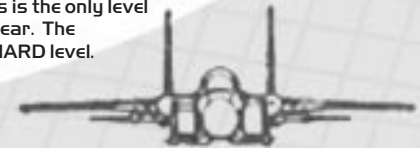
SKILL LEVEL

HOT WHEELS™ JETZ has three different skill levels: **BEGINNER**, **EASY**, and **HARD**. Left click on the helmet of the selected **SKILL LEVEL** then left click the lower right arrow to continue.

BEGINNER – There are three missions available in the **BEGINNER** level. For each of these missions you will only be required to operate the weapons while an autopilot flies the aircraft. The gun sight may be operated with a joystick or the arrow keys. The **UP** key will move the sight up, **DOWN** will aim down, **LEFT** will point to the left, and **RIGHT** to the right.

EASY – There are ten missions to test your skill in the **EASY** level. The aircraft may be flown with a joystick or the arrow keys. The **UP** key will move the aircraft up, **DOWN** - down, **LEFT** - left, and **RIGHT** - right. The player's aircraft will not take any damage in the **EASY** skill level.

HARD – The targets will be more difficult to hit and will need to be destroyed within the time limit in the **HARD** level. This is the only level that will allow you to raise your landing gear. The player's aircraft will take damage in the **HARD** level.





CAMPAIGN



Note: In the FREE FLY mode only the EASY and HARD modes are available. In the CAMPAIGN mode the BEGINNER level may be selected.

MISSION BRIEF

In the MISSION BRIEF, you may view a floor plan of the house with each target and your take off area displayed. This is where the mission objectives will be explained. Left click the lower right arrow to select your aircraft.



SELECT AIRCRAFT

There are seven different aircraft available for you to fly. In the CAMPAIGN mode you will always start out with a choice of either the Air Fighter or the Tank Blaster. You may earn other aircraft through completing missions or flying through the Bonus Rings. The aircraft are listed below:



AIR FIGHTER



TANK BLASTER



SEA PLANE



STRIKER JET



HEAVY BOMBER



FLYING SAUCER



TRANSPORT GUNNER

RINGS

JETZ has four kinds of Rings located throughout the house for you to fly through.



MISSILE RING – The Missile Ring gives you ten missiles.



HEALTH RING – Health Rings restore your Health Bar to green.



BONUS RING – Bonus Rings will allow you to fly one of the bonus aircraft starting on your next mission.



RACE RING – Race Rings are used to mark the course as you fly around the house.





After each mission a DEBRIEF PAGE will appear. If you have completed the mission, MISSION COMPLETED will be displayed. MISSION FAIL will appear if you are shot down or fail to destroy all of the mission targets in the allotted time.

MISSION COMPLETED

If you complete a mission, any Medals Earned, Aircraft Earned, or Bonus Aircraft Earned will be displayed along with your mission time and score. All completed missions will be saved automatically, but you may always re-fly any completed mission to improve your score. You may also move on to the next mission by left clicking the lower right arrow, or you can return to the Main Menu by left clicking the button in the upper right.

MISSION FAIL

All failed missions will not be saved. You may either re-fly the mission or return to the Main Menu.

MEDALS

Bronze, Silver, or Gold Medals may be earned on every completed mission. They will be awarded based on your score and the time it took to complete the mission.

SCORE

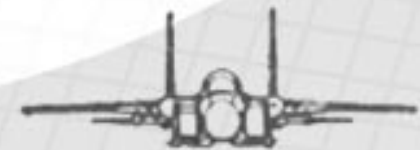
Points will be awarded to you for every target destroyed and will be taken away for destroying articles in your house that are not targets.

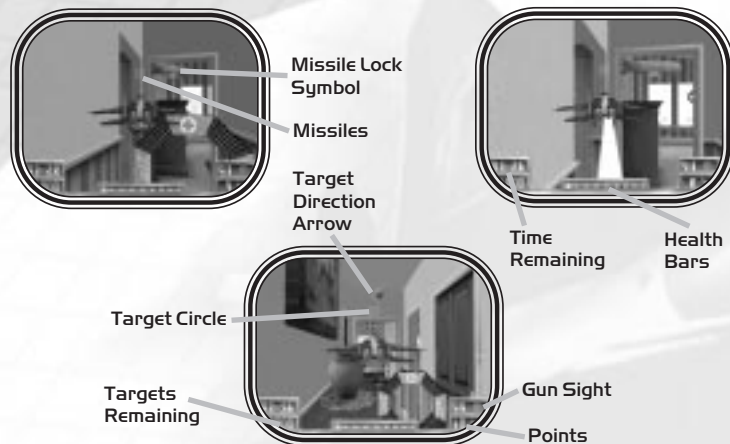
There are targets that must be destroyed in every mission. The number of remaining targets will be displayed on your heads up display. Each target will have a Blue Target Ring around them when you are close.

Other targets that will improve your score are scattered throughout the house. Remember that you must destroy targets without destroying your house, so be careful! Once all of the REQUIRED targets have been destroyed you will be instructed to return to your base.

TIME

You will have only so much time to complete each mission. If you are in the EASY level, you must destroy all of the assigned targets prior to the time running out. If you are on a HARD level, you must return to your base and land before the time runs out.





The Heads Up Display will always be visible no matter what view is being displayed.

MISSILE LOCK SYMBOL – Placing the gun sight on any moving target with missiles available will lock the missile on that target. The missile will now track the target after it has been launched.

GUN SIGHT – The Gun Sight is an indication of where the bullets will hit. Note that if you move your views around the Gun Sight will disappear. You must reset to the standard Chase View or Cockpit view in order to see the Gun Sight.

TARGET CIRCLE – The Target Circle will appear over any target that must be destroyed in order to complete the mission.

TIME REMAINING – This is the Time Remaining to complete the mission.

POINTS – This box will display the total points for this mission. Note the number will go down for destroying articles in the house that are not targets.

HEALTH BARS – When your aircraft is hit by enemy fire, some of the green Health Bars will turn red. When all of the bars turn red, your aircraft is destroyed and you must start the mission over. Find Health Rings and fly through them in order to restore your aircraft before all of the bars are red.

TARGETS REMAINING – The total number of targets that you must destroy in order to complete the mission are displayed in this box.

MISSILES – This box contains the total number of missiles available to you. You must find and fly through Missile Rings in order to receive more missiles.

TARGET DIRECTION ARROW – This small red arrow will always point towards the nearest target that is listed for your Targets Remaining. The Target Circle will replace the red arrow when the target is in sight.

Note that you will see the blue Target Circle even if the target is behind a wall.



There are two main views, the Cockpit View and the Chase View. The Cockpit View is only available in the HARD skill level.

COCKPIT VIEW

The Cockpit view is only available in the HARD level. While using this view, it is possible to look left, right, or behind you by using the view switch on top of your joystick or the Number Keys. Press 8 to view forward, 4 to look left, 6 to look right, and 2 to look behind you.

Note: The Gun Sight will only be displayed in the forward view.



CHASE VIEW

The Chase View is available in all skill levels. While in this view, it is possible to look around your aircraft by using the view switch on top of your joystick or by using the Number Keys, 8, 4, 6, and 2.

Note: The Gun Sight is only visible in the forward default view.



**EAGLE INTERACTIVE
SQUADRON GAME DESIGN**
David "Eagle" Kinney

LEAD PROGRAMMING
Mike "Crash" Elliott

**ART, 3D MODELING, TEXTURES,
ANIMATIONS**
Aaron "Ace" Heinen

ADDITIONAL PROGRAMMING
James "Snake" Dante
Jon "Nerd" Damush
Russel "Rusty" Foushee
Scott "Patch" Cabbage

MISSION PROGRAMMING
James "Snake" Dante
Greg "Yoda" Gazelle

SOUND AND EDITING
James "Snake" Dante

VOICE TALENTS
Chris "Keg" Custer
Aaron "Ace" Heinen
James "Snake" Dante

MENU MUSIC COMPOSITION
Tommy Tallarico

RESEARCH
Parker "Grey Fox" Gasper

LOGISTICS
Chris "Keg" Custer

A very special thanks to the wives
and kids...

MATTEL
Producer Barry Pringle
Director of Design Keith Kirby
Director, Product Development
Jeff Goodwin

**SENIOR VICE PRESIDENT -
BOYS/ENTERTAINMENT**
Amy Boylan

DIRECTOR OF MARKETING
Debra Shlens

SPECIAL THANKS
Travis Boatman, Jonathan Correa,
Mike Dubose, Alexander Offerman,
Karen Kelly, Cynthia Berry Meyer,
Leslee Pitschke, April Wright, and
to Hot Wheels for all of their
support.

**THQ INC.
DIRECTOR OF QUALITY
ASSURANCE**
Jeremy S. Barnes

Database Administrator
Jason Roberts

QA Technician
David "Mario" Waibel

QA Training Coordinator
"Professor" Colin Totman

Lead Tester
Ron "Yeti" Hodge

Testers
Brian McElroy
Jason Nordgren
Chad Jones
Jason De Heras
Chris Wallock

VP OF PRODUCT DEVELOPMENT
Micheal Rubinelli

EXECUTIVE PRODUCER
Brian Christian

PRODUCER
Mark Morris

ASSISTANT PRODUCER
Josh Austin

VP OF MARKETING
Peter Dille

GROUP MARKETING MANAGER
John Ardell

ASSOCIATE PRODUCT MANAGER
Paul Naftalis

DIRECTOR, CREATIVE SERVICES
Howard Liebeskind

**ASSOCIATE MANAGER, CREATIVE
SERVICES**
Kirk Sordal

SPECIAL THANKS
Brian Farrell, Jeff Lapin, Alison
Locke, Germaine Gioia, Leslie
Brown, Tiffany Ternan





Aircraft Up



Aircraft Down



Aircraft Left



Aircraft Right



Air Brake



After Burners



Activate/Deactivate Landing Gear (Ace Mode)

Spacebar

Fire Primary Gun

Move View Up (External View) / Forward View
(First Person View)

Move View Down (External View) / Rear View (First Person View)



Move View Left (External View) / Left View (First Person View)



Move View Right (External View) / Right View (First Person View)

Center Forward View / Toggle First and Third Person Views
(Ace Mode)

Pause the Game



Fire Missiles

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 45035. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$15.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

