

"The Incredibles
English Language
Readme Documentation
10/12/04

CONTENTS

I.	MINIMUM SYSTEM REQUIREMENTS
II.	INSTALLING THE GAME
III.	UNINSTALLING THE GAME
IV.	STARTING THE GAME
V.	TROUBLE SHOOTING
	a. Direct X 9.0
	b. QuickTime 6.5.1 for Macintosh (audio problems)
	c. Installation and launch Problems on the Macintosh
	d. Customer Support
VII.	HARDWARE MANUFACTURER INFORMATION
VIII.	GAME CREDITS
IX.	THQ Inc. SOFTWARE LICENSE AGREEMENT

I. MINIMUM SYSTEM REQUIREMENTS

When playing "The Incredibles" on a minimum specification computer, be sure that no other programs are open on your Macintosh or in Windows, as this will cause the game to play more slowly than normal.

The following are the minimum system requirements for "The Incredibles" on a Windows-based PC:

- Intel Pentium III processor running at 800 MHz
- Microsoft Windows 98/2000/ME/XP
- 256 MB ram
- 660 MB of hard drive space
- 8X CD-ROM drive
- Video card with at least 32 MB RAM
- DirectX 9.0
- DirectX-compatible display capable of 800x600 resolution in 16-bit color
- Microsoft-compatible mouse

This game uses Microsoft's DirectX 9.0 technology, which requires your system to have the latest Windows drivers that fully support DirectX 9.0. If DirectX 9.0 is not already installed on your computer, the game will run in a lower graphics setting.

For more information on DirectX 9.0, see the DirectX 9.0 section of this readme file.

The following are the minimum system requirements for "The Incredibles" on a Macintosh computer:

- Mac OS X version 10.2.8 or later

- G4 800MHz iMac, iBook, PowerBook, Power Macintosh
- 256 MB RAM
- 670 MB of hard drive space
- 8X CD-ROM drive
- 32MB VRAM
- Thousands of colors video display
- QuickTime 6.5.1

----- II. INSTALLING THE GAME -----

Before installing the game, close all other applications.

For Windows:

1. Insert the "The Incredibles" disc into your CD-ROM drive and wait a few moments until the "The Incredibles" autorun starts the installation. If the autorun does not start, please refer to the AutoPlay section of this readme file.
2. Click the Install button to begin the installation process and follow the on-screen instructions.

For Macintosh:

1. Make sure to update to the latest version of Quicktime (free download from <http://www.apple.com/quicktime/>)
2. Make sure to upgrade to the latest version of MacOSX (10.2.8 or 10.3.5)
3. Insert the "The Incredibles" disc into your CD-ROM drive and wait a few moments until the CD is mounted.
4. Click on the CD to open.
5. Click on the Incredibles Installer and follow the on-screen instructions.

----- III. UNINSTALLING THE GAME -----

For Windows:

To uninstall the game, select THQ/Disney/"The Incredibles" from the Start Menu.

NOTE: You should always uninstall the game using the Uninstaller provided.

For Macintosh:

Drag the "The Incredibles" folder to the trash to remove the game from your system.

----- IV. STARTING THE GAME -----

For Windows:

After installing "The Incredibles" you can run the game by double-clicking the "The Incredibles" shortcut on your desktop, by choosing Start->Programs->THQ->Disney->The "Incredibles" or by clicking the Play button on the "The Incredibles" splash screen that appears after the game AutoPlays. To play "The Incredibles", the "The Incredibles" PLAY CD must be in your CD-ROM drive at all times.

For Macintosh:

After installing "The Incredibles" you can run the game by clicking on the The Incredibles icon in the "The Incredibles" folder. To play "The Incredibles", the "The Incredibles" CD must be in your CD-ROM drive at all times.

----- V. TROUBLESHOOTING -----

THQ thoroughly tests its games on a variety of systems before they are released, but it is virtually impossible to test on all combinations of software and hardware. Many of the issues you may encounter are caused by device drivers for video cards, sound cards and CD-ROM drives that are not fully compatible with the Windows operating system and/or DirectX. The following troubleshooting tips are intended to assist you in solving some of the common issues you might experience in relation to the game.

-----DirectX 9.0 for Windows-----

For those unfamiliar with DirectX, it is an API (Application Programming Interface) set that increases the functionality and speed at which games play under the Windows operating system. These API's allow direct access to the enhanced features of hardware under Windows. With DirectX, a program has instant access to the hardware, allowing for great advances in graphics, sound, video, 3D and network capabilities of games.

If you have other Windows games on your computer, chances are you already have an earlier version of DirectX installed. In this case, it is recommended to install Microsoft DirectX 9.0. This should not affect any games using previous versions of DirectX.

Should you encounter problems with DirectX, go to
<http://www.microsoft.com/directx/>
for additional information.

----- Quicktime 6.5.1 for Macintosh -----

Quicktime 6.5.1 is required to play The Incredibles on the Macintosh. If you are experiencing problems with sounds and music in game, please make sure to download the latest version of Quicktime from <http://www.apple.com/quicktime/> (free download).

----- Installation and launch Problems on the Macintosh -----

The latest MacOS update is required to play The Incredibles on the Macintosh. If you are using an old version of MacOS, you might have problems installing or launching the game. MacOS 10.2 users should upgrade to MacOS 10.2.8 and MacOS 10.3 users should upgrade to 10.3.5. You can update your MacOS to these versions for free by using the Software Update control panel.

-----Customer Support-----

If you have any comments and/or questions about "The Incredibles" or any other THQ products, please feel free to contact our customer support department. If you are experiencing difficulty with the game, please consult this readme file before contacting THQ Customer Support.

This file contains answers to some of our most frequently asked questions and may quickly provide a solution to your problem. If, after reviewing the file, you are still experiencing problems, you can contact us at the following:

Telephone (United States): 818-880-0456
Telephone (UK): +44 906-753-5055
Internet: <http://www.thq.com>

In the United States, 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.

So that we can better help you, please be at your computer and have the following information ready:

1. Complete product title ("The Incredibles").
2. Exact error message reported (if any) and a brief description of the problem.
3. Your computer's processor type and speed (e.g. Pentium III 366MHz).
4. Video and sound card makes and models (e.g. nVidia GeForce2 video, Sound Blaster Live sound).

VII. HARDWARE MANUFACTURER INFORMATION

Here is the latest contact info for some of the major hardware manufacturers. Try using the websites listed below in order to obtain the latest drivers for your hardware and any additional information.

Apple/Macintosh/QuickTime - <http://www.apple.com>

nVidia -- <http://www.nvidia.com>

Voodoo -- <http://www.3dfx.com>

Matrox -- <http://www.matrox.com>

Diamond -- <http://www.diamondmm.com>

ATI -- http://www.ati.com/na/pages/na_index.html

Creative Labs -- <http://www.creative.com>

VIII. GAME CREDITS

The Incredibles

DISNEY INTERACTIVE

Producer

Jacqueline Sandee Valle

Senior Producer

Robert Coshland

Assistant Producer

Erik Guenther

International Localization

Ann Marie Riccio

Alex Coward

Megumi Arai

Yasuhiro Nishimura

Stephan Gonizzi

Marketing Director

Bob Picunko

Senior Marketing Manager

Rob Alvarez

Marketing Consultant

Barbara Gleason

Special Thanks to Disney Character Voices

Randy Coppinger

Ben Hoppe

Renée Johnson

Brian Kahanek

Ned Lott

Susie Lum

Bryan Monroe

Susan Ryan

Featuring the Voice Talents of...

Brad Bird

Paul Butcher

Miranda Cosgrove

Spencer Fox

Eilah Fucile

Holly Hunter

Samuel L. Jackson

Jason Lee
Richard McGonagle
Teddy Newton
Lou Romano
Jeremy Shada
Fred Tatasciore
Sarah Vowell

Special thanks to our "Incredible" Disney Friends:

Robert Bagely
Sarah Duran
Andrew Nigel Fisher
Philippe Juton
Shane Keller
Patrick Larkin
Judy Moravitz
Luigi Priore
Bob J. Quinn

© 2004 Disney/Pixar

Developed by
Heavy Iron Studios

Director
Shiraz Akmal

Executive Producer
Lyle Hall

Lead Programmer
Daniel Sass

Technical Director
Jason Hoerner

Programmers
Chris Bannock
Kin Wai Choi
Matt Gilgenbach
Adam Hayek
Dan Kollmorgen
Travis McIntosh
Philip Nowell
Ragnar Scheuermann
Michael Scholz
Svetoslav Todorov
Justin Wilder

Lead Game Designer
Kirk Tome

Game Designers
Mark Acero

Gary Brown
Matt Ekins
Tony Fiorella
Lynn Henson
Razmig Pulurian

Lead Artist
Alex Carbonero

Art Director
Jeff Berting

Artists
Tom Breeden
Brice Broadus
Alex Chavez
Dorothy Chen
Yongwoo Cho
John Enricco
Thom Olson
Sylvia Park
Sean Ro

Lead Animator
Kyle Kirby

Animation Director
Gregory Ecklund

Character Animation Team
Vivien Chang
Daniel Fiske
Gary Myers
Thom Olson
Saurav Sarkar

Producer
Stephen Townsend

Assistant Producer
Kristian Davila

Production & Localization Support
Keith Pope

Lead Tester
AJ Hernandez

Testers
Garner Knutson
Roy Gnan
David Foy
Darci Morales

Localization Manager
Amy Small

Programming Support
Amrit Dharwadkar
Randy Dillon
Neil Kaapuni
Ryan Mapes
Karen Paik
Mark Pope
Eric Will

Additional Artwork
Zachary Adams
R. Scott Caple
Joffery Black
Harbell Ilustre
Reiko Sato
Edvard Toth

Sound Design
Tommy Tallarico Studios, Inc.

Sound Designer
Nathan Smith

Audio Support
William Nadel
Jason De Heras

Music
Michael Giacchino

Additional Music, Arranging & Orchestration
Chris Tilton
Tim Simonec

Score Engineer
Dan Wallin

Recordist
Paul Wertheimer

Score Copyist
Greg Nestor

Orchestra Contractor
Reggie Wilson

Orchestra Performers
Hollywood Studio Symphony at Paramount Studios

Senior System Administrator
Joachim Thuau

Operations Manager
Colin Walter

Office Assistant
Angie Kim

Director of Development
Shiraz Akmal

General Manager
Lyle Hall

THQ

Test Supervisor
Travis Tholen

Test Lead
Brent Doshier
Christopher Owens

Testers
Alberto Campo
Colby Austin
Michael Davis
Jenella Schwarz
Brian Cairns
Anthony Dunnet
Patrick Keller

QA Technical Supervisor
Mario Waibel

QA Technicians
James Krenz
Brian McElroy

Mastering Lab Technicians
Charles Batarse
Glen Peters
Jon Katz

Database Applications Engineer
Jason Roberts

Beenox Studios

Executive Producer
Dee Brown

Producer
Nabil Yared

Lead Programmer
Sylvain Morel

Programmers
Francois Hamel
Guy Carrier

Additional Programming
Sebastien Poirier
Marie-Eve Tremblay
Guillaume Audet

Special thanks
Carl Loiselle
Phillipe Douville

THQ (Heavy Iron Studios)

Lead Tester
AJ Hernandez

Test Lead
Brent Doshier
Yoshi Florida

Testers:
Alberto Campo
Daniel Saffron
Jennella Schwarz
Nick Huffman
Anthony Dunnet
Michael Davis
James Ritchie
Kendrick Hsu
Cameron Day
Carlo Gonzales
Shinyan Liu
Eric Weiss
Ruben Gonzalez
Andrew Herman

The Incredibles © 2004 Disney/Pixar. Licensed by THQ Inc. Developed by Heavy Iron Studios and Beenox Inc. Portions of this Software are Copyright 1998-2004 Criterion Software LTD and its licensors. Uses Bink Video. Copyright © 1997 - 2004 by RAD Game Tools, Inc. "The term OMNIDROID used by permission of Lucasfilm Ltd." Beenox Studios and its logo are trademarks and/or registered trademarks of Beenox Inc. Heavy Iron Studios, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.

IX. THQ Inc. SOFTWARE LICENSE AGREEMENT

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 "THE INCREDIBLES" 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 "applets," 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 works 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 YOUR 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, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above. To receive warranty service in the United States: 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 325, Calabasas Hills, CA 91301. To receive warranty service in the United Kingdom: Notify the THQ International Ltd. Customer Service Department of the problem requiring warranty service by calling +44 (0) 870 608 0047 (national/international call rates apply) or on the web at <http://www.thq.co.uk.com> and click on Support. If the THQ International Ltd. service technician is unable to solve the problem by phone or on the web via e-mail, the technician 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 International Ltd., Customer Service Department, Duke's Court, Duke Street, Woking, Surrey GU21 5BH UK. To receive warranty service in Australia: Notify the THQ Technical support and Games Hotline of the problem requiring warranty service by calling 1902 222 448 (call cost \$2.48 (incl GST) per minute - higher from mobile/public phones) or via e-mail at feedbackaustralia@thq.com. 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, mistreatment 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, defaced 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 ACKNOWLEDGE 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 thereafter. The express waiver 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.

The Incredibles © 2004 Disney/Pixar. Licensed by THQ Inc. Developed by Heavy Iron Studios and Beenox Inc. Portions of this Software are Copyright 1998-2004 Criterion Software LTD and its licensors. Uses Bink Video. Copyright © 1997 - 2004 by RAD Game Tools, Inc. "The term OMNIDROID used by permission of Lucasfilm Ltd." Beenox Studios and its logo are trademarks and/or registered trademarks of Beenox Inc. Heavy Iron Studios, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.