Backyard

⚾ BASEBALL 2005

ALEX RODRIGUEZ

Play with the Pros as Kids!

ATARI

TABLE OF CONTENTS

FIRST THINGS FIRST

System Requirements

Operating System:	Windows® 98/Me/2000/XP
Processor:	Pentium® III 500 MHz (Pentium® III 800 MHz recommended)
Memory:	64 MB RAM (128 MB recommended);
	128 MB RAM for XP (256 MB for XP recommended)
Hard Disk Space:	700 MB Free
CD-ROM Drive:	8X Speed or faster
Video:	8 MB Windows® 98/Me/2000/XP-compatible 3D video card*;
	(32 MB Windows® 98/Me/2000/XP-compatible 3D video card* recommended)
Sound:	Windows® 98/Me/2000/XP-compatible sound card*
DirectX®:	DirectX® version 9.0 (included) or higher

* *Indicates device should be compatible with DirectX® version 9.0 or higher.*

The ReadMe File

The *Backyard Baseball™ 2005* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

The ReadMe file also contains details on how to configure graphics settings for optimal performance and quality.

To view this file, double-click on it in the *Backyard Baseball 2005* directory found on your hard drive (usually C:\Program Files\Atari\Backyard Baseball 2005). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on *Backyard Baseball 2005*, and then on the ReadMe file.

SETUP AND INSTALLATION

1. Start Windows® 98/Me/2000/XP.
2. Insert the *Backyard Baseball 2005* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing the *Backyard Baseball 2005* CD-ROM game.
5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Backyard Baseball 2005/Backyard Baseball 2005 to start the game.

Note: You must have the *Backyard Baseball 2005* game disc in your CD-ROM drive to play.

Installation of DirectX®

The *Backyard Baseball 2005* CD-ROM requires DirectX® 9.0 or higher in order to run. If you do not have DirectX® 9.0 or higher installed on your computer, click "Yes" to accept the DirectX® 9.0 License Agreement. This will then launch the DirectX® 9.0 Install.

SAVING AND LOADING

Your Season Play progress is automatically saved following the completion of each game. To pick up exactly where you left off in the season schedule, simply load the same coach. **Note:** Pick-up games, Mini Games and Practice games are not saved.

GAMEPLAY CONTROLS

Two-Button Mouse

Pitching

ACTION	CONTROL
Choose pitch type	Left mouse button
Aim	Move mouse
Throw	Left mouse button
Turn Pitch Spot ON / OFF	Right mouse button
Attempt a pickoff (after choosing pitch)	Left mouse button (click Pickoff icon)

Fielding

ACTION	CONTROL
Move fielder	Left mouse button (click on field)
Switch fielder	Right mouse button
Dive	Right mouse button + left mouse button
Throw to a base	Left mouse button (click Throw To icon or base)
Run to a base	Right mouse button (click Throw To icon)
Change fielder setup	Left mouse button (click Defense icon)

Batting and Running

ACTION	CONTROL
Choose hit type	Left mouse button
Aim	Move mouse
Swing	Left mouse button
Adjust batting stance	Right mouse button
Run to the next base	Left mouse button (click Baserunning icon)
Return to the previous base	Right mouse button (click Baserunning icon)
Steal	Left mouse button (click Steal icon)

Gamepad *

Pitching

ACTION	CONTROL
Choose pitch type	D-Pad + Button 1
Aim	D-Pad
Throw	Button 1
Turn Pitch Spot ON / OFF	Button 3
Attempt a pickoff (after choosing pitch)	D-Pad + Button 2

Fielding

ACTION	CONTROL
Move fielder	D-Pad
Switch fielder	Button 1
Dive	Button 3
Throw to a base	D-Pad + Button 1
Run to a base	D-Pad + Button 2
Change fielder setup	D-Pad + Button 3

Batting and Running

ACTION	CONTROL
Choose hit type	D-Pad + Button 1
Aim	D-Pad
Swing	Button 1
Adjust batting stance	Button 2
Run to the next base	D-Pad + Button 1
Return to the previous base	D-Pad + Button 2
Steal	D-Pad + Button 3

* These are the default controls for a four-button digital gamepad.

Keyboard

Pitching

ACTION	CONTROL
Choose pitch type	Arrow key + Spacebar
Aim	Arrow keys
Throw	Spacebar
Turn Pitch Spot ON / OFF	Ctrl key
Attempt a pickoff (after choosing pitch)	Arrow key + Alt key

Fielding

ACTION	CONTROL
Move fielder	Arrow keys + Spacebar
Switch fielder	Spacebar
Dive	Alt key
Throw to a base	Arrow key + Spacebar
Run to a base	Arrow key + Alt key
Change fielder setup	Arrow key + Ctrl key

Batting and Running

ACTION	CONTROL
Choose hit type	Arrow key + Spacebar
Aim	Arrow keys
Swing	Spacebar
Adjust batting stance	Alt key
Run to the next base	Arrow key + Spacebar
Return to the previous base	Arrow key + Alt key
Steal	Arrow key + Ctrl key

General Commands

The following commands are available in-game:

ACTION	KEYBOARD CONTROL	GAMEPAD CONTROL
Select	Spacebar or Enter	Button 1
Go back to the previous menu	Backspace	Button 4
Quick Start	Esc key	START
Skip movie, replay or commentary	Spacebar or Enter	Button 1
Pause	Esc key	START or Button 4

WELCOME TO BACKYARD BASEBALL™ 2005

Lead your Backyard team to victory! Control all of the action when kid versions of Major League Baseball® stars join the Backyard Kids. Pick your players, choose a field and play ball — all in 3D. Use power-ups to smack clutch hits, throw blazing strikeouts and win the Championship!

MAIN MENU

This is where all of the *Backyard Baseball* League (BBL) excitement begins. Select one of the following options:

Pick-up Game (1-2 Players)

Play a single game. Choose a 6- or 9-inning game between two teams (see pages 10-15).

Season Play (1 Player)

Lead your team through a full 16- or 32-game BBL season and take a shot at the *Backyard Baseball 2005* World Series (see pages 10-15).

Practice (1 Player)

Practice baseball skills at your own pace. Check out Mr. Clanky's Coaching Box tutorial or take the field for some hitting and fielding practice (see page 22).

Mini Games (1-8 Players)

Compete in the Home Run Derby™ or play the all-new Fielders' Challenge. **Note:** Some Mini Games allow single-player or 1-4 player gameplay (see pages 22-23).

Hall of Fame™

Here, you'll find the league championship trophies, a list of the coaches who have won them, pictures of the winning teams and all of your unlockable Goodies. Plus, check out the Record Book for the greatest achievements in *Backyard Baseball 2005* (see page 23).

Options

Configure game options (see below).

Exit Game

Exit the *Backyard Baseball 2005* game.

OPTIONS

|	
Rules	Adjust gameplay rules (see "Set Rules Screen" on page 12 for details).
Display	Optimize graphics settings to match your system hardware. **Note:** Please refer to the game's ReadMe file for additional details on graphics settings.
Sound	Adjust the volume levels of the game music, sound effects and more.

PAUSE MENU / TIMEOUT

During a game, press the **Esc** key to pause the action and display the following options:

Options	Change rules, video settings and sound settings.
Return to Game	Resume play.
Strategy	Change your fielders' positions.
Exit to Main Menu	End the game and return to the Main Menu. **Note:** Your progress in the current game will not be saved.
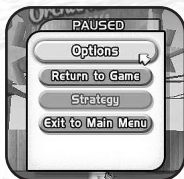
SINGLE GAME AND SEASON PLAY SETUP

Select Coach Screen (Season Play mode)

New Coach
To create a coach, select NEW, use the on-screen keyboard to type in a coach name and then click the Done button.

Load Coach
Select a coach name and click the Load button to resume a season in progress.

Delete a Coach
To delete an existing coach, select a coach name and click the Delete button. When prompted, click the Yes button to confirm.

Select Teams Screen

Select Teams
You are free to choose from all 30 Major League Baseball® teams and 10 Backyard teams. Player 1 (Home team) appears on the left, and Player 2 (Away team) appears on the right. **Note:** In Season Play mode, Player 2 does not appear on screen.
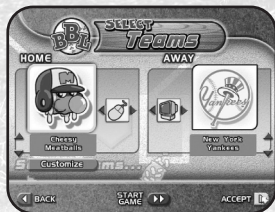
Choose Controls

Home Team	Choose mouse (default setting), gamepad (if installed), keyboard or CPU player.
Away Team	Choose mouse, gamepad (if installed), keyboard or CPU player (default setting).

Note: In Season Play mode, and for Practice games and Mini Games, you will choose controls before the game begins.

Custom Teams
If you select a custom Backyard team, you can click the Customize button to choose the primary and the secondary team colors.

Primary Color	The primary color is the sleeve or accent color on *home* jerseys and hats, and the body color on *away* jerseys and hats.
Secondary Color	The secondary color is the sleeve or accent color on *away* jerseys and hats.

Start Game Button
When available, during Single Game and Season Play setup, click the Start button to "quick start" the game. Any selections you have not already made, such as teams and players, will be picked for you automatically.

Set Rules Screen

There are three preset difficulty levels from which to choose: **Rookie**, **Pro** and **All-Star**. You can also change settings individually by clicking the arrows to the right and left of each setting.

Draft Style (Season Play mode)
In Season Play mode, there are two draft style settings from which to choose. You can select Take Turns, where you alternate picking individual players, or Me First, where you pick all of your players first before the rest of the league picks theirs. Take Turns gives you more skill points for creating custom players.

SETTINGS	DESCRIPTION	DIFFICULTY DEFAULTS		
		ROOKIE	PRO	ALL-STAR
Game Length	Set number of innings in the game.	6	6	9
Power-ups	Enable power-ups.	ON	ON	ON
Pitch Locator	Turn the Pitch Locator ON / OFF. (see page 16 for details).	ON	ON	OFF
Stamina	When ON, pitchers become tired as the game progresses.	OFF	ON	ON
Errors	When ON, players can make fielding errors. When OFF, players won't make errors.	OFF	ON	ON
No-Aim Hitting	Enable or disable the Swing Spot (see page 16 for details).	ON	OFF	OFF
Advantage (2-player mode)	Enable a novice *Backyard Baseball* player to match up evenly against a more experienced player.	OFF	OFF	OFF

Select Field Screen

Select Field

Choose from 8 unlocked fields, including Gator Flats, Starlite Drive-In and Desert Buttes. As you progress in the game, you will unlock additional secret fields.

Day and Night Play

Some fields have a night play option. When it is available, click the Day / Night button to switch between day and night play.

Bat 'n Hands
(Pick-up Game mode)

To determine which team picks first, two kids alternate placing their hands on a bat. The kid who ends up with his or her hand on the top of the bat is the winner.

Pick Players Screen

Picks Remaining

Skill Points

View Roster

View Player Card

Sort By Options

Player Portraits

Draft Players

Select nine players for your team. Highlight a kid's portrait to view his or her skills and then click the kid's portrait to select.

Player Cards

Click the View Card button to learn more about a kid's skills, background information and more. Click the Pick Me button to select the player for your team, or click the Don't Pick Me button to return to their Pick Players screen.

Custom Players

Click the "?" player portrait to display the Custom Player screen and create a unique player. Choose a nickname and physical attributes, and then click the Accept button. Distribute the available skill points across the skill options, and then click the Accept button to finish.

View Roster Button

Click the View Roster button to view the players you have selected so far. Use the scrollbar arrows to see more players.

Start Game Button

You can place random players in the remaining slots on your roster if you want to save time and quick start the game. Click the Start Game button to automatically complete your team.

Team Strategy Screen

The Team Strategy screen enables you to change your batting order and switch your players' fielding positions.

Batting Order

To change the batting order, click a player that you want to move, and then click the other player that you want to move — these two players will switch positions. Continue this process until your batting lineup is finished. **Note:** You cannot modify the batting order while a game is in progress.

Fielding Positions

To change a player's fielding position, click the arrows to the right of the player's name — the player's portrait will move to the next position on the field. Cycle through the various fielding positions until the player occupies the position you want.

Trade a Player (Season Play mode)

During Season Play, you can make trades once you have unlocked secret players. Click the new player you want to add to your team. When the list of your current players appears, click the kid you want to drop from your roster, and then click the Accept button to make the trade. Click the Accept button once more and the trade will be complete. **Note:** If you trade away a custom player, that kid will no longer be available for future trades.

Team Dugout Screen
(Season Play mode)

Play Game	You're ready to play some ball! Click here to start the game.
League Report	Check out player cards, league leaders, team records and league trophies.
Player Statistics	View season, career, playoff and game statistics for the players on all of the teams.
League Standings	View each team's Win / Loss record and divisional standings.
Strategy	Click the Change Lineup button to set your batting order and fielding positions, or click Trade a Player to add an unlocked player to your team. You can also change the control method (mouse, gamepad or keyboard).
Schedule	View the season schedule and track the results of each game. Click the arrows at the top of the screen to cycle through the teams. During the playoffs, you will find all of the game matchups and results in the Playoffs section.
Exit to Main Menu	Click here to return to the Main Menu.

Pre-Game Commentary

Before the game begins, commentators Sunny Day and Abner Dubbleplay will announce the team matchup. If you want to get right into the action, you can press the **Spacebar** to skip their commentary.

Choose Controls
(Season Play, Practice and Mini Games modes)

At the beginning of each game, you will be prompted to choose a control method. You can choose mouse, gamepad or keyboard.

PLAY BALL!
Batting Screen

Baseball Diamond

Pitch Locator

Strike Zone

Bat Icon /
Swing Spot

Baserunning Icon

Steal Icon

Batting Buttons

Baseball Diamond
Use the small baseball diamond to track the progress of your baserunners.

Strike Zone
The four brackets above home plate show the area where pitches count as strikes.

Pitch Locator (optional)
The gray circle highlights the area where the pitch will cross the plate. If you are having difficulty locating and hitting the ball, turn this option ON (see "Set Rules Screen" on page 12 for details). If play becomes too easy, turn this option OFF.

Bat Icon / Swing Spot
Turn the No-Aim Hitting option ON (see "Set Rules Screen" on page 12) for easier gameplay. No-Aim Hitting requires less accuracy — just move the small Bat icon into the strike zone and swing for a hit. For more challenging gameplay, turn the No-Aim Hitting option OFF. This will activate the Swing Spot, which shows where the bat will pass through the strike zone. Aim the Swing Spot and swing to get a hit. **Note:** The size of the Swing Spot varies according to the type of hit you choose.

16

Batting Buttons
Power
Swing away and try to blast a monstrous home run over the fence. This is the most powerful hit you can attempt, but it's also the riskiest — you may fly out!

Line Drive
Take a hard swing and hit a straight shot into the outfield. The line drive may be your best chance to get a hit against a tough pitcher.

Grounder
Hit the ball on the ground and challenge the opposing fielders to throw you out.

Bunt
The bunt is a surprise hit: the batter lightly taps the ball, forcing the opposing fielders to scramble for it. The bunt is best used as a "sacrifice" to advance baserunners.

Batting Power-Ups
When you've earned a power-up, a special icon will appear to the left of the standard hitting selection (see pages 20-21 for details on power-ups).

Baserunning Icon
After getting a hit, the Baserunning icon will appear on the game screen, and your batter will automatically advance to first base for a single. If you want to try and extend the single into a double, triple or inside-the-park home run, you can do so by clicking the corresponding base on the Baserunning icon.

Steal Icon
If you have a player on base, you can attempt a steal. To do so, click the base on the Steal icon that you want to steal from.

17

Pitching Screen

Pitch Juice Box

Pickoff Icon

Pitching Buttons

Defense Icon

Pitch Spot

Pitch Juice Box
The Pitch Juice Box shows the amount of stamina that your current pitcher has left. If his or her stamina gets low, you can either substitute a pitcher from another fielding position (see "Fielding Positions" on page 14 for details), or use a Juice Box power-up, if you have one.

Pitch Spot (optional)
The ball will cross home plate somewhere inside the Pitch Spot. Pitchers with high pitching skills (see "Player Cards" on page 13) have more control, and therefore, smaller Pitch Spots. Less-skilled pitchers have larger Pitch Spots. Also, as a pitcher loses stamina, his or her Pitch Spot will increase in size. Press the **CTRL** key button during two-player gameplay to turn the Pitch Spot ON / OFF.

Defense Icon
Click the arrows located on the Defense icon if you want to adjust the defensive alignment of your fielders.

Pickoff Icon
If an opposing player is on base and leading off, you can attempt a pickoff throw by clicking the corresponding base on the Pickoff icon.

Pitching Buttons
Heat
The fastball is the hardest, fastest pitch in the pitcher's arsenal, but it's also the most difficult to control. The fastball drains the Pitch Juice Box at an above-average rate.

Curveball
This tricky pitch curves away from the pitcher's throwing arm. The curve drains the Pitch Juice Box at a below-average rate.

Change Up
The change up is a surprise slow pitch that fools batters into swinging too early, especially when thrown after a fastball. The change up drains the Pitch Juice Box at a below-average rate.

Screwball
The screwball can get batters really twisted up. It curves in the opposite direction of a curveball, and has a speed similar to a fastball. The screwball drains the Pitch Juice Box at an average rate.

Pitching Power-Ups
When you earn a power-up, a special icon will appear to the left of the standard pitch selection.

Fielding

Fielding Bull's-Eye
The red bull's-eye icon shows where the ball will land.

Fielding / Running Cursor
Aim the circle and click on the field to direct a fielder into position.

Fielding Triangles
The active fielder has yellow arrows rotating around his or her feet and a red arrow showing the direction to go in order to field the ball. Once your fielder has possession of the ball, the yellow arrows turn green. Your fielder can then either throw to a base (see below) or run to a base to make an out.

Throw To Icon
When your fielder has the ball, click a base on the Throw To icon to make a throw.

POWER-UPS

Earning Batting Power-Ups

You can do the following to earn batting power-ups:

- **Make a diving catch**
- **Turn a double play or a triple play**
- **Get three strikeouts in a single inning**
- **Make outs on the first three batters faced in a single inning**
- **Hit a grand-slam home run**
- **Hit a pitching power-up**

Batting Power-Up Descriptions

Sonic Boom
Knock down opposing fielders with a super-powerful shockwave.

Rubber Bat*
Bounce a grounder really high into the air — you'll have a chance to reach base before any fielder catches the ball.

Butter Fingers
Splatter the opposing fielders with butter. They'll have a slippery time trying to field your hit.

Jumping Bean Bunt
This tricky power-up makes the ball jump all over the place!

Lightning Bat*
Produce tremendous power when you connect with the ball.

Geyser Hit
Make the ball burrow deep underground before it suddenly surfaces somewhere in the outfield.

Piñata Bat*
Drive fielders crazy as your hit multiplies into dozens of bouncing baseballs.

Aluminum Power*
Knock the stuffing out of the ball.

Earning Pitching Power-ups

You can do the following to earn pitching power-ups:

- **Make a batter — who is using a batting power-up — swing and miss**
- **Strike out a batter who is using a normal bat**
- **Strike out a batter who is using a batting power-up**
- **Pick off a baserunner**
- **Throw out a baserunner attempting a steal**

Pitching Power-up Descriptions

The Fang
The Fang looks like a normal curveball, but it bites hard at the last second and goes straight into the dirt.

Freezer*
The Freezer stops just before reaching the strike zone, pauses briefly, and then continues.

Slo Mo*
This ball starts moving at ultra-slow speed just before reaching the strike zone.

Juice Box
The Juice Box will refill your pitcher's Pitch Juice Box.

Rainbow Pop-up*
When it's hit, the ball goes straight into the air for an easy out.

Crazy Pitch
The Crazy Pitch is so wild that even the pitcher doesn't know where it will go.

Splitball
This pitch splits into two separate curveballs, one of which is a fake, unhittable baseball.

Fireball*
The Fireball is so fast it can burn a hole in your catcher's glove.

* This is a SUPER power-up. It has extra power !

PRACTICE

Select Practice from the Main Menu if you want to fine-tune your hitting, catching and throwing skills at your own pace. Mr. Clanky will coach your team through various gameplay scenarios. You can load a season team or choose a random team, and the score won't affect your Season Play statistics.

MINI GAMES

Select Mini Games from the Main Menu to play the Home Run Derby™ and Fielders' Challenge games, or to play the Baseball Darts game, once you've unlocked it (see "Goodies" on page 24 for details on unlockables).

Home Run Derby™ (1-8 Players)

Home Run Derby™ is an exciting contest between batters to determine the top power hitter. You can play a single-player game, or up to eight players can take turns in a Hot Seat game sharing the same mouse, gamepad or keyboard.

Home Run Derby™ Rules Screen

Contestants: Choose from one to eight players.

Scoring: Score each round of play using either a pitch limit or an out limit.

Pitches / Outs: Set a 3-, 5-, 10- or 15-pitch / out limit for each round of play.

Scoring Style: Select Most Home Runs, Total Distance or Longest Home Run for scoring.

Pitch Style: Choose Heat, Change Up, Curve, Screwball or Random.

Pitch Locator: Turn the Pitch Locator circle ON to outline where the incoming pitch is going to cross home plate.

Fielders' Challenge (1 Player)

The goal of Fielders' Challenge is to score 40 points before Mr. Clanky's team scores three points.

Basic Scoring

You will receive one point for getting an out on a runner advancing toward first base, two points for getting an out on a runner advancing toward second base, three points for getting an out on a runner advancing toward third base and four points for getting an out on a runner advancing toward home plate.

You will always receive one point when you catch a fly ball for an out.

Scoring Multiplier

If you make two, three or four outs in a single play, your points will be multiplied accordingly by 2, 3 or 4. For example, getting a double play by making outs at second base and third base scores (2 + 3) x 2 for 10 points.

HALL OF FAME™

Goodies

You can unlock secret fields, extra players and more. See next page.

BBL Champions

Check out all of the league championship trophies, the coaches who have won them and pictures of the winning teams.

Record Book

View the greatest achievements in *Backyard Baseball 2005*.

Credits

Click Credits to view a list of the people who helped create *Backyard Baseball 2005*.

GOODIES

You can unlock secret fields and extra players by hitting a grand-slam home run, pitching a shutout, turning two double plays in a game, earning 20 career wins and more. Some goodies can be unlocked if you make the playoffs or win the Championship in Season Play mode.

OFFICIAL BBL RULES

The official rules of the *Backyard Baseball* League are drawn from Major League Baseball®, but some rules have been modified slightly for BBL play:

- You can play six- or nine-inning games.
- There are no substitutions from the bench — everyone plays at a position. Players can swap fielding positions within each game as many times needed.
- The use of power-ups is encouraged.

CREDITS

Humongous Entertainment

Erik Haldi
Lead Designer

Patrick Wylie
Senior Producer

Jennifer Eiler
Lead Artist

David M. Anderson
Lead Programmer

Valerie "The Cleaner" Kissling
Environment Lead

Michael Baran
Adrian Bourne
John Michaud
James McMillan
3D Artists

Cisco Martinez
Interface Artist

Cullen Faugno
David Galloway
Todd Heckel
Lisa Wick
Kristen Hebenstreit
Chris Marvin
Avida Setayesh
Programmers

Ron Goodfellow
Scott Brothers
Tom Witte
Jay Prochaska

Leah Verre
Dan Cole
Additional Artists

Dan Chang
Brady Houck
Rob McAuliffe
Ben Crane
Additional Programmers

Geoff Kirk
Daylon Walden
Audio Recording, Editing and Sound Design

Bob Givnin
Jenny Neuburger
Robert Ochs
Associate Producers

Sharon Gunn
Caleb Brown
Jason Halverson
Greg Barnes
Internal Testers

Jeff Ault
Bob Lenth
Kody Dickerson
Information Technology

Tom Verre
Script Writer

Samantha Kelley
Adam Watson
Dex Manley
Brenda Arellano
Anna DelRosario
Amelia Iraheta
Janet Royea

Stephanie Diaz
Amy Broomhall
Courtney Williams
Laurie Jerger
Keri Healey
Rachel Frost
Kristen Hebenstreit
Sandy Spangler
Daylon Walden
Michelle Thorsen
Amber Hubert
Tim Evans
Robin Parks
Shawnie Morning
Anthony Silas
Voice Talent

Dramatic Artists
Voice Talent Agency

Skip Saling
Executive Producer

Henrik Steen
Director of Technology

Brad Carlton
Director of Design

Bill Petro
V.P. of Development

Andy Hieke
Senior V.P./G.M.

Original Music by The Doghouse NYC
Nathan Rosenberg
Composition, Arrangements, Piano, Vocals and Various Toys

05044

ATARI WEB SITES

To get the most out of your new game, visit us at:

http://www.atarikids.com

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

www.us.atari.com/freebies

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

www.ataricommunity.com

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

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

www.us.atari.com/terms_of_service.asp

TECHNICAL SUPPORT (U.S. & CANADA)

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

http://www.atarisupport.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**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada
For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions 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.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

• System Make and Model
• Processor Type
• Operating System, including version number if possible (such as Windows® 98; Windows® Me)
• RAM (Memory)
• Video and sound card data and drivers
• Any screen or error messages you've encountered (and where)

Product Return Procedures in the United States & Canada
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. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada
If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

END-USER LICENSE AGREEMENT

IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

AGREEMENT
This document is an agreement between you and Atari, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the "Manual"). Select the Automated Phone System's Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the "I Accept" button. By clicking the "I Accept" button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

COPYRIGHT
The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and "applets" incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

GRANT OF LICENSE
The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES
1. If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer.

2. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession.

3. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.

2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.

3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.

4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.

5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an "Editor"), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) 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; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase.

The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.