

Wii™



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[adult swim]

**CARTOON
NETWORK™**



PRINTED IN USA

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

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

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

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

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

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.



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This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic Ix receiver. These receivers are sold separately.



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HOW TO
PLAY....

Harvey Birdman

ATTORNEY AT LAW

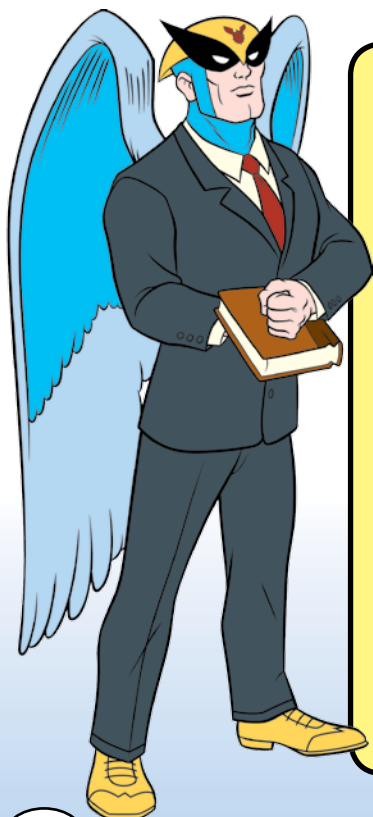


TABLE OF CONTENTS

GETTING STARTED	2
QUICK START	3
GETTING INTO THE GAME	3
SAVE, LOAD, QUIT	3
CASE FILES	4
THE BIRD TEAM	4
THE OPPOSITION	5
CONTROLS	6
GAME MENUS	7
LAW THEORY	8
INVESTIGATION	8
COURT	9
IMPORTANT-SOUNDING LAW TERMINOLOGY	10
TIPS OF THE TRADE	10
CREDITS	11

GETTING STARTED

1. Insert the HARVEY BIRDMAN, ATTORNEY AT LAW™ Game Disc correctly into the Disc Slot on the Wii Console.
2. The Wii Console will then power on automatically, and a message will display on screen. After reading the message, press the A Button.
- * The message on screen will display even if the Wii Console is switched on before the Game Disc is inserted.
3. Point to DISC DRIVE CHANNEL on the Wii Menu, and press the A Button. The Channel Screen will be displayed.
4. Point to START and press the A Button. The Wii Remote Strap Screen will be displayed.
5. When you are ready to begin play, press the A Button.

CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.

USING THE Wii™ CONSOLE

Nunchuck™ Neutral Position Reset

If you move the Control Stick out of the neutral position when the power is turned on, or when connecting to the Wii Remote, the new position will be set as neutral position, causing incorrect game control during gameplay. To reset the Control Stick, allow it to return to the normal neutral position, then simultaneously hold down the A, B, + and - Buttons on the Wii Remote for three seconds.

Using the Wii Remote™

1. Feed the wrist strap cord through the Connector Hook.
2. Insert the Nunchuck plug into the External Extension Connector on the bottom of the Wii Remote.
3. Place your hand through the Wii Remote wrist strap and hold the Wii Remote firmly in your hand.
4. Slide the strap lock up so that the wrist strap will not fall off your wrist. Do not over-tighten the strap lock - make sure it's comfortable. It should just be tight enough to hold the Wii Remote wrist strap in place.

CAUTION: Be sure to install the Nunchuck as described. Use the Connector Hook on the Nunchuck plug with the wrist strap cord to prevent the Nunchuck's plug from becoming separated from the External Extension Connector on the Wii remote and striking objects or people.

WARNING: Not suitable for children under 36 months of age. The Wii Remote wrist strap and Nunchuck cord can coil around the neck.

GETTING INTO THE GAME

WE SEE HOW IT IS. YOU'RE JUST SO EAGER TO PLAY, YOU WANT TO READ ONE PAGE OR LESS FOR BASIC INSTRUCTIONS AND THEN USE THIS MANUAL FOR A COASTER. SO HERE'S YOUR DOWN AND DIRTY LAW CORRESPONDENCE COURSE IN A NUTSHELL. THERE ARE TWO PHASES TO SOLVING EACH CASE:

INVESTIGATION:

BEFORE YOU GO TO COURT, YOU'VE GOT TO GATHER EVIDENCE AND COLLECT TESTIMONY. VISIT EVERY AVAILABLE LOCATION AND EXAMINE EVERY LITTLE COTTON-PICKIN' ITEM YOU FIND. TALK WITH ANY CHARACTER YOU COME ACROSS, AND, IF YOU'RE CARRYING AN ITEM YOU THINK MIGHT BE CONNECTED TO THAT CHARACTER, PRESENT THAT ITEM TO THEM TO GET MORE INFORMATION. AS YOU ADD EVIDENCE TO YOUR INVENTORY AND MEET FOLKS TO ADD TO YOUR PROFILES, YOU OPEN UP NEW LOCATIONS.

COURT:

WOW. THINGS GET A BIT TOUGHER IN THIS ROOM. SURROUNDED BY SHRINK RAYS, SUPER VILLAIN LITIGATORS AND A MIND-TAKING JUDGE, THE JURY CAN TELL YOU'RE UP A CREEK FROM THE GET GO. TO PROVE YOUR CASE, YOU'RE GOING TO HAVE TO CAREFULLY LISTEN TO EACH WITNESS' TESTIMONY AND LISTEN FOR INCONSISTENCIES TO PRESS THE WITNESS ABOUT. YOU WILL ALSO NEED TO PRESENT PIECES OF EVIDENCE FROM YOUR INVENTORY RELATED TO THE TESTIMONY IN ORDER TO PROVE YOUR CASE.

IN COURT, THE GRAVITAS METER ON THE RIGHT SIDE OF THE SCREEN INDICATES HOW WELL YOU'RE PLEADING YOUR CASE. PRESENT THE WRONG PIECE OF EVIDENCE LIKE A BOOB AND YOU LOSE A GRAVITAS POINT. LOSE ALL OF YOUR GRAVITAS POINTS AND YOU LOSE ALL CREDIBILITY, THE CASE IS KAPUT.

THAT'S RIGHT, WE SAID "BOOB". TAKE A MOMENT IF YOU NEED ONE.

SAVE, LOAD, QUIT

DURING A MOVIE, PRESS THE **+ BUTTON** TO PAUSE THE GAME, THEN THE **A BUTTON** TO SKIP THE MOVIE OR THE **+ BUTTON** TO CONTINUE THE MOVIE.

AT ANY OTHER POINT, PRESS THE **+ BUTTON** TO PAUSE THE GAME AND BRING UP THE **DATA MENU** AND THE OPTIONS: **RESUME**, **SAVE**, AND **QUIT**. SELECT **"SAVE"** TO SAVE THE CURRENT GAME OVER A PREVIOUS SAVE, OR **"QUIT"** TO RETURN TO THE **START MENU**.

THE BIRD TEAM

WHETHER HARVEY TAKES THE ROLE OF DEFENSE OR PROSECUTION, THE BIRD TEAM ALWAYS STANDS FOR TRUTH AND JUSTICE... EVEN IF THE CLIENT IS SOMEHOW LINKED TO THE BURNING DOWN OF HARVEY'S HUMBLE ABODE OR THE PILFERING OF ALL OF HIS OFFICE FURNITURE.



HARVEY BIRDMAN:

WITH YEARS OF EXPERIENCE FIGHTING FOR JUSTICE, BOTH INSIDE AND OUT OF THE COURTROOM, HARVEY BIRDMAN IS A SEMI-FAMILIAR NAME YOU MIGHT HAVE HEARD BEFORE...POSSIBLY. AS PART OF THE LAW FIRM OF SEBBEN AND SEBBEN, BIRDMAN IS A LONG WAY FROM HIS DAYS AS A LOWER-LEVEL SUPERHERO THAT DERIVES HIS POWER FROM THE SUN. REST ASSURED THAT THESE DAYS, WHEN YOU HIRE HARVEY BIRDMAN,

YOU ARE DEALING WITH A MID-TO-LOWER-LEVEL ATTORNEY WHO DERIVES HIS POWER FROM A CRIPPLING ADDICTION TO TANNING CRÈME.



PEANUT:

PEANUT IS HARVEY BIRDMAN'S LEGAL CLERK AND AN IMPORTANT MEMBER OF THE BIRD TEAM. UNLIKE HARVEY AND AVENGER, PEANUT'S WINGS ARE NOT NATURAL AND ARE MECHANICAL. ALSO, UNLIKE HARVEY AND AVENGER, PEANUT NEVER ACTUALLY DOES ANY WORK. PEANUT IS JUST BEGINNING TO DEVELOP HIS SUPER POWERS AND IS STILL GOING THROUGH SUPERTY (SUPER HERO PUBERTY). BUT, PEANUT CAN SPEAK

SEVERAL LANGUAGES AND SEEMS TO KNOW A LOT ABOUT A BUNCH OF DIFFERENT THINGS THAT CAN KILL YOU.



BIRDGIRL:

BIRDGIRL IS HARVEY'S NEWEST AND MOST EAGER ADDITION TO THE BIRD TEAM. NEVER AFRAID TO GET INTO THE THICK OF THE ACTION, BIRDGIRL TAKES A VERY HANDS-ON APPROACH WHEN IT COMES TO JUSTICE. SHE IS ALSO A SMOKIN' HOT REDHEAD WHO WEARS VERY TINY SKIRTS THAT TURN THE HEADS OF JUST ABOUT EVERYONE, ESPECIALLY HARVEY'S BOSS, PHIL KEN

SEBBEN. BIRDGIRL'S SECRET IDENTITY IS JUDY KEN SEBBEN, DAUGHTER OF HARVEY'S BOSS, PHIL KEN SEBBEN. LET THAT SINK IN FOR A MOMENT.



AVENGER:

AVENGER AND HARVEY GO WAY BACK AND SHARE A DEEP BOND. NOT QUITE DEEP ENOUGH THAT HARVEY SPARES AVENGER FROM DOING HIS MENIAL WORK, BUT PRETTY DEEP. AVENGER OFTEN FINDS HIMSELF TAKING DICTATION OR FILING AND IS A VALUABLE, IF OFTEN OVERLOOKED, MEMBER OF THE BIRD TEAM.

THE OPPOSITION

THESE CHARACTERS CONSTANTLY TRY TO THWART HARVEY'S CASE BY INTERJECTING FALSE EVIDENCE, SURPRISE WITNESSES AND PLAUSIBLE OBJECTIONS. FREEZING AND SHRINKAGE ARE ALSO POSSIBLE KNOWN COURTROOM TACTICS, SO WATCH OUT. OF COURSE, THE BRIGHT SIDE OF FINDING YOURSELF SUDDENLY TWO INCHES TALL IS KNOWING THAT YOU MUST HAVE THE UPPER HAND.



REDUCTO:

BACK OFF! MYRON REDUCTO IS AN ATTORNEY AT FREEZOID, ZAROG & SKON. EVEN THOUGH REDUCTO FREQUENTLY

OPPOSES BIRDMAN IN THE COURTROOM, THEY ARE FAIRLY CLOSE FRIENDS. REDUCTO IS OBSESSED WITH THE TEENSY, TINY AND WILL HAVE NO PROBLEM MAKING YOU FUN-SIZE IF YOU GET IN HIS WAY.



VULTURO:

LISTEN CAREFULLY AND YOU MIGHT, JUST MIGHT GET THE JIST OF WHAT VULTURO SAYING. MOST LIKELY NOT

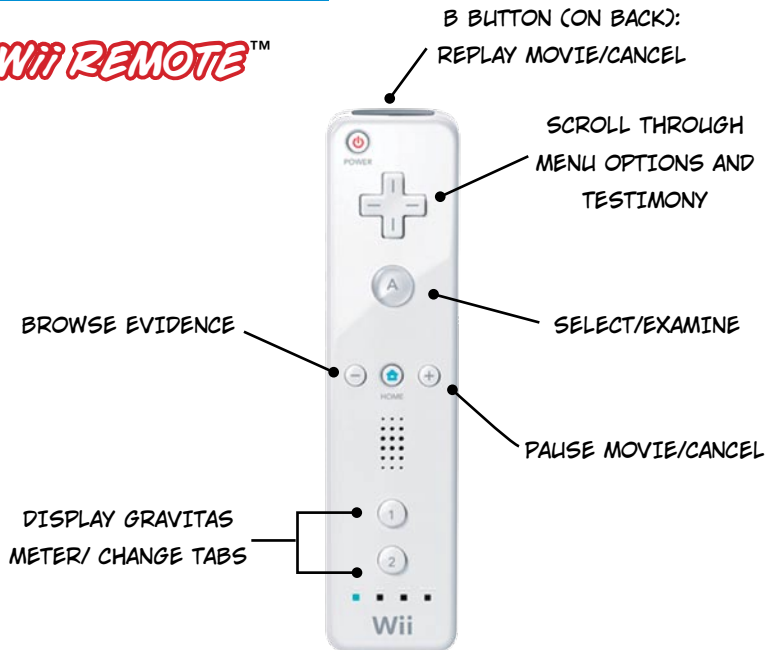
THOUGH. IT DOESN'T MAKE IT ANY EASIER THAT VULTURO IS COMPLETELY UNAWARE OF HIS SPEECH IMPEDIMENT. STRANGELY, IT HASN'T AFFECTED HIS SUCCESS AS AN ATTORNEY.



FREEZOID:

STAN IS THE FREEZOID IN "FREEZOID, ZAROG & SKON". REDUCTO HAS REFERRED TO HIM AS "THE BEST CRIMINAL DEFENSE GUY IN THE BUSINESS". THIS MAY BE DUE TO HIS COOL HEADED APPROACH TO DEFENSE LAW OR IT MAY BE BECAUSE HE HAS THE ABILITY TO FREEZE ANYONE HE WANTS TO WHEN HE LOSES HIS TEMPER.

Wii REMOTE™



CONTROLS

MOVE THE CURSOR

SCROLL THROUGH MENU OPTIONS AND TESTIMONY

SELECT/EXAMINE

REPLAY MOVIE/CANCEL

PAUSE MOVIE/OPEN DATA MENU

BROWSE EVIDENCE

DISPLAY GRAVITAS METER/CHANGE TABS

SKIP MOVIE

WAVE THE WII REMOTE™

CONTROL PAD

A BUTTON

B BUTTON

+ BUTTON

- BUTTON

1 / 2 BUTTONS

+ BUTTON, THEN A BUTTON

MOVE THE CURSOR BY EITHER POINTING THE WII REMOTE™ AT THE SCREEN OR PRESSING THE DIRECTIONAL PAD.

START MENU

PLAY:

ONCE THE GAME HAS LOADED, SELECT A BLANK SLOT TO LAUNCH A NEW GAME OR, TO LOAD A PREVIOUS SAVED GAME, SELECT FROM ONE OF THREE SAVED GAME SLOTS.



UNLOCKABLES:

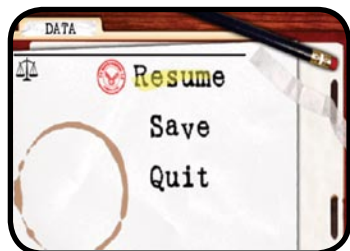
VIEW UNLOCKED MOVIES.

OPTIONS:

THIS OPTIONS SCREEN SHOWS THE ADJUSTMENT OF THE SOUND EFFECTS AND MUSIC VOLUMES, AS WELL AS THE ACTIVATION OF SUBTITLES.

DATA MENU, SAVING THE GAME

PRESS THE **+** BUTTON TO PAUSE THE GAME AND BRING UP THE **DATA MENU**.



RESUME:

PLAY THE GAME FROM THE POINT AT WHICH YOU PAUSED.

SAVE:

SAVE THE GAME.

QUIT:

RETURN TO THE **LOAD SCREEN**.



EVIDENCE FILE

OUTSIDE OF COURT, SELECT **"PRESENT"** TO PULL UP THE **EVIDENCE FILE**. USE THE **LEFT** OR **RIGHT** BUTTON TO CHANGE BETWEEN THE TABS AT THE TOP OF THE SCREEN: **INVENTORY** OR **PROFILES**. SELECT THE **"INVENTORY"** TAB TO VIEW THE ITEMS YOU ARE CARRYING, OR THE **"PROFILES"** TAB TO EXAMINE EACH OF THE PEOPLE YOU'VE MET WHO ARE IMPORTANT TO YOUR CASE.

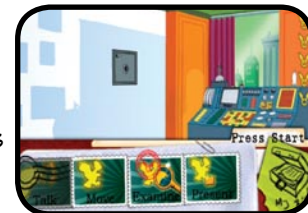
WELCOME, JUSTICE SEEKER, TO THE EXCITING WORLD OF CRIMINAL LAW! YOU MAY BE SERVING IN THE ROLE OF DEFENSE ATTORNEY OR YOU MIGHT FIND YOURSELF SITTING BEHIND THE PROSECUTOR'S DESK. IT REALLY ALL DEPENDS ON WHICH CLIENT WALKS THROUGH YOUR DOOR AND WHAT YOU'VE GOT ON YOUR CALENDAR AT THE TIME. NO MATTER WHAT, YOU'LL TAKE THE CASE!

INVESTIGATION

ONCE YOU'VE COMPLETED THE FIRST CASE, EVERY CASE THEREAFTER REQUIRES THE KEEN EYE OF A SHREWD DETECTIVE. SINCE THERE AREN'T ANY ON HAND, IT'S UP TO YOU. GET OUT THERE AND GO PLACES! SEE THINGS! DO STUFF! GET THE THINGS THAT PEOPLE SENT YA', AND SO FORTH. YOU NEED TO EXPLORE LOCATIONS, **TALK** TO PEOPLE AND COLLECT EVIDENCE IN ORDER TO BE VICTORIOUS IN COURT.

MOVE:

SELECT **MOVE** TO BRING UP A LIST OF ALL AVAILABLE LOCATIONS TO VISIT AND EXPLORE. GETTING TO THE LOCATION YOU WANT TO VISIT IS AS EASY AS SELECTING IT. AS YOU VISIT LOCATIONS AND TALK TO PEOPLE, NEW LOCATIONS BECOME AVAILABLE.



EXAMINE:

EVERY LOCATION HAS ITEMS TO **EXAMINE**, FROM POTTED PLANTS TO DEATH RAY MACHINES. SIMPLY MOVE THE MAGNIFYING GLASS OVER EACH OF THE ITEMS FOR A DETAILED DESCRIPTION AND PRESS THE **A** BUTTON. IF THE ITEM IS IMPORTANT TO YOUR CASE, IT IS AUTOMATICALLY ADDED TO YOUR INVENTORY.

TALK:

IF SOMEONE IS AVAILABLE TO **TALK** TO AT THE LOCATION, SELECT THIS OPTION TO HAVE A CHAT. TALKING DIRECTLY TO SOMEONE OR ABOUT SOMEONE WILL ADD PEOPLE TO YOUR PROFILES. YOU CAN REVIEW YOUR PROFILES AT ANY TIME BY OPENING THE **DATA SCREEN** AND SELECTING THE **"PROFILES"** TAB.



PRESENT:

IF YOU ARE CHATTING WITH SOMEONE AND YOU WANT TO QUESTION THEM ABOUT AN ITEM IN YOUR INVENTORY, OPEN THE **INVENTORY** SCREEN, SELECT THE ITEM AND SELECT **"PRESENT"**. FOLLOW THESE SAME STEPS IN THE COURTROOM WHEN YOU'RE READY TO SHOW THE ITEM TO A WITNESS AND QUESTION THEM ABOUT IT.

COURT

THIS IS WHERE THE REAL MAGIC HAPPENS. IT'S JUST YOU, THE SUPER VILLAIN OPPOSING COUNSEL, A JUDGE FROM ANOTHER PLANET, AND A BUNCH OF JURORS WITH BIZARRE FASHION SENSE. THIS IS WHERE THE EVIDENCE YOU'VE WORKED SO HARD TO COLLECT WILL COME IN HANDY.

AS EACH WITNESS IS CALLED TO THE STAND, YOU GET A CHANCE TO LISTEN TO THEIR STORY AND ASK QUESTIONS. EVERYTHING THEY SAY APPEARS AT THE BOTTOM OF THE SCREEN AND YOU CAN SCROLL BACK AND FORTH THROUGH EACH STATEMENT.

PRESS:

IF SOMETHING THE WITNESS SAID SOUNDS FISHY, YOU HAVE THE OPTION TO **PRESS** THEM ABOUT IT. WHEN THEIR TESTIMONY APPEARS AT THE BOTTOM OF THE SCREEN, SCROLL TO THE PARTICULAR QUESTIONABLE PIECE OF DIALOG AND SELECT **"PRESS"**.



PRESENT:

WHEN SOMEONE ON THE STAND GIVES TESTIMONY RELATED TO A PIECE OF EVIDENCE YOU'RE CARRYING, SCROLL THROUGH THE WITNESS' DIALOG TO THE STATEMENT IN QUESTION AND SELECT **"PRESENT"**. YOU CAN THEN SELECT THE ITEM IN YOUR **INVENTORY** TO **PRESENT** IT TO THE WITNESS AND THE COURT.

CHOOSE:

IN SOME CASES, PRESSING THE WITNESS AND, OR THE OPPOSING LAWYER'S OBJECTIONS GIVES YOU CHOICES:

- IF YOU'RE ASKED A QUESTION RELATIVE TO YOUR AVENUE OF PRESSING- ANSWERING CORRECTLY WITH THE INFORMATION COLLECTED SO FAR AIDS YOUR CASE. ANSWERING INCORRECTLY HURTS THE CASE.
- YOU MAY HAVE TO CHOOSE A TOPIC TO ASK IN HOPES IT WILL BREAK OR CHANGE THE TESTIMONY.
- YOU MAY BE ASKED A SIMPLE A YES OR NO QUESTION. THIS COULD BE SOMETHING BASIC LIKE "DO YOU WANT TO OBJECT?"



GRAVITAS METER:

IN COURT, THE **GRAVITAS METER** ON THE RIGHT SIDE OF SCREEN INDICATES HOW WELL YOU'RE PLEADING YOUR CASE. SAY THE RIGHT THING OR PRESENT THE RIGHT ITEM AT THE RIGHT TIME AND YOU'LL GAIN A **GRAVITAS POINT**. SOUND LIKE A BOOB OR PRESENT A WRONG PIECE OF EVIDENCE AND YOU LOSE A **GRAVITAS POINT**. LOSE ALL OF YOUR **GRAVITAS POINTS** AND YOU LOSE ALL CREDIBILITY, THE CASE IS KAPUT.

IMPORTANT-SOUNDING LAW TERMINOLOGY



DEFENDANT:

THE DEFENDANT IS THE PERSON ON TRIAL. THE JUDGE RULES WHETHER THE DEFENDANT IS GUILTY OR NOT GUILTY.

DEFENSE ATTORNEY:

ARGUES AGAINST EVIDENCE AND TESTIMONY OFFERED BY THE PROSECUTION TO PROVE THE DEFENDANT'S INNOCENCE. IF THE DEFENDANT IS HARVEY'S CLIENT, THEN HARVEY MUST PROVE HIM INNOCENT.

PROSECUTOR:

SUBMITS EVIDENCE AND CALLS WITNESSES TO TESTIFY IN ORDER TO PROVE THE DEFENDANT'S GUILT. IF HARVEY IS THE PROSECUTOR, HE NEEDS TO PROVE THE DEFENDANT GUILTY.

JUDGE:

CONTROLS THE COURTROOM AND MAKES FINAL JUDGMENT BASED ON CASES PRESENTED BY BOTH DEFENSE ATTORNEY AND PROSECUTOR. HARVEY DEALS MAINLY WITH JUDGE MIGHTOR AND JUDGE MENTOK.

WITNESS:

WITNESSES ARE BROUGHT IN TO ARGUE FOR OR AGAINST A DEFENDANT.

TIPS OF THE TRADE!



- Try exploring different areas and returning to previously visited locations.
- Examine every object closely.
- Listen to what people tell you and try out different responses.
- Press witnesses with different pieces of evidence.
- If you find edible evidence, don't present it to Potamus. We're just sayin'.



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1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (650) 350-6700. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your DVD-ROM certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
800 Concar Drive, Suite 300,
San Mateo, CA 94402

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