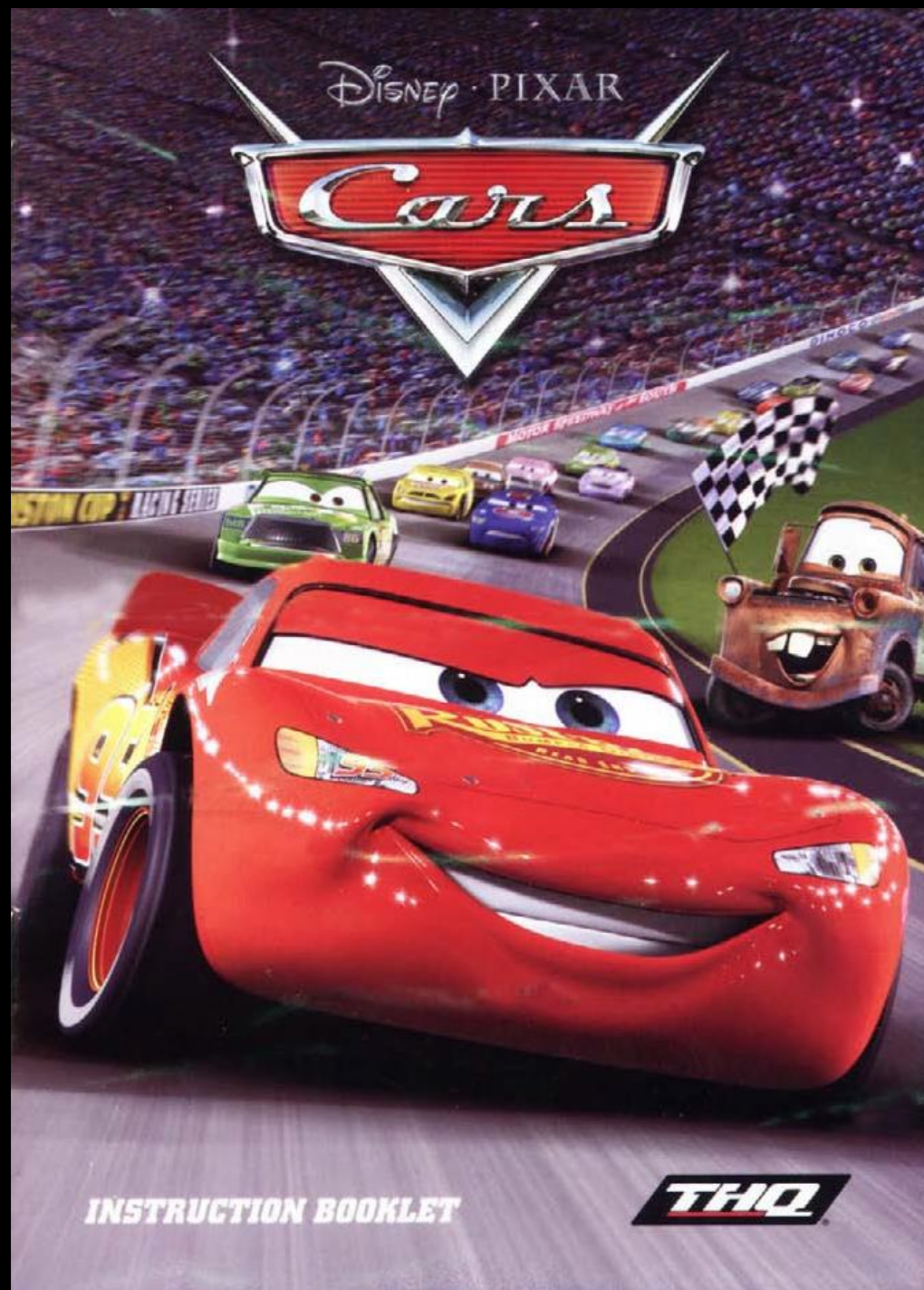




SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

CONTENTS

Getting Started	2
Controls	3
Main Menu	4
Race for the Piston Cup!	5
Select Difficulty	6
Select Character	6
Game Screens	7
Pause Menu	8
Story Mode Menu	9
Bonus Content	10
Credits	11
Licence Agreement	17
Limited Warranty	17
Notes	20
THQ Customer Service	21



GETTING STARTED



1. Insert the Xbox Controller S into any controller port of the Xbox console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *DISNEY-PIXAR Cars*.

GAME PROFILES

In order to save and/or track your progress through the game, you will need to create or load a Game Profile. The first time you load the game, you will automatically be taken to the Create Profile screen. You can also access this screen by first selecting Options from the Main Menu and then by selecting Profiles. Select the Create option by pressing the A button. Once the full name entry screen appears, use the D-pad to enter your Profile name and press the A button to confirm. After you finish an event, you may choose to save your game via a prompt window. You may also manually save your game at any time via the Pause Menu (Story Mode only) or the Profiles screen.



CONTROLS

MAIN MENU CONTROLS

D-pad
Left thumbstick
A button
B button

Highlight Menu Selection
 Highlight Chapter Selection (Story Mode Screen only)
 Confirm Menu Selection
 Return to Previous Menu

GAME CONTROLS

D-pad
Left thumbstick
A button
X button
X button

Hold right trigger
Y button

Hold X button, add A button, then release X button

Down on left thumbstick then Up

Double-tap Y button then hold A button

Left trigger or Black button

Hold B button and steer left or right

Right thumbstick

BACK button

BACK button

START button

Steer
 Steer
 Gas
 Brake (hold for Reverse)
 Select Target
 Powerslide (when unlocked)
 E-Brake (full steer left or right then Y button for Spinout)
 Burnout
 Leap
 Drive Backwards
 Boost
 Tilt
 Rotate Camera
 Reset to Track (races only)
 Story Mode Screen (Story Mode only)
 Pause

MAIN MENU

STORY MODE

Experience an all-new adventure with your favourite characters from *DISNEY-PIXAR Cars!* Select Full-Size for the complete *Cars* story adventure, or Compact for a shorter, easier experience geared towards younger drivers.



ARCADE

Play any of the Road Races, Piston Cup Races, or Mini-Games you've unlocked during Story Mode.

VS.

Play against a friend in unlocked Road Races, Piston Cup Races, and Mini-Games (selected events only).

BONUS CONTENT

Spend Bonus Points to unlock cool characters, concept art, movies, paintjobs, and more!

OPTIONS

- **PROFILES:** Save and track your progress through the game.
- **CONTROL SETTINGS (PLAYERS 1 AND 2):** View and choose your control configuration.
- **GAME OPTIONS:** Adjust game settings.
- **CAMERA OPTIONS:** Adjust in-game camera settings.
- **SOUND OPTIONS:** Choose Mono, Stereo or Dolby® Surround and set volumes.
- **JUKEBOX:** Pick your driving music.
- **RECORDS:** See your high scores for all events.
- **CREDITS:** Check out the pit crew who created this game.
- **CHEATS:** Enter cheat codes in here.

RACE FOR THE PISTON CUP!

It's Piston Cup season again and last year's hotshot rookie, Lightning McQueen, is ready to race. While in Story Mode, explore the town of Radiator Springs and the rest of Ornament Valley with Lightning. Collect Bolt Icons and gain Bonus Points along the way. Select the flashing Event Icons to compete in a variety of races and Mini-Games with all your favourite *DISNEY-PIXAR Cars* characters - and some new ones, too. So start your engines, hold on tight, and get ready to leave the competition in the dust!

The *Cars* video game features three exciting types of events: Road Races, Piston Cup Races, and Mini-Games. After you've reached an event in the Story Mode, it is unlocked for play in Arcade or Vs.

ROAD RACES

Tear it up on the back roads of Radiator Springs with Lightning McQueen and all of your favourite cars in more than 20 road-rippin' races!

PISTON CUP RACES

Fly down the track as Lightning McQueen in 5 competitive races featuring high-speed, high-stakes and a chance to put Chick Hicks away for good!

MINI-GAMES

Relive some of your favourite moments from *DISNEY-PIXAR Cars!* Go Tractor Tipping in Frank's Field with Mater and McQueen, chase down speeders in Radiator Springs as Sheriff, play as the high-octane interstate pranksters hassling Mack on the highway, and more!



SELECT DIFFICULTY

When in the Arcade or Vs. mode, you can select a difficulty level after selecting a Road Race or Piston Cup Race: Rookie, Pro, Champion, or Practice.

Story Mode also features two difficulty levels. Select Full-Size for the complete *Cars* story adventure, or Compact for a shorter, easier experience geared towards younger drivers.

SELECT CHARACTER

After choosing an event in the Arcade or Vs. modes, you can select a character from Ramone's shop. Collect enough Bonus Points throughout the game to unlock even more *Cars* characters!



GAME SCREENS

- 1 POSITION:** Shows your position in the race.
- 2 LAP:** Shows your current lap in the race.
- 3 CURRENT:** Shows your current lap time.
- 4 LEAD:** Shows the leader's time ahead of other racers.
- 5 MAP:** Shows your position along the race path as well as the positions of your opponents.
- 6 SPEEDOMETER:** Shows your current speed.
- 7 BOOST METER:** Shows your current amount of boost. There are three boost levels available in Story Mode.



- 1 EVENT TARGET:** Drive to these flashing targets and press the X button to select an event.
 - **GREEN:** Road Races are available here.
 - **BLUE:** Mini-Games are available here.
 - **RED:** Piston Cup Races are available here. You must have enough to compete in the next Piston Cup race.
- 2 MAP:** Coloured dots represent Event Targets featuring events you've already played. An Event Target featuring a new event will appear as a white dot.
- 3 SPEEDOMETER:** Shows your current speed.
- 4 BOOST METER:** Shows your current amount of boost. There are three boost levels available in Story Mode.



PAUSE MENU

Press the **START** button at any time during gameplay to pause the game and access the Pause Menu.

- **CONTINUE:** Resume gameplay and get back in the race.
- **RESTART EVENT:** Restart your current event.
- **STATS:** Toggle race stats **ON** or **OFF**.
- **MAP:** Toggle the map **ON** or **OFF**.
- **SOUND:** Change your driving music and adjust volume levels.
- **QUIT:** Exit the current event and return to the Main Menu.
- **SAVE GAME:** Save your current game (while in Story Mode only).



STORY MODE MENU

When not in a Road Race, Piston Cup Race, or Mini-Game, press the **BACK** button to access the Story Mode Menu.

Select any previously played event from this screen to resume gameplay without having to drive to the Event Target.

- **CHAPTER:** Shows the currently highlighted chapter.
- **EVENT:** Shows the currently highlighted event.
- : Shows the number of Trophy Points remaining for the currently highlighted event.
- : Shows your total number of Trophy Points.
- **BONUS POINTS:** Shows your total number of Bonus Points.



BONUS CONTENT

Win Bonus Points during Story Mode by:

- Collecting Bolts  around Radiator Springs, Ornament Valley, and Tailfin Pass.
- Performing cool actions during Races.
- Collecting Trophies  by winning races.
- Beating high scores and setting records.



You can spend your Bonus Points in the Bonus Content section to unlock new Cars characters, scenes from the Cars movie, concept art, paintjobs, and more!



CREDITS

DEVELOPED BY RAINBOW STUDIOS

Executive Producer
Ken George

Lead Designer
Jordan Itkowitz

Lead Programmer
Jeff Ehrman

Lead Artist
Shaun Bell

Xbox Programming Lead
Tom Shepherd

Xbox Art Lead
Paul Rheinfelder

Senior Producer
Mark Mahler

Programming
Michael Bruce
Joel Hardy
Marvin Herbold
Shane Hunt
Glenn O'Bannon
Eric Patrick
Michael Savarese
Jason Thomas

Lead Tools Programmer
Matt Keele

Tools Programming
Dan Clarke
Joel Hardy
Matthias Schill

Additional Programming
Patrick Alkens
Dennis Booth
Jason Bucher
Russell Dawson
Michael Klucher
Jered McFerron
Trapper McFerron
Doug McNabb
Bill Nolan

Story
Jordan Itkowitz

Senior Technical Game Designer
Glenn O'Bannon

Design
Aaron M. Calta
Dakota Jones
Kevin Riley

Additional Technical Game Design
Elliott Olson

Art Director
Timothy Linn

Artists
Carol Angell
Leslie Carrera-Keys
Jason Caylor
Aaron Davies

Stan Fuka
Dakota Jones
Jack Joseph
Chris Kaufman
Matthew Marquit
Bryan Moss
Paul Rheinfelder
Jay Sharpe
Mark Van Haitsma
Zack Wallig
Josh Watson

Characters
Mark Van Haitsma

Technical Artist
Jack Joseph

Lead Animator
Chris Baranowski

Animation
Eric Grajo
Curtis Orr
Jim Panzer
Wil Paras
Buck Wall

User Interface
Brent Ashe
David Baker

Concept Art
Andre Kirk
Stephen Pope
Carlos Sanchez

Additional Art
Jose Fontanez
Jon Roberts
Roman Stepanov
Tyler Williams

Audio Manager
Karen Muro

Sound Design
Michel Henein
Tatyana Koziupa
Dave Lowmiller
Karen Muro

Music by
Bruno Coon

Additional Music
Dave Lowmiller

Audio Support
Tim Kelly, Xact Dyno
Anders Berg & Mike Meyers,
Evolution Motorsports
Mike Davis & Chris Carroll,
TurboKraft Inc.
Chris Wilson, Science of Speed
Kenton Tucker
Justin Jackson & Terence Pegram,
A-block Official
Wayne Edwards
Clark Innovative Marketing
Mighty Motor Sports
Mark Buford

Localisation Producer
Andrew Johnson

Project Manager
Aaron Davies

Associate Producer
Andrew Stein

Quality Assurance Manager
Travis Riddle

Quality Assurance Co-ordinator
Kqelo Kwan

Quality Assurance Leads
Jess Heint
Andy Wittekind

Senior Quality Assurance
Peter Beal

Quality Assurance
Anthony Romero
Miguel Marquez
Scott Malone
A.J. Potash
David Sinur

Technical Director
Jay Gawronnek

Director of Art & Animation
Brad Ruminer

General Manager
Scott Novis

Studio Director
Roy Tessler

Director of Operations
Bruce Hall

Director of Studio Finance
Marji Lent

Administration and Support
Reshida Ameti
Christine Bryan
Mary Curtis
Dave Favier
Lauritta Fowler
Marcitta Fowler
Cecelia Harris
Greg Hayes
Rebecca Reeves
Steve Snow
Shaun Stuart
Josh Temple

Special Thanks
Rick Baltman
Jesse Brophy
Brad Bussell
Haley P. Chivers
Travis Hiltbrand
Pierre Hintze
Jessica Koziupa
Adam Kraver
Robb Rinard

Very Special Thanks
To all of our family, friends and
loved ones for their support
and inspiration.

CREDITS

THQ

Executive Vice President - World Wide Studios
Jack Sorensen

Director of Global Brand Management
John Ardell

Senior Global Brand Manager
Sarah Handley

Brand Manager
Ali Bouda

Marketing Co-ordinator
Sarah Harris

Director of Creative Services
Howard Liebeskind

Creative Services Manager
Kirk Sordal

Creative Services Co-ordinator
Melissa Donges

Global Localisation Manager
Amy Small

Localisation Testing
Babel Media

Director of Media Relations
Liz Pieri

Senior Media Relations Manager
Kristina Kirk

Media Relations Manager
Kathy Mendoza Bricaud

Instruction Manual Text
John E. Deaver

Special Thanks
Brandy Carrillo

Debbie Fingerhant

Jenni Carlson

Ian Curran

Brian Farrell

Kelly Flock

Germaine Gioia

Sam Guilloud

Trent Hershenson

Dave Hoffman

Jim Kennedy

David Kim

Ray Kowalewski

Lupe Ocaranza

Derek Roth

The Sales Team

Terri Schiek

John Trudeau

Director, Quality Assurance

Monica Vallejo

QA Managers

Mario Walbel

Michael Motoda

Test Supervisor

Nick Gardner

Test Leads

Joel Dagang

Antonio Herrera

Testers

Kayne Amorivivat

Ryan Azimzadeh

Sean-Patrick Caldon

Logan DeMelt

Jeff Dickerson

Ryan Fell

Tim Haendiges

Trevor Howard

Mandy Jenkins

Joshua Kimmel

Carlos Mansilla

Stacey Menear

Adam Noce

Luke Olmstead

Christine Parsinia

Mike Ramey

Kenneth Schroeder

Anthony Song

David Starks

Lindsey Talbot

Albert Villene

Krystle Wallis

First Party Supervisor

Jason Tani

First Party Specialists

Jennifer Henschel

Arielle Jayme

Alexis Ladd

David Marino

QA Technicians

Jonathan Gill

Richard Jones

David Wilson

Mastering Lab Technicians

Charles Batarse

Glen Peters

Anthony Dunnet

Thomas Arnold

Database Applications Engineers

Jason Roberts

Brian Kincaid

Game Evaluation Team

Sean Heffron

Scott Frazier

Matt Elzie

Eric Weiss

THQ INTERNATIONAL

SVP European Publishing
Ian Curran

Director, Global Brand Management

Michael Pattison

Senior Global Brand Manager
Jennifer Wyatt Ambler

Assistant Global Brand Manager
Victoria Fisher

Global PR Manager
Kathy Bricaud

International Art Director
Till Enzmann

DTP Operator (ICS)
Anja Johnen

Detlef Tapper

Dirk Offenberg

Jens Spangenberg

Jörg Stauvermann

Ramona Sackers

Ramona Stall

European Localisation Director
Susanne Dieck

European Localisation Engineer
Bernd Kurtz

UK Marketing Director
Richard Williams

UK Product Marketing Manager
Angela Bateman

UK Associate Product Marketing Manager
Elizabeth Blackman

UK & Export PR Manager
Helen Jones

Marketing Director, Germany
Paul Ashcroft

Product Manager, Germany
Alexander Hall

Head of PR, Germany
Georg Reckenthaler

Marketing Director Spain
Pablo Camacho

Product Manager, Spain
Fermín García

PR Manager, Spain
Jorge Nicolás Vázquez

Vice President Asia Pacific
Martin Good

CREDITS

Senior Product Manager,

Asia Pacific

Elizabeth Kotevska

PR Manager, Asia Pacific

Katherine Charles

Marketing Manager, France

Sébastien Wadoux

Senior Product Manager, France

Benoit Bohet

PR Manager, France

Christelle Carteron

Sales & Marketing Director, Nordic

Lisbeth Hagen

PR Manager, Nordic

Peter Jakobsen

Marketing Manager, Benelux

Robin Wolff

Special Thanks

Annie Sullivan

Axel Herr

Jeroen Pompen

Miguel Canut

Rory Donnelly

Roy Campbell

Rodney Black

BUENA VISTA GAMES

Producer

Jacqueline Sandee Valle

Associate Producer

Erik Guenther

Executive Producer

Rachel DiPaola

Lead Artist

Chris Teitez

Technology Manager

Andrew Nigel Fisher

Director, Game Design

Stephen Jarrett

Producer, Game Design

Derek Dutilly

Production Intern

Jeremy Swain

Senior Manager, Localisation

Philippe Juton

Localisation Manager

Ann Marie Riccio

Director, Marketing

Dana Long

Senior Manager, Marketing

Barbara Gleason

Associate Marketing Manager

Mark Turos

Director, Public Relations

Angela Emery

Director, Quality Assurance

Gary Stevens

Certification Supervisor, Quality Assurance

Doug Quackenbush

Project Lead, Quality Assurance

Saaren Ghazi

Testers, Quality Assurance

Gerald Wada

Certification Team

Conan E. Chamberlain

Angelo Federizo

Jason Furler

Marta Saylor

Media Co-ordinator

Mario Donis

Featuring the Voice Talents of...

Greg Baldwin

Corey Burton

Larry the Cable Guy

George Carlin

Lindsey Collins

Jerry De Capua

Paul Dooley

Bill Farmer

Keith Ferguson

Quinton Flynn

Brian George

Jennifer Hale

Katherine Helmond

E.J. Holowicki

Bonnie Hunt

Rob Izenberg

Michael Keaton

Elissa Knight

Jennifer Lewis

Cheech Marin

Joel McCrary

Paul Newman

Nolan North

Adrian Ochoa

Richard Petty

Steve Purcell

Guido Quaroni

Johanna Ratzenberger

Alex Reymundo

Jonas Rivera

Lou Romano

Tony Shalhoub

Rafael Siquiera

James Patrick Stewart

Michael Wallis

Darrell Waltrip

Owen Wilson

Disney Character Voices

Creative Manager: Renée Johnson

Creative Manager: Ben Hoppe

Production Manager: Bryan Monroe

Senior Manager: Nod Lott

Senior Technical Manager: Randy Coppinger

Production Co-ordinator: Ethan Friedericks

Production Co-ordinator: Jen Horn

CREDITS

MUSIC CREDITS

1. 'Rock This Town'

Performed by Stray Cats
Written by Brian Setzer
© 1981 EMI LONGITUDE MUSIC INC. & ROCKIN BONES
MUSIC INC.
All Rights Reserved. International Copyright Secured.
Used by Permission.
Courtesy of Capitol Records
Under License from EMI Film & Television Music
Courtesy of Arista Records and SONY BMG Commercial
Markets UK
By Arrangement with SONY BMG Entertainment

2. 'HERE I AM'

PERFORMED BY THE EXPLOSION
By Matt Hock, Dave Walsh, Damian Genuardi, Andrew Black
and Sam Cave
© 2004 FORAY MUSIC, PARTY ANIMAL MUSIC, BOSTONDAZ
MUSIC, CONTRA CONTRA, BORN IN MAY and BLUE ALARM
All rights controlled and administered by FORAY
MUSIC (SESAC)
All Rights Reserved. International Copyright Secured.
Used By Permission. COURTESY OF VIRGIN RECORDS UNDER
LICENSE FROM EMI FILM & TELEVISION MUSIC

3. 'Come On, Let's Go'

Performed by Los Lobos
Written by Richie Valens
Published by EMI Longitude Music Inc. Used by Permission
Courtesy of Slash Records
By arrangement with Warner Music Group Video Game Licensing
(P) 1987 Slash Records

4. 'Best Looking Guy in Town'

Performed by Natural Born Hippies
Written by Lindby, Hougesen, B-Christensen, Thorbjørnsen)
Published by Iceberg Publishing A/S/ EMI Music Publishing
Germany GmbH
Produced, recorded and engineered by Stephan Fischer and
Natural Born Hippies for Iceberg Records at Tritonus
Germany and 'Studio De Lux', Denmark
All Rights Reserved. International Copyright Secured.
Used By Permission.

5. 'What I Want'

Performed by AutoPilot Off
Written by Tim Armstrong
Published by How About A Bunch of Trouble Music (ASCAP)
(P) 2004 The Island Def Jam Music Group
Courtesy of The Island Def Jam Music Group under license
from Universal Music Enterprises

CREDITS

6. 'White Knuckle Ride'

Written by Estes, Rossington, Van Zant
Performed by Lynyrd Skynyrd
Published by Mad Muffin Music, Windswept Publishing and
SLEEPING INDIAN PUBLISHING COMPANY c/o
HABER CORPORATION
Courtesy of Epic Records. By Arrangement with Sony BMG
Music Entertainment

7. 'Night Drive'

Written by Tyson Ritter and Nick Wheeler
Performed by All American Rejects
Published by BMG Songs Inc. & Smells Like Phys Ed Music
(P) 2005 Interscope Records
Courtesy of Interscope Records under license from Universal
Music Enterprises

8. 'Italia'

Composer: Paul Lawler (PRS)
Publisher: DeWolfe (ASCAP) By Arrangement with RipTide Music
Master: DeWolfe (ASCAP) By Arrangement with RipTide Music

9. 'Free Ride'

Performed by The Edgar Winter Group
Written by Hartman
Published by EMI Blackwood Music Inc. All Rights Reserved.
International Copyright Secured. Used By Permission.
Courtesy of Epic Records. By Arrangement with Sony BMG
Music Entertainment

Special Thanks to...

Robert Coshland
Carole Degoulet
Joel Goodsell
Brian Kahanek
Rita Kedineoglu
Sean Krankel
Matt Dwczarek
Luigi Priore
Bob Quinn
Benjamin Stinson
Tamira Webster

CREDITS

PIXAR ANIMATION STUDIOS

Director

John Lasseter

Co-Director

Joe Ranft

Producer

Daria K. Anderson

Production Designers

Bob Pauley

William Cone

Shading Art Director

Tia W. Kratter

Director of Photography/Camera

Jeremy Lasky

Script/Story Lead

Joe Ranft

Script/Story Team

Kiel Murray

Phillip Lorin

Dan Scanlon

Steve Purcell

Garrett Sheldrew

Animators

Scott Clark

Tasha Wedeen Harris

Bobby Podesta

Vice President of Consumer Products

Kerry Phelan

Director of Marketing

Mary Conlin

Consumer Products Manager

Michele Spane

Consumer Products Project Manager, Interactive

Anne Mopre

Production Assistant

Jonathan "Jrod" Rodriguez

Consumer Products Artist

Ben Butcher

Special Thanks

Paul Cichocki

Leeann Alameda

Jeff Raymond

Andy Dreyfus

In memory of

Joe Ranft

1960-2005



Cars © Disney/Pixar. Licensed by THQ Inc. Developed by Rainbow Studios. THQ, Rainbow Studios 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.

Disney/Pixar elements © Disney/Pixar; Dodge is a trademark notice of DaimlerChrysler Corporation; Hudson Hornet is a trademark of DaimlerChrysler Corporation; Volkswagen trademarks, design patents and copyrights are used with the approval of the owner Volkswagen AG; H-1 Hummer is a trademark of General Motors; Model T is a registered trademark of Ford Motor Company; Fiat is a trademark of Fiat S.p.A.; Mack is a registered trademark of Mack Trucks, Inc.; Mazda Miata is a registered trademark of Mazda Motor Corporation; Kenworth is a trademark of Paccar, Inc.; Chevrolet is a trademark of General Motors; Peterbilt is a trademark of Paccar, Inc.; Jeep® and the Jeep® grille design are registered trademarks of DaimlerChrysler Corporation; Mercury is a registered trademark of Ford Motor Company; Plymouth Superbird is a trademark of DaimlerChrysler Corporation; Cadillac Coupe DeVille is a trademark of General Motors; Ferrari elements are trademarks of Ferrari S.p.A.; Sarge's rank insignia design used with the approval of the U.S. Army; Fairlane is a trademark of Ford Motor Company or Fairlane™; Petty marks used by permission of Petty Marketing LLC; Cadillac Range background inspired by the Cadillac Ranch by Art Farm (Lord, Michels and Marquez) © 1974. PORSCHE®, the Porsche Crest Design®, CARRERA® and the distinctive shape of the 911® automobiles are registered U.S. trademarks of Dr. Ing. h.c. F. Porsche AG and used under license.

LICENSE AGREEMENT

Your use of the file is evidence of your agreement to be bound by the terms

1. OWNERSHIP. The Software is and shall remain a proprietary product of THQ and its suppliers. THQ and its suppliers shall retain ownership of all patents, copyrights, trademarks, trade names, trade secrets, and other proprietary rights relating to or residing in the Software. Except as provided in Section 2, you shall have no right, title or interest in or to the Software. The Software is licensed, not sold, to you for use only under the terms of this Agreement. If you agree to be bound by all of the terms of this Agreement, you will only own the media on which the Software has been provided and not the Software itself.

2. GRANT OF LICENSE. THQ grants you a non-exclusive, non-transferable right to use one copy of the Software in the country in which you acquired the Software for your own personal use. All other rights are expressly reserved by THQ. You may not: (a) install the Software on multiple computers, timeshare the Software, or make it available to multiple persons, (b) reverse-engineer or decompile the Software, or (c) export the Software. You may make one copy of the Software solely for purposes of having a backup copy, provided that you reproduce on that copy all copyright notices and any other confidentiality or proprietary legends that are on the original copy of the Software. You understand that THQ or its suppliers may update the Software at any time and in doing so incurs no obligation to furnish such updates to you pursuant to this Agreement.

3. LIMITED WARRANTY. THQ International warrants to the original purchaser of this THQ International product that the medium on which the computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This THQ International software is sold "as is", without express or implied warranty of any kind resulting from use of this program. THQ International agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any THQ International product, postage paid, with proof of purchase, at its Customer Service centre. Replacement of this Game Disc, free of charge to the original purchaser is the full extent of our liability. Please allow 28 days from dispatch for return of your Game Disc.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the THQ International product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING OR OBLIGATE THQ INTERNATIONAL. ANY IMPLIED WARRANTIES OF APPLICABILITY TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL THQ INTERNATIONAL BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS THQ INTERNATIONAL PRODUCT. THIS IN NO WAY AFFECTS YOUR STATUTORY RIGHTS.

This computer program and its associated documentation and materials are protected by both National and International copyright law. Storage in a retrieval system, reproduction, translation, hiring, lending, broad-casting and public performances are prohibited without express written permission of THQ International.

4. LIMITATION OF LIABILITY. IN NO EVENT SHALL THQ AGGREGATE LIABILITY IN CONNECTION WITH THIS AGREEMENT AND THE SOFTWARE, REGARDLESS OF THE FORM OF THE ACTION GIVING RISE TO SUCH LIABILITY (WHETHER IN CONTRACT, TORT OR OTHERWISE), EXCEED THE LICENSE FEES RECEIVED BY THQ FOR THE SOFTWARE. NO THQ SUPPLIER SHALL HAVE ANY LIABILITY WHATSOEVER UNDER THIS AGREEMENT. IN NO EVENT SHALL THQ OR THQ SUPPLIERS BE LIABLE FOR ANY INDIRECT, EXEMPLARY, SPECIAL, CONSEQUENTIAL OR INCIDENTAL DAMAGES OF ANY KIND (INCLUDING WITHOUT LIMITATION LOST PROFITS), EVEN IF THQ OR SUCH SUPPLIER HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THQ SHALL NOT BE LIABLE FOR ANY CLAIMS OF THIRD PARTIES RELATING TO THE SOFTWARE. THE LIMITED WARRANTY, LIMITED REMEDIES AND LIMITED LIABILITY PROVISIONS CONTAINED IN THIS AGREEMENT ARE FUNDAMENTAL PARTS OF THE BASIS OF THQ BARGAIN HEREUNDER, AND THQ WOULD NOT BE ABLE TO PROVIDE THE SOFTWARE TO YOU WITHOUT SUCH LIMITATIONS. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY, SO THE ABOVE DISCLAIMER MAY NOT APPLY TO YOU, IN WHICH CASE THE DURATION OF ANY SUCH LIMITATION OR EXCLUSION OF LIABILITY IS LIMITED TO NINETY (90) DAYS FROM THE DATE THE SOFTWARE IS RECEIVED BY YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER LEGAL RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

5. TERMINATION. You may terminate this Agreement at any time. This Agreement shall terminate automatically upon your breach of any term of this Agreement. Upon termination, you shall destroy the Software and the backup copy, if any, you made pursuant to the Agreement.

THQ Asia Pacific, Level 8, 606 St. Kilda Road, Melbourne, VIC 3004, Australia



Exclusive CARS Cheat Code Inside These GREAT Products!

Carte Code Secret CARS exclusive incluse!

Un esclusivo Codice Segreto CARS in questi fantastici prodotti!

Fantastische producten met exclusieve CARS-toegangscodes!

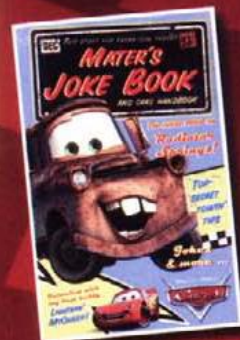
¡Código Secreto exclusivo de CARS incluido en estos productos!

Dica exclusiva CARS no interior!

Exklusiv fuskod för CARS i dessa fantastiska produkter.



CHECK OUT THESE EXCITING BOOKS FOR MORE *Cars* FUN!



Available now

NOTES

THQ CUSTOMER SERVICES

AUSTRALIA

Technical Support and Games Hotline
1902 222448
Call costs \$2.48 (incl GST) per minute
Higher from mobile/public phones

DEUTSCHLAND

Tel. 09001 505511
(€ 0,99/Min. aus dem Festnetz der DTAG)
für **spielinhaltliche** Fragen
Mo.-Sa. von 11.00–21.00 Uhr

Tel. 01805 605511
(€ 0,12/Min. aus dem Festnetz der DTAG)
für **technische** Fragen
Mo.-Sa. von 11.00–21.00 Uhr

Internet: <http://www.thq.de/support>
(Online-Formular für schriftliche Anfragen)

ESPAÑA

Correo: THQ Interactive Entertainment España S.L.U.,
Avenida de Europa 19, Edificio I 1º B,
Pozuelo de Alarcón, 28224 Madrid, ESPAÑA,
Tlf. 91799 1990 (De Lunes a Viernes de
10.00 a 13.30 horas y de 16.00 a 18.00 horas)

El precio de la llamada en el precio de una llamada convencional sujeta a los precios establecidos por cada compañía telefónica.

FRANCE

Trucs et astuces : 08 92 68 24 27 (0.34 € la minute)

ITALIA

È inoltre possibile accedere al nostro
Servizio Assistenza Tecnica
on-line compilando un semplice form:
<http://www.halifax.it/assistenza.htm>
Tel. 024 130345
(Dal lunedì al venerdì, dalle ore 14 alle ore 19)
E-mail: assistenza@halifax.it

tariffa estesa per chi chiama da Milano, interurbana per chiamate provenienti da altri centri.

NEDERLAND

Als je technische problemen met dit spel ondervindt,
kun je contact opnemen met de technische helpdesk
in Groot-Brittannië:

Telefoon +44 87 06080047
(nationale/internationale telefoontarieven
zijn van toepassing)
ma t/m vr 8.00 tot 19.00 (GMT)
za 9.00 tot 17.00 (GMT)

ÖSTERREICH

Tel. +49 1805 705511 (Die Kosten entsprechen
einem Auslandsgespräch nach Deutschland)
für **spielinhaltliche** Fragen
Mo.-Sa. von 11.00–21.00 Uhr

Tel. +49 1805 605511 (Die Kosten entsprechen
einem Auslandsgespräch nach Deutschland)
für **technische** Fragen
Mo.-Sa. von 11.00–21.00 Uhr

Internet: <http://www.thq.de/support>
(Online-Formular für schriftliche Anfragen)

PORTUGAL

Informações de Jogos, Truques e Dicas,
liga: 256 836 273
(Número sujeito ao tarifário normal da Portugal Telecom)
apoioaoconsumidor@cofilmes.pt
HORÁRIO DE FUNCIONAMENTO das 17.00h às 19.00h
Todos os dias úteis

SERVIÇO DE ASSISTÊNCIA TÉCNICA
Liga: 707 236 200
HORÁRIO DE FUNCIONAMENTO das 14.00h às 17.30h
Todos os dias úteis. Número Único Nacional:
€ 0,11 por minuto

SUISSE/SCHWEIZ/SVIZZERA

Tel. +49 1805 705511 (Die Kosten entsprechen
einem Auslandsgespräch nach Deutschland)
für **spielinhaltliche** Fragen
Mo.-Sa. von 11.00–21.00 Uhr

Tel. +49 1805 605511 (Die Kosten entsprechen
einem Auslandsgespräch nach Deutschland)
für **technische** Fragen
Mo.-Sa. von 11.00–21.00 Uhr

Internet: <http://www.thq.de/support>
(Online-Formular für schriftliche Anfragen)

UK

Telephone: +44 (0)87 06080047
(national/international call rates apply)
(Mon - Fri 8.00 am to 7.00 pm
Sat 9.00 am to 5.00 pm)

Online:
Register your game at www.thq.co.uk
for FAQs and full online support