



# WORLD RACE™



INSTRUCTION BOOKLET



NINTENDO  
GAMECUBE™

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO<sup>®</sup> HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET 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, such as while 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 when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions  
Altered vision

Eye or muscle twitching  
Involuntary movements

Loss of awareness  
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 after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents 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, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

## **⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

## **⚠ CAUTION - Motion Sickness**

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

## **⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

---

### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME SUPPORTS  
SIMULTANEOUS GAME PLAY  
WITH ONE, TWO, THREE OR  
FOUR PLAYERS AND  
CONTROLLERS.**



**THIS GAME REQUIRES A  
MEMORY CARD FOR SAVING  
GAME PROGRESS, SETTINGS  
OR STATISTICS.**

*Copying of any video game for any Nintendo system 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.*

*This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.*

*The contents of this notice do not interfere with your statutory rights.*

*This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.*



THQ Inc., 27001 Agoura Road, Suite 270, Calabasas Hills, California 91301  
HOT WHEELS and associated trademarks and trade dress are owned by, and used  
under license from, Mattel, Inc. © 2003 Mattel, Inc. All Rights Reserved. THQ and the  
THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved.  
All other trademarks, logos and copyrights are property of their respective owners.

LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.

# TABLE OF CONTENTS

PAGE	SECTION
02	Loading the Game Disc
02	Starting the Game
03	Game Controls
04	The World of <b>HIGHWAY 35™</b>
04	Features
05	Options
06	Main Menu Options
	Challenge Mode
	Single Player or Multiplayer
	Quick Race
09	Saving and Loading
10	Driving Basics
	Car Handling
	Stunts
	Combos
	Nitrox <sup>2</sup> Boosting
13	Special Items
	Glowing Ring Pick-ups
	Flaming Wheel Pick-ups
14	Hints and Tips
21	Credits
24	Limited Warranty



# LOADING THE GAME DISC

Set up your Nintendo GameCube™ system according to the instructions in its instruction manual. Attach Nintendo GameCube Controllers and other peripherals, as appropriate. Press the Power Button to start your Nintendo GameCube™. When the power indicator lights up, press the Open Button and the Disc Cover will open. Place the **Hot Wheels™ World Race™** disc on the disc tray with the label side facing up, then close the disc lid. Follow the on-screen instructions and refer to this manual for information on using the software.

## STARTING THE GAME

Getting started is easy. First, if you have a Nintendo GameCube Memory Card in your system, you'll have the option to turn the Auto Save feature on. If you choose Auto Save, your progress will be saved automatically. If you choose not to use Auto Save, you will have to remember to save your progress.

Once you have selected your Autosave option, press Start to open the main menu. But before you begin, check out the options and set up the game just the way you like it.

# GAME CONTROLS

## GAME CUBE DEFAULT CONTROLS



Control Pad:	Steering / Stunts in air
Control Stick:	Steering / Stunts in air
C Stick:	Accelerate / Brake
A Button:	Accelerate
B Button:	Brake
X Button:	Handbrake
Y Button:	Look behind
Z Button:	Change camera
R Button:	Nitrox <sup>2</sup>
L Button:	Handbrake
START:	Pause

### NOTE

Other Control Pad set-ups are available in the options menu.

# The World Of HIGHWAY 35™

## Thousands

of years ago, an advanced race of beings called Accelerons built an amazing network of speedways that wrapped around the world. When disaster struck, they hid these twisting, looping roads in another dimension. An eccentric scientist, Peter Tezla, has discovered the road naming it Highway 35™. Unable to navigate the road himself, Tezla has assembled thirty-five of the world's greatest drivers, built them super-powered race cars and offered them millions to be the first to cross the finish line. Drivers who take this challenge will need all of their skills to blast through World Race™ terrains: fiery volcanoes, menacing jungles, sweeping deserts, and icy oceans. Now, it's up to you to take your World Race™ team to riches and glory. Welcome to the **Hot Wheels™ World Race™**. Drive the Impossible!™

## FEATURES

Choose from 35 of the fastest cars ever created for the ultimate mission of winning the World Race™ event.

Master the extreme stunt and combo system.

Collect pickups to trigger shortcuts and earn new features.

Race a field of five other aggressive rivals.

Choose between 5 teams including the Wave Rippers™, Scorchers™, Road Beasts™, Dune Ratz™, and Street Breed™.

Intense 4 player split screen racing.

PG  
4  
GC

# OPTIONS

OPTIONS



Customize the game settings from the **Options** menu.

**Sound Level:** Set the sound effects level with this option.

**Music Level:** Set the background music level with this option.

**Controls:** Choose from three preset controller layouts for each player.

**Data:** Save, Load or toggle Auto Saving with this option.

**Rumble:** Turn the Controller Rumble Feature ON or OFF.

**Gallery:** Access pictures of all of the cars you have unlocked.

**Credits:** See the names of the people behind **Hot Wheels™ World Race™** here.

# MAIN MENU OPTIONS



## Challenge

Before you compete in the World Race™ events, it's wise to complete the **Challenge Mode**. Only once you have completed all five of the challenges will you be fully prepared for the extreme high-energy World Race™ circuits.

## Single Player or Multiplayer

When you select the **Single Player Mode**, you can choose among three types of races—**Quick Race**, **Time Trial** or **League**. In **Multiplayer Mode**, both the **Quick Race** and **League** options are available, but not the **Time Trial**.

## Quick Race

Select the **Quick Race Mode** to launch yourself straight into the action. Choose your team and car, pick your track then go, go, go! Race against your friends by selecting **Quick Race Mode** from the **Multiplayer Mode** menu.

### Time Trial

**Time Trial** is the mode for pure racers: no other cars are on the track. It's just you against the clock. **Time Trial** is only available from the **Single Player Mode** menu. See if you can get the number one slot on the best times table or beat your friends' best times!

### League

Prove you are the best of the best in **League Mode**. Start in Rookie League and take part in a series of gruelling races. Be prepared to master a series of twisting, gravity defying roller coaster tracks on the league circuit.

To continue in League racing, you must earn a minimum amount of points in each race. The amount varies from race to race, but if you don't earn enough, you're out! League racing is for the bold and the daring. You'll know soon enough if you have what it takes.

You earn points based on your finishing position in the race:

Position	Points
1st	15
2nd	12
3rd	9
4th	6
5th	3
6th	0

At the end of a race, you will have the option to Retry the race. If you were disqualified, or if you think you can do better next time, go ahead and try again.

By the way, if you are eating the other drivers' dust and get too far behind, you can press START to pause the game and then choose Retry before you even finish. But remember: Practice makes perfect. You can only Retry so many times, however. In the Rookie League you have 3 Retries, in Veteran League you have 2 and in Elite League only 1.

If you complete the Rookie League, you'll unlock the tough Veteran League, and if you complete Veteran League you'll unlock the ultra-tough Elite League.

To play in a co-operative league with your friends, select **League Mode** from the **Multiplayer Mode** menu.



# SAVING AND LOADING

If you have disabled Autosave, you will need to save your progress and records by selecting the Save function from the **Data** option. You may also be prompted to save at various points in the game, such as after quitting a **League** or after setting a new record and quitting **Quick Race** for example.

If you wish to load saved data then you can select the Load function from the Data option.

**NOTE**  
**Hot Wheels™**  
**World Race™**  
will auto load  
any data it  
finds when it  
starts up.

# DRIVING BASICS

DRIVING BASICS

Once you're behind the wheel of the car of your choice, you will see the track ahead of you. Other than that, you have two gauges:



**Speedometer:** This shows your current speed.

**Nitrox<sup>2</sup>:** This gauge shows how full your Nitrox<sup>2</sup> is. When it is full, you can use the Nitrox<sup>2</sup> boost to speed your car down the track or over ramps.

## Car Handling

You'll be choosing the car that matches your driving style, so it's best to be familiar with their handling characteristics:

**Speed:** The higher this value, the faster the car's normal top (unboosted) speed.

**Grip:** The higher this value, the better the car is at taking corners and the less you'll have to slow down or brake to take corners safely.

**Accel (Acceleration):** The higher this value, the faster the car is off the line. This is useful for recovering from crashes and for powering out of corners.

**Boost:** This value shows how well the car uses Nitrox<sup>2</sup>. The higher this value, the longer the Nitrox<sup>2</sup> boost will last after you use Nitrox<sup>2</sup> or you hit a Nitrox<sup>2</sup> pad.



## Stunts

Stunts are a big part of the World Race™ events. Performing extreme flips and twists in your car not only looks cool, but also fills your Nitrox<sup>2</sup> bar—more on that later!

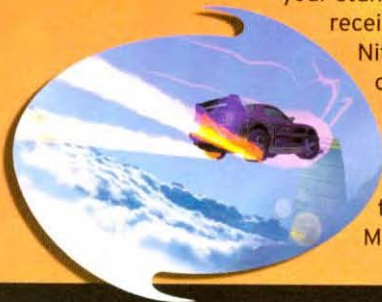
To perform a stunt, simply hold the Control Pad or the Control Stick in a particular direction as you go over a jump ramp. Keep holding the direction while you're in the air to keep the car rotating. Release the control when you want to finish the stunt.

The car will perform a different stunt depending on the direction you chose (up, down, left or right). On smaller jumps it's best to aim for 2 rotations... If you catch big air then try for 3 or maybe even more.



Whatever stunt you attempt, leave enough time to use the Control Pad to line the car up for a smooth landing. If you get greedy and try for too many flips then you'll end up crashing and burning. If you complete your stunt and land perfectly, you'll receive a bonus amount of Nitrox<sup>2</sup> fuel. In fact, two flips or rolls and a perfect landing bonus will completely fill your Nitrox<sup>2</sup> bar.

Don't keep trying the same thing every time though. Make sure to keep your





PG 12  
GC

## Combos



While you are performing a fresh stunt you'll see a button combo displayed at the top of the screen, tap out this 2-button combo to light up a combo light. If you light all 3 combo lights then you will

earn yourself a top speed, acceleration and grip boost for a

short period of time. Be careful. It's a good idea to master basic stunts before you take things to the next level with combos!

## Nitrox<sup>2</sup> Boosting

Filling your Nitrox<sup>2</sup> bar is vital if you are going to win races and access all the short-cuts hidden throughout the tracks.

The main use of Nitrox<sup>2</sup> is to help launch your car into a huge boost jump, going further and higher than normal. To trigger a Nitrox<sup>2</sup> jump you must have a totally full Nitrox<sup>2</sup> bar. Then all you have to do is press the Nitrox<sup>2</sup> button (R Button by default) as you go up a jump ramp.

The second use of Nitrox<sup>2</sup> is to give the car a short turbo boost, especially useful on the final straight on the last lap! To trigger a Nitrox<sup>2</sup> turbo boost press the Nitrox<sup>2</sup> button (R Button by default) when your Nitrox<sup>2</sup> bar is completely full. Note that you can't just use a little bit of your Nitrox<sup>2</sup>. Each time you use a boost, it drains all your Nitrox<sup>2</sup> fuel.

**NOTE**  
Some ramps will automatically boost jump you, whether or not your bar is full.

## SPECIAL ITEMS

### Glowing Ring Pick-ups

You see those glowing gold rings? You can't miss 'em. Well, drive through them if you can because:

- They help fill your Nitrox<sup>2</sup> bar, and
- If you collect enough of these pick-ups and finish the race in the top 3 you may unlock some secrets!

### Flaming Wheels Pick-ups

Whenever you see one of these pick-ups try to grab it, as these **Flaming Wheel Pick-ups** lower the red force field barriers blocking shortcuts. Many **Flaming Wheel Pick-ups** are hanging high in the



air over jumps and can only be reached by Nitrox<sup>2</sup> boost jumping over the jump ramp. Learning where these pick-ups are and what shortcuts they open is one of the keys to mastering **Hot Wheels™ World Race™**.

## HINTS AND TIPS

- Use the handbrake on most corners to power slide smoothly around them.
- Try to hit the blue Nitrox<sup>2</sup> pads placed on the track to keep your speed up.
- Collect the glowing ring pick-ups to unlock cars and earn Nitrox<sup>2</sup>.
- Learn where the **Flaming Wheel Pick-ups** are and the locations of the master shortcuts.
- Try pumping the brake before harder corners.
- Don't get greedy when pulling stunts, two Nitrox<sup>2</sup> flips and a perfect landing is enough to fill your Nitrox<sup>2</sup> bar.



# SMASHMOUTH



## WORLD RACE™

Look for the song **"HOT"**  
by **SMASHMOUTH** as  
featured on the World Race™  
Episodes on VHS & DVD!

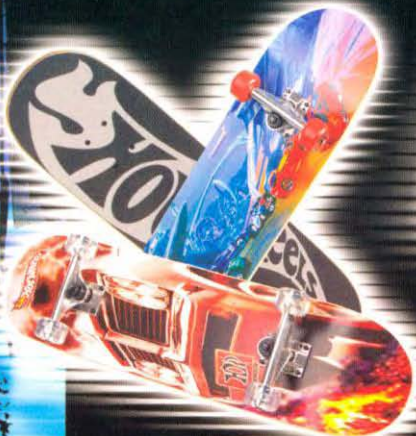


# Hot Wheels™



Hot Wheels™ Bike

# HOT WHEELS™ GEAR LEADS THE RACE.



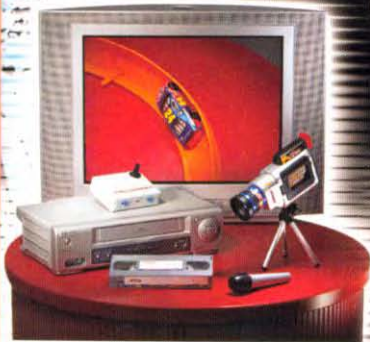
Hot Wheels™  
Skateboard



Hot Wheels™ Deluxe  
Take-A-Long 100 Car Case



Hot Wheels™ Protective Gear



Hot Wheels™ Xtreme Cam  
Wireless Video Camera



Hot Wheels™ Accelerator  
Electronic Learning Laptop

For more product info - call us  
**(800) 431-1183**



# WORLD RACE™

**Collect all  
35 cars and get the  
Ultimate Track Set  
FREE!**

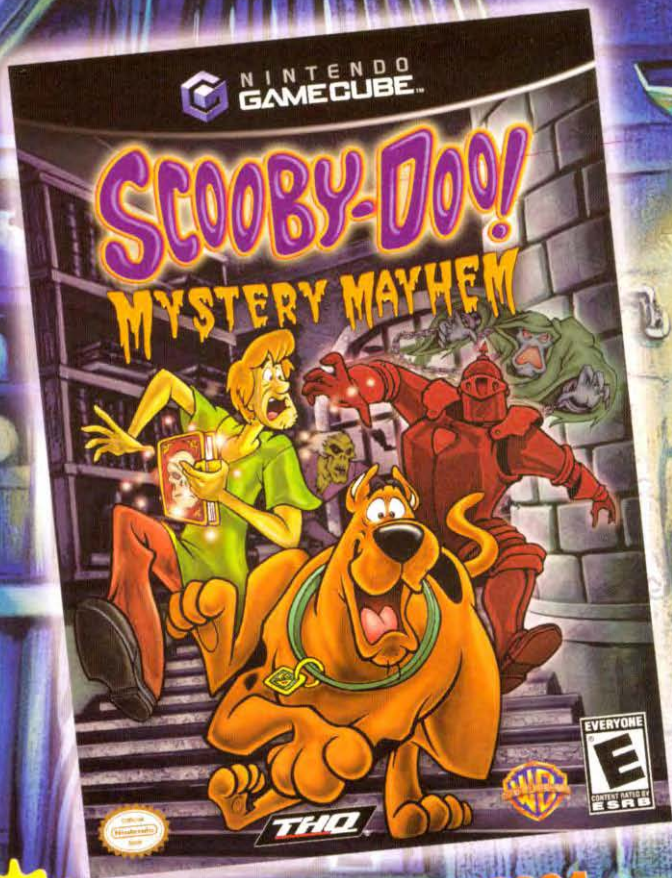


## Hot Wheels® World Race™ Mail-in-Offer

### To receive your Hot Wheels® Ultimate Track Set:

Between November 1, 2002 and December 31, 2003, purchase all thirty-five (35) Hot Wheels Highway 35™ cars from participating retailers, while supplies last. (Seven (7) car models will be released for purchase beginning November 2002 and distribution of the 28 remaining car models will continue on four (4) additional release dates, of seven cars each, through October 2003. 260,000 complete car collections available in all). Send in all thirty-five (35) original proof of purchase (UPC code) and \$10 (£7 for UK & ROI residents) for shipping and handling along with a 3x5 card with your name, address, date of birth, name of guardian or parent if under the age of 18, and phone number to: U.S. residents: Hot Wheels World Race Gift With Purchase, P.O. Box 1484, Midlothian, Virginia 23113-1484. UK and ROI residents: HW 35 Collect & Win Offer, P.O. Box 142, Horsham, RH135FJ England. UK. Participants who send in all correct documentation (Proofs of purchase, 3x5 card), which must be post marked by January 7, 2004, will receive a free Hot Wheels® Ultimate Track Set (SRP \$150/RRP £100). Allow 6 to 8 weeks from receipt and verification of documentation for delivery of track set. Limit one track set per person, while supplies last. Offer open only to individual residents of the 50 United States, including the District of Columbia; UK, and ROI who are three years of age or older as of November 1, 2002. Void where prohibited by law. Each 3x5 card request and set of thirty-five (35) proofs of purchase should be mailed in an enveloped affixed with proper postage. Original proofs of purchase only will be accepted; no reproductions. Mattel, Inc. and its affiliated entities, agents and designees are not responsible for late, lost, damaged, misdirected, incorrectly addressed, incomplete, illegible, undeliverable, destroyed, or postage due request, claims, mail, or offer items. May not be combined with any other coupon, rebate or offer. Requests and proofs of purchase cannot be returned. No substitutions or transfers allowed. No cash alternative. © 2002 Mattel, Inc. All Rights Reserved. Hot Wheels and associated names are trademarks of Mattel, Inc. Promoter: Mattel, Inc. El Segundo, CA 90250 and Mattel UK Ltd. Mattel House, Vanwall Business Park, Maidenhead, SL6 4UB. UK.

# SCOOBY-DOO!™ IS BACK FOR AN ALL-NEW ADVENTURE!



**Available  
Now on  
Game Boy  
Advance**

**Available Spring 2004**



SCOOBY-DOO and all related characters and elements are trademarks of and © Hanna-Barbera.  
WBIE LOGO, WB SHIELD:™ & © Warner Bros. Entertainment Inc.  
(s03)



Scooby-Doo: Mystery Mayhem, Game and Software, excluding Scooby-Doo materials, © 2003 THQ Inc. Used under exclusive license by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, copyrights and logos are property of their respective owners. TM, © and the Nintendo GameCube logo are trademarks of Nintendo.

Available  
Now

# Tak

and the POWER of JUJU



[www.takgame.com](http://www.takgame.com)

 NINTENDO  
GAME CUBE.



[www.nick.com](http://www.nick.com)



[www.thq.com](http://www.thq.com)



Cartoon Violence

© 2003 Avalanche Software LLC. Developed by Avalanche Software. Avalanche Software and its logo are trademarks of Avalanche Software LLC. © 2003 Viacom International Inc. All Rights Reserved. Nickelodeon, Tak and the Power of Juju and all related titles, logos and characters are trademarks of Viacom International Inc. Exclusively published and licensed by THQ Inc. THQ and the THQ logo are registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are the property of their respective owners. TM, ©, Game Boy Advance and Nintendo GameCube logo are trademarks of Nintendo.

# CREDITS

## **Climax Studios**

**Producer**  
Agostino Simonetta

**Lead Programmer**  
Phil Yard

**Lead Artist**  
Mark Knowles

**Lead Designer**  
Alastair Cornish

**Code Team**  
**Console Lead**  
Julian Adams

**Programmers**  
Kevin Hoque  
Kim Burrows  
Mark Flanagan  
Rob Hallett  
Stu Findlater  
Tom Williams

**Additional Programmers**  
Balor Knight  
Chris Caulfield  
Damyan Pepper  
Jim Collin  
Shawn Hargreaves

**Art Team**  
**Car Lead**  
Robin Scott

**Concept Artwork**  
Calum Watt

**Environment Team**  
Ben McGrath  
Calum Watt  
Guy Mills  
Henry Rolis  
Justin Bravery  
Marco Hallett  
Mick McMahon  
Ned Langman  
Ryan Guy  
Steve Sampson

**Car Team**  
Andrew Stephens  
Darren Fenn  
Matt Tracey  
Paul Ayliffe  
Paul Meston  
Paul Shewan  
Rob Parker  
Warren Wouk

**Movies**  
Nik Faulkner

**Additional Artist**  
Gylan Hunter

## **Design Team**

**Designers**  
Adam Board  
Jon Millidge

**Sound Design and Music**  
Rockett Music Ltd

**QA Department**  
**Lead QA**  
Steve Brocking

**QA**  
Chris Bowles

**Management Information Systems**  
Guy Mayhew  
Rupert Mills

**Admin and Office Support**  
Lynn Horton  
Melanie Ward

**Studio Head**  
Tony Beckwith

**Development Director**  
Nick Baynes

**Technical Director**  
Greg Michael

**Art Director**  
Craig Gabell

**Special Thanks**  
Dawn Beasley  
Steve Green  
Stu Poole

Chris Melsher  
Christopher Brooking  
Dave Curran  
David Chambers  
Diletta Ponchielli  
Emma Tilt  
Gemma Love  
Geoff Flanagan  
Ghy Flanagan  
Hazel Flanagan  
Kaos Sampson  
Kerry McMinn  
Kerry Taylor  
Lynn Watt  
Pris McGrath  
Ronie Ponchielli  
Ruth Eglington  
Sachie Cornish  
Sarah Quinlivan  
Shervorn Monaghan  
Siobhán Burke-Adams

Sophia Shah  
Willow McGrath  
  
Aharon Coward  
Callum Braidwood  
Charlie Miles  
Dominic Perera  
Freddie Willatt  
George Miles  
Lui Sarabia  
James Sinden  
Joseph Rawlins  
Phil Martinez  
Patrick Miles  
Tane Cotterel-East

## **Mattel Boys New Media**

**Producer**  
Brian Ulinger

**Director of Licensing and Development**  
Jeff Goodwin

**Senior Vice President**  
Amy Boylan

**Sr. Manager, Marketing**  
Debra Silens

**Marketing Coordinator**  
Mary Calomico-Welch

**Special Thanks**  
Chris Parker  
Dan Owen  
Ray Adler  
Toni DeBerry  
Rob Hudnut  
Shelley Tabbutt

**Animated Sequences by**  
Mainframe Entertainment, Inc.

**Voice of Dr. Tezla**  
Michael Donovan

**Team Theme Music by**  
Ball of Waxx

**"Hot" Written and Performed by**  
Smash Mouth  
Smash Mouth Appears  
Courtesy of Interscope  
Records © 2002  
Interscope Records

## **THQ**

**Senior Project Manager**  
Roger Carpenter

**Project Manager**  
Mark Morris

**Creative Manager**  
Roger Faso

**Vice President, Product Development**  
Philip Holt

**Director of Product Development, Europe**  
Mike Gamble  
  
**Executive Vice President, Worldwide Studios**  
Jack Sorensen

**Test Lead**  
Justin Drolet

**Testers**  
Michael Alvarino  
Dario Goddin  
Max Fitt  
David Bator  
Jose Casteneda  
Bryan Stephenson  
Brian Johnson

**1st Party Submission Supervisor**  
Evan Icenbice

**1st Party Testers**  
Adam Affrunti  
Joel Dagang  
Scott Richie

**QA Technician**  
Mario Walbel

**QA Database Administrator**  
Jason Roberts

**Director of Quality Assurance**  
Monica Vallejo

**Senior Vice President, Worldwide Marketing**  
Peter Dille

**Director, Global Brand Management**  
John Ardell

**Product Marketing Manager**  
Kevin Hooper

**Director, Creative Services**  
Howard Liebeskind

**Senior Manager, Creative Services**  
Kathy Helgason

**Senior Media Relations Manager**  
Jennifer Campana

**Packaging Design**  
Origen Studios

**Special Thanks**  
Brian Farrell  
Alison Locke  
Tiffany Ternan  
Terri Schiek  
Germaine Gloia  
Leslie Brown  
Brandy A. Carrillo  
Brian Christian  
Dana Dispenza  
Josh Austin  
Iain Riches

# LIMITED WARRANTY

## Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **38028**. Please use this code to identify your Product when contacting us.

## Limited Warranty

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

## To receive warranty service:

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

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

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

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or

neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

### **Repairs after Expiration of Warranty**

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

### **Warranty Limitations**

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

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

### **Warning**

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



**AVAILABLE NOW**

EVERYONE



Visit [www.esrb.org](http://www.esrb.org)  
for more ratings  
information.

ESRB CONTENT RATING

[www.esrb.org](http://www.esrb.org)



NINTENDO  
GAMECUBE™

THQ Inc., 27001 Agoura Road, Suite 270, Calabasas Hills, California 91301

HOT WHEELS and associated trademarks and trade dress are owned by, and used under license from, Mattel, Inc. © 2003 Mattel, Inc. All Rights Reserved. Developed by Climax Studios Ltd. Climax Studios and its logo are trademarks and/or registered trademarks of Climax Studios Ltd. Exclusively licensed to and distributed by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners. PRINTED IN USA

