

XBOX

ONLY ON  
XBOX



# FUZION FRENZY

It's the future and the city is a battleground. You and your friends will compete against each other in dangerous arena games that will prove to the world who among you is the best.

The tournament started with neighborhood people getting together for friendly competition, but it has since grown into an event televised to every country.

Each zone has its favorite star, but only four players can play in the tournament—one of them is you!

Defend your honor, win the games, and become the best!



Microsoft

## 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 game play 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.

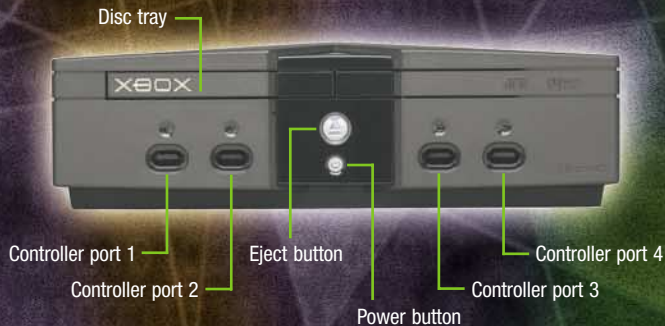
Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

## TABLE OF CONTENTS

Using the Xbox Video Game System .....	2
Using the Xbox Controller .....	3
Introducing Fuzion Frenzy .....	4
Playing Fuzion Frenzy .....	4
Game Features .....	11
Fuzion Frenzy Characters .....	13
Game Zones .....	15
In-game Options .....	21
Credits .....	23
Warranty .....	24
Product Support .....	25

## USING THE XBOX VIDEO GAME SYSTEM

- 1 Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
- 2 Press the power button and the status indicator light will light up.
- 3 Press the eject button and the disc tray will open.
- 4 Place the Fuzion Frenzy™ disc on the disc tray with the label facing up and close the disc tray.
- 5 Follow the on-screen instructions and refer to this manual for more information about playing Fuzion Frenzy.



### Avoiding Damage to Discs or the Disc Drive

#### To avoid damage to discs or the disc drive

- ▶ Insert only Xbox-compatible discs into the disc drive.
- ▶ Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- ▶ Do not leave a disc in the Xbox console for extended periods when not in use.
- ▶ Do not move the Xbox console while the power is on and a disc is inserted.
- ▶ Do not apply labels, stickers, or other foreign objects to discs.

## USING THE XBOX CONTROLLER

- 1 Insert the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers into available controller ports.
- 2 Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
- 3 Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Fuzion Frenzy.



## INTRODUCING FUZION FRENZY

Welcome to Fuzion Frenzy, an action game that takes place in a fantastic, futuristic city where you and your friends can see who's best at outbashing, outracing, and outmaneuvering each other!



## PLAYING FUZION FRENZY

You can play individual minigames—or play a tournament to see who's the best!

- ▶ Select **Tournament** when you want the complete Fuzion Frenzy experience.
- ▶ Select **Minigame Frenzy** when you just want to play a specific minigame.

## Tournament

In each of the city's zones, you will play three minigames before playing the Fuzion Frenzy Round, which is your chance to catch up with the leader or to strengthen your lead. You can choose to play in two, four, or six stages.



All of the minigames match the theme of the zone they're in. For example, all of the Jet Boat games are in the Waterfront zone.

## Tournament Length

The zones are chosen randomly, but you control how many zones you will play in the game by adjusting the size of the tournament.

As you travel from zone to zone, the game maps your path through the city, showing where you've been and where you'll go next.



## Team Play

Some minigames have a team play option, which is activated randomly.

In team play two teams compete in the minigame, and the players on the winning team earn an equal number of orbs.



## Fuzion Frenzy Round

The Fuzion Frenzy Round occurs after three minigames have been played in a tournament. The goal is to grab orbs that are white or your color and rush them to the goal to score points. The player who delivers the most orbs to a goal wins the Fuzion Frenzy Round!

Be careful! Another player may steal your orb as you carry it to the goal.

The orbs you use during the Fuzion Frenzy Round are the orbs you've won while playing the minigames in that zone. If you don't want to risk losing your orbs during the Fuzion Frenzy Round, you can deposit them and convert them into points.

YOU CANNOT GRAB ORBS THAT ARE THE SAME COLOR AS ANOTHER CHARACTER.

ATTACK A PLAYER THREE TIMES QUICKLY TO STEAL THAT PLAYER'S ORB.

Before you start the Fuzion Frenzy Round, you can deposit all but three of the orbs you've won. If you haven't won three orbs, you will be given three to play with in the arena. (You cannot deposit the three orbs the game gives you.) Deposited orbs are converted into points at the beginning of the Fuzion Frenzy Round.

Deposit		Play with	
	60		11
	60		3
	10		3
	10		3

Deposit or risk your orbs. Deposited orbs are converted into points. Orbs in play are worth more points but can be stolen.

or save/gamble  
 continue

The advantage of depositing orbs is that they can't be lost or stolen during the Fuzion Frenzy Round. The disadvantage is that you have the potential to score more points with orbs you play with in the Fuzion Frenzy Round arena.

The orbs you choose to play with will appear at random times and locations in the Fuzion Frenzy Round arena. Grab them and carry them to the goal to score points.

Boost your score by carrying up to four orbs at a time to the goal.

YOU CAN CARRY UP TO FOUR ORBS AT A TIME, BUT ALL THE ORBS YOU'RE CARRYING CAN BE LOST OR STOLEN AT ONCE.

There is a large bright orb that will help you gain extra points! When it appears, it is surrounded by hazards.



In the Fuzion Frenzy Round arena, there is a large button. Have your character press it and see if what happens can be used to your advantage!

Look for power-ups! They'll appear randomly in the arena. Power-ups are explained later.

Small white orbs are worth the least points.

## Minigame Frenzy

Choose any one of the minigames in Fuzion Frenzy and play it immediately!

Before starting a minigame, read the on-screen instructions for playing the game. The instructions may also include a hint.



The game keeps track of who wins each minigame, so you can hold your own tournaments! Everyone's score is displayed at the bottom of the Select Game screen.

## Starting and Practicing

Before you start each minigame you have the option of selecting Start or Practice.

- ▶ Select **Start** to begin the game and have your score recorded when you finish.
- ▶ Select **Practice** to allow everyone to play the minigame before playing it for points.

## Main Options

Before you start a tournament or a minigame frenzy, you can adjust the following settings.

### To change features

- 1 Move the left thumbstick or the directional pad up or down to cycle through features.
- 2 Move the thumbstick or directional pad left or right to change the settings of each feature:

**Sound Volume** Use the left thumbstick or the directional pad to increase or decrease the volume of the sound effects.

**Music Volume** Use the left thumbstick or the directional pad to increase or decrease the volume of the music.

**Vibration** You can choose to have your controller react to the game by vibrating. If this feature is on, the controller will vibrate. If you turn it off, the controller will not vibrate. Gameplay is not affected by whether vibration is on or off.

**Soundtrack** Background music in the game is arranged according to soundtracks, and each soundtrack has a number of selections. Move the left thumbstick left or right to select a new soundtrack. During gameplay, you will hear a randomly selected track from the soundtrack you choose. You can also choose soundtracks you have created.

**Song** Tracks played during a game are chosen randomly from the soundtrack selected above. You can listen to any selection in the chosen soundtrack by moving the thumbstick left or right.

The music will begin playing shortly after you select a new track.

**Credits** Displays the names of all the people who created Fuzion Frenzy.

- 3 Press the **B** button to return to the previous screen.

## GAME FEATURES

Some minigames include vehicles or randomly placed items that affect gameplay. There are also features that give you information about the game being played. These features are described below.

### Boosters

In some minigames, vehicles are equipped with boosters. They'll rocket your vehicle forward once each use. Boosters take a few seconds to recharge after every blast.

### Leader Bar

Bars at the top left of the screen show who's in the lead. Each bar is the same color as each player. The higher the score, the longer the bar.

### Timer

Some minigames end when time runs out. The timer shows how much time is left in the minigame.



## Power-ups

Power-ups appear at random times and in random locations during the game. To use one, just move over it.

### Lightning Bolt

A lightning bolt speeds up your vehicle or character for a few seconds.



### Hammer

A hammer gives you a special weapon. In the Fuzion Frenzy Round, it squashes opponents. In other games, it does things like allowing your tank to shoot three shells at once.



### Shield

A shield protects you from damage for a few seconds.



### Question mark

A question mark contains a randomly selected power-up.



## FUZION FRENZY CHARACTERS

To play Fuzion Frenzy, you have to pick a character to represent you in the game.

### To pick a character



Use the left thumbstick or the directional pad and press the A button.

Each of the six characters is represented by a specific color. This color-coding makes them easier to identify during fast-paced games. You can select from the following characters.



### Dub

Dub is never without his earphones—he listens to everything from urban beats to the news. Dub is as comfortable competing in a game as he is ripping music at home.

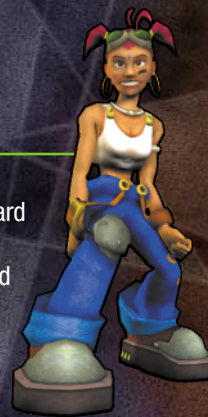
### Samson

Samson joined the tournament to show that he has as much brains as brawn. He takes every game seriously and plays to win!



### Geena

Geena loves the freedom of catching rails on her skateboard and snowboarding down the roughest tracks. She's as good in a tournament as she is at going freestyle.





## Zak

Zak is determined to make it to the winner's pedestal. He's young, but don't let that fool you—he's a player to be reckoned with!



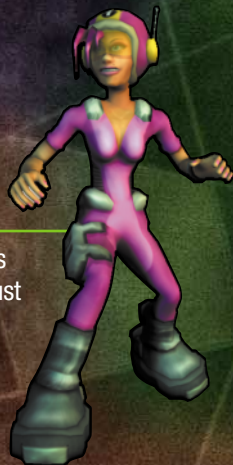
## Naomi

Naomi loves the crowds, the cheering, the chaos—everything about the tournament. She's competing to win the love of her fans.



## Jet

Jet's older sister competed in the games and now Jet wants to prove that she's just as good. She's focused on winning and won't let anything stand in her way.



## GAME ZONES

The city is divided into six zones. Each zone has types of minigames associated with it, and each type uses specific controls on the Xbox Controller. Some games use controls that differ slightly from the ones given below.

THE X BUTTON CAN BE USED INSTEAD OF THE B BUTTON IN MINIGAMES.

### Coliseum

Some of the most popular games are played in the Coliseum zone, which is dominated by a stadium. You'll find yourself encased in a giant rolling ball or sitting on a big slab of ice. Either way, you're trying to bump and bash your opponents out of the game!

#### Rolling Ball Minigames

The object of Rolling Ball minigames is to roll your ball across a point on the board, race it around a track, or bash everyone else.

#### Controls

Use the left thumbstick or directional pad to roll your ball.



#### Ice Car Minigames

In Ice Car minigames, you keep something away from everyone else and use it to score points, or you bump other players away.

#### Controls

Use the left thumbstick or directional pad to move your ice car.



Press the **A** button to activate a booster.



Press the **B** button to brake your ice car.



## Downtown

There are celebrations every day in the Downtown zone. Fireworks make brilliant displays, and music from the clubs fills the streets with the new urban beat.

### Fireworks Minigames

Fireworks blast the sky, and you have to make sure that your displays are the best anyone's ever seen. Launch your color of rocket or various combinations of fireworks for higher scores.



#### Controls

Use the left thumbstick or directional pad to move your character.

- A** Press the **A** button to jump or light a fuse.
- B** Press the **B** button to attack a player, light a fuse, or paint your rocket.

### Music Minigames

The best DJs pump music out into the streets. Are you good enough to keep up with them? The goal of Music minigames is to match whatever the DJ plays or be the DJ yourself. Synchronize your moves with the moving icons when they intersect the icons at the top of the screen.



#### Controls

- Y** **B** Use the **A**, **B**, **X**, and **Y** buttons to match the patterns shown on the screen.
- X** **A**

## Outlands

Construction projects always seem to be going on in the Outlands so minigames in this zone use the tools of construction: explosives to blow up opposing players and fast-moving drillers to crash other players or grab points.

### Demolition Minigames

Demolition minigames usually involve characters throwing explosives at each other (either round bombs or sticks of dynamite). You get more points if you blow up more than one player at the same time.



#### Controls

Use the left thumbstick or directional pad to move your character.

- A** Press the **A** button to jump.
- B** Press the **B** button to throw a bomb. Hold down the **B** button and then release to throw farther.

### Tail Minigames

The object of Tail minigames is to make other players run into the tail your vehicle leaves behind it or to trap objects inside a loop made by your tail.



#### Controls

Use the left thumbstick or directional pad to move your vehicle.

- A** Press the **A** button to activate a booster on some minigames.

## Military Zone

The soldiers and advanced vehicles the city needs to defend itself are kept in the Military zone. In Military zone minigames, you maneuver a tank or pilot a rocket ship to control territory, shoot other players, grab pods, and even race past bombs!

### Pod Minigames

The object of Pod minigames is to maintain control of pods. You want to either hang onto them for as long as you can or collect and drop off as many as possible.

#### Controls

Use the left thumbstick or directional pad to move your rocket ship.

- A** Press the **A** button to activate a booster.
- B** Press the **B** button to shoot your blaster.



### Tank Minigames

In Tank minigames, your character races a tank to control territory or deliver orbs to a goal.

#### Controls

Use the left thumbstick or directional pad to move your tank.

- A** Press the **A** button to reverse your tank's movement.
- B** Press the **B** button to shoot your tank's cannon.



## Power Station

Electricity and ... bugs? That's the Power Station zone! Avoid giant bolts of electricity and battery acid as you jump and duck for points or splat your way to victory as you squash all the bugs streaming up out of the city's sewers.

### Hopper Minigames

In Hopper minigames, your character must avoid obstacles such as rotating blades or fences of electricity. The longer you survive, the higher your score.

#### Controls

Use the left thumbstick or directional pad to move your character.

- A** Press the **A** button to jump over an obstacle.
- B** Press the **B** button to duck under an obstacle.



### Splat Minigames

Splat minigames involve bugs! You want to either smash them all or tag them with your color.

#### Controls

Use the left thumbstick or directional pad to move your character.

- A** Press the **A** button to jump.
- B** Press the **B** button to smash or tag bugs.



## Waterfront

In the Waterfront zone, the gameplay theme is boats and water. Go down to the docks to race jet boats or grab things without falling into the water.

### Jet Boat Minigames

The Jet Boat minigames put your character in a small inflatable boat powered by two jet engines. Your goal is to be the first to win a race around the harbor, navigate a treacherous track, collect tokens, or dodge hazards.



#### Controls

Use the left thumbstick or directional pad to rotate your jet boat.

**A** Press the **A** button to accelerate your jet boat.

**B** Press the **B** button to reverse your jet boat.

### Orb Minigames

In Orb minigames, you either pick up orbs and deliver them to a goal, attempt to hold onto an orb until time runs out, or try not to be caught holding one when time runs out.



#### Controls

Use the left thumbstick or directional pad to move your character.

**A** Press the **A** button to jump.

**B** Press the **B** button to attack opponents and steal their orbs.

## IN-GAME OPTIONS

You can pause any game in progress by pressing the **START** button. When you pause a game in progress, you can change various features of the game.



### To change features

- 1 Move the left thumbstick or the directional pad up or down to cycle features.
- 2 Move the thumbstick or directional pad left or right to change the settings of each feature. Press the **A** button to select the feature.

ONLY THE PERSON WHO PAUSED THE GAME CAN UNPAUSE IT.

**Continue** Returns you to the game.

**Options** Brings up a list of the following features:

**Sound Volume** Use the left thumbstick or the directional pad to increase or decrease the volume of the sound effects.

**Music Volume** Use the left thumbstick or the directional pad to increase or decrease the volume of the music.

**Soundtrack** Background music in the game is arranged according to playlists and each soundtrack has a number of selections. Move the left thumbstick or the directional pad to the left or right to select a new soundtrack. During gameplay, you will hear a randomly selected track from the playlist you choose here. You can also choose soundtracks you have created.

**Song** To choose a new music track from the selected playlist, move the left thumbstick or the directional pad to the left or right. To choose from other tracks, select a new soundtrack.

The music will begin playing shortly after you select a new track.

**Vibration** You can choose to have your controller react to the game by vibrating. If this feature is on, the controller will vibrate. If you turn it off, the controller will not vibrate. Gameplay is not affected whether vibration is on or off.

**Back** Returns you to the main Options screen.

**Show Instructions** Displays the instructions for the current minigame.

**Retire** Retires your character from the game. If you're playing by yourself, the game ends and you return to the main menu.

**Quit** Ends the game.

## CREDITS

### Designed and developed by Blitz Games

#### Project Manager

Darren Wood

#### Team Leads

Nick Adams  
Martyn Ash  
Rich Jones  
David Manuel  
Mark Neesam  
Chris Swan

#### Programmers

Steve Bond  
Neil Campbell  
Tom Drummond  
Chris Fry  
Rob Grant  
Dave Harries  
Matthew Hayward  
James Healey  
Michael Higgs  
Toby Jones  
Phil Palmer  
Barry Paterson  
Craig Rushforth  
David Swift  
R. Fred Williams

#### Technology Team

Lyndon Homewood  
Andy Sidwell  
Andy Slater  
John Whigham  
Tom Whittock

#### Artists

Rehaan Akhtar  
Mark Capewell  
Johnathan Evans  
Lauren Grindrod  
Gordon Hargreaves  
Simon Hayes  
Paul Jennings  
Rich Jones  
Simon Little  
Nadine Mathias  
Matthew Norledge  
Mike Procter  
Jon Walsh

#### Character Design

Tony Cartwright  
Simon Hayes  
Duncan Nimmo  
Ian Pestridge  
Mike Rooker  
Richard Whale

#### Character Animation

Mark Capewell  
Tony Cartwright  
Sandro DaCruz  
Simon Little  
Danny Murdoch

#### Music

Rob Lord

#### Sound Effects

Andy Morris

#### Voice Talent

Jay Benedict  
Damian Gaskin  
Posy Miller  
Rachel Rodgers  
Everal Walsh  
Danny Wilson

#### Special Thanks

Mark Buckingham  
James Corrigan  
Mary Daly  
Nigel Davies  
Natalie Griffith  
Caroline Hart  
Guy Herbert  
Oliver Hiatt  
Jacqui Lyons  
Andrew Oliver  
Phillip Oliver  
Laynie Osborn  
Alison Parker  
Jackie Pinnock  
Norma Randall  
Jonathan Scarcliffe  
Simon Smith  
Alex Still  
Carla Stringer  
Lucy Tarrant  
Susie Thorburn  
Caroline Thornicroft

### Microsoft Corporation

#### Program Manager

Gordon Hee

#### Test Lead

Robert Lamb

#### Product Manager

Barbara Hagen

#### Product Planner

Phil Platt

#### Art Leads

JD Alley  
Bruce Sharp

#### Software Test Engineers

Matt Coggan  
Roy Doron  
David Eim  
Collin Moore  
Jeff Stephens  
Katie Stone  
Harris Thurmond

#### Additional Testing

Cory Alexander  
Matt Edington  
Jacob Fulwiler  
Bill Metters

#### Print Design

Chris Burns  
Jeannie Voirin

#### User Experience

Jason Groce  
Eric Haddock  
Pat Rytkonen

#### User Testing

Ray Kowalewski  
Keith Steury

#### Content Coordination

LouAn Williams

#### Legal

Jama Cantrell  
Sue Stickney

**Localization PM**  
Lief Thompson

**International  
Localization PM**  
Peter Fitzpatrick

**Localization Dev  
Manager**  
Jonathon Young

**Localization  
Software Manager**  
Suzanne Boylan

**Localization  
Engineers**  
Cosmo Greco  
Michael Ivory

**Localization Lead  
Tester**  
David Foster

**Localization Tester**  
Enda Kelly

**Special Thanks**  
Humberto Castaneda

Dana Fos  
Shane Kim  
James Miller  
David Norris  
Marjorie Osterhout  
Alexey Pajitnov  
Bonnie Ross  
Yvette Wagner  
Keith Wintraub

## Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

**Warranty.** Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90 day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

**Returns within 90 day period.** Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

**Limitations.** This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90 day period described above. TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration  
Microsoft Corporation  
One Microsoft Way  
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX

## Get an Edge on the Game!

**Xbox Automated Game Tips:** Available 7 days a week including holidays, 24 hours a day.

- In the U.S., call 1-900-933-TIPS. \$.95 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

**Xbox Live Game Tips:** Available 7 days a week including holidays, 6 A.M. to 10 P.M. Pacific time.

- In the U.S., call 1-900-933-TIPS. \$1.40 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

**Important:** Individuals under 18 years of age need a parent's or guardian's permission to call a pay-per-call number. Local and long distance telephone toll charges may apply. It is the customer's responsibility to check with their telephone company to determine if additional telephone charges will apply. Permission required from the telephone bill payer. Prices subject to change without notice. May not be available in all areas. Requires a touch-tone telephone. Call length is determined by user. Messages subject to change without notice.

**Games Technical Support:** Available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX.  
TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12.  
TTY users: 001-866-251-26-21.

**Note:** Game tips are not available from 1-800-4MY-XBOX. You must call Xbox Automated Game Tips or Xbox Live Game Tips for tips, hints, or codes.

For more information, visit us on the Web at [www.xbox.com](http://www.xbox.com)

Information in this document, including URL and other Internet Web site references, is subject to change without notice. Unless otherwise noted, the example companies, organizations, products, people and events depicted herein are fictitious and no association with any real company, organization, product, person or event is intended or should be inferred. Complying with all applicable copyright laws is the responsibility of the user. Without limiting the rights under copyright, no part of this document may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of Microsoft Corporation.

Microsoft may have patents, patent applications, trademarks, copyrights, or other intellectual property rights covering subject matter in this document. Except as expressly provided in any written license agreement from Microsoft, the furnishing of this document does not give you any license to these patents, trademarks, copyrights, or other intellectual property.

Manufactured under license from Dolby Laboratories.

© 2001 Microsoft Corporation. All rights reserved.

Microsoft, Fuzion Frenzy, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.



Uses Bink Video. Copyright © 1997–2001 by RAD Game Tools, Inc.