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**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD 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 - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **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.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- 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 - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

### **Important Legal Information**

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

*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 CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.**



**THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.**

# CONTENTS

Introduction.....	4	Modes of Play.....	12
Getting Started.....	4	Exhibition Mode.....	12
Menus.....	4	Arcade Mode.....	12
Menu Controls.....	4	Stoy Mode.....	12
Title Screen.....	4	Multiplayer Mode.....	13
Select Profile Menu.....	5	Gameplay Information.....	13
Main Menu.....	5	Power Moves.....	13
Exhibition Menus.....	6	Characters.....	14
Arcade Mode.....	7	Venues.....	15
Story Menu.....	7	Trophies.....	16
Loading a Game.....	7	Unlockables.....	17
Multiplayer Menus.....	7	Credit Mini-Game.....	17
Profile Info.....	8	Game Credits.....	18
Options Menu.....	9	Warranty.....	20
Pause Menu.....	9	License/Legal.....	21
How to Play.....	9		
In the Game.....	10		
Controls.....	10		
Serving.....	11		
Power Moves.....	11		
Taunts.....	12		

**During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.**



**BLACK LANTERN STUDIOS, INC.**



LICENSED BY



## Introduction

Balls of Fury™, the hit movie starring Christopher Walken, is now an action-packed ping pong game for the Nintendo DS™ system! In Balls of Fury™, you actually play table tennis using the touch screen and the Nintendo DS™ stylus. You will need to keep up with the ball as the pace gets faster and the opponents get tougher! There are many fun ways to play Balls of Fury™ including Exhibition mode, Arcade mode, and Story mode. Also, if you have a friend with a Nintendo DS™ system and his or her own copy of the game, you can play against each other using wireless multiplayer!

## Getting Started

Correctly insert the Game Card into your Nintendo DS™ system. Switch on the system. Press START at the title screen.

WARNING : Inserting a Game Card when the system is already on might result in damage to the Game Card.

## Menus

### Menu Controls

+Control Pad – Navigate Menu Options

A Button – Confirm

B Button – Back

You can use these to quickly navigate through the menus or the touch screen by simply selecting the option using the Nintendo DS™ stylus.

### Title Screen

At this screen, you can either press START or touch the screen with the

Nintendo DS™ stylus. This will take you to the Select Profiles Menu.

## Select Profiles Menu

There are four profiles that you can use. Each of them will hold your statistics, your progress in Story and Arcade modes, and all of the trophies that you have won and unlockables that you have earned. To select a new or existing profile, double tap the profile from the list with the Nintendo DS™ stylus. To copy a profile into an empty spot, select the copy option. The game will first ask you to select a profile to copy, and then to select a spot to copy the profile to. The game will then ask you to confirm your choice. To delete a profile, select the delete option and then select the profile you wish to delete. The game will ask you to confirm that you want to delete this profile, as you will lose the data for this profile when you confirm.

## Main Menu

Once a profile has been selected, you choose a mode, view your profile statistics and trophies, and change the game settings.

- Exhibition Mode – Play as any unlocked character in a single, stand-alone match. Customize the rules to play however you want to play.
- Arcade Mode – Play as any unlocked character in a series of elimination matches, arcade style. Keep playing against opponent after opponent until you win it all.
- Story Mode – Play as Randy Daytona as the game goes through the story of the movie.
- Multiplayer Mode – Play exhibition matches against a friend who has his or her own copy of the game and a Nintendo DS™ system.
- Profile Info – Check out your lifetime stats and all of the trophies that you've won.
- Options – Change the music and sound settings and also view the credits and play the credits mini-game.

## **Exhibition Menus**

The following menus are used to set up Exhibition Mode.

### **Character Select Menu**

The ten characters of the game will appear here, although any that have yet to be unlocked will not be selectable. There is also a box with a question mark in it. This will allow you to select a random character. At the bottom, there is also an option to change the Exhibition Settings. Once you select a character for yourself and your opponent, you will move to the Venue Select Menu.

### **Exhibition Settings Menu**

The following settings can be changed for exhibition games:

Difficulty – (Easy, Normal, Hard)

Rules – (3 Point, Official, Custom)

Games to Win a Match [Custom & Official only] – (1, 2, 3)

Score to Win [Custom only] – (0 to 15)

Lead to Win [Custom only] – (1 to 7)

Service Change [Custom only] – (1 to 5)

Leaving the Exhibition Settings returns you to the Character Select Menu.

### **Venue Select Menu**

The six venues of the game will appear here. All are immediately selectable. There is also a box with a question mark in it. This will allow you to select a random venue. Once you select a venue, you will be taken to the Match-Up Preview screen, and then into the game itself.

### **Exhibition Game Over Menu**

The Exhibition Game Over Menu gives you three options: Rematch, Change Characters, and Quit. Selecting Rematch will take you to the Match-Up Preview screen with the exact same characters and venue that you just played

in. Selecting Change Characters will take you to the Character Select Menu, while selecting Quit will take you to the Main Menu.

### **Arcade Menus**

The following menu, along with the Character Select Menu, is used to set up Arcade Mode.

### **Difficulty Select Menu**

This menu lets you select an easy, normal, and hard difficulty.

### **Story Menus**

The Difficulty Select Menu is the only menu used to set up Story Mode.

### **Loading a Game**

Both Arcade mode and Story Mode will allow you to continue your progress if you have to stop playing. After each match, the game will save your progress. When you turn the game back on, simply select the mode again and you will be prompted to continue from where you left off. Each profile can keep up with your progress in both Arcade and Story mode at the same time. If you choose not to load your game but instead start a new game, you will lose all of your progress in that mode to this point. The game will ask you to confirm your decision. You will NOT lose any trophies or unlockables you earned while playing in this mode.

### **Multiplayer Menus**

The following menus are used to set up Multiplayer Mode.

### **Multiplayer Host or Join Menu**

This menu lets you select whether you will host a game or join a game that someone else is hosting.

### **Select a Multiplayer Game Menu**

When you enter this menu, it will scan the area for other Nintendo DS™ systems that are hosting a multiplayer game of Balls of Fury™. Selecting a game will take you to the multiplayer lobby with the host.

### **Multiplayer Lobby**

The multiplayer lobby will show the host player and the joined player (if there is one). From here, the host player can initiate the game, which will take both players to the Character Select Menu followed by the Venue Select Menu.

### **Game Settings Menu**

The Game Settings Menu lets players change the rules of the multiplayer game. These rules match those on the Exhibition Settings Menu with the exception of Difficulty, which is not available.

### **Profile Info**

The Profile Info screen has two choices: Profile Statistics and Trophy Room.

### **Profile Statistics**

The Profile Statistics screen will let you access the Trophy Room and also show you the following:

- Matches Won
- Points Won
- Power Moves Used
- Longest Rally
- Shortest Game
- Games Won
- Aces
- Taunts Used
- Longest Game

### **Trophy Room**

The Trophy Room will let you see all of the trophies that you've won. When a trophy is highlighted, you will see the trophy on the top screen along with the trophy's name and how it was or can be earned.

### **Options Menu**

The Options Menu allows you to change the music volume and sound effects volume by moving each of their sliders to the left (quieter) or right (louder). There is also an option to view the Credits.

### **Credits**

This takes you to the credits, which includes a mini-game that you can play while you view them. The mini-game is detailed later in the manual.

### **Pause Menu**

By pressing START during active gameplay, you will be taken to the Pause Menu. There are only two options in the Pause Menu: Resume and Quit. Selecting Resume will take you back into the game, while selecting Quit will go to the Quit Confirmation. If you select Quit again, you are taken back to the Main Menu.

### **How to Play**

The game of ping pong is simple – hit the ball to the opponent's side of the table and they will hit the ball back. A point is awarded to a player when the other player fails to return the ball or when he or she hits the ball but it does not bounce on the other side of table. The game continues until one player has reached a certain score or leads by a certain number of points (and sometimes both).



### In the Game

The in-game display will show your character and info on the left side and your opponent's info on the right side. On top is the character's name, and immediately below it are the power meter and the character portrait. Below the character portrait is the player's score for this game. Stars will appear next to the portrait to show how many games in the match that player has won. If the player can use a taunt, a box with an exclamation point will appear below the power meter. There is also a ball next to the name of the player who is serving.

### Controls

The controls are straightforward – place the Nintendo DS™ stylus on the paddle to move it around. When the ball comes to your side of the table, use the paddle to hit the ball back to the other side. No button pushes are required. You can direct the ball by pushing the paddle in different directions as you are hitting the ball with the paddle. There are some additional options available by using the +Control Pad or by using the A, B, X, and Y Buttons (depending upon which hand you want to hold the Nintendo DS™ stylus with). Pressing +Control Pad Left or the Y Button when hitting the ball will make it

curve to the left, while pressing +Control Pad Right or the A Button when hitting the ball will make it curve to the right. Using +Control Pad Up and Down, the B Button, or the X Button will activate or deactivate power moves. Pressing the L or R Button will activate a taunt if you have one available.

### Serving

When it is your serve, two things will happen: the ball will be placed in the air above the table on your side and your paddle will be moved to a spot close to the ball. To serve the ball, simply grab your paddle again with the Nintendo DS™ stylus and hit the ball to the other side. You can also curve the ball to the left or right just like a normal shot and you can also trigger a Power Serve if you have at least one full energy bar.



### Power Moves

Power Moves are special shots and serves that defy the laws of gravity and have special effects. Some of them burst into flames and some follow irregular patterns. Each character has two power moves: one for serving (power serves) and one for during an active volley (power shots). You can use these as many times as they want as long as you have at least one full energy bar, which is the cost of using a power move. You can regain energy by volleying back and forth with your opponent. Every time you return the ball successfully, you get energy back. To use a Power Move, you can press the +Control Pad Up and Down, the B Button, the X Button, or double-tap the paddle. You can then cancel the move using any of those same buttons or with the double-tap. A power move will not activate until you make contact with the ball.

## Taunts

Each character has a taunt that they can use by pressing the L or R Button during an active volley. The taunt is meant to be a distraction, so it will not only play a line of dialogue spoken by your character. It will flash a picture that covers the opponent's screen for a second. When a taunt is used, you have to wait three rallies before you can use it again.

## Modes of Play

### Exhibition Mode

Exhibition mode lets you pick any unlocked character and any venue for a quick challenge. Also, through the use of the Exhibition Settings Menu, you can change the settings for how many points it takes to win, how many games are in a match, opponent difficulty, and more.

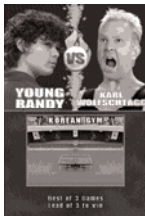


### Arcade Mode

Arcade mode takes you through nine randomly selected opponents that get harder and harder until you finally face off against your final challenge: Feng. To track your progress, there are portraits at the bottom of the Match-Up Preview screen. All the players that you have defeated will have an X over them, while your next opponent will not. Opponents will not be shown until you are ready to face them.

### Story Mode

Story mode takes you through the events of the movie starting with cut-scenes with actual images from the movie. You will play as Randy Daytona, first in his youth and then as an adult. Before and after each match, the cut-scenes will



continue to tell the tale of the movie.

### Multiplayer Mode

Have a friend with a Nintendo DS™ system and another copy of Balls of Fury™? If you do, you can play against each other using the Nintendo DS™ system's wireless multiplayer. You and a friend can choose your characters, then after choosing a venue and game settings, the fast-paced multiplayer action begins!

## Gameplay Information

### Power Moves

The following is a list of power moves in the game, starting with the power shots and then the power serves. Each character has one power shot and one power serve each.

### Power Shots

Any time after a serve that you activate a power move, it will be a power shot. Here are the four types of power shots:

- Teleport Shot – This shot will disappear when the ball goes over the net. After a short time, the ball will reappear at another point over the net and go in a different direction that will still bounce off the table.
- Fireball – This shot will set the ball on fire after it hits your paddle and will zoom to the other side. The fire dies when the ball is returned or if the other player misses.
- Loop-de-Loop Shot – This shot will curve upward drastically once it gets over the net, will do a full loop back towards the hitting player, and then will quickly come down full circle to shoot off in a random position on the other side of the table.
- Tornado Shot – This is a wicked spin shot that, when it lands on the other side of the table, will bounce in a random direction.

## Power Serves

During your serve, before you hit the ball, you can activate a power serve.

Here are the four types of power serves:

- Zig Zag Serve – This serve will zig zag in the air before shooting down on the other side of the table.
- Shooting Serve – This serve is a straight-forward shot that goes rapidly to the other side of the table, blazing a light trail behind it.
- Stop-n-Go Serve – This serve will stop just above the net, then after a short time, it will fire in a new direction on the other side of the net.
- Reverse Spin Serve – The ball will come in at a good curve and then will bounce in a random direction upon impact with the table.

## Characters

There are ten characters total in Balls of Fury™, although only six of them are available initially. Each of these characters come straight from the movie, so you can feel like you are playing against the likes of Randy Daytona, Master Wong, and Feng.

Randy Daytona – The hero of the game and film is not a typical hero. He's short, fat, and doesn't take care of himself well. He is, however, an excellent ping pong player.

- Power Shot – Fireball • Power Serve – Zig Zag

Maggie – The butt-kicking, ping pong-playing niece of Wong and the girl for Randy to save – although sometimes she has to save him.

- Power Shot – Fireball • Power Serve – Stop-n-Go

Feng – He is not just a member of the Triad and the man who killed Randy and Maggie's fathers, but also an avid and talented ping pong player.

- Power Shot – Teleport • Power Serve – Shooting

The Dragon – Dragon is a ping pong savant – she is incredibly young, but incredibly gifted when it comes to ping pong.

- Power Shot – Teleport • Power Serve – Reverse Spin

Freddy "Fingers" Wilson – Fingers is the American champ with an attitude that's as strong as his ping pong shots.

- Power Shot – Tornado • Power Serve – Zig Zag

Yukito Nagasaki – This Japanese superstar can slice a ping pong ball in half with ease, and he's a good player too.

- Power Shot – Tornado • Power Serve – Shooting

Karl Wolfschtagg (Locked) – The nasty German champion haunts Randy's nightmares due to his early win over Randy at the '88 ping pong games.

- Power Shot – Tornado • Power Serve – Stop-n-Go

Master Wong (Locked) – This master may be blind, but when it comes to ping pong, he can see all things.

- Power Shot – Loop-de-Loop • Power Serve – Zig Zag

Young Randy (Locked) – This is our hero as he was at the '88 ping pong games. He is only twelve, but in great shape.

- Power Shot – Fireball • Power Serve – Reverse Spin

The Hammer (Locked) – The Hammer is a gum-chewing, slurpee-drinking pudgy powerhouse who can hold his own against the power players.

- Power Shot – Loop-de-Loop • Power Serve – Shooting

## Venues

There are six ping pong arenas that you will see as you play the game. Just like the characters, each of these venues is pulled directly from the movie and was carefully designed to not only look authentic, but to make you feel like you are in the movie. Here is a list of the venues:

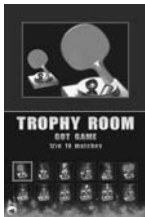


- [Korean Olympic Gym](#) – This is the site where Young Randy takes on Karl at the beginning of the movie.
- [Reno Middle School](#) – This is where Randy faces The Hammer in a regional championship.
- [Master Wong's Training School](#) – This is where Wong and Maggie train their students and sell Chinese food.
- [Chinatown Gym](#) – This is where Randy faces The Dragon.
- [Feng's Tournament Room](#) – This is the highly decorated area where many spectators can watch the matches.
- [Feng's Rec Room](#) – This is a private area with lots of Feng's trophies and his private bar.

### Trophies

There are twelve trophies that you can win by meeting specific requirements while playing the game. Here is the list of trophies and how to win them:

- [Got Game](#) – Win 10 Matches on any difficulty, any mode.
- [Two is Better than One](#) – Play a Multiplayer Game.
- [Happy Ending](#) – Beat Story Mode.
- [The Best Around](#) – Beat Arcade Mode.
- [Marathon](#) – Win 10 Exhibition Matches in a Row (Normal or Hard).
- [Multiplayer Marathon](#) – Win 10 Multiplayer Games in a Row.
- [Ping Pong Addict](#) – Play for 10 Hours [Note: Total time playing in game over a profile, not in one session].
- [Not Playing with Power](#) – Beat Arcade Mode without using Power Moves (Normal or Hard).
- [Playing with a Full Deck](#) – Every Character Unlocked.
- [Everyone's a Winner](#) – Beat Arcade Mode with Every Character.



- [Story Perfection](#) – Beat Story Mode without losing a Point (Normal or Hard) [Note: This does not apply to points lost outside of the actual match due to pre-scripted events.].
- [Arcade Perfection](#) – Beat Arcade Mode without losing a Point (Normal or Hard).

### Unlockables

There are four unlockable characters in the game. To unlock them, you must do the following:

- [Wong](#) – Beat Arcade Mode.
- [Young Randy](#) – Beat Story Mode.
- [Karl Wolfschtagg](#) – Win 20 Matches (Any mode, any difficulty).
- [The Hammer](#) – Play for Five Hours.

### Credits Mini-Game

During the credits, you will have the opportunity to swat bees just like Randy Daytona does in the movie. To swat bees, just move the spoon around with the Nintendo DS™ stylus and hit them with the head of the spoon. There will be a running total of how many bees you swat. Also, if you manage to swat all of the bees on screen, a whole new set of bees will appear.

Try to get as many bees as you can before the credits end so you can brag to your friends about your high score.



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