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

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

WARNING - 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.

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

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▲ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Welcome to Lionel Trains!

For over 100 years, the name Lionel has been synonymous with high-quality model trains that have been enjoyed by children – and adults – all over the world. Founded in 1900 by Joshua Lionel Cowen, Lionel Trains has managed to instill their love of trains in everyone who has bought one of their products.

Now, with the world renewing its love of trains, Lionel is both rekindling old traditions and inventing new ways to please today's model train fans both young and old. It is with that spirit that we present Lionel Trains on the Nintendo DS™ Video Game system.

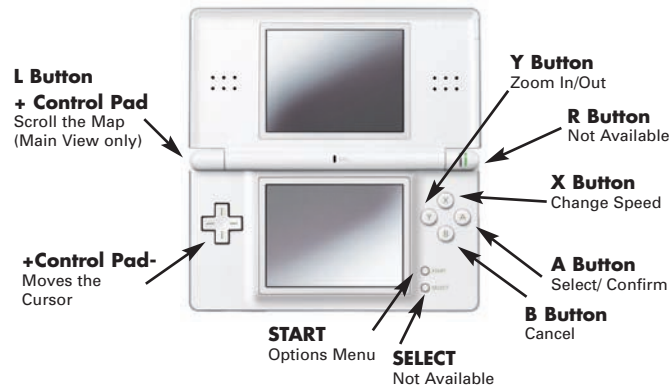
Object of the Game

The object of Lionel Trains is to create a train empire by building tracks in between cities and then using trains to haul cargo from one city to another. For each delivery, you will be paid based on the demand for that cargo in the city. You can also make more money by creating Cargo Chains – where you take a specific type of cargo to a city that can change it to cargo that is worth more money. (Cargo Chains are explained in more detail later.)

By doing this, you can get well on your way to accomplishing one of many goals that the game will give you or that you can set for yourself. For instance, Campaign Mode will require you to connect a number of cities together, research different technologies, or make a certain amount of money before you can progress. You will have to figure out the best strategy for expanding out your tracks, reaching new cities, and becoming more efficient as you work towards meeting these goals.

When you have expanded across the world and built a trains empire, you will truly be a Lionel Trains Master!

Game Controls



You can also use the touch screen to scroll through screens, access menus and select items by simply selecting the option using the stylus. The map can quickly be scrolled using a touch-and-drag icon that appears when you touch the map with the Nintendo DS™ stylus.

Main Menu

The Main Menu has three options:

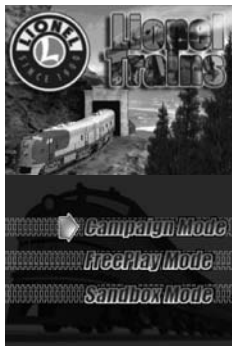
- **Start New Game** – Start a new session in Free Play Mode, Scenario Mode, or Sandbox Mode.
- **Load Game** – Return to a previous game that has been saved.
- **Credits** – Shows the game credits.



Starting a New Game

When you are beginning a new game, you have four options:

- **Campaign Mode** – Six different scenarios let you learn the game from the basics to advanced strategies.
- **Free Play Mode** – An open scenario where players are trying to amass wealth while building a train empire.
- **Sandbox Mode** – A scenario with no money. Everything is free, so build as much as you want.



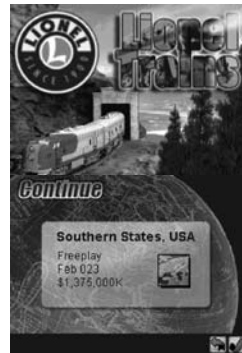
Continue a Game

The screen for loading a game will show you the following:

- Map the game is on.
- Mode of Play,
- Month and Year (in-game) when the game was saved.
- Amount of money you had when you saved.

To continue this game, select the Checkmark in the bottom right corner of the touch screen or press the A Button.

To go back, select the Back arrow in the bottom left corner of the touch screen or press the B Button.



Campaign Mode

Each of the six Campaign scenarios is unique. There is no time limit and the actions that you can take depend on the selected Campaign. Here are the scenarios:

- **Moving Trains** – Connect two cities and move a train from one to the other.
- **Cargo & Demand** – Deliver specific cargo between two cities.
- **Cargo Chains** – Create and deliver Furniture cargo.
- **Research** – Use research to unlock two new trains, an upgrade, and a

superstructure.

- **Buildings & Superstructures** – Purchase four post offices and a Postal Headquarters.
- **The Whole Kit and Caboose** – Grow a town to 'City' size.

Each of these also requires you to raise a certain amount of money before the scenario is complete.

Free Play Mode

While there is an objective to Free Play Mode (which is to make \$20 Million dollars in 20 years), you do not have to meet this goal to keep playing. Free Play Mode is meant to be open so that you can build whatever you like. When setting up a Free Play Mode game, there are three options:

- **Difficulty** – Choose from Easy, Medium, or Hard. This affects the amount of money you start with and the cost of buildings, superstructures, trains, and train maintenance.
- **Random Events** – Choose whether Random Events will appear in the game.



- **Map** – Choose which of the six locations where you would like to play your game.

Sandbox Mode

A playground for those who simply want to play around with trains and tracks, Sandbox Mode removes any financial requirements to buying trains, tracks, and buildings. All research is unlocked, so all train engines are available.

Each of the six maps is available. You can still move cargo between cities, meet demand, form cargo chains, and help cities grow to their full potential. There is no goal for Sandbox Mode, but to be creative and have fun playing with trains.



Playing the Game

You will start out with a headquarters and a small amount of money – the amount is based on the difficulty you selected. The first objective you should have is to connect two cities by building tracks in between them. It is highly recommended that you use the city with your Headquarters in it to help improve research. Then you must buy a train, set the train's route to go between the two cities, and select cargo to take from each city to the other. When you have done this, you will see your first train going back and forth and you will begin to make money.

In order to expand your railroad empire, there are several things you can do. First, you can always connect to more cities and buy more trains. With more trains, you can carry more cargo and meet the demands of each city – just be careful not to over-supply that city or the demand for cargo will drop and you will not get as much money. You can also get more money by creating Cargo Chains. Cargo Chains are sets of cargo that require multiple stops in order to produce. For example, one cargo chain is Logs ⇒ Lumber ⇒ Furniture. In order to get Lumber, you must set a train's route from a city that has logs to a city that supplies lumber. Then you must make sure to set at least one cargo as Logs. From the next city, you can take Lumber out to any city that demands it or you can take it to a city that can create Furniture. These items, especially the third tier cargos, are worth a lot of money and usually are in high demand as they take longer to produce.

You can also buy buildings and superstructures to increase the efficiency of your trains, which means faster deliveries and more profit to you. Research items can also help create efficiency and unlock trains that are faster and can pull more. Just be careful to watch how much each train costs you, so that you do not spend more money on maintenance for a train than it brings in. Manage the resources at your fingertips and in no time you can gain the rank of Lionel Train Master.

Screens Layout

All screens share some of the same elements that you can use at any time when the game is active. Here are those elements:

- **Header** – This is at the top of the upper screen and it shows what section of the game you are currently in.

- **News Ticker** – This is at the bottom of the upper screen. It shows updates such as when trains arrive, when research is complete, when cities grow larger, and when your money goes below or above zero.

- **Information Bar** – This is at the bottom of the lower screen. It shows what month and year it is and how much money you have. If you are using the touch screen, this is also where you can select Game Speed, Return, and Options.

Information Bar Items

This is a general area at the bottom of the lower screen that does not change from screen to screen. From here, you can see the in-game date and the amount of money you have. There are also three buttons that are always available to you:

- **Game Speed** – There are four speed settings for the game: Normal, Fast, Slow, and Paused.

- **Return** – You can use this to return directly to the Main Screen.

- **Options** – This takes you to the Options Screen.

Options Screen

This is where you can view your current objectives (if any,) change the game settings, and save your game or continue a previously saved game. Here are the selectable options:

- **Music & SFX Volume** – Adjust the volume of the music and sound effects separately.

- **Music Track** – Change which of the game's five songs are playing.

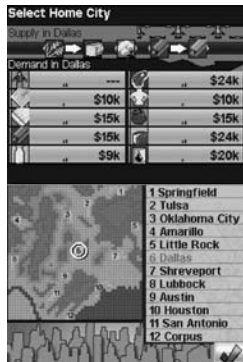
- **Random Events** – Switch these on or off.

- **Save Game** – Save the game you are currently playing.
- **Continue Game** – Load the previously saved game.
- **Quit Game** – End the current game.

Choosing Headquarters

Free Play Mode, Sandbox Mode, and some of the Campaign scenarios require you to begin the game by picking a city to be your headquarters. As this city grows in size, you will get a yearly bonus. This also is your lead research city and only cities connected to it contribute points to research. (Research is explained more fully later.)

Any city on the map can be selected as the home city for your headquarters. To select one, either touch it or move the cursor to it, and press the A Button or the checkmark. This will confirm your selection and take you to the Main View.



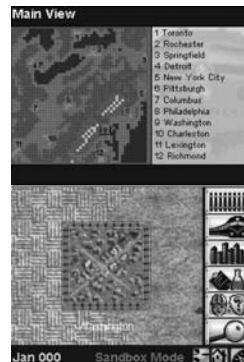
Main Screen

This screen is the primary area that you will be playing in and how you get to most of the areas in the game. It consists of a full view map and city list on the upper screen; a play area map and menu buttons on the lower screen.

Here are descriptions of the six buttons on the right side of the lower screen:

- **Build Track** – Takes you to the Build Track screen.

- **Trains** – Takes you to the Trains screen.
- **City View** – Takes you to the City View for the currently selected city.
- **Research** – Takes you to the Research screen.
- **Knowledge Base** – Takes you to the Knowledge Base screen.
- **Zoom** – This will switch the map view between an up-close view and a more spread out view.



Building Train Tracks

Train tracks are the first thing necessary to build when creating a trains empire. To build tracks, select a tile or touch it with the stylus to place a track. Continue doing this until you have connected two cities. (The tracks will auto-adjust for directions, so you don't have to worry about what direction you build them in.)

On the right side, there are four buttons that deal directly with the track building. The top two buttons are Build Tracks and Bulldoze. These are a toggle that switches between adding and removing track. There is also a Checkmark which confirms all changes (and the cost that goes with them) and a Cancel (the X Button) that undoes any changes you have made but not confirmed.

The lower right side of the screen is a special area that lets you select either a city or a cargo type and see all details on it at one time. These details appear on the upper screen and include location, supply & demand, and prices.

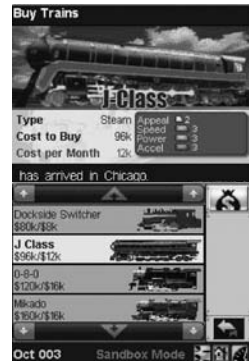


Trains

The Trains menu is where you can keep track of each of your trains: checking their location, what cargo they have, where they are headed, and how much money you will get when they arrive. When you select a train, the upper screen map will focus on the train and follow it. It will also display what cargo it is currently carrying.

The lower screen will display a list of all trains that you currently own along with three buttons on the right side: Buy Trains, Set Routes, and Select Cargo Pick-Up. Selecting any of these three will take you to their respective screens (covered in the next three sections.) A train must be selected to adjust its route and cargo.

Each train lists what number and type it is on the list, and when selected, two extra buttons will appear. These are Upgrade Train (top button) and Retire Train (bottom button.) Upgrade Train takes you to the Buy Train screen and lets you replace this with a brand new engine. Retire Train will immediately take this train out of service.



Buying Lionel Trains

This menu lets you pick out what train engine you want to purchase whenever you are getting a new train or replacing the engine on an existing train. Simply cycle through trains on the lower screen and their details will appear on the upper screen.

The upper screen includes the type of train (steam, diesel, or electric), the cost to buy the train, how much it costs to maintain the train per year and then that engine's ranking for Appeal, Speed, Power, and Acceleration.

- **Appeal** – How much money you will get from passengers who ride your train.

- **Speed** – How fast the train moves overall.
- **Power** – Ability to pull cargo without being slowed down.
- **Acceleration** – How long it takes to speed up.

Select the Buy button on the right side of the screen with the stylus or press the A Button to purchase a train.



Setting a Train Route

Each train can have anywhere from two to four destinations and they are set on this screen. The upper screen is used for information either on a city and what it supplies and demands or on a cargo and where it is supplied and demanded.

The lower screen is where you can select each of the twelve cities on a map and add them to the route list. Note that any city can be highlighted, but only cities that are connected to other cities can be added to the route list. To add a city, select it and then select or touch the 'Plus' button on the right side. To remove a city, use the 'Minus' button.

This also has the same area to look at city and cargo information as the Track

Building screen had. In this case, the upper screen displays the information selected here.

To confirm a route, select the Checkmark.



Setting a Train's Cargo

You already have existing routes, so now you have to set (or alter) the cargo that will be picked up in one city and dropped off in the next.

The lower screen is where you will select cargo to pick up for each stop. To do this, first select a city by tapping one of the stops listed on the left side, or highlighting it and pressing the A Button. When a city is selected, the cargo it supplies will appear on the right. Add and remove cargo by touching the 'Plus' and 'Minus' signs next to the cargo or by highlighting the cargo and pressing the A and B Buttons.

The upper screen is information about the city that your current selection will

stop in and drop off the cargo you are currently selecting. This screen will help you select which cargo to take with you as it shows the demand and price for all cargo in that city. It also shows you what cargo that city produces in case you want to set up a Cargo Chain.



To confirm your selection, select the Checkmark on the right side of the lower screen.

NOTE – To create a cargo chain, you must drop off the necessary cargo and then IMMEDIATELY pick up the next part of the chain. You CANNOT pick it up later.

City View

This view allows you to see the details involving a city, size, needs for growth, and what buildings (and perhaps a superstructure) this city has.

The two buttons on the right are as follows:

- **Superstructures** – Go to the Superstructures menu.
- **Buildings** - Go to the Buildings menu.



Buildings

Here you can buy up to eight different buildings for each of the cities. These all have a different effect which is detailed below:

- **Post Office** – Increases profit from incoming Mail by 10% - No Requirements.
- **Restaurant** – Increases profit from incoming Passengers by 10% - No Requirements.
- **Warehouse** – Increases profit from incoming Sellable Materials by 10% - Must be Town or larger. Required for loading three of the same item onto a single train.
- **Hotel** – Increases profit from incoming Passengers by 10% (stacks with Restaurant) – Must be Town or larger.

• **Department Store** – Increases demand of Sellable Materials by 1 every six months – Must be City or larger.

• **Shopping Center** – Increases profit from incoming Sellable Materials by 10% (stacks with Warehouse) – Must be City or larger.

• **Advertising Center** – Demand for a product lowers one less per cargo delivered – Must be Huge City or larger and must research Advertising.

• **Loading Center** – Cuts wait for trains to reload and leave by 25% - Must be Huge City or larger and must research Loading Tech. Required for loading four of the same item onto a single train.



Superstructures

Here you can buy Superstructures for your cities. Note that each city can only have a single Superstructure so choose wisely.

• **Lionel Train Museum** – Passengers coming to this city generate an extra 30% profit (stackable with buildings).

• **Amusement Park** – Passengers coming to this city generate an extra 20% profit (stackable with buildings).

• **Train Factory** – All engines now cost 10% less to purchase.

• **Super Mall** – Sellable Materials in this city generate 20% more profit.

• **Postal Headquarters** – All mail deliveries now generate 10% more profit.

• **Shipping Business** – Price given for Low & Medium demand products now one notch higher.

• **Electric Power Plant** – Converts all track to electric. You can now research



and buy electric train engines.

• **Player Headquarters** – Players start with this. As a result, the player will get a yearly bonus that increases based on the size of the city the headquarters is in.

Research

This area lets you view and select the current research. Research allows you to gain new Trains, Buildings, and Superstructures to purchase. It also unlocks improvements for your trains such as Speed increases, Power increases, and etc. Research is also how you can eventually haul up to six cars at one time.

The upper screen shows the item that is currently being researched, if any. It includes details on the item, the amount of research points required to finish, how many research points you have, and how much time it will take to finish. In the upper right corner, you will also see how many research points you are getting per month.

The lower screen will show all of the researchable items, including items that have already been researched and items that cannot be researched yet as they have pre-requisites. There is also a brief description of the item along with how many points it takes to research it. To research an item, select it and select the button with the beaker and dollar sign on it.

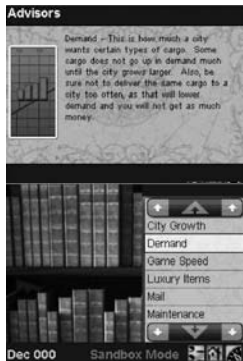
You can increase the amount of research points you have per month by



connecting new cities to the city with your headquarters, and also by making those cities grow larger.

Knowledge Base

The Knowledge Base screen is your absolute best place for tips and information about what's going on in the game. Here you will find information about Buildings & Superstructures, Cargo Chains, City Growth, and many other topics.



Random Events

Every once in awhile, you will be playing and a message will appear in the news ticker about a random event that has occurred. These can be several things including a cash gift from an investor, a fire that occurs in a city, or an increase in demand for certain types of cargo. Random Events can be positive or negative. They can also happen instantly or last for awhile.

Campaign Mode

Campaign Mode is designed to introduce you to the world of Lionel Trains, starting with the most basic elements – building tracks and buying trains – and building up to much more advanced strategies such as creating Cargo Chains,

building Superstructures, and researching new trains to improve efficiency.

Here are the six Campaign Scenarios:

- **Campaign #1 – Moving Trains:** In the first scenario, you will learn the basics of the game: building track, buying trains, and setting routes.
- **Campaign #2 – Cargo & Demand:** In this scenario, you start with a train and two connected cities, but must set the route and cargo to pick up. Note that all cargo you pick up will be dropped off at the next stop.
- **Campaign #3 – Cargo Chains:** In this scenario, you will learn about cargo chains. For a train to pick up lumber, it must have just dropped off logs in a city that can turn logs into lumber. To get furniture, a city must receive lumber. This is a cargo chain.
- **Campaign #4 – Research:** In this scenario, you will learn about research. In order to unlock new train engines, buildings, superstructures, and train upgrades, you must first research them.
- **Campaign #5 – Buildings & Superstructures:** In this scenario, we will take a closer look at our cities and learn about buildings and superstructures. Buildings can be built in every city, but each city can only hold one superstructure. Also, only one superstructure of each kind can be built.
- **Campaign #6 – The Whole Kit and Caboose:** In this scenario, everything will be open and ready for you to play with. The only thing left is to help your cities grow larger. To do this, deliver lots of cargo to them (especially cargo chain items) and they will get larger. When a city grows larger, it demands more cargo and pays more money.

Sandbox Mode

This mode works exactly like Free Play Mode except that there is no cost for anything: trains, track, and buildings. Also, all trains are immediately purchasable. You can build as much as you want right away.

If you want, you can connect all the cities and start shipping cargo back and forth. The cities will still grow over time. If you would rather not work with cities, you can simply build any combination of track and train that you wish.

As there are no money and no goals in Sandbox Mode, random events will not occur.

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