



WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

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 taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play 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.

The logo for SoulCalibur V is rendered in a highly stylized, metallic, gothic font. The letters are sharp and angular, with a 3D effect that makes them appear to be made of metal. The 'V' at the end is particularly large and pointed. The logo is set against a background of intricate, light-colored scrollwork and flourishes in the corners of the page.

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**For a schedule of SoulCalibur V events in the UK please visit:
www.soulcalibur.com**

Creating Save Data and Save & Load

The first time you play the game save data will be automatically created when you proceed from the title screen to the Astral Home. At least 7MB of free space is required in order to create save data.

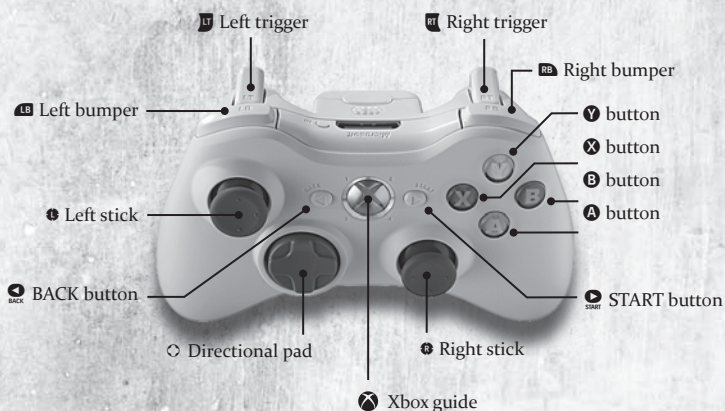
If save data already exists then it will automatically be loaded when you proceed from the title screen to the Astral Home.

Note: Both an Xbox 360 gamer profile and saved data for this game are required to load a saved game.

Your progress in the game and your achievements in each of the modes, altered settings etc. will all be saved automatically, as required.

Game Controls

The layout of the controller and basic game controls, such as on menus.



Moves

○ / ⬆️ **Forward, Backward, left and right.** Move freely by using the left stick or the directional pad.

Attack Buttons

There are three types of attacks which are depicted as: **A, B, K.**

A: Horizontal attack ⓧ button

B: Vertical attack Ⓨ button

K: Kick Ⓟ button

Guard

Guard is depicted as **G.** Hold ⓐ button to guard.

Combos

This refers to when you connect several moves without allowing the opponent to evade or guard. Basic combos are listed on the bottom row of the main moves under the move list. You can reach the move list at any time by pressing START button during the battle to bring the Pause Menu. (The pause menu contents may vary regarding the mode you're playing.)

Brave Edge

Press **A+B+K** right after inputting the moves that are capable of performing Brave Edge. You can perform a more powerful attack when you press 3 buttons simultaneously on moves that are capable of performing a Brave Edge. Brave Edge will consume $\frac{1}{2}$ of the Critical Gauge (displayed on the top of the screen.)

Critical Edge

[↓, ↘, →, ↓, ↘, → **A+B+K**]

Critical Edge will consume a full bar of the Critical Gauge. Critical Edge is a very powerful attack. Instead of saving it, try to execute it when you can.

* This game supports the vibration function.

Astral Home (Main menu)



Use the **○** or **⦿** to highlight a mode and press the **A** button to select it. Press the **B** button to go back. The **X** button will let you display your records and compare them to your rivals'. The **Y** button will allow you to view players' license information and play records. The Astral Home will also display information about players such as their level of completion and other game data.

Offline Play - Play the game offline by yourself against the CPU. You can also play against another player in Vs Battle.

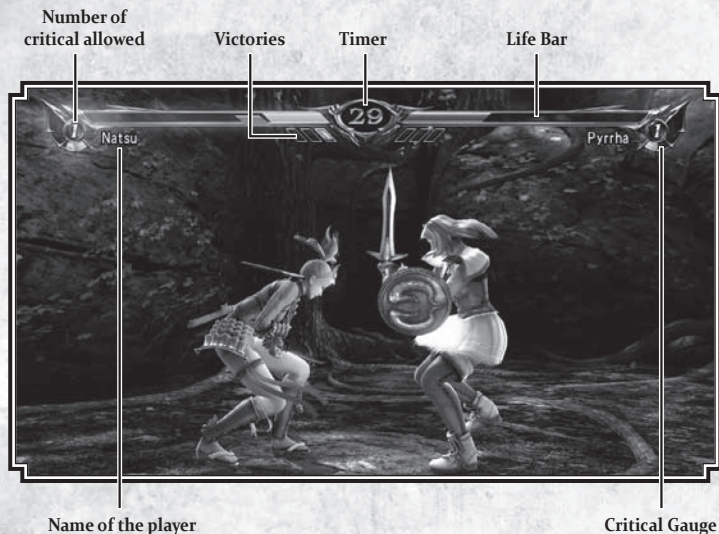
Xbox LIVE - Play the game on Xbox LIVE against other players. You can also view leaderboards and replay.

Story -1607 A.D.- Experience the story of **SoulCalibur™V**. The story focuses on the main character, Patroklos and the two swords in the 17th century Europe. Clear the episode to open the next one.

Creation - Customize characters or create your own characters. You can also take a picture of of the created character as a thumbnail.

Options - Change various settings such as Controllers and Sounds.

Game Screen



Offline Play

Legendary Souls

A bonus mode where you fight against CPU, with higher difficulty. Your clear time will be ranked. This mode will unlock once you satisfy certain conditions.



Arcade

Fight your way through 6 consecutive stages. Your clear time will be ranked.

Quick Battle

Fight against various characters. You can earn titles by winning.

Vs battle



Fight against another player or CPU. You can also watch the CPU fight against itself.



Training

Adjust various settings and practice for battle. You can also learn character's main moves and combos



You can train in various manners against CPU.

Mode / CPU settings

There are 5 modes in training. Each mode can be changed by pressing  +  button.

The CPU movement in each mode is preset (switch with  +  button).

Help Window

A help window will be displayed at the bottom of the screen in all modes except for free (switch with  +  button).

Creation

Change the appearance of existing characters or create your own characters by selecting faces, weapons, etc. the Creation mode will allow you to definitely make you very own fighter!

You can also take a picture of the created character as a thumbnail.



Body

Customise the body type and face of the character.

Equipment

Change characters equipment settings.

Weapon/Style

Change character's weapon/fighting style.

Color/Pattern/Stickers

Attach patterns to equipment and change colours to create a unique character.

Shoot Picture

Take a picture of your character and create a thumbnail.

Mock Battle

Take part in a mock battle with the current equipment against the CPU.

Video game warranty

This video game carries a warranty conforming to the laws of the country in which it was purchased, and valid for a duration of not less than 90 (ninety) days following the date of purchase - (proof of purchase required).

The warranty is not valid in the following cases:

1/ the video game was purchased for commercial or professional use (all such uses are strictly forbidden)

2/the video game is damaged due to incorrect handling, accident, or improper use by the consumer.

For further information concerning this warranty, the consumer is invited to contact the retailer that sold the game, or the hotline at the video game publisher in the country the game was purchased.

 **VARNING** Innan du spelar detta spel bör du läsa igenom den viktiga säkerhetsinformationen i instruktionsboken till Xbox 360-konsolen och bruksanvisningarna till tillbehören. Spara alla bruksanvisningar. De kan behövas vid ett senare tillfälle. Om du behöver ersätta bruksanvisningen till konsolen eller tillbehören kan du gå till www.xbox.com/support.

Viktig hälsovarning om att spela videospel

Anfall orsakade av ljuskänslighet

En mycket liten andel av befolkningen kan drabbas av epilepsiliknande anfall som kan utlösas av vissa visuella bilder, inklusive blinkande ljus eller mönster som kan finnas i videospel. Även människor som aldrig tidigare har drabbats av liknande anfall eller epilepsi kan lida av en icke diagnostiserad åkomma, som kan utlösa dessa "ljuskänslighetsanfall" medan de tittar på ett videospel.

Dessa anfall kan uppvisa olika symptom, inklusive yrsel, synstörningar, ryckningar i ögon eller ansikte, krampryckningar eller skakningar i armar eller ben, förvirring, oklarhet, eller tillfällig medvetandeförlust. Anfällen kan även orsaka medvetslöshet eller krampanfall, som kan leda till personskador vid fall eller hopstötning med föremål i närheten.

Sluta omedelbart att spela videospel och konsultera läkare om du upplever något av ovan nämnda symptom. Föräldrar ska hålla uppsikt över eller fråga sina barn om de upplevt något av ovan nämnda symptom – det är vanligare att barn och ungdomar drabbas av dessa anfall än vuxna. Risken att drabbas av epileptiska anfall som orsakas av ljuskänslighet kan minskas genom att vidta följande försiktighetsåtgärder: sitt längre från skärmen, använd en mindre skärm, spela i ett väl upplyst rum och spela aldrig när du är sömnig eller trött.

Rådgör med läkare innan du börjar spela om du eller någon släkting tidigare haft anfall eller lider av epilepsi.

Skapa sparfiler och sparning/laddning

Första gången du spelar spelet kommer det automatiskt att skapa en sparfil när du går från titelskärmen till Astral Home (astralhemmet). Det krävs minst 7 MB ledigt utrymme för att skapa en sparfil.

Om det redan finns en sparfil kommer den automatiskt att laddas när du går från titelskärmen till Astral Home.

Obs! Det krävs både en Xbox 360-spelarprofil och en sparfil för att kunna ladda ett sparat spel.

Dina spelframsteg och dina prestationer i varje spelläge, ändrade inställningar o.s.v. sparas automatiskt när så krävs.

Spelkontroller

Handkontrollens upplägg och grundläggande spelkontroller, bland annat menykontroller.



Rörelser

○ / ⬇️ **Framåt, bakåt, vänster och höger.** Rör dig fritt genom att använda vänster styrspak eller styrknappen.

Anfallsknappar

Det finns tre olika typer av attacker. Dessa är märkta som **A**, **B** och **K**.

A: Vågrätt anfall **X**

B: Lodrätt anfall **Y**

K: Spark **B**

Blockeringar

Blockering är märkt som **G**. Håll in **A** för att blockera.

Kombinationer

Med detta menas när du kedjar ihop flera anfall utan att låta motståndaren undvika eller blockera. Grundläggande kombinationer listas på den nedersta raden i anfallslistan, under main moves (huvudsakliga anfall). Du kan öppna anfallslistan när som helst genom att trycka på START-knappen under en strid för att öppna pausmenyn. (Pausmenyns innehåll kan variera beroende på vilket spelläge du spelar.)

Brave Edge

Tryck på A+B+K direkt efter att du har utfört anfall som kan göra en Brave Edge. Du kan utföra starkare anfall när du trycker på de tre knapparna samtidigt vid anfall som kan göra en Brave Edge. Brave Edge förbrukar hälften av Critical-mätaren (som visas överst på skärmen).

Critical Edge

[↓, ↘, →, ↓, ↘, → A+B+K]

Critical Edge förbrukar hela Critical-mätaren. Critical Edge är ett extremt kraftfullt anfall. Försök att utföra det så ofta som möjligt i stället för att spara det.

* Det här spelet har stöd för vibrationsfunktionen.

Videospelsgaranti

Detta videospel omfattas av en garanti som grundas på de lagar som gäller i inköpslandet och gäller i minst 90 (nittio) efter köpdatum - (köpebevis erfordras).

Garantin sätts ur spel i följande fall:

- 1/ videospellet har köps i kommersiellt eller professionellt syfte (allt sådant bruk är strängeligen förbjudet)
- 2/ videospellet skadas genom inkorrekt hantering, olyckshändelse eller felaktigt bruk av användaren.

Kunder som önskar ytterligare garantiinformation är välkomna att kontakta återförsäljaren eller utgivarens Hotline i det land spelet köpts.

 **VAROITUS** Ennen tämän pelin pelaamista lue Xbox 360-konsolin ja lisälaitteiden käyttöohjeista tärkeät turvallisuutta ja terveyttä koskevat tiedot. Säilytä kaikki käyttöohjeet myöhempää käyttöä varten. Voit ladata konsolin ja lisälaitteiden käyttöohjeet osoitteesta www.xbox.com/support.

Tärkeä videopelien pelaamista koskeva terveysvaroit

Tietoja valoyliherkkyyden aiheuttamista epileptisistä kohtauksista

Hyvin harvat ihmiset voivat saada epileptisen kohtauksen tiettytyypisistä visuaalisista kokemuksista. Tällaisia kokemuksia voivat olla esimerkiksi vilkkuvat valot tai videopeleissä esiintyvät kuviot. Jopa henkilöillä, joilla ei aiemmin ole ollut kouristuskohtauksia tai epileptisiä kohtauksia, saattaa olla taipumus "valoyliherkkyyden aiheuttamiin kouristuskohtauksiin" videopelejä pelatessaan.

Kohtauksilla voi olla useita eri oireita, kuten huimaus, näkökentän muuttuminen, silmien tai kasvojen nykiminen, käsien tai jalkojen nykiminen tai vapina, keskittymiskyvyn puute, sekavuus tai hetkellinen tajunnan menetys. Kohtaukset saattavat aiheuttaa tajunnan menetyksen tai kouristuksia, jotka voivat johtaa loukkaantumiseen esimerkiksi kaatumisen tai esineisiin törmäämisen seurauksena.

Lopeta pelaaminen heti ja hakeudu lääkärin hoitoon, jos sinulla on joitakin näistä oireista. Vanhempien on tarkkailtava lapsiaan näiden oireiden varalta ja kysyttävä lapsilta oireiden ilmaantumisesta. Lapsilla ja teini-ikäisillä on aikuisia suurempi todennäköisyys saada epileptinen kohtaus. Voit vähentää epileptisten kohtausten vaaraa toimimalla seuraavasti. Istu kauempana näytöstä, käytä pienempää näyttöä, pelaa hyvin valaistussa huoneessa äläkä pelaa väsyneenä tai rasittuneena. Jos sinulla tai sukulaisillasi on ollut aiemmin tällaisia kohtauksia tai epilepsiaa, neuvottele lääkärin kanssa ennen pelaamista.

Tallennustietojen luominen sekä tallentaminen & lataaminen

Tallennustiedot luodaan automaattisesti ensimmäisellä pelikerrallasi, kun siirryt alkuruudusta astraalikotiin (Astral Home). Tallennustietojen luominen vaatii vähintään 7 MB vapaata tilaa.

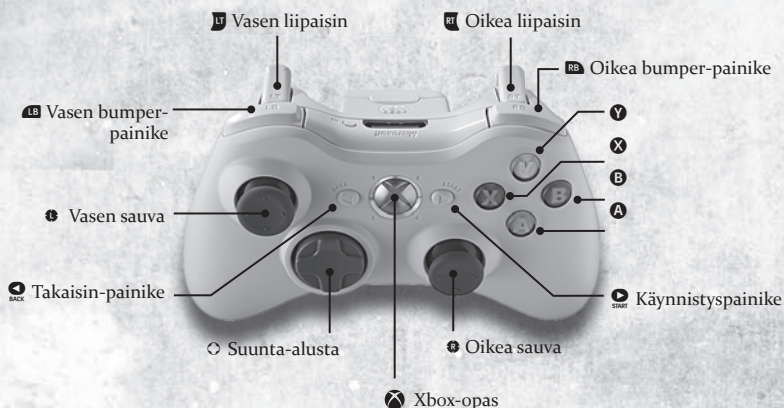
Jos tallennustiedot ovat jo olemassa, ne ladataan automaattisesti, kun siirryt alkuruudusta astraalikotiin.

Huomaa: Sekä Xbox 360 -pelaajaprofiili (gamer profile) että tämän pelin tallennustiedot vaaditaan pelin lataamiseen.

Edistymisesi pelissä ja jokaisen pelimuodon saavutukset, muutetut asetukset jne. tallennetaan automaattisesti, kun tilanne sitä vaatii.

Pelikomennot

Ohjaimen kuva ja pelin peruskomennot, kuten valikot.



Liikkuminen

○ / ⬇️ Eteenpäin, taaksepäin, vasemmalle ja oikealle. Liiku vapaasti käyttämällä vasenta sauvaa tai suunta-alustaa.

Hyökkäysnäppäimet

Pelissä on kolmen tyylin hyökkäyksiä, joita kuvataan seuraavasti: A, B, K.

A: Horisontaalinen hyökkäys X

B: Vertikaalinen hyökkäys Y

K: Potku B

Suojaus

Suojausta kuvaa G. Pidä A pohjassa suojataksesi.

Yhdistelmät

Tämä viittaa siihen, kun yhdistät usean liikkeen antamatta vastustajan väistää tai suojautua. Perusyhdistelmät löytyvät liikelistan (move list) alla olevan pääliikkeiden alimmalta riviltä. Pääset liikelistaan käsiksi milloin vain painamalla START-painiketta taistelun aikana ja avaamalla taukovalikon (Pause Menu). (Taukovalikon sisältö voi vaihdella pelaamastasi pelimuodosta riippuen.)

Brave Edge

Paina **A+B+K** heti sen jälkeen, kun olet syöttänyt Brave Edgeen vaadittavat liikkeet. Voit suorittaa voimakkaamman hyökkäyksen, kun painat kolmea näppäintä yhtä aikaa sellaisten liikkeiden aikana, jotka mahdollistavat Brave Edgen. Brave Edge kuluttaa puolet kriittisestä mittarista (Critical Gauge) (näky ruudun yläreunassa).

Critical Edge

[↓, ↘, →, ↓, ↘, → A+B+K]

Critical Edge kuluttaa kriittisen mittarin täysin. Critical Edge on todella voimakas hyökkäys. Älä säästele sitä vaan käytä sitä aina kun mahdollista.

* Tämä peli tukee värähtelytoimintoa.


Videopelin Takuu

Tälle videopelille myönnetään takuu, joka on ostomaan lakien mukainen ja voimassa vähintään 90 (yhdeksänkymmentä) ostopäivästä laskien - (ostokuitti vaaditaan).

Takuu ei ole voimassa seuraavissa tilanteissa:

- 1/ videopeli on ostettu kaupallista tai ammatillista käyttöä varten (kaikki sellainen käyttö on ehdottomasti kielletty)
- 2/ videopeli on vahingoittunut väärän käsittelyn, onnettomuuden tai asiakkaan väärän käytön johdosta.

Jos asiakas haluaa lisätietoja tästä takuusta, häntä pyydetään ottamaan yhteyttä pelin myyneeseen myyjään tai videopelin julkaisijan asiakaspalveluun pelin ostomaassa.

 **AVISO** Antes de jogar este jogo, leia os manuais da consola e dos acessórios da Xbox 360 que contêm informações importantes relativamente à segurança e saúde. Guarde todos os manuais para referência futura. Para obter manuais de substituição para a consola e acessórios, visite www.xbox.com/support.

Aviso Importante de Saúde Relativamente à Utilização de Videojogos

Ataques de Epilepsia Fotossensível

Um número muito reduzido de pessoas pode ter um ataque epiléptico ao serem expostas a determinadas imagens visuais, incluindo luzes ou padrões intermitentes que poderão aparecer em videojogos. Mesmo pessoas sem quaisquer antecedentes de tais ataques ou de epilepsia poderão sofrer de sintomas não diagnosticados que podem provocar estes “ataques de epilepsia fotossensível” ao verem videojogos.

Estes ataques poderão ter diversos sintomas, incluindo tonturas, alterações da visão, espasmos nos olhos ou na cara, espasmos ou tremor nos braços ou nas pernas, desorientação, confusão ou perda de consciência passageira. Os ataques podem também provocar a perda de consciência ou convulsões que podem resultar em ferimentos devido a quedas ou no embate em objectos próximos.

Pare de jogar imediatamente e consulte um médico se observar algum destes sintomas. Os encarregados de educação devem observar os seus filhos ou consultá-los relativamente aos sintomas acima descritos — as crianças e adolescentes têm maior probabilidade do que os adultos de sofrerem desses ataques. O risco de ataques de epilepsia fotossensível pode ser reduzido ao ter em atenção as seguintes recomendações: Sente-se a uma distância maior do ecrã; utilize um ecrã mais pequeno; jogue numa sala bem iluminada; não jogue quando se sentir sonolento ou fatigado.

Se tiver um historial, ou se houver um historial na sua família, de ataques ou epilepsia, consulte um médico antes de jogar.

Criar dados de gravação e guardar e carregar jogos

Na primeira vez que jogares, serão automaticamente criados dados de gravação ao passares do ecrã de título para o ecrã Astral Home. São necessários pelo menos 7 MB de espaço livre para guardar os dados de jogo.

Caso já existam dados de gravação, estes serão automaticamente carregados quando passares do ecrã de título para o ecrã Astral Home.

Nota: Tanto o perfil de jogador Xbox 360 como dados deste jogo guardados são necessários para carregar um jogo guardado.

O teu progresso no jogo, os teus feitos em cada modo, as definições alteradas, etc. serão guardados automaticamente, conforme necessário.

Comandos de Jogo

A disposição do controlador e dos principais comandos de jogos, tal como nos menus.



Movimentos

○ / ⬇ Para a frente e para trás, para esquerda e para a direita.
Movimentar-se livremente através do manípulo analógico esquerdo ou do botão direccional.

Botões de ataque

Há três tipos de ataque representados por: A, B, K.

A: Ataque horizontal X

B: Ataque vertical Y

K: Pontapear botão B

Defesa

A defesa é representada por G. Manter premido o A para defender.

Combos

Isto refere-se a quando o jogador interliga vários movimentos permitindo que o adversário se desvie ou defenda. Os combos básicos são listados na linha inferior dos movimentos principais na lista de movimentos. Poderás aceder à lista de movimentos a qualquer momento premindo o botão START durante um combate para abrir o Pause Menu (Menu Pausa). (O conteúdo do menu de pausa pode variar conforme o modo em que jogas.)

Brave Edge

Premir **A+B+K** logo após a introdução dos movimentos capazes de executar um Brave Edge. Podes executar um ataque mais potente quando primes 3 botões em simultâneo em movimentos capazes de executar um Brave Edge. Brave Edge consumirá $\frac{1}{2}$ do Critical Gauge (Indicador Vital) (exibido no topo do ecrã).

Critical Edge

[↓, ↘, →, ↓, ↘, → A+B+K]

Critical Edge consumirá toda a barra do Critical Gauge (Indicador Vital). Critical Edge é um ataque extremamente potente. Em vez de o poupar, tenta executá-lo sempre que possas.

* Este jogo suporta a função de vibração.

Garantia Do Videojogo

Este videojogo inclui uma garantia que cumpre a legislação do país onde foi adquirido, com uma duração não inferior a 90 (noventa) dias a partir da data de aquisição - (é necessária a prova de aquisição).

A garantia não é válida nos seguintes casos:

- 1/ o videojogo foi adquirido para utilização comercial ou profissional (tais utilizações são estritamente proibidas)
- 2/ o videojogo foi danificado devido a manuseio impróprio, acidente, ou utilização imprópria pelo utilizador.

Para obter mais informações acerca desta garantia, o consumidor deve contactar o revendedor a quem adquiriu o jogo, ou a linha telefónica de apoio do editor do videojogo no país onde este foi adquirido.



THUNDER TIGER



mini
Titan
E325 3D Heli

AH-1W SUPER COBRA / SUPER COMBO VERSION

No. 3870-F06

Locked and Loaded!

The AH-1W scale RC helicopter is now available in a SUPER COMBO version combining the E325 Mini Titan 2.4GHz heli package and the AH-1W Super Cobra scale fuselage.

Only the best is included in the AH-1W Super Cobra RC Helicopter with the Sky Master TS6 2.4GHz radio system, electronic speed control and the AH-1W Super Cobra brushless motor, gyro and all servos.

On your next mission make sure you are locked and loaded with the Cobra Gunship.

Contents included



No. 8606
Sky Master TS6 2.4GHz
No. AQ2257 TRS 601DD
2.4GHz 6CH Receiver

2.4GSC
iFH3



No. AQ0843
TG-6100M Gyro
& E-CCPM mixer



No. 2381
OBL 29/35-10H
Brushless Motor



No. 8117/C1016
Micro Servo x3
No. 8131/C0915
Micro Rudder Servo



No. 2814 Li-Po Battery
3S1P/2200mAh, 25C
No. 8041-H
BLC-40 Speed Control



No. 2536
T3AC Balance
Charger

Sounds even better with Turtle Beach Headsets

EARFORCE® XL1

The XL1 is the perfect entry-level headset for Xbox 360® gamers looking for immersive game sound and crystal-clear communication at a great value. With premium 50mm speakers, the XL1 delivers superior audio quality while an in-line amplifier provides quick access to independent game and chat volume controls. If you're serious about gaming, then get serious about the sound. Step up to the XL1 and experience game audio like never before.



EARFORCE® XP500

The Turtle Beach XP500 is a special version of the critically-acclaimed PX5 that's designed specifically for the Xbox 360 and includes an XBA Bluetooth adapter for wireless Xbox LIVE® chat. Enhance and personalise the entire gaming audio experience with fully customisable game, chat and microphone audio. Communicate wirelessly with your Xbox 360, answer mobile phone calls and stream music using Bluetooth technology – all while gaming in Dolby 7.1 Surround Sound. The Turtle Beach XP500 continues the evolution of a new breed of wireless gaming headset that serves as the ultimate "secret weapon" in the arsenal of serious gamers seeking unmatched audio quality, sonic control and a competitive advantage.



AVAILABLE NOW FROM ALL MAJOR RETAILERS





Customer Service Support

• Australia	1902 26 26 26 (\$2,48 Minute. Price subject to change without notice.)		namcobandaipartners@8-bit.com.au www.namcobandaipartners.com.au
• Österreich	Technische: 0900-400 654 (1,35€ Minute) Mo. - Sa. 14.00 - 19.00 Uhr	Spielerische: 0900-400 655	de.support@namcobandaipartners.com www.de.namcobandaipartners.com
• Belgique	-	-	nl.support@namcobandaipartners.com
• Danmark	+44 (0)870 850 1958 10:00 to 16:00 Monday to Friday (except Bank Holidays)	-	uk.support@namcobandaipartners.com
• Suomi	+44 (0)870 850 1958 10:00 to 16:00 Monday to Friday (except Bank Holidays)	-	uk.support@namcobandaipartners.com
• New Zealand	0900 54263 (\$1,99 Minute. Price subject to change without notice.)		www.namcobandaipartners.com.au
• France	Technique: 0825 15 80 80 (0,15€/mn du lundi au samedi de 10h-20h non stop)	Support Technique BP 80003 33611 Cestas Cedex	www.namcobandaipartners.fr fr.support@namcobandaipartners.com
• Deutschland	Technische: 0900-1-771 882 (1,24€/Min aus dem dt. Festnetz) Mo. - Sa. 14.00 - 19.00 Uhr	Spielerische: 0900-1-771 883	de.support@namcobandaipartners.com
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• Italia	-	-	it.support@namcobandaipartners.com www.it.namcobandaipartners.com
• Nederland	-	-	nl.support@namcobandaipartners.com
• Norge	+44 (0)870 850 1958 10:00 to 16:00 Monday to Friday (except Bank Holidays)	-	uk.support@namcobandaipartners.com
• Portugal	+34 902 10 18 67 Segunda a Quinta: 9:00 às 18:30 - Sexta Feira: 09:00 às 15:00	-	es.support@namcobandaipartners.com www.pt.namcobandaipartners.com
• Israel	+ 09-8922912 16:00 to 20:00 Sunday - Thursday	-	il.support@namcobandaipartners.com www.il.namcobandaipartners.com
• España	Servicio de atención al cliente: Lunes a jueves: 9:00 -18:30 - viernes: 09:00h-15:00	+34 902 10 18 67	es.support@namcobandaipartners.com www.es.namcobandaipartners.com
• Sverige	+44 (0)870 8501958 10:00 to 16:00 Monday to Friday (except Bank Holidays)		uk.support@namcobandaipartners.com
• Schweiz	Technische: 0900-929300 (2,50 CHF/Min) Mo. - Sa. 14.00 - 19.00 Uhr	Spielerische: 0900-770780	de.support@namcobandaipartners.com
• UK	Technical Support: 0870 8501958 10:00 to 16:00 Monday to Friday (except Bank Holidays)		uk.support@namcobandaipartners.com www.uk.namcobandaipartners.com



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Video game warranty

This video game carries a warranty conforming to the laws of the country in which it was purchased, and valid for a duration of not less than 90 (ninety) days following the date of purchase - (proof of purchase required).

The warranty is not valid in the following cases:

- 1/ the video game was purchased for commercial or professional use (all such uses are strictly forbidden)
- 2/ the video game is damaged due to incorrect handling, accident, or improper use by the consumer.

For further information concerning this warranty, the consumer is invited to contact the retailer that sold the game, or the hotline at the video game publisher in the country the game was purchased.



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