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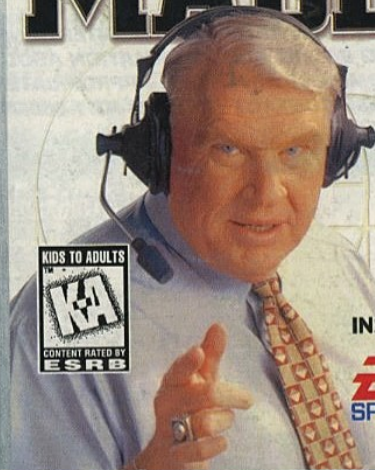
Printed in Japan

Nintendo

GAME BOY

DMG-A7ME-USA

MADDEN 97



INSTRUCTION BOOKLET



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MADDEN 97

GRIDIRON ACTION...MADDEN STYLE



Once again, the game's greatest announcer has brought his distinctive style of no-holds-barred football to the small screen, complete with unbearable weather. Take on the toughest teams, run state-of-the-art plays, battle through an entire season and put everything on the line in the playoffs.

It's John Madden Football™ at its best — in your pocket, wherever you go!

GETTING STARTED

1. Turn OFF the power switch on your Nintendo™ Game Boy™. Never insert or remove a Game Pak when the power is on.

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2. Insert the *Madden 97* Game Pak into the slot on the Game Boy. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. Press the **Start** Button to get to the Season Options Screen.

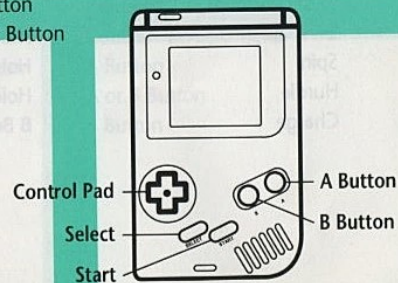
CONTROLS

Select Option

A Button

Unpause

Start Button



3

OPENING KICKOFF

DEFENSE

Set kicker into motion
Control direction of kick
Kick the ball into play

B Button
Control Pad Left/Right
B Button

OFFENSE

Take control of kick receiver
Dive
Spin
Hurdle
Charge

Control Pad in any direction
A Button
Hold **B** Button
Hold **A** Button
B Button

BEFORE THE SNAP

DEFENSE

Reposition player
Call up the audible indicator
Select an audible
Control a different player

Control Pad in any direction
A Button
A or **B** Button
B Button

OFFENSE

Set a man in motion
Call up the audible indicator
Select an audible
Snap the ball

Control Pad Left/Right
A Button
A or **B** Button
B Button

AFTER THE SNAP

DEFENSE

Run in any direction Control Pad in any direction
Control defender closest to ball B Button

OFFENSE

Rushing B Button
Run in any direction Control Pad in any direction

Dive/QB Slide (QB only) A Button
Spin Hold the B Button
Hurdle Hold the A Button
Charge B Button

PASSING

Control the QB/Scramble Control Pad in any direction
Passing Windows/Letters A Button
Pass to receiver B Button

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RECEIVING

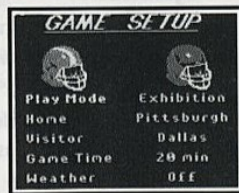
Dive A Button
Control receiver closest to ball B Button

PUNTING/KICKING

Snap ball to the punter/kicker B Button
Control direction of punt/kick Control Pad Left/Right
Punt/kick the ball B Button

GAME SET UP

When you see the **Madden 97** logo, press the **Start** Button to go to the Game Setup screen. Choose a Play Mode at the Game Setup screen. Play Mode determines which stage of competition you'll be entering. Setup options appear for each Play Mode.



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To select a Play Mode:

1. From the Game Setup screen, Control Pad Up/down to highlight Play Mode.
2. Press the Control Pad Left/Right to cycle through choices.

PLAY MODE

EXHIBITION: A single game contest. You don't have to worry about the condition of your players next week, so pull out the stops. Every team is available – you can even match a team up against itself!

SUDDEN DEATH: A no-holds barred fight to the finish! Every team is available and you can adjust the weather to your liking. The first team to score wins.

NEW SEASON: The default season is the actual 1996-97 schedule. Play as many games as you like or try to take your favorite team into post-season play.

NEW PLAYOFFS: Bypass the season and begin play from the Wildcard round of the Playoffs. The Playoff tree is divided into four rounds, with the league champions going head-to-head in the Championship game.

CONT. PLAYOFFS & CONT. SEASON: If you've saved your previous season game, enter your password here to continue. Press the Control Pad Down to RESTORE, then press the A Button to select. Press the Control Pad Up/Down/Left/Right to scroll through the letters, then press the A Button to select. Press the B Button to delete the character you just entered. When you're finished, press the Start Button.

If you enter the password incorrectly, you may choose to try again or exit. Press the Control Pad Up/Down to highlight your choice, then press the Start Button to select.

To select Set Up options:

1. From the Game Setup screen, Control Pad Up/Down to highlight an option.
2. Press the Control Pad Left/Right to cycle through choices.
3. When the desired options are selected, press the Start Button to accept.

HOME TEAM: All 30 teams from the 1996-1997 season are available. If you're playing an EXHIBITION game, you can choose the All-Madden team as well.

VISITOR TEAM: Select the visiting team. In EXHIBITION mode the visiting and home teams can be the same.

PRE-GAME SHOW

GAME LENGTH: You choose the full-game length with this option – quarters are broken down automatically by the timekeeper.

WEATHER: You can choose the weather conditions (either off or variable) before EXHIBITION and SUDDEN DEATH games.

During SEASON and PLAYOFF games, the weather conditions are determined by Mother Nature and your schedule. As always, John Madden is your host for the Pre-Game Show. The commentator provides you with the inside scoop you rarely hear before it hits the sports page and becomes yesterday's news.



From the Pre-Game Show you can customize the upcoming game.

Choose from:

- Start Game
- Game Play Options
- Substitutions

OPTIONS

To select Pre-Game Show options:

1. From the Pre-Game Show, Control Pad Up/Down to highlight an option.
2. Press the A Button to select a highlighted option.
3. From an Option screen, press the Start Button to return to the Pre-Game Show.

START GAME: Select START GAME to send the co-captains from both teams out to midfield. The captains meet with the head referee for the coin toss.

TEAM MATCHUPS: The Team Matchup screen provides you with a pre-game skills comparison between the teams before they take the field. Ratings are displayed using a bar graph.

To View Team Matchups:

- From the Team Matchup screen, use the Control Pad Up/Down to scroll through the positions. Press B to access specific player stats and Start again to exit the Team Matchup screen.

SET AUDIBLES: During a game, you have access to four audibles – two offensive and two defensive. Call an audible from the line of scrimmage to adjust to an unusual line-up by your opponent. Select the four plays you are most comfortable with as your audible choices.

To set audibles:

1. From the Set Audibles screen, Control Pad Up/Down/ Left/Right to highlight the audible you wish to set.
2. Press the A Button to select the highlighted audible.

3. Select the desired formation and play as you would during a game.
4. When your audibles are set, select EXIT. The Pre-Game show appears.

PLAYOFF TREE: (PLAYOFFS only) The Playoff Tree chronicles the chain of events that take place during the playoffs – from the Wildcard round to the Championship game.

- From the Playoff Tree, Control Pad Left/Right to scroll through and see who's playing who.

SUBSTITUTIONS: Any member of your squad can be brought into the game – or taken out – from the Substitutions screen. When players are knocked out by injury, substitutions are made automatically.

To substitute players:

1. From the Substitutions screen, press the Control Pad Up/Down to cycle forward through formations. Press the **B** Button to select the formation where you want to make the substitution. To return to the Game Options menu, press the **Start** Button.

2. To select a position to highlight press the Control Pad Up/Down. The player's number, primary position, and overall rating are displayed. Press the **A** Button to select the player for replacement.

INJURY REPORT: (SEASON and PLAYOFFS only) The Injury Report keeps you abreast of your team's health condition and that of your opponents. Injured players are listed with details on the type of injury and the player's expected convalescence period. When an injury occurs during a game, John Madden automatically appears with the status of the injury.

- Press the Control Pad Left/Right to cycle through the teams.
- Press the Control Pad Up/Down to view other injuries.

PLAYING A GAME

During the time you spent at Sports Central for the Pre-Game Show, the players had a chance to suit up and begin stretching out on the field. Now that the game has been customized and the players are warmed up, it's time to start playing football!

COIN TOSS: The co-captains from each team meet in the center of the field and the head referee flips the official coin into the air. The visiting team's co-captains must call heads or tails before the coin hits the ground.

- Press the Control Pad Left to select heads – Right for tails.

The winners of the coin toss choose whether they wish to Kick or Receive the opening kick-off.

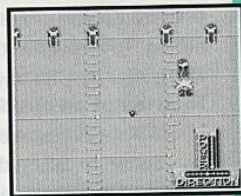
- Press the **B** Button to kick.
- Press the **A** Button to receive.

KICKING OFF: The opening kick-off and first drive can set the emotional tone for the entire game. Make sure your intensity level is high before setting your kicker into motion.

To kick the ball:

1. With your team lined up in kicking formation, press the **B** Button to set your kicker in motion and start the strength meter moving upward.
2. Press the Control Pad Left/Right to aim your kick.
3. Press the **B** Button again to stop the meter and strike the ball. The higher the meter is at the time it stops, the further the ball travels in the air.

As soon as the ball is in the air, rush your kicking team downfield as fast as possible and "stick" the kick returner.



ONSIDE KICK: Try an Onside kick late in the game if your team is trailing. To recover an Onside kick, the ball must travel at least ten yards; after that, it's anybody's ball.

To attempt an onside kick:

1. When your team is lined up in kicking formation, press the **A** Button to call up the audible indicator.
2. Press the **A** Button again to set the onside kick formation. Your kicking team shifts to the right-hand side of the ball. (If you wish to return your team to standard kick off formation, press the **A** Button then the **B** Button.)
3. Press the **B** Button to set your kicker in motion and start the strength meter moving upward.
4. Press the Control Pad Right and press the **B** Button again immediately. The ball is kicked a short distance in the direction of your teammates.

Receiving the Kick: The kick returner is automatically positioned to catch the ball. If he catches the ball in the open field, he begins to run upfield. If he catches the ball in the end zone, he remains in place until you run him out. If you do not run him out, the referee signals a touchback and the offensive drive starts on your own 20-yard line.

To control the kick returner:

1. When the Kick Returner is in possession of the ball, press the Control Pad in any direction.
 - Hold the **B** Button to Spin out of an opponent's grasp. Hold the **A** Button to Hurdle over downed players.
 - Tap the **B** Button for a Burst of speed or a Stiff Arm.
 - Tap the **A** Button to Dive for extra yardage or over the goal-line.

EXECUTING AN OFFENSIVE PLAY:

Before you set your team at the line of scrimmage, you must get together in the huddle to select a formation and call a play. The team captain controls play calling.

To call formations and plays:

1. The Huddle screen appears before each down. From the huddle, press the Control Pad Up/Down/Left/Right to scroll through the available formations.
2. Press the A Button or B Button to select the formation in the corresponding box. A set of plays appear that are available from the formation.
3. Press the Control Pad Up/Down/Left/Right to scroll through the available plays.
4. Press the A or B Button to call the play in the corresponding box. Your team breaks the huddle and sets up at the line.

If you see a play you'd like to call, but you think it would work better running in the opposite direction, you can Flip the play. The formation and play diagrams flip to show the new line-ups and play directions.

To flip a play:

1. From the play choices, press SELECT to highlight FLIP.
2. Press the A or B Button to select. The plays flip and are run in the opposite direction.

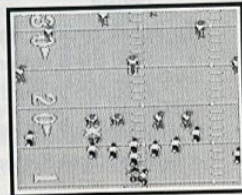
NOTE: Plays remain flipped until you select FLIP again to revert them back to the defaults.

After you have selected a formation but before you have called a play, you can change your formation selection.

To reset the formation:

1. From the play choices, push SELECT to highlight RESET.
2. Press the B Button to select. The formation choices reappear.

NOTE: After you have called a play, the only way to change your decision is to burn a timeout or call an audible from the line of scrimmage.



RUSHING PLAYS: Choose your desired rushing play from the huddle and select it. You can watch the computer execute the play or take control of the ballcarrier after the hand-off.

To execute a rushing play:

1. With the offensive line set, press the **B** Button to snap the ball. The hand-off or toss is automatic.
2. Press the Control Pad in any direction to take control of the ball carrier, direct him through the line of scrimmage, and move upfield.

To break tackles and shake defenders:

- Hold the **B** Button to Spin out of an opponent's grasp. Hold the **A** Button to Hurdle over downed players.
- Press the **B** Button for a Burst of speed or a Stiff Arm.
- Press the **A** Button to Dive for extra yardage or over the goal-line.

PASSING PLAYS: Choose your desired passing play from the huddle and select it. Let the computer execute the play or move the quarterback out of the pocket and take over yourself.

To execute a passing play:

1. When the offensive line is set, press the **B** Button to snap the ball.
2. Press the Control Pad in any direction to move the quarterback out of the pocket and take over the play.
3. Press the **A** Button to call up the passing windows. Press the **A** Button again to change the passing window.
4. Press the **B** Button to throw a pass to the corresponding receiver. Once the ball is in the air, a crosshair appears on the field marking the ideal reception spot. The receiver automatically completes his pattern, raises his hands for the ball and runs upfield – if he makes the catch. You can take control of the designated receiver while the ball is still in the air to assist him in the reception of the pass.

To control the intended receiver:

1. When the ball is in the air, press the **B** Button to take control of the intended receiver. A star appears beneath his feet.
2. Press the Control Pad in any direction to guide the receiver toward the yellow crosshair.
 - Press the **B** Button to jump and raise hands for the ball.
 - Press the **A** Button to dive for the ball.

EXECUTING A DEFENSIVE PLAY

Select a defensive formation and call a play in the same manner as offensive plays. The defense has a total of fifteen seconds after the offense makes its play selection to break out of the huddle. If you don't choose a formation and a play in time, your team lines up to run the play from the previous down.

To execute a defensive play:

1. When the defensive line is set, press the **B** Button to cycle through your line-up.

2. Press the Control Pad in any direction to move the currently controlled defensive player.

To tackle the ball carrier and break up offensive plays:

- Press the **B** Button to control the defender closest to the ball.
- Press the **A** Button to make a diving tackle or smother the QB.

PAUSING THE GAME

With the game paused, you return to Sports Central. The Pause screen offers all the options available from the Pre-Game Show, along with additional choices relevant to the present game.

To pause the game in progress:

1. At any time during gameplay, press the **Start** Button. The Pause screen appears.
2. From an Option screen, press the **Start** Button to return to the Pause screen.

RESUME GAME: Resume the game in progress. Get back to the action. Hustle your players back on the field.

CALL TIMEOUT: Expert timeout execution can turn the final minutes of the fourth quarter into a successful scoring drive. Each team is allowed 3 timeouts per half. A timeout stops the game clock and resets the play clock with a fresh 25 seconds.

SUBSTITUTIONS: See page 14.

DRIVE SUMMARY: Drive Summary chronicles the sequence of events making up the current offensive drive. The Drive Summary displays a report of total plays, yards, and time of possession.

- From the Drive Summary screen, press the Control Pad Left/Right to scroll the field diagram.

GAME PAUSED

Resume Game
Call Timeout
Drive Summary
Set Audibles
Injury Report
Set Music
Set SFX
Statistics
Quit Game

- If more than six plays were executed, press the Control Pad Up/Down for additional information.

SET AUDIBLES: See page 13.

INJURY REPORT: Select INJURY REPORT to see your injured players and your opponent's injured players.

SET MUSIC: Turn MUSIC on (default) or turn it off.

SET SFX: Turn SFX on (default) or turn it off.

STATISTICS: Measure the performance of both teams at any time during the game with up-to-the-minute stats in 28 categories.

- From the Game Stats screen, press the Control Pad Up/Down to scroll stat categories.

QUIT GAME: End game and return to Game Setup screen.

STATISTICS

Pittsburgh	
Score	7
First Downs	3
Total Plays/yrds	12/166
Rushing Plays/yrds	3/5

HALFTIME SHOW

The Halftime Show appears automatically after the final play of the second quarter. The players are busy receiving updated game plans for the second half, so take some time to examine the extensive statistics available during the Halftime Show.

END GAME SHOW

Visit Sports Central for a final wrap-up of the game. John Madden has some closing thoughts on the contest and you have the opportunity to view cumulative statistics for the entire game.

RETURN TO SET UP: Exit the End Game Show and return to the Game Setup screen.

SEASON MODE

Madden 97 generates an entire season schedule, complete with a post-season play and the Championship game. The default league is the actual 1996-97 schedule.

Play as many games as you want throughout a season. The computer simulates any games you wish to bypass. Realistic statistics and standings are compiled and saved for every game, played or simulated.

To set up a New Season schedule:

1. From the Game Setup screen, press the Control Pad Up to highlight PLAY MODE.
2. Press the Control Pad Left/Right to choose NEW SEASON.
3. Adjust the game length if you wish, and press the Start Button to select. The Week Schedule screen appears.

From the Week Schedule screen, you can preview the full schedule of any team. If your favorite team's schedule appears especially grueling this season, you can petition for a new schedule and hope for an easier road to the playoffs.

To view upcoming schedules:

1. From the Week Schedule screen, press the Control Pad Up/Down to move the arrow to the match-up of your choice.
2. Press the **A** Button. The schedule appears for the team listed on top.
3. From the Team Schedule screen, press the **B** Button to view league standings.
4. Press the **Start** Button to return to the Week Schedule.

NOTE: During the season, the Team Schedule displays the results and final scores of completed games for each team.

To generate a new schedule:

- From the Team Schedule screen, press the **Start** Button. A new schedule is generated and displayed, ready for viewing.

*NOTE: A new schedule can only be generated at the start of a season. After a season has begun, **Start** brings up the League Standings screen.*

At the Week Schedule screen, select as many games to play as you want. Games that are not selected are simulated by the computer.

To play games in a full season:

1. From the Week Schedule, press the Control Pad Up/Down to move the arrow to the game of your choice.
2. Press the **B** Button. A check mark appears, indicating the game is selected. Press the **B** Button again to deselect games you decide not to play.
3. Press the **Start** Button to continue. The Controller Set Up screen appears for the first game.
 - Press the **A** Button for a current League News report.

After completing a season game, the season Schedule appears displaying selected games yet to be played. When all games are completed, the Schedule appears for the following week.

PLAYOFF MODE

If you want to sift out the mediocre teams and begin play in the heat of post-season action, go straight into Playoff mode. *Madden 97* generates a four-round playoff tree, culminating with the Championship game. Your team enters the playoffs as a wildcard or divisional champion.

To set up a New Playoff tree:

1. From the Game Setup screen, press the Control Pad Up to highlight PLAY MODE.
2. Press the Control Pad Left/Right to choose NEW PLAYOFFS.
3. Highlight HOME and press the Control Pad Left/Right to choose the team.
4. Adjust the game length if you wish and press the Start Button to select. The Week Schedule screen appears for the Wild Card Round.

Selecting and playing games in Playoff mode is done in the same manner as in Season mode.



When you have adjusted the Controller Set Up, the Playoff Tree appears with the playoff match-ups displayed in their respective brackets.

LEAGUE NEWS

League News is available for viewing from the Week Schedule screen before Season and Playoff games. From the League News screen, you can access updated injury and team stats information, or check to see which players are leading the league in eight statistical categories.

LEAGUE LEADERS: *Madden 97* compiles and saves statistics for every player throughout an entire Season or Playoff series. The top 20 league leaders in the most important categories are available for display on the League Leaders screens.

To view league leaders:

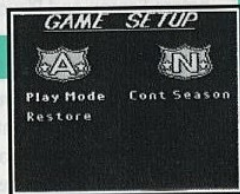
- From the League News screen, select a League Leaders category. A list of leaders appears for the selected category.
- Press the Start Button to exit. The League News screen appears.

CONTINUE SEASON/PLAYOFFS

In *Madden 97*, you can play as many games of a Season or Playoff as you like. Then, get a password and come back later to where you left off. Press the **Start** Button to exit post game wrap-up.

To continue a season or playoff in progress:

1. From the Game Set Up screen, press the Control Pad Up to highlight PLAY MODE.
2. Press the Control Pad Left/Right to choose CONT. SEASON or CONT. PLAYOFFS.
3. Adjust the game length if you wish and press the **Start** Button to select. The password screen will come up, and you may enter your last password. The Week Schedule reappears at the point it was saved.



PASSWORDS

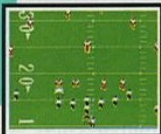
To view the Password screen, go to the CONT. SEASON/PLAYOFFS screen. Press Down on the Control Pad to highlight RESTORE. Press the **A** or **B** Button to go to the Password Screen. Press the Control Pad Left/Right to scroll through the letters. Press the **A** Button to choose the letters.

Press the **B** Button to delete letters. Press the **Start** Button to return to the Game Setup screen.



USING YOUR SUPER GAME BOY ADAPTER

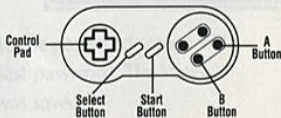
Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position.



For further operation information, please consult your Super Game Boy and Super NES instruction booklets.

Game play on the Super NES using the Super Game Boy adapter. Both sold separately.

This Game Pak has been specially designed to allow enhanced graphics when using the Super Game Boy. Game controls have been pre-set so that the **A, B, Start** and **Select** Buttons on your Super NES Controller correspond to the same controls on the Game Boy. If you want to change the controller settings or the colors set for this game, consult your Super Game Boy instruction booklet.



LIMITED WARRANTY

BLACK PEARL SOFTWARE warrants to the original consumer purchaser that this Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, BLACK PEARL SOFTWARE will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the BLACK PEARL SOFTWARE Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he/she will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

BLACK PEARL SOFTWARE Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY: If the PAK develops a problem after the 90 day warranty period, you may contact the BLACK PEARL SOFTWARE Consumer Service Department at the phone number noted. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he/she may provide you with a return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to BLACK PEARL SOFTWARE. BLACK PEARL SOFTWARE will, at its option subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refunded.

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