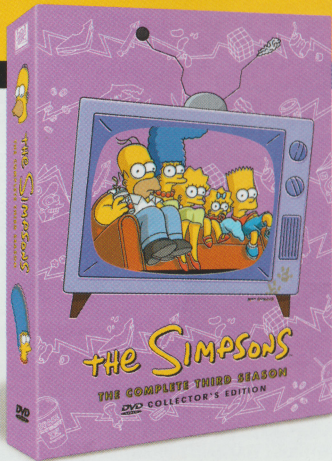


# THE SIMPSONS

## SEASON 3 ON DVD!



Seasons 1 & 2  
Collect Them All!

4-DISC DVD SET

You know  
you want it!

Vivendi Universal Games  
4247 S. Minnowwawa Ave.,  
Fresno, CA 93725

The Simpsons, © & TM  
2003, 2004 Twentieth  
Century Fox Film Corporation.  
All Rights Reserved. The Simpsons,  
The Simpsons Hit and Run, Fox Interactive and

their associated logos are registered trademarks or trademarks  
of Twentieth Century Fox Film Corporation, Vivendi Universal Games and  
the Vivendi Universal Games logo are trademarks of Vivendi Universal  
Games, Inc.



Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION.



©2003, 2004 Twentieth Century Fox Home Entertainment, Inc. "The Simpsons"® & ©2003, 2004 Twentieth Century Fox Film Corporation. All Rights Reserved. "Twentieth Century Fox," "Fox" and their associated logos and "The Simpsons" characters are the property of Twentieth Century Fox Film Corporation.

[www.thesimpsons.com](http://www.thesimpsons.com)

MATT GROENING

7211111



VIVENDI  
UNIVERSAL  
games

MATT GROENING



# WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



## Table of Contents

⊙	<i>Getting Started</i> . . . . .	2
⊙	<i>Game Controls</i> . . . . .	4
⊙	<i>Starting a Game</i> . . . . .	7
⊙	<i>How to Play</i> . . . . .	10
⊙	<i>Tips and Tricks</i> . . . . .	16
⊙	<i>Customer Support</i> . . . . .	18
⊙	<i>Credits</i> . . . . .	19
⊙	<i>License Agreement</i> . . . . .	INSIDE BACK COVER

MATT GROENING

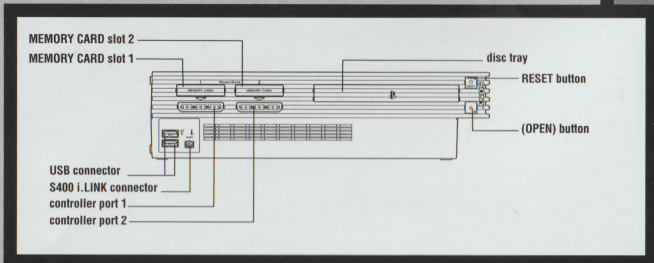
The Simpsons® Hit & Run TM & © 2003, 2004 Twentieth Century Fox Film Corporation. All rights reserved. The Simpsons™ characters, artwork and distinctive lettering are protected under the copyright and trademark laws of the United States and other countries. The Simpsons, The Simpsons Hit and Run, Fox Interactive, and their associated logos are registered trademarks or trademarks of Twentieth Century Fox Film Corporation. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. All other trademarks are property of their respective owners.





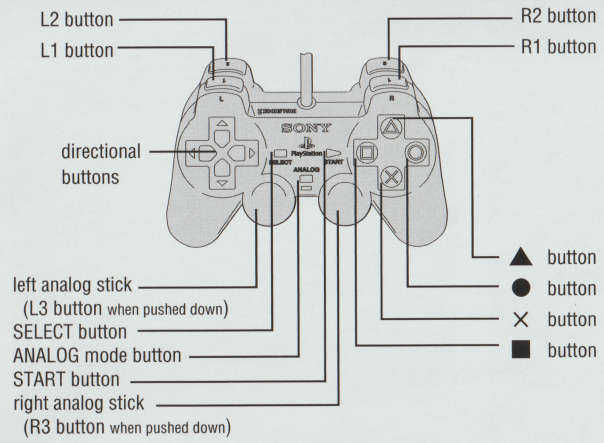
# Getting Started

## P PlayStation® 2 setup



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place *The Simpsons Hit & Run* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using *The Simpsons Hit & Run*.

## DUALSHOCK®2 ANALOG CONTROLLER



## M Memory card (8MB) (for PlayStation®2)

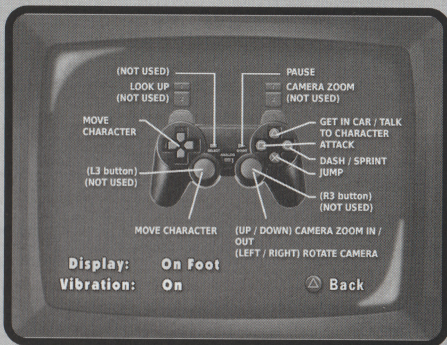
*The Simpsons Hit & Run* lets you save games at their current level of play onto a memory card (8MB) (for PlayStation®2), and resume play on previously saved games. A memory card (8MB) (for PlayStation®2) is required. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 on the PlayStation®2 game console BEFORE starting play.

**Important:** Do not switch off the MAIN POWER switch, remove or insert a memory card (8MB) (for PlayStation®2), or Controllers while saving or loading games. Doing so could damage the game data.



## Game Controls

### On Foot



#### JUMPING

- Jump Button = button  
Use the jump button to jump.
- To perform a double-jump, hit the jump button, then while in mid-air, hit the jump button again.

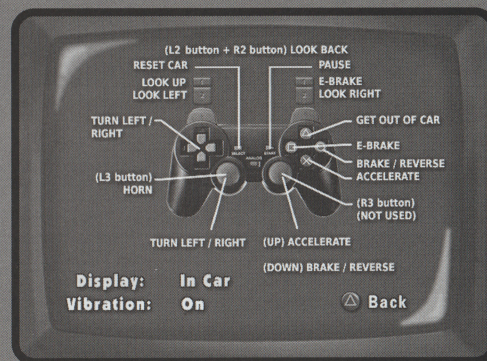
#### ATTACKING

- Attack Button = button  
Use the attack button to perform a basic attack on obstacles in the game.
- To attack enemies, perform a Jump Kick by hitting the attack button while in the air after pressing the jump button.
- To perform the special Stomp Attack, hit the attack button while performing a double-jump (see "Jumping").

### ENTERING A VEHICLE OR INTERIOR AND ACTIVATING ITEMS



- Enter/Exit Vehicle or Interior/Activate Button = button.
- Use the Enter/Exit Vehicle or Interior/Activate Button when you are close to a vehicle and wish to get in or when you are close to an interior that you can go into and want to check it out. You may enter any vehicle you see on the street, but the better rides must be called from a phone booth. (See *Phone Booths*, pg. 15.)
- Interiors that you can explore will have the Enter/Exit Vehicle or Interior/Activate Button prompt appearing above the entrance when you are near it.
- This button prompt will also appear around interactive items and the various citizens of Springfield for various interaction.

### Driving






**BRAKING**

- Brake / Reverse Button =  button
  - E-brake Button (Emergency Brake) =  button
- Hit the brake button to slow your vehicle down. Once stopped, continuing to hold the brake button will allow you to drive in reverse.

You can perform special driving techniques using the e-brake button.

- To perform a quick 180-degree turn, hold the e-brake button while steering left or right.
- To powerslide around a corner, tap the e-brake button while briefly steering left or right.

**EXITING THE VEHICLE**

- Exit Vehicle Button =  button
- You can exit the vehicle at any time by pressing the exit vehicle button. To enter the vehicle, stand near it and press the exit vehicle button again.

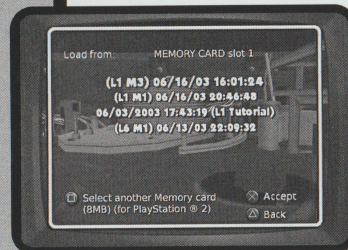
## Starting A Game

**N**ew Game  
Select "New Game" to begin a new game.

**R**esume Game  
Returns to the most recently played level in the game.



**L**oad Game  
Select "Load Game" to load a previously saved game file.



MATT GROENING





## S *crapbook*

The Scrapbook tracks your progress throughout the game. It keeps track of statistics such as number of missions completed, cards collected, clothes bought, vehicles unlocked, races won, etc. The Scrapbook also tracks your overall completion progress, so try to collect and complete everything!



## O *ptions*

**Controller**  
View the controller layouts for both on-foot and vehicle controls. The vibration mode can also be toggled on or off.

**Sound**  
Adjust volume sliders for in-game Music, Effects, Vehicle, and Voice.

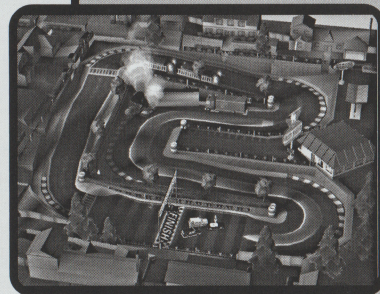
**View Movies**  
Watch the in-game movies that have been unlocked.

**View Credits**  
View the credits for *The Simpsons Hit & Run*.



## B *onus Game*

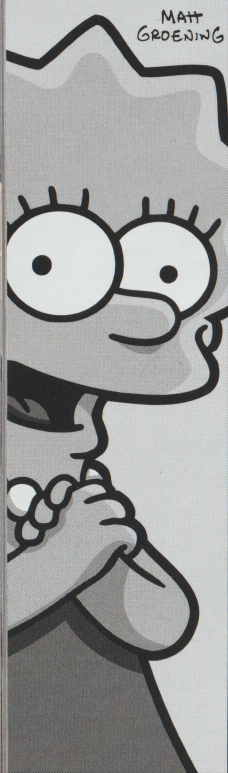
**NOTE:** The Bonus Game is not available until you find all the Collector Cards in at least one level of the main game. Race against computer opponents on these mini-tracks, or go head-to-head with up to 3 of your friends in a 4-player multiplayer game.



MATT  
GROENING



## How to Play



### S tory

The citizens of Springfield are growing suspicious over the sudden appearance of mysterious black vans and video cameras throughout the town. Where did they come from? Who is behind it all? And what's all the "buzz" about *New and Improved* Buzz Cola?

### O bject of the Game

Take turns playing as Homer, Bart, Marge, Lisa, and Apu throughout various levels and missions as you work to unravel the strange mystery plaguing Springfield.

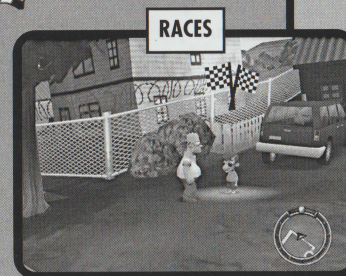
### T

o begin a story mission, talk to any character with an exclamation mark "!" over it—this character will give you your first task. Missions are grouped into a series of smaller tasks that all need to be performed for the mission to be completed.



### B

onus races are scattered throughout levels. To begin a bonus race, find a character with a checkered flag or a pair of dice over its head. If you win all three checkered flag races in the level, you will unlock a bonus vehicle!





**NAVIGATION**



**A** rrows will often appear on the streets to guide you to your next mission objective. A navigation radar is also located at the bottom right corner of the screen to help you identify items, characters, and key geographic features nearby. A directional cone will also sometimes appear on the radar to give you guidance on which way you should be heading.



**R** eckless driving will attract the attention of the police. Every object or pedestrian you hit will increase the Hit & Run meter around the radar in the bottom right corner of the screen. If you allow your meter to get too high, police will be dispatched to chase you. If they catch you, they will stop you and take away some of your coins. You can gradually reduce your Hit & Run meter by steering clear of obstacles. To reduce it even faster, try switching vehicles at phone booths or walking inside an interior.

**HIT & RUN**



**C** oins will appear scattered throughout the levels and as rewards for breaking various objects. Coins can be collected to purchase bonus vehicles and special character costumes. To buy bonus vehicles, find a character with a dollar sign "\$" above its head and talk to it. Special character costumes can be purchased inside landmarks like the Simpsons' house and the Kwik-E-Mart.

**COINS**



**T** roughout the game, you'll find Collector Cards of items from various episodes of The Simpsons. After finding all seven cards in a level, a new track will be unlocked in the Bonus Game. If you find all 49 cards in the game, you will unlock a very special bonus reward!

**COLLECTOR CARDS**



MATT GROENING



## C Chase, Evade, and Damage Missions



During selected missions, you may be required to chase or evade another vehicle. In these instances, a special Chase/Evade meter will appear at the top of the screen to help you judge your proximity to the enemy vehicle. A full meter indicates that your opponent is nearby.

Some missions require you to "damage-out" another vehicle for successful completion. In these instances, the meter will display the damaged state of the opposing vehicle. The meter will fill as you inflict increasing damage on your opponent.



## V Vehicle Damage

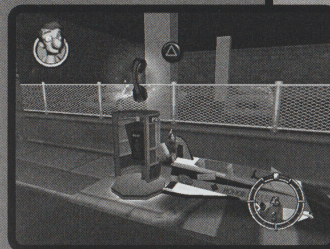
Vehicle Reset = SELECT button



Hitting obstacles and traffic cars will cause your vehicle to take damage. If you take too much damage, your vehicle will be destroyed. Wrenches are hidden throughout levels and can be used to fix damage to your vehicle. New vehicles can also be obtained by visiting phone booths.

If your vehicle gets stuck, you can reset it by hitting the SELECT button.

## P Phone Booths

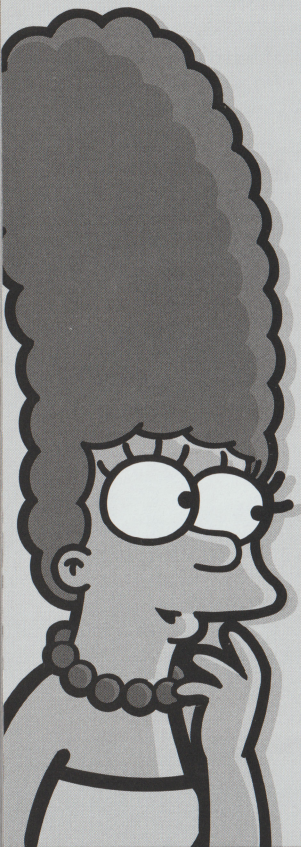


Phone booths are scattered throughout each of the levels. They allow you to restore the condition of your current vehicle or switch to a different one. You can select from any of the cars you have previously used or unlocked. Bonus vehicles can be purchased throughout Springfield from characters with dollar signs "\$" above them.





## Tips and Tricks



Keep your eye on your Hit & Run meter. Striking too many obstacles and pedestrians will attract the attention of the police.

Don't worry about collecting coins when you're in the middle of a mission. You can take your time later and roam freely without the added pressure of completing a task.

Wager Races can be a great way to earn coins quickly.

The best way to destroy a wasp is with the Jump Kick attack.

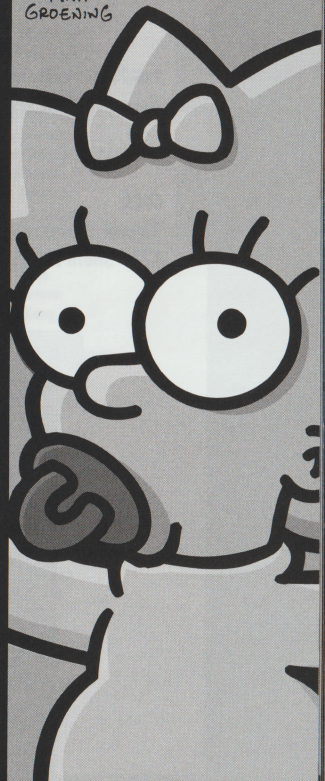
Use the camera controls to look around the world for Collector Cards.

Practice using the E-Brake to slide around corners at high speeds.

Different vehicles have different speed and handling characteristics. Make sure you're using the best vehicle for the situation.

Collect all the special Collector Cards to unlock special bonuses.

MATT GROENING







## Customer Support

### **T** echnical Support

Phone: (800) 630-0811, M-F, 6 am-6 pm, EST  
Internet: <http://support.vugames.com>

### **C** ustomer Service

Phone: (800) 757-7707, M-F, 6 am-6 pm, EST

### **M** ail

Vivendi Universal Games  
4247 South Minnewawa Ave., Fresno, CA 93725

### **R** egister Online

Go to [www.thesimpsons-hitandrun.com](http://www.thesimpsons-hitandrun.com) to register your game and get a chance to win \$1,000 worth of software!

#### Benefits:

- Free technical & customer support
- Exclusive Tips & Tricks
- Stay informed with the latest in news, product information, and special offers
- Discounts & offers designed just for you

## Credits

### Published by Vivendi Universal Games

**PRODUCER**  
John Melchior

**ASSOCIATE PRODUCERS**  
Mike Schneider  
Timothy Ramage

**VICE PRESIDENT OF TECHNOLOGY**  
Michael Heilemann

**PUBLISHING**  
Suzan Rude  
Julie Uhrman  
Cathy Truong  
Jason Nicol

**VICE PRESIDENT OF MARKETING**  
Ed Zobrist

**MARKETING DIRECTORS**  
Al Simone  
Ivo Gerscovich

**ASSISTANT MARKETING MANAGER**  
Jack Van Leer

**DIRECTOR OF PUBLIC RELATIONS**  
Sarita Churchill

**CREATIVE SERVICES DIRECTOR**  
Michael Bannon

**CREATIVE SERVICES MANAGER**  
Marcela Cabrera

**SENIOR DESIGNER**  
Debi Laezman

**ACCOUNT MANAGER**  
Maggie Storm Gardner

**MANUAL LAYOUT**  
Lauren Azeltine

**VIVENDI UNIVERSAL GAMES SPECIAL THANKS (MARKETING)**

Jennifer Belardinelli  
Amy Chen  
Eric Culqui  
Lindsey Fischer  
Kevin Fremon  
Adrian Garza  
Linda Howard  
Raymond Kim  
Cheryl Kramp  
Steven Parker  
Ambra Roth  
Glen Rane  
Emilia Serrano  
Sasha Stearns  
Kristin Sutter  
Julie Thomas  
Yoh Watanabe  
Cathy Weiss  
Guy Welch  
Irene Waticky

**SENIOR VICE PRESIDENT, GENERAL MANAGER**  
Michael Pole

**VICE PRESIDENT OF QA, CUSTOMER SERVICE & TECHNICAL SUPPORT**  
Rod Shean

**QA MANAGER**  
James Galloway

**QA BRAND MANAGER**  
Igor Krinitskiy

**QA SUPERVISOR**  
Michael Gonzales

**VUPC DIRECTOR**  
Randy Linch

**QA PROJECT LEAD**  
Michael Graham

**QA ASSOCIATE PROJECT LEAD**  
Geoff Bent

**QA TESTERS**  
Jonathan Backer  
Tony Black  
Terrance Brant  
Mathew Byward  
Brian Douglass  
Glenn Dphrepaulezz  
Bob Eatmon  
Paul Edwards  
Ulysses Forosan  
Nathan Gary  
Tim Harrison  
Ben Hines  
Jen Johnson  
Brian Kang  
Cris Lee  
Jonathan Masterson  
Joaquin Meza  
Arabian Nazel  
Joe Olivas  
Michael Palomino  
William Pamier  
Daniel Quesada  
Ali Raza  
Jason Reis  
Jaime Saxon  
Luke Thai  
Ellen Williams  
Calvin Wong  
Donna Woo  
Jacob Zabie





## Credits

### SPECIAL THANKS

Steven Bersch  
Peter Byrne  
Alex Duke  
Tom Gastall  
Greg Goodrich  
Tim Hall  
Gail Harrison  
Claudia Katz  
Luke Letizia  
Dan Mackechnie  
Bill Morrison  
Rich Moore  
Philip O'Neil  
Stacey Robinson  
Jamie Samson  
Feza Sanigok  
Mark Vu  
Jim Wilson  
Chris Wilson  
Matt Wolf

### CREATIVE CONSULTANTS

James L. Brooks  
Matt Groening  
Denise Sirkot  
Mili Smythe

### VOICE TALENT

Dan Castelloneta  
Julie Kavner  
Nancy Cartwright  
Yeardley Smith  
Hank Azaria  
Harry Shearer

### ADDITIONAL VOICES

Pamela Hayden  
Tress MacNeille  
Karl Wiedergott

### STORY & DIALOGUE

Matt Selman  
Tim Long  
Matt Warburton

### VOICE RECORDING

Larina Jean Adamson

### THE SIMPSONS THEME SONG

Danny Elfman

## Developed by Radical Entertainment

### PRODUCER

Vlad Ceraldi

### ASSOCIATE PRODUCER

Steve Botska

### ART DIRECTOR

Yayoi Maruno-Chorney

### TECHNICAL DIRECTOR

Joel DeYoung

### SOUND DIRECTOR/LEAD COMPOSER

Marc Baril

### PROJECT MANAGER/MANAGER SOUND DEPARTMENT

Wolfgang Hamann

### PRE-PRODUCTION PROJECT MANAGER

Allister Jones

### SENIOR GAME DESIGNER

Joe McGinn

### GAME DESIGNERS

Darren Evenson  
Chris Mitchell  
Joshua Mitchell  
Jeff Plumley  
Sheik Sahib

### SENIOR DESIGN CONSULTANT

Galan Akin

### ADDITIONAL DESIGN

Earl Berkeley  
Jason Elliott  
Brian Smedley

### LEAD ANIMATOR

Jeremy Mesana

### LEAD WORLD MODELERS

Sarah Meagher  
Jeffrey Pidsadny

### 3D ARTISTS

Vincent Chin  
Jaroslav Chorny  
Anshin Chu  
Dustin Condie  
Brad Dixon  
Kevin Fink  
Aryan Hanbeck  
Eric Madill  
Mike Marraffa  
Sanela Mickovic  
Robert Peet  
John Zhongyi Wang  
Ross Young

## Credits

### ANIMATORS

Trevor Lim  
Yousuf Mapara  
Ron Sombilon

### GRAPHIC ARTISTS

Dallas Bolton  
Ting Ting Chen

### LEAD PROGRAMMERS

Cary Brisebois  
Nigel Brooke  
Darren Esau

### PROGRAMMERS

Chuck Chow  
Tony Chu  
Jesse Cluff  
Dusit Eakkachaichanvet  
Ian Gipson  
James Harrison  
Greg Mayer  
Devin Murnane  
Michael Riegger

### LEAD TESTER

Mark Ng

### TESTERS

Alan Cheung  
Chris Dellinger  
Matthew Miller

### LEAD SOUND EFFECTS DESIGNER

Cory Hawthorne

### ENGINE SOUND DESIGNER

Marc L'Esperance

### ADDITIONAL MUSIC COMPOSITION

Allan Levy  
Jeff Tymoschuk

### AUDIO ASSISTANT

Roman Tomazin

### DIALOGUE EDITING/MASTERING

James Meyer

### MUSIC/FMV MIXING

Jeff Young

### MUSICIANS

Derry Byrne  
Pepe Danza  
Chris Gestrin  
Ross Gregory  
James Hamilton  
Rob Hamilton  
Miles Hill  
Jamie Kaufmann  
Harish Kumar  
Andre Lachance  
Brad Muirhead  
Rod Murray  
Jim Pinchin  
John Reichmann  
Phil Robertson  
Bill Runge  
Mike Sanyshyn  
Chris Stevens  
Jim Woodyard

### SPECIAL THANKS

Jason Bone, David Chandler,  
Peter De Tina, Earl Fast, Jared  
Fry, Chris Glenat, Julian Green,  
Cliff Haman, Shannon Hancock,  
Jeff Harkness, Shamus Horak,  
Wade Howard, Shawn Knapp,  
Shawn Lee, Eric Legaspi, Lester  
Li, Jonathan Lim, Colin Lorimer,  
Jen MacDougall, Brandon  
McGuigan, Craig McPherson,  
Scott Morgan, Jonathan Moyes,  
Richard Mul, Wilkin Ng,  
Propellerheads Software, RAD  
Games Tools (Bink Video  
Software), Geoff Richardson,  
Dave Roberts—Motu, Elliott  
Roessler, Tascam/Teac Canada  
(Bob Simpson, Reid King),  
Ziemek Trzesicki, Shawn Walsh



This game is built with  
Copperhead Technology:  
[www.touchdownentertainment.com](http://www.touchdownentertainment.com)

Copperhead Technology Team  
Michael Anderson, Amit Bakshi,  
Nigel Brooke, Pam Chow, Rod  
Davison, Bryan Ewert, Rustle  
Hill, Tim Hinds, Eric Honsch, Stan  
Jang, Adrian Johnston, Senta  
Kaiser, Justin Lam, Peter  
Mielcarski, Robert Sparks, Paul  
Stark, James Tan, Jodi Tilley,  
Neall Verheyde, Kevin Voon,  
Hongzhi Wang, Harold Westlund

Includes Logitech® Force  
Feedback Technology

Very special thanks to our  
families and friends for  
supporting us through the  
challenging process of  
developing this game.





## Notes

A large, empty rectangular area for taking notes, with a light gray background and a fine grid pattern.

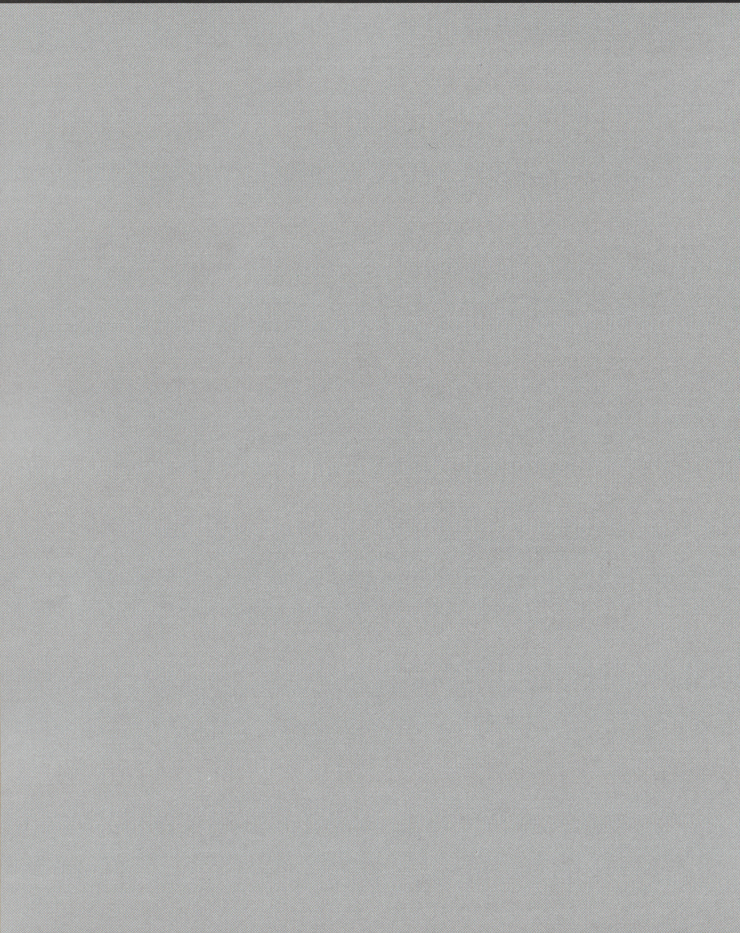
## Notes

A large, empty rectangular area for taking notes, with a light gray background and a fine grid pattern. A decorative border of repeating arrow-like shapes is visible in the top right corner of the page.





## Notes



## LICENSE AGREEMENT

This software program, any printed materials, any online or electronic documentation (the "Program") are the copyrighted work of Vivendi Universal Games, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

### END USER LICENSE AGREEMENT

- Limited Use License.** Vivendi Universal Games, Inc. ("VUG") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Sony PlayStation®2 computer entertainment system.
- Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by VUG or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and VUG's licensors may act to protect their rights in the event of any violation of this Agreement.
- Responsibilities of End User.**
  - Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of VUG.
  - You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of VUG; or exploit the Program or any of its parts for any commercial purpose.
- Program Transfer.** You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
- Termination.** This License is effective until terminated. You may terminate the License at any time by destroying the Program. VUG may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.
- Limited Warranty.** VUG EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however VUG warrants the disc(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. VUG's sole liability in the event of a defective disc shall be to give You a replacement disc. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.
- Limitation of Liability.** NEITHER VUG, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.
- Equitable Remedies.** You hereby agree that VUG would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VUG shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as VUG may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
- Miscellaneous.** This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.