

SPORE

creature creator



EA

EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- 🌀 Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- 🌀 Preferably play the game on a small screen.
- 🌀 Avoid playing if you are tired or have not had much sleep.
- 🌀 Make sure that the room in which you are playing is well lit.
- 🌀 Rest for at least 10 to 15 minutes per hour while playing a video game.

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STAY IN THE GAME AND REGISTER WITH EA!

Create an EA Member Account and register this game to receive free cheat codes and game hints from EA – it's fast and easy!

You can register during the installation process or via the Electronic Registration link found in the game's START menu. Alternatively, visit our website at www.gamereg.ea.com and sign up today!

NOTE: Registering this game to your EA Member Account saves a copy of your game Serial Number to your EA 'My Account' details so you can refer back to it in the future.

WWW.SPORE.COM

INSTALLING THE GAME

NOTE: For system requirements, see www.spore.com/systemrequirements.html.

To install on a PC (disc users):

Insert the disc into your disc drive and follow the on-screen instructions.

Once the game has installed you can launch it by locating the game through the START menu.

Games on Windows Vista™ are located in the **Start > Games** menu and on earlier versions of Windows™ in the **Start > Programs** (or **All Programs**) menu.

To install on a PC (EA Store users):

NOTE: If you'd like more information about purchasing direct downloads from EA, visit www.eastore.ea.com and click MORE ABOUT DIRECT DOWNLOADS.

Once the game has been downloaded by EA Download Manager, click the install icon that appears and follow the on-screen instructions.

Launch the game (once it is installed) directly from the EA Download Manager.

NOTE: If you've already purchased a title and would like to install it on another PC, first download and install the EA Download Manager on the other PC, then launch the application and log in with your EA account. Select the appropriate title from the list that appears and click the start button to download the game.

To install on a Macintosh:

1. Insert the game disc into your CD/DVD-ROM drive. A CD icon representing the game disc appears on your desktop. Double-click the icon to open the game's launcher.

2. Select the game's installer icon at the bottom of the launcher to prompt the installation menu.

3. Follow the on-screen instructions to complete the installation.

NOTE: In order to play SPORE™ Creature Creator correctly on a Macintosh, you must configure your mouse to the primary/secondary mouse setup.

TRIAL EDITION USERS

If you are installing a Trial Edition of *Spore Creature Creator*, double-click the self-extracting .zip file and follow the on-screen instructions.

Once the game has installed you can launch it by locating the game through the **Start** menu.

Games on Windows Vista are located in the **Start > Games** menu and on earlier versions of Windows™ in the **Start > Programs** (or **All Programs**) menu.

PATCHING SPORE CREATURE CREATOR

PC players will occasionally have the opportunity to patch, or update, their game to fix bugs, improve gameplay, and more. In order to receive automated prompts for patches that are available for your game, you must first install the EA Download Manager (EADM). You can do this during the *Spore Creature Creator* installation process, or at any time by downloading and installing EADM from www.eastore.ea.com.

EADM requires online registration, which you can do in-game in *Spore Creature Creator*.

PATCHING ON A MACINTOSH

Macintosh users are occasionally prompted to patch the game to fix bugs, improve gameplay, and more. This happens automatically when you launch the game. We recommend that you complete the online registration in order to receive updates about SPORE™ on the Macintosh.

FOR PLAYERS WITH THE FULL VERSION OF SPORE™

If you have the full version of *Spore*, you must uninstall *Spore Creature Creator* before you can install the full version of *Spore*. Conversely, you will not be able to install *Spore Creature Creator* if you have the full version of *Spore* installed. However, when you uninstall *Spore Creature Creator*, all of your creations will be kept in your **My Documents** (or **Documents** for Windows Vista™) **My Spore Creations\Creatures** folder, or **<username>\Documents\My Spore Creations\Creatures** for Macintosh, and you will then be able to load them in *Spore*.

STARTING SPORE™ CREATURE CREATOR

Make sure you are connected to the Internet when you are starting *Spore Creature Creator* for the first time.

INTERNET CONNECTION, ONLINE AUTHENTICATION, AND END USER LICENSE AGREEMENT REQUIRED TO PLAY. TO ACCESS ONLINE FEATURES, YOU MUST REGISTER ONLINE WITH THE PROVIDED SERIAL CODE. ONLY ONE REGISTRATION AVAILABLE PER GAME.

EA TERMS & CONDITIONS AND FEATURE UPDATES CAN BE FOUND AT [WWW.EA.COM](http://www.ea.com). YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON [WWW.EA.COM](http://www.ea.com).

To start the game:

For PC:

Games on Windows Vista™ are located in the **Start > Games** menu and on earlier versions of Windows™ in the **Start > Programs (or All Programs)** menu. (EA Store users must have the EA Download Manager running.)

For Macintosh:

Open a Finder window, select 'Applications,' and double-click the game's icon.

WELCOME

Let your imagination run wild as you create the craziest creatures on two feet—or four, or seven, or however many feet you want them to have! Using a wide variety of limbs, feet, graspers, eyes, weapons, and other body parts, as well as a host of coloring options, build the perfect creature with this incredibly intuitive and easy-to-use editor. Then name it and send postcards of it to friends and family, or share your creature in the Sporepedia™ for *Spore* players to download!

Later, when you purchase the full version of *Spore*, the creatures you created in the *Spore Creature Creator* will be available to you.

If you would like some more information about *Spore Creature Creator*, please refer to the in-game Spore Guide. 

WHAT IS SPORE?

Spore Creature Creator is lots of fun, but it's just the beginning! If you enjoy this, be sure check out the full *Spore* game.

Spore is made up of five phases, each corresponding to a stage of evolution: Cell, Creature, Tribe, Civilization and Space. Each phase presents different challenges and goals. You may choose to start in the Cell phase and nurture one species from its humble aquatic origins to its evolution as a sentient species. Or you may decide to start building tribes or civilizations on multiple planets. What you do with your universe is up to you.

In *Spore* you also have a variety of creation tools at your disposal. With these tools you can create every aspect of your universe: creatures, vehicles, buildings, and even starships. While *Spore* is a single-player game, your creations and other players' creations are automatically shared between your galaxy and theirs, providing a limitless number of worlds to explore and play. On the *Spore* website, you'll be able to look at all the cool things your friends and people all around the world are making—you can even pull them into your world to play with.

Go to www.spore.com for more information or to buy *Spore*.

GETTING STARTED

After you launch *Spore Creature Creator* and log in, you arrive at the galaxy screen. From here you can choose to load an existing creature or create a new one.

If you select the Create a Creature icon, you are taken directly to the Creature Editor, and you start in Build Mode (see p. 6). If you select the Load a Creature icon, you are taken to the Sporepedia (see p. 6), where you can select the creature you want to edit.

Below you'll find some information that will come in handy once you start editing and playing with your creature, such as how to move the cameras to get the best viewing angle, how to name your creature, and more.

CAMERA CONTROLS

Moving the camera is easy. These controls work in all three *Spore Creature Creator* modes: Build, Test Drive, and Paint.

USING THE INTERFACE BUTTONS:



Rotate the camera around your creature.



Zooms the camera in and out.

USING THE MOUSE:

Right or Left-click and drag the background to rotate the camera around the creature.

Hold down **SHIFT** and scroll the middle mouse wheel to zoom in and out.

USING THE KEYBOARD:

The **+** and **-** keys zoom in and out.

The **<** and **>** keys rotate the camera around the creature.



NAMING

Your creature can't go out into the world without a name! Click "Name Your Creature" in the name textbox to give it a name. You can also fill in the description box below to give it a quick bio.

Enter keywords to describe your creature (biped, striped, orange, horns, chubby etc.) in the Tag text box. These tags will help you and others find your creature by doing a filtered search either in the Sporepedia or on www.spore.com.

Don't forget to save!

SAVING

You can save your creature in any mode (Build, Paint, or Test Drive) in one of two ways. Click the Save icon  to save the creature and keep working on it. Click the Save and Exit icon  to save the creature and exit to the Sporepedia.

You can revisit any of your saved creatures in the Sporepedia under My Creations, or find the files here:

My Documents (or Documents)\My Spore Creations\Creatures or **<username>\Documents\My Spore Creations\Creatures**.

NOTE: You must give your creature a mouth and a name before you can save it.

SPOREPEDIA

Keep track of all your creations in the Sporepedia.

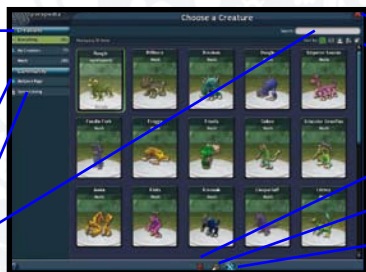
In addition to letting you browse all of the creations in *Spore*, the Sporepedia also lets you explore the *Spore* community and access the Spore Catalog to learn more about the latest *Spore* games.

Choose which creatures appear in the browser area—those you created, those created by Max, or all creatures.

Visit and customize your own Spore page.

Visit the Spore Catalog.

Search for creatures by name and tags.



Exit the Sporepedia.

Sort the creatures in the browser by time created, creature's name, creator's name, type or whether or not the creature has been shared.

Delete the selected creature.

Share the selected creature.

Edit the selected creature.

Once you select a creature to edit from the Sporepedia, or if you chose to create a new creature, you are taken to the Creature Creator and begin in Build Mode.

BUILD MODE

This is where you get down to the business of actually creating your creature.

CAMERA CONTROLS

Use the rotate buttons or left or right-click-and-hold and drag the dais to move the camera around your creature. Press +/- or hold down **SHIFT** and scroll the mouse wheel to zoom in/out on your creature.

TORSO SELECTION

Select a new torso to start with by clicking the New Creation icon. Please note that if you made any changes, you will be prompted to save first, and then a new torso type will be available for you to start with.

THE PARTS PALETTES

To select a part category (mouths, eyes, details, etc.) click its icon at the top of the parts palette on the left side of the screen.

SELECTING AND ADDING PARTS

To select a part, click and drag it from the palette onto your creature.

To select and move, morph or scale a part once it is on your creature, click it—when it is highlighted in blue it is selected. You can now move it to another position on your creature or pull it off and regain DNA points.

WHICH END IS WHICH?

Your creature is facing toward the arrow on the dais.

UNDO/REDO



Click the undo/redo buttons to undo or redo your last change. (You can click several times.)

THE DNA BUDGET



Each part you put on your creature costs DNA points. Once you run out of points to spend, you won't be able to add any more parts unless you remove parts to regain DNA points.

THE COMPLEXITY METER

Appearing in the upper right corner as you add parts, the complexity meter measures the complexity of your creature's anatomy.

If your creature becomes overly complex, indicated as red on the complexity meter, you won't be able to add any more parts.



EDIT PARTS

EDITING PARTS WITH HANDLES

Click a part on your creature to reveal handles that let you manipulate just that part.

PARTS CONTROLS



Adjustment Arrow:
Change a part's height, width, length, or curl. Just pull and see what it does.



Position Ball:
Reposition parts or, in the case of horns, antlers, etc., change the direction they face.



Rotation Ring:
Rotate parts.

REMOVING PARTS

To remove a part, either select the part and press **DELETE** or click and drag it off the creature. When you delete a part, you get back the DNA points you originally spent on that part.

ARMS & LEGS

ADDING ARMS & LEGS

On arms and legs, the joints act as position balls—you can move them around or scale them.

Rotating your creature can make it easier to manipulate the arm and leg positions. Have your creature facing toward or away from you to move the joints of the limbs closer or further from its body. Have your creature facing sideways to move the joints of the limbs higher or lower in relation to your creature's torso.

At times it may be necessary to move your creature's torso up a little to make room for the legs. Just click-and-hold your creature's torso area and move the torso to the desired position.

ADDING GRASPERS OR FEET

The end of a limb is the only spot on a creature where you can place a foot or a grasper. Each limb comes with a starter foot or grasper. You can replace these by adding a new foot or grasper in its place, just drag it to that same spot or remove the existing foot or grasper and then add the one you wish.

SHAPING

ADD LENGTH TO THE SPINE

Move your mouse over the torso to reveal the creature's spine.

Click the torso; you will see arrows appear at both ends of the spine.

Click and hold either arrow and drag outward to add vertebrae or inward to delete vertebrae.

NOTE: You can't shorten the spine past body sections occupied by body parts—the body parts turn red when you try to do this.

BENDING THE BODY

To bend the spine, click and drag an individual vertebra. The best method is to make adjustments one vertebra at a time.

SIZING PARTS AND BODY

The mouse wheel gives you the freedom to adjust the scale of any body part.

Select a part and then scroll the mouse wheel to increase/decrease scale.

To fatten or thin your creature, click a vertebra then scroll the mouse wheel to increase/decrease the size of the torso at that point.

ABILITIES

Each part you add to your creature advances your creature's abilities. The rollover information on each part gives you details about its associated abilities. For instance, you can specialize your creature in social, attack, defensive, or movement abilities.

CREATURE ABILITIES SUMMARY

The sum of your creature's abilities can be seen in the upper right corner of Build Mode, in the abilities summary area. To preview what your creature will look like using a particular ability, you can click any ability icon in the ability panel. Your creature's abilities will be put to good use in the full version of *Spore*.

DIET

The mouth you choose for your creature is very important, as it determines if your creature is an herbivore, carnivore, or omnivore. Your creature's diet is a key factor if you choose to play your creature in *Spore*.

ADDITIONAL BUILD FEATURES

ADDITIONAL PART HANDLES

You can access additional part handles after placing a part on your creature by selecting that part and holding down **TAB**. You'll then see the additional part handles that allow greater control of the placement of each part.

COPYING PARTS

To copy a part you've already placed on your creature, click that part while holding down **ALT**, then drag the copy to another spot on your creature.

ADDITIONAL LIMBS CONTROLS

Hold **CONTROL** and click between two joints of a limb to remove a section (you can't remove the shoulder or hip segment).

Hold **CONTROL** and drag a new limb to join it to the remaining joints of the other limb.

PAINT MODE

Now that you've constructed the perfect creature, it's time to add a little color to its life.

Paint your creature using one of three methods: select a style; use the Paint Like feature (see below) to copy the paint style of one of your previous creations; or apply specific textures and colors of your choice in three layers, base, coat and detail.

PAINT USING COMPLETE STYLES

Painting by styles is your one-click option for coloring your creature. Even if you choose to paint by style, you can still select a paint layer to fine-tune your creature's paint job.

PAINT LIKE




You have an option to paint your creature to match other creatures you have created yourself or received from friends.

Click the Paint Like icon  in the Complete Styles palette to access the Sporepedia. Next, click the creation whose paint style you'd like to copy and click the green checkmark. When you return to Paint Mode your creature will be painted with your style selection.

PAINT USING LAYERS

There are three layers to your creature's coloring. You can choose one style for each layer. You can also choose the color of each layer. One tip: Choose the style first and the color second.

The three layers are:

-  **Base** determines the creature's underlying and overall style and color.
-  **Coat** layers color on top of the creature's base color.
-  **Detail** adds a pattern in a wide range of styles.

CUSTOMIZING YOUR CREATURE'S TEXTURE AND COLOR

Click one of the texture swatches to apply it to your creature.

Get more color options for each texture by clicking-and-holding a paint swatch then selecting from the palette that appears.

TEST DRIVE

Test Drive mode allows you to take your creatures for a spin in the Creature Editor play area.


Lead your creature around, have it strike poses, and take pictures and movies to share with your friends!

MOVING YOUR CREATURE

Click the ground to see your creature walk. Double-click to have it run. Your creature can only move around in Test Drive mode's circular play area.

PLAY ANIMATIONS

Click the Actions icon to open your movement options.

-  Click any button to see your creature boogie, pose, and express emotion.
- To get your creature's attention click the whistle icon.

BACKGROUNDS

Everyone loves to travel. Click the background button and choose from the different environments.

THE BLACK BACKGROUND

The black background contains a transparency layer. It captures only the image of your creature. This is useful if you'd like to create t-shirts or use your creature pictures in other images.

CREATE BABIES

Click the Babies icon, and then click each egg icon once to add one, two, or three babies. To make the baby creatures disappear, click the icon again.

Imitation is the sincerest form of flattery. As in real life a baby will mimic what its parent does. Remember, they're just learning so don't be surprised when they mess up from time to time.

PICTURES

Click the camera icon  to capture your creature's antics on screen.


Your pictures are saved here: **My Documents** (or **Documents**)\My Spore Creations\Pictures or <username>/Documents/My Spore Creations/Pictures.

In backgrounds you can select the black background to capture an image of only your creature.

CHANGING PICTURE RESOLUTION

Select the Capture Settings tab on the Settings menu to choose Small, Medium, or Large resolution.

ANIMATED AVATARS

Click the Animated Avatars icon  to create an animated .gif of your creature which you can post to your favorite website. Animated .gifs can be found in the following location:

My Documents (or **Documents**)\My Spore Creations\AnimatedAvatars or <username>/Documents/My Spore Creations/AnimatedAvatars.

MANAGING PICTURES



Click the picture viewer icon to view your pictures.

PICTURE VIEWER

Click a picture to open the image. You can then:



Delete pictures.



Archive pictures—the Picture Viewer has a limit of 99 pictures. Once this fills up, you can store your pictures in another directory using this option.



Email postcards to friends.

POSTCARDS

Send a *Spore* postcard to a friend! Select a picture from the Picture Viewer filmstrip. Enter your email address and a friend's along with a comment and click the Send Email icon.

The recipient's email address will be used only to forward your postcard and will not be retained by EA for any other use.

MOVIES

Click the Record Movie icon to begin recording your creature's antics. Click the icon again to stop recording.

Your movie can be up to two minutes long. They are saved to the following directory:

My Documents (or **Documents**)\My Spore Creations\Movies or <username>/Documents/My Spore Creations/Movies

CHANGING MOVIE SIZE

To change your movie size, click the Capture Settings tab the Settings menu to choose 160 x 120, 320 x 240, or 640 x 480.

POST A MOVIE TO YOUTUBE

After recording your movie you can upload it directly to YouTube by clicking the UPLOAD button on the pop-up window that appears when you finish recording.

To upload your movie to YouTube, you must be registered with EA, as well as registered and logged into YouTube. You can complete either of these steps by following the prompts once you record your movie.

Once your movie has been uploaded to YouTube, you are given the option to email the YouTube link to a friend.

SHARING

Once you've created your creature, you can share it with the world! *Spore* makes it incredibly easy to send your creations to your friends and family, or to share them on www.spore.com.

To share a creature by uploading it to the *Spore* servers, click the creature in the Sporepedia, then click the Share icon.

You can see your creations and the creations of others on www.spore.com.

EMAILING YOUR CREATIONS

In addition to the ease of sharing your creations via the Sporepedia, you can simply email a copy of the .png file of your creature to someone. (If you accepted the default locations during installation, you can find the .png files in the **My Documents** (or **Documents**)\My Spore Creations\Creatures or <username>/Documents/My Spore Creations/Creatures. The recipient can then save it to their desktop, turn Full Screen OFF (via the Graphics Settings tab on the Settings menu), then drag the .png into an editor in *Spore* to open it.

Or, while still in full screen viewing mode, the recipient can instead save the .png file to **My Documents** (or **Documents**)\My Spore Creations\Creatures or <username>/Documents/My Spore Creations/Creatures and re-launch the game.

SETTINGS

Click the Options icon from the galaxy screen or the Creature Editor to access the Spore Catalog and Settings menu. From the Settings menu you can change Graphics, Audio, Capture, and Online settings, as well as view Credits.

Please note that changing graphics settings may affect performance and requires a game restart. Speaker configuration changes must be done in the galaxy screen.

For more information please refer to Settings in the Getting Started section of the in-game Spore Guide.

PERFORMANCE TIPS

MACINTOSH SOFTWARE UPDATE

An outdated version of your MacOS X system software may lead to issues with game performance. To be sure that you have the latest version of MacOS X, choose 'Software Update...' from the Apple menu and follow the directions to update your system software.

PROBLEMS RUNNING THE GAME

- Make sure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed:
For NVIDIA video cards, visit www.nvidia.com to locate and download them.
For ATI video cards, visit www.ati.amd.com to locate and download them.
- For PC users, if you are running the disc version of this game, try reinstalling DirectX from the disc. This is typically found in the DirectX folder on the root of the disc. If you have Internet access, you can visit www.microsoft.com to download the latest version of DirectX.

GENERAL TROUBLESHOOTING TIPS

- For PC users, if you have the disc version of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.
- If the game is running slowly, try reducing the quality of some of the video and sound settings from the game's options menu. Reducing the screen resolution can often improve performance.
- For optimum performance when playing, you may like to disable other background tasks (except the EADM application, if applicable) running in Windows.

INTERNET PERFORMANCE ISSUES

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection's bandwidth, causing lag or other undesirable effects.

If you are attempting to play on a corporate Internet connection, contact your network administrator.

CUSTOMER SUPPORT

If you have trouble with this game, EA Customer Support can help.

The EA Help file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

To access the EA Help file (with the game already installed):

Windows Vista users, go to Start > Games, right-click the game icon, and select the appropriate support link from the drop-down menu.

For users on earlier versions of Windows, click the **Technical Support** link in the game's directory located in the **Start > Programs** (or **All Programs**) menu.

To access the EA Help file (without the game already installed):

1. Insert the game disc into your CD/DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (For Windows XP, you may need to click the Start button and then click the My Computer icon).
3. Right-click the CD/DVD-ROM drive that has the game disc and then select OPEN.
4. Open the **Support > EA Help > Electronic_Arts_Technical_Support.htm** file.

To access EA Help information on a Macintosh, please see the readme file.

If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support.

EA Customer Support on the Internet

If you have Internet access, be sure to check our EA Technical Support website at:

<http://eusupport.ea.com>

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

Support Centre Contact Info

If you require further assistance and would prefer to speak to a technician, telephone our Customer Support team (9am-9pm, Monday-Friday):

Telephone: **0870 243 2435**

Note: No hints or codes are available from the Support Centre.

Fax: **0870 2413231**

Calls charged at national call rates; please consult your telecoms provider for details.

To help us diagnose the problem please generate a DirectX Diagnostic report of your PC before calling us:

Click **Start > Run...** and type dxdiag. Click OK, then once the report is complete, Click **SAVE ALL INFORMATION...** and save the report to your Windows Desktop.

WARRANTY

NOTE: The Following warranties only apply to products sold at retail.

These warranties do not apply to Spore Creature Creator Trial Edition.

Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 12 months from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address below, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

Returns After Warranty

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a cheque or postal order for £7.50 per disc, payable to Electronic Arts Ltd. Please remember to include full details of the defect, your name, address and where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, PO Box 1096, Guildford, GU1 9JN, United Kingdom.

Electronic Arts excludes any warranty in relation to the Product if it is bought second hand and the consumer is not the first end user of the Product.

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This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit (<http://www.openssl.org/>). This product also contains software written by Eric Young (eyay@cryptsoft.com). See the SPÖRE OpenSSL License file for applicable copyright notices, terms and conditions of use, and disclaimers.

Macintosh Conversion by TransGaming Inc.

This game uses Cider™ Technology from TransGaming Inc. Cider is Copyright © 2000-2007 TransGaming Inc.

Cider C/C++ runtime components (msvcrt.dll, msvcrt71.dll, and msvcp71.dll) include portions of Visual C++ 6.0 runtime components and portions of Dinkum Compleat C/C++ Libraries. Visual C++ 6.0 runtime components are Copyright © 1999 Microsoft Corp. Dinkumware components are Copyright © 1999-2006 by P.J. Plauger and Dinkumware Ltd. Cider MFC & ATL components (MFC42.dll, MFC71.dll) include the Visual C++ 6.0 MFC & ATL components. Visual C++ 6.0 MFC & ATL components are Copyright © 1992-1999 Microsoft Corp.

Cider includes libpng. Copyright © 1995-2004 the libpng project authors (see <http://www.libpng.org/pub/png/src/libpng-LICENSE.txt> for a complete list).

This software is based in part on the work of the Independent JPEG Group. Cider includes libjpeg. Copyright © 1991-1998, Thomas G. Lane.

Cider uses NVIDIA's Cg Toolkit. Copyright © 2002-2006, NVIDIA Corporation.

Cider includes dmalloc. Copyright © 2001-2006 Wolfram Gloger.

Cider includes The Better String Library (bstring). Copyright © 2002-2006 Paul Hsieh.

iniParser Portions Copyright © 2000 by Nicolas Devillard.

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