

Check out Xbox LIVE® Arcade for these award-winning hits from PopCap!



Experience all four hits on one disc — Arcade VOL 1!

Available now at your local retailer or on popcap.com.

©2009 PopCap Games, Inc. All rights reserved. The PopCap logo and all other trademarks used herein that are listed at www.popcap.com/trademarks are owned by PopCap Games, Inc. or its licensors and may be registered in some countries. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft. The ratings icon is a registered trademark of the Entertainment Software Association. Other company and product names used herein may be trademarks of their respective owners and are used for the benefit of those owners. 0109 01/09 08-00126

PopCap.com

PopCap

XBOX 360

XBOX LIVE



PRODUCTS RANGE FROM EVERYONE TO EVERYONE 10+
E-E
CONTENT RATED BY ESRB



⚠ WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer 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.

ESRB Game Ratings

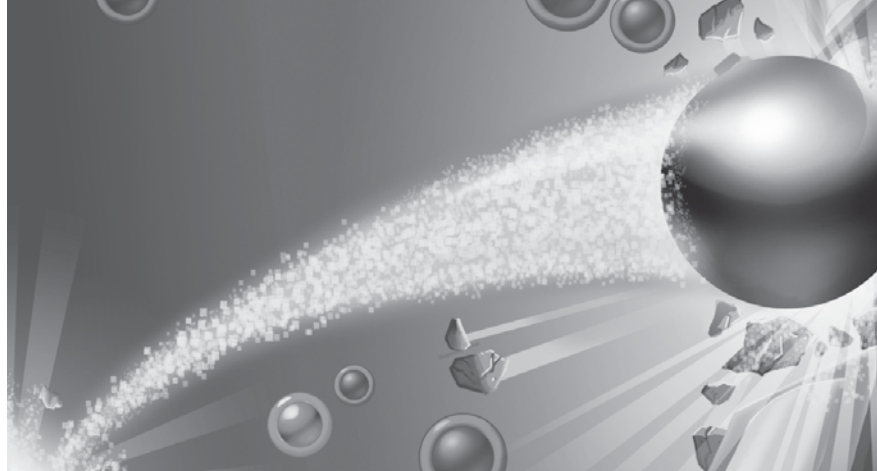
The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org



Contents

Xbox LIVE®	2
Getting Started	3
Peggle™	4
Feeding Frenzy™ 2	6
Heavy Weapon™	8
Credits	10
License with Warranty	12
Customer Support	13



Xbox LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.



Getting Started

1. Insert the PopCap® Arcade Volume 2 disc into the Xbox 360 tray. The games will play only when the disc is in the tray.
2. The Game Library will appear. Your PopCap games are now loaded into your collection.
3. You're ready to go, just pick the game you'd like to play!



NOTE: You must have an Xbox 360 storage device (Xbox 360 hard drive or Xbox 360 memory unit) and a gamer profile to play these games.

Each game has built-in instructions to help you learn how to play. This manual will help get you started, but we encourage you to jump in and explore each game to discover all the modes, bonuses, characters and power-ups!

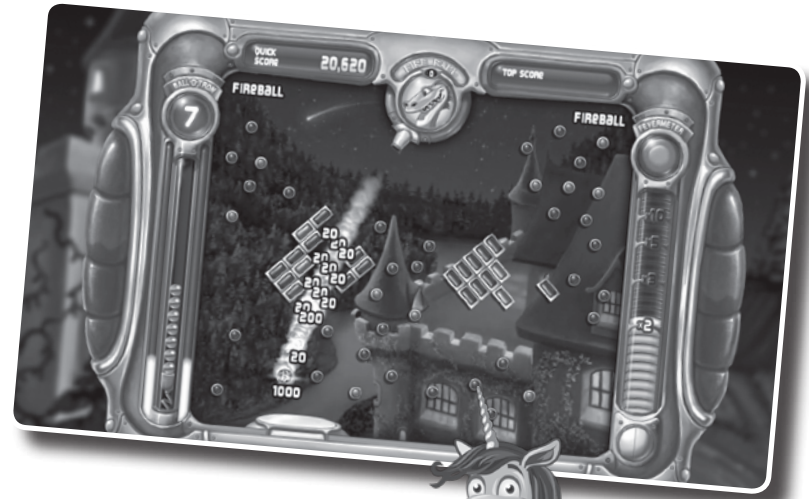


Peggle™



Do you have what it takes to become a Peggle™ Master? Take your best shot!

Conquer over 50 levels with 10 mystical Magic Powers and rack up bonus points. Test your skills in 75 Grand Master challenges. Connect to Xbox LIVE to experience 4-player Peg Party and online Duel modes. Also check out leaderboards and downloadable content while you're there.



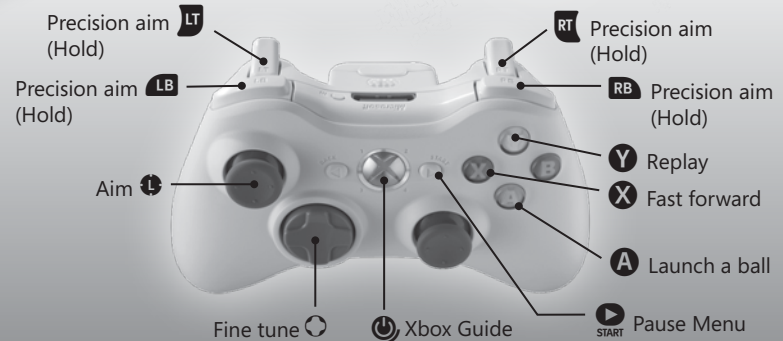
How to Play

1. Use **L** to aim the launcher.
2. Press **A** to launch a ball.
Clear all the orange pegs for Extreme Fever!



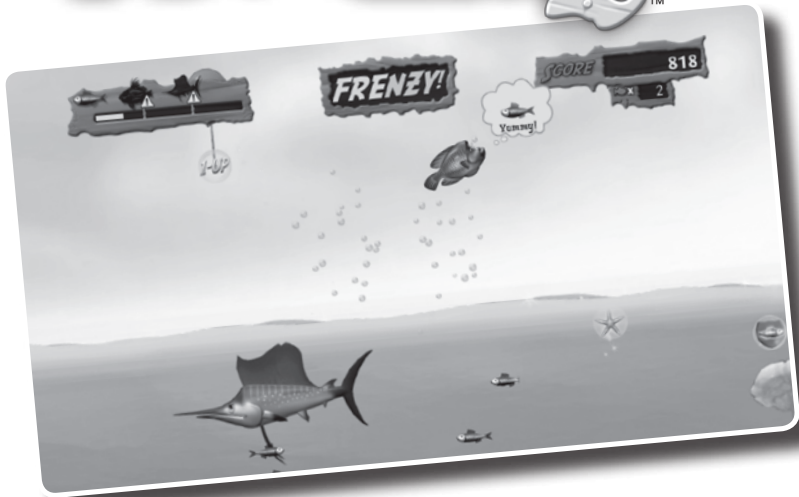
HINTS

- Hitting a green peg activates your Peggle Master's magic power.
- Earn a Free Ball by scoring 25K, 75K and 125K points with a single shot.
- Your score for each shot is the total peg points multiplied by the number of pegs hit.



Color-blind mode and screen and sound controls are available from the Options menu.

FEEDING FRENZY 2



It's survival of the biggest in Feeding Frenzy™ 2.



Swim and swerve through underwater worlds and chow down on smaller fish to eat your way to ocean supremacy. Features Story and Time Attack modes with over 60 levels of chomping goodness and exclusive Xbox features like Lite mode, co-op play and multiplayer Party Games!

How to Play

Use **L** to swim around — and eat anything smaller than you are! Grow bigger and take on more dangerous prey.

Press **A** for a quick burst of speed. The faster you eat, the faster you fill the FRENZY meter and earn “Feeding Frenzy” bonus multipliers.

Look for special bubbles that rise from the bottom of the sea. Chow down on these bubbles and you'll get extra speed, bonus points or even an extra life!

HINTS

- Jump out of the water to catch insects and bugs near the surface.
- Try earning style points with multiple flips — and avoid a belly flop!
- Eat light plankton to light your way in the Midnight Zone.



Screen and sound controls are available from the Options menu.

HEAVY WEAPON™

It's shoot'em-up action at its best!

Load your heaviest artillery and blast away at the Red Army enemies. Play 3 gameplay modes including Boss Blitz, Survival and a 19 mission campaign that will keep you on the edge of your seat! Play friends on Xbox LIVE® for some co-op action and more!



HINTS

- Collect the power-ups that drop from the white helicopter!
- Never stop firing your weapon — there's always something to shoot!
- Upgrade your tank after each level — more firepower is important later on!



How to Play

1. Use **L** or **R** to move your tank.
2. Use the **R** stick to aim and shoot.
3. If you get into a tough spot, use **RT** to launch a NUKE and clear the screen of bad guys.



Credits

Popcap® Arcade Vol. 2

POPCAP TEAM

**VP, Video Game
Platform Studio**
Ed Allard

VP, Video Game Platforms
Greg Canessa

Producer
Ben Ahroni

QA
Michael Racioppi
Isaac Aubrey
David Chan

Art Direction
Rick Schmitz

VP, Marketing
Ben Rotholtz

**Packaging & Creative
Services**
Leigh Beach

Yvette Camacho
Amy Hevron
Julie Jenkins
Curtis Kuhn
Glenn Mitsui
Eric Pitcock
Eve Warmflash
Paula Wong

Retail Operations
Liz Harris

Retail Marketing
Jennifer Yi

Release Management
Nick Tomlinson

Legal

Nicole LeMaster

FIST Team

Kirk Scott
Matthew Lee Johnston
Heather Hazen
Ty Roberts

Special Thanks

Dave Haas
Dave Roberts
John Vechey
Brian Kapalka
Brian Fiete
Shawn Conard

MICROSOFT TEAM

Release Management
Chenelle Bremont

Account Management
Patrick Mendenall

Peggle™ Xbox 360

Producer
Heather Hazen
Ethan Clark

Associate Producer
Ben Ahroni

Game Design
Sukhbir Sidhu

Game Art
Matt Holmberg
Rick Schmitz
Walter Wilson

Story Text
Stephen Notley

Music & Sounds
Somatone Productions

QA

Shawn Conard
Isaac Aubrey
Mike Racioppi

**VP, Video Game
Platform Studio**
Ed Allard

Special Thanks

Jason Kapalka
Sukhbir Sidhu
John Vechey
Brian Fiete
Dave Haas
Dave Roberts
Greg Canessa
Garth Chouteau
Laurie Thornton
Nick Tomlinson
David Chan

ORIGINAL PEGGLE TEAM

Producer
Sukhbir Sidhu

Programming
Brian Rothstein
Eric Tams

Art

Walter Wilson
Marcia Broderick
Tysen Henderson

Writing

Stephen Notley

PopCap Framework

Brian Fiete
David Parton

Music & Sounds

Somatone Interactive Audio
Matthew Lee Johnston

QA

Shawn Conard
Isaac Aubrey

VMC

Scott R. Griffiths
Daniel E. Smith
Wes McDaniel

Xbox Adaption By

GASTRONAUT STUDIOS, LLC
Jacob Van Wingen
Don Wurster
Misael Armendariz
Matt Smith

Feeding Frenzy™ 2

Game Design
Ed Allard

Level Design
Ben Lyon

Game Art

Jaimy McCann
Matt Holmberg
Kathy Anderson
Rick McCann

Programming

Joe Mobley
James Gwertzman
Ed Allard

Story Text

Stephen Notley

Fun Facts

Katie Mulligan
Maggie Tai Tucker

Project Manager

Max Holechek

Music

Phillipe Charon

Sound Effects

Brian Fiete
Guy Whitmore

Voice Recording

Somatone Productions

Quality Assurance

Michael Racioppi
Shawn Conard
Isaac Aubrey
Chad Zoellner
Michael Santora

Special Thanks

Jason Kapalka
Sukhbir Sidhu
John Vechey
Brian Fiete
Dave Haas

POPCAP ARCADE TEAM

Producer
Ethan Clark

Project Manager
Ty Roberts

Additional Art

Matt Holmberg
Rich Werner

Repositories of Knowledge

Joe Mobley
Ben Lyon

QA

David Chan
Mike Racioppi

Translation

Montse Garcia
(Keywords International)

Localization QA

Thomas Barth
Céline Corbet
Bruno Besutti
Michael Vanacker

Aurora Cano

Joao Marcos
Glenn Hughes
Tao Wang
Donghun Choi
Nagisa Shirao

Special Thanks

CTXM
Loose Cannon Studios
The Original FF2 Team
The Xbox Live Arcade Team
Katie Stone-Perez
Kevin Hathaway
Jennifer Yi
Dan Landeck

Xbox Adaption By

GASTRONAUT STUDIOS, LLC
Jacob Van Wingen
Don Wurster
Matt Smith

Art

Misael Armendariz
Jacob Van Wingen

VMC

Edward McPherson
Scott Griffiths
Paul Loynd

Heavy Weapon™

Game Design
Josh Langley
Jason Kapalka

Programming
Josh Langley

Graphics
Josh Langley
Charlie Kothe
Walter Wilson

Producer

Ethan Clark

Production Asst.
David Chan

Sound

Josh Langley
Jason Kapalka

Music

Yannis Brown - Groovy Audio
Love Theme from
Heavy Weapon:
(Atomic Tank) by MegaLazer

Mission Design

Josh Langley

PopCap Framework

Brian Fiete

Biz Dev

John Vechey

QA

Shawn Conard
Chad Zoellner
Isaac Aubrey
Jon Pulling

Special Thanks

Amber Langley
Don Walters
Ben Lyon
Nick Newhard
Jeff Weinstein
Tysen Henderson

Xbox LIVE® ARCADE ADAPTATIONS

(CTXM)

Project Management
Anatoly Ropotov

Programming
Maxim Veretinsky

Art

Viktor Chuguyev
Gunars Miezis

Release Manger

Ilya Guschin

QA

Igor Devel
Eugene Bogdanov

Biz Dev

Nikita Vladimirov

XBOX LIVE ARCADE TEAM

Program Management

Mark Coates
Jon David

Microsoft Test Manager

Tony Harlich

Microsoft Test Lead

Scott Fintel

Microsoft Test Developers

Michael Jones
Chad Dylan Long

VMC

Noriko Fritschle
Eric Snyder
Jason Wohlfeil
Jeremy C. Silvis
Scott Griffiths
Ty Roberts

Release Manager

Joe Swick
(Volt Technical
Services Inc)

Group Manager

Greg Canessa

Product Planning &

Business Team

Ross Erickson
Christopher Martin
Angela Hendrix (Kelly Services
Inc)

Platform Team

Brian Ostergren
Trisha Stouffer

Usability

Tom Fuller
Chuck Harrison
Steven Mathiesen (Excell Data
Corporation)

Marketing

Ami Blaire
France M. Tantiado

PR

Kari Dilloo
Aaron Greenberg

Content Review

Jack Turk
Brent Metcalfe

Special Thanks

Oliver Miyashita
Kevin Salcedo



End User License Agreement with Warranty

THIS END USER LICENSE AGREEMENT ("EULA") IS A BINDING LEGAL AGREEMENT BETWEEN POPCAP GAMES, INC. ("POPCAP") AND YOU AND, IF APPLICABLE, THE COMPANY OR OTHER LEGAL ENTITY YOU REPRESENT (COLLECTIVELY, "YOU" AND "YOUR") REGARDING USE OF THE ENCLOSED DISC AND THE GAME SOFTWARE IT CONTAINS, INCLUDING ANY ACCOMPANYING MANUAL OR OTHER RELATED MATERIAL PROVIDED BY POPCAP (COLLECTIVELY, THE "GAME(S)"). BY USING A GAME, YOU ACKNOWLEDGE THAT YOU HAVE READ AND UNDERSTAND AND AGREE TO BE BOUND BY THE TERMS OF THIS EULA. IF YOU DO NOT AGREE WITH THOSE TERMS, YOU ARE NOT AUTHORIZED TO USE THE GAMES.

1. LICENSE GRANT AND RESTRICTIONS. PopCap hereby grants to you a non-exclusive license to use a single copy of the object code version of each Game for your personal non-commercial home entertainment use on your Microsoft® Xbox 360® video game and entertainment system. You may sell or transfer your copy of the Games to another person along with, and subject to, your rights under this EULA only if you do not retain any copies. You may not (i) decompile, disassemble, or reverse engineer a Game, or otherwise attempt to gain access to its source code, except to the extent such restrictions are expressly prohibited by law; (ii) copy, offer for public display, translate, adapt, modify or otherwise alter a Game, or create derivative works thereof; (iii) rent, lease, loan, sublicense, or distribute a Game, or offer it on a pay-per-play or other for-charge basis; (iv) use a Game to infringe the copyrights or other intellectual property rights of others in any way; and/or (v) modify or delete the copyright and other proprietary rights notices on or in a Game.

2. TERMINATION. This EULA is effective until terminated. You may terminate this EULA at any time by ceasing your use of the Games and destroying all copies of the Games in your possession or control. PopCap may terminate this EULA immediately upon notice to you if you violate the terms of this EULA. Upon termination of this EULA for any reason, you agree to immediately destroy all copies of the Game, and at PopCap's request, certify in writing the same.

3. GAME OWNERSHIP. Each Game is the copyrighted proprietary material of PopCap and/or its third-party licensors and is subject to copyright protection under U.S. copyright law and international copyright treaties, as well as other intellectual property laws and treaties. PopCap and/or its third-party licensors retain all right, title, and interest in the Games and all elements thereof, and specifically reserve all rights not expressly granted under this EULA.

4. LIMITED WARRANTY; YOUR EXCLUSIVE REMEDY AND DISCLAIMER OF OTHER WARRANTIES. POPCAP WARRANTS TO YOU, THE ORIGINAL PURCHASER OF THE GAMES, THAT UNDER NORMAL USE AS PERMITTED UNDER THIS EULA THE GAMES WILL BE FREE FROM DEFECTS IN MATERIALS AND WORKMANSHIP AND WILL PERFORM SUBSTANTIALLY AS DESCRIBED IN THE ACCOMPANYING MANUAL FOR A PERIOD OF NINETY (90) DAYS FROM THE DATE OF PURCHASE (THE "WARRANTY PERIOD"). TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, AND NON-INFRINGEMENT ARE HEREBY EXPRESSLY DISCLAIMED. WARRANTY CLAIMS MUST BE MADE TO THE RETAILER FROM WHICH YOU PURCHASED THE GAMES BY PROVIDING A COPY OF THE ORIGINAL SALES RECEIPT AND AN EXPLANATION OF THE PROBLEM YOU HAVE EXPERIENCED WITH THE GAME. AT ITS OPTION, THE RETAILER MAY REFUND YOUR PURCHASE PRICE, REPAIR OR REPLACE THE DISC CONTAINING THE GAMES. ANY REPLACEMENT DISC WILL BE WARRANTED FOR THE REMAINDER OF THE ORIGINAL WARRANTY PERIOD OR THIRTY (30) DAYS, WHICHEVER IS LONGER. YOUR EXCLUSIVE REMEDY, AND THE ENTIRE LIABILITY OF POPCAP, ITS AFFILIATES, LICENSORS AND SUPPLIERS (COLLECTIVELY, "THE POPCAP PARTIES") FOR BREACH OF THIS WARRANTY, SHALL BE THE REFUND, REPAIR OR REPLACEMENT DESCRIBED ABOVE.

5. LIMITATION OF LIABILITY. IN NO EVENT WILL THE POPCAP PARTIES' TOTAL AGGREGATE LIABILITY TO YOU FOR DIRECT DAMAGES, LOSSES, AND CAUSES OF ACTION ARISING OUT OF OR RELATING TO THIS EULA AND/OR YOUR USE OF THE GAME EXCEED THE AMOUNT PAID BY YOU, IF ANY, FOR THE GAMES, OR TWENTY DOLLARS, WHICHEVER IS GREATER. IN NO EVENT WILL THE POPCAP PARTIES BE LIABLE FOR ANY INCIDENTAL, CONSEQUENTIAL, OR ANY OTHER TYPE OF DAMAGES (INCLUDING WITHOUT LIMITATION DAMAGES RELATING TO LOST PROFITS, LOSS OF DATA, PRIVACY, NEGLIGENCE OR OTHER DUTY OF CARE), EVEN IF ONE OR MORE OF THE POPCAP PARTIES HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

6. BASIS OF THE BARGAIN; EXCLUSIONS. The disclaimer of warranties and limitations of liability set forth in Sections 4 and 5 above are fundamental elements of the basis of the agreement between you and PopCap. You understand and agree that PopCap would not be able to economically or reasonably provide the Games to you without these limitations. HOWEVER, SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF IMPLIED WARRANTIES AND/OR THE LIMITATION OF DAMAGES AS SET FORTH IN SECTIONS 4 AND 5 ABOVE, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU. You may also have other rights that vary from jurisdiction to jurisdiction.

7. EXPORT CONTROL. The Games originate in the United States and are subject to United States export laws and regulations. You may not export or re-export, in whole or in part, the Games to certain countries, persons or entities prohibited from receiving exports from the United States. Additionally, the Games may be subject to the import and export laws of other countries, and you agree that you will comply with any such foreign import and export laws, as applicable.

8. MISCELLANEOUS. You agree to comply with all United States and foreign laws related to your use of Games. This is the entire agreement between you and PopCap relating to the subject matter herein and replaces any and all previous representations, agreements, understandings or communications, whether written or oral. This EULA may not be modified except in a writing signed by both parties. This EULA will be governed exclusively by and construed in accordance with the laws of the State of Washington, USA, excluding its conflicts of law rules and specifically excluding the United Nations Convention on Contracts for the International Sale of Goods. Venue for any action hereunder shall lie exclusively in the state and federal courts located in King County, Washington USA and you hereby consent and submit to the personal jurisdiction of such courts.

©2007 Peggle; ©2006 Feeding Frenzy 2; ©2005 Heavy Weapon; © 2009 PopCap Games, Inc. All rights reserved. The PopCap logo and all other trademarks used herein that are listed at www.popcap.com/ trademarks are owned by PopCap Games, Inc. or its licensors and may be registered in some countries. jpeglib Portions of this software are based in part on the work of the Independent JPEG Group. ogglib ©2002, Xiph.org Foundation. pnglib ©1998, 1999 Glenn Randers-Pehrson. Zlib ©1995-1998 Jean-loup Gailly and Mark Adler. Microsoft, Xbox, Xbox 360, Xbox LIVE and the Xbox logos are trademarks of the Microsoft group of companies. The ratings icon is a registered trademark of the Entertainment Software Association. Other company and product names used herein may be trademarks of their respective owners and are used for the benefit of those owners.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
- Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
- Neither the name of the Xiph.org Foundation nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE FOUNDATION OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Customer Support

For customer or technical support for these games, please post a message to <http://www.popcap.com/help>, or send a letter to: PopCap Games Inc., 2401 Fourth Avenue, Suite 810, Seattle Washington 98121 (or to an updated business address if indicated at www.popcap.com).