ENTER THE MATRIX™

WRITTEN AND DIRECTED BY THE WACHOWSKI BROTHERS

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TEEN
T
CONTENT RATED BY ESRB

NINTENDO GAMECUBE™

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.

THIS GAME CAN BE SET TO DISPLAY A HIGHER RESOLUTION IMAGE ON TVs THAT SUPPORT PROGRESSIVE SCAN MODE (EDTV, HDTV).

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

TEEN
Mild Language
Suggestive Themes
Violence

LICENSED BY
Nintendo

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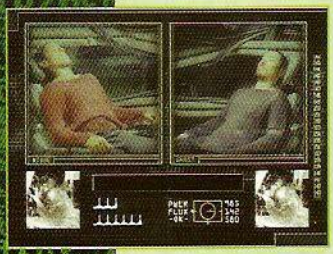
STARTING THE GAME



From the game's Main Menu, select New Game to start fresh or Load Game to return to a previously saved game. If you choose a New Game, you'll be prompted to select a Difficulty level — Easy, Normal or Hard. Next, you'll choose to play as either Niobe or Ghost. Select either character to get started.

SAVING AND LOADING

At specific points throughout the game, you will be prompted to save your progress. You must have a Nintendo GameCube™ Memory Card in Memory Card Slot A to save a game. Choose an empty game slot or overwrite an existing game (if you do this, the game previously saved in that game slot will be lost). Your position in the game is indicated in the saved game slot. After saving, you can continue the game or quit the game in progress.

To load a saved game, choose your character, select Load and choose your saved game. When choosing a game to load, you may start from any point at which you previously saved. You must have a Memory Card with saved games in Memory Card Slot A.

PROGRESSIVE SCAN MODE

This game can be set to display a higher resolution image on TVs that support progressive scan mode.

In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the **B Button** while the Nintendo GameCube logo is being displayed until the message "Do you want to display the game in progressive mode?" appears. Select YES to activate the mode.

Please note that on some TVs, activating the progressive scan mode will set the format of the image to a widescreen (16:9) format.

OPTIONS

From the Main Menu, select Options to enter the Options Menu.

Nintendo GameCube™ Controller
- Toggle Nintendo GameCube™ Controller Rumble Feature ON/OFF.
- Set the "look up" control for first-person mode.
- Switch Controller's button mappings — the mappings for each controller configuration are displayed on the screen.

Audio
- Adjust the volume level of the game's sound effects, music and dialogue.
- Choose Mono or Stereo options. Refer to the Nintendo GameCube™ Instruction Booklet for details about these audio options.

Video
- Toggle subtitles for all voice dialogue ON / OFF.
- Adjust video settings for Gamma and Brightness.

Save Settings
Save your current Controller, audio and video settings.

VIDEOS AND CINERACTIVES

Enter The Matrix™ tells its story through a combination of live-action film footage, in-game movies called "cineractives," and the actual gameplay. Clues and instructions appear in the film and cineractive segments.

HACKING

The rabbit hole is very deep, with many places to explore. You must have a previously saved game stored to begin hacking. After that, you're on your own.

NIOBE AND GHOST

Playing as either Niobe or Ghost is a matter of personal preference, but playing all the way through the game as both characters, and playing well, is the only way to experience the full *Enter The Matrix* story.

NOTE: Except where specifically noted below (i.e., in the driving and hovercraft piloting sections), the controls and capabilities of Niobe and Ghost are identical. Unless noted, where a feature for one character is described, that feature is present for the other character, too.

NIOBE

Niobe is the hard-as-nails Captain and pilot of the *Logos*, the smallest and fastest hovercraft in the Rebel fleet. Niobe is a superb hand-to-hand combatant. Her skills as a hovercraft pilot in the Real World and her driving skills in the Matrix itself are second to none.

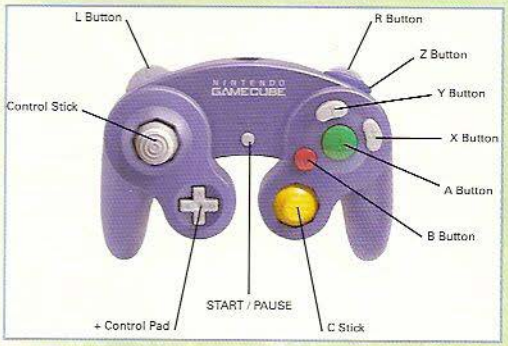
GHOST

Ghost is the First Mate of the *Logos*, and a true spiritual martial arts warrior. To him, weapons are nothing less than works of art, and they are deadliest when in Ghost's calm, practiced hands. In battle, Ghost's body and mind become perfectly focused, working in flowing unison.

SPARKS

Sparks is the third crewman of the *Logos*, serving as Niobe's and Ghost's operator during their missions into the Matrix. Sparks is a wild, brilliant, hyperkinetic voice on the other end of the cell phone. You'll be in constant touch with Sparks as he relays key information and strategic advice.

CONTROLS



Walking / Running / Shooting

CONTROL	ACTION
Control Stick	Move forward / back; Turn left / right. When facing an obstacle (such as a wall), tap forward to have Niobe or Ghost turn their back toward the obstacle. If the obstacle is low, the character will automatically crouch behind it. When in first-person or sniper mode, the **Control Stick** allows you to look around and / or aim the sniper weapon.
C Stick	Enter / Exit first-person mode
+ Control Pad right	Select next primary weapon
+ Control Pad left	Select previous primary weapon
Z Button	Specific action is context sensitive: Pick up object; Activate; Open door; Close door; Holster weapon; Strangle opponent from behind.
A Button	Press and hold to throw selected secondary weapon (e.g., grenade). If you have an enemy targeted, you will throw the object at them.
Y Button	Fire weapon; Draw selected weapon.
B Button	Jump, or jump and grab edge of obstacle. Run and jump to increase jump distance. Hold Focus button (**L Button**) while jumping to greatly increase jump distance.
L Button	Focus. Press and hold button to use Matrix-enhanced set of abilities.
R Button	Target lock; Strafe. Press and hold while moving the **Control Stick** Left and Right to make your character strafe / step left and right.
START / PAUSE	Pause Game — The Pause Menu appears. Press again to return to game.

Sniper Mode

CONTROL	ACTION
C Stick	Enter / Exit sniper mode (when sniper weapon selected)
Control Stick	Look around; Aim sniper weapon
A Button	Zoom in
X Button	Zoom out

Hand-to-Hand Combat

CONTROL	ACTION
Z Button	Defend; Block; Counter-Throw
A Button	Punch
X Button	Kick
A Button + X Button	Throw
C Stick	Exit fighting stance

Driving

When playing as Niobe (Driver):

CONTROL	ACTION
Control Stick or + Control Pad	Steer left / right
R Button or A Button	Accelerate
L Button or B Button	Brake. For reverse, press and hold while vehicle is stopped.
X Button	Emergency brake
C Stick LEFT, RIGHT, DOWN	Look left / right / behind
Z Button	Toggle between first- and third-person view
Y Button	Press and hold to make Ghost assist (lean out of car and shoot enemies)

When playing as Ghost
(Riding shotgun, shooting from passenger's seat):

CONTROL	ACTION
Control Stick	Look around; Aim weapon
A Button	Fire primary weapon

Hovercraft Flying

When playing as Niobe (Pilot):

CONTROL	ACTION
Control Stick or + Control Pad	Steer left / right / up / down.
R Button	Accelerate
L Button	Decelerate. For reverse, hold button after hovercraft has stopped.
A Button	Fire forward cannon

When playing as Ghost (Gunner):

CONTROL	ACTION
Control Stick or + Control Pad	Aim target reticle
R Button or A Button	Fire cannon
L Button or B Button	Switch view from forward to rear

Note: You can select an alternate control configuration at the game's Options Menu.

PAUSE MENU

At any time in the game, you can press **START / PAUSE** to access the Pause Menu. Use the **+ Control Pad** and the **A Button** to select from the menu. Press **START / PAUSE** again to return to the game.

Continue – Return to the game.
Objectives – List the level objectives.
Tips – Display basic gameplay tips.
Controls – View the current control configuration.
Weapons – Access Weapons Menu. Use the **+ Control Pad** or **Control Stick** to navigate. Press the **A Button** to select a weapon and exit the Weapons Menu.
Quit – Quit to the Main Menu.

HEADS-UP DISPLAY

The Health meter displays your current health status.

The Radar indicator shows the distance and direction to the next objective. If the indicator turns red, you are facing the wrong direction. You may need to go around obstacles to reach your next objective.

The Focus meter displays the current level of Focus time available (see Focus Moves on page 19 for more information).

The Weapon displays show the currently selected weapon for either hand and its available ammunition.

MOVING AROUND

The **Control Stick** controls direction and speed for both walking and running.

When facing an obstacle such as a wall, move close to the object and then tap the **Control Stick** forward as if to walk into the object. Your character will turn his or her back and press up against the object.

If the object is low, your character will automatically crouch down and hide. You can use **Control Stick** to move or creep along the obstacle.

You can peer around corners by turning your back against an obstacle and using the **Control Stick** to move to the edge and peer around. Your character can even fire weapons from behind cover in this fashion: Move to the edge of the obstacle and press the **Y Button** to lean out and fire. Release the **Y Button** to stop shooting, and your character will automatically move back behind cover. To jump out and surprise enemies, press the Jump Button (**B Button**) as you look around the corner.

Holding down the Focus Button (**L Button**) while jumping will increase the length of your jump. If you Strafe (**R Button + Control Stick**), press the Focus Button and then jump (**B Button**), your character will do a sideways cartwheel.

WALL-RUNNING AND WALL-JUMPING

Run alongside a wall, hold down the Focus Button and continue running toward the wall at an angle. You'll bend the rules of gravity in the Matrix and sprint along the wall. Time it right, and you'll even turn corners while still airborne. To jump off the wall, press the Jump Button.

For wall-flips, press the Focus Button and run directly at a wall — you'll take a few steps up the side and backflip to the ground.

These moves are great ways to avoid enemies and obstacles. Experiment with other Focused running and jumping moves to discover more combinations and effects.

JUMPING AND CLIMBING

Use the Jump Button (**B Button**) to jump onto various objects, and use the **Control Stick** to climb up and down ladders and fences, or press the Jump Button to quickly slide down a ladder.

Jump up to grab pipes and rails, and use the **Control Stick** to move hand-over-hand along the pipe. Press the **A Button** to pull yourself higher onto the pipe. Move the **C Stick** in any direction to lower yourself back down. To jump down from the pipe, pull the **Control Stick** back and hit the Jump Button. Be sure you're above a safe landing spot!

Try hanging upside down for a unique sniper's perch. While on a pipe, select any primary weapon, and press the **Y Button** to hang upside down and immediately enter first-person mode. Use the **Control Stick** to aim, and press the **Y Button** again to fire. Lower yourself back down by moving the **C Stick** in any direction.

Picking Up and Using Objects

You'll have the opportunity to pick up several items during the game — weapons, ammo, grenades, etc. To pick up the items automatically, run right over them.

Press the **Z Button** to use or activate fixed objects, like doors. The exact action triggered by the **Z Button** is context-sensitive.

Health Packs

Throughout the game, you'll have the opportunity to recharge Niobe or Ghost's Health meter with Health Packs. To pick up Health, run right over it as you would any other item.

Hand-to-Hand Combat

Niobe and Ghost are both rock-hard martial artists, masters of dozens of different styles. When it comes to hand-to-hand fighting, they are just as tough and as fast as Trinity and Morpheus.

Punch, Kick and Defend

You'll automatically switch to a Hand-to-Hand combat stance when you attack an enemy. Mix it up with the bad guys and discover special moves and combinations that really dish out the pain.

Example: Foot Sweep
In close quarters, move the **Control Stick** down and press the Kick Button (**X Button**). Your character will do a foot sweep, dropping the enemy to the floor. Follow that up with another kick to punt the enemy across the room.

Example: Wall Kick
Again, in close quarters, back up against a wall, and press the Focus Button and the Kick Button simultaneously. If you time it right, your character will kick off the wall to deliver a crushing boot to the head.

Throws, Chokeholds and Disarm Moves

Throws, chokeholds and disarm moves are some of the special moves you can discover. Disarm moves leave guns on the ground that you can immediately pick up and fire. Some special moves even allow Niobe and Ghost to yank guns from their attackers and put them right to use.

Example: Throw

To throw an enemy, move in close and press the **A Button** and **X Button** simultaneously. Your character will throw the enemy across the room.

Example: Chokehold

Sneak up behind a enemy and press the **Z Button**. Your character will apply a deadly chokehold.

Example: Counter-Throw

If you're being thrown, press the **Z Button** before you hit the ground. Your character will find his or her footing and turn the throw back on her opponent, dropping him to the floor.

Weapons Combat

In some scenarios, you'll be jacked into the Matrix with a preset weapons loadout, and throughout the game, more weapons and options will become available.

Select a weapon by pressing **START / PAUSE** to display the Weapons Menu, and navigate the menu with the **+ Control Pad** or **Control Stick.** Press the **A Button** to select your weapon and exit the Weapons Menu. Alternately, you can quickly scroll through your weapons using the **+ Control Pad.**

To draw and fire a weapon, press the **Y Button.** Press the **Z Button** to holster weapons.

You can carry grenades as secondary weapons. In some instances, you can wield two pistols for rapid-fire, two-handed shooting.

Auto-Targeting and Target Lock

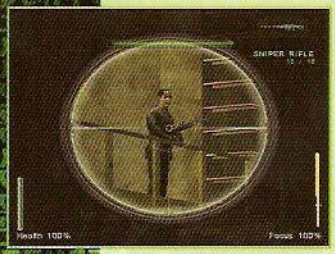
Once you've drawn a weapon, maneuver Niobe and Ghost to aim your weapon toward an enemy. When a green targeting reticle appears over an enemy, you've got him in your sights.

Hold down Target Lock (**R Button**) to keep the enemy in your sights while you move. When you have a target locked, you can strafe left and right using the **Control Stick**. With this method, you can "circle-strafe" an opponent by moving sideways around him while shooting — a very effective tactic.

Note: You can strafe without a target locked by using the same button combinations.

Once you lock on a target, you will remain locked until you release the Target Lock button, holster the weapon, or kill the target.

THE SNIPER RIFLE



You can use the sniper rifle as a standard weapon, or you can enter sniper mode for greater range and accuracy. Select the sniper rifle and move the **C Stick** in any direction to enter sniper mode — the targeting reticle will appear. Zoom in on your target by pressing the **A Button**; zoom out by pressing the **X Button**. To fire, press the **Y Button**. To exit sniper mode, move the **C Stick** in any direction again.

THROWING GRENADES

First, select a grenade by using the Weapons Menu (**START / PAUSE**). Press and hold the **A Button** to throw — but be careful to avoid the blast radius of your own grenade!

THE WEAPONS

The following is a partial list of the available weapons in the game. You'll discover more weapons and special ammunition types as you progress — keep your eyes open!

.380 Security Pistol – Small clip size and under powered ammunition, but a common choice for security officers and police.

92FS Automatic Pistol – Standard automatic pistol used by police and military agencies. Large clip size and high-velocity ammunition. Great when wielded in pairs.

p229 S Automatic Pistol – Excellent all-around performance. Ghost's primary handgun.

9000 S Automatic Pistol – Smaller frame size, but packs the same punch. Niobe's primary handgun.

.50AE Automatic Pistol – The most powerful handgun in the game, often carried by Agents.

MP5 Submachine Gun – The gold standard for weapons of this type. Commonly carried by SWAT officers, the MP5 can be fitted with a flashlight or infrared scope.

M16 Assault Rifle – The U.S. military's standard battle rifle for more than 30 years.

M240 Machine Gun – Heavy-duty machine gun, in standard use by U.S. Army and Marine Corps. Often mounted on vehicles and aircraft.

Shotgun – Tremendous short-range stopping-power more than makes up for its slow reload time. Can be fitted with a flashlight.

M95 .50 Advanced Sniper Rifle – The sniper's best friend. Deals massive damage, even at extreme ranges.

Flash-Bang Grenade – Blinds and disorients with a loud bang and brilliant flash. Used by SWAT teams during forced entries.

R-41 Offensive Grenade – Lethal fragmentation grenade, perfect for clearing enemies from behind cover.

40mm Grenade Launcher – Fires high-explosive grenades that detonate on impact.

DRIVING & SHOOTING FROM CARS

WHEN PLAYING NIOBE...

Niobe always takes the wheel during the game's driving levels. Her driving skills are second to none, but you'll have to push her right to the limit to survive.

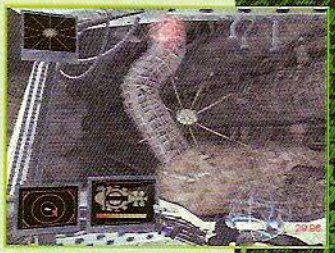
When playing Niobe, keep in mind that Ghost will be riding shotgun — make sure he's in a good position to make his shots. Think of your role not only as the driver / navigator, but also as the means to deliver Ghost to the enemies.

WHEN PLAYING GHOST...

Niobe is the best driver, and Ghost is the best marksman with every weapon imaginable. It's Ghost's job to provide covering fire so Niobe can drive you both to safety. Enemies can come at you from any angle. Think of your role as clearing a path for Niobe while protecting her from enemies.

PILOTING & SHOOTING FROM HOVERCRAFT

WHEN PLAYING NIOBE...



Niobe is the Captain of the *Logos*, and the best damn pilot in the fleet. She'll always take the helm of the *Logos*, the fleet's fastest, most agile hovercraft.

You'll pilot the ship through ancient steam, sewer and electrical tunnels, with hazards at every turn. Ghost will provide covering fire, so it's your job to get the *Logos* through the tunnels as fast as possible and in one piece — easier said than done.

WHEN PLAYING GHOST...

Ghost takes the *Logos'* gunner position, operating cannons located on both bow and stern. Niobe will aggressively lead the way through the tunnels, but the real danger is "Squiddy," the relentless war machines bent solely on your destruction. Niobe can handle the flying — you just need to keep the Sentinels from catching the *Logos*.

FOCUS MOVES

Discovering all of Niobe and Ghost's abilities in the Matrix is the key to your success. In the Matrix, Niobe and Ghost are fast enough to avoid bullets and defy gravity.

They're so fast that, for them, time slows to a crawl. Unlocking these abilities will be one of your biggest challenges as a player.

To bend the rules of the Matrix, the rebels need to learn how to free their minds. To do this, they need to Focus.

The Focus meter in the lower right of the HUD displays your resource pool of Focused ability.

Pressing the Focus Button (**L Button**) while running, jumping or fighting unlocks Niobe and Ghost's spectacular (and more useful) capabilities. Focus can also keep you out of danger — you'll be a harder target to hit.

For example, hold down the Focus Button and tap the **Z Button**, and your character will dodge bullets using somersaults, handsprings, and other maneuvers.

The longer you hold down the Focus Button, the more you draw from the limited resource of the Focus pool. When the meter hits zero, Niobe and Ghost return to their normal levels of speed and strength.

The Focus pool slowly regenerates itself, but it's a precious commodity — use it wisely.

Note: Focused abilities are available only within the Matrix itself. In the Real World, you're on your own.

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Paul Phillips
Miguel Jauregui
Howell Selburn

Cast

(In Alphabetical Order)

The Oracle
Mary Alice

Kali
Christine Anu

Soren
Stephen Bastoni

Vector
Don Batte

Councillor Tuchman
Francine Bell

Persephone
Monica Bellucci

Elevator Security Guard
Gunther Berghofer

Agent Johnson
Daniel Bernhardt

Bane
Ian Bliss

Zion Controller
Michael Budd

Ice
Kelly Butler

Zion Operator
Josephine Byrnes

Operations Officer Mattis
Zeke Castelli

Seraph
Collin Chou

Corrupt
Paul Cotter

Maggie
Essie Davis

Wurm
Terrel Dixon

Morpheus
Laurence Fishburne

Shift Security Guard
Daryl Heath

Sparks
Lachy Hulme

Ballard
Roy Jones Jr.

Abel
Malcolm Kennard

Agent Jackson
David Kilde

Keymaker
Randall Duk Kim

Mauser
Chris Kirby

Colt
Peter Lamb

Commander Lock
Harry Lennix

Computer Room Technician
Tony Lynch

AK
Robert Mammone

First Operator at Command
Joe Manning

Agent Thompson
Matt McColm

Security Bunker Guard #2
Scott Mclean

Computer Room Guard
Steve Morris

Trinity
Carrie-Anne Moss

Zion Gate Operator
Rene Naufahu

Councillor Dillard
Robyn Nevin

Cain
David No

Jax
Socratis Otto

Link
Harold Perrineau

Niobe
Jada Pinkett-Smith

Twin #2
Adrian Rayment

Twin #1
Neil Rayment

Neo
Keanu Reeves

Second Operator At Command
Kittrick Redmond

Lock's Lt./Command Centre Lt.
Rupert Reid

Roland
David Roberts

Ajax
Shane C. Rodrigo

Systems Analyst
Thomas Scott

Binary
Tahei Simpson

Trainman
Bruce Spence

Tyrant
Frankie Stevens

Malachi
Steve Vells

Security Bunker Monitor Guard
John Walton

Agent Smith
Hugo Weaving

Councillor West
Cornel West

Axel
Leigh Whannel

Merovingian
Lambert Wilson

Ghost
Anthony Wong

Councillor Hamann
Anthony Zerbe

Voice Talent
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Michael Bell
David Bowe
Nika Futterman
Maura Gale
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Mack Greenlaw
Phillip M. Hayes
Howard Hoffman
Karen Huie
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Melinda McGraw
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Wally Wingert

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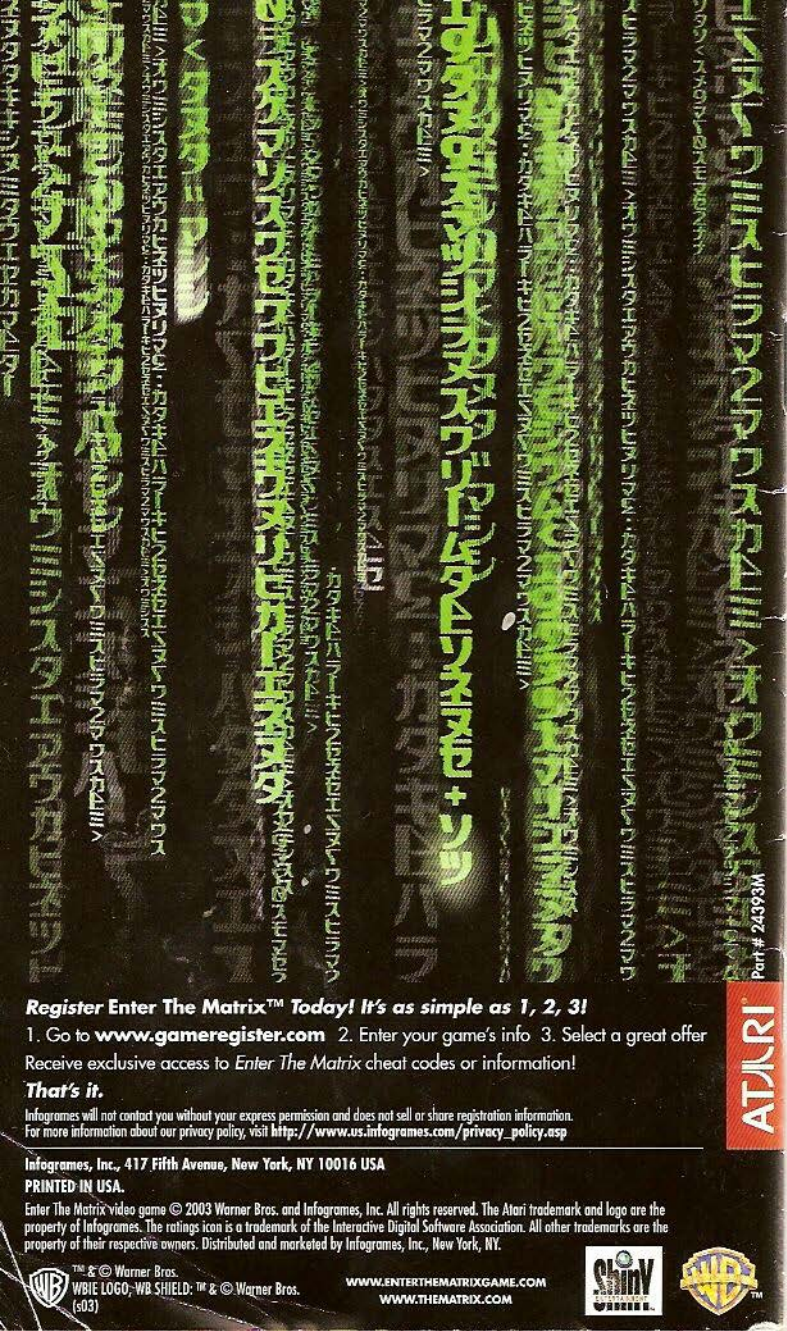

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