

TABLE OF CONTENTS

Introduction	2
System Requirements.....	5
Installation	5
Starting The Game.....	6
How To Play	7
Controls.....	9
Key Command Table.....	11
Good Guys.....	12
Bad Guys.....	17
Other Guys	19
Items	20
Stuff to get you through the level.....	20
Stuff to keep you alive	20
Stuff you can get.....	21
Thor's Hints	22
Password Log.....	23
Credits	24
Customer Support.....	26
Limited Warranty.....	27
World Wide Web Site	28

What has gone before...

It's not every day that three Viking warriors find themselves imprisoned aboard an alien spaceship... and it's certainly not every day that three Viking warriors trounce their alien kidnapper and come swaggering home in triumph. It was some time before Olaf, Baleog, and Erik's egos deflated, but eventually life returned to normal in their small northern village.

Or nearly so – for after their wild extraterrestrial adventures, the three brothers found themselves discontented with their former calm Viking lives...

Dissatisfied with his job as senior polar bear wrangler, Baleog the Fierce auditioned for the Nordic Gladiators but stomped out in disgust when he was barred from bringing his own weaponry. It was then that Baleog realized his responsibility to pass on his skills to the next generation of Vikings. He formed Baleog's School of Plunder, with a popular curriculum focusing on Pillaging, Plundering, and Setting Things On Fire. He became famous throughout Scandinavia for a brilliant lecture course entitled *Geat-Crushing In Three Easy Steps*. ("Step One: Select a Geat. Step Two: Aim high. Step Three: Crush.") He then went on a tour promoting his book *Stalking The Wild Geat* and its wildly successful sequel *Just What IS A Geat, Anyway!*

Olaf the Stout decided to pursue his dream of becoming a sumo wrestler and set off in search of the Land of the Rising Sun. He made it as far as the Land of the Noonish Sun before he turned back – not because the journey was too tough but because he couldn't find lasagna anywhere beyond the Mediterranean. Instead, he returned sheepishly home to his family and devoted himself to instructing his children in the arts of swordsmanship, looting, thundering,

and making decent goat cheese. Both of his daughters now attend the Baleog School of Plunder – Olaf is especially proud of his eldest, Gerda, who has achieved the rank of Honorary Valkyrie AND can out eat her dad any day of the week. Olaf has appeared on "Lifestyles Of The Large & Bearded" and is busy working on a Combat Frisbee, although the neighbors insist that the idea will never fly.

Erik the Swift's experiences in outer space left him bored with village life. He ended up with the mystic Order of the Leaping Mountain Goat, where he finally learned peace, enlightenment, and how to eat a tin can whole. In fact, Erik emptied his mind so thoroughly that he then spent months wandering around dazed and confused, sculpting fjords out of mashed potatoes and believing he was an iguana. He regained his memory after several knocks on the head, all self-inflicted whilst attempting to ram open a can of tuna: <<KANG! KANG!>> "Wait a minute! I'm not an iguana at all!" <<KANG! KANG!>> "Heeey, I'm Erik the Swift!" He swiped a ship and hurried home to the village, where he was warmly greeted by his brothers... especially Olaf, who was thrilled to discover that his own journey had NOT been the most ridiculous one in the history of the village, after all.

Early one fine Thor's-Day morning the three brothers set out together in their ship, the Ragnarok. Baleog wanted to do a little light plundering; Olaf felt like fishing. The argument was settled peacefully when Erik wisely sided with Olaf...that is, after Olaf threatened to pick him up by the braids and throw him overboard. After some good-natured brawling on the foredeck, the trio settled down to enjoy the cold, clear morning, and to wait for the sun to rise so that they could bait the fishing lines without sticking hooks through their fingers in the darkness.

Little do our heroes know that a specter from their past is stalking them high above. No, it isn't the Master of the Order of the Leaping Mountain Goat...it's Tomator, their alien captor of years before! Though their last encounter was only a year ago for Olaf, Baleog, and Erik, to the time-travelling Tomator his stinging defeat at the brothers' hands occurred only last week...and he wants revenge.

Fortunately, for an alien evil genius, Tomator is pretty sloppy. Once again, his ship malfunctions just as the three Norsemen are in his grasp...and this time, the Viking brothers are ready. They've grabbed some of Tomator's high-tech equipment and they know exactly what they have to do to get back to their homes and families: find Tomator and beat the snot out of him!

Will the Vikings find their way home across time and space? Will Erik lead his brothers to safety without bonking himself back into thinking he's an an iguana? Will Olaf be reunited with his wife and daughters? Will Baleog ever get a date with Freya, that Valkyrie babe on the "Resume Game" screen? *Stay tuned...*



NORSE BY
NORSEWEST

SYSTEM REQUIREMENTS

For Windows 95:

Requires an IBM™/Tandy™ or 100% compatible computer with a Pentium 60 or better processor, 16MB RAM, 4MB free hard disk space and a double-speed (or faster) CD-ROM drive

For DOS:

Requires an IBM™/Tandy™ or 100% compatible computer with a 486DX4-100 or better processor, 16MB RAM, 4MB free hard disk space and a double-speed (or faster) CD-ROM drive

INSTALLATION

To Install Norse by Norsewest for Windows 95:

- 1) Place CD-Rom in drive.
- 2) Wait for country flags to appear and click on the appropriate flag.
- 3) Follow the dialog boxes to complete the installation.

To Install Norse by Norsewest for DOS:

- 1) Place CD-Rom in drive.
- 2) Change to the appropriate drive letter. (Ex. e: ENTER)
- 3) Type **Install** and press ENTER.
- 4) Follow the on screen instructions.

STARTING THE GAME

After running the Norse by Norsewest CD, several introductory screens will appear. On the screen will appear several options: LOAD GAME, NEW GAME, OPTIONS and DEMO.



LOAD GAME

This option will let you bypass the levels you have already finished or let you start at a previously completed level. Norse by Norsewest automatically enters the password from the last completed level in the password dialog box. To start at the next level, simply press ENTER. To start at an earlier level, enter the appropriate password and a new game will begin at the designated level. (You will receive a new password everytime you complete a level so be sure to write them down in your Password Log on page 23.) Use the keypad or arrow keys to scroll the correct letters into place. The UP/DOWN ARROWS will scroll through the alphabet. The LEFT ARROW will move you to the next position in the password, while the RIGHT ARROW will move you back one position. Press ENTER and if the password is correct, you will find yourself on that level.

NEW GAME

This will start you on the adventure of a lifetime.

OPTIONS

Here you will be able to select one or two players, music on/off, sound on/off, change controller button, configuration, or bypass Valkyrie screen (by choosing the "No Death" option).

HOW TO PLAY

Your goal in Norse by Norsewest is to guide three Viking brothers - Erik, Baleog, and Olaf- to victory against their alien kidnapper Tomator (AGAIN!) so that they can return home to their Nordic village. Thanks to Tomator's time-travel machine and a mistake on Olaf's part (Baleog and Erik are NEVER going to let him live this one down) the swashbuckling trio have been set adrift in time. The only way for these displaced guys to get home is to find the time-travel machine and hope it takes them home.

All the Vikings begin each level with no items and three life points (represented by the red dots below each character picture at the top of the screen). If a Viking is injured three times, he will begin the long trip to Valhalla. (**Hint:** you can locate food along the way to restore health points.) Remember: Some actions, such as falling into water and drowning (except for Erik), will result in losing all of that character's health points.

Along the way you will see square "buttons" marked with a question mark. Stand before these buttons and press ENTER to activate them. You will find them very useful since they give clues and hints on how to play the game.



Items are picked up automatically when your character touches them. To use an item, select the item and press the INS key (see "Controls"). Some items will only work in certain places (Example: A key can only be used while standing near the keyhole). Buttons, levers, treasures chests, and anything like that are activated when you stand a character in front of them and press ENTER.

Along the way you will find 2 new friends, Scorch the Dragon and Fang the Werewolf (or was that Wombat?). During parts of the game, these new friends will replace some of the Vikings. Each character has their own special abilities which you will need to learn (see “Good Guys”). Regardless of which characters you have for any specific level, you will need the abilities of all three available characters to complete a level.



The Vikings depend on each other in other ways too. Keep in mind that they are honor bound to escape together or not at all. You **MUST** complete the level with all three characters alive. If you lose a character or feel that you’ve backed yourself into a corner, press the ESC key to quit the game. Freya the Valkyrie will appear before the Vikings. Press the SPACEBAR and an option to “Try Again” will appear. Choose YES and Freya will restore all the Vikings back to life. Choose NO and the game will end.

At the beginning of a new level you will receive a password. Norse by Norsewest will automatically save the last level you have completed, but it’s a good idea to write these passwords down in the Password Log on page 23 in case you wish to skip to that level at a later date.

CONTROLS

Single-Player Controls

RIGHT/LEFT ARROW KEYS

Moves the curenly selected character to the right or left.

UP/DOWN ARROW KEYS

Moves currently selected character up or down, including climbing ladders. In addition, use the up/down arrow keys to make Olaf grow or shrink.

PAGE UP/PAGE DOWN KEYS

Moves the curenly selected character diagonally up or down to the right.

HOME KEY

Moves the curenly selected character diagonally up to the left.

END KEY

Moves the curenly selected character diagonally down to the left.

Z

Selects the character to the left of the currently selected character.

X

Selects the character to the right of the currently selected character.

ENTER KEY

Activates a world item – flip switches, open treasure chests, query help boxes, etc.

SPACEBAR

Primary character function – Eric jumps or swims, Baleog slashes with his sword, Olaf raises or lowers his shield, Fang leaps and clings to walls, Scorch flaps his wings. Tap the SPACEBAR twice to activate Erik's rocket boots. Hold down the SPACEBAR while Scorch is in the air to make him glide like a majestic Olaf.

SHIFT KEY

Secondary character function – Eric charges (if already moving forward), Baleog punches or grabs with his bionic arm, Olaf farts (yes, he does!), Fang slashes with his claws, Scorch breathes fire.

NUMBER PAD

Use the number pad to move between inventory items when in inventory mode.

TAB KEY

Enters or exits the inventory/pause mode. While in this mode, use the directional pad to move between the available items. Any item which is highlighted when you exit this mode will be available for use by that character by pressing the TAB key. To swap an item between characters, select an item, press the SPACEBAR, and use the NUMBER PAD to choose the character to whom you wish to give the item. (Note: Characters must be standing together to perform a swap.)

INS KEY

Use a selected item.

ESC KEY

Pauses the game. While paused, the player is given the option to quit the game.

Two-Player Controls

Under 2 player mode, each player controls a Viking. If a player switches characters, he switches to the uncontrolled Viking. The screen will focus on the last person to switch characters, although the other player can still do things, even walk off screen.

The controls are slightly different under two-player mode to allow two people to play on a single keyboard. The key assignments for two-player mode, along with a recap of the controls for single player mode, are summarized in the table on the following page.

KEY COMMAND TABLE

	Single-Player Mode	Two-Player Mode	
		Player One	Player Two
Up	UP	UP	W
Right+Up	PAGE UP	PAGE UP	E
Right	RIGHT ARROW	RIGHT ARROW	D
Right+Down	PAGE DOWN	PAGE DOWN	C
Down	DOWN ARROW	DOWN ARROW	X
Left+Down	END	END	Z
Left	LEFT ARROW	LEFT ARROW	A
Left+Up	HOME	HOME	Q
Primary Action	SPACEBAR	PERIOD	TAB
Secondary Action	SHIFT	/	SHIFT
Activate a world item	ENTER	'	2
Use Item	INS	;	3
Inventory	TAB	BACKSPACE	5
Shift to character at left	Z	[1
Shift to character at right	X]	4
Quit/Pause	ESC	ESC	ESC

GOOD GUYS

Erik the Swift



NAME: Eric the Swift

AGE: 19

HEIGHT: 5'8"

WEIGHT: 160 lbs

ABILITIES:

Jumping: Push the SPACEBAR and Erik will jump in the air. If you keep holding the SPACEBAR, Erik will keep jumping for a little bit longer. While in the air, press the SPACEBAR again and Erik will activate his rocket boots giving him an extra boost to hurdle large distances or knock out weak ceilings.

Swimming: Erik is the ONLY character that can swim. While in the water, press the SPACEBAR and Erik will swim in the direction he is facing.

Headbutt: By pressing SHIFT, Erik will begin to charge (Head first!) in the direction he is facing. Use this to ram any enemies who get in his way and to break any loose walls.

Baleog the Fierce



NAME: Baleog the Fierce

AGE: 25

HEIGHT: 6'0"

WEIGHT: 220 lbs

ABILITIES:

Energy Saber: Pressing the SPACEBAR will make Baleog swing his energy saber with great vengeance and furious anger upon any bad guy he happens to hit with it.

Bionic Arm: Baleog can activate his Bionic arm by pressing the SHIFT key and the direction on the number pad you want his bionic arm to go to. He can use his bionic arm to punch out baddies, knock out target buttons, get items, and grab jewels. Although Baleog can't jump, he can use his bionic arm to swing over a chasm if there is a jewel within reach. When Baleog has a grip on a jewel, the directional pad will control the speed of his swing and how long his arm extends. Press LEFT and RIGHT on the number pad to control the speed of his swing. Press UP and DOWN on the directional pad to extend or retract his arm. To release his grip on the jewel, press the SHIFT key again.

Olaf the Stout



NAME: Olaf the Stout

AGE: 23

HEIGHT: 6'2"

WEIGHT: 320 lbs

ABILITIES:

Shield: By pressing the SPACEBAR, Olaf can raise his shield above his head or hold it in front of himself. When lowered, it provides protection in the direction Olaf is facing. When raised it can a) provide protection from dangers above, b) will let other characters stand on top of it, c) allow him to glide down during a fall instead of plummeting to the ground.

Fart: Olaf can emit a thunderous blast from the nether region by pressing the SHIFT key. This can destroy unstable floors, give Olaf an extra lift while gliding, annoys Baleog, nauseates Fang, and generally disgusts any parents watching over your shoulder.

Dwarfing: By pressing the DOWN ARROW, Olaf will use his Titanium Dwarfing shield to become very small. This allows him to fit in some of the most narrowest places that none of the other Vikings can fit in. Push the UP ARROW to return Olaf to his normal round size.

Fang the Werewolf



NAME: Fang the Werewolf

AGE: 24

HEIGHT: 5'8"

WEIGHT: 260

ABILITIES:

Jumping: Fang can leap into the air by pressing the SPACEBAR. If he leaps upon a wall, he will automatically cling to it. Be careful though, Fang is a pretty big guy and he tends to slowly slide down walls he has clung to. By pressing the SPACEBAR while clinging to a wall, he will leap into the air again. (**Hint:** If two walls are close enough, Fang can climb the walls by jumping back and forth between the two.)

Claws: By pressing the SHIFT key, Fang will use his razor sharp claws to rip his opponent apart.

Scorch the Dragon



NAME: Scorch the Dragon

AGE: 99

HEIGHT: 6'3"

WEIGHT: 285

ABILITIES:

Jumping: Pressing the SPACEBAR will make Scorch leap into the air.

Flying: While in the air after a jump, Scorch can majestically flap his wings to fly up in the air by pressing the SPACEBAR again. Keep pressing the SPACEBAR again and again to have him fly higher, though he can only flap his wings so much before he needs to land and rest. (**Hint:** Try to master how often to press the SPACEBAR to get Scorch to fly as high as he can)

Gliding: While in the air, hold down the SPACEBAR and instead of diving into the ground, he will use his wings to glide.

Fire Breathing: Press the SHIFT key to make Scorch unleash a blazing ball of fire which can torch his enemies into ashes. If Scorch breathes while he is in the air, he will glide for a little while so that he doesn't crash into the ground.

BAD GUYS



BAT

He isn't exactly blind.



SKELETON

This bad guy has a bone to pick with the Vikings.



VAMPIRE

This creature of the night has found a liking for Viking blood.



BLACK KNIGHT

This armored warrior would like nothing better than to cut the Vikings in two.



EVIL DRAGON

Distant cousins of Scorch who don't have the same disposition.



WIZARD

This bad guy likes to zap Vikings by appearing out of thin air and throwing lightning bolts.



PIRANHA

This hungry critter would love to sink his teeth into Erik.



PARROT

This pesky bird likes to swoop down and peck on the Vikings.



PIRATE

These guys would love to swab the deck with any of the Vikings.

**PEGLEG**

Don't let this one legged, one eyed bad guy fool you. His gun packs a MEAN punch.

**JELLYFISH**

Another aquatic bad guy who Erik has to watch out for.

**VINES**

Baleog, Fang, and Scorch are the only ones who can destroy these mean plants. Be careful, they tend to grow back really fast.

**GORILLAS**

This ape would rather throw Bananas instead of eating them.

**HEAD HUNTERS**

This native likes to chuck spears.

**V-1000 BOTS**

These mechanized hunters are built to fight in the air as well as on the ground. Once they sight their prey, they absolutely will not stop until destroyed.

**URQHARTIANS**

These hideous aliens originated from a star in the north and do nothing but eat.

OTHER GUYS



FREYA THE VALKYRIE

This bold and beautiful guardian is one of the Viking's greatest allies. She will revive any of the Vikings who may have fallen or turn back the wheels of time to give the boys another chance.



WITCH

Don't let this little lady's looks fool you. Her cauldron might brew the right stuff to take the Vikings home.



SORCERESS

This up and coming magician is working on perfecting her teleportation spell.



WITCH DOCTOR

This doctor won't be able to help the bumps on Erik's head, but he might be able to offer something to the gods to help the Vikings out.



GYPSY

This mystic nomad and her crystal ball might be able to foresee a way home for the Vikings.



CONROY

This infamous rebel leader is in dire need of a time machine in order to set things right in his time.

ITEMS

Stuff to get you through the level:



JEWELS

Baleog can use his Bionic arm on this to swing.



BUTTONS

Have various effects on each level; hit ENTER to activate them.



SWITCH

When activated, a new path through out the level is usually opened. Press ENTER to flip it.



QUESTION MARK BOXES

These will give you clues.



TARGET BOXES

Hitting these has various effects on each level as well.



TREASURE CHEST

Open these to find surprises.

Stuff to keep you alive:



GARLIC

Appropriate in Transylvania, eh?



ROAST

Nothing like a hearty meal after a battle.



ROOT BEER

A Viking's best friend.



BANANAS

One a day keeps Valhalla away.



HAMBURGERS

Would you like fries with that?

Stuff you can get:



KEYS

Opens the lock which is the same color as the key.



BOMBS

Use and RUN AWAY as it will blow up as most bombs do. Bombs have various uses like destroying unstable blocks and blowing up cannons. They make great presents for bad guys too!



SMART BOMBS

Use this to instantly disintegrate all the enemies on the screen.



SHIELDS

Use to protect a Viking from his next point of damage. This will appear as a Blue dot next to Red Dots/Health of the Viking.



TORCHES

These will let the Vikings see in certain dark and creepy places.

Thor's Hints

I AM THE MIGHTY THOR! IN MY DAY AS A VIKING, I NEVER NEEDED ANY OTHER VIKINGS TO HELP ME CONQUER SUCH PITIFUL LEVELS! I NEVER EVER GOT HIT AND NEVER NEEDED MORE THAN ONE TRY TO FIGURE OUT SUCH SIMPLE PUZZLES. AND YOU KNOW WHAT... WE LIKED IT!!! NEVERTHELESS, THESE NEW LADS MIGHT NEED SOME ADVICE.

- 1** This new group of Vikings is a little on the SLOW side when it comes to brains. Take your time and think things out. A rushed Viking usually means a dead Viking.
- 2** Bah! Who needs teamwork! Well, I've got to admit, these lads work BEST as a team so remember that!
- 3** I would never even THINK of eating while in the middle of a level, but these guys don't look like they are in the same fighting condition I was in when I was their age. Be sure to stock up on food before any of the lads enter battle. Just in case they get hit a few times (perish the thought!) they have something to give them a boost.
- 4** I don't know about these lads. I could do everything these guys can do and a lot more! But that's besides the point. Try to keep these guys together. That way, you can use any of their abilities at a moment's notice.
- 5** Now I may seem like the strict Viking but always remember, you're doing this to have FUN! If for some reason you get frustrated with these pitiful puzzles, play around and experiment. Who knows, the boys might get lucky and find the answer to get past the puzzle.

Keep Track of Your Passwords!

We're giving you enough of a break as it is, allowing Freya to give you the secret passwords. Do you honestly expect us to be your private secretaries as well? BAH! Write down your own passwords. Look, we'll even give you the space to it. Hmph. Mortals.

Level	Password	Level	Password	Level	Password
2	_____	12	_____	22	_____
3	_____	13	_____	23	_____
4	_____	14	_____	24	_____
5	_____	15	_____	25	_____
6	_____	16	_____	26	_____
7	_____	17	_____	27	_____
8	_____	18	_____	28	_____
9	_____	19	_____	29	_____
10	_____	20	_____	30	_____
11	_____	21	_____	31	_____

CREDITS

For Interplay

Executive Producer	Alan Pavlish
Producer	Wesley Yanagi
Voice-Over Director	Jamie Thomason
Voices	Jeff Bennett Rob Paulsens Tress MacNeille Frank Welker Kath Soucie Jim Cummings
Voice-Over Supervision	Chris Borders
Voice-Over Editing	Doug Rappaport Sergio Bustamante II
Cinematics Sound Effects and Mixing	Charles Deenen
Cinematics Music	Brian Luzietti
Sound Effects and Cinematics Mastering	Craig Duman
Music mastering	Tom Baker at Future Disc
Game Music	Johann Langlie
Music Supervision	Brian Luzietti
International Product Manager	Julian Ridley
Manual Design	Ed Rubin
Manual Writer	Kelly Newcomb
French and German Translations	Cyberlang
German Translation Editor	Gary Burke
French Translation Editor	Sylvie Nguyen
QA Director	Chad Allison
QA Assistant Director	Colin Totman
Lead Tester	Douglas Avery
Testers	Rene Hakiki Jeremy Ray Jim Harrison Henry Kahng Amy Mitchell Charles Crail Stephen Bokkes Evan Chantland Kaycee Vardaman

Interplay Productions

MORE CREDITS

For Beam Software

Executive Producer	Adam Lancman
Producer	Simon Dyer
Programmers	Paul Baulch Jason Bell Darren Bremner Jef Kamenek Peter Litwiniuk Dave Moore Iain Cartwright Aidan Doyle Eddie Retelj Zaph
Artists	Grant Arthur Simon Hart Mark Maynard John Tsiglev Zephyr Art And Animation
Sound Effects	Marshall Parker
Maps	Andrew Buttery Simon Dyer Gary Ireland Dave Moore Leigh Reynolds Eddie Retelj Steve Scott Ciri Thompson
Quality Assurance	Tim Bos Glen Horrigan Gary Ireland Leigh Reynolds Ciri Thompson Aidan Doyle Nick Evans Angie Kindred

CUSTOMER SUPPORT

If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at:

Interplay, 16815 Von Karman Avenue, Irvine, CA 92606 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-6678.

Hintline

Hints are available for this title. You can reach our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). The charge for this service is \$1.25 for the first minute and \$.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

If you have a modem, you can reach us at the following:

Internet: You can reach Interplay by sending Internet E-mail to "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.interplay.com" or you may ftp to ftp.interplay.com.

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service. (Excluding toll charges.)

America Online: You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBUPUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBUPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

PRODIGY® Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B".

LIMITED WARRANTY

INTERPLAY LIMITED 90-DAY WARRANTY

Interplay warrants to the original purchaser of this Interplay Productions™ product that the compact disc or floppy disk(s) on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the compact disc or floppy disk(s) is found defective within 90 days of original purchase, Interplay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its factory service center of the product, postage paid, with proof of the date of purchase. This warranty is limited to the compact disc or floppy disk(s) containing the software program originally provided by Interplay and is not applicable to normal wear and tear. This shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose are disclaimed. Interplay disclaims all responsibility for incidental or consequential damages.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions or liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Lifetime Warranty

If the compact disc or floppy disk(s) should fail after the original 90-day warranty period has expired, you may return the software program to Interplay at the address noted below with a check or money order for \$5.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you need to enclose the original defective compact disc or floppy disk(s) in protective packaging accompanied by: (1) a \$5.00 check or money order; (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (714) 553-6678. If your compact disc is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disc(s) only (not the box) with a description of the problem and \$5.00 to:

**Warranty Replacements
Interplay Productions
16815 Von Karman Avenue
Irvine, California 92606**

Copying Prohibited

This software product and the manual are copyrighted and all rights are reserved by Interplay Productions and are protected by the copyright laws that pertain to computer software. You may not copy the software except that you may make one copy of the software solely for backup or archival purposes. You may not loan, sell, rent, lease, give, sub license, or otherwise transfer the software (or any copy). You may not modify, adapt, translate, create derivative works, decompile, disassemble, or otherwise reverse engineer or derive source code from, all or any portion of the software or anything incorporated therein or permit or encourage any third party to do so.

NOTICE: Interplay reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.

