



NTSC U/C

PlayStation™



HELLZASST CHAMBER™

The 3-D Rotatable Deathmatch



SLUS-00219
PSX-3210-221-U3



ACTIVISION®

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

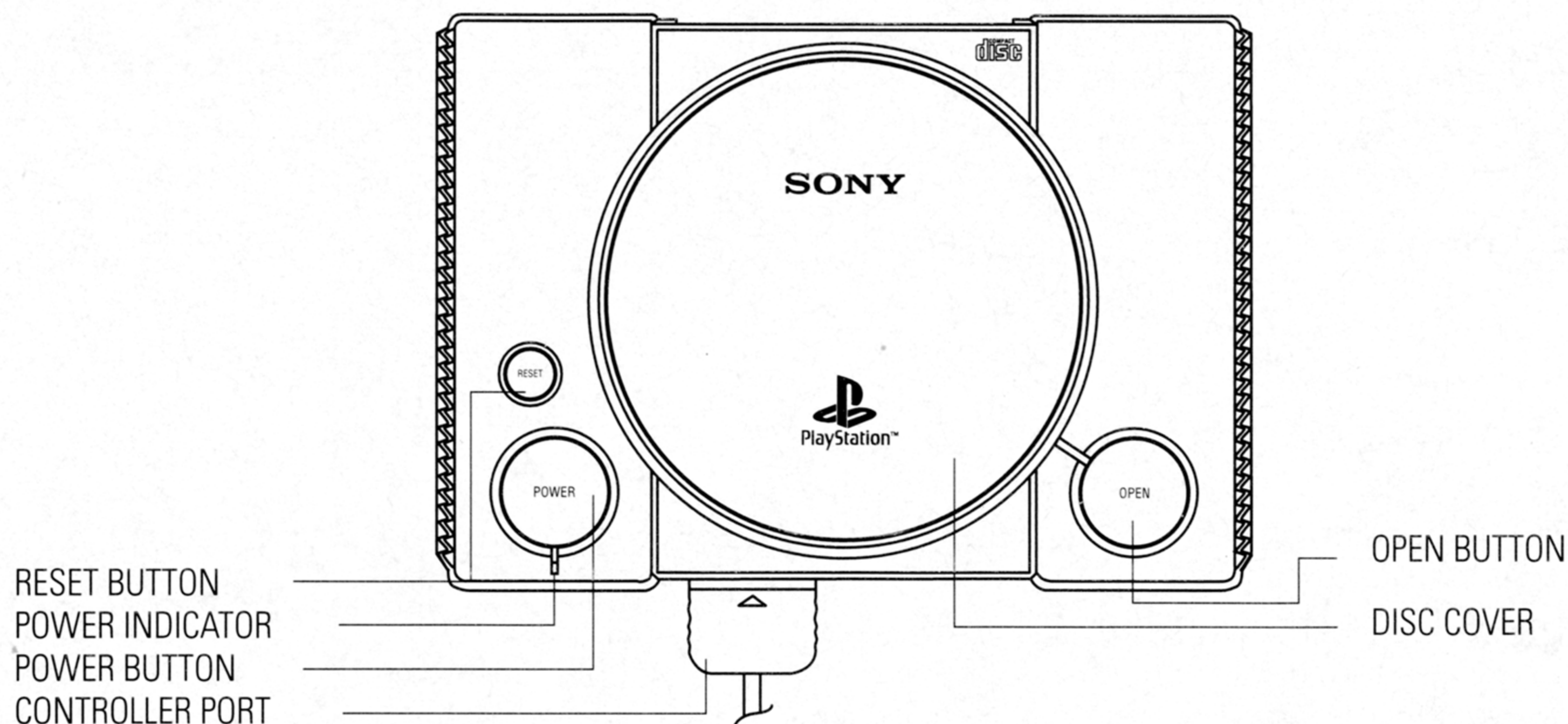
HANDLING YOUR PlayStation™ DISC:

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

TABLE OF CONTENTS

Starting Up	2
Multi Tap.....	2
Game Controls	3
2096	4
Instructions.....	4
Free-For-All & Eliminator—The Multi-Player Games.....	9
Solo Survivor—The One-Player Game	13
Obstacles, Death Traps and Other Surprises	15
Power-Ups.....	16
Camera Movement.....	18
Customer Support.....	19
Hints	20
Credits.....	21
Activision Limited 90-Day Warranty	25

STARTING UP



1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual.
2. Make sure the power is off before inserting or removing a compact disc.
3. Insert the Blast Chamber disc and close the CD door.
4. Insert game controllers and turn on the PlayStation game console.
5. Follow on-screen instructions to start a game.

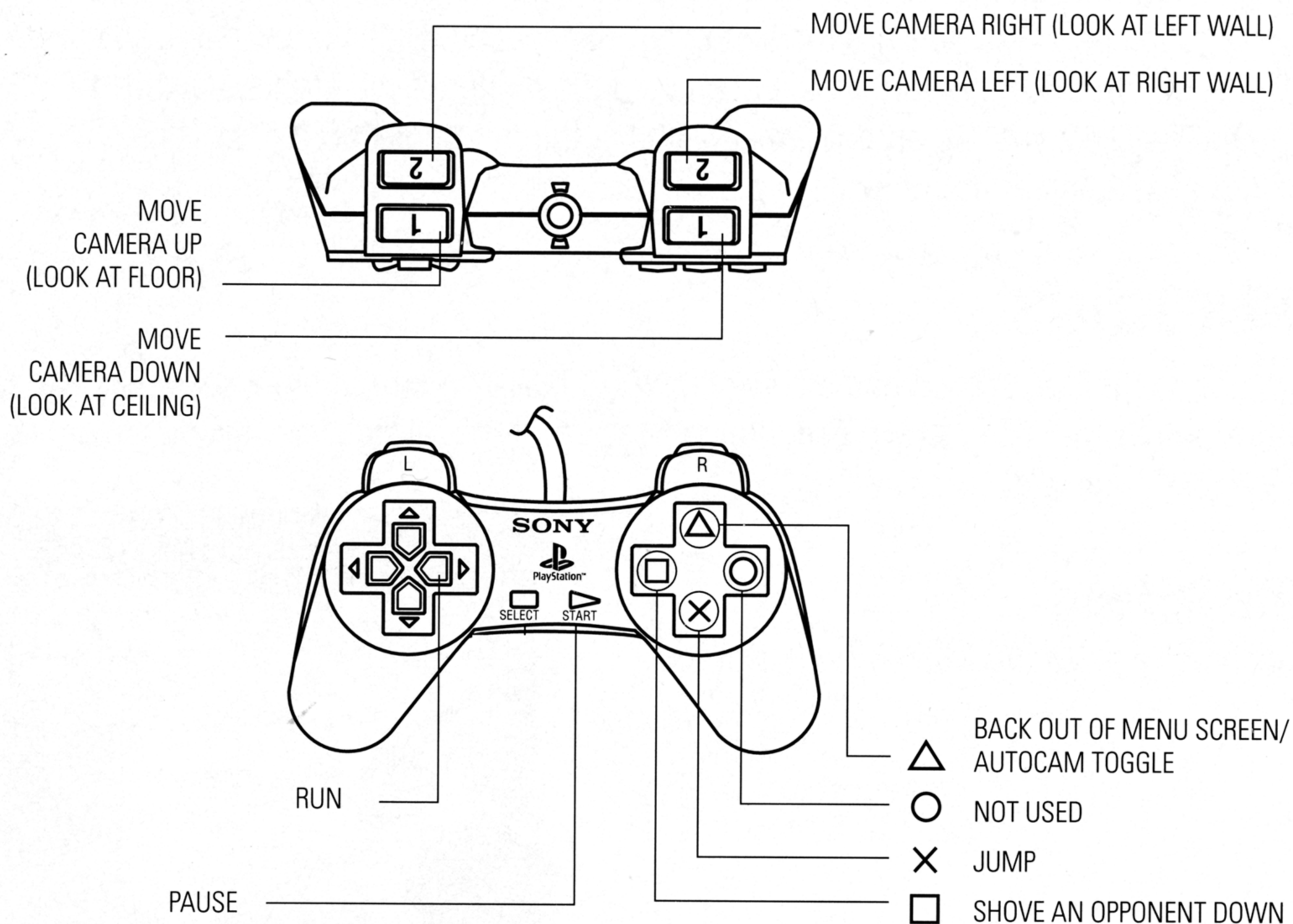
MULTI TAP

To play with more players than just yourself and a friend, attach a Multi tap to Controller Port 1. Connect controllers to ports A, B, and C of the Multi tap, and to Controller Port 2. A maximum of 4 controllers can be used to play *Blast Chamber*.

The default settings are shown here. All button selections in this manual will refer to the default settings.

Note: controllers which do not bear the Play Station logo may not function correctly when connected directly to the multi tap.

GAME CONTROLS



2096...

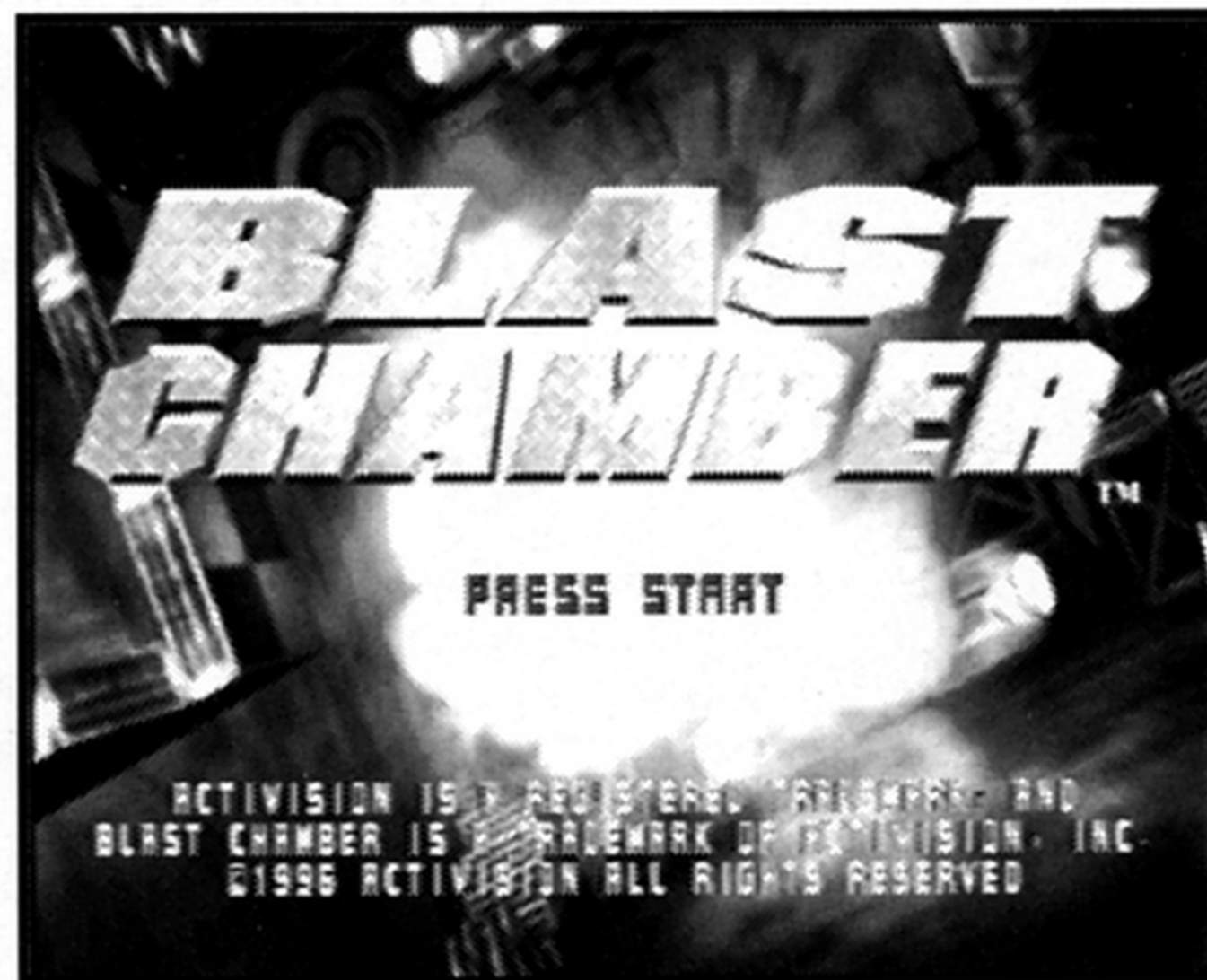
In a twisted, amoral future, you are not like normal people. Genetically engineered to be the ultimate athlete, you were raised from birth with others like yourself in training complexes called stables. Isolated from the rest of the world, you exist for only one purpose: to win a competition known to you only as The Game. After years of specialized development and skillfully applying yourself, you are finally awarded the honor to represent your stable in The Game. Once you arrive, however, you discover the horrifying truth...the real reason for your total isolation from the outside world. What you called The Game is known to the rest of the world as Blast Chamber. The rules are the same, but the consequences of defeat are lethal. Your life has suddenly become worthless. Because to the owner of the stable, you are property; to the masses, you are entertainment. And nothing is considered to be more entertaining than a game of life or explosive death in...the Blast Chamber.

INSTRUCTIONS

When you turn on the PlayStation game console, you will see an introductory sequence, which can be interrupted by pressing **Start**. Whether you interrupt the introductory sequence or not, you will eventually come to...

The Title Screen

Press **Start** here to go to the Main Menu screen.



The Main Menu Screen

The Main Menu screen has six icons. At the top: Chambers (Chamber Select), Games (Game Select), Load and Options. The two icons at the bottom of the screen are the Training modes. If you want to jump right into the fire, go ahead and press **Start** here — you'll begin a **Free-For-All** game (against one to three computerized or human opponents). But not so fast; if you have never played *Blast Chamber* before, you would be well advised to begin with Training. You'd better know what you're doing before you start playing with fire.



Training Modes

There are two training modes: one for the multi-player games, and one for Solo Survivor. To enter one of the training modes, highlight a Training icon and press **X**. You'll find yourself in a training chamber. Throughout the session, the computer voice will instruct you on the basics of *Blast Chamber*. Learn and obey, and you'll live through the training session; it's that simple. When you've either failed spectacularly or completed the chamber successfully, the training mode ends, returning you to the Main Menu.

Ready to play now?

To Select A Game

You could jump right in and start playing the **Free-For-All** mode by pressing **Start** when you're on the Main Menu, or you can select from the five game modes. Just highlight the Game Select icon, which displays images of players, and press **X**. You'll then come to the Game Select screen which will have the following list of player options:

Free-For-All

Free-For-All Tournament

Eliminator

Eliminator Tournament

Solo Survivor

Free-For-All and **Eliminator** are the multi-player games. These games enable you to play against one to three other human or computer opponents. **Solo Survivor** is for 1 player only, with no opponents.

Free-For-All: When you die in this game (note that we said “when,” not “if”), you instantly come back to life for more explosive action. The objective in this game is to die the least number of times before the game clock winds down to zero. In the regular mode, you only play in the chamber(s) you select. But in Tournament mode, you play in all 20 chambers, each of which is deadlier than the one before it.

Eliminator: In this game, death is a little more permanent: you can die only once. No resurrections as in **Free-For-All**. The sole survivor is the winner of the game. **Eliminator** also has a Tournament mode. Like a **Free-For-All** Tournament, you play in all 20 chambers—each one being more difficult than the preceding chamber.

Solo Survivor is a one-player game. There are no opponents in this game; it’s just you against the clock. You must survive 40 progressively difficult chambers.

To Select A Chamber

If **Free-For-All** or **Eliminator** are selected on the Games menu, you can select a chamber to play in. (If **Solo Survivor** is selected, you can’t select a chamber, unless you have saved a previous game, or have a password.) On the Main Menu, highlight the Chambers icon and

press **X**. This takes you to the Chamber Select screen, which offers 20 different chambers to choose from. Each is special in its own way and will make your multi-player experience as lethal as possible. You can choose one, or as many as all 20 chambers, to play in. Once you've selected your chamber(s), press **Start**. This will return you to the Main Menu screen.

Loading a Saved Game

In **Solo Survivor**, you play through 40 progressively challenging chambers. Every 5th chamber you are given the opportunity to save your progress on your memory card (you are given a password if you don't have a memory card). To load a saved game, simply go to the Load icon on the Main Menu screen. On your memory card, you can save the following information:

- Up to ten **Solo Survivor** games. Not only is the last chamber saved, but also your score and your number of lives at that point in the game.
- The top ten high scores for **Solo Survivor**, the **Free-For-All** tournament, and the **Eliminator** tournament. Select UPDATE HISCORES on the Load screen before turning off your Playstation.
- Preferences such as your favorite controller configurations, volume settings and difficulty level. Select SAVE CONFIG on the Load screen.

Options Menu

When you select the Options icon on the Main Menu screen, you can adjust the level of difficulty, configure your controller, view game statistics, and balance the volume of sound effects and music.

The Levels Of Difficulty

The four difficulty levels determine several factors, both in **Solo Survivor** and in the multi-player games.

In **Solo Survivor**, the number of lives that you start with depends on the difficulty level (see below).

In the multi-player games, putting a crystal in your reactor adds ___ seconds (fill in the blank according to the chart below) to your kill-clock, while putting a crystal in an opponent's reactor subtracts ___ seconds (fill in the blank according to the chart below) from his kill-clock. In **Free-For-All** (FFA), your kill-clocks start with different initial amounts of time. The A.I. (Artificial Intelligence) level of the computer opponent varies as well. And a very insidious feature called "Blow-up-yer-buddy" (BUYB) comes into play in the higher skill levels; with Blow-up-yer-buddy, when you explode, if an opponent is standing a little too close, you'll take him out with you!

Level	Name	Lives	Add	Sub.	FFA	A.I.	BUYB
Beginner	"Low Burn"	5	0:30	0:15	1:00	Easy	NO
Normal	"Medium Boil"	4	0:25	0:20	0:55	Med.	NO
Advanced	"Conflagration"	3	0:20	0:25	0:50	Hard	YES
Expert	"Thermonuclear"	2	0:15	0:30	0:45	Expert	YES

Configuring Your Controller

From the Options menu, highlight the Config icon and press **X**. You can choose from several standard controller configurations. Scroll through the choices and press **X** to select your favorite.

Viewing Game Statistics

From the Options menu, highlight the Stats icon and press **X**. You can scroll through all 40 **Solo Survivor** chambers and see the best times recorded. Wanna see your initials up in lights?

Balancing Audio Levels

From the Options menu, highlight the Volume icon and press **X**. You can slide the Sound Effects control and the Music control until it's at the balance that you like.

To Start Play

Simply press **Start** when you're at the Main Menu screen. If you have not selected a game mode, you'll be playing a **Free-For-All** game; otherwise, you'll be playing the game mode which is selected on the Game Select screen. If you are starting a Solo Survivor game, you'll go straight to the first chamber. If you are starting a multi-player game, you'll first stop at the Player Select screen where you (and your friends, if they're there) choose a player color. You can also select colors for any desired computer opponents. Follow the on-screen directions to select colors for human and computer players. You have to have a minimum of two (and a maximum of four) human and/or computer players selected before you can start playing. Once your players are all selected, you won't need to set them up again as long as the PlayStation game console is turned on. Once you've finished selecting, press **Start**. And get ready to cook.

FREE-FOR-ALL & ELIMINATOR— THE MULTI-PLAYER GAMES

At Start Of Play

Two to four players appear at the floor of the chamber. Each player has a device strapped securely to his body. This device is a Blast Pack. The Blast Pack is a very lethal time bomb. The detonated bomb will completely disintegrate its victim. This is to prevent the possibility of any debris from littering the chamber and interfering with the remaining players' gameplay.

Free-For-All

There's a white clock at the top center of the screen. This shows the overall time for the game. The colored clocks in the corners of the screen are the players' kill-clocks - the color of each kill-clock matches the player's color. The kill-clocks show how many minutes and seconds each player has until his Blast Pack explodes. Under each kill-clock is a death counter for each player, which counts the number of times the player has been vaporized.

Goal: Be the player who has died the least (or who has more time left on his clock than anyone with the same number of deaths) when the white game clock hits zero.

Free-For-All Tournament: In the Tournament mode, you'll play 20 **Free-For-All** games. The player with the best overall Tournament score wins.

Scoring: When the game clock hits zero in a chamber, the player who got torched the least in that chamber gets 500 points, 2nd place gets 400, 3rd place gets 300, and 4th place gets 200. In case of ties, tied players get equal scores. For example, winner gets 500, 2nd-place winners tie for 400 points each, and the player who died the most still gets 200 points. At the end of the tournament, scores are added up. The player with the most points is not only the least "well-done," but also the winner.

Eliminator

Because death is final in this game, there is no game clock or death counter. Just kill-clocks. Let your kill-clock run down, and you're a goner.

Goal: To be the last one alive after all the others have detonated.

Eliminator Tournament: In the Tournament mode, you'll play 20 games of Eliminator, in all 20 of the multi-player chambers. If you die in one chamber, you are revived for the enjoyment of the masses in the next.

Scoring: In Eliminator Tournament mode, the player still standing at the end takes first place. The slow player who dies first takes last place, and so on. First place gets 500 points, second place gets 400, third place gets 300, and fourth place gets 200. In case of ties, tied players get equal scores (just as in Free-For-All). At the end of the tournament, scores are added up. The player with the most points is the winner.

The Crystal

This glowing orb is the only way you're going to live through *Blast Chamber*, whether in a multi-player game or a **Solo Survivor** game. You can put the crystal in your reactor to lengthen your kill-clock or you can put the crystal in your opponent's reactor and shorten his kill-clock. Once a player holds the crystal, he starts flashing and his kill-clock temporarily stops counting down. When you have the crystal, do your best to keep the crystal from opponents until you can deposit it in a reactor. When your opponent has the crystal, do whatever it takes to take it away from him (see Possession of The Crystal). To put the crystal into a reactor, simply walk onto the reactor.

Possession Of The Crystal

One can never stress enough how important it is in this deathmatch to obtain and hold and use the crystal. If an opponent has the crystal, you have several ways to take it away from him.

Push The Sucker Down: Run to him and press the SQUARE button (assuming you have your controls set at the default configuration)— this pushes him down, and he will drop the crystal.

Rotate The Chamber And Make The Loser Fall: Doing this will cause your opponent(s) to fall; the opponent holding the crystal will lose possession of it. If you are holding the crystal and you initiate a chamber rotation, you do not drop the crystal.

Play The Waiting Game: The lazy thing to do is simply wait until he puts it into a reactor, at which time a new crystal will appear somewhere in the chamber.

Offensive vs. Defensive Play

In this game, there are two ways to survive: give yourself more time or give your opponent less time. When you put the crystal in your own reactor, time on your kill-clock is extended. If you put the crystal in an opponent's reactor, time on the poor fellow's kill-clock is shortened. The amount of time added or subtracted depends on the difficulty level (see "The Levels of Difficulty," elsewhere in this manual).

Rotating The Chamber

It took hundreds of scientists and engineers to create the technological marvels that are called Blast Chambers. These unique chambers are specially-built arenas that can rotate clockwise and counterclockwise. To turn a wall into a floor, go to one of the flashing green arrows ("Kickers"). The direction that the arrows are pointing to is the direction you walk when the chamber turns and the wall in front of you becomes a floor. The arrow must be pointing up the wall, and flashing, in order for it to work. When an arrow is on the floor, it is inoperable. Once you are at one of these flashing arrows, face the arrow and walk into it. This will cause the chamber to rotate 90 degrees in the opposite direction.

In the multi-player games, once the chamber is rotated, the kickers are de-activated for a few seconds (they stop flashing).

SOLO SURVIVOR—THE ONE-PLAYER GAME

At Start Of Play

You are beamed into the chamber with a Blast Pack strapped on your body. Unlike the multi-player games where you have to worry about your opponents, in this game the chambers themselves are your primary concern. You have to figure out how to put the crystal in the reactor before time runs out. The kill-clock at the top of the screen shows how much time you have to put the crystal in the reactor. For your convenience, when your kill-clock has five seconds remaining, the computer voice will begin a countdown. As a further reminder of impending doom, your Blast Pack will start to burn quite robustly—to move things along. When the kill-clock reaches zero, you die a very fiery death.

Each chamber has its own way of making your life difficult, and they only get harder. In all, there are 40 chambers. The 40th chamber has been known to cause grown men to weep profusely.

You start the game with a limited number of lives, depending on the level of difficulty (see "The Levels of Difficulty," elsewhere in this manual). Unless you changed the settings, you start **Solo Survivor** with four lives. You can earn more lives along the way, if you play really really well.

The Crystal

This glowing orb is the only thing that will prevent you from blowing up into burnt fragments of flesh...provided you put it in the reactor in time. You can automatically pick it up by simply walking over it.

Rotating The Chamber

To turn a wall into a floor, go to one of the flashing green arrows ("Kickers"). The direction that the arrows are pointing to is the direction you walk when the chamber turns and the wall in front of you becomes a floor. The arrow must be pointing up the wall, and flashing, in order for it to work. When an arrow is on the floor, it is inoperable. Once you are at one of these flashing arrows, face the arrow, and walk into it. This will cause the chamber to rotate 90 degrees in the opposite direction.

The Reactor

Somewhere in the chamber there's a colored square zone called a reactor, with a revolving pyramid floating over it (the reactor is the same color as your player and your kill-clock). You must place the crystal in the reactor as soon as possible. To automatically place the crystal in the reactor, simply walk onto it. This completes the level. As your reward, you'll be taken to the next, more difficult chamber. (Hey, you lived, didn't you? What were you expecting, cookies and milk?)

Scoring

When you finish a chamber, all remaining seconds on your kill-clock are counted, then multiplied by 100. This is your score for that chamber. At the end of the game, all your chamber scores are tallied for your overall game score. If you die, you still have a slim chance at immortality, since high scores are entered on the Top Ten list, which is seen in the intro sequence of the game.

OBSTACLES, DEATH TRAPS AND OTHER SURPRISES

- The small yellow-and-red squares are triggers. Stepping on these squares activates something somewhere in the chamber. Most likely you'll always need to use them. But watch out when you do!
- Hazard pits. You can run or stand over them when they're closed. If you're running or standing over them when they're open, you're dead.
- The spikes are razor-sharp. Don't fall on them unless you're feeling suicidal. If the crystal gets destroyed by spikes, you lose in **Solo Survivor**. In multi-player games if the crystal gets spiked, it re-appears somewhere in the chamber.
- The glowing plasm clouds and laser-like streams are very deadly. You have to time your moves so you don't get fried!
- The moving platform will take you for a ride. Just hop on.
- The fans will either give you a lift or push you around.
- The dark gray boxes are hydraulic launchers. These devices propel you high in the air. You can use them to leap to otherwise unreachable spots in the chamber. You can control your movements in the air while leaping.
- Crumbling platforms can only be run across once.
- 180's: jumping on these small platforms will turn the chamber 180 degrees.
- Ladders are for climbing up and down.
- The large metal boxes are cages. Gravity makes them fall. Just make sure one doesn't fall on you.

POWER-UPS

The blue-and-red spheres that appear at various times are power-ups. You can take one by simply running through it. The computer voice will then announce the name of the power-up. To prevent your life from becoming too easy, if you already have one power-up you can't pick up another.



Mag Boots

Allows you to run on walls and the ceiling.



Gravity Bomb

Reverses opponents' gravity, forcing them to run on the ceiling.



Paralyzer

Freezes all opponents.



Psy-bomb

Reverses your opponents' controls.



Hi Jumps

Allows you to jump high.



Mercuries

Allows you to run very fast.



Time Bomb

Subtracts time from opponents' kill-clocks.



Crystal Disruptor

Makes the crystal warp to another location.



ViseGrip

Allows you to hold onto the crystal during rotation or when you get pushed.



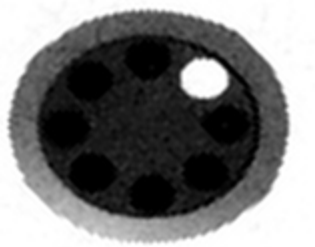
Crystal Magnet

Draws the crystal to you.



Reactor Swap

Makes the reactors change colors.



Extra Time

Gives your kill-clock more time.



Crystal Bomb

Makes the crystal explode with deadly force.

CAMERA MOVEMENT

The "camera" or POV (point of view) automatically tracks your movements in the chamber. You can use the camera to help you see around obstacles, to get a grip on the 3D positioning of objects, and to get a better view of a wall or the ceiling. You can override the autocam at any time and change the POV by using the shoulder buttons.

L1	Up	(Improves your view of the floor)
L2	Right	(Improves your view of the left wall)
R1	Down	(Improves your view of the ceiling)
R2	Left	(Improves your view of the right wall)

To turn off the autocam and perhaps zoom in a little, press the **Triangle** button. Press it again to turn the autocam back on.

QUITTING

You can wimp out and quit a game at any time. First press the **Start** button (to pause the game); then press the **Select** button, and a brief options menu appears. You can choose **Quit** from this menu.

CUSTOMER SUPPORT

Online

Services with Activision Forums, E-Mail and File Library Support

- **Microsoft Network:** From any MSN window, pull down the **Edit** menu and select **Go To** and then **Other Location...** At the prompt, type "Activision" and click **OK**.
- **America Online:** Use keyword "Activision" to locate the Activision forum.
- **CompuServe:** 76004,2122 or [GO GAMB PUB]
- **Activision BBS:** (310) 479-1335 Up to 28,800 Baud; Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

Services with E-Mail Support

- **Prodigy:** ACTI10B
- **GEnie:** ACTIVISION

Internet: support@activision.com or <http://www.activision.com>

Hints

In the U.S. call:

1 (900) 680-HINT* (\$.95 per min.)

In the U.K. call:

0891 555 113* (Calls cost 39p per min at cheap rate and 49p per min at all other times.)

In Canada call:

1 (900) 451-4849* (\$1.25 per min.)

In Australia call:

1 902 261577* (\$.95 per min.)

**Must be 18 years or older, or have a parent's permission to call. Touch-tone only.
Prices subject to change without notice.*

CREDITS

DEVELOPED BY Attention To Detail (ATD)

ATD Team:

PROJECT MANAGEMENT
TECHNICAL MANAGEMENT
LEAD PROGRAMMING

Chris Gibbs
Robert 'Fred' Gill
Stephen K. Bennett, Julian Thomas,
Andrew Wright
Jon Baker, Tony Heap
Will Davis
Jim 'Mac' McPhail, Stu 'FB' Tilley

ARTWORK
MUSIC & EFFECTS
CHAMBER DESIGN

DESIGNED BY ATD and based on an original idea by Andy 'Dude' Howe

Thanks to Scott Lahman for his initial faith in our ideas.

Activision Team:

ASSOCIATE PRODUCER
AUDIO ENGINEER
COMPUTER VOICE
DIRECTOR OF MUSIC
PRODUCTION
ADDITIONAL MUSIC BY
CREATIVE AFFAIRS
PRODUCT MANAGER

Dave Stohl
Big Fat Kitty Productions
Regina Sweeney

Kelly Rogers
Jeehun Hwang
Scott Lahman, David Pass, John Harris,
Dan Atkins
Marc Metis

ASSOCIATE PRODUCT MANAGER
QUALITY ASSURANCE DIRECTOR
QUALITY ASSURANCE MANAGER
QA PROJECT LEAD
TESTERS

MANUAL WRITER
DOCUMENT MANAGER
PACKAGE DESIGNER
CUSTOMER SUPPORT MANAGER
LOCALIZATION MANAGER, U.K.
LOCALIZATION MANAGER, JAPAN
SPECIAL THANKS TO

PRODUCED AND DIRECTED BY

Frank Alizaga
Jon Doellstedt
Dave Arnspiger
Kenny Ramirez, S. Jenny Park
Douglas Jacobs, Anthony Hatch Korotko,
Chris Strompolos, Marietta Pashayan, Ivan Del
Razo, Steven Sanchez, Damian Paige, Kelvin
Wilkerson, David Berenbaum, Drew Bittner, Jose
Ferrufino, Indra Gunawan, Alex Lopez
Ed Mun
Mike Rivera
Gisele Lee
Jameson Wang
Lia Ithell
Jeff Matsushita
Jerome Chen, Bob Pettit, Eric Capp, Alan
Gershenfeld, Nathalie Deschâtres, Howard Marks,
Steve Crane, Janine Johnson, Bill Swartz,
Kevin Cohen
Tom Sloper

NOTES

NOTES

ACTIVISION Limited 90-Day Warranty

Activision warrants to the original consumer purchaser of this computer software product that the recording medium on which the software program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, ACTIVISION 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 date of purchase, as long as the program is still being manufactured by ACTIVISION. In the event that the program is no longer available, ACTIVISION retains the right to substitute a similar product of equal or greater value.

This warranty is limited to the recording medium containing the software program originally provided by ACTIVISION and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

When returning merchandise for replacement please send the original product disks only in protective packaging and include:

1. A photocopy of your dated sales receipt.
2. Your name and return address, typed or clearly printed.
3. A brief note describing the defect, the problem(s) you encountered and the system on which you are running the product.
4. If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include a check or money order for \$15 U.S. (AUD \$25 for Australia, or £15.00 for Europe) currency per CD or floppy disk replacement.
5. Certified mail is recommended.

In the U.S. send to:

WARRANTY REPLACEMENTS
ACTIVISION
P.O. Box 67713
Los Angeles, CA 90067
USA
(310) 479-5644

In Australia send to:

WARRANTY REPLACEMENTS
ACTIVISION
P.O. Box 873
Epping, NSW 2121
Australia
Inquiries: 612 9869 0955

In Europe send to:

WARRANTY REPLACEMENTS
ACTIVISION
Long Island House, 3A
1/4 Warple Way
London, W3 0RQ
United Kingdom
0181 742 9400

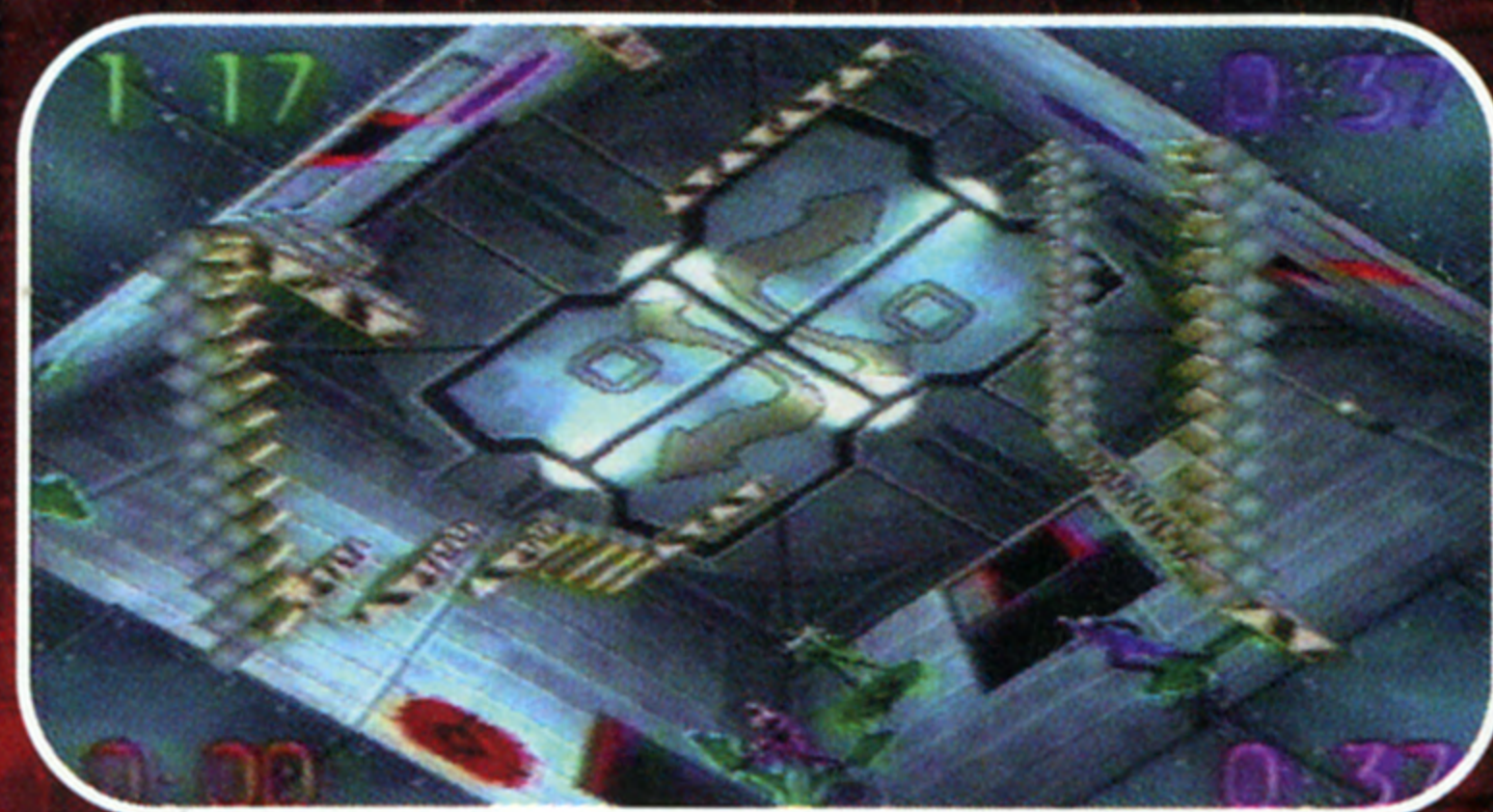
COPYRIGHT:

The enclosed software product is copyrighted and all rights are reserved by Activision, Inc. It is published exclusively by Activision, Inc. The distribution of this product is intended for the use of the original purchaser only and for use only on the computer system specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer solely for the purpose of executing the program. Copying (except for one backup copy on those systems which provide for it), duplicating, selling, or otherwise distributing this product is a violation of the law. This manual and all other documentation contained herein are copyrighted and all rights reserved by Activision, Inc. These documents may not, in whole or in part, be copied, photocopied, reproduced, translated, or reduced to any electronic medium or machine-readable form without prior consent, in writing, from Activision, Inc. Willful violations of the Copyright Law of the United States can result in civil damages of up to \$50,000 in addition to actual damages, plus criminal penalties of up to one year imprisonment and/or a \$10,000 fine. In addition, violations of the Copyright law of other jurisdictions may result in civil damages and, in certain circumstances, criminal penalties.

It's 2096 and having a bomb strapped to you is a sport.



Intense 1 to 4 player action



Sixty 3-D rotatable chambers



Radical power-ups

Activision, Inc. 11601 Wilshire Blvd. Suite 300, Los Angeles, CA 90025

Activision is a registered trademark and Blast Chamber is a trademark of Activision, Inc. © 1996 Activision, Inc. All rights reserved.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation Logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



ACTIVISION

