



NTSC U/C

PlayStation™

FROM THE DEVELOPERS WHO KNOW VEHICULAR COMBAT!

CRITICAL DEPTH™



TEEN
AGES 13+
CONTENT RATED BY
ESRB

SLUS-00428
04-50029



SINGLETRAC™



Distributed by
GT Interactive
Software

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.

Need a hint?

1-900-CALL-2GT

1-900-225-5248

(95¢ per minute. \$1.95 for fax back maps.)

must be 18 years or older, or have parent's permission
to call. touch tone phones only.



TABLE OF CONTENTS

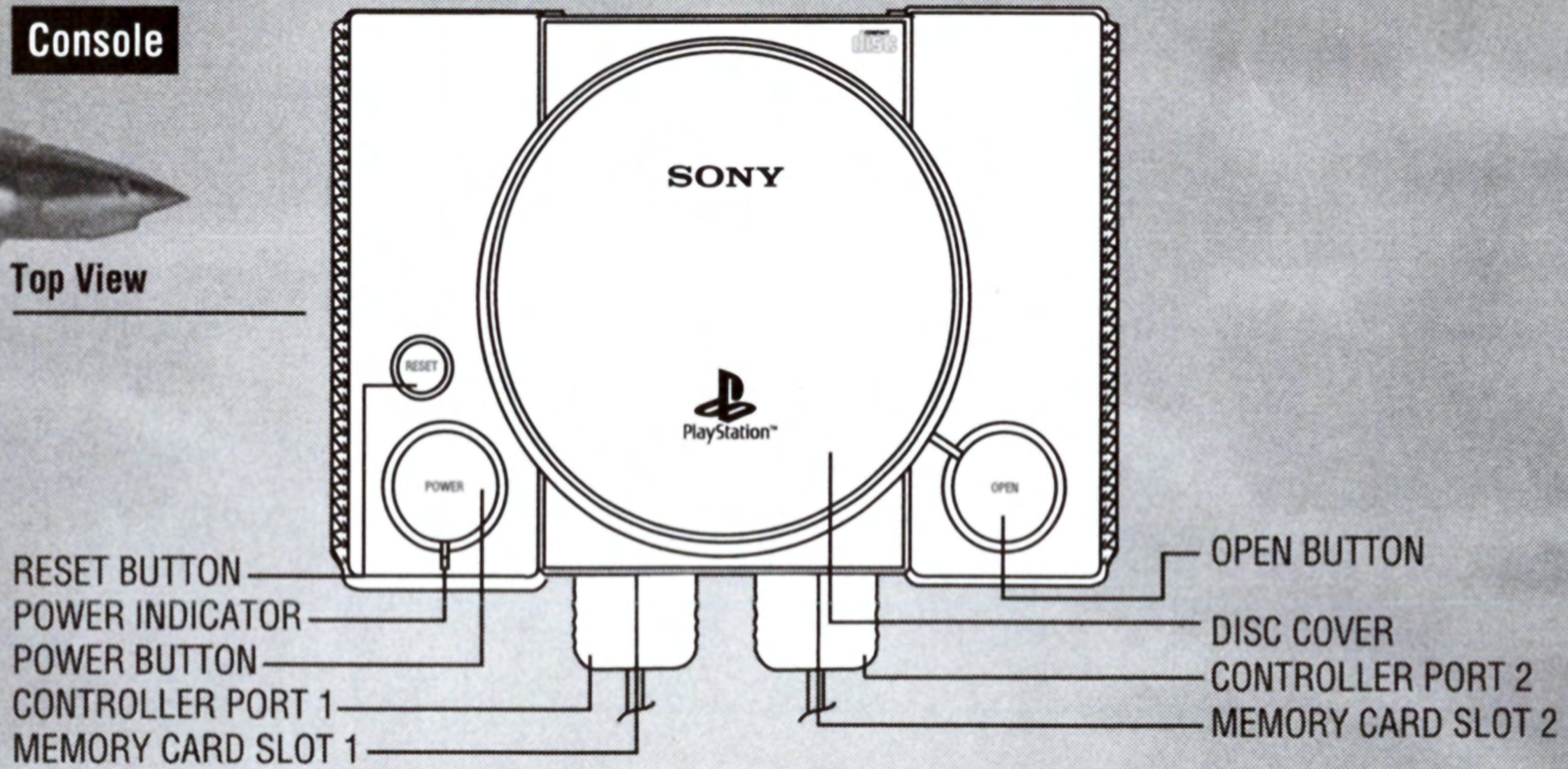
Getting Started	2	Soviet Die-Hards	10
Guiding Your Sub	3	Professor Armstrong	10
Prologue	4	Earth Hope	11
Your Mission	4	Mordrid Corporation	11
Game Options	5	The Order of Nishroch	12
Starting a Missions Game	5	Jack "Lock Jaw" Keon	12
Starting a Battle or Death Match Game ...	5	Joe Skullion	13
Maneuvering Through Critical Depth	6	The French Oceanographers	13
Capturing the Pods	7	Protect Yourself (Sub Stats)	14
Scoring Tips	7	Weapons	15
The Competition	8	Battlegrounds	16
Captain Cutlass	8	Credits	18
C.I.A.	8	License Agreement	20
V.L.O.	9	Warranty	21
Dr. A. Pocalypse	9		

GETTING STARTED



Console

Top View



1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual.

Note: Make sure the PlayStation™ game console's power is off before inserting or removing a compact disc.

2. Insert the Critical Depth disc and close the CD door.
3. Plug in one game controller and turn on the PlayStation™ game console. The Critical Depth Title screen appears.
4. Select **1 Player** or **2 Player**. The Game Mode screen appears. See page five for more information on game modes.
5. Select a game mode and press **Start**. Now you're ready to dive in!



WANT TO SAVE A GAME?

After you have set up your PlayStation™ game console, insert a Memory card in the Memory card slot located above the Controller port. Follow the instructions above and enter your initials on the Initial Entry screen to save a game.

GUIDING YOUR SUB

The game controls can be configured to a variety of different play styles. To customize your controller, select **Configure Controller** from the mid-game Options menu. Use the directional buttons to scroll through the configuration options.

THE STANDARD CONTROLLER

Below is the standard configuration for the PlayStation™ controller.

L1 button: Toggle down through weapon list

R1 button: Toggle up through weapon list

Press and hold **L1** and **R1** together to activate Quick Fire.

L2 button: Fire selected weapon

R2 button: Fire default weapon

Up button: Turn down (activate slide and press **Down** to slide down)

Down button: Turn up (activate slide and press **Up** to slide up)

Left button: Turn left (activate slide and press **Left** to slide left)

Right button: Turn right (activate slide and press **Right** to slide right)

Select button: Neutralize and upright your sub

Start button: Press **Start** during gameplay to pause the game and access the mid-game Options menu. Press and hold **Select** and **Start** to quit a game during gameplay.

▲ **Shield** (Press twice and hold to activate **Reflective Shield**)

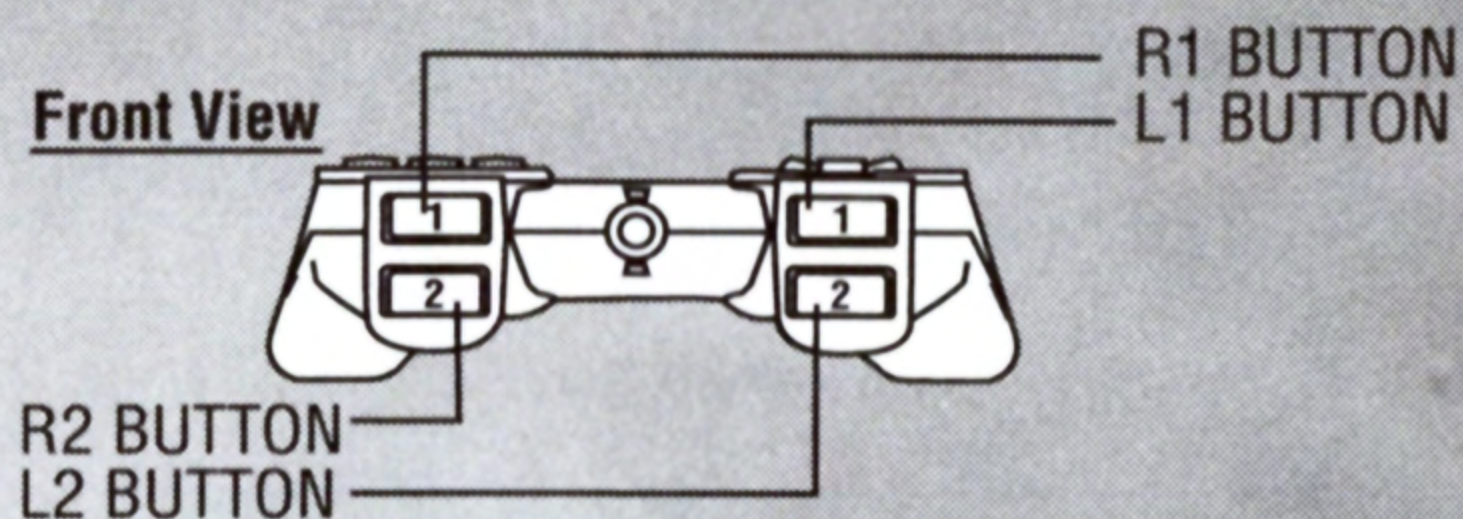
● **Brake** (Press twice and hold to **Reverse**)

✘ **Tight Turn** (Press twice and hold to activate **Slide**)

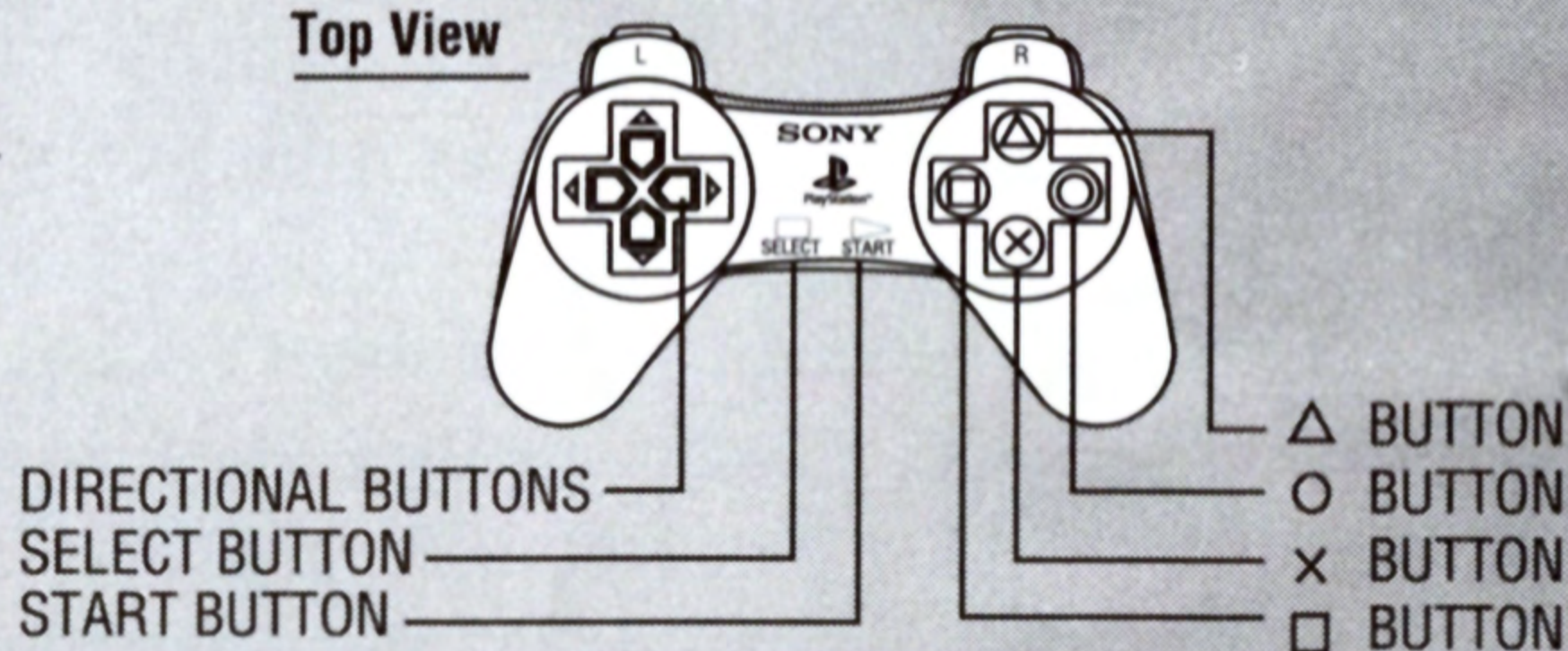
■ **Gas/Throttle** (Press twice and hold to **Turbo**)

Controller

Front View



Top View



Try your skill with the analog controller! The analog controller is configured similar to the standard controller with additional analog features.

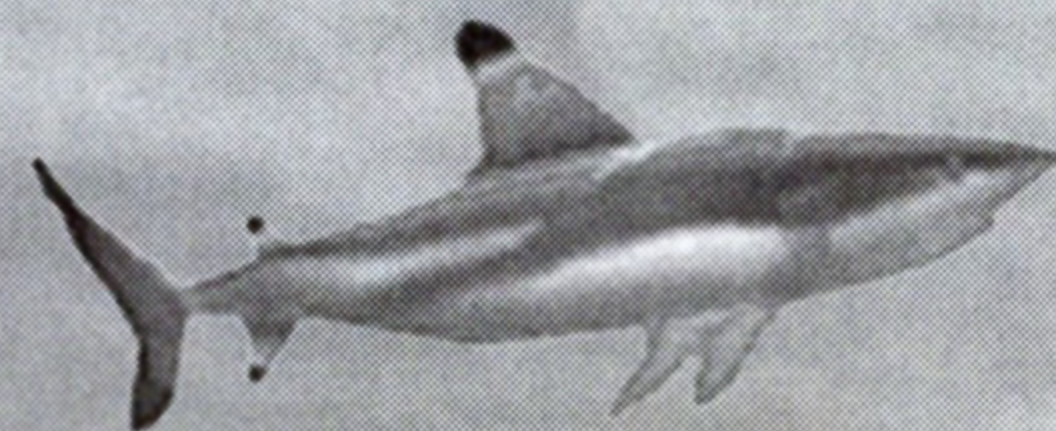
**THERE ARE TWO TIMES IN LIFE WHEN
YOU'RE COMPLETELY ALONE...
JUST BEFORE YOU DIE
AND
WHEN YOU BREACH CRITICAL DEPTH**

An awesome mystery is about to be unveiled. Ominous looking metallic structures of unknown origin surrounded by masses of small glowing pod-like electromagnetic power sources are being discovered in oceans around the world. International concern is growing as these metallic artifacts spread across the seas in an undecipherable pattern. Could this be a sign of the Apocalypse, changing life on earth as we know it?

These strange devices have become known as Thresholds and many believe they are pieces of a puzzle that will bring power and ultimate success to anyone who can discover the nature of their energy source. The earth's once peaceful seas are now engulfed in a savage war as teams from all over the globe race to discover the secret of the Thresholds.

YOUR MISSION

- ◆ Select a team and join the race of governments, environmentalists, clandestine organizations, and treasure hunters in the race to collect all five pods and activate the Thresholds.
- ◆ Once it is activated, fly through the Threshold to advance to the next level. Remember, you're not alone. Enemy subs are also racing for the pods and the chance to unlock the Threshold.
- ◆ Use combo moves, special weapons, and speed to wipe out enemies.
- ◆ Ram your competition or attack 'em with shaker missiles to steal pods.
- ◆ Solve the mystery of the Thresholds and claim your reward. You may be surprised at what lies ahead.



GAME OPTIONS

MISSIONS MODE

Grab a friend and work together to acquire the pods and activate the Threshold in 2 Player Missions mode or go it alone in 1 Player Missions mode. Survive all ten levels and you'll discover the secret of these mysterious structures.

BATTLE MODE

Master Critical Depth in Battle mode. The level starts over each time you finish the game. Grab all the pods or kill your opponent to win.

DEATH MATCH MODE

Got friends who think they're pros? Take 'em down in 2 Player Death Match mode or test your skill against the game in 1 Player Death Match mode. There are no pods in this bloody match.

TO START A MISSIONS GAME

1. After you have loaded Critical Depth; click **1 Player** or **2 Player** on the Critical Depth Title screen.
2. Click **Missions**.
3. If you are using a Memory card, enter your initials to save a game and record your score.
4. Select your vehicle(s).
5. Click the **X** button and dive in.



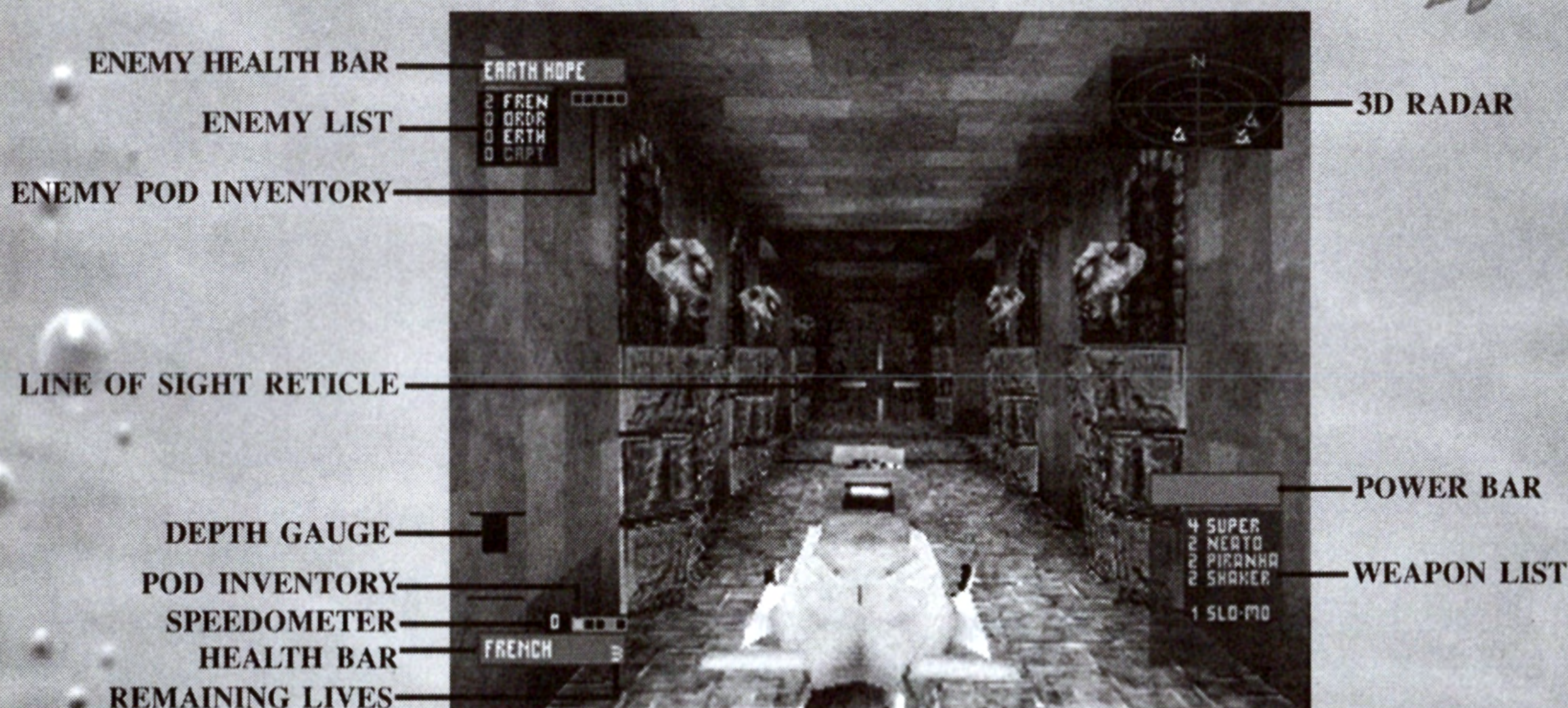
TO START A BATTLE OR DEATH MATCH GAME

1. After you have loaded Critical Depth; click **1 Player** or **2 Player** on the Critical Depth Title screen.
2. Click **Battle** or **Death Match**.
3. If you are using a Memory card, enter your initials to save a game and record your score.
4. Select your vehicle(s).
5. Select an environment.
6. Click the **X** button and get ready to fight!



MANEUVERING THROUGH CRITICAL DEPTH

Let these guides help you on your journey through Critical Depth.



ENEMY HEALTH BAR—Health status of the nearest enemy

ENEMY POD INVENTORY—Number of pods collected by the nearest enemy

ENEMY LIST—Total number of pods collected by each enemy sub

DEPTH GAUGE —Your current depth

POD INVENTORY—Number of pods you have collected

SPEEDOMETER—Your speed

HEALTH BAR—Your health status

REMAINING LIVES—Number of lives remaining

3D RADAR—Location of enemies and pods in relation to your current location

POWER BAR—Status of your ability to use power weapons

WEAPONS LIST—Inventory of weapons

3D RADAR



X THE THRESHOLD

N COMPASS (INDICATES NORTH)

■ THE PODS (FLASHING BOX)

▲ ENEMIES (COLORED TRIANGLE)

TRIANGLE DIRECTION INDICATES WHETHER ENEMIES ARE ABOVE OR BELOW YOU

CAPTURING THE PODS

Grab each pod to acquire these special bonuses.

POWER

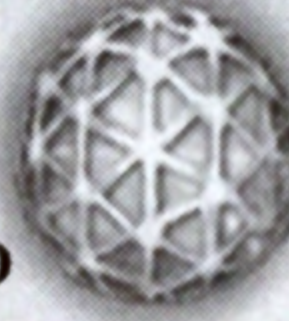
BLUE



Snag the Power pod to double your Power Bar.

DAMAGE

RED



Increase the amount of damage you inflict with the Damage pod.

PICKUP

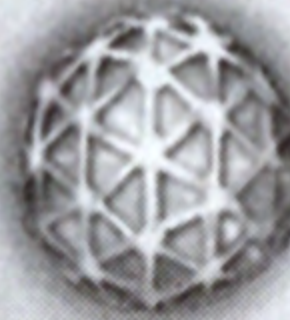
PURPLE



You'll acquire double pickups with the Pickup pod.

ARMOR

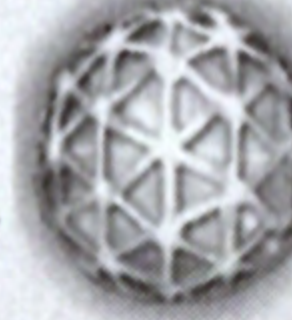
YELLOW



Watch your Health Bar grow when you pick up the Armor pod.

SHAKER

GREEN



Double your fun! Grab the Shaker pod and you'll free two pods instead of one.

SCORING TIPS

Put some style in your fighting strategy and you'll be rewarded. Try some of these moves to get extra points.



Use combo and streak attack moves when attacking opponents.

- ◆ To perform a combo attack, fire multiple weapons in a few seconds for a hard hit.
- ◆ To perform a streak attack, fire weapons on the move. Don't get hit and don't miss a shot to perfect the streak.



Blow out sunken ships, glass windows, or hidden doorways to find secret pickups.



Make it fast. If you finish a level quickly you'll get extra points.



FIRE!! If you cause more damage than you take you'll score in the end.



Use combo weapons and super moves to finish off your opponents. Impress the Critical Depth team and we'll reward you for it.

THE COMPETITION



CAPTAIN CUTLASS

A deranged Glen Blanson, formerly the popular Captain Cutlass on the hit television show *Davy Jones' Locker*, took his insanity below sea-level after the show was canceled and now scours the seas searching for revenge. He is drawn to the Thresholds by the presence of other submarines and the possibility of fresh blood.

DRIVING THE SEA DOG

Swab the deck with the blood of your rivals when you join the crew of the Sea Dog. What you lack in speed you make up for in armor.

SPECIAL WEAPON: CANNON BALLS

A true pirate's vessel, this ship fires two lethal cannon balls when the enemy is in sight.

THE SEA DOG



THE C.I.A.



Privileged information and advanced military weapons are the advantages of the C.I.A. (Controlled Information Agency). Take the oath, join the crew, and maybe even lose your life to find out the real secrets of the Thresholds.

DRIVING THE MANTA

This sleek, high-tech ship is fast. Highly advanced military weapons leave the enemy a quivering shell.

SPECIAL WEAPON: PLASMA DISRUPTER

A ball of deadly electromagnetic rays shoot from the Manta when enemies threaten to interfere with this highly covert operation.



THE MANTA





THE V.L.O.

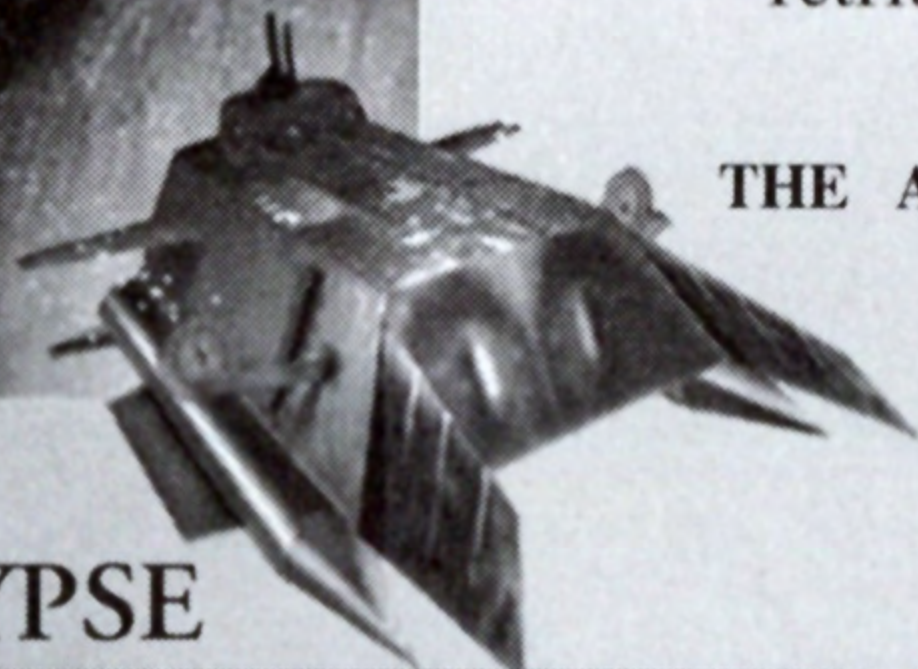
The tiny island nation of Venganza has suffered centuries of abuse from oppressive bullying countries and now they are out for revenge. The V.L.O. (Venganzan Liberation Organization) wants to control the power of the pods and Thresholds to force the industrial nations of the world to pay restitution for years of painful Venganzan exploitation.

DRIVING THE ANARCHY

Created from remnants of the industrial waste that destroyed their homeland, the Anarchy is heavily armored to protect you from adversaries—at least for a little while.

SPECIAL WEAPON: FRAGMENTOR

Release these three spiky metal balls to feel the power of retribution as enemies scramble to escape the Anarchy.



THE ANARCHY



DR. A. POCALYPSE

After repeated attacks on his theories concerning the origin of human species, a bitter Dr. Adam Pocalypse vanished into a private arctic world where he has plotted his revenge. He has designed a terrifying device capable of drowning the entire planet in a gargantuan tidal wave, sweeping it clean of its teeming human filth. The pods may provide the power source to drive this deadly invention.

DRIVING THE ARMAGEDDON

Dark metal and quick moves make the Armageddon an exceptional stealth fighter, great for sneak attacks.

SPECIAL WEAPON: HARPOON GRAPPLE

After the enemy sub has been harpooned, the Armageddon moves in for the kill with these deadly biting claws.

THE ARMAGEDDON





THE SOVIET DIE-HARDS

The rubble of the Soviet Union breakup and the rise of democracy have left a few former soviet military and government leaders on a warpath. The soviets plan to use the pods to assist the resurrection of a world dominating Soviet Union.

DRIVING THE STALINGRAD

The Stalingrad is the ultimate war machine. This sub is slow, strong and looking for a fight. Small subs cower in the shadows of this hulking mass.

SPECIAL WEAPON: THE RAMMER

When the special weapon locks onto the location of a sub the Rammer flies into action, leaving the enemy to drift to their death in a twisted mass of metal.



THE STALINGRAD



PROFESSOR ARMSTRONG

The thrill of the hunt drives Harry Armstrong, the world-renowned freelance archeologist, to race for the energy pods. Armstrong believes the Thresholds are from an ancient race that predates modern humans and he's not about to relinquish this prestigious find to anyone.

DRIVING THE ARCHIMEDES

You don't get to be the best without a fight. Skillful shooting and quick dives help Armstrong lead this hunt.

SPECIAL WEAPON: FLAME SHOOTER

Ancient warrior fighting tools discovered by Armstrong on a recent excavation were the inspiration for this deadly rapid fire weapon.



THE ARCHIMEDES



EARTH HOPE

Earth Hope thinks the pods are natural wonders and they plan to ensure that these mysterious treasures remain in nature. Fearing that the other subs seek to destroy the pods, team Earth Hope is waging war against them.

DRIVING SIREN'S SONG

This sub is a natural in these waters. Siren's Song rips through the water with speed and grace, grabbing the pods and saving the earth from corporate slime.

SPECIAL WEAPON: D.O.L.P.H.I.N.

This dolphin shaped torpedo seeks out the nearest enemy, causing significant damage upon impact.

SIREN'S SONG



MORDRID CORPORATION

Dana Nadel is a self-made success in the business world, the kind who claws their way to the top by preying on the weakness of others. Dana and her two top yes-men, Norman Lemp and Virgil Windley, have set their sights on gaining possession of the pods. If the pods prove to be a viable energy source, they will hold them until all natural energy supplies are exhausted and then exploit the pods.

DRIVING BOTTOM LINER

This ruthless enforcer can turn and attack in an instant. The enemy won't know what hit them.

SPECIAL WEAPON: C.A.S.H.

The Capital Accumulating Super Hydrobeam (C.A.S.H.) holds the enemy in it's hydrobeam while it steals weapons.

BOTTOM LINER





THE ORDER OF NISHROCH

The pods are the first sign of the Apocalypse for the true believers of the word of Nishroch. The mysterious Thresholds bear a striking resemblance to the mystical symbol for which the Order of Nishroch has been waiting. They believe that when they gather the pods and activate all the Thresholds their age-old destiny will be fulfilled.

DRIVING OHM

Supreme knowledge has guided the order to create this dark force. It's spinning motion keeps the enemy guessing and lets you make tight, fast turns.

SPECIAL WEAPON: MYSTICAL ARC

Ohm emits a mystical arc of power that fires wild electrical rays. The rapid fire lasts as long as the special weapon button is held.



OHM



JACK "LOCK JAW" KEON

Jack Keon, the treasure hunter, believes the energy pods to be the holy grail of priceless treasures. Keon plans on adding his finds to his own private collection, that is until the right bidder comes along.

DRIVING LOCK JAW

Gutsy drivers out for blood will like Lock Jaw's quick acceleration and speed. Lock Jaw catches the enemy by surprise, snags their pods and throws the adversary to their death.

SPECIAL WEAPON: JAWS OF DEATH

Lock Jaw's special weapon clinches an opponent, shakes them and hurls them toward Critical Depth.



LOCK JAW



JOE SKULLION

Competition and the search for ultimate peace have brought Joe Skullion to Critical Depth. This part-time professional surfer/mountain biker/snowboarder and full-time student of natural healing and spiritual peace hopes to use the pods to unlock a door to an astral plane never experienced before.

DRIVING THE DEATH SLED

Weapons skim past your body when you drive the Death Sled. Why would you be insane enough to fight without armor? Performance and handling make the Death Sled the wildest sub in the sea.

SPECIAL WEAPON: PSYCHO DISC

This wildly gyrating, luminous disc sends the enemy spinning out of control. Bad trip, dude!

THE DEATH SLED



THE FRENCH OCEANOGRAPHERS

These french scientists have lived in the shadow of their more prestigious peers for too long. They hope to claim the discovery of the Thresholds and finally win the respect of the global scientific community.

DRIVING LA GRIFFE

The energy vortex of La Griffe brings fear to the hearts of every fighter at Critical Depth. There's no escape when La Griffe decides to demolish an enemy with it's lethal power.

SPECIAL WEAPON: DEATH GRIP

Spinning claws create an energy vortex, sucking the nearest enemy into the mechanical arms which crush the sub and throw the enemy to their death.

LA GRIFFE



PROTECT YOURSELF

Check out these sub statistics to find out how to protect yourself and prey on the weakness of your enemies.

SPEED RATING

X= Slow

XX= Low Intermediate

XXX= Intermediate

XXXX= High Intermediate

XXXXX= Warp Drive

ARMOR RATING












X=You will feel pain

XX= Slight Armor

XXX= Medium Armor

XXXX= High Armor

XXXXX= Extreme Armor

	<u>ARMOR</u>	<u>SPECIAL WEAPON</u>	<u>SPEED</u>
 Joe Skullion	X	Psycho Disc	XXXX
 C.I.A.	XX	Plasma Disrupter	XXXXX
 Dr. A. Pocalypse	XX	Harpoon Grapple	XXXXX
 Earth Hope	XX	D.O.L.P.H.I.N.	XXX
 Captain Cutlass	XXXX	Cannon Balls	X
 Mordrid Corporation	XXX	C.A.S.H.	XXX
 French Oceanographers	XX	Death Grip	XX
 Professor Armstrong	XX	Flame Shooter	XXXX
 V.L.O.	XXXX	Fragmentor	XX
 Jack "Lock Jaw" Keon	XXX	Jaws of Death	XXXX
 Soviet Die-Hards	XXXXX	The Rammer	X
 Order of Nishroch	XXX	Mystical Arc	XXXX

WEAPONS



SLOW POKE

Watch the enemy's power bar deplete when they try to protect themselves from the Slow Poke.



PIRANHA SWARM

Several deadly mechanical piranhas swarm the target ripping the enemy apart on contact.



LINE OF SIGHT TORPEDO (DEFAULT)

Get your enemy in your target points and fire away.



REMOTE CHARGE

Good for ambushes, plant this weapon and then press the fire button to detonate.



MAGNETIC SUCKER

The magnetic field pulls the enemy towards the bomb, detonating on contact.



NEATO TORPEDO

Homing qualities make this a deadlier version of the Line of Sight torpedo.



REMOTE PILOT TORPEDO

Leave your sub behind as you guide this torpedo to your target.



SHAKER WEAPON

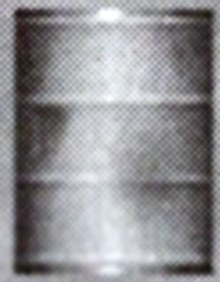
Check the enemy list to see who has the most pods, then attack with the Shaker to steal their loot.

SHIELD



This force field protects you from damage when you activate the shield.

POWER ATTACKS



DEPTH CHARGE

Key Combo: Hold R2 and press Left, Right, Up. Drop this heavy charge on enemies below you.



SURFACE MINE

Key Combo: Hold R2 and press Left, Right, Down. Fire this weapon to hit enemies above your sub.



MINE FIELD

Key Combo: Hold R2 and press Right, Left, Down. The enemy can't avoid this spiky mine.



STUN CHARGE

Key Combo: Hold R2 and press Right, Left, Up. Stun the enemy and watch them drift towards Critical Depth.



HEALTH



After a good fight it's time to replenish your health with a floating health bubble.

THE PODS



Grab all five energy pods to activate the Thresholds and master Critical Depth. Use Shaker weapons or ram enemy subs to steal pods.

BATTLEGROUND

These underwater environments have guarded the secret of the Thresholds for centuries. Watch out or they may take your secrets to the grave as well.

THE BAJA

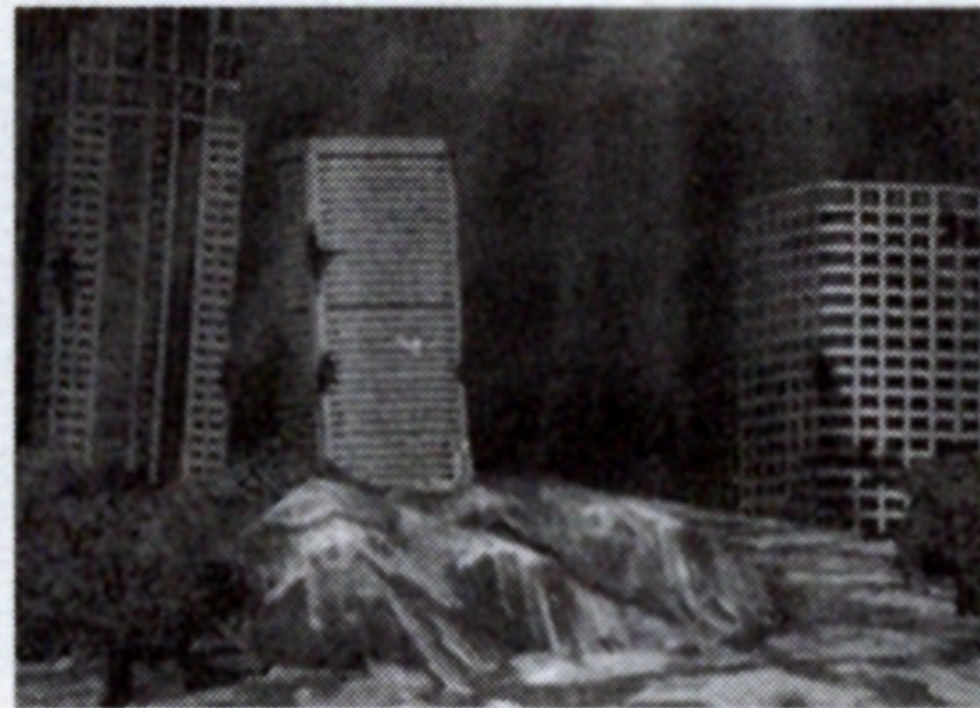


The temperature is the only thing that's mild around here. The crystal clear water off the coast of Mexico has become a blood bath, so fire away and save the margaritas for later.

THE RED SEA



THE PACIFIC RIM



Lure your enemy into the ancient temple buried in this lush tropical paradise for a quick and fast attack or snag a prime spot on top of these towering rocky cliffs, then drop a Depth Charge on an unsuspecting foe.

THE BERMUDA TRIANGLE



Drive by shootings and bombings are typical big city fare in this sunken city forced into the ocean after a major earthquake a few years ago. Blow out the windows of these moss covered buildings and do some major looting.

VENGANZA



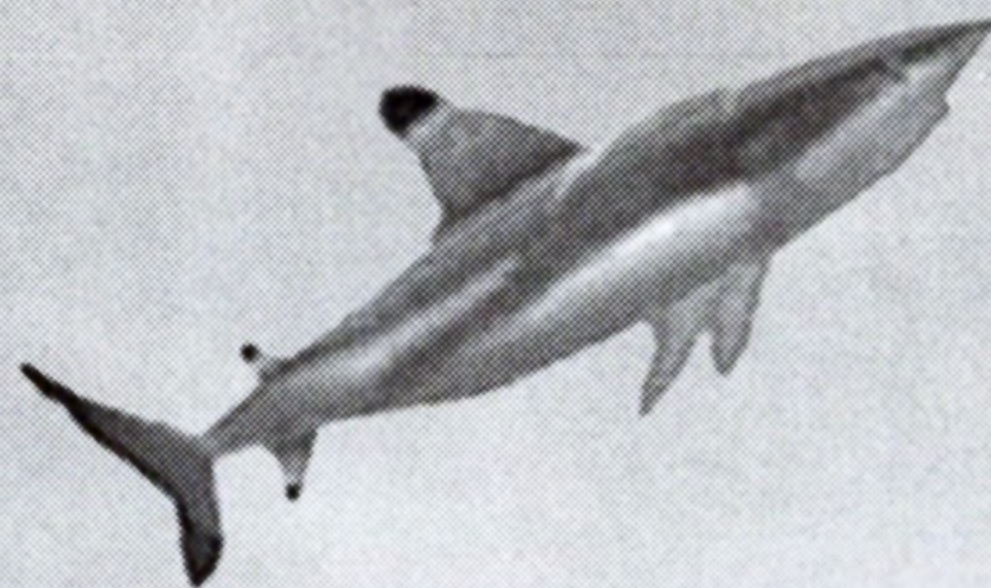
Pray that you'll come back from the dead when you dive into the Bermuda Triangle. Drop a Remote Charge into the wrecked hulls of abandoned vessels to discover the secrets of sailors lost at sea.

Underwater abandoned mining tunnels and a barnacle encrusted offshore oil rig hide the treasures of this war-torn island. Hide in the mines and do a little blasting of your own with the Slow Poke.

THE INDIAN OCEAN



This puzzling maze of tunnels at the depths of the Indian Ocean is perfect for sneak attacks. Use your Remote Pilot Torpedo to attack enemies in nearby tunnels or plant a Magnetic Sucker outside a tunnel entrance and catch the enemy by surprise.

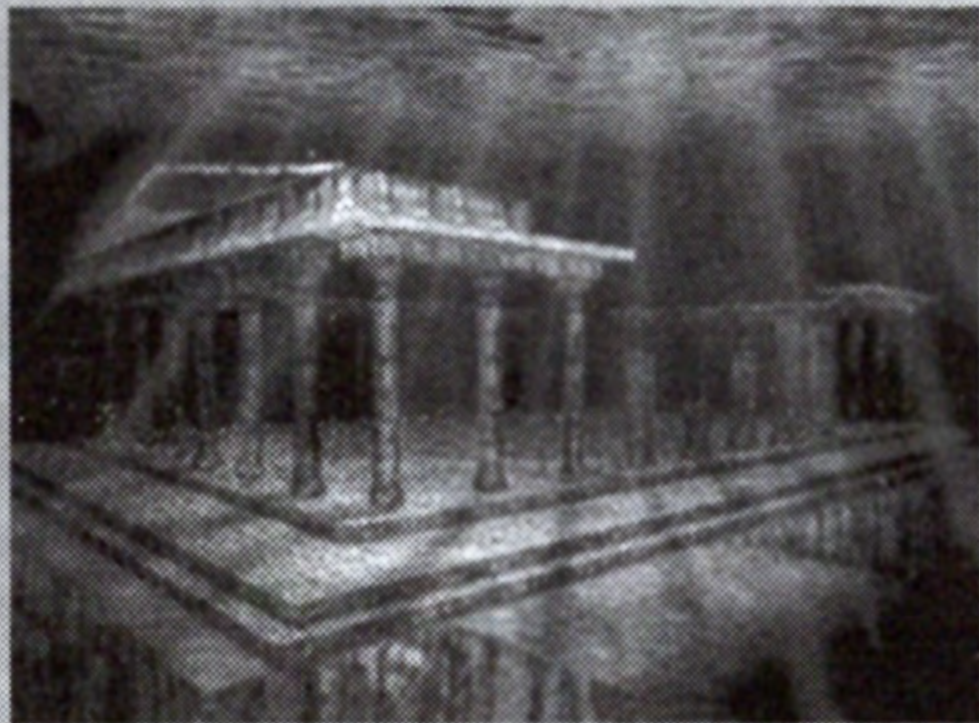


THE CORAL SEA



Fighting gets wild in these Australian waters. Be prepared for the worst as you slide into each of these seven shallow pools, the enclosed nature of this environment means battles will be intense.

THE MEDITERRANEAN SEA



This ancient civilization of Corinthian columns and Greek statues camouflages the grotesque alien Threshold in this lost world. Locate your enemy in this open environment and send some Mechanical Piranhas in for the kill.

THE ARCTIC



The secret world of Dr. Adam Pocalypse lies within these jagged masses of ice and rock. Find his lair and discover the secrets of the Arctic. Trap your rival above you in the ice pack and toss a Surface Mine to watch their blood go cold as they drift towards Critical Depth.

THE TRANSMITTER



At the depths of the Atlantic ocean lies a strange dome-shaped structure that harbors an eerie, abandoned city, clearly not the work of human hands. If you survive this level the secret of the Thresholds is yours.

CREDITS

Producer: Randy Zorko

Lead Software Development: Steve Poulson

Lead 3D Graphics Designer: Ken Carlson

Director of Music and Sound: Sandi Geary

Art Director: Kellan Hatch

Director of Product Marketing: Heh-Kyu Sincock

Game Software Development: Nate Pendleton, Brad Edwards, Steve Willis

3D Graphics Designers: Suzanne Malloy, Karl Loveridge, Chad Liddell, Jonathan Hale, Deanna Lorenz

3D Graphics Tools: Russ Almond

3D Graphics Innovations: Bob Dawson, Pierre Dufresne

Sound Design: Mark Kartchner

Audio Programmers: Scott Turner, Kevin Steele

Video Editor: Ken Teutsch

Test Lead: Stephen Knopf

Testers: Thomas Zuccotti, Mike Snow, Mara'D Smith, Dan Silver, Jon Marquette, Tyler Pendleton, Randy Jones

Manual Design and Documentation: Sandi Beckstead

Concept Artist: Robert Gonzales

Game Design: Kellan Hatch, Peter Anthony Chiodo, Adam Peterson, Troy Leavitt, Michael Jackson

Game Shell Design: Peter Anthony Chiodo and Todd Downer, Brent Watts, Richard Watts, Mike Meyers, Tony Jones, and Darren Peterson of AXIOM Design

Transition Stories: Troy Leavitt

Network Manager: Bryan Brown

Assistant Network Manager: Rex Funk

Production Assistant: Ginger Silver

Music Producer: Chuck E. Myers of Big Ideas Music Productions, Inc.

Music Composers: Benjamin Carson, Tom Hopkins, Chuck E. Myers, Tino Saiki, Sandi Geary

Character Artist: Mike Dringenberg

Computer Animation: Benjamin Harrison, Matthew Harrison, Bob Lee, Tyler Williams, Steve Argyle, and Brit Thurgood of Argonaut 3D Graphics, Inc.

Voice Talent: Robyn Wright, Jeff Bordner

Special Thanks To: Scott Campbell, Mary Steer

END-USER LICENSE AGREEMENT

Please read carefully. By using this software, you are agreeing to be bound by the terms of this license. If you do not agree to these terms, promptly return the product in its packaging to the place where you obtained it.

1. **License.** The software accompanying this license (the "Software") and the related documentation are licensed to you by us and are subject to this license. If the Software is configured for loading onto a hard drive, you may load the Software only onto the hard drive of a single computer and run the Software off only that hard drive. You may not delete the copyright notices or any other proprietary legends on the original copy of the Software. You may transfer all rights we grant to you in this license to someone else as long as he or she reads and agrees to accept this license.
2. **Restrictions.** The Software contains copyrighted material, trade secrets and other proprietary material. You may not decompile, modify reverse engineer, disassemble or otherwise reproduce the Software except as expressly allowed by us. You may not rent, lease, sublicense or distribute the Software. You may not electronically transmit the Software from one computer to another or over a network.
3. **Termination.** This License is effective until terminated. You may terminate this License at any time by destroying the Software and related documentation. This License will terminate immediately without notice from us if you fail to comply with any provision of this license. Upon termination, you must destroy the Software and related documentation.
4. **Disclaimer of Warranty on Software.** You are aware and agree that use of the Software and the media on which it is recorded is at your sole risk. The Software related documentation and the media are provided "AS IS." Unless otherwise provided by applicable law, GTIS warrants to the original purchaser of this product that the Software storage medium will be free from defects in material and workmanship under normal use for ninety (90) days from the date of purchase. This warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. WE EXPRESSLY DISCLAIM ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. WE DO NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY US OR ANY OF OUR AUTHORIZED REPRESENTATIVES SHALL CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS WARRANTY. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS MAY NOT APPLY TO YOU.
5. **Limitation of Liability.** UNDER NO CIRCUMSTANCES, INCLUDING NEGLIGENCE, SHALL WE BE LIABLE FOR ANY INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES THAT RESULT FROM THE USE OR INABILITY TO USE THE SOFTWARE OR RELATED DOCUMENTATION, EVEN IF WE HAVE BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. In no event shall our total liability to you for all damages, losses, and causes of action (whether in contract, tort or otherwise) exceed the amount paid by you for the Software.
6. **Controlling Law and Severability.** This license shall be governed by and construed in accordance with the laws of the State of New York, USA. If any provision of this license is unenforceable, the rest of it shall remain in effect.
7. **Complete Agreement.** This license constitutes the entire agreement between the parties with respect to the use of the Software and the related documentation.

All Rights Reserved.

Critical Depth

Technical Support (U.S. & Canada)

Assistance Via World Wide Web

Get up-to-the-minute technical information at the GT Interactive Software web-site, at <http://www.gtisonline.com>, twenty-four hours a day, seven days a week. Through this site you'll have access to our FAQ documents, (Frequently Asked Questions) which contain our latest product information. You'll have access to our Hints/Cheat Codes area where you can pick up some tips if they're available, an e-mail area where you can leave us your tech support problems and questions, and other areas where you can get valuable information on GT Interactive Software products.

Help Via Telephone In The United States & Canada

For phone assistance, call GT Interactive Software's Tech Support at 1-970-522-1797. We have an Interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. This console-based product will have automated support ONLY at this phone number, which will include information from our FAQ documents such as gameplay tips, information on Control Keys, possible cheat code combination keys, instructions for finding secret screens and/or additional game levels if these type items exist and are made available for this particular product.

If you encounter what may be determined to be a defective product medium issue such as your game freezing at the beginning or during gameplay, no display, etc., information will also be included on the automated system regarding your product return and replacement options. These are described further below.

Product Return Procedures In The United States & Canada

If you encounter what may be determined to be a defective product medium issue such as those mentioned above, you must call GT Interactive Software's Customer Services number at (1-888-229-0569). We are available Monday through Friday, 8:00 AM until 5:00 PM (PST).

If our technicians cannot pick up your call directly, please leave your complete name and phone number clearly so that we can call you back promptly. No other support services will be available through this number.

In the event our technicians at (1-888-229-0569) determine that you will need to forward materials directly to us, they will issue you a Return Merchandise Authorization Number. Make sure you include the Return Merchandise Authorization Number supplied you by the technician along with your full name, address and your telephone number within your return in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

GT Interactive Software Corp.
Attn: Customer Service
Canyon Park Business Center
Building D 2nd Floor
22027 17th Ave. SE
Bothell, WA

Warranty Policy In The United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), GTIS will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, GTIS will replace the product storage medium for a nominal fee.

Other

Please do not make unauthorized copies. The program you've purchased was produced through the efforts of many people who earn their livelihood from its lawful use. Don't make copies for others who have not paid for the right to use it. To report copyright violations to the Software Publishers Association, call 1-800-388-PIR8 or write:

Software Publishers Association
1101 Connecticut Ave., Suite 901
NW Washington, DC 20036

This program is protected by United States federal and international copyright laws.

He's coming
to get some on
the PlayStation™
game console!



**BIG WEAPONS AND
BIGGER BOSSES FOR A
FUN FILLED FRAGFEST.**



**ALL DUKE'S HUMOR
AND ATTITUDE
COMPLETELY INTACT.**

DUKE NUKEM TOTAL MELTDOWN



Duke Nukem: Total Meltdown™ ©1997 3D Realms Entertainment. Published and distributed by GT Interactive Software Corp. GT is a trademark and the GT logo is a registered trademark of GT Interactive Software Corp. All other trademarks are the property of their respective companies. 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.

GT Distributed by
**GT Interactive
Software**
www.gtinteractive.com