



NTSC U/C

PlayStation™

KIDS TO ADULTS



CONTENT RATED BY ESRB

SLUS-00232  
71130



# PANDEMONIUM!

TM





## **WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE:**

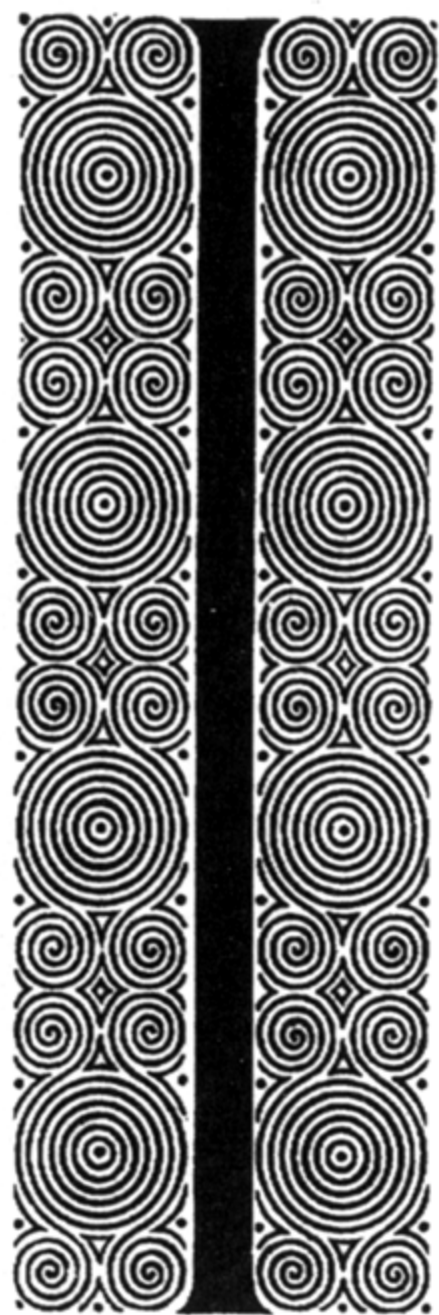
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic 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 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.



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For more PANDEMONIUM™ game hints,  
call 1-900-737-4SOS (4767)

\$0.85/minute - 18+ - Touch Tone Only

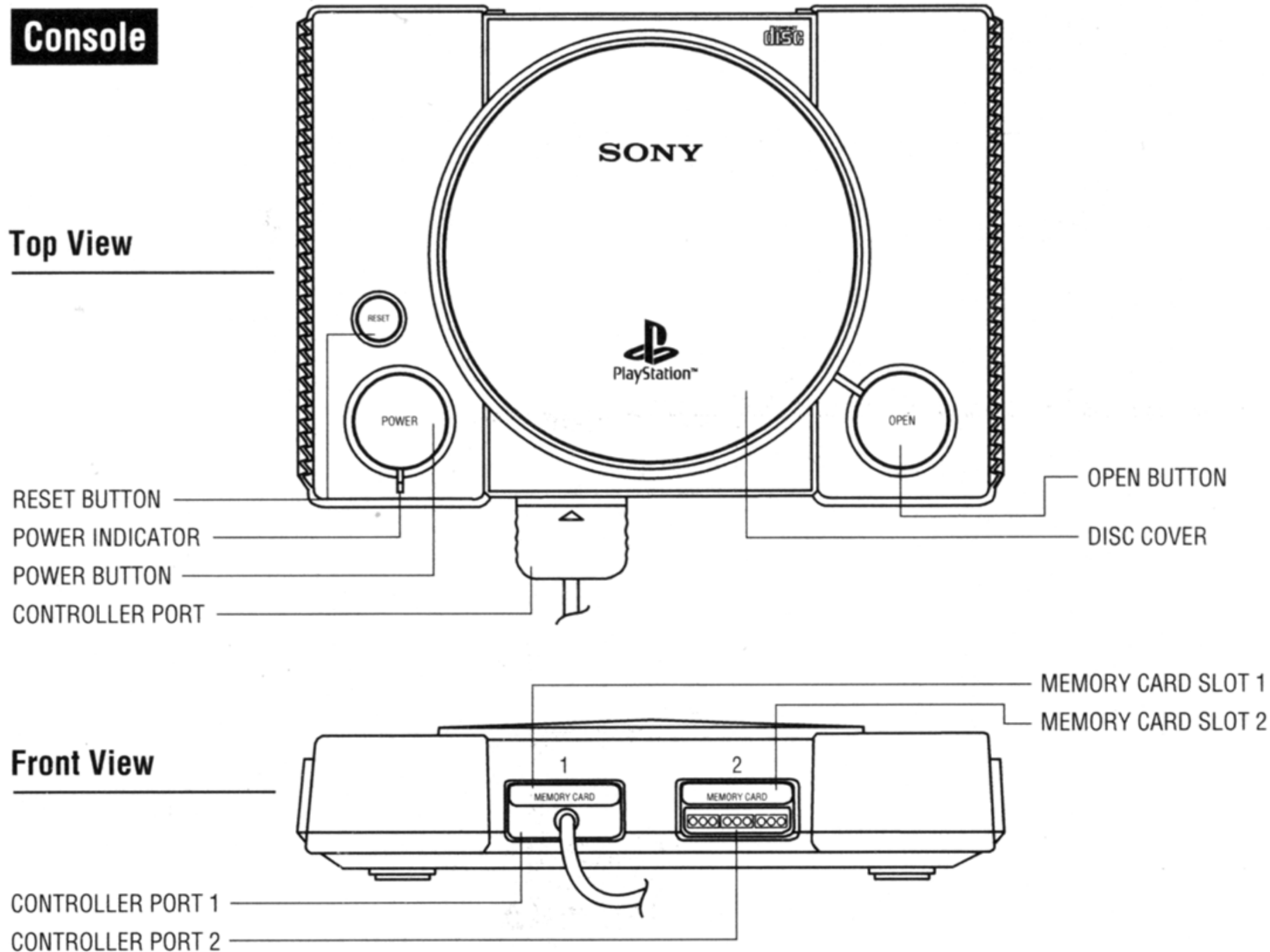
Presented by Crystal Dynamics of Menlo Park, California

For tech support or warranty information, call 1-415-473-3434

Visit Our New Web Site: <http://www.crystald.com>



# SETTING UP

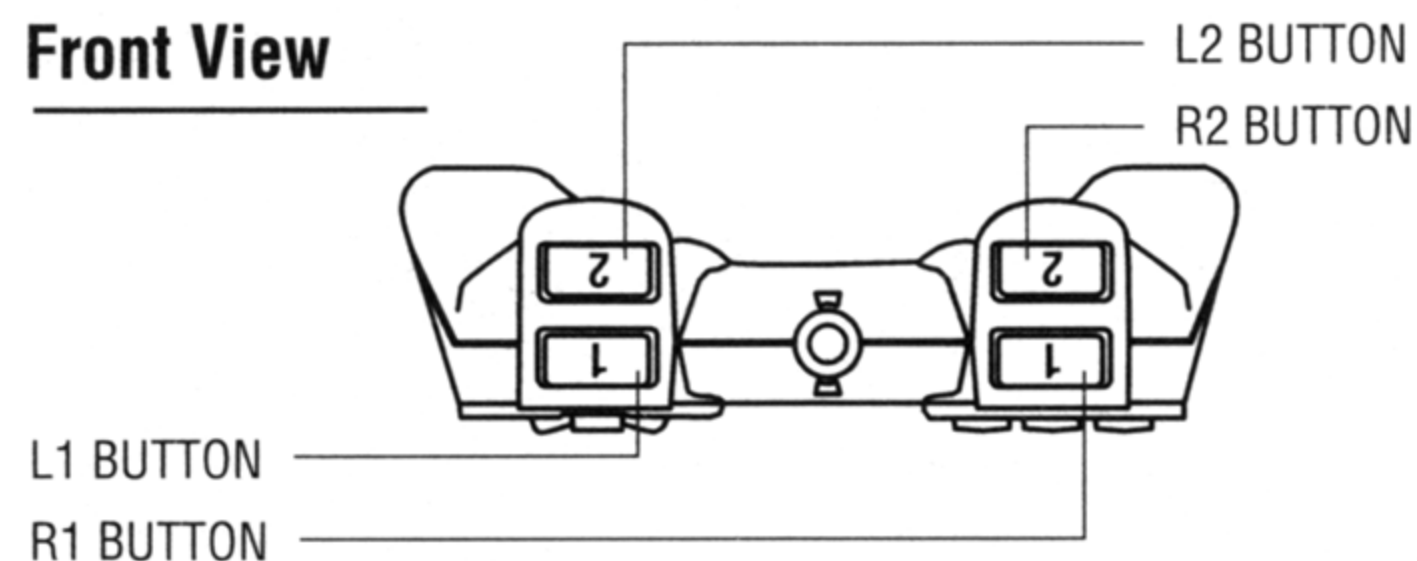


1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual.
2. Make sure the power is off before inserting or removing a compact disc.
3. Insert the *PANDEMONIUM* disc and close the CD door.
4. Insert game controllers and turn on the PlayStation™ game console.
5.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

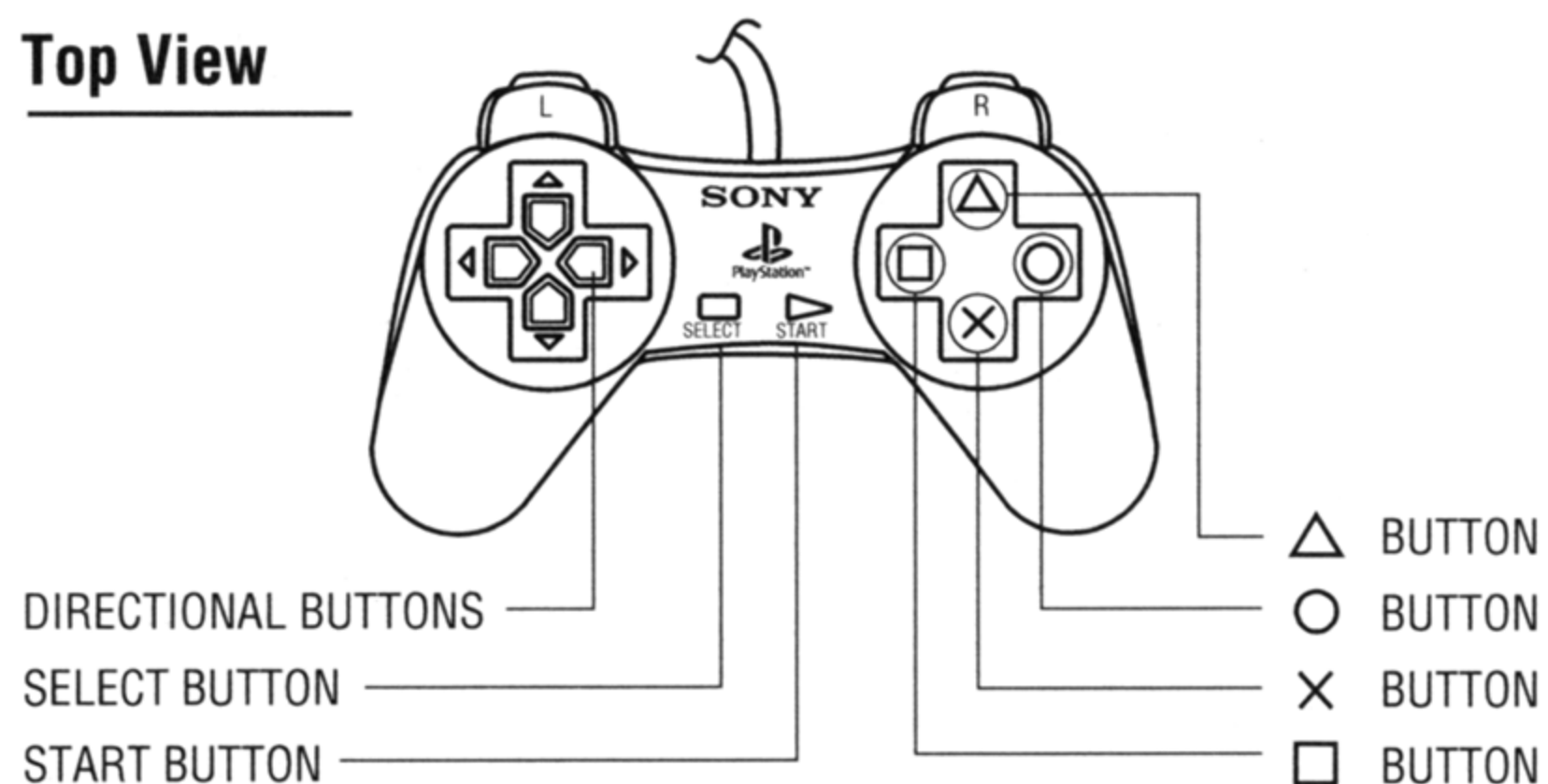


# CONTROLLER

**Front View**



**Top View**



## DEFAULT CONTROLS

<b>Start</b> .....	Pause/resume game.
<b>Select</b> .....	When on Map, displays current password. When paused, quits game.
<hr/>	
<b>Directional buttons</b> .....	Select menu items.
<b>Directional buttons LEFT/RIGHT</b> ...	Run to the LEFT/RIGHT.
<b>Directional button UP</b> .....	Fly as the Dragon.
<b>Directional button DOWN</b> .....	Duck. Dive as the Dragon. Pull back into shell as the Turtle to avoid damage.
<hr/>	
<b>×</b> .....	Start game from the Map. Jump. (Use with <b>Directional buttons</b> to jump LEFT/RIGHT.) Hold while jumping on enemies for more height. Tap twice to double-jump as Nikki.
<b>■</b> .....	Fire weapon.
<b>●</b> .....	Special actions. Tumble as Fargus.
<b>▲</b> .....	Exit from submenus back to menus. Select Fargus or Nikki on the Mystic Map.

Note – Use the CONTROLS option (pg. 5) to remap the default controls.



# MAIN MENU

1. At the Main Menu, highlight your selection and confirm by pressing **X** or **Start**.



## ITEM

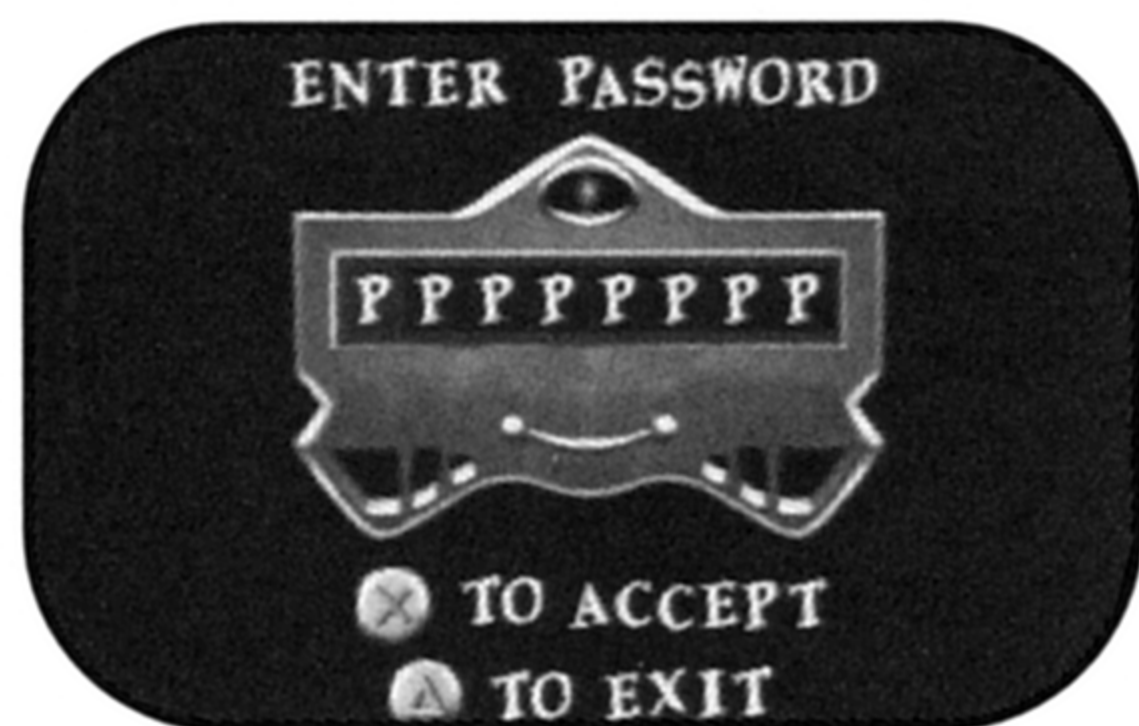
## USE

### NEW GAME

Start a new game from the first Mystic Map level.

### PASSWORD

Use a password earned in a previous game to resume the game at a later level. On the Password screen, use the **Directional buttons** to enter the password (UP/DOWN to change a symbol; LEFT/RIGHT to move the entry point). Confirm by pressing **X** or **Start**. If the password you entered is invalid, try again or quit to the Main Menu by pressing **▲**.



**NOTE** – To see your current password on the Mystic Map press **Select**. Write down the password (or memorize it if you're a wizard) and use it to play your game later.



**ITEM****USE****OPTIONS**

Display the OPTIONS menu to adjust game preferences. Press Up/Down to highlight option desired.

- **SOUND FX/MUSIC:** Adjust by pressing the **Directional buttons** LEFT/RIGHT.
- **CONTROLS:** Remap the Jump, Fire and Special controls by pressing the **Directional buttons** LEFT/RIGHT.





# STARTING A GAME

## FARGUS & NIKKI

You can choose your character at the beginning of a game and before each level. If you're having trouble clearing a level with one character, give the other one a try.



### FARGUS, THE JUKIN' JESTER

His whirlin' tumbles mow down monsters without taking hits.

### NIKKI, ACROBAT XTREME

Her high-flyin' double-jumps glide over trouble and soar to hidden or hard-to-reach platforms and pick-ups.



## MYSTIC MAP

You start games from the Mystic Map.

1. Press ▲ to choose Fargus or Nikki as your guide. (You can switch characters before every level.)





2. Move your character to the red spot on the first island (in new games), or to the red spot on any available island (in Password games).
3. Press **X** to begin.
4. When a level ends, you'll return to the Mystic Map. If you finished the latest level, the next level becomes available. If you didn't complete the latest level, you can try it again or replay an earlier level.

## PAUSING A GAME

### To Take a Brief Break:

1. During play, press **Start** to pause the game.
2. Press **Start** again to resume play.



### TO QUIT GAME:

1. On the Mystic Map, press **Start** to pause.
2. Press **Select**.
3. Highlight QUIT and press **X** to quit game or highlight CONTINUE and press **X** to return to game.



# HOW IT ALL STARTED . . .

Fargus the off-center jester and his demented stick-puppet partner Sid spent their lives hand in glove, though not always of one mind. They had grown up together in a large family of jesters and were living proof that cousins shouldn't marry. Mostly, Fargus and Sid traveled from faire to festival, embarrassing people here, there and everywhere. Their act was getting as stale as the fruit bowl and eggs that bombarded them during every performance. Their show was not so much an act as a bombing pattern. Now on their second swing through Lyr, they were starting to get a little leery of the well-armed crowds itching for target practice. Fargus and Sid needed a boost.

Just then, from down the alley, a town crier came by:

*"Come one, come all to W.I.T.S.: the Wizards In Training Seminar! Tonight only at the Lancelot Castle and Bingo Pavilion. Taught by the one and only Tony Vu, the Worldly One, the man who had nothing and now has everything. He'll show you how to become a 10th level Wizard with absolutely NO MONEY DOWN. He'll teach you the wonders of Disappearing, Turning Into Things, Spellcasting 101, Fun With Fire and Pyrotechnics. Free wizard's cap with every admission!"*

Fargus and Sid looked at each other, both staring deep into space. A new career, the chance to play with fire, and they could finally ditch their goofy hats! As one, they cut a beeline for Lancelot Castle.

## MEANWHILE IN ANOTHER PART OF THE VILLAGE . . .

Nikki, the youngest member of the Flying Fleugel Family, was daydreaming on the highwire. For her, carnival life was dull, dull, dull. Besides, her best friends were Brenda the Alligator Lady and Fritz the World's Smallest Cow! Nikki was nobody's fool. A talented acrobat with hair-trigger reflexes, she felt there had to be more to life than gripping a balance beam. More than anything else, Nikki dreamed of being a wizard. It was this daydreaming that finally got Nikki into trouble. She forgot to feed the lions and almost cost

The Great Zeigfreed an arm. "I gotta get out of here," she thought. "I'm tired of performing with geeks and freaks. I'm running away to become a wizard!"



## DOWN AT LANCELOT CASTLE & BINGO PAVILION . . .

Nikki, Fargus and Sid weaved their way to the very back of the overflow crowd awaiting The Worldly One himself. Bumping annoyingly into each other, the three decided they might as well exchange greetings. “Hi, I’m Fargus. What’s your sign?” Sid coughed out, “Hubba hubba.” Nikki returned the compliment: “Nice hats, fellas!”

Suddenly The Worldly One made a splashy entrance, appearing through a flume of smoke as a snake, a buffalo and a llama, and finally letting off his opening joke in a thick accent. “Excuse me, I’ve been going through a lot of changes lately!”

From there it went downhill fast. Vu droned on and on with a disconnected monologue while Fargus dropped off with a snore, Sid made spitballs and Nikki practiced backflips accidentally kicking several patrons in the back of the head. Finally, Vu waved a mossy-looking volume at the crowd, and hollered: “When we reconvene, I’m gonna tell you about the most important and powerful book in the universe. There’s donuts and mead in the lobby.” Then he broke for the john.

“C’mon guys, let’s follow him,” Nikki hissed, eyes alight with mischief. The three hustled down the hallway after Vu. As they drew closer, they noticed that their host had evidently been hitting the mead himself. As the Worldly One tripped over a carpet wrinkle, the ancient book slipped out of his wizard’s backpack.

Nikki quickly leaped and grabbed the thick tome before it hit the ground. The book was titled *Ancient Wizards Spellbook* and underneath: *Must be fully trained and licensed to use.* And in very small print at the bottom: *May result in danger and death.*

Just what they hoped for! The three hung a sharp left, rushed up a staircase and stood on a high balcony with power in hand and *PANDEMONIUM* awaiting!



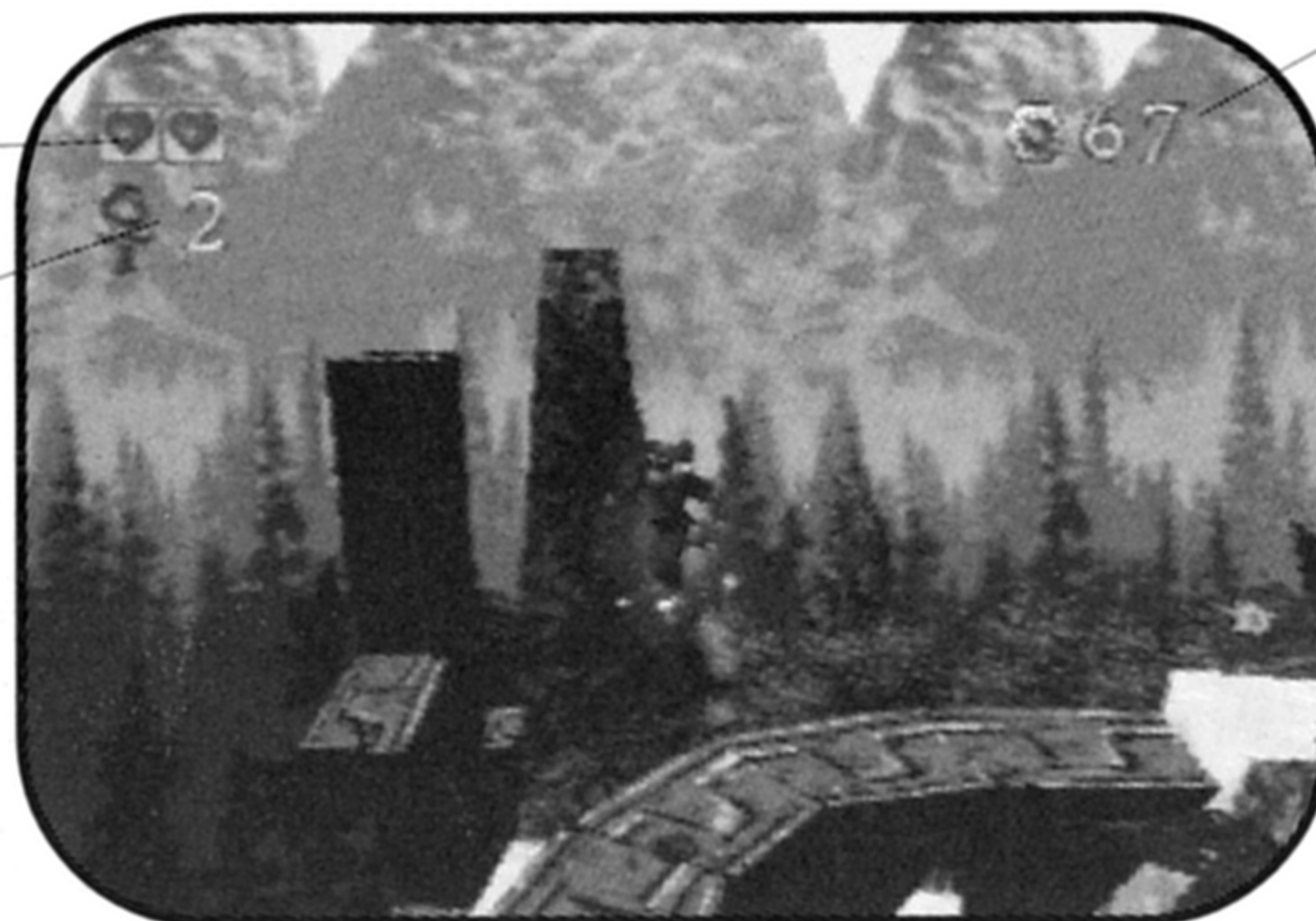


# SCREEN DISPLAYS

Hearts

Lives  
(Ankhs)

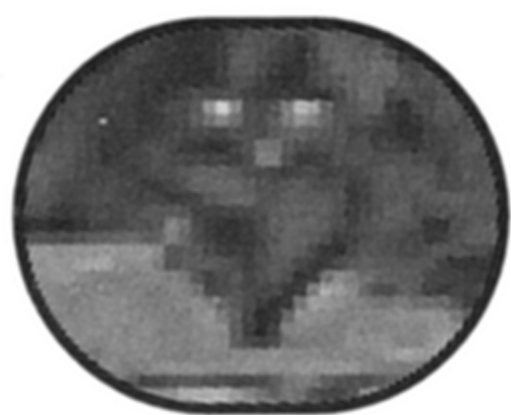
Coins



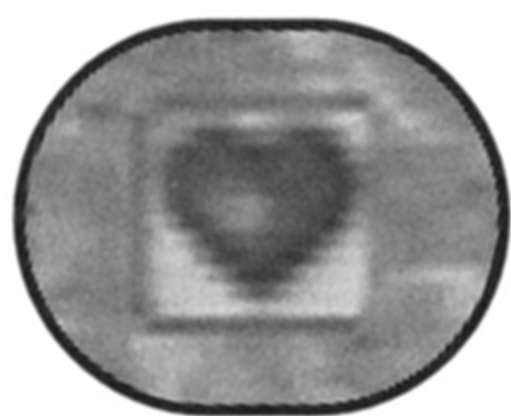
## HEARTS

Hearts display your hit tolerance. Each Heart is 1 hit point, and Hearts disappear each time you take a hit from an enemy.

Restore hit points by collecting Heart pick-ups. Lose all your Hearts, and you will lose one Life.



**Hearts** restore 1 hit point each.



**Gold-Rimmed Hearts** add Heart positions. You can have up to 7 Hearts (hit points) at the top of the screen.

## LIVES (ANKHS)

Lives show the number of chances you have to conquer the level. Lose one Life, and you must replay part or all of the level (depending on whether or not you passed a Checkpoint). Lose all your Lives, and it's Game Over. Try again from the Main Menu!



Collect **Ankh** pick-ups to add Lives and increase your chances of winning.



## COINS

Collect 300 Coins to gain an extra Life.

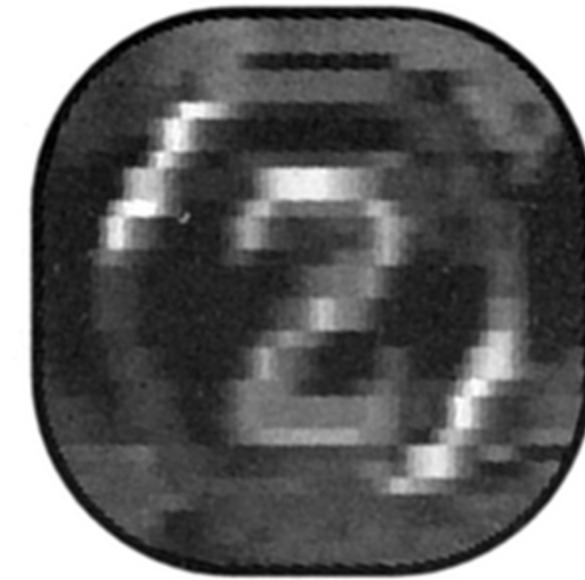


**Green Coins** are valued at 1.

**Red Coins** add 5 to the number.

**Purple Coins** are worth 25.

**Double Treasure Timer** doubles the value of any Coins you collect in the next 10 seconds.



## COIN BONUS

Picking up all (or almost all) of the Coins in a level earns you entry into one of the Bonus Rounds!

- Collect 80% of the Coins and find out how fast you are!
- Collect 95% of the Coins and get ready to bounce, flip and tilt!

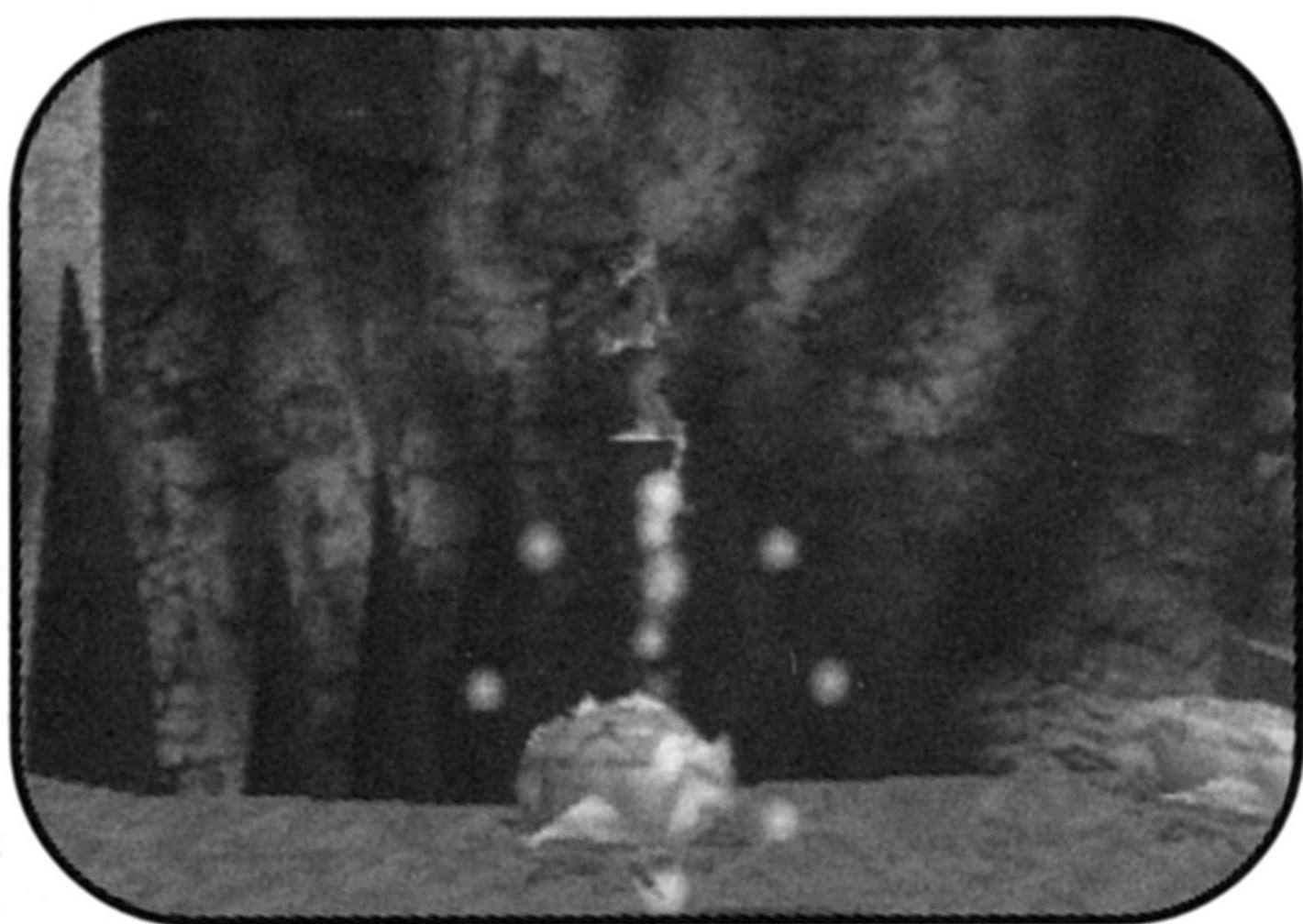
## CHECKPOINT

Each Checkpoint is unique looking, but they all have one thing in common: once you pass them, you can't go backward in the level. Checkpoints are level markers. If you lose a Life, you'll restart the level from the last Checkpoint you passed. (If you replay the level from the Mystic Map, though, you'll start at the beginning.)





# SPECIAL MOVES



## **BOUNCE**

When jumping, use the **Directional buttons** to aim your character's landing. Make direct hit(s) on enemies to dispose of them.

**Hint:** Hold down the X button while bouncing on enemies and trampoline objects to “grab some air” and reach higher areas.



## **FARGUS' TUMBLE**

As Fargus, press ● button to tumble, mowing down enemies without taking damage. Use the **Directional buttons** to tumble to the left and right.

## **NIKKI'S DOUBLE JUMP**

As Nikki, tap the X button once to jump, then tap the button again when you are at the top of your jump to perform an acrobatic double-jump and somersault. Great for grabbing hard-to-reach items and soaring past danger.



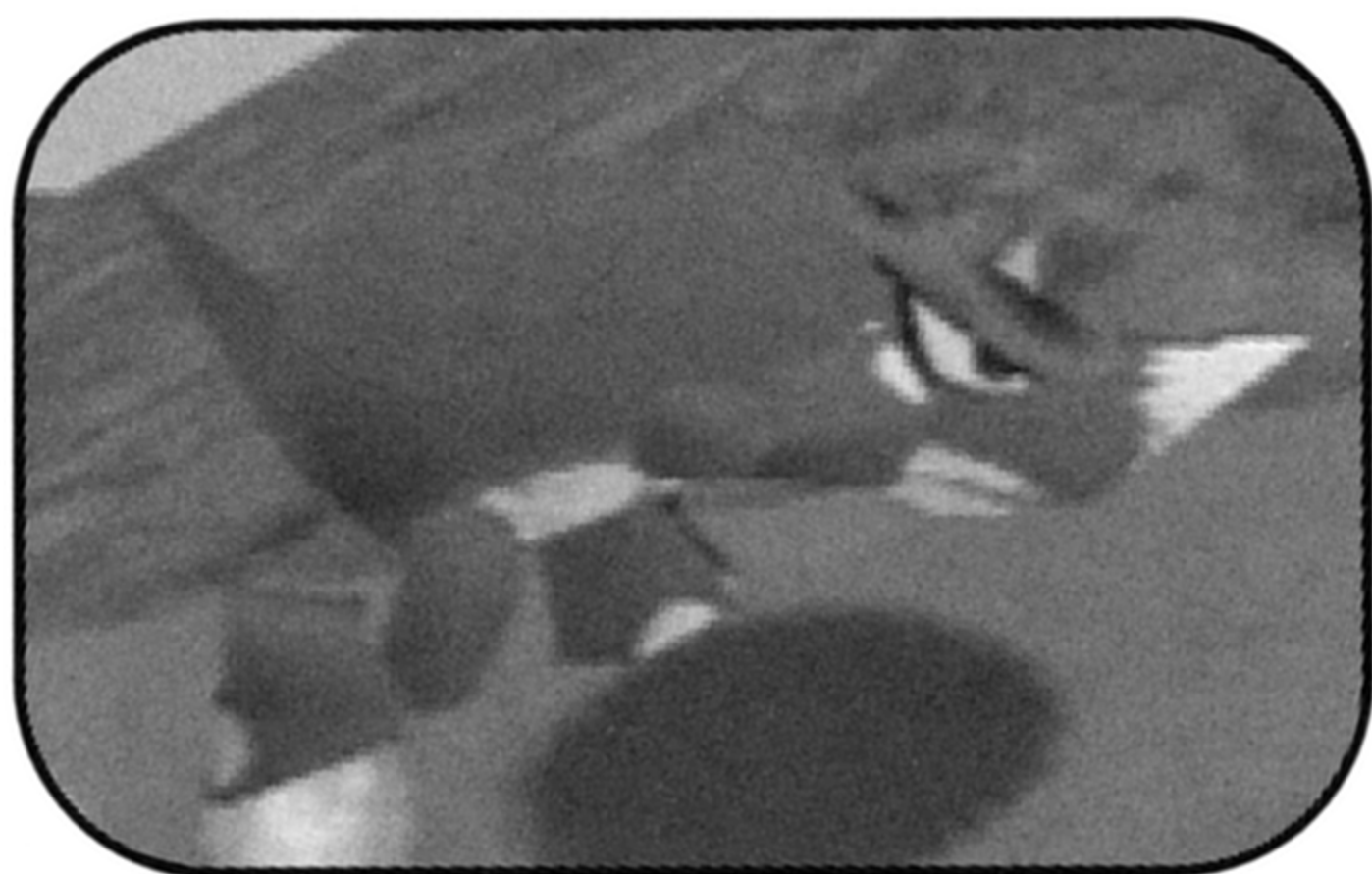


# SHAPECHANGING

Run through special gates and you could find yourself magically changed!

## **DRAGON!**

You're the "air apparent." Press the **Directional button UP** to fly and **DOWN** to dive. NOTE: Dragon is an expert at breathing fire!



## **RHINO!**

Charge through enemies and obstacles, wrecking wreckage without taking hits. You've gotta be running to avoid damage; a rhino standing still is a sitting duck.

## **FROG!**

Jump super high as an agile amphibian.



## **TURTLE!**

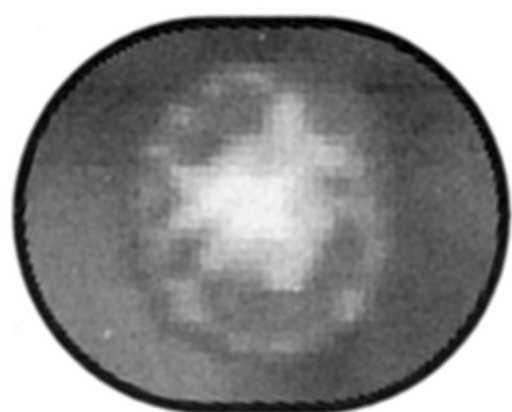
Press the **Directional button DOWN** and it's "no trespassing" while you're holed up in your shell and invulnerable.



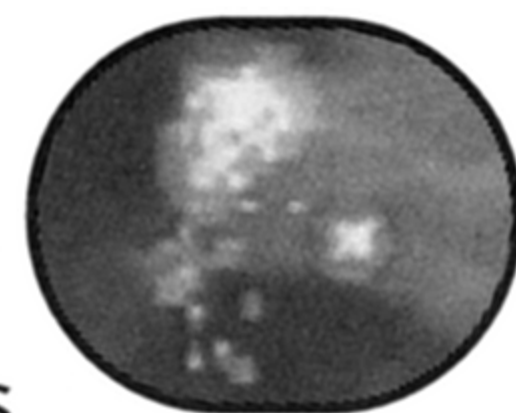


# WEAPONS & POWER-UPS

Special pick-ups arm you with firepower, great for destroying monsters before they reach you. Weapons last until you pick up another one or take a hit.

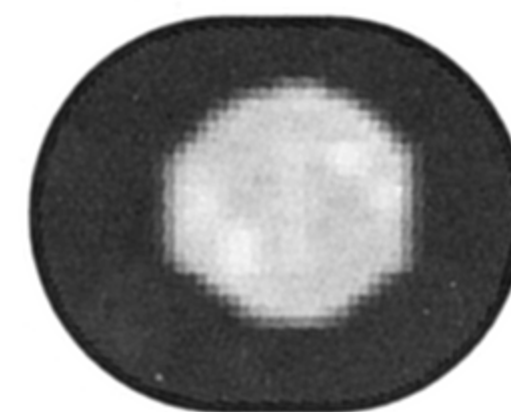


The **fireball** packs a pyrotechnic wallop. The weapon icon disappears once you pick it up.



The **phoenix fireball** regenerates itself. Its effect is the same as the fireball's, but if you lose the power, you can return and collect the weapon icon again an unlimited number of times.

The **shrink ray** temporarily reduces monsters to pipsqueaks so you can squash 'em. Better be fast – they grow back!

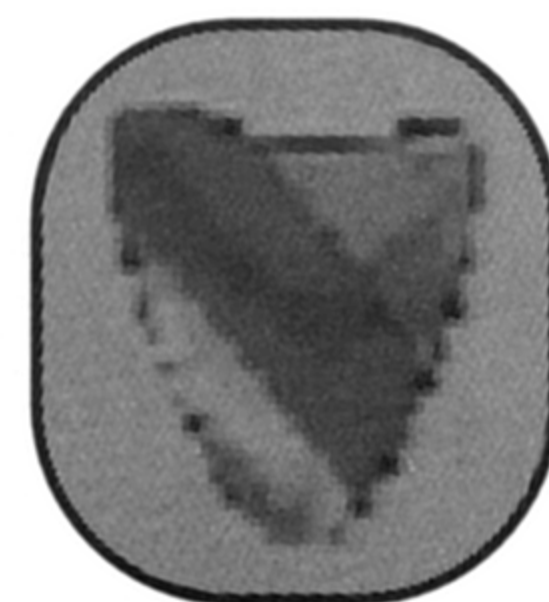


The **freeze ray** paralyzes enemies, turning them into easy targets. When they thaw out, watch out!



**Keys** open the way to locked or closed-off areas. Sometimes you'll see the effect immediately; other times you'll have to find it.

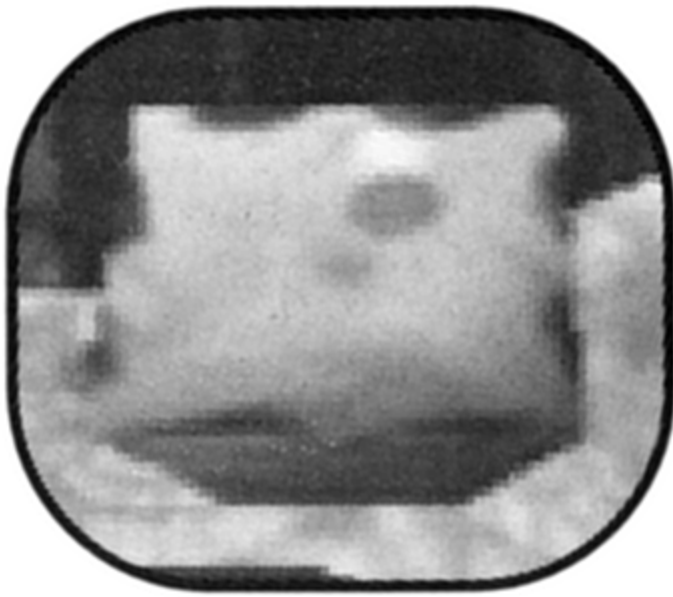
The **shield** makes you impervious to damage. Your character becomes anodized while the power lasts (10 seconds).





# DEVICES

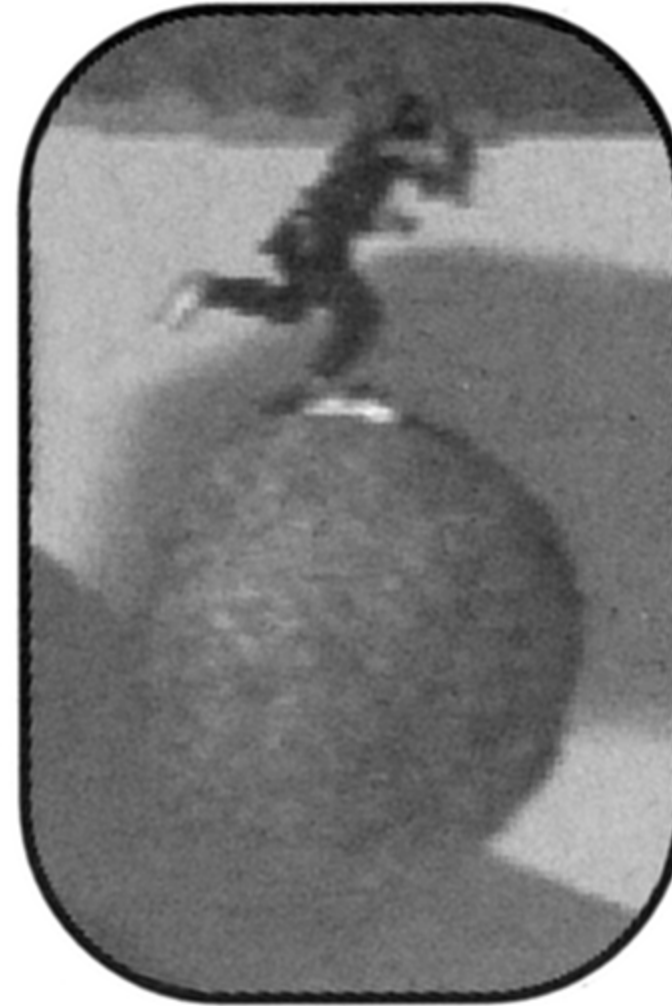
Lyr is loaded with trampolines, moving platforms, rolling boulders, bridges, elevators, slides and more devious devices that can either help you out – or make your quest impossible!



Trampoline



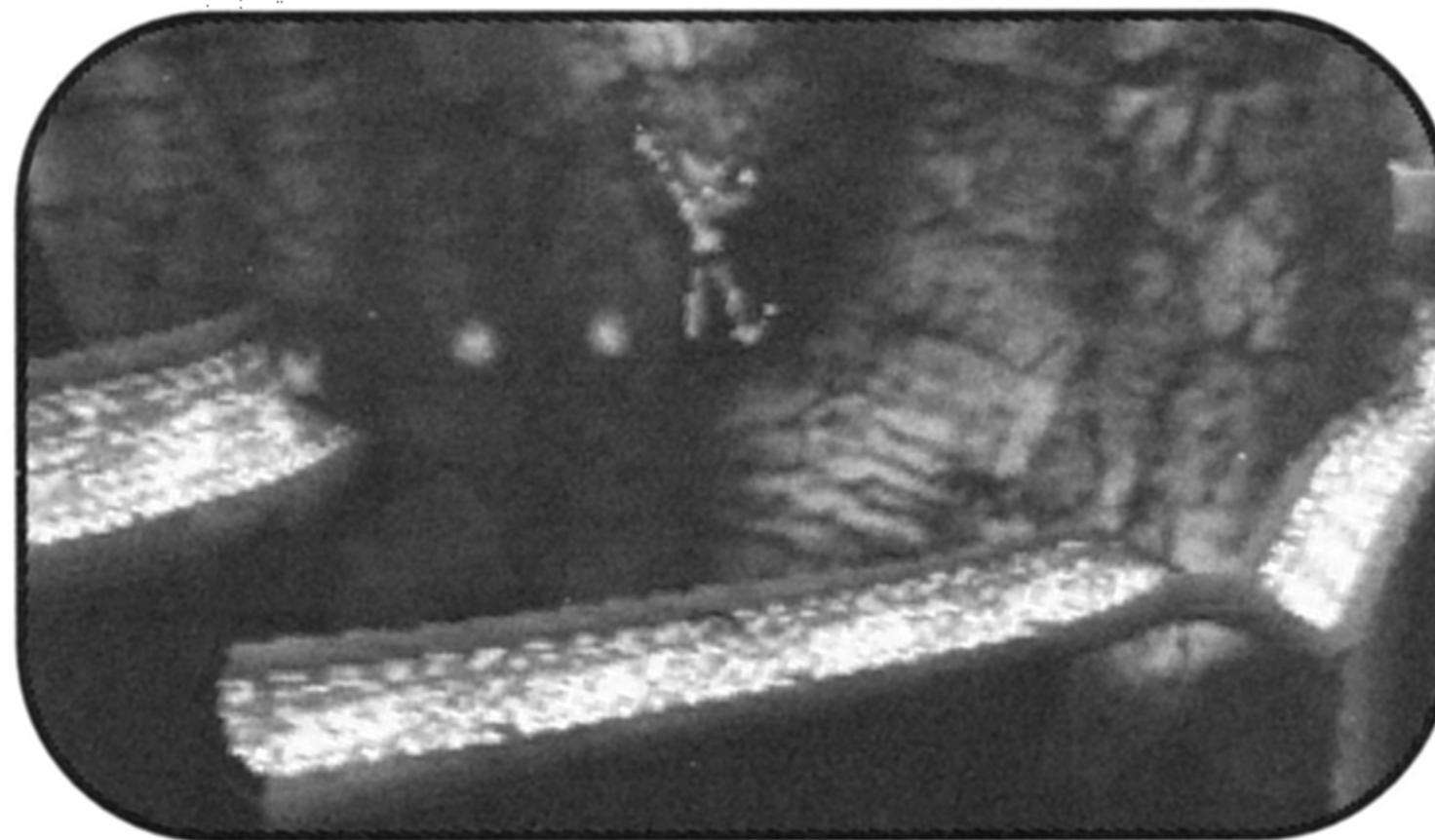
Teleport Hut



Rolling Boulder



Light Switch



Slide

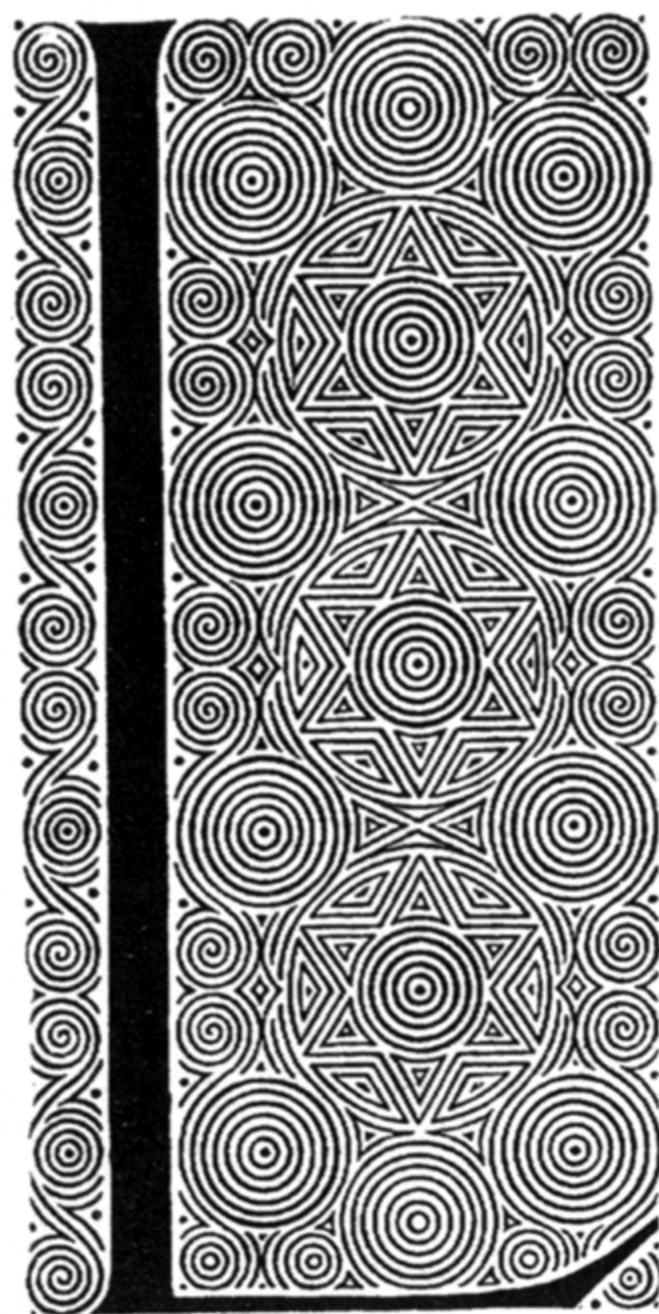


Geyser



Cannon





## YR'S MAGICAL MOMENTS

### LEVEL NAME

#### 1 **Skull Fortress**

Bounce on melons, navigate a waterfall, and edge across a canyon on a slim rope bridge to reach the castle. Inside, amid treasures and razor-edged dangers, is the way to the central tower.

#### 2 **Hollow Stairway**

Scale the outside of the tower to nab the key, retrace your steps to get inside, and ascend to the roof to find your way to the dungeon below. Whew!

#### 3 **Dungeon Tower**

Most of the fabulous treasure once hidden deep under Skull Castle is now gone, but the traps and lurking beasties that protected it are STILL THERE. Be wary of traps and secret areas.

#### 4 **Lost Caves**

Balance on spiderwebs and slide on slime as you descend deeper and deeper into the earth. While dodging falling rocks and Stalagmen, think about this: most of the gems were mined from these very caves . . . so there must be more somewhere.

#### 5 **Fungus Grotto**

Deep where the sun has never shone, a huge mushroom forest grows where the Fungus People live. Either run between the stems or jump from cap to cap, but be quick, for the Fungus People do NOT like intruders.

#### 6 **Acid Pools**

Slide over moss-wrapped rocks and bounce off toadstools in your search for the way out. Beware the acid pools, for here lives the Lord of the Fungus People.



<b>LEVEL</b>	<b>NAME</b>
<b>Boss</b>	<p><b>Shroom Lord</b></p> <p>Little is known of Fungus Maximus, the Shroom Lord. It is rumored that he is big, angry, sneezes a great deal and hates fire. The only way out is past him, and none so far have survived the challenge.</p>
<b>7</b>	<p><b>Burning Desert</b></p> <p>The passage from the underworld leads to the distant land of the burning desert, a beautiful sandscape of shifting dunes, wind-sculpted stone arches and sand hot enough to roast weinies. Plenty of treasure is tucked away here, just watch where you step.</p>
<b>8</b>	<p><b>Branky Wastes</b></p> <p>To reach the woods at the desert's edge, you must pass infestations of almost indestructible Branky: half alligator, half rhino, all mean. Fortunately, these creatures never attained the full size of their extinct cousins, the Brankysaurus Rex, whose fossils litter the barren tracts.</p>
<b>9</b>	<p><b>Spider Forest</b></p> <p>These tree-studded mazes are famous for three things: big hairy spiders, more big hairy spiders, and even more big hairy spiders. Follow the path up to the village, but beware of the rolling logs.</p>
<b>10</b>	<p><b>Canopy Village</b></p> <p>This once-prosperous logging camp has fallen into ruin since Honcho and his Goons took over. Run up the paddle wheels and vault over huge spider traps to reach the back door of the Goon Soldier barracks.</p>
<b>11</b>	<p><b>Soldier Barracks</b></p> <p>The barracks were built to protect Honcho's new stolen logmill from the dispossessed owner, who might try to get it back. Slide down the flumes and battle the Goon Soldiers to reach the doors between you and Honcho's mill.</p>
<b>12</b>	<p><b>Honcho's Logmill</b></p> <p>Honcho may be tough, but he's not bright. He's inconsiderately scattered whirling blades, dangerous machines and clattering tools everywhere. If you can avoid them, you can eventually hitch a ride on Honcho's airship.</p>



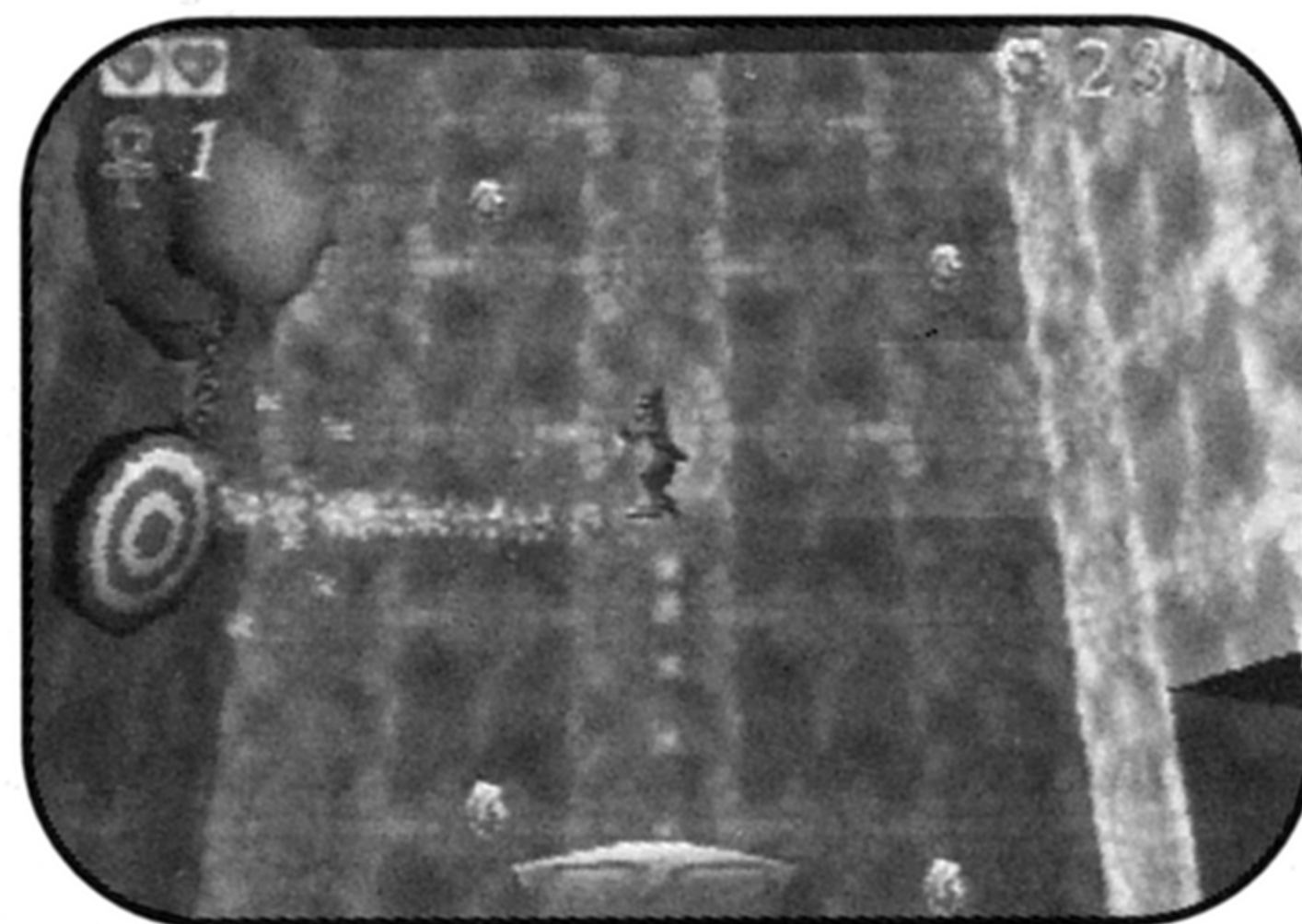
- | <b>LEVEL</b> | <b>NAME</b>  |
|--------------|--|
| <b>Boss</b>  | <b>Goon Honcho</b><br>Honcho is very protective of his favorite toy, the airship. To catch a ride, you'll have to defeat him without getting mashed into anchovy paste.  |
| <b>13</b>    | <b>Honcho's Airship</b><br>Honcho left piles of treasure on his ship, and even in the balloon itself. Once you reach the docking station, you'll have to navigate the aerial maze. If only you could fly.  |
| <b>14</b>    | <b>Dragon Skyfort</b><br>Climb higher and higher, dodging rockets and floating bombs. Bounce off clouds to ascend to nose-bleed altitude. Watch your step, because it's a reeeeeeeally long way to the bottom.   |
| <b>15</b>    | <b>Cloud Citadel</b><br>Built by giants, this citadel was once a great treasure house. The giants have vanished, but the treasure may still be hidden there. Ride the winds, blast out of cannons, and use teleporters to reach the heights.   |
| <b>16</b>    | <b>Efreet Palace</b><br>Lords of fire and wind, the Efreet pass their days tending the immense wind engines in their lattice-work palace. Discover how to walk on air as you enter the vortexes, each step sending you up, up, up!   |
| <b>17</b>    | <b>Frozen Cavern</b><br>Drifting so high that the air has frozen, fly through the wind, blast through ice walls, and try not to plummet to the earth far, far below.   |
| <b>18</b>    | <b>Storm Temple</b><br>This awesome edifice was built by giants to honor the storm gods. Ride spirit geysers to avoid lightning balls. Find the beam that holds Night Demons at bay. Avoid the dreaded Ghost Wind and you just might achieve your quest of attaining the Wishing Engine . . .<br>IF you can defeat its guardian... |



# SECRET AREAS & BONUS ROUNDS

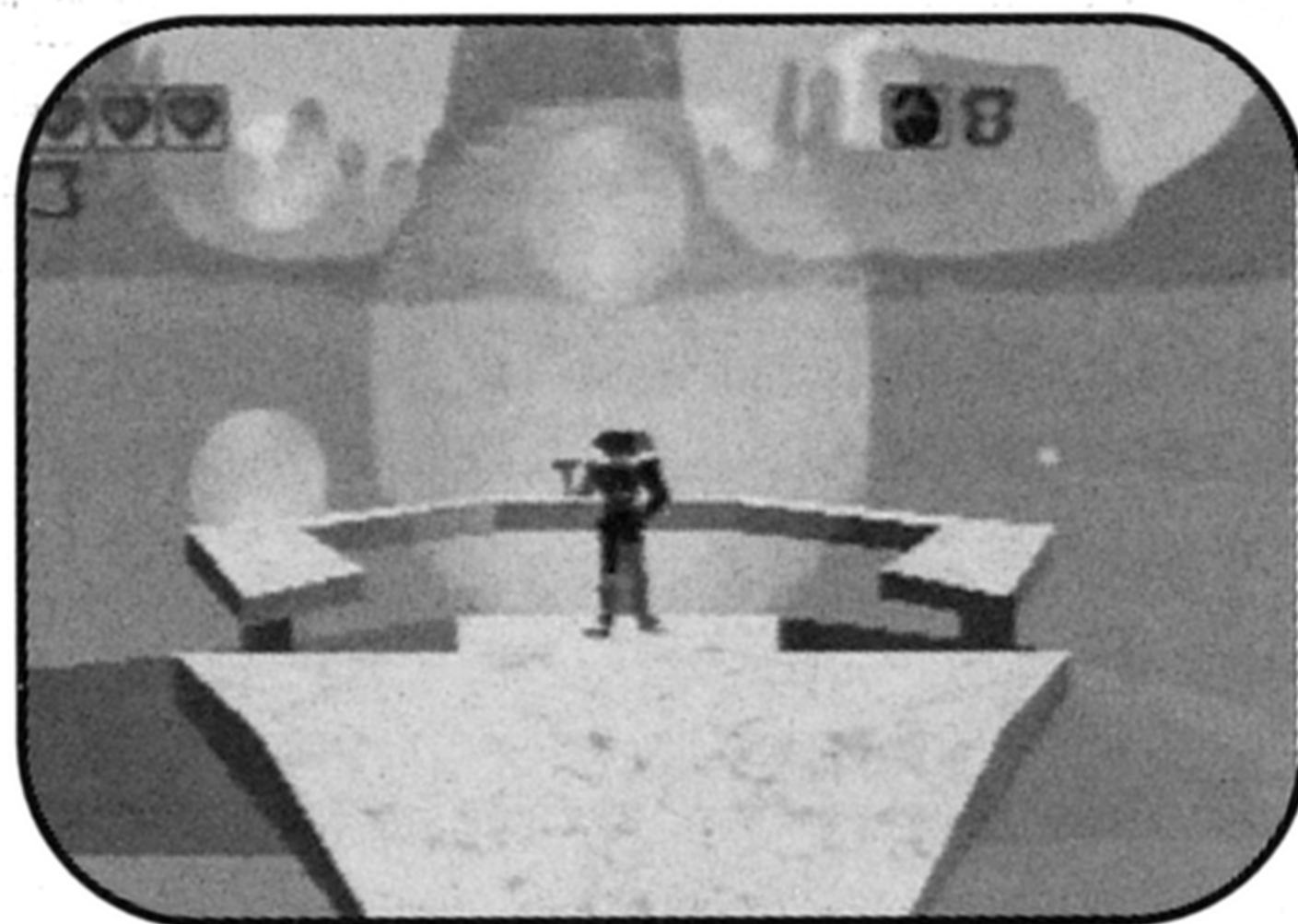
Explore to find special doors and secret chutes that drop you into areas packed with hidden surprises.

Collect a high percentage of Coins in any level and you'll gain access to one of the bonus rounds when you finish the level. Play the bonus round with spunk and you'll grab a pile of power-ups.



## ENDING A LEVEL

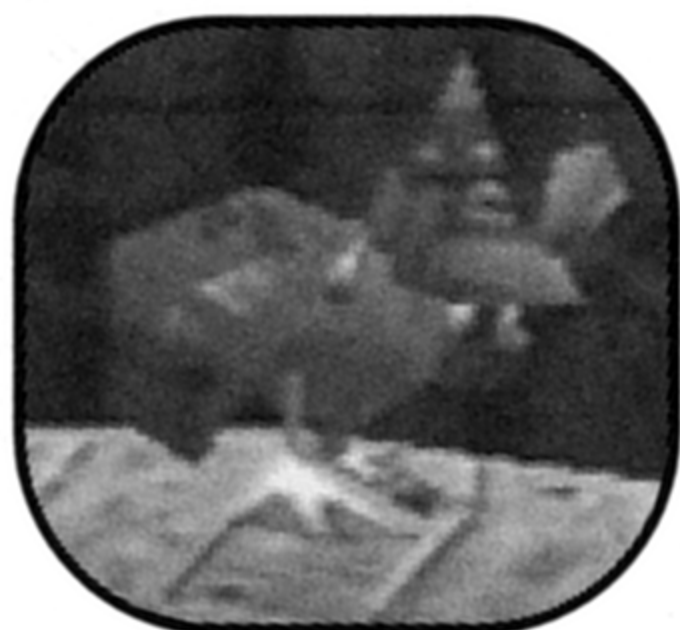
You'll see a large gate or door when you reach the end of each level. Run through the passageway to complete the level, see how much of the treasure you collected, and earn your password.





# GOONS & BAD GUYS

Goons are just a bunch of fat, web-footed cretins.



**Armored Goon**  
Have dagger,  
will travel.



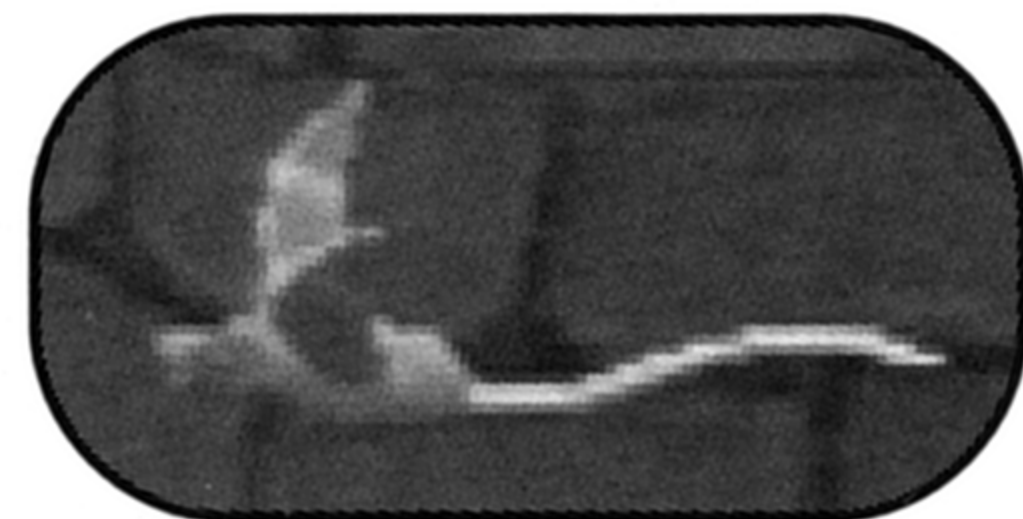
**Kanga Goon**  
"Up" kinda guy.



**Blow Goon**  
Dart-blowin' yellow bellies.



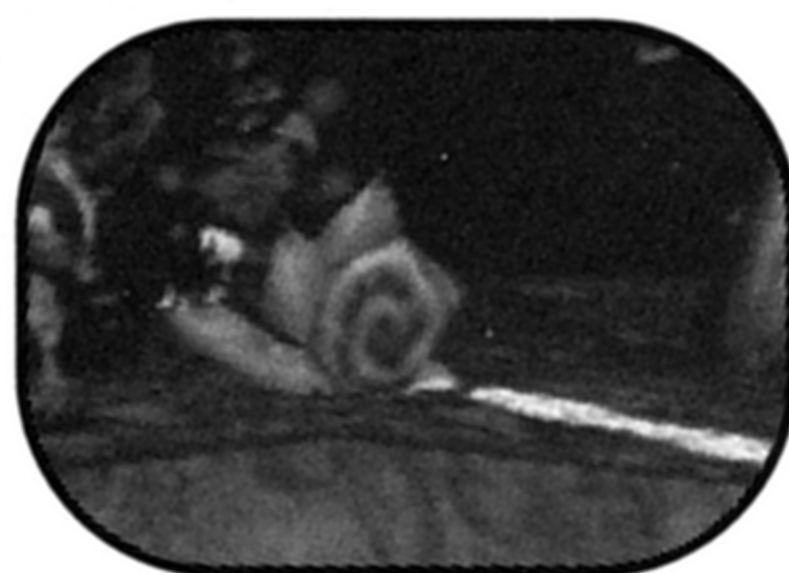
**Boxing Goon**  
Fists a-flailing!



**Ratbat**  
Rodent on the wing.



**Spit Plant**  
FEEEEE MEEEE!



**Spiky Snail**  
Not your normal  
garden variety.



**Walkapede**  
Nothing but feet & teeth!

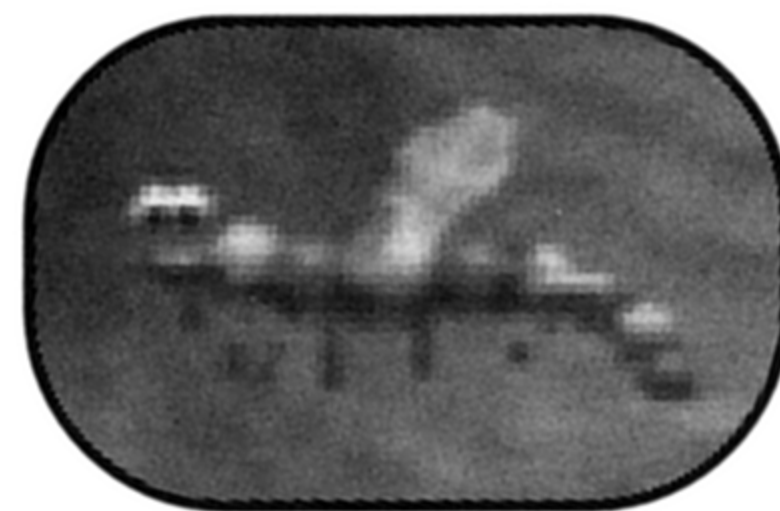




**Fungus Guy**  
Sprouts brain  
mushrooms.



**Spider**  
Its "overbite" is deadly.



**Buzz**  
Big mosquito bugs you to death.



**Fire Blossom**  
Vicious veggie!



**Branky**  
Huge appetite.  
Short attention span.



**Stalag Dude**  
Annoying little  
pointy-headed  
stalagmite.

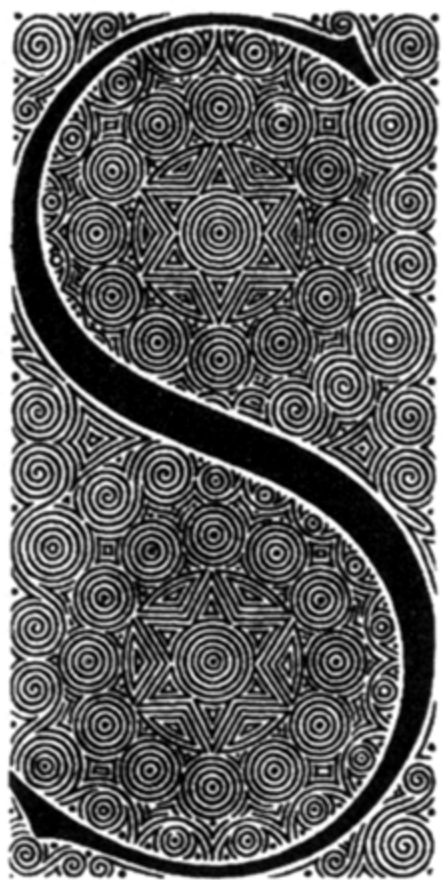


**Dizzy**  
Spin-crazy hedge-  
hog, equilibriumly  
challenged, Dizzy's  
in a class by him-  
self. You can use him  
to gain altitude, and he doesn't hurt!



**Shroooms!**  
Jumpy fungi.

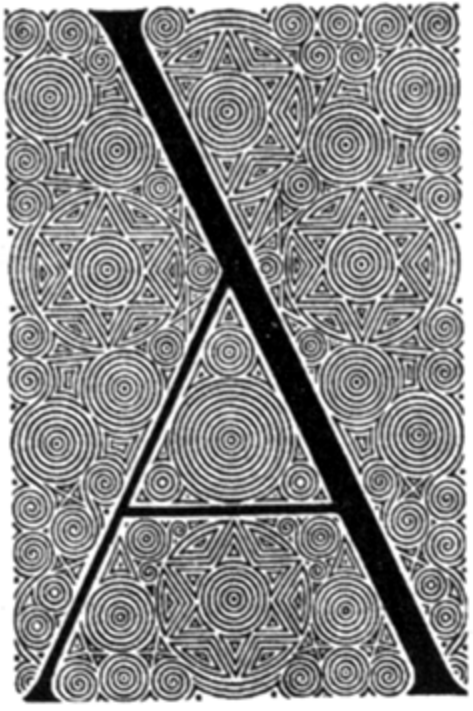




## ID'S ADVICE

- Watch for directional arrows that guide you through uncertain areas.
- Destroy crates to reveal treasures.
- Explore each level thoroughly for all treasures, coins, secret areas and weapon power-ups.
- Pushing on certain objects may reveal secrets below or behind them.
- Bounce off enemies to reach remote places.
- Jump off airborne enemies to reach treasure and/or areas out of your normal jumping range.
- Some enemies hold the keys you need to open gates or reveal secrets.
- If you collect a key that doesn't have an obvious effect, explore around and maybe you'll find the answer.
- If you find a level too difficult to complete, try changing characters to take advantage of that character's special talents.
- The Shield protects you from everything except bottomless pits.
- If you already have a special power, be careful not to collect another power-up unless you want to replace the first one.
- Use boulders and logs to roll over land-based hazards.
- When a Dizzy is around, use him to your advantage. Jump as he spins into you to launch high into the air. Getting hit by a Dizzy will not hurt you, unlike other enemies.
- Brankies can't be defeated with brute force. Just run!
- All bosses are immune to normal weapons, find something else to use against them.





# APPRENTICE WIZARDS

Lead Programmer

Ken Ford

Lead Programmer

Fred Ford

Lead Designer

Paul Reiche III

Lead Artist

Steve Kongsle

Producer

Mark Wallace

Designer

Zak Krefting

Assistant Producer

Caroline Esmurdoc

Level Designers

Richard D'Aliosio, Chris Sholtz, Reuben Simonson,  
Tom Treuscher, Gerald Vera

Artists

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Leon Cannon, Gary Ellington, Maj Cole,  
Sean Murphy, Scott Werner

Additional Artists

Mira Ross, Laura Grieve, Steve Suhy, Terry Falls,  
Simon Knights, Tenaya Sims, Andy Mitchell,  
Tim Wright

Music

Burke Trieschmann

Sound FX

Mark Miller, Burke Trieschmann, Paul Reiche III

Stunt Programmer

Sean Vikoren

Marketing

Katie Bolich, Scott Steinberg, Chip Blundell

Starring as Fargus & Sid

Greg Proops

Starring as Nikki

Helen Keaney

Wishing Engine & Yungo

Martin Ganapoler

Writing:

Paul Jenkins, Ken Daly, Ed Crasnick, Paul Reiche III



Storyline Animation:	Animation Sequence	Windlight Studios
	3D Character Models:	WakiMudi
	Sound Effects:	Poolside Studios
	Voice Recording Technician:	Greg Chapman
	Voice-Overs Directed by:	Gordon Hunt
	Music:	Burke Trieschmann
AV:	Mark Miller, Katy Weathers	
Test Manager:	Alex Ness	
Lead Tester:	Jeremy Bredow	
Assistant Lead Testers:	Michael Brown, Bret Robbins	
Co-Lead Testers:	Ron Allen, Kevin Kwan	
Test:	Dave Benkoski, Sako Bezdjian, Anthony Borba, Attilio Brandi, Chris Bruno, Shun Chang, Casey James Craig, Scott Chrisostomo, Joe Damon, Jim Delgrosso, Mitch Giampaoli, Doug Leslie, Billy King, Richard Krinock, Samson Maciel, Scott Matt, Dan Miley, Billy Mitchell, Eddie Ramirez, Jim Reuter, Sheatiel Sarao, Jason Sinclair, Dean Sitton, Randy Smaha, Samuel Villanueva, Pat Walsh, Jeff Wilkinson, John Yanik, Matthew Young	
Manual:	Carol Ann Hanshaw	
Special Thanks:	Madeline Canepa, Jeff Hall, Richard Lemarchand, Ben Szymkowiak	



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