



S T U D I O 3 D O

KILLING TIME

PART MYSTERY
PART MAYHEM
PURE TERROR



NEED HINTS, TIPS, OR CHEATS FOR KILLING TIME?

Dial up the 3DO Game Guru™ Hint Line. 1-900-CALL-3DO (1-900-225-5336)

Much like the Studio 3DO's Game Guru: Game Enhancer, the 3DO Game Guru Hint Line empowers you to become an even better gamer. Use the 3DO Game Guru Hint Line for hints, tips, and codes on all of your favorite Studio 3DO titles.

Automated hints are available 24 hours a day. \$.99 per minute.

Live agents are available 9:00 am - 5:00 pm PST Monday through Friday. \$1.25 per minute.

You must be 18 years or older, or have a parent's permission to call.

GAME GURU™ GAME ENHANCER SHAREWARE VERSION

Unlock the hidden potential in your games by checking out the shareware version of Game Guru Game Enhancer. Game Guru taps you into secret codes for today's hottest games (more lives, better weapons, higher levels). The shareware will give you a taste of the power of this PC cheat utility by providing codes for a limited number of games. To get a hold of the complete version, see your local retailer or call 3DO Direct at 1-800-336-3506.

- 1 You can choose to either run the demo from the disk or copy the demo to your hard drive. To copy the demo, copy the entire GameGuru folder to your hard drive. See your Windows 95 documentation to learn how to do this.
- 2 Double Click on the GameGuru folder to open it.
- 3 Double Click on the GGReadMe.txt file to get instructions on how to use Game Guru. Any word processing software or notepad application can read this file.

NOTE: You must own the game titles for the codes to be useful. Cheat codes may adversely affect a title's saved game file. Use at your own risk.



KILLING TIME

Introduction: Tess and Her Friends	3
How to Kill Time: Playing Instructions	
Quick Start	5
Installation	7
The Main Screen	8
The Options Screen	9
Configuration Screen	10
Loading Saved Games: The Load Game Screen ..	11
Starting A New Game: The Player's Name Screen	12
The Map of the Island	13
Objects	14
Weapons	15
Winged Vessels	16
Using the Map	17
Loading and Saving Games	18
Advice for the Uninvited	19
How to Reach Us	
3DO Customer Service	20
3DO Direct	20
Credits	21
Warranty	22

TESS AND HER FRIENDS

Lost on the Summer Solstice

TESS CONWAY

Age 29, born in Boston. Well educated, sharp-tongued, bright, vain, impulsive, gorgeous. Sole heir to the huge Conway fortune. Treats her imported cigarettes with more respect than her many male suitors. Lately has become interested in the occult and ancient Egypt. Loves throwing parties; hates growing old. Musicians, flappers, archeologists, and the occasional criminal are always welcome in her house—so long as they play by her rules.



DUNCAN DE VRIES

Early 30's, reportedly born in Baltimore. Shallow, street-wise bootlegger. Dashing, overly confident, always scheming—greedy to a fault. Wherever he goes, he brings gangsters, gamblers, and trouble. Wants Tess's money. Wants her prestige. Wants her love. Imagines he can win it all with charm. Flirts with Tess's friend Lydia for practice. Suspicious of Tess's bookish friend, Byron. Thug sidekick, Mike, is his only real friend in this ocean of high society—but he'd sacrifice Mike in a second if he got in the way of his plans.

LYDIA TEWKESBURY

Age 28, born in Boston. Spent her entire childhood in Tess's shadow. Went to Radcliffe with Tess, met Byron in Cambridge. Sexy, but not as clever as Tess. Drinks too much. Prone to flashes of anger. Likes to be the center of attention—usually is when Tess isn't in the room. Trying to woo Duncan away from Tess. Treats Robert, the Conway butler, like a favorite uncle. Treats Byron like a brother. Makes fun of Mike—flirts with him only for practice.

ANGELA CONWAY

Age 7, born in Newport Beach, Rhode Island. Tess's niece. Cute, precocious, and in love with the old English riddles she learned from her grandmother. Everyone likes her. Everyone tends to forget she's present, so she knows a lot about the Conway Estate and its mysterious grounds.



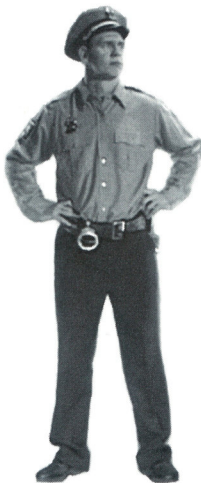
In the early 1930s, Tess Conway and her guests vanished without a trace...right in the middle of a wild party on the Conway's island estate. Shortly before that fateful summer's evening, a local gossip columnist—often a guest at the estate—jotted down her unvarnished impressions for an article she was going to write, entitled "Tess's Set: The Beautiful, The Fascinating, and The Dangerous."

BYRON FLEMMING

Age 33 (but looks older).

A New Yorker of German descent. Summered in Berlin as a boy. Amiable, but nervous. Paranoid, stuffy, isolated.

Considers Robert the only other gentleman on the island. Met Tess and Lydia while studying ancient archeology at Harvard. Loves Tess from a distance. Knows he can't have her. Covets her collection of ancient artifacts, but offers his expertise in Egyptology to try and win Tess's affections. Afraid and jealous of Duncan. Can't understand what Tess sees in him. Tries to impress Lydia with his intellect, but she finds him boring and innocuous.



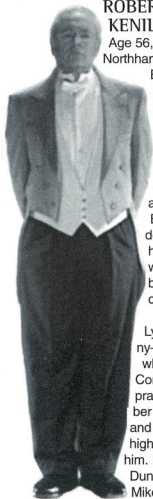
MIKE MURPHY

Age 34? (acts younger). Hails from Baltimore. Hired by Duncan as a security man. "Guards" the estate and its precious art—or is it contraband he's protecting? Loyal to Duncan, thinks he'll be a ticket to riches. Considers Tess a classy dame, but is thrown off by her smarts. Kind toward Angela. Hates Robert. Thinks Byron is a wimp. Wouldn't mind putting Lydia in a compromising situation.

ROBERT KENILWORTH

Age 56, born in Northampton, England.

Been the butler at the Conway Estate forever. Helped raise Tess as a child. Upright, reserved, knows everything about the Estate's residents, guests, history. Cross with Tess for bringing a dark crowd to the island. Enjoys Lydia's company—covers for her when she's tipsy. Considers Byron practically a member of the family and shares a mutual high regard with him. Doesn't trust Duncan. Dislikes Mike, considers him unnecessary since the estate never needed guarding before!



QUICK START

Can't wait to play? Already familiar with installing and running games for Windows 95? Default options OK? Then just wait for the introductory story to appear, press any key.

Good Luck on Matinicus!

Oh...wondering what's "Matinicus"?

You might just want to watch that intro after all....



GAME PREVIEWS

Game Previews is an interactive catalog containing updated information on past, present, and future Studio 3DO and New World Computing products—screen shots, movies, all that good stuff. To access Game Previews:

- 1 You will see a folder named Game Previews. Double Click on the "Previews" icon within this folder to launch the application.
- 2 For best results, set your display to 800x600 and 16 or 24-bit color.

You can copy Game Previews to your hard drive if you like; do this if your system has difficulty playing the movie clips. Double Click on the ReadMe.txt file to get instructions on how to copy Game Previews to your hard drive.

We hope you enjoy Game Previews, your online guide to the cutting edge in electronic interactive entertainment (or non-abrasive marketing propaganda, depending on how you look at it).

CONTROLS:

The default keyboard controls are as follows:

Move forward	.Up arrow
Backstep	.Down arrow
Move left	.Left arrow
Move right	.Right arrow
Run	Left Shift
Sidestep Left	.Q or Left arrow+Alt
Sidestep Right	.W or Right arrow+Alt
Jump	A
Crouch	.Z
Automap	.Tab
Fire/Use Weapon	.Left Control
Look Up/Down	.Page Up/Page Down
Center view	.Home
Select Crowbar	.1
Toggle between Pistol and double pistol	.2
Select Shotgun	.3
Select Tommy Gun	.4
Select Molotov cocktail	.5
Select Flamethrower	.6
Select Ankh	.7
Resize game screen	+/-

TIP: You can configure your keyboard controls to your liking at any time by pressing F1.

NOTE: The speed of the game is dependent on the performance of your computer. To adjust the speed of the game, use the resize game screen keys (+/-) to achieve the optimal performance for your machine.

WINDOWS 95 INSTALLATION

Killing Time can be installed on your computer in a matter of minutes. This section will tell you how to use the auto-installer to set up Killing Time on your Windows 95. Before you begin, make sure your CD-ROM drive is connected and operating correctly. Also, a typical installation will require about 20 Megabytes of hard disk space. A "compact" install option is also available which requires less space.

Windows 95 Installation Instructions

- 1 Insert the Killing Time CD-ROM into your computer's CD-ROM drive.
 - 2 Go to your CD-ROM drive's directory and double-click the file setup.exe to launch the installer.
 - 3 When the Welcome screen appears, click Next to continue (or press Cancel to cancel the installation). Assuming you click Next, the Select Size of Installation Dialog appears.
 - 4 The Select Size of Installation Dialog gives you two choices: a "Typical" install which requires approximately 20 Mb, or a "Compact" install which only installs the minimum software required to run Killing Time. The Compact option can result in slightly lower game performance on some systems. (Note: The Custom option is not activated in Killing Time, but will be available in future releases from Studio 3DO. Selecting a Custom install actually results in a "Typical" installation.)
Check that the Default Directory is set to your liking. The Killing Time folder/drive is the default location of all saved Games, preferences, etc. but if you want to change this click the Browse button to select a new drive/directory.
 - 5 After selecting an Install option (Typical or Compact) and setting the Default Directory, click Next (or press Enter) to start the installation. Click Back to go to the previous Welcome screen. Press Esc to cancel the installation.
The Installer will take a few moments copying files, and some windows containing game information will be displayed. When the Information dialog appears click OK (or press Enter).
-

Killing Time should now be installed and ready to start up. If the installer is unable to locate a folder Games, one will be created and the Killing Time software will be installed within it. You can find the Killing Time software on your hard drive inside the folder KT, which is inside the folder Studio 3DO, which is inside the folder Games. (e.g. C:\Games\Studio3DO\KT)

To launch Killing Time open the KT folder and double-click to run Killtime.exe.

Remove (De-install) Instructions

If you ever want to completely remove all Killing Time software from your computer, use the Windows Add/Remove control panel.

- 1 Click the Start button, and from the Settings/Control Panels submenu select Add/Remove Programs.
- 2 In the Add/Remove Programs Dialog's program list, select Killing Time, then click Add/Remove.
- 3 When Windows asks you if you are absolutely sure you want to remove the software, click Yes.
All Killing Time software will be erased from your hard disk.

THE MAIN SCREEN

After the Studio 3DO logo appears and some brief loading time, Killing Time will begin with an introductory movie. Sit back for a moment and learn about your fate, or—if you're feeling especially invincible—press any key to get to the Main Screen. This screen offers six choices. To select any one of these choices, use the up/down arrow keys of your keyboard to highlight it and press Enter.

Start Start a new game by going to the Player's Name screen.

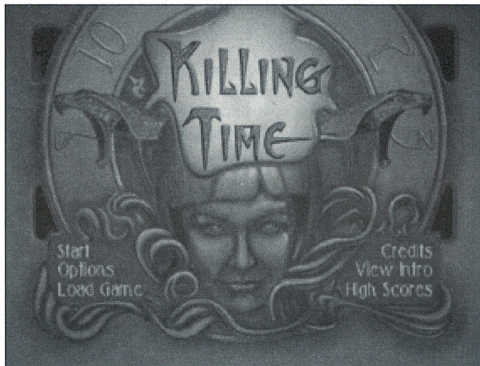
Options Set your sound, control device, and button configuration preferences.

Load Game Resume a previously saved game.

Credits Find out who's responsible for Killing Time. Press any key to return to the Main Screen.

View Intro Take another look at the introductory movie. Press any key to return to the Main Screen.

High Scores See who's survived the longest...so far. Press any key to return to the Main Screen.

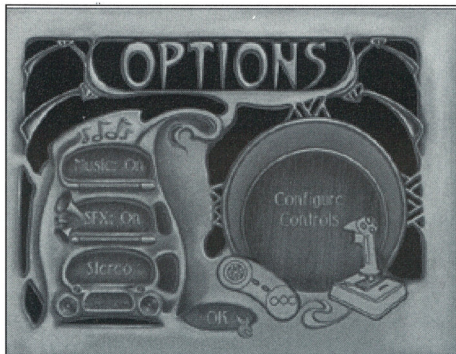


Start, Options, and Load Game are explained in greater detail later in this manual. To return to the Main Screen before making any choices on any of these screens, press Esc.

THE OPTIONS SCREEN

From this screen, you can toggle music and sound effects on or off, choose stereo or mono sound, and customize your button configurations so Killing Time feels (and sounds) just right. Here's how:

- 1 From the Main Screen, select Options by clicking with the Left mouse or using the arrow keys. It will be highlighted when selected. Press Enter to open the Options screen.



- 2 In the Options screen, select Music (again, use the mouse and/or the arrow keys). Press Space Bar or click with the Left mouse to toggle Music on or off.
- 3 Select SFX. Press Space Bar or click with the Left mouse to toggle between on and off.
- 4 Select STEREO. If for some reason you don't like actively panning sound effects and music, press Space Bar to toggle to Mono.
- 5 Select CONFIGURE CONTROLS. In this screen you can reconfigure the default keyboard assignments and configure other input/control device.

- 6 When all option settings meet your preferences, left click OK or press Enter. This returns you to the Main Screen..

CONFIGURATION SCREEN

From this screen, you can customize button configurations on the keyboard or other control devices. If you have more than one control device attached to your system, select it from the 4 options at the right of the screen (from the top: keyboard, mouse, joystick and game pad). When keyboard is highlighted you can change key assignments by clicking the field you want to change (e.g., Run, or Fire), then press the new key. To cancel the Configure Controls Dialog, click Default.

- 1 On the Options Screen, select Configure Controls and press Enter.
- 2 Click to highlight the game function and then press the key, mouse button, or peripheral button that you want assigned to the game function.
- 3 When everything is set up to your liking, click OK or press Enter. This returns you to the Options Screen.



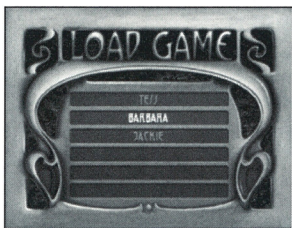
A few important things to remember about custom configurations:

- You can change your configuration at any point during gameplay by hitting the F1 key.
- You can save only one set of custom preferences for the keyboard, mouse and peripherals.
- Any time you change the configuration, all save games will play with that configuration, regardless of whether they were saved under a different configuration.

THE LOAD GAME SCREEN

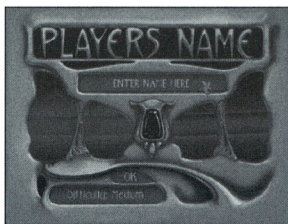
To load a game, do the following:

- 1 From the Main Screen, select Load Game and press Enter to visit the Load Game Screen.
- 2 On the Load Game Screen, select the game you wish to load using the mouse or arrow keys.
- 3 Press Enter to load the selected game. Killing Time will now start with your position and game settings from the last time you saved this game. Press Esc to cancel and return to the Main Screen.



THE NAME SCREEN

- 1 From the Main Screen, select Start and press Enter. This takes you to the Player's Name Screen.
- 2 Highlight the bar which crosses the middle of the screen. Enter your player Name. Your high scores will be saved automatically under this name.
- 3 Highlight the Difficulty Level window. Press the Space bar (or click with the Left mouse) to toggle between Easy, Medium, and Hard. The Conway Estate takes on a different personality with each setting. Choose carefully, because you won't be able to change the level once the game begins!
- 4 When your name and difficulty settings are entered, select OK by clicking or using the arrow keys. When OK is highlighted, press Enter to save your name screen settings. Welcome to the Isle of Matinicus and the Conway Estate. Your adventure has begun.



THE GAME SCREEN

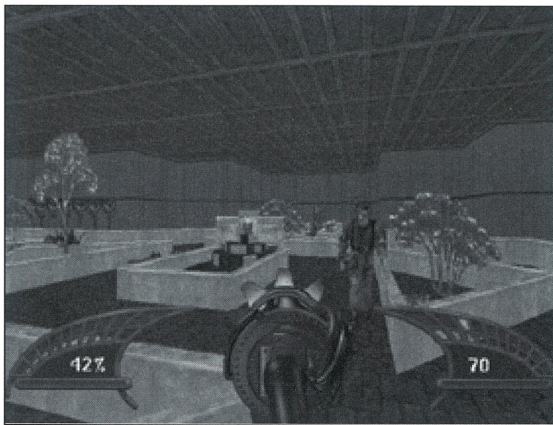
This screen is your first-person view as you move through the grounds and buildings of the Conway Estate during your adventure on the Isle of Matinicus.

Right Status Wing

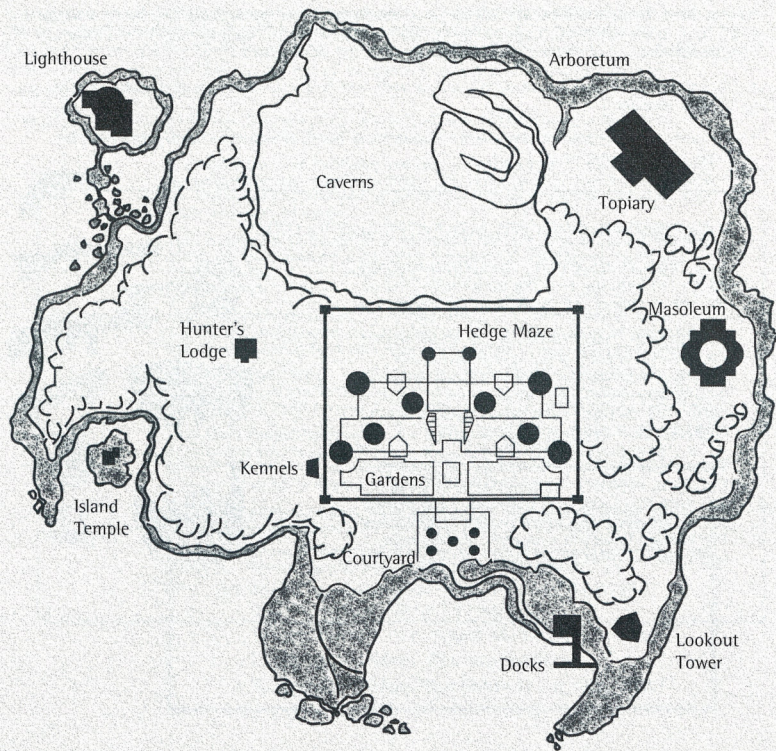
The number and indicator bar indicates how much ammo you have left for the particular weapon you are holding. As you pick up Winged Vessels, a rainbow of gems will progressively fill the open areas of this wing.

Left Status Wing

The percentage number and indicator bar indicates how much health you have left. As you pick up keys around the estate, a rainbow of gems will progressively fill the open areas of this wing.



THE MAP



OBJECTS

As you move through the Conway Estate, you'll encounter many types of objects. Along the way, you'll have to discover exactly what all these objects are and how they may help or hurt you.

Two guidelines:

- To see if you can pick up an object, simply walk over it—if it's collectible, it will become part of your inventory.
- Try opening doors and flicking switches by pressing Enter. Chances are you'll just be Killing Time, but you never know...

YOUR PERSONAL INVENTORY MAY EVENTUALLY INCLUDE:

Keys With all the valuables they kept around the estate, the Conways were big on security. Find all the keys to unlock the mysteries of Matinicus.



Ammunition Ammunition can be found all over the Conway Estate (exactly why is part of the mystery you will solve). Dead enemies may also drop bullets and shotgun shells, so keep an eye open. Walk over ammo to fill your weapons and pockets with as much as they can hold.



Winged Vessels Beautiful and powerful, these mysterious objects give you special abilities—but you must find them first. Unlike keys and ammo, you decide when and where to invoke their power. The Winged Vessels in your collection are represented by the gems in the Right Status Wing.



WEAPONS

You've come to Matinicus prepared. Your hand clasps a .45 Caliber Nickel-Plated Colt "Peacemaker" Revolver. But that old gun might not be enough to make the difference between life and a really horrid death. With any luck, you'll find other weapons on the Estate—some of which you might have to pry out of an enemy's cold, dead fingers. Your arsenal of weapons may ultimately contain:



A Crowbar Somewhat silent, easy to keep clean and never needs refilling. Heavy to carry, but good to always keep handy in case you run out of ammo.



A Second Pistol Find the revolver Mr. Conway used during the 1920's to chase away sea-faring smugglers, and you can have a .45 in each hand. Do double the damage in the same amount of time. Increase the odds you'll score a mortal hit. The down side? You'll use double the ammo.



1931 Remington 12 Gauge Pump Model 870 Shotgun Popular among members of Conway Estate hunting parties. A lot of power with good spread—makes very impressive holes with each lethal blast. These old rifles take a second to reload, though—so aim to kill!



1928 Thompson .45 Caliber Sub-Machine Gun More affectionately known as the "Tommygun," this gangster-era baby takes the same bullets as your Colt "Peacemaker." Eats through enemies like a lawn mower. Eats through ammo supplies even faster.



Molotov cocktail Always popular at parties, these cocktails were the mixed drink of choice at this smuggler's hideout. Light 'em up and pitch them for big damage, but remember these tough bottles may bounce a couple times before they go up in flames.



1917 Kleinschmidt Flamethrower The Big Burner. During WWI some maniac brought a few to the island to defend it from invasion. After the Estate was built in 1921, the Conways stored them in an unlikely place. Find one and start cooking! One shot does it all, but remember to sweep left and right to really "clean up" the island.



Ankh The mysterious weapon stolen from Rameses tomb. Though difficult to find, this powerful magic will clear your path of all but the toughest enemies.

NOTE: To fire any weapon, Aim and press Left-Ctl.
The "2" key cycles between the pistol and the double pistol if you have collected a second pistol.
To cycle through your weapon inventory, press Delete
To aim up and down, Press Page Up/Down.
To open the Configuration Screen at any time, press F1.

WINGED VESSELS

These mysterious vessels are key components of the spell that keeps the Conway Estate trapped in time. Before things went awry, Tess created these vessels as symbols of her body. They were meant to grant her everlasting life, but that was before someone interfered—with deadly consequences. Collect all ten to escape the island alive!

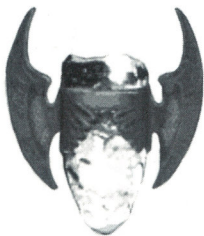
To invoke a Winged Vessel's special power:

- 1 Press either the “[” or the “]” (brackets) key to bring up the Winged Vessel interface at the top of the screen.

NOTE: When selecting these vessels, the game is still active, so both you and the bad guys continue to move and do damage.

- 2 Use the “[” or the “]” (brackets) to toggle through the vessels in your Inventory. The name of the Vessel and its ability will be displayed below the interface. Translucent vessels need to be recharged and cannot be activated.
- 3 Press Enter to activate a selected vessel, and the interface will disappear. You can activate more than one vessel at a time.
- 4 Press Esc to exit the interface without activating any abilities.

NOTE: The white “rejuvenation” vessels rejuvenate all the vessels you have collected, but they are not cumulative—so use one re-charge (on as many vessels as you wish) before picking up another white rejuvenation vessel.



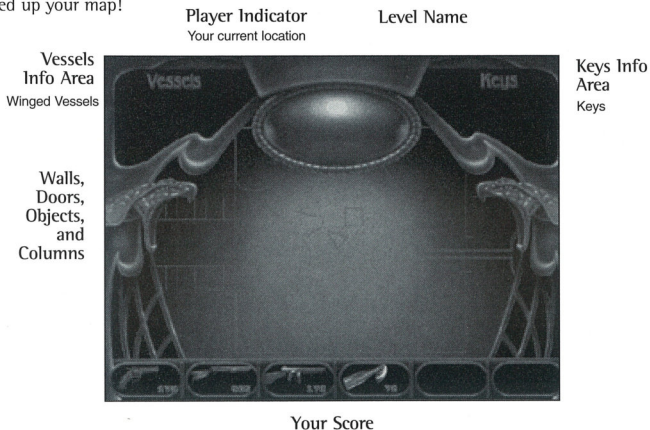
APPARITIONS OF TESS

In various areas of the Estate, you may notice ghostly appearances by your long-dead hostess, Tess Conway. Listen carefully for her calling out to you. By all means go to her—but be prepared for the unworldly!



USING THE MAP

To get a bird's eye view of your immediate surroundings while on Matinicus, press the Tab key to display the Map Screen. The map shows what you've discovered so far in the current maze, along with your present location. But be careful! Time doesn't stop just because you opened up your map!



- To resize the map (zoom in/zoom out) use the + and - keys.
- When you are done using the map, press Tab to return to Killing Time.
- The game does not pause while you are viewing the map, so stay awake — you could be killed while finding your bearings.

LOADING AND SAVING GAMES

At any time during the game, you can display the Load/Save screen to review or change the options you set at the beginning of the game. You can also Save and Quit from this screen.

Press Esc to pause and bring up the Load/Save screen. Press Esc again to resume the game.

New Game This will exit the current game and take you to the Player Name screen. Press Enter to select.

Save Game Allows saving of games during play. Use arrow keys or mouse to select a save game slot. Type in a name for the save game and hit Enter. A message will appear if your save was successful. Hit Esc to return to the Load/Save screen.

Load Game Allows you to switch to any saved game from your current game. Use arrow keys or mouse to select a file and hit Enter to launch. This will replace your existing game. Hit Esc to return to the Load/Save screen without loading a file.

Quit Exits the current game and returns you to Windows 95. You will be prompted to confirm this command; press "Y" to confirm quit, or press any other key to return to the Load/Save screen.

Options Takes you back to the Options screen.

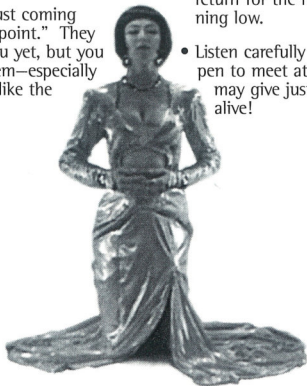
High Scores Displays the names of the current champions.



ADVICE FOR THE UNINVITED

Staying Alive: Hints & Tips

- Play in a dark room—turn off the lights, pull down the shades, wait for the next eclipse. Less light will allow you to spot enemies better at a distance.
- When fighting, keep moving—you can avoid damage from projectiles. Sometimes running away is the best option.
- All weapons have a realistic rhythm; so learn how best to fire them rapidly by learning their unique feel.
- Entering rooms sideways may help you avoid an ambush.
- Watch out for enemies just coming into view at the “gloom point.” They may not have noticed you yet, but you may be able to shoot them—especially with a pinpoint weapon like the revolver.
- As soon as you pick up a Winged Vessel, press “[” or the “]” (brackets) to open the Interface screen to see what ability it gives you when activated.
- Some enemies block you, others can be walked on and through.
- Learn areas before deciding when and where to activate Winged Vessel abilities. When selected after a rejuvenation, 200% Health pushes you up to max health again.
- If there’s more ammo in a cache than you can carry, make a note of the location and return for the rest of it when you’re running low.
- Listen carefully to any characters you happen to meet at the Conway Estate—they may give just the clues you need to stay alive!





STUDIO 3DO CUSTOMER SERVICE

Technical Support: Monday through Friday
9:00 am - 5:00 pm PST 1-415-261-3454

Or write us at:
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ATTN: Customer Service
600 Galveston Drive
Redwood City, CA 94063

Send e-mail to us at: customer-service@3do.com

Check us out on the Web: <http://www.3do.com/studio3do/>

America Online: 3DO Forum, keyword "3DO"

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Manual Writer
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Performed by
Elizabeth Snyder

Recorded and Mixed by
Tony Mills/Spark
Productions

"Time Trapped Isle"
Composed and
Performed by
Larry Reed and the Toot
Sweet Jazz Band

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Albums or book
performances, call
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