

Designed for  
WINDOWS 95  
CD-ROM

ODDWORLD  
INHABITANTS™



# ODDWORLD ABE'S EXODUS™



*GT*  
GT Interactive  
Software

# INSTALLING ABE'S EXODDUS

To install the game, insert the "Install" CD ROM, wait for the Setup program to begin, and follow the instructions on the screen to install the game. If you have autorun notification disabled (ie. nothing happens), simply double-click on the My Computer icon, the CD ROM drive, and finally "AUTO.EXE".

During the installation, you will have the option (by choosing "Full" installation type), of installing all the game level data on your hard disk. This will smooth screen transitions in the game, and is recommended if you have the space (about 150 MB more than the "Typical" installation).

You will also have the option of installing Microsoft Direct X 6, which is required to run the program. Only decline this option if you are sure you have Direct X 6 installed on your computer already. If it's already installed, it won't hurt anything to install it again. If you are prompted during the Direct X installation about whether or not to replace a file, you should choose the file with the latest date, unless you know you need to use the older file. If you install Direct X, you will be required to restart your computer at the end of the installation.

To start the game after installation, either double-click on the Abe's Exoddus icon in the Program Group created, or click on the Start button, select Programs, then Abe's Exoddus, then the Abe's Exoddus icon. There are also icons (Faster Abe's Exoddus, Fastest Abe's Exoddus) for performance enhanced (but worse looking) versions of the game. Select the Read Me icon for more specific info about these, as well as for instructions on how to install the Oddworld Desktop Theme.

Before the game starts, you will be prompted to insert the "Play" CD ROM. Once the game is installed, this will be the only CD ROM you will need to play the game.

## SYSTEM REQUIREMENTS

- Windows®95 or Windows®98
- 166MHz Pentium processor (200MHz recommended)
- 16MB RAM (32MB or higher recommended)
- 4X CD-ROM (8X or higher recommended)
- 100% SoundBlaster compatible sound card

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# KEYBOARD CONTROLS

ACTIONS

SHIFT+←→	RUN
ALT+←→	SNEAK
SPACE	JUMP
Z+↕	THROW
↓	CROUCH
CTRL	ACTION
↑	HOIST <small>OR</small> ZTURN

MORE

GAMESPEAK

0  
CHANT

1	HELLO	5	ANGER
2	FOLLOW ME	6	ALL 'YA
3	WAIT	7	SYMPATHY
4	WORK!	8	STOP IT!

MORE

# GLUKKONSPEAK

## GLUKKONSPEAK

1	HEY!	5	KILL'EM!
2	COMMERE	6	ALL O'YA
3	STAY HERE	7	HELP!
4	DO IT!	8	LAUGH

MORE

PRESS...

- 1 HEY!
- 2 COMMERE
- 3 STAY  
HERE
- 4 DO IT!

ESC EXIT

PRESS...

- KILL'EM! 5
- ALL O'YA 6
- HELP! 7
- LAUGH 8

REMEMBER: Angry Mudokons won't stop pulling levers until Abe apologizes.



# SCRABSPEAK

SCRABSPEAK

- 1 SHRED POWER
- 2 HOWL

EXIT

PRESS...

- 1 SHRED POWER
- 2 HOWL



ESC EXIT

HINT: If you see a number floating

in a bird portal, rescue that many Mudokons ALL AT ONCE to gain the Shrykull power-up.



# SLIGSPEAK

## SLIGSPEAK

- |   |          |   |          |
|---|----------|---|----------|
| 1 | HI       | 5 | S'MO BS  |
| 2 | HERE BOY | 6 | BS       |
| 3 | FREEZE   | 7 | LOOK OUT |
| 4 | GET 'IM  | 8 | LAUGH    |

MORE

8

PRESS...

- 1 HI
- 2 HERE BOY
- 3 FREEZE
- 4 GIT 'IM

ESC EXIT

PRESS...

- |          |   |
|----------|---|
| S'MO BS  | 5 |
| BS       | 6 |
| LOOK OUT | 7 |
| LAUGH    | 8 |

9

REMEMBER: If a bird

portal stays open after Abe stops chanting, Abe can jump through it to go someplace special.



# PARAMITESPEAK

PARAMITESPEAK

- |   |       |   |           |
|---|-------|---|-----------|
| 1 | HOWDY | 5 | ATTACK    |
| 2 | C'MON | 6 | ALL A YA! |
| 3 | STAY  |   |           |
| 4 | DO IT |   |           |

MORE

10

PRESS...

- |   |       |
|---|-------|
| 1 | HOWDY |
| 2 | C'MON |
| 3 | STAY  |
| 4 | DO IT |

PRESS...

- |           |   |
|-----------|---|
| ATTACK    | 5 |
| ALL A YA! | 6 |

ESC EXIT

11

DON'T FORGET: All controls can be referenced off the option screen.





## IN THE BEGINNING...

If you see some fancy movies followed by Abe's head saying "hello," you've passed the test and loaded the game. From this screen you have all sorts of options. If you want to dive straight into the game, select "Begin."

"GameSpeak™" introduces you to Abe's critical speech abilities. It's cool to watch his face when you make him talk. Check it out. Several characters besides Abe can talk, too, and you can check them out here as well.

"Load" lets you select a saved game, provided you've saved one to your hard drive.

"Options" lets you see how your keyboard or controller is configured, and gives you some minor control over the sound. The sound options let you select between stereo and mono sound.

Just before the game starts, you can check out a keen "Backstory" movie that will bring you up to date on Abe's story so far.



# LOADING AND SAVING

Oddworld: Abe's Exoddus is a tough game. Even with infinite lives, it's going to take a long time to play through the game, particularly if you're trying to rescue all the Mudokons. Fortunately, you can save your game.

Saving a game is easy. Press "Esc" while playing to bring up the Options menu. Select "Save," and press "Enter". A unique name for the current screen will be displayed, and you can either change the name or leave it as it is.

If you're in a hurry and you want something less permanent, choose "Quiksave" from the Options menu (or press F5 from a game screen). Then, if you die, Abe will re-start where you saved.

# AND SAVING

Be careful, though, because Quiksaving in the wrong place can leave Abe stranded! If that happens, choose "Restart Path" off the Options screen.

To restore a saved game, select "Load" from the Options screen. Choose the saved game you desire to load from the list of names using the up and down arrows and press "Enter". To restore a Quiksave™, choose "Load Quiksave™" from the Load screen (or press F6 from a game screen).

Finally, if you paint yourself into a corner, use the "Restart Path" option on the Options screen to restore the immediate neighborhood to its original condition. This can come in handy if you've QuikSaved™ yourself in the House of Pain.



When last we saw Abe, he'd just rescued ninety-nine Mudokons from RuptureFarms™, and struck a serious blow to the Glukkons of the rapacious Magog Cartel. Once an ignorant, happy floor-waxer, Abe now found himself a hero to his people. You might think Abe had earned a vacation ...



... but that was before he fell on his head, and had a vision. Three restless ghosts let Abe in on a shocking secret.



RuptureFarms was just one of many slaughterhouses the Glukkons are using to exploit the Mudokons. Even worse is the SoulStorm™ Brewery, where super-addictive SoulStorm™ Brew is made from the bones of dead Mudokons mined from Necrum, the ancient Mudokon city of the dead!

## THE STORY

Abe, being a schmuck — uh, hero — set out across the desert with five friends to find Necrum. When the game opens, Abe and his pals have snuck into the Necrum Mines.




Your mission is to destroy the Mines by sabotaging the boilers that power the place. You'll have to find your five friends, too ... but keep them away from SoulStorm™ Brew! One slug



of that stuff and they'll get sick, and be no use to anyone ... unless you can find a way to heal them. And how do you do that? I bet those three restless ghosts might have an idea. They're probably hanging around their tomb. If you find the ghosts, maybe you can get them to confirm the rumor that Scrabs and Paramites are running free in the Vaults of Necrum.







What happens after that is up to you to discover, but if you think you're going to get off with just blowing up the Mines, you haven't been paying attention. Hellish train rides, bone-processing factories, a whole barracks full of Sligs, and SoulStorm™ Brewery itself are in your future. There won't be a dry eye in the house when you discover the secret ingredient of SoulStorm™ Brew. And oh yeah, it wouldn't be a bad idea to rescue any other Mudokons you find along the way. Never know when it will come in handy to have a bunch of escaped Mudokons to call on. It sure bailed your fat out of the fire when Molluck had you hanging over the meat grinders back in RuptureFarms™... but that's ancient history.



# THE CAST



**VICE-PRESIDENT ASLIK**  
Glukkon™ in charge of  
FeeCo Depot. The Trains  
will run on time.

**GENERAL DRIPK**  
Stern taskmaster of the  
Slig Barracks.

**DIRECTOR PHLEG**  
Head boner at the  
Bonewerks.



**ABE**  
Equal parts hero,  
godling, and knucklehead.



**BREWMASTER GLUKKON**  
Half the heart but twice  
the flavor!



# THE CAST



## MUDOKONS

Robbed of their proud and ancient legacy by profit-crazy Glukkons, the Mudokons are the slave labor force of the Magog Cartel. In a masterpiece of corporate efficiency, Mudokons that are worked to death can still serve the Cartel by offering up their bones for SoulStorm™ Brew. You'll find 'em wherever the Magog Cartel needs a cheap labor force. They're an emotional bunch of guys.

Look out if they start fighting!



## SLIGS

Gun-crazy fiends...when they've got their pants on, at least.



## SCRABS

Nothing is tougher than a Scrab—except, maybe, another Scrab.



## PARAMITES

Vicious little pack animals, but they can be your best friend once you learn what makes 'em tick.





### SHRYKULL

Half-Mudokon, half-God, all trouble. Abe changes into this guy when he rescues enough Mudokons through special portals. How did Abe learn to turn into this thing? You weren't here for the last game, were you?



### FLEECHES

Starting life as happy Glukkon pets, these vicious little worms rapidly grow too big to cuddle, and are eliminated by flushing them down the toilet. Whole colonies infest Oddworld's underworld.

### FLYING SLIGS

Half-mad Slig flyboys.



## THE CAST

### SLURGS

The lowest form of Oddworld life, subsisting on the offal of Fleeches. Hey, it's a living.



### SLOGS

They bark, eat live flesh, are definitely not good with children, but they're a Slig's best friend.

### SLOGGIES

Cuter than their grown-up cousins, but just as vicious.



### GREETERS


A public-relations nightmare made right! Glukkons were aghast when these marketing and P.R. machines began attacking the customers. Now, they make perfect security guards!



### CRAWLING SLIGS

Everybody has to start someplace.

### CRITICAL HINT:

To turn into a door or a well while you run, press  when you're next to where you want to turn!



# ABE'S MOVES

WALK ← or →



SNEAK Alt + ← or →



RUN Shift + ← or →



JUMP Space



RUN/JUMP Shift + Space



CROUCH ↓



ROLL X + ← or →



# MOVES



HOIST ↑



THROW Z



CHANT O



SLAP 5



SYMPATHY 7



FART X



ENTER MINE CAR ↑



Abe is an amazingly versatile little blue guy. Nothing bad will happen to you on the first couple screens of the game, so take a couple minutes to play with the controls and learn all the things Abe can do.

**MINE CAR:** To enter the mine car, stand in front of it and press **↑**. To exit the mine car, or to make it drop from a track (and smash whatever is below it...that's a hint, buddy), press **(Ctrl)**.

**FARTS:** Abe can fart at any time by pressing **X**. You can use farts to annoy Mudokons (making them take a single step away from you...that's ANOTHER hint, by the way). You can also possess farts and do nasty things after drinking from a SoulStorm™ brew machine.



**SLIGS, FLYING SLIGS, PARAMITES, GLUKKONS, SCRABS:**

You can possess 'em all...and they all have their own control schemes! Figuring out how to use them is half the fun, so we won't spill it here. Just remember that they can all talk (and that the last hint we're giving away for free!)

While there's plenty of game play on the first level, many of the screens are tutorial areas spotlighting important game mechanics. Read the scrolling LED messages in the background for instructions on how to perform moves.



# GAME SPEAK™

Abe does more than run, jump, roll, and flip around like a fish. He can talk.

Even if you can't talk, you'll have to learn how to make Abe talk if you want to play the game.

The "GameSpeak™" option available from the start-up screen is an excellent place to learn about Abe's amazing speech abilities.

Here's a diagram of Abe's GameSpeak™, in case you need it in the middle of a game.

GameSpeak™ Hints: You can talk to just about anything, but Sligs and other Mudokons will be most receptive.



Learning what to say to who is part of the game's challenge, so we won't spoil it for you, but here are a couple pointers:

\* Say "Hello" to initiate conversation with a Mudokon.

\* Say "All ya!" to alert all Mudokons at once.

\* Learning to use "Follow Me" and "Wait" is pivotal to solving many puzzles.

\* Some of the words (especially the rude sounds) are just plain fun to make. Use GameSpeak™ to personalize the way you play the game. It's an attitude thing.

\* Sligs can order Slogs.

\* Glukkons can order Sligs!

\* Experiment!



# EMOTIONS

The Mudokons aren't just targets, you know (although they are fun to shoot). They're real creatures with emotions of their own. In your travels, you'll run into plenty of moody Mudokons.



**ANGRY MUDOKONS** won't listen to you, unless you tell them you're sorry. They'll sometimes take a swing at you, so be careful.



**WIRED MUDOKONS** are all hopped up and out of control. They're usually strung out on laughing gas. You'll have to slap some sense into them before they'll listen to you.



**DEPRESSED MUDOKONS** are so upset about living in slavery that they'll scarcely acknowledge Abe is even there. One good shock can push them over the edge into suicide, so show them some sympathy when you meet them.



**SICK MUDOKONS** are drunk from SoulStorm™ Brew. You'll need to find a helper Mudokon to give you a healing ring before sick Mudokons can recover.



**BLIND MUDOKONS** can't see, on top of everything else, so they need some special care when you talk to them. Mostly you'll need to tell them to "wait!" or they'll just walk right off ledges and into walls... which is kind of amusing the first ten or twenty times you see it. Especially if there are mines or drills around. Or death drops. Or electrical walls... they're good too.





## WORK IS GOOD FOR THE SOUL!

Abe can turn wheels and pull levers by himself, but sometimes you'll find complicated contraptions that Abe can operate only with help from his fellow Mudokons. You'll need to GameSpeak with your buddies to get them positioned in front of a wheel or right next to a lever...then tell them to "work!" Sometimes Abe needs to work at the same time, so look alive!

## QUARMA IS GOOD FOR THE SOUL, TOO!

More properly, Quarma is your soul. Rescue lots of Mudokons, and your Quarma is good. Leave them to die—or, worse yet, kill them intentionally—and your Quarma is going to go south, and in a hurry. To win the game you must have good Quarma, meaning you must save at least as many Mudokons as are killed. Watch for Status Displays throughout the game for hints about how many Mudokons you've rescued, and how many are still out there. Be thorough in your investigation, because once you leave an area, any Mudokons left behind are permanently lost!

For the ultimate challenge, try to rescue all 300 Mudokons. You'll get a special bonus if you do. There is no truth to the rumor that a secret bonus awaits players who kill nearly all the Mudokons. No truth at all. What kind of sick people do you think we are? As if we'd put something like that in a game. Not us. No way. Nope.

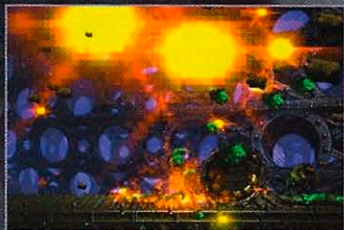
## WHO CUT THE CHEESE?

There's no delicate way to put this: Abe can fart. He can fart up a storm...a SoulStorm™! Drink brew from a dispenser machine (you'll find the first of several full machines in FeeCo Depot) and press (X) button to fart. Chant to possess the thing, move it around, then chant again for a BIG SURPRISE! You can also make Mudokons upset by farting near them, which comes in handy if you want someone to step aside.

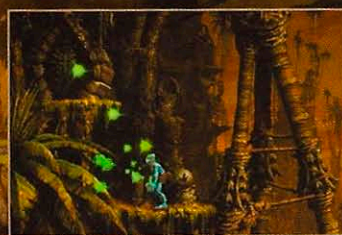


## NECRUM MINES

It's not enough for the Glukkons to slaughter Mudokons for food... they gotta mine the bones of dead Mudokons for Brew, too!



## ENVIRO NMENTS



## NECRUM

Most of Necrum remains untouched by the Glukkons...but for how long?



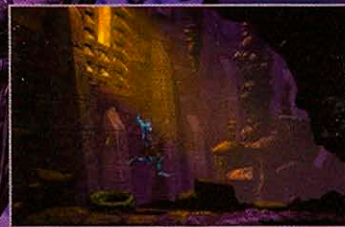


## MUNDANCHEE VAULTS

Part of Necrum is overrun  
by wild Scrabs...



## ENVIRONMENTMENTS



## MUDOMO VAULTS

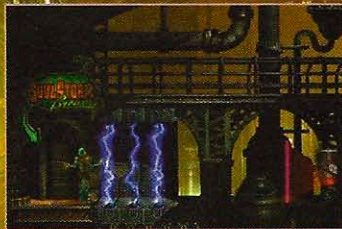
...while another part is  
infested with Paramites.



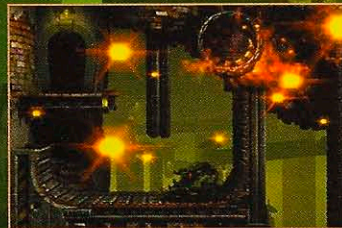


## FECCO DEPOT

Transportation hub of the Magog Cartel.



## ENVIRONMENTS



## BONEWERKS

Where Mudokon bones are processed into the raw materials of SoulStorm™ Brew.



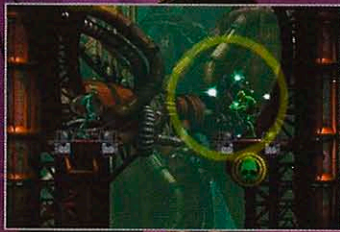


## SLIG BARRACKS

Where do you think all those Sligs come from?



# ENVIRONMENTS



## SOULSTORM™ BREWERY

Where all the pieces come together, and Abe discovers the secret ingredient of Brew... or dies trying.

HINT: Abe can slap Sligs by pressing (5), but you better be in the shadows to try it!





**UXB**  
slap when  
it's green



**GHOST LOCK**  
slap these for special powers  
and to open tomb doors



**LAND MINE**  
jump over these



**TRAP DOORS**  
look out below!



**FALLING OBJECTS**  
headache!



**SHRYKULL BIRD PORTAL**  
rescue this many guys at  
once to get a bonus



**GLUKKON VOICE LOCK**  
possess a Glukkon  
and talk to 'em.



**SOULSTORM™ BREW DISPENSER**  
push the button, then  
do what comes naturally

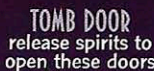
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**MOTION DETECTOR**  
stand still when  
these touch you



**LED SCREEN**  
read these  
for clues



**TOMB DOOR**  
release spirits to  
open these doors



**TELEPORTER**  
pull the lever and  
hold your breath



**SLIG VOICE LOCK**  
make Sligs talk  
to these

**ABE PORTAL**  
chant and jump  
through these



**SLAMDOOR**  
like a wall, only  
more violent



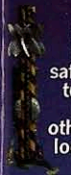
**MEAT SACK,  
BONE SACK**  
slap these to play  
with your food

# ABE'S GUIDE TO ODD WORLD

READ THESE FOR CLUES



**STORY  
STONE**  
touch  
these for  
clues and  
cool stuff



**MINE  
DRILL**  
safe when  
turned  
off...  
otherwise,  
look out!



**SLOG HUT**  
look out  
for Slogs!



**DIRECTORY**  
touch this to  
see a map

**BIRD  
PORTAL**  
chant near these



**WELL**  
jump into  
these



**SLIG LOCKER**  
where do you think  
they keep their pants?

SECURITY FONE



**GLUKKON  
SECURITY FONE**  
only Glukkons  
can talk to these



**MINE CAR**  
↑ to enter Mine  
Car, "Ctrl" to exit/  
drop Mine Car



**LEVER**  
pull it



**ROCK SACK**  
hit this to  
get a rock

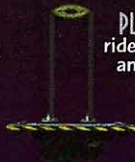


**WORK  
WHEELS**  
turn these

**MOVING BOMBS**  
touchy, touchy



**ELECTRIC WALL**  
touch it and fry



**PLATFORM**  
ride these up  
and down



**SLIG SPawner**  
for all your disposable slig needs!

**GRENADE  
MACHINE**  
push the  
green  
button



**GRENADE**  
don't wait too  
long to throw  
grenades!



**MUDOKON STATUS  
INDICATOR**  
keep an eye on these—  
they're important!

45



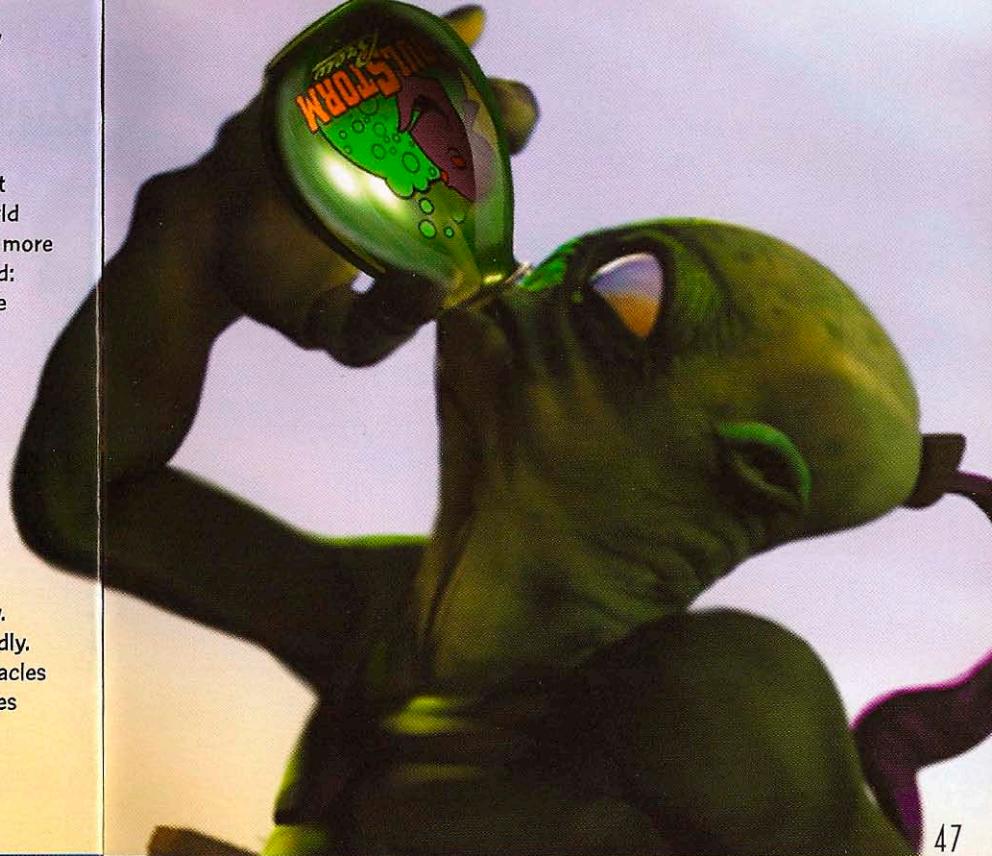
# THE ODDWORLD QUINTOLOGY

Oddworld: Abe's Exoddus is the first "bonus game" in a five part game series from Oddworld Inhabitants called "The Oddworld Quintology." Each part of the Quintology will have one or more bonus games. The first game in the Quintology, Oddworld: Abe's Oddysee, introduced Abe and his friends, and was the inspiration for this bonus game. Oddworld is big—very big—and Abe's Exoddus is just a brief glimpse of the strange and exciting depths of THE ODD!

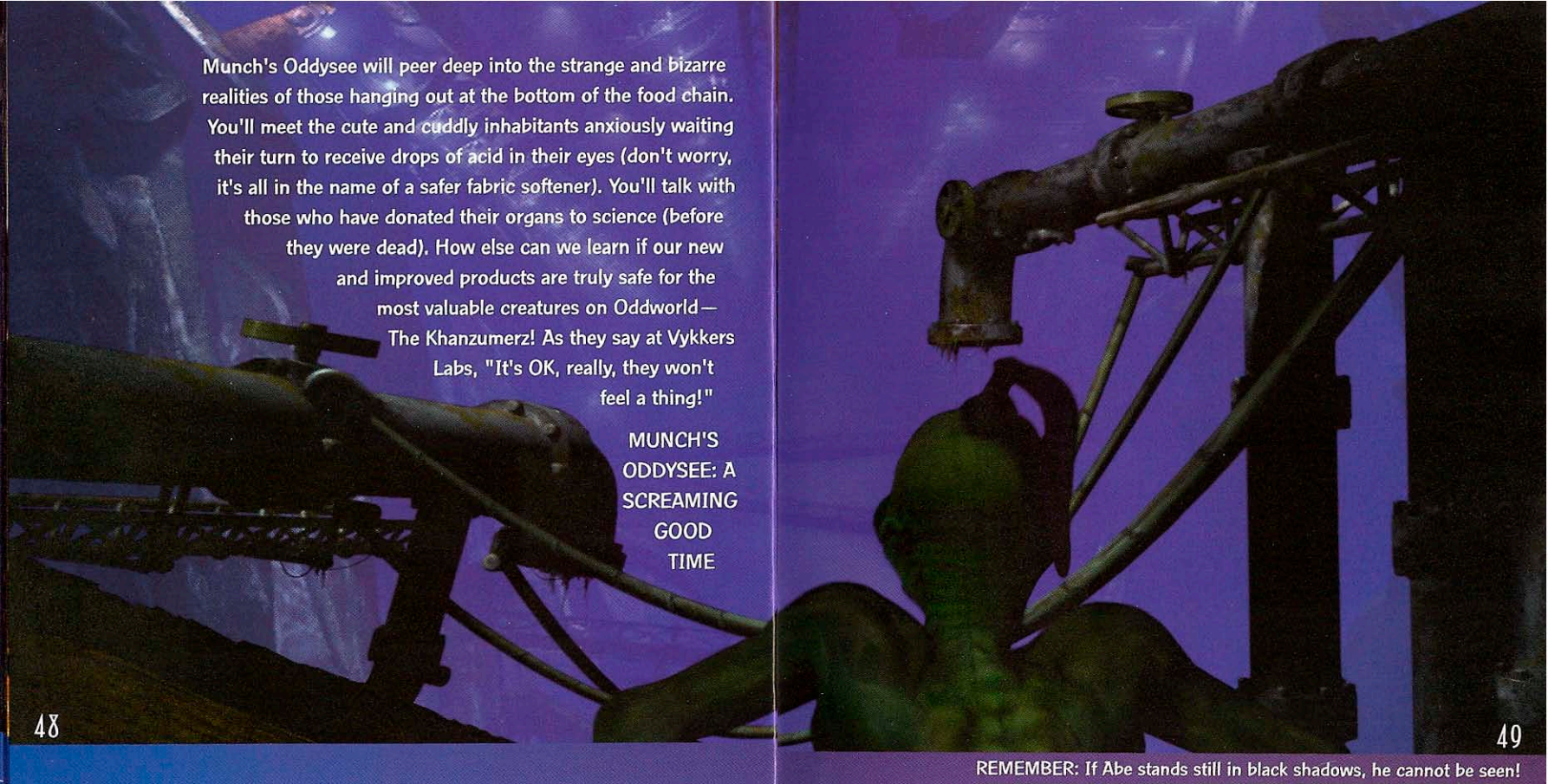
The next Quintology game, Oddworld: Munch's Oddysee, will reveal a whole new way to explore Oddworld, thanks to a mind-blowing new game engine, and a cast of characters guaranteed to give you nightmares.

Or sweet dreams. All depends on what you find cute and cuddly.

Us, we go with the cuddly. Especially if it has tentacles or nasty poison spikes that can penetrate your brain.



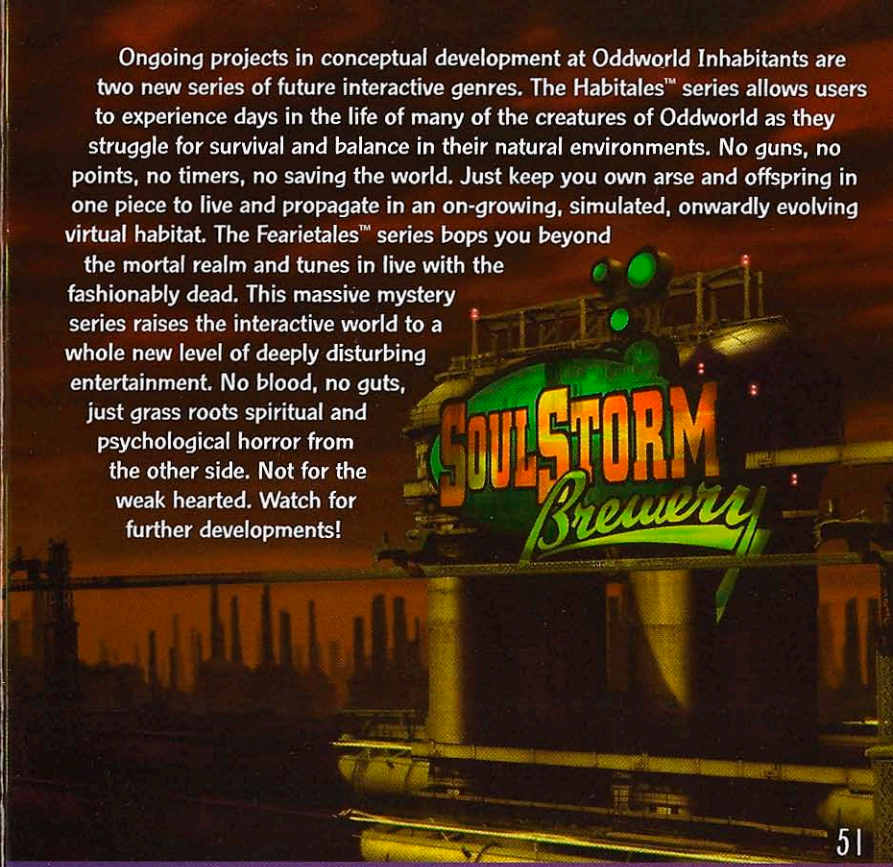




Munch's Oddysee will peer deep into the strange and bizarre realities of those hanging out at the bottom of the food chain. You'll meet the cute and cuddly inhabitants anxiously waiting their turn to receive drops of acid in their eyes (don't worry, it's all in the name of a safer fabric softener). You'll talk with those who have donated their organs to science (before they were dead). How else can we learn if our new and improved products are truly safe for the most valuable creatures on Oddworld—  
The Khanzumerz! As they say at Vykkers Labs, "It's OK, really, they won't feel a thing!"

MUNCH'S  
ODDYSEE: A  
SCREAMING  
GOOD  
TIME





Ongoing projects in conceptual development at Oddworld Inhabitants are two new series of future interactive genres. The Habitailes™ series allows users to experience days in the life of many of the creatures of Oddworld as they struggle for survival and balance in their natural environments. No guns, no points, no timers, no saving the world. Just keep you own arse and offspring in one piece to live and propagate in an on-growing, simulated, onwardly evolving virtual habitat. The Fearietales™ series bops you beyond

the mortal realm and tunes in live with the fashionably dead. This massive mystery series raises the interactive world to a whole new level of deeply disturbing entertainment. No blood, no guts, just grass roots spiritual and psychological horror from the other side. Not for the weak hearted. Watch for further developments!



# ODD WORLD INHABITANTS



Executive Producer: Sherry McKenna  
Director/Creator: Lorne Lanning  
Producer: Frank Simon  
Production Designer: Farzad Varahramyan  
Sound Producer: Josh Gabriel  
Sound Design & Composition: Ellen Meijers-Gabriel  
Script: Lorne Lanning  
Chris Ulm  
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Game Design: Chris Ulm  
Michael Madden  
Dennis Quinn  
Jeff Brown

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Art Director: Robert Brown

## COMPUTER GRAPHICS

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Sr. Animator: Scott Easley  
Animators: Shawnalee Anderton  
Sean Miller  
Angela Jones  
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Jane Mullaney  
Modelers: Steve Knotts  
Marquise Bent  
John Garrett

Lead Digital Artist: Cathy Johnson  
Digital Artists: Raymond Swanland  
Mark Ahlin  
Thomas Jung  
Jose Aello Jr.  
Lead Programmer: Todd Johnson  
Programming: Craig Ewert  
David Bright  
Dan Kading  
Mike Waltman  
Associate Producer: Heidi Ewert  
Art Coordinator: Shane Keller  
Game Manual: Paul O'Connor

## CHARACTER VOICES

Abe, Mudokons, Spirits,  
Sligs, General Dripik,  
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Vice President Aslik,  
Glukkon Exec #2: Thomas Jung  
Brewmaster: Scott Easley  
Glukkon Exec #1: Sean Miller

## ADDITIONAL SUPPORT

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Tools Programming: Kev Ashley  
Sr. Systems Administrator: John Burk  
Operations: David Rothman  
Randy Hicks  
Jimmy Wang  
Assistant Producer: Patrick "Kimo" Yoshida  
Lead Tester: Mark Simon  
Quality Assurance: Kevin Novoa  
Royce W. Lyman  
Jake Jones  
Sean Longman

Quality Assurance (cont): Talia Konkle  
Todd Arnold  
Nick Konkle  
Director of Human Resources: Ava Arsaga  
Human Resources Staff: Mike Reifers  
James Fajardo  
Office Administrator: Jennifer Shaheen  
Support Staff: Erik Tweedie  
Janet Miller  
Jenna Mitchell  
Kyndra Gardner  
Bonnie Hill  
Joy Keomanisai  
Pilar Lawson  
Hylah Jacques  
Casey Alexander  
Chief Operation Officer: Maurice Konkle

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President  
International Division: Harry Rubin  
Sr. Product Manager: Shari Bernstein  
V.P. of Marketing: Holly Newman  
V.P. of Communications: Allyne Mills  
Director of Communications: Dan Harnett  
Director of Investor Relations: Dawn Berrie  
Marketing Specialist: Keri Chaimowitz  
Director of Creative Services: Leslie Mills  
Creative Director: Vic Merritt  
Art/Traffic Manager: Liz Fierro  
Graphic Designer: Lesley Zinn



## GT CALIFORNIA

Producer: Nathan Rose

Assistant Producer: Jamal Jennings

## GT EUROPE

GT Europe

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Head Of

European Marketing: Matt Woodley

Head Of

Communications: Paul Fox

UK PR: Matt Broughton

French PR: Cecile Borzakian

German PR: Rick Nurnburg

Director of

External Product: Graeme Boxall

Executive Producer: Jason Perkins

Assistant Producer: Ben Walker

Product Manager: Nichola Bentley

Q.A.: Graham Axford

## GT SALT LAKE

Sr. V.P. of Product

Development: Mike Ryder

Director of Product

Development Services: Mary Steer

QA/Test Manager: Steve Cowser

Test Lead: Tim Hess

Testers: Aaron Harris

AJ Pardilla

Testers (cont'd): AJ's Mom

Doug Price

Jeff Oviatt

Jerry West

Jim Dunn

Joe Orr

Josh Galloway

Keith Moran

Mara'D Smith

Patrick McNeil

Randy Jones

Scott Donaldson

Spanky McChucklehead

Brat the Rottweiler

Manual Editor: Peter Witcher

Conversion to Windows: Digital Dialect

Producer: Michael Case

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Programmer: Dimitar Lazarov

Tester: Emil Dotchevski

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Whew! that's it....

# 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, and an E-Mail area where you can leave us your tech support problems and questions if you do not find your answers within the FAQ.

## HELP VIA TELEPHONE/FAX OR MAIL

For phone assistance, call GT Interactive Software's Tech Support at 425-398-3074. We have an Interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. This automated support 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 should need live support, we are available Monday through Friday, 7:30 AM until 7:30 PM (PST). Please note that live Tech Support may be closed on major holidays. You may also fax in your Technical Support questions or problems to: (425) 806-0480, or write in to the address below.

## PRODUCT RETURN PROCEDURES

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., you must call our technicians at 425-398-3074. If they determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician and your telephone number 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  
13110 NE 177th Place  
Suite # B101, Box180  
Woodinville, WA 98072-9965  
Attn: Technical Support  
RMA#: (include your RMA# here)