

IRON SOLDIER™



JAGUAR™
64-BIT

GAME MANUAL
MANUAL DE JEU
SPIELANLEITUNG

JAG-WARE Don't miss out on our ultra-cool collection of official Atari Jaguar merchandise — featuring hats, T-shirts, tote bags and much more! For your free catalog, call 414-241-3313.

Stuck? Frustrated? Need a Hint?

U.S.A. Customer Help Hint Line

1-900-737-ATARI (1-900-737-2827)

95¢ per minute. If you are under 18, be sure to get a parent's permission before calling.
A touch-tone telephone is required.

U.K. Jaguar Software Helpline

0839-994460

Jaguar Software Helpline, Cuckoo Wharf Units 1-4 Lichfield Rd., Aston, Birmingham. B6 7SS

Please obtain permission to call from the person who pays the bill.

Calls cost 39p per minute cheap rate, 49p per minute at all other times (maximum charge £3.20).

Prices and games featured on this service correct at time of going to press.

We reserve the right to change the games featured on the helpline without prior notice.

If you wish to join the Official Jaguar Club, please send your name and address details to:
Jaguar Club, Atari House, Slough. SL2 5BZ

ATARI INFO CONSOMMATEUR

36.68.00.16 (2, 19 F LA MINUTE)

Read before using your Atari video entertainment system.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of 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:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



JAGUAR™ 64-Bit Interactive Multimedia System Game Manual

Handling this Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- 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 recess during extended play to rest yourself.

Atari Corporation is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors or omissions. Reproduction of this document or any portion of its contents is not allowed without the specific written consent of Atari Corporation.

Iron Soldier is a trademark of Atari Corporation. © 1994 Atari Corporation. Atari, the Atari logo and Jaguar are trademarks or registered trademarks of Atari Corporation. All Rights Reserved. This software is authorized by Atari for use with the Jaguar 64-Bit Interactive Multimedia System.



CONTENTS

Destroy the Corporate Machine!	01
Getting Started	02
Controls	04
Advanced Controls.....	06
Missions.....	07
Finishing a Mission	08
Arming Screen	09
Weapons	10
Enemies	14
Crates.....	17
Buildings	18
Game Screen	20
Hints & Tips	21
Memory Save.....	23
Mission Briefings.....	24
Joypad Overlay	27
Credits	28
Limited Warranty	29

DESTROY THE CORPORATE MACHINE!

Industry has taken over the planet. Three-quarters of the Earth's surface is covered with concrete and steel cities and wastelands. The Iron Fist Corporation (IFC) has used military force to conquer national governments and create a worldwide military dictatorship.



Recently, the IFC developed a new weapon for use in urban areas: a 42-foot tall piloted robot, known as the Iron Soldier (or, IS). With such a weapon, they will have no trouble maintaining their hold on the populace.

However, an organization has been formed to stop the IFC. This group, known as the Resistance, has even managed to capture an early production model of the Iron Soldier unit.

This is where you come in. As a member of the Resistance, your job is to pilot the Iron Soldier in a one-man war against Iron Fist. The fate of the world rests on your shoulders, but at least your IS's shoulders can mount rockets...

GETTING STARTED

1. Insert your JAGUAR Iron Soldier cartridge into the cartridge slot of your JAGUAR 64-bit Interactive Multimedia System.
2. Insert the Iron Soldier overlay in the Jaguar Controller's keypad slot.
3. Press the POWER Button.
4. Press the B Button to skip through the Title Screens.

If for any reason your cartridge does not load, or you only see a red screen, refer to the warranty information included with your JAGUAR cartridge.

TITLE SCREEN

START GAME

Starts a new game

LOAD GAME

Allows you to continue a saved game. Game progress can be saved each time a player completes a block of four levels or any of the last four levels. The difficulty level and number of continues is also saved.



OPTIONS SCREEN

DIFFICULTY

Choose between Easy, Medium, and Hard. Difficulty affects how much damage enemy fire does, and how hard enemies are to kill.



AIMING UP/DOWN

On normal, pressing up will look up and down will look down. You can reverse the controls with this option.

MISSILE UP/DOWN

On normal, when flying the Cruise missile, pressing up will climb and pressing down will dive (like a plane's controls). You can reverse the controls with this option.

A AND C BUTTON

The A Button is used to walk and the C Button is used to take a quick look. This option lets you switch the functions of these Buttons (see CONTROLS, page 5).

IN GAME MUSIC

If you turn the in-game music OFF in this screen, you will hear more in-game sound effects (like enemy helicopters).

TEST MUSIC

Allows you to listen to each of the in-game tracks.

< CONTROLS >

TO WALK:

A+ Up: Walk forward.

Once you are walking, let go of the A Button and you'll keep moving.

A+ Down: Walk backward.

Your backward speed is slower than forward.

A: Pressing the A Button by itself will bring the walk to a stop.

NOTE: While walking, you can step on items like tanks, trees and houses.

TO LOOK AROUND:

Joypad Up/Down: Look up/down.

Joypad Left/Right: Turn left/right.

NOTE: Holding the C Button down while moving the Joypad will make you look around much faster. If you Press the C Button by itself, it will automatically center your view. By looking down, you can watch your feet crush tanks, trees, etc.



04 TO SHOOT:

Press the B Button to fire your currently selected weapon.

SELECTING HAND-HELD WEAPONS

Press the Option Button to select hand-held weapons. Press the Option Button repeatedly to switch between the IS's two hands. The hands are selectable even if there is no weapon mounted there – remember, your fist is a weapon in itself!

SELECTING WEAPON MOUNTS

Use the Option Button and Number Pad to select Weapon Mounts. Whatever weapon is on a mount will be usable when that mount is selected. If the weapon is out of ammunition or no weapon is mounted, that mount cannot be selected.

- 1:** Selects the Right Shoulder mount.
- 3:** Selects the Left Shoulder mount
- 4:** Selects the Right Hip mount
- 6:** Selects the Left Hip mount
- 7:** Selects the Right Hand mount (or press the Option Button)
- 9:** Selects the Left Hand mount (or press the Option Button)

NOTE: The numbers are laid out to match the weapon mounts seen in the IS diagram, which is found in the upper left corner of your cockpit screen.

+ *: Resets the game.

ADVANCED CONTROLS

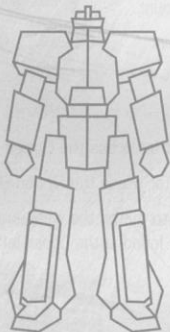
You can look up and down, left and right without changing your walking direction if you turn the Advanced Controls on.

Use the **2 key** to switch the Advanced Controls ON/OFF

While Advanced Controls are ON, only A+ Joypad left/right will turn the IS left or right.

C+ Joypad or Joypad alone will make the IS look around without changing your walking direction. You can only look 90 degrees to the left, right, up or down without turning the body of the IS.

NOTE: While Advanced Controls are on, your IS will automatically look forward whenever you use a melee weapon like the Manipulator or the Chain Cutter.



MISSIONS

On the Mission Selection screen, you will see 16 missions to complete in the war against Iron Fist Enterprises. Missions are available in blocks of four.



Selectable missions will be highlighted on the Mission Selection screen. Completed missions will appear with a check mark (you can play completed missions again if you want, but you don't have to).

When you have completed the first block of four missions, the next block will become selectable. (You can play highlighted missions in any order, except missions 13 through 16, which must be played in order). Completing certain missions will give you access to new weapons, so choose missions carefully.

After you have chosen a mission, you will go to the briefing Screen. Read the briefing carefully; it explains what you have to do to complete the mission. You may have to do a bit of exploring before you know exactly how to finish a mission.

If you don't want to play the mission, select EXIT on the briefing screen (in the lower right corner) to return to the Mission Selection Screen. Otherwise, select PLAY to go to the Arming Screen.

FINISHING A MISSION

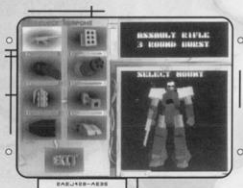
If your IS is destroyed, you will not complete the mission, and will have to use a Continue to keep playing. If you fail a mission, it will return you to the Mission Selection screen, and you will still have to complete the mission, but you do not have to use a Continue. If you complete the mission, you can select a new mission from the Mission Selection screen.

After completing the fourth mission in a block, the Debriefing screen will have a "SAVE" box highlighted. If you want to save your progress, press the B Button, then press the B Button again to exit. You can also save after completing each of the last four missions. Remember, you can only store one game at a time, so be sure to save only if you are satisfied with your current progress and difficulty level.



ARMING SCREEN

In the Arming screen, you select what weapons you want to use in a mission. There are six mounts for weapons: 2 shoulders, 2 hips and 2 hands. A mount can only hold one weapon at a time and some weapons are restricted to certain mounts.

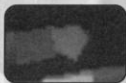


Until you find all the weapons in the game, some weapon boxes will have question marks in them. You can only select weapons that have a picture in their weapon box. Use the Joypad to move the cursor over a weapon and press the B Button, then select the mount you want it on and press the B Button again.

To remove a weapon, press the C Button and select the mount you wish to free up, then press the B Button to remove it.

Select EXIT when you have equipped your IS to your satisfaction.

WEAPONS



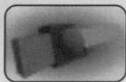
STANDARD MANIPULATOR

Basically, the Standard Manipulator is your IS units' hands and allows you to use hand weapons like a Rifle or Grenades. It is a powerful weapon in its own right. Use the Standard Manipulator to pound on buildings or enemy IS units. Make sure you're right next to the object or enemy that you want to hit.



CASSY ASSAULT RIFLE

This weapon is a 75 MM semiautomatic hand-held rifle, with a healthy supply of ammunition. It will fire three-round bursts if you hold down the B Button. It has a decent range and firepower and is a good all-purpose weapon. Unfortunately, the ammo is held in magazines, so it takes two hands to use. The rifle cannot be carried if you have equipped your IS with a Chain Cutter (see Chain Cutter).



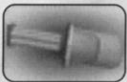
PARKER CHAIN CUTTER

This chain-driven cutting device replaces your right hand and must be mounted on the arm. It is an excellent close-up weapon to quickly destroy buildings or enemy IS units. Remember, like the Manipulator, you must stand right next to your target to hit it.



BADGER HAND GRENADES

These oil-drum sized grenades explode on impact and have a large explosion area. Even if you don't hit a target directly, it still may be destroyed by the explosion. Grenades always fly a fixed distance. Practice throwing these so you know just how far they go. You can even throw them over buildings. Be careful not to be too close to the explosion – you may damage your own IS! Each grenade rack holds 8 grenades and can only be mounted on the Hip mounts.



RACHELS GATLING GUN

This weapon is a rapid firing, 6-barrel gatling gun that fires 40 MM rounds at over 600 rounds per minute. It is devastating at short range, but its power drops off rapidly at longer ranges. It carries a lot of ammunition, but don't waste your shots. It can be mounted on any shoulder or hip mount.



WOLFPACK ROCKET LAUNCHER

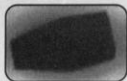
This rocket launcher fires 12 deadly rockets. The rockets are explosive and not as powerful as the Badger Grenades, but they can be fired over much greater distances. Rockets will explode when they hit something or reach their maximum range. Rocket Launchers can be mounted on any shoulder or hip mount.

MORE WEAPONS



CHARLOTTE RAIL CANNON

This cannon uses electromagnetic pulses to fire 120 MM armor-piercing rounds at incredible velocity. Unlike the Rifle or Gatling Gun, there is no limit to how far it fires. It cannot be fired very rapidly, though, because it has to autoloading the massive shells one at a time. It is an excellent sniper weapon which can be mounted on either shoulder mount.



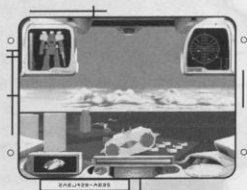
SLATE HEAVY SHIELD

The shield is not really a weapon – it increases your defensive abilities. When the shield is selected, you will take half damage from enemies! However, you can't use other weapons when it is selected (other than stomping) and you must have the shield selected in order for it to protect you. The shield can be mounted on either shoulder mount.



SABLE CRUISE MISSILE

This weapon can literally be "flown" to the target. When you fire the missile, it will switch to a missile camera view. Use the Joypad to steer the missile to your target.



The "ammo" bar represents how much fuel the missile has – if you run out of fuel, it will explode! Otherwise, it will explode on impact with its target.

You can also detonate it at any time after launch by pressing the B Button. The explosion is as powerful as a Hand Grenade, so if you use the missile properly, you can destroy several buildings or enemies that are close together. Unfortunately, only one missile will fit on a mount at a time, so use them carefully! Also, be careful not to detonate it close to your IS or you will take damage from the blast. Cruise missiles can be mounted on either shoulder.

NOTE: Mounting more than one of any weapon will give you more ammunition for that weapon, but otherwise has no effect on weapon performance.

ENEMIES

Each enemy has strengths and weaknesses. Practice will teach you which weapons are best for use against each enemy type.



'Glaive' Helicopter

These enemies fire bullets or rockets at you. They also like to fly over your head and get behind you, so try to destroy them before they get too close.



'Greave' V.T.O.L.

These unusual planes use turbine engines to hover or fly around. They drop deadly bombs on you from above, so don't let them get too close.



'Gantlet' Attack Plane

This fixed-wing aircraft flies quickly overhead and drops bombs. They take a few minutes to report to a battlefield, so you usually won't see them unless you hang around for too long.



'Brassard' Light Tank

These tanks are everywhere. They fire cannon shots and occasionally fire off a 1-shot rocket (especially if you make them mad).



'Tasset' Heavy Tank

Watch out for these brutes! They fire powerful cannon shots and are incredibly tough. They are so big you won't even be able to step on them.



'Javelin' Rocket Launcher

This device does not move, but is still dangerous. It can fire off two rockets in any direction. If you get close enough, you can step on these just like Light Tanks and Gun Turrets.



'Heaume' Gun Turret

These are also fixed gun emplacements with heavy machine guns that will fire at you if you get too close.



MORE ENEMIES



Enemy IS Units

As inventors of the Iron Soldier, Iron Fist Enterprises will not hesitate to use these against you. They can be armed with a variety of weapons, but most of them mount Wolfpack Rocket Launchers. They are quite sturdy, so be sure you have lots of grenades or rockets. They are easiest to destroy in close combat (but watch out for their punch!).



'Behemoth' Frigates

These massive, armed ships are frequently a target you will need to take out to complete a mission. They take several hits from Grenades or other heavy weapons to destroy and they are usually armed with two turrets, which can fire cannon shots or rockets. They are frequently docked, but can occasionally sail out of Grenade range, so keep an eye on them and don't waste time destroying them.

CRATES

There are five types of crates:



WOOD Crates

These crates contain extra Rockets, Cruise Missiles, or Grenades. You can replenish some of your ammo by picking up these crates.



STEEL Crates

These contain extra ammo for the Assault Rifle, Gatling Gun, or Rail Cannon. Pick these up if you are running low on ammo for any of these weapons.



REPAIR Crates

These black and yellow striped crates will repair about 1/4 of the total hit damage to your IS when you pick them up.



SUPPLY Crates

Some missions require you to collect supplies to aid the resistance. Be sure you collect any Supply crates you come across.



WEAPON Crates

New IS weapons are usually packed in distinctive crates. Pick up any weapon crates you find to equip your IS with weapons for later missions.

NOTE: If you find a lot of "empty" crates in a mission, try selecting different weapons for that mission the next time you play. You may find that those "empty" crates are not so empty if you have the right weapons with you...

BUILDINGS

Buildings are a major part of urban combat. Buildings can help you by providing cover from enemies, or containing valuable crates.



Factory

These buildings often contain repair crates. They are quite sturdy.



Warehouse

Warehouses may have crates in them. Some warehouses are quite sturdy, others are fairly weak.



Residential Block

These buildings are not too strong, but rarely have any crates in them. Most of the population lives in buildings like these.



House

Rich corporate officials like to live in these. They are extremely fragile, and never contain crates. They're fun to step on though...



Water Tower

These buildings are fragile structures with no crates inside.



Fuel Tanks

These buildings are sturdy, but explode when destroyed. The explosion will damage nearby buildings and enemies, and may even set off other fuel tanks in a chain reaction! You can be damaged by exploding fuel tanks, so be careful. Repair crates are occasionally found in the wreckage of fuel tanks.



Skyscrapers

These massive buildings are where the corporate management works – they're everywhere – and they're extremely sturdy. You can occasionally find crates in them.



Control Towers

These towers coordinate enemy attacks. They are often placed near objectives.



Power Plants

These incredibly sturdy buildings are found in industrial areas. They often contain crates.

GAME SCREEN

A) Weapon Mounts

Shows you what weapons your IS is equipped with. The vertical bar indicates how much ammo the currently selected weapon has.

B) Weapon Selected

Shows what weapon is currently selected.

C) Hits Bar

Shows how much damage your IS can take before it is destroyed.

D) Radar

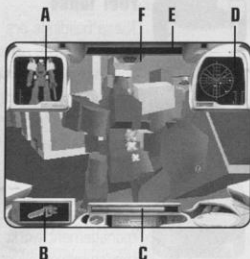
Shows the position of nearby enemies. You are in the center of the radar, so it can show enemies behind you. Tanks, turrets, and other ground targets appear as white dots. Helicopters and V.T.O.L.s appear as red dots. Enemy IS units appear as blue dots.

E) Text Window

Shows important text, like what kind of ammunition you just picked up.

F) Warning Light-

Flashes if the player has taken too much damage.



HINTS & TIPS

GETTING THROUGH A MISSION

- Read the Briefing carefully so you know what you must do to complete a level. It may take you a few tries before you figure out exactly where and what your objectives are.
- Choose your weapons carefully.
- Try breaking open buildings and remember what kind of crates are in them if any.
- If you can't solve a mission, try taking a different route. There are many ways to go, some are easier and faster than others.
- Enemies that move quickly are easier to hit if you fire just in front of them, so they move into your shots. This is called "leading" the target.

FIGHTING TANKS

- Use buildings for cover. Don't stand out in the open, or you will be surrounded.
- You can often kill tanks by hiding from them until very close, then stepping on them!
- You can kill tanks at long range with the rocket launcher – aim just a little bit high when doing this.
- You can shoot tanks at close range with the Gatling Gun, but aim low to stop any rockets they may fire.
- When fighting the Heavy Tank, avoid it until it is close, then cut it up with a Chain Cutter.

HINTS & TIPS

FIGHTING HELICOPTERS AND V.T.O.L.s

- Use the gatling gun at close range. Hide in skyscrapers, and watch your radar. When they come around the corner, blast 'em!
- If you catch a V.T.O.L. on the ground, don't get too close – shoot it with the Rail Cannon or Rifle before it takes off.
- Try to get the V.T.O.L.s to drop bombs on fuel tanks – they'll blow themselves up!
- Be sure to kill V.T.O.L.s before they get too close.

AVOIDING ROCKETS

- You can shoot down rockets with the Gatling Gun, but it is safer to dodge them.
- Watch the rockets on the radar and move perpendicular to their flight path to avoid them.
- Be sure not to get too close to rocket launchers.
- The rail cannon will destroy rocket launchers at long range. Rockets do a lot of damage, so be careful!

FIGHTING SHIPS

- If the ships are close enough to shore, use grenades.
- Ships have good "side" armor, so rockets aren't too effective.
- The ships fire at you if you get close, but it only takes two well-placed grenades to destroy a ship. Otherwise, it takes about 15 rockets.

FIGHTING IS UNITS

- Try to use cover.
- If you have rockets, try to fire them when the enemy IS is not shooting at you.
- Throw grenades as accurately as possible, leading the target some since the Grenades are slow.
- Most IS units stop firing if you get in close enough, but watch out for their punch!
- Use your fists or the Chain Cutter at close range, and back up a little bit when you think it's going to punch you. Then move back in again if it turns away from you.

MEMORY SAVE

Volume, Game Options and Save Game information are retained in the cartridge even if you have turned off your Jaguar 64-bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear the currently saved changes, press *, Option and # while on the Iron Soldier Main Game screen.

MISSION BRIEFINGS

1. THE BUST

The Resistance wants you to destroy a local Iron Fist Warehouse complex. Follow the road out of town to get there. Grab any supplies you find.

2. CARE PACKAGE

Iron Fist Enterprises is using massive cargo ships to transport I.S. Mechs. Blow up the ships before the I.S. units can deploy.

3. LONDON BRIDGE

Iron Fist is using bridges to transport weapons off an island. Destroy the center struts of the bridges with grenades to collapse them.

4. MIDNIGHT RAID

A midnight raid on an enemy supply dump will give the Resistance supplies that are badly needed. The dump is watched by four guard towers and several tanks. Keep a lookout for new weapons too.

5. HUNT THE HUNTER

An enemy Mech is terrorizing a pro-Resistance town. It is armed with rockets. You must find a way to protect yourself from the rockets and destroy him quickly.

6. WALK IN THE PARK

The Resistance headquarters has come under attack by a battalion of enemy tanks! Destroy all the tanks before they destroy the Resistance. Watch out for other forces that may be providing cover fire for the tanks.

7. FOX AND HOUND

Rebel agents have discovered that a new Iron Fist weapon is being transported through the city in several trucks. Find and destroy all of the trucks and capture the gun and any supplies you find.

8. PEARL HARBOR

Four Iron Fist Cargo Ships are currently docked at a lightly guarded ship yard. Destroy all four before they can escape.

9. PANDORA'S BOX

The IFC has turned one of their research centers into a fortress. Get inside the Fortress and find out what they are building.

10. HORNET'S NEST

Iron Fist helicopters are plaguing Resistance forces across the city. Find and destroy their airfield and eliminate any helicopters you see.

MISSION BRIEFINGS

11. ONE-MAN ARMY

The IFC has constructed a tank factory on the outskirts of a desert town. Watch for the power plant and destroy all the nearby buildings to stop tank production.

12. THE BEST DEFENSE

A Resistance laboratory is trying to develop a long-range missile. Iron Fist is sending forces to destroy the lab, however. Protect the lab at all costs!

13. URBAN RENEWAL

Resistance spies have found out that Iron Fist is making a nuclear bomb somewhere in their southern Industrial Complex. No one knows what building it is in, so your job is to level the place – leave no buildings standing!

14. ESCORT SERVICE

Resistance refugees need to be evacuated from a deadly fighting ground and taken safely out of the city. You must protect the trucks that are transporting them. Stop any enemies that could hurt the convoy of trucks!

15. RETURN TO SENDER

26 Iron Fist is blockading a Resistance port with a fleet of warships, cutting off valuable medical supplies. Destroy the warships so the Resistance fleet can dock.

16. WAR IS HECK

The Resistance forces have broken through to the Iron Fist core territories. Now you must destroy the Iron Fist Command Center. Take out all skyscrapers. Watch out for enemies. Good luck! You will need it...

JOYPAD OVERLAY



Your Jaguar cartridge comes with a plastic overlay to enhance gameplay. If you should misplace the overlay, you may cut out the actual-size overlay template above.

CREDITS

- Main Coding:** Micheal Bittner
- Additional Coding:** Marc Rosocha
- Graphics:** Christian Reissmüller, Bleick Bleicken, Oliver Lindau
- Enemy, Building and Level Design:** Sean Patten, Marc Rosocha
- Game Music:** Mario Knezovic, Joachim Gierveld
- Title Music:** Nate Brenholdt
- 3D Models:** Marc Rosocha, Micheal Bittner, Sean Patten, Donald Wang
- Sound Effects:** Marc Rosocha, Ted Tahquechi, Nate Brenholdt
- Game Concept:** Sean Patten
- Original Mech Design:** Mark J.L. Simmons
- Manual By:** Sean Patten
- Game Testing:** Tal Funke-Bilu, Dan McNamee, Andrew Keim, Scott Hunter, Joe Sousa, Martin Müller, Hank Cappa, Harry Kinney
- Special Thanks to:** Normen B. Kowalewski, Hans-Martin Kröber, Kathie Sleeper, Paul Foster, James Grunke, Anke Frey, Birger Zimmermann, Thomas Detert, Ulrike Bilda, Heinz Rudolf, Gerhard Seiler, Klaus-Peter Plog, Stefan Kimmlingen, Manfred Trenz, Jörg Seeborn

LIMITED WARRANTY

Atari warrants to the original purchaser this product to be free from defects in material and workmanship under normal authorized use for a Warranty Period of ninety (90) days from the date of purchase as evidenced by your receipt. Atari will replace the defective software free of charge. After the expiration of the Warranty Period, you assume the entire cost of all necessary servicing, repair or correction.

The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorized by Atari are used in connection with this product. Warranty does not cover accidental or intended damage or neglect. If the product displays a fault within the warranty period, the user should return it to his place of purchase, who will follow the required procedure to obtain a replacement.

In no event shall Atari be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you.



Copyright 1994, Atari Corporation
Sunnyvale, CA 94089-1302
All Rights Reserved

J9026E
500726-002
Printed in USA