



S T U D I O 3 D O



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BATTLESPORT



## What's In This Manual

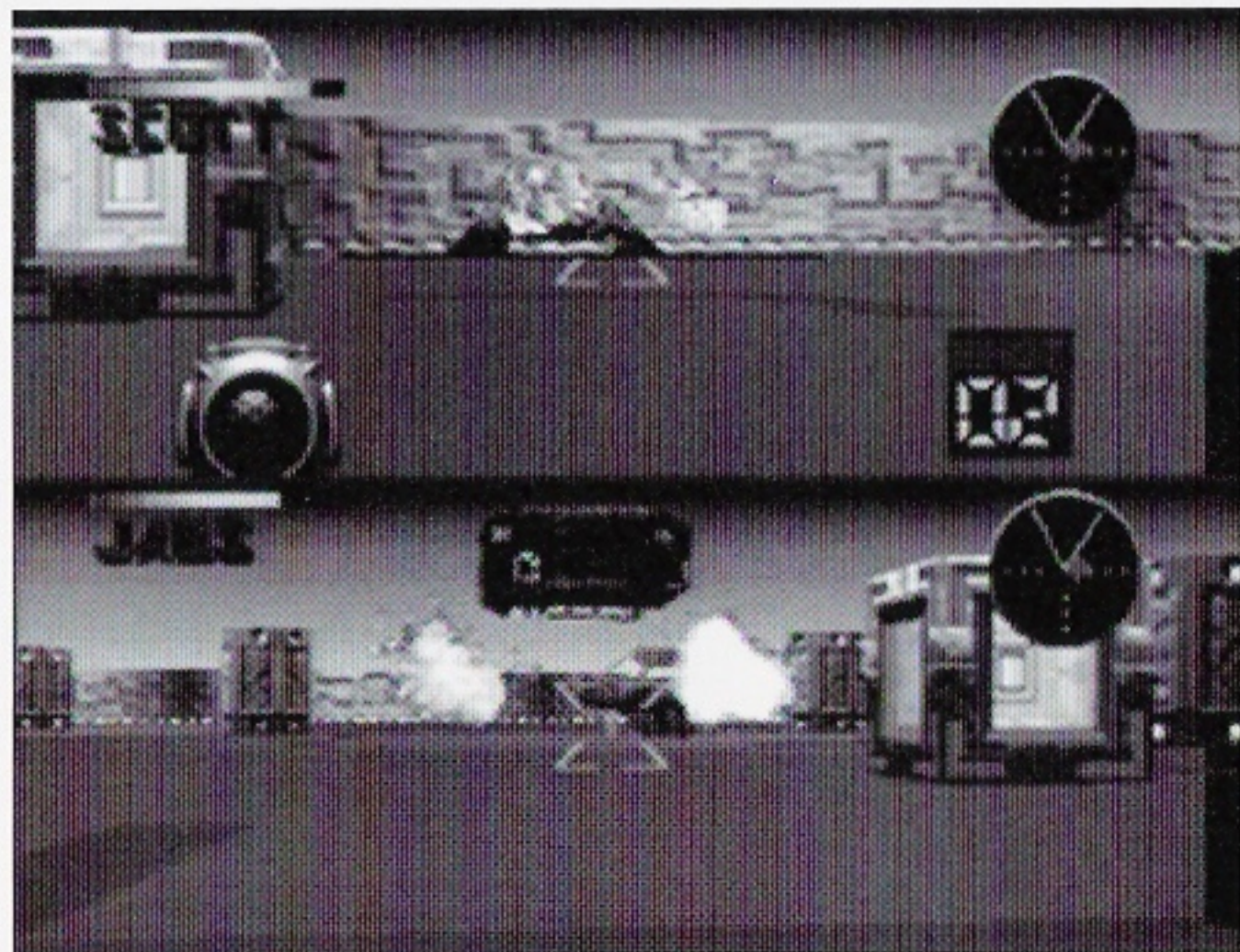
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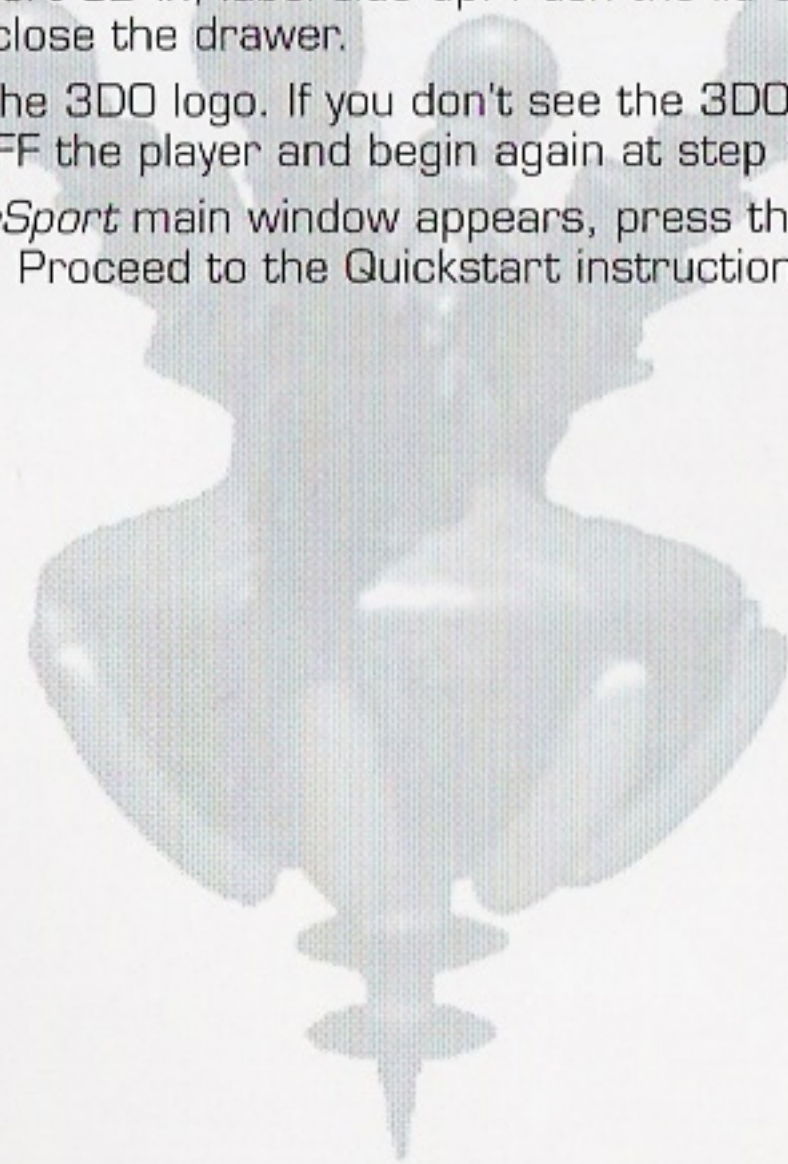
## Before Using Your 3DO<sup>®</sup> System

Exposure to certain light patterns, flashing lights, or backgrounds, on a television screen or while playing video games, may induce an epileptic seizure in a very small percentage of 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.



## Game Set-Up

1. Make sure your 3DO system is set up correctly. Check the owner's manual if you have any questions.
2. Press the **Power Switch Button** to turn the 3DO system ON. The button is on the front of the unit.
3. Make sure the first of at least two control pads is plugged into the Control Port on the Multiplayer console. If not, turn the player OFF, plug in a controller, and turn the player ON again.
4. Pop-up the top, or press the **Open/Close Button** to open the CD drawer. Put the *BattleSport* CD in, label side up. Push the lid closed or press the button again to close the drawer.
5. You should see the 3DO logo. If you don't see the 3DO logo after a few seconds, turn OFF the player and begin again at step 1.
6. When the *BattleSport* main window appears, press the **Play/Pause Button** to begin. Proceed to the Quickstart instructions.





## Words to Live (or Die) By



*"If you can't kill 'em with goals, ya might as well just kill 'em. That's my motto. You might be a great shot, or a slick tactician, or maybe you were the fastest tanker in your truck-stop of a hometown. I'm hardly impressed. Rookies like you never stick around long enough to learn that you gotta put it all together. Speed, smarts and style...these are the things that have made me a BattleSport champ.*

**SPEED:** *You and your 30 ton tank have gotta be fast to get to the ball, grab power-ups, dodge enemy fire, and score goals. You need an eye for detail — there's lots of "surprises" scattered around the playing fields — and you have to enjoy facing the unpredictable every time you enter one of the arenas.*

**SMARTS:** *Study arena layouts, and learn how to work the walls. Between matches, shop the store for the best deals, and which equipment to buy when. See, I like winning because I like cash. It keeps my tank heavily armed and dangerous.*



**STYLE:** *You gotta be a dead-eye shot with the ball and with your weapons, and you gotta have an athlete's sense of strategy. Hop your tank to evade incoming missiles, catch air off the ramps, take advantage of the other tank's weaknesses, blast your opponent to bits — that's the kind of work that gets the crowd behind you and gives the announcer something to shout about.*

*Is this too much information for your peanut-brain to digest? I thought so. Back to square one with you then: if you can't kill 'em with goals, just kill 'em. Keep winning, keep climbing up the arena ladder, and maybe someday, we'll meet at the top..."*

— Crusher Johnson  
2083-2127





## Quickstart

### Getting In:

At the Introduction screen, press *Start* to get to the **main menu**.



From the Main Menu, choose **1 or 2 Player Exhibition Mode** and press the **Play/Pause Button**. Pay attention to the announcer and he'll guide you through the sign-in process. After you set up the arena options, pick an opponent (if you're in 1 Player Mode) and then pick a tank. With that done you can go to the Equipment Store to pick up a few "accessories" and then you'll head straight into battle.

Note: **Exhibition Mode** is the recommended mode for the new player because it lets you learn about each opponent and tank option and configure the game accordingly. **Instant Action** mode, on the other hand, uses default settings and takes you immediately into battle. When you want to change any of the Instant Action defaults, choose **Instant Action Setup**. There you can configure Instant Action mode for 1 or 2 players, pick an Arena to play in, etc. Experienced players should enjoy using Instant Action Mode to get quickly into a new game.

Both the Instant Action Mode, and the Exhibition Mode, can be played by either one or two players. The Tournament Mode is played by one player against a set of increasingly difficult computer-controlled opponents and tanks. Tournament Mode is for the experienced BattleSport competitor who knows their tank and their weapons — enter at your own risk.

Pay attention to the announcer and he'll guide you straight into competition.





## Control Pad Map/Instructions (Default)

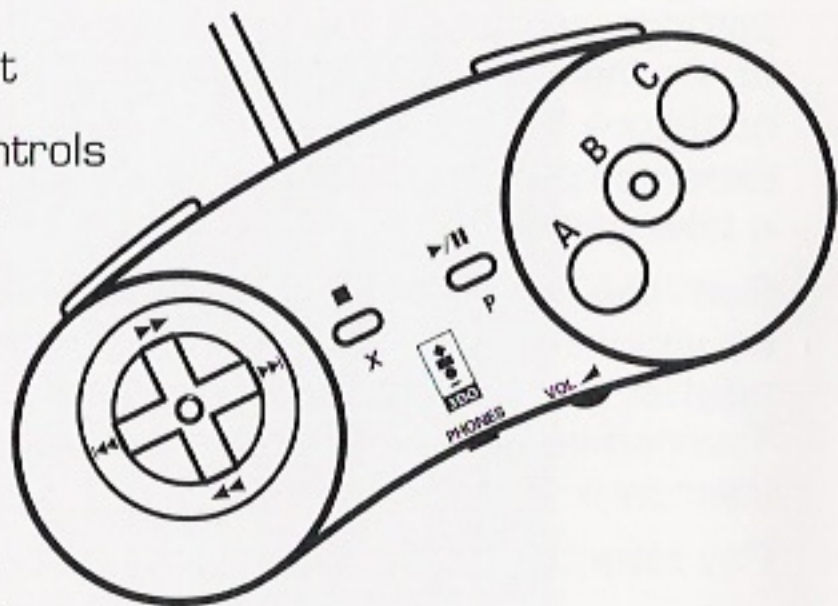
D-Pad UP/DOWN	Move forward/backward
D-Pad Left/Right	Turn or rotate left/right
Double Tap D-Pad	Speed burst
Left/Right Shift	Slide left/right

(Note: You can swap the **D-Pad/Shift** controls with another Configuration Setting via the Game Options window.)

Shift Keys R & L	Jump
A Button	Fire lasers
B Button	Fire missiles
C Button	Shoot the ball
Play/Pause	Load up one of your surprises. The <b>Play/Pause Button</b> puts a small view-window on screen that shows you what you're packing, and lets you select whichever one you happen to need. Once its selected, keep pressing Play to cycle through your equipment. Then, press the <b>A</b> and <b>B</b> buttons simultaneously to activate that item

**A and B Buttons Together** Engage store item. This will immediately implement the device you selected using the **Play/Pause Button**

**Stop** Pause/In-game options screen



## Main Menu Options

To lock in Menu Choices, press the **A Button** or Start.

### Instant Action

When you hit **Instant Action** the game uses the preferences that you set in **Instant Action Setup** and takes you immediately to the game. This mode is the fastest way to get straight into BattleSport. Once you have set your preferences the game goes automatically to the arena, although you can set up Instant Action mode to let you sign-in (enter your name) before entering the arena.

### Instant Action Setup

Instant Action Setup, with 3 — 3 minute periods, allows you to choose one or two player mode, which arena to play in (random or 1-50), what opponent to play against (in one player mode), and what tank you want to use. If you set Instant Action Setup for two players, it also allows you to choose both players' tanks.

Additional options for Instant Action Setup include:

**Shot Clock** Allows you to control if you want a shot clock, and how long you want the shot clock to count down.

**Textured Floors (Yes/No)** In one player mode this is always set to YES, but in two player mode, you can choose whether you wish to play with or without a textured floor. Depending on the arena, playing without textured floors may speed up game play.

**Name Entry (Yes/No)** Lets you enter your name before the Instant Action game starts.





## 1 Player Exhibition Mode

Go up against some of the best of the meanest BattleSport gladiators. This is the recommended mode for the beginning player. It allows you to choose your tank and your opponent and provides lots of data on each option. It also lets you choose the arena, and shows you what power-ups are available and what type of goal you'll be aiming for. It takes a little longer to get into the arena than Instant Action mode, but it gives you more data and more control over the game. Here's what you'll configure in Exhibition mode.

### Signing In

Enter your name in the **Sign-In** window. Use the **D-Pad** and the **A Button** to select each letter, then press the **Play/Pause Button** (or select End and press the **A Button**) to save your sign-in name and continue.



### Setting Up

Set up your upcoming battle. Arrow-down to the other choices to set the Game Type, Equipment Store and Shot Clock options.

**Arena Selection** Use your LEFT/RIGHT D-Pads to scroll through the Arena choices and then pick one that you think you can handle. There's over 50 of them, and no two are alike — see the section *Arena Features* section if you feel the need for more information.



**Game Type** Lets you play three timed periods (ranging from 1- to 9-minute periods) or score-based battles (ranging from 1-99 goals).

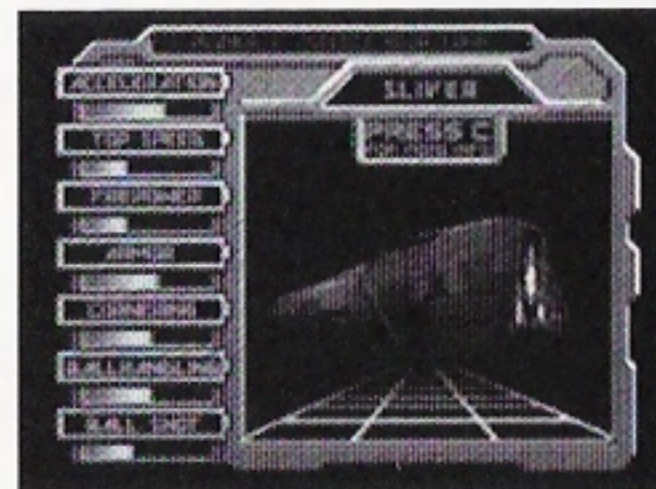
Exhibition Mode can be played with or without the *Equipment Store*, where you load up on weapons and defenses. See *The Equipment Store* section for details on what's available.

If you want, adjust the **Shot Clock** — shot clock violations mean immediate loss of possession. FUMBLE!

Press the **Play/Pause Button** to confirm your choices and continue.

### Select Your Opponent

Choose your first opponent. Don't waste time agonizing over it — you'll go up against each of them in time. Press C for additional data. Pick one and press the **Play/Pause Button** to continue.



### Select Your Vehicle

Check out what each tank's strengths are, then pick one that you think can do the job. When you've found one that reflects your style, press the **Play/Pause Button** to continue.

### Tank Configuration

If you're playing Exhibition mode with the Equipment Store ON, you'll soon be staring at a mouth-watering selection of missiles, lasers, radar jammers and other toys of ill-will. Lucky for you, money is not needed when playing one or two player Exhibition Mode. See *The Equipment Store* section below for details on each item. Press the **Play/Pause Button** to enter the arena.



## 2 Player Exhibition Mode

Ah yes, you and a friend can enter into some real head-to-head competition. With split-screen monitoring of both cockpits you have everything you need to search, destroy, and score. Feel free to educate your opponent about missile damage, interceptions, and maneuvering. Trash talking is encouraged. The setup procedure for two player mode is the same as for one player Exhibition mode — refer to the previous section *1 Player Exhibition Mode* for details.



## Tournament Mode

For those driven to become the BattleSport champ. Serious competitors only. Start from the bottom of the heap and face one opponent after another, in a different arena each round. Tournament mode doesn't let you rest, as each round puts you in a different arena with a unique collection of power-ups. One player only. After you Sign-In you'll see the Tournament Options menu.

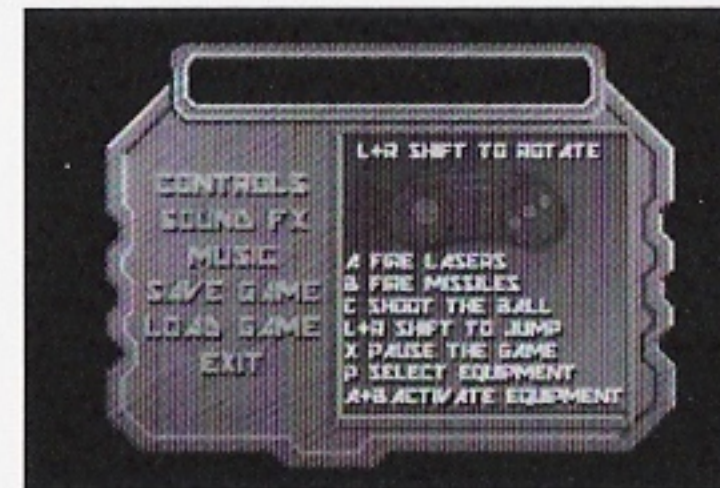
The first thing you have to do is select a tank, so highlight *Buy New Tank* and press the **Play/Pause Button**. There are several tanks from which to choose, each with varying amounts of firepower, speed, cornering ability, armor, etc. Select one and press the **Play/Pause Button** to lock in your choice and return to the Tournament Options menu.

New tanks will become available as you progress through the tournament. When you've played with one tank for awhile, and are ready to upgrade, the store will automatically trade in the old tank for a new one.

Next, select Equipment Store and press the **Play/Pause Button**. If you start winning and collecting cash, your trips to the store get more and more interesting as your tank gets more and more deadly. See the section *The Equipment Store* for more information on the store and how to choose items.

You can view your overall totals by selecting *Career Stats*. This will show you statistics for your player name (the name you entered in the Sign-In window).

You can use the *Game Options* feature to customize BattleSport for your own preferences, as well as save and load games. Use the UP/DOWN keys of the **D-Pad** to highlight each option, then press the **Play/Pause Button** to edit that option's choices. After you've edited the option, press the **Play/Pause Button** again to lock in your choice.



- ▲ **Controls** — Toggle the **D-Pad** between default and alternate configurations.
- ▲ **Sound F/X** — Press the **D-Pad** UP/DOWN to raise/lower the volume of the sound effects.
- ▲ **Music** — Press the **D-Pad** UP/DOWN to raise/lower the volume of the music.
- ▲ **Save Game** — Games are saved under the name you entered in the Sign-In window. To save the current game, make your selection from the list using the **D-Pad** UP/DOWN.
- ▲ **Load Game** — Use the **D-Pad** UP/DOWN to select a previously saved game.
- ▲ **Exit** — Choose Exit to leave the Game Options menu.



Once you've set up your Game Options, bought a tank and outfitted it with some personal touches from the store, select *Play Next Game* and get ready for battle!

The next thing you know you'll be dropped into the arena and the battle begins. After you've "paid your dues" during the early going, earn serious cash as you advance through the higher levels. Grab a couple of cash power-ups and outfit your tank at the store between rounds. You'll be able to purchase some very helpful hardware — helpful in making your opponent's life a living hell. Are you ready for the ultimate challenge of Battle and Sport? Play wisely, save often, and you might just make it to the top.

### Load Game

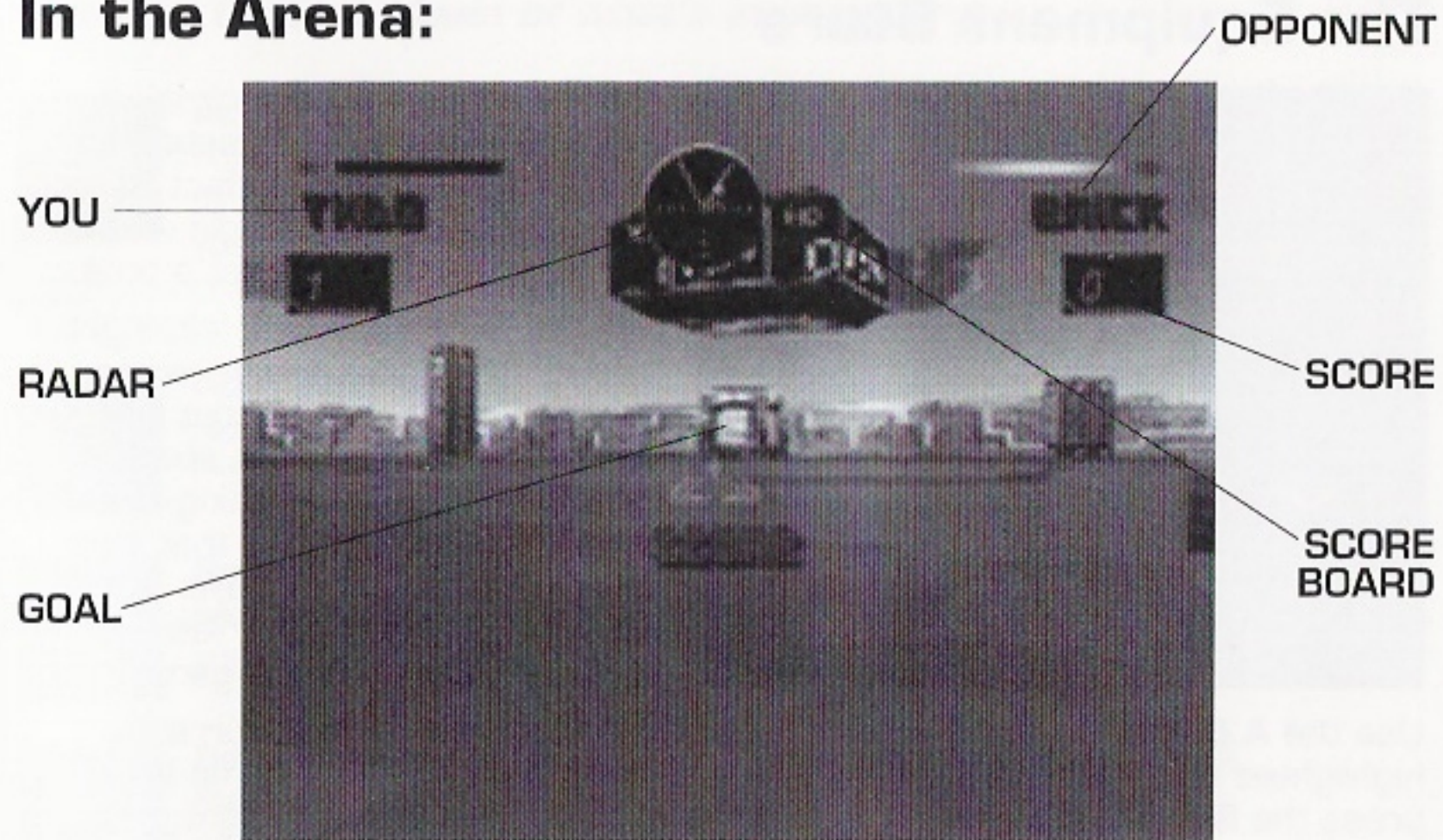
Load Game lets you return to a previously saved game and pick up where you left off. At the Load Game window, select the game you want from the list and press the **Play/Pause Button**.

### Previews

Previews gives you a look at other Cyclone Studios/Studio 3DO productions.



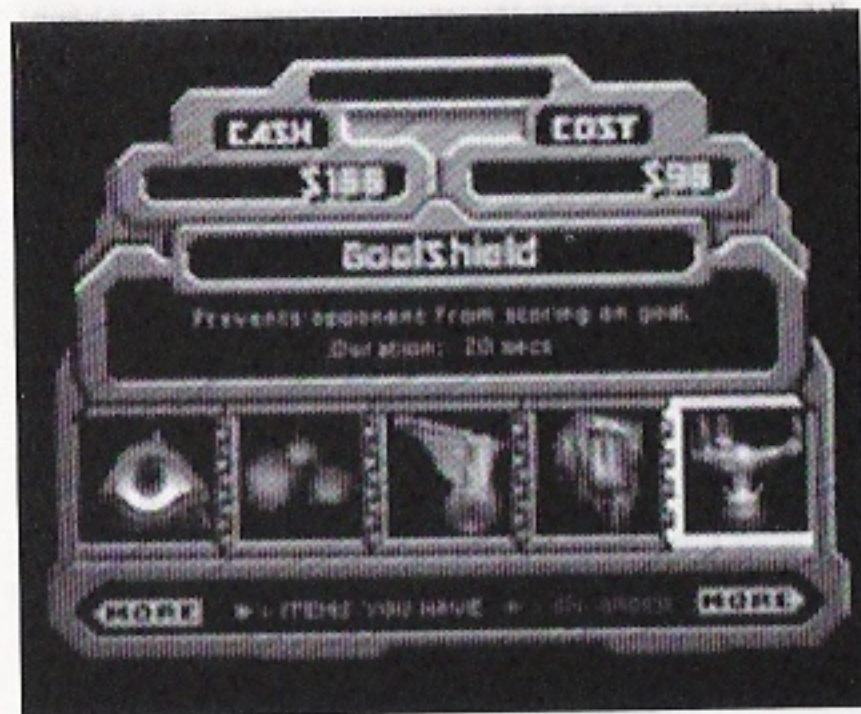
## In the Arena:



Once the battle starts you've got to keep moving to stay alive. Try to keep an eye on your radar and health meters, and remember if you have the ball, watch the shot clock. To access your special weapons press the **Play/Pause Button** — a 3-way selector will appear in the bottom of your screen. Repeatedly press the **Play/Pause Button** to select which of the 3 special items you want to use, then press the **A** and **B Buttons** together to activate that item. Press your **Left/Right Shift Buttons** together to jump. Keep moving! One more thing: get possession of the ball and SCORE! Be sure to check out the sections *Power Ups* and *Arena Features* if you're curious about some of the things you find in the Arenas. And try to keep moving.



## The Equipment Store



There's enough lethal technology available in the store to satisfy a small, hostile nation. In fact, there's more than you can handle — you can only carry 3 items at a time.

Use the **D-Pad** to scroll left/right through the inventory. When an item is highlighted, its cost and description appear right above it. (In Exhibition mode, everything is free!) You'll also see how long that item lasts in battle. Some items only work for 90 seconds or less, while some will last an entire game.

Use the **A Button** to buy items — specifically, whichever item is currently highlighted and described. If you change your mind and want to dump an item, press the **B Button** to discard a purchased item (while it is still highlighted). Spend wisely, and remember — you can only carry 3 items.

- First press the **Play/Pause Button**. In the weapons viewer that appears in the bottom left of the screen, identify the store item by repeatedly pressing the **Play/Pause Button**.
- Press A & B together to activate that item now. To use one of your other store items press the **Play/Pause Button** to select it in the viewer, then press A & B together... Simple, no?

*Here's a brief rundown of what's in inventory:*



### Add Period

Adds one more period to the current battle if you need more time to complete your comeback



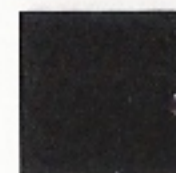
### Advanced Target

Adds homing/tracking missiles. No ball/goal



### Ball Attract

Makes the ball come to you



### Ball Guidance

Helps your shot find the goal



### Basic Target

Helps locate the ball and the goal



### Blind Enemy

Temporarily blinds your opponent's tank



### Doubledamage

Doubles the damage inflicted on your opponent



### ECM

Befuddles missiles' targeting systems



### Flight

Lets you take to the sky by holding down the two **Left/Right Shift Buttons**



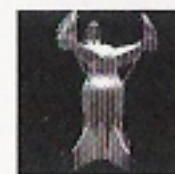
### Freeze Ball

Stops the ball temporarily



### Freeze Goal

Stops the goal from moving



### Fumble Missiles

Missiles that force the opponent to drop the ball

*Turn page for more items*



### More inventory items:



#### **Fumble Protection**

Helps you hold onto the ball while being slammed with missiles and lasers



#### **Goal Shield**

Blocks your opponent's shots on goal



#### **Heavy Lasers**

The most powerful of the 3 laser items, Heavy Lasers recharge instantly and inflict untold damage



#### **Instant Fumble**

Forces your opponent to lose possession



#### **Invisibility**

Makes you temporarily invisible to your opponent



#### **Medium Lasers**

Gives your opponent something to remember you by, but only good in close combat



#### **Missile Attachment**

Adds additional missile bays to your tank, increasing your firepower significantly. Maximum of 4 missiles on each tank



#### **Radar Jammer**

Confuses your opponent's radar



#### **Stabilizer**

Prevents incoming missiles from throwing you across the entire arena

### Even more inventory items:



#### **Super Missile**

The big boy. Smart and very final



#### **Super Shielding**

Extra bullet-proof armor for your tank



#### **Super Sight**

Lets you see invisible opponents and prevents you from being blinded



#### **Super Speed**

A whole other level of speed, makes your acceleration and top speed as high as any opponent



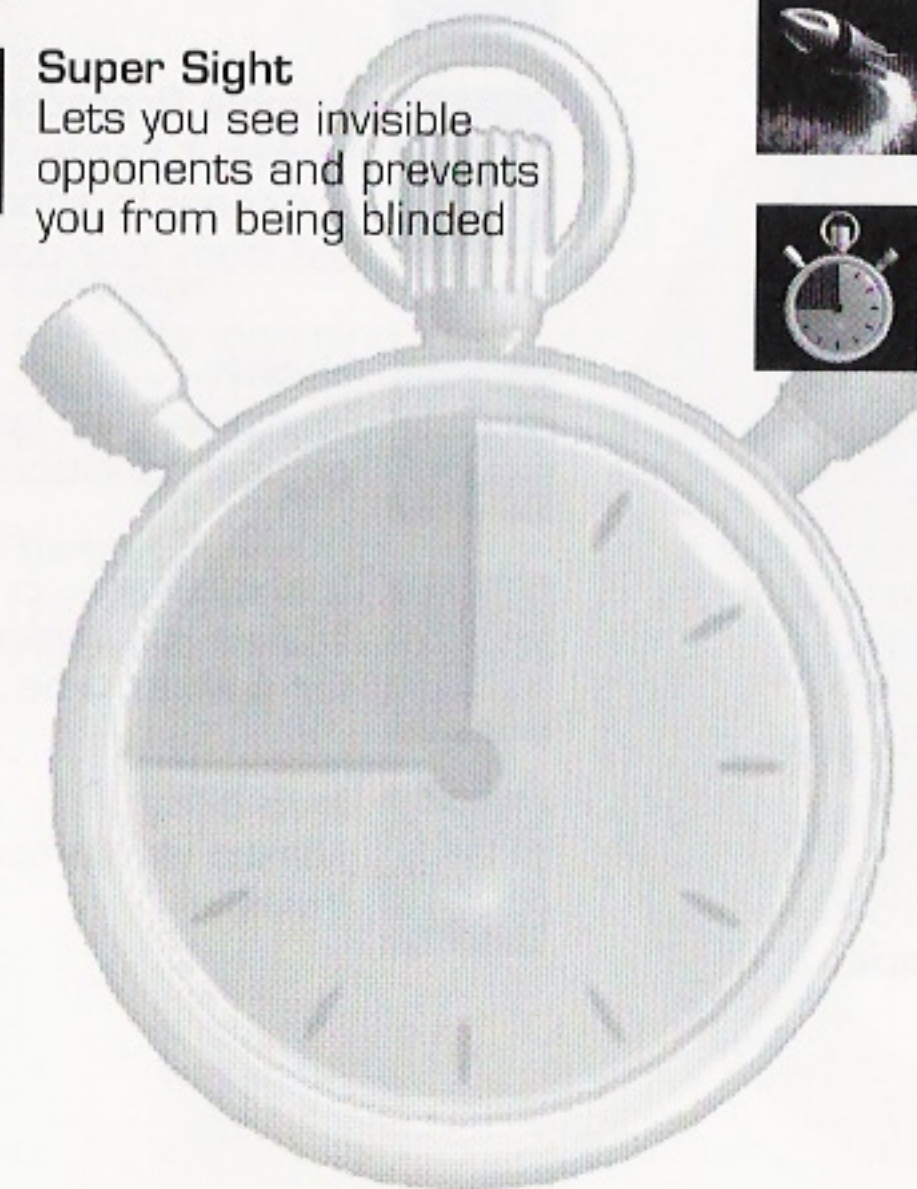
#### **Super Targeter**

The most sophisticated of the 3 target items



#### **Time Addition**

Adds one minute of battle time to the current game clock





## Power Ups

It would be a short game indeed if there weren't power-ups located around the arenas. Power-ups (and power-downs — there, you've been warned) may be collected by either player during combat by simply driving through them. All power-ups are time based. Most last under 30 seconds. Arena power-ups include:



### Ball Attract

Brings the ball to you



### Ball Guidance

Brings your shots closer to the goal



### Blindness

Temporarily blinds your opponent



### Cash

Makes your next trip to the Equipment Store that much more fun (Tournament mode only)



### Doubledamage

Doubles the destructive force of your missiles and lasers



### Flight

Takes you airborne



### Fumble Protection

Makes it harder for your opponent to knock the ball from your possession



### Health

Restores your health to original condition



### Invincibility

Makes you unstoppable, for a short time



### Invisibility

Makes you temporarily invisible

## More power-ups:



### Mystery

Most power-ups are good, but...



### Shielding

Gives you an extra level of armor



### Speed

Gives you a quick burst of speed



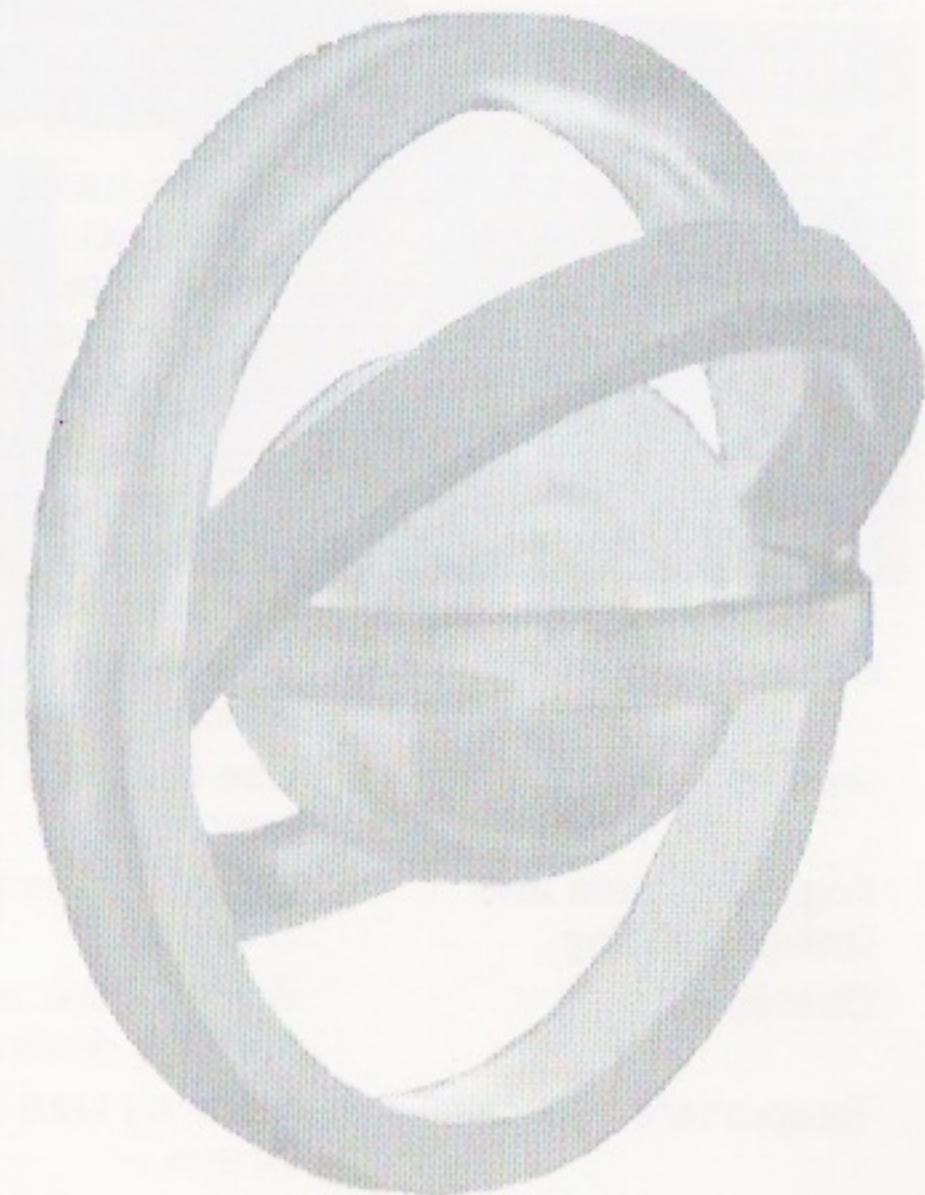
### Stabilizer

Prevents incoming missiles from throwing you across the entire arena



### Turbo Lasers

Recharges lasers instantly

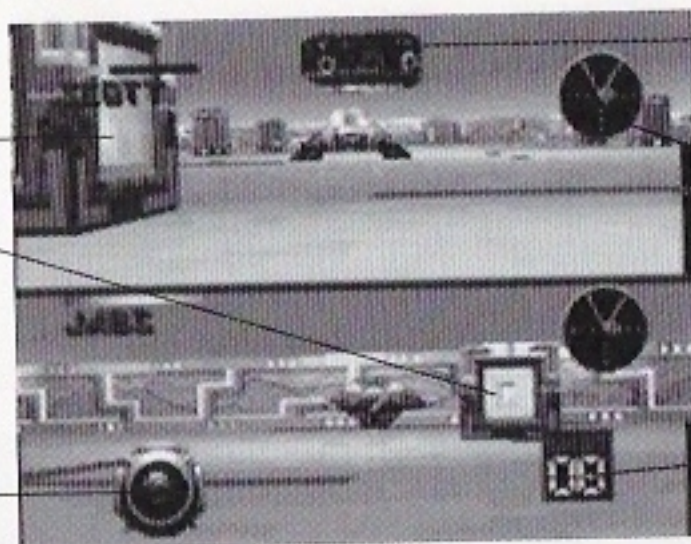




## Arena Features

GOAL

BALL  
POSSESSION  
INDICATOR



SCORE  
BOARD

RADAR

SHOT  
CLOCK

No two Arenas are the same. Each has different combinations of power-ups, obstacles and rewards. Sometimes you'll be fighting at night, sometimes in day light, sometimes you'll be able to pick up health or other power-ups — sometimes you're on your own. Don't act surprised when that new level you just reached throws any of these tourist attractions at you:

### Goals

There are 1, 2 and 4 sided goals. Some spin, some are above the ground, some are spinning above the ground, some move, some teleport, and some are a combination of all of the above.

### Computer-controlled gun

A heavy presence that keeps you focused on the action

### Jumps

Use the jump ramps to fly over obstacles and enemies

### Fog, darkness and limited lighting

Haze, darkness and poor lighting add to the challenge

### Obstacles

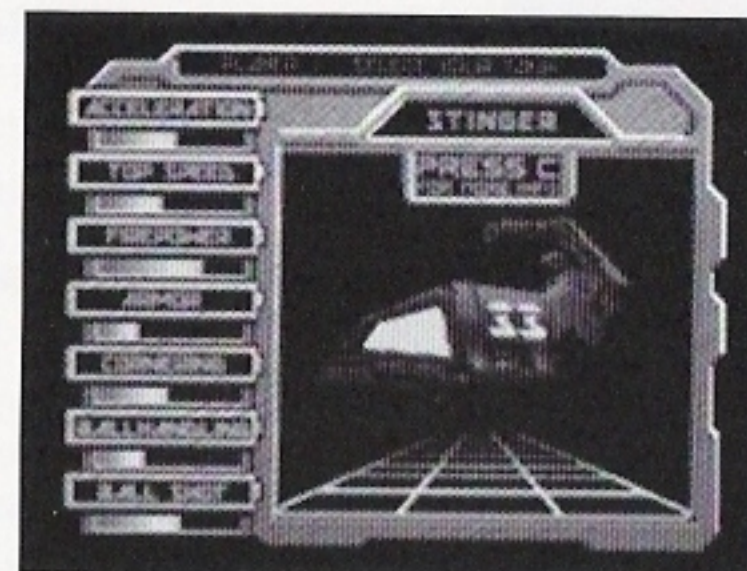
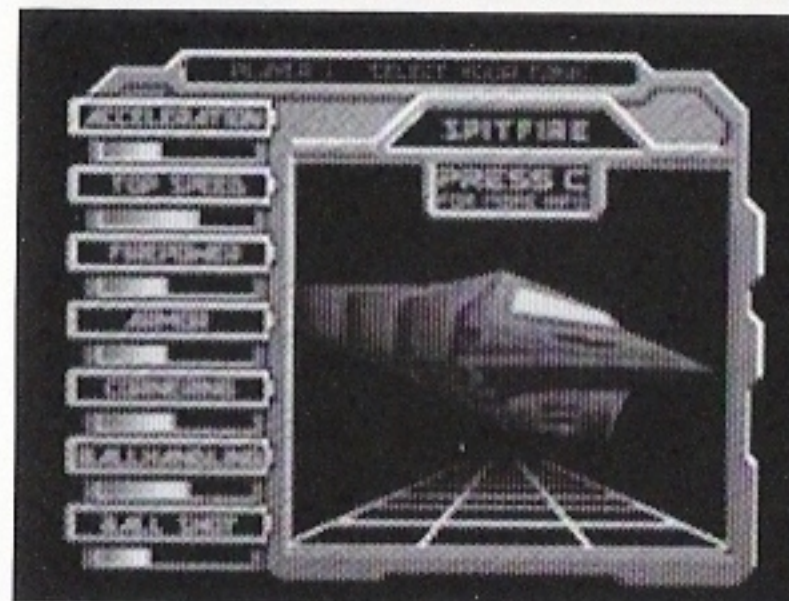
Some of the arenas have hazards and debris that can't be driven through. Jumping is your only option

### Teleporters

Instantly take you to another part of the current Arena

## Tanks

Choose from a variety of tanks, each possessing a different combination of the things we all know make up a great fighting vehicle. When selecting a tank, check the equipment overview to find the one with the right combination of tricks to suit your playing style. One tank might emphasize speed and ball handling, while another might be a thrash machine with lots of firepower and armor. There are plenty of options from which to choose. Even a rookie like you should be able to find one that can do the job.





## Your Opponents

Let's face it, the opponents you'll face in BattleSport are an ugly, mean-spirited bunch. Been to the post office lately? Maybe you'll recognize a few of these mugs.



**Brick** — Big in every way except charm, Brick is a brutal killer. Hint: His biggest weakness — what's inside his skull.

**Arson** — Arson would rather see fire in your cockpit than scores under her name.



**Snyder** — Very little is known about Snyder, except that he likes to lurk and strike from out of nowhere.

**Rage** — A highly aggressive opponent that can guard the goal well. Try not to run at him, he will open fire on you.



**Shadow** — Earned his nickname from his mastery of cloaking and deception, but he's also a good jumper.

**Bull** — Short for "Bully." Bull will try to ram you out of the way so he can grab the ball.

Contender  
Photo  
Not  
Available

## Hints and Tips

If you've read this far, you've earned the right to learn a few shortcuts. Here are some suggestions for you as you explore BattleSport's arenas. Some of these were the last words of opponents who didn't take the time to study their craft.

- **Learn how to move/control your tank.** Once you've got the basic **D-Pad** technique down, work on your sliding (**Left/Right Shift Buttons**) and jumps. And don't forget, tanks can move backwards just as easily as forwards.
- **Learn to use your radar.** Use your radar to find the ball and the goal, especially when visibility is limited.
- **Learn how to jump.** Pressing the **Left/Right Shift Buttons** simultaneously makes your tank jump, whether you're in motion or stationary. When you are lucky enough to get a Flight power-up, jumping takes you airborne.
- **Learn what's important in a tank.** In certain arenas, different tank attributes become more or less necessary (things like speed, cornering ability, armor, etc.). As you play, try and figure out if you could have done better with a different tank.
- **The best defense is a good offense.** If your opponent has the ball, blast him with a missile or two to try and make him cough it up (FUMBLE!). Heck, hit him enough times and you can enjoy a drive over the smoking carcass of his destroyed tank. Great fun for the whole family!

## Other Options

There are In-Game Options which allow you to adjust volume and set controls. Access these by pressing the *Stop* key during play.



## Credits

### Lead Programmers

Heli Burgess Kerry Moffitt

### Lead Artist

Maarten Kraaijvinger

### Director

Evan Margolin

### Game Design

Helmut Kobler Evan Margolin

### Producer

Rich Shane

### Assistant Producer

Scott Walker

### Additional Programming

Subha Ghoshal (3D engine)

Eddie Ruvinsky (artificial intelligence)

Al Chang

### Background Music & FX

Burke Trieschmann

### Character Art

Yujin Kiem

### Additional Design/Level Layout

Maarten Kraaijvinger

Michael Khoury Jason Deal

### Cinematic Sequences

#### Cinematic Animation

Todd Erickson

#### Music & Sound Design

Todd Erickson

#### Additional Modeling

Maarten Kraaijvinger

#### Storyboards

Todd Erickson Helmut Kobler

Evan Margolin

#### Script Writing

Evan Margolin

#### Announcer's Voice

David Kazanjian

## Testing & Other

### Testers

Phil Co (Lead) Jason Wildblood

Peter Shafer Sam Newman

Maria Harrell Kevin O'Hara

Stan Kwong Justin Bates

Daryl Allison Mike Borg

Joe McCloud Fred Hanes

Roger Faso Alvin Muolic

Karl Fischer Dan Silberman

### Secondary Testers

Troy San Jose Chip Webster

Shauna Ratliff Mike Herauf

Noah Mackenzie David Fruin

Thom Chumley Matt Prescott

Greg Eichner James Koponen

### Additional Testing, Suggestions

Jason Deal

### Office Management

Sarah Benedetto

### Strategic Loan

Alan Ross

### Manual Writer

Mike Freitas

### Special Thanks

Peter Broadwell Bill Budge

Michelle Breiner Rebecca Chow

Neil Day Brian Gilmer Greg Gorsiski

Jay Hunt Mike Jablonn

Helmut Kobler Gary Lake

Ron Little David Maynard

Priscilla McGee RJ Mical

Greg Mills Jackie Pierce

Rick Reynolds Greg Richardson

Bruce Robinson ("Say It") Jesse Stirling

Scott Walker Karen White

### Morale Support

Alan Ross Rich Shane

## Customer Service Information

### Contact our Customer Service Center

Monday through Friday,

9:00 am - 5:00 pm PST by calling

**1-415-261-3454**

Or you can write us at:

The 3DO Company Customer Service

600 Galveston Drive

Redwood City, CA 94063-4746

Or send e-mail to:

**customer-service@3do.com**

And for more information on all our

products please be sure to visit our

official page on the World Wide Web at:

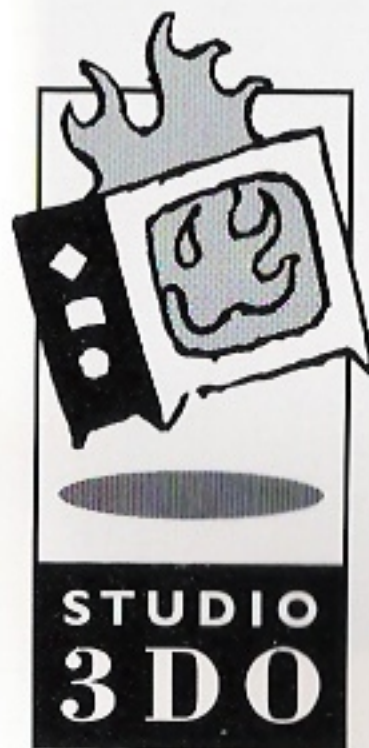
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Operators are standing by Monday through Friday, 9:00 am - 5:00 pm PST.

**3DO Direct 800-336-3506**



### Memory Management

Your 3DO system uses NVRAM (non-volatile random access memory) to store saved games. If your memory is full, you will not be able to save additional files. In this case, BattleSport will display a memory manager message and allow you to decide whether to delete a currently saved game. You can use this manager to delete saved game files and make room for more BattleSport files. For more help with this and other game-related issues, contact 3DO Customer Service at (415) 261-3454.



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