

INSTRUCTION BOOKLET



Interplay[™]

SUPER NINTENDO[®]
ENTERTAINMENT SYSTEM

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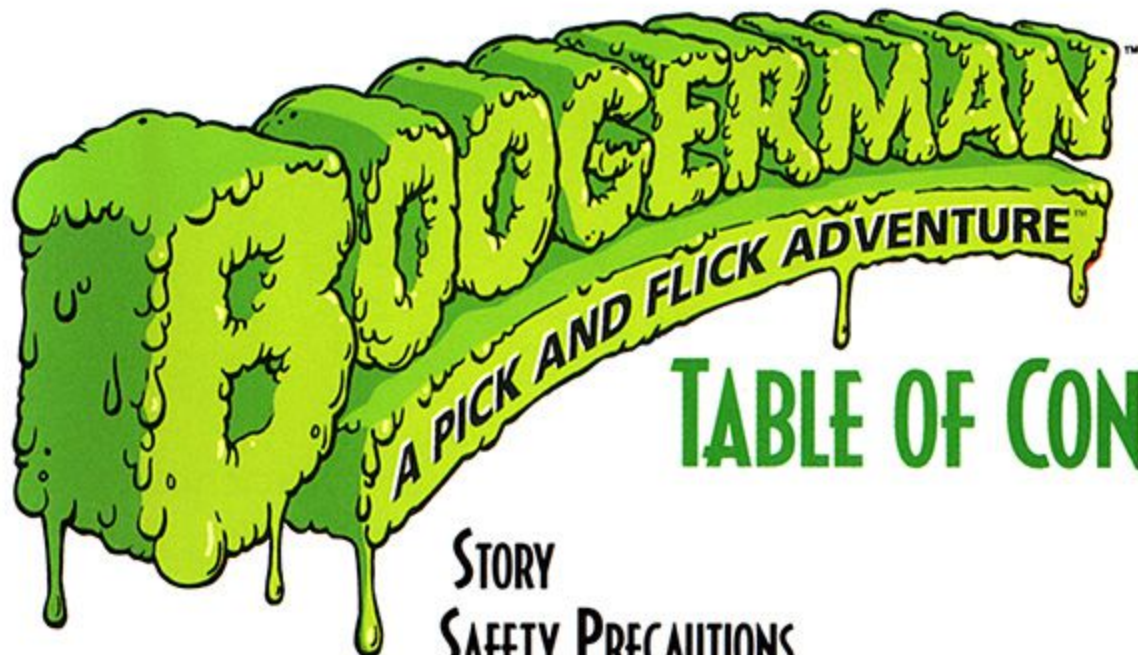



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STORY

It was a dark and stormy night at the strange new science lab built high in the hills above Takey Dump, the world's largest landfill. Other than this unusual storm, all was well in the world. This was not the case just a short time ago. The world had come dangerously close to being buried in its own garbage and pollution. All was saved when local mad scientist, Professor Stinkbaum, invented a device that could trans-exist the world's pollution to another dimension; a dimension that had come to be known as Dimension Xcrement. Everything was running well and there had been no complaints. That is, until now.





An out-of-practice super-hero known as Boogerman left his mansion and identity as eccentric millionaire Snotty Ragsdale to work at the lab and re-enter the exciting world of crime-fighting, mystery-solving, and floor-sweeping. He took the job as janitor so he could keep a close eye on the lab until he could confirm the safety of the operation and find out exactly where the pollution was going. He had a bad feeling about this latest solution to the world's problems and the lab was in need of a good cleaning anyway. This night his suspicions would come true.

The process of trans-existing pollution to another dimension relies upon a very special fuse constructed of an isotope of an extremely rare element known as Snotrium 357. This crystalline structure of absurdly great power converts waste into a particle beam and fires it into the direct center of a Cosmic Oriented Mal-extruding Misanthropic Occular Nimbus Warping Astrophysical Space and Time Erradicating basket, better know as a C.O.M.M.O.N. W.A.S.T.E. basket.

It was this crystal fuse that worried Snotty. Could its power be used for evil as well as for good? In the wrong hands it could be used to commit the most hideously heinous of humanly crimes. A person in possession of such power could jaywalk across a street, drive in a carpool lane without passengers, or even spit on the sidewalk without getting caught. Oh, the horror! This night the unthinkable HAPPENS...

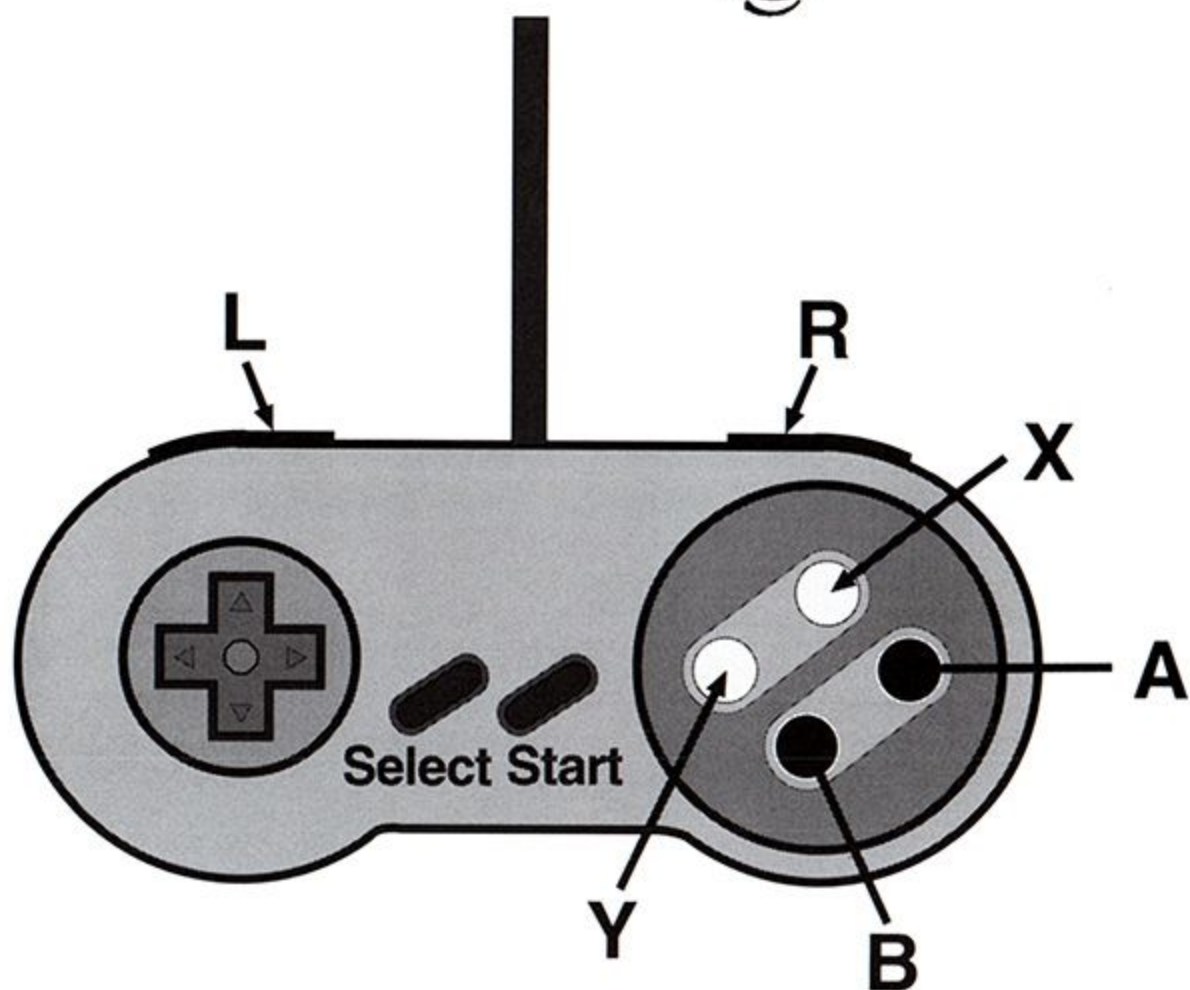




SAFETY PRECAUTIONS

Use the following suggestions to keep your Super Nintendo Entertainment System® Game Pak in its best condition:

- 1.** Keep the Game Pak away from heat, cold, water and direct sunlight.
- 2.** Keep it in its protective cover when it is not in use.
- 3.** If your Game Pak gets dusty, use a clean, soft cloth to clean it. Do not use any type of chemicals.
- 4.** Do not take the Game Pak apart; it should remain sealed.
- 5.** Always make sure to turn the power off before inserting or removing the Game Pak from the Super Nintendo Entertainment System®.



| | | |
|-------|---|-----------|
| START | = | PAUSE |
| B | = | MUCOUS |
| Y | = | JUMP |
| A | = | GAS |
| L | = | LOOK UP |
| R | = | LOOK DOWN |





GETTING STARTED


First insert the BOOGERMAN Game Pak into your Super Nintendo Entertainment System. Now move the Power switch to the ON position. The LOGO screen should then appear. The LOGO screen will lead you into the TITLE screen where you will have the option of starting a new game or entering a PASSWORD to continue from some point in the game.

Press LEFT or RIGHT on the control pad to jump Boogerman to the toilet labeled with the option you have chosen. Press DOWN or START on the control pad to select that option and send Boogerman on his way.



PASSWORD

To enter a PASSWORD, press LEFT or RIGHT on the control pad to select one of three positions that make up the PASSWORD. Each position will have a character from the game.



To change the character in the selected position, press UP or DOWN to cycle through the character list. When you have entered a valid password, press the START BUTTON. If you have entered a valid PASSWORD, the screen will fade out and Boogerman will start at the beginning of the level chosen. An error sound will indicate an invalid PASSWORD and you will be returned to the title screen. You may return to the TITLE screen from the PASSWORD screen at any time by pressing the A, B or Y BUTTON.

STRENGTH

Boogerman begins each level with full strength shown by his red cape. If Boogerman is damaged, his cape will flash for a short time. During this time Boogerman will be invulnerable to enemy attacks. (However, Boogerman can still drown or fall off-screen during this time, so be careful.) When his cape stops flashing it will be yellow to indicate that his strength is low. One more hit and he's a goner. Collecting a red CAPE will restore his health to full strength and return his cape to red. Collecting a red cape when Boogerman is at full strength will give him a super charge indicated by a glowing cape. Boogerman can then take three hits before losing a try.





CONTROLS

RUN

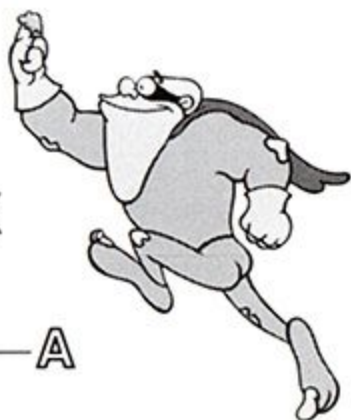
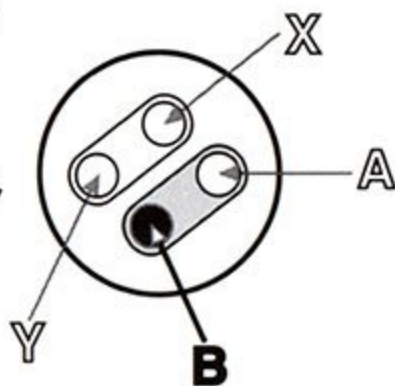


To RUN, press LEFT or RIGHT on the control pad.



JUMP

To JUMP, press the B BUTTON. Boogerman can jump when standing, running, and while HANGING onto objects. To jump DOWN from an object, press the DOWN button and B.



PUSH

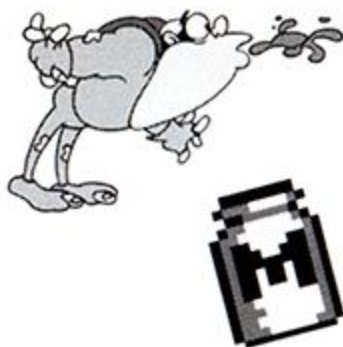
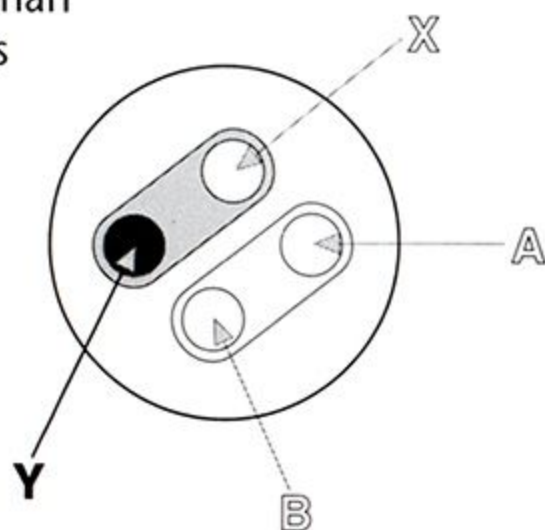


To PUSH an object, press LEFT or RIGHT on the control pad when standing next to the object. Boogerman can only PUSH certain objects.



FLICK

To FLICK a booger, press the Y BUTTON. Boogerman can FLICK boogers while standing, jumping, and ducking.

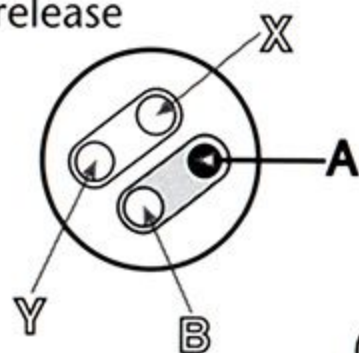


LOOGIE

To LOOGIE, press the Y BUTTON when Boogerman has the MILK BOTTLE power-up. Boogerman can LOOGIE while standing, jumping, and ducking.

BURP

To BURP, press and release the A BUTTON. Boogerman can only BURP while standing.



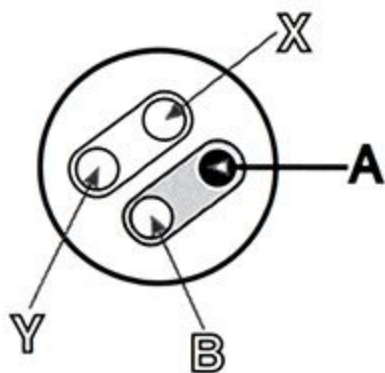


SUPER BURP



To SUPER BURP, press and hold the A BUTTON until the GAS METER flashes, then release the A BUTTON. Boogerman can only

SUPER BURP while standing. Boogerman can break through certain barriers by using a SUPER BURP.



DUCK

To DUCK, hold DOWN on the control pad.



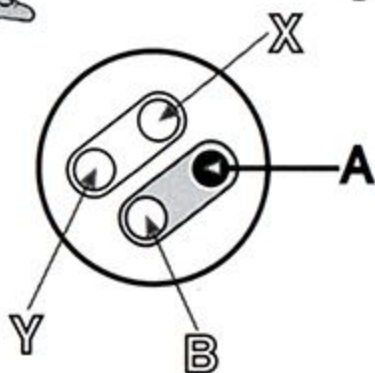
FRRT



To FRRT, hold DOWN on the control pad to DUCK, then press and release the A BUTTON.

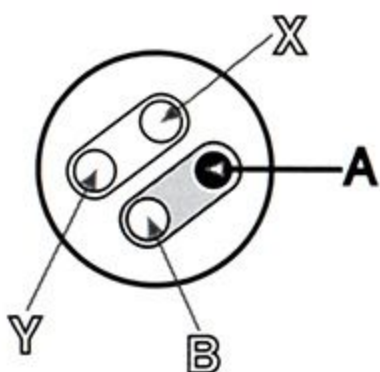


Boogerman can only FRRT while ducking.



SUPER FRRT

To SUPER FRRT, hold DOWN on the control pad to DUCK, then press and hold the A BUTTON until the GAS METER flashes, then release the A BUTTON. Boogerman can only SUPER FRRT while ducking. Boogerman can break through certain barriers by using a SUPER FRRT.

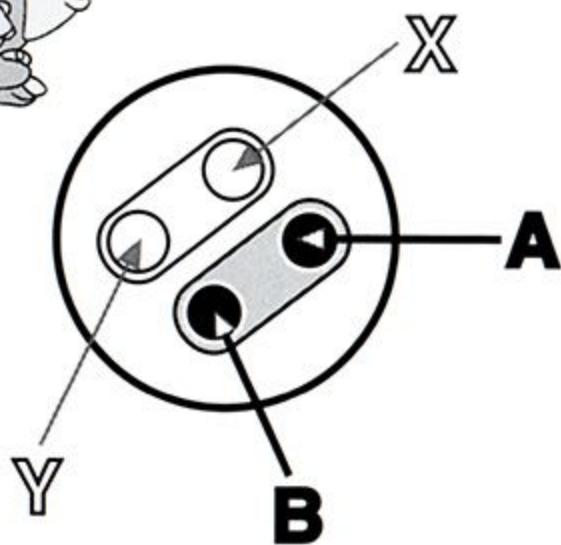


To FLY, first, press the B BUTTON to jump, then

immediately press and hold the A BUTTON. Boogerman has the the CHILI power-up. Move Boogerman LEFT and RIGHT with the control pad. By alternately holding and releasing the A BUTTON, Boogerman can fly at any height.

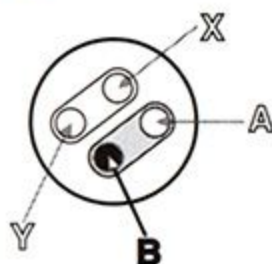


FLY



HANG

To HANG onto an object, hold UP on the control pad while jumping to an object that can be held onto. Pressing DOWN on the control pad will cause Boogerman to look down as he slides. Pressing DOWN and B causes Boogerman to let go of the object and jump down.



SWING

To SWING from an object, JUMP to a swingable object. Boogerman will automatically grab hold of the object. Press LEFT or RIGHT on the control pad to swing from object to object.



NOTE - holding DOWN on the control pad while jumping will tell Boogerman to not grab hold of objects.



BUTT WHOMP

To BUTT WHOMP an enemy, JUMP on top of them. Some enemies take more than one WHOMP to defeat.

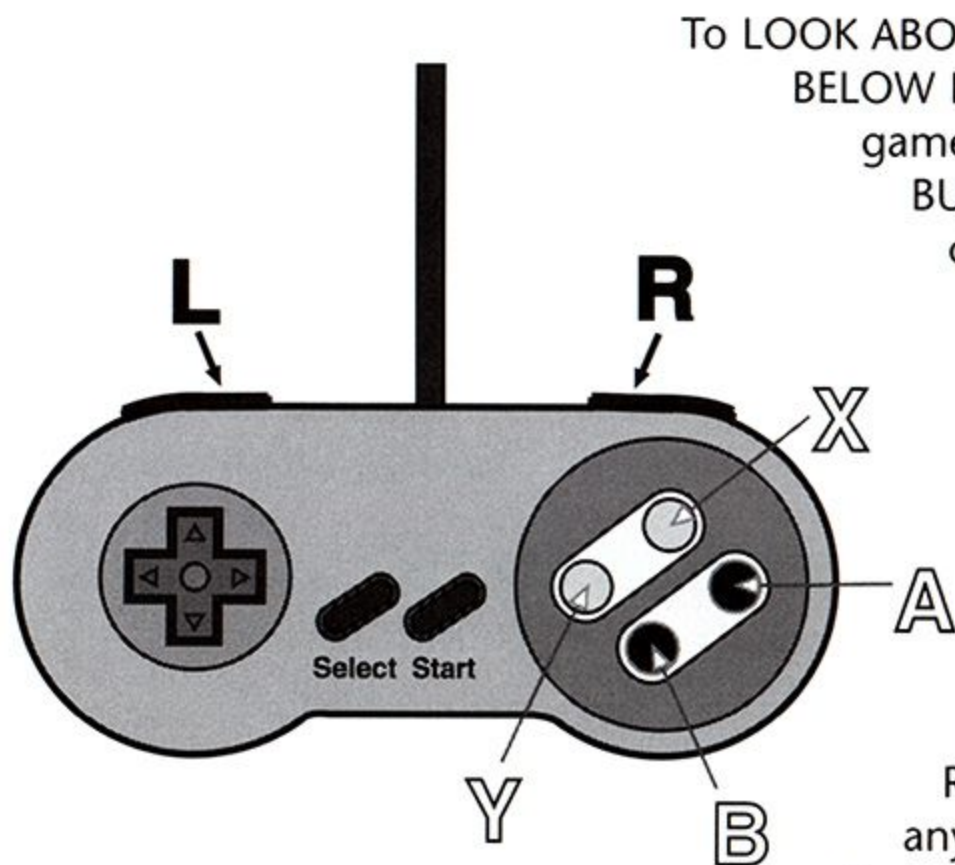
CAUTION - Some enemies are not vulnerable to this attack. They have protection such as hard hats, spikes or pus.



DIG



Boogerman can dig through trash to find hidden items by pressing down while standing in a pile of trash. Hold DOWN until Boogerman has finished digging and an item will appear. Boogerman will then automatically collect the item.



To LOOK ABOVE or BELOW Boogerman during game play, Press the L BUTTON to look up or the R BUTTON to look down.

The playfield will then show an area above or below Boogerman as selected.

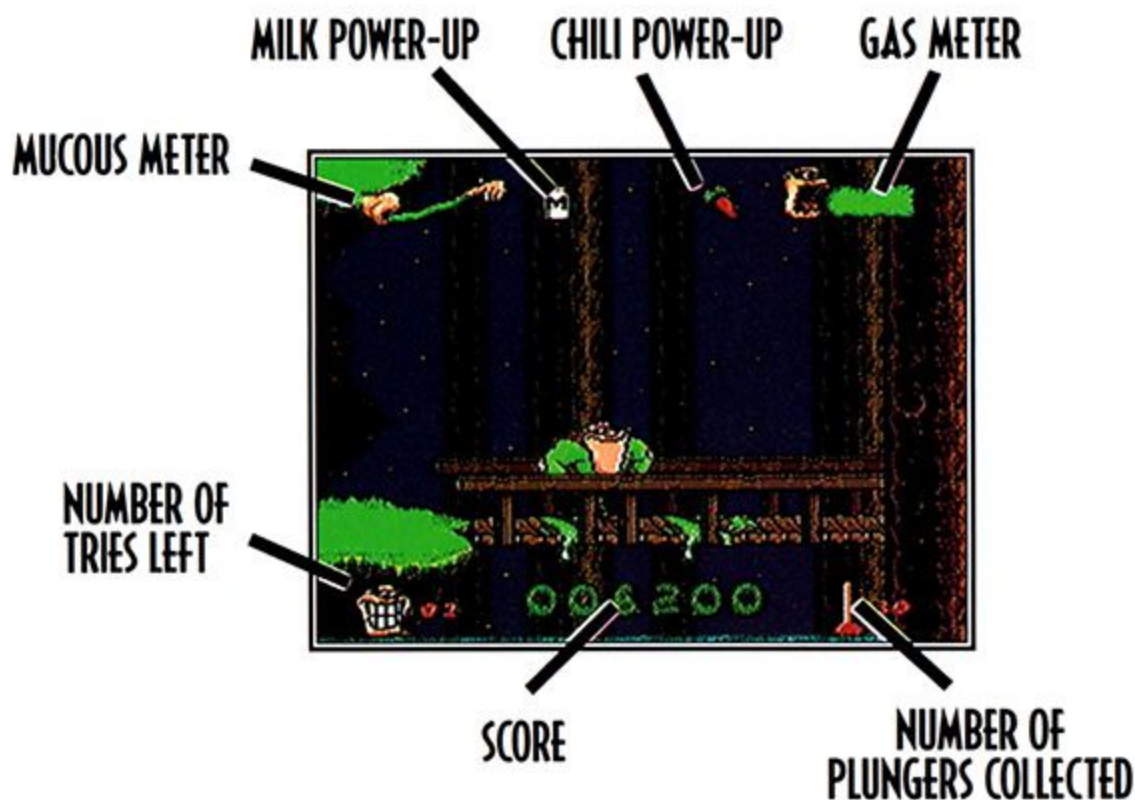
Releasing either the LEFT or RIGHT button at any time will return Boogerman to his normal view.

To PAUSE the game during play, press the START BUTTON on the control pad. This will stop all game play and dim the screen. To RESUME game play, press the START BUTTON on the control pad again.





STATUS BAR



MUCOUS METER This meter displays how much MUCOUS you have. MUCOUS is used for flicking BOOGERS and LOOGIES. The meter will get smaller as Boogerman uses his mucous attacks.

MILK POWER-UP This MILK bottle will be displayed when Boogerman has collected the MILK POWER-UP. This will allow Boogerman to do a more powerful mucous attack called a LOOGIE.





GAS METER

This meter displays how much GAS you have. GAS is used for BURPS, FRRTS and for FLYING. The meter will get smaller as Boogerman uses his gas attacks. FLYING uses a lot of gas very quickly.



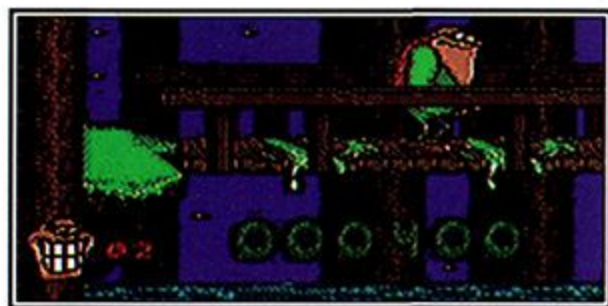
CHILI PEPPER



This CHILI PEPPER will be displayed when Boogerman has collected the CHILI POWER-UP. This will make Boogerman's gas attacks into FIERY attacks which are very powerful and even allow Boogerman to fly.

NUMBER OF TRIES LEFT

This number indicates how many more tries that Boogerman has left to complete the current level before he is returned to the start of the current world.



This number shows how many points Boogerman has scored by defeating enemies, collecting items, and finishing levels.





NUMBER OF PLUNGERS COLLECTED

This number indicates how many plungers that Boogerman has collected. These plungers are used at the completion of a level to allow Boogerman to build a ladder at the BONUS SCREEN.



BONUS SCREEN

When you have completed a level, Boogerman will enter the BONUS SCREEN. Points for plungers and zits will be awarded here and added to your score. If you collected 30 plungers or more in the completed level, Boogerman will build a ladder to reach the platform above where an extra try is awarded.

OPTIONS MENU

To bring down the OPTIONS MENU, pause the game by pressing the START BUTTON on the control pad during game play, then press the B BUTTON. The OPTIONS MENU will drop down from the top of the screen. Press the B BUTTON to raise the OPTION MENU off the screen. Press START on the control pad to resume game play.





MUSIC ON/OFF Toggle this button to turn the MUSIC on or off.

SOUNDS ON/OFF Toggle this button to turn the SOUND EFFECTS on or off.

STEREO/MONO Toggle this button to switch sound to STEREO or MONO. Switch this button off for MONO if your television does not support stereo, or you may not hear all of the sounds.

STATUS BAR ON/OFF Toggle this button to enable or disable view of the status bar. This will remove the status bar from obstructing the view of the playfield.

QUIT Activate this button to quit current game play and go to the PASSWORD SCREEN. The PASSWORD SCREEN will display the code to return to the world that you were playing so you may resume play later.

ITEMS

These items may be collected by passing Boogerman across them.

BOOGER - collecting these will add to the MUCOUS METER.



BEANS - collecting cans of beans will add to the GAS METER.



PLUNGER - collecting enough plungers will allow Boogerman to receive a bonus at the BONUS SCREEN.





CAPE - collecting the cape will restore Boogerman to full strength.



MILK - collecting the MILK bottle will power-up Boogerman's mucous attacks to LOOGIES.



CHILI - collecting the CHILI pepper will power-up Boogerman's gas attacks to FIERY attacks and allow him to fly.



EXTRA TRY- collect this and receive an extra try.




OTHER POINTS OF INTEREST

TRASH PILE - these heaps of garbage sometimes contain valuable items. To search a trash pile, press DOWN on the control pad while standing on the pile. Boogerman will DIG through the garbage until it is gone. If the pile contains a plunger or a power-up, an icon of that object will rise from the trash to indicate what was found.



TOILET - these toilets will take Boogerman to the underground world of the sewers. To enter, jump Boogerman on top of a toilet with a down arrow and then press DOWN on the control pad. Boogerman will be flushed down to a sewer sub-level. A toilet in the sewer will bring Boogerman back to some point in the aboveground level.



PIMPLES - those PIMPLES can be tricky. Sure, they'll squoosh and they'll goosh, but sometimes you'll have to try more than once to pop a pesky pimple!

TELEPORT NOSE - these NOSES will teleport Boogerman to another NOSE in the level. To activate a NOSE, stand underneath one and press UP on the control pad or jump up. Boogerman will be sucked up and then blown out somewhere else.



OUTHOUSE - this is a midpoint marker. To activate the marker, jump Boogerman on top of the OUTHOUSE. The OUTHOUSE will spring up to indicate it has been activated. Activating one OUTHOUSE will deactivate any others and make it the current marker. If Boogerman loses a try and still has tries left, he will reappear at this OUTHOUSE and can continue the level.

ARROW - This sign will point the way to the end of the level.





BOOGERMAN WALK-THROUGH

You know the routine: stick the Super Nintendo Game Pak[®] into the machine, make sure you're on the right channel and that everything's hooked up, and turn it on. When the start-up screen appears, you'll see Boogerman perched on one of two toilets. You can steer him between the two with the keypad; to start the game, stand him on the toilet marked START and press down. This will flush him to the first disgusting level, the Flatulent Swamps. You can skip the intro scene by pressing START again – one viewing of that is more than enough.

Okay. You're standing in muck, facing right. That's the direction you'll need to keep going to finish this level, got it? A few inches ahead of Boogerman you'll see a pile of garbage at the bottom of a tree. Use the keypad to walk Boogie over to stand in it and press down to dig. Keep digging until the mess is gone and you'll be rewarded (if you can call it a reward) with a plunger. Your plunger collection is displayed in the lower right corner of the screen, in red numbers. Gather enough plungers and you'll get an extra life at the end of the level.

(Note: The eyeballs, frogs, and chompberries may be lively but they're just scenery, so quit trying to stomp on them, okay?)

Ahead of you is a leaping nose goblin. You've probably already noticed him. Don't worry, he's a coward, he won't



attack you. Press Y to flick a booger at him and he's history. Now, see that plunger overhead? Push B to jump up and grab it. You should land on that green slimy branch – if you miss, try again until you make it. You can't reach the next branch up but if you turn left, back the way you came, you should be able to leap over to that other branch and grab another plunger.

Now, See those branches above you? If you jump up twice, you should be able to get that cape power-up at the top of the screen. Unless you've been boneheaded enough to get injured already, your cape should start flashing. Trust us: that's a good thing.

You can't go any further to the left, so turn back to the right and go to the end of that top branch. Press the keypad right while pressing B to jump – this should carry Boogerman forward onto a lower branch where you can pick up another plunger. A little further to the right you'll drop onto another branch and find more garbage to dig in; you might think that's pointless, but it's snot. (Yes, we CAN get a little more mileage out of that soggy old joke!) This fuels your booger-flicking attack and is added to the nose-and-finger mucous-meter in the upper left corner of the screen.

To your right you'll drop onto another branch, over a goblin. Go left a bit to get back to the ground; Boogerman is now standing between two zits, those eggy-looking things in the grass. You can kill those by jumping on them – don't you wish it was that easy in real life? Let's get that goblin in a different way: face him, get as close as you dare, and press A to blast him with a mighty belch.





Past the goblin is a ledge. Go over it. You'll land in more garbage (joy!) where you can dig up some more snot. (How does that stuff get in there, anyway...?) Forward ho! There's your first bridge, complete with goblin guard. Flick him but be careful – as you can see, these ones can come after you! Across the bridge is more garbage to dig in and a ledge up. Jump up, squish that zit and head right a little more, where there's another marching goblin for you to flick out of existence. If you like, try a long-distance burp to get rid of this guy: face him, hold down A for a second or three, and then release.

Now the swamp slopes down, to another pile of garbage (another plunger, anybody?). Past the first frog (nope, sorry, you still can't squash it) is a nose slug. (Yuck!) You should know what to do to it by now. Onward to the right, where you'll run into another bridge, another slug, and more garbage – you can work out the details by now, we hope.

At the top of the next slope up is a toilet. The arrow on it points up, so obviously you aren't going to be able to go down it, are you? It's the exit from the underground sewers, and you'll have to find the toilet entrance on your own. You can come back to search for it later. For now, onward to the right! Jump down the next ledge and flick another goblin. Above where that goblin was standing is a slippery vine; you can climb this and get into the trees by standing under the vine and jumping up repeatedly, but again this is something you can come back to later.

Jump up onto the next ledge (probably killing that zit in the process) and you'll see a goblin right on the edge of the next ledge up. You can't jump up there to deal with him without



crashing into him and losing some health, so try this trick: face the goblin, press B to jump straight up, and while you're in midair press Y to flick a booger at him. It might take a couple of tries but it works. Now the ledge is clear and you can continue on.

At the top of this next slope is what looks like a flat wooden box. Jump on it and an outhouse will pop out of the ground! This marks your midway point through this level. If you should get splattered any time soon, this is where you'll return to the game – much better than starting at the beginning again, eh? It's also a good way to climb up into the trees, above and to the left, but that can wait. Not much longer. Have patience.

A little further to the right is another ledge down – be careful, there's a goblin waiting in ambush! We recommend that you deal with this one by jumping on his head. Keep heading right, past another goblin, and you'll be stopped by a wall with a great gold nose set into it. Believe it or not, this is a teleporter! Stand under the nose and press up or B and you'll be snorted to the next stop on the Nasal Express. Nobody nose what's beyond this point, so you're on your own, though we can tell you that the green thing is a trampoline. And what do you do with a trampoline...?

First, though, you might want to go back through what you've already passed, to explore the trees and to find that other toilet to the underground level. Be warned: the critters were only splatted, NOT killed. If you should choose to retrace your steps, you could find yourself facing each obstacle again...





WORLDS

FLATULENT SWAMPS



Totally nauseating, dude! You'll have to watch where you step here. These swamps are filled with the foulest substances in Dimension X-crement. Trudge through the sludge, wade in the glade, and hope you don't sink in the stink. You can cut the cheese but can you cut the mustard to make it through these haunted bogs?

THE PITS

This world will make your skin crawl. It'll make your hair stand on end. It'll make you want to puke. Run the length of intestinal tracts as you wind your way through fleshy fields of hairs, moles, and EEEWWWW! What's that thing? Do you have the GUTS to go for the glory?



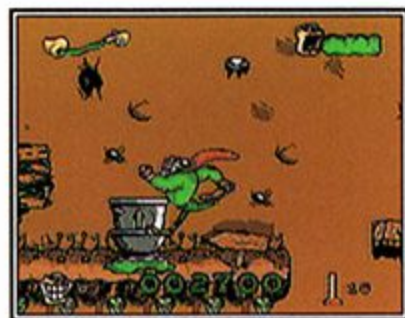
BOOGERVILLE

This is a quiet little town as pretty as a peach. SNOT! Forget about the enemies, even the buildings can be fatal. These goblins are certainly not architects, unless they studied under the stooges. The last time they tried

to take out the trash they gave up and just moved. It's an interesting place to visit but you wouldn't want to live there. Can you defeat Booger Meister's army of nose goblins? Wait and see for yourself! Nyuk yuk yuk.

MUCOUS MOUNTAINS

Oozing with goo, Mucous Mountains are home to a bunch of butt-heads. They don't take kindly to unexpected guests dropping in but they're sure to help you drop off. You can spring your way to the top but be careful not to fall. At this height, it's no time to take a trip. Hang in there. Don't make a mountain out of a mole hill or you're sure to fall flat.



NASAL CAVERNS

This place is nothing to sneeze at. Lakes of fresh green snot flow beneath, formed by post nasal drips that seem to ooze from everywhere. Watch out for the stalactite goblins. They like to drop by now and then. Don't get caught in the snot and blow it or you'll get snuffed.



PUS PALACE

You'll just have to wait and see for yourself.





ENEMIES



FLYING GOBLIN



NOSE GOBLIN

RAM GOBLIN



MINER GOBLIN

WINDOW GOBLIN





STALACTITE GOBLIN



ROCK GOBLIN



POGO GOBLIN

SEWER GOBLIN





BOUNCING BOOGER



NOSE SLUG

FRRT GHOST



PUS CREATURE

TOILET GOBLIN



ABDOMINAL SEWER MAN



TROLL



OGRE



SCAB CREATURE





BOSSSES



REVOLTA - Truly a fatal attraction, she has the hots for our leading man. Having been turned down for a date once too often, Eugena "Ug" Lee had her sights set on revenge. While brewing a witch's love potion during a freak thunderstorm, she was struck by a lightning bolt, causing her to implode and hurtle head over heels into Dimension X-crement.

ATTACKS: Lightning Breath
P.U Attack (Plain Ugly) • Ugly Stick

HICKBOY

Once a military man, Major Hick left the army to become a small town farmer who loved to tend the chickens. While out sowing his oats, Hickboy was swept away in a freak tornado caused by one of Boogerman's sneezes. The tornado blew him through a nearby transdimensional portal that someone accidentally left open and into Dimension X-crement.



ATTACKS: Egg Launcher • Chickenerang
Chicken Club (not a sandwich)

DEODOR ANT - Back on Earth

Deodor Ant was known as Warren Lariss, a paranoid hypochondriac video game programmer who collected bugs as a hobby. His favorite collection was an ant farm with real working tractors. During a routine reconnaissance flight, Boogerman ran out of gas and crashed headlong through Warren's roof, smashing the ant farm into bits as he landed. When the ants ran away, Warren chased them to a large ant hill. He jumped in after them, not knowing that the ant hill was actually one of Professor Stinkbaum's early experiments buried in the ground: a dysfunctional teleportation tub. As he was teleported to Dimension X-crement, his molecules merged with those of the ants, giving him special ant powers.



ATTACKS: Ant-ihistimine • Ant-acid • Ant-tenae

FLYBOY - Buzz Winger was a hot-shot crop duster in Hickboy's hometown. While dusting Major Hick's crop of hash browns (potatoes), his plane was struck by a lightning bolt, ricocheted off a tornado, and crashed into a large ant hill. You know what happened then...



ATTACKS:
Vomit Bomb
Frrt Duster
Maggot Missiles





BOOGER MEISTER

Little is known about this guy other than the fact that he rules Dimension X-crement with an iron butt. It is said he lost his butt in a recent attempt to duplicate Boogerman's Super Flaming Frrt attack...with tragic results. It would seem he failed to read the warning printed elsewhere in this manual.

Rather than a chip on his shoulder he's got a booger on his finger, and he can't get it off. He's a snotty boy who loves to jaywalk, violate carpool laws, and spit on sidewalks. His favorite saying is "You can pick your friends, and you can pick your nose, but you can't pick your friends' noses... unless you're Booger Meister, of course."

ATTACKS: Unknown.

Rumored to be even more vile and disgusting than Boogerman on his best day. Impossible, you say?





A MESSAGE FROM BOOGERMAN

As a super-hero, there are many people out there in video land that look up to me, or down, as a role model. Why? I don't know, but that's beside the point. What I mean is, there are those who will try to imitate my super-powered bodily functions. Now I want you to understand that I have spent many years training and studying under the masters whose names, by request, I won't mention. The fact of the matter is that if done improperly and without self-control these bodily functions could cause property damage, mental suffering, and physical harm, not to mention ridicule and a loss of friends. I oughta know. So remember, wherever there's grossness, wherever havoc is wreaked, no matter how bad the smell, I'll be there. Until they ask me to leave.

And please, for the sake of your friends and loved ones...DON'T TRY THIS AT HOME.

Your favorite super-hero,
Boogerman





CREDITS

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 PRODUCER JUSTIN SILLER
 JEREMY AIREY
 LINE PRODUCER MIKE "PACO" GREENE
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RECORDED AT POST LOGIC HOLLYWOOD, CALIFORNIA

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 STEVE BULEN WALLY BURR
 RICHARD EPCAR RODIE FRIERSON
 BARBARA GOODSON STEVE KRAMER
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 MANAGING DIRECTOR TONY KAVINAUGH
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 SOUND DRIVER SHAWN HOLLINGWORTH



Limited Warranty

INTERPLAY LIMITED 90-DAY WARRANTY

Interplay warrants to the original consumer/purchaser that this Game Pak will be free from defects in material and workmanship for 90 days from the date of purchase. If the Game Pak is found defective within 90 days of original purchase, Interplay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase. This warranty is limited to the Game Pak originally provided by Interplay and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose are disclaimed. Interplay disclaims all responsibility for incidental or consequential damages.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

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If the Game Pak should fail after the original 90-day warranty period has expired, you may return the Game Pak to Interplay at the address noted below with a check or money order for \$15.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you should enclose the defective Game Pak (including the original product label) in protective packaging accompanied by: (1) a \$15.00 check, (2) a brief statement describing the defect, and (3) your return address. If replacement Game Paks are not available the defective Pak will be returned and the \$15.00 refunded. Due to the nature of batteries, the battery back-up in any Game Pak can only be warranted for a period of one year from date of purchase.

If you have a problem with your Game Pak, you may wish to call us first at (714) 553-6678. If your Game Pak is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the Game Pak with a description of the problem and \$15.00 to:

WARRANTY REPLACEMENTS

Interplay, 17922 Fitch Ave., Irvine, CA 92714

NOTICE: *Interplay reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.*



INTERPLAY'S WORLD WIDE WEB SITE

"Welcome to the Interplay Web! As a company dedicated to providing innovative, high-quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place to where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, welcome!"

Brian Fargo

HOW TO GET THERE

Interplay's World wide Web site is an Internet service designed to give you the latest information about Interplay and our products.

The site features our demos, upgrades, product information and ordering information.

From your Internet account, point your favorite browser to:

<http://www.interplay.com>

The screenshot shows a Netscape browser window titled "Interplay Productions Home Page". The address bar contains "http://www.interplay.com/website/homepage.html". The browser's navigation toolbar includes buttons for Back, Forward, Home, Reload, Images, Open, Print, Find, and Stop. Below the toolbar are several menu items: "What's New?", "What's Cool?", "Handbook", "Net Search", "Net Directory", and "Newsgroups".

The main content area of the page features the Interplay logo in red script at the top left. To its right is the text "Welcome to Interplay Productions!". Below this is a cartoon character, a green-skinned man with a large red nose and a green shirt, holding a large sign. The sign is divided into two columns of buttons. The left column contains buttons for "ABOUT Interplay", "TECH SUPPORT", "WHAT'S HOT", "HELP WANTED", and "PRODUCT INFO". The right column contains buttons for "SALES & ORDERING", "WORKING THE WEB", "OTHER COOL SITES", "THE PRESS BOX", and "QUESTIONNAIRE". Above the character's head is a green button labeled "BOOGERMAN". Below the character is the Interplay logo again, followed by the slogan "By Gamers, For Gamers" and the instruction "Click a Booger-Button, or choose from the list below".

Below the instruction is a list of links, each preceded by a colored dot:

- [What's New at Interplay! Desert Level Contest, Desert 1.4 Showroom, VR Pool Demo!](#)
- [Interplay Company Profile](#)
- [Product Sales and Ordering Information](#)
- [Game Hints](#)
- [Customer Service and Technical Support](#)
- [Public Relations Press Box](#)
- [Links to more cool sites](#)
- [Making the Most of the Web](#)
- [Job Opportunities](#)
- [On-Line Registration](#)

Below the list is the text "Comments or Problems". Underneath that is a paragraph: "For information on Interplay products, please either send e-mail to info@interplay.com or phone us at (714) 553-6678. If you have problems or comments concerning our Web service, please check out our [Webmaster's Page](#)."

At the bottom of the page, a horizontal line is followed by the text: "This page, and all contents, are Copyright (C) 1995 by Interplay Productions, Irvine, California, USA."



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