

PORTAL RUNNER™

INSTRUCTION MANUAL



EVERYONE
®
E
CONTENT RATED BY
ESRB

3DO™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

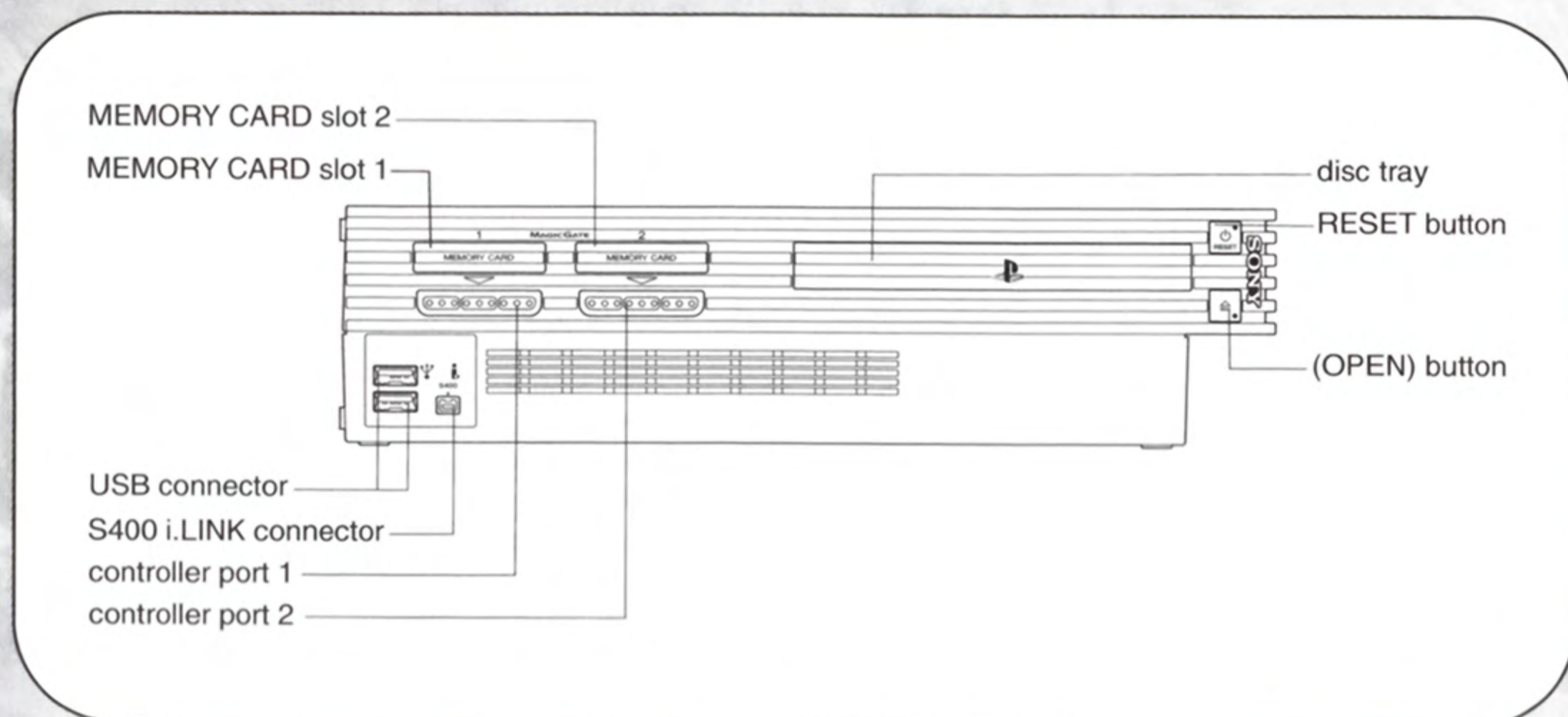
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.**
- 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 rest break during extended play.**
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.**

TABLE OF CONTENTS

Startup information	2
DUALSHOCK™2 analog controller	3
Our Story	4
Characters.....	4
Game Controls	5
Fury Meter	7
Main Menu.....	8
Pause Menu.....	9
Game Screen	10
Using Vikki's Bow.....	11
Arrow Types.....	11
First-Person View.....	12
Hotshots	12
Items	13
Enemies	14
Secrets	14
Customer Support	15
Hints and Tips	15
THE 3DO COMPANY End-User License Agreement	16
Warranty and Service information	17

STARTUP INFORMATION

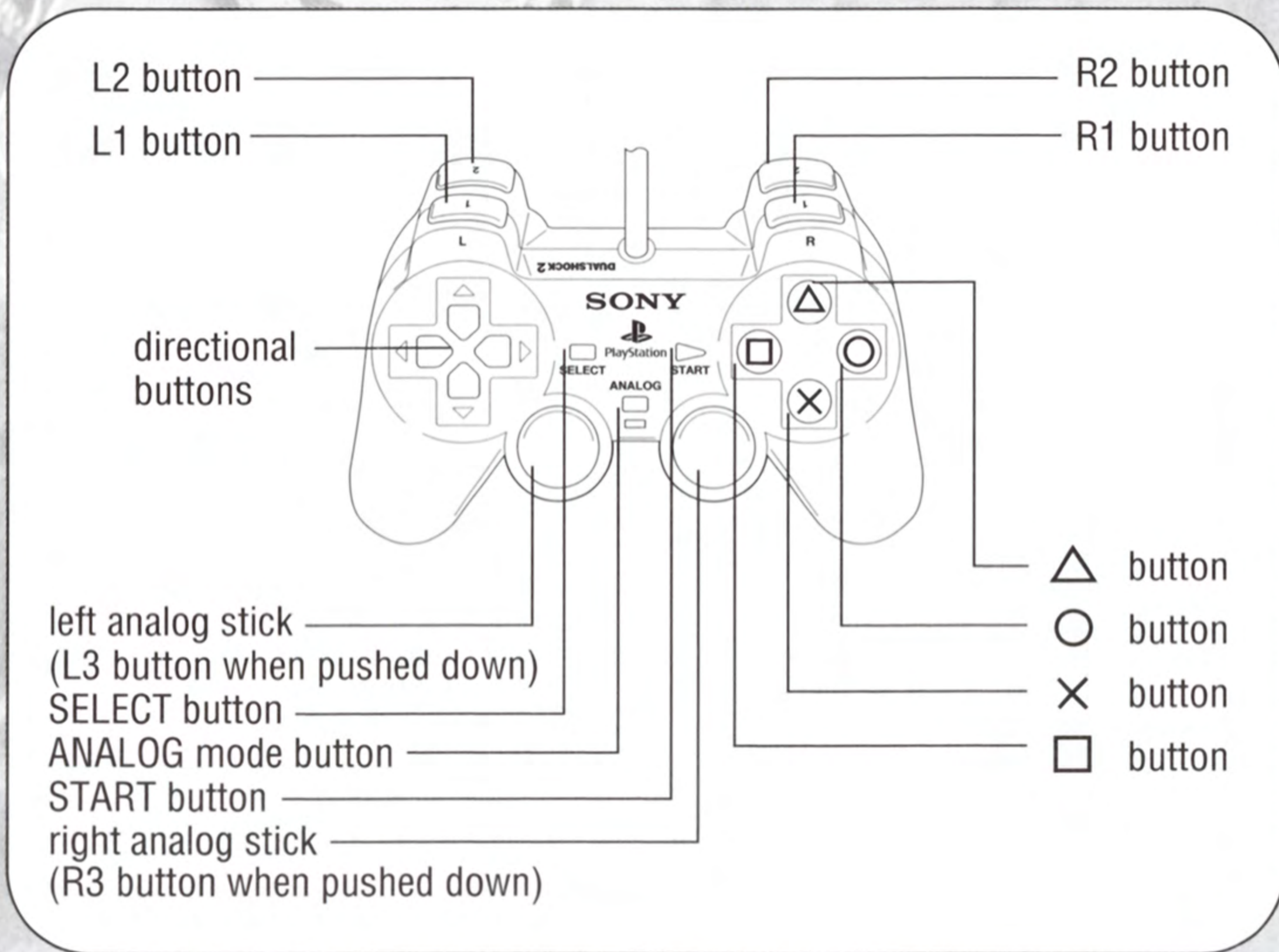


Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *Portal Runner™* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

If you wish to load or save information during play, insert a memory card (8MB) (for PlayStation®2) with at least 60KB free in MEMORY CARD slot 1. It is advised that you do not insert or remove peripherals or memory cards (for PlayStation®2) once the power has been turned on.

DUALSHOCK™ 2

ANALOG CONTROLLER



Menu Controls

These controls are used in both the Main Menu at the beginning of the game and in the Pause Menu that can be accessed when the game is paused.

Highlight menu item

▲/▼ directional button or left stick

Change highlighted item

◀/▶ directional button or left stick

Select/Go to next screen

× button

Cancel/Return to previous screen

△ button

OUR STORY

It all started when the notorious Blue spy Brigitte Bleu discovered a new kind of Portal. These Portals gave her access into several mysterious new worlds. It didn't take the power hungry Brigitte very long to proclaim herself "Queen" of these new realms. But when she grew bored and lonely of being their sole ruler, she decided she needed a king worthy of her magnificence. That's when she set her sights on my boyfriend, Sarge!

Brigitte knew the only way she could sink her claws into Sarge was to get me out of the way. As the star reporter for the Green Army News, I'm always looking for a good story.

So she used the lure of an exclusive scoop about these new worlds as bait for a trap.

And of course, being a star reporter (and as my father would say, a bit too curious for my own good), I couldn't help but follow up on the story! It was in the Lost Caves Portal where Brigitte's plan unfolded. Her henchman, an evil WarBot named Rage, threw me through one of the Portals and then destroyed it, trapping me in a world lost in time with no way back home! With me out of the way, Brigitte could now move in on Sarge.

Luckily for me, the Portals were guarded by a mysterious lion who risked his life to follow me through before the Portal was destroyed. I've named him Leonardo, Leo for short. Now Leo and I help each other survive. Leo is my guardian and friend; despite his ferocious temper, he really does have a heart of gold. Together we battle deadly foes, discover and explore new worlds, and search for the Portal that will lead us back home! -- Vikki G.

CHARACTERS

Vikki G.

Vikki is an ace reporter for the Green Army News, as well as the world's most beautiful army brat. Vikki craves action and adventure, but she is a bit too curious for her own good. Her ambition and curiosity always get her into trouble, especially when she is working an exclusive story. Vikki's true love is Sarge. But Brigitte has her sights set on Sarge, too, and has a plan to get rid of Vikki once and for all!

Leonardo the Lion

Strength, courage and pride make up the character of this ferocious king of the wild. Leonardo, or Leo for short, is the defender of the Lost Caves Portal. When Vikki is thrown through the Portal, it is Leo who risks his life to follow her through, even getting wounded in the process! Trapped in a strange world and lost in time, Vikki nurses Leo back to health. Now together, Vikki and Leo must help each other to survive as they try to find their way back home. Vikki may be the beauty, but it is Leo who is the beast. He is a ferocious fighter in combat and can even go berserk if Vikki doesn't manage to keep his savage fury under control.

Brigitte Bleu

Brigitte was once an elite spy for the Blue nation, but was exiled from the Army Men World. Now she resides in a toy store in the Real World. Brigitte has a small and loyal following. They have discovered toy play sets which, when opened, serve as Portals to new toy worlds! Brigitte has proclaimed herself the Queen of these worlds and rules over them.

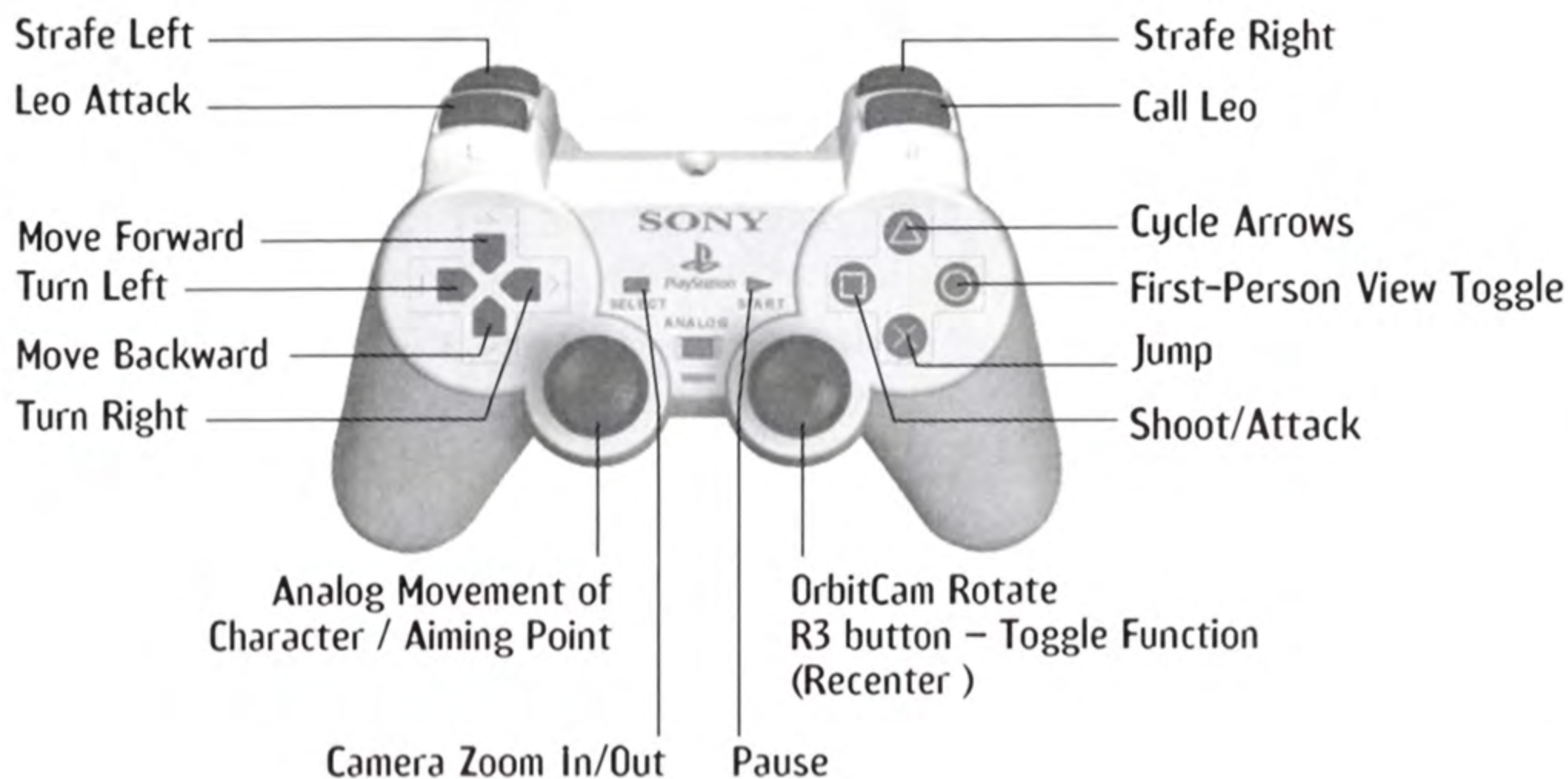
Sarge

Sgt. Hawk is the famous and rugged leader of the Bravo Company Commandos. He has fought hundreds of successful missions against the despicable Tan army in order to defend his nation's freedom. His hate for the Tan menace is balanced only by his love for Vikki.

Rage the WarBot

Rage is Brigitte's right-hand bot, chief enforcer, brutal thug and all around evildoer! Rage will stop at nothing to please his Queen. He is a callous and fierce WarBot and will fight to the bitter end to make sure that Vikki and Leo stay trapped in the lost worlds forever!

GAME CONTROLS



Four Game Modes

There are four unique ways to explore the worlds of *Portal Runner*: with Vikki by herself, Leo by himself, Vikki walking around with Leo by her side, or Vikki riding Leo. When a level begins, you will control the character(s) that best suit the challenges of the area. The button layout is identical in all four modes. However, some buttons may be disabled in a particular play mode.

Vikki Controls

In some levels, the player controls Vikki by herself and Leo is not around. In these levels, the "Call Leo" and "Leo Attack" buttons are not active.

↑, ↓, ←, → button	Run Forward, Backward, Turn Left and Right
△ button	Cycle Arrows
○ button	Hotshot Mode
□ button	Shoot Arrow
× button	Jump
L1 button	Leo Attack (<i>Not active in this mode.</i>)
L2 button	Strafe Left
R1 button	Call Leo (<i>Not active in this mode.</i>)
R2 button	Strafe Right
right analog stick	Camera Controls
SELECT button	Camera Zoom In/Out
R3 button	Recenter OrbitCam (when pushed down)
left analog stick	Run Forward, Backward, Turn Left and Right

Vikki + Leo Controls

Leo sometimes accompanies Vikki in her adventures and travels at her side. Leo is mainly under AI control in these levels, but Vikki can greatly influence Leo's behavior.

- Normally, Leo follows Vikki and protects her. However, Vikki can influence Leo's actions with the "Call Leo" (**R1** button) and "Leo Attack" (**L1** button) commands.
- Vikki can call Leo over to her by pressing the "Call Leo" button. Leo will come closer to Vikki and stop when he is nearby. If Leo doesn't see Vikki or can't get to her, he'll give a sad howl to let her know he's looking for her. If Vikki approaches Leo, he will eventually see her and run over to her.
- To tell Leo to sit and stay, move Vikki close to him and press the "Call Leo" button. Leo will sit down and not move except to avoid or attack enemies in his immediate vicinity. To make Leo stand up and follow Vikki, press the "Call Leo" button again.
- Vikki can also order Leo to attack enemies nearby using the "Leo Attack" button. Leo roars when given an attack order, and takes aggressive action on his own until Vikki calls him back using the "Call Leo" button.
- Leo will try to evade enemy ranged attacks whether following Vikki or sitting and staying.
- Leo will also try to warn Vikki of nearby enemies. He will crouch and growl if he senses an enemy, even one around a corner. If Leo starts to growl, watch out!

↑, ↓, ←, → button	Run Forward, Backward, Turn Left and Right
-------------------	--

△ button	Cycle Arrows
----------	--------------

○ button	Hotshot Mode
----------	--------------

□ button	Shoot Arrow
----------	-------------

× button	Jump
----------	------

L1 button	Leo Attack
------------------	------------

L2 button	Strafe Left
------------------	-------------

R1 button	Call Leo
------------------	----------

R2 button	Strafe Right
------------------	--------------

left analog stick	Run Forward, Backward, Turn Left and Right
-------------------	--

Calming Leo in Vikki + Leo Mode

When Leo has a high Fury level (see Fury Meter section on next page), Vikki may need to calm him down. Vikki is the only one Leo will listen to, and when she calls him, he begins to calm down. To calm Leo, call him over using the "Call Leo" button. Tell him to stay by pressing the "Call Leo" button again when Leo is nearby. To have Leo follow Vikki after he has been given a stay command, simply press the "Call Leo" button again.

Vikki Riding Leo Controls

In some levels, Vikki rides on Leo's back. When Vikki rides Leo, her moves are the same, but she can also use Leo's powerful jumping ability, ferocious claw attack and super-speed as she shoots her Bow. She also needs to keep an eye on his Fury Meter (see Fury Meter section on next page). Leo can be hard to turn or slow down if he is too furious and wild.

↑, ↓, ←, → button	Run Forward, Backward, Turn Left and Right
-------------------	--

△ button	Cycle Arrows
----------	--------------

○ button	Hotshot Mode
----------	--------------

□ button	Shoot Arrow
----------	-------------

× button	Jump
----------	------

L1 button	Leo Attack
L2 button	Hop Left
R1 button	Call Leo/Calm Leo
R2 button	Hop Right
left analog stick	Run Forward, Backward, Turn Left and Right

Calming Leo in Riding Mode: When riding Leo, just push the “Call Leo” (**R1** button) to pet him.

Leo Controls

In some levels, the player controls Leo by himself. Leo can still become enraged, move faster, and do more damage as the Fury Meter rises. Leo can also use the First-Person View to survey his surroundings more closely. When Leo is standing still, he will use his powerful Claw Attack. If he is running, then Leo executes a Furious Pounce Attack.

↑, ↓, ←, → button	Run Forward, Backward, Turn Left and Right
△ button	Leo Roar
○ button	First-Person View
□ button	Claw Attack/Pounce Attack
× button	Jump
L1 button	Leo Attack <i>(Not active in this mode.)</i>
L2 button	Hop Left
R1 button	Call Leo <i>(Not active in this mode.)</i>
R2 button	Hop Right
left analog stick	Run Forward, Backward, Turn Left and Right

HINT OrbitCam

Using the right analog stick, you can move the camera around to see the characters better, peek around corners, or raise the camera to make difficult jumps easier. Once you set the camera to a certain view, it will stay there until you change it again. If you want to put the camera back to its normal position, just press the **R3** button (push down on the right analog stick) and the camera will quickly move behind the character. You can also set the camera to four different zoom levels by pressing the SELECT button repeatedly.

HINT FURY METER

Because Leo is a mighty beast of the jungle, he becomes more powerful when angry. Whether in combat or simply exploring the terrain, he is subject to major emotional swings ranging from completely relaxed to completely enraged!

The Fury Meter shows how angry and ferocious Leo currently is. As Leo gets more furious, he gets stronger, faster and jumps farther. Leo also becomes harder to control, and he runs around looking for an enemy to fight.

What Makes Leo Furious

Vikki must keep an eye on Leo's Fury Meter. There are several things which get Leo riled up – Vikki or Leo taking damage, enemies getting too close or when Leo eats a T-Bone Steak...look out!

What Calms the Furious Lion

Although Leo calms down as time passes, only Vikki can directly reduce Leo's Fury when enemies are around. To ease Leo's Fury, she must use the "Call Leo" (**R1** button) to calm him. In levels where Vikki is riding Leo, simply press the "Call Leo" (**R1** button) to pet Leo.

MAIN MENU

Starting the Game

You may begin a new game by selecting New Game from the Main Menu.

Continue

Continue a previously saved game by selecting Continue.

Setting Game Options

Select Options to choose your game preferences.

Options

Difficulty

The default difficulty setting for the game is Normal. To change the difficulty setting, go to the Options menu and select Difficulty. Note that once a game is saved, you will no longer be able to change the Difficulty until you start a New Game.



Dream Mode: For inexperienced players, Dream Mode makes Vikki and Leo invulnerable to everything except environmental damage (i.e. falling great heights or landing in lava).

Easy Mode: Same as Dream Mode, except Vikki and Leo take damage from all enemies as well.

Normal Mode: This is the default difficulty setting. It is made for the average player looking for a challenge.

Expert Mode: Warning! Expert Mode is made only for the most experienced players!

Audio

Allows you to adjust the music and sound effects volumes, as well as whether the sound plays in Stereo or Mono.

Voice: Control the voice levels for all characters in the game.

Music: Controls the music level of the game.

SFX: Controls the sound effects level in the game.

Controller 1

Allows you to switch between several preset configurations.

Controller 2

Allows you to switch between several preset configurations. The Controller 2 setup screen is used for Multi-player games only.

Credits

Allows you to view the game Credits.

Movies

Allows you to see movies for every level you've completed.

Bios

Allows you to view information about the characters in *Portal Runner*.



Extras

The Extras menu is where you can view special images that are unlocked during gameplay. To unlock the extra bonuses, you'll need to achieve 80% completion on levels and find special Vista Points. These bonuses are photos of special places in the levels that Vikki will be using for her upcoming newspaper articles on the new worlds she's discovered.

The Multi-player Game

The Multi-player game is a fast-paced archery contest between two players. To begin a Multi-player game, plug in two controllers and select Multi-player.

To Start a Multi-player Game:

1. Select one of Vikki's four costumes or Brigitte for each player.
2. Select the number of Tags for this game.
3. Select the stage for competition.
4. Select Start Game.

How to Win

Players chase each other with the intent of scoring hits on their opponent. When a player is hit, they take damage. When their Health Bar goes to zero, they disappear and restart in one of several randomly-selected start positions and their opponent scores a "Tag". The first player to get the designated number of "Tags" wins!

PAUSE MENU

This menu appears when the game is paused by pressing the START button. This screen also gives you a review of how many collectibles you have found and the total number of collectibles available in that level. You can also see your current completion percentage here. You can do several things from this menu.

Continue

Go back to playing the game from where you left off.

Objectives

View the goals that must be completed to finish the level.

Audio

Adjust the Audio settings.

Restart

If you think you've gotten off to a bad start, it may be wise to restart the level rather than keep playing.

Quit

Go to the Main Menu.




Achieving 100% in a Level

Once you begin a new level, you cannot go back and replay previous levels. If you're playing to receive the special reward at the end of the game, make sure you've collected 100% of all the collectibles in the level before selecting Continue. Your exact score doesn't matter, only the fact that you've found all the Gems and Special Collectibles (see the Items section) in the current level. Achieving 100% completion on a level will also unlock the Extra for that level. To view the Extra, go to the Options Menu and then select the Extras option.

GAME SCREEN

The following information is shown on the Game Screen:

Arrow inventory

This area of the screen shows Vikki's current Arrow selection. Press the  button to switch from one Arrow type to the next. If Vikki completely runs out of Arrows, the inventory will show a Basic Arrow with a zero next to it.

Vikki's Health Bar

Used in Vikki and Vikki + Leo missions. Shows Vikki's health.

Leo's Health Bar

Shows Leo's health. Used in Leo and Vikki + Leo missions.

Vikki and Leo's Health Bar

Used in Riding missions. Vikki gets a bonus to her health when riding Leo, but the two characters have to share the damage they receive in this mode.

Special Character Health Bars

Some special characters will be met in the game. Their health is shown above Vikki or Leo's Health Bar.

Leo's Fury Meter

Shows Leo's level of rage. As more small flames appear, Leo's speed and power increase. However, his defenses decrease as he becomes more enraged!

Score

Shows your current total Score. For every 10,000 points scored, Vikki and Leo both gain an additional, permanent health point! As you progress through the game, the enemies get tougher, so you'd better make sure Vikki and Leo get tougher too!



USING VIKKI'S BOW

The Bow is the weapon Vikki uses to fight off the many fearsome foes of these strange lands. However, the Bow isn't just a weapon. At times, it is necessary to hit special objects like buttons or magical doors at a distance ("Hotshots") and the Bow is the only way to do it. Hotshots often result in something unexpected happening, so experiment!



Shooting Views

There are two ways to shoot with Vikki's Bow:

Third-Person Shooting View

This is the standard shooting view. In this view, if an enemy is within Vikki's range and line of fire, she automatically adjusts her aim slightly. If there are a lot of targets, Vikki auto-aims at the closest enemy.

First-Person View

To go into First-Person View, press the  button. In this view, the Bow can be raised and lowered to make longer shots. It takes a lot of practice to make these shots well, so be patient. Vikki will not auto-aim in this view, so use the First-Person View to aim at your targets manually. To go back to Third-Person View, press the  button again.

ARROW TYPES

There are a total of eight types of Arrows found in Brigitte's new worlds: one basic Arrow and seven special Arrows. The Game Screen Inventory display shows the number of Arrows of the selected type.

Basic Arrow

The Basic Arrow is a normal wooden arrow. Its power is very limited, but these arrows can be found anywhere and in great supply.

Fire Arrow

The Fire Arrow is a magical arrow that lights itself while it flies. It hits its target with a small burst of flame that continues to burn the target for a short time. If the Fire Arrow is used on certain objects, such as wooden objects, the object can ignite or take extra damage.

Explosive Arrow

Packed full of dangerous materials, the Explosive Arrow detonates on impact and deals damage to anything within the explosion radius. These arrows are the slowest flying of them all, but they have the power to crack rocks and break barriers.

Lightning Arrow

With the speed of lightning and the power of thunder, the mystical Lightning Arrow cannot be taken lightly. Metal armor and futuristic technology are especially vulnerable to attacks from this arrow.

Trident Arrow

The Trident Arrow is a mechanical wonder! It is actually one arrow that, when launched, separates into three. It can be used to either take down multiple enemies from a distance, or demolish one at close range.

Golden Arrow

The Golden Arrow is made of only the purest gold and enchanted with the strongest of spells. It won't help out too much in a fight, but this arrow will dispel any magical barriers, or nullify any protected objects.

Water Arrow

Chock-full of Magical Water, the Water Arrow will put out any fire or take down any fire-based creature.

Piercing Arrow

The Piercing Arrow is the ultimate in high velocity arrows! It flies so fast and so true to its target that it will pass right through most enemies and keep on flying to hit anything else in its path!

Finding More Arrows

Many Arrow locations in levels are magical. If an Arrow location is magical, you will see small sparkles dance around the area. A new Arrow will appear once you have used up all the Arrows of that special type or after a short time has passed. Simply return to the location where you found the Arrow and another will appear. Be warned! Not all Arrows always reappear!

FIRST-PERSON VIEW

First-Person View lets you see the world through the character's eyes. When Vikki views the world in First-Person View, she aims her Bow extremely accurately. Leo is only able to view the world closely using the First-Person View.



HOTSHOTS

Hotshots are objects found throughout each level that, when struck by one of Vikki's arrows, activate a chain of events, open up secret areas or allow for better solutions to puzzling problems. Often Hotshots pulse with a magical light. For example, here a few things to try:

- Use a Fire Arrow on gunpowder barrels to cause an explosion that can defeat a group of enemies at once.
- Fire an Explosive Arrow at barriers and cracked rock walls to break them open.
- Launch a Golden Arrow at magical barriers to completely destroy them and open secret passageways.

ITEMS

Items can be found in secret hiding places as well as out in the open, so look around carefully! To collect one, just run over it.

Arrows

Arrows are valuable items for Vikki, so try to find all the different types! Arrows are saved in Vikki's inventory until used. Be careful, arrows do not carry over from level to level.



Gems

Gems gain points when Vikki and/or Leo run over one. For each 10,000 points that Vikki or Leo collect, both characters gain a permanent new point of health, making them harder to defeat! Gems are not saved in inventory, but you can see how many you've found and how many are left to find by checking the Pause screen during a level.

Gems come in different groupings:

Topaz	10 points
Sapphire	50 points
Emerald	250 points
Ruby	500 points
Diamond	1000 points

Hearts

Pick up Hearts to instantly heal Vikki and/or Leo for several points. The biggest Hearts heal all of their health and reappear after use.

T-Bone Steaks

Steaks are the key to Leo's power. When Leo eats a T-Bone, he can run faster, jump higher and attack with the power of ten lions! Steaks can also cause Leo to become enraged and uncontrollable, so be careful! Steaks are collected and used the instant that either Vikki and/or Leo runs over one.



Checkpoints

At certain points in each level, you'll see a golden star surrounded by beams of light - this is a Checkpoint. If Vikki and/or Leo run over a Checkpoint, the current state of the level is temporarily preserved. If Vikki and/or Leo die, they'll be magically returned to the spot where they picked up the last Checkpoint rather than having to restart the level from scratch. Checkpoints are not a permanent save point, however. To permanently save your progress in the game, Vikki and/or Leo must complete a level (see Startup Information on page 2 for more information).

Special Collectibles

These are level-specific items that are used only throughout one or two levels. They help to develop the story or add to the puzzle element of the game. All of these collectibles are used in the same way as the other items. For example, Vikki may have to find Sticks in order to start a campfire, and must then drop them in the firepit. Also, Vikki may need to search for Card Keys in order to unlock specific doors. Any specific interaction with collectibles such as these is detailed within the game's cinematics. Special Collectibles also show up in the Pause Menu so that you can keep track of what Vikki is picking up.

ENEMIES

Many kinds of magical creatures can be found in the new worlds that Vikki and Leo will explore. Some just want to be left alone, but others are evil. Defeat these evil enemies before they defeat you! Some of the more common creatures are described below, but others are mysterious and their traits must be discovered by experience.

Gingerbread Men

These large cookie men look sweet, but they can be dangerous to tangle with. They throw hard pieces of candy that not only slow Vikki down, but also do some serious damage!

Pterodactyls

These magical flying dinosaurs aren't too smart, but when they see you, they may shoot a fireball or two. They are a little meaner than the ones back in our own prehistoric past. Keep an eye on the sky!

Raptors

These fast and vicious dinosaurs are always looking for prey. They are particularly dangerous when defending their Eggs.

Rockmen

Rockmen are large, dangerous beings that throw large rocks at intruders.

Crossbowmen

These sinister guards think nothing of shooting intruders on sight.

Black Knights

Black Knights are magical warriors, heavily armored knights that can't be damaged easily by ordinary Arrows.

Bats

These enormous bats won't bite, but they can spit magical venom with deadly accuracy!

Martians

Martians are puny little fellows that have a tendency to follow the strongest leader they meet. They don't look too tough, but they're armed with ray guns that can be dangerous.



SECRETS

Golden Lionhead Platforms

In every level, there is an invisible platform made of gold with the symbol of a lion's face on it. If you can find the right Hotshot, the golden platform appears. It allows you to get items that are otherwise inaccessible.

Hidden Areas

Some secret areas may not be immediately obvious and accessible. If you see a wall that looks cracked or there is a room high above you that you can't get to, experiment with Hotshots until you find the secret! Many times, Gems are hidden away in these secret areas! To get 100% in every level, you will need a sharp eye!

CUSTOMER SUPPORT

Web Site

Visit www.3do.com/support for late-breaking news and information, answers to Frequently Asked Questions (FAQ's), links to hardware manufacturers' web sites, and the latest product updates.

If you want to ask a specific technical question, you can use the online email form available at our web site or send mail directly to the customer-support@3do.com address.

Phone/Fax

Call (650) 385-3193, Monday through Friday, 9:00am - 12:00 noon and 2:00pm - 5:00pm, Pacific Time, or fax us at: (650) 385-3181.

U.S. Mail

Customer Support
The 3DO Company
100 Cardinal Way
Redwood City, CA 94063

Buy Direct

If you wish to purchase additional copies or other titles from The 3DO Company please visit the 3DO Direct Online Store at <http://store.3do.com>, or call:

3DO Direct Sales – (800) 336-3506 in the United States
(650) 385-3187 in Canada and Mexico

World Wide Web

<http://www.3do.com>

HINTS AND TIPS

Call 1-900-CALL-3DO (1-900-225-5336) for pre-recorded hints, tips and clues.

Calls to the Hint Line cost \$0.99 per minute for recorded hints and tips; calls must be made from a Touch Tone Phone. If you are under 18 years of age, you must get your parents' permission before calling.

THE 3DO COMPANY - End-User License Agreement

IMPORTANT-PLEASE READ CAREFULLY. IF YOU ARE UNDER THE AGE OF EIGHTEEN (18), PLEASE HAVE A PARENT OR GUARDIAN READ THE ENTIRE END-USER LICENSE AGREEMENT (the "EULA") PRIOR TO USING THIS 3DO PRODUCT IN ANY MANNER. The EULA is a legal agreement between you, the original consumer purchaser or subsequent transferee of this 3DO software product ("You") and The 3DO Company, a California corporation ("3DO"). As used herein, the term "Program" includes the computer software and associated audiovisual works, the related media, any printed materials, and any electronic or "on-line" documentation materials regarding this 3DO software product. By opening this package and/or using the Program, You accept and agree to abide by all of the terms and conditions of this EULA.

1. LICENSE GRANT. 3DO hereby grants You a non-exclusive, personal license to use the Program solely in accordance with the terms and subject to the conditions of this EULA. The Program incorporates various intellectual property rights, that may include, without limitation, copyrights, trademarks, patents, trade secrets and other proprietary rights (collectively, the "Intellectual Property Rights"). While You are entitled to own the physical media on which the Program is distributed, 3DO retains all rights, title and interests in and to the computer software, audiovisual works, and other materials comprising the Program and all Intellectual Property Rights relating thereto.

2. RIGHTS AND RESTRICTIONS. The Program is protected by U.S. and foreign copyright laws and international copyright treaties, as well as by other such intellectual property laws and treaties. The Program is licensed (and not sold) to You, and any and all rights not expressly granted to You herein are reserved by 3DO.

- You may use one copy of the Program on your game console. Except as expressly set forth in the user manual for this 3DO software product, the Program may not be shared or otherwise used simultaneously on more than one game console.
- The Program is licensed for use as a single integrated product, and You agree not to separate the component parts of the Program for use in any other application, product or service.
- You agree not to publicly perform, rent, lease, loan, or sublicense the Program (or any portion thereof), or to otherwise provide any third party with access to and/or the opportunity to copy or otherwise use the Program.
- You agree not to adapt or otherwise modify, create any derivative work, or decompile, disassemble, reverse engineer, or otherwise attempt to derive any source code from, the Program (or any portion thereof), except and only to the extent that, notwithstanding such restrictions, such activity is expressly permitted by applicable law.
- You may permanently transfer all of your rights under this EULA, provided that (i) You transfer the entire Program, including any and all components thereof and all versions of the Program licensed to You hereunder; (ii) You retain no copy or copies of the Program; and (iii) the transferee agrees to all of the terms and conditions of this EULA.

3. SUPPORT SERVICES. 3DO may provide You with support services relating to the Program (collectively, "Support Services"). Your use of any such Support Services shall be subject to 3DO's then-applicable policies and programs as described in the end-user manual for the Program, in "on-line" documentation (if any), and/or in other such materials published by 3DO. All supplemental computer software and documentation materials (if any) provided by 3DO as part of its Support Services or otherwise shall all be considered part of the Program for all intents and purposes and shall be governed by the provisions of this EULA. Any information that You disclose or provide in connection with the Support Services may be used by 3DO for any of its business purposes, including, but not limited to, product development and support.

4. U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and all components and versions thereof are provided with restricted rights. Use, duplication, or disclosure by the U.S. Government or any U.S. Government subcontractor is subject to restrictions as set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses at DFARS 252.227-7013 or subparagraphs (c)(1) and (2) of the Commercial Computer Software-Restricted Rights clauses at 48 CFR 52.227-19, as applicable. "Manufacturer", as such term is used therein, is The 3DO Company, 100 Cardinal Way, Redwood City, California, 94063, U.S.A.

5. EXPORT LIABILITY ASSURANCES. You agree that the Program will not be exported outside the United States except as authorized and/or permitted by the laws and regulations of the United States. If You have rightfully obtained the Program outside the United States, You agree not to re-export the Program except as permitted by the laws and regulations of the United States and the laws and regulations of the jurisdiction in which You obtained the Program.

6. TERMINATION. Without prejudice to any of 3DO's other rights and remedies under applicable law, 3DO may, at its sole discretion, terminate this EULA if You fail to comply with any of the terms or conditions of this EULA. In the event this EULA is terminated, You must destroy all copies of the Program, including, but not limited to, all components and versions thereof licensed to You hereunder.

7. GOVERNING LAW. This EULA shall be governed by and construed under the laws of the State of California, excluding that body of law related to choice of laws, and of the United States of America.

8. ENTIRE AGREEMENT. This EULA constitutes the entire agreement and understanding of the parties regarding the possession and use of the Program by You and the related subject matter hereof. If any provision of this EULA (or part thereof) is determined by any court of competent jurisdiction to be void, invalid or otherwise unenforceable, such provision (or part thereof) shall be deemed deleted from this EULA, while the remaining provisions of this EULA shall continue in full force and effect. No failure or delay by 3DO in exercising any right, power or remedy under this EULA shall operate as a waiver of any such right, power or remedy.

WARRANTY AND SERVICE INFORMATION

The 3DO Company ("3DO") warrants to the original consumer purchaser of this 3DO software product that the media on which the underlying computer program is recorded is free from defects in materials and workmanship under normal, recommended use for ninety (90) days from the date of purchase. The 3DO software program recorded on such media is sold on an "as is" basis, without any warranty or condition of any kind, and 3DO shall not be liable for any losses or damages of any kind or nature resulting from the use or inability to use such program.

3DO's entire liability and the original consumer purchaser's exclusive remedy for breach of any warranty (express or implied) shall be, at 3DO's option, either: (a) to replace, free of charge, this 3DO software product, or (b) to return to the original consumer purchaser the price paid for this 3DO software product. The preceding warranty shall not be applicable and 3DO shall not be obligated to replace this 3DO software product or to return any such sum to the original purchaser unless this 3DO software product is returned within the 90-day warranty period, postage pre-paid with proof of purchase to The 3DO Company, 100 Cardinal Way, Redwood City, CA 94063, Attn.: Customer Support Dept. The preceding warranty shall be void if any defect in this 3DO software product arises through accident, negligence, use in any application for which this 3DO software product was not designed or intended, modification without the prior consent of 3DO, any cause external to the product (e.g., heat), or by any other cause unrelated to defective materials or workmanship.

EXCEPT FOR THE LIMITED WARRANTY SET FORTH ABOVE, ALL OTHER REPRESENTATIONS, WARRANTIES, CONDITIONS, TERMS AND OBLIGATIONS, WHETHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR ANY PARTICULAR PURPOSE AND/OR NON-INFRINGEMENT REGARDING THIS 3DO SOFTWARE PRODUCT (WHETHER RELATING TO THE MEDIA, THE SOFTWARE OR OTHERWISE) ARE EXCLUDED TO THE MAXIMUM EXTENT ALLOWED BY APPLICABLE LAW.

3DO neither assumes nor authorizes any other person or entity to assume for 3DO (or any related or affiliated entity) any other liability in connection with this 3DO software product.

IN NO EVENT SHALL 3DO BE LIABLE FOR ANY INCIDENTAL, CONSEQUENTIAL (INCLUDING LOSS OF PROFITS), SPECIAL AND/OR OTHER DAMAGES OF ANY KIND OR NATURE RESULTING FROM THE PURCHASE, POSSESSION, USE, OR INABILITY TO USE THIS 3DO SOFTWARE PRODUCT, EVEN IF 3DO HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR LOSS. IN NO EVENT SHALL 3DO'S LIABILITY TO THE ORIGINAL CONSUMER PURCHASER EXCEED THE AMOUNT ACTUALLY PAID FOR THIS 3DO SOFTWARE PRODUCT. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSIONS OR LIMITATIONS OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

3DO has endeavored to ensure that the end user manual and promotional materials regarding this 3DO software product accurately reference the product. However, because of ongoing improvements and updating of 3DO software products, 3DO cannot guarantee the accuracy of printed materials after the date of publication, and 3DO disclaims any loss, liability and/or damages, whether in contract, tort or otherwise, arising out of or resulting from the manual and promotional materials, including, without limitation, any loss or liability resulting from changes, errors or omissions with respect to any of such items.

Hot New Game from 3DO!



AquaAqua™ is an addictive 3D puzzle game of strategy and control. Trap water by positioning pieces as fast as they fall to form dams and lakes.

Customer Support (650) 385-3193

customer-support@3do.com

Monday-Friday: 9am-12pm, 2pm-5pm Pacific Time

The 3DO Company, 100 Cardinal Way, Redwood City, CA 94063

© 2001 The 3DO Company. All Rights Reserved. 3DO, Portal Runner, and their respective logos, are trademarks or registered trademarks of The 3DO Company in the U.S. and other countries. © 2000 Zed Two Ltd./Imagineer Co., Ltd. All Rights Reserved. Published by 3DO under license from Imagineer Co., Ltd. AquaAqua is a trademark of Zed Two Ltd. All other trademarks belong to their respective owners.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

3DO™
www.3do.com

PMN-5129-271