



JAGUAR™
64-BIT

GAME MANUAL
MANUAL DE JEU
SPIELANLEITUNG

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

Stuck? Frustrated? Need a Hint?

U.S.A. Customer Help Hint Line

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

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

U.K. Jaguar Software Helpline

0839-994460

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

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

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

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

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

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

ATARI INFO CONSOMMATEUR

36.68.00.16 (2, 19 f LA MINUTE)

Read before using your Atari video entertainment system.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING to owners of projection televisions:

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

This product has been rated by the Entertainment Software Rating Board.

For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



JAGUAR™ 64-Bit Interactive Multimedia System Game Manual

Handling this Cartridge

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

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself.
- If for any reason your cartridge does not load, or you see only a red screen, remove, clean, and reinsert the cartridge. If the problem persists, refer to the warranty information included with your Jaguar cartridge.

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

WHITE MEN CAN'T JUMP™ © 1995 Twentieth Century Fox Film Corporation. All Rights Reserved. White Men Can't Jump™ and associated characters are trademarks of Twentieth Century Fox Film Corporation. Licensed to Atari Corporation for distribution. Atari, the Atari logo and Jaguar are trademarks or registered trademarks of Atari Corporation. All Rights Reserved. This software is authorized by Atari for use with the Jaguar 64-Bit Interactive Multimedia System.

INTRODUCTION

Whatcha got, chump? Are you ready for the most hyped up, monster jammin', bruising' elbows, rebound snatchin', rim stuffin', skying over suckers, down your throat, money making game of street ball you never thought possible? Well, here it is, in your face, 'n it's time to get it on!

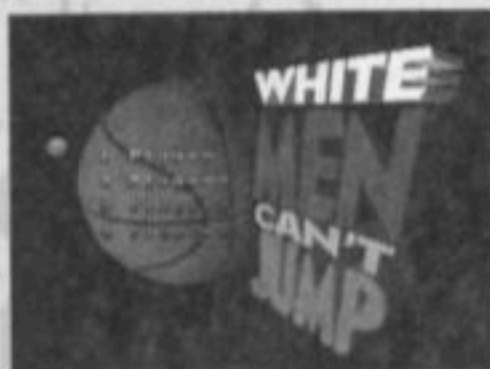
Welcome to WHITE MEN CAN'T JUMP™!

THE STORY OF THE SLAM CITY TOURNAMENT

The SLAM CITY TOURNAMENT's history is long and rich. Originally started back in the early 70's by a group of con men and hustlers as a way to make more money, it has grown into THE premiere street ball event. Everybody who's anybody is there. If you can make it through the tournament, you'll have the most kickin' rep from Venice Beach to Compton, and every asphalt jungle-sandlot-half court in between!

WHERE YOU COME IN

You play the team you choose against other teams out there hustling for the big bucks and bad reps; each trying to raise the \$5,000 entry fee to the SLAM CITY TOURNAMENT. In your case, you've had to borrow \$500 from the local loan sharks, THE BREAKLEG BROTHERS, in order to start working your way up through the circuit to enter the SLAM CITY TOURNAMENT.



Unfortunately the BREAKLEG BROTHERS, TANGLE and CASH, love their money, but don't care so much about the love of the game. If you can't make it to the Tournament (and win) in 30 games,

they'll be back to make you pay one way or another, brother.

GETTING STARTED

1. With the POWER turned off on your JAGUAR 64-BIT INTERACTIVE MULTIMEDIA SYSTEM, insert your JAGUAR WHITE MEN CAN'T JUMP™ cartridge into the cartridge slot.

2. Press the POWER button.

Memory Save

Game Settings, Tournament Keys, Joypad configurations and sound settings are retained in the cartridge even if you have turned off your JAGUAR 64-BIT INTERACTIVE MULTIMEDIA SYSTEM. The car-

tridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear the currently saved changes, press *, # and Option while on the WHITE MEN CAN'T JUMP™ Title Screen.

MAIN MENU

The MAIN MENU gives you five choices: VS. MODE, TOURNAMENT MODE, RESUME GAME, OPTIONS and JOYPAD.



VS. MODE

VS. MODE lets you pair off with up to three friends (four players total) to play a hard and fast game of 2-on-2 street ball. You choose your team, your opponent's team (if you're playing the computer), even what court you play on.

5

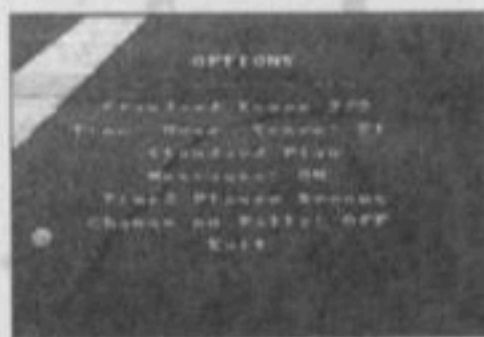
TOURNAMENT MODE

TOURNAMENT MODE lets 1 or 2 players compete in the street ball circuit. You keep betting and winning more and more money until you've raised enough cash and your reputation's good enough to let you enter the SLAM CITY TOURNAMENT to earn the title of the baddest b-ball players in town!



RESUME GAME

This menu choice allows you to resume play from where you left off by bringing up any previously saved Tournament game.



OPTIONS

The Options menu allows you to customize many of the settings in the game when playing in VS. MODE or TOURNAMENT MODE.

6

Some options affect VS. MODE only. They are: STANDARD SCORE/STREET SCORE, TIME/SCORE, and STANDARD PLAY/MAKE IT/TAKE IT. The options for both modes are: MESSAGES ON/OFF, TIMED PLAYER ARROWS/ALWAYS ON, and CHANGE ON FALLS ON/OFF. Any changes you make are stored on the cartridge so that the settings are preserved from the last time you played.

Standard Score/Street Score

You can choose the amount of points you earn when making a regular basket or a shot from the 3-point line. You can choose STANDARD SCORING (2 points for a basket, 3 points for a 3-point shot), or STREET SCORING (1 point for a basket, and 2 points for a 3-point shot).

TIME/SCORE

This option allows you to select whether or not you want to play to a set score (11, 15 or 21) or play until the clock runs out (5, 10, or 15 minutes). You can also choose a combination of both — playing until you've reached a set score, or until the clock runs out. (21 points or 15 minutes, 15 points or 10 minutes, 11 points or 10 minutes).

Standard Play/Make It/Take It

Select between STANDARD PLAY or MAKE IT/TAKE IT. In STANDARD PLAY, once you've made a basket, the ball is left for the opposing team to clear. In MAKE IT/TAKE IT — you make the shot — you get the ball again!

Messages ON/OFF

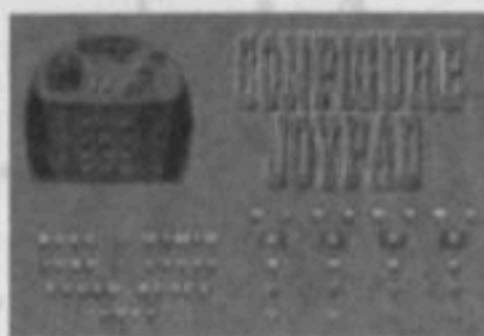
Turn the messages that are displayed across the screen during gameplay ON and OFF.

Timed Player Arrows/Always ON

Leave the floating player identification arrows on or restrict them to appear only at the start of the game or when you switch control over to the other player.

Change on falls on/off

Player Autoswitch controls whether the computer automatically switches to your other player if you get knocked down. If you leave the option off, you will have to switch manually by double-tapping the SPEED BOOST BUTTON.



JOYPAD

This option brings up the CONFIGURE JOYPAD screen. It allows you to configure the JOYPAD settings for each JOYPAD you have connected.

Press the JOYPAD UP/DOWN to move between button assignments and press the corresponding FIRE BUTTON to change them to the configuration you would like. To exit back to the MAIN MENU, highlight the X on EXIT and press any FIRE BUTTON.

8

PLAYING THE GAME

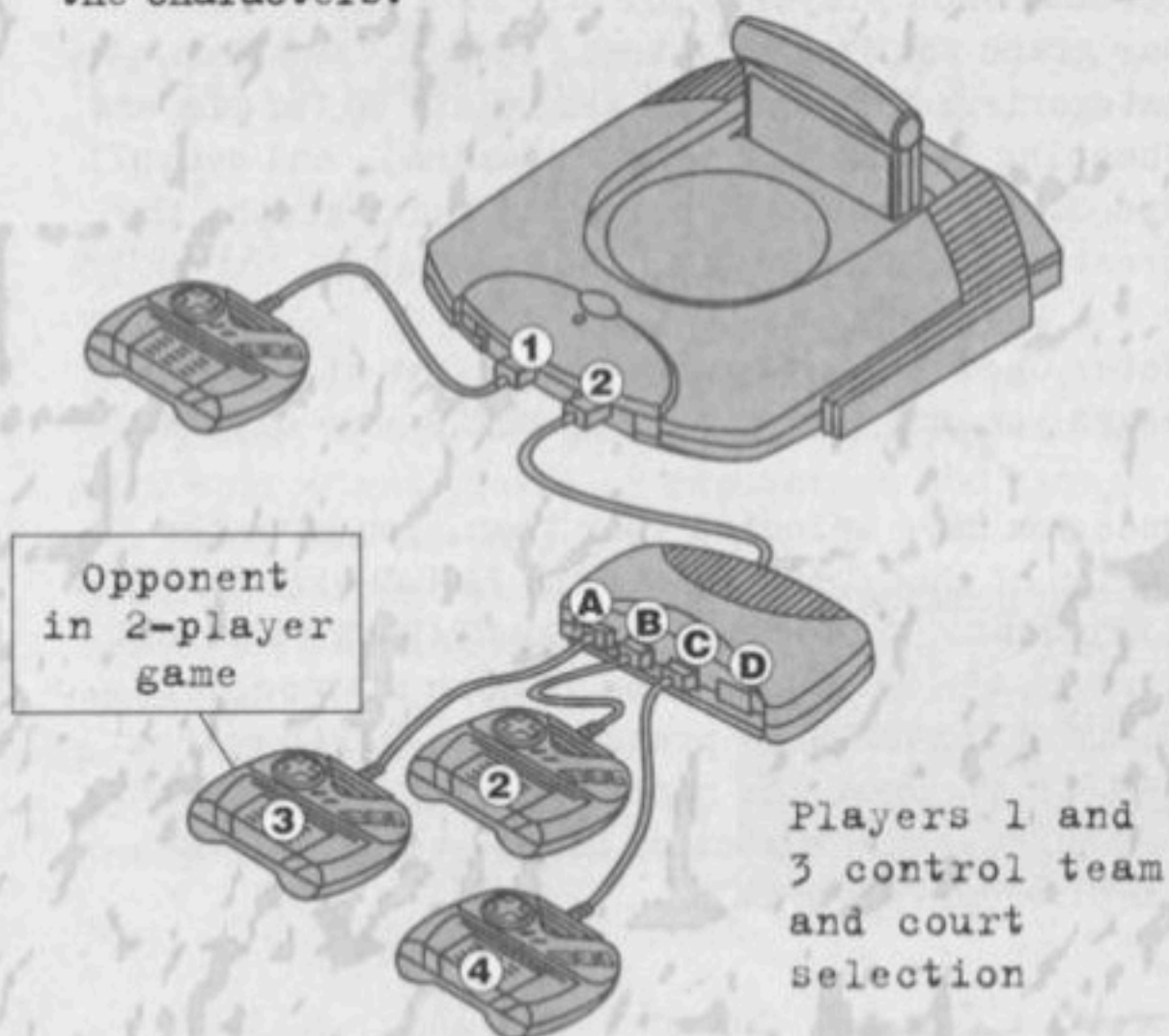


VS. MODE

When you select the VS. MODE option from the MAIN MENU, your next choice is how many players there will be. The following is a breakdown of how gameplay behaves, depending on the number of players you select. You can only play with 3 or 4 players if you have the JAGUAR TEAM TAP™ ADAPTER (otherwise, that option is dimmed out and unselectable).

Team Tap™

If you have the JAGUAR TEAM TAP™ Adapter you can play with up to 3 of your friends. Player 1 plugs into Controller Port #1. The JAGUAR TEAM TAP Adapter is plugged into JOYPAD Port #2, with players 2, 3, and 4 plugged into ports A, B, and C on the TEAM TAP™ respectively. Players 1 and 2 are always teammates, and will play against player 3. Player 4 is player 3's teammate. All players are identified with numbered arrows that float above the characters.



1 Player	Human with Jaguar-controlled teammate vs. computer
2 Player	2 Humans vs. one another with Jaguar-controlled teammates
3 Player	2 Humans vs. 1 Human with Jaguar-controlled teammate
4 Player	4 Humans (2 per team) vs. each other



Team Selection

This is where you'll find the different teams, their stats, and their logos and choose the one you want to play. To scroll through the

list of teams press either UP/DOWN on the JOYPAD. Press any of the FIRE BUTTONS (A, B, or C) to select your team.

Beneath each player's picture is a three-line bar graph that depicts their stats. The three categories: SHT, NRG, and SPD relate to the players' Shooting Accuracy, Energy (stamina), and overall Speed. The longer the bar is in their graph, the greater their ability in that category.

10

Note: Choosing a team that has a lot of energy means you can pull off SUPER DUNKS more often!

Once you have selected your team, you have the option of choosing the team the JAGUAR will control. You can still press the JOYPAD UP/DOWN to scroll through the teams, but now you can also select their SKILL LEVEL by pressing the JOYPAD either LEFT to decrease the number of STARS, or RIGHT to increase the number of STARS- to adjust the computer player's SKILL.

Once you've selected the JAGUAR's team (by pressing any of the FIRE BUTTONS), you can choose the court you're going to play on.

You can rotate the courts in the diamond from court to court by pressing LEFT or RIGHT on the JOYPAD. The court at the bottom of the diamond is the one that will be selected when you press any of the FIRE BUTTONS (A, B, or C). The game will start after you pick your court.

TOURNAMENT MODE

How to Play

You start out with the \$500 you get from the BREAKLEG BROTHERS, and the smallest amount of money you can bet per game is \$50. Only teams of your approximate level of reputation and money will take you on. As you progress through the brackets, earning more and more cash, you'll have to keep betting more and more to keep the good teams interested in playing you.



Starting Tournament Mode

After selecting TOURNAMENT MODE from the MAIN MENU, you can choose either a one player or two player game.

Once you've selected the number of players, you come to the KEY SCREEN.



Key Screen

When the KEY SCREEN comes up, the default is the first KEY. (A KEY is a

12

placeholder that lets you store the progress of your game team, matches played, and money won in TOURNAMENT MODE so that you can resume playing later if you decide to quit in the middle of your game.) Your information is saved through the last complete game. Unused KEYS are dimmed out. If you choose one when you start a tournament game, that KEY will be the default the next time you start a new tournament.

If you've used all 3 KEYS, but want to save additional games, you have to choose one of the old ones and save over it.

Either player can choose between KEY SLOTS 1, 2, 3, or the NO KEY option by moving the JOYPAD UP/DOWN.

Select your choice by pressing any FIRE BUTTON.

NOTE: If you select a KEY before starting TOURNAMENT MODE and turn off the system while playing, you can come back to play it later by reselecting the same key number when you choose RESUME GAME from the MAIN MENU.

Once you've made your selection, you'll go to the PLAYER SELECT SCREEN.



To scroll through the list of teams, press up or down on the JOYPAD.

13

To select your team, press any FIRE BUTTON.

After the BREAKLEG BROTHERS, TANGLE and CASH, hand you your \$500 in cash to get you started in the tournament, you can press any FIRE BUTTON to progress to the COURT SELECTION SCREEN.



Court Selection Screen

Shows the amount of money you've got (in green), and what each of the teams are worth (in orange).

In general, the bid amounts per team run from the right to left, lowest to highest.

As the bid amounts increase, so does the talent and difficulty of the team you're going to play.

Select the team/court you want to play against by moving left or right on the JOYPAD, and pressing any FIRE BUTTON to make your choice.

Once you've chosen the team and made your bid, you'll see a STATS SCREEN that shows the stats of each player on the team you'll be playing.

The dollar amount you're playing for is in the lower-middle section of the screen.

Because the BREAKLEG BROTHERS want their money back in full (with interest!), they're only gonna let you play 30 games before they come after you



looking for payback. If you don't make it to the SLAM CITY TOURNAMENT by then, you're gonna be in a WORLD O' HURT. Get the picture?

The entry fee for the SLAM CITY TOURNAMENT is \$5,000. Once you've earned at least \$5,000 you'll automatically be entered into the SLAM CITY TOURNAMENT. The Big Time. The Grand Finale. The Payoff.



The number in the lower left-hand corner of the screen is the number of the game you're about to start. If you slip up so bad that it counts up to 30, well, you know what happens already.

You can press any FIRE BUTTON to skip past the STATS SCREEN and start playin' ball.



CAMERA

At the top of the game screen you'll see: the stats of each player, the team's logo, the points for each team, and icons showing information such as who has the ball, if you need to clear the ball, and so on.

The player stats consist of a picture of each player, with a bar on either side — one red, one green.

The green bar represents your energy. The more energy you have, the more likely you are to pull off a SUPER DUNK at a distance from the basket. The energy also depletes quickly when you run (SPEED BURST BUTTON).

The red bar represents your anger level. The more you push around the opponent players, the higher the level goes if they haven't been attacking you as well. If they've knocked you down a lot and you strike back, your meter won't increase much.

Also, any fouls committed (traveling, goaltending, etc.) will increase the level. Goaltending and traveling are the only fouls called. You can beat up and "dis" your opponent at will. The higher the level, the longer it takes you to get up when you get knocked down by an opponent.

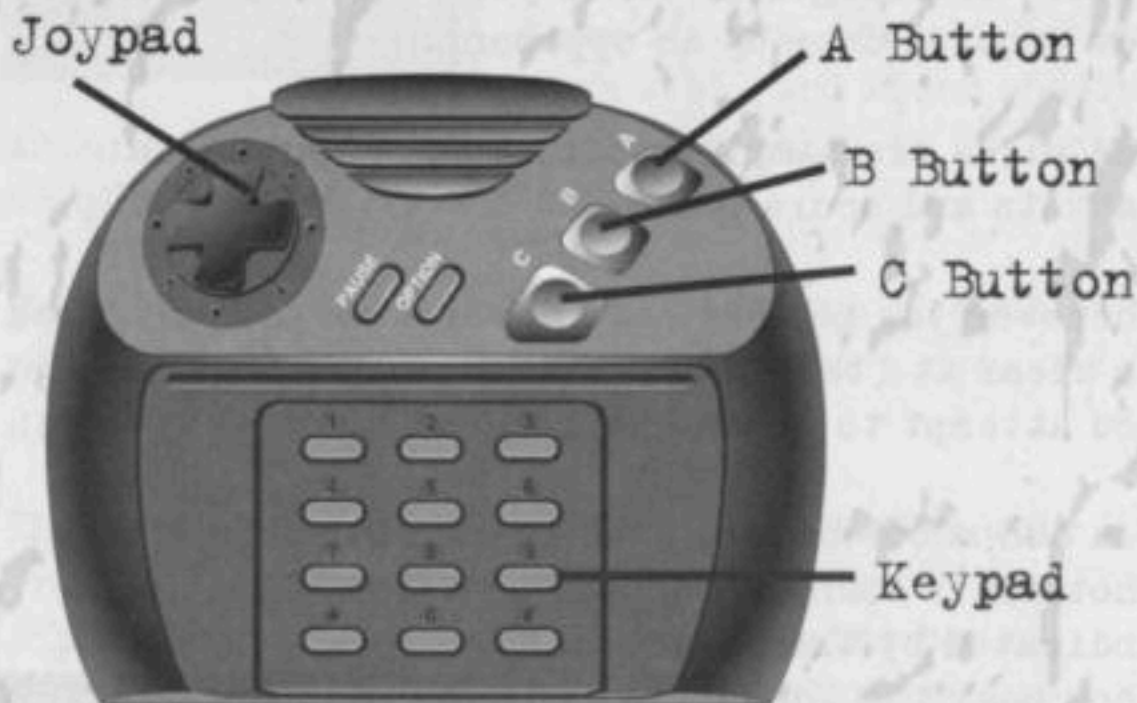
The rules are simple. Do what you can to make baskets and score points.

Whenever you get the ball after a basket, you need to clear it (take it back past half-court) before you attempt to shoot again.

You can shoot before you clear the ball, but the shot won't count towards your score. This is indicated by the basketball icon near the logo of the team that has possession of the ball. If the pick icon appears near a team's name, it's their turn to take possession of the ball.



GAME CONTROLS



18

JOYPAD

Controls your player's movement in all directions. Cycles through choices in menus.

PASS/PUNCE

Tap once on offense, lets you fake a pass.

Tap and hold on offense, lets you pass the ball to your teammate.

On defense, lets you try and knock down the opponent.

SHOOT/JUMP

On offense, lets you shoot the ball.

On defense, lets you jump for a rebound or block.

SUPER DUNKS

Each character in WHITE MEN CAN'T JUMP™ can pull off a variety of SUPER DUNKS.

You activate your players Super Dunk by moving the JOYPAD in a series of directions when you hold down the JUMP/SHOOT BUTTON. When you release the button your character will attempt their dunk. Each character has a specific SUPER DUNK listed in their team information, but there are other, more complicated, dunks that are harder to pull off and less likely to be blocked by your opponent. Try to discover them all.

19

SPEED BOOST

On offense or defense it gives you a burst of speed, but drains your energy quicker.

Hit twice on offense or defense lets you switch control to the other player on your team.

Tap and hold on defense, assumes a defensive stance when covering your man.

PAUSE BUTTON

Pauses gameplay.

OPTION BUTTON

During PAUSE mode lets you change volume levels of the music and sound effects. (You can also use any of the FIRE BUTTONS to bring up the menu as well). Press the JOYPAD UP/DOWN to move from MUSIC, SOUND F/X and VOICE, and the JOYPAD LEFT/RIGHT to increase or decrease the level of each. Pressing any FIRE BUTTON will toggle the selected category ON/OFF.

CHARACTERS & TEAMS

20



3PT. KINGS

The 3PT. KINGS grew up playin' ball to the sounds of George Clinton and Bootsie Collins. They are the former champions of Slam City '78. They're back and as funky as ever, ready to reclaim some of their former glory.

Super Dunks:

JULES: D,D: The Splittsville '78

FREAKY: L,U: The Phunk Jam





6TH STREET SHOOTERS

The 6TH STREET SHOOTERS are in it for the money! Not for themselves, mind you! Both SABER and RUSH hail from a rough side of town, and want to put their winnings into cleaning up the neighborhood and bringing back some of that old community pride!

Super Dunks:

SABER: L,D: The Around Town Jam

RUSH: D: The Takin' Out The Trash Slam



COOL CATS

The COOL CATS consider themselves the refined old-school artistes of street ball hustling. If they're not out dunkin' on dopes, they're jamming' some of the livest jazz in town down at their favorite local hotspot.

Super Dunks:

O.G.: U,D: The Old School Slam

G.LOVE: L: The Airborne Improvisation Jam





DIS MASTERS

The DIS MASTERS are truly masters of their game, but are looking to roll their winnings into starting a new

Rap label, with themselves as the hot act, of course! When they're not cutting down on the local action, they're wipin' 'em all over the court!

SUPER DUNKS:

TOWER: U,U: The Mack Daddy
Dolemite Jam

EGGMAN: R,R: The Superfly
TNT Slam



DUNKIN' DEMONS

You might have seen the DUNKIN' DEMONS, TITAN and WISP before but never knew it. They both had promising high school

basketball careers but didn't make the college cut. They love the game and are using the money they win to pay for college.

SUPER DUNKS:

TITAN: U: The All-Star Slam

WISP: L,L: The Dunkin' Twist





URBAN ANGELS

The URBAN ANGELS, MACE and STRESS are the darlings of a local-access cable show that deals with life in the inner city. They're entering the SLAM CITY TOURNAMENT to help raise money for their show and a local youth organization trying to get kids off the street.

Super Dunks:

MACE: U: The Folks-At-Home Slam

STRESS: L,R: The Around The Block Jam





BEACH BUMS

The BEACH BUMS are slackers with attitudes! Nothing's as interesting as taking a coupla' suckers in a fast game of roundball. If they weren't doin' this, they wouldn't be doin' nothin'.

Super Dunks:

DR. ED: R: The Slacker Spin Slam

SLAG: L: The Lazy Leapin' Jam



METAL HEDZ

The METAL HEDZ were former roadies for Jimi Hendrix with a passion for the game. They came together to raise enough cash to purchase a custom van and open the Traveling Heavy Metal Hall of Fame and Musical Revue.

Super Dunks:

GRUFF: D,D: The Air Guitar Jam

SCRAPE: D,U: The "Hey Joe" Jam





MUSCLE BOYZ

The MUSCLE BOYZ are tired of the girlie-men they see on the courts at their local beach. They're determined to win the SLAM CITY TOURNAMENT with their superior physiques and strong b-ball style. Then they'll open the Muscle Boyz Gym to promote their standards of physical fitness.

Super Dunks:

BURGER: R,D: The Steroid Slam

STOMP: D,U: The Pump-U-Up Jam





PSYKO SQUAD

The PSYKO SQUAD intimidate by force of their unorthodox (some say psycho) methods of play.

Their style approaches the closest thing to moshing in sports there is. Their highly physical style of play disorients their opponents as they whip around the court and land buckets from the way outside. RABIES and TWITCH were made for each other! In fact, they plan to use their SLAM CITY TOURNAMENT winnings to get married.

Super Dunks:

RABIES: R,D: The Half-Court Vivisection Jam

TWITCH: L,L: The Psychlone Slam



SCREAMIN' WHEELS

The SCREAMIN' WHEELS are a couple of East-side thrill seekers looking to roll their winnings into fixing up their tricked

out hot-rod "Fat Chick" so they can enter the DRAG CITY TOURNAMENT™.

Super Dunks:

HAIL: L,R: The Around the Way Dunk

GOOSE: U,U: The Both-Hands-On-The-Wheel Slam





SLAMMERS

The SLAMMERS have been hustlin' for years with the Tournament running right in their own backyard. They've hot-dogged

their way into the competition to show the world nobody can come to their part of town and not expect some schooling from these former all-stars.

Super Dunks:

SKIN: D: The Classic Slam

SMACK: L: The Air Jam



STREET SHARKS

The STREET SHARKS wrote the book on "Zen and the Art of Hoops". Most people underestimate these cats until they go up against

em' 2-on-2 and end up leavin' with their wallets several Jackson's short of the Jackson 5. If they win, GRIP and FENCE will probably start the Church of The Pump Sneaker and Walk the Earth, converting the faithful.

Super Dunks:

GRIP: R,R: The Confucian Egg-Drop Slam

FENCE : D,D: The Tao of Dunk





SURF CREW

The SURF CREW are the Annette Funniceello and Frankie Valli of the modern beach street ball scene. They play ball just to see and be seen by the other hustlers. VAN and RIO have been takin' all comers for years. They're good and they look good doin' it. If they win they're going to blow their wad on surf wax, tanning lotion, and the inevitable series of plastic surgery.

SUPER DUNKS:

VAN: L: The Air Adonis

RIO: R: The Debutante Dunk



THE COURTS

VENICE BEACH

This ocean-side half court is also affectionately known by the local hustlers as "The Sand Box". The cool breezes and pretty girls make this court a favorite among some of the more outgoing hustlers.



COMPTON

This court in the rough inner-city has given start to many of the most flashy, in-your-face hustlers ever to enter the Slam City Tournament. Only the toughest players need apply.



TORRANCE

This comfortable suburban nicely-maintained half-court is where the hustler's come to play for the real high stakes. The affluent teams

hone their skills here and take all comers. Usually right to the cleaners!

DOWNEY

This quiet park has been the place where hustlers come to hone their game. It's tranquillity allows them to focus their energies on the splendor that is the monster dunk.



INGLEWOOD FORUM

This is the end of the line where you put it all on the line. This is where the Slam City Tournament is held. Those who make it this far have got to be good!

HINTS & TIPS

PASSING

If you're having a lot of trouble passing to your teammate (i.e. the other team always gets the ball), you can double-tap the SPEED BURST BUTTON and switch control to your teammate. This gives control of the teammember with the ball to the computer, who will pass to you as soon as possible — usually with more accuracy!

SHOOTING

Timing is one of the most important factors in making baskets from both near and far. If you time your shots so that you release them at the top of your jump, your success rate will be much higher.

31

DEFENSIVE COVERAGE

When trying to cover the person who's got the ball, don't just run up to that player — chances are if you're playing with a computer-controlled teammate you'll just end up getting in each other's way. The trick is to let your computer controlled player cover his man, and then double-tap SPEED BOOST BUTTON to switch to that player, and then try to steal the ball.

CREDITS

ATARI

PRODUCER: Bill Rehbock

LEAD TESTER: Lance Lewis

TESTERS: Hank Cappa, Chris Charles, Frank Coles,
Tal Funke-Bilu, Harry Kinney, Sean McInnes,
Dan McNamee, Manual Sousa, Nathan Tan

TRIMARK INTERACTIVE PRODUCERS:

Allen Edwards

Kevin Hunt

HIGH VOLTAGE SOFTWARE

PRODUCER: Kerry J. Ganofsky

PROGRAMMER: Adisak Pochanayon

Brian McGroarty, Nate Troast

LEAD ARTIST: Eric Nofsinger

ARTISTS: Cary Penczak, Damion Davis, Pat Dolan

SOUND: Aardvark Action Audio

BASKETBALL COACH: Robert B. Ganofsky

MANUAL WRITTEN BY: Christian Wright,

Eric Nofsinger

ADDL. INPUT BY: Harold Merrell

PACKAGE & MANUAL DESIGN: Beeline Group, Inc.

BOX ART: Damion Davis and Pat Dolan

SPECIAL THANKS: Bill (The pizza is great out here!), Kelly, Kevin and Allen (Trimark's Trio), Beverly (How do you put up with the boss?), the entire staff of High Voltage Software, and of course. . . Mom!

Limited Warranties

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

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

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



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

J9070E
5000770-002
Printed in USA