

POWER SLAVE™

FULLY NETWORKABLE FOR UP TO 4 PLAYERS!



ITEM #6565

PC CD-ROM



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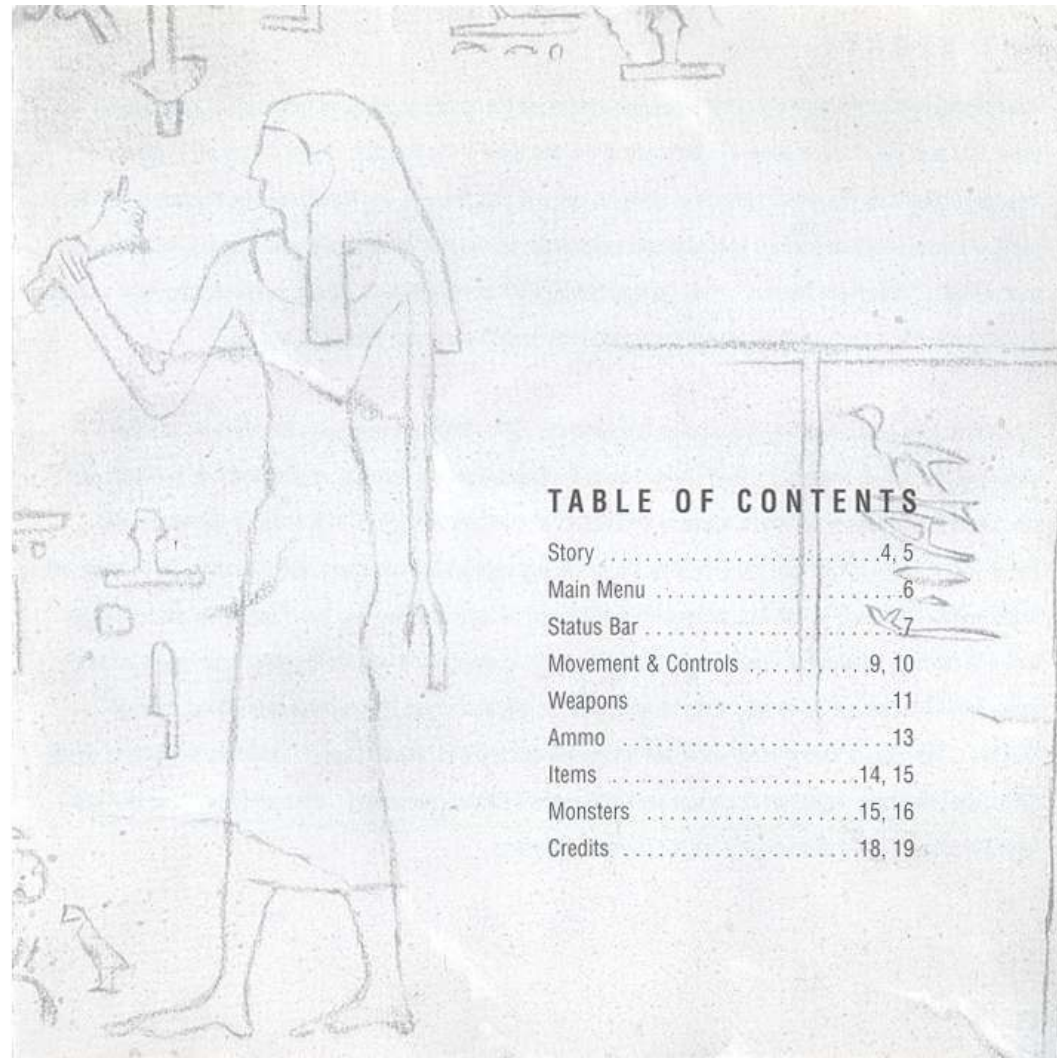


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THE STORY

The rushing whir of the rotors on your helicopter drown out the voices of the other members of your Special Ops team. You peer out of the window into the night at the dim glow of the Egyptian city of Karnak off in the distance. Your gut tightens as you wonder what's in store for you and your crew as you scream across the desert into the unknown. As a covert operations specialist and team leader you've had years of intensive training, designed to deal with any "known contingency". Your training has paid off more than once. You've survived more than a dozen well publicized hot spots, and a few that the government doesn't ever want the public to know.

Your mind goes back some eighty-six hours before to the events that have lead up to this mission into the unknown. Karnak: an ancient Egyptian city and once thriving community, several months ago was suddenly and inexplicably cut off from the world, apparently seized by some unknown power. Talk is that it was some alien force...but then that's just talk. UN expeditionary forces had entered Karnak in an attempt to solve the mystery but failed to return. RS and T4 military spy satellites had found no sign of them. And then, just eighty six hours ago, a clue. A mortally wounded Karnak villager barely managed to escape and wander to safety. Near death, and sipping some water he started to talk. "They've infiltrated the city and stolen the mummy of the Great Pharaoh Ramses..." He paused, taking more water and licking his cracked and bleeding lips, "...and they're trying to revive him! Those that have attempted to protest are being embalmed and mummified...while still alive!" His face contorted in pain and then relaxed as he left the realm of the living.

Seventy one hours ago the UN Security council convened in secret. Faced with the disappearance of an entire expeditionary force, it is thought that one well armed, well trained special ops team might pass undetected, and be able to penetrate Karnak and destroy the power that has taken over the city. All previous helicopter insertions were carried out at tree-top level. All failed to report or return.

Now, as you approach the drop zone you review the plan. Your air crew has been instructed to attempt a high-altitude penetration, while a diversionary force will follow a low-level pattern. Suddenly, as you view the progress of the flight below, a dazzling light flashes from the ground and you watch horrified as the choppers beneath you explode and plunge to the earth. Without hesitation, you leap out the door of your chopper. As you plunge earthward, the light flashes again and the chopper you were just riding is vaporized.

Deploying your parachute at the lowest possible altitude, you land scared but safe within Karnak with only a rustle of silk betraying your presence. Cut off from the outside world, you continue your mission and descend into the heart of Karnak, determined to avenge your comrades and come back alive. Entering the celebrated burial crypt of the great King Ramses, you begin your quest. Moving about silently and methodically, you quickly discover that the fabled tomb has been robbed of all its treasures by whoever or whatever has taken over Karnak. As you delve deeper into the darkness, you find a well-concealed room that the invaders have managed to overlook. The door opens without a whisper, and then just as quietly it closes behind you... Welcome to the nightmare of Ramses tomb.

POWERSLAVE MAIN MENU:

You have five options to choose from on the Main Menu. Toggle between them with the \leftarrow \rightarrow keys.

The choices are:

- 1) **NEW GAME** - It all starts from here.
- 2) **LOAD GAME** - Pick up where you left off from this menu.
- 3) **TRAINING** - Try your skill before you jump into the madness.
- 4) **VOLUME** - Adjust the MUSIC and SOUND FX levels by toggling to the appropriate selection (use the \leftarrow \rightarrow keys to choose) and slide the bar(s) with the \leftarrow \rightarrow keys to the desired setting.
- 5) **QUIT GAME** - When you've had enough (or you see the boss coming!) this is the way out.

When you start a new game, you have the option of watching or skipping (press Spacebar) the introduction.

You then are shown the Map Screen with your current location indicated by the pulsating red name. Press Enter to start your journey...

Please note: You may backtrack and re-enter any levels previously completed. On the Map Screen, use the Arrow Keys to scroll up or down to reach the desired level.



THE STATUS BAR

The status bar at the bottom of your screen displays all your vital statistics. Here's a rundown on the information displayed before you:

- 1) *Magical Essence Meter* - You will find various Magic Items during your mission. To use them, you need to expend your Magical Essence which is accumulated by defeating enemies and finding caches of the precious elixir throughout the game.
- 2) *Your Lungs* - When you go for a swim, you might notice your lungs will start to fill with water. If they fill all the way up, you start losing life. If you run out of life, you have drowned. Look for nests of Oxygen bubbles to clear your lungs or use your Sobek Mask if available.
- 3) *Ammo Counter* - Displays the number of rounds available for the weapon currently in hand.
- 4) *Compass* - The blue light points in the direction (N,SE, etc) you are currently facing.
- 5) *Keys* - You will come across certain types of locked doors in the course of your explorations. The door may display one of the four Symbols (Power, Time, War, Earth), and you will need to locate and secure the appropriate key before you can open the portal in question.
- 6) *Life Meter* - The ancient Egyptian symbol for life, the Ankh, sits amidst the crimson pool that represents your life blood. As you take damage, the level of your precious nectar lowers. If exhausted completely, you have failed and must try again.



MOVEMENT AND CONTROLS

Moving around in Powerslave is pretty straightforward. You can walk, run, jump, crouch and swim. Remember to look up and down to catch things you might miss if you were to just go along looking straight ahead.

KEYBOARD CONTROLS

Arrow Keys: These control your movement. The UP arrow moves you forward, the DOWN arrow moves you back, and the LEFT and RIGHT arrows allow you to turn in those directions.

ALT + Left/Right Arrows: Sidestep. Great for avoiding shots while closing in on the enemy, and also for picking off the enemy from a distance. You know, sidestep out of a passageway, shoot, sidestep back into cover. Repeat as necessary until foe is vanquished.

Shift + Arrow Keys: Run. Run to the hills.

Run for your life. Run, run, run.

A: Jump (Swim Up - underwater only)

Z: Crouch (Swim Down - underwater only)

CTRL: Fire weapon.

Page Up: Look up.

Page Down: Look down.

Miscellaneous Commands

Tab: Toggle automap on/off

= : Enlarge map.

- (not # pad): Reduce map.

+ (# pad): Enlarge Screen.

Home: Re-centers your view.

Spacebar: Open doors/activate switches/continue from last preserved point (only if you have extra lives in reserve - please read below about saving the game).

[or] : Select Magic Item.

Enter (not # pad): Activate Magic Item.

- (# pad): Reduce Screen.

ALT + C: Camera Views. Toggles between 1st/3rd person views. 3rd person view is great for setting yourself up on some of the more difficult jumps. Use it.

Mouse Controls

Powerslave can be played using a mouse. Many players also prefer a combination of both keyboard and mouse, but you should play using whatever set-up feels best.

Left Mouse Button: Fire

Right Mouse Button: Move Forward

Double-Click Right Mouse Button: Open doors/activate switches

Mouse Forward: Move Forward

Mouse Right: Rotate Right

Mouse Back: Move Backward

Mouse Left: Rotate Left

ACQUIRING ITEMS



Many of the items you find in the game (such as extra ammo, magical items, etc.) are quite visible and can be picked up just by touching or walking over them. A brief message informing you as to what you have just acquired will appear on the upper left hand corner of your monitor. Some items are used simply by touching them (Blood Bowls, Berry Twigs, etc), so if you can't pick something up, you don't need it. Magical items (Sobek Mask, Torches, etc.) require Magic Essence to activate. You find essence two ways in Powerslave: Dead enemies will sometimes leave behind a small glowing orb of it, and there are golden chalices filled with the purple liquid throughout the game as well. Keep an eye on your essence level by looking at the far left of your status bar.

DOORS & SWITCHES



Most doors and switches are opened or activated by standing in front of them and pressing the spacebar. Certain doors are locked and can only be opened after obtaining the proper key (the symbols displayed

on your status bar), and others are of the one-way variety. Use the automap feature to keep your bearings in each level, and avoid going around in circles. Falling is not very harmful to your character unless it is a fall into lava or an inescapable dead-end.

SWIMMING



There are many places in Powerslave where you must enter pools of water and explore submerged areas. Due to your aquatic training, you are rated as an expert swimmer and can therefore hold your breath longer than the average human. Keep an eye on the picture of your lungs on the Status Bar - they will slowly fill with water. Should they fill completely, you will start losing life. When your life runs out, you have drowned and are now fish food. If you can surface, this will give you a fresh supply of air. Look for nests of oxygen to clear your lungs when you cannot surface, or use the Sobek Mask to breathe underwater for extended periods of time.

SAVING YOUR PROGRESS



Something else to look for in Powerslave are the Golden Scarab Icons. These are Progress Points, and should you have at least one EXTRA life when you find one, touch it to mark your progress in that level. If and when you are killed in a level, you will re-start from the last Golden Scarab touched. And when you eventually reach the end of a level, touch the Golden Sarcophagus Icon to save and exit the level. Any levels that you have completed can be re-entered from the overworld map screen.

THE BOOK OF ARMAMENTS



Whoever said "The pen is mightier than the sword" wouldn't last long in Karnak. Your mission is to survive, and to do this, some serious ass must be kicked. This is where your weapons come into play. All of the weapons you acquire (except the machete) require ammunition. Each tool of mayhem you find comes with a basic load of rounds, but more can be found - at times hidden, and some just laying in plain sight. Use the number keys (at the top of the keyboard) to switch between your current inventory of weapons.

1 = *Machete* - Sharp. Reliable. Never runs out of ammo! If it wasn't strapped to your leg when you bailed out of the chopper, you'd be in a world of hurt, my friend.

2 = *.357 Magnum* - Packs a good punch. Your basic ranged weapon, much better than going into hand-to-hand combat. A tad slow on the rate of fire, but who's complaining?

3 = *M-60 Machine Gun* - Your standard infantry support weapon. With a range of well over 1,000 meters and a 550 rounds per minute rate of fire, the "sixty" is an ideal everyday weapon. Remember to watch your ammo - fire in six to nine round bursts for max effect.

4 = *Hand Grenade* - Ideal for taking out those pesky clusters of enemies. Press CTRL to pull the pin. The longer you hold down CTRL, the farther your toss will go. Don't forget to throw it, or you'll be shredded. Also, be careful in enclosed areas, as grenades have a habit of bouncing off of low ceilings and other obstacles, catching you in the blast. If you crouch first and then throw, this will help in tight quarters. Looking up and down will also help your throws. It takes practice to master the grenade.

5 = *Flame Thrower* - Perfect for mummy roasting. A great close-quarters tool, but be extra careful not to burn yourself. And watch the fuel level - it goes too quick if you're not careful.

6 = *Cobra Staff* - A great long-range weapon that will destroy most enemies with one hit! **RULE #1** - You WILL get toasted if your foe is close to you, so use extreme caution. **RULE #2** - Make sure you have a clear field of fire, as the Cobras will detonate if they strike a stair, ledge or wall that may be hindering your aim. **RULE #3** - If you don't have a target, the cobra may decide to turn on you! Try not to kill yourself, ok? Other than that, have fun!

7 = *Eye of Rah* - This sacred gauntlet is the mightiest weapon you will find. An artifact of incredible power, you can use it to summon the wrath of the gods upon those who dare oppose you.

PRAISE ANHUR AND PASS THE AMMO



You might feel pretty badass toting that M-60 around like some sort of modern-day gunslinger, hosing down the forces of evil with reckless abandon and laughing while you do so. But without ammo for it you've basically got yourself a 23 pound cudgel. Not very effective against creatures who can hurl blasts of energy from their bare hands, is it? So if you're the "hold-the-trigger-down-until-the-bar-

rel-melts" type, fine. Be that way. But you should always be on the lookout for extra rounds of ammunition that can be found here and there throughout Karnak. A lot more is hidden away in secret rooms as well, but you're probably too busy running around killing anything with a pulse to look for cool places like secret rooms.

- 1) *Six Shot Speed Loader* - 6 rounds for your .357 Magnum in a handy speed loader.
- 2) *M-60 Ammo Belt* - Varying amounts of 7.62mm rounds in a convenient disintegrating linked-belt arrangement.
- 3) *Grenades* - Useful for killing enemies and revealing hidden areas. They even work underwater!
- 4) *Fuel Canister* - Your basic can of napalm. Snap it on and you're ready to cook with gas!
- 5) *Golden Cobras* - One of these symbols is one more dead enemy by your reckoning.
- 6) *Raw Energy* - Collect these to recharge the Eye of Rah.

ITEMS



Ok. So you know all about the weapons and ammunition at your disposal. But what happens when you are wounded? Or need to see in the dark? Maybe slip past a group of creatures unseen? This is where we tell you all about the various and often incredibly useful items that can be found in the fabulous city of Karnak.

There are two types of items - normal items and magic items. Normal items are used as they are found, and magic items are held in reserve until you expend the magic essence to use them.

Normal Items

- 1) *Berry Twig* - A small shrub dotted with red berries. Each twig replenishes 5% of your life when consumed. Oh good!
- 2) *Blood Bowl* - A golden chalice filled with the crimson nectar of life. Quaff this and regain 20% of your life.
- 3) *Magical Essence* - This golden chalice is filled with a purple draught, and adds 10% to your Magic Meter. Defeated enemies also will sometimes leave behind a small glowing orb of Magical Essence.
- 4) *Cobra Venom Bowl* - This viscous venom reduces your life by 20%. Avoid it unless you enjoy pain.
- 6) *Bubble Nest* - If you don't have the Sobek Mask, look for clusters of this life-sustaining element when underwater.
- 7) *Map* - Those who find the maps will have the entire level exposed, even showing areas you have yet to explore first hand.
- 8) *Keys* - From left to right on your status bar, they are: Power, Time, War and Earth. Finding these golden icons will allow you to unlock the doors that have been locked by the evil Kilmaats.
- 9) *Scarab Beetles* - Touch this and preserve your progress. IMPORTANT NOTE: Saving only works if you have at least one extra life in your inventory at the time you touch a Scarab Beetle.
- 10) *Golden Sarcophagus* - If you've found this then you have reached the end of the level.

- 11) *Extra Life* - Looks like a hovering yoga dude. Collect these 1-UP icons to add an extra life to your supply. You start out with 3 lives, and should you lose all 3 you must then go all the way back to the beginning of the level.

Magic Items

- 1) *Still Beating Heart* - Using this item will refill your Life Meter, but then it is gone. Do not squander this mighty gift.
- 2) *Unseen Eye* - The Eye renders you invisible (but not invulnerable) to your foes for a short while. Use it to your advantage.
- 3) *Scarab Amulet* - This beauty makes you totally immune to enemy attacks, and impervious to lava. Take advantage of its power!
- 4) *Sobek Mask* - Magical Egyptian underwater breathing gear.
- 5) *Severed Slave Hand* - Collect this sacred hand to double the power of all your weapons while the Hand is in use.
- 6) *Torch* - Use these to light your way in the dark areas you must traverse.

THE DENIZENS OF KARNAK



Karnak has been overrun by an assortment of loathsome creatures straight from your worst Egyptian nightmare.

To make matters worse, some of them have been altered and enhanced by Kilmaat genetic engineering – oh, and don't forget about the Kilmaat themselves – definitely the nastiest bunch of bug-eyed, chitinous-skinned aliens this side of

Uranus. Keep your guard up at all times.

Terrainian - These hard-shelled and fast-moving arachnids try to leap up and latch on to you. Back off quickly and blast them with a ranged weapon. You can also crack their shell by jumping on them repeatedly.

Giant Pirhana - These scaly horrors are quick and deadly. They must be avoided, hacked up with the machete,

blasted with grenades or disintegrated with the Cobra Staff.

Anubis Zombie - The mighty Anubis, Guardian of the Dead. The bodies of those warriors who went before you have been animated by the Kilmaats in the likeness of Anubis. They hunt you down relentlessly, throwing out magical bolts of blue energy or raking you with sharp claws if you let them get too close.

Am-mit - The dreaded "Eater of the Dead". It usually feasts on the souls of the newly dead, but has been enslaved by the Kilmaat to slay the living! A fearsome and tough foe, it possess a nearly impenetrable armored hide and can smash your bones easily within its gaping maw. Normal attacks do little to no damage, so look for a weak spot and exploit it.

Omenwasp - These buzzing nasties flit about and deliver a nasty sting. They are very hard to target, so use caution when fighting them.

Mummy - Fairly slow moving, but can dole out some serious damage. They use an enchanted staff to fire powerful phantom skulls at you (which, by the way, can also resurrect fallen mummies, so be extra careful if you encounter more than two at a time). Also, some of the phantom skulls are red, and if you are hit by one you suffer the mummy's curse - you are transformed into a mummy! This makes you slow and vulnerable, but with one added bonus: Tapping your staff will decimate all visible opponents before returning you to normal.

Bastet - This is one fierce and wily lioness. She is extremely fast, has razor-sharp claws and can teleport at will – a lethal mix of skills in anyone's book.

Magmantis - This lava-dwelling denizen rises up to unleash high-speed fire balls at unlucky individuals. Move quick, keep your distance and take advantage of whatever cover you can find.

Kilmaat Sentry - Your run-of-the-mill alien worker. Usually encountered working around alien structures, he will attack with a nasty laser pistol if disturbed.

Set - The most foul and evil of all the Egyptian gods, Set wants nothing more than to slowly devour your soul. After he smashes your body to a pulp, of course.

Selkis - This demonic nightmare is a result of alien genetic experiments. Even the most experienced of game players will be in for a surprise when fighting this beast.

Kilmaatikahn - The final boss, leader of the Kilmaat forces here on Earth. Be afraid – be VERY afraid.

A VISITOR'S GUIDE TO KARNAK

The average gamer will find that Powerslave is an easy game to learn but a difficult one to master. While most levels share common features, each one has been carefully built to convey a particular look or feel as the game unfolds before you. You will observe that some areas stress jumping, swimming or puzzle-solving while others may test your skills as a pure killing machine. No matter what situations you may be up against, keep your wits about you and check out the helpful tips below.

- 1) The Kilmaat have removed and modified many staircases, elevators and doors. If it looks like your progress has reached an impasse, look for switches and keys to access these features. They have also devised a series of push-blocks in some areas that you must maneuver to reach ledges that a normal jump cannot get you to.
- 2) Smart gamers will find that the push-blocks also make great moving shields! And don't forget to use the ALT key to sidestep in and out of passageways, firing off short bursts and ducking back into cover.
- 3) Karnak is full of secrets. Many useful items can be obtained if you expend a bit of effort to uncover some of them. Be creative and thorough in your explorations. After a while, the walls and hieroglyphics may begin to look the same – don't be fooled! Look for breaks in patterns, the out-of-place panel, or simply trust your instincts – if something looks different, you just might be on to something!
- 4) Looking down (Page Down) is always a great way to check your footing, especially when faced with some of the more daunting jumps you will come across. And don't forget that you can use the third-person view (ALT + C), which may actually work better than just looking down in some situations. We put it there for a reason, so use it!

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WELCOME TO THE NIGHTMARE OF RAMSES' TOMB

POWERSLAVE™



FEATURES

- FULLY NETWORKABLE FOR UP TO 4 PLAYERS.
- FIRST PERSON AND THIRD PERSON VIEWPOINTS.
- 30 PLUS LEVELS OF NONSTOP GAMEPLAY THROUGH AN ANCIENT EGYPTIAN CITY AND THE TOMB OF THE PHAROAH RAMSES.
- UNIQUE STACKED SECTOR TECHNOLOGY™ ALLOWS YOU TO MOVE BETWEEN MULTIPLE FLOORS WITHIN A SINGLE LEVEL.
- CROSS BRIDGES, CRAWL THROUGH TUNNELS AND SWIM THROUGH UNDERWATER GROTTOS. WITH JUST A MACHETE TO START, SEARCH FOR
- 6 OTHER WEAPONS INCLUDING HAND GRENADES, A FLAME THROWER, AN M-60 MACHINE GUN, AND A MAGICAL COBRA STAFF.
- DYNAMIC LIGHTING CREATES STUNNING VISUAL EFFECTS.

ITEM #6565



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MATURE (17+)
ANIMATED VIOLENCE
ANIMATED BLOOD AND GORE