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S T U D I O 3 D O

# KILLING TIME™





## BEFORE USING YOUR 3DO SYSTEM

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



# KILLING TIME

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# TESS AND HER FRIENDS

Lost on the Summer Solstice

## TESS CONWAY

Age 29, born in Boston. Well educated, sharp-tongued, bright, vain, impulsive, gorgeous. Sole heir to the huge Conway fortune. Treats her imported cigarettes with more respect than her many male suitors. Lately has become interested in the occult and ancient Egypt. Loves throwing parties; hates growing old. Musicians, flappers, archeologists, and the occasional criminal are always welcome in her house—so long as they play by her rules.



## DUNCAN DE VRIES

Early 30's, reportedly born in Baltimore. Shallow, street-wise bootlegger. Dashing, overly confident, always scheming—greedy to a fault. Wherever he goes, he brings gangsters, gamblers, and trouble. Wants Tess's money. Wants her prestige. Wants her love. Imagines he can win it all with charm. Flirts with Tess's friend Lydia for practice. Suspicious of Tess's bookish friend, Byron. Thug sidekick, Mike, is his only real friend in this ocean of high society—but he'd sacrifice Mike in a second if he got in the way of his plans.

## LYDIA TEWKESBURY

Age 28, born in Boston. Spent her entire childhood in Tess's shadow. Went to Radcliffe with Tess, met Byron in Cambridge. Sexy, but not as clever as Tess. Drinks too much. Prone to flashes of anger. Likes to be the center of attention—usually is when Tess isn't in the room. Trying to woo Duncan away from Tess. Treats Robert, the Conway butler, like a favorite uncle. Treats Byron like a brother. Makes fun of Mike—flirts with him only for practice.

## ANGELA CONWAY

Age 7, born in Newport Beach, Rhode Island. Tess's niece. Cute, precocious, and in love with the old English riddles she learned from her grandmother. Everyone likes her. Everyone tends to forget she's present, so she knows a lot about the Conway Estate and its mysterious grounds.



In the early 1930s, Tess Conway and her guests vanished without a trace...right in the middle of a wild party on the Conway's island estate. Shortly before that fateful summer's evening, a local gossip columnist—often a guest at the estate—jotted down her unvarnished impressions for an article she was going to write, entitled "Tess's Set: The Beautiful, The Fascinating, and The Dangerous."

## BYRON FLEMMING

Age 33 (but looks older). A New Yorker of German descent. Summered in Berlin as a boy. Amiable, but nervous. Paranoid, stuffy, isolated. Considers Robert the only other gentleman on the island. Met Tess and Lydia while studying ancient archeology at Harvard. Loves Tess from a distance. Knows he can't have her. Covets her collection of ancient artifacts, but offers his expertise in Egyptology to try and win Tess's affections. Afraid and jealous of Duncan. Can't understand what Tess sees in him. Tries to impress Lydia with his intellect, but she finds him boring and innocuous.



## MIKE MURPHY

Age 34? (acts younger). Hails from Baltimore. Hired by Duncan as a security man. "Guards" the estate and its precious art—or is it contraband he's protecting? Loyal to Duncan, thinks he'll be a ticket to riches. Considers Tess a classy dame, but is thrown off by her smarts. Kind toward Angela. Hates Robert. Thinks Byron is a wimp. Wouldn't mind putting Lydia in a compromising situation.



## ROBERT KENILWORTH

Age 56, born in Northhampton, England. Been the butler at the Conway Estate forever. Helped raise Tess as a child. Upright, reserved, knows everything about the Estate's residents, guests, history. Cross with Tess for bringing a dark crowd to the island. Enjoys Lydia's company—covers for her when she's tipsy. Considers Byron practically a member of the family and shares a mutual high regard with him. Doesn't trust Duncan. Dislikes Mike, considers him unnecessary since the estate never needed guarding before!





## QUICK START

Can't wait to play? Already familiar with the 3DO system? Default options OK? Then just wait for the introductory movie to begin, press X, wait a second, press A, wait another second, press A again.

Good Luck on Matinicus!

Oh...wondering what's "Matinicus"? You might just want to watch that intro after all....



## SETTING UP

- 1 Check to see that your Control Pad or FlightStick is connected to the Control Port on the front of the system.
- 2 Turn ON the power switch of your 3DO system. The READY light indicates that the unit is on.
- 3 If you have a 3DO system with a disc tray, press the OPEN/CLOSE button and place your Killing Time CD on the tray with the label facing up. Press OPEN/CLOSE again to retract the tray. If your 3DO system is top-loading, open the pop-up lid, insert the Killing Time CD with the label facing up, and close the lid.

You should see the 3DO logo on your screen within a few seconds. If the 3DO logo does not appear, turn the system off and repeat the process from step 1.

## THE MAIN SCREEN

After the Studio 3DO logo appears and some brief loading time, Killing Time will begin with a movie. Sit back for a moment and learn about your fate, or—if you're feeling especially invincible—press A to get to the Main Screen.

This screen offers six choices. To select any one of these choices, use the D-Pad to highlight it and press A.

**Start** Start a new game by going to the Player's Name screen

**Options** Set your sound, control device, and button configuration preferences

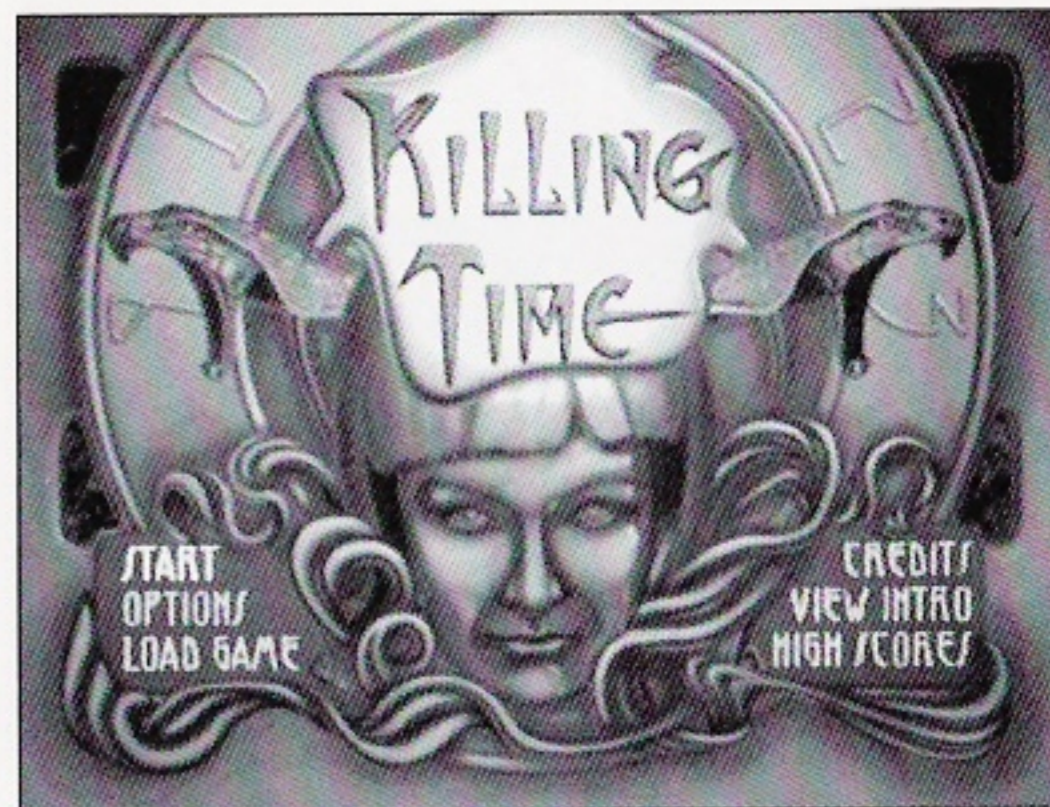
**Load Game** Resume a previously saved game

**Credits** Find out who's responsible for Killing Time. Press A to exit, P to pause.

**View Intro** Take another look at the introductory movie. Press A to exit, P to pause.

**High Scores** See who's survived the longest...so far. Press A to exit.

Start, Options, and Load Game are explained in greater detail later in this manual. To return to the Main Screen before making any choices on any of these 3 screens, press X.

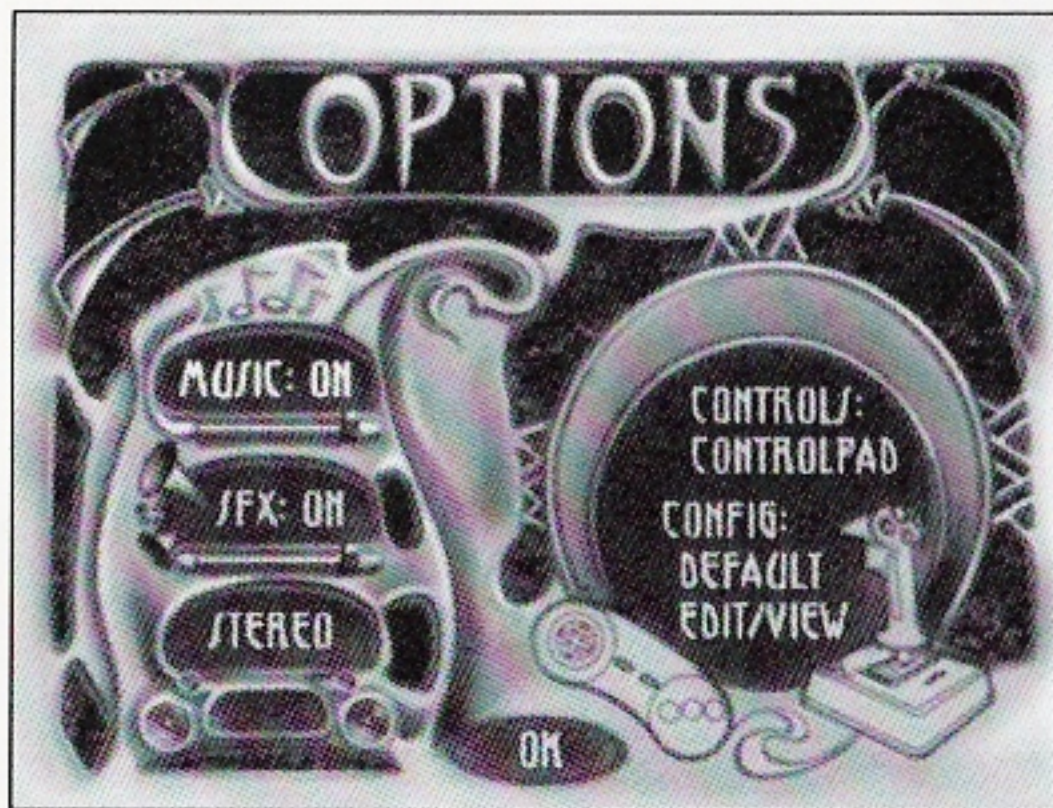




## THE OPTIONS SCREEN

From this screen, you can set the volume for music and sound effects, choose between control pad and FlightStick, and customize your button configurations so Killing Time feels (and sounds) just right. Here's how:

1 From the Main Screen, use the D-Pad to highlight Options and press A.



2 Use the D-Pad to highlight Music. Press either Shift Key to toggle between OFF and ON. To set a volume level, press A to highlight the volume slider. Use the Shift Keys to set the volume slider. Listen to the title music as you do this; it will change volume as you move the slider.

3 Use the D-Pad to highlight SFX. Press either Shift Key to toggle between OFF and ON. To set a volume level, press A to highlight the volume slider. Use the Shift Keys to set the volume slider. A gunshot will sound at the new volume each time you move the slider.

NOTE: Audio settings on this screen apply for the whole game, but you can toggle the music and sound effects off/on and change their volume at any time during the game by using the Runtime Options Screen (described on page 15).

4 Use the D-Pad to highlight STEREO. If you are using a TV, keep the default setting of STEREO. Only if you're using a mono monitor that can't handle the premixed mono of the RF output and you don't have a Y-cable (so you're using only one of the two RCA stereo outs from the 3DO system), press A to select MONO.

5 If you have more than one control device attached to your 3DO system, use the D-Pad to highlight CONTROL DEVICE and select between control pad and FlightStick. If you only have one control device connected, Killing Time will automatically detect this and no choice will be available.

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6 Use the D-Pad to highlight the CONFIG window. If you want to set custom button configurations press A to enter the Configuration Screen for your particular control device.

7 When all option settings meet your preferences, highlight OK and press A. This returns you to the Main Screen.

## CONFIGURATION SCREEN

From this screen, you can customize button configurations on the control pad or FlightStick.

1 On the Options Screen, use the D-Pad to highlight CONFIG and press A.

2 Use the D-Pad to highlight the desired button or key combination and then press either Shift Key to toggle through a list of game operations that can be assigned to that button or key combination.

3 When everything is set up to your liking, use the D-Pad to highlight OK and press A. This returns you to the Options Screen.



A few important things to remember about custom configurations:

- You can save only one set of custom preferences for the control pad and the FlightStick.
- At any time during a game, you can toggle between the Default and Custom configuration settings. To do this, press X to view the Runtime Options Screen, (described on page 15).
- In a multi-player game where you're sharing one control device, all players must use the same configuration—you can only change your custom configuration at the start of a new game.
- Configuration information is saved along with each game. When you return to a saved game, the custom configuration will be reloaded along with it.

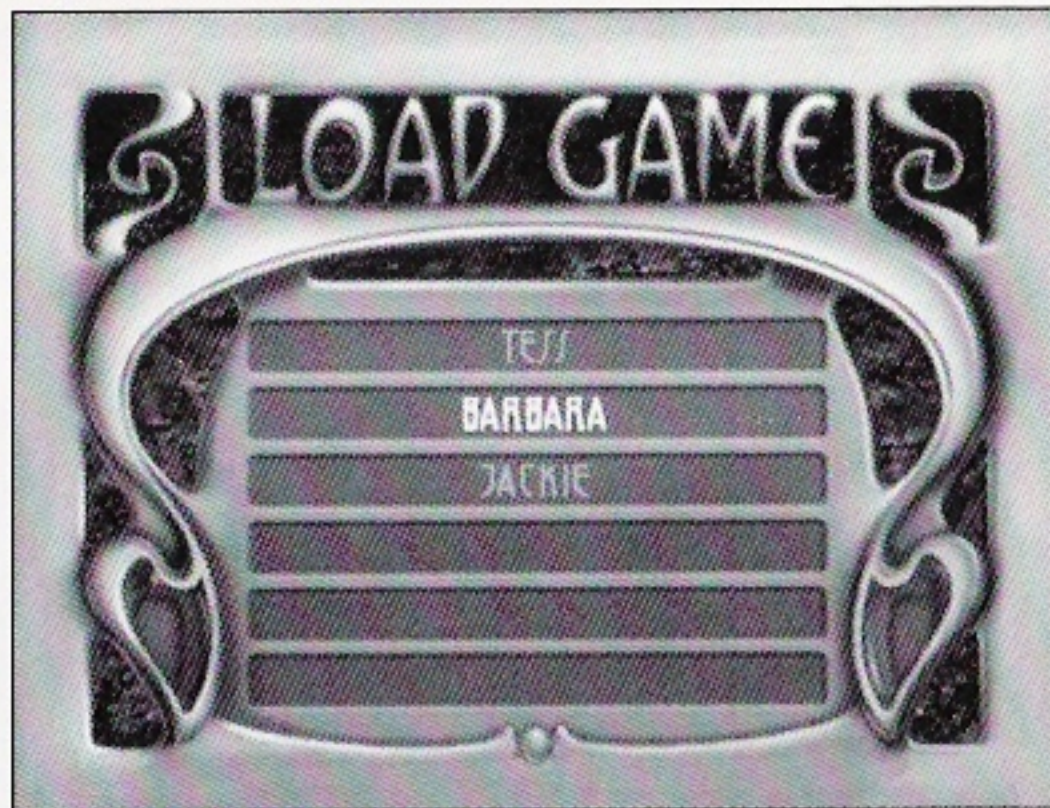
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## THE LOAD GAME SCREEN

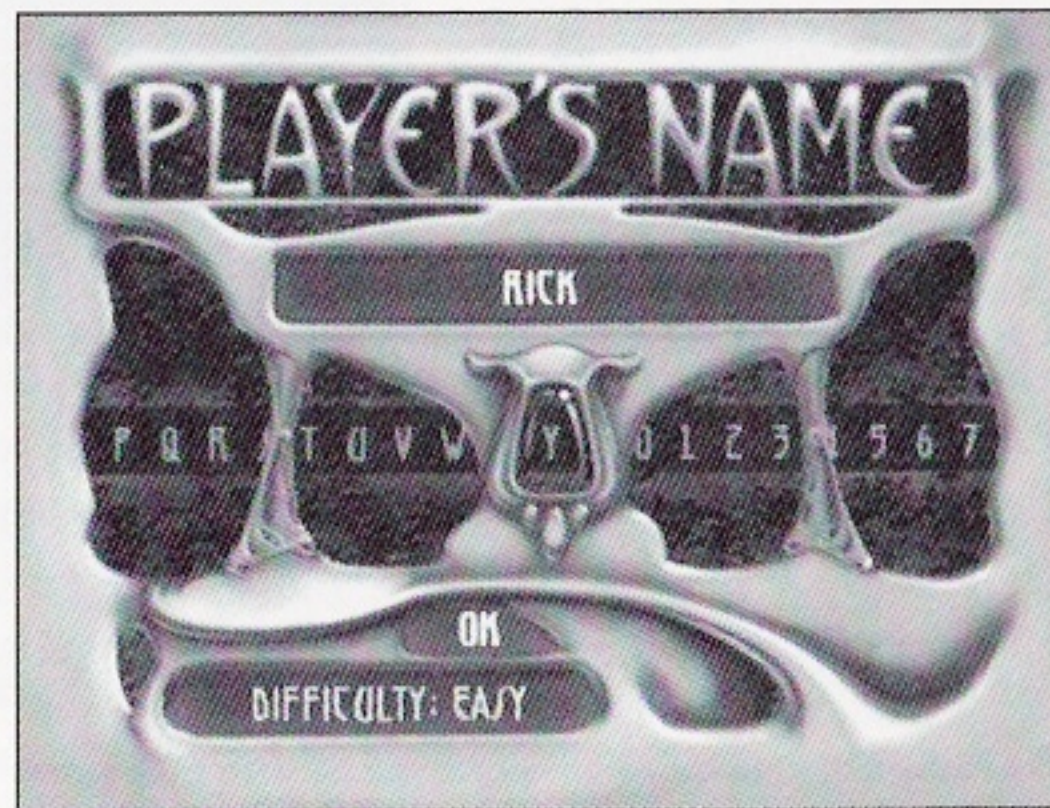
There are two ways to load a previously saved game: at the beginning of a game or during a game. Loading a game during game-play is described in the section on Runtime Options Screen (page 15). To load a game at the beginning of a game, do the following:

- 1 From the Main Screen, use the D-Pad to highlight Load Game and press A to enter the Load Game Screen.
- 2 On the Load Game Screen, use the D-Pad to highlight the game you wish to load.
- 3 Press A to load the selected game. Killing Time will now start with your position and game settings from the last time you saved this game.



## THE NAME SCREEN

- 1 From the Main Screen, highlight Start and press A. This takes you to the Player's Name Screen.
- 2 Use the D-Pad to highlight the letter bar which crosses the middle of the screen. Use the D-Pad and Shift Keys to scroll the letter bar to the left and right. Press A to select the letter that appears in the letter-finder at the center



of the screen. Repeat until you've spelled your name. Your game will be saved under this name. Your high scores will be saved automatically under this name too.

- 3 Use the D-Pad to highlight the Difficulty Level window. Press either Shift Key to toggle between Easy, Medium, and Hard. The Conway Estate takes on a different personality with each setting. Choose carefully, because you won't be able to change the level once the game begins!
- 4 When your name and difficulty settings are entered, use the D-Pad to highlight OK and press A. Welcome to the Isle of Matinicus and the Conway Estate. Your adventure has begun.



## THE GAME SCREEN

This screen is your first-person view as you move through the grounds and buildings of the Conway Estate during your adventure on the Isle of Matinicus.

**Right Status Wing** The percentage number and indicator bar indicates how much health you have left. As you pick up Winged Vessels (described on page 13), a rainbow of gems will progressively fill the open areas of this wing.

**Left Status Wing** The number and indicator bar indicates how much ammo you have left for the particular weapon you are holding. As you pick up keys around the estate, a rainbow of gems will progressively fill the open areas of this wing.

**NOTE:** At any time during the game, you can remove the Status Wings from the Action Screen by pressing B+Shift Key.



## MOVING THROUGH THE ESTATE

Moving through the grounds and buildings of the Conway Estate is as easy as pressing the D-Pad in the direction you want to go. Because precise control can be a matter of life and death, it may help to master some of the nuances:

- For a quick slide to the left or right (useful for getting out of the way of oncoming enemies) press the Left-Shift or Right-Shift Key at the top edge of your control pad.
- To round corners, press the D-Pad diagonally, or use the Shift Keys in combination with D-Pad left/right.
- Both the D-Pad and the Shift Keys can be nudged with short taps for extra-fine movement and aiming.
- To do a quick 180-degree about-face, simultaneously press B and D-Pad Left or Right.
- Press C to open closed doors. If the door is locked, and you don't have the right key, a colored gem will flash in the Left Status Wing (if you have the wings displayed) and a similarly colored face will appear showing you the color and pattern of the key you must find to open the door.

## LOOKING UP AND DOWN

While exploring the estate don't forget to enjoy the amazing architecture—press B+D-Pad to look up and down! If you release the D-Pad at any non-level position, you will continue to play Killing Time with that angle of view. This may help you defend against enemies on different elevations. To return to level, just press B at any time.



## OBJECTS

As you move through the Conway Estate, you'll encounter many types of objects. Along the way, you'll have to discover exactly what all these objects are and how they may help or hurt you. Two guidelines:

- To see if you can pick up an object, simply walk over it—if it's collectible, it will become part of your inventory.
- Try interacting with objects by pressing C. Chances are you'll just be Killing Time, but you never know...

### YOUR PERSONAL INVENTORY MAY EVENTUALLY INCLUDE:

**Keys** With all the valuables they kept around the estate, the Conways were big on security. Find all the keys to unlock the mysteries of Matinicus.



**Conway Crates** smugglers frequented the Conway Estate in the early 1930s and shipments arrived by boat every week. If you're low on ammo, but high on health, confiscate some contraband from the "mystery boxes" spread throughout the Conway Estate.



**Apparitions of Tess** In various areas of the Estate, you may notice ghostly appearances by your long-dead hostess, Tess Conway. Listen carefully for her calling out to you. By all means go to her—but be prepared for the unworldly!



**Ammunition** Ammunition can be found all over the Conway Estate (exactly why is part of the mystery you will solve). Dead enemies may also drop bullets and shotgun shells, so keep an eye open. Walk over ammo to fill your weapons and pockets with as much as they can hold.





## WEAPONS

You've come to Matinicus prepared. Your hand clasps a .45 Caliber Nickel-Plated Colt "Peacemaker" Revolver. But that old gun might not be enough to make the difference between life and a really horrid death. With any luck, you'll find other weapons on the Estate—some of which you might have to pry out of an enemy's cold, dead fingers. Your arsenal of weapons may ultimately contain:

**A Second Pistol** Find the revolver Mr. Conway used during the 1920's to chase away sea-faring smugglers, and you can have a gun in each hand. Do double the damage in the same amount of time. Increase the odds you'll score a mortal hit. The down side? You'll use double the ammo.

**1931 Remington 12 Gauge Pump Model 870 Shotgun** Popular among members of Conway Estate hunting parties. A lot of power with good spread—makes very impressive holes with each lethal blast. These old rifles take a second to reload, though—so aim to kill!

**1928 Thompson .45 Caliber Sub-Machine Gun** More affectionately known as the "Tommygun," this gangster-era baby takes the same bullets as your Colt "Peacemaker." Eats through enemies like a lawn mower. Eats through ammo supplies even faster.

**1917 Kleinschmidt Flamethrower** The Big Burner. During WWI some maniac brought a few to the island to defend it from invasion. After the Estate was built in 1921, the Conways stored them in an unlikely place. Find one and start cooking! One shot does it all, but remember to sweep left and right to really "clean up" the island.

**To fire any weapon** Aim and press A.

**To switch between weapons** Press B+A

**To aim up and down** Press B+D-Pad.

Killing Time allows incredible line-of-sight, split-level battles!

## WINGED VESSELS

Beautiful and powerful, these mysterious objects give you special abilities—but you must find them first. Unlike keys and ammo, you decide when and where to invoke their power. The Winged Vessels in your collection are represented by the gems in the Right Status Wing.

**To invoke a Winged Vessel's special power:**

- 1 Press B+C while in the Action Screen or Map Screen to toggle special ability selection on/off; the game will pause while selection mode is on.

**NOTE:** When selecting gems (abilities) on the Map Screen, a window will appear that gives a short description of the ability or power associated with each Winged Vessel that you have collected.

- 2 Use the D-Pad to move left/right through the colored gems in the Right Status Wing. The gems will blink like a cursor. Press A to invoke as many gems (special abilities) as you want. Invoked gems will blink with a white overlay to show they are "armed."
- 3 Press P to return to the game with your special abilities active!

If you have the Status Wings displayed, gems of active special abilities will flash while the vessel it represents is activated. The gem will flash more quickly just before the special ability wears off. When the power is gone, the gem will turn dull. But take heart! Other special white vessels around the estate can rejuvenate spent vessels and give you another charge of their powers.

**NOTE:** These white "rejuvenation" vessels rejuvenate all the vessels you have collected, but they are not cumulative—so use one re-charge (on as many vessels as you wish) before picking up another white rejuvenation vessel.





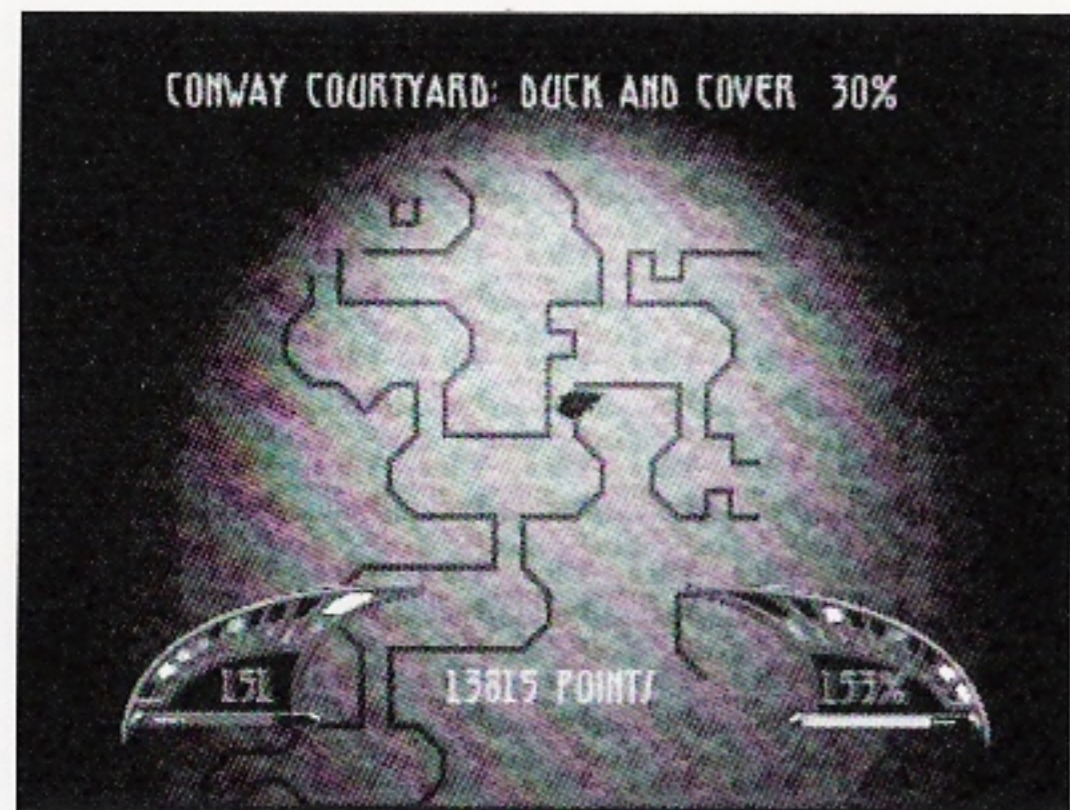
## USING THE MAP

To get a bird's eye view of your immediate surroundings while on Matinicus, press P to display the Map Screen. The map shows what you've discovered so far in the current maze, along with your present location.

Level Name

Statistics (%)  
Walls Seen

Walls,  
Doors,  
Objects,  
and  
Columns



Player Indicator  
Your current location

Right Status  
Wing  
Strength and  
Winged Vessels  
(see "Action  
Screen" page 9)

Your Score

Left Status  
Wing  
Ammo and Keys  
(see "Action  
Screen" page 9)

- In a large maze, the map may extend beyond the edges of your screen. In this case, use the D-Pad to scroll the map up, down, or to either side so you can see it all.
- To Zoom In on a particular part of the map, press B; to Zoom Out and see more of the estate, press C.
- When you are done using the map, press P again to return to Killing Time.
- The game pauses while you are viewing the map, so take a break—you can't be killed while finding your bearings.

## THE RUNTIME OPTIONS SCREEN

At any time during the game, you can display the Runtime Options screen to review or change many of the options you set at the beginning of the game. You can also Save and Quit from this screen.

Press X to pause and bring up the Runtime Options screen. Press X again to resume the game.

**Player Name** This is the name under which you are playing Killing Time; saved games will have this name.

**Load Game** Allows changing of games during play. Use the D-Pad to highlight, then use the Shift Keys to toggle through all saved games. Press A to load the desired game.

**Save Game** Allows saving of games during play; to save the game you're playing under the current player name, highlight this option and press A. If other games have been saved, you can use the Shift Keys to toggle through a list and save the current game under one of those names.

**Music** Press Shift Keys to toggle between OFF, SOFT, MEDIUM, LOUD, and PRESET VOLUME ("Preset Volume" is the level set on the main Options Screen, which allows 16 different levels.)

**Sound Effects** Same as Music, but controls sound effects levels.

**Stereo Sound** Highlight and press Shift Keys to toggle ON/OFF

**Configuration** Highlight and press Shift Keys to toggle between Default/Custom



**Controls** Highlight and press Shift Keys to toggle between any connected control devices

**Quit Game** Highlight and press A to get a confirmation subscreen; select Yes/No with D-Pad and press A again to confirm selection (you might want to Save Game first).



## SAVING YOUR GAMES

If you want to stop play and pick up Killing Time later, or if you think you might die in the next room and want some "life insurance," you may want to save your current game. Here's how:

- 1 Press X to enter the Runtime Options Screen.
- 2 Use the D-Pad to highlight Save Game.
- 3 Press A and listen for the ascending harp sound to indicate the game has been saved.

NOTE: The name under which you're playing will be on the right side of the Save Game line on the Runtime Options screen. Usually you will just save the game using the current player name. If you have saved games under different names, you can use the Shift Keys to toggle through these names until the name under which you want to save the current game appears.

## CHANGING GAMES DURING GAMEPLAY

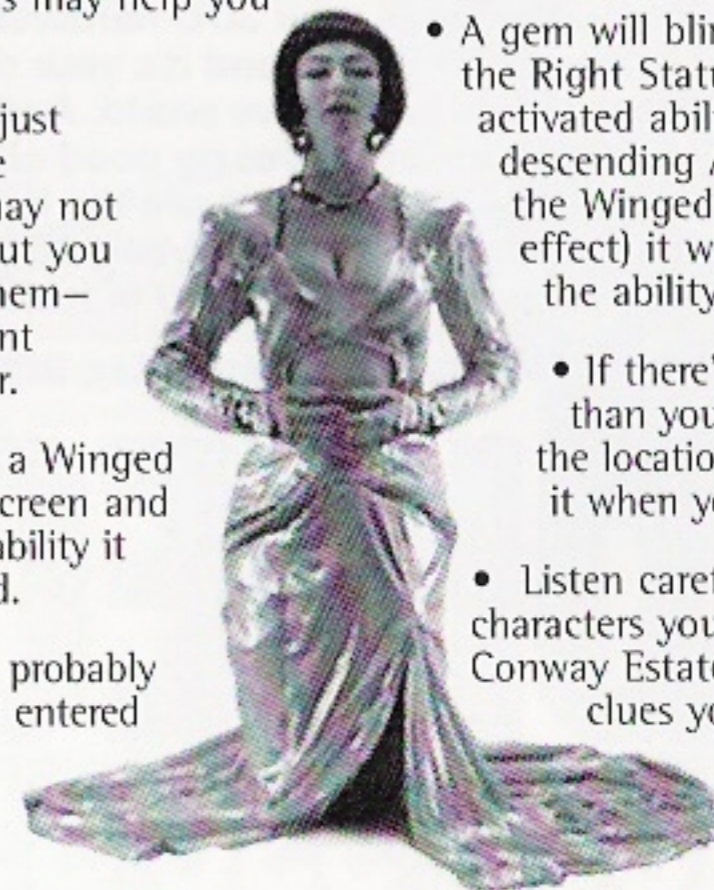
Killing Time allows you to change games in the middle of the action. For example you may have two games saved at the same location on the Conway Estate—one at difficulty level EASY, the other at HARD. After advancing the EASY game to the next level, you may want to apply your new knowledge immediately to the same area at HARD. Here's how to shift immediately to the other game:

Press X to enter the Runtime Options Screen. Load Game should already be highlighted. Use the Shift Keys to toggle through the names of save games until the name of the game you want to load appears. Press A to load the game. Killing Time will immediately resume action at the new game's location, settings, health, enemy populations, etc.

## ADVICE FOR THE UNINVITED

### Staying Alive: Hints & Tips

- Play in a dark room—turn off the lights, pull down the shades, wait for the next eclipse. Less light will allow you to spot enemies better at a distance.
- When fighting, keep moving—you can avoid damage from projectiles. Sometimes running away is the best option.
- All weapons have a realistic rhythm; so learn how best to fire them rapidly by learning their unique feel.
- Entering rooms sideways may help you avoid an ambush.
- Watch out for enemies just coming into view at the "gloom point." They may not have noticed you yet, but you may be able to shoot them—especially with a pinpoint weapon like the revolver.
- As soon as you pick up a Winged Vessel, go to the map screen and press B+C to see what ability it gives you when activated.
- If gameplay freezes, you probably hit B+C accidentally and entered Winged Vessel Selection mode.
- Some enemies block you, others can be walked on and through.
- Use the map to look ahead. Use the Shift Keys while moving forward to negotiate double-back pathways more quickly.
- Use about-face frequently (B+D-Pad L/R)
- Learn areas before deciding when and where to activate Winged Vessel abilities. When selected after a rejuvenation, 200% Health pushes you up to max health again.
- A gem will blink more quickly on the Right Status Wing just before an activated ability wears off. Listen for a descending Arabic scale, (the reverse of the Winged Vessel pickup sound effect) it will let your ears know when the ability is no longer active.
- If there's more ammo in a cache than you can carry, make a note of the location and return for the rest of it when you're running low.
- Listen carefully to any characters you happen to meet at the Conway Estate—they may give just the clues you need to stay alive!







## 3DO CUSTOMER SERVICE

For hints or help with this game contact us:

Call us at:  
Customer Service Center  
Monday through Friday  
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Or get online: [customer\\_service@3do.com](mailto:customer_service@3do.com),  
Enter the keyword "3DO" to join our forum on America On Line,  
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There's a single hot source for all your 3DO hardware, software, and peripheral needs. It's called 3DO Direct, and it's your direct access to the most amazing experiences in this interactive world. And it couldn't be easier. Just place your order by phone, by fax, or by good ol' US mail. Visit our home page on the World Wide Web and see the latest special offer. With new products arriving every week, 3DO Direct is the best way to stay on top of it all.

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



## OTHER GREAT TITLES FROM STUDIO 3DO

### Zhadnost: The People's Party™

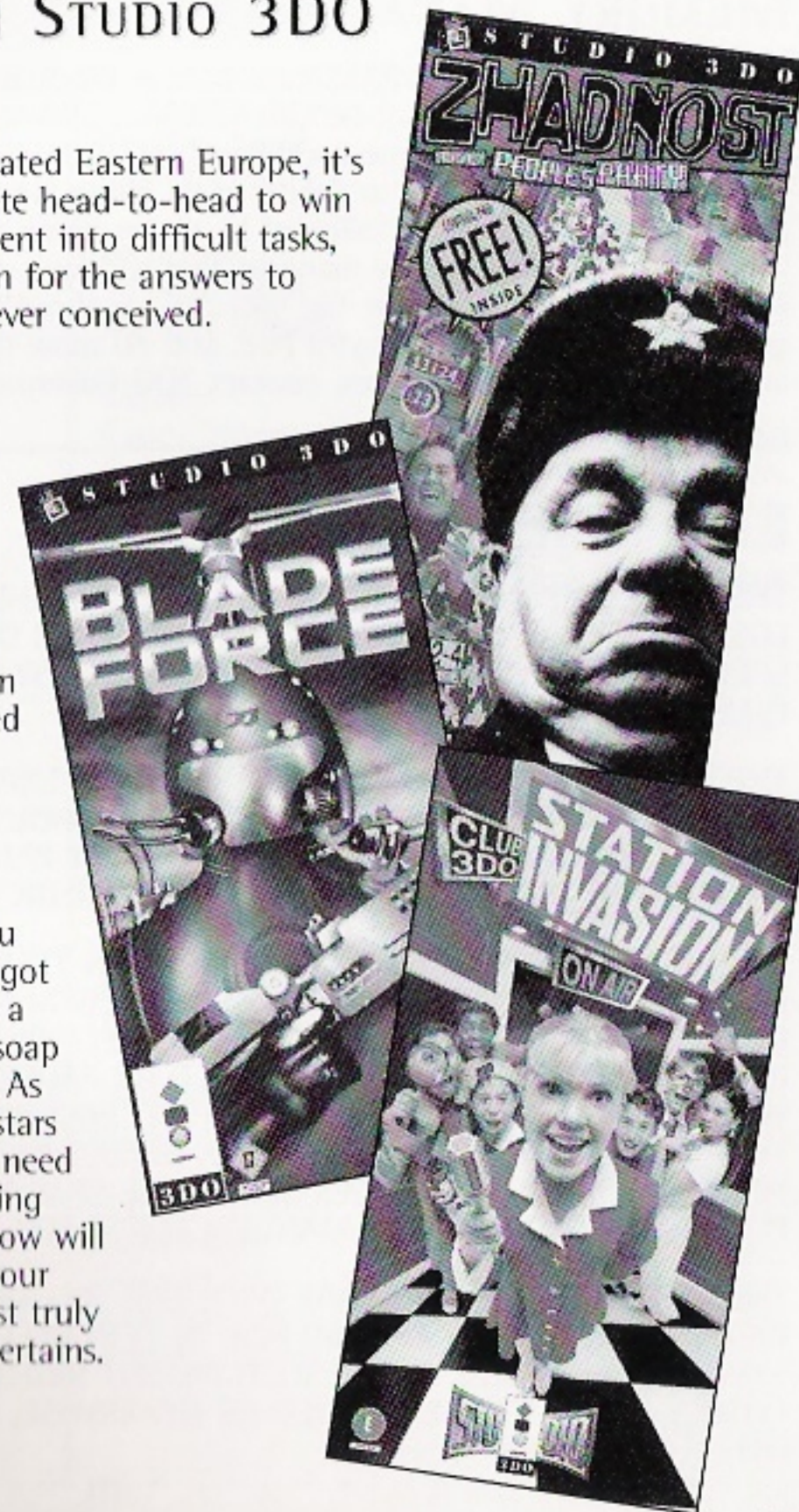
Coming to you from the heart of recently-liberated Eastern Europe, it's a chance for you and your comrades to compete head-to-head to win cold, hard, capitalist cash. Pressure your opponent into difficult tasks, rush to solve puzzles faster, and rack your brain for the answers to some of the most fascinating trivia questions ever conceived. Roaringly funny and a great party game.

### BladeForce™

The year is 2110 and crime is rampant. Into a world of gritty 3D cities you come wearing a prototype helicopter flight suit. Fly freely through real-time texture-mapped buildings and streets. Match your 3D flying skills, weapon proficiency, and cunning against the entrenched defenses of evil crime lords.

### Club 3DO: Station Invasion™

Kids have taken over a local TV station and you have been hired to produce a TV show! We've got five hit shows to pick from—a hilarious sitcom, a great game show, a lively talk show, a steamy soap opera, and a madcap mystery adventure series. As producer, you will come face to face with the stars of these shows—real, live video characters who need your help. Work things out through brain-tickling puzzles and skill-boosting challenges. A hot show will get higher and higher ratings. We'll even hire your friends and see whose shows do better. The first truly interactive kid's TV show that enriches and entertains.





## MEMORY MANAGEMENT

Your 3DO system uses NVRAM (non-volatile random access memory) to store saved games. If your memory is full, you will not be able to save additional files. In this case, Killing Time will display a memory manager message and allow you to decide whether to delete a currently saved game. You can use this manager to delete saved game files and make room for more Killing Time files (which start with "KTime" followed by player name and revision number). To do this, follow the instructions on the memory manager text window. A maximum of 6 saved games is allowed by Killing Time, and each game file takes 3K, or about 9% of your total NVRAM. To begin a new game, there must be 3136 bytes free, and no more than 5 saved games. For more help with this and other game-related issues, contact 3DO Customer Service at (415) 261-3454.

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Al Tofanelli

**Assistant Producer  
and Music, Sound  
FX, Video Scoring**  
Bob Vieira

**Software Engineers**  
Jon Leupp  
Colin Andrews  
Nicky Robinson

**Artists**  
Stefan Henry-Biskup  
Liz Beatrice  
Grace Chen  
Bill Eral  
Paul Xander

**3D Animation  
and Design**  
Joel Symmes  
Brent Collins

**Animators**  
Eric Hedman  
Bill Hunt

**Maze Designers**  
Mike Jablonn  
Peter Carlson  
Scott Walker  
Keith Bachman

**Original  
Treatment Writer**  
Thomas Claburn

**Technical Advisors**  
Steve Hayes  
Lee Marrs  
Ed Rotberg

**A/V Engineers**  
Brad Engstrand  
Diana McKenzie  
Rachel Mayeri  
Jeff Sutherland

**Director-  
Introduction Video**  
Liz Beatrice

**Ghost Dialogue**  
John Hight

**Character  
Concept Artist**  
Iain McCaig

**Product  
Testing Lead**  
Joe McCloud

**Assistant  
Testing Lead**  
Michael Herauf

**Testers**  
Casey Grimm  
Daryl Allison  
Shauna Ratliff  
Justin Bates  
Dave Fruin  
Phil Co  
Maria Harrell  
Greg Eichner

**Interior Design  
Concepts**  
Michelle Iacobucci  
and  
Flying Colors, Inc.

**Video Production**  
Dananxi Studios, Inc.

**Manual Writer**  
Sara Reeder

**Special Thanks**  
John Hight  
Mike Wallis  
Kim Tempest  
Tommy Adams

**"Here on  
This Island"**

Composed by Bob  
Vieira

Performed by  
Elizabeth Snyder

Recorded and Mixed  
by Tony Mills/Spark  
Productions

**"Time Trapped Isle"**

Composed and  
Performed by  
Larry Reed and the  
Toot Sweet Jazz  
Band

To order Toot Sweet  
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