



Table of Contents

Introduction	2
Specifications / Installation	3
The Game	4
General, Character Control, Default Control, Gameplay	
The Menus	4
Main Menu, Puzzle, Tournament, Vs Mode, Options Menu, Game Options, Sound Options, Controller Options, Credits, Language, High Scores	
Game Mechanics	9
Land Blocks, Block Types, Stars, Crates, Colour Coding	
Weapon Types	11
Standard Weapon (Bazooka), Special Weapons, Water, Divider	
In-game heads up display (the HUD)	16
Blast Mode	
Game Characters	17
Character Profiles, Boggy B, Suzette, Chuck, Ethel, Calvin, Stavros	
Credits	19
Customer Support	20



Introduction

Preheat your Mac to a comfortable temperature before inserting the "Worms Blast" disc and lightly fluff your seat before settling down for the main course.

Once comfortable, take the big chunk of puzzle-styled gameplay and slice into 60 fun-sized missions. Sprinkle with a fiendishly challenging puzzle mode, and mix in a tasty tournament mode, not forgetting to include the unlockable hidden features. Spread this mixture over a multiplayer head-to-head game guaranteeing fun for yourself and your friends, and allow to simmer....

When enjoyment is boiling, add in a generous helping of entertaining characters, boat-based silliness, fog, sea monsters and falling anvils. Add bazookas, dynamite and unprecedented destruction to taste.

This recipe should serve a truly hefty helping of fun.

2

Minimum Specification

- Macintosh PowerPC 333 MHz or higher
- Mac OS 9.1 / 10.1.3
- 64 MB free RAM (with Virtual Memory set to at least 256 MB)
- 300 MB free hard disk space
- 4x CD-ROM drive
- Hardware accelerated graphics card (OpenGL compatible) with 8 MB VRAM
- OpenGL 1.2
- CarbonLib 1.4
- 800x600 monitor in 16-bit (thousands) mode
- Keyboard & mouse

Recommended Specification

- Macintosh PowerPC 500 MHz or higher
- Mac OS 9.2.2 / 10.2 or later
- 128 MB free RAM
- 500 MB free hard disk space
- 24x CD-ROM drive
- Hardware accelerated graphics card (OpenGL compatible) with 32 MB VRAM
- Latest version of OpenGL
- Latest version of CarbonLib
- 800x600 monitor in 16-bit (thousands) mode
- Keyboard & mouse

Installation

Worms Blast is a simple drag and drop installation. Drag the folder called "Worms Blast" from the Worms Blast CD on to your hard drive. The folder will copy automatically. Once copied, launch the game by double-clicking the Worms Blast icon in the Worms Blast folder on your hard drive.

Installation is one-time process that will only take a few minutes.

3

The Game

General

Worms Blast takes place on water which is lucky really as your character only has a boat to get around in. Above you, coloured blocks move closer to you every so often. Fortunately you can shoot the blocks to destroy them, however your weapon is colour coded and you must hit blocks of the same colour as your weapon to destroy them. Hitting a block of different colour from that of your weapon will recolour it (and the surrounding blocks) to the weapon's colour. If you destroy a block, blocks of the same colour touching the destroyed block will also be destroyed.

The single player game tests your skill and nerve in a series of solo puzzle-solving levels while the 2 player game pits you against another human or computer-controlled player. In 2 player games, the play area is separated by a divider. This divider opens every so often to allow you to attack the other player with your weapons, which is nice!

Character Control

Controlling your character is simple. LEFT and RIGHT move the boat, UP and DOWN alter the trajectory of the character's weapon and FIRE fires the current weapon. The SWAP WEAPON button toggles between your standard weapon (i.e. Bazooka) and any special weapons you have picked up from crates.

Default Control

The default controls for Worms Blast are CURSOR KEYS for up, down, left and right; ENTER to fire and RIGHT SHIFT to swap weapon. ESCAPE will bring up the PAUSE menu (in-game) or take you to the previous menu in the frontend.

Gameplay

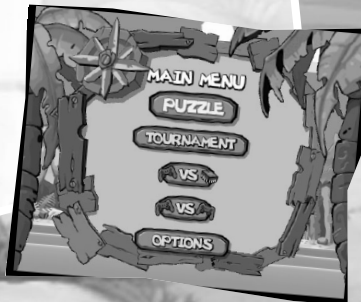
The gameplay in Worms Blast is dependent on the game type and mode you select. There are 3 different game types - Puzzle, Tournament and Vs (versus). The game modes within these different games dictate the rules of play i.e. what you have to do to win. For details of these, read on...

The Menus

Main Menu

Press any key on the title screen to activate the main menu. Here you can select which game type you want to play or access the options screen.

The different game types are: -



Puzzle

Selecting 'Puzzle' from the main menu takes you to the map screen (after selecting your character). You will notice your character at the bottom right of the map.



HINT: When first attempting the Puzzle levels, you will start off with a TUTORIAL set of puzzles. These puzzles will take the uninitiated player through the basics of play in Worms Blast, describing the use of the main weapons, how land blocks behave and how to play in general.

Dotted around the map screen are various locations, represented by blue dots. The objective is for you to travel around the map, making your way to the volcanic island in the centre of the ocean. This seems simple, but there is a catch; between each location there are cunningly designed missions that you must undertake before being allowed onto the next location. To play, select your destination and press the FIRE button.

Whilst undertaking the missions, you have several options.

1. You can successfully complete them, in which case you will be returned to the map screen and your character will complete its journey to the chosen destination.
2. You can restart the mission at any time should you think you've messed up and would have a better chance of succeeding from afresh. PAUSE the game and select 'RESTART LEVEL' from the menu.
3. If you think the mission is too hard, you're stuck or you'd simply like to try a different mission (i.e. pick another route) you can PAUSE the game and select 'RETURN TO MAP SCREEN' from the menu.

NOTE: Progress on the map screen is automatically saved. The next time you return to the PUZZLE game, your characters map position will be as you left it.

HINT: The PUZZLE mode can be completed by visiting as little as 25% of the locations on the map. However, hidden in the more remote locations are unlockable characters and single and multiplayer game modes. It is well worth the time to travel around as much of the map as possible to unlock the games secrets. Also note the colour of the route you take: Blue indicates an easier route; Red indicates harder routes.

Tournament

The objective in TOURNAMENT MODE is simply to last as long as you can in order to tot up the highest score possible which can then be entered into the HIGH SCORE table.

After selecting TOURNAMENT mode, you are presented with a list of available game modes to play. Each mode differs in what you have to actually do and each mode has its own entries in the HIGH SCORE table. Initially, there are 5 modes open for you to play, extra modes are unlocked by successfully playing the PUZZLE mode.

The 5 initial modes for you to play are:

1. Target Alley.

Shoot moving targets as they descend from the skies. Miss 20 of the little blighters and it's curtains!

2. Super Frogging.

Destroy all targets on screen, whilst skilfully avoiding moving obstacles, to receive your rewards. Lower the ever rising water by collecting the bonus STARS and keep going...

3. Team17 Fun.

Shoot stars as they descend from the foot of the giant Team17 company logo. Ignore the shameless advertising and shoot the stars to stem the rising tide of water. Avoid collecting them as this destroys you.

4. One Line.

Carve a path through the oncoming land. With every shot, the land descends a line and is added to your score.

5. Shooting Gallery

Shoot the targets as they fly across the screen to extend your round time. Be careful to avoid the red 'time penalty' blocks as they too streak across the screen.

Vs Mode

There are 2 choices for Vs (Versus) mode from the main menu. One for playing against the computer and one for playing against a human player. Choose the mode and choose your characters that you wish to battle with (the Computer will choose its own). NOTE: some modes are not available to play against the computer.

Which game mode you select determines the rules of the game that you will play. The available game modes are:

1. Deathmatch

Battle with your opponent until one of you runs out of spare boats. To aid your destructive urges, the central divider opens on a more regular basis giving you scope to constantly attack your opponent.

2. Star Collection

It's you against your opponent in a race to be the first to collect 5 STARS. Collect 5, and the game is yours! Destroying opponents STARS means less STARS for them to collect giving you more chance of winning.

3. Tide Trial

Collect the STARS to keep the ever rising tide low, keep the land at bay and use every opportunity to attack your opponent - sink them once and the game is yours!

4. One Line For 2

Crush your opponent before they crush you! Every time you and your opponent fire a shot, the land blocks fall down by one line.

5. Don't Drop Em.

Destroy all the land blocks above you to get to the Star at the top before your opponent. However, you must avoid any land becoming 'unstuck' from the main body of land and falling into the water. Only one block is allowed to fall into the water.

6. Star Race

Guide your boat through the course destroying the obstacles in your path. The objective is to stay afloat and reach the Star at the top of the level before your opponent. Destroy the targets to pause the land on your opponent's side.

7. Survival

You must not let the land blocks touch the water in this mode (unless you have freed them first). The instant your land mass touches the water means 'game over' and victory to your opponent.

8. Fight

This level differs from Deathmatch in that the DANGER stakes have been raised - none of the land is destructible and the majority is made up of BOUNCY blocks, meaning stray shots aimed at your opponent could easily bounce back to get you!





Options Menu

Here are the game options for you to configure to your liking. Highlight the option you wish to alter and press FIRE.

Game Options

Rounds: - Toggle to select how many rounds you have to win to win the match. The choices are best of 1, 3 or 5 rounds.

Clear Scores: - This restores the game's saved data to its original state. **WARNING:** Selecting this option will lose any high scores and the position you may have reached on the Map Screen in the single player Puzzle game.



Sound options

SFX: - In game sound effects volume, use left and right directional buttons to move the volume up and down.

Music: - Use left and right to move the music volume up and down.

Voices: - Toggle between Many and Few to set the amount of speech / sound effects used in-game.



Control Options

Use this screen to set up the desired controllers for players 1 & 2. Select the player whose controls you wish to edit, highlight which function i.e. LEFT, RIGHT, etc. you want to edit, press ENTER and select the new key / button to be used for that function. **WARNING:** If you select a button used by the other player's configuration, it will appear as WHITE and the accept button on the screen will be unselectable until you select another key / button for that function.

Credits

Go here to catch a glimpse of photo-realistic portraits of the people responsible for bringing you Worms Blast.

Language

Change the language that Worms Blast in-game text uses. Choices are English, French, German, Spanish and Italian.

High Scores

View the High Score table to see who is King of the Single Player TOURNAMENT modes.

Game Mechanics

Land Blocks

Block Types.

There are several different land block types in Worms Blast.

Standard Blocks



These are the most common blocks in the game. They can be destroyed by most weapons and follow colour coding rules (read on for details).

Dead Blocks



These blocks are grey to start with. To destroy them, you must first colourise them and then hit them again with the same colour (see colour coding for more details).



Anchor Blocks



Anchor blocks do not fall into the water when unattached to other blocks, you cannot destroy them (except with Dynamite) and they prevent other blocks falling when attached to them.

Bouncy Blocks



Bouncy blocks are also indestructible. However, weapons fired at bouncy blocks will simply bounce away. Be careful when firing at these blocks as shots can frequently bounce back and hit your boat.

Rainbow Blocks



These blocks can be destroyed by any colour. There is no need to colour match the block to the weapon you have to destroy it.

Stars



Stars appear in the landblocks and must be shot free i.e. shoot the blocks underneath to let the Star fall into the water for you to collect. Once in the water, Stars will stay afloat for a short while before sinking. Stars can also be exploded.

Crates



Contain the special weapons in the game. Shooting the blocks around them makes them fall into the water. Collect them before they sink. Crates can also be shot and exploded.

HINT: The land blocks follow certain rules:

- Generally, unsupported landblocks will fall into the water.
- If you are in the way and get hit, they will cause damage to your boat
- They follow a colour coding destruction system (see below)
- Landblocks around the waterline will bounce your boat away if you sail into them, causing damage to your boat
- Landblocks touching your head whilst still joined to the main land body will quickly sink your boat. It is highly advisable to keep the landblocks from touching you by destroying them with your weapons
- It is a good tactic to attack your opponents landblocks through the divider. What happens to them depends on what colour they are. For more information, read on...
- Chain reactions happen when there are like coloured blocks attached to one that you have just exploded. Any same coloured blocks touching one that has just exploded will also explode

Colour Coding

You will notice that the land blocks in Worms Blast are brightly coloured. You will also notice that most of the weapons available are also of a particular colour. To destroy the land blocks above



you, you have to match the colour of your weapon to the colour of the land block you are attacking. If you fire a shot at the land and the colours don't match, the land hit (and the surrounding blocks) will be recoloured to the colour of the weapon fired. For example, firing a GREEN bazooka shell at a green land block will cause it to explode. Firing a RED bazooka shell at a green land block will cause the landblock to change colour to RED. This may seem confusing at first, but it's quite straight forward once you're in a game. In multiplayer games, fire non-matching coloured weapons at your opponent's blocks to turn them into dead blocks.

Weapon Types

Each player has a basic weapon that is always available. This weapon is the trusty BAZOOKA. Other weapons are available from CRATES that are scattered throughout the game embedded in the land.

Firing weapons is simple. Either press and hold the FIRE button to set the power the weapon will be fired at, or simply press FIRE to activate the weapon (which method depends on the weapon).

The colour of the weapon fired (if it is a weapon that you can attack your land with) is shown on the weapon icon on the HUD and also on your crosshair.

To toggle between your standard weapon and your special weapon, press the SWAP WEAPON button and fire it with the standard FIRE button

Standard Weapon

Bazooka



The standard weapon in your arsenal, this weapon is always available. The Bazooka is a coloured weapon and you have to follow the COLOUR CODING rules when firing it at your land blocks. Line up your shot, press the fire button and keep it pressed down until the required power is reached. Releasing the fire button results in the weapon being fired. The Bazooka explodes immediately on contact with the land (or your opponent's boat!).

Special Weapons

Dynamite



Fired like the Bazooka, the dynamite has a 5-second fuse that starts as soon as the weapon is available. Dynamite sticks to the land as soon as it comes into contact with it. Dynamite destroys any Land Blocks, Crates or Stars in its blast radius regardless of the colour.

HINT: Quickly fire the Dynamite once activated, if you hold on to the dynamite for the full 5- seconds it will explode in the boat and cause damage.



Grenade

Also fired like the Bazooka, Grenades like Dynamite have a 5 second fuse that starts as soon as you select the weapon. Grenades follow COLOUR CODING rules. However, the Grenade will not do damage to any land block, it will only change the colour of all land blocks in its Blast Radius to that of the Grenade. You can detonate the Grenade at any time after firing it by pressing the FIRE button again. If you do not detonate the grenade five seconds after the Grenade has been selected, the grenade will explode by itself.



Shotgun

The shotgun is a 2 shot weapon, you simply aim your crosshair and press FIRE to activate. When selected, you have 2 shots to take before you can switch weapons. The Shotgun

fires in a straight line, has a small blast radius and follows the COLOUR CODING rules.



Laser Beam

The Laser Beam when fired will cut through any land you point it at. You also get 2 shots with it, making it a very tasty weapon indeed.



Sea Monster

Unleash the Sea Monster on your opponent and watch them wriggle. The Sea Monster will rise from the water and grab hold of their boat. All is not lost if you are subject to a Sea Monster attack - rapidly press the FIRE button to release yourself from its grip.



Water Balance

Serves as an equaliser. It changes the water level on both sides of the divide so that they are exactly the same.



Boat Repair

When used, a health buoy appears at the side of the screen. Sail into it to replenish your boat's health.



Piranha

Using this will cause all your opponent's sea life to change to boat-ravaging Piranhas. Watch as the once friendly sealife savage your opponent's boat.



Fish Food

Dropping fish food into the water will cause extra fish to be added to your water.



Torpedo

Fire the Torpedo to launch a self-seeking underwater homing missile at your opponent

HINT: Fish will act as a shield to this type of weapon, keep that in mind and treat the fish with respect.



Mine

Trigger the Mine weapon to send a proximity Mine over to your opponent's side. Mines sent your way have a delayed detonation setting that is triggered by your boat banging into them. The Mine will explode shortly after coming into contact with your boat. Beware: if a Mine hits you whilst surfacing, it will more than likely detonate instantly.



Weather Balloon

This instantly calls up a weather effect. Weather can be either an advantage to you or a disadvantage to both players.



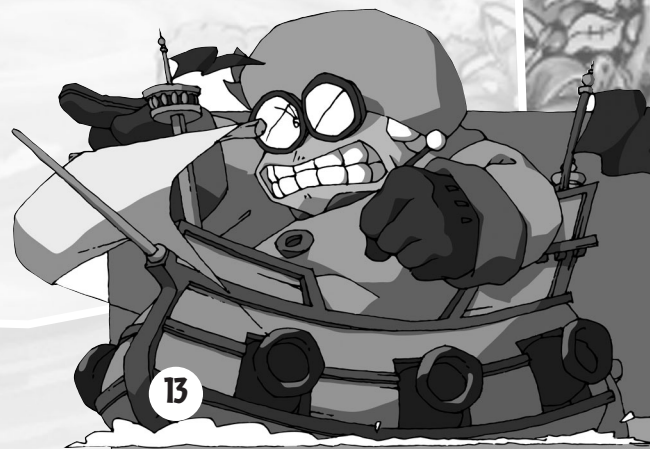
Reverse Controls

This reverses your opponent's controls for a period of 10 seconds.



Timestop

When this is used up your opponent is stuck still and can't move for 10 seconds.





Sailors Delight

Dropped into your opponents water, this roughs things up, making their water rather choppy.



Shield

Activate to enable a Shield around your boat. Stops any damage happening.



Double Damage

The next shot the player makes will do double the damage it would normally do or double the blast radius.



Speed Up

Does exactly what it says on the tin, speeds up all aspects of the players' boat, lasts for 10 seconds.



Ghost Crates

Activate this to drop any crates visible in your land into your water.

Water

The water in Worms Blast affects gameplay in several ways. At the beginning of a MULTIPLAYER game your water level will be the same as your opponent's. Things can happen to your water however. The level can raise (if you accidentally fire one of your weapons into your half of the game area) and lower (if you collect one of the STARS embedded in the landscape). Explosions and special weapons can make the water get choppy i.e. rock your boat about more, making it harder to aim your weapon. There are also several weapons found in crates that are water based. These appear from under the water and sometimes without much warning; it pays to pay attention to what lurks in the murky depths. If you look closely, you will also notice that as you play your water will start to fill up with fish and other assorted sea life...

HINT: Fish appear in your water over time and are based on how much you score - the more you score, the more fish you collect.

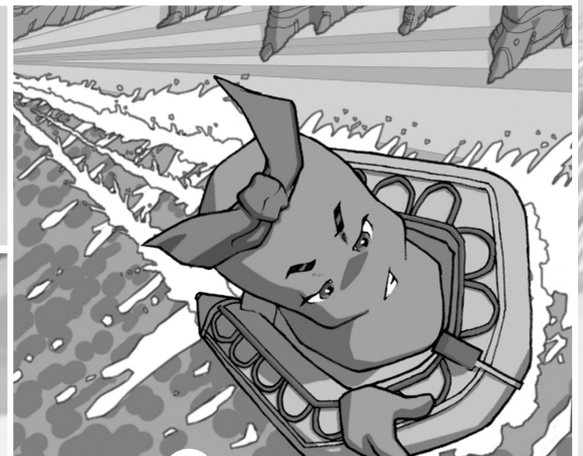
More than looking pretty, fish have one main advantage - they will get in the way of most underwater weaponry fired at you by your opponent.

Beware: It is easy to kill your hard earned fish by hitting them with your own weapons.



Divider

In multiplayer games, the game area is split in two by a wooden divider. This divider reaches from just under the water line up to the top area of the screen. Weapons will bounce off the divider so be careful. From time to time, the divider will open allowing you to attack your opponent, or attack their land. If you run into the divider, your boat will be bounced away without causing any damage.



In-game heads up display (the HUD)

At the bottom of the game screen you will notice several icons. These icons give you important information about the game state.

The most important icons are the 3 weapon icons. The large one denotes the current weapon and its colour (note: the weapon's colour is also shown on the aiming crosshair). The smaller icon to the left denotes which **SPECIAL WEAPON** you have ready for use (this can be made ready to fire by pressing the **SWAP WEAPON** button). The smaller icon to the right shows the player's next **STANDARD** weapon in the queue and what colour it is. In single player **PUZZLE** games, icons will appear giving you the status of your progress towards completing the mission objective. In single player **TOURNAMENT** games, your progress is shown by various icons and numbers (for example a **Target** icon followed by a number denotes how many targets you have hit so far in that game).

Blast Mode

You will notice that when you destroy sections of land blocks, small objects fall from them. If you collect enough of these objects in one go (i.e. when you've performed a reasonable sized combo explosion), a letter will light up on the **BLAST** logo. Collect different coloured land objects to highlight each letter. When **BLAST** is fully lit up, **BLAST MODE** is activated. It is not necessary to say what happens, when it happens you will know about it.

For reference: **B** is lit by collecting **RED** objects, **L** by **YELLOW** objects, **A** by **PURPLE** objects, **S** by **GREEN** objects and **T** by **ORANGE** objects.



Game Characters

Initially you have a choice of six characters. Each character has their own individual characteristics and their own boat. The character you can choose to play as all play differently from each other: Some are fast, but lightly armoured, some are slow but take a lot of damage, while others are more rounded and good in all areas without excelling at anything.

Choose the character that suits your own style of play.

Character Profiles

Boggy B

Ever since Boggy was a young worm he has had an alarming tendency to blow up almost anything that moves. He is an excellent all rounder and is adept at using all the weapons at his disposal. Boggy is the best character for beginners.



Suzette

Suzette is the younger sister of the infamous Boggy B. Like her brother, she is an excellent all rounder and is adept at using all the weapons at her disposal. She can't take as much damage as her brother, but she moves quicker in order to get away from danger. Suzette is an excellent character for beginners.



Chuck

Being of low intelligence it is never quite clear what is going on in the Pigeon's tiny mind. Sick and tired of just being the messenger, the message from the pigeon is that he means business. Plays hard and also plays dirty.

Chuck is the fastest at aiming and is maybe a little slow at moving, therefore Chuck is a character recommended for intermediate players.



Ethel

How this particular escapee from the old people's home got involved in such a game of mass destruction is not really known. Don't let her age and seeming fragility fool you, she's as tough as old boots. Underestimate her at your peril! Quick and hardy, Ethel is a good all rounder but her large boat makes her a bigger target. Ethel is a character recommended for intermediate players.



Calvin

Don't let the Sheep's soft fluffy appearance and seemingly bewildered expression goad you into thinking that this one will let you off lightly, he is more highly evolved than all of his farmyard peers. Although this sheep is not a huge fan of the life on the ocean waves, he represses his super flying powers so he can't be accused of cheating. Calvin moves incredibly fast, but he really can't take much damage. Calvin might be more difficult to control, but his plus points more than make up for it. Calvin is a character recommended for advanced players.



Stavros

The Skunk was without friends before joining the Worms' army, after a few victories in battle his potential was soon realised! Truly is silent but deadly. Stavros is a very tough character with quick aiming speeds. His overall lack of speed is his Achilles heel. Definitely a character recommended for advanced players.



Credits

Artists
David Smith - Lead Artist
Mike Green
Patrick Romano
Andrew Morriss
Rico Holmes
Jan Ruud

Paul Kilburn - Producer, Design
Mark Baldwin - Associate Producer, Design

Programmers
Charles Blessing - Lead
Martin Swaine
Paul Scargill
Andreas Iadic
Andy Clitheroe
Stefan Boberg
Phil Carlisle

Sound and Music
Bjorn Lynne

Martyn Brown - Creative Director

Voice Characterisations
Outsource Media & Audiogodz

QA
Adrian Evans
Kelvin Aston
Jax Li
John Egginton
Andy Aveyard
Brian Fitzpatrick
Lee Varley
Paul Field - QA Manager

Design
John Eggett
Paul Dunstan
Grant Towell
Kevin Carthew
John 'MonkeyKicks' Dennis

Project Management
Producer
Lee Keane

Studio Manager
Darren Melbourne

Testing:
Worldwide Test Manager
Eric Tremblay

Test Department Manager:
Cristian Giuglea

Lead Tester:
Costel Apopii

Testers:
Banica Mihai
Sebastian Burtan
Adrian Iacob
Banica Nelu

Localization
Director
Coralie Martin
Project Manager
Xavier Vibert

Macintosh Version
Published for the Macintosh by
Feral Interactive Ltd.
Developed for the Macintosh by
Similis Software GmbH

TECHNICAL SUPPORT

Every effort has been made to make Worms Blast as compatible with current hardware as possible. However, if you are experiencing problems with running Worms Blast, please read on. The following information **MUST** be obtained **BEFORE** contacting our Technical Support:

1. The error message displayed when the problem occurred (if any).
2. A listing of your machine specs, including:
 - CPU speed and make (e.g. iBook 366Mhz)
 - Amount of RAM (e.g. 128Mb Ram)
 - Hard disk size and amount of free space (e.g. 12GB)
 - OpenGL version (e.g. 1.2)
 - 3D accelerator card (e.g. ATI Rage Mobility 8MB VRAM)

All the information required can be obtained by clicking on the Apple System profiler (under the Apple menu on your desktop) and reviewing the details provided therein. With this information you will be able to configure your machine correctly. If you have obtained this information and are still having problems, then Feral has a Customer Services Department that is ready to help you with any problems.

Our Technical Support Contact Details

Web address: <http://www.feral.co.uk>

Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQs) plus patches, updates and demos.

If you cannot find an answer to your question on the website, please email us at support@feral.co.uk. Remember to include a report from the Apple Systems Profiler with your email.

Fax: 0208-875-1846
Tel: 0208-875-9787

PLEASE DO NOT CONTACT FERAL'S TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS. They are neither permitted nor qualified to supply such information.

Notice

FERAL INTERACTIVE RESERVES THE RIGHT TO MAKE IMPROVEMENTS TO THIS PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS UNDER COPYRIGHT. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF FERAL INTERACTIVE LIMITED, PO BOX 181, CHERTSEY, KT16 0YL, ENGLAND.

FERAL INTERACTIVE MAKES NO WARRANTIES, CONDITIONS OR REPRESENTATIONS EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS". FERAL INTERACTIVE MAKES CERTAIN LIMITED WARRANTIES WITH RESPECT TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. IN NO EVENT SHALL FERAL INTERACTIVE BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES.

THESE TERMS AND CONDITIONS DO NOT AFFECT OR PREJUDICE THE STATUTORY RIGHTS OF A PURCHASER IN ANY CASE WHERE A PURCHASER IS A CONSUMER ACQUIRING GOODS OTHERWISE THAN IN THE COURSE OF A BUSINESS.

Limited Warranty

Feral Interactive warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 12 months from the date of purchase. During such period defective media will be replaced if the original product is returned to Feral Interactive at the address at the rear of this document, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

Returns After Warranty

Feral Interactive will replace user-damaged media, current stocks allowing, if the original media is returned with a cheque or postal order for £7.50 per CD, payable to Feral Interactive Ltd. Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

Feral Interactive Customer Returns
3 St. George's Court
131 Putney Bridge Road
London
SW15 2PA
UK