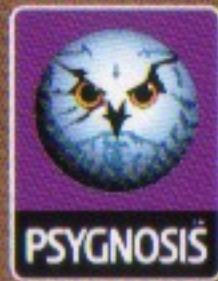


Wipeout™ 2097 FOR MAC®





*Hit the track and fix your eyes on the millennium.
Wipeout 2097 gives you pure arcade racing for
the next century.*



Wipeout 2097 is a classic 3D arcade racer offering the most blistering race experience available for the Mac. Packed with all-action features, it's a technical tour de force in fully optimised for 3D. With its explosive speed and luscious pin-sharp graphics, it represents the ultimate synergy of gameplay and design,



- ⊕ 8 new fearsome race circuits.
- ⊕ 11 deadly weapons including Thunder Bombs, Electro Bolts and the mighty Quake Disruptor.
- ⊕ 4 racing classes.
- ⊕ Up to 15 fiendish craft on track.
- ⊕ Incredible detailed landscapes and real-time special effects.



including up to 30 frames per second and a potential screen resolution that offers a crystal-clear window onto a future world.

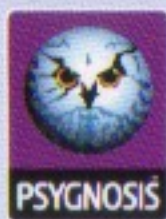
No game harnesses the raw power of the Mac like Wipeout 2097. Famous for its cutting edge looks and exhilarating gameplay, we've added a technical specification that'll leave you gasping.

VERSION	Mac OS 9.1 or later; and supported in Mac OS X Classic environment.
HARDWARE	iMac (revision B or later), G3 (blue/white desktops or later) or G4 machines. (333MHz or faster recommended)
MEMORY	64Mb RAM minimum (96 Mb recommended)
CONTROLS	Keyboard, Joystick & Mouse
RESOLUTION	640x480, 8000x600, 1024x768
GRAPHICS	OpenGL 3D hardware acceleration required (Rage Pro, Rage 128 or better)
SOFTWARE	OpenGL 1.2, DrawSprocket 1.7.6, Input Sprocket 1.7.3, NetSprocket 1.7.1 and QuickTime 4.0 (or later versions)

Mac and the Mac Logo are trademarks of Apple Computer, Inc., registered in the U.S. and other countries. The "Built for Mac OS X" graphic is a trademark of Apple Computer, Inc., used under license. Wipeout is a trademark of Psygnosis Ltd. © 1996 Psygnosis Ltd. Psygnosis and the Psygnosis logo are trade marks or registered trade marks of Psygnosis Ltd. Published by Virtual Programming Ltd. Manufactured in the UK.

So take a deep breath...

Visit the Virtual Programming website at www.vpltd.com



VIRTUAL PROGRAMMING

WIPEOUT 2097

Wipeout 2097 - ACCELERATED ADRENALIN RUSH FOR FUTURE PEOPLE



COMPACT
disc



Wipeout psygnosis and the psygnosis logo are trade marks or registered trade marks of psygnosis ltd. © 1996 psygnosis ltd. all rights reserved. manufactured in the uk.



Ultracolor™

The year? 2097. No room for manoeuvre. The world is shrinking... meeting your shadow and the echo of your
like a raised from a grave. From East to West... Landscapes curling through space, hewn from rock, cut from
ice. Ships alter like the years of hurled paint. Tracking the globe, soundtracking your dreams and your
future has more spin. More speed. More noise. Our future has more...
from North to South... leaving those damp brown days alone. Our
Never dwell on past days. Leave those damp brown days alone. Our
dwelling on past days. Leave those damp brown days alone. Our
future has more spin. More speed. More noise. Our future has more...

future word

"A ball bounces. A pin drops. A man falls. Gravity is the glue which binds us to our planet. We are about to apply the solvent which will free our species forever."

– Pierre Belmondo (Director of European AG Research)
speaking at a demonstration of anti-gravity technology,
Nevada, April 2035.

the year? 2097

No room for manoeuvre. The world is shrinking...like a raisin from a grape.

From East to West...from North to South...meeting your shadow and the echo of your mind before you even knew you'd left.

Landscapes curling through space, hewn from rock, cut from ice. Ships blur like the smears of hurled paint. Tracking the globe, soundtracking your dreams and your visions...

Never dwell on past days. Leave those damp brown days alone.

Our future has more colour. More speed. More noise.
Our future has more...

From jungle to city to the recesses of your mind. Shake your head and free yourself.

Free yourself.

Start Here

installing the game	5
running the game	
controlling your craft	6
joypad/joystick and keyboard default controls	
mouse and keyboard default controls	7
function keys	
hud display	8
menus	
main menu	
race type menu	9
team menu	
craft statistics	10
racing class menu	
options menu	11
audio config menu	
controller setup	12
preferences	
load and save menu	13
best arcade times screen	
best time trial times screen	
playing the game	14
weapons and power-ups	15
pausing the game	16
in-game music tracks	17
credits	

epilepsy warning

Please read before using any video game or allowing your children to use it

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic 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.

warranty limitations

The disk(s) included with this product are guaranteed to be in correct working order. It is the purchasers responsibility to prevent infection of this product with a Virus. Psygnosis Ltd will replace, free of charge, any disks which have manufacturing or duplication defects. These disks should be returned directly to Psygnosis Ltd for immediate replacement.

Psygnosis Ltd will in no way assume responsibility or liability for Virus damage.

The Psygnosis Ltd warranty is in addition to, and does not affect your statutory rights.

copyright

Here at Psygnosis we are dedicated to bringing you the best in computer entertainment. Every game we publish represents months of hard work dedicated to raising the standard of the games you play. Please respect our endeavours and remember that copying software reduces the investment available for producing new and original games; it is also a criminal offence.

This software product, including all screen images, concepts, audio effects, musical material and program code is marketed by Psygnosis Ltd who own all rights therein including copyrights. Such marketing of this product gives only the lawful possessor at any time the right to use this program limited to being read from its medium as marketed into the memory of, and expected by, the computer system to which this product is specifically adapted. Any other use or continuation of use including copying, duplicating, selling, hiring, renting, lending or otherwise distributing, transmitting or transferring this product in contravention of these conditions is in breach of Psygnosis Ltd's rights unless specifically authorised in writing by Psygnosis Ltd.

The product WipEout 2097, its program code, manual and all associated product materials are the copyright of Psygnosis Ltd who reserve all rights therein. These documents, program code and other items may not in whole or part be copied, reproduced, hired, rented, lent or transmitted in any way nor translated or reduced to any electronic medium or machine-readable form without prior consent in writing from Psygnosis Ltd.

Psygnosis® and associated logos are registered trademarks of Psygnosis Ltd.

WipEout 2097 cover illustration is Copyright® 1994 Psygnosis Ltd.

Psygnosis Ltd, Napier Court, Wavertree Technology Park, Liverpool L13 1HD. Tel: 0151 282 3000

WipEout 2097 is published under license from © 1994 Data Design Systems.

installing the game

- 1 Insert the Wipeout 2097 CD into your CD-ROM drive. Double click on the 'WO2097Mac' icon.
- 2 Copy the 'WipeOut 2097' folder to your hard-disk
- 3 You can find additional information regarding WipeOut 2097 within the 'WipeOut 2097 Read Me' file.

running the game

- 1 To run the game, open the 'WipeOut 2097' folder on your hard-disk and double click the 'WipeOut 2097' executable icon.
- 2 When starting up, WipeOut 2097 offers a pre-game selection menu where resolution, frame rate, sound and game type can be selected. The default settings will be the optimum settings for most systems; however, each option offers a pull-down menu allowing you to alter it. The music setting can be changed under Mac OS 9.x between 'Audio CD' and 'QuickTime'. The default 'Audio CD' setting is best used for optimum performance on slower systems. under Mac OS 10.1 'QuickTime' must be used.
- 3 When selecting the type of game, it is possible to play as a single player or to play over a network.

Hosting a Game

If your computer is hosting the game, set the game type to 'Host'. When you click 'Play game' a dialogue will appear requesting the type of protocol to be used; AppleTalk or TCP/IP. Once selected, you can proceed as normal. When all the other players have joined the game you can, select the track and level and start. Once all the players have clicked 'Start' the race will begin. If the Server/Host restarts or returns to the menu, all other players will be forced to also.

Joining a game

To join a game, set the game type to 'Join Game' and click play game. A dialogue will appear requesting the type of protocol to be used. If you choose AppleTalk, you will then need to choose the host game to join. For TCP/IP games you will need to enter the host machines TCP/IP address before you can select the game to join. If you are unsure, please speak to the network administrator. You can now click 'OK' and proceed as normal. If the host has not started, you will be informed that you must wait for the server to start the game.

Joined players can choose to restart a game, forcing all players to restart. If a joined player returns to the menu, they cannot rejoin until the next race starts.

- 4 Once the game starts, the intro movie will play. To skip this, press the ESCAPE key, the ENTER key, or the SPACE bar.

controlling your craft

Wipeout 2097 can be played using a keyboard, a joypad/joystick and keyboard or a mouse and keyboard.

keyboard default controls

'S' Key	Accelerate
SPACE Bar	Fire Weapon
Left ALT Key	Discard Weapon
Left Arrow Key	Left
Right Arrow Key	Right
Up Arrow Key	Nose Down
Down Arrow Key	Nose Up
'A' Key	Left air brake (for tight turns)
'D' Key	Right air brake (for tight turns)
ESCAPE Key	Pause

joypad/joystick and keyboard default controls

These default controls are configured as detailed below. A joystick/joypad control device is strongly recommended for use with this game. You are advised to configure the controls to suit your own requirements.

Joypad Button 2	Accelerate
Joypad Button 3	Discard Weapon
Joypad Button 1	Fire weapon
Joypad Left	Left
Joypad Right	Right
Joypad Up	Nose Down
Joypad Down	Nose Up
Joypad Left Shoulder Button	Left air brake (for tight turns)
Joypad Right Shoulder Button	Right air brake (for tight turns)
ESCAPE Key	Pause

mouse and keyboard default controls

Mouse 1	Accelerate
Mouse 2	Fire Weapon
Left ALT Key	Discard Weapon
Mouse Left	Left
Mouse Right	Right
Up Arrow Key	Nose Down
Down Arrow Key	Nose Up
'A' Key	Left air brake (for tight turns)
'D' Key	Right air brake (for tight turns)
ESCAPE Key	Pause

function keys

You can use the function keys on your keyboard to alter various settings during a game. Most of these will have some effect on the game's speed, particularly when playing on a slower machine.

F1 Key – Change View

Toggle between the external view and the in-cockpit view. The default setting is the external view.

F2 Key – Mouse Sensitivity

Cycle through the 8 mouse sensitivity settings. The default is setting 4.

F3 Key – Draw Distance

Cycle through the 8 draw distance settings. The default setting is full draw distance (setting 1).

F4 Key – Ship Trails

Switch between Trails On (just the ship flare effect), Trails Off (no flare and no trail) and Trails Full (both flare and trail effects).

F5 Key – Sky

Toggle sky On and Off. The default setting is On.

F7 Key – Bilinear Filtering

Toggle bilinear filtering On and Off. The default setting is On.

hud display



menus

title screen

Press the ENTER key to continue.

main menu

Use the arrow keys to highlight required options. Press the ENTER key to confirm.
Press the ESCAPE key to quit to Windows.

Race Type

Takes you to the Race Type Menu.

Team

Takes you to the Team Menu.

Class and Track

Takes you to the Racing Class Menu.

Start

Takes you to the start of your chosen race.

Options

Takes you to the Options Menu.

race type menu

Use the arrow keys to highlight required race type. Press the ENTER key to confirm. Press the ESCAPE key to return to the previous menu.

Arcade

Intense racing with weapons* and checkpoints against a full field of enemy ships. If your shield energy's running low, you can fly into the pit lane to get a power boost. Reach each checkpoint before your time runs out or it's game over before you've even finished the race. The number of laps depends on the racing class being played.

* Weapons are optional in arcade mode. You can race without weapons by selecting the Weapons Off option in the Preferences Menu (found within the Options Menu)

Time Trial

A race against the clock without weapons or enemy craft. You will also receive one Turbo Boost power-up at the start of each lap.

Arcade Challenges

If you manage to complete all available circuits in first place while playing in arcade mode, an arcade challenge will become available on this screen. This will seriously test your racing prowess. But it won't end there. Remember that the world of anti-gravity racing is a secretive one – unknown teams could be planning just about anything...

Note: In all arcade challenges the use of full weapons is compulsory – there is no Weapons Off option available. You will also find that as this is the Arcade Challenge, the track you race on will be automatically selected- access to the Track Menu will be denied.

During the Arcade Challenge you are allowed three 'Continues'. Finish in fourth place or below and you will forfeit one 'Continue'. Finish in second or third and you retain the number of 'Continues' you currently possess. However, in order to progress to the next circuit you must win on your current track.

team menu

Use the arrow keys to highlight required team. Press the ENTER key to confirm. Press the ESCAPE key to return to the previous menu.

Each team operates 3 identical craft – technical specifications vary from team to team.

FEISAR

This European consortium opt for ease of control above speed, although their craft accelerate well. Superb for beginners.

AG Systems

A Japanese team with highly controllable craft suitable for beginners. However, shield energy is quite weak.

Auricom Research

The American Auricom team use a powerful engine giving excellent speed capabilities. Their craft are quite tricky to handle and are therefore more suitable for the intermediate player.

Qirex

This secretive Russian team operate extremely fast, power-hungry ships. The difficulty in controlling them makes the Qirex craft suitable only for very experienced pilots.

(Unconfirmed rumours report a new prototype craft alleged to be very controllable and extremely fast. No further details available.)

craft statistics

Team	Thrust	Top Speed	Turning Ability	Aero Dynamics	Shield Energy
	6 ★★★★★	3 ★★★	7 ★★★★★★	7 ★★★★★★	6 ★★★★★
	7 ★★★★★★	5 ★★★★★	6 ★★★★★	6 ★★★★★	3 ★★★
	5 ★★★★★	6 ★★★★★★	5 ★★★★★	5 ★★★★★	5 ★★★★★
	4 ★★★	7 ★★★★★★	3 ★★★	5 ★★★★★	7 ★★★★★★

racing class menu

There are 2 tracks available in each of the 3 racing classes. Use the Up and Down arrow keys to highlight your required racing class, then use the Left and Right arrow keys to display your chosen track. Press the ENTER key to confirm choices. Press the ESCAPE key to return to the previous menu.

Vector Class

The slowest racing class available. Ideal for beginners.

Venom Class

Faster racing class for the more experienced player.

Rapier Class

A blistering adrenalin-rush of a race. Advanced players only need apply.

options menu

Use the arrow keys to highlight required options. Press the ENTER key to confirm. Press the ESCAPE key to return to the previous menu.

Audio Config

Allows you to alter the sound options. Takes you to the Audio Config Menu.

Controller Setup

Allows you to alter the Controller buttons used in the game. Takes you to the Controller Setup Menu.

Preferences

Allows you to alter some of the game's default settings. Takes you to the Preferences Menu.

Load and Save

Allows you to load and save game details. Takes you to the Load and Save Menu.

Best Arcade Times

Allows you to view the best arcade mode race times on each circuit.

Best Time Trial Times

Allows you to view the best time trial times on each circuit.

audio config menu

Use the Up and Down arrow keys to highlight required options then use the Left and Right arrow keys to set your choice. When all options are set to your satisfaction press the ENTER key to confirm. Press the ESCAPE key to return to the previous menu.

Music

Use the Left and Right arrow keys to move the slider and set the volume of the in-game music.

SFX

Use the Left and Right arrow keys to move the slider and set the volume of the in-game sound effects.

CD Track

Use the Left and Right arrow keys to cycle through each available music track. For a random selection of in-game tracks, make sure you set this option to RANDOM. If you prefer racing to one particular music track, select the one you want before confirming your selection.

controller setup

Control Method Selection

Use the Left and Right arrow keys to cycle through Keyboard, Keyboard and Joystick or Keyboard and Mouse until your chosen method is displayed.

Redefine Controller

If you want to redefine your chosen control method, highlight this option then press the ENTER key. You will then be taken to the configuration screen itself.

The game actions are displayed down the left. Current controls are displayed under the headings of Keyboard, Joystick and Mouse.

Use the arrow keys (or the joypad/joystick where applicable) to highlight the current control you wish to change. Press the ENTER key. Press the key (or joystick/joypad/mouse button where applicable) you wish to use instead.

Continue this process until all actions are set correctly. Select Accept to continue the game with your new configuration. Select Default to return to the default settings. Select Quit to go back to the previous menu without altering anything.

preferences

Use the Up and Down arrow keys to highlight the preferences you want to change then follow the instructions below. Press the ENTER key when all preferences are set correctly. Press the ESCAPE key to return to the previous menu.

Weapons

Use the Left and Right arrow keys to turn Weapon Grids On or Off.

Default View

Use the Left and Right arrow keys to choose between Int (in-cockpit) or Ext (external) as the game's default view.

Default Name

This facility allows you to store a default name which you will be able to use when entering your name onto the Best Times tables. Type in letters from the keyboard – you can use the Left and Right arrow keys to move between letters.

load and save menu

Use the Left and Right arrow keys to select either Load or Save.

Load

To load a previously saved game, use the Up and Down arrow keys to highlight your chosen game slot. Press the ENTER key and the game will be loaded.

Save

To save your current game progress, use the Up and Down arrow keys to select the slot in which you want to save your game. Press the ENTER key. Type in a name to identify your game, then press the ENTER key again. The game will be saved.

best arcade times screen

Use the Left and Right arrow keys to view the best arcade times set on each track.

best time trial times screen

Use the Left and Right arrow keys to view the best time trial times set on each track.

playing the game

The default controls can be found at the beginning of the manual for easy reference. References to controls in this section refer to default keyboard controls.

Shield Energy

Each time you collide with the side of the track or are hit by an enemy weapon, your shield energy will be depleted. When shield energy levels reach zero, your ship will explode. The on-screen Shield Energy bar shows your shield energy level at a glance.

Speed-Ups

These are blue arrows on the track. Fly over them for a brief speed boost.

Checkpoints

As soon as you begin a race, a countdown showing your allotted time will be activated. If the counter reaches zero before you pass the next Checkpoint, the game will be over.

Weapon Grids

These are coloured crosses on the track. Fly over them to pick up a weapon. Refer to the section headed WEAPONS AND POWER-UPS for more information. Weapon Grids are deactivated in a Time Trial.

Pit Lanes

Recharge shield energy by flying into a pit lane. These are clearly marked striped areas.

Winning Medals

When you're playing in Arcade Racing mode, you'll win a medal if you finish in the top 3. 3rd place wins bronze, 2nd place earns silver and coming 1st will get you the coveted F5000 Race League gold medal. Medals are awarded for the track regardless of class.

weapons and power-ups

All weapons are pre-loaded onto your craft before a race. When you fly over a Weapon Grid, one of them will be activated and the relevant Weapon Icon will appear on-screen.

Press the SPACE bar to fire the weapon or the Left ALT key to discard it.

A spoken message will warn you of weapons about to be used against your ship.



Mines

When fired, mines drop from the back of craft. They cause damage to ships which fly into them but can be destroyed using the Thunder Bomb.



E-Pak

When activated, an E-Pak will boost your shield energy.



Autopilot

When activated, your ship switches to Autopilot and will fly under automatic control for a short period. When this period of time is up an on-screen message "DISENGAGING" is displayed. However it will only disengage when the ship is on an even keel. You may disengage the Autopilot at any time by pressing the Left ALT key. This will return you instantly to manual control.



Turbo Boost

When fired, a Turbo Boost speeds up the craft very quickly for a short period.



Rockets

Fire in bursts of 3 from the front of the craft. Drain shield energy on impact. Rockets have terrain hugging capability but fire only in a straight line. Aim carefully.



Missiles

Similar to rockets, but only one fires at a time. Missiles have heat seeking capability and drain shield energy on impact. The missile target can lock on to enemies both in front and behind your craft. If you have a rear lock, the text 'Rear Lock' will flash below the weapon icon. To fire the missile forwards, press the SPACE bar. To fire the missile backwards, press the SPACE bar and the Down arrow key together.



Electro Bolt

Fires from the front of the craft. Causes a ship to stall and become difficult to control for a brief period on impact. Also causes shield energy drain. Wait until the target locks onto an enemy ship before firing.



Thunder Bomb

When fired, a Thunder Bomb inflicts a large shield energy drop on all visible craft.



Shield

When activated, a Shield protects your ship from further shield energy loss. Each shield is subject to a time limit. When a shield is activated, you can't fire another weapon but you can pick one up.



Plasma Bolt

When activated, a Plasma Bolt has to charge up before it fires. They destroy enemy ships on impact. However, they are not target seeking and are therefore difficult to aim.



Quake Disruptor

Just try it. Needless to say, causes massive shield energy loss on impact and will make you laugh like an idiot for days.

pausing the game

Press the ESCAPE key to pause the game. Use the arrow keys to highlight your choice from the Pause Game Menu and press the ENTER key to confirm.

Continue

Takes you back to the game.

Restart

Takes you back to the start of the current track. If you use this during an arcade challenge you will lose one of your 'Continues'.

Return To Menu

Takes you back to the Main Menu. If you use this during an arcade challenge the whole series will be over.

Audio Configuration

When you select this option, you will be given a small sub-menu allowing you to select a music track or adjust the volume of music or sound effects. Use the Up and Down arrow keys to highlight your choice, then use the Left and Right arrow keys to adjust the settings. Return to the Pause Game Menu by pressing the ENTER key.

Quit to Desktop

Abandons the game and returns you to the Desktop.

in-game music tracks

- 1 Body In Motion
- 2 Canada
- 3 Hakapik Murder
- 4 Plasticity
- 5 Messij Received
- 6 Surgeon
- 7 Tenation
- 8 Messij Xtnd
- 9 Kinkong

All Performed By Cold Storage.

credits

MANAGING DIRECTOR	Ian Hetherington
DIRECTOR OF DEVELOPMENT	Adrian Parr
STUDIO MANAGER	Sarah Harris
REGIONAL HEAD PRODUCER	Morgan O'Rahilly
HEAD PRODUCER	Feergus Carroll
PRODUCER	Andy Satterthwaite
ASSOCIATE PRODUCER	Rob Francis
GAME DESIGNER	Nick Burcombe
GAME PLAY CO-ORDINATOR	Rob Francis

mac version team

PROGRAMMING TEAM	Mark Thomas
TESTING	Paul Lesurf Mak Hinton

playstation development team

PROGRAMMING TEAM

Stewart Sockett
Chris Roberts
Nick Kimberley

ARTISTS

Pol Sigerson
Ashley Sanders
Nicky Westcott
Dave Crook
John Harris
Eve Penford
Darren Douglas
Jeff Bramfitt
Mick Harrison

INTRO MOVIE MUSIC

"Herd Killing" performed by Future Sound
Of London (Edited by Cold Storage)

"Herd Killing" appears courtesy of
Virgin Records Limited and (Dougans,
Cobain, D. Simmons, D.McDaniels,
J.Mizell) Sony Music Publishing

EXTRO MOVIE MUSIC

Xylem
Phloem
Argon
Xenon
Performed by Cold Storage

MUSIC

Body in Motion
Canada
Hakapik Murder
Plasticity
Messij Received
Surgeon
Tenation
Messij Xtnd
Kinkong
Performed by Cold Storage

SOUND EFFECTS

PRODUCT MANAGER

PR MANAGER

CREATIVE SERVICES

Tim Wright
Sue Campbell
Glen O'Connell
Lorna Owen
Kelly Evans

TERRITORIES MARKETING

Sabine Westenberger
Ingo Zaborowski
Caroline Dupuy
Benoite Lavie
Dawn Williams
Jane Hickey
Carolyn Seager
Michele Harris
Mark Day
Dana Oertell
Stefanie Wassell

TECHNICAL SUPPORT

Stephen Henstead

TECHNICAL ASSISTANTS

Craig Duddle
Chris Stanley

DEVELOPMENT SECRETARY

Jennifer Rees

MANUAL WRITTEN BY

Damon Fairclough

CREATIVE DESIGN

Ikon Communications

PACKAGING ILLUSTRATION

Jim Bowers

QUALITY ASSURANCE

Paul Tweedle
Tony Cross
Mark Inman
Dave Parkinson
Richard Yandle
David Blakeborough
Andy Durney
Stephen Allen
Thomas Rees
Jeff Bird
Rob Sutton

QA MANAGER

Kevin Turner

SPECIAL THANKS TO

Andy Crowley
Dave Rose
Dominic Mallinson
Pete Sheppard



TM

WIPEOUT 2097,
PSYGNOSIS AND THE
PSYGNOSIS LOGO
ARE TRADEMARKS
OR REGISTERED
TRADEMARKS OF
PSYGNOSIS LTD.
ALL RIGHTS
RESERVED. © 1997
PSYGNOSIS LTD.

This program has been produced with the Dolby Surround encoding system, and is fully compatible with stereo or monaural reproduction.
Dolby and the  are trademarks of Dolby Laboratories Licensing Corporation.