

*Interplay™*  
BY GAMERS. FOR GAMERS.™



3DO, the 3DO logos and Interactive Multiplayer are trademarks and/or registered trademarks of The 3DO Company. The trademarks of The 3DO Company are used by Interplay Productions under license from The 3DO Company.

**MN-3DO-194-0**



## Welcome to the Interplay 3DO Buffet™!



**W**elcome to the Interplay 3DO Buffet™! We've arranged a tempting selection of our best 3DO games for you to wander through, to help you decide exactly which of our edge-of-your-seat games would best suit your taste. Bet you can't play just one...

To run the 3DO Sampler, place the Sampler disc into your 3DO and turn on your system. Make sure that everything hooked up properly and there's no crumbs or condensed water from your soda can in the works.

Move around the Sampler menu screen by using the directional control pad. The game titles on the plates will animate as you select them. Press the **A**, **B**, or **C** button to run the demo you have selected. The **X** button exits any selection.

## WaterWorld™



*This is a non-playable demo.*

In the mood for sushi? It may be a delicacy now, but in the future it's the only snack on the menu. The oceans have risen and obliterated all traces of land and when waves consumed the continents, all the wonders of civilization were lost as well. The tattered remnants of the human species eke out hard lives on scattered floating settlements called "atolls," where fresh water is life and a pail full of dirt might be worth more than your firstborn child.

One young girl holds the key to the myth of Dryland—humanity's last chance for survival...and only one man can save her from the clutches of the Deacon and his Smokers, a ruthless pack of human sharks who roam the seas taking whatever they want—at any price.

And what they want is Dryland...

If you haven't heard of WaterWorld, you've been living in a hole in the ground. This time, you're the Mariner. Be a hero...or be fishbait.

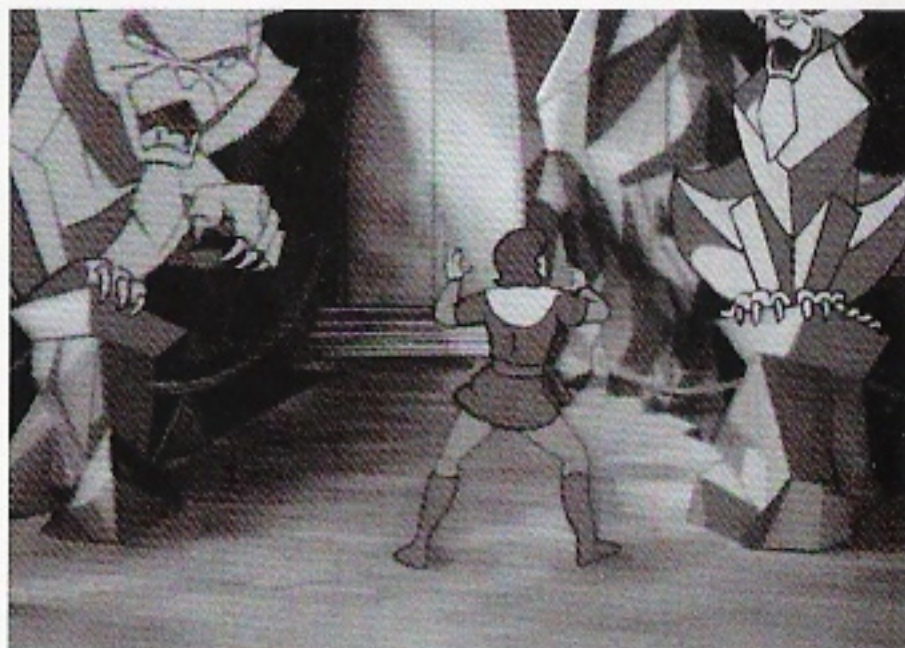
# Kingdom™

*The Far Reaches™*

*This is a playable demo.*

First on the menu is an exotic dish of animated wizardry, in several senses of the phrase: Magician's apprentice Lathan Kandor is actually the last of the Argent Kings, and by birthright the ruler of the land of the five kingdoms. However, first he has to seek out and reunite the lost relics which command the magic of the Land, thwart the deadly intentions of the evil Torlok and his Plague Magician, *and* rescue Princess Delight, the rightful heir to the throne of Weigard.

He just might have bitten off more than he can chew.



**Up:** Direct cursor up  
**Down:** Direct cursor down  
**Left:** Direct cursor left  
**Right:** Direct cursor right

**A:** Select an item or action designated by the cursor  
**B:** Toggle between the Action and Map windows  
**C:** Control the speed of the cursor

**L and R:** Bring up the Options screen



# ALONE IN THE DARK 2™

*This is a playable demo.*

Instead of sampling our wares, you may become the main course yourself if you don't watch your step in Hell's Kitchen. You are Edward Carnby, nicknamed "the supernatural private eye" by the press after your well-publicized triumph over the haunted Louisiana mansion of Derceto. This time, however, your adversaries are all-too-real: a bloodthirsty gang of bootleggers — led by the notorious "One-Eyed Jack" — has kidnapped the heiress Grace Saunders and is holding her prisoner in this old California manse.



Only you have what it takes to enter this den of evil and rescue the missing child. All you can depend upon are your pistol, your reflexes, and your sharp wits. Once again, you're alone in the dark...

**A:** Prepare Carnby to go into fighting or pushing mode, or to use an item

**B:** Call up the inventory

### Within inventory

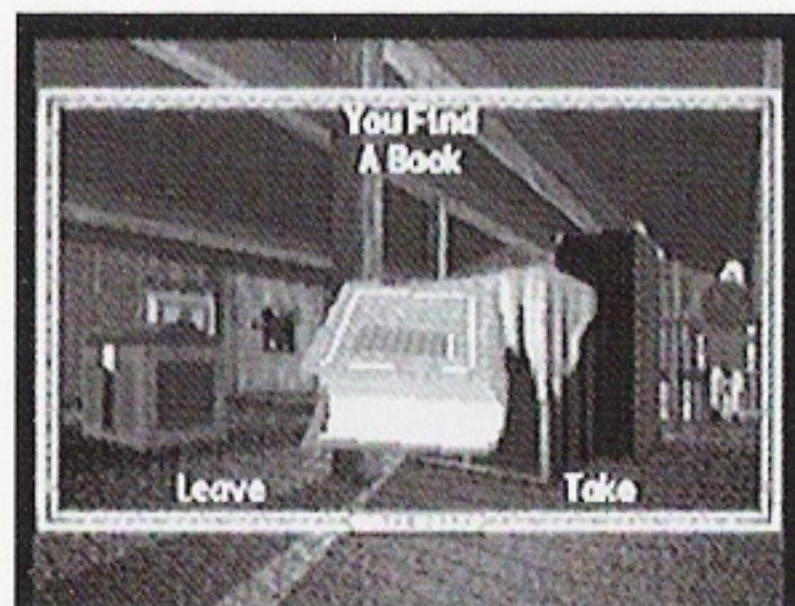
Directional arrows: Scroll through inventory

**A:** Select highlighted item or action

**C:** Returns you to the game (exits from inventory screen)

**C:** Command Carnby to run

**R/L:** Call up the list of game options (Save, Load, Quit, etc.)



# Wolfenstein 3d™

*This is a playable demo.*

Hold on to your lunch, folks! You're imprisoned in the heart of Castle Wolfenstein, one of the most nefarious pits of evil the Nazi regime has to offer. Things look pretty hopeless...until one of the guards makes the mistake of turning his back on you. Now you're free and armed, but don't get cocky; freedom still lies many floors away. If you ever want to see the light of day again, you'll have to wade through countless ruthless soldiers, vicious guard dogs, and shambling horrors.



Here's hoping you have a strong stomach — Castle Wolfenstein should more than satisfy your appetite for destruction.

**Up:** Move forward

**Down:** Move backward

**Left:** Turn left

**Right:** Turn right

**A:** Fire selected weapon

**B:** Open door

**C:** Run

(Note: **Buttons B & C:** cycle through weapons)

**Buttons A & C:** Toggle map

**P:** Pause

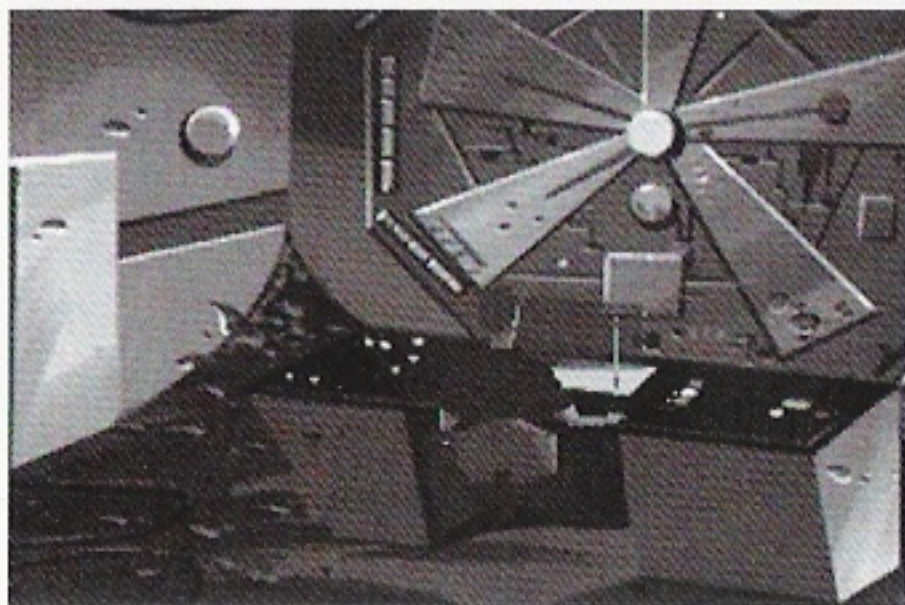
**L:** Strafe left

**R:** Strafe right

# OUT OF THIS WORLD™

*This is a playable demo.*

Lester K. Chaykin had the world on his plate: an acclaimed particle physicist by his mid-twenties, living a life of fast cars and loud music as he strove to extract the secrets of the universe. Tonight, lightning struck the atomic accelerator, and one of the secrets of the universe extracted Lester by slicing him out of his safe, logical world and dumping him headlong into another.



As Lester Chaykin, you don't know where you are. You don't know the language. All you can tell about the wildlife is that most of it is out to get you. You sure hope that the natives are friendly, because in THIS world, you're next on the menu.

**Left:** Move left

**Right:** Move right

**Up/Down:** If you are underwater, you'll swim up or down

**A:** Make Lester kick — if you press **A** while Lester is walking, he'll break into a run

**B:** Jump straight up — if Lester is already moving, press **B** to jump forward

**P:** Pause the game

**Two hints:** Squish ALL of the black crawlers. And when you confront the beast, RUN AND DON'T STOP, no matter what happens! Your only chance of survival is to run away (press the directional pad and the **A** button) AND hold down the **B** button at the same time to leap forward at top speed.





*This is a non-playable demo.*

Casper's a nice guy with one small problem: he's dead. And as if that wasn't enough to deal with, he's not the only ghost on the block: hanging around the afterlife with him are three obnoxious uncles who'll do their best to put you off your feed.

As Casper, you've got to convince the humans that you really are a friendly ghost. And then maybe, just maybe, you'll be able to locate the parts of the Lazarus Machine, which could change you back into a real live kid. That is, if the eye-crossing puzzles, mind-bending morphing, and just-plain-disgusting Ghostly Trio don't turn your stomach first.

# CYBERIA™

*This is a non-playable demo.*

Full yet? We hope you saved room for dessert: a visually stunning "byte" of the Earth's future. This time you play ZAK—outlaw hacker and computer genius...skills which do you little good in this secure confinement cell. You've been caught. Your only way out is through a dangerous deal: you've reluctantly agreed to fly a TF-22 aircraft to the Rig, a North-Atlantic merc base. From there, you'll infiltrate the mysterious Cyberia Complex...on your own.

It's a good thing the FWA authorities let you keep your Bioptic Low Amplitude Displayed Energy System — BLADES — your ultra-cool high-tech cybershades. You'll need every edge you can get. Because if anything is worse than rotting in an FWA prison cell, it's being stranded in Cyberia.

### Customer Support (USA)

If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at: Interplay, 17922 Fitch Avenue, Irvine, CA 92714 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-6678.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

If you have a modem, you can reach us at the following:

**The Interplay BBS:** We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet.

Telnet to [bbs.interplay.com](mailto:bbs.interplay.com). This is a free service.

**Internet:** You can reach Interplay with "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "<http://www.interplay.com>" or you may ftp to [ftp.interplay.com](ftp://ftp.interplay.com).

### Limited Warranty (USA)

Interplay warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Interplay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its factory Service Center of the product, postage paid, with proof of date of purchase. This warranty is limited to the recording medium containing the software program originally provided by Interplay and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose are disclaimed. Interplay disclaims all responsibility for incidental or consequential damages. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

**Lifetime Warranty:** If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to Interplay at the address noted below with a check or money order for \$5.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a \$5.00 check, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (714) 553-6678. If your media is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disc(s) only (not the box) with a description of the problem and \$5.00 to:

**WARRANTY REPLACEMENTS:** Interplay 17922 Fitch Ave., Irvine, CA 92714

**System Upgrades:** Interplay has a system upgrade policy. At any time after purchasing any Interplay product, you may send us your original CD and a check for \$25.00 (U.S. funds) and we will replace your CD with the version for another computer system that you specify. (This price is subject to change.)

Copying prohibited. This software product and the manual are copyrighted and all rights are reserved by Interplay and are protected by the copyright laws that pertain to computer software. The CD-ROM is not copy-protected. This does not mean you may make unlimited copies.

**NOTICE:** Interplay reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.

## Credits

Executive Producer: **Alan Pavlish**

Division Director: **Mark Nausha**

Producer: **Robert Pardo**

Art: **Larry Fukuoka**

Music: **Todd Dennis**

Mastering: **Craig Duman**

Sound Effects: **Gregory Allen**

Video Editing: **Bill Stoudt**

Manual Writer: **Kelly O'Guinn**

Manual Layout: **Ken Harris**

Manual Editor: **Michael Motoda**

Director of QA: **Jeremy S. Barnes**

Asst. Director of QA: **Jim Boone**

Admin. Asst.: **David L. Simon**

Lead Tester: **Larry Smith**

Testers:

**Phuong Nguyen**

**Savina "Capt. Krik" Greene**

**Quinn Summers**

**Glenn Murray**

**Chris Peak**

**Michael Motoda**

**DEMONSTRATION PROGRAM  
BY LOGICWARE**

Programming: **Bill Heineman**

Art: **Chad Max**

**Scott Campbell**

Biz: **Steve Parsons**

Casper ©1995 U.C.S. and Amblin. TM Harvey. Waterworld™ ©1995 U.C.S. Alone in The Dark™ Infogrames/I-Motion, Inc. Kingdom: The Far Reaches™ Virtual Image Productions. Wolfenstein 3d™ © 1995 Id Software, Inc. Cyberia: © 1994 Xatrix Interactive Design, Inc. Out of This World™ Interplay Productions. ©1994 Delphine Software. All rights reserved. 3DO and the 3DO logos are trademarks and/or registered trademarks of the 3DO Company and are used under license by the 3DO Company, Redwood City, California. All other trademarks are the property of their respective owners.