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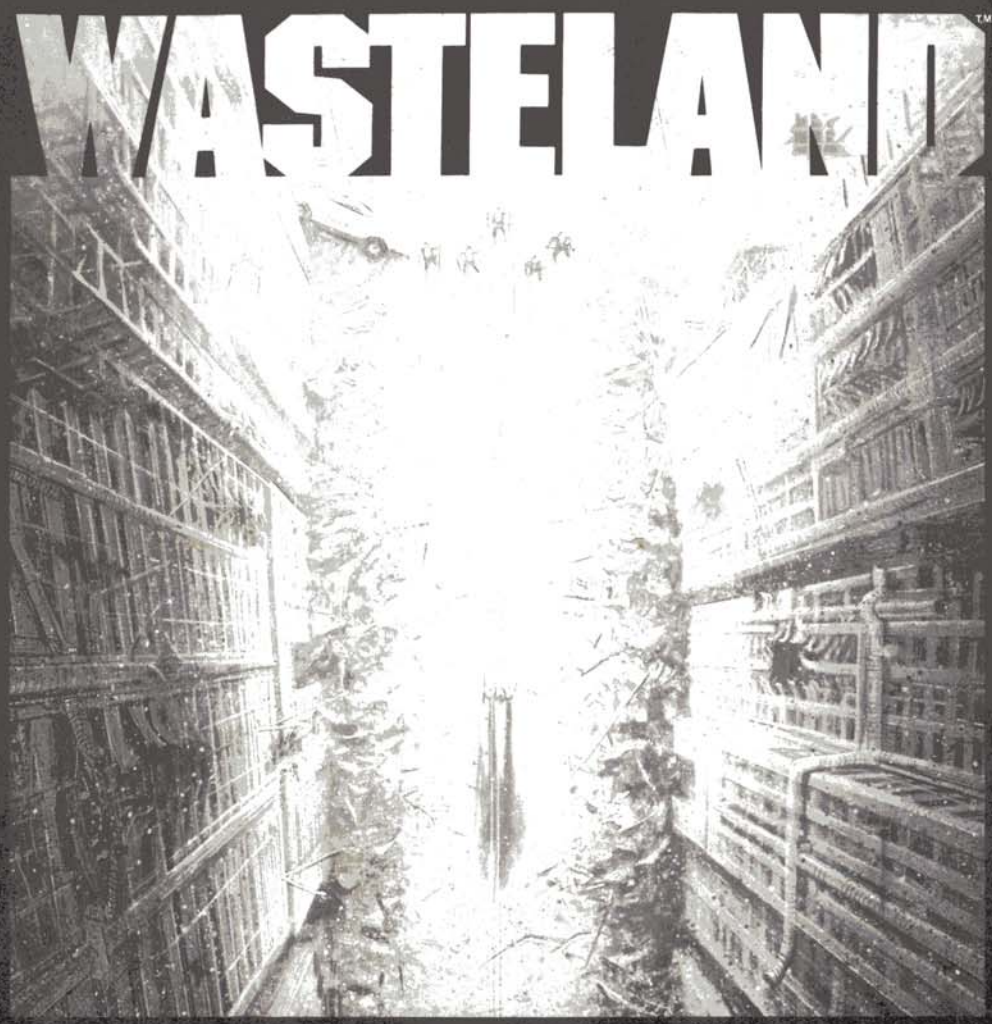
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WASTELAND™



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WASTELAND MANUAL
CONTENTS

OBJECTIVE 2
THE PARTY 3
CREATING CHARACTERS 4
CHARACTER PROFILE 4
- Attributes and Personal Statistics 5
- Items 7
- Skills 8

ONSCREEN STATISTICS 13
GETTING PROMOTED 14
RECRUITING ALLIES 15
COMMANDS 16
COMBAT 19
- Hand-to-Hand Combat 21
- Missile Weapon Combat 21
- Selective Fire 22
- Explosives 22

WEAPONS LIST 22
- Long Range Weapons 22
- Medium Range Weapons 24
- Short Range Weapons 24

INJURIES AND DEATH 25
TIME AND DISTANCE 26
SPECIAL PLACES 26
- Little Old Quartz 26
- Xenophobic Needles 27
- Lovely Vegas 27
- Deadly Deserts 27

NOTE FROM THE PROGRAMMER

During the two years of its development, *Wasteland*, and the system used to create *Wasteland*, went through many changes. We spent lots of hours tweaking and redesigning the original concept. We also put a lot of thought into the game to make it more fun and easier for you to play.

We sacrificed some features, like animated icons and intra-party combat, so we could add ones that would make playing less frustrating and more enjoyable. Some of these features include a save command you can use anytime and anywhere, a disband command that lets you split up your party, and a combat system that's strategic, but easy enough for a beginner to use.

There's a lot for you to see and do throughout the game, but you don't have to follow any single path for success. There's plenty of room to goof off in this game. So don't sweat it if you don't know what something is used for — you might not even need it to win. But don't make too many judgment errors too many times, or victory will slip further and further away. We can't make it *too* easy to win, after all.

After you finish *Wasteland* the first time (for which we congratulate you), you can go back and check out all the places you didn't get to fully explore the first time through. Play it again; try things a different way. It's not over when it's over.

The following is an excerpt from *The History of the Desert Rangers, The Early Years*, by Karl Allard, 2087, Allard Press, Ranger Center. Hardbound pp. 293, $20 gold.

Tensions grew with the coming of 1998. The United States' Citadel Starstation was slated to be fully operational by March. Soviet charges that the space station was merely a military launching platform alarmed a number of non-aligned nations. The right wing governments in the South and Central Americas, many of them set up by the U.S. during the Drug Wars (1987-1993), pledged their support to the U.S. The NATO nations, including the new African members, also declared their alliance with the U.S. That move forced most of the remaining neutral powers to join the Soviet protest. In six short weeks, only Switzerland, Sweden, and Ireland continued to declare themselves neutral nations.

Two weeks before Citadel was due for full operation, the station transmitted a distress signal. Immediately after the message was sent, most of the satellites orbiting the planet were swept clean from the sky, leaving the great powers blind. In military panic, each sent 90 percent of their nuclear arsenals skyward. Although the destruction was tremendous, it was not complete. Pockets of civilization remained, some even oblivious to the military exchange.

On the same day that the U.S. and Soviet Union were attempting to extinguish each other, a company of U.S. Army Engineers were in the southwestern deserts building transportation bridges over dry riverbeds. They worked deep in the inhospitable desert valleys, surrounded by a number of survivalist communities. Located directly south of their position on that day was a newly-constructed federal prison. In addition to housing the nation's criminals condemned to death, the prison contained light industrial manufacturing facilities.

Shortly after the nuclear attack began, the Engineers, seeking shelter, took over the federal prison and expelled the prisoners into the desolate desert to complete their sentences. As the weeks passed, they invited the nearby survivalist communities to join them and to help them build a new society. Because of each communities' suspicions towards one another, times were difficult at first. But as time nurtured trust, this settlement — which came to be known as Ranger Center — grew to be one of the strongest outposts. Ranger Center even proved powerful enough to repel the bands of rancorous criminals who repeatedly attacked in attempts to reclaim what was once "rightfully theirs."

The citizens of Ranger Center, after first believing that they were the only ones who survived the nuclear maelstrom, soon realized that communities beyond the desert's grip had also survived. Because they had such success in constructing a new community, they felt compelled to help other survivors rebuild and live in peace.

Toward this end, the Desert Rangers, in the great tradition of the Texas and Arizona Rangers a century before, were born.

OBJECTIVE

Wasteland is a post-nuclear holocaust adventure. Your party, the famed Desert Rangers, have been assigned to investigate a series of disturbances in the desert. After several strategy meetings, you've decided to search for clues in Highpool, the Agricultural Center, and the Rail Nomads' Camp, all of which are located to the west of Ranger Center.

The first thing you need to do is read the Command Summary Card. It tells you how to get *Wasteland* up and running on your computer. It also contains a summary of the keystroke commands that you'll be using. Once you load the game, you'll find a party waiting by the Ranger Center.

THE PARTY

A party can have up to seven characters, four of whom you can create. The four that you can create are called Player Characters (PCs). The other three spaces are reserved for Non-Player Characters (NPCs), whom you'll meet during the course of your adventure (see "Recruiting Allies" for more details on NPCs). If you don't use all of the four slots for your player characters, you can fill them with NPCs.

A party of four awaits your command: Hell Razor, Angela Deth, Thrasher, and Snake Vargas. This is a well-balanced party quite capable of seeing you through the entire game. You can use them or create your own characters.

There are no special advantages to the characters in the original party — no divine insight, no super luck, no outrageous skills. You could easily create characters who are just as — or even more — effective. If you prefer to make your own characters, enter the Ranger Center to do this. You'll have to delete one or more of the existing characters to create your own. But before you wipe out the existing party, take a look at their profiles first by pressing keys 1-4 to see each one.

At any time during the journey you can view your party roster by pressing the spacebar.

CREATING CHARACTERS

Follow these steps to create a Desert Ranger.

1. Enter the Ranger Center. If this is your first time in the game, you're already at the Ranger Center.
2. If the current party already contains four PCs, press **D** to delete one and make room for your new character.
3. Press **C** to create a character. At the top of the screen you'll see "Create a character." Below are the character's attributes — the higher these values are, the better (see "Attributes and Personal Statistics" for details). If you're not satisfied with these values, press the spacebar to "reroll" the values. When you're satisfied, press **<RETURN>**.
4. Name your character (up to 13 letters).
5. Choose a sex.
6. Select a nationality.
7. Select the skills you want your character to have (see "Skills" for complete details). Press **<RETURN>** when you're done. If you make a mistake while allocating skills, press **<CONTROL>-R** to re-allocate them.
8. Press **Y** if you want to keep this character. Press **N** if you don't want to keep him or her.
9. Press **S** to leave the Ranger Center and start the game.

CHARACTER PROFILE

To view any character's profile — personal statistics, possessions, and skills — enter the character's roster number. When you're done viewing each screen, press the spacebar or **<RETURN>** to go to the next screen, or **<ESC>** to return to the previous screen.

Attributes and Personal Statistics

The first screen lists your character's attributes and other miscellaneous personal statistics:

Strength (ST): The ability to overpower enemies or to lift, move, and break items. This is important in hand-to-hand combat and in physical tasks such as breaking down doors.

Intelligence (IQ): How well a character thinks and solves problems. This is probably the most important attribute because it determines which and how many skills a character may master. Certain skills can only be mastered by characters with an IQ of a certain level or above. Characters start with skill points equal to their IQ. During the course of the game, you'll definitely want to raise your IQ.

Luck (LK): Lucky characters tend to find more things and avoid more damage than unlucky ones. Luck also improves your odds in hand-to-hand combat.

Speed (SP): How quickly you move, which helps you escape tight situations.

Agility (AGL): How deftly you move. High agility enhances your acrobatic ability, so you can do things like dodge blows and jump on tables. The higher this value, the better you'll perform in hand-to-hand combat.

Dexterity (DEX): Ability to master fine movements like picking locks or aiming weapons. Dexterity is very important in combat, and extremely useful in mastering the "thiefly" arts.

Charisma (CHR): This attribute lets you know how likeable or persuasive a character is. Although it may seem like a trivial trait, it might well make the difference between life and death as you try to convince someone that you're trustworthy. Charisma also affects how an NPC will react to you when you want to hire him or trade equipment.
Skill Points (SKP): When you first create a character, this value is identical to IQ. The more skill points you have, the more skills you can learn. You can acquire more skill points during the game (see "Skills" for more details).

Rank: Each character starts out as a private. As you acquire experience points, you can radio back to Ranger Center for a field promotion. Each time you're promoted, your rank changes, your maximum constitution goes up by two points, and you get an additional two points to invest in any attribute. Rank does not affect how orders are given or taken since your characters are equal members of a team. A high rank, however could impress civilians enough so you can get into places where regular folks can't go.

Maximum Constitution (MAXCON): The higher this is, the more of a beating you can take before you die. This value is the same as MAX on the onscreen statistics.

$: The total cash this character is carrying.

Sex: Sex only affects what bathroom he or she has access to.

Nationality: Choose from U.S., Russian, Mexican, Indian, or Chinese.

P)ool: Press **P** to command all the party members to pool their cash and give it to this character.

D)iv cash: Press **D** to have this character evenly distribute his cash among all the party members. If you have disbanded into several groups, only those in the same group as the character who is dividing his cash will share in the wealth.

Items

The second screen lists what items your character owns. You can carry up to 30 items that you find or buy during your travels. Don't immediately toss away items that seem useless. It can actually be an important fragment from a greater, more powerful item. Many items can be sold for cash at various stores.

A precaution about picking up items: once you pick something up, you have to keep it or drop it. If you drop it, it will vanish into the depths of *Wasteland*, never to be seen again. If you have no intention of picking up an item to keep (maybe because you're already carrying the maximum amount and you don't want to drop anything) you should leave it where it is. That way, you can come back for it later (and you better remember to, or you may miss out on some loot hidden beneath the item.)

To give or show something to someone who is no*t* a party member, use the item on the space that you're on by pressing the spacebar.

Press the number that represents the item you'd like to use, and you'll get the the following choices:

Reload: If you select an ammo clip that fits your currently-equipped weapon, you're asked if you want to Reload.

Unjam: If you choose a jammed weapon, you'll be asked if you want to unjam it. If you successfully unjam the weapon, you'll lose the clip that

was in it, leaving you with an unloaded weapon. Don't forget to reload before you're ambushed by a bunch of bikers.

Drop: Drop removes something from your list *forever*. You'll probably only use this command if you're carrying a full load, and need to drop something in order to pick up another item. You can also use this command to drop something that's broken (but keep in mind that broken items can be repaired or sold).

Trade: Trade lets you give items to another character. Enter the number of the intended recipient and the trade will be made. NPCs have a mind of their own and may not always want to give their items away.

unEquip: To equip an item so it's ready to use, press **E**. If you use this while you're already equipped, the chosen item will replace the previously-equipped item. You can only have one type of armor and one type of weapon equipped at any given time. The weapon you equip shows up in the onscreen statistics below WEAPON. When a piece of armor is properly equipped, your armor class reflects the change.

Skills

The third screen shows this character's skills and skill levels. The skills you possess weigh heavily in your success. Each character should have a slightly different repertoire, so the whole party benefits from a greater variety of skills. One character could specialize in gambling, lockpicking, and forgery, while another could excel in demolition, brawling, and climbing.

Medical skills are something that more than one character should possess. All the skills in the world don't amount to anything if a character's flat on

his back, too weak to use them. The more characters who possess medical savvy, the safer the party is.

Since you must have a minimum IQ to be able to learn certain skills, the higher your IQ, the more skills you get to choose from. You simply can't learn the more technical skills if you're not smart enough.

LVL: The level of your skill. The higher this is, the better you arel. You can invest skill points in any skill as many times as you like; each time you invest in a skill, the skill level goes up. Skills also improve as you use them. Since the cost of each successive skill level rises dramatically, improving a skill by using it is a cheap, effective method of gaining skill levels.

NOTE: When creating a character or when visiting a library, you'll see the total available skill points at the top of the screen. (Your skill point value is the same as your initial IQ value.) To select a skill, enter its number. If you make an error, you can start your selecting over again by pressing **<CONTROL>-R**. Press **<ESC>** to exit this character profile entirely.

IQ: The minimum IQ you must have to use this skill.

PTS: How many skill points it will cost to acquire this skill. Initially, you can select a skill more than once; in fact, this is how you become more adept (or advance in levels) at this skill. Once you select a skill, the point cost doubles as each successive skill level becomes more costly.

Don't be stingy with your skill points when you're creating your characters. You'll have the chance to acquire more skill points as you move up in the ranks (see "Getting Promoted" for details on how you can accumulate skill points). You can save a few, if you'd like, since there are several

special places outside of the Ranger Center where you can learn more skills. But keep in mind that picking skills at the Ranger Center is a one-shot deal; once you leave, you can't come back to pick more.

Below are descriptions of the skills grouped according to their minimum IQ requirement. After each skill name is a number in parentheses; this is the number of skill points needed to buy the first level for that skill. Each successive level doubles in cost.

IQ 3

Brawling (1): Any fighter who can wander through a full-fledged bar fight without getting much more than a scratch is either very lucky or highly skilled in brawling. The higher your skill in brawling, the more attacks you get per round in hand-to-hand combat.

Climb (1): Gives you the ability to climb over fences, up sheer cliff faces, and out of pits.

Clip Pistol (1): A must-have skill since your initial weapon issue will be either the M1911A1 .45 caliber or a VP91Z 9mm automatic clip pistol. Without this skill, you won't be very accurate with the weapon or have much luck fixing it if it breaks.

Knife Fighting (1): When fighting with knives, this gives an advantage to a skilled fighter over an unskilled one.

Pugilism (1): One of the oldest forms of fighting, it teaches you how to dish out punches as well as avoid them. Handy for those close-up battles where the fists start flying.

Rifle (1): A good basic skill to have since many of the weapons sold by raiders are serviceable M19 rifles. You'll rue the day you didn't pick up this skill as you look helplessly at the rifle you can't shoot accurately.

Swim (1): The desert sands don't blanket the entire earth. This will come in handy in those spots where you have to swim.

IQ 6

Knife Throwing (1): A tricky skill that comes in handy when fighting gets heavy. You use up all your ammo and resort to throwing knives.

Perception (1): Helps the character find concealed items and notice when things are out of the ordinary. No one should be without it.

IQ 9

Assault Rifle (1): If you're using an AK-97 or M1989A1 assault rifle, this skill helps you fire, load, and unjam it quickly. A skill that ranks up there in importance with walking and breathing.

AT Weapon (1): Helps you recognize and use anti-tank weapons like LAW rockets. A handy skill to have should you encounter something far tougher than your Ranger instructors ever told you about.

SMG (1): Lets a character control basic submachine guns like the Uzi or Mac 17. May make a big difference when you're outnumbered three to one by bandits who've decided that they want the gold from your teeth.

IQ 10

Acrobat (1): This skill for the agile can get you out of a tough situation — like leaping off of bar counters while you're surrounded by a hostile crowd.

Gamble (1): The skill that built Vegas, you'll do well in all games of chance, and you'll also be able to spot a crooked game from a mile away.

Picklock (1): This can get you into places where you want to go, but where others don't want you to go.

Silent Movement (1): This helps you move unnoticed past a guard post, making it tough for enemies to catch up with you.

IQ 11
Confidence (1): For an already charismatic person, good confidence can enable one to talk a miser out of his fortune. It's particularly useful for getting information from people who are suspicious of you.

IQ 12
Sleight of Hand (1): A thieving skill that lets you perform sleight-of-hand tricks — perfect when you need to amaze those you meet.

IQ 13
Demolition (1): Teaches you how much of an explosive substance you can use without blowing yourself up.

Forgery (1): Helps you recognize or create a forged document. Someday you may just need to whip up a security pass to get by some vigilant guards.

IQ 14
Alarm Disarm (1): Trains you to recognize and disable alarms. If you want to get into a place without getting caught, this is a good skill to have.

Bureaucracy (1): Even though most of civilization ended with the bomb, an inordinate number of petty bureaucrats managed to survive. This helps you deal with them so you can get what you want.

IQ 15
Bomb Disarm (2): Allows you to defuse most explosive devices.

Medic (2): A vital skill that lets a character stabilize a badly-wounded comrade so he or she has a chance to recover.

Safecrack (2): An experienced practitioner of this art can open safes sealed even before the holocaust.

IQ 16
Cryptology (2): Gives you the talent to encode and decode messages. Useful in helping you determine what a password might be.

IQ 17
Metallurgy (2): Increases your ability to spot, identify, and work with some basic metals.

To reorder your skills, view them and press <CONTROL>-R. Enter the number of the skill that you want at the top of the list, the skill that you want second, and so on until you've selected all the skills. The new list won't appear until you've selected all the skills.

ONSCREEN STATISTICS

In addition to the information that you can call up by entering the character's number, the following character statistics are always displayed on the party roster:

Armor class (AC): The level of protection a character has against weapons, physical attack, and other forms of damage. The higher the armor class, the better.

Ammunition (AMM): The amount of ammunition you have left in your equipped weapon. When it's down to zero, it's time to reload. Reloading takes a full combat round, so establish a healthy habit of reloading after each battle.

Maximum Constitution (MAX): The maximum "health" points that your character can have (see "Constitution" below for more details). This is the same as MAXCON. If this number is highlighted, then your character has picked up a life-threatening illness, like radiation poisoning. This illness won't go away with the passing of time, so get this character medical help as soon as you can.

Constitution (CON): This shows the character's current condition. Compare this value to MAX to determine your character's relative health. The closer this value is to MAX, the closer your character is to full strength. When CON drops below 1, the character becomes UNConscious. If the character's condition becomes SERious, consitution continues to drop and the character will die unless he gets medical assistance soon.

Weapon: This shows the weapon that your character is currently armed with. FIST means the character is unarmed.

GETTING PROMOTED

You're awarded experience points each time you accomplish a difficult task or win a difficult battle. When you think you've accumulated enough experience points to warrant a promotion, you should radio back to

Ranger Center to have your instructors review your accomplishments. Since it doesn't cost you anything to radio in, you can do it as often as you like. If you've progressed enough (and only your instructors know when this is), you're given a field promotion.

As a promotion reward, two points are automatically added to your maximum constitution (MAX, MAXCON). You're also awarded an additional two points that you can add to any attribute you choose. Put both points on the same attribute or put one point on two separate attributes. If you'd like, add them to maximum constitution to boost that value even higher.

If you wish to use these two points to acquire a new skill, you *must* apply them to IQ. Remember, IQ points translate into skill points. If you don't increase your skill points via IQ points, you won't be able to add new skills.

RECRUITING ALLIES

Wasteland is populated with people who have, like you, survived the nuclear holocaust. From time to time you'll run into non-player characters (NPCs) whom you can hire. You may wish to enlist their services to add skill, strength, or intelligence to your party. Refer to the Encounter command below on how to hire an NPC.

NPCs are not robots who obey your every command. They don't always do as told in combat. They don't always trade something when you ask them to. While you may not like their autonomy, and think that they're more trouble than they're worth, remember that they may be able to get you things that you can't get for yourself or get you into places where you can't normally go.

To dismiss an NPC, use the Disband command.

COMMANDS

During normal play, a menu of commands are listed across the bottom of the screen:

Use: This lets a character use an Item, Skill, or Attribute to accomplish a task. Enter a character number and select an Item, Skill or Attribute. Then, enter a direction in which the character will use the Item, Skill, or Attribute (press the spacebar if you want to use something right where you're standing). Certain skills offer additional prompts. For example, when you use a medical skill, you will be asked which character you want to heal.

After you use something, you may get the message "That doesn't seem to work." This suggests that this particular item or method doesn't work, but that another might. Also, if you use a skill or attribute and it doesn't seem to work — but you're really sure it should — keep trying. Sometimes persistence pays off.

Enc: Encounter calls up the same commands that are available to the party during combat. You may want to use Encounter to attract someone's attention, so you can get information or try to hire them.

You can also use this command as a short cut to perform certain actions on several characters. For instance, you could have a couple characters reload, while another uses an item. In this case, using Encounter would be faster than calling up each character individually.

Order: This changes the marching order of your party. There are times when you'll want to change the order to maximize your party's talents.

For instance, if you're travelling through a dangerous area, a character with high perception or silent movement would make an excellent point man. In another situation, a character carrying an item that could forestall an attack should be in the lead.

NOTE: When you select Order, you're shown the current marching order. Select the number of the character you want in front, then second, then third, and so on until the whole party has been reordered. Being placed in the back of the ranks does not shield a character from combat.

Disband: Disband lets you break your party into separate, smaller parties (up to four). This enables each party to travel independently of the other parties. The parties can be spread apart as far as you'd like. Disband also offers many tactical advantages in combat.

Disband has a number of important uses. If you have dead party members, use disband to bury them. You could also use disband when you're under attack; one person could split off to distract the attackers. Some places can only be passed through by one character at a time, so each person will have to split off into their own party.

CAUTION: Before you can disband NPCs, you're asked if you want them *permanently* dismissed. If you answer "yes," then they are gone *forever* — you'll never, ever see them again. If you want them disbanded — and not dismissed — answer "no."

When you select Disband, enter the numbers for those characters who wish to split off from the main party, and press <RETURN>. Next, indicate the direction that the disbanded party will move. Use View to shift control between parties.

To reunite separate parties into a single band, move them onto the same spot and they will automatically regroup.

View: View lets you shift control between parties. If you have more than two parties, and you're not in control of the party you want, keep entering **V** until you reach the right one. If the party is on another map, you're asked to confirm if you want to shift to them. Since shifting to another map requires the computer to save the current map and you to swap disks, you're given a chance to change your mind.

Save: Saves the game. Before it's saved, you must confirm your choice. You're prompted to insert one or more disk sides. *Be sure to insert all the disks requested or you'll lose valuable data!*

Use this command anytime you find something you don't want to lose. Even before the great nuclear war, computers were known to shut down at inopportune moments. See the Command Summary Card for more important details on the Save command.

Radio: Contacts your instructors at Ranger Center so they can evaluate your performance. If you've done well, you're given a field promotion. When you select Radio, you're asked to confirm your choice. If you choose to continue, all your characters are evaluated at the same time and are apprised of any changes in rank. Because a Ranger once slept through his promotion, the instructors now require that all characters be conscious for this procedure; consequently, any injured, unconscious Rangers will be passed over. Promoted characters get a chance to modify attributes at this point (see "Getting Promoted" for more details).

COMBAT

Often, when somebody or something comes into your range, you will enter the Encounter mode. An encounter is frequently the precursor to a fight. Your party roster and a text window will appear. The text window will contain a short description of the encounter; press **<RETURN>** when you're done reading it. (If you want to temporarily remove the party roster and text window to see where the encounter is located, press the spacebar. To return to the party roster and text window, press any key.)

Your options during an encounter are:

Run: This lets the entire party or a single character run towards or away from an encounter. Enter the direction that you want the party or character to move. If a single character successfully runs away, then he's disbanded from the party. (This is impossible if there are four separate parties already).

Use: This lets a character use an Item, Skill or Attribute to accomplish a task. Depending on which you choose, a list will appear. You're then asked to enter a direction in which the Item, Skill, or Attribute will be executed.

Hire: Not everybody you meet has turned hostile under the hot desert sun. Some are quite pleasant, and may even offer you valuable services. If you meet an NPC that you would like to try to hire, enter the number of the desired recruit.

Evade: This makes you much harder to hit in combat. Use this command when your comrades initiate a firefight, and you don't have a missile weapon, or when you're injured and wish to minimize the risk of further physical abuse.

Attack: In the battle-ridden wastelands, this is a command you'll often use. When you select it, you're given a choice of targets. If your weapon is an automatic weapon capable of selective fire, you're asked if you want to fire Single, Burst or Autofire. If the encounter is at an extended range, and you have no missile weapons, you're told that there are no attackers within your range. If there's only one group of attackers, they're targeted automatically.

Weapon: Lets you ready a new weapon, which is useful when your gun jams in the heat of the battle and you don't want to fix it. Or, once you assess the current battle situation, you may want to use a weapon that's more effective.

Load/unjam: Loads or unjams a weapon. This command takes a full combat round, so it's a good idea to keep your weapon loaded at all times, otherwise you'll have to reload in the first round of a firefight. (You can load or unjam at any time by selecting **Enc** from the Main Menu, or by choosing the weapon or appropriate ammo.) When a weapon jams, you lose the ammo that was in the weapon at the time. Unjamming a weapon during combat automatically reloads it.

Press **<ESC>** if you wish to return to a previous character's options. Once you've made all your combat selections you're asked if you want to execute the commands you chose. Press **N** to abandon your choices and start the procedure over again. Press **Y** if you're satisfied. You'll then see a rundown on the effects of the encounter in the text window. Use **<CONTROL>-K** or the up arrow to speed up text scrolling. Use **<CONTROL>-J** or the down arrow to slow down text scrolling.

Since parties can disband and move to different maps, there will be times when one party is locked in combat while another party is on an entirely

different map. In these instances, the game asks if you want the other parties to enter into an encounter. If you answer "yes," you'll get one combat round for each disbanded party. This is a slow and time consuming process, so you should only run combats on multiple maps in emergencies. If you decline the invitation to have combat on multiple maps, the party you are currently viewing will execute their combat round before you can view the other parties.

Hand-to-Hand Combat

Because the Rangers are trained soldiers, they have an advantage over the citizens in hand-to-hand combat. In general, hand-to-hand combat is not as deadly as a firefight, but you can still easily die from a good throttling or from a dead-on punch. Hand-to-hand combat can only take place at a distance of 14 feet or less.

Missile Weapon Combat

Missile weapon combat is combat that takes place with weapons capable of ranged fire. From guns to grenades, there are numerous missile weapons at your disposal. Area-effect weapons, like TNT, plastic explosives, and grenades, are auto-loading, which means that each time you use one, you automatically get another until your supply runs out, so you won't be unarmed in the middle of a fight. Anti-tank weapons such as LAW rockets must be re-equipped after firing. Automatic weapons — assault rifles and submachine guns — can shoot Single, Burst, or Autofire. All guns are clip fed and come in .45, 9mm, or 7.62mm calibers. Always carry the proper ammo unless you want to pistol-whip your enemies.

Keep in mind that all missile combat is simultaneous. Sure, it's exciting when you burn a clip of AK-97 ammo into an onrushing horde of mutant bikers, but your excitement may diminish somewhat when you find that the mutants are returning fire with equal fervor. You shoot, they shoot.

Selective Fire

Single, Burst and Autofire have different effects. Single uses one bullet per round, which is great if you're low on ammo, but not so great if you need to hit your target with the first shot. Burst consumes three bullets per round and gives the shooter a slight advantage in hitting and killing his target. Autofire uses up all the bullets in the clip, which greatly increases the chance of hitting a particular target and others in close proximity. A good choice if you really need to kill somebody, but not so good if you're looking at your last clip.

Explosives

If you want to do a great deal of damage over a wide area, go with explosives. You get more impact per target area, which can be a lifesaver when being eyed hungrily by a pack of nuke pooches. Remember, ammo doesn't rain from the heavens. Running your gun on full auto all the time may kill the bad guys in a hurry, but you're likely to run out of ammo just as the last nuke pooch lunges for your throat.

WEAPONS LIST

Missile weapons come in three range categories: short, medium, and long. You'll find that using a clip pistol to hit a target 80 feet away is not too effective. Be sure to choose the appropriate weapon for the appropriate distance. Here are some of the more common weapons and their characteristics:

Long Range Weapons

AK-97 Assault Rifle: Created in the image of the legendary AK-47, the AK-97 is the latest in the assault rifle line. It was created for the Comintern Combine nations of Europe and Africa, but saw large distribution throughout the world before the war. It is chambered for 7.62mm ammo and fires from a 30-bullet clip. This highly-respected weapon is fairly commonplace.

M1989A1 NATO Assault Rifle: The M1989A1 is big brother to the original M16A1. It was rechambered to accept the same 7.62mm ammo that the AK series of rifles uses so troops could use captured Soviet ammo. Although assault rifle users greatly preferred the American ammo for its damage capabilities, the military implemented this change in anticipation of front-line ammo shortages. With this arrangement, a soldier could kill an enemy and replenish his supply at the same time.

M19 Rifle: The M19 rifle is a single-shot weapon firing an 8-shot clip of 7.62mm ammo. When rumors of a Soviet invasion of the U.S. spread through the states, survivalists demanded a weapon that could use Soviet ammo (necessary, said the survivalists, if Americans were to be able to use captured ammo). The invasion never took place, but the M19 remains a high-profile weapon. Although it can't fire more than one bullet at a time, it does have greater range than pistols.

M17 Carbine: The M17 Carbine is a lighter, short-barreled version of the M19 rifle. Its 10-shot clip of 7.62mm ammo gives it a faster fire rate than its big brother, but the barrel length makes it slightly less accurate at maximum range.

LAW Rocket: The LAW rocket is a small, armor-piercing explosive rocket contained in a disposable firing tube. It was first developed to destroy tanks. The mass of the tip (made from depleted uranium) enables the rocket to blast through the armor so the explosive shell can burst, once inside. Some knowledge or skill in anti-tank weaponry is useful when employing rockets.

Medium Range Weapons

MAC 17 SMG: The Mac 17 is the sturdiest of the compact submachine guns developed in the early 1990s. It shoots .45 caliber slugs from a 30-shot clip and is known for its man-stopping capabilities. This small weapon is well-suited for close-up firefights.

UZI 27 SMG: The Uzi comes from the highly-skilled gunsmiths of Trans-Palestine. Its magazine holds 40 9mm bullets and is capable of burning a full clip in five seconds. This weapon was built specifically for fighting terrorists and has proven very effective on mutant bikers or religious fanatics.

Short Range Weapons

1911A1 .45 Pistol: The 1911A1 was the standard sidearm of the previous two world wars. The .45 slug, held in an 8-shot clip, was first developed to stop Moro rebels in the Phillipines. In its current role, it has no trouble slowing down desert raiders or the occasional mutant cactus. Many Desert Rangers find this a perfect weapon to take with them when they first head into the wastelands.

VP91Z 9mm Pistol: As well liked as the .45 pistol by Desert Rangers, the VP91Z is a variation on the West German design, featuring an 18-shot clip. A reliable weapon, it's widely available due to its popularity among survivalists. While the 9mm bullet is not as powerful as the .45, the 18-shot capacity of this weapon reduces the need to reload, making it ideal for extended firefights.

Grenades: Grenades are small, hand-tossed explosive devices useful for inflicting damage on an entire group of foes at one time. Grenades have a wide area of effect, so be sure your character has a good throwing arm!

INJURIES AND DEATH

Death is permanent. If your characters get seriously injured, get them medical attention quickly or kiss them goodbye.

If a character is lightly wounded, they've taken a few hits, but are still awake and functional. A few points have been knocked off his constitution.

Characters become unconscious when their constitution dips below 1. While unconscious, they are unable to move. Over time, an unconscious character will regain consciousness and heal to full health. An alternative to waiting is to find a hospital and pay for a quick heal.

Seriously-wounded characters are in a whole different class of medical trouble. Like unconscious characters, they can do nothing, but unlike unconscious characters, they don't heal with time — they worsen. Without medical help, seriously-wounded characters deteriorate to critical, to mortal, to comatose, and then to dead. Another character with medical skills may be able to stabilize the wounded character enough so he can improve to the unconsciousness category. If this happens, the character will recover with time.

Remember that time waits for no one. Disbanding one character and sending him off across the desert to find a doctor will not freeze time for a seriously-wounded character. When that character finally returns with a doctor, they may be back in time to bury the body. (This is why your party should contain somebody — preferably two — with medical skills.) Should the worst happen, you can bury a dead character by using the Disband command.

TIME AND DISTANCE

The maps in *Wasteland* vary in scale. The large desert map contains the various city maps, which, in turn, contain building maps or whole underground levels of sewers and hideouts. In combat, distances may seem a bit off for the map you're on, but these are tactical distances and are valid in combat only.

Because of the difference in scale of the maps, time passes differently on them. Though a single keystroke on the computer will move you one space north in both the desert and in a building, the amount of time that each move takes is different.

If you want time to pass without moving, press <ESC>.

SPECIAL PLACES

You begin your adventure in the desert along the California-Arizona border. The area you'll cover extends from the Ranger Center in the south up to the Grand Canyon in the north. The towns of Quartz, Needles and Las Vegas are three places you'll surely want to visit.

Little Old Quartz

Quartz is a small town that suffered extensive damage from the nuclear attacks, yet managed to survive. Although located far from the large military targets, this tiny community was affected by earthquakes and low-level nuclear fallout. But in its feisty, small town way, Quartz quickly resumed normal life. About the only trouble Quartz has these days is with bandits.

Xenophobic Needles

Needles is bigger than Quartz. Aside from the flood that resulted when Hoover Dam was hit, life has not changed much in Needles. Needles is big enough to defend itself from roving bandits. However, it has become home to a couple of odd cults. The folks in Needles don't really like strangers that much, but they've welcomed Desert Rangers in the past and are always willing to trade goods with them.

Lovely Vegas

Vegas is the city of Las Vegas. No one is quite sure how the Soviet missiles managed to miss the city, but most folks figure it was because the "house" was betting against a missile landing — and no one wins against the house. There was an international rumor about some Russian general's markers being torn up after the attack, but that has yet to be confirmed.

Undaunted by its brush with perdition, Vegas is still open for business and does very well for itself. The city is large enough to avoid conquest, and many elements of the desert rabble have even found gainful employment as enforcers or casino employees. Despite the relative success of the city, however, there are dark rumors about horrors descending from the north to taking up residence in the city sewers. All may not be extremely well in the Jewel of the Desert.

Deadly Deserts

The desert is just as formidable as it was before the holocaust. In addition to the lack of water and the fierce heat, there are reports of radiation zones that have melted the flesh off of unwary travellers. Along with the irradiated human element — left-over biker gangs, rabid survivalists, crazed religious zealots — all sorts of mutant animals make their home in the desert. Some say that travelling in the desert nowadays without an experienced guide is plain suicidal.

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WASTELAND™

PARAGRAPHS



While you're playing Wasteland, you'll be referring to paragraphs in this book. We know that as a Desert Ranger who enjoys the best of challenges, you wouldn't randomly read these paragraphs in search of clues. But intense radiation, coupled with the blazing sun, can impair your good judgement, rendering you totally unable to resist. Fight your best fight here — try not to read a paragraph until you're instructed to. You'll get a lot more out of Wasteland this way. Once you successfully complete Wasteland, you can then kick back in your best lounge chair under a shady cactus and read the rest of the fictional vignettes.

1 You creep up to the window and, in the soft, muted lights, you see a tall woman with long, blond hair. She sits before a mirror and brushes her hair, then stands and walks over to the sunken tub off to her left. She kneels and her blue, silken robe drops to the floor. She turns the water on and steam slowly fills the air.

You watch in fascination as she reaches down into the tub, whirls, and points an Uzi in your direction. "Stop reading paragraphs you're not supposed to read, creeps." She sighs deeply. "Next time I'm going to demand they put me in a Bard's Tale game, this Wasteland duty is dangerous."

2 You have come upon the rail-nomads' camp. Ornery looking longhorn cattle wander among dusty tents, from which sullen faces peer. In the background, a ramshackle collection of railroad cars, patched with wood, hide, and an odd piece of corrugated aluminum, sits on a rail siding. Two of the cars, the locomotive at the front and the caboose at the rear, appear to be in better condition than the others. As you approach, a strained silence falls over the camp and you grow uncomfortable under the collective gaze of the assembled nomads. Finally, one of the nomads steps forward. "Welcome, Rangers. I am the Brakeman of this train. I would be honored if you would visit with me in the caboose before leaving our camp. In the meantime, please accept our hospitality." The Brakeman turns and strides back into the camp.

3 The Hobo nods to you, and then drains the bottle of Snake Squeezins. "Twins born by the same hands," he intones solemnly, "are twins no more. Wake the sleeper to cure the sick."

4 "We have four clans here: the Chattanoogas, the Amtraks, the Conrails and the Hiders. You may acquire provisions for your party at our trading car or amuse yourselves in the casino car. You may, of course, avail yourselves of the services of our Hobo oracle. If you dare, you can try to reason with the Hiders, though finding them is difficult. I am told that you have already met our Brakeman." At the mention of the Brakeman, a brief scowl crosses the Engineer's face, but his smile quickly returns and he adds, "We feel safer with Rangers here, so stay as long as you like!"

5 You study the torn piece of paper in your hand. Originally written in red ink, the text has turned into large fuzzy blotches of pink. Though mostly unreadable, you make out the word MORTAL followed by HIDEOUT: TYRANNOSAURUS, but TYRANNOSAURUS has been scratched out and AZRAEL has been written under it.

6 The diary talks about the last days during which the satellite facility was operating. "Las Vegas is still intact. Needles wasn't damaged by bombs, but some flooding occurred when the river level rose. Quartz suffered a lot of damage." In hurried script, the last diary entry reads, "We're abandoning the satellite installation so we can join the farmers out at the Ag Station. We've deactivated the alarms and electronic countermeasures that protect this place."

7 Once the introductions have been made, the Big Boss pulls out a box of cigars and passes them around, explaining that it is his special blend, grown somewhere further north. When everyone is comfortable, and the bodyguards have taken up unobtrusive positions behind you, he begins to talk.

"You must be the Rangers sent to help."

"What do you mean?" you cautiously ask.

"One of my men is missing. We don't think he's dead, because he's too valuable to kill. We think some other group in town has grabbed him. If we don't get him back, the whole town will probably be overrun by these damn death machines that have started to appear, because he's the only one in town with the scientific know-how to fight them. He's the one who thought of the landmines, and they've destroyed more robots than anything else in town."

Brygo reaches into his desk and brings out a drawing of a rather ordinary looking man. "This is Max," he explains. "He came to us about a year ago from the Wasteland to the east. He was the greatest hand-to-hand fighter we'd ever seen and he also seemed to know a lot about the science from before the War. He didn't remember where he came from — at least, that's what he told us. I quickly made him my right hand man."

"When we began to hear rumors of death machines coming out of the west, and especially when the first of them reached the Vegas borders several weeks ago, Max grew frantic. He began to talk crazy, about how all life was in peril, and how only he could save us. He said he needed special equipment, and that someone near Vegas should have it. I should have put a guard on him then, but instead, I decided to send Ace out to look for help. One night Max disappeared. We've been looking for him ever since without success. Now I've lost my best man, and things are getting worse. Newer and stronger robotic death machines are appearing all the time. If we don't find Max soon, even a fortress like this may not be able to hold out against the death machines. Go see Charmaine in the Mushroom Church. Tell her I sent you and she may be able to help."

You nod your head. "Yeah. We've tangled with some of these death machines before, and we gotta stop whoever's making them. Any clues?"

"There are two other power groups here in Vegas that we know of. Fat Freddy runs the criminal element. He'd like to take over my position. There's also the Servants of the Mushroom Cloud — religious fanatics who won't be happy until every person in Vegas has been converted to their own poisonous religion. There may be others. Vegas is a big town. But those are the ones we suspect most. I need you to go find Max. What do you say? Will you do it?"

The Desert Rangers huddle for a few minutes. You decide that taking on this mission could be quite an adventure and decide to go for it. Besides, your curiousity has been aroused. You are sure that Max knows a lot more than he has told Brygo. If you want explanations, he's the man you'll need to see.

"All right," you tell the Boss, "we'll find him if he's findable. In the meantime, you try to hold out here."

The Big Boss stands up, shakes your hands, and wishes you all luck. Then he shows you the way out.

8 Fat Freddy has long-since forgotten the concept of personal hygiene. His dirty black hair clings to his face like dead ebony vines. A thin, scraggly beard barely conceals deep red pock marks. Effluvium that scrapes your nasal passages raw seeps from every one of the fat man's pores.

"I am so glad to meet you. I've always admired the Rangers and I consider you the only people I can trust with some secret information." The fat man's yellow eyes slip side to side in his obese face. "Faran Brygo is trying to get $100,000,000 in diamonds to York Isle on the east coast of the continent, and he needs someone like you to make the journey. If he succeeds, he will destroy the economy of the world and we will all be thralls in his new empire."

Freddie produces a handkerchief and wipes the sweat from his brow. "I will let you keep the diamonds if you can stop his mad plan. Find him, kill him, and you will save the world."

9 The battered pewter ID bracelet on Dewey's wrist has had several legends engraved and scratched out, but one remains clear. It reads "27," and, judging from the lack of corrosion on the number, it was recently inscribed.

10 "Everyone is worried about Mayor Pedros but others are held hostage too. Felicia Pedros, his wife, is our friend. We think she has been moved to the outlaw hideout. We hope you will try to rescue her. And remember what Ellen said when you go to the Stagecoach Inn." They smile and leave.

11 "Yeah, some of the guys working in the base took sick. Mad Dog Fargo and Metal Maniac are still in the back rooms, sicker than dogs."

12 A man sits up in his cell and stretches. "Rangers — great. I should have known. I need you guys here like I need a hole in the head." He stares at you for a second, then sighs. "Look, I guess I could use your help. I need some capable fighters in Las Vegas to help me with a shipment back east. Are you guys up for it?"

13 The book you find is a slim volume written in a light, delicate hand. The work is titled, "Love Slave in Santa Fe." It reads:

I recall the first time the invader chieftain called my name. "Diana," he said softly, "are you not yet finished chewing the leather to make soft moccasins for me? A man has needs."

I hung my head in shame. "Forgive me, beloved Red Hawk, but I am the lowest of your 30 wives. How can you even think of me when you have so many women more beautiful than me?"

Red Hawk smiled. "Yes, I have 30 wives, each more beautiful than the last, and each of them is insatiable. If I could find other men to help me take care of my wives, I would, but no one except for the bravest warriors of Wasteland could satisfy them. You, my newest wife, are the only comfort I have in my life..."

The account ends abruptly here, the last few pages of the book torn out by a previous reader.

14 The Director, a handsome, slender man, waves you to chairs that face his desk. Beyond his desk you see a window into an alien landscape. Through the window you see a red world with strangely-shaped plants. You see animals slinking through the shadows and crawling across massive rock outcroppings. You shudder. It just doesn't feel right.

The Director, Irwin John Finster, notices your stare and smiles like a snake oil salesman. "I see you've noticed my pet project. This is how the world will be when all men are gone. It will once again return to the pristine paradise it was before man rose up and destroyed it."

He turns away from the window and smiles at you. "By the very fact that you are here, I know you have recovered certain items of a technical nature. Whatever prompted you to violate this base's security, I do not know, but I am willing to forgive it." He sits, leans back and steeples his fingers. "Because of the delicate nature of our work here — all very hush-hush, you know — I must ask you to leave."

Suddenly he leans forward and scowls. "If you do not want to go, well, we are not without means to deal with even the likes of dreaded Desert Rangers."

15 Max reaches up and gives his head a bit of a twist. You hear a click and the android smiles. "I came down here to negotiate a peace with the cyborgs and what do they do? They rip me up and start using me for spare parts. Ingrates!"

He stretches and stands. "I have to get back up to Vegas and help prepare for the next assault, but I've got a mission of great importance for you. Head northeast from here and, across the bridge, you'll find a hidden base. It is a journey you must succeed at. There, you will find lost technology and information that you can use to stop Cochise before it's too late."

A secret passage slides open in the room's south wall. At the same time, a blast-proof security door slides down in front of the entrance to the room. It short circuits, preventing exit. "Go through the secret passage to get out of here. One

thing," Max adds, "It is possible you'll need to recover some equipment from Project Darwin before you can complete the rebuilding of the sleeper base. Be careful, though, and rebuild as much of the base as you can before you venture off to Darwin. I don't like the things I've heard about it at all."

16 The old man stands in the shadow of the satellite dish and sighs loudly. "Rangers, thank the gods you have come here." He thrusts a bony finger at the red planet hanging low over the horizon. "The Space Pirates from Phobos come daily to steal our food. They carry it off to their goddess, a harsh, cruel woman who has no appreciation for artwork and will tolerate no illumination or visual symbols in her edicts to subjects. You must find the rocket ship and travel to that malevolent star. Trail the death bunny to its lair and you will save the earth from this horrid invasion."

17 "We have three clans here: the Atchisons, the Topekas, and the Sante Fes. You may acquire provisions for your party at our trading car or amuse yourselves in the casino car. You may, of course, avail yourselves of the services of our Hobo oracle. I am told that you have already met our Brakeman." At the mention of the Brakeman a brief scowl crosses the Engineer's face, but his smile quickly returns and he adds, "We feel safer with Rangers here, so stay as long as you like!"

18 "Faran must have sent you to look for Max. Last I knew he was headed for the sewers. He built a special key to get down there. It's called a Sonic Key. Max made a few of them and told me that he was hiding one somewhere in the old golf course. Didn't tell me where, though. Didn't do him any good, either. The Newmen grabbed him before he could do anything. If you return to me the Bloodstaff from the Mushroom Church in Needles, I can show you the way. Tell the bishop BUZZARD."

19 The screen flashes to life with Capt. Phil Thomas's personnel file. Aside from test scores and other nonsense you read, "Capt. Thomas's performance in the village strafing runs was admirable. The AH-6503 attack helicopter performed at the height of technical specs and destroyed two small Mexican villages before having to return to base and reload. The AH-6503 is the ultimate weapon."

20 The Premacorin Mural is a work of art which you have only heard rumors about. It records all human history in one vast display of gaudy colors. At the beginning of the display you see the image of Charles Darwin walking arm-in-arm with an ape in a wedding dress. Next to that you see a youthful Egyptian pharaoh in mummy wrappings and a gold mask dancing on the stage of a place called (according to the neon lights behind him) Radio City Museum of Unnatural History. Proceeding along, you see a masked man brandishing silver six-shooters on the back of a silver Tyrannosaurus, hot on the trail of a mustachioed man wearing a swastika. A fat man in a red uniform with white trim flies through the sky in a sleigh pulled by eight F-19 Stealth bombers. He has bags full of guns, ammo and bombs, which he is freely dropping down to King Arthur and his knights so they can battle Genghis Khan and the Yellow Peril. Yet further on, a man in a green and gold uniform (with the number 12 emblazoned on it and a G on the helmet) has just thrown a missile to a man vanishing in the white glow of an atomic mushroom cloud. Finally, at the far end of the wall, you see the ape in its tattered wedding dress, squatting and studying the fire-blackened helmet.

21 Fat Freddy is a genetic nightmare — a squamous mass of slimy flesh shuddering and twitching before you like some animated blob of flesh-colored jello. He smells like a swamp, a foul, choking miasma of rotting mastodonian flesh left to putrefy. His presence is overwhelming — perhaps he has some mutant ability to control men's minds. While in his presence, you have to sternly control an urge to salute or kneel. There is no doubt that he is a leader of men.

When he speaks, his voice sounds like bubbles of carbon dioxide burbling up out of a morass. It is difficult to understand him, but after the first few phrases of introduction, you begin to get the hang of it. Fat Freddy is a man driven by ambition, and he has an offer to make.

"Brygo thinks he controls Vegas," burbles Freddy, "but he isn't half the man I am. Haw! Haw! Haw! This should be my town, and it will be. I've had your men watched since you got to Vegas. They tell me you are the best fighters ever seen in these parts. Well, then, it shouldn't be too tough for you to do me a favor. Kill Faran Brygo, and bring me the onyx ring he always wears. When you do that I'll give you $25,000 and anything else you want in this town."

You tell him that you need a few minutes to think things over, and go into a corner to confer among yourselves. You have a very strong feeling that Freddy doesn't want to hear any negatives out of you.

22 If you read any further, Wasteland Thought Police will appear at your door within three hours to conduct you to a cell in Needles where your fingernails will be systematically removed. You have not been instructed to read this paragraph anywhere, hence so dire a punishment.

23 "Things have been rather nasty in Quartz," you are told. "One of the larger desert bands, led by a guy called Ugly, has taken an intense interest in, ah, civic affairs. Normally a town of our size could drive them off because the bandits don't try all that hard when attacking, but this time they hit us with a vengeance. It's almost like they don't want to remain in the desert."

24 The bartender smiles at you. "Which one," he asks, "Hotspur or Falstaff?"

25 Charmaine takes the Bloodstaff and smiles. She begins to twirl it and you hear the acolytes hidden in the shadows behind her begin to hum "On Wisconsin" as she marches back and forth. "Now we'll win the big game. If you help Faran Brygo get his diamonds to Yorktown back east, we'll be able to place some big bets there on the next World Series. We have a four-armed pitcher who's guaranteed to win for us." Charmaine smiles and points back the way you came. You must travel back to Cooperstown and get us the blessed Bat of the Sultan of Swat. Then you will be ready for the trip with Faran."

26 Ugly's smile makes you uneasy, as uneasy as staring down the bore of his weapon. "It's really very simple," he laughs. "The bomb's disarm code is 11-27-57-04-30."

27 You unsnap the ID bracelet from Louie's limp wrist and run your thumb over the worn silver surface. The number "99" is etched into its tarnished face.

28 As you board the locomotive you are met by a short, but solid looking fellow. He is dressed in garishly striped overalls and wears a rather battered and much patched engineer's cap. "Greetings, I am the Engineer of this train." The Engineer makes a sweeping gesture that encompasses the entire camp. "I hope your stay with us will be a pleasant one."

29 Going back to his work, Sam says, "I suppose you wanna know about the Bloodstaff." He wipes his hands on a greasy rag and sighs. "Don't mind telling you the murders have lots of folks worried. People just up and vanish. Then, when we find them again, they've been drained of blood — every drop." He squints at you and his voice drops to a tense whisper. "I seen one of the bodies and it had a cut in the neck, just like a scar my grandmother had on her neck. She said once, when she was little, a priest used the Bloodstaff on her after she got snakebit. I think the Bloodstaff is involved, and that means trouble."

30 The Junk Master speaks and tells you how to find Base Cochise, home of the Deadly Robots. He sniffs and takes a pull on a small bottle of Snake Squeezins. "Out in the middle of nowhere, that's where it is. Way up in the northwest. We've tried to scavenge things out there, but the robots are deadly, so we backed off." He looks at you rather strangely. "If you want to venture out into those mountains up there, fine, but don't expect any of our people to go with you. We got more sense than you Rangers."

31 The Guardians, as you have heard, are very friendly people who are great admirers of the Rangers. They have planted fluorescent orange flags to mark the outer edges of their mine fields. You've been told by a Guardian that the only safe passage is to walk with feet straight and breath held between the flags and the Citadel wall.

32 The bartender smiles at your question. "Which one, Cretian or Proteus?"

33 "Hi. They call me Crumb," he purrs as he moves closer to you and starts to stroke your nametag. You jerk him violently by the collar, and he squeals with delight at your show of might. "See Faran Brygo! He's my boss!" As you throw him down onto a table and head for the door, he yells, "Use the password PHOENIX." Before you can get out the door, he puckers his lips and blows a kiss your way.

34 "Darwin was a science base a long time ago. Supposed to be hush-hush, but I grew up in its shadow, so..."

35 A man sits up in the cell and stretches his arms. He squints at you as if you're brighter than the desert sun, then allows a small smile to grace his tan, weathered face. "Rangers, I should have known. Listen, I've been sent down from Vegas to recruit folks who know the right end of a gun from the wrong. Bandits ain't the only thing crawling out of the desert, and we've got a war on our hands. Interested in heading back with me?"

36 Capt. Andrea Mills's personnel file flashes up onto the screen. Aside from a large amount of test scores and other data, an occasional paragraph of interest slides by. One that catches your eye reads, in part, "Despite her having won the Nobel last year, Andrea's been unable to finish work on the clone pods. She is unsure they are safe, and the chances of a clone surviving production is not thought to be that great."

37 You appear on what seems to be the lower half of a large chessboard. A booming voice echoes through the game grid. "Do not stray from the path if you value your health." Spectators fill the dark galleries to hoot derisive jeers at you and wager against your success.

38 "Everyone is worried about Mayor Pedros but others are held hostage too. Felicia Pedros, his wife, is our friend. We think she has been moved to the Temple of Blood in Needles. We hope you will try to rescue her. Remember what Matilda said when you go to the Whiplash Inn." They smile and leave laughing.

39 The guard looks you over closely and then tells you to wait outside as he disappears into the tent. You hear a brief muffled conversation and the guard returns with another man. The newcomer introduces himself as the headman of the Atchison clan. He understands that you have done a great favor for his brother. He dismisses the guard and motions you closer. He explains that they keep no treasure here, but he will give you directions to a secret cache. "Here, take this shovel," he instructs you. "Stand on the south rail, west end. Take twelve paces to the south. Dig and you shall be rewarded." The guard returns and the headman bids you good day.

40 Maj. Harrison Edsel's personnel file flashes up onto the screen. Aside from a large amount of test scores and other data, an occasional paragraph of interest slides by. One that catches your eye reads, in part, "The discipline problem with Edsel has resolved itself. Once he learned he would be transferred to Base Cochise to program that computer with his new artificial intelligence routines, he stopped complaining about the primitive rules restricting his creativity on this project."

41 "I think Finster has something to do with the strange creatures hereabouts."

42 The Director, a slender, handsome man, stands as you enter the room. "Rangers, thank the heavens." He follows your gaze as you stare out the window behind his desk and study the alien landscape below. The Director smiles. "As you can see, that lurid, red landscape is the closest approximation we have to the surface of Mars. We have Martian raiders coming to our world here and stealing animals and slaves. We hope, by breeding hunter-killer animals we can take the Martian starships and mount a counter offensive against the extra-terrestrial raiders." He nods. "Will you Rangers join our effort?"

43 As you pass the open doorway of this car you are almost overcome by the strong odor of fermented cactus fruit. As your eyes become accustomed to the darkness of the car you can make out a straw-covered floor littered with numerous bottles of Dr. B. Bilious Balfour's Snake Squeezins. At the back of the car lolls a rotund bearded figure rocking back and forth as if the mere act of sitting offered a difficult feat of balance. Finally, seeming to take notice of you, the shadowy figure issues an invitation: "Welcome to my humble abode, gentlefolk. Step on in."

44 The fetid, musky scent of a dead animal oozed from the car in a miasmal cloud. Within, mummified by the overpowering heat, you see the dried remains of a flower-strewn old bum. This is the oracle the railroaders have referred to, and he's obviously long been dead. You notice a large quantity of empty Snake Squeezins bottle, and you suspect that that vile liquor is the author of many of the oracle's pronouncements.

45 The faded map on the wall shows the world well before the war. You notice a star that roughly corresponds to your current location. On a long, southeast diagonal you see another star. A third star, to the west and out from Needles, forms a shallow triangle out of the three stars. Obviously other bases are hidden at these sites.

46 You stare with utter disbelief as the Snake Squeezins vanishes down his throat. The Hobo smiles, his eyes glaze over, and he burps. "Beware the man who has lived longer than the Wasteland." Your oracle's eyes clear and he smiles drunkenly.

47 As you scan over the large, messy room you think to yourself, "Early American pig-sty." Piles of dirt cover the long-lost floor. The earthen smell of compost hangs heavy in the air. In the far corner of this indoor barnyard you spot a square-shaped room.

48 Lt. Russel Heller's personnel file flashes up onto the screen. Aside from a large amount of test scores and other data, an occasional paragraph of interest slides by. One that catches your eye reads, in part, "I thought Heller would be a discipline problem, but I grossly underestimated the situation. He does not get along with the other workers and considers the AI work being done in Project Haskell the ultimate work. He even considered the move to Needles to finish Haskell a blessing."

49 You study the torn piece of paper in your hand. Originally written in red ink, the text has turned into large fuzzy blotches of pink. Though mostly unreadable, you make out the word MUERTE followed by HIDEOUT:THANATOS, but THANATOS has been scratched out and KAPUT has been written under it.

50 Carved into the weathered hardwood you see, "The launch code is MORTAR."

51 The game High/Low is played with two nuclear warheads. Both players toss a nuclear warhead into the air and the one whose bomb explodes higher in the air wins. This game is usually played by people of low intelligence, hence the name High/Low.

52 Col. John Smith's personnel file flashes up onto the screen. Aside from a large amount of test scores and other data, an occasional paragraph of interest slides by. One that catches your eye reads, in part, "After the confrontation with Finster concerning the shift of Darwin's focus, Smith requested and got a transfer to the Base 2 operation. He remained acting commander until the project's completion in 1995."

53 "Finster forced all the sick ones out, to prevent the spread he said, but it just leaves them to die without help."

54 The Brakeman tells you, "Take this visa card and give it to Head Crusher in Quartz." As the Brakeman passes you the card, the sunlight catches the dove hologram and glints brightly. You slide it into your breast pocket as he turns and leaves without another word.

55 After years of searching you've finally found it. You unfold the piece of parchment paper and read, "When you reach the Martian Base, quickly access the Navigational Laser Center on the left of the entryway and type GWCD."

56 Closer now, you can hear the conversation of the men you saw when you came in. There is a short silence after each man voices his thoughts. They speak of varmints who are impossible to kill. The varmints are stealing their food faster than ever before and they seem to be massing for a major attack. The simple weapons of the farmers are not enough to stop them. They have no idea what to do. One of them jumps as he notices you and they all turn to face you. A stocky man they call Miguel approaches.

57 Head Crusher says, "Thank you. Go to the Atchison's tent and tell them CATERPILLAR."

58 The Martian Commander slithers forward on his coppery-scaled stomach. "So, Rangers, you have found our secret starport." His laughter, hissed quietly and malevolently, crackles through the speaker on his helmet. "It matters not. Our robot warriors have conquered your world. You will now come and be our slaves..."

You smell the sweet odor of flowers as your sight dims and you fall unconscious...

59 The thin Martian atmosphere saps your strength, but you dash across the maroon landscape and dive at the Slavemaster. He raises a pseudo-pod and crashes it down upon your head. A sucker tears your flesh, but you strike out and smash his writhing purple lips back into his needle-sharp teeth. The Slavemaster reels back, but you give him no pause, no chance to recover. You wrap your hands around a rock and, as your tortured lungs labor to pull in enough of the oxygen-poor air to keep you conscious, you crush the Slavemaster's head.

You cast the green, gore-spattered rock aside and look at the other slaves. "Come," you growl breathlessly, "Now we fight for our freedom and for our world!"

60 As you might expect from his surroundings, the demon-priest is an utterly corrupt individual. A flowing blue robe covers his diseased body, and a foul smirk twists his face askew. He smiles and teeth blacker than ebony glint in the half-light. Palsey-wracked hands grasp the Bloodstaff tightly and threaten you with it. "You will not have it," he whispers harshly. "You cannot take my life!"

61 This detective reminds you of Humphrey Bogart. As you approach, he snicks a match with his thumbnail and lights a cigarette. An overflowing ashtray sits on his desk beside an open bottle of Scotch. His eyes are cold and hard as he watches you. You note the lump of a roscoe in a shoulder holster under his gray suit coat. He introduces himself as Spam Shade and points out that he will not play the sap for you or anybody else. That settled, he asks what you want.

62 Torn and battered, your party drags itself through the sub-terranian Martian titanium mines. Your lungs burn from the thin air, and you'd give your right arms to be back on earth. Then, suddenly, a vision of female loveliness appears to you.

Tall and slender, with golden hair cascading down over her diaphanous gown of shimmering green and gray, she smiles and your heart quickens. "Do not believe the Serpioids are the Martians because they are not. They conquered us a century ago to turn our beloved world into a staging area for their conquest of your home. Please join with us and help repulse these invaders."

She gestures and a secret opening appears in the south wall of the tunnel.

63 Capt. Phil Thomas's personnel file flashes up onto the screen. Aside from a large amount of test scores and other data, an occasional paragraph of interest slides by. One that catches your eye reads, in part, "Thomas, a recent transfer from Project Darwin, has expressed reservations about Finster's experiments. He voiced some of the same objections to them that prompted me to leave Darwin I don't know if he's on the level, or if this is some trap set by Finster..."

64 Your Martian guide leads you through a twisting pathway of long-abandoned tunnels that finally leads into a beautifully-sculpted city. The artistry, though alien, makes harmonious symbols that give you a warm feeling when you look at the buildings. The architecture almost sings, and you hear a pleasant symphony of echoes as your booted feet click against the city streets.

Your guide, her golden hair riding unfelt breezes, leads you to a massive door. You feel the power and you could swear the patterns change, but you cannot put your finger on any particular change at any one time. At about the time it hits you, the door speaks — it's alive!

"Welcome, Earthmen," it booms, "Speak the name of your beloved and enter as friends."

65 The binding threatens to splinter apart as you take the book in your hands. The pages have warped into stiff yellow curves through contact with liquids. Some pages at the beginning have been torn out. Where the writing begins, it is a crude scrawl, with some letters written backwards. Deciphering it is no easy task. Luckily it is fairly short, so you persevere.

"The Secrits of Las Vegas.

My name is Dave Dawkins. I found this old empty book, and I'm gonna rite down all my secrits case I fegit them.

I'm a gard for Fat Freddy. He is #2 is Vegas and he wants to be #1. There is a big reward for anywun who can kill Faran Brygo, the Big Boss. Brygo stays hidden most of the time.

My hare is starting to fall out. I wunner if its bucuz I joind the Servants of the Mushrum Cloud. It gives me a good feelin to be with my new frends in the Temple. They tole me the secrit password. It is 3 letters — NRC. Nurk! A lot of the Servants are bald. Maybe I will be 2.

Lately there has bin a lot of fitin. I try to hide, but ware is it safe? Robot Deth Masheens are the wurst. Ar guns don't always kill them sukkers. Freddy sez we need better wepuns and thats why we gotta find this Max guy. I dint say nothin. Im afraid to tell him that the Servants say Max is kapchurd by the Siborgs.

I am lookin at my words in this book and I am proud. I dint no I cud rite so good till I tride it. I will rite agin later."

Here the writing breaks off. From what you know of the Vegas situation, the diary can't be more than a week or two old, but Dave apparently didn't come back.

66 Although you do not recognize it at first, the object before you is massive and sends shivers up your spines. You study it, splitting up to explore both sides at the same time. From the other side someone yells, "It's a missile — but the insides have been removed!"

67 The guard looks you over closely and then disappears into the tent. You hear a brief muffled conversation and the guard returns with another man. The newcomer introduces himself as the headman of the Atchison clan. He understands that you have done a great favor for his brother. He dismisses the guard and motions you closer. He explains that they keep no treasure here but he will give you directions to a secret cache. "Here, take this shovel," he instructs you. "Stand on the north rail, west end. Take four paces to the east and seven south. Dig and you shall be rewarded." The guard returns and the headman bids you good day.

68 Closer now, you can hear the conversation of the men you saw when you came in. There is a short silence after each man voices his thoughts. They speak of Martians who are impossible to kill. The Martians are stealing their food faster than ever before and they seem to be massing for a major attack. The simple weapons of the farmers are not enough to stop them. They have no idea what to do about it. One of them jumps as he notices you and they all turn to face you. A stocky man they call Miguel approaches.

69 "He's an inhuman monster. Just cuz he don't get sick he figures no one else should."

70 Capt. Andrea Mills's personnel file flashes up onto the screen. Aside from a large amount of test scores and other data, an occasional paragraph of interest slides by. One that catches your eye reads, in part, "Despite her having won the Nobel last year, Andrea's relationships with the other project members have not changed. She's still her affable self, and she's made others feel, through their work on the clone pods, they've each earned a piece of that Nobel themselves."

71 "Hi. They call me Crumb," he says with a nod of his head. After he exchanges handshakes with everybody, he tells you "See Faran Brygo. He's my boss. Be sure to use the password KESTREL." As you leave, he yells, "Tell him I sent you!"

72 You bow deeply out of respect for the Martian Emperor, and he smiles graciously. He nods toward your guide and looks upon her with love in his eyes. "I thank you, Alandriana. Once again, my beloved daughter, you have served me well."

He turns back to you. "I need your help to rid our world of the Serpioids. We need to destroy their base on Phobos and can only do it with a device you call a 'plasma coupler.' Your scientists developed it after we sent them telepathic transmissions that instructed them in its construction. We need to get it into the heart of the Serpioid base, then detonate it. Our problem is that none of us Martians can withstand the radiation the Serpioids need to live." His voice drops. "You, on the other hand, can live for a while in that radiation bath. Will you help us?"

73 "Faran must have sent you to look for Max. Last I knew he was headed for the sewers. He built a special key to get down there. It's called a Sonic Key. Max made a couple of them and told me that he was hiding one somewhere in the old golf course. Didn't tell me where, though. Didn't do him any good, either. The Newmen grabbed him before he could do anything. If you return to me the Bloodstaff from the Mushroom Church in Needles I can show you the way. Tell the bishop PASTEL."

74 The Martian Warlord hands you a Firelance and some Verchitin armor. "I realize this is not as good as having a Red Ryder Range Model Air Rifle with a compass in the stock, but it's the best we can do." He leads you out to the Ornijetcopter and you board the strange craft. "Good luck," he says. "Alwa nasci korliri das."

You frown and ask him what that last bit means.

He smiles. "It's an old Martian warning. It means, 'Keep your powder dry.'"

75 Head Crusher says, "Thank you. Go to the Atchisons tent and tell them LADYBUG."

76 Charmaine takes the Bloodstaff from you and her face lights up.

You clear your throat. "We've done our part," you say, "now do yours. We need to find this character Max before all of Vegas is overrun by these killer robots."

"Ah, yes, Max," she croons, "that strange flunky for Faran Brygo. You probably don't know that he is a robot."

The news hits you hard. "Things keep going from bad to worse," you mutter. "Outlaws, Blood Cultists, Killer Robots, Bomb Worshippers, and now Cyborg Robotnappers! What next?"

She inserts the Bloodstaff into a secret compartment and turns it. You hear a low groan, as if some new doors were opening up. "The way is now clear for you," says Charmaine. "If you survive your encounter with the Newmen, look me up in a couple of months. I might have another mission for you."

You can only grumble and take your leave.

77 A pair of Blood Guardians flank a complex control panel, the like of which you've not seen before in the Wasteland. One of the guards looks at you and you hear him mutter "infidels" under his breath. Beyond them you see a large area of painted floor that looks very much like a giant chessboard, but you can't begin to guess at what it might be for, or what it's doing in the middle of a temple.

78 The Martian Warlord hands you a Firelance and Verchitin armor. "I know you'd much prefer a Red Ryder Range Model Air Rifle with a compass in the stock, but this is the best we can do." He waves you toward the Ornijetcopter and says, "Wodpre rashi Karna das."

You frown, "What?"

He blushes purple. "It's an old Martian wish from one warrior to another. It means, 'Keep your powder dry'."

79 You've entered a room where dozens of drills and saws are singing an ear-piercing song. Blue and white sparks jump from welders and cutters, dropping to the ground to bounce out their brief lives. A robot torso passes before you as it lumbers its way across the room on one of the countless conveyor belts. Even the robot repair area looks in need of repair, with the roof and wall supports laying exposed. In the far corner you notice a square-shaped room.

80 "Irwin John Finster, he runs Project Darwin. He still thinks the world's like it was before, you know?"

81 The Ornijetcopter takes off on an azure tongue of flame and shoots toward Phobos. Suddenly, out of the brown shadow of Deimos, three Serpioid fighters stoop on your craft and fire their missiles. Your craft shudders under the impact. The blast rips the cockpit away and shreds the controls beyond any chance of repair. With black, choking smoke pouring from the cockpit, the OrnijetCopter spirals into the dense Phobosian jungle!

82 The impact of craft hitting planet jars everyone aboard and, if not for your Verchitin armor, all of you would surely have perished. Suddenly the door to your craft opens. Standing there, dressed in a spotless white suit, is Irwin John Finster. "I suppose," he begins, "I owe you an explanation."

83 The pit boss sends a stream of brown saliva from between his front teeth to the tip of your boots. He slowly sucks on the tobacco pocketed between his cheek and gum as he continues to eye you. Working a finger into his mouth, he scoots the chew around and finally breaks the silence. "See Crumb, the manager," he says with a long drawl.

84 In the shadow of an enormous satellite tracking dish stands the old man. Over 100 years old, he is still vigorous and bright of eye, although he rambles incoherently at times. The farmers remove their hats as they approach and wait for him to speak. Frowning, deep in thought, he stares at what appear to be the

remains of a 15-foot tall carrot. He holds a long shaft of broken metal in one hand and mumbles something about wascally wabbits that he had to beat away with his best rake.

Miguel explains that you have come to help. The old man studies your weapons, and tells you that he doesn't think your peashooters will do any good against the armored varmints, but that you're welcome to try. If you succeed, he wants you to come back and see him. There is something he would like to show you.

Free to roam the veggie field, you head towards the carrot patch. From a distance, your hear the old man warn you, "Watch out for Harry, the Bunny Master!"

85 You know the Guardians to be strange collectors of old items and as xenophobic fools who would not hesitate to kill strangers without ever seeing the whites of their eyes. You've learned that the flags are in place to mark the closest an outsider may approach the walls without being attacked.

86 "The Head Crusher likes visa cards." The man smiles. "He slathers peanut butter on them and eats them." He shakes his head. "Weird, but then, most everything is weird out here — present company excepted, of course."

87 The room is empty except for a small, square room in the corner. There is an oval pattern on the floor that reminds you of alien eggs just waiting for you to examine them too closely so they could explode in your face. You hesitate, but then get on all fours to study the pattern more closely.

88 "Finster forced all the sick ones out, to prevent the spread he said, but it just leaves them to die without help," grumbles the bartender.

89 Finster sits down on a Phobosian tree. "At birth the Serpioids captured me and educated me to be a spy against my fellow humans. I rebelled, but I cannot strike them directly." His hands shake. "You have to understand. Their queen is my sister!"

90 Faded but still visible, you see a map tacked on the wall of the area before the war. You see a small star that roughly corresponds, as nearly as you can tell, to the base you now stand inside. Almost directly south you see a second star, and directly west, at the map's far edge, you see a third star.

91 Dr. Franklin Beams's personnel file flashes up onto the screen. Aside from a large amount of test scores and other data, an occasional paragraph of interest slides by. One that catches your eye reads, in part, "Dr. Beams's assessment of Edsel's obsessive behavior concerning the computer and AI just works as another nail in Edsel's coffin. The faster I can get him out of here, the better. Let Cochise's boss deal with a fully-aware computer."

92 Head Crusher says, "Thank you. Go to the Atchison's tent and tell them LIZARD."

93 The diary talks about the last days during which the satellite facility was operating. "Las Vegas is still intact. Needles wasn't damaged by bombs, but some flooding occurred when the river level rose. Quartz suffered some damaged." In hurried script, the last diary entry reads, "We're abandoning the satellite installation so we can join the farmers out at the Ag Station and defend the world against the newest threat...the invasion from Mars!"

94 A speaker crackles. After a flourish of trumpets you hear: "You have the privilege of an audience with His Brightness, the Supreme Commander of Mushroom Forces, Western Sector. Unfortunately, our Great Leader is away on urgent business. Aware that you will require aid in your holy assault on the infidel Temple of Blood to steal the Blood Staff, he has opened our armory for your use. Take all you need. If you fail in your quest, you may return here to commit ritual suicide."

95 "Things have been rather nasty in Quartz," you are told. "One of the larger desert bands, led by a guy called Pedros has taken an intense interest in, ah, civic affairs. He even calls himself 'Mayor.'Normally a town of our size could drive them off because the bandits don't try all that hard when attacking, but this time they hit us with a vengeance. It's almost like they don't want to remain in the desert."

96 Three Card Monty is played with three cards; one is a queen and the others are 10's. The dealer shuffles the cards and places them face down on the table. The player then has one guess to pick out the queen. The bet is $10.

97 You leave the weeping Finster behind at the crash site. You can sympathize with him, and would have preferred to have him helping you, but you can understand his reluctance to face his own flesh and blood. Still, his heart is in the right place. Onward you trek to destroy the Serpioid base, and try to redeem Finster's soul.

98 The Brakeman tells you, "Take this visa card and give it to Head Crusher in Quartz." As the Brakeman passes you the card, the sunlight catches the skull and crossbone hologram and glints brightly. You slide it into your breast pocket as he turns and leaves without another word.

99 Faran Brygo's office is modest, yet clean and pleasant. Two guards, one tall, blond and stern looking, the other shorter and stockier, flank the desk. Brygo, a dark, handsome man, smiles at you. "I understand you want to speak with me, gentlemen?"

100 Maj. Peregrine Cite's personnel file flashes up onto the screen. Aside from a large amount of test scores and other data, an occasional paragraph of interest slides by. One that catches your eye reads, in part, "Peregrine accurately assessed the security problems with the storage area. While the base is not meant to be an armed camp, his precautions are well noted and should provide a surprise for unauthorized personnel operating in the base."

101 Lt. Russel Heller's personnel file flashes up onto the screen. Aside from a large amount of test scores and other data, an occasional paragraph of interest slides by. One that catches your eye reads, in part, "I thought Heller would be a discipline problem, but he's not. His jokes relieve the tension as we work to finish this base. Others worry about the news that Edsel's new computer is helping to finish Cochise all by itself, but Heller shrugs it off. 'Who wants to work with someone who won't sit down for a cold beer after the work's done anyway?' Perhaps mankind does stand a chance against superior machines."

102 The Serpioid ambush almost takes you by surprise. The Serpioids rise up from the underbrush, which you ignite with your Flamelances, but their tactical advantage spells doom for you. Their advantage evaporates, however, when Finster appears and launches himself at the Serpioid leader. Finster's kick snaps the Serpioid's head back and drops him where he stood. The battle begins and energy weapons burn to life around you...

103 The Mushroom Bishop explains to you, "I sent out my second-in-command to look into a series of murders." You notice the bishop nervously twisting a ruby ring around his finger.

104 The pamphlet contains two tips for the wise: "(1) Buy an AK-97 assault rifle. (2) If there's someone hanging around your neighborhood you don't know, shoot him."

105 "No," Finster shouts. "We can't take any more time to skulk around. We've got to go straight in. Don't worry, I know the password. It is TRAITOR!"

106 Your savage attack blasts away the enemy pillbox and you pour into the heart of the Phobos defense. Finster blasts a control panel. "Perhaps, with their defense system down, the Emperor can aid us."

107 You lift up Louie's lifeless wrist to look at his gold ID bracelet. Twisting it over to view the underbelly, you see "27" etched on the dulled surface.

108 Hidden panels in the walls drop away and Serpioid snipers open up on you. Your Firelances rake the ambush ports with murderous sheet after sheet of flames and you hear the screams of Serpioids as they reel away in death.

"Finster, look out!" one of you screams, but it is in vain. A pit opens beneath his feet and he vanishes.

A vile, female voice fills the corridor. "Leave now, earthmen. You cannot save him or your planet. At least save yourselves."

109 The wall map is covered with scribbled remarks that are virtually unreadable. A star over one building in the southeastern section of town has the legend "Bar — trouble spot" scrawled over it. A skull decorates another building

in the central-eastern part of the town. The word HIDEOUT covers it. An arrow leading from the word draws attention to another building diagonally to the southwest, though it has the word SEKRET painstakingly written beside it.

110 The Hobo guzzles Snake Squeezins the way an assault rifle gobbles bullets. His eyes glaze over and his voice deepens. "Those who guard the past guard the secret to immortality."

111 "Don't get your hopes up. We have to deal with the Bloodstaff murders first."

You frown. "What murders?"

The robot clerk squints at you. "You mean you're not here about the murders? People are found dead, drained of blood. We think it's some mutant vampire or something from the desert." He looks at you very hard. "How do I know you're really Rangers? Just you keep your noses clean in my town, hear?"

112 The glowing torchlight flickers across a horrific scene. Men in torn and blood spattered robes struggle against the ropes binding them to massive steel tables. The tables slope down at the head and a catchbasin at the lowest corner is used to collect the dark flow of blood dripping from the small wounds cut into each writhing victim.

Priests rush from one table to another, gathering buckets the way a dairy farmer gathers the bucket of milk from his cows. They pour the smaller quantities of blood into a hole in the floor, but you cannot tell where the dark fluid drains away to in this dim chamber of horrors.

113 "Where did you find that? Oh my God, you've found the thief. Where is he? Tell me, I must know!"

114 "Well, victims get red-faced and all delirious." The bartender shakes his head. "It's really odd."

115 Without Finster and his knowledge of the Phobosian Citadel you can only stumble around blindly. You slink through corridors and around corners, easily avoiding the inattentive Serpioid sentries. Then you catch a flash of white from a window and, for a half second, you see Finster.

You blanch. The building he's in bears the legend "Ministry of Genetic Rehabilitation."

116 Gunfire rips the Master Geneticist in half. You slit Finster's bonds. "We must hurry," he urges, "The final invasion begins in an hour!"

117 The Hobo quickly drains the bottle of Snake Squeezins and drops into a trance. Then, uttering each work metronomically, he says "A steel storm threatens the City of Gold."

118 You see an empty room with a small square room in the corner. On the floor is an intricate diamond pattern. You remove a magnifiying glass from your back pocket, get down on all fours, and begin to carefully study the pattern of dots.

119 Fat Freddie turns the ring over in his thick hands. A smile creeps onto his face like scum over stagnant water. "I don't believe it, you actually were foolish enough to kill him." He stares at you with piggish eyes. "You are obviously too dangerous to live."

120 Finster points out the window. "Dive for cover!" he screams. You look up, then suck tile as a kamikaze Serpioid in a fighter corkscrews down into the hanger where you have taken cover!

121 The bartender frowns. "Not much news since the plague forced Finster to isolate the base."

122 Three Card Monty is played with three WWII generals. One pretends he's Montgomery, while the other two are Bradley and Patton. A German player then tries to figure out which one will lead the invasion. If he guesses right, the Fourth Reich gets to start with bases in Germany, France and England.

123 You peer at him over the top of your sunglasses. As you cock your fist to counsel him on the error of his reticent ways, he blurts, "The password is THERMODYNAMISM!"

124 You see written here: "The launch code is MOTEKIM."

125 The explosion rips the hanger apart, but a force shield projected from Finster's belt holds off the ocean of fire washing through the hangar. "Quick," he yells, "Get to the fighter over there. We've got no time to waste."

126 Felicia smiles as you cut her bonds. She nearly falls as she makes her first attempt to stand up. "Don't worry about me," she says, "Ace is being kept in the cells."

127 You unravel the message from the leg of this massively strong pigeon. "Boss," the note begins, "I've tracked the bum to Needles. There's lots of ruins and abandoned buildings here, so the search is not easy. I know he's hiding in one of them, and I hope I can find him before someone else does. I don't know if we want his information to fall into the wrong hands. Oh yeah, there's Rangers about, so it looks like things actually can go from bad to worse."

128 The Hobo finishes the Snake Squeezins in record time and smiles wisely at you. He burps. "One man's dream is another's nightmare, but a machine's dream is everyone's nightmare."

129 "Faran must have sent you to look for Max. Last I knew he was headed for the sewers. He built a special key to get down there. It's called a Sonic Key. Don't confuse it with the four keys of the Citadel. Max made a couple of them and told me that he was hiding one somewhere in the old golf course. Didn't tell me where, though. Didn't do him any good, either. The Newmen grabbed him before he could do anything. If you return to me the Bloodstaff from the Mushroom Church in Needles I can show you the way. Tell the bishop DIPSTICK."

130 You're drawn into a large room filled from floor to ceiling with countless computers. The flashing lights and video screens bring the room to an eerie life. Through the glow of colors, you spot a small square room in the far corner.

131 Once the introductions have been made, the Big Boss pulls out a box of grenades and passes them around, all the while explaining that it is his special blend, made somewhere further north. When everyone is comfortable, and the bodyguards have taken up unobtrusive positions behind you, he begins to talk.

"One of my men is missing. We don't think he's dead, because he was too valuable to kill. We think some other group in town has grabbed him, but if we don't get him back, the whole town will probably be overrun by these damn death machines that have started to appear. He's the only one in town with the scientific know how to fight them. For example, he's the one who thought of the landmines, and they've destroyed more robots than anything else in town."

Brygo reaches into his desk and brings out a drawing of a rather ordinary looking man. "This is Finster," he explains. "He came to us about a year ago from the Wasteland to the east. He was the greatest hand-to-hand fighter we'd ever seen and he also seemed to know a lot about the science from before the War. He didn't remember where he came from — at least, that's what he told us. I quickly made him my right hand man.

"When we began to hear rumors of death machines coming out of the west, and especially when the first of them reached the Vegas borders several weeks ago, Finster grew frantic. He began to talk crazy, about how all life was in peril, and how only he could save us. He said he needed special equipment, and that someone near Vegas should have it. I should have put a guard on him then, but instead I decided to send Ace out to look for help. One night Finster disappeared. We've been looking for him ever since, but without success. Now I've lost my best man, and things are getting worse. Newer and stronger robotic death machines are appearing all the time. If we don't find Finster soon, even a fortress like this may not be able to hold out. Go see Charmaine in the Mushroom Church. Tell her I sent you and she may be able to help."

You nod. "Yeah. We've tangled with these death machines before, and whoever is making them has gotta be stopped. Got any clues?"

"There are two other power groups that we know of here in Vegas. Fat Freddy runs the criminal element. He'd like to take over my position. Then, there's also the Servants of the Mushroom Cloud — religious fanatics who won't be happy until every person in Vegas has been converted to their own poisonous religion. There may be others. Vegas is a big town. But those are the ones we most suspect. You get Finster back in one piece, and I'll pay you $20,000 and give you command positions in my special forces. What do you say? Will you do it?"

The Desert Rangers huddle for a few minutes. From the veiled looks and secret gestures you've intercepted between Brygo and his men, it's obvious that the only way you'll get out of this room without a fight, is to take the assignment.

Besides, your curiousity has been aroused. You are sure that Finster knows a lot more than he has told Brygo. If you want explanations, he's the man you'll need to see.

"All right," you tell the Boss, "we'll find him if he's findable. We may have to leave Vegas to do it. In the meantime, you try to hold out here."

The Big Boss stands up, shakes your hands, and wished you all luck. Then he shows you the way out.

132 A growl rumbles from the bartender's throat. "The Martians forced all the sick ones out, to prevent the spread they said, but it just leaves them to die without help."

133 Each of you mans a gun station as the fighter bursts from the flaming hanger. Fingers tighten on triggers and massive energy pulses coax sour, ozone vapors from the atmosphere. You blaze away at the swarm of enemy fighters whirling around you. Your shots blast the Serpioid ships apart, but the horde of them looks too great for even you to defeat.

Suddenly the fighter lurches to a stop as a blue-green light bathes it. The wings disintegrate and Finster screams, "Tractor beam. Their command ship has us!"

134 "That's a brilliant plan!" Finster exclaims. "You'll get a promotion for that one!"

In accordance with your plan, he cuts the engine back and the tractor beam drags you quickly toward the floating Citadel that is the Serpioid flagship. Then as you grow close, Finster punches the afterburners and your ship, a fuel-laden bomb, dives in at the flagship.

"Hope your force field holds, Irwin," you laugh.

He swallows hard. "My power level is too low. We're going to die!"

135 Finster huddles with the rest of you in the corridors of the flagship. "If not for your quick thinking and linking my power belt into the fusion engine on the ship, we would have died. Now we've crippled the flagship. We have won!"

"No," you remind him. "It won't be over until your sister is dead!"

136 The darkened cell reeks of decay. You take a step inside and feel something slick on the cell's floor. You stoop and touch it, then recoil as if burned. The empty cell is full of blood!

137 The bartender sighs. "He was working in the base as a janitor. Now he's real sick."

138 A squad of Serpioids fills the hallway. "Come, Rangers," the leader invites, "Come and die."

139 High/Low is a game played with two dice. The player rolls a die and then the dealer rolls a die. If the player rolled higher than the dealer, he wins. The bet is $10 per roll.

140 "He wandered in from the desert to study here. He talked with Finster but got sick before he got a job."

141 Snake Squeezins drip off the Hobo's chin as he drains the bottle. His eyes grow distant and his voice drops an octave. "To the mother who speaks in riddles comes a child of promise. Aid her and aid justice."

142 You stoop and recover your African Throwing Knives from the Serpioid bodies. You grin at Finster. "I'm going to skin one of these things, someday, and make me a pair of boots."

143 You unceremoniously rip the bracelet from Hewey's limp wrist. Rubbing it against your chest several times to remove the blood, you see "13" engraved on it.

144 You can hardly believe your eyes. Here, in the middle of the Guardian Citadel's fourth level, you stand before the object of five year's search. You remove your gloves and gently run your hand over her belly, fighting the temptation to throw yourself entirely against her. Slowly, you take several steps back. Unable to resist it any longer, you blurt triumphantly to the crew, "The Titanic! What a find!"

145 This paragraph can be reached from no place in the whole adventure. We know who you are, and we will get you for reading this paragraph. Expect it most when you expect it least.

146 The bartender leans forward. "Darwin was a science base a long time ago. Supposed to be hush-hush, but I grew up in its shadow, so..."

147 You flip the lifeless Hewey onto his back with the toe of your boot. After you rummage through his pockets, you start removing his jewelry, having a particulary hard time working the ID bracelet over his swollen hand. You finally separate it from the dearly departed with a hard jerk that pops the bracelet off. Flipping over the bracelet, you read the only etching of "11."

148 The Hobo lowers the now empty bottle of Snake Squeezins and stares at you with glassy eyes. "Destroy the wombs and destroy the threat." He then passes out.

149 "Hi. They call me Crumb," he says with a nod of his head. After he exchanges handshakes with everybody, he tells you "See Faran Brygo. He's my boss. Be sure to use the password CLOVER." As you leave, he yells, "Tell him I sent you!"

150 "Where did you find that? Oh my god, he must be dead. The Bloodstaff was stolen from here and I'll generously reward you if you find it and bring it back. Last I knew he was going back to downtown Needles."

151 Your mouth dries instantly. Perched within a weightless bubble of blood, Finster's sister laughs derisively. "Come so far just to die. Poor little men. Your world is lost."

152 The hastily inhaled Snake Squeezins dull the Hobo's eyes and deepen his voice. He tells you, "A body is only a box to keep your mind in."

153 "Not by a long shot," you scream back at her. You flick the charging level of the needle rifles you found earlier. "Eat hot slivers of death, witch." The deafening roar of your assault swallows any comment she tries to offer.

154 As you gently thumb through the brittle pages of the little black book, you notice a list of names and phone numbers, some of which have four stars next to them. At the bottom of the last page you notice some unusual text: "The launch code is ATOM."

155 You unceremoniously rip the bracelet from Dewey's limp wrist. Rubbing it against your chest several times to remove the blood, you see "16" engraved on it.

156 The Snake Squeezins vanish into the Hobo faster than water evaporates in the desert. The Hobo smiles quizically, his eyes get a distant look, and he burps. "Trust the one born beneath the battlefield."

157 Finster and his sister stand over your dead bodies. "The fools should have realized," she says, "those were my weapons. Having them explode when used against me is easy."

Finster smiles. "They were more foolish than that, Lucretia. They actually trusted me." The twins' laughter echoes in your dying ears for an eternity.

158 "Where'd you get that ring?" the detective demands. "I think his Holiness is looking for that thing."

159 She beckons you to come nearer, the shining three-inch red nail on her index finger mesmerizing you closer and closer. Pushing the hair away from your ear, she whispers, "Ugly's bomb disarm code is 31-17-54-07-99."

160 Snake Squeezins lubricate the Hobo's throat and loosen his mind to travel places unknown to the sane. "Man before wife, save a life."

161 You study the torn piece of paper in your hand. Originally written in red ink, the text has turned into large fuzzy blotches of pink. Though mostly unreadable, you make out the word MUERTE followed by HIDEOUT: THANATOS, but THANATOS has been scratched out and MORS has been written under it.

162 The coppery-skinned youth smiles. "I come from the Junkyard Village. My father is the Junkmaster and he'd be very grateful if you would return me to my home." He looks down at his feet. "I understand, though, if you do not want to take me home. You are the mighty Desert Rangers who have destroyed the Guardians of the Old Order, so you don't need any help. Still, my father knows where your enemy lairs."

WASTELAND™

Getting Started

Insert the boot disk, turn on your computer, and the game will automatically load. You will then see the title screen with two options at the bottom: **Start** and **Utils** (Utilities). If you're new to *Wasteland*, press **U** to call up the Utilities Menu; otherwise, if you've played before, you can select **S** to start the game.

To cancel any action that you've started, press **<ESC>**. This applies throughout *Wasteland*.

Using Two or More Disk Drives

When you're prompted to insert a disk, press **2** to use drive 2. Anytime you're prompted to insert a particular disk side during the course of play, you can type **1** or **2** to access that specific drive. Should you wish to change the designated slot for your drive controller, press **<CONTROL>-S** and a slot number (from **1** to **7**).

Utilities Menu

To use any option, press the first letter:

Copy This is the first thing you must do. If you don't make copies and play on the original disks, then the original disks will *forever* be altered. Select for a one- or two-drive system. You'll then see **1 2 3 4 Exit** at the bottom of the screen. You need to make a copy of all four sides, so you must select each number once. Follow the onscreen instructions to complete the copying process. Press **E** to Exit when you're done. After you copy your disks, you can start the game. Do not put write-protect tabs on the copies you made.

Restart Automatically Restarts your party near the Ranger Center. Use this command if your party is hopelessly stuck somewhere, or if you want to start the game over with the same characters.

To Restart, save the game where you are. Then insert your boot disk, reboot, and select **U** for the Utils option. Select **C** to Copy, and copy all new disk sides on a separate set of disks. Select **R** for Restart and insert the *old* side 1 when you see the prompt "Please put side 1 in drive 1." Then insert the new copy of side 1 when you see "Please put destination Wasteland character disk in drive 1." Now you're ready to start over with your old characters — minus all the items and cash they were carrying.

Print Prints all of your characters' statistics.

Start Starts the game. You're asked "Use last saved game (Y/N)?" Choose **Y** if you want to start where *you* last saved the game with the Save command. Choose **N** and you'll start where the *computer* last saved the game (which happens anytime you answer "yes" to "Enter new location?"). With either choice, you'll be prompted to insert one or more disk sides. If you're new to the game, you'll start in the Ranger Center.

IMPORTANT: Wasteland is a dynamic game, and it's very important that you understand how it keeps track of and saves the game. As you play, the game constantly changes, and permanently updates those changes to the disk. Once you change something, it's changed forever! If you pick up an item from a spot, you can't return to that spot and find it there again. If you kill the wrong person, you can't go away and then come back hoping to find him or her alive.

The game is divided up into many locations. Any one of the following could be a location: a floor in a building, a section of a desert, a path in a sewer. In the course of your adventure, you'll often be asked "Enter new location (Y/N)?" If you answer "yes," the game will save any changes to that location, and your party's status. If you switch to another location by viewing a disbanded party, the statuses for *all* the parties are saved on whatever disk side you end up on.

If you use the Save command, your location and party status is saved to side 1. The next time you load Wasteland, and answer "yes" to "Use last saved game?" the game loads in the party information from side 1 and continues from there. If you answer "no," then the program will search through all disk sides to find the place where *the game* last saved itself.

In a nutshell, you should use the Save command before you end each session of play. The next time you load your game, you can answer "yes" to "Use last saved game?" and pick up where you left off. However, if you or your computer shuts down before you can use Save, then answer "no" when asked "Use last saved game?" The program will search for the place where it was last saved. This way, you're unlikely to lose any important items you've acquired.

What can you do if a character dies? *Don't* save the game. Shut the computer off and then reboot. Answer "no" when you're asked "Use last saved game?" Your characters will now come back alive, but without the items they acquired since the last time you saved.

<u>Time and Distance</u>

The maps in Wasteland vary in scale. The large desert map contains the various city maps, which, in turn, contain building maps or whole underground levels of sewers and hideouts. In combat,

distances may seem a bit off for the map you're on, but these are tactical distances and are valid in combat only.

Because of the difference in scale of the maps, time passes differently on them. Though a single keystroke on the computer will move you one space north in both the desert and in a building, the amount of time that each move takes is different. The game takes this into account for healing and deterioration purposes. Remember that time passes for characters in the main party as well as for any disbanded characters who are not moving. If you disband a character and send him off to find a doctor to help a wounded comrade, the seriously-wounded character will still bleed away.

If you want time to pass without moving your party, press **<ESC>**.

Selecting Options

Whenever you need to select an option, just press the first letter in that command (The one exception is unEquip; in this case, press **E**.)

Whenever you're selecting from a menu that appears along the bottom of the screen, you have two choices: 1) press the first letter of the command, or 2) use the left or right arrow keys to highlight the command, and press **<RETURN>**.

Whenever you need to select an item, skill or attribute from a list, simply enter its number. To scroll through a list, you have three options: use the up and down arrows, right and left arrows, or **I** and **K** keys. An item or skill number with a "_" next to it (i.e. "6_"), marks the end of the list.

Movement Commands

Use the following commands to move your party around:

I	Move up
J	Move left
K	Move down
L	Move right
Spacebar	Toggles view of party roster on and off

Ranger Center

When you're in the Ranger Center, you see the following options at the bottom of the screen:

Create	Creates a character.
Delete	Deletes a character.
Start	Starts you outside of the Ranger Center.

Non-Combat Commands

At any time, except during combat, you can use the following commands by pressing the first letter of the option:

Use	Use a skill, item, or attribute.
Enc	Encounter — call up combat commands.
Order	Establish a new party Order.
Disband	Disband — break up the party into two or more groups. This command is also used to permanently dismiss a Non-Player Character from your party.
View	Switch the View between two or more groups.
Save	Save the game. Refer above for an explanation of saved games in *Wasteland*.
Radio	Radio in to Ranger Center to see if a party member has earned a promotion.
<SHIFT>-#	Call up the Use command for a specific character.
<CONTROL>-S	Use the first skill listed for the character in the first party slot.
<CONTROL>-R	Reorder a character's skills or possessions. You must first select a character from the roster and view either the skill or possession menu before using this command.

Combat Commands

When you engage in battle, you can choose from the following options by selecting the first letter of the commmand:

Run	Move party or individual character one space.
Use	Use a skill, item, or attribute.
Hire	Hire a Non-Player Character to join your party.
Evade	Evade an attack.
Attack	Attack an enemy.
Weapon	Change Weapons.
Load/unjam	Unjam and/or Load a weapon.

<CONTROL>-A Show list of encounter groups to attack. Will only work with player characters, not hired NPCs, provided your foes are within range of your weapons.

To speed up the combat message scrolling rate, press the up arrow or **<CONTROL>-K**. To slow it down, press the down arrow or **<CONTROL>-J**.

Viewing Characters

Enter a number from 1 to 7 to view that character's statistics. Here are some options that you can use while in this mode:

From the first screen

Pool Pool cash. Pools all the party's loot and gives it to the character you're viewing.

Div cash Divide cash. Divides the cash evenly among the characters.

From the second (Item) screen

Enter any item number for the following choices: (When prompted **Y/N**, the **Y** will be highlighted. Press **<RETURN>** to accept the option).

Reload Reload weapon. (Only shows if you choose an ammo clip that's appropriate for your currently-equipped weapon.)

Unjam Unjam weapon. (Only shows if you use a jammed weapon.)

Drop Drop an item.

Trade Trade an item.

unEquip Equip or unequip an item.

<CONTROL>-R Reorder items.

From the third (Skill) screen

<CONTROL>-R Reorder skills.

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