
PlayStation
NTSC U/C
PlayStation
BLAZING DRAGONS™
Starring the voices of
TERRY JONES & CHEECH MARIN
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB
SLUS-00100
DISTRIBUTED BY
CRYSTAL DYNAMICS
MINDSCAPE

WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC

- This compact disc is for use only with the PlayStation™ game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and store it in its protective case when not in use. Clean the disc with a soft, dry, lint-free cloth, wiping in straight lines from the center to the outer edge. Never use solvents or abrasive cleaners.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

CONTENTS

Set-Up	2
Controls	3
Our Story	4
Main Menu	6
Action Icons	11
What's in the Bag?	13
Carrying & Using Items	14
Conversing	15
Invention Book	16
Camelhot Map	17
Arcade Sequences	18
Hints	20
Inventory Items	22
Credits	23

FOR MORE BLAZING DRAGONS GAME HINTS, CALL
1-900-737-4SOS (4767)
$0.85/minute – 18+ years old – Touch Tone Only
Presented by Crystal Dynamics of Menlo Park, California

For tech support or warranty information,
call Mindscape at 1-415-898-5157.

SET-UP

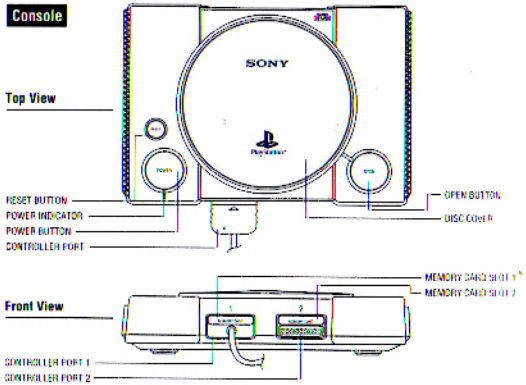
1 Set up your PlayStation™ game console according to the instructions in its Instruction Manual.

2 Make sure the power is off before inserting or removing a compact disc.

3 Insert the *BLAZING DRAGONS* disc and close the CD door.

4 Insert game controllers and turn on the PlayStation™ game console.

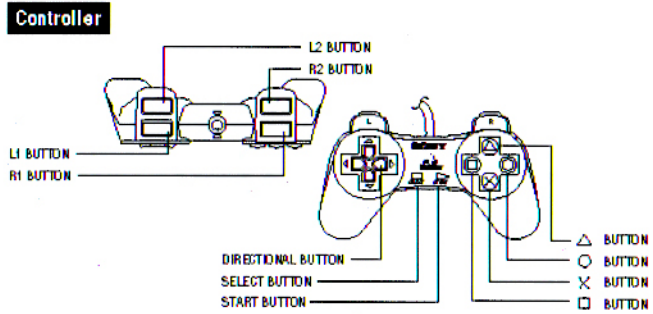
5 Follow on-screen instructions to start a game.



NOTE

Before turning on the PlayStation™ game console, connect one or two memory cards if you want to save your games. If a memory card is full, delete some data or reformat the card before starting play.

CONTROLS



USING MENUS

Highlight menu item ..... **Directional buttons** up/down

Change setting ..... **Directional buttons** left/right

Confirm selection..... ✕

Exit menu ..... Highlight EXIT option, press ✕

NOTE

Many menu items have unique controls. All of these are intuitive. If you need help, see pg. 6-10z for specific instructions.

PLAYING THE GAME (default controls)

Move Action Icons ..... **Directional buttons**

Cycle forward through Action Icons **R1**
(Eye, Foot, Jaw, Claw, any item held in Claw)

Cycle backward through Action Icons **L1**

Use Action Icons ..... ×
(look at, walk to, talk to, pick up, use item)

Open/close Flicker's Bag (inventory) ..... ▲

Pause/continue ..... **Start**

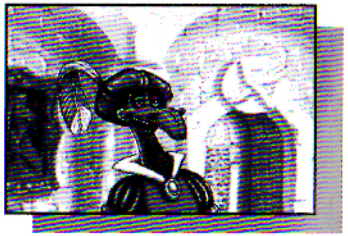
NOTE

The four arcade sequences in the quest have their own intuitive controls. If you need help, see pg. 14-15 for instructions.

OUR STORY

BACK IN THE MERRIE OLDE DAYS . . .

. . . before Uzies and e-mail, dragons were everywhere. Nowadays, dragons have all become hermits, lounging in caves, downloading graphics of luscious cyber-nymphs and breathing heavily into cell-phones. But back then, dragons ruled!



AS THE STORY OPENS . . .

. . . we meet Flicker, a young, ambitious, intrepid . . . well, *oddity*. He's *inventive*. He Puts Things Together, and he Makes Devices, and they help him Solve Puzzles.



Flicker is the lowliest dragon in Camelhot, the center of dragondom, and home of the most delicious *diamond frappé* in the known world.

Flicker is *in amore* with Princess Flame, King All Fire's daughter. Flame has everything a dragon dude could want: eyes like jewels, a voice like silk, and a figure that rivals the most advanced siege-craft in size and motion.

Her father, King All Fire of Camelhot, is retiring. To ensure his kingdom's future, he's decided to hold a royal tournament. The winner will naturally be the worthiest dragon in the kingdom, and upon that champion King All Fire promises to bestow his crown and his daughter's hand in marriage.

THE PLOT THICKENS . . .

However, just at this moment, a dire evil in the form of Sir George the Human rears its ugly head. To everyone's disgruntlement, Sir George announces his own entry in the tournament: the mysterious Black Dragon.



In what he hopes is a checkmate move, King All Fire sends the Dragon Knights to investigate this unknown upstart.

And he sends Flicker to do the dishes . . . .

MAIN MENU

Use the Main Menu on the Title screen to:

- START Flicker's quest.
- use OPTIONS items.
- enjoy PREVIEWS of Crystal Dynamics' excellent new titles.

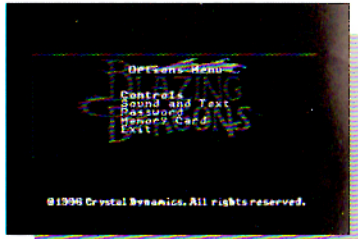


CONTROLS

- **Directional buttons** up/down highlight an item.
- ×, ●, ▲, ■ advances to the next screen or menu.

START

Choose this item to start the game.



OPTIONS

Select items from this menu, using the same controls as mentioned above.

NOTE

You can also access Options screen items during a game by pressing **Start** to pause and display the Main Menu.

SOUND MENU: Use this item to enable/disable the text display during the game, and to adjust the sound volume. A menu appears with the following options:



Text Display/SFX: Toggle ON or OFF by highlighting the item and pressing the **Directional buttons**.

Music/Speech Volume: Adjust the volume from 0 (OFF) to 7 (maximum) by highlighting each item and pressing the **Directional buttons** left/right.

Music Test: Sample the game's soundtrack and test your volume settings. Highlight this item, press ×, and then press the **Directional buttons** left/right to hear the listed selection. (This option is not available during gameplay.)

Exit: Highlight and press × to return to the Options menu.

CONTROLS: Use this item to reconfigure the button controls to your personal style of play. A menu appears:



1. Press the **Directional buttons** up/down to highlight a button function.
2. Press ×, ●, ▲, ■, **R1**, **R2**, **L1** or **L2** on your controller. The button you press will be reconfigured to the highlighted function.

MEMORY CARD: Use this item to access the memory card(s) for actions such as saving, restoring and deleting games. A menu appears with these items:



Restore Game from Card: Highlight a saved game on the list, and press X to restore it.

Save Game to Card: Press the **Directional buttons** up/down to choose a slot, and then press X to save the current game. Any game previously saved to that slot will be erased.

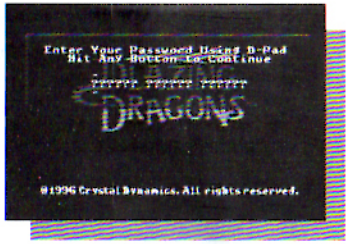
Copy Between Cards: If you are using two memory cards, you can copy a saved game from one card to the other.

Delete from Card: Highlight a saved game on the list, and press X to delete it. It's a good idea to delete your earlier games when the memory card is more than 75% full. **WARNING: Deleted games cannot be restored.**

Format Card: Highlight YES and press X. Use the **Directional buttons** to choose a memory card, and press X to format it, erasing all saved games on the card.

Exit: Highlight and press X to return to the OPTIONS menu.

Password: Use this item to resume the game at a particular spot by entering a password you earned. When the text grid appears:



1. Press the **Directional buttons** left/right to move the cursor.
2. At the cursor's position, press the **Directional buttons** up/down to cycle to the correct character.
3. Press **Start** to confirm your entry and continue the saved game.
4. If the password is invalid, choose TRY AGAIN or NEVER MIND.

NOTE

You earn passwords by collecting items and information and solving puzzles. To get the latest password, press **Start** to display the Main Menu, and then choose PASSWORD MENU.

PREVIEWS

Something for everyone! Crystal Dynamics presents the hottest titles in action, sports and adventure. Enjoy highlights from these power-packed games and start making that wish list.



MAKING CHANGES DURING PLAY

All Main Menu options (except Music Test) are available during play, so you can make changes on the fly. Press **Start** during a game to display the Main Menu, and then proceed with any option as described on the previous pages.

Use the Main Menu options to:

- Adjust the sound volume and turn the text display ON/OFF.
- Reconfigure the controls.
- Save current games, load previously saved games, and use other memory card options.
- Use a password.
- Start a new game.
- Pause/continue the current game.



ACTION ICONS

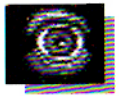


CONTROLS

- **Directional buttons** move the current icon. For instance, move the Claw onto an item to pick it up, or move the Jaw near someone to start a conversation.
- ✕ uses the icon.
- **R1** cycles forward through the icons.
- **L1** cycles backward.

NOTE

As you cycle through the icons, any additional item Flicker is holding will be displayed in the sequence.



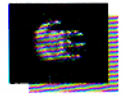
EYE: Wide awake when near something worth examining. Otherwise, droopy.



FOOT: Frisky when the road ahead beckons. Otherwise, a loafer.



JAW: Motor mouth when near someone worth talking to. Otherwise, quiet as a clam.



CLAW: Goes into a "gotcha" grab when near a useful item. Otherwise, just hopeful.



FLICKER'S FACE: Exit Flicker's Bag, Invention Book and other zoom-in screens.

NOTE: You can also press ▲ (default) to exit Flicker's Bag.

Q: WHY DO YOU NEED ACTION ICONS?

A: Because you always want to:

- **Examine** everything in the room to see what items you might want to take with you. **E** is for **Eye** and **Examine**.
- **Follow** every pathway, climb every mountain, ford every . . . whoops, wrong dragon. . . . **F** is for **Foot, Follow, beat Feet**.
- **Jive**-talk with everybody. The ditziest dame or crabbiest workman can often spill a clue or bestow a verbal gift. **J** is for **Jaw, Jive** and **Jabber**.
- **Clutch** and **Carry** moveable items. They are useful or valuable or both. **C** is for **Claw, Clutch** and **Carry.**

NOTE: Be sure to save your game often, especially after collecting items, examining rooms, talking to people, and succeeding at any difficult task.

WHAT'S IN THE BAG?



Flicker stashes items in his Bag. If he can pick something up and get it into his Bag, it's bound to be useful. (Non-useful items blow Flicker off with discouraging comments.)

Flicker's Bag is bottomless. It holds a lot of baggage. So don't overlook anything you could store in it during your travels.

TO OPEN THE BAG:

- Press ▲, or point at the Bag icon in the corner of the screen and press ✕.

TO SHUT THE BAG:

- Press ▲, or point at Flicker's Face in the corner of the screen and press ✕.

TO PUT SOMETHING IN THE BAG:

Move the Claw over an item you want to pick up, and press ✕. Then do one of the following:

- Open the Bag, position the new item in it, and press ✕.
- After picking up the item, drag the item to the Bag icon and press ✕.
- When you pick up another item, it takes the place of the item you were holding. The previous item goes in the Bag automatically.

TO EXAMINE AN ITEM IN THE BAG:

1. Open the Bag.
2. Move the Eye to an item and press ✕. The item will provide information about itself.

TO TAKE SOMETHING OUT OF THE BAG:

1. Open the Bag.
2. Move the Claw over an item and press ✕.
3. Drag the item out of the Bag, and the Bag snaps shut. Or press ▲ to shut the Bag. Flicker is now holding the item.

CARRYING & USING ITEMS



After picking up an item, such as the candelabra, you carry it with you. (You can't see the item, but it's there.)

1. When you cycle through Flicker's Action Icons (default **R1** or **L1**), the item appears in the cycle sequence.
2. Press ✕ to use the item when it appears. Be sure to first move it to the spot where it will do the most good.
3. Put the item in Flicker's Bag to get it out of the sequence and tucked away until needed.

CONVERSING



Talking to people is one of the most important aids to figuring out what to do. Move the Jaw near or over the person you want to converse with, and press ✕.

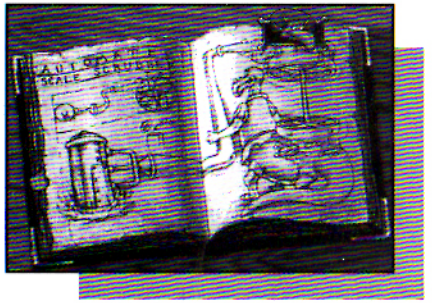
Talk to everyone. Be sure to ask the right questions. Actually, ask all the questions you can to everybody in the kingdom. You might even ask the same questions over again in a different order.

During conversations, a question menu will sometimes appear, giving you a choice of questions to ask:

1. Press the **DIRECTIONAL BUTTONS** up/down to select the question you want to ask.
2. Press ✕ to ask the question.

Keep in mind: the reason you ask questions is to get information, so remember what people say.

INVENTION BOOK

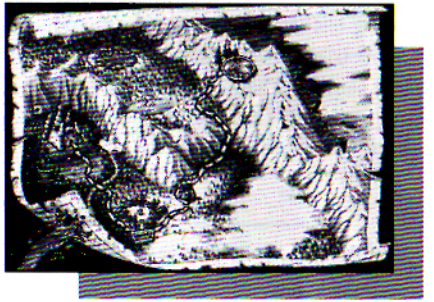


This important volume can save your aspirations. Study its illustrations for hints on assembling various items you collect. Use what you learn to create the solutions to some of Flicker's most puzzling conundrums.

TO USE THE INVENTION BOOK:

1. Open Flicker's Bag and Examine the Invention Book.
2. Turn the pages by pointing to the corners and pressing X.
3. Use the Eye icon to Examine specific parts of any invention, for helpful descriptions.
4. Point to Flicker's Face and press X to close the book.

CAMELHOT MAP



The Map is your complete guide to what's hot in the Kingdom and its vicinities: hunting, water sports, castles, mental hospitals, giants, and more . . . much more! It's all here! AND the Map is your ONLY guide to the locations of all the Knights of the Square Table.

Just pick a spot on the Map, and you're there! Instantly. And there's a Map Bonus: more adventure-packed spots open to you as you progress!

TO USE THE CAMELHOT MAP:

1. Open Flicker's Bag and Examine the Camelhot Map.
2. Move the Foot to wherever you want to go and press X.
3. Your scaly rump is instantly transported to your destination.

NOTE

Sometimes leaving a scene returns you to the Map automatically.

ARCADE SEQUENCES

During Flicker's quest, he'll be called upon to compete in four different challenging arcade-type games, each with unique controls.

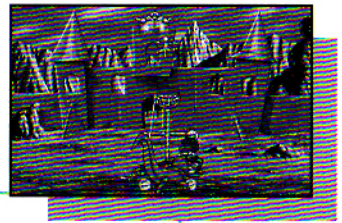
Each sequence takes practice and skill to win, and Flicker MUST win before he can progress. Between attempts, you can always go off and do some questing elsewhere, and return later to try again.

NOTE

Be sure to save your game before attempting the arcade games.
ALWAYS save after winning one.

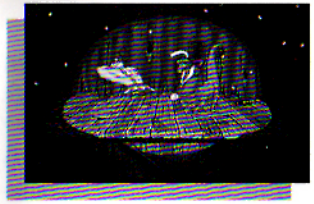
CAT-A-PULT

Using siege-craft and a willing tabby, try for a bull's-eye on 9 out of 10 knightly mugs. Cycle to the Claw icon to start.



CONTROLS

Move Cat-a-Pult ..... **Directional buttons** left/right
Launch cat ..... ×
(For more height, hold down longer before releasing.)

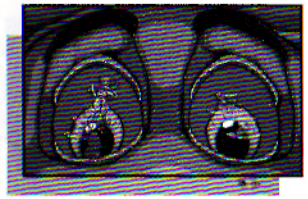


DANCE CONTEST

Trounce the brute at his own version of "Simon Says."

CONTROLS

Press the controller buttons in a random sequence, following the cues on screen.
Hint: Tap the buttons as soon they light up.

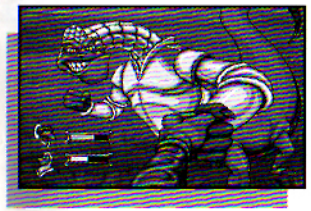


RABBID RABBITS

Keep your eye smack-dab on the well rabbit. Blink if you must, but don't lose sight of the healthy hare!

CONTROLS

Blink ..... ×
Choose bunny ..... **Directional buttons**



THUMB WRESTLING

Get down and digital!

CONTROLS

Move thumb ..... **Directional buttons**
Drop thumb ..... ×
Pin or break pin ..... Alternate **L1** and **R1**, or **L2** and **R2**

HINTS

If only Flicker could win the tournament and marry the Princess. That is, if only Flicker could first, become a knight, next, enter the tournament, then, win it and marry the Princess. That is, if he could initially finish the dishes, then, work as a Squire and unmask the Black Dragon, in the meantime save the Knights, rescue Flame, become a Knight, enter the tournament, almost lose it, win it and, finally, marry the Princess!

CASTLE KP: Before Flicker can pursue his quest for knighthood and the hand (or claw, as the case may be) of his lady love, he must wash a palace-size pile of dirty dishes. Flicker's an inventor. Read the Book!

INFO LADY: Ask the Info Lady for help. She has an important clue for almost every major puzzle.

FLAME'S ROOM: Say goodbye to Flame before leaving the Castle. Preserve her kiss, and later give someone a toadal makeover.

SAVE THE KNIGHTS: If Flicker is going to succeed at dragging his tail up the royal ladder, he's going to have to do some knightly networking. This means sucking up . . . er, ah, *helping out* the big Sirs of the Square Table. Sirs Burnevere, Blaze, Gasflame and Loungealot have all forged ahead heroically, straight into deep dragon doo-doo. If the truth be known, all four of these royal warriors are burdened with serious shortcomings. Flicker must save each one and gain favor with all who sit at the Square Table. The whole dragonly plan is to get hired on as a squire by a grateful Knight.

HOME FOR THE GRIMLY INSANE: Sir Burnevere is pulling rubber room time. Distract babbling Dr. Fraud so Sir Burnevere can escape.

THE ENCHANTED POOL: Sir Blaze has fallen hopelessly in love as he gazes at his own reflection in the pool. Break the spell quick before he goes on his honeymoon. The fly-munching madman is the knight's only hop.

BEHIND THE CASTLE: Sir Gasflame the Myopic is committing a feudal faux pas by attacking his own liege. Save him from a bad career move. The seeds of Gasflame's enlightenment could be in the bag.

ON THE HILL: Quarrelsome Loungealot is ready to clash in mortal combat with the ominous Black Dragon. But the Dark Defender is a no-show. Loungealot's salvation is the cat's meow.

GUIDO'S PIZZA STAND: Pull off a feather heist to tickle the chef's fancy.

ENTRANCE TO TOURNAMENT GROUNDS: The sign handler is your stop 'n drop source for questing necessities. Don't chew on this puzzle too long.

SAVE THE LADY OF THE LAKE: The lady has taken a shock. Give the boatman the same.

FLAME'S ESCAPE: Flame's hand (plus the rest of her) is in jeopardy. Assist her getaway. A punked-out fair lady provides the *modus escapibus.*

TRAPPED IN THE CASTLE: The solution is a real drag, involving a tricked and tranced Trivet. The word now as always, girls, is: Accessorize!

SAVE THE DODO: Get eco-aware. Stop the hunter from stalking the rare bird. A little strategic graffiti will confuse the local constabulary.

IN THE JUICE BAR: Waiter! What's the juice du jour?

INFILTRATING CASTLE GRIM: At the moat, you need a specialty food item. Give Sir George the gift of roughage. A stinking disguise of the very despised is in order.

SAVING THE DAMSEL DRAGON: Fool the local sorcerer out of his numbers.

INVENTORY ITEMS

BONE Something everyone has, but very few want.
CAMELHOT MAP Long rows to hoe, and where to go.
CANDELABRA Three-pronged wick sticker.
CAT A flung feline.
CLICKER Flicker's trickiest invention.
CLIPPERS A real cut-up.
COMICS It's a wrap.
CRACKERS Saline solution.
CRICKET BAT One of four you'll need.
CUBIC ZIRCONIA A winning gem.
DODO STAMP Arresting!
EAGLE STAMP Interesting!
EAR OF CORN Dry up, but don't blow away.
EFFIGY HEAD See no evil.
ELECTRIC EEL Powerful, self-frying *unagi*.
FEATHER DUSTER Give the tickles.
FLAME'S FLYING KISS A floating favor.
FLAME'S TRUNK A blessing in disguise?
FROG No croaker, and lookin' for love.
HAIR TONIC Looks good, works good.
HAND MIRROR Made by real hands. Reflect on its use.
INVENTION BOOK Keeps track of your best inventions.
LANCE THE MOLE Fuzzy sub-turfer, likes to chew.
LAUNCH CODE Dragons aweigh!
MAGIC BEAN What goes up, goes up.
METAL KEG Packs a wallop.
MONARCH QUARTERLY A hallowed tome of historical hot air.
MOP Squishy on one end.
OAR Oar what?
PADDLE Keeps your butt out of the sling.
PAVLOV'S JAR Everyone needs a jar, with or without the moth.
PERUVIAN COAL Hot stuff, straight from the Peruvian Prince.
PICKAX Loosen up.
PIPE CLEANER Boldly goes where no one has gone before.
PITCHFORK Dig it.
PIZZA PADDLE Guido's blade of the trade.
POPCORN Stuff it.
PRUNES A moving tribute.
MINE POWDER Precipitate, what?
RAPUNZEL'S HAIR This is a wild one.
RUST-B-GONE Hungry hunter.
SALAD TONGS Snippy, but not shocking.
SHEET WITH HOLES Scary.
SOAP Clean up your act.
STILTS Rise to the occasion
TAIL WARMER You put it over your . . . you know.
TARTAN RIBBON Plaid, to you Yanks.
TERMITES Give 'em something to chew on.
WHISTLE Hustle up an army.
WOODEN PIN Have you gone batty?

CREDITS

BASED ON CHARACTERS CREATED BY
Terry Jones

FEATURING THE VOICES OF
Terry Jones
Cheech Marin
Harry Shearer

INTRODUCING THE VOICE OF
Joseph Rye

FOR ILLUSIONS GAMING COMPANY

Creative Direction
Darren Bartlett

Design
Matthew Seymour
Frederick J. Schiller
Russell Lingo

Programming
Matt "Rockerboy" Gilbert
Chuck Woo

Technical Direction
James Coliz, Jr.

Producer
Matthew Seymour

Writer
Frederick J. Schiller

Lead Background Artist
Yoriko Ito

Lead Animator
Russell Lingo

Animators
Emile Duronslet
Michael Mattesi

Ink & Painters
Aaron Grbich
R. Dean McCreary
Sean Ecklos
Jolene Mate
Andrea Creber
Eli B. Remus

Production Artist
Jim Eral

Original Scripting System
Matt "Rockerboy" Gilbert

Additional Programming
Maria L. Leveriza

Additional Writing
Paul Jenkins
Michael Humes
Jonathan Aibel
Glenn Berger
Robert Arnold

Additional Backgrounds
Michelle Chang

Additional Animations
David Drew Davenport

Motion Capture Models
Sammy the Cat
Tony the Cat

Special Thanks
Adrian Longland
Judy Jette
David Kirk
Chuck's folks & friends
Liz, Stephanie & Hannah
Valarie & Dakota
Lorraine & MSG

FOR NELVANA
Kim Cleary
Lara Stein
Toper Taylor

FOR CRYSTAL DYNAMICS

Producer
David Sze
Tim Roberts

Assistant Producer
Rosaura Sandoval

Design
Dan Arey

Additional Programming
Dan Su
Sam Dicker
Ray Tobey

Additional Art
Steve Suhy

Marketing Manager
Katie Bolich

Marketing Coordinator
Steve Groll

Public Relations & Talent Licensing
Jennifer Abbott-Bulka

Audio Visual Team
Mark Miller
Dan Brazelton
Katy Weathers
Leland Susser

Manual
Carol Ann & Neil Hanshaw

Lead Testers
Billy Mitchell
Joseph Damon

Assistant Lead Testers
Matt Young
Randy Smaha
Kam Ralston

Testers
Ron Allen
Anthony Borba
Mike Brown
Scott Crisostomo
Rich Krinock
John Lencioni
Doug Leslie
Raphael Pepi
Sheatiel Sarao
Kevin Seiter
Sako Bezdjian
Mike Borg
Ed Chennault
Scott Hill
Kevin Kwan
Mark Lerma
Chad Lowe
Eddie Ramirez
Sergei Savchenko
Jeff Todd
Chris Walker

Special Thanks
Susan Bowman
Madeline Canepa
Kathleen Donohue
Rob Dyer
Amy Hennig
Dawn Jordan
Randy Komisar
Kevin Norr
Gavin Scott
Michelle Smith
Mark Wallace
IS Department
Jean Burrell
Alan Chaplin
Dan Dorosin
Chris Espinosa
Jon Horsley
David Kirk
Adrian Longland
Kenny Reeves
Amy Smith
Scott Steinberg
Victor Wang
Richard LeMarchand & all the voice-over placeholder guinea pigs

Additional Voices
Charlie Adler
Jeff Bennett
Jim Cummings
Jess Harnell
Robert Ridgeley
Kath Soucie
Michael Bell
Gregg Berger
Brian George
Rob Paulson
Roger Rose
B.J. Ward

Voice-Over Direction & Casting
Gordon Hunt
Kris Zimmerman

Additional Casting
Kalmenson & Kalmenson

Voice-Over Recorded at
Cheshire MultiMedia Sound,
Santa Monica, California
West Lake Studios, Hollywood, California
Saunders & Gordon, London, England

Music
Power of Two Music

Sound Effects
Tom Corwin

Additional Sound Effects
John March

Audio Processing
Brian Schmidt

Closeup Lip Synching
Six Foot Two

MINDSCAPE, INC. LIMITED WARRANTY

Mindscape, Inc. warrants to the original purchaser of the computer software product, for a period of 90 days from the date of original purchase (the "Warranty Period"), that under normal use, the magnetic media and the user documentation are free from defects in materials and workmanship.

Warranty Claims

To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address and a statement of the defect. OR send the disc(s) to us at Mindscape, Inc., 88 Rowland Way, Novato, CA 94945, within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address and a statement of the defect. Mindscape, Inc. or its authorized dealer will, at our option, repair or replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.

To replace defective media after the 90-day warranty period has expired, send the original disc(s) to the Mindscape, Inc. address given above. Enclose a statement of the defect, your name, your return address, and a check or money order for $10.00.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the software product. For information, call Mindscape, Inc. Customer Service at 1-415-898-5157.

Limitations

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Mindscape, Inc.. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Mindscape, Inc. be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Mindscape, Inc. software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

The foregoing Mindscape, Inc. Limited Warranty terms do not affect your statutory rights as a consumer.