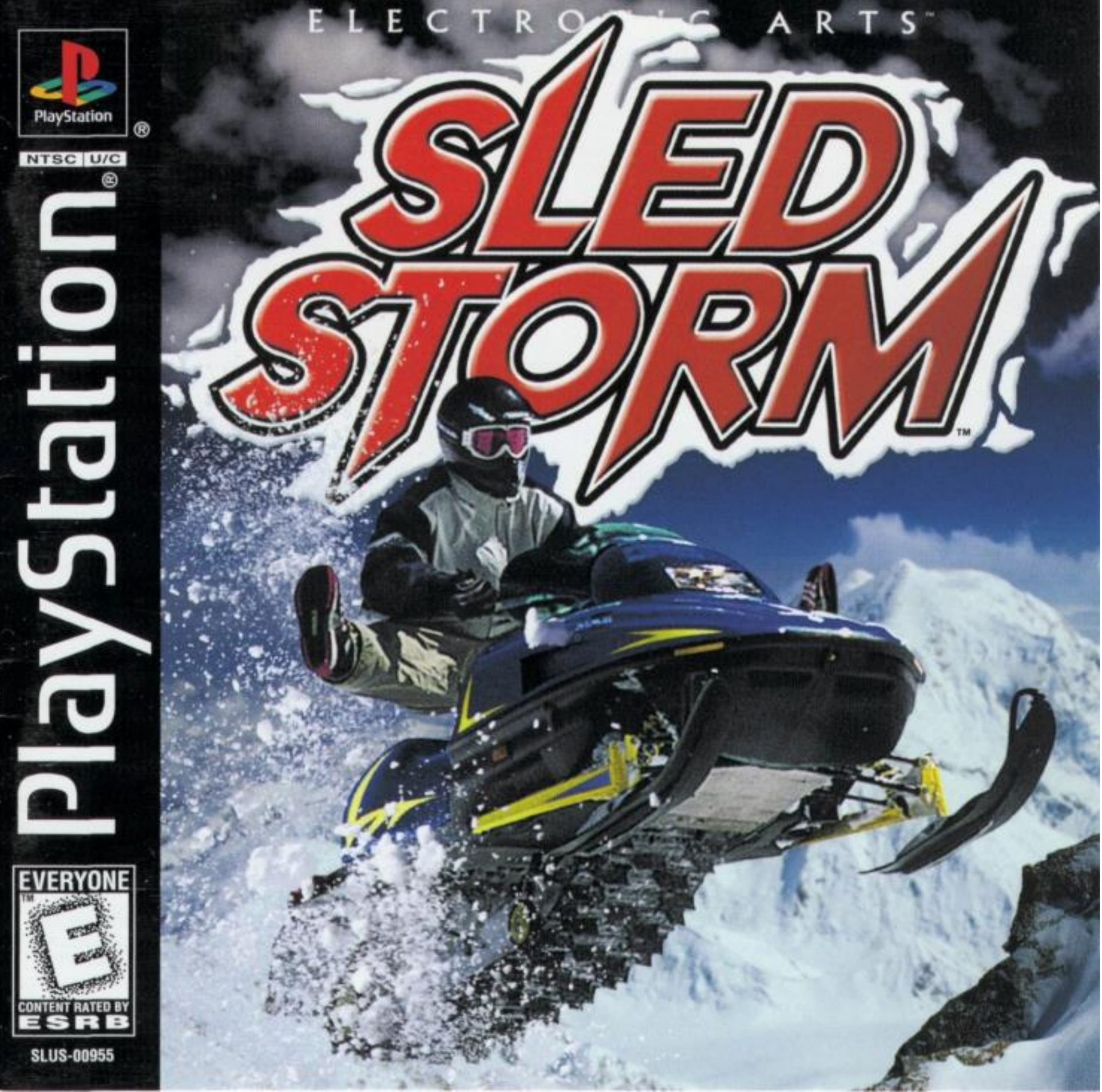

ELECTRONIC ARTS
SLED STORM
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-00955

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 intended 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 keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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



contents

starting the game **2**

basic controls **3**

basic command summary **4**

introduction **4**

getting started **5**

hitting the slopes **9**

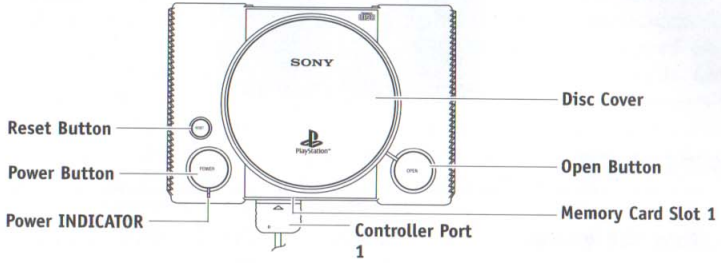
championship mode **13**

saving and loading **17**

credits **18**

warranty and service information **20**

starting the game



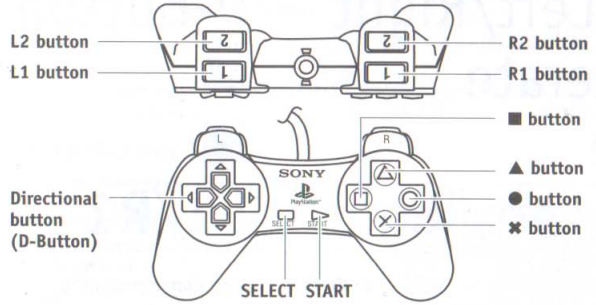
1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Sled Storm*™ disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console.

note: When using the Multi-Tap,™ at least one controller must be connected to Controller Port 1-A.

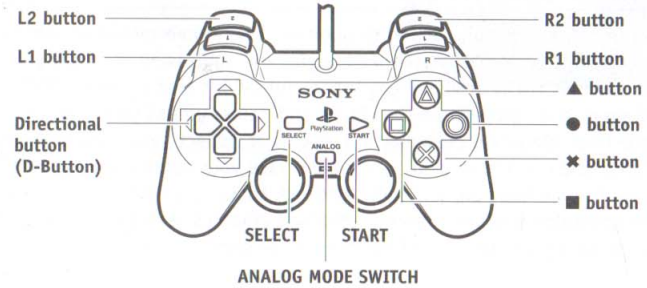
4. After the *Sled Storm* intro video finishes,the Main menu appears.

basic controls

PlayStation Controller



DUAL SHOCK™ Analog Controller



basic command summary

Turn Left/Right	D-Button ↔
Accelerate	✖
Brake	■
Lean Left/Right	**L1/R1**

For a more detailed list of commands, ➤ *Default Driving Commands* on p. 9.

introduction

Experience insane snowmobile racing through extreme alpine terrain in *Sled Storm*. To win, you need a combination of speed, style, and aggression. You can pull big air Motocross and BMX tricks or knock your opponent off his sled or over a cliff, but beware of aggressive competitors that taunt and harass you as you blast by. Progress through the Open Mountain championship events to collect cash, customize your sled, unlock tracks, and win the smokin' Storm Sled. Take your upgraded sleds into Super SnoCross, grab some huge air, and pull some sick tricks to unlock secret characters. Fast-paced gameplay, changing terrain, stunning graphics, and a slammin' soundtrack keep you constantly on the edge of intense arcade-style action!

For more info about this and other titles, check out www.sledstorm.com.

getting started

Main Menu

Start a game or access the Options screen.

➥ To advance to the Game Setup screen, highlight START and press ✖.

note: **Default settings in this manual appear in bold type.**

Game Setup Screen

Use the Game Setup screen to select game modes.

Enter a single player quick race.

Compete in a single player championship. (➤ *Championship Mode* on p. 13.)

Take on multiple players in a quick race on any of the available tracks.

Go head-to-head with up to three human opponents in a multiplayer championship. (➤ *Multiplayer Championship Mode* on p. 15.)

Race against the clock or simply hone your skills on a particular course in Time Trials.

View the best lap times. (➤ *Race Records Screen* on p. 9.)



D-Button ↕ to highlight an option, then press ✖ to select.

Character Select Screen

Choose a character to race with. Each competitor has their own sled, each with unique strengths and attributes.



Sled attributes

The highlighted racer

D-Button ↕ to toggle between the sled and character select.
With the character select highlighted, D-Button ↔ to cycle racers.
With the sled select highlighted, D-Button ↔ to cycle sleds with more cc's (when available).

➥ After highlighting the desired-racer, press ✖. The Track Select screen appears.

Track Select Screen

Choose a course to race on and set options.



Choose a course to race on.
Select the number of laps.
Set the time of day conditions.
Select the weather conditions.

➥ After selecting course options, press ✖. The Loading screen appears. When loading is complete, the race is on! (➤ *Hitting the Slopes* on p. 9.)

note: Track and Weather options can only be adjusted in Quick Race and Time Trial modes.

Loading Screen

As your race loads, you can select a music track to listen to during the race.

➥ To cycle the music track options, D-Button ↔ to highlight the desired song.

The following are the songs for each music track:

TRACK	SONG TITLE	BAND
1	*Dragula*	Rob Zombie
2	*Sparkle and Shine*	Econoline Crush
3	*Nowhere Now*	Econoline Crush
4	*Surefire*	Econoline Crush
5	*Cop Theme*	EZ Rollers
6	*Sweet Baby*	Jeff Dyck
7	*That's Grouse*	Jeff Dyck

❑ You can insert the CD into a normal CD player to listen to the various music tracks.

note: In a CD player, Track 1 contains gameplay data. To listen to a desired song, add 1 to the music track number. For example, to listen to Music Track 1, Dragula, you must forward to Track 2 in a CD Player.

note: There are more song tracks than listed here. For more information on the bands, ➤ *Credits* on p. 18.

Options Screen

From the Main Menu screen, highlight OPTIONS and press ✖. The Options screen appears. Here you can set the game options you wish to play with.

CONTROLLER CONFIG	Access the Controller Config screen. ➤ below.
LOAD/SAVE	Access the Load/Save screen. ➤ p. 17.
MUSIC	Adjust the game music volume level.
SOUND EFFECTS	Adjust the sound effects volume level.
SPEECH	Adjust the speech effects volume level.
RIDER SPEECH	Toggle to set the rider speech **ON** or OFF.
SOUND SETTING	Choose to play with **STEREO**, SURROUND, or MONO sound.
CATCH UP LOGIC	When **ON**, the CPU allows trailing racers to drive at a higher top speed.
MPH/KPH	Toggle to set your speedometer to **MILES PER HOUR** or KILOMETERS PER HOUR.
SCREEN ADJUST	Use the D-Button to manually center the game screen on your television.
CREDITS	View the game credits.

Controller Config Screen

Set the controls that best suit your racing style.

➥ To choose a pre-set controller configuration or the CUSTOM SETTINGS option, D-Button ↔.

To remap your controls:

1. Select the CUSTOM SETTINGS option.
2. D-Button ↕ to highlight the action you want to remap and press ✖.
3. Press the button on your controller you wish to replace it with. The new button setting appears.

➥ To return to the Main Menu screen, press ▲.

note: For multi-player games involving 3 or more players, place the Multi-Tap peripheral in Controller Port 1. Controller ports 1-A, 1-B, 1-C, and 1-D will directly correspond to Players 1, 2, 3, and 4.

Race Records Screen

Think you're the hottest racer on the slopes? Then prove it by scoring the fastest lap times or most points on each course. If you can, you'll earn a place on the Race Records screen.



When highlighted, D-Button ↔ to cycle through the available tracks.

Record holders

The selected track

When highlighted, D-Button ↔ to toggle between fastest time and most points records.

D-Button ↕ to toggle between the Track Select and Record Type options.

➥ To return to the Game Setup screen, press ▲.

hitting the slopes

After setting up your game, it's time to hit the powder and melt some snow!

Default Driving Commands

➥ To **accelerate**, press ✖.

➥ To **steer** left/right, D-Button ↔.

➥ To **brake**, press ■.
➥ To change your **stance**, press ●.
➥ To **lean** left/right, press **L1/R1**.

Display/Game Screen



Pause Menu

➥ To access the Pause menu, press START during gameplay.

RESUME RACE	Continue the race.
RESTART	Start the race over.
MUSIC LEVEL	Adjust the game music volume level.
SFX LEVEL	Adjust the sound effects volume level.
SPEECH	Adjust the speech effects volume level.
DISPLAY	Toggle the onscreen map or entire HUD **ON**/OFF.
QUIT RACE	End the race and return to the Main Menu screen.

Tricks

Perform insane tricks and combos with your sled and reap the rewards of riding the edge. Tricks convert to cash in Open Mountain Championship and are used to upgrade your sled. In the Super SnoCross Championship, accumulate enough trick points and you will unlock secret characters!

To perform a trick:

1. Build speed and hold the appropriate trick button (**L2** or **R2**) as you hit an inclined surface to catch some air.
2. In the air, perform the D-Button command(s) for the trick you want to perform.

❑ Each character has a personal trick rating which can be found on the Character Select screen. A higher trick rating increases your chances of successfully initiating and landing a trick.

BASIC TRICK COMMANDS

The following basic sled tricks can be performed during gameplay. Not all tricks can be performed by every racer. (**H** = Hold Trick, **C** = May be Comboed.)

No Hander (H)	L2 + ↓	One Footed Can Can One Hander (H, C)	R2 + ↙
Lookback (H)	L2 + ↑	Recliner	L2 + ↖
No Footer (H, C)	R2 + ↑	Indian Air (Airwalk) (H, C)	L2 + ↗, ↘
One Footed Can Can (H, C)	R2 + ↓, ←	Saran Wrap (C)	L2 + ↙, ↓
Nac Nac (H, C)	R2 + →, ↓	Decade (Chocolate Swirl)	L2 + ↘, ↓, ↙

Heel Clicker (C)	R2 + ←, ↑	Nothing (C)	R2 + ↗, →
Parallel Can Can (C)	L2 + ←, →	One Handed Superman (H, C)	R2 + ↖, →
Can Can (Kickout) (C)	L2 + →, ←	BackFlip	R2 + L2, ↖, ↑, ↗
Nose Dive Suicide No Hander (H)	R2 + ↘	Various tricks for Tracey, Gio, and Travis	R2 + L2, ↖, ↑, ↗

- ❑ Tracey is unable to perform the Indian Air, Decade, or BackFlip.
- ❑ Gio is unable to perform the Saran Wrap, Nothing, or BackFlip.
- ❑ Travis is unable to perform the Nose Dive Suicide No Hander, Recliner, or BackFlip.

Combinations

Certain tricks can be linked together in combination for extra points. Nail some of these wicked combos to score big:

One Footed Can Can to Saran Wrap

Heel Clicker to No Footer

Parallel Can Can to One Handed Superman

Indian Air to No Footer

- ❑ There are more than 18 combos in all! How many can you find?

Points

When you press either (or both) **L2** or **R2**, three animated zeros appear onscreen. This is to indicate that you have initiated a trick and the controller is waiting for the rest of the input to perform the trick. When you successfully land the trick, your points are tallied and added to the points counter of the HUD. In the Open Mountain Championship, points are converted to cash you use to upgrade your sled. In the Super SnoCross Championship, your total points for all the circuits are tallied, and if you have enough you can unlock secret characters!

Bonus Targets

Speeding through each course, you encounter a variety of obstacles including rabbits and snowmen. Plow over these targets to rack up additional points along the way.

championship mode

Championship mode consists of a series of races to determine the best racer on the mountain. Enter to earn cash for upgrades and to unlock hidden tracks and characters. Whenever you finish a circuit your character, cash and upgrades can be saved.

Championship Select Screen

Select the type of championship you want to compete in.

OPEN MOUNTAIN	The Open Mountain Championship is a race through a gauntlet of alpine terrain. Find the shortcuts and the fastest racing line to win. Points are converted to cash to upgrade your sled.
SUPER SNOCROSS	Negotiate tight, intense, Motocross-style circuit courses and score trick points. Perfect timing and big tricks are the keys to victory. No cash here! Collect points to unlock special characters. Trouble winning? Enter the Open Mountain Championship and upgrade your ride to be more competitive in Super SnoCross!

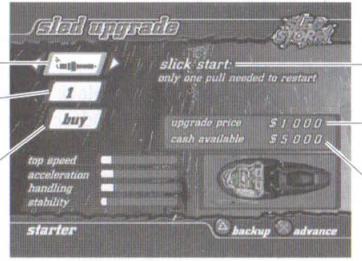
➥ D-Button ↔ to highlight the championship you want to enter, then press ✖. The Character Select screen appears.

Character Select Screen

Choose a character to compete with in the Championship. After selecting a character, the Sled Upgrade screen appears if you are playing the Open Mountain championship.

Sled Upgrade Screen

As you advance through the Open Mountain Championship season, you earn money based upon your race results and points accumulated. These earnings can then be used to build an extreme machine.



D-Button ↔ to cycle upgrade selections.

D-Button ↔ to cycle the selected upgrade's level. Some upgrades only have one level.

Select to buy the highlighted upgrade.

The highlighted upgrade.

The cost to purchase the upgrade. Upgrades can be resold at 75% of their initial value.

Available cash to spend.

➥ To begin your next race, highlight the upgrade box and press ✖.

❑ In the Open Mountain Championship, points are converted into cash and can be used to purchase new parts for your ride. Hidden tracks and super sleds are unlocked by completing circuits.

❑ When you enter an Open Mountain Championship, complete a race circuit, buy upgrades and save your game, your upgraded-character can also be used in a Super Snocross Championship. In Super Snocross the goal is to accumulate points, as there are no cash rewards. Secret characters are unlocked by accumulating extreme trick point totals. If your sled isn't good enough to compete in the tougher Super SnoCross tracks, go back to Open Mountain and earn more upgrades.

note: An Open Mountain Championship cannot be saved until you complete a circuit of races. Circuits are groups of tracks shown on the Open Mountain Championship Select screen.

Standings Screen

Upon completing a race, the race standings appear.

➥ To toggle between overall and best lap times, D-Button ↔.

Winnings Screen

The Open Mountain Winnings screen displays the amount of cash earned for winning a race and scoring points by performing tricks and smashing objects. The winnings are then added to your bank account and can be used to buy enhanced sled parts at the Sled Upgrade screen. In Super SnoCross, this screen tallies the points you accumulate as you progress through the championship on the road to unlocking some super cool characters.

note: If a player completes a championship and begins the championship again with the same character, the character returns to his/her default settings.

Multi-Player Championship Mode

In a Multiplayer Championship, up to four players can compete in a split-screen showdown.

➥ To play a Multi-player Championship, select MULTI-PLAYER CHAMPIONSHIP from the Main menu. The Championship select screen appears.

note: A Multi-Tap peripheral is required for three- or four-player games.

Multi-Player Championship Select Screen

Set your race options.

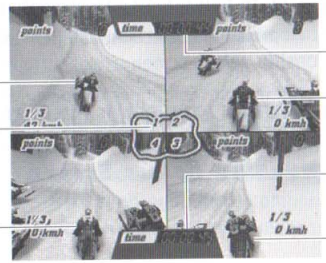
CHAMPIONSHIP TYPE	Select a circuit to compete in:
FIRST RUN	The first circuit of the Open Mountain championship.
AIR TIME	The first circuit of the Super SnoCross championship.
CUSTOM	A customizable circuit that can include any available tracks.
TRACK SELECT	Select a track to race on.
NUMBER OF LAPS	Select to race between 2 to 9 laps.
TIME OF DAY	Select to race at **DAY** or NIGHT.
WEATHER CONDITION	Select to play with **CLEAR**, SNOW, or RAIN conditions.
AI RIDERS	Toggle CPU controlled riders ON or OFF
SPLIT SCREEN	Select to play a multi-player game with a **PORTRAIT** or LANDSCAPE view.

note: In Three- or Four-Player Championship mode, NIGHT racing is unavailable and the AI Racer setting has no effect.

Multi-Player Character Select Screen

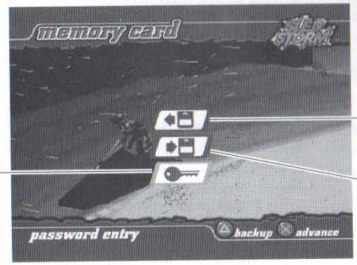
On the Character Select screen, each player must press ✖ to select a racer. When all players are set, Player One must press ✖ to continue and begin your race.

Multi-Player Game Screen



saving and loading

Sled Storm lets you save options, records, and Championship mode progress with the use of a memory card.



note: Never insert or remove a memory card when loading or saving files.

- ❑ Upgraded and/or secret characters can be saved and used in Quick Race modes and in Super SnoCross. Characters can only be saved AFTER you have completed an Open Mountain circuit (example: Stage One). After a character has been saved you are automatically offered their best sled when you choose them.
- ❑ Saved games and upgraded characters will automatically load if the memory card is inserted into Memory Card Slot 1 before turning on the PlayStation game console.

credits

DEVELOPMENT

Programming Gurus:
Peter Doidge-Harrison, John Harvey, Tom Heath, Mark Johnston, Stefan Posthuma, Yvo Zoer

Lead Artist: Tristan Brett

Character Design/Models: Terry Chui

Front End Art Design/Graphics:
David Adams

Artists: Thomas Graham, Margaret Livesey, Ronel Mendoza, Laura Parr, Giovanni Sasso

Animation: Joe MacDonald, Stephen Rowe

Additional Modeling - Hi-Res:
Sal Melluso

Audio Lead/Programming: Rob Bailey

Location Recording Assistant and Speech Editing: Andy Teal

Level Editor: Paul Inouye

Video Editor: Tiziana Beretta, Dwayne Wudrich

Development Director: Heidi Ernest

PRODUCTION

Producer: Jules Burt

Associate Producer: Adrian Crook

Assistant Producer: Sean Penney

Production Coordinators:
Bryna Dabby, Janie Toivanen

Executive Producer: Rory Armes

MARKETING

Director of Product Marketing:
Chris Lindner

Product Marketing Manager:
Gaylene Nagel

Public Relations: Anne Marie Stein, Jerris Mungai

Documentation: Anthony Lynch

Documentation Layout: Corinne Mah

Package Design: Verb DNA

Package Photography: Aaron Sedway

Package Art Direction:
Creative Services

QUALITY ASSURANCE

Testing Team Lead: Martin McQueen

Senior Testers: Gordon Thornton, David Tong

Testers: Kim Blancard, Paul Byrom, Tim Dale, Alistair Dejonge, Brandon Gill, David Hughes, Cliff John, Matt Kernachan, Paul Spears, Evan Stanfiield, Martin Wasiel

QA Technical Support: Colin Cox, Jason Feser, D'arcy Gog, Mark McIntyre, Brian O'Berquell, Zech Prinz, Chris Wallace

Mastering: Cary Chao, Peter Petkov

Customer Quality Control:
Benjamin Crick, Jacob Fernandez, Dave Knudson, Justin Mason, Shane Ferguson

LOCALIZATION TESTING

LT Coordination – Europe:
Simon Davison

LT Coordination - N.A.:
Gordon Thornton

LT Testers - N.A.: Nathan Wawruck, Octavio Izarrualde, Kim Blancard, Jeff Piva

STUDIO SUPPORT

Studio Operations: Paulette Doudell

Music Licensing: Beverly Koeckeritz

Director of Business Affairs:
Brian Ward

Business Affairs: Andre Beaulieu

Legal: Steve Bene, Janet Dwoskin

Libraries: James Fairweather

Libraries Support: Kaz Okuda, Frank Barchard

Animation Pipeline: Sean Halliday

Voice Coach: Michael Donovan

Voices: Michael Donovan, Scott McNeil, Ian Corlett, Brenda Crichlow, Cathy Weseluck, Freya Berg

Video footage courtesy of:
Peak Productions, Standard Films

European Localization Manager:
Sandra Picaper

Original Concept: Tristan Brett, Adrian Crook, Tom Heath, Peter Royea

Design and Concept Development:
The entire team! Thanks!!

Special Thanks To: Taylor Moore, Mark Lange, Alan Chuck, Sasa Djolic

MUSICAL CREDITS

DRAGULA (HOT ROD HERMAN REMIX)

Performed by Rob Zombie

Written by Rob Zombie and Scott Humphrey

© 1998 WB Music Corp. (ASCAP), Demonoid Deluxe Music (ASCAP) & Gimme Back My Publishing (ASCAP) administered by Bug Music, Inc. All Rights on behalf of Demonoid Deluxe Music (ASCAP) administered by WB Music Corp. (ASCAP)
All Rights Reserved.
Used by Permission

Courtesy of Geffen Records.
Under License from Universal Music Special Markets

BOTZ (SYNTHETIK REMIX)

Performed by Uberzone

Written by Timothy Wiles

© 1996 Warner-Tamerlane Publishing Corp. (BMI) & Gizmonik Publishing (BMI). All Right on Behalf of Gizmonik Publishing (BMI) administered by Warner-Tamerlane Publishing Corp. (BMI). All Rights Reserved.
Used by Permission.

Courtesy of City of Angels.

SUREFIRE (AVALANCHE MIX)

Performed by Econoline Crush

Written by T. Hurst/R. Morfiitt/ D. Yaremko

Re-mix produced by the Humble Brothers

Re-mix programmed by Traz Damji

Mixed by Ken Marshall

Assisted by Francois Laflleur

Additional guitars by Saki Kaskas

Additional keyboards by Traz Damji

Edited by Anthony "Fu" Valcic

© 1997 Phat Farmer Music and Man Ain't Meant to Work administered by Bruce Allen Talent (SOCAN)

Produced under license from Restless Records by arrangement with Warner Special Products

(P) 1997 Courtesy of EMI Music Canada

SPARKLE AND SHINE (THROTTLE MIX)

Performed by Econoline Crush

Written by T. Hurst/R. Morfiitt/ D. Yaremko

Re-mix produced by Rob Bailey and Ken Marshall

Re- mix programmed by John Morgan

Mixed by Ken Marshall

Assisted by Francois Laflleu

Additional keyboards by John Morgan and Rob Bailey

Additional guitars by Saki Kaskas

Bass by Rob Bailey

Edited by Anthony "Fu" Valcic

© 1997 Phat Farmer Music and Man Ain't Meant to Work administered by Bruce Allen Talent (SOCAN)

Produced under license from Restless Records by arrangement with Warner Special Products

(P) 1997 Courtesy of EMI Music Canada

NOWHERE NOW (WHITE OUT MIX)

Performed by Econoline Crush

Written by T. Hurst/R. Morfiitt/ D. Yaremko

Re-mix produced by Rob Bailey and Ken Marshall

Re- mix programmed by Rom Di Prisco

Mixed by Ken Marshall

Assisted by Francois Laflleur

Additional keyboards by Rom Di Prisco & Rob Bailey

Guitars by Saki Kaskas

Additional bass by Rob Bailey

Additional vocals by Serena Whitters

Edited by Anthony "Fu" Valcic

© 1995 All Rights administered by Bruce Allen Talent

Produced under license from Restless Records by arrangement with Warner Special Products

(P) 1995 Courtesy of EMI Music Canada

CHAINED ON TWO SIDES

Performed by Dom & Roland

Written & Produced by D. Angas

© (1998) Moving Shadow Music

(P) 1998 Moving Shadow Limited

THUNDER

Performed by Dom & Roland

Written & Produced by D. Angas

© 1998 Moving Shadow Music

(P) 1998 Moving Shadow Limited

COP THEME

Performed by E-Z Rollers

Written & Produced by A. Banks and J. Hurren

© 1998 Moving Shadow Music

(P) 1998 Moving Shadow Limited

SWEET BABY

Performed by Jeff Dyck

Written & Produced Jeff Dyck

Mixed by Ken Marshall

Assisted by Francois Laflleur

Guitars by Saki Kaskas

© 1999 Electronic Arts Canada

THAT'S GROUSE

Performed by Jeff Dyck

Written & Produced Jeff Dyck

Mixed by Ken Marshall

Assisted by Francois Laflleur

Guitars by Saki Kaskas

© 1999 Electronic Arts Canada

YEEHAW!

Performed by Jeff Dyck

Written & Produced Jeff Dyck

Mixed by Ken Marshall

Assisted by Francois Laflleur

Guitars by Saki Kaskas

Banjo by Jules Burt

© 1999 Electronic Arts Canada

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts ("EA") warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge.

This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

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

Some states do not allow limitation 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 specifiic rights, an you may also have other rights that vary from state to state.

RETURNS WITHIN 90 DAY WARRANTY PERIOD—Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the diffiiculty you are experiencing including your name,address, and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

We recommend that you send your product using a delivery method that is traceable.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD—Please return the product along with a check or money order for $15.00 made payable to Electronic Arts, a brief description of the diffiiculty you are experiencing including your name, address, and phone number to the address below.

We recommend that you send your product using a delivery method that is traceable.

ELECTRONIC ARTS CUSTOMER WARRANTY

P.O. Box 9025, Redwood City, California 94063-9025

If you have warranty questions, you can also contact Customer Warranty via e-mail at cswarranty@ea.com or by phone at (650) 628-1900.

Proof of Purchase

SLED STORM

0-14633-14007-1



NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacifiic Standard Time.

EA Tech Support Fax: (650) 628-5999

NEED GAMEPLAY HELP?

Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-288-HINT (4468). 95c per minute. In CANADA, dial 900-451-4873. $1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

HOW TO REACH US ONLINE

Internet E-mail: support@ea.com

World Wide Web: Access our Web Site at http://www.ea.com

FTP: Access our FTP Site at ftp.ea.com

If you live outside of the United States, you can contact one of our other offiices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.
P.O. Box 835
Slough SL3 8XU, UK
Phone (753) 546465.

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

Software and documentation © 1999 Electronic Arts. All rights reserved.

Sled Storm, Electronic Arts, and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved.

All other trademarks are the property of their respective owners.