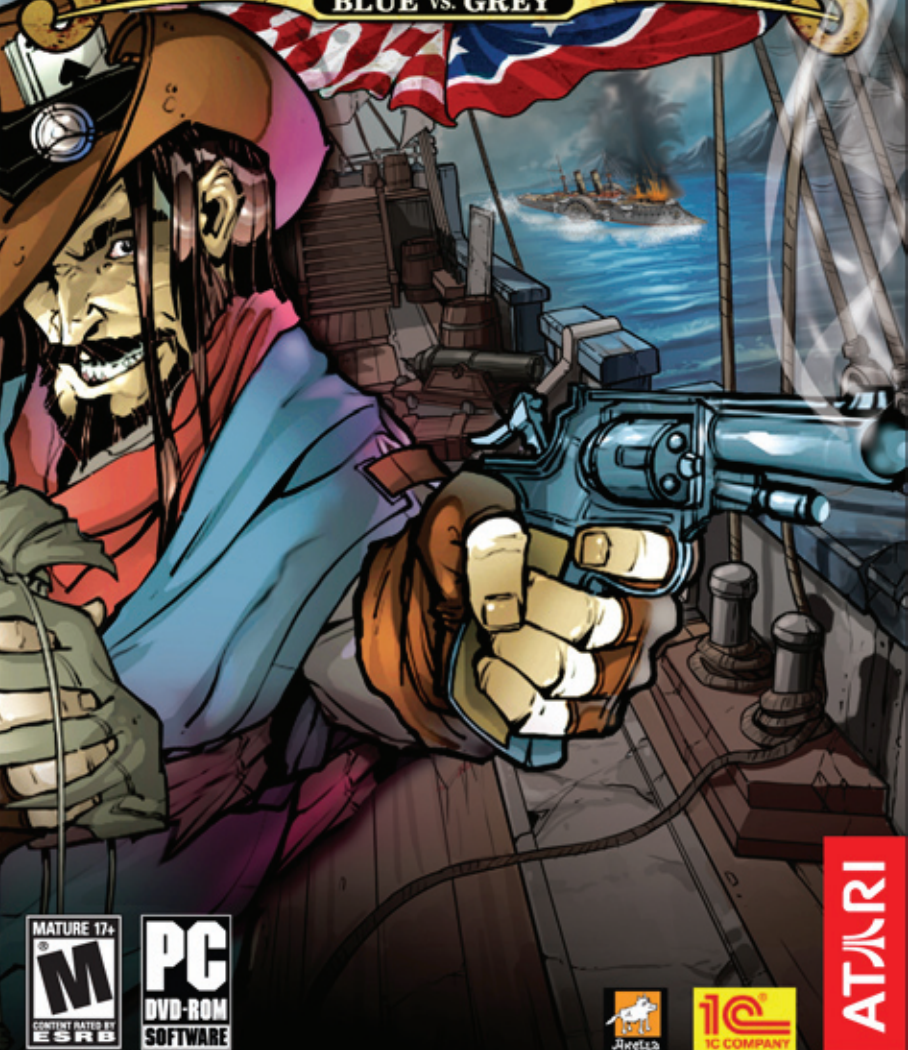


SWASHBUCKLERS

BLUE VS. GREY



ATARI

CONTENTS

Introduction	3
Character Menu.....	4
Cities	8
Shipyards	10
Global Map.....	12
Land Battle	13
Naval Battle	14
Boxing	17
Role-Playing	18
Items.....	19
Weapons and Ammo	20
Credits	21
Atari Web Sites	24
Technical Support (U.S. & Canada).....	24
End-User License Agreement	25

SYSTEM REQUIREMENTS

MINIMUM:



Operating System:	Windows XP
Processor:	1.5 GHz Pentium IV; AMD 2000+ 1,5Ghz (Single Core); (2.4 GHz Pentium IV; AMD 3500+ 2.2Ghz (Single Core) recommended)
RAM:	512 MB (1 GB recommended)
Hard drive:	1.5 GB of free space
Graphics:	128 MB nVidia GF FX 5700 or ATI Radeon 9600 (256 MB nVidia GF 6800 or ATI Radeon R850XT recommended)
Sound:	DirectX 9.0c-compatible sound card
DirectX®:	DirectX 9.0c (included) or higher

INSTALLATION

1. Start Windows®. Exit all other applications.
2. Insert the *Swashbucklers: Blue VS. Grey* disc into your CD or DVD drive.
3. If AutoRun is enabled, a title screen should appear. Click on the Install button. If AutoRun is not enabled, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK.
Note: If your CD or DVD drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing.

UNINSTALLING “SWASHBUCKLERS: BLUE VS. GREY”

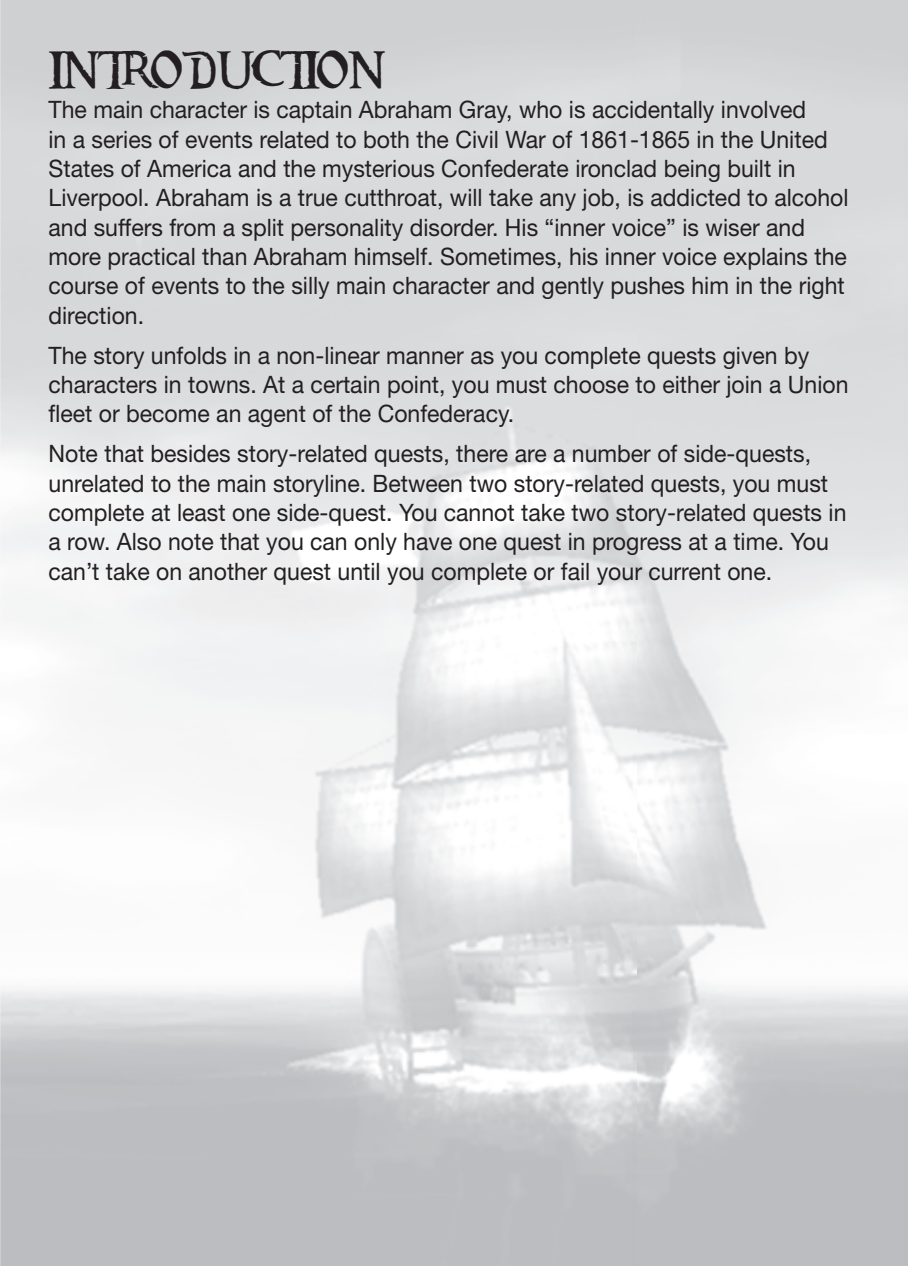
In order to uninstall the game either select the **UNINSTALL** item in the autorun menu or use the “Add/Remove Programs” applet in the “Control Panel.” **Start Settings Control Panel Add/Remove Programs.** Follow the instructions to complete the removal process.

INTRODUCTION

The main character is captain Abraham Gray, who is accidentally involved in a series of events related to both the Civil War of 1861-1865 in the United States of America and the mysterious Confederate ironclad being built in Liverpool. Abraham is a true cutthroat, will take any job, is addicted to alcohol and suffers from a split personality disorder. His “inner voice” is wiser and more practical than Abraham himself. Sometimes, his inner voice explains the course of events to the silly main character and gently pushes him in the right direction.

The story unfolds in a non-linear manner as you complete quests given by characters in towns. At a certain point, you must choose to either join a Union fleet or become an agent of the Confederacy.

Note that besides story-related quests, there are a number of side-quests, unrelated to the main storyline. Between two story-related quests, you must complete at least one side-quest. You cannot take two story-related quests in a row. Also note that you can only have one quest in progress at a time. You can't take on another quest until you complete or fail your current one.

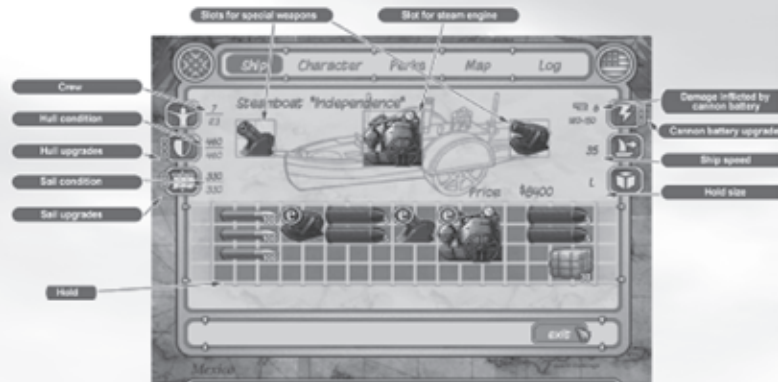


CHARACTER MENU

Open the Character Menu by pressing the **I** key (except in the city's "shop" locations). It is divided into five screens that you can switch between by selecting the appropriate "bookmark" on top of the Character Menu.

SHIP

This screen displays information about your ship and the cargo in its hold.



Every ship has one slot for a steam engine and from one-to-four slots for special weapons. To mount the steam engine or special weapon, drag and drop it into the slot with the mouse. You can also mount them by right-clicking on them and selecting "Mount" from context menu. Note that, while mounted, steam engine and special weapons still take up space in the ship's hold.

In order to turn the item in a ship's hold, start dragging it with the **left mouse button** and then turn it with the **right mouse button**.

To dismount the steam engine or special weapon from the slot, drag and drop them from the slot back to the hold, or right-click on them and select "Dismount" from the context menu.

When you "pick up" an item with a mouse, a temporary receptacle appears in the lower part of the screen. You can place items in it if you don't have enough space in the hold, or if you wish rearrange items in the hold. You must remove all items from the temporary receptacle or they will be lost after you exit the Ship screen. Hull upgrades, which increases the number and size of slots, are available at the Shipyard (see page 10).

The icons on the left indicate number of crew, hull condition and upgrades,

and sail condition and upgrades. The icons on the right indicate the number of guns in the ship's battery, the damage they inflict, upgrades, ship speed, and hold size.

CHARACTER

This screen displays information about your character and contents of your inventory.



To the right and to the left from the face there are slots for cold-steel and firearm weapons, respectively. Drag and drop it into an appropriate slot with the mouse, or right-click on it and select "Equip" from context menu. Weapons still take up inventory space while equipped.

In order to turn the item in a character's inventory, start dragging it with the **left mouse button** and then turn it with the **right mouse button**.

To withdraw weapon, drag and drop them from the slot back to the inventory, or right-click on in and select "Withdraw" from the context menu.

When you "pick up" an item with a mouse, a temporary receptacle appears in the lower part of the screen. You can place items in it if you don't have enough space in the inventory, or if you wish rearrange items in your inventory. You must remove all items from the temporary receptacle or they will be lost after you exit the Character screen.

Your character's attributes are displayed in the lower-left part of the screen. Each new level, you receive one or more points that you can use to increase to any of the three main attributes. Click on the arrow to the right of an attribute to increase its value. After you finished distributing the points, click on "Confirm."

PERKS



On this screen you can see the perks you've acquired. Also, here you can pick a new perk after you've gained a new level, or assign an active perk to a keystroke.

After you've gained a new level you can pick one of the four perks offered. To pick a new perk, select it from the list and click on the "Acquire" button, or the **Spacebar**.

The "Assign" button appears in the lower left of the screen. Click this button to assign this perk to any of the keyboard keys offered. Then, while playing the game you can use the perks assigned by pressing those keys.

MAP

Your location is displayed on the map, as well as quest indicators and your current destination if you have a quest in progress.



If you are in the city, you can switch between the city map and the world map by clicking the "Scale" button. Locations are depicted by icons. See Cities on page 8.

Quest locations are indicated on both the world map and the city maps:



Story-related quest



Side-quest



Your current destination on the quest in progress



Location of a ship you must board or destroy. Since you can only be on one quest at a time, other quest icons are hidden until your current quest is completed or failed.

Log

The log contains information about all quests you have taken. Completed quests are stamped "Mission Accomplished." You can check the info on any of your earlier quests at any moment.



CITIES

There are nineteen cities of various sizes in the game. Use the **W, A, S, D keys** to move your ship on the global map.

The size of the city can vary from one to four screens.



Indicates the place where you can go to the next area of the city. To do so, walk to the marker and press the **Spacebar**.



Indicates the exit from the city. To exit the city and go to the global map, walk to the marker and press the **Spacebar**.

In some cities, you can talk to non-player characters in the streets.



To start a conversation, move close to the character and press the **Spacebar**.



To enter a location, walk to the marker and press the **Spacebar**.

CITY LOCATIONS

You can enter a location by walking to an appropriate marker and pressing the **Spacebar**.

Tavern



In a tavern you can talk to the bartender, sailors, a cowboy or the captain as well as story-related characters. The bartender will tell you the latest rumors or share information on prices of various goods in cities.

alk with the sailors to hire a crew, which are integral to survive naval battles.

“Cowboy” and “captain” are boxing promoters. Talk to them to participate in boxing matches and earn money and experience (see “Boxing” on page 17).

Sheriff



Visit the Sheriff to save your progress.

Governor



There are governors in three of the game’s cities – Havana, Nassau and New Orleans.

Visit them to get new quests.

General Store



You can buy various items, food and drinks in the general store. You can also pay the shopkeeper to enlarge your inventory.



The upper field is the shop’s counter with goods available for sale. The lower field is your inventory. To buy something, simply drag and drop the item from the counter into the inventory and change the quantity, if desired.

To sell an item, drag and drop it from the inventory into the counter and set the amount in a pop-up window, if necessary.

Weapon Shop



You can buy and sell weapons and ammunition in weapon shops. More powerful and effective weapons appear in the weapon shop as you progress through the game.



The upper field is the shop’s counter with goods available for sale. The lower field is your inventory. To buy something, simply drag and drop the item from the counter into the inventory and change the quantity, if desired.

To sell an item, drag and drop it from the inventory into the counter and set the amount in a pop-up window if needed.

SHIPYARD



Only four cities in the game have shipyards with full facilities: Havana, Jacksonville, Nassau & New Orleans.

A full facility Shipyard has three departments: Auction, Shipyard & Cargo.

AUCTION



You can buy a new ship at the Auction. If you buy a new ship, your existing one is set on sale automatically. You can only possess one ship at a time. New models become available as you progress through the game.

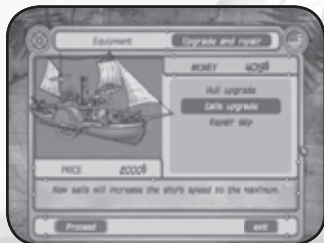


SHIPYARD

You can repair and upgrade your ship, buy and install weapons, and buy ammo at the Shipyard. The most powerful weapons and upgrades become available as you progress through the game.

The upper field is the shop's counter with goods available for sale. The lower field is your ship hold. To buy something, drag and drop the item from the counter into the hold and change the quantity, if desired.

To sell an item, drag and drop it from the hold into the counter and change the quantity, if desired.



Chose an upgrade or a repair from the list and click Execute. Level 2 and level 3 upgrades appear as you progress through the game. So, do not forget to visit the shipyard from time to time: there could be an opportunity to make your ship more powerful!

CARGO STORAGE



The Cargo Storage location serves as a Shipyard facility in the four biggest cities and as a stand alone location in the rest of the towns.

You can buy/sell cargo here and find out which goods are in demand. You can also take cargo delivery quests here.



All cities produce and consume certain goods, which naturally accounts for price differences. For example, blockaded cities produce cotton and consume weapons and gunpowder. Prices on the same goods in different cities can vary dramatically, so smart trading is a great way to earn money. Talk to the merchant to find out what goods are

worth the most in a particular cargo storage.

To take a delivery quest, select "Talk about job" option from the menu. After you've taken the quest, go to the destination town and visit a Cargo Storage location. The quest will be completed when you enter the location.

The upper field is the shop's counter with goods available for sale. The lower field is your ship hold. To buy something, drag and drop the item from the counter into the inventory and change the quantity, if desired.

To sell an item, drag and drop it from the hold into the counter and change the quantity, if desired.

GLOBAL MAP

Use the **W, A, S, D keys** to control your ship on the global map. Use the **R key** to set sails and start moving. Press the **F key** to stop the ship. There are some context-dependent actions, such as entering a city or special location, or attacking a ship, that you perform through a pop-up menu in the lower section of the screen. Use the **W** and **S keys** to choose an option and execute with the **Spacebar**.

CITY TYPES

There are two types of cities in the game: free and blockade. You can enter free ports anytime during the game no matter which side you are on. Blockade towns are patrolled by the Northern fleet and every attempt to enter such town automatically sets you into battle with the patrol ship.



You can either win the battle or flee from it to enter a blockade town (see “Naval Battle” on page 14) . You can skip the battle with a patrol ship only in two cases: you join The North in the main storyline; or you have a Blockade Runner perk at your disposal (see “Role Playing” on page 18).

When you attempt to attack a passing ship, a difficulty check of the upcoming battle occurs, based on the strength of your ship compared to that of the enemy ship. The result (Easy, Normal, Hard or Very Hard) appears in a pop-up window.

After you join either the North or the South, you will not be able to fight ships on your side.

LAND BATTLE

Use the **W, A, S, D keys** to move your character. Press the **left mouse button** for a melee attack, and the **right mouse button** for a firearms attack. Press and hold the **right mouse button** to take out a gun and aim with mouse movement while pressing the **left mouse button** to shoot.



You can bind special attacks or moves (called Active Perks – see Role Playing on page 18) on one of these 6 keys: **TAB, SHIFT, CTRL, Spacebar, Q** and **E**.

Two very useful Active Perks are available from the beginning of the game. We strongly recommend you get them as soon as possible for your character.

1. The “Dodge” perk is very useful for dodging enemy’s attacks. After Abraham starts dodging, nothing can cause him any harm.
2. The “Block” perk allows Abraham to repel every attack except gunshots. Most of the Boss’s attacks are ‘unblockable,’ so be careful and use Dodge instead.

Special attacks use energy, and cannot be performed if you don’t have enough energy. The Energy Bar slowly fills over time, and fills more quickly when you make a successful strike. You can also refill your Energy Bar by consuming Whisky or Mariani Wine.

NAVAL BATTLE

Use the **W, A, S, D keys** to move your ship. Press the **R key** to set sails and start moving. Press the **R key** again to stop the ship. Your ship has four speeds in a battle: from “stop” to “full speed ahead”.



Aim using the mouse and click the **left mouse button** to shoot. Switch between the ship battery and special weapons using the **TAB key**. Battery ammo is unlimited, but special weapons have limited ammunition.

If you have a steam-engine installed, you can activate it using the **Shift key**. Pay attention! There is a “thermometer” on the right side of the screen that shows the temperature of the steam engine. If the thermometer reaches its maximum, the engine will overheat and break down. You will not be able use it or dismount it until you repair the ship.

You can escape from battle by increasing the distance between your ship and the enemy. You will be offered to leave the battle when the distance between your ship and the enemy is far enough.

Boarding

You can also board the enemy ship. To do so, you need to destroy half or more of the enemy ship’s crew, and then sail close to the enemy ship. Press the **Spacebar** when the boarding menu appears.

The first part of boarding does not differ from the regular battle. You must fight enemy ship sailors running out of the bilge. The number of sailors you fight depends on how many crew members there were relative to the number of your crew members when you started boarding. Finally, you are required to fight the duel with a captain.

Duel

Use the **W, A, S, D keys** to move your character on deck. Use the **left mouse button** for an upper sword attack, and the **right mouse button** for a lower sword attack. Press the **E key** for a powerful slow super-attack, and block with the **Spacebar**. Press the **W key** or **S key** in combination with the **Spacebar** respectively for high and low blocks.



All attacks consume energy, and special attacks consume much more than the regular ones. If you do not have enough energy, your attacks will be slow, and your character will become more vulnerable. We recommend taking defensive actions (blocking and avoiding enemy attacks) in order to restore the energy. You are not able to use Medicine and Food to restore health, or Whiskey and Mariani Vine to restore energy during a duel.

Post-Boarding Menu

After successfully defeating a ship, you can choose what to do with it.



Compare: Shows a detailed comparison between your ship and the ship captured.

Burn: Burn the captured ship.

Release: Release the ship captured from custody.

Goods: Take the goods, steam-engine, super-weapons and ammunition from the captured ship's hold.

Take: Take the captured ship.

Auction: Sell the ship at auction. A ship sale is an event that takes some time. After you have put a ship up for sale, you will get a message several weeks later indicating the selling price of the ship.

Note: Some of the "quest" ships (storyline missions ships) will be burned automatically, and boarding them will not bring up the post-boarding menu.

BOXING

You can take part in a boxing fight in a tavern of any city except Havana. To enter the ring, you need to choose "talk to the cowboy" option in a dialog and put up a wager.



Use the **W, A, S, D keys** to move your character within the ring. Press the **left mouse button** for a head punch, and the **right mouse button** for a body punch. Press the **E key** to use a powerful, but slow, super-punch. Block using the **Spacebar**. Use the **Spacebar** in combination with the **W key** for head punch blocking. Use the **Spacebar** in combination with the **S key** for body blocking.

All attacks consume energy, and special attacks consume much more than the regular ones. If you do not have enough energy, your attacks will be slow, and your character will become more vulnerable. We recommend taking defensive actions (blocking and avoiding enemy attacks) in order to restore the energy. You are not able to use Medicine and Food to restore health, or Whiskey and Mariani Vine to restore energy during a boxing match.

The gauge at the bottom of the screen indicates which fighter is winning the match. After each round, the gauge fills toward the winner in his color. When one of the fighters fills the gauge with his color, he wins the match.

ROLE-PLAYING

ATTRIBUTES

Your character has three basic attributes that affect gameplay:

Fencing: Increases damage you inflict with cold-steel weapons.

Shooting: Increases damage you inflict with firearms.

Defense: Decreases damage you receive from enemy attacks.

PERKS

Perks are special abilities that you acquire as you progress through the game's course.

Most perks have three levels of effectiveness, visually depicted by the number of stars in the upper right corner of a card symbolizing the perk. To improve the effectiveness of a perk, you must select it more than once, to a maximum of three times.

On-Foot Active Perks



Active perks are special moves that you can assign to keys and use during a land battle. They vary from Block and Dodge, to super attacks that inflict increased damage and even dismember your enemies.

On-Foot Passive Perks



Passive perks usually increase stats, such as health, energy or damage inflicted with certain type of weapons.

Global Naval Perks



Global Naval perks take effect when your ship is on a Global Map. Effects vary from increasing your ship's speed to restoring your crew after battles.

Naval Battle Perks



Naval Battle perks are used in naval battles. They increase your ship's speed, accuracy, damage inflicted, and more.

ITEMS

FOOD

Food is an important element in every man's life, and Abraham Gray is no exception. Food (corn, bread, cheese, and meat) restores your health points. You cannot eat food during a duel or boxing match.

MEDICINE

Medicine restores more health points than food. The Doctor perk improves the effectiveness of medicine. Ointment, unlike other medicines, permanently increases your character's Defense attribute by one.

ALCOHOL

Whisky and Mariani Wine restore your character's energy. If you plan on using super attacks, don't leave home without a bottle in your pocket!

OTHER ITEMS

There are a lot of other items that you will find on battlefields, and can purchase in shops. Check the description to see what an item will do for you.

WEAPONS AND AMMO

COLD-STEEL WEAPONS

These blades differ in size and damage capability. New sabers and swords appear in weapon shops as you progress through the game.

REVOLVERS

Revolvers don't inflict much damage to enemies, but they have a high rate of fire. You must have revolver ammo in your inventory in order to shoot a revolver.

RIFLES

Rifles have a low rate of fire and require time for reloading, but they cause a lot of damage. You must have rifle ammo in your inventory in order to shoot a rifle.

SHIP WEAPONS

BATTERY

A battery is a basic weapon mounted on every ship. Its main advantage is its unlimited ammo. Under the control of a skilled player, and supported by certain perks, even the battery can be extremely powerful and deadly.

HOWITZER

The howitzer is a powerful weapon that fires a big, slow shell parallel to water. Its slow speed makes it practically useless at long distances.

MORTAR

A mortar is a relatively slow, plunging-fire weapon, that shoots a powerful projectile and requires precise aiming.

GATLING GUN

The gatling gun is the weapon of choice for those who love to board enemy ships, not sink them! The gatling gun is extremely effective at close range – in just a seconds, it will wipe out the enemy crew and make the ship ready to board.

MISSILE LAUNCHER

The missile launcher is the ultimate weapon, which unleashes a salvo of fast-flying missiles that will decimate the enemy! The Missiles Master perk increases both the damage and the number of missiles in a salvo!

CREDITS

1C

Sergey Gerasev
Producer

Nikolai Baryshnikov
Anatoly Subbotin
Alexey Artyomenko
PR & Marketing

AKELLA

Dmitry Arkhipov
VP Development

Serguei An
Oleg Klapovsky
International licensing managers

Irina Semenova
Olga Pak
PR Managers

TM STUDIOS:

Andrew Belkin
Producer/Project Manager

Programming:

Alexander Radchenko
Lead Programmer

Ivan Pyatyshev
System Architect

Konstantin Efimov
Yaroslav Gurilev
Anton Krasnogor
Ilya Mikhaylov

Additional Programming
Roman Arsenikhin
Peter Winichenko

Game Design

Alexander Lashin
Lead Designer

Anton Krasnogor
Alexander Radchenko
Boris Voskov

Story and Dialogue
Alexander Lashin

3D Graphics

Boris Voskov
Lead Artist

Sergey Chabrov
Igor Mikhalechishin
Andrey Petsko
Anastacia Zhuravikhina

Additional Graphics

Janna Makukha
Mikhail Panaotidi
Dmitry Parkin
Nikolay Ruzanov

2D Graphics

Alexey Samokhin
Lead Artist

Dmitry Grakhov
Sergey Popov
Artyom Vlaskin

Additional Graphics
Alexey Malakhov

Animation

Pavel Barnev
Lead Animator

Tatyana Kuznetsova
Dmitry Makukha

Special Effects

Vadim Rogov

Additional Effects
Mikhail Panaotidi

Sound

Vladimir Matyunin

Music

Lex Plotnikoff

Video Editing

Boris Voskov

QA

Nikolay Karpov
Natalya Antonova

CGSEVEN: full-motion video production

Animation
Yevgeny Melnikov
Oleg Schedrov
Ksenya Metlitskaya

Composing
Constantin Tsekhansky
Vasily Bogdanov

THANKS:

Yuri Miroshnikov and Alexander Gurin (1C Company)
Vladimir Koudr (Akella)
Dmitry Andreychuk (ex-Akella)
Grigory Slavgorodsky and everyone from IT Support Department at Akella.
Pavel Odinetov and Pavel Ivanov for legal support
Sergio Leone, Clint Eastwood and Ennio Morricone for inspiration.
Special thanks to our families, wives, husbands, girlfriends and pets for understanding and support.

Last, but not least, you for buying this game.

Atari, Inc.

Product Development

Todd Slepian
Producer

Hudson Piehl
VP of Product Development

Jean-Marcel Nicolai
Senior VP Content Group

Samuel Gatté
Director of Production Support & QA

Robert Stevenson
VP of Business Development & 3rd Party

Roger F. A. Arias
Director of Business Development

Karen L. Sosa
Buyer, 3rd Party Distribution

Nicholas Aronis
*Business Development
Coordinator*

Marketing and Sales

Steve Tucker
*Senior Director of
Marketing Operations*

Rick Mehler
Director of Marketing

Raymond Lau
Associate Product Manager

Brennen Vega
*Manager of Customer
Relationship Management*

James Giambrone
*Customer Support
Representative*

Jaclyn O'Toole
*Manager of Channel
Marketing*

Alissa Bell
Public Relations Specialist

Veronica Franklin
Creative Services Manager

Lisa Bonk
Marketing Finance Manager

Online Entertainment

Nizzi Renaud
Vice President, Online

Pheroze Karai
Director, Online Content

Gina Reduto
Online Strategy Manager

Steve Celestin
Design Specialist

Kate Crotty
Interactive Specialist

Tracy Swanson
*Director, Web Design and
Technology*

Richard Todd Kirby
Web Developer

Matthew Labunka
*Digital Distribution
Producer*

Nicolette Valdespino
Community Specialist

Operations

Robert Spellerberg
*VP of Inventory &
Operations Accounting*

Lisa Leon
Lead Senior Buyer

Tara Moretti
Buyer

Legal

Kristina Pappa
VP & General Counsel

Kristen Keller
*Senior Director of Legal and
Business Affairs*

Joe McDonald
*Manager of IP Rights and
Clearances*

Karen Moreau
*Manager of Contract
Administration*

Strategic Relations

Joy Schnee
Director, Strategic Relations

Cecelia Hernandez
*Sr. Manager Strategic
Relations*

Quality Assurance and Support

Ezequiel "Chuck" Nunez
*Manager of Publishing
Support*

Jon Hockaday
Q.A. Senior Project Lead

Dave Strang
*Manager, Compatibility and
Engineering Services*

Eugene Lai
*Engineering Services
Technician*

Patricia-Jean Cody
Compatibility Analyst

Chris McQuinn
Sr. Compatibility Analyst

Interns

Mike Feldman
Sunny Chu
Danny Orihuela

Special Thanks

Jamie Iadiseria
Dane Cypel

Red Sheet, LLP

Kurt Carlson
Documentation

Morgan Tomaiolo
Design

US Voiceovers

Heavy Melody Music & Sound Design, Inc.

Dave Fraser
Creative Director

Neil Goldberg
Creative Director

Chris Peterson
Executive Producer

Ari Winter
VO Producer

Mark Kauffman
VO Producer

Bug Tracker

President
Antoine Carre

Chief Operating Officer
Paquito Hernandez

QA Supervisor
Kaveh Masrour

QA Coordinator
Andrew Lee

Senior Lead Tester
Jesse Penning

Assistant Lead
Louis-Derik Marchand

Testers
Marco Rodi
Matthew Kowalewski
Chris Tyler
Stephen Lariviere

Technical Standards
Analyst(s)
Ambroise Nadeau
Jean-François Martin

ATARI WEB SITES

To get the most out of your new game, visit us at:

atari.com

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

ataricomunity.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

atari.com/us/tos

TECHNICAL SUPPORT U.S. & CANADA HELP VIA THE INTERNET

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **Email** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

All customer support requests are handled via Email. No telephone support requests will be accepted.

Note: In the event we must send you an FAQ document, patch or update via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

PRODUCT RETURN PROCEDURES IN THE UNITED STATES & CANADA

In the event our technicians at www.atarisupport.com determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician Emails you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

WARRANTY POLICY IN THE UNITED STATES & CANADA

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

END-USER LICENSE AGREEMENT

IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

AGREEMENT

This document is an agreement between you and 1C Company and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must contact Customer Support at www.atarisupport.com.

You will be given a Return Merchandise Authorization number (RMA #). You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you. If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the "I Accept" button. By clicking the "I Accept" button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and "applets" incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.

You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.

You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.

You may not electronically transmit the Software from one computer, console or other platform to another or over a network.

You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an "Editor"), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

CHOICE OF LAW AND VENUE

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use. The License shall be deemed to have been made and executed in the Russian Federation, and any dispute arising hereunder shall be resolved in accordance with the law of Russian Federation. You hereby acknowledge that you have read and understand the foregoing License and agree that the action of installing the Program is an acknowledgement of your agreement to be bound by the terms and conditions of the License contained herein. You also acknowledge and agree that this License is the complete and exclusive statement of the agreement between the Licensor and you.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

© 2007 1C Company. Developed by Akella. All rights reserved. Marketed and distributed by Atari, Inc., New York, NY. Atari and the Atari logo are trademarks owned by Atari Interactive, Inc. The ESRB rating icons are registered trademarks of the Entertainment Software Association. All other trademarks are the property of their respective owners.

09267





GET MORE NOW!

Need help or support?

Up-to-the-minute technical information about this title can be found online at:

<http://www.atari-support.com>

Your privacy is assured.

For more information
about our privacy policy,

visit <http://www.atari.com/us/privacy>



© 2007 Atari Company. Developed by Akella. All rights reserved. Marketed and distributed by Atari, Inc., New York, NY. Atari and the Atari logo are trademarks owned by Atari Interactive, Inc. The ESRB rating icons are registered trademarks of the Entertainment Software Association. All other trademarks are the property of their respective owners.

Atari, Inc.
417 Fifth Avenue
New York, NY 10016 USA
MADE IN THE USA

Part # 27588M

ATARI