



XBOX

<http://www.replacementdocs.com>

LIVE

ONLINE ENABLED

Presented by the J.V. Stephens Co.,

THE TERRITORIAL QUARTERLY

with its Main Office in River City

PUBLISHED FOUR TIMES ANNUALLY
FOR MORE THAN TEN YEARS



DEAD MAN'S HAND



ATARI

INNOVATIONS IN MEDICAL SCIENCE

Important Information to Improve the Health of the Commonwealth

SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or

Other Important Health and Safety Information contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Do not use with certain televisions. Some televisions, especially front-or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear

THE TERRITORIAL QUARTERLY

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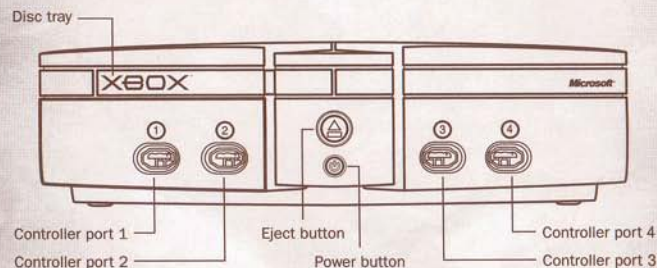
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From the BRIGHT LIGHTS of the Theater
to the THUNDERING GUNS of a Gunfight,
this AMAZING TECHNOLOGY brings
It all to your HOME!

USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Dead Man's Hand* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Dead Man's Hand*.

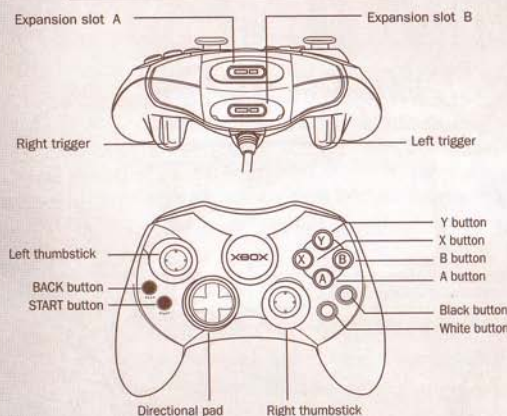


Avoiding Damage to Discs or the Disc Drive

TO AVOID DAMAGE TO DISCS OR THE DISC DRIVE:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER



CONTROLS

CONTROL	ACTION
left thumbstick	Move around / Navigate menus
right thumbstick	Control View
right trigger	Primary Fire
left trigger	Secondary Fire
directional pad left	Select Pistol
directional pad down	Select Rifle
directional pad right	Select Shotgun
directional pad up	Cycle Special Weapons
B button	Use
X button	Reload
A button	Jump
left thumbstick button	Crouch (Duck)
White button	Scoreboard (Multiplayer)
Black button	Cycle Weapons
START button	Pause / Settings

These are the default controls for playing *Dead Man's Hand*. Alternate control configurations are available in the Settings section, accessible from the Main Menu or Paused Menu.

Use the **A button** to select a menu item, and use the **B button** to go back a screen.

FROM THE FRONTIER

The innovative spirit of the hardy pioneer is driven by the rigorous challenges they face each day. In this Era of Exploration, the inspiring winds from the west have flamed the industrious spirit of our people into a raging inferno that each day forges a stunning array of inventions. In "From the Frontier" the Territorial Quarterly focuses on one of the most inspired of these devices, allowing our Readers to decide whether it will grace their homes and earn a place alongside Eli Whitney's cotton gin and Robert Fulton's steam engine. In this issue we look at an innovative handheld device that has been appearing in the hands of many gunfighters across the land.



Publisher's Purview

AN EDITORIAL BY J.V. STEPHENS

Communication lines are being strung across this great land, connecting together distant cities and places. No longer will the citizens of one community be bereft of the pleasant company of distant friends and relatives. I look with pride toward the wondrous new community that will arise on the lines of this wondrous system. Hopefully you will all follow the instructions on the following pages and join me in exploring this gleaming future.



XBOX LIVE™

Take *Dead Man's Hand* Beyond the Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Downloadable *Dead Man's Hand* Content

If you are an Xbox Live subscriber, you can download the very latest content (such as new levels, missions, weapons, vehicles, more) to your Xbox console.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

From Old Europe to New York, Everyone is Saying "TO THE TERRITORY!"

!! WAGON CAPTAINS and EXPEDITION LEADERS !!

Your charges trust you to know every mile from gathering to destination. Why worry about whether you are adequately supplied with provisions and provender? The J.V. Stephens Company has offices in most major eastern cities, where authorized Stephens Supply Agents wait to assist you. When you finally say "WAGONS WEST!" you will wonder how you had ever hoped to plan your journey without your Stephens Supply Agent presenting all the options available to you!

Main Menu



SINGLE PLAYER: Begin your journey as El Tejón, or continue a journey in progress.

XBOX LIVE: Battle online in four multiplayer modes (see page 13 for more information).

SYSTEM LINK: Link two or more (up to eight) Xbox consoles for head-to-head play.

SETTINGS: Adjust sound, video and gameplay options. Edit your Profile from this screen.

CREDITS: View the names of the people who brought you *Dead Man's Hand*.

WHEN YOUR
HEAD IS
BOWED IN
SORROW

AND YOUR SOUL
IS OUT OF TUNE

WHEN THE
PROSPECTS OF
TOMORROW

ARE BEHIND A
VEIL OF GLOOM

CAN'T YOU SEE
THE LIGHT
BEYOND IT

JUST A GLIMMER
OF THE PRIZE?

KEEP A
GROPING AND
YOU'LL FIND IT

JUST A
BLESSING IN
DISGUISE.

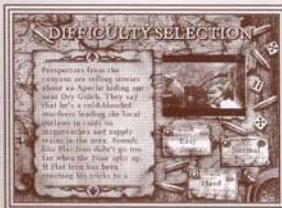
Saving and Loading

Your single-player game will be saved automatically after the completion of a level. Saved progress is indicated on the Main Menu as a star. The color of the star represents the difficulty level at which that mission was completed (Bronze = Easy, Silver = Normal, Gold = Hard).

To load a game and continue single-player play, select "Single Player" from the Main Menu. When you select your profile, the missions you have completed will appear on the Mission Selection screen.



SOLO JOURNEY



MISSION SELECTION

After loading your player profile in Single Player mode, use the **directional pad** to navigate the Mission Map and select one of the available missions. Available missions are represented by a circle, and completed missions are represented by a star. Once a mission is available, you can replay it at any time to try for a higher Legend Score (see page 11 for details on Legend).

DIFFICULTY SELECTION

After selecting a mission, you will see a mission summary and be asked to select a difficulty level (Easy, Normal or Hard) for the game.

WEAPON SELECTION

After selecting your level of challenge, you will be asked to select the weapons you wish to carry (see pages 9-10 for weapon descriptions). Only those weapons currently available to you can be selected. **Note:** In single-player gameplay, you may only carry one pistol, one rifle and one shotgun.

J.V. Stephens Company Authorized Supply

Agents

BEVERLY * NEW YORK * SEATTLE * MINNEAPOLIS
SANTA MONICA * SUNNYVALE * LONDON * PARIS
DALLAS * HUNT VALLEY * MONTREAL

BRINGING THE WORLD TO THE FRONTIER

POKER

Before entering a single-player mission, you'll have the chance to engage in a few friendly hands of poker. The game is Territorial Poker, and these are the rules:

- ⑥ You bring no stakes to the table, and can play until you draw a losing hand. You must then immediately step away from the table.
- ⑥ Five cards are dealt. You may discard up to three cards — unless you hold an ace, in which case you may hold the ace and discard four cards. Fresh cards are then dealt.
- ⑥ Use the **A button** to turn a selected card face down, and the **X button** to deal new cards.



WINNING HANDS ARE AWARDED CHIPS:



Power added to your Power Meter at the mission's start



Pistol ammunition



Shotgun shells



Rifle rounds

Payouts are based on the difficulty level that you chose for the mission. Selecting a higher mission difficulty level raises your risk at the poker table — accepting a more difficult mission lowers the odds of winning hands and decreases payouts.

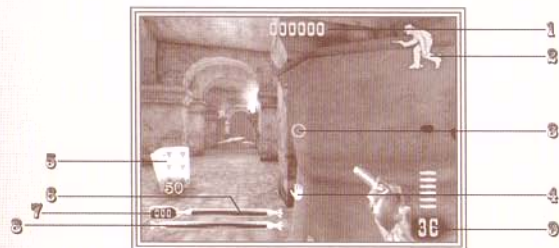
GUN-
SLINGER
GAMBLING!! A GAME OF
LIFE AND DEATH !!

In the parlors of River City, many a night is whiled away over a friendly game of whist. But on the rough-and-tumble frontier, in the bawdy saloons of boomtowns like Progress and around prospectors' campfires in Kopperud Canyon, pasteboards are employed to more nefarious ends. In Territorial Poker, cardsharps are rewarded with the stock of the most deadly trade, with pistoleros and bounty hunters vying to draw winning hands that pay out not in chips and gold dust but in gunbelts and shotgun shells!

© IN THE MIND OF A BOUNTY HUNTER ©

Riding the fenceline between the lands of Life and Death, the mind of a gun for hire whirls with information never thought of by the common man. World-famous frontier bounty hunter Les Delony has often described to the editors of the Territorial Quarterly the system of mental visualization he uses to keep all the information most important to him at the forefront of his mind. Now we've asked him to explain this intriguing system to you:

THE HEADS-UP DISPLAY (HUD)



1. **LEGEND SCORE:** The total number of Legend Points that you've scored in your current mission.
2. **CROUCH INDICATOR:** When this icon is shown, El Tejón is crouching.
3. **RETICULE:** This indicates where you are aiming your weapon. Flashes around the reticule alert you to danger — yellow flashes indicate you are being shot at, and red flashes mean you are taking damage.
4. **USE ICON:** This hand-shaped icon appears when you stand in front of an object you can interact with by pressing the Use button (default is **B** button).
5. **HEALTH:** El Tejón's physical condition. The fewer cards that are displayed, the closer he is to death.
6. **CHAIN METER:** Displays how long you have remaining to add shots to your current Shot Chain.
7. **CHAIN COUNTER:** The total number of shots in your current Shot Chain.
8. **POWER METER:** Your accumulated amount of power, ready to be used to fire Powershots
9. **AMMUNITION:** The amount of ammunition you have remaining for the weapon you're currently wielding.

A SELECTION OF THE FINEST WEAPONS

from
THE J.V. STEPHENS CO. ARMORY

Gold & Silver Certificates Remitted in Exchange

for the Weapon of Your Choice

Delivered to the Postal Station of Your Choosing
AMMUNITION AVAILABLE FOR AN ADDITIONAL FEE

WEAPONS

PISTOLS



THE PEACEMAKER

The legendary weapon of the frontier. The select weapon of the Rangers, this gun will turn the skilled hands any gunman into those of a deadly gunslinger. Fanning this pistol sends a deadly rain of lead hurling toward your target!



HUNTLEY THUNDER

With a distinctive report as loud as its namesake, this short-ranged volcanic pistol of the mid-century has incredible stopping power. Up-close, a single shot from the Huntley Thunder has been known to strike its target with the force of a shotgun!



KANSAS PEPPERBOX

Although larger than a deringer, this infamous pistol is still small enough to be concealed in a vest pocket or boot. The double-trigger allows the chambers of the pepperbox to be fired in sequence, or for all remaining rounds to be fired simultaneously.

RIFLES



WESTERNER CARBINE

The rifle that helped settle the Territory. Found in the hands of homesteaders, pioneers and the Territorial Rangers, the slotted rear sight allows its impressive firepower to be projected at longer ranges with the accuracy demanded by hunters, homesteaders and lawmen alike. The ideal rifle for home defense.



LEWIS REVOLVING RIFLE

Challenge the speed of the Peacemaker and the range of the Westerner! With this combination of a revolving cylinder and long bore barrel, witnesses will testify you can fire all six chambers in fewer than three seconds!



HAWKINS BUFFALO RIFLE

The rifle that can see farther than the eye. The telescopic attachment allows you to make the utmost use of this fine firearm. The choice of professionals when utmost in precision matters.

SHOTGUNS



MARTIN PUMP ACTION

When the use of a single bullet won't suffice, use the Martin Pump Action to throw a cloud of lead shot with incredible force. The only scattergun possessing the unique ability to temporarily incapacitate your target.



STEPHENS SBS DOUBLE BARREL

Crafted by the most meticulous of weapon smiths, the Singleshot SBS ("Side-By-Side") crafts two shotgun barrels next to one another, connecting them with a single hair-trigger. The best darn door-opener on the frontier.



OVERLAND EXPRESS COACHGUN

Deriving its namesake from the brave guards on the Overland Express Coaches, the excess barrel length is pre-sawn. Providing substantial kick and lacking range, the exchange is a wallop of biblical proportions upon your target.

SPECIAL WEAPONS



BOWIE KNIFE

From skinning a buffalo to blazing a trail, the uses of a good knife on the frontier are uncountable. Only the greenest pioneer wouldn't carry one of these finely crafted blades for everyday use and personal defense.



DYNAMITE

Easy to light! Incredible explosive power! The creation of brilliant Swedish chemist Alfred Nobel is now available in quantity for all your mining and stump-clearing needs. Please note that the J.V.S. Co. does not condone nor take responsibility for those who might use the explosive for any criminal purpose.



WHISKEY BOMBS

Though some might take the chance in cobbling together their own makeshift incendiaries from lesser brands, we recommend only the finest whiskey bombs using Diamond Whiskey — bottled in River City with guaranteed longer-lasting flame and wider splash area or your next order is free!

The J.V. Stephens Company

PROTECTING YOUR LIFE AND SAVING YOUR LIFE

We Can Help!

AMMUNITION

Pistol belts and boxes of rifle bullets and shotgun shells found while on a mission can be picked up to replenish your supply of ammunition.



CALLING ALL SHOOTISTS!

The Territorial Quarterly Invites All Skilled with Firearms
To Take Part in our Annual Championships

MONTHLY REGIONAL QUALIFYING TOURNAMENTS

Held at Stephens Supplied Mercantiles across the Territory, with **CHAMPIONSHIPS** held each **SIXTH OF MAY** in King Armstrong Park, near the River City Emporium of the J.V. Stephens Co.

JOIN THE LEGENDS

TO COMPETE FOR THE GRAND PRIZE: STEPHENS' ARMORY VOUCHERS
AND FREE AMMUNITION FOR ONE YEAR

LEGEND AND SCORING

As you play a mission in *Dead Man's Hand*, each of your shots that successfully hits a target will add to that mission's Legend Score. This measures up how you stack up against other pistoleros, and where you rank among the greatest gunslingers of the West. The points you receive for each hit will be displayed on the screen. Successive shots made in short periods of time are worth more points (see "Shot Chains" below). Certain types of trick shots are rewarded with bonus points:



HAT SHOT

Shooting the hat off of an enemy.



PROJECTILE SHOT

Shooting a thrown projectile (such as a knife or dynamite).



EXPLOSIVE KILL

Kills made with dynamite, or an exploded powder keg.



CRUSH KILL

Kills made by causing a heavy object to fall onto an enemy.



FIRE KILL

Kills made by burning an enemy with a whiskey bomb.



MULTI-KILL

Kills of multiple enemies within an extremely short time.



KNIFE KILL

Kills made with a knife.

SHOT CHAINS

Certain targets will enhance your legend as a gunslinger. Your Chain Meter will temporarily fill when you shoot interactive targets, multiplying your score! Inactivity returns it to zero. The longer you can keep the green in the bar, the higher your score!

Note: Enemies aren't the only targets that can become part of a Shot Chain. Signs, windows, cans, bottles, and more can be part of a Shot Chain.

SETTINGS MENU

CHOOSE FROM THE FOLLOWING OPTIONS:

MULTIPLAYER

Xbox Live

Check Mark

Opti Mark

Close Mark

TIME LIMIT: The time that a player must be the bounty (1–4 minutes).

GAME SETTING – POSSE

TIME LIMIT: Set the game time limit (5, 15, 30, 45, 60 minutes).

MAX PLAYERS: Set maximum number of players allowed in the game (2–8).

PRIVATE SLOTS: (*Live only*): Adjust number of game slots reserved for private invites.

WEAPONS STAY: Choose whether weapons respawn or stay after they are picked up.

EXTRA LIVES: Set the number of extra lives each player has (1–10).

MUTATORS

You can adjust the following mutators to alter your multiplayer game experience.

FULL POWERSHOT: Every player retains a full power meter for secondary fire.

PISTOLS ONLY: Pistols are the only available weapons in the match.

RIFLES ONLY: Rifles are the only available weapons in the match.

SHOTGUNS ONLY: Shotguns are the only available weapons in the match.

INSTAKILL: One shot, one kill with the Hawkins Buffalo Rifle and infinite ammo (disabled in Posse).

WANTED!

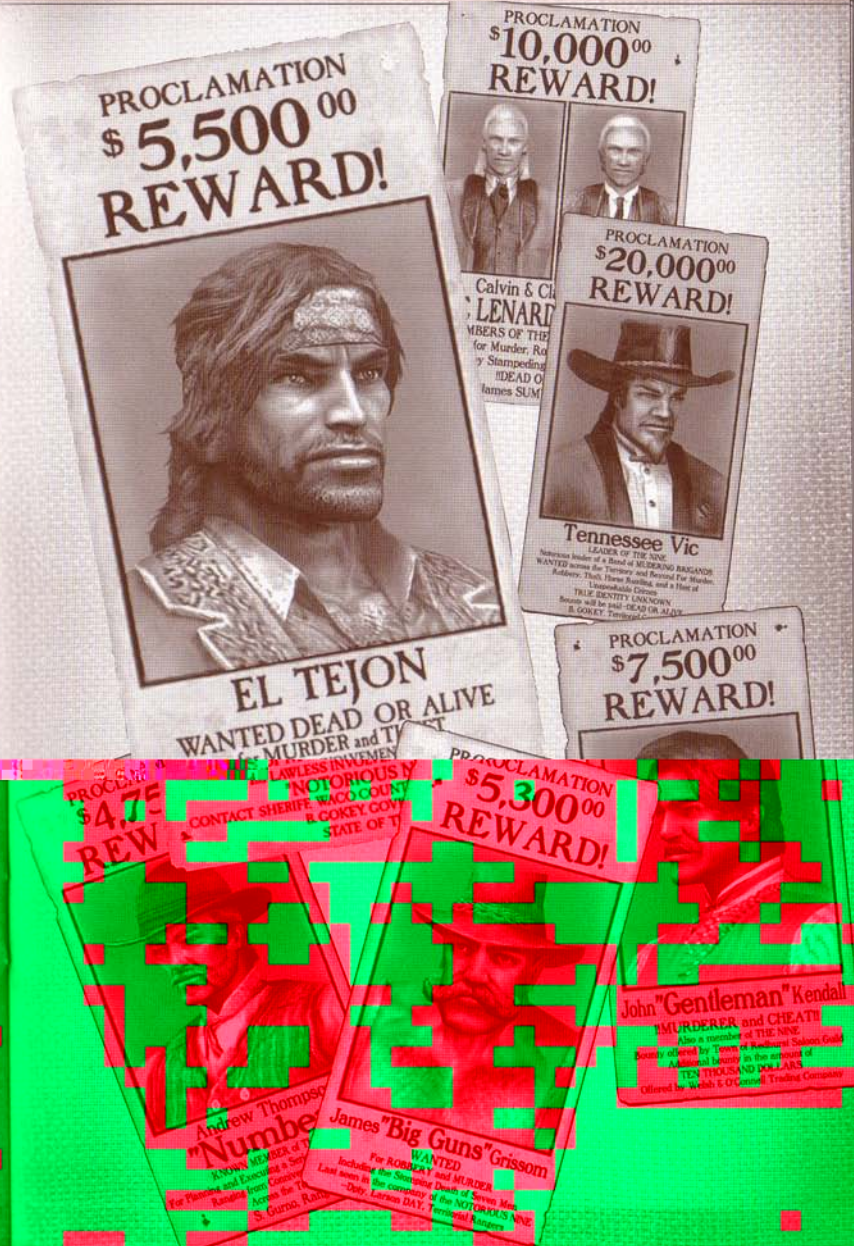
BEWARE! THE SAVAGERY OF THE NINE KNOWS NO BOUNDS!

The bloodthirsty Nine have turned on one another! Witnesses testify that the

of the nine has shot one of his own. In cold blood, the leader, known only as "Tennessee Vic" turned like a rabid dog and slew "The Gunslinger." Where the marauders rode off to is unknown.

Beware — the nine have cut a bloody path across the entire territory. No bank, train, man, woman or child is safe from these evil raiders!

stop them — not the laws of man nor God! No one will sleep safe until the Nine are caught and brought to justice! The bounty increases, as does the desperation of these heartless desperados.



CREDITS

When in the Capital of our fine Territory, be certain to visit the

J.V. Stephens Co. Emporium

where you'll find Thousands of Fine Products

and the Exciting Melodrama

DEAD MAN'S HAND

BEING PRESENTED IN OUR GRAND THEATER

BY THE FOLLOWING TALENTED PROFESSIONALS:

HUMAN HEAD STUDIOS

Don Cousins
Project Lead
James Sunwalt
Art Lead
Emmalie S. Gerbasi
Business Director and Project Management

Dave Halsted
Level Design Lead
Mike Chadwick
Programming Lead

David Gussano
Animation Lead

Michael Larson
Audio Direction and Production

Beth Johnson
Design Assistant

Dave Halsted
Mike Ryan
James Sunwalt
Ashley Welch
Jason O'Connell
Lead Design/Make/Code/ick

Ben Gekey
Toby Jones
Jimmy Stein
Scott Dudley
Programming

James Sunwalt
Brian Decker
Richard Norman
Rebecca Rettenmund
Modeling and Texturing

David C. Evans
Derek Day
Animation
Steve Giano
James Sunwalt
Menu and Interface Art
Human Head Studios
Story and Mission Design

Seth Johnson
Script, Localization, and Manual

Timothy A. Gierman
Adults and Dialogue

Michael Larson
Sound Design, Music

Ram Di Pisco
Michael Larson
Music

Lee Ernst
Jonathan Warrington
Tephras F. Oughor
Kosh Smith

Garwyn Klein
Debra Staples
Laura Gordon
Jay Ling
The H.H. posse
Voice Actors

Saki Kaskin
Additional guitars
Jim B-Boyz
Additional composition

Jean-Paul LeBreton
Additional Development

Special Thanks
Nathaniel Albright
Aaron Bahr
Tim Bowman
Ted Halsted
Paul MacArthur
Eli Quinn
Jean-Paul LeBreton

Photograph on page 4 courtesy of Western
History/Genealogy (Genealogy) Department,
Denver Public Library

STREAMLINE STUDIOS

(Single-Player Opening Montage)

Adrian Banninga
Lead Artist

Renier Banninga
Technical Art Director

Héctor R. Fernández

Director of Creative Development

Alexander L. Fernández

Lead Animator

ATARI

A-COMPANY

Artur "Busted Cowboy" Armstrong
Director of Product Development
Jay "Captain Striding" King
Producer

Brian "Dart" Ebert
Michael "Prairie King" Dufresne
Associate Producer

Dave "Daddy" Deegan
Quality Assurance Sheriff

Andy "Venom Wearing" Demin" Jordan
Steve "Mr. Chaps" Chabrenneau

Michael "Kilavert" Giese
Nate "Rattlesnake" Biesoz

Michael "7 Card Stud" Girchadrella
Chris "Capt. Medicine" Lundeen
Quality Assurance Freedom Fighters

B-COMPANY

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Peter "Sideshow" Matras
Director of Marketing

Stacey "Political" Clarent
Finance Secretary

C-COMPANY

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Erin "The Freshman" Moore
Graphics Designer

Charlie "The Bullet" Rizzo
Art Director

Elizabeth "Leaping Lizard" Mackney
Director of Editorial & Documentation Services

Kurt "Dude" Carlson
Randi "Cowgirl" Kravitz
Documentation Specialists
Paul "Moonshine" Collin
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Cecilia "Peacemaker" Hernandez
Sr. Manager Strategic Relations

Shailla "Bobcat" Patel
Strategic Relations Specialist

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Director of Publishing Support

Chuck "Enforcer" Nunez
Dave "Colonel" Strang
"Constable" Donny Clay

Quality Assurance Captain

Joan "Ditty" Sanchez
Quality Assurance Sheriff

Janyce "The Duke" Garcia
Quality Assurance Deputy

Mike "Doc" Shea
Scene "Phantom Gun" Van

James "Lefty" Gammeter
Dwaine "Rusty" Nelson
Tony "Two Guns" Ross

Anthony "Sungai Kid" Ma
Mark "The Gambler" Albaugh

Chris "Red Jay Bunker" Bacha
Brad "Last Man Standing" Johnson

Mike "Phoenix" Greenler
Infamous Desperados of Quality Assurance

F-COMPANY

Jim "Overseer" Nelson
Executive Producer, Online Marketing

Eyle "Lambstone" Peschal
Senior Web Producer

Dave "2nd/lying"

Peter Eckert

Jay King

IMB Online Design

BELIEVERS

Bruce Bonell, Jan Hurlbut, Matt Frary,
Constantine "Antipopeus", Jeff Ault
and LaNae Sashbury
Those that Believed

SPECIAL THANKS

Melissa and Jeff King, Katie Abbott, Aletha
"Sheba" Baker, Loren Caraballo, Kenny "Quick"
Rosenstein, Peter Soderman, Jimmy Buffett and
a special welcome to... Cal Williams Eckert,
born 10/13/2004.

ATARI WEB SITES

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

<http://www.dmhgame.com>

www.us.atari.com

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our
Freebies section at...

www.us.atari.com/freebies

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

www.ataricommunity.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:

www.us.atari.com/terms of service.asp

A PROMISE TO OUR CUSTOMERS

We will employ the Utmost of our Abilities and Resources to provide you, The Customer, with only goods of the highest caliber. If you have Questions about or Difficulties with any of our Fine Products, you need only contact our Assigned Representatives and we will address any Concerns you may have.

—J.V. STEPHENS, PROP. J.V.S. Co

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:

<http://www.atarisupport.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers in the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, 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.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at (425) 951-7108. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Product Return Procedures in the United States & Canada

In the event our technicians at (425) 951-7108 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 gives 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.

NOTES

NOTES

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 Atari, Inc. 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 call the Tech Support telephone number listed in the manual accompanying the Software (the "Manual"). Select the Automated Phone System's Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. 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.

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Attack El Robot! Attack!

Gypsy's Curse

Mid Town

Sprawl

Frontera



SLEEP ON BRAVE HEART,

IN PEACEFUL SLUMBER,

BRAVEST SCOUT IN

ALL THE WEST;

LIGHTNING EYES AND

VOICE OF THUNDER,

CLOSED AND HUSHED

IN QUIET REST.

PEACE AND REST AT

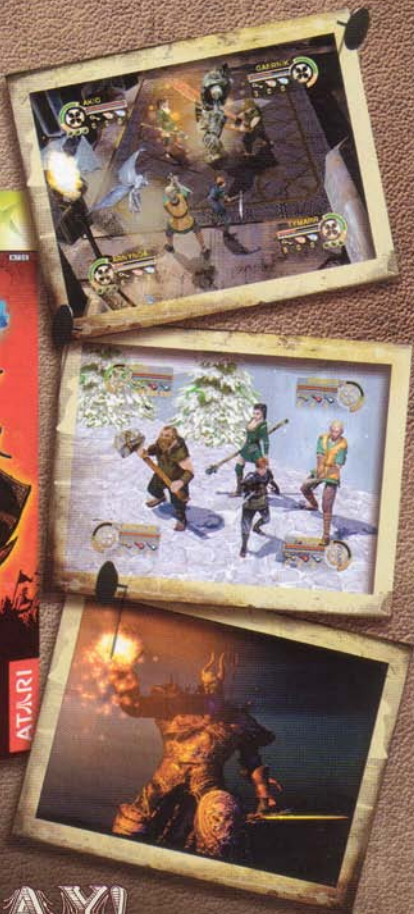
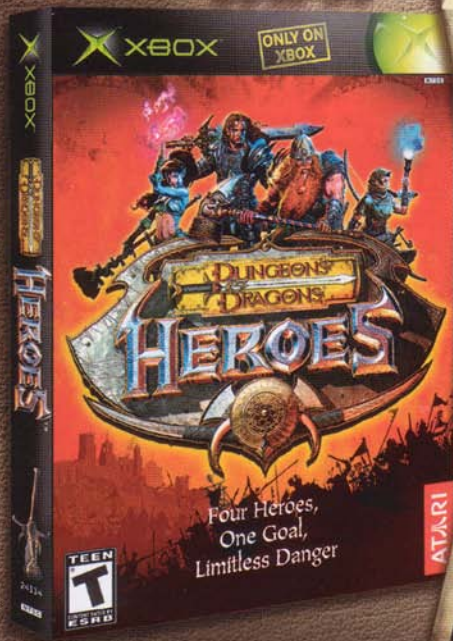
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MAY WE MEET AGAIN

IN HEAVEN.

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