

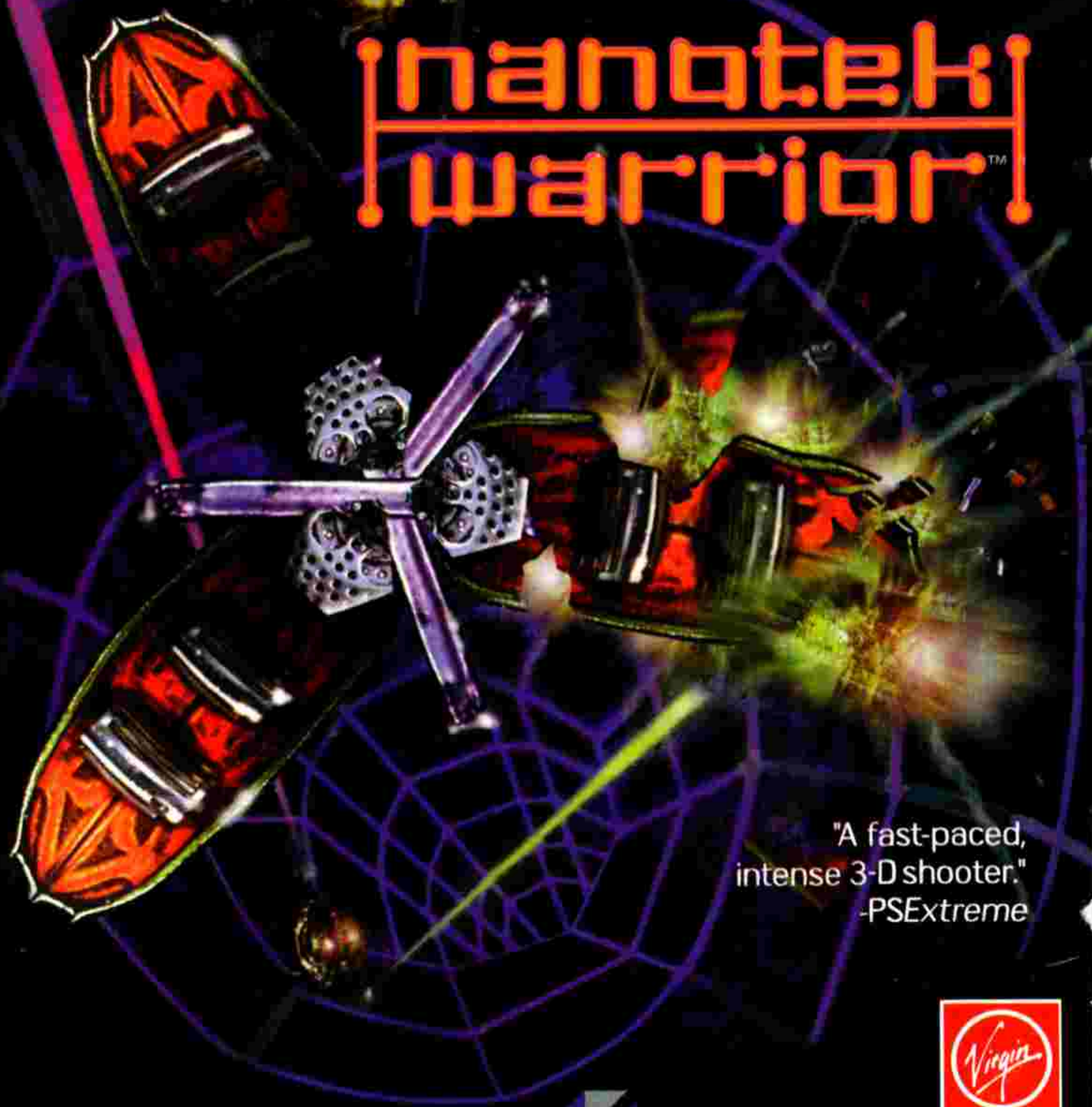


NTSC U/C

PlayStation™



nanotek warrior™



"A fast-paced,
intense 3-D shooter."
-PSExtreme



Tetragon



WARNING

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.

CONTENTS

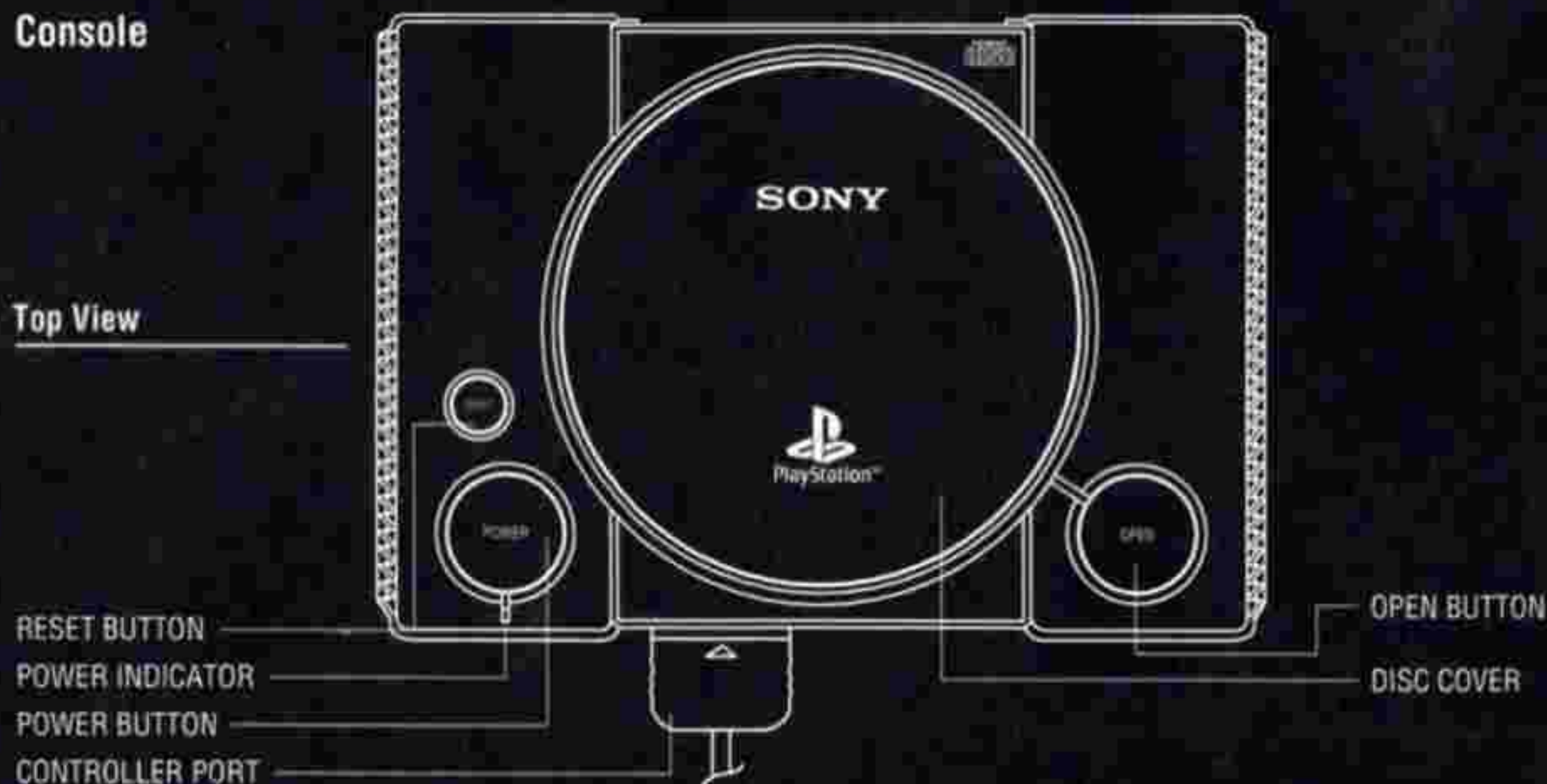
Setting Up	2
Gameplay Controls	3
Introduction	8
Quick Start and General Playing Guide	9
Credits	16
Technical Support	19
Notes	22



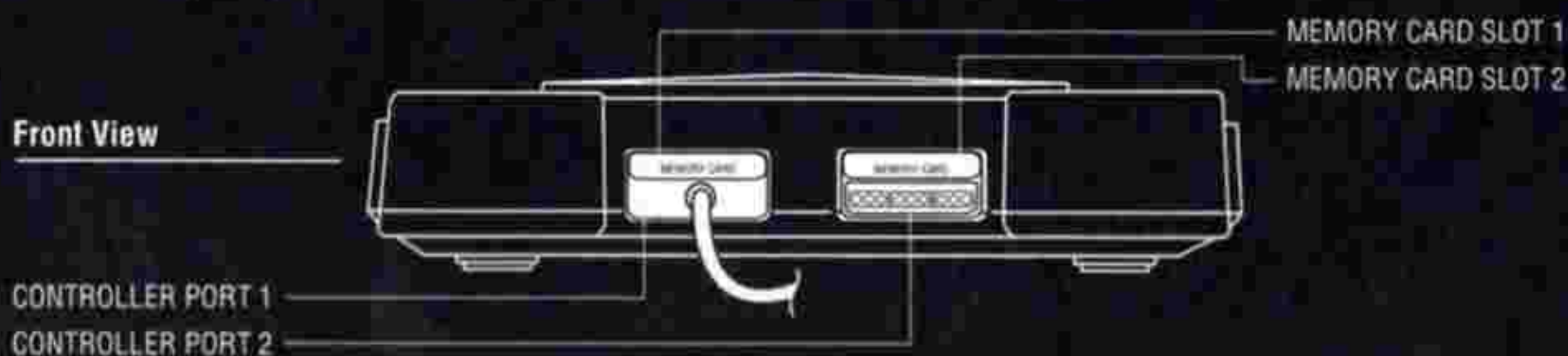
SETTING UP

Console

Top View



Front View



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. Insert the *NanoTek Warrior* disc and close the Disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

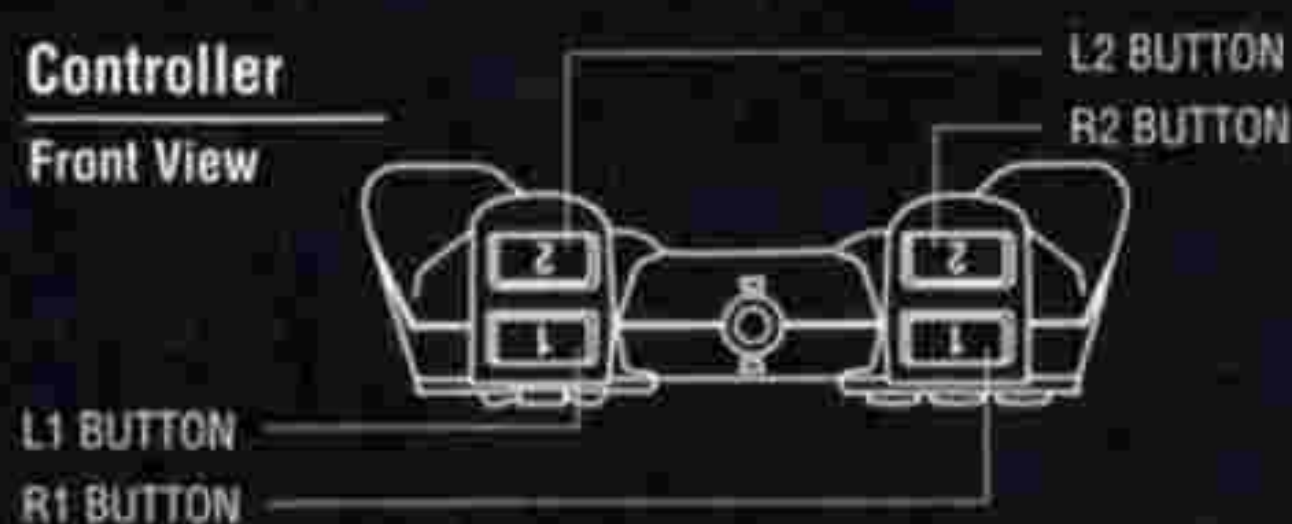
GAMEPLAY CONTROLS

Check out the controller configurations for *Flight* and *Arcade* modes. In general, pressing Down while you are in *Flight* mode will make you go up. While pressing Up in *Arcade* mode will make you go up.

NOTE: DOUBLE-TAP THE STRAFE BUTTON FOR A QUICK-ESCAPE BARREL ROLL.

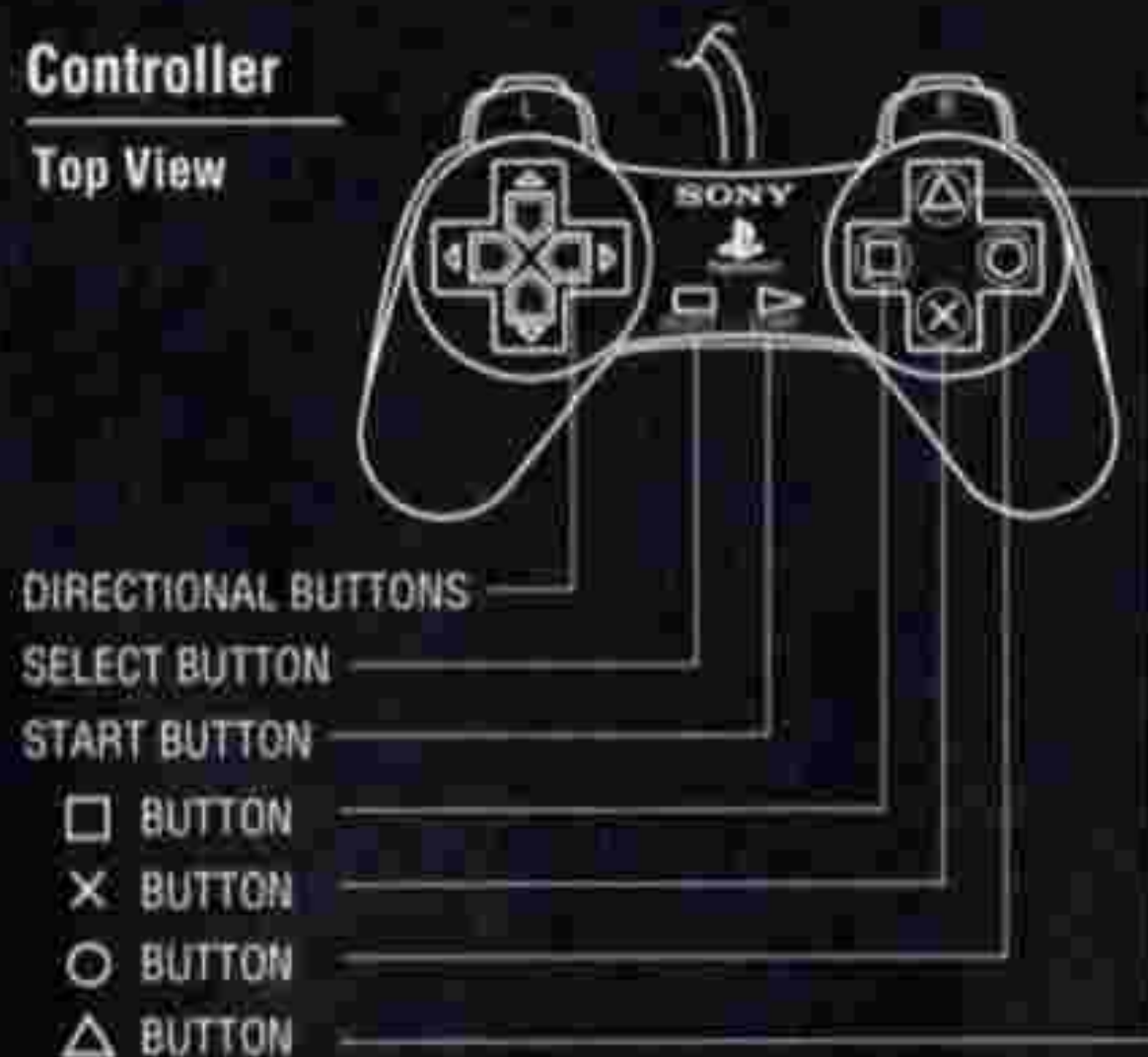
Controller

Front View



Controller

Top View



configuration FLIGHT A

D:PAD:

Left.....	Left
Right.....	Right
Up.....	Fast/Dive
Down.....	Slow/Climb
Start.....	Pause
■.....	Fire
✕.....	Jump
●.....	Special
▲.....	(No function in this mode)
L1.....	Strafe Left
R1.....	Strafe Right
L2.....	Bank Left
R2.....	Bank Right

configuration FLIGHT B

D:PAD:

Left.....	Left
Right.....	Right
Up.....	Fast/Dive
Down.....	Slow/Climb
Start.....	Pause
✕.....	Fire
■.....	Jump
●.....	Special
▲.....	(No function in this mode)
L1.....	Strafe Left
R1.....	Strafe Right
L2.....	Bank Left
R2.....	Bank Right

configuration:
FLIGHT C

D:PAD:

Left	Left
Right	Right
Up	Fast/Dive
Down	Slow/Climb
Start	Pause
■	Fire
X	Jump
●	Bank Left
▲	Bank Right
Li	Special
Ri	Special
L2	Strafe Left
R2	Strafe Right

configuration:
FLIGHT D

D:PAD:

Left	Bank Left
Right	Bank Right
Up	Fast/Dive
Down	Slow/Climb
Start	Pause
■	Fire
X	Special
●	Left
▲	Right
Li	Jump
Ri	Jump
L2	Strafe Left
R2	Strafe Right

configuration:
FLIGHT E

D:PAD:

Left	Left
Right	Right
Up	Fast/Dive
Down	Slow/Climb
Start	Pause
■	Strafe
X	Jump
●	Special
▲	Strafe
Li	Fire
Ri	Bank
L2	Fire
R2	Bank

configuration: FLIGHT F

D:PAD:

Left	Left
Right	Right
Up	Fast/Dive
Down	Slow/Climb
Start	Pause
	Jump
	Strafe
	(No function in this mode)
	Special
L1	Fire
R1	Bank
L2	Strafe
R2	Bank

configuration: FLIGHT G

D:PAD:

Left	Left
Right	Right
Up	Fast/Dive
Down	Slow/Climb
Start	Pause
	Jump
	Strafe
	Strafe
	Special
L1	Fire
R1	Bank
L2	Fire
R2	Bank

configuration: ARCADE A

D:PAD:

Left	Left
Right	Right
Up	Fast/Climb
Down	Slow/Dive
Start	Pause
	Fire
	Jump
	Special
	(No function in this mode)
L1	Strafe Left
R1	Strafe Right
L2	Bank Left
R2	Bank Right

configuration:
ARCADE B

D:PAD:

Left	Left
Right	Right
Up	Fast/Climb
Down	Slow/Dive
Start	Pause
■	Jump
X	Fire
●	Special
▲	(No function in this mode)
L1	Strafe Left
R1	Strafe Right
L2	Bank Left
R2	Bank Right

configuration:
ARCADE C

D:PAD:

Left	Left
Right	Right
Up	Fast/Climb
Down	Slow/Dive
Start	Pause
■	Fire
X	Jump
●	Bank Left
▲	Bank Right
L1	Special
R1	Special
L2	Strafe Left
R2	Strafe Right

configuration:
ARCADE D

D:PAD:

Left	Left
Right	Right
Up	Fast/Climb
Down	Slow/Dive
Start	Pause
■	Fire
X	Special
●	Bank Left
▲	Bank Right
L1	Jump
R1	Jump
L2	Strafe Left
R2	Strafe Right

configuration: ARCADE E

D:PAD:

Left	Left
Right	Right
Up	Fast/Climb
Down	Slow/Dive
Start	Pause
	Strafe
	Jump
	Special
	Strafe
L1	Fire
R1	Bank
L2	Fire
R2	Bank

configuration: ARCADE F

D:PAD:

Left	Left
Right	Right
Up	Fast/Climb
Down	Slow/Dive
Start	Pause
	Jump
	Strafe
	(No function in this mode)
	Special
L1	Fire
R1	Bank
L2	Strafe
R2	Bank

configuration: ARCADE G

D:PAD:

Left	Left
Right	Right
Up	Fast/Climb
Down	Slow/Dive
Start	Pause
	Jump
	Strafe
	Strafe
	Special
L1	Fire
R1	Bank
L2	Fire
R2	Bank



INTRODUCTION



Welcome to the 23rd century. The world has been at peace for the last 100 years. Nano-technology has become a reality and disease and hunger have been virtually wiped out by tiny Nano-robots created to serve every purpose known to man. Increasingly sophisticated, the Nano-robots have recently gained sentience and are systematically attempting to wipe out their creators, humankind. All large scale attempts to stop the Nano-robots have failed and only a strategic strike at the heart of each Nano-colony can preserve the human race.

As the commander of a new class of human remote-controllable Nano-war machines, you must make your way to the heart of each colony and destroy the Mega-boss there. The ultimate in Nano-weaponry, your NanoTek ship comes equipped with a sophisticated array of offensive weapons, ranging from lasers to homing missiles, and is built for advanced maneuverability through Nano-space. You and your NanoTek ship are the last hope for humanity.

QUICK START: STRAP IN AND BLAST OFF

At the Start Screen, you can choose any of the following options:

PLAY GAME: This will take you instantly into the first level.

PASSWORD: Allows you to enter your password for previous games. Passwords will allow you to skip levels but will only keep an approximation of your score.

Choose *Options* from the *Main Menu* to access the *Options Screen*.

Once you are in the *Options Screen* you may select the following:

DIFFICULTY: From the *Options Screen*, select *Difficulty*. Use the D-Pad to toggle left and right between *Easy*, *Normal* and *Hard* Difficulty levels.

CONTROLS: Choose among fourteen different configurations, including *Flight A-G* and *Arcade A-G*.

SOUND FX: Allows you to adjust the volume of sound effects in the game. Use D-Pad Left or Right to change volume.

MUSIC VOLUME: Allows you to turn up or down in-game music. Use D-pad Left or Right to change volume.

HIGH SCORES: Shows previous high-score point totals.



GENERAL PLAYING GUIDE



NanoTek Warrior is an exhilarating action shooter, complete with pulse-pounding surround sound and special effects, that engulfs you in a unique gaming world. Gameplay is quick and exciting, yet simple. You must guide your ship down Nano-tubes, destroy enemies, navigate through obstacles and battle the Mega-boss of each level. Gameplay can take place on the outer surface and inside of the tubes. As commander of the Nanotek ship you must jump, fire your pulse laser cannon (and other cutting-edge weaponry), and pick up power-ups to get you to the ultimate boss battle at the end of each level. Use your 360° rotation ability to spiral around the tube and fight off all the enemy minions. You will have to conquer 8 Nano-tubes while keeping something in reserve to do battle with the Mega-boss at the end of each one.

At the start of each level, you'll be dropped right in the heart of the action. In *Tube-Runner* mode you will have to start off shooting if you want to survive. Blast enemies careening toward you, flying targets and enemy structures as you bob and weave through this dangerous world.

After you complete this *Tube-Runner* mode, you will be thrust into *Boss/Orbit* mode where you'll confront the boss for each level.

PLAY MODES:

TUBE-RUNNER MODE

In this mode, you'll guide your NanoTek ship along the outside or inside of a cylinder (an atomic "tube") and you'll view your ship from a Chase plane perspective. Push Left and Right on the D-Pad to make your ship rotate around the tube.

In addition to moving left and right around the tube, you can also press the *Jump Button* (*X Button by default*) to jump the ship off the tube temporarily.

Enemies will be coming at you fast and furiously, so using the *Jump Button* (*X Button by default*) to jump up will allow you to deep-six more of these airborne terrors.

BOSS / ORBIT MODE

In this mode, you will orbit around the Mega-boss in the center of the screen. Pressing Left on the D-Pad will move you around the boss in one direction, while pressing Right will move you around the boss in the opposite direction. Destroying enemies and structures in the *Boss/Orbit* mode will give you access to power-ups which can help you fight the boss. Also, there are a few special weapons you'll discover which are only available in this mode.



Take advantage of the power-ups released and special weapons, but remember, your time is shrinking by the Nano-second and you've got to kill the boss before he kills you. Good luck, it won't be easy. You will need to plan a strategy of attack because the bosses' weapons are powerful and their defenses are fierce and fortified. The boss is protected by its own orbit defense systems as well as mini-bosses, making it ever so hard to destroy.

12

YOUR NANOTEK SHIP

Your whole survival depends on your ability to master your ship and its weaponry. To take control, use your D-Pad to guide your NanoTek ship according to the play mode of the current level (i.e., *Tube-Runner*, *Boss/Orbit*).

Good timing and good reflexes are necessary to blast back the enemies swarming relentlessly toward you. As the game progresses, you'll be able to pick up power-ups for special weapons, extra ships and points.

But beware. The enemies are gunning for you as fast and furiously as you're gunning for them and every time your ship is hit, the amount of shield energy your ship has will be reduced. In addition to the wild array and huge packs of enemies you'll encounter, the Nano-worlds are also writhing with obstacles and structures which you must avoid at all costs. Master jumps and other special moves like barrel rolls to escape enemy fire and dangerous obstacles.

SHIELDS

The strength of your ship's shield is indicated on your HUD



(head's up display) as well as your score, number of ships available (you start with 4 at the beginning of each game), the special weapon you have available and the amount of it left for use.

Each new NanoTek ship has 100% shields. Glancing blows drop the shield by a small percentage, while a significant impact will drop the shield much more. Enemy weapons drop the shield by various amounts according to the weapon.

The shield indicator will flash and beep when the shield's protection gets low. Notice the glowing bar which goes from green to yellow to red to "off" depending on the amount of damage sustained.

When the ship collides with an enemy, object or structure, the whole shield will light up.

POWER-UPS

Power-ups will give you shield power, special weapons, points or an extra life. The power-ups which give you special weapons will replace your current special weapon with the weapon indicated by the power-up. If you already have the weapon indicated by the power-up, your weapon will be recharged.



STAT SCREEN

After the completion of each level, a Stat Screen will appear showing:

- The number of enemies destroyed on the level
- The shot efficiency bonus
- The shields remaining bonus
- Your score

LEVEL 1 COMPLETE		
ENEMIES DESTROYED		79
HIT BONUS	48%	4800
SHIELD BONUS	54%	5400
TOTAL SCORE		41810
RANKING	5	
PASSWORD	□ Δ X X X □ X X X	

(STAT SCREEN. CONT)

- Ranking for the level based on the stats listed on the previous page. Maximum performance gets 5 "stars." 5 stars are rewarded by a power-up in the beginning of the next level
- Password which will get you to the start of the next level

After your last ship is destroyed, a *Stat Screen* will appear showing your performance for the whole game. You will also receive a password.

When you get to the end of the last level, you'll get a secret code. Check out the Virgin web site at www.vie.com to find out more about your secret code. When you finish the last level of the game, you'll also get a bonus password.

You can use this password to play again with an upgraded NanoTek ship.

Secret codes represent your high score and might just get you into the NanoTek Warrior Hall of Fame on our web site!

HIGH SCORES

When you achieve a high score, you'll have the option to enter your name on the *High Score Screen*. In this screen, pressing Up and Down on the D-Pad will change the letter displayed, and pressing Left/Right on the D-Pad will change the cursor to the next letter in the name.

CREDITS

HANDTEK WARRIOR WAS CREATED AND
DEVELOPED BY TETRAGON, INC.

TETRAGON TEAM

Concept, Design and Team Leader	Mark Skaggs
Technical Design and Lead Programmer	Jay Stelly
Lead Artist	Joey Bryant
Programmers	Mark Beardsley James Brasure Mark Skaggs
Artists	Don Williams Calvin Anderson
Lead Tester	Jeff Shelton
Tester	Bryan Barnbenek
Music	Steve Comeau Matt Furniss Doug Benson
Sound Effects	Bill Black James Brasure Steve Comeau
Additional Design	Calvin Anderson Mark Beardsley Joey Bryant James Brasure Jay Stelly Don Williams
Additional Programming and Tools	Alan Zander
Additional Sound Effects	Joey Bryant Mark Skaggs Jay Stelly

TETRAGON TEAM. CONTINUED

Play Testers Dennis Griffin
 Steven Johnson
 Pete Mason
 Darren Johnston
 David Spells
 Jonathan Warmack
 Shawn Frazier
 Justin Mallog
 Chris Grammer
 John Nosal
 Doug Knight
 Chris Gentile
 Joshua Sutherland
 Halayn Hescok
 Dale Millard
 Bruce Baker
 Greg Weeks
 Joey Dean
 James Andron
 Edward Andron
 Patrick Lefever
 Deborah Weber
 Danielle Weber
 Nicholas Ahlquist

Sound Effects and Music created in association with Zorch! Audio.
Tetragon represented in conjunction with International Computer Group.
Special Thanks to our Friends and Families, ICG,
Virgin Interactive Entertainment, Inc. and Steve Ackroyd.
Visit Tetragon's Web page at: www.Tetragon.com



CREDITS

CONTINUED

VIRGIN INTERACTIVE ENTERTAINMENT, INC. (USA)

Vice President, Product Development	Eric Lux
Technical Director	Tim Page
Producers	Grady Hunt, Eric Hayashi
Assistant Producer	Craig McCoy
Director of QA	Dave Maxey
QA Administrator, Planning Analysis	Chris McFarland
Media Replicator	Jon Gross
QA Technical Specialist	Paul Moore
QA Assistant Technical Specialist	Mick Lowe
QA Supervisors	Stacey Mendoza, Brian Johnson, Mitch Feldman, Scott McClellan, Stuart Roach
Lead Analyst	Jason Lewis
Analysts	Robert Dearborn, Gordon Madison, Glenn Burtis, David Johnson, Rob Smith, Paul Shoener, Greg Corzine, Tim Tran, Khanh Nguyen, Richard Bruno, Matt Orlich, Gary Mountain, Wallace Wach, Dave Walsh, Tuan Bu, Victor Rodriguez, Nick Camerota, Chris Nelsen, Nate Bickum, Pete Cesario, Aaron Lenz, Aaron Blean, Paul Ahn, Scott Ciufo, Gail Salamancu, Anthony Perea, Tim Ramage, Tim Hall, Todd Lydahl, John Lee

UD CLINIC

Vice President, Design	Julian Rignall
Creative Director	Chris Bauer
Design Consultant	Lisa Hoffman

MARKETING

Director of Marketing	Jane Gilbertson
Packaging Creative Direction	Shawn Markert
Packaging Art Direction	Carlos Segura
Package, Manual Design & Illustration	Colin Metcalf
Manual Editor	Lisa Marcinko
Director of Production	Gail Hetland
Special Thanks	Martin Alper, Michele DiLorenzo, Keith Greer, Tina Kowalewski, Sarah Tringali

U.I.E. FOREIGN OFFICES

UK Producer	Paul Welton
Japan	Yutaka Sano
Germany	Marc Buro
France	Sophie Cristobal

VIRGIN INTERACTIVE ENTERTAINMENT TECHNICAL SUPPORT

Thank you for purchasing this Virgin Interactive Entertainment product. To get the most out of your game, take advantage of the following product support:

HINTS

There are many ways to receive hints for Virgin games. Hint Books are available for most major games, and can be found at many software stores or ordered from our direct order line at (800) 874-4607.

Virgin also has two automated hint lines, available 24 hours a day. You must have a touch-tone phone, and be at least 18 years old or have parental or guardian permission before calling. Please be advised that not all Virgin products/titles are supported on the hint lines. In the U.S.A., please call (900) 288-4744. The cost is only \$.95 cents per minute.

We also have a hint line available for our Canadian customers. The cost is only \$1.25/Canadian per minute. The Canada Hint Line is available at (900) 451-4422. If, at any time, you have a problem with either hint line, please call (800) 548-4468. If not answered by a live person, you will be allowed to leave a voice mail message. Follow the directions given.

ONLINE SUPPORT

If you have access to the Internet, Virgin offers 24 hour, 7 days a week support through our web site address at <http://www.vie.com>. Customer service information and answers to common technical problems are available on this system. We also offer support through our Virgin BBS. Be sure to set your telecommunications settings up to 14,400 baud and no parity, 8 data bits, and 1 stop bit. Then, using your telecommunications software, dial (714) 833-3305. Our BBS is also available 24 hours a day.

AUTOMATED SUPPORT SYSTEM

In addition to our online support, Virgin offers 24 hours a day, 7 days a week support through our Automated Support System. Simply dial (714) 833-1999 from a touch-tone phone and you can access solutions to many technical issues in just minutes with no waiting necessary. If you have access to a FAX machine, many technical support documents are available for FAXback through the Automated Support System.

TECHNICAL SUPPORT

If you need assistance, our technical support team is available to help you. If the answer is not available through our Automated Support System, live technical support representatives are available Monday through Friday, 8:00 a.m.-7:00 p.m. Pacific Standard Time at (714) 833-1999. You can also FAX requests for technical support to (714) 833-2001. Please include a complete description of the problem, your name, call back number and the number where we should FAX back the information you are requesting.

ORDER LINE

The latest Virgin products can be ordered over the phone using your credit card! The toll-free number is (800) 874-4607. If you are unable to call 800 numbers, you can also reach our Order Line by calling (619) 693-1200. The order line FAX number is (619) 530-2225. The International Phone Order Line number is (619) 490-9234.

Please note that the Virgin Order Line and Retail Center is not equipped to handle your technical support requests or inquiries. Calling the order line will not expedite your problem-handling, and may result in further delays.

DEFECTIVE DISC REPLACEMENT

Virgin highly recommends calling technical support before sending your disc back for replacement. Your problem can often be solved right over the phone. If you have a defective disc, Virgin will replace it without a charge as long as it is within 90 days of purchase and you are able to supply us with the dated receipt. Simply mail in the defective disc(s) with a copy of your receipt in a regular envelope with a letter explaining the problem(s) you encountered, and a return address. Please remember to include your phone number in all correspondence in case we must contact you. If you do not have the receipt, or if 90 days have passed, please enclose a check or money order for \$10.00, made payable to Virgin Interactive Entertainment. Sorry, we do not accept cash or credit cards. Please do not mail your entire game box. If you require a refund for a product, you must return the product to the original place of purchase under any refund and/or exchange policy the store has.

Please return the discs to:
Virgin Interactive Entertainment
18061 Fitch Ave.
Irvine, CA 92614
Attn: Customer Service

MANUAL REPLACEMENTS

To obtain replacement manuals, send proof of purchase (a copy of your receipt, a copy of the back of the box, or the UPC code) with a check or money order for \$10.00, made payable to Virgin Interactive Entertainment. Please mail these items to the above address.

NOTES



NOTES



NOTES



LICENSE AGREEMENT

This is a license agreement between you (either an individual or an entity), the end user, and Virgin Interactive Entertainment, Inc.

VIRGIN PRODUCT LICENSE

1. **GRANT OF LICENSE.** This Virgin License Agreement ("License") permits you to use one copy of the specified version of the Virgin software/cartridge product identified above ("Product") on any single computer or game platform.

2. **COPYRIGHT.** The Product is owned by Virgin or its suppliers and is protected by the United States copyright laws and international treaty provisions. Virgin retains all rights not expressly granted. Therefore, you must treat the Product like any other copyrighted material (e.g., a book or musical recording) except that you may either (a) make one copy of the Product (if the Product is software) solely for backup or archival purposes, or (b) transfer the Product to a single hard disk provided you keep the original solely for backup or archival purposes. You may not copy the written materials accompanying the Product.

3. **OTHER RESTRICTIONS.** This Virgin License Agreement is your proof of license to exercise the rights granted herein and must be retained by you. You may not loan, sell, rent, lease, give, sublicense or otherwise transfer the Product (or any copy). Notwithstanding the foregoing, in one case you may transfer your rights under this Virgin License Agreement on a permanent basis provided you transfer this License Agreement, the Product, and all accompanying written materials, retain no copies, and the recipient agrees to the terms of this Agreement. You may not modify, adapt, translate, create derivative works, decompile, disassemble, or otherwise reverse engineer or attempt to reverse engineer or derive source code from, all or any portion of the Product or anything incorporated therein or permit or encourage any third party to do so. If the Product is an update, any transfer must include the update and all prior revisions.

LIMITED WARRANTY

LIMITED WARRANTY. Virgin warrants that the Product will perform substantially in accordance with the accompanying written materials for a period of ninety (90) days from the date of receipt. Any implied warranties on the Product are limited to ninety (90) days. Some states/jurisdictions do not allow limitations on duration of an implied warranty, so the above limitation may not apply to you.

CUSTOMER REMEDIES. Virgin's entire liability and your exclusive remedy shall be, at Virgin's option, either (a) return of the price paid or (b) repair or replacement of the Product that does not meet Virgin's Limited Warranty and that is returned to Virgin with a copy of your receipt. In no event shall Virgin's liability with respect to this limited warranty exceed the cost of replacement of the media on which the Product is recorded. This Limited Warranty is void if failure of the Product has resulted from accident, abuse, or misapplication. Any replacement of the Product will be warranted for the remainder of the original warranty period or thirty (30) days, whichever is longer. Neither these remedies nor any product support services offered by Virgin are available for this U.S.A. version product outside of the United States of America.

NO OTHER WARRANTIES. Virgin disclaims all other warranties, either express or implied warranties of merchantability and fitness for a particular purpose, with respect to the Product and the accompanying written materials. Virgin does not warrant that the enclosed product or documentation will satisfy the requirements of your computer system or that the enclosed product or documentation are without defect or error or the operation of the enclosed product will be uninterrupted.

NO LIABILITY FOR CONSEQUENTIAL DAMAGES. In no event shall Virgin or its suppliers be liable for any damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or other pecuniary loss) arising out of the use or inability to use this Virgin product, even if Virgin has been advised of the possibility of such damages. Because some states/jurisdictions do not allow the exclusion or limitation of liability for consequential or incidental damages, the above limitation may not apply to you.

The warranty and remedies set forth herein are exclusive and in lieu of all others, oral or written, express or implied. No Virgin dealer, distributor, agent or employee is authorized to make any modification or addition to this warranty.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Product and all accompanying written materials are provided with RESTRICTED RIGHTS. Use, duplication, or disclosure by the Government is subject to restrictions as set forth in Restricted Rights in Technical Data and Computer Software Clause at FAR 52.227-7013(c)(1)(ii) or FAR 52.227-19. Manufacturer is Virgin Interactive Entertainment, Inc., 18061 Fitch Avenue, Irvine, California, 92614.

This Agreement is governed by the laws of the State of California.

For more information about Virgin's licensing policies, please write:
Virgin Interactive Entertainment, Inc., 18061 Fitch Avenue, Irvine, CA 92614.

VIRGIN INTERACTIVE ENTERTAINMENT STRONGLY RECOMMENDS CALLING THE CUSTOMER SERVICE/TECHNICAL SUPPORT DEPARTMENTS AT (714) 833-1999 PRIOR TO RETURNING YOUR PRODUCT TO V.I.E. OFTEN, YOUR PROBLEM CAN BE SOLVED OVER THE PHONE. PLEASE REFER TO THE TECHNICAL SUPPORT SECTION OF THIS MANUAL FOR DETAILS AND PHONE NUMBERS.



© 1997 Virgin Interactive Entertainment, Inc. All rights reserved. NanoTek Warrior is a trademark of Virgin Interactive Entertainment, Inc. Virgin is a registered trademark of Virgin Enterprises, Ltd. Virgin Interactive Entertainment, Inc., 18061 Fitch Avenue, Irvine, CA 92614 U.S.A. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

