

HOVERFORCE™



*Documentation for
IBM PC, Tandy and Amiga*

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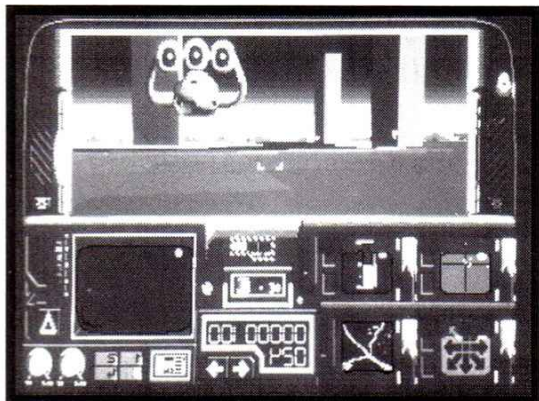
Credits

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Producer:	Mark Wallace
Programming:	Ian Downend
Graphics:	Kevin Bulmer and Rob Chapman
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Introduction



Unholy terror has invaded MetaCity. It's 2050 A.D., and biotechnology has created a deadly new class of terrorist. Mutant crimelords known as **Alterants** control all street level activity via distribution & sale of an addictive, mind-crippling biotech serum known as "After-shock."

Officially designated *Monoclonal Biotassic Effluvium R-786*, the serum induces a biologically altered state described in the medical literature as "neo-steroidal rage." The result? A militia of mindless killers, fiercely loyal to the Alterant druglords.

Lord Darkenill, the mastermind of the operation, has divided MetaCity into four operational quadrants. Darkenill resides in the deadly Red Zone; his headquarters are also the source of all After-shock manufacture & shipment. His "shock troops" ply their deadly trade along the greenways and shadows of MetaCity's multiple skyscrapers.

By volunteering to quell the outbreak of Alterant anarchy, you answer a call to duty issued by MetaCity officials. Police authorities, under the seasoned command of the venerable Sheriff Stone, have created the Red Wasp Unit. As a member of this elite battalion of "public enforcers," you pilot the lethal **HoverKill 1000**, a deadly new class of urban assault hovercraft — also known affectionately by Red Wasp pilots as "Stone's Stinger."

The Stinger is the deadliest ground assault fighter ever built, with its turbo-thrust jet engine, multiple weapon ports and lightweight titanium-plate deflection armor. It's so fast, in fact, that only a biotechnically enhanced pilot (such as a Red Wasp) can take full advantage of the craft's stunning maneuverability.

Your mission, as a Red Wasp, is clear & simple: *Interdict supply runs. Terminate Alterants.*

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A Word from Sheriff Stone



"Welcome to the Red Wasp Unit, home of the Stone Rangers. We're fighting a unique specimen of vermin in Lord Darkenill and his boys. These are not your usual innocent scientists, no sir. We're talkin' too much heat under the Bunsen Burners — and, poof.

"Now, son, what I know about this genetic engineering stuff, you could fit inside my ol' grandma's thimble. I think the stuff they use is called Maniacal Potassic Flu, something like that. Never mind, to this saddle-butt it's just called Aftershock. Remember that name.

"What it does to a man ain't pretty, son. Nearly pops his eyeballs out of the sockets. Puts a glaze on the face that'll compete with my wife's best dessert. Changes the whole genetic structure.

"It's your job to interrupt, interfere, interdict, and any other 'inters' you can think of. Just stop these maniacs before MetaCity looks like some robots threw a party that wouldn't stop. This is serious business, son, and if you don't think so, then get your bio-enhanced butt outta here ..."



System Requirements

To play *HoverForce*, you need the following:

- 1 512K of memory for EGA and CGA.
- 2 640K of memory for VGA, MCGA, and Tandy 16-color.
- 3 Mouse recommended. However, you may also play using a keyboard or joystick.

Note: Though you may play from floppy disks, we recommend that you install *HoverForce* to a hard disk. The results are faster loading and elimination of disk swapping. Read the **Installation** section for more.

Memory Requirements

HoverForce requires a lot of attention from your computer system. If your computer does not have **570K free RAM**, you will get the error message "INSUFFICIENT MEMORY" on your display when trying to run the game. Here's why:

Most computer games for IBM and compatible systems, including *HoverForce*, reside in the base 640K of RAM. DOS and related memory resident or "startup" programs, such as menu systems, screen savers, virus checkers, keyboard utilities, Microsoft Windows, PC Tools, Norton Utilities, etc., also reside in the same 640K of base RAM. Device drivers (such as mouse drivers), by and large, are also located here. These startup programs and device drivers boot from the AUTOEXEC.BAT or the CONFIG.SYS files of DOS automatically when the computer is powered up.

Note: The AUTOEXEC and CONFIG files are usually located in the root directory of your hard drive.

Free RAM is the area of the 640K base memory left over after DOS, startup programs, and device drivers have loaded, and what's left is where your game will run. If there is not enough free RAM left for the game, there will be problems. Even if you have extended

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Memory Requirements (continued)

memory above and beyond 640K, the game and DOS still reside in the 640K base memory of your system, and you can still have loading problems due to lack of free RAM.

The CHKDSK command of DOS will give you information about the memory in your system, including free RAM. If you type CHKDSK (and press **Enter**) at the C: prompt, the last line of information will tell you how many bytes your computer has free after DOS loads (see your DOS manual for details). If you have fewer than 570K bytes free, the following information will help you load *HoverForce* successfully.

If You Get the "Insufficient Memory" Error Message:

Sound complicated? It's not. There is an easy solution. Simply boot your computer "clean" (without the startup programs) and *HoverForce* will work on your system. There are many ways to boot your computer clean to maximize free RAM. Here are a few of the most common techniques:

How to Format and Load a Clean DOS System Disk:

- 1 At the C: prompt of your hard drive, type the following:
FORMAT A:/S, then press the **Enter** key.
- 2 Follow the on-screen prompts (insert a blank disk into your A: drive, etc.).
- 3 Label your new formatted disk "CLEAN DOS SYSTEM DISK." Insert this new DOS system disk into your A: drive and reboot your computer.
- 4 Simply press the **Enter** key twice to bypass the date and time prompts, and you will be at an A: prompt. You have now maximized free RAM, and have booted your computer clean.
- 5 Follow pages 5 and 6 of this manual to install or load *HoverForce*.



Note: The prompt statement will not load with your system when you boot clean. The prompt statement tells you where you are in your hard drive, i.e., the name of the subdirectory you are in. When you change directories in your hard drive, the name of the subdirectory will not appear next to the prompt (you will see just a C: prompt) *even though you are indeed in that subdirectory*. The explanation below will show you how to add the prompt statement to your clean DOS system disk.

How to Add the Prompt Statement to Your Clean DOS System Disk:

- 1 Insert the clean DOS disk into your A: drive and type **A:** then press **Enter**.
- 2 Type **COPY CON AUTOEXEC.BAT** and press **Enter**.
- 3 Type **PROMPT \$P\$G** and press **Enter**.
- 4 Press the **F6** key on your keyboard (this copies the information you typed in steps 2 and 3 to the new AUTOEXEC.BAT file). Your display should say "1 file copied".
- 5 With your clean DOS disk still in drive A:, reboot your computer. The prompt statement is now loaded.

How to Boot Your Computer Clean from the Hard Drive:

The following steps will allow you to boot your computer clean without booting from a clean DOS system disk as above. This technique will involve renaming the AUTOEXEC.BAT and possibly the CONFIG.SYS files of DOS on your hard drive. The RENAME command of DOS is quite handy because it does not delete or rearrange any of the contents of the file(s) renamed.

First try renaming the AUTOEXEC.BAT file (this file is where most startup, or memory resident programs are located). If you still come up short of the needed 570K free RAM, then rename the CONFIG.SYS file as well.

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How to RENAME the AUTOEXEC.BAT File:

- 1 Boot your computer as you would normally. At the C: prompt, type **RENAME AUTOEXEC.BAT AUTOEXEC.TMP** and press **Enter**. Please note the spaces in the command that you type.
- 2 Reboot your computer. Your system will now be ready to load *HoverForce*. Follow pages 5 and 6 of this manual for details. If you attempt to load the game and still get an "INSUFFICIENT MEMORY" message, rename the CONFIG.SYS file as outlined below.

How to RENAME the CONFIG.SYS File:

- 1 Boot your computer as you would normally. At the C: prompt, type **RENAME CONFIG.SYS CONFIG.TMP** and press **Enter**. Please note the spaces in the command that you type.
- 2 Reboot your computer. Your system will now be ready to load *HoverForce*. Follow pages 5 and 6 of this manual for details.

Note: The display will probably look different now on startup than usual. Don't be alarmed. Your "normal" startup programs still exist within your newly renamed files; they did not load because of the name change of the AUTOEXEC and CONFIG.SYS.

Here's How to Put Your System Back the Way it Was:

- 1 Change to the root directory of your hard drive. (To get to the root or main directory of your hard drive *if you are anywhere in your C: drive*, type **CD** then press **Enter**).
- 2 Type **RENAME AUTOEXEC.TMP AUTOEXEC.BAT** and press **Enter**.
- 3 Type **RENAME CONFIG.TMP CONFIG.SYS** and press **Enter**.
- 4 Reboot your computer. Voila! Your computer will now be back to normal!

If you attempt any of the above and still have difficulty, please contact Accolade's Customer Support team at **408/296-8400**, 9 a.m. to 5 p.m. PST, Monday through Friday.



Back Up Your Game Disks!

We recommend that you back up the program using normal DOS copy commands (see your DOS manual). *HoverForce* has no on-disk copy protection.

If you have a high-capacity floppy disk drive with at least 720 kilobytes of storage space, you can copy *HoverForce* onto a single disk. First format the backup disk, then copy the program onto the formatted disk.

Once you've copied the program onto your storage disk, place the original disk in a location far from the reach of Alterants, henchmen, or bodyguards.

Installation

To install *HoverForce* onto your hard drive, follow these instructions. Press **Esc** anytime during the procedure to halt installation:

- 1** Insert Disk 1 of *HoverForce* into a floppy drive, and change to that drive. At the DOS prompt (e.g., **A>** or **B>**), type **INSTALL**. A text window will appear.
- 2** If you agree with the statement in the window, type **Y**. Copying the game will proceed automatically, and you will be prompted from time to time to insert other game disks.
- 3** If you disagree with the statement in the window, type **N**. Another window will appear, permitting you to change the designated drive, the name of the directory, or both:
 - To change the designated drive from **C** (the default drive), type a new letter (**D**, **E**, etc.) and press **Enter**.
 - To change the name of the directory from **\FORCE**, type a back-slash (\) followed by a new name (i.e., **\HOVER**) and press **Enter**. Again, copying of the game proceeds automatically, and you will be prompted from time to time to insert other game disks.

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Getting Started

From a Hard Drive System:

- 1 Turn on your computer.
- 2 At the C> prompt, type **CD\FORCE** and press **Enter**.
- 3 Type **HOVER** and press **Enter**.

From a Floppy Drive System:

- 1 After inserting your DOS disk in drive A, turn on your computer.
- 2 At the A> prompt, remove the DOS disk and insert *HoverForce* Disk 1 in Drive A.
- 3 Type **HOVER** and press **Enter**.
- 4 When prompted, replace Disk 1 with Disk 2 (you won't need to swap game disks again).

Security Check

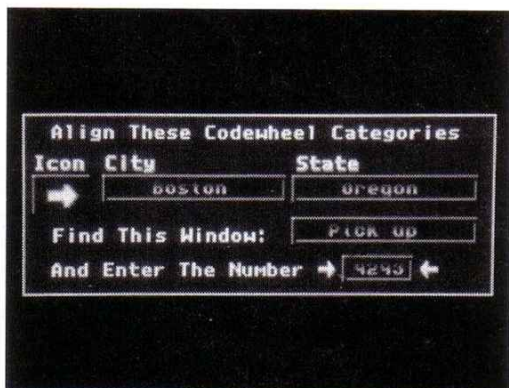


Fig. 1 Security Check Screen

After the credits and title screen appear, you'll be requested to pass a top-secret security check designed solely for aspiring Red Wasp Unit pilots. When it appears, your screen will show four elements — one **ILLUSTRATION**, one **CITY NAME**, one **STATE NAME**, and one **"GAME ACTION" NAME** — and a box to type in.

- 1 Match the **ILLUSTRATION** on the screen to the same illustration on the outer ring of the codewheel.
- 2 Now find the **CITY NAME** on the screen, and match it to the same city on the middle ring of the codewheel.
- 3 Rotate the middle ring so the **CITY NAME** lines up under the **ILLUSTRATION**.

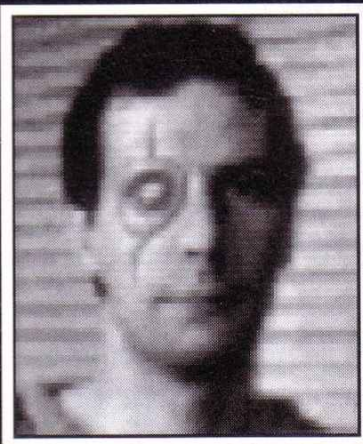


- 4 Next, find the STATE NAME on the screen, and match it to the same state on the *edge* of the inner ring of the codewheel.
- 5 Rotate the inner ring so the STATE NAME is lined up under the two elements which are already matched and lined up.
- 6 Look for the "GAME ACTION" NAME on the *interior* of the inner ring.

Note: This "GAME ACTION" NAME will not necessarily be found under the items you previously lined up on the codewheel. **Look all around the inner ring.**

- 7 There is a NUMBER in the cut-out window on the inner ring immediately above the "GAME ACTION" NAME.
- 8 Type in that NUMBER and press **Enter**. The game will now load.

Alterant Profile: Johnny Psyclops



Johnny Psyclops is the first Alterant you'll encounter. Psyclops positively radiates charm. One good eye spies the terrain, and sends messages of malice to his Aftershock-stunted brain. Where the second eye has been, disfigurement remains. Jagged scars run up the criminal forehead, and down the deviant cheek.

Psyclops is a persistent fellow. It's rumored that Johnny was Darkenill's favorite aide until the day when he "borrowed" an excess of Aftershock for a home dose. Darkenill raged, and Johnny P. returned the booty. But the reprimand didn't diminish his zeal for subversion.

Still, Johnny's a sensitive fellow, as his captured grimaces will reveal!

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Logging In

Once you pass the security check, you'll be prompted to enter a name. Type in any name you like, and press **Enter**; when you save gameplay, a record is started under the name entered.

After you log in a name, you read Sheriff Stone's briefing. Follow his words carefully — he pulls no punches in describing the daunting task ahead. When you complete your essential reading assignment, press **Enter** or **Esc** to access the Main Menu.

The Main Menu



Fig. 2 Main Menu

The Main Menu has five different options. They are:

Play: Highlight and select to begin play. Once you select Play, you view the Alterant Profile Screen. After viewing your current opponent, quadrant of play, and level, press **Enter** to access action mode.

Load: Select Load to play using a saved player name. When you select Load, you choose from a roster of saved player records.

Save: Select if you wish to replace an existing player record with the results of current play.

Record: Select to review the current weapons, shield, and hardware status of the current player.

New: Select to create a new player ("character"); creating a new player erases one of the currently saved players.



Player Status Screen

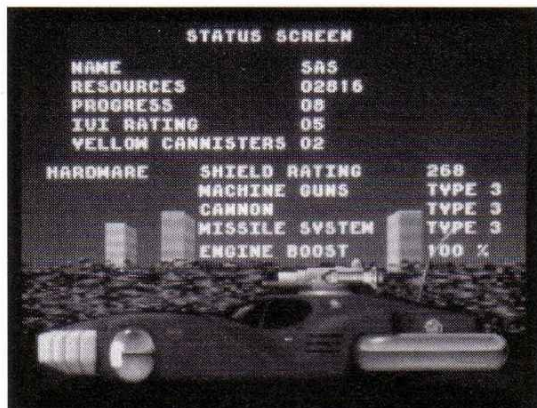


Fig. 3 Player Status Screen

When you select Record — or after you choose Play — you view the Player Status Screen (shown above). This screen displays current statistics for both the current player and his hovercraft. The items displayed on the Player Status Screen are:

Name – Current player

Resources – Money accumulated

Progress – Level attained

Rating – “Lives” remaining

Yellow Cannisters – Aftershock gathered

Hardware: Shield Rating – Skimmer’s current shield

Machine Gun – Active gun displayed

Cannon – Active cannon shown

Missile System – Active missile system shown

Engine Boost – Level of engine power

Game Controls

As you engage the controls to thrust or turn, you’ll absorb the sights of MetaCity: Darting enemy hovercraft. Statue-like mutants with death in their eyes. And agile spider-mines whose arachnid air-walk betrays deadly payloads meant just for you.

Familiarize yourself with the following list of key game controls:

Note: See the **Stores: Replenishing Your Stocks** section for a review of the commands to use for purchasing items during play.

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Mouse Controls

When You:	Your Hovercraft Will:
Move mouse left/right	Turn left/right
Press left mouse button	Move forward
Press right mouse button	Fire selected weapon

Keyboard Controls



Turn left



Turn right



or



Move forward



Fire selected weapon



Select machine gun



Select cannons



Select missiles



Display city map



Activate directional arrow to nearest store



Toggles between music and sound FX



Pause game



Restart current mission



+



Return to main menu



+



Exit to DOS



The HoverKill 1000 (“Stone’s Stinger”)

The HoverKill 1000 is the backbone of Sheriff Stone’s Red Wasp Unit. The Stinger is the most powerful hovercraft in existence. A QuadTurbo RetroBoost A5.1 engine, equipped with a special sonic silencer, powers this lethal assault skimmer.

The Stinger becomes an economy of fury in the hands of a skilled pilot. It carries three weapons — the BPMG (Belly-Pumping Machine Gun), the QPC (Quick-Pulse Cannon), and the LGSM (Laser-Guided Slide Missile).

The BPMG offers a devastating short-range dispatch package, while the QPC is an ideal mid-range system. The LGSM, equipped with SAI (Semi-Artificial Intelligence) guidance software, displays deadly accuracy at long range.

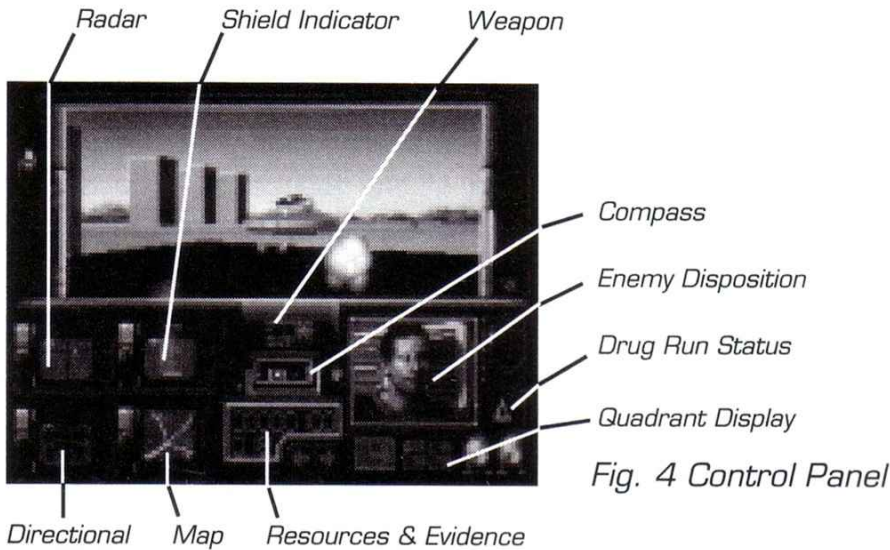
Even at rest, the HoverKill 1000 is an imposing signal of doom to Lord Darkenill and his purveyors of the mind-numbing Aftershock. Familiarize yourself with the hovercraft’s attributes below.

HoverKill 1000 Specifications

Length:	12’ 6”
Body Width:	4’ 8”
Wing Span:	17’
Weight:	900 lbs
Engine:	QuadTurbo RetroBoost A5.1 (with sonic silencer attached)
Max. Thrust:	712 mph
Ordnance:	Quick-Pulse Cannon (QPC) <i>Fires spheres of charged plasma</i> Belly-Pumping Machine Gun (BPMG) <i>Fires up to 600 Rounds per Minute</i> Laser-Guided Slide Missile (LGSM) <i>Max. Range: 3.7 miles</i>
Armor:	Titanium-plate deflection; Kevlar lining
Crew:	One genetically enhanced “Red Wasp”

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The Control Panel



When you sit in the cockpit of the HoverKill 1000, you use a control panel containing a full complement of essential gauges and indicators.

Radar: The radar screen indicates both the position of your craft and the locations of any enemy vessels in the vicinity.

Directional: The directional indicator displays the heading towards an Alterant or shop.

Shield Indicator: Set to the right of the radar screen, the shield indicator displays the current level of protection which your craft enjoys.

Map: Located beneath the shield indicator, the map shows terrain and landmarks in your craft's present location.

Weapons Selection: Set to the right of the shield indicator, this gun-shaped window displays your currently-selected weapon.

Compass: The compass (found below Weapons Selection) shows second-by-second changes in your craft's heading.

Resources & Evidence: This display, located to the map's right, displays current resources, as well as cannisters of drug evidence required at the present level of play.

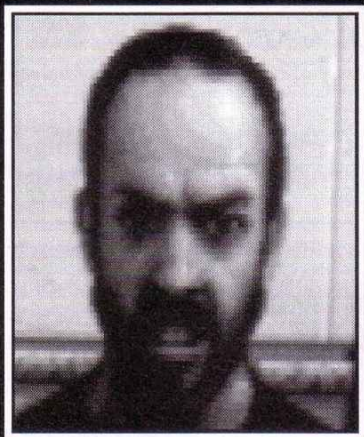


Enemy Disposition Display: This large window (to the right of the compass) displays the Alterant opponent when pleasure or distress has creased his mutant features. When you strike a blow against him, he appears grimacing; when he damages your craft, a joyful portrait appears.

Drug Run Status Indicator: This triangular symbol flashes whenever a drug run nears its end; take this as a warning to accelerate your interdiction efforts.

Quadrant Display: Fixed to the right of the Channel Indicator, the Quadrant Display indicates your current quadrant location (there are four in all, one for each Alterant).

Alterant Profile: Toby Komazuki



Yellow Quadrant is home to a noxious foe: the inveterate Toby Komazuki. This Alterant moves with steady calm, directing Aftershock distribution operations with a practiced eye.

Toby measures his foe in mirrored contemplation, and dispatches him with a rigorous dedication to annihilation. Few have accused Komazuki of undue haste; fewer still would pin the laggard's label on this guy.

Toby Komazuki enjoys his work. Rumor has it that Darkenill is grooming the regent of Yellow Quadrant for eventual succession. Just the sniff of blood spread-eagles Toby's nostrils.

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The Missions

Whenever you begin play with a new player's name, you begin in Blue Quadrant. The Alterant Johnny Psyclops rules the roost here; you must defeat him three times to move on to Green, then Yellow, and finally Lord Darkenill's deadly Red Quadrant.

When your opponent and his henchmen, bodyguards, and like-minded lackeys begin a distribution run, the sky darkens. Drug runners follow pre-determined routes through each quadrant, stopping at specified buildings to transact deals. When a runner enters a building, it disappears; when he exits, the structure reappears.

The runner's ship is orange in color. Bodyguards lurk in the vicinity, protecting their master (they've done this before).

You have a specified amount of time to interdict the distribution of Aftershock. If you succeed, you go on to the next level; if the Alterant completes his appointed rounds, you resume play at the current level, minus one life.

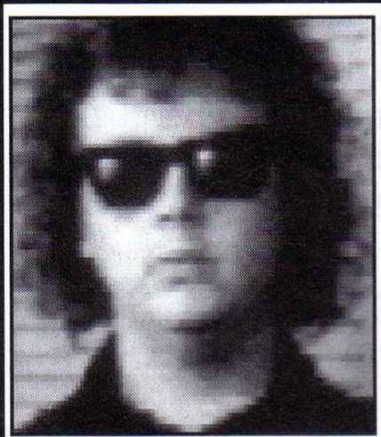
The following chart details the location of each Alterant, and the number of levels you must complete to squelch Aftershock distribution in a particular quadrant:

Alterant	Location	Levels
Johnny Psyclops	Blue Quadrant	1 - 3
Jake Joukowski	Green Quadrant	4 - 6
Toby Komazuki	Yellow Quadrant	7 - 9
Lord Darkenill	Red Quadrant	10 -12

Each Alterant has three lives. You must successfully interdict operations three times in a particular quadrant in order to meet the next foe. Each Alterant has ingested enough Aftershock to provide resilience to injury, swift coagulation of wounds, and invaluable cell regeneration abilities.



A Iterant Profile: Jake Joukowski



Jake Joukowski wears an evil smirk the way a housewife wears an apron: with easy familiarity. He enjoys his work, often following his henchmen and bodyguards to the scene of an Aftershock distribution run, and revelling in the transforming effects of the potent serum.

In fact, Jake is a deviant workaholic, roaming the vistas of Green Quadrant at all hours. He pilots his hovercraft with expert skill, laughs with each delivery of a weapon to an unsuspecting target, and chortles in the face of danger.

Jake is known to refer to Sheriff Stone as “that skin-domed geezer.” Stone sometimes sits in his office, his stubby fingers tracing Joukowski’s features on a Wanted poster, his eyes focused on a distant star...

Stores — Replenishing Your Stocks

You’ll benefit enormously if you stop and shop. To enter a shop, bring your HoverKill 1000 to a complete stop next to the shop. There are three kinds of shops, each with a different shape — press **F5** during play to view shop architecture. (Each shop will have a black concrete skirt surrounding it.)

While in a Shop:



Move mouse

Left mouse button

Right mouse button

Changes the store selection

Moves the purchasing highlighter

Buys highlighted item

Exits current shop

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Collecting Evidence: Cannisters

As you maneuver your assault skimmer through each quadrant, you'll be looking for evidence to help put the Alterants away. When you acquire **red cannisters**, you gather a piece of drug evidence; when you pick up **yellow cannisters**, you increase your own longevity (two yellow cannisters boost your IVI rating by one), as well as gather a piece of evidence.

To pull any cannister aboard your ship, just glide right over its location. It's a safe bet that Alterant agents are in the vicinity (see the next section, **Alterants etc**).

Alterants, Henchmen, and Bodyguards: A Panoply of Evil



Mech Spiders: These long-limbed, high-tech arachnids employ aggressive methods against you and your **HoverKill 1000**. Metal appendages claw the air in an effort to foil the Red Wasps. Take clear aim and practice insecticide.



Alterant Bodyguards: Black saucers come spinning out of the MetaCity sky with death in mind. The bodyguards take their mission of protection gravely (yours, they hope). Attacking and defending with dextrous agility, the saucers are worthy foes.



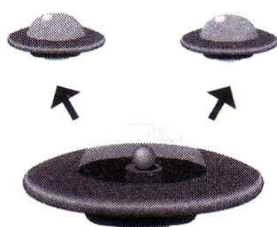
Zombie Drug Slaves: These statue-like zombies are nearly immobile mutants. The drug slaves reflect the influence of repeated ingestion of Aftershock. The zombies stand bravely in the face of Stinger assaults; with stoic fortitude, they crumble before your guns.



Drug Traffic Controllers: The drug traffic controllers fulfill a dual purpose. They (1) guard intersections against Red Wasp assaults and (2) alert the runners to your presence. Eliminate them, then exploit your enemies' confusion.

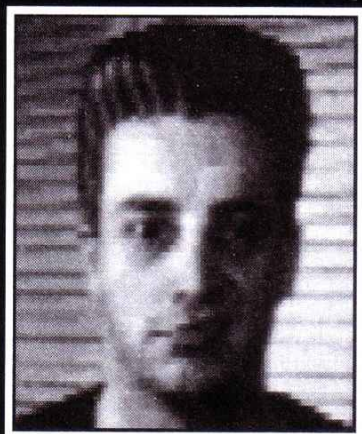


Flying Saucers: These agile craft are flown by low-grade Alterants on patrol. You'll need to maneuver your hovercraft carefully to take dead aim on these serum-sipping deadbeats.



Cruisers: These ships represent an innovation in mutant thought. When one of your weapons strikes an Alterant Cruiser, the crew compartment splits into two. Mutant division can present new problems for you, so track these fun-loving foes even after a hit.

Alterant Profile: Lord Darkenill



Here is the master of the grand design, ruling Red Quadrant with a regent's disdain. Lord Darkenill was once a noted and honored empiricist, blazing shining pathways in genetic research. Since the gleam of revenge shone in his eyes, his innovative streak has found demonic outlets.

Darkenill pulls the strings behind the curtain. It is he who has perfected the creation of Aftershock. Measuring out mutating doses of the crippling serum is more than a vocation. Few have found life's calling screaming at them out of the haze.

Approach Darkenill with deadly caution. He would love nothing more than to clip the wings of the Red Wasp Unit, to pluck you out of your downed Stinger ... to leer in delight, while rivers of Aftershock course through your bloodstream.

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Troubleshooting Guide

If you have any questions about *HoverForce* and you can't find the answers in the manual, our Customer Support folks can help. You can call us at 408-296-8400 between 9 a.m. and 5 p.m. Pacific Time, or write to Accolade Customer Support, 550 S. Winchester Blvd., San Jose, CA 95128, or leave a message for us on Compuserve (type GO GAMEPUB and leave a message for Accolade 76004,2132).

Please be sitting in front of your computer when you call, and have the following information handy: your computer's brand and model (XT, AT, PS/2, etc.), the amount of memory (RAM), what peripherals are attached, the type of graphics card and monitor, what disk size you use (5 1/4", 3 1/2"), the contents of your CONFIG.SYS and AUTOEXEC.BAT files.

Please read the following section before calling us, as it might solve any problems you may have.

If Your Game Doesn't Load Properly:

First, please re-read the manual and try the instructions again step by step. One misstep can blow the whole thing. If it still doesn't load, check your **Autoexec.bat** file for memory resident utility programs (menu programs such as *1 Dir+* and *PC Shell*; utilities such as *Sidekick* and *PCTools*; disk caching programs such as *PC Cache* and *Lightning*) and remove them.

Also: check your **Config.sys** file for device drivers which could cause problems — such as an expanded memory driver for RAM disks.

To find these DOS files, type **CD C:** at the **C>** prompt. Then type either **TYPE AUTOEXEC.BAT** or **TYPE CONFIG.SYS** — if the files are there, the info will scroll onto the screen. If you suspect that a program listed there is causing problems, try the following:

- Reboot your system with a "clean" DOS disk from the **A>** prompt. A clean DOS disk is a disk bootable with no **Autoexec.bat** and **Config.sys** file. Then proceed with normal game instructions.



If You Get Garbled Graphics (or None at All):

If you load the program and nothing appears on your screen (or what does appear, seems garbled), you may not have specified the proper graphics type for your system.

- Check your hardware manual to make sure your computer can run this game.
- Re-read the **Getting Started** section, and make sure you've specified the correct graphics option for your computer.



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Accolade
Attn: Customer Service
550 S. Winchester Blvd.
San Jose, CA 95128

If you have a modem, you can call and log-on to Accolade's Bulletin Board for instant hints and other information. You can also leave questions about any Accolade game; they'll be answered by Accolade's technical support representatives. The modem number is 408-296-8800. Our settings are 300, 1200, 2400 baud; 8 Data; No parity; 1 Stop Bit



DO YOU WANT TO BACK-UP YOUR DISK?

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