WORLD OF ADEN
ENTOMORPH
PLAGUE OF THE DARKFALL

R·U·L·E·B·O·O·K

SSI
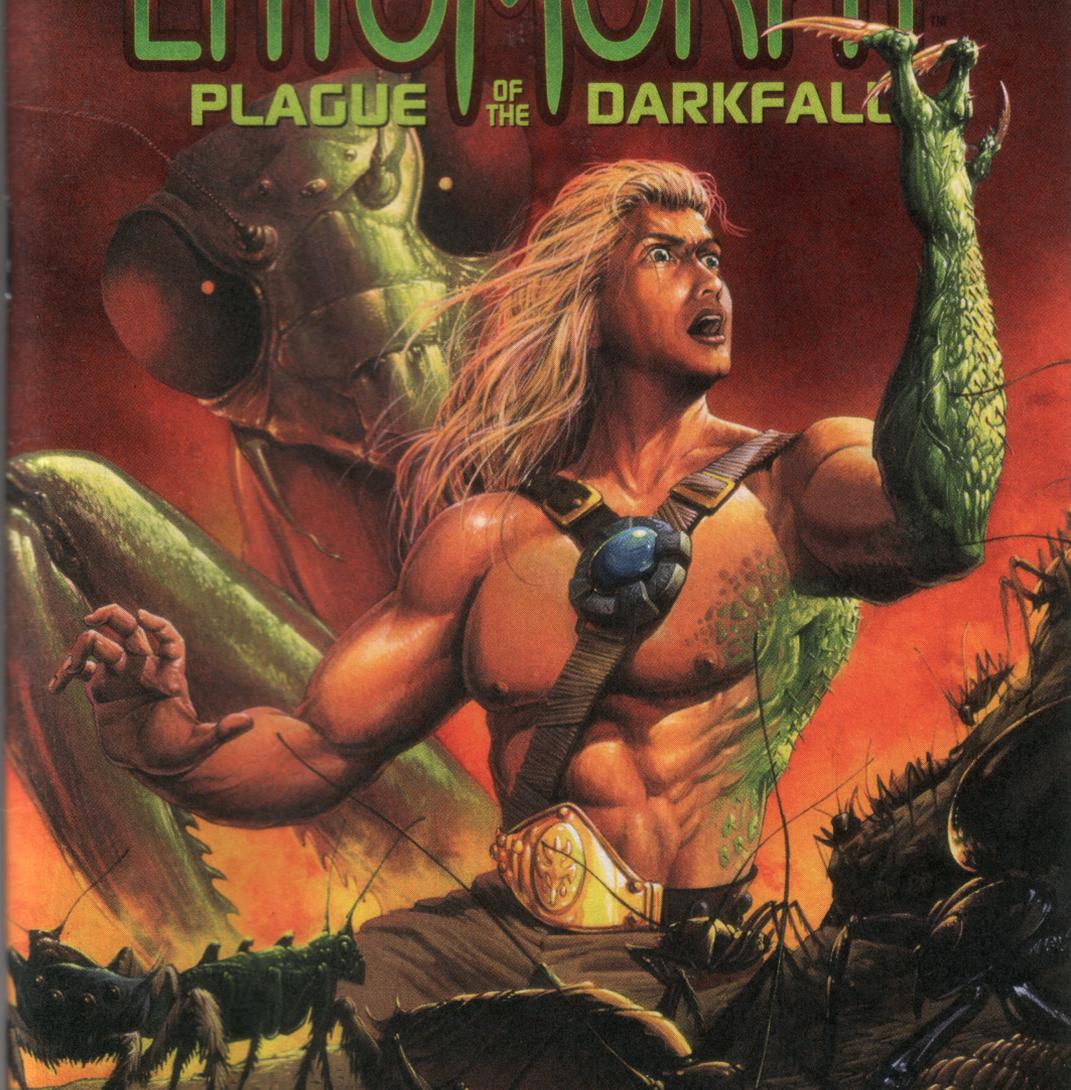
A MINDSCAPE® COMPANY

TABLE OF CONTENTS

INTRODUCTION

Ten years ago Aden was a world ruled by peace. Its "Golden Age" emphasized knowledge and witnessed the inception of magic and steam-powered technology called "mechamagic." Then, in a single cataclysmic moment the sun was eclipsed and thousands of horrible creatures rumored only to exist in fairy tales came alive. The cataclysm and the evil it spawned has been called *the Darkfall* and the creatures it created are called *nocturnals*.

Once thought to be secluded from the horrors which infested the mainland, the islands off of Aden's southern coast were also affected by the Darkfall. Phoros, the largest of these islands, had been home to many settlers and farmers from the Kyan jungles. Like their Kyanite cousins, their society was based around insects. The workers used varieties of mammoth insects collectively called "jagtera," as beasts of burden, and even goods and tools were made from the husks of dead jagtera.

During the Darkfall, however, the jagtera suddenly fled from some unseen force, leaving the villagers without sources of food. Now, ten years later, it is rumored that the jagtera have begun to appear once again, and some villagers are hailing their return as the end of the Darkfall's grasp upon the land. Others are quick to add that it may be too early to tell, as reports of hostile jagtera attacks and missing villagers are beginning to be heard more and more often.

Few brave adventurers have dared to travel to Phoros to separate the truth from these rumors, and none have returned. . . .

The second computer game set in the WORLD OF ADEN, SSI's new fantasy realm, ENTOMORPH is an adventure game where you control Squire Warrick, a young fistfighter whose search for his missing sister brings him inevitably closer to the mystery of the islands. The Squire is able to talk with people and creatures, fight with a stylized boxing art, cast powerful spells, carry and use objects, avoid sinister traps, and much more in his epic quest. To solve the mystery, Squire Warrick may have to leave his humanity by the wayside and become what he fears the most. . . .

What Comes with This Game

In addition to this rule book, the ENTOMORPH box holds the CD imprisoning the game and a data card needed to set it free. The rule book explains how to play and perhaps survive the Plague. It also details the hideous creatures that are waiting to take refuge in your computer, as well as powerful spells that may drive them away. Awaken the game from the CD using the data card instructions, and prepare for transformation.

Using the Keyboard or Joystick

The mouse is recommended for Squire Warrick's movement, spellcasting, and actions. If you prefer not to use the mouse to move, use a joystick or the keyboard's arrow keys. The first button on the joystick and the spacebar on the keyboard are the equivalent of a left-click on the mouse. The second, third and forth joystick buttons [if so equipped] and the **Z**, **X**, or **C** keys on the keyboard fire the spells which are in the spell slots. The **A** key on the keyboard brings up the backpack, and **S** opens the spellbook. The Esc key brings up the Main Menu. See the "Movement Mode" section on page 3 for control setup instructions.

Main Menu

View the Credits   Play the Game

Load a Saved Game

Save a Game

Quit and End the Game

Set Game Controls
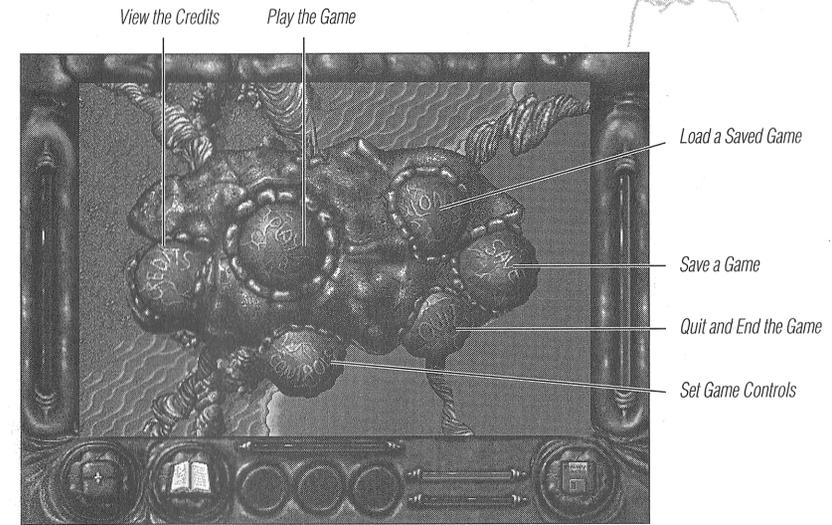
During game play, left-click on the disk symbol or press the Esc key on the keyboard to access the Main Menu.

Playing the Game

Select PLAY from the Main Menu to return to active game play.

Saving Your Game

Current Location

Current Saved Games

Next to the Chest
In the Hive
Rebel Hideout
Near bloody hive

Scroll Arrows

SAVE
CANCEL

Available Areas to Save Games to
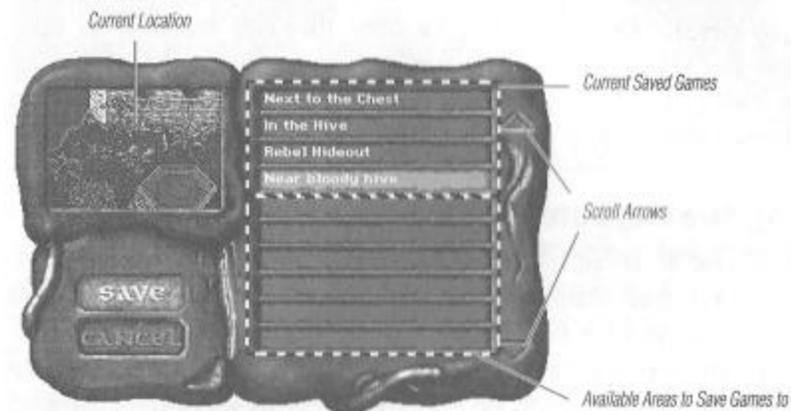
You may save up to 30 games at one time, limited by your disk space. To save a game, select SAVE from the Main Menu. Left-click on a saved game name area, blank or currently in use, type in a descriptive name and then left-click on SAVE or press Enter on the keyboard. You may save your game at any location.

Restoring a Saved Game

Current Location

Selected Saved Game to Load

Next to the Chest
In the Hive
Rebel Hideout
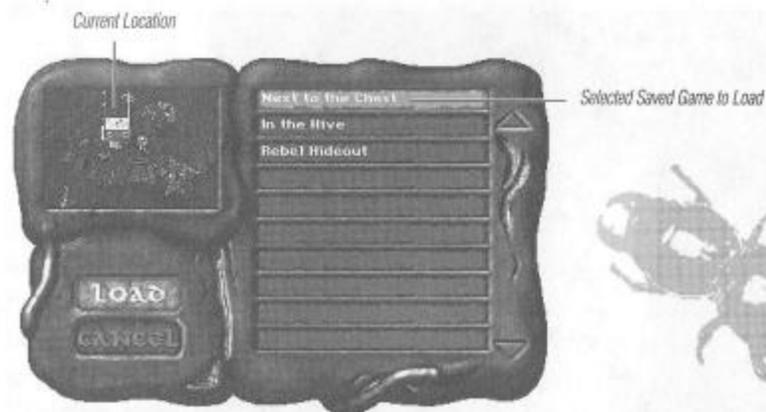
LOAD
CANCEL

To begin playing a saved game, select LOAD from the Main Menu, and left-click on the game you wish. After selecting the game, a mini-view appears, displaying the exact location

where the game was saved. Left-click on LOAD or press Enter on the keyboard to play the game. **Warning:** the game you are currently playing will be lost if it has not been saved.

Controls

On/Off Lights

CONTROLS
volume

Set Music Volume

SOUND F/X   MUSIC

Set Sound Volume

keyboard
keyboard/mouse
keyboard/mouse II
keyboard/joystick

Choose Movement Mode
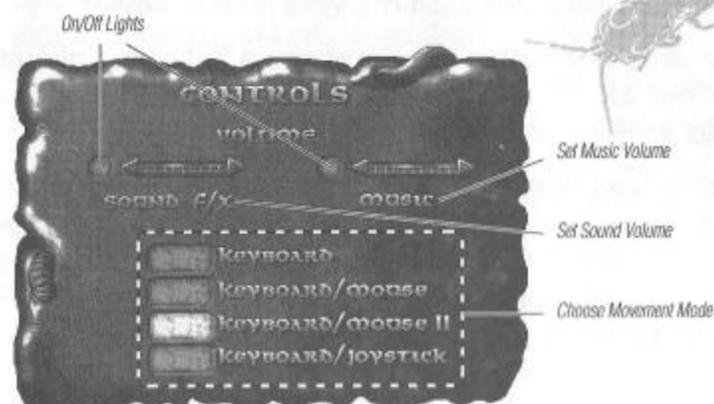
Sound and Voice

At the Main Menu, select CONTROLS. The MUSIC and SOUND EFFECTS volumes can be changed by dragging the appropriate sliders. To turn the volume off, move the slider completely to the left. The light next to the option turns off when this is done.

Movement Mode

To change the input device, left-click on CONTROLS on the Main Menu. Left-click on the button next the movement mode you desire. The keyboard is always active. See the "Moving Squire Warrick" section on page 5 for a description of the different mouse modes.

Quitting the Game

Use the Quit option from the Main Menu to end the game, but be certain to Save your game before quitting or your progress will be lost.

GAME PLAY

In ENTOMORPH, you control young Squire Warrick, a man thrust into a world of bizarre dangers and questionable morality. Though a strong and capable fistfighter, Squire Warrick has not lived the life of a hero. This must change if he is to survive.

When the game first begins, you are shown a full screen picture of Squire Warrick and must enter in a first name for him. After typing it in, press Enter to continue.

The difficulty level of the game defaults to **Normal** and can be changed to **Very Easy**, **Easy**, **Hard**, and **Very Hard**. This does not effect the puzzles in ENTOMORPH, but does control the power of the monstrous inhabitants. Note: This is the only time the difficulty level can be set.

Game Window

Backpack Spellbook Empty Spell Slots Go to Main Menu
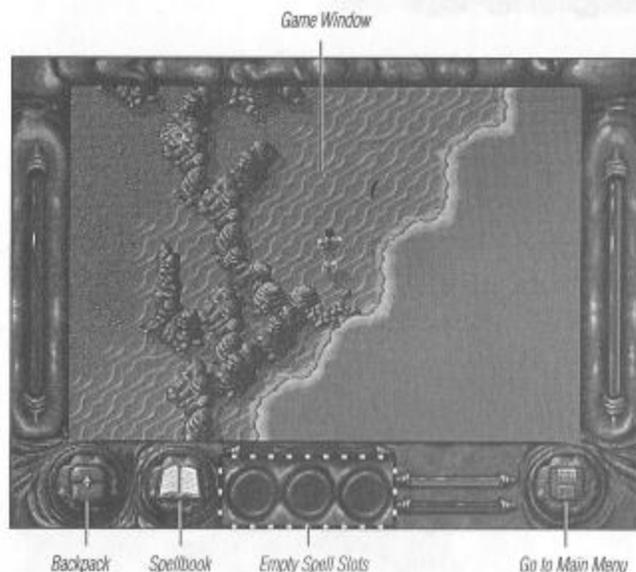
The Game Screen

Game Window: The World of Aden is presented through a bird's-eye view and all the action takes place in real time. If you want Squire Warrick to strike at a creature without getting attacked himself, then he must be quick on the attack and equally quick to dodge away.

While Squire Warrick can perform a number of different tasks, the controls are very easy to master. The Squire walks if you hold down the right button and move the mouse. When he arrives at something that you would like him to act upon, left-click. Squire Warrick then does whatever is appropriate, such as talking to a villager, punching a gigantic beetle, opening a door, picking up a magical orb, or pulling a switch.

Backpack and Spellbook: Left-click on the backpack symbol to access Warrick's items and the spellbook to see his spells. The spells which you would like Warrick to have ready need to be dragged into the three spell slots to the right of the spellbook. Cast spells using the **Z**, **X** and **C** keys or by left-clicking on the slot.

Main Menu: Left-click on the disk icon or press the Esc key on the keyboard to go to the Main Menu.

Moving Squire Warrick

There are two different mouse modes which allow you to move Squire Warrick. In the default mode, *mouse normal mode*, hold down the right mouse button and the cursor points in the direction you want to move. Then, glide the cursor away from Squire Warrick in the direction you want him to travel. You can move him in all eight of the major compass directions.

Mouse travel mode is the optional mouse control method and does not require holding down the right mouse button. To move the Squire, right-click once. From that point until the right button is clicked again, Squire Warrick follows the mouse pointer. If he reaches the pointer, he stops traveling until the mouse is moved again.

Regardless of which mode you use, Squire Warrick performs an action upon anything in front of him when you press the left-mouse button. This is referred to as left-clicking.

Scroll Arrows

Backpack   Items in Backpack
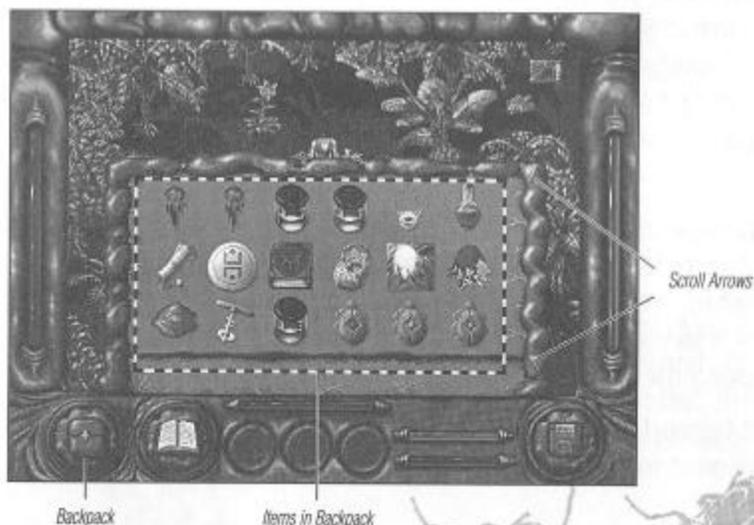
The Squire's Backpack: Squire Warrick can gain various items throughout the game. Some, like spells, are transferred into his spellbook; others are carried with him. These are represented by icons, seen when you left-click on the backpack symbol. Left-clicking on the backpack a second time closes the window.

There are a large variety of items which Squire Warrick can carry and use in ENTOMORPH. Many of them are used automatically when he needs them. For instance, if Squire Warrick approaches a door which requires a key, and it is being carried in his backpack, the key is automatically used to open the lock. There are, however, times when you must choose what to use and where. To have Warrick use an item, left-click on it.

Walking

Squire Warrick may not venture into areas of obviously deadly nature, such as over a cliff. Nevertheless, Warrick needs to move carefully when moving through various traps to keep him from taking damage.

Talking

To have Warrick speak to a person or creature, left-click when the Squire is next to and facing them. Left-click again to continue the game after you have read the text. If the person is off screen, the text is displayed against the screen border closest to their location.

If Squire Warrick is in the midst of combat, or if there are threatening creatures in the immediate vicinity, anyone the Squire attempts to speak with does not talk until the threat is vanquished.

If you have a choice of what Squire Warrick can say, a menu appears. Left-click on the response you want Warrick to give, and keep in mind that his dialogue often has a great effect on the success or failure of his mission. Do not forget about people after he has talked to them once, for they may have more to say later in the quest.

Sometimes a person starts a conversation with Squire Warrick as he nears them. If he ends a conversation with the person and the Squire wants to talk again, move Warrick away, approach the person once more, and left-click.

Pushing and Pulling

Some stone or metal items in ENTOMORPH can be moved by Squire Warrick. To push or pull an object, move the Squire to a desired side and have him face it, with his hands near the top of the object. Left-click to have Warrick grab and move to push or pull the object. To continue to have Warrick move without the object, left-click one more time.

There are both wall and floor switches throughout ENTOMORPH. To move one, align Squire Warrick's hands with it and left-click.

Breaking and Smashing Objects

There are some objects which Squire Warrick can smash to pieces. Sometimes other items can even be found inside. Breakable items are usually wooden or ceramic, though this is not always the case. To shatter something, move the Squire next to it and left-click, or fire a spell at it.

Opening and Closing

Left-clicking on items like doors and chests causes Squire Warrick to either open or close them. If a container is opened, the Squire is immediately informed of its contents. If Squire Warrick leaves an item in a chest, it is still available later.

After opening a door, Squire Warrick may move into the area beyond. If the area has a roof, it disappears upon Warrick's entering. Due to the overhead perspective, some doors are not visible. All non-visible doors are indicated by some means, such as paving stones.

To enter a secret door, move Squire Warrick into the wall where the suspected door is. If there is one there, Warrick glides right through. If there is no secret door, Squire Warrick bumps into the wall but does not take any damage. Be alert to subtle visual clues to the presence of these doors.

Picking Up and Taking Objects

Squire Warrick can pick up some items when he is next to them. If an item can be taken, left-click and Warrick picks it up and places it in his backpack. There is no limit to how much he can carry.

Attributes

Hit Points Indicator

Mana Level Indicator
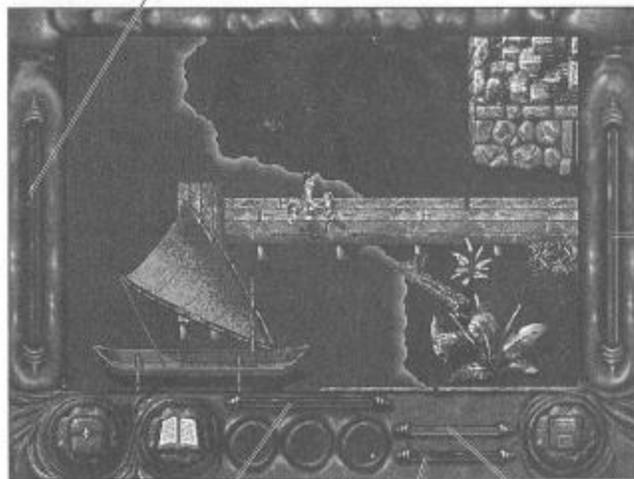
Increase Spell Power Casting   Spit Strength   Armor Level

Hit Points

Squire Warrick's health is measured in hit points and is displayed by the red hit points indicator on the left side of the screen. As he is hit in combat or damaged by a trap, the Squire's hit points are taken away. If he runs out of hit points, he dies, leaving the entire world of Aden vulnerable to the Plague (at which time you may restore the game and try again).

To regain lost hit points, the Squire may use a healing spell, rest in a safe area, eat a healthy substance or find areas in ENTOMORPH where healing is available. Warrick may never recover more hit points than his current maximum, which can only be increased as he becomes more powerful.

The hit points indicator is always full when Squire Warrick has his maximum hit points and is empty when he dies. If he has gained more hit points, the indicator decreases by smaller increments when Squire Warrick is damaged.

Mana Level

The green indicator on the right of the screen depicts Squire Warrick's mana level. Mana is the internal power used by the people of Aden to cast spells, and only replenishes with time and rest. If the Squire is out of mana, he cannot use any spells. Your hero's maximum mana can only be increased by magical means.

Armor Level

Squire Warrick's toughness increases by both natural and magical means throughout the game. The current level of armor is displayed by the yellow indicator at the lower right corner of the screen. The greater the armor's toughness, the more damage that is absorbed before the Squire is hurt.

COMBAT

Battling nocturnals in Phoros is a frighteningly common experience. It requires that Warrick is always ready for a sudden onrush of vicious opponents from behind the next corner.

Punching

Squire Warrick grew up learning to fight and defend himself from local toughs and brigands. Inspired by his sister's adventurous spirit, Warrick became a pugilist (or in common terms, a "fistfighter").

To make Squire Warrick punch, left-click while he is engaged with an enemy and he swings in whatever direction he is facing, or in the direction the mouse cursor lies. This blow can be leveled rapidly and for as long as you keep left-clicking — Squire Warrick's arm is quite strong.

Anything standing in the path of the Squire's blow is struck. The more damage inflicted on the opponent, the farther it is driven backwards. Falling blood is a reliable indicator that the Squire's blow connected.

Keep a careful eye on Squire Warrick's hit point indicator on the left side of the screen, especially in the middle of a frantic fight. Spells, like healing, can be cast while fighting.

Spitting

Squire Warrick, as the game begins, cannot use spit as a weapon. On the other hand, if he undergoes a horrendous transformation into a beast that happens to have massive saliva glands that produce an acidic poison, Squire Warrick may then be able to spit acid. If he then transforms even further into a monster, the amount of saliva he can spit may, perhaps, increase again. To cover this possibility, a yellow indicator lights up under the playing area, displaying the power of the spit. Spit is not used up — beasts such as these refill their saliva glands as soon as they empty.

To have Warrick spit, hold down the left mouse button until the spit bar brightens, then release it. The spit travels in the direction Squire Warrick is facing.

Dodging

Creatures that move slower than Squire Warrick can often be dodged when they attack. Whether he moves in to strike and back to dodge or even runs circles around the opponents, keep Squire Warrick moving and he may be harder to hit. If a monster is faster than the Squire, he may still be able to dodge, but it might be best if he presses the attack relentlessly. Squire Warrick stands a better chance of survival if he develops different combat styles against different creatures.

Getting Hit

If Squire Warrick is dealt a blow in combat, he is knocked back, wounded, and stunned for a brief moment. If he does not dodge the moment he can move again, another strike may hit him.

SPELLS

Throughout the world of Aden there are scrolls containing ancient spells. Having been taught the ways of the mind as well as the fist, Squire Warrick is able to transcribe these mystical scrolls into his spellbook. From there, he can activate their powers if he has enough mana.

Magic spells must be used wisely, however, for Squire Warrick has a limited amount of mana. Be aware that there are creatures which are unaffected by certain spells, and some creatures with natural resistance to all magical attacks. In addition, Squire Warrick's magical discipline inhibits him from harming anyone but his opponents.

Default Spell Strength   Lower Spell Mana Cost   Raise Spell Mana Cost

Scroll Arrows

Spell   Spell   Increase Spell   Spell   Spell   Known   Mana Cost of
Icon   Book   Power when Casting   Slots   Name   Spells   Current Setting
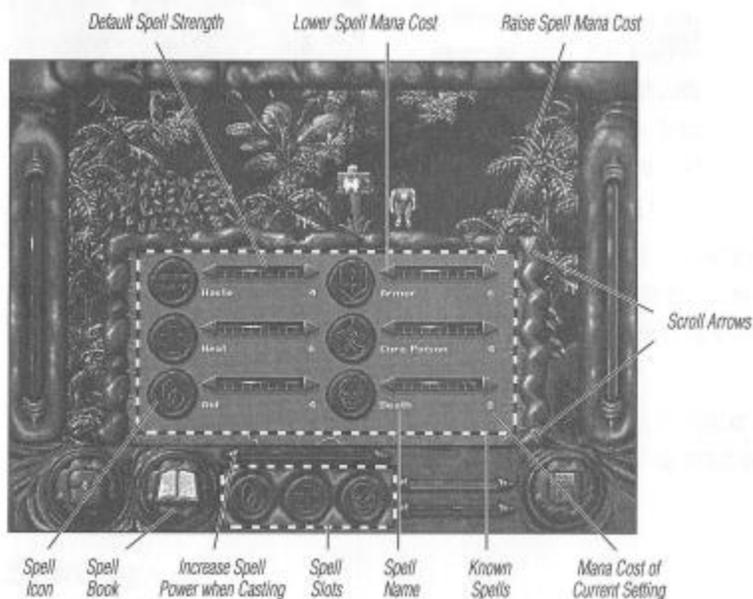
Casting Spells

When Squire Warrick discovers spells, left-click on the spellbook next to the backpack and Warrick automatically memorizes the spell. To cast the spell, first drag the spell icon from the book to one of the three spell slots at the bottom of the screen. If there is already a spell in the slot, the new spell replaces the old spell. To cast the spell, left-click on the icon in the spell slot or press the **Z**, **X** or **C** keys on the keyboard.

Each spell's strength is adjustable. The more mana used to cast it, the more effective it is or the longer it lasts. When the spellbook is open, the small sliders for each spell can be adjusted by left-clicking directly on the bar. Each spell can use a range of mana points, with the more powerful spells using more mana. The slider's position becomes the default setting. Close the spellbook by again left-clicking on the spellbook.

To cast a spell at the default level, left-click on the spell slot or press the respective key on the keyboard. If you want Squire Warrick to cast a spell at a different mana level than the default, hold down the left mouse button and do not release it until the blue mana indicator above the spell slots shows the desired strength. Note that this does not change the default level, but does allow Squire Warrick to cast a spell at a greater or lesser power than the default without going back to the spellbook.

Spell Descriptions

Below are the spells which Squire Warrick can discover. Some spells can be used to blast creatures from a distance, even those just off the playing screen, and others he can cast on himself. As you delve deeper into ENTOMORPH, Squire Warrick may encounter enemies which also cast spells. Be sure to have Squire Warrick dodge them! If he is quick, some blasts can be avoided altogether. Be careful when the Squire casts attack spells in close quarters: the burst of a fireball can burn Squire Warrick just as surely as it can a nocturnal.

Acid Bolt

A burst of pure acid fires from the fingertips of the caster, burning into whatever it touches. There are few creatures who cannot be damaged by acid.

Acid Rain

Acid rain is not as concentrated as the *acid bolt,* but it covers a greater area. Many warriors use it to weaken a foe before finishing it off up close.

Aid

Aid slowly regenerates the caster's hit points over time, making it an effective healing spell — except in emergencies.

Armor

In the dangerous world of Aden there are many creatures with claws sharp enough to cleave limbs from their victims with ease. The *armor* spell helps to stop such blows from harming Warrick.

Cure Poison

Just as every enchantment can be broken, every poison has an antidote. This spell works on nearly all poisons, keeping them from inflicting any more damage to Warrick — or at least reducing the damage they inflict.

Death

This rare area of effect spell is so powerful that it removes the life essence from lesser creatures with its mere utterance. While powerful opponents may not succumb immediately, they can certainly be seriously damaged by this spell.

Disintegrate

Evil spellcasters frequently name *disintegrate* as their favorite incantation; it attempts to kill a creature by dispersing its life force.

Fire Ball

A magic sphere of fire erupts from the caster's hands and is thrown at an opponent. Some creatures are impervious to fire, but by all others, the *fire ball* is greatly feared.

Flash

A *flash* spell creates a magic burst of blinding light which stuns opponents briefly, allowing the caster to attack unimpeded until the effects are shaken off.

Haste

This spell increases the caster's movement speed. Use this handy spell to have Warrick run away from faster creatures and to travel quickly across dangerous landscapes.

Heal

Heal instantly closes up and heals the caster's wounds. In this dangerous world it is probably the most frequently cast incantation.

Ice Missile

An ice missile discharges a freezing blast of power at an opponent. Except for the few targets unaffected by cold, the ice missile is an effective spell.

Lightning Bolt

The lightning bolt spell deals a fast-moving and concentrated bolt of electricity which reflects off of most materials (such as walls). This spell requires that the Squire be wary when casting it.

Maelstrom

A swirling funnel of energy and electricity spins about the caster, damaging all who come near.

Magical Barrier

Magical Barrier protects the caster from spell attacks by reducing all magical damage.

Mana Bolt

This quick-casting spell creates a bolt of magic which, although not powerful, always hits its target.
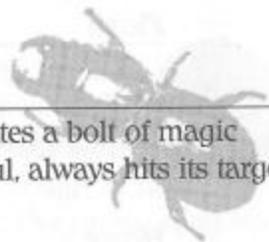
Poison Dart

The poison used with this spell comes from the giant wasps in Aden's Crawling Jungle. Although it may take several darts to kill an enemy, the darts can penetrate an opponent's armor and the poison is fast-acting and effective on small opponents.

Slow

This spell decreases creatures' movements, allowing Warrick to gain the upper hand in battle.

Spit Fire

Even the most unassuming warrior can produce dramatic results with this spell. While spit fire does not have a long range, it is the equivalent of dragon's breath and inflicts numerous points of damage to one creature close to Warrick.

Strength

While this spell does not actually attack an opponent, it gives Warrick enhanced strength which lasts for many blows.

Web Walk

This spell was created to allow warriors (such as Warrick) to venture into areas sealed off by the sticky webs made by some of the more massive arachnids of Phoros.

Whirlwind

Whirlwind causes a twisting mass of wind to leap out from the caster, tearing apart anything caught in its small spinning vortex of destruction. It is very effective against flying creatures.

BESTIARY

Throughout Aden nightmares have become real and hope is dimming. Phoros has been spared from much of this devastation, but all things are not to remain the same. . . .

Half-Transformed Human

For an unknown reason, some humans are more resistant to the Plague than others. The result is a horrible cross between a human and a monster, instead of a full-grown beast. Sometimes the creatures' minds have also undergone the change, making them as dangerous as any of the other mutations. Even if their minds remain human, however, it is unlikely that they are sane.

Keetchda

The Keetchda were creators of mechamagical items capable of incredible feats, including long-distance transportation. Now, however, all that remains of them is the wreckage of their creations and the empty shells of their homes.

Mongrel

Mongrels were once Keetchda and are the unfortunate result of the experiments of the nobles. Some mongrels are reclusive and some are insane, but all despair over the Keetchda's destruction. Mongrels tend to stay together, hiding in the Keetchda's former realm.

Muncher

One of the weaker mutations, munchers are still fearsome with their razor-sharp pincers and voracious appetites for both flesh and vegetation. They have a tendency to hunt in packs to overcome stronger prey.

Mutalid

Mutalids are deadly, cruel, expert killing machines. They have no ranged attacks, but in close combat they can be devastating.

Mutrizzba

Flying over the island of Phoros in bloodthirsty packs, the mutrizzba hunt for food. Once a victim is spotted, they dart in quickly and attach themselves to their prey, draining it of blood. Fortunately, *one* variety of mutrizzba is weak and easy to kill.

Noble

Architects of the great Phorovian transformations, these nobles are attempting to bring their society to a more advanced state of being — one of order and simplicity — by engineering drastic changes to human genetics. An argument could be made that the creatures being created are not exactly orderly in the way the nobles anticipated, but that does not seem to stop them.

There are unsubstantiated rumors that the nobles have monstrous beings which aid them in mysterious ways. Rumors have it that they are intelligent and much greater in size than any monsters ever recorded in Kyan.

Orange Muncher

Though similar in appearance and behavior to the muncher, these creatures are much more powerful. Fire burns inside them, driving them to feed constantly. Killing a pack of orange munchers is a dangerous undertaking for nearly any warrior.

Panorpid, Champion

These massive creatures may have once been closely related to the common bee, but no longer. While they live in huge hives with hundreds of their kind, panorpids seek blood instead of pollen, have vicious stingers on their heads and spit acid. Panorpid champions exist solely to protect and serve the queen, a task performed without thought or emotion. Champions die if they sting anything, but their attack is so powerful that it often takes their victims into the darkness with them.

Panorpid, Drone

While similar in size to panorpid champions, panorpid drones are quite harmless. They serve the queen by collecting blood and tending to the brood within the hive. The drones gather blood by extending a tube from just below their eyes into the blood, and then sucking it into sacks located throughout their bodies. The champions have this ability as well, but they seldom use it.

Easily identified by the red markings on their thick back armor, these creatures wander about leaving a path of destroyed trees and creatures in their path. While not the strongest of foes, red slashers should not be underestimated.

T'Urthrax
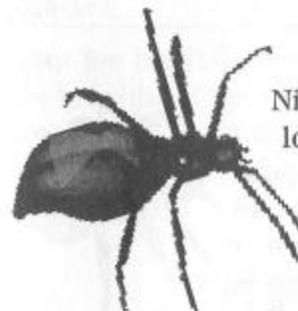
Nimble, poisonous, and web weaving, these long-legged spiders are best left alone. Some of their webs are so sticky they completely deny passage to any but their kin. Some adventurers have attempted to dispatch these beasts from a distance, thinking themselves safe, but only too late did they discover that the t'urthrax can spit poison.

Thelyd, Warrior

Thelyds perform certain duties assigned to them by their queen, and they perform them constantly. The warrior thelyds have but one goal: to kill all who do not belong in their lair. While the standard thelyd is dangerous enough, beware the ones bearing a red stripe. . . they are even deadlier. Despite their strength, thelyds do have one great weakness: they are blind and so rely on detecting intruders by scent.

Thelyd, Worker

Thelyd workers are the great builders of thelyd strongholds and they perform all of the menial duties required by the queen. The workers are defenseless and rely upon the warriors for protection.

Urthrax, Female

Beware of female urthrax — there is no known protection from their fast-acting poison. One hit from their spit brings instant paralysis, which then might lead to being cocooned and then eaten, or just being eaten immediately. Luckily, female urthax are not too difficult to kill if their spit is avoided.

Urthrax, Male

Male urthrax are more common than females. Their poisonous spit is not as deadly, but they are not as easy to kill as the females. A few of the male urthrax in close combat, combined with a female urthrax spitting from behind, are enough to make any warrior tremble.

Water Spitter

Water spitters spend most of their time lurking beneath the surface of the water. Without warning, they break the surface and spit acid at their targets. The only way to kill a water spitter is with ranged attacks, as they often stay out of arm's reach.

Wraith

These ghosts are often found haunting the graves of the recently dead. Their insubstantial state makes them difficult to hit and their attacks are not very powerful, but the longer it takes to kill them, the more damage they can inflict.

Zombie

After the Darkfall, zombies began to rise from graveyards without being summoned by necromancers. Zombies are faster and harder to kill than wraiths, making them dangerous opponents.
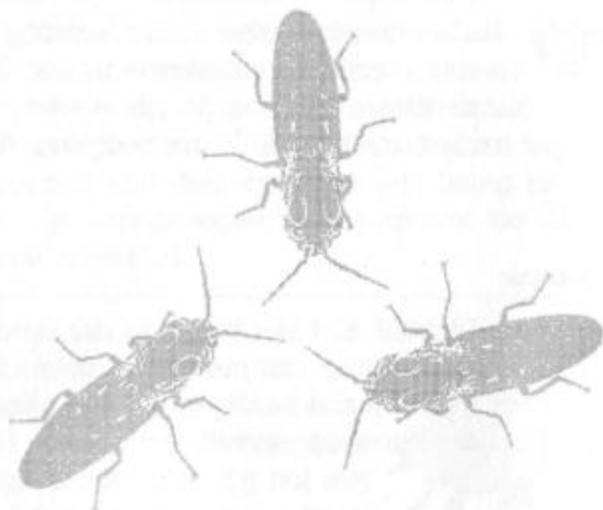
CREDITS

Cyberlore Studios, Inc.

Executive Producer	Lester Humphreys
Lead Programmer	Ken Grey
Lead Artist	Rob Caswell
Lead Game Designers	Herb Perez, Jim DuBois
Programmers	Jim DuBois, Joe Minton, Ken Eklund, Francis Small
Artists	Seth Spaulding, Peter J. Lawson, Herb Perez, David Barosin
Game Designers	Ken Eklund, Joe Minton, Francis Small, Daniel Greenberg, Rob Caswell
Art Interns	Jacob Bergman, Kevin Haggerty
Playtester	Jesse King
Voice Producer	Tracy Hightower
Voice Artists	David J. Simons, Lisa Karrer, Melissa Malandrinos, Christopher O'Connor
Recording Studio	Signature Sounds/Mark Thayer
Rule Book Author	Joe Minton

Strategic Simulations, Inc.

Producer	Scott Cuthbertson
Associate Producer	Joshua M. Cloud
Rule Book Editors	Jonathan Kromrey, Mark Whistler
Music and Sound Effects Direction	Ralph Thomas
Musical Composition and Performance	Rick Rhodes, Danny Pelfrey
Vocal Sound Effects	Lani Minella
Audio Technical Assistant	Ron Calonje
Sound Effects Editor	Maurice Jackson
GPL Text Editor	John Boockholdt
Lead Product Testers	John Cloud/Kelly Calabro
Product Testers	Osiris Roman, Josh O'Bryan, Doug Peters, Anathea Lopez, Jeff Head
Graphic Design and DTP	LOUIS SAEKOW DESIGN Leedara Zola, Dave Boudreau

WHAT TO DO IF YOU HAVE A DEFECTIVE CD OR DISK

Each of our games undergoes extensive playtesting prior to its release. Through this process we hope to uncover and correct any errors in programming. Due to the complex nature of our simulations, however, some program errors may go undetected until after publication. In addition to errors in the program, there are occasionally problems with the media itself. We experience the industry standard of approximately a 3 to 5% failure rate of duplicated disks. Before assuming that the media is defective, make sure to check your disk drive. Up to 95% of the media returned to us as defective will run fine on our computer systems. Often the problem is with a disk drive that needs servicing for alignment, speed, or cleaning.

Should you have defective media, please return the disk or CD only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. Replacement media will be pro- vided upon our receipt of the defective media.

Should you uncover an error in the program, return both your game disk and any "save game" disks to our Customer Support Department. Please enclose a description of what was taking place in the game when the error occurred. Upon correction of the program error, we will return an updated disk to you.

> **Always make sure to include your name, address, and daytime telephone number with any corre- spondence. We will do our best to see that any problems are corrected as soon as possible.**

QUESTIONS OR PROBLEMS?

Our main business number is (408) 737-6800. **If you encounter disk or system related problems you can call our Technical Support Staff at (408) 737-6850 between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday, holidays excluded.** NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER. You can write to us for hints at: Hints, Strategic Simulations, Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086 (include a self-addressed, stamped envelope for reply).

IBM COMPATIBLE COMPUTER INFORMATION:

Many of our games will work on IBM compatible computers. If you own an IBM compatible computer we suggest that you consult with our **Technical Support Staff at (408) 737-6850** between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday, (holidays excluded) to see if an SSI game you're considering purchasing is compatible with your computer. If we have insufficient data to determine compatibility, you may wish to purchase the game and test for compatibility yourself. If the game proves to be incompatible, you may return it within 14 days with your dated receipt and we will refund your money. Or, if you return the game within 30 days, you may exchange the game for another.