PERSONAL LOG
Captain John Alex
Raindel Base Archive
Personal Log: Data Request #329
Captain John Alex

Personal Log Entry: 8292-2

It has been two years since the devastation of Stellar 7. Two years since the disappearance of Draxon.

I thought the isolation of space would help me to forget, but it seems some things never go away. The pain of Sarah's death still haunts me and I sometimes see her face when I climb alone into bed. While the Engram computer made in her image keeps the memory alive, it also fans the emptiness in that dark place of my heart. So many died during the nightmare of Stellar 7. I miss my wife.

As of this writing, reports have just begun to come in from the unexplored system of Nova 9. They are reports that manage to chill my numb senses. They tell of a man/creature that has spread like a disease across the nine planets of the system. In a matter of days, the first three planets have been raped and laid barren in a fashion that defies imagination. I pray the reports are wrong.

END

Personal Log Entry: 8392-2

Final testing on the newly completed Raven II has begun. Utilizing some of the larger asteroids of the Raindel Belt, I have just completed initial testing of the craft's new shield and modular expansion units. Due to the limited resources of the Raindel bodies, further testing of the expansion units will need to be conducted off-base where the craft's ability to convert raw energy can be thoroughly documented. The Engram computer has done a remarkable job of enhancing the technical specifications of the Raven's original expansion system. Much testing will be needed to fully determine the new design's capabilities, but I feel confident that it will exceed all previous expectations...

Sarah always did have a flair for binary conversion. I wish she were here to see the results of her work.

END

Personal Log Entry: 8492-2

The secondary report from Command has just come in. I am to proceed with the dispatched cargo ship to the first planet of the Nova 9 system.

Final testing of the Raven II has just been completed.

Reports from deep space probes are minimal. It doesn't matter. I know what is waiting. I know all too well.

God help us...

END
To: Captain John Alex  
From: Terran Command  
Transcript of Nova 9 distress call

NOVA 9:

T erran Command, this is Nova 9. We are under attack! The Arcturans came out of nowhere...  
...no warning!...  
...can't hold out much longer! They appear to be able to control...  

END

NOVA 9:


END

ENEMY BRIEFING  
Personnel & Ships
Gir Draxon

Gir Draxon, Arcturan Empire Supreme Overlord, commanded enemy forces in the bloody war of Stellar 7. Known for his insatiable thirst for power, Draxon would not have settled for anything less than total control of the galaxy.

Even though the war of Stellar 7 was very costly, it was imperative to stop Draxon from completing his plans for absolute domination.

Gir Draxon demanded complete loyalty from his troops. He ruled with an iron fist and never tolerated failure. To fail was to die. He instilled so much fear in his armies that they followed his orders mechanically and without hesitation.

Anything or anyone in Draxon's way was systematically destroyed. Any resistance to his plans enraged him. If someone dared stand up to Draxon and his forces, he would become obsessed with destroying them and everything they held dear.

Life held no value and Draxon was known to kill just for the pleasure of it. The worlds and civilizations that Draxon conquered were plundered of their resources and left wastelands.

At this point in time, Gir Draxon has still not been brought to justice. Neither wreckage of Draxon's ship nor Draxon's remains were ever found. It is now presumed that both he and his ship were destroyed.
From: Terran Command
To: Captain John Alex

These pictures, transmitted with the distress call from Nova 9, are all that we know of the invading forces. The message was terminated before any additional information or photos could be transmitted.

**Darter**
*Armament: Lasers*

Notes: Good night vision. Able to alternate between ground and air.

**Phoenix**
*Armament: Lasers*

Notes: Lightly armored tank, very quick & maneuverable.

**Montrose**
*Armament: Cannon*

Notes: Hover tank with very heavy armor.

**O.J. 1000**
*Armament: none*

Notes: Attacks by ramming and drilling.
Ptera
Armament: Dual Lasers

Notes: Airborne. Tends to weave back and forth.

Wobbly
Armament: Lasers

Notes: Limited field of vision.

NOVA 9 SYSTEM
From: Terran Command  
To: Captain John Alex

Please note that due to the unfortunate backlog in the Department of Planet Research & Exploration, the Nova 9 system has not yet been explored. Only preliminary data is available.

In response to the current crisis, all level-1 personnel have been reassigned to the Nova 9 project. We hope to transmit any new data as it becomes available.

General Data
Note: All data, except current position and class, is speculative and has not been verified. The Nova 9 system has nine recorded and classified planets. Most orbits are grouped fairly close to the Nova 9 sun.

Hydros
Position: $-43.37, 2.0311 AU$
Class: 5
Satellites: none
Composition: iron, silicates, carbon compounds
Atmosphere: hydrogen, nitrogen, argon, oxygen, water vapor
Surface features: unknown
Life forms: unknown
Research notes: Swirling cloud layers over most of planet and moderate surface temperatures increase probability of life.

Kryon
Position: $86.67, 26.9588 AU$
Class: 3
Satellites: carbonaceous dust and meteoroid cloud, one moon observed
Composition: hydrogen, helium, ice
Atmosphere: hydrogen-methane
Surface features: unknown
Life forms: unknown
Research notes: The planet itself appears very bright. This may be indicative of reflective substances in the atmosphere and surface; possibly ice particles.

Typhies
Position: $62.13, 3.9725 AU$
Class: 3
Satellites: expansive metallic and carbonaceous dust ring
Composition: carbonaceous silicates probable
Atmosphere: nitrogen-oxygen, carbon dioxide, water vapor
Surface features: unknown
Life forms: unknown
Research notes: Both the planet and its ring appear to be rotating at a high speed. Thick, cloudy atmosphere, continually churning, obscures the planet's surface from view.
**Pestula**
*Position:* -68.23, 1.5679AU  
*Class:* 28  
*Satellites:* 4 moons – 2 transit, 1 just off upper right horizon, 1 in occultation  
*Composition:* nickel-iron, silicates  
*Atmosphere:* nitrogen-oxygen, carbon dioxide  
*Surface features:* dark, mottled color  
*Life forms:* unknown  
*Research notes:* Changes in surface color may indicate an abundance of plant life or micro-organisms.

**Malevolon**
*Position:* -39.71, 1.9293AU  
*Class:* 8  
*Satellites:* Veil-like gaseous cloud envelops planet and several moons (20+).  
*Composition:* unknown  
*Atmosphere:* unknown  
*Surface features:* unknown  
*Life forms:* unknown  
*Research notes:* Increased fluctuation in energy readings recently observed.

**Searon**
*Position:* 37.39, -6892AU  
*Class:* 14  
*Satellites:* 2 "moons" actually share Searon's orbital path around the sun. It is possible that Searon may be very gradually overtaking the leading "moon".  
*Composition:* silicates, sulfur  
*Atmosphere:* unknown  
*Surface features:* unknown  
*Life forms:* unknown  
*Research notes:* Probably the youngest planet in the system. High surface temperatures are likely because of its close proximity to the sun.
Teflar
Position: -23.45, 7.5743AU
Class: 7
Satellites: ring of particles ranging from meteoroids to small asteroids
Composition: ice, hydrogen
Atmosphere: hydrogen-methane
Surface features: unknown
Life forms: unknown
Research notes: Intermittent shifts and variations in the magnetic field detected.

Sauria
Position: 45.78, .9251AU
Class: 33
Satellites: 4 small moons
Composition: nickel-iron, silicates
Atmosphere: nitrogen-oxygen, water vapor
Surface features: seas & continents, clouds
Life forms: unknown
Research notes: The surface features are reminiscent of pre-historic Terra.

RAVEN II
Ship Specifications, Controls & Computer
Raven II

**Armor:**
Tempered, high-density titanium panels.

**Shields:**
Expanded-field, custom calibrated, protonic shields.

**Armament:**
Modified Bi-Phasal Cannon
- Increased operating efficiency and range, capable of firing two shells before reloading chamber.

**Mine Module**
- Drops a land mine and activates the automatic detonation timer.

**Computer System:**
On-board remote computer system linked to home base Engram computer, S.A.R.A.H., offering all the power of a standard super computer without sacrificing precious on-board space.

**Maneuvering:**
- **Forward**
  - To the left
  - To the right
- **Rotate**
  - Left
  - Right
- **Reverse**
  - To the left
  - To the right

**Engine:**
Re-built System-3000 fusion engine module supplies power for all on-board systems, as well as providing the power for great speed and maneuverability. The engine is built to be able to withstand some damage and still continue working, although some functions might be substantially impaired.
Shield Status Display
A team of four independent Protonic Shields provide protection fore, aft, starboard and port. The shields not only provide protection against shells, lasers, and high-speed impact, but are also capable of absorbing a variety of energy forms including heat, radiation and kinetic energy. The advantage of the four shield systems is that if one shield is damaged, it will not affect the other three. Although the shields are designed to withstand almost anything, each hit or impact will diminish the energy level of the shield. Loss of energy will result in shield failure.

Radar
The radar module has expanded detection capability. The Raven II is the radar center point. The top of the radar display corresponds to the direction the Raven II is facing. For instance, blips at the top of the display are objects the Raven II is facing, while blips at lower portion of the display are objects behind the Raven II. Different types of objects (enemy ships, incoming shells & obstacles) appear as different colored blips. Erratic blip movement or a blank display may indicate damage to the radar unit.

Raven II Systems Status Indicators
1. ENG - Engine Status
2. LIFE - Life Support Status
3. SHLD - Shield Status
4. Damage Alert Bar
The first three indicators show the status for specific systems. A purple light denotes optimum system functioning. A yellow light denotes an impaired or damaged system. A red light denotes system failure. Overall damage to the ship itself is graphically represented by the fourth indicator, the Damage Alert Bar.

Weapon Ready Indicator
A yellow light signals that the currently selected weapon is loaded and ready to fire. A purple light indicates the weapon is not ready.

Score
This unit tracks, compiles and displays the combat success index.
S.A.R.A.H.
Synergistic Advanced Resource - Aesthetic Hybrid

The new Engram super computer, with its Engram-Neuralnet logic board, provides the computing power to keep all the base and Raven II systems running smoothly. The operating system for the Engram computer, developed by innovative programmer, Sarah Alex, before her death, simulates human thought patterns more closely than any previously designed system. The human-like interface, created in Sarah’s image, was one of the features programmed later by her husband, Captain John Alex.

New information transmitted from Terran Command and field data collected by the Raven II are added to S.A.R.A.H.’s extensive library files. S.A.R.A.H. is continually processing new data as well as searching the library files for related material, and will provide new information as it becomes available.

Auxiliary Components
Model SP1422-KE
Robotic Unit “Sparky”
The maintenance and repair droid equipped with basic AI language and interface modules, Sparky, is programmed to make repairs and install upgrades.

Upon returning to base, Sparky will perform as many repairs as possible before the Raven II has to return to battle. If Sparky is able to complete all the repairs, it may also have time to install upgrades.

RAVEN II
Simulation Specifications
Cursors

In addition to the regular cursor icon, there are seven types of cursor icons that appear depending on the scene and position on the simulation screen.

Action Cursors:

VIEW
View data or look more closely.

→
Travel in the direction of the arrow.

EXIT
Return to the previous scene after viewing or looking at something.

PLAY
Proceed with simulation play.

Bridge Control Panel:
At the beginning of the simulation, use the Control Panel on the Bridge to set preferences or view menus before continuing through the door into the Repair Bay.

Scores
Display a menu of high scores.

Credits
Display the game credit list.

Prefs
Bring up the pre-game preferences menu. Customize game controls by changing Detail Level settings, level of difficulty, or setting the sound, music, joystick, mouse and story (non-interactive scenes) to on or off.

Menus

Preferences Menu
Pressing F10 during simulation play brings up a menu with options for customizing game controls (Macintosh: ESC or click at the top of the screen):

Detail Levels — The smoothness and speed of simulation play depends on the speed of your computer and the amount of graphic detail displayed. Adjusting image detail can slow or speed up action. Adjusting the "time" detail can also affect action by allowing the game to take longer or smaller "steps." Adjust the slider bars by pressing down either RETURN, SPACEBAR, a mouse button or a joystick button, and then using the arrow keys, mouse, or joystick to move.
The sound, music, joystick and mouse may be toggled on or off.

Joystick Calibration
Pressing ALT-C brings up a menu for adjusting your joystick for optimum game play.

Game Paused
Pressing P suspends play and displays a message that the game is paused.

Abort Game?
Pressing ESC, ALT-Q or CTRL-Q brings up the Abort Game Menu (Macintosh: 88-R). Select YES to return to the bridge at home base.

High Scores
A log of the top scoring Raven II Pilots appears at the end of the game.

Quit to DOS?
Pressing CTRL-ESC or CTRL-ALT-DEL brings up the Quit to DOS Menu (Macintosh: 88-Q).
Movement Controls
Raven II steering, viewpoint movement or changing the highlighted power in the Power Module Bank may be accomplished using any of three equivalent controls.

Power Keys
Keyboard Power Keys may be used to select and activate a power from the Power Module Bank in one step. To discard a power, press the SHIFT key with the corresponding Power Key.

Floating Camera View
While in an outside view, F toggles the Floating Camera View on/off. The Floating Camera is a mobile outside viewpoint. Move the camera viewpoint by using the numeric keypad keys, the arrow keys or the joystick. To zoom the camera view in or out, press the SPACEBAR or Joystick Button 1 while moving with the keys or joystick.

DOS Controls
Weapons
Select cannon
Select mines
Change current weapon
Fire weapon

Power Module Bank
Hold down the RETURN key or Joystick Button 2, then move the highlight to select a power. Release the key or button to activate the selected power.

General
Toggle through selections
Display Preferences Menu
Sound Effects on/off
Music on/off
Joystick on/off
Joystick Calibration
Mouse on/off
Pause Game
Abort Game
Quit to DOS
Go directly from home base
bridge to cockpit

Viewpoint
Cockpit View
Outside Rear View
Outside Front View
Outside Left View
Outside Right View
Enemy View
Floating Camera View on/off
Save current outside view
Restore corresponding saved view
Amiga Controls

Weapons
Select cannon
Select mines
Change current weapon or +
Fire weapon SPACEBAR or Joystick Button or Mouse Button 1

Power Module Bank
Hold down the RETURN key or Mouse Button 2, then move the highlight to select a power. Release the key or button to activate the selected power.

General
Toggle through selections TAB
Display Preferences Menu F10
Sound Effects on/off ALT-S
Music on/off ALT-M
Joystick on/off ALT-J
Joystick Calibration ALT-C
Mouse on/off ALT-D
Pause Game on/off P
Abort Mission/Restart Game ESC or ALT-Q or CTRL-Q
Quit CTRL-ESC
Go directly from home base bridge to cockpit ALT-G

Viewpoint
Cockpit View F1
Outside Rear View F5
Outside Front View F6
Outside Left View F7
Outside Right View F8
Enemy View F9
Floating Camera View on/off F
Save current outside view CTRL-F1 through CTRL-F10
Restore corresponding saved view ALT-F1 through ALT-F10

Macintosh Controls

Weapons
Select cannon
Select mines
Change current weapon or +
Fire weapon SPACEBAR or Mouse Button

General
Highlight hot spots TAB
Display Preferences Menu ESC or click at top of screen
Pause Game on/off P
Abort Mission/Restart Game ⌘ R
Quit ⌘ Q
Go directly from home base bridge to cockpit G

Viewpoint
Cockpit View F1 or ⌘ 1
Outside Rear View F5 or ⌘ 5
Outside Front View F6 or ⌘ 6
Outside Left View F7 or ⌘ 7
Outside Right View F8 or ⌘ 8
Enemy View F9 or ⌘ 9
Floating Camera View on/off F
Save current outside view CTRL-F1 through CTRL-F10 or ⌘-CTRL-1 ⌘-CTRL-0
Restore corresponding saved view ⌘-OPT-F1 through ⌘-OPT-F10 or ⌘-OPT-1 ⌘-OPT-0
DOS Installation

Smart Start™

In an effort to make game installation as painless as possible, we've created Smart Start™. Smart Start™ will automatically determine the graphics, sound, input devices and the speed capability of your computer system to optimize game characteristics. Smart Start™ will also take you step-by-step through the process of installing your game on a hard drive or making a backup copy. Don't be intimidated, just jump in and try it!

In the example below it is assumed that you are using floppy drive A. If not please substitute all references to drive A with the appropriate drive label.

Copying Nova 9 to a Hard Drive
1. After booting, insert Nova 9 disk #1 in Drive A.
2. Type A: [ENTER].
3. Type INSTALL [ENTER].
4. Select "Copy Nova 9 to Hard Drive" from the Smart Start™ menu.
5. Follow the on-screen instructions.

To run the game type "Nova" from the Nova 9 hard disk directory.

Making a Backup Copy
Nova 9 is not copy protected.
Smart Start™ has a built-in facility for helping you to create a backup.
1. After booting, insert Nova 9 disk #1 in Drive A.
2. Type A: [ENTER].
3. Type INSTALL [ENTER].
4. Select "Create backup copy of Nova 9" from the Smart Start™ menu.
5. Follow the on-screen instructions.

Setting Preferences
Smart Start™ will do its best in deciding what type of computer equipment you have, but sometimes it may make a mistake or you may wish to try other graphics modes, sound configurations, etc. To modify Smart Start™ preferences, follow these steps:
1. From a floppy disk: insert Nova 9 disk #1 and type A: [ENTER].
2. From a hard drive: go to the Nova 9 directory on your hard drive.
3. Type INSTALL [ENTER].
4. Select "Change Graphics" or "Change Sounds/Music" from the Smart Start™ menu.
5. Follow the on-screen instructions.

Troubleshooting

Problem: My computer has at least 640K of memory, but I receive a message saying there is not enough memory to run Nova 9.

Possible Solution: Nova 9 requires at least 570K of free memory. Your computer may be running a "pop up" (TSR) program or it may be connected to a device such as a LAN that uses a portion of the memory. In order to run Nova 9, you will need to free up some of the computer's memory or select a different graphics mode from the Smart Start™ (Install) program.

Problem: The joystick is not working properly.

Possible Solution: Press ALT-C to calibrate the joystick. Also, check the Systems Status Indicators in the cockpit. Damage to the Raven II may impair maneuverability and movement.

Problem: When I run the program I get multiple small images or complete garbage on the screen.

Possible Solution: You are probably using a VGA card which is not 100% register compatible. Select a different graphics option from Smart Start™.

Problem: I get tired of hearing the music, but I still want to hear sound effects.

Possible Solution: Press ALT-M to turn off the music or select "music off" from the Preferences Menu.

Problem: Graphics appear in a mode that I don't want.

Possible Solution: Use Smart Start™ to select the type of graphics you desire. Also check the original package to see if you are running a version of Nova 9 that contains the graphics mode you are trying to select.
Amiga Installation

The following are instructions for installing Nova 9 onto a hard disk and booting the system. Both can be done from either the Workbench or the CLI. In the instructions we assume that you are using floppy drive DFO: and hard drive DHO:. If your drives go by different names, replace the drive label in the example with the correct one. For example, if you have an Amiga 3000, you will probably need to replace DHO: with WORK:.

Copying Nova 9 to a Hard Disk
1. Boot your system.
2. Insert Nova 9 #1 into the first internal floppy disk drive.
3. From Workbench, double click on the Nova 9 #1 icon and then on the Install icon.
4. From the CLI, type CD DFO: and press the return key. Then type INSTALL and press the return key. The Dynamix Install Utility window will appear.
5. Choose which drive and directory you wish to install the program to. The default directory is DHO:DYNAMIX/NOVA9. To change the path, click in the Destination Directory box and type in the new path.
6. Click on the INSTALL button.
7. At the prompt, click on the Okay button to install the program files. To cancel the installation process, click on the Cancel button.

Loading Instructions

From Floppy Disks
Note: You may run the Nova 9 program from multiple floppy drives.

Self-Booting
1. Insert Nova 9 Disk #1 into drive DFO:.
2. Turn on the system.

From Workbench
1. Boot your system with Workbench.
2. Insert Nova 9 Disk #1 into a disk drive.
3. Double click on the Nova 9 #1 disk icon.
4. Double click on the Nova 9 icon.

From the CLI
1. Boot your system with the CLI.
2. Insert Nova 9 Disk #1 into floppy drive DFO:.
3. Type CD DFO: and press the return key.
4. Type NOVA9 and press the return key.

Notes

1. Nova 9 does not multitask with other programs. For best performance, make sure no other programs are running when you start Nova 9.
2. Although your system may have one megabyte of memory, you still may not have enough available memory to run Nova 9. Self-booting the program from disk should provide you with enough free memory to run the program.

Troubleshooting

Problem: Even though my computer has 1MB of memory, I receive a message saying there is not enough memory to run Nova 9.

Possible Solution: Avoid running other programs before you start Nova 9. Such programs might be using memory that Nova 9 needs. It also helps if you run Nova 9 from the CLI without loading the Workbench. You can also save memory by running Nova 9 from the Workbench when there are no CLI or application windows currently open.

Problem: I get tired of hearing music, but I still want to hear sound effects.

Possible Solution: Press Alt-M to turn off the music or select “music off” from the Preferences Menu.
System Requirements

To run Nova 9 on your Macintosh computer, you’ll need a color Mac with two megabytes of RAM and a hard drive.

Installation

To install and play Nova 9:

2. Drag the contents of each Nova 9 disk into the Nova 9 folder.
3. Double-click the Nova 9 program icon.
Terran Command

Designer .................................. Paul Bowman
Art Director ................................. Robert Caracol
Programmers ................................. Paul Bowman
........................................ Nels Bruckner
3-D Graphics ................................. Cyrus Kanga
........................................ Damon Mitchell
Background Painting ......................... D. Brent Burkett
........................................ Jerrett Jester
Artists VGA ................................. Robert Caracol
........................................ Ron Clayborn
........................................ Mike Jahnke
........................................ Jerrett Jester
Artists EGA ................................. Kerrie Abbott
........................................ Robert Caracol
........................................ Rhonda Conley
........................................ René Garcia
........................................ John Garvin
........................................ Ian Gilliland
........................................ Brian Hahn
........................................ Robert Kraft
........................................ Vance Naegle
........................................ Thomas VanVelkinburgh
........................................ Mark Vearrier
Writing & World Design ....................... David Selle
Design Contributions ......................... Nels Bruckner
........................................ Jeff Johannigman

Terran Audio Communications

Original Score .............................. Christopher Stevens
........................................ Dale Cooper
Sound Effects .............................. Christopher Stevens
Audio Director ............................. Alan McKean

Terran Technical & Scientific Support

Quality Assurance Manager .......... Forrest Walker
Lead Tester ................................. Jeanne Rubinstein
Testers ............................ Evan Birkby
........................................ Christopher Hunt
........................................ David Merrill
........................................ Alan Roberts
........................................ Nat Rudulph
Sound Effects Testing .......................... Corey Reese
........................................ Brian Bennett

Terran Command Documentation

Direction .................................... Lynne Tunstill
........................................ Jerry Luttrel
Design & Production ......................... Sue Roberts
Illustration ................................. Shawn Bird
........................................ Robert Caracol
........................................ Sue Roberts
Writing ................................. Sue Roberts
........................................ Jerry Luttrel
........................................ David Selle
IT IS ILLEGAL TO MAKE UNAUTHORIZED COPIES OF THIS SOFTWARE

This software is protected under federal copyright law. It is illegal to make or distribute copies of this software except to make a backup copy for archival purposes only. Duplication of this software for any other reason including for sale, loan, rental or gift is a federal crime. Penalties include fines of as much as $50,000 and jail terms of up to five years.

Dynamix
as a member of the Software Publishers Association (SPA), supports the industry's effort to fight the illegal copying of personal computer software.

Report copyright violations to:
SPA
1101 Connecticut Avenue, NW, Suite 901
Washington, DC 20036

LIMITED WARRANTY NOTICE
The publisher of this software wants your continued business. If you fill out the enclosed product registration card and return it to us, you are covered by our warranty. If your software should fail within 90 days of purchase, return it to your dealer or directly to us, and we will replace it free. After 90 days, enclose $10 for 3.5" or 5.25" disks and return the software directly to us. Sorry, without the registration card you are not covered by the warranty. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

COPYRIGHT NOTICE
This manual, and the software described in this manual, are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated or reduced to any electronic medium or machine-readable form without the prior written consent of Dynamix Inc., P.O. Box 485, Coarsegold, CA 93614.

TECHNICAL HELP (ALL SYSTEMS)

Technical assistance is only a telephone call away. In the U.S. call (209) 683-8989 for convenient, person-to-person service, or if you prefer, you may request assistance by mail. If you choose to write to us with your request, please state your computer type and the nature of your problem.

Call or write:
Sierra On-Line
P.O. Box 800, Coarsegold, CA 93614 U.S.A.
Attention: Technical Support
(209) 683-8989

Our European customers may call or write our U.K. office:
Sierra On-Line Limited
Unit 2, Technology Centre, Station Road, Theale,
Berkshire RG7 4AA United Kingdom
(44) 734-303171

REPLACEMENT DISK
If you find that you need to send for replacement diskettes, send the original disk in the size you need (3.5" or 5.25") to:
Sierra On-Line
P.O. Box 485, Coarsegold, CA 93614 U.S.A.
Attention: RETURNS

Be sure to include a note stating your computer type, and the size of diskette you need (5.25" or 3.5"). We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a $10.00 charge for 5.25" or 3.5" diskettes.

SIERRA BBS
If you have a modem, you may access Sierra BBS to get hints, downloadable demos, catalogs, etc.

In the U.S. call (209) 683-4463.
In the U.K. call (44) 734-304227.