

ALTERED DESTINY™



The Manual for IBM PC and Tandy

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Meet the Designee

The plan was simple. A tough work week was over, and the only thing P.J. Barrett wanted was a quiet, relaxing, intimate Friday evening with his significant other, Trudy Foxlitner. It was all set. Seven o'clock. He'd provide the popcorn, Trudy the "little something special". But that guy he just passed on the street – some buffed barbarian with a sword slung across his back – what was that? Sure, it's a crazy city, but come on, man. Well, thought P.J. *Chalk up another for urban psychosis.*

Little did he know he would soon eat those words. And his "quiet, relaxing Friday evening" would soon become a life-or-death struggle on a strange, far-away, endangered world, Daltère.

Meet the Designer

Michael Berlyn is an award-winning designer of interactive gaming software, including such classics as *Oo-Topos*, *Infidel*, *Cyborg*, and *Suspended*.

His works have won acclaim from critics as far-ranging as *Rolling Stone*, *Time* and *The Washington Post*. In addition, he has had four science fiction novels published, *Crystal Phoenix*, *The Integrated Man*, *Blight*, and his recently released *The Eternal Enemy*. Berlyn is a graduate of Florida Atlantic University, has attended the Clarion Science Fiction Writer's Workshop, and has taught science fiction writing at Harvard University Summer School.



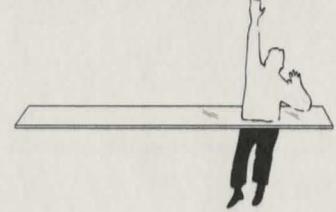
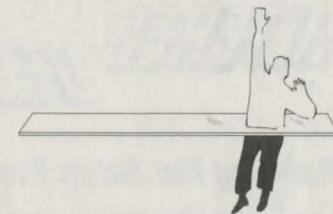


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First Things First

An Important Note

Altered Destiny can **ONLY** be played from a hard drive. Thus, you **MUST** install your game disks onto your hard drive and run the Setup program **BEFORE** playing. See **Hard Drive Installation** and **Running the Setup Program** below for complete instructions.

The README File

Important: Before you try to install this program, take a look at the **README** file on your game disk. To do so, simply type: **TYPE README.**

It contains important information on "out of memory" errors, as well as additional information on music systems.

Getting Started

Hard Drive Installation

You need to copy *Altered Destiny* onto your hard drive in order to play the game, so please follow these instructions. Press **Esc** anytime during the procedure to halt installation.

- 1** Insert Disk 1 of *Altered Destiny* 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 **\AD**, type a back-slash (\) followed by a new name (i.e. **\Destiny**) and press **Enter**. Again, copying of the game proceeds automatically, and you will be prompted from time to time to insert other game disks.

ALTERED DESTINY

Running the Setup Program

The Setup Program automatically follows the Installation procedure. Setup configures *Altered Destiny* to run on your particular system. This program must be run (1) the first time you play the game, (2) during each new installation, and (3) after any hardware changes.

Here's how it works:

- 1 Change into the sub-directory in which you installed *Altered Destiny*. (For example, type **cd\ad**.)
- 2 At the DOS prompt, type **setup**.
- 3 The Setup Program will ask you to make a series of choices regarding the following:
 - Video mode
 - Input device (keyboard/mouse)
 - Audio type
- 4 Once you've made all your choices, the Setup Program will ask you to confirm them, then return you to the DOS prompt for loading.

Note: Sometime after you've installed the game onto your hard drive and answered the Setup questions, you might need to make changes in your hardware configuration. To reflect those changes in the game software, use the Setup Procedure again. The installation procedure is only for copying the game from floppies to your hard drive.

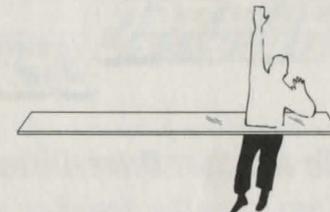
Loading the Game

- 1 From your root directory, type: **cd\ad** (or the name of your sub-directory if you gave it a different name) and press **Enter**.
- 2 Type **ad** and press **Enter**.

Divination Aid

Altered Destiny uses an ancient Divination Aid (a codewheel) as copy protection. When it appears, your screen will show four elements — two icons, two words — and a box to type in.

- 1 Match the **FIRST ICON** on the screen to the same icon on the outer ring of the codewheel.
- 2 Now find the **SECOND ICON** on the screen, and match it to the same icon on the middle ring of the codewheel.
- 3 Rotate the middle ring so the **SECOND ICON** lines up under the **FIRST ICON**.



- 4 Next, find the **FIRST** (left-most) **WORD** on the screen, and match it to the same word on the *edge* of the inner ring of the codewheel.
- 5 Rotate the inner ring so the **FIRST WORD** is lined up under the two icons which are already matched and lined up.
- 6 Look for the **SECOND WORD** on the *interior* of the inner ring.

Note: This **SECOND WORD** 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 **SECOND WORD**.
- 8 Type in that **NUMBER** and press **Enter**. The game will now load.

Saving Games

To save a game in progress:

- 1 Type **save** and press **Enter**. (Or you can press **Esc**, which takes you to the System Menu; then highlight **File** and press **Enter**, which takes you to the File Menu; then highlight **Save** and press **Enter** again. Mouse users can click on the top menu bar to see the System Menu.)
- 2 A Save Game screen appears, displaying a directory that can hold up to ten (10) saved games at a time. (Additional games may be saved in another directory.)
- 3 Choose a simple phrase (up to 26 characters) which best describes your current game location and type it into the directory. If all 10 spots are filled, you can replace one by highlighting the phrase you wish to remove, pressing **Ctrl-X** to clear the phrase, then typing in a new one in its place; or you can save to a new directory (see **To Another Drive/Directory** below).
- 4 Press **Enter**. The current game is saved.

To Another Drive/Directory

If you want to save the game to another drive (i.e. **D:**, **E:**, etc.) or directory, use **TAB** to highlight the **DIR** button on the Save Game screen, then press **Enter** (or, if you are using a mouse, move the on-screen pointer to **DIR** and push the **mouse button**). A window appears that lists the current drive and directory (e.g., **C:\ad**). Use the **delete key** to delete whatever you want to replace, then type in your new drive and/or directory like this:

(new drive): \ (new directory name)

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To Another Drive/Directory (continued)

Then follow the directions above for saving games.

Note: You must save the game on a hard drive directory. The directory must already exist.

Playing the Game

The Basics

Simply put, P.J. Barrett is the star of the show, and you direct his every action. Where he goes, what he does, and who he talks to is all under your control. The results are relayed to you in text messages or reflected graphically on the screen.

You physically guide P.J. (see **Moving P.J. Around** section) from scene to scene while telling him exactly what to do. P.J. is shown on most screens, but when he is not, you'll need to type **exit** or **leave** to move on.

The Introduction

The first thing you'll see is the opening sequence, which introduces P.J. and sets up the storyline of *Altered Destiny*. If you've already seen the introduction, press **Enter** until you see the "Curiosity and the Cat Dept." menu and select **Yes**, **skip intro** to start the game from the beginning, or **Load...** to load a saved game.

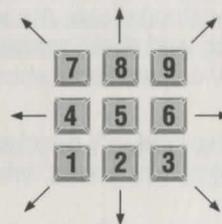
Moving P.J. Around

Keyboard

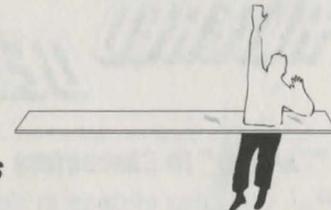
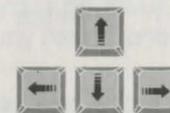
You can move P.J. around the screen with the arrow keys or the numeric keypad (with **NUM LOCK** off). Press *once* on the **arrow key** that corresponds to the direction you want P.J. to walk. To halt him, press the same **arrow key** again.

Note: Do not hold down the **arrow key**. This will make P.J. start and stop continuously, resulting in very slow progress.

Numeric Keypad



Arrow Keys



Mouse

Start movement by clicking the **left mouse button** on the spot to which you want P.J. to move. You can also "guide" P.J. around the screen by holding down the **left mouse button** and dragging the cursor arrow around the screen. P.J. will follow the arrow.

Speed Control

You'll occasionally want to slow P.J. to carefully navigate him through certain areas. To slow P.J., press the **minus (-) key** until the desired speed is reached. To speed animation, press the **plus (+) key** in the same manner. Press the **equals (=) key** to return him to his normal, everyday speed. You can also go to the **Speed Menu** (see **The System Menu** section) to adjust the speed.

Game Interaction

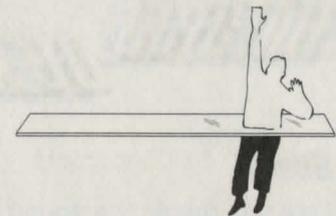
Typing in Commands

All commands require a verb and sometimes a direct object (e.g., **look at the man** or **I man**). You can enter up to forty (40) characters per line. Follow all typed commands by pressing the **Enter** key. (See **The Text Box** section for some handy hints.) Whenever a hand appears on screen (the "wait" cursor), it will not be possible to enter any text. No keyboard functions will work at this time.

Note: Some commands can be given in abbreviated form — e.g., **I** = look, **ab** = ask about, etc. For a complete list, see **Abbreviations** on page 9.

Identifying the Unknown

Since P.J. is in an exotic, alien world, he very well may encounter strange animals, insects, plants, etc. If you come across something "different" and aren't quite sure what to call it, type either **look at creature (I creature)** or **look at plants (I plants)**— whichever seems more appropriate. These special commands will serve you well throughout the adventure.



“Talking” to Characters

P.J. can also engage in dialogue with characters he meets. This can be done in a general way (**talk to man**) or more specifically (**ask Alnar about acid**). If you question a character about an object and their response is “I don’t see it here,” then you must ask more specific questions about the object.

For example, typing **ask about floater** may get the reply, “I don’t see it here.” But typing **ask about large floater** may elicit important information.

Taking Things

P.J. will need to acquire a number of objects in order to successfully complete his quest. To see a complete list of what P.J. is carrying at any time, type **inventory** (or just **i**), then press **Enter**.

Some Possible Verbs

Altered Destiny recognizes more than 140 verbs, so feel free to try new things. Here’s a short list of some actions you might ask P.J. to perform (see also Abbreviations, page 9):

| | | | |
|----------------|------------------|-----------|----------|
| ask about (ab) | examine | make | sleep |
| ask for | fill | open | smell |
| awaken | get | pour | suck |
| chop | give | pull/push | take (t) |
| climb | jump | put | talk to |
| cut | listen/listen to | score | touch |
| drop | look (l) | set | wave |
| dream | look at/in/on | signal | wield |
| eat | look under | sing | |

Text Feedback

Every time you enter a command, a window with a text reply will appear. After reading the reply, either (1) press **Enter** to remove the window and resume play, or (2) type in further commands.

Note: Keep in mind that some text replies continue for more than one window. Pressing **Enter** removes the current window.

Sound

Toggle the game’s sound on/off by pressing **Alt-S**. Alternatively, you can use the Sound Menu (see **The System Menu** section below) to toggle the sound.

Score

Any time during the gam, type **score** to see your point total, as well as your total number of moves to that point.

The System Menu

Note: In *all* menus, keyboard users press the **arrow keys** or **TAB** to highlight the desired item in the menu, then press **Enter** to select the highlighted item. Press **Esc** to return to the game without choosing an option. Mouse users simply point at the desired option, then click the **left mouse button**.

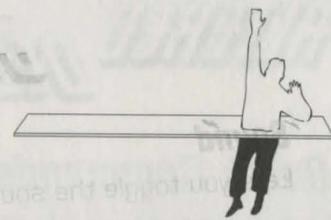
Unless otherwise indicated, all following instructions assume keyboard use.

Press **Esc** to bring up the System Menu. (If using a mouse, just click on the **top menu bar**.) The menu presents the following five (5) items:

File

This takes you to the File Menu, where you’re presented with the following options:

- **Restart.** Lets you restart the game.
- **Save.** Takes you to a directory which can list up to 10 saved games. For directions on how to save your current game, see the **Saving Games** section.
- **Load.** Takes you to the Load Game Menu, where you can load a previously saved game. Use the **arrow keys** to highlight the game you want to load. Use the **TAB** key to flip through the three options listed on the right:
 - LOAD* to load the highlighted game.
 - CANCEL* to cancel the transaction.
 - DIR* to look for saved games in other directories.
- **Quit.** Takes you out of the game.
- **Cancel.** Takes you out of the System Menu and back into the game.



Sound

Lets you toggle the sound on/off. (You can also do this by pressing **Alt-S**.)

Speed

Brings up the Speed Control window, where you can adjust the animation speed. (Also adjustable by pressing +, -, and = keys. See Speed Control on page 5.)

Help

Takes you to a Help Screen that offers some basic gameplay tips.

Cancel

Takes you out of the System Menu and back into the game.

The Text Box

To Enter a Command

Simply type away – the text will appear in a window at the bottom of the screen – then press **Enter**. You can enter up to 40 characters per line.

To Repeat a Command

Press the **spacebar** to display the most recently typed command. Use the **up/down arrow** keys to toggle through the four most recent commands, then press **Enter** when you see the one you want.

Editing Aids

Use the following commands to edit any text in the Text Box:



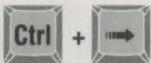
Moves cursor one character at a time



Moves cursor to end of text line



Moves cursor to beginning of text line



Moves cursor to beginning of next word in a line of text



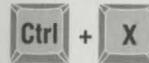
Moves cursor to beginning of previous word in a line of text



Deletes character immediately following cursor



Deletes word immediately following cursor



Deletes line



Cancels text box



Cycles through previous 4 commands

Abbreviations



Look



Open



Take



Inventory



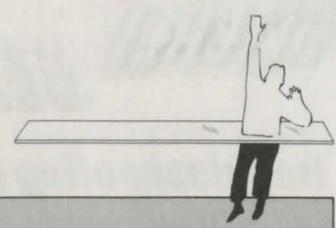
Ask about



Quit

A Foot in the Door

Here are a few helpful hints that may help you better negotiate Altered Destiny's extraordinary world:
1 Always get the "big picture" first. After you enter a new room/screen type look. You'll get a general description of the area which more often than not will provide you with invaluable information.
2 Be nosy. Look at, on, in, under and behind everything. You never know what may be essential in a place like Daltore. So don't take that intro-centrlocking flower or hulking rock for granted. Interacting with them may provide a very valuable clue



Quick Commands

Here's a list of useful functions that you can access instantly with the keyboard:

| | |
|---|-----------------------------|
|  | Increase animation speed |
|  | Decrease animation speed |
|  | Normal animation speed |
|  then  | Quit game |
|  | Repeat previous command |
|  | Brings up System Menu |
|  | Highlight System Menu items |
|  +  | Toggle sound on/off |

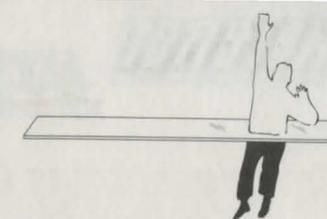
A Foot in the Door

Here are a few helpful hints that may help you better negotiate *Altered Destiny's* extraordinary world:

- 1 Always get the "big picture" first.** After you enter a new room/screen, type **look**. You'll get a general description of the area which more often than not will provide you with invaluable information.
- 2 Be nosy.** Look at, on, in, under and behind *everything*. You never know what may be essential in a place like Daltene. So don't take that innocent-looking flower or hulking rock for granted. Interacting with them may provide a very valuable clue.
- 3 Don't be shy.** Talk to everyone about everything. Ask everyone about or for everything. Nothing better than a little gossip to help you along. Check out **Some Possible Verbs** on page 6 for other potential actions to take.

Note: Be as specific as possible when asking about something. There may be more than one type of particular creature or item in the game, or one very similar to the one you are asking about. For example: You'll probably come across both a *large floater* and a *small floater* during the game. You must, however, distinguish between the two when referring to them. Using just "floater" won't work.

- 4 Be imaginative.** Remember, you are in another world, so you may be able to do things here you wouldn't think of doing on Earth. Simply, do anything you can think of to anything you see. And remember everything you do.
- 5 Be persistent ... but don't get obsessed with any one particular object or location.** If you get stumped, move on to new territory. There's probably a clue out there somewhere that'll get you back on the right track.
- 6 Take everything you can get your hands on.** Although you won't be able to "take" everything you come across, it's a good idea to at least try since P.J. needs quite a few things in order to solve puzzles and problems.
- 7 Draw a map.** Very helpful in marking object locations, avoiding dangerous situations and just to keep you from getting lost.
- 8 Good things come to those who wait.** While P.J. is in an area, events may be taking place that are not instantly obvious. Waiting patiently may reveal results.
- 9 Save your game a lot.** We know, we know, sometimes you forget, but you'll regret it if you don't. Trust us.



Troubleshooting Guide

If you have any questions about *Altered Destiny* 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 Winchester Blvd., San Jose, CA 95128**, or leave a message for us on CompuServ (type **GO GAMEPUB** and leave a message for Accolade 76004, 2132). You can also modem our Bulletin Board System at (408) 296-8800 and leave a message.

Please be at 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, and the contents of your **CONFIG.SYS** and **AUTOEXEC.BAT** files.

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. Our games are greedy and don't like to share memory with these products.

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 one of these solutions:

- Reboot your system with a "clean" DOS disk from the **A>** prompt. A clean DOS disk is a disk bootable with no **Autoexec.bat** or **Config.sys** files (see your DOS manual for details). Then proceed with normal game instructions.
- Temporarily rename these two files (refer to DOS manual for specifics), and reboot your system.

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 (especially the **Setup Procedure**), and make sure you've specified the correct graphics option for your computer.

If You Have One of the Supported Sound Boards, But Get No Sound

The game supports AdLib, CMS, MIDI and Tandy sound devices. If you have one of these but get no sound from it:

- Make sure you've selected the correct audio type in the Setup Procedure.
- Check to make sure the sound board is properly seated in its slot.

If You Have a Mouse Connected, But It Doesn't Work with This Game

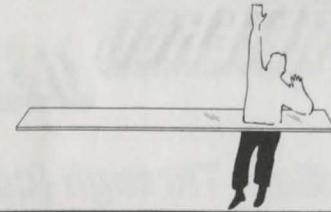
- Make sure you selected the mouse/keyboard option from the Select Input Device portion of the Setup Procedure.
- Make sure its drive (mouse software) has been loaded before starting *Altered Destiny*.
- Double-check to make sure the mouse is plugged into your computer.

If You Get Some Strange Technical Messages on Your Screen

- Type **TYPE README** from the location of the game on the computer. If you're technically minded, you may find your answer here. If the answers are more confusing than the questions, give our technical support group a call.

WARNING:

The following "walk through" is for **graphic adventure beginners only**. If you are a veteran to this type of game, it won't be necessary to read any further.



Walk Through

Note: Several of the following commands are shown with the first letter in parenthesis (i.e. **(L)ook**, etc.) because they can be entered by using either the letter or the whole word. You can use any combination of upper and lower case letters you want. For help with moving P.J. around, refer to the **Moving P.J. Around** section.

After installing, setting up and loading the game, you are taken to "A Clearing". To find out more about your surroundings, the first thing you should do is type:

> **(L)ook**

Now you may want to get more detail about some of the things you see. Wait until you see two green creatures of different sizes drifting through the air, then type:

> **(L)ook at CREATURE**

This tells you the name of any creature on the screen at that moment. Now you can get information about a specific creature. Answer the question on the screen by entering:

> **LARGE FLOATER** or even just >**LARGE**. (If you want, of course, you can type the whole command: **(L)ook at LARGE FLOATER**. But why? Life is short.)

Both will give the same results. You should note the adjectives used if you wish to question others about these creatures later (see **A Foot in the Door**). Now try:

> **(L)ook at PLANTS**

This works the same as **(L)ook at CREATURE** and will aid you in gathering information about the plant life in this new world.

Let's see what else is here. Enter:

> **(L)ook UNDER ROCKS**

or,

> **(L)ook BEHIND VINES**

Walk Through (continued)

Doesn't seem to be much there, but it doesn't hurt to check. You can't make assumptions in this game. OK, now let's see what P.J. has brought with him. Enter:

> **(I)nventory**

Yep, he still has the popcorn! Try:

> **(L)ook IN BOWL**

Time to move on to another screen. Move P.J. to the right until you are in the "By Two Structures" scene. Again, type in:

> **(L)ook**

Take your time and try some other commands. When you're ready, have P.J. enter the structure to the right by moving him to the structure's entrance. Once inside, type in:

> **(L)ook**

You could now type:

> **(L)ook at ALNAR**

> **(L)ook ON COUNTER**

Or maybe:

> **(L)ook at SWORD**

Let's see what Alnar has to say. Type:

> **(T)alk to ALNAR**

This is one example of a conversational command. Now try one of these ways of phrasing a question:

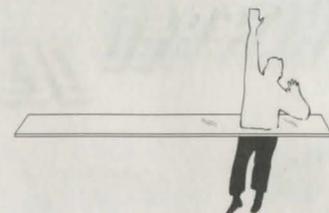
> **Ask (AB)out AXE**

or

> **TELL ME ABOUT AXE**

Both elicit the same response. Now:

> **ASK FOR AXE**



Alnar's generous, isn't he? Guess you'll have to:

> **(T)ake AXE**

> **(L)ook at AXE**

Try giving a command to a character other than P.J. To do this, type in the character's name, followed by a comma, then the command.

Example:

> **ALNAR, MAKE A CAGE**

Feel free to hang around Alnar's as long as you want. When you are ready to go, type:

> **LEAVE (or EXIT)**

Upon returning to "By Two Structures", type:

> **DROP AXE**

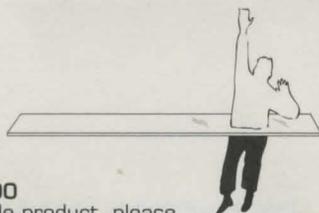
Once the axe appears on the ground, type:

> **(T)ake AXE**

From here, you are on your own!

If you still need hints on the game, call (900) 990-HINT using a touch tone phone. You can get pre-recorded hints and tips for every area of *Altered Destiny*. You'll be charged 85¢ for the first minute, and 60¢ for each additional minute.

ALTERED DESTINY



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