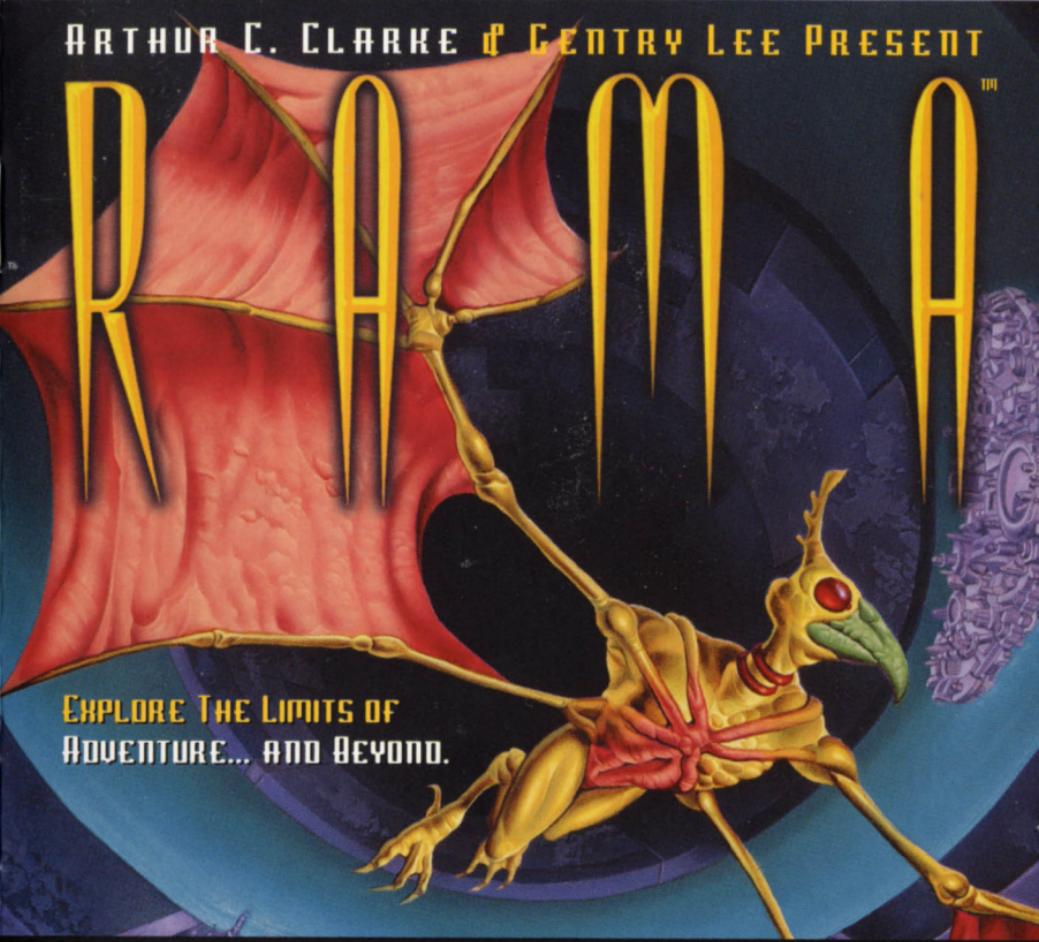


ARTHUR C. CLARKE & CENTRY LEE PRESENT



EXPLORE THE LIMITS OF  
ADVENTURE... AND BEYOND.

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RAMA FE MANUEL CD  
S621022CZ062Z

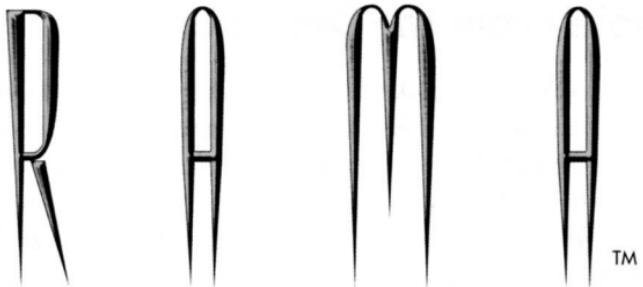
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S I E R R A®



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## A Note From the Designer

*It is with great delight that I welcome you to the world of RAMA, a universe first created by my mentor and friend Arthur C. Clarke and then expanded and extended by the two of us over a ten year period. Within this enormous cylindrical spaceship are alien machines and creatures, as well as architectural and engineering marvels, that I hope will stimulate you to ask yourself questions that you may never have asked before. Are we the only intelligence in this universe? If not, what might other intelligence be like, and how might they regard us? What would be their motives, their values, their purpose? In what ways might we be similar; in what ways different?*

*Our game has been designed primarily as an entertainment, and we want you to have fun, but the story and game have been intertwined to provoke your thoughts about issues that you might not ordinarily consider while playing an adventure game.*

*We have designed the game to be accessible to a wide range of players. No special scientific or mathematical training is required to be successful at RAMA. Simply suspend your disbelief, imagine how exciting and wonderful it would be to be part of the first*

*group to ever explore an alien spaceship, and follow your intuition and the clues provided in the game. The Ramans and other extraterrestrials in the game are very logical, and if you view the murals, the paintings, and even the architecture, you can find clues that will help you with the puzzles.*

*It has been my great good fortune in life to be the father of seven sons. Their ages at present range from twenty to three. Already four of them are engaged in playing RAMA, and I have been able both to watch their progress in the game and to enjoy answering the philosophical questions engendered in their minds by the existence of this huge alien ship with its marvels inside. It is my fondest desire that user families will share the same thrills and wonder that I have already experienced with my children.*

*Arthur and I have created this game as a gift for all the thinking people of the world, both children and adults, to entertain and uplift them. We hope everyone will enjoy it.*

A handwritten signature in black ink, reading "Gentry Lee", with a stylized, flowing script.

## Your Mission

Two hundred years in the future, a gigantic, enigmatic, cylindrical starship, christened RAMA by its discoverers, has suddenly arrived in our solar system from the depths of outer space. Humanity, confronted with the certain knowledge that there exists, or at least HAS existed, an intelligence in the universe that far surpasses ours, decides to send a manned expedition to rendezvous with this alien intruder and try to ascertain its origin and purpose. The twelve astronauts from Earth dock with RAMA and enter the dark, hollow cylinder. Immediately thereafter the commander of the mission mysteriously dies. You have been sent in as a replacement astronaut to join the crew during the initial stages of their expedition.

As you fly your drone shuttle from a nearby space station to the crew hub site, just inside the outer shell of RAMA, your commanding officer in the ISA (International Space Agency) spells out the objectives of your assignment. Why is RAMA here? Where did it come from? Who or what built the cylindrical spaceship in the first place? Your task is to explore RAMA and seek answers to these fundamental questions.

## Installing and Starting the Game

### Installation in Windows 95

1. Start Windows 95.
2. Insert the first *RAMA* CD into your CD-ROM drive.
3. Follow the on-screen instructions.

### Starting *RAMA* In Windows 95

1. Start Windows 95.
2. Insert (or reinsert) the appropriate *RAMA* CD into your CD-ROM drive. When you are asked if you are ready to play *RAMA*, click on "RUN."

### Additional Setup Help

During installation, TEST SYSTEM checks to make sure your computer can run the game. If you still have trouble installing or starting *RAMA*, first check the Setup Help file. To do this, start Setup and then click SUPPORT, and then CONTENTS to find help on your specific system component or problem. Additional information may be found in the *RAMA* README file.

Windows 95 users with Internet access can select WEBPAGE from Setup to access customer support, frequently asked questions, and possible updates for *RAMA*.

## Installation in DOS

This section describes how to install *RAMA* to run from DOS. These instructions assume that you are using CD drive D: and hard drive C:. If not, please substitute the appropriate drive letters for D: and C:.

1. After starting your machine, insert the first *RAMA* CD into your CD-ROM drive.
2. Type D: and press [Enter].
3. Type **install** and press [Enter].
4. Follow the on-screen instructions.

## Starting *RAMA* In DOS

1. Start your computer, and insert (or reinsert) the appropriate *RAMA* CD.
2. Change to your *RAMA* DOS directory. (For example, type `cd \sierra\ramados` and press [Enter].)
3. Type **ramados** and press [Enter] to start the game.

If you have problems starting or running the game, see the README file.

## The Opening Screen

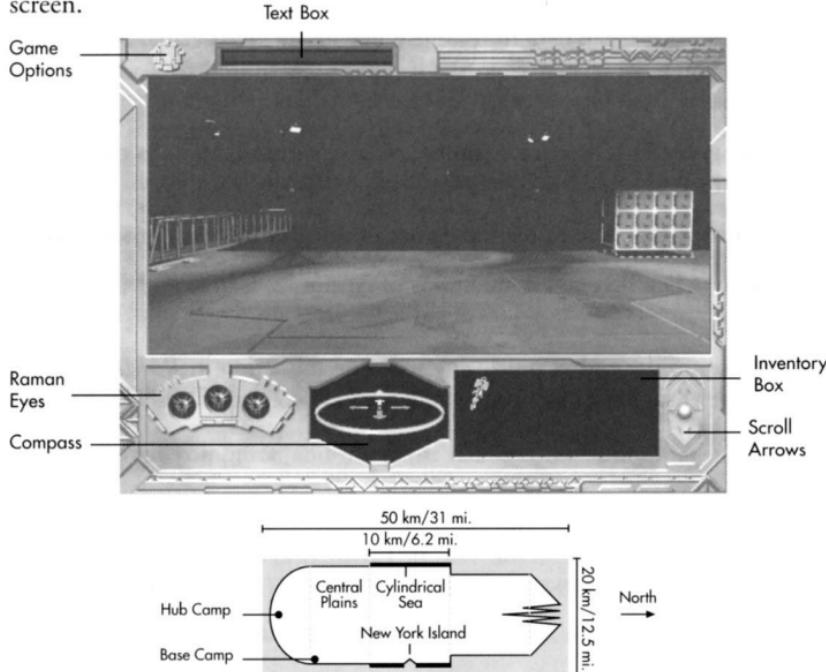
There are five choices on the opening screen.

- **New Game:** Click here to begin a new game.
- **Load Game:** Click here to resume a previously saved game. Select the game you want to play from the list and press [Enter] to load your game.
- **Prologue:** Click here for Arthur C. Clarke's introduction to the world you are about to enter.
- **Credits:** Click here to see the names of the *RAMA* development team.
- **Video:** Click here to ask questions of Arthur C. Clarke and Gentry Lee.

You can skip to the end of nearly any video or animation in *RAMA* by pressing the [Esc] key at any time while the video or animation is running.

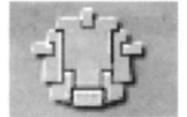
## Main Game Screen

When you choose to start a new game of *RAMA*, the following screen appears. Most of the game will be played using the icons shown on this screen.



## Game Options (Saving and Restoring Your Game)

The *Game Options* switch is the icon in the upper left corner of the main game screen. Clicking on this button with the cursor brings up a menu of choices.



- *Save Game*: When the Save Game box appears, type in a name for your current game and press [Enter] to save it. It's a good idea to save your game often in case you make a mistake at some point and want to back up and try again. (Note: You cannot save your game while you are using either the Hub Camp computer or your arm computer.)
- *Restore Game*: Choose this option to resume playing a previously saved game, or to abandon your current game and go back to an earlier point of play. When the Restore Game box appears, click on a game from the list and press [Enter] to load that game. (If you do this while playing without saving first, your current game will be lost, so be careful!)
- *Volume*: Set the volume of the game by clicking the left arrow to make *RAMA*'s music softer, or the right arrow to make it louder. (This control has no effect on the volume of the game's sound effects, only the music.)
- *Brightness*: Set the brightness of the game's display by clicking on the left arrow to make the screen darker or the right arrow to make it lighter.

- *Credits:* Choose this option to see the names of the *RAMA* development team.
- *Quit:* Choose this option to leave the game. You will be asked to confirm that you want to quit by selecting either “Yes” or “No” in the confirmation box. **Your current game will not be automatically saved!** Be sure to save your current game before quitting if you want to be able to pick up where you left off.

**Note:** While the option menu is showing, the game is stopped and no time will pass. You can use this switch to **Pause** your game temporarily. This is a good idea if you want to leave your computer for a while but don’t want to quit the game completely. If you leave the game unpause, you may miss important events.

## Getting Around RAMA

### General Movement

Moving around inside RAMA is very simple. When you move the mouse pointer into the main view window, it first appears as a small white arrow. If you move the mouse pointer around inside the view window, you will see it change into a thick gray arrow at one or more places. This change tells you where you can shift either your view or your position within RAMA. The only time these arrows do not appear is when you are on the *Central Plains*.

(See the *Central Plains Radar Map* section below for an explanation of how to move around this special area of RAMA.)

If the gray arrow points **forward** into the view window or **backward** out of the view window, clicking the left mouse button on that arrow will cause you to change location (moving closer or farther away from whatever it is you were looking at.)



If the gray arrow curves to the **right** or **left**, or points **up** or **down**, clicking the left mouse button on the arrow will change your *viewpoint* so that you can see different things, but it will not change your actual location within RAMA. You can turn in a complete circle to check your surroundings without actually moving by continuing to click on the right or left curve until you come back to your starting viewpoint. (This doesn’t work with the up and down arrows.)



### The Compass

To help you stay oriented, your screen has a *compass* in the middle of the bottom section. It looks like a red hoop surrounding a number of outward-pointing arrows. The hoop has a triangular spike which always points toward “RAMA North,” the end of the cylinder which is furthest from your entry point. (Your starting location, the ISA Hub Camp, is directly in the center of the “Southern” end of the cylinder.)

The arrows within the red ring show you how many points of view are available to you from your current location. There may be as many as ten arrows showing on the compass (one for each lateral direction, plus up and down) or as few as one, depending on where you are in RAMA. The white arrow shows the direction you are currently facing.

There is also a **Site Map** that can help you stay on track. You can access it through your *Arm Computer*, which has several functions and is described later on in this booklet. (See page 18.)

## The Central Plains Radar Map

Many of the interesting locations in RAMA can be found in the very large area the astronauts have named “The Central Plains.” The Plains occupy all of the territory in the southern hemicylinder, stretching from the southern end-wall (where the Hub Camp is) to the Cylindrical Sea, and traveling all the way around the inside of the ship in one continuous loop.

Because this area is so large, you have been given a Radar Map of the area to help you move around it quickly and easily. The Radar Map appears automatically any time you move out into the Central Plains. It appears as a flattened section of RAMA’s cylinder. The small inner circle is the border between the Central Plains and the Cylindrical Sea, and the large outer circle marks the place where the Plains meet RAMA’s southern end-wall. Your current position on the Plains is marked by a small white dot and the number “002”, which is your identification number on the team.

Each of the red dots on the Radar Map marks an area that the other astronauts in the team have noted as interesting and worthy of exploration, or an area where some activity is taking place. Not all sites are always open, however, and some sites may move. If the area near a marked location becomes highlighted on your Radar Map when you move the mouse pointer to it, that area is open. Clicking on the highlighted area will show you a close-up radar view of that location. Areas or objects shown in purple within the close-up have been marked as particularly interesting by the team. You may also see the identification beacons of the other astronauts, which show up as white dots with the team member’s ID number nearby. Occasionally you may notice other odd signals on your radar which might be worth taking a look at.

To move into a specific location (and return to the first-person view of RAMA), click on the close-up radar view, and the Radar Map will be automatically replaced by the regular view window. If you decide you don’t want to visit that location, you can get rid of the close-up radar view by clicking on the Radar Map anywhere outside the close-up view box.

# Interacting with RAMA

As you travel about the spaceship, you may spot interesting objects you would like to interact with. Some objects can be picked up and carried with you, while others can be pushed, pulled, or otherwise manipulated.

To see whether you can interact with some part of RAMA, move the mouse pointer over the object of interest. If the cursor changes from a white arrow to either a *grasping hand* or a *pointing hand*, you can do something with that



object. The *grasping hand* appears if the object can be picked up, pushed, pulled or otherwise manipulated.

The *pointing hand* appears if there are buttons on the object which can be pushed. To manipulate the object, put either hand icon over the object and click. If the

object can be picked up, the cursor will change to show a small red picture of the object you have grabbed. If the object cannot be picked up, you will see some other change as a result of your manipulation (a door might open, for example.) Note: Some objects that you can't affect early in your explorations may become usable later on.

**Note:** If a special item — a key or other tool, for example — is needed to manipulate the object, the hand icons will *not* appear. The hand icons appear only if you can manipulate the object using just your hands. See the section below on "Using an Object" for details on how to use tools to manipulate objects.

## Inventory

Once you have picked up an object, you can place it in your inventory by clicking the cursor in the *inventory box* which appears in the lower right corner of your screen. You will then see that object added to the stack of objects already in your possession. The inventory box shows eight objects at a time; if you are carrying more than eight objects, you can use the up and down arrows just to the right of the inventory box to scroll up and down through your inventory until you find the object you want. Any object in your inventory box can be picked up at any time using the grasping hand. You can also rearrange the order of the objects in your inventory by picking an object up and setting it down elsewhere in the box.

## Take a Good Look

As a scientist, you will want to examine closely any object you find while you are exploring RAMA. To do this, pick up the object with the grasping hand, then move the cursor (which now shows the object) over the three "Raman eyes," found at the lower left corner of your screen. Click the object on the eyes, and the main view window will change to show you a close-up view of the object. (You may also get a close-up view of any object in your inventory box by moving the cursor over it and clicking the **right mouse button**.) If you move the cursor until it changes to a right or left curving arrow, then click **and hold** the mouse button, the object will rotate so that you can see all sides of it clearly. To stop rotating the object, release the mouse button.

You may be able to manipulate an object while in close-up; if the grasping or pointing hand icon appears, use them just as you would elsewhere. To change back to the regular view window, put the object back in your inventory by clicking it on the inventory box.

## Using an Object

In your explorations, you may find something you want to manipulate, but that requires something other than your bare hands to do the trick. You can pick up any object in your inventory (the cursor will change to show that object) and then attempt to “use” it on something you find by placing the object you hold over the item you are trying to manipulate. If the object can be used in that spot, it will turn red. Clicking the mouse button when the object turns red will cause it to be used. Some objects will disappear from your inventory after you use them (they are “used up”), while others can be returned to your inventory box once you’re done with them.

**Note:** Just because one object *can* be used in a certain spot, however, doesn’t necessarily mean that this is the right thing to do!

## Combining Objects

Sometimes you can use one object on another, or combine two or more objects to make a new object. To try this, pick up one object from your inventory box, then move the cursor (showing the item) over a second

object in your inventory box. If the two objects can be combined or used in some way, the cursor will turn red. Click the mouse button to see what the result of using the two items together is. You can also combine two items while one is visible in close-up.

## Using Your Arm Computer

The compact computer you carry in your inventory is an important piece of equipment for your mission. It acts as both a data storage device and a communications terminal. To use your computer, pick it up from the inventory box and click it on the Raman eyes (or else put the cursor over it and click the right mouse button.) The inventory box shows an open computer, while the main view window changes to show you the display on your computer’s monitor, with three command options. Choose the option you want by clicking on it.

- **Mail:** This option allows you to review mail your computer has received, either broadcast to you by one of your crewmates, or downloaded into your computer from a “datacube,” the storage medium of the future.
- **Map:** This option displays a graphical *Site Map* showing the site where you are currently located. Only areas within the site that you have actually visited will show up on this map, so each site’s map will change as you explore more areas within that site. Your current position is shown by a red dot with your crew ID number next to it.

- This map is not available while you are on the Central Plains.
- *Exit:* This option closes your computer and returns you to the main screen.

## Reviewing Mail

Mail that you receive from your crewmates is automatically stored on your computer. (Most mail messages include a video component, and are known as "vidmail.") To read mail, click on the *Mail* option on your computer's main screen. This brings up the mail interface screen. At the left side of the screen is a list of all the messages your computer has received so far. Your computer displays the name of the person who sent the message, the person or persons the message was intended for, and the subject of the message. If the list is longer than five messages, up and down scroll arrows will appear just to the right of the list to allow you to scroll through it and find the message you want to review. At the top of the list is the *Return* command, which you can click to leave the mail interface screen and return to the main computer screen.

To look at a message, click on it. The message is highlighted, and the right side of the screen shows the video or text display of the message. If the message is vidmail, underneath the video display is an arrow and a square. Clicking on the arrow causes the video to play; clicking on the square stops the video and resets it to the start of the recording. You can also start the video by clicking a second time on the message itself. You may skip to the

end of nearly any video or animation by pressing the [Esc] key at any time during the scene.

**Note:** The command interface for the crew computer at the Hub Camp is exactly the same as the one for your personal computer. However, the messages you view on the hub computer are *not* stored in your personal computer. If you want to review those messages, you will have to return to the Hub computer.

## Downloading Datacubes

To download the contents of a datacube into your computer's memory, pick up the cube and click on your computer in the inventory box. The mail interface appears, showing you a list of the messages contained on that datacube. (A single datacube can hold many messages.) These messages can be viewed like regular mail. Once the datacube has been downloaded, the messages it held are added to list of messages already in your computer, and the datacube itself is discarded.

## Live Vidmail

Sometimes you may receive a live, real-time communication from a

crewmate. You will hear a warbling beep, and your computer will automatically activate. Once you have listened to the real-time message, it will be stored on your computer with your other mail. *Only* mail that has been broadcast to you will be saved — any live interactions you have with your crewmates will not be saved, so it's a good idea to pay attention when a crewmate is talking directly to you.

## In-Game Help

There are two quick sources of help in the game.

- **Text Box:** In the upper left corner of your screen is a small text box. If you move your cursor over any part of the game interface, or over any object in your inventory, this box will display a message telling you what that icon or object is.
- **Puck:** Puck is a little mechanical robot you'll be given by another astronaut soon after you arrive in RAMA. He will stay in your pocket as you explore and help you out from time to time. If you pick Puck up and move him over objects you see in the main view window, the Text Box will tell you what Puck's sensors reveal about the object you are looking at, if anything. If Puck turns red while over an object, you can click the left mouse button to hear an audio description of what you're seeing. Also, from time to time Puck may volunteer advice or information you may find helpful.

## RAMA: The First Ten Steps

The following tutorial is a step-by-step, detailed description of how to get started playing *RAMA*. If you are new to computer adventure games, this section will help you get started playing right away. If you are an experienced computer adventure gamer, you might want to skip this section, as it may tell you things you would rather discover on your own.

1. After installing *RAMA*, double-click on the game icon to bring up the opening screen (if it isn't showing already.) Select "New Game." Listen to your mission briefing as your shuttle approaches the ship, and, once you arrive on RAMA, listen to your greeting from Nicole des Jardins. After Nicole departs, locate the cursor, and move it into the main viewing screen. You are standing in the ISA Hub Camp, the staging area for the RAMA expedition. Straight ahead of you lies the darkened void that is all you can see of the inside of the immense starship.
2. The first thing you want to do is to go to your locker and collect your gear. The block of lockers are in front of you and to the right. Move

the cursor to the middle of the main viewing screen and watch for it to change to a thick gray arrow pointing up (forward). When it does, click the mouse button once and you will move forward one step. Move the cursor to the right edge of the screen until it becomes a thick, curving arrow, and click in to look right so you can see the lockers. Then go forward again, and look left. You should be standing directly in front of the block of lockers.

3. Move the cursor around on the lockers, and notice that no hand icons appear. In order to open your locker, you first need to pick up a tool — the key, which is in your inventory box. Move the cursor into the inventory box and put it over the small picture of the key. Notice that the narrow text box in the top left corner of your screen describes the object you are about to pick up. When the cursor is over the key, it will change from an arrow to the grasping hand. Click on the key, and the picture of the key becomes your cursor.
4. Notice that the key has a small number “2” on it. Move the key-cursor over locker number two, and the cursor will turn red. Click, and you will see a close-up view of Locker #2, showing the keyhole and a handle. Move the key cursor over the keyhole; like before, it turns red. Click on the keyhole with the key, and you’ll hear a double clicking noise that tell you your locker is now unlocked.
5. Put the key back in the inventory box by moving the cursor over the box and clicking on any empty spot. Then move the cursor over the locker handle. It will change to the grasping hand icon. Click on the

handle with this icon, and the locker will open, revealing two important pieces of equipment inside. One is your multipurpose ISA knife, and one is your compact arm computer.

6. The object closest to you is your compact arm computer. Move the cursor over it until it becomes the grasping hand, then click. The computer top flips open to show you the keyboard and display. Click on it a second time, and it will be “picked up” and become your cursor. Put the computer away in your inventory box, then pick up the ISA knife.
7. Move the ISA knife cursor over the three “Raman eyes” in the lower left corner of your screen, and click. You will see a close-up view of your knife in the main view window. Move the cursor to either edge of the window until it becomes a curved gray arrow. Click and *hold* on the arrow, and the knife will rotate so you can see all sides of it. Let go of the mouse button to stop spinning the knife. Move the cursor over the square white button on the knife’s handle until it changes from the knife cursor to the pointing hand, then click to press the button. The knife’s first attachment will extend — a pair of scissors. Put the knife back into the inventory box, and notice that the picture of the knife has changed to show the extended scissors blade.
8. Now move your cursor over your computer and click the *right* mouse button. (Or pick up the computer and click the icon over the Raman eyes, if you prefer.) The computer pops open, and the main window becomes your computer display. Click on the *Map* option, and locate yourself on the displayed map of the ISA Hub Camp. Then click on

Exit to return to the main computer screen. On the main computer screen, click on *Exit* again to return to your view of the open locker.

9. Move the cursor to the bottom of the main view window until you see it turn into a gray arrow pointing down (away from the locker). Click to take a step back. Turn to the left so you can see the base computer on the far side of the camp. Go forward three steps until you're right in front of the base computer, then move the cursor over the computer terminal so it changes to the grasping hand. Click to turn on the base computer.
10. The base computer interface is almost the same as the one for your arm computer, except that there is no *Map* option. Click on *Mail*. The screen shows a list of the vidmail messages waiting for you on the computer. Select the first one on the list — the message from Dr. Takagishi — by clicking on it so that it highlights (turns from red to white.) The video display appears, showing Dr. Takagishi and two buttons: a forward arrow to play the video message, and a square stop button to stop the video and reset it. Click on the forward arrow and listen to Dr. Takagishi's message.

You have now learned how to do all of the basic tasks you will need to know in order to play and enjoy *RAMA*. From here, you can either choose to listen to more of the messages stored on the base computer, or you can click on the *Return* command at the top of the message list to get back to the main screen, then exit out of the computer and explore more of the Hub Camp. Good luck!

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**Lines open 24 hrs, 365 days a year**, using our automated technical support attendant. This system includes answers to all commonly posed questions and problems with our new and major titles. It is set up in a friendly and easy to use menu system that you navigate through using a touch tone telephone. This service will also allow you to automatically receive technical by fax troubleshooting documents about the games you are having trouble with, even in the middle of the night! If the answer to your question is not in our automated system, then you will be transferred to a technician between the hours from **9am and 5pm Monday to Friday**.

Here are some key-presses that will allow you to navigate through our automated attendant. Note that these are the standard letter assignments that are given to UK telephones so if your phone has letters on the keypad, please use them instead:

2: A, B, C	3: D, E, F	4: G, H, I	5: J, K, L	6: M, N, O	7: P, R, S	8: T, U, V	9: W, X, Y	0: Q, Z
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Before you call our technical support lines, please check that you have read the Readme file included on the game disk #1. You may well find a very quick answer to the problem that you are facing as these files contain answers to most common problems. If the answer is not here, make sure you have precise details of any error message that you receive, and details regarding the specifications of your computer before you call us, as this will help us in giving you a faster and more efficient service.

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24 hrs. Automated service requires a touch tone telephone.

Calls charged at normal telephone rates.

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