

METALTECH™

BATTLEBROME™



HIGH-STAKES ROBOTIC COMBAT
NETWORK AND MODEM READY



Dynamix[®]
PART OF THE SIERRA FAMILY

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INTRODUCTION

You hear the hum of feedback as the Arena appears. Widowmaker negotiated harsh terms: turrets and low visibility, and he gets to use blasters. But you readily gave in when he jacked up his wager. In a moment, you two cyberspace gladiators will be fighting for 50,000 credits. With that money, you can buy yourself the new Cobra you've been aching for. The referee droid zips past your cockpit, pivots, and then shoots off.

Widowmaker is out there, waiting for you.

And 50,000 cold, hard credits.

You transfer primary energy to your shields and start looking among the pillars. If you can pull this one off, you'll be king of the second tier. Then those snobs in the first tier will have to accept your challenge.

You see a flash of gleaming alloy, and the targeting grid lights up red. There he is.

You start blasting.

Welcome to the *Battledrome* Robotic Combat Network. This is a game of virtual carnage and real adrenaline, one-on-one combat against the computer or another player via modem or local area network. The sole objective here is pure, sweet victory. Blow the other guy away, reduce him to a quivering mass of broken neural connections, while your HERCULAN fighting machine stands triumphant above the wreckage, glowing in the data-streams of cyberspace.

You place your bets, negotiate terms, and fight to win. When you win, you can upgrade or replace your HERC, and move up in the tiers to kick some bigger, badder tail. You can challenge up to 50 synthetic "AI" opponents, or take on any human opponents you might care to meet over the phone or network lines.

Fame and fortune await you in the *Battledrome* Arena. But it will take more than talk to prove you're the best—you'll need guts and speed and smarts, and a trick or two up your sleeve as well.

Good luck!

GETTING STARTED



USING THIS MANUAL

This manual helps you get into *Metaltech: Battledrome*[™] and start blasting away as quickly as possible.

- **Getting Started** shows you how to install and start the game.
- **Menu Bar Screens** describes the mission selection and set-up options available in *Battledrome*, starting with the Main Menu Bar.
- **Arena Combat** details the sophisticated HERC cockpit controls and displays you'll use in the *Battledrome* Arena.
- **Reference** describes the available HERCS and weapons, and provides some advanced tactical guidelines.
- **Technical Support** and **Customer Service** help you with system troubleshooting and support.
- The **README** file on Disk #1 will detail any changes made to *Battledrome* after the manual was printed. This file is also copied to your hard drive when you install the software. To view the file, simply change to the directory in which the game is installed, type **readme** and press **[Enter]**.

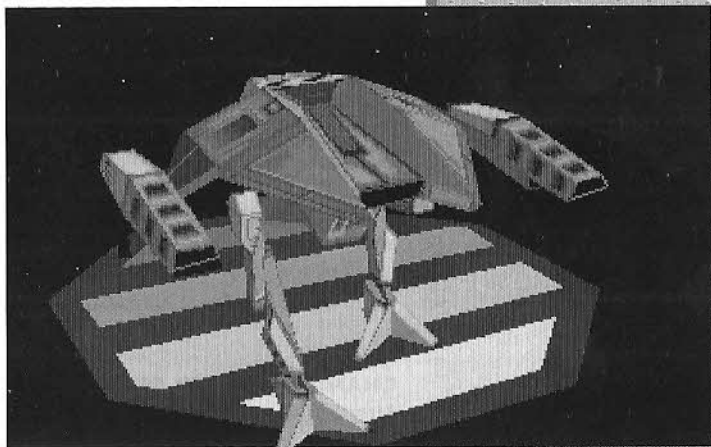
SYSTEM REQUIREMENTS

To run *Metaltech: Battledrome*, you will need the following minimum software and hardware:

- An IBM® PC compatible computer with an 80386/33DX MHz or better processor, and at least 4 megabytes (MB) of random access memory (RAM).
- MS-DOS® version 5.0 or above.
- A hard disk. *Battledrome* requires about 12 MB of free space on your hard drive, with about 14 MB free needed during installation. If your system uses a disk compression utility, such as Stacker®, you will need about double the indicated hard drive space (since the game files will not compress as much as your compression software will estimate).
- A VGA graphics card and VGA color monitor.
- A mouse.
- A 1.44 MB, 3.5" floppy drive.
- For remote play, a 2400-baud or better modem, or an IPX-compatible network, or a null modem cable, and remote opponents with their own personal copies of *Battledrome*.

The following hardware and software are strongly recommended:

- A joystick.
- 486/33 MHz or better CPU.
- One of the following sound cards: Sound Blaster® or 100% compatibles, Sound Blaster Pro, Sound Blaster 16, AdLib® or 100% compatibles, Roland® LAPC-1® or MT-32®, and General MIDI (using true MPU-401 controller). (**Note:** You will get NO sound effects, ONLY music, with the Roland or General MIDI.)
- 8 MB of RAM. Extra memory will allow you to use SmartDrive disk caching software (included with Microsoft® MS-DOS® 5.0 and above) to speed up game play.



INSTALLING BATTLEDROME™

MEMORY REQUIREMENTS

If *Battledrome* **DOES NOT** start correctly, check your free memory with the MS-DOS **MEM** command. From your MS-DOS prompt, type **MEM** [Enter]. MS-DOS 6.0 or later shows this as "Total Free Memory." If you have MS-DOS 5.0, add "Largest executable program size" (free conventional memory), "bytes free EMS" (free expanded memory,) and "bytes available XMS" (free extended memory). Together, they must add up to about 3,400,000 bytes (3,320 KB) total free memory. If you do not have enough free memory, you probably have resident or "background" programs and device drivers taking up memory that the game needs.

The simplest way to set up your system's memory correctly is to use the Install program to create a "boot disk." For more information, please see "Configuring Memory" on page 45.

You can use the *Battledrome* Install software to specify the game's directory location on the hard drive, install the game, change preferences, and make a boot disk.

These instructions assume that you are using floppy drive A: and hard drive C:. If not, please substitute as appropriate.

1. After booting (starting) your machine, insert *Battledrome* Disk #1 into drive **A:**.
2. Type the appropriate drive letter (**A:**) and press **[Enter]**.
3. Type **install [Enter]**.
4. Follow the on-screen instructions.

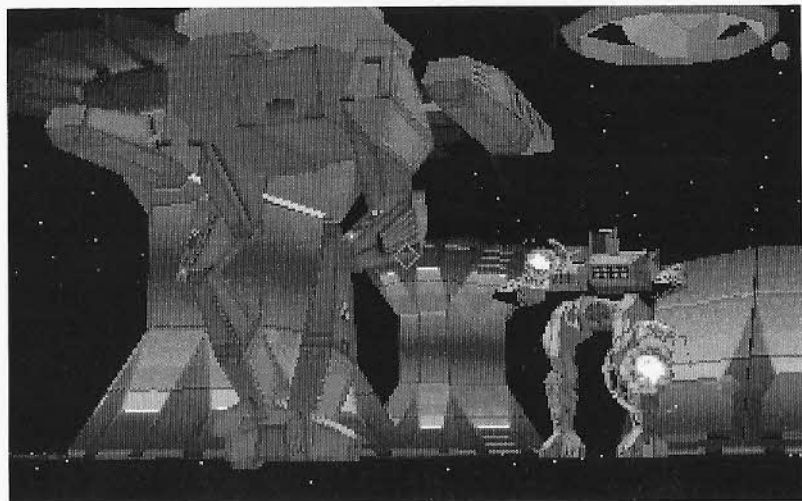
CHANGING SOUND SETTINGS

After installation, you can change the sound device the game will use. Follow these steps:

1. Change to the hard drive directory in which you installed *Battledrome*.
2. In your *Battledrome* directory, type **soundset [Enter]**.
3. Use the menu selections to change or test the sound settings, save the new setting configuration, and exit to MS-DOS.

STARTING BATTLEDROME

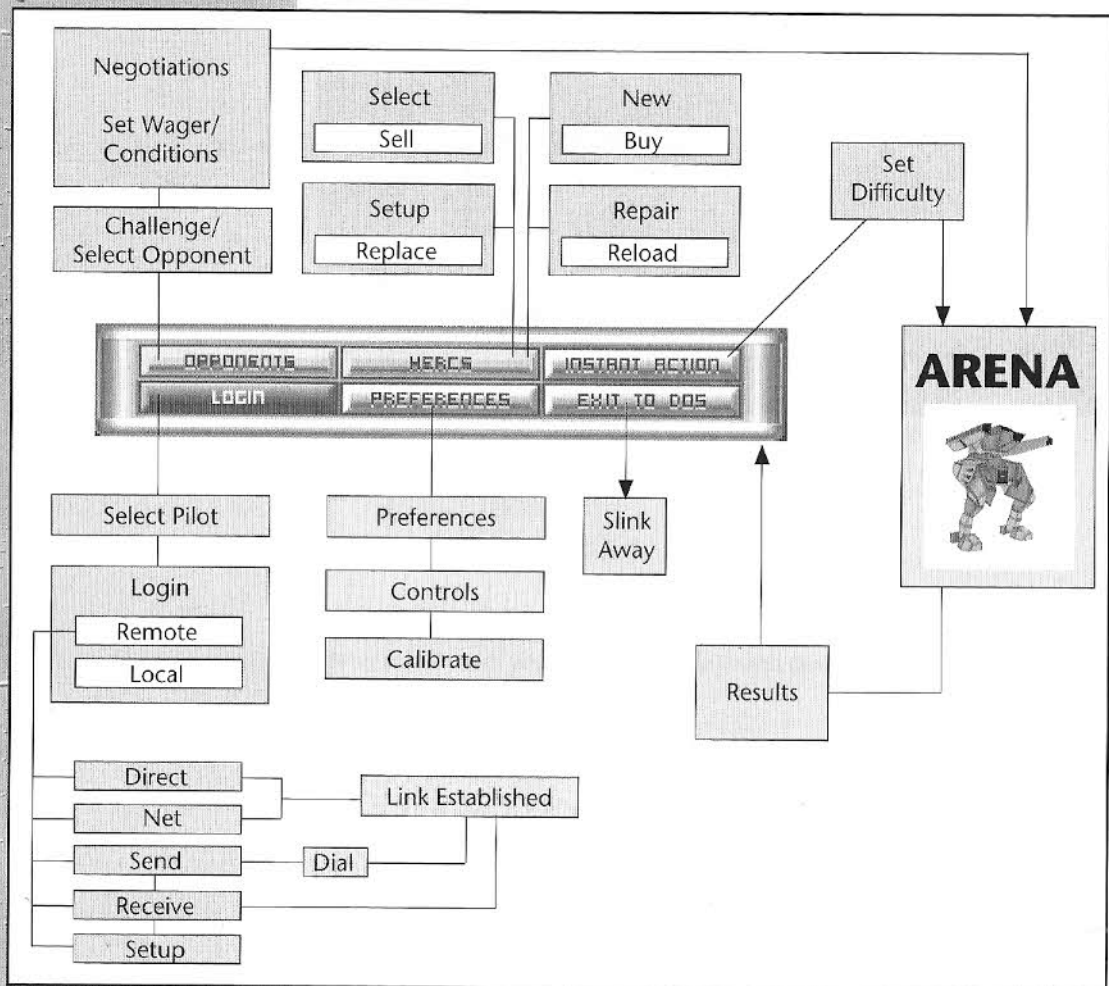
1. On your hard disk, change to the directory where you installed *Battledrome*. (DYNAMIX\BD is the default.)
2. To run the game, type **bd** [Enter].
3. Be cruel.



THE MAIN MENU BAR

MENU BAR SCREENS

Battledrome opens up with an introductory "laser logo" sequence. (If you are in a hurry, you can skip through this by pressing [Spacebar].) After the introduction, you will see the *Battledrome* logo screen. Click the mouse or press a button to display two rows of buttons running along the lower edge of the screen. This collection of buttons is the Main Menu Bar, and lets you access the major features of *Battledrome*.



When you begin the game, the Main Menu Bar buttons are OPPONENTS, HERCs, INSTANT ACTION, LOGIN, PREFERENCES, and EXIT TO DOS.

Opponents (available once you log in) is where you issue challenges to your *Battledrome* opponents and negotiate the terms of the match. Cop any attitude you want here—just keep in mind that the Arena follows, and you'll have to live up to your lip. See page 22 for details.

HERCs (available once you log in) is where you'll buy, upgrade, rearm, and repair your HERCULAN fighting machine(s) between matches. It costs you a lot to keep HERCs in top shape—it costs more not to. See page 18 for details.

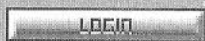
Instant Action drops you into the Arena with your opponent and Arena conditions selected entirely by the computer. You can select a difficulty setting of Easy, Medium, or Hard, but expect no mercy. You may use your current HERC or a randomly selected HERC for the match.

Login is where you create and select pilots, and link up with remote opponents. (You must login before accessing the HERCs or Opponents areas.) You can play computer-generated opponents, or, if you have a modem and social skills, play any one of the dozens of friends whom you've persuaded to buy their own personal copies of *Battledrome*. You can also play friends over a local area network, assuming the network administrator allows that sort of thing. See page 10 for more information.

Preferences is where you adjust your game settings such as sound, music, and graphic detail levels to be as loud and fast as your hardware (and neighbors) allow. See page 17 for details.

Exit to DOS. Ignore this button, unless you have a job. (We do encourage jobs, as they enable you to purchase shelter, food, and additional Dynamix and Sierra products.) Elsewhere in the menu screens, press [Ctrl] + [Q] to exit the game.

LOGIN/ LOGOUT



Unless you are opting for Instant Action, your first task is to Login. The LOGIN button opens the Select Pilot window where you select or create the pilot for your HERC. You can login to play Local opponents (AI opponents generated by your computer), or Remote flesh-and-blood opponents (via a direct cable, network, or modem connection to another PC).

When you first open the Main Menu Bar, this button reads LOGIN. When you click it, it opens the Select Pilot/Login window and highlights the Main Menu Bar LOGIN button in red. You are then ready to login with a Local or Remote player. Once you are logged in, this button changes to LOGOUT.

After you pulverize your opponent (or humbly sweep up the pieces of your own HERC) you can challenge a different opponent without exiting the game. Vast on-line *Battledrome* tournaments raging on through the night? Why yes!—that's the plan.

SELECT PILOT



The Select Pilot Window, opened via the LOGIN button, lets you manage the pilots who drive your HERCs. You can create, review, or delete pilots as you wish. The Login window below lets you Login to play Local opponents (your computer), or Remote opponents (via a direct cable, network, or modem connection to another PC).

The Select Pilot window at the top lists your available pilots. While you do all the actual HERC driving and fighting in the Arena, you do it under the name of the selected pilot. This lets you create different pilot identities for different occasions, or take part in more than one "career." To select an existing pilot name, click it with the mouse, or use the scrollbar on the right to highlight the pilot name. Once you have selected the pilot, you can REVIEW STATS or DELETE.

New

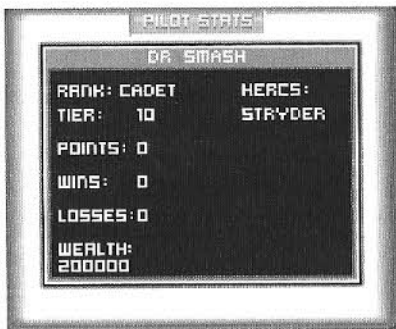
To create a new pilot, click New. A text box will open prompting you to Enter Name in a red window. Type the new pilot's name (up to 11 characters). When the pilot name is the way you want it, for example "Lil' Kitten" or "Deathmaster," click ACCEPT or press [Enter] and the name will be added to the list in the Select Pilot Window. If you change your mind about adding a pilot, click CANCEL, and you will return to the Select Pilot Window with no change.

Delete

You can delete any pilot for any reason at any time. Select (highlight) the name you want to delete from the Select Pilot Window, and then click the DELETE button. The Delete Pilot window will open, displaying the message "Are You Sure?" To permanently remove the selected pilot name from the roster, click DELETE. If you're just teasing the pilot with obliteration (this time), click CANCEL, and the Delete Pilot window will close.

Review Stats

While your HERC pilots might lie to you, their stats won't. To review the performance statistics of an existing pilot, first select (highlight) the pilot name you want to review from the Select Pilot Window, and then click REVIEW STATS. This opens the Pilot Stats window, which displays the selected pilot's Rank, HERCs Available, Tier, Points, Wins, Losses, and Wealth. (Ranks are described on page 23.) To close this window, click REVIEW STATS again.



Local

To play against computer opponents, click the LOCAL button. This closes the Select Pilot window and returns you to the Main Menu Bar. The OPPONENTS and HERCS buttons will now be available, and the LOGIN button will have changed to LOGOUT. From here, you can work on your HERCS and challenge a virtual opponent, or jump right into Instant Action.

Remote

To challenge a carbon-based opponent (human, that is) on another PC via modem, network, or direct link, click the REMOTE button. This opens the Select Mode window, which gives you the following options: DIAL, RECEIVE, DIRECT, NET, SETUP, and CANCEL. **Note:** Each person you try to link up with must have their own unique copy of *Battledrome*. While you can link up with several opponents over a modem or network without exiting *Battledrome*, you can play only one at a time.



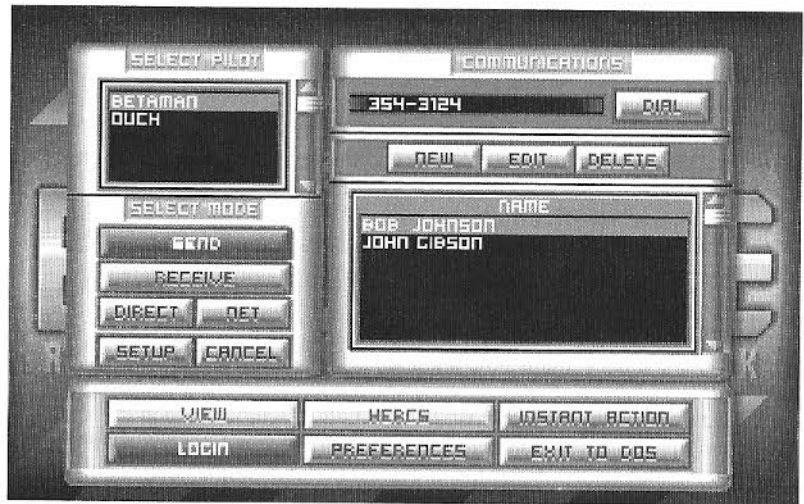
LOGIN

LOCAL

REMOTE

SELECT MODE

The Select Mode window lets you set up matches with remote opponents over a direct cable link (see **DIRECT**, page 16), network (see **NET**, page 16), or a modem connection over telephone lines (see below).

**SEND**

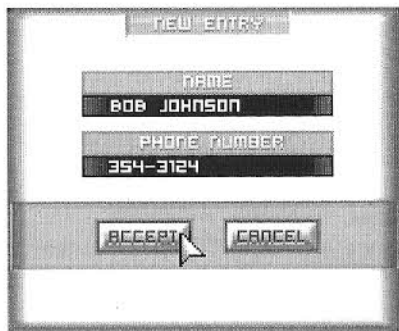
The Select Mode **SEND** button lets you establish a modem link with the currently selected player name/phone number (defined in New and Edit, below). When you click **SEND**, it opens the Communications window. The first text boxes display the name/phone number to dial. On the right is the **DIAL** button. It's a simple process: select your victim from the list below, and then click the **DIAL** button to link up. If the player you want isn't on the list yet, go to New. **Note:** You don't need to use **SEND** when linking with Direct or Net opponents.

Select Remote Player

To select a remote player, simply click a name on the list to select it (highlight it in green), and that player's information will be displayed. As your list of remote *Battledrome* opponents grows more and more vast, you can use the scroll bar at the right to select the name.

NEW

Use this area to build the list of sorry individuals deluded enough to challenge your might in the Arena. To add a new modem opponent, click on the New button. This opens the New Entry window, which has text boxes for entering your modem opponent's pertinent details. Once you enter these settings, you can ACCEPT or CANCEL using the buttons below.



To enter the name of a new remote player, click on the Name mini-window. When the flashing text cursor appears, you can type a new name of up to 17 characters.

Once the name is correct, click on the Phone Number mini-window to type in the remote player's full phone number (including 1+ area code, if necessary). You can enter the number with dash separators, if you wish. (18001234567 or 1-800-123-4567.)

Note: When you establish a remote link, the software will employ the highest baud rate that both modems can use. You must have at least a 2400-baud modem to make a remote connection over a phone line. For optimum play speed, you will want a 9600-baud modem or better.

When you are satisfied that the entries are correct, click on the ACCEPT button at the bottom to add the new sucker, er, player to your list. To leave the New Entry window without saving the new entry, click on CANCEL.

Edit

You may edit the existing information for any person on the list. Simply select the player's name on the list and press the EDIT button. This re-opens the New Entry window with that player's information displayed. Click on the entries you need to change and edit as you wish.

When you are satisfied that the new entries are correct, click on the ACCEPT button at the bottom to add the changes. To leave the New Entry window without saving the new changes, click on CANCEL.

Deleting a Remote Player

To Delete an unworthy player from the Name list, simply select their name and click the **DELETE** button. The name will be removed immediately.



Note: One player must **SEND**, and the other must **RECEIVE** for the modem link to work. Call ahead and work it out in advance.

DIAL

Once you have set up your modem and opponent, and select a modem opponent from the Name list, you can initiate the modem link yourself or wait to receive a connection attempt from the other player. To



initiate the modem connection, click **DIAL**. The program will attempt to call out and link to a modem at the selected number using the highest possible baud rate for both modems. The Communications Status window opens, and its text box will advise you of the current call attempt status: **NO MODEM**, **WAIT**, **DIALING**, **CONNECT**, **NO ANSWER**, or **BUSY**.

If the first attempt does not succeed, click the **OK** button again to retry with the current settings. To cancel the attempt, click the **CANCEL** button, and you will return to the Select Mode window.

RECEIVE

If you are waiting to receive a connection attempt from your modem opponent, click on the **RECEIVE** button. The Communications Status window opens, and its text box will advise you of the current call status.

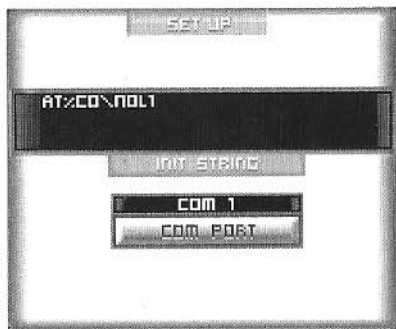


The status is "WAITING FOR CALL" until someone dials in to connect. At that point, you can click the **OK** button to allow the connection, or cancel the attempt by clicking the **CANCEL** button.

Once you connect, you will return to the menu bar. Go to Opponents and select your remote challenger to begin Negotiations for the match.

SETUP

To set up your modem for Remote play, click the **SETUP** button. This opens the Setup window, where you can enter or edit your modem initialization string. (*Battledrome* comes with a default string for a standard Hayes-compatible modem, but you'll at least need to confirm that it works with yours.)



To ensure the accuracy of their transmissions, many modems use a variety of hardware error-correction and data-compression procedures that, unfortunately, interfere with the operation of the game. *Battledrome* has its own error-correction protocols, and the unnecessary duplication of effort will greatly slow action on the battlefield. If you experience significant delays when connecting via modem to a computer of equal or greater speed to your own, this is a strong sign that the hardware error correction on one or both modems is turned on and interfering with game play. If you connect to a computer that is significantly slower than your own, you will notice a decrease in performance during combat compared to "local" play. **Note:** Refer to the README file or your modem documentation for the correct initialization string to disable hardware error correction and data compression on your modem.

Click on the Init String window to enter or edit your modem initialization string. When the flashing cursor appears, you can change the default string as appropriate for your modem (again—please refer to the README file or your modem owner's manual).

Battledrome will recognize a modem attached to one of your COM ports. If you are not certain of the correct port, try COM 1. If nothing happens, restart and try another port. To select a new COM port, click the **COM PORT** Button.

When you connect with a remote player, the software will automatically determine and select the highest performance settings (e.g., Baud Rate) allowed by both machines.

When you are done viewing or modifying your entries, you can accept the current settings by clicking on the red **SETUP** button on the Select Pilot Dialog. This will close the Setup Window and let you continue play with the new settings.

To exit Setup without saving any changes, press the **CANCEL** button. This will close the Setup and Select Mode windows and return you to the Select Pilot window.

Note: Be sure your mouse and modem are not set to the same COM port.

DIRECT

If your PC is cabled directly to another PC running *Battledrome*, you can establish a Direct Link via a null modem cable connecting the serial ports of both computers. If the computers are already connected, and you both are logged in, click the **DIRECT** button to establish a direct link. The Communications Status window opens, and its text box will advise you of the current link status.

When the status is "...LINK ESTABLISHED" click **OK** to allow the connection, or cancel the Direct Link attempt by clicking the **CANCEL** button.

NET

You can play other *Battledrome* owners over any PC local area network that supports the IPX protocol (e.g., Novell Netware). All players must be logged in on the same file server. To establish a network link, click the **NET** button. The Communications Status window opens, and its text box will advise you of the current link status as it searches the server for your opponent. You will connect with the first player who goes **NET** at the same time or just after you do.

When the status turns to "...LINK ESTABLISHED," click **OK** to allow the connection, or cancel the network link attempt by clicking the **CANCEL** button. If the software doesn't find an opponent on the server within 30 seconds, it will cancel the attempt. You may then try again.

Chat Mode

Once you have linked up with a remote player, you may "chat" with them online. Press any letter key while in the menu screens, and the chat window will open. Type your message into the window and press **[ENTER]** or click **SEND** to send it. To cancel the message, press **CANCEL**. (You can also chat in the Arena. Press **[Ctrl]+[Enter]** to open the window there.)



Open this window using the Main Menu Bar **PREFERENCES** button to adjust your game Preferences (settings), including Sound, Voices, Music Type, and Detail Level.

The VOL scroll bar on the right allows you to crank the volume up or down for voices, music, and sound effects. The **CONTROLS** button at the bottom opens the Controls Window, where you can specify and adjust your game control devices.

To switch off the Arena sound, click the **SOUND** button OFF. Click it ON to turn the sound back on again. Use the scroll bar on the right to adjust the volume.

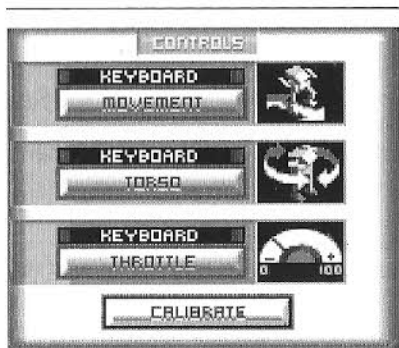
To switch off the game's digitized voices, click the **Voices** button OFF. Click it ON to turn the voices back on again. (This does not affect voices that are part of the music.) Use the scroll bar on the right to adjust the volume.

To select the proper musical soundtrack for your preferred style of carnage in the Arena, click on the **MUSIC TYPE** button to cycle through the options. Music options include Rock 'N Roll, Techno, Variety, Soundtrack, and None. Click this button until the music style you want is displayed. Use the scroll bar on the right to adjust the volume.

The **DETAIL LEVELS** button lets you change the game's level of graphic detail. On slower computers, the action may seem slow or jerky. If this is the case, click on the **DETAIL LEVEL** button to cycle through the options of Max, High, Medium, and Low, and see if a lower graphic detail level helps speed things up. (If action is slow only during modem play, verify that both modems have hardware error correction and data compression disabled—see page 15 for details.)

This window, accessed through the **CONTROLS** button in the Preferences window, lets you determine which input device(s) to use for controlling the steering, turret rotation, and acceleration of your HERC in the Arena.

Click the **MOVEMENT** button to select the controller to use for putting the HERC in forward or reverse, and steering right or left. (Options: Keyboard > Joystick 1 > Joystick 2 > Flightstick > Flightstick Pro > Thrustmaster FCS > Rudder Pedals).



PREFERENCES



Note: You can sample the different music options by changing them while in the Arena ([Alt] + [P] or [F12]).

CONTROLS

CALIBRATION

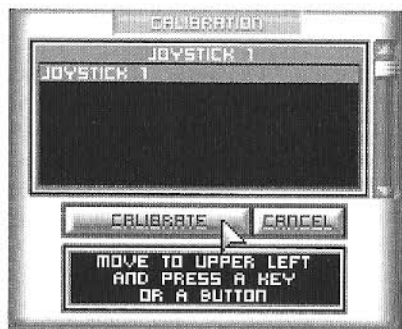
Click the **TURRET** button to select the controller to use for rotating the HERC's turret right or left and raising or lowering weapons. This control lets you aim weapons independently of the HERC's body, as on a tank turret. (Options: Keyboard > Joystick 1 > Joystick 2 > Flightstick > Flightstick Pro > Thrustmaster FCS > Rudder Pedals.)

Click the **THROTTLE** button to select the controller to use for accelerating the HERC. (Options: Keyboard > Thrustmaster WCS Mk.II.)

The **CALIBRATE** button opens a calibration menu for the selected control device(s). Follow the on-screen instructions to calibrate your controllers' input ranges precisely to the requirements of your HERC.

To close the Controls Window, click on the **CONTROLS** button (highlighted in red) in the Preferences Window, or click any other active button.

To close the Preferences window, click on the **PREFERENCES** button (highlighted in red) on the Main Menu Bar, or click any other active button.



HERCS

Once you have logged in, you can click **HERCS** on the Main Menu Bar to view and modify your HERC fleet between matches. You'll use this area to upgrade and maintain your HERCs so you're as prepared as possible for all challengers. Your HERC is both your armor and your weapon in the Arena, protecting your bets and your butt—so don't skimp. The HERCs window opens in the upper left of your screen, and displays the last selected HERC type.

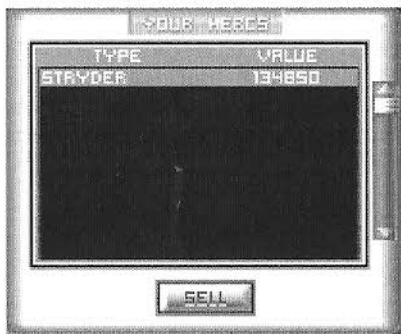


Wealth

Below the HERC's picture is a text display of your current wealth. Wealth is vital—it determines when you can buy, upgrade, or repair your HERCs. You'll always need some spare cash on hand for emergency repairs and late-night pizzas.

SELECT

To select a HERC to view, modify, or sell, first click the **SELECT** button. This opens a window titled **Your HERCs**, which lists each HERC you own by Type and current Value. To select a specific HERC, click on its Type. This will highlight the HERC's name in green and let you view its picture on the HERC Display Window. As your fleet of HERCs outgrows the **Your HERCs** window, use the scroll bars on the right to select other Types.



Sell

At some point, you'll probably want to sell one or more HERCs to raise cash for repairing and upgrading your other HERCs, or for buying better HERCs. To sell a HERC, first select it from the **Your HERCs** window and click on the **SELL** button at the bottom. The selected HERC will be removed from the list, and the proceeds from its sale will be immediately added to your current wealth.

NEW

As you advance in rank, grow in wealth, and encounter opponents with new or more effective fighting styles, you will want to purchase new and better HERCs to improve your own fighting capabilities. To buy a new HERC, click on the **New** button. This opens the **Buy New HERC** window alongside the HERC Display. This window lists all HERCs currently for sale by Type and Price. (This is a "base price"—you will have to buy all components and weapons separately.)



New "Cadet" players can buy only light HERCs. You must advance in rank to buy larger HERCs. (See "Ranks," page 23.)

You can buy any HERC—if you have the cash, and if you have the rank. To select a HERC for purchase, click on its name to highlight it green. (Don't select a HERC you can't afford, or that costs so much that you will have no cash left over to equip it adequately or to repair it if you lose a wager.) When you've selected the HERC, click the Buy button at the bottom of the Buy New HERC window. The selected HERC will be added to the Your HERCs list and the purchase price will be deducted from your current wealth.

SETUP

Once you buy your new HERC, go to the Setup window to equip it with the best components and weapons you can afford. You can modify and upgrade most stock parts on your current HERCs to make them see farther, hit harder, and run faster. To change out parts on a HERC, first select it in the HERC Display Window, and then click the Setup button. This will open the HERC Setup window on the upper right side of the screen.

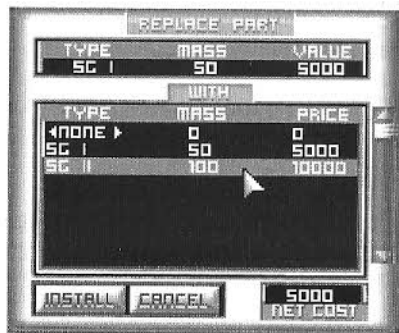


The HERC Setup window lists all parts of the currently selected HERC by Part, Type, and Value. To change a part, select it and then double-click on the REPLACE button. This opens a new window titled Replace Part, which lists the selected part at the top. The "With" list below displays all parts which are available to be installed on your HERC by Name, Type, and Value. If the "With" list is too long for the window, use the scroll bars to see or select other parts.

Note: To upgrade a part, you need to have enough cash, and enough carrying capacity in your HERC.

Note: If you just want to sell a part, replace with "NONE."

To exchange the selected "Replace" part with a part from the "With" list, just click the part name on the With list. The Net Cost of the upgrade is displayed at the lower right. If the upgrade seems to be a good use of the money, double-click the item or click the INSTALL button at the bottom to have the highlighted part replace the previously selected part on your HERC.



Note: Autocannons and missile and mine launchers need to be "loaded" prior to entering the Arena. (See Repair/Reload, next page.)

To exit the HERC Setup screen without replacing the selected part, click the **CANCEL** button to return to the Setup window without changes.

When you have replaced all the parts you want to, close the Replace Parts window by clicking the red **REPLACE** button located on the HERC Setup window. To close the Setup window, click the red **SETUP** button in the HERC Display window.

REPAIRS

After a couple of rounds blasting it out in the Arena, your HERC is sure to need some repair work. Repairing a part means restoring it to full operational status by repairing or rearming it.

To repair or rearm any part on a HERC, first make sure the correct HERC is selected in the HERCs Display window, and then click the **REPAIR** button. This will open the Repairs window on the upper right side of the screen.



The Repairs window lists all the parts of the currently selected HERC by Part, Status, and Cost. If a part is damaged or depleted, Status shows the percentage of remaining functionality, if any, and Cost shows the cost of restoring that part to full operational status. If the parts list is longer than the window, use the scroll bar at the right to see or select other parts.

Repair/Reload

To repair and/or reload a single part, select the part and then click the **REPAIR/RELOAD** button. The cost of repair will be deducted from your Wealth, and the part will be returned to full operational status. If you don't have enough cash, you may not be able to repair all the damage. **Note:** Missiles, mines, and autocannons need to be "reloaded" prior to entering the Arena.

Repair All

Assuming you have the cash, you can repair and reload all of the damaged parts on the selected HERC by clicking the **REPAIR ALL** button.

When finished with repairs, you can close the Repair Part window by clicking the red **Repair** button on the HERC Display window.

OPPONENTS

Once you have logged in and have your HERCs tuned to top fighting condition, it's time to select an opponent to pound into scrap metal. Click the Main Menu Bar's **OPPONENTS** button to open the Challenge window. **Note:** You must log in under **LOCAL** to challenge computer opponents. To challenge a human opponent, you must log in under **REMOTE** and establish a link first.



THE CHALLENGE WINDOW

The Challenge window, opened from the **OPPONENTS** button on the Main Menu Bar, is where you accept or reject the challenges offered by other players, and view the status of challenges you have offered. In its Select Opponents window, you can see which opponents are "Idle" (available for challenge), and review their stats to see if you even want to challenge them.

If you have issued a challenge, you will see your opponent's response in the Challenge text box. Once an opponent accepts your challenge, you'll proceed directly to the Negotiations window to set the ground rules for the match.

Challenges issued to you will also be displayed in this window. You may Accept or Reject these offers by using the two buttons below the display window.

ACCEPT

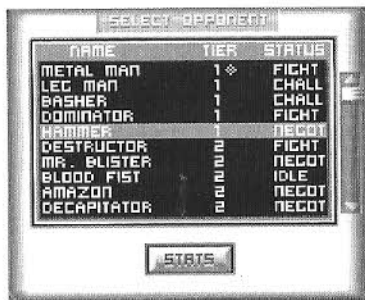
To accept a challenge by an opponent, click **ACCEPT**. This opens the Negotiations window, where you and your opponent set combat wagers and terms before going toe-to-toe in the Arena.

REJECT

To reject a challenger's offer and cancel the challenge, click **REJECT**. You may then wait for another challenge, or, if you're feeling proactive, challenge an opponent yourself.

Select Opponent

The Select Opponent window displays the Name, Tier, and Status of all the pilots currently in the *Battledrome*. Pilots are listed by Tier (experience), and the top pilot is marked with a diamond. To select a pilot, click on the pilot's name to highlight it in green. You may then Challenge or review the Stats of the pilot.



You're well advised to find out all you can about your challengers before accepting or rejecting a match. It might mean the difference between getting rich or getting hammered. To review a selected pilot's record, click the STATS button.

Opponent Stats

Clicking STATS replaces the Select Opponent window with a new window titled Challenger Stats. By reviewing the opponent's Rank, Tier, Win/Loss record, and total Points, you can get a good idea if you're looking at easy pickings or not. (Your best information will still come in the Arena.)



Ranks

You advance through the five ranks—Cadet, Gladiator, Centurion, Warrior, and Warlord—by winning matches, which earns you points. As you advance in rank, you can buy bigger and badder HERCS, which in turn lets you challenge better opponents. Each rank requires considerably more points than the one before.

The number of points you win in a match depends on the "tier" that both you and the other pilot have attained. Your progress through the ten pilot tiers (from Tier 10 to Tier 1) is driven by the number of matches you've won. The points awarded to the victor of a match are determined by the tier of the *less* experienced pilot. You will switch tiers with higher-tier opponents you defeat, or with lower-tier opponents who defeat you. This means you're better off challenging opponents at or just above your level.

When you are done reviewing the opponent's record, close the Challenger Stats window by clicking the DONE button.

Note: If you have established a link with a remote opponent, he or she will be the only opponent available to challenge.

Note: When you logout, you move to the bottom of your current tier.

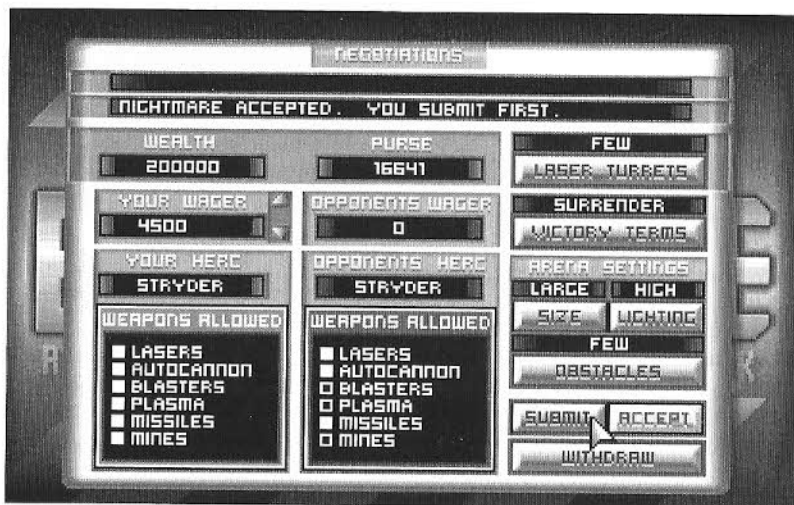
CHALLENGE

If you have no challenge pending, you may challenge any opponent who is currently Idle (between fights). Opponents with a current status of Challenge, Negotiation, or Fight are unavailable for challenge. To challenge a selected pilot, click on the **CHALLENGE** button located in the Challenge window. If your challenge is accepted, you'll both go to the Negotiations screen to work out the details.

To exit the Challenge window, click on the **OPPONENTS** button (highlighted in red) on the Main Menu Bar or click another active button.

NEGOTIATIONS

Once you accept a challenge, or have one accepted, you will negotiate the terms or "ground rules" for the match in the Negotiations window with your opponent. Negotiating favorable terms can help you handicap or compensate for an outclassed machine, or exploit weaknesses in your opponent. You will also use this window to place bets on the outcome, which in turn lets you build the wealth you'll need to improve your HERCs and advance your standing.



You or your opponent will start negotiations by proposing a wager amount and special terms, if any, and then submitting it to the other player for a counter or an agreement. Once someone makes the first offer, negotiations proceed in turns until one of you accepts the other's latest offer or withdraws from the negotiation.

Communications

At the top of the Negotiations window are boxes for receiving system messages or communicating (“chatting”) with a logged-in remote opponent. The upper box lets you send messages to a remote challenger, and the lower box lets you receive messages. To send a message, click on the upper box, type the message and press [Enter]. (Yes, taunting is appropriate here.) Your opponent’s reply, if any, will appear in the lower message window.

Wealth

This window displays how much money you have available to bet on the upcoming match. Gambling is vital in the *Battledrome*. If you want to climb in the rankings, you’re going to need better HERCs, which means you need credits—and lots of them. The only way to get credits is to put your money on the line... and win. You’ll have to negotiate a wager that interests your opponent without scaring him or her off.

Purse

This box shows the base prize money for winning the match.

Your Wager

This box shows your total wager. To change the cash bet, click on the window and type in a new amount or click the scroll bar arrows up or down until the amount you want to wager is displayed. Further to the right of the Your Wager box is a similar box, drawn in red, that shows your Opponent’s Wager. If your opponent has not yet submitted a wager, this window will be blank.

Your HERC

This box shows your current HERC. Compare it to the HERC your opponent wants to use, displayed in the red Opponent’s HERC window to the right. If you are overmatched, you can negotiate weapons or other conditions to even the odds, or withdraw.

Weapons Allowed

At the bottom left of the Negotiations window, you’ll see the Weapons Allowed windows. These windows let you negotiate what weapons can be used in the match. Limiting specific weapons can help even things against an opponent with more experience or more HERC. The green window shows the weapons you can use, while the red window shows the weapons your opponent can use.

At the beginning of Negotiations, all weapons are allowed. To disallow a weapon type either for yourself or your opponent, click the square next to the

Note: If you win, you win the opponent’s wager. If you lose, you lose your wager. Negotiate wagers to offset long odds.

weapon name. (When the weapon is disallowed, its check box is dimmed.) To re-allow a weapon, click the check box next to the disallowed weapon.

Note: If you use a disallowed or “illegal” weapon in the Arena, you may be *heavily* penalized by the Referee.

Laser Turrets

To add an extra dimension of challenge to the match—extra pain—you can add laser turrets to the Arena. Laser turrets are automated, fixed weapons that can pivot and fire on you or your opponent during the match. Turrets placed on your side of the Arena will fire at your opponent, and vice versa. There is a cash bonus for destroying enemy turrets. To add turrets, click on **LASER TURRETS** until the number of turrets you wish to face is displayed.

Victory Terms

To change the victory conditions of the battle, click on the **VICTORY TERMS** button. This lets you select the “win conditions” of the match. Click this button until the window displays the victory terms you want. Once the selected condition is reached by either HERC, the match is over and the purse is awarded accordingly.

Arena Settings

This window lets you adjust the conditions of the Arena in which you will meet your opponent, including size, lighting, and obstacles. If you’re trying to overcome firepower with maneuverability, you might want a big Arena with lots of obstacles. If your HERC has the armor and firepower to slug it out toe-to-toe and win, you’ll benefit from a tight Arena, and so forth.

- To set the Arena size, click the **SIZE** button to select from Mini, Small, Medium, Large, or Huge.
- To set the Arena lighting, click on the **LIGHTING** button to select from Low, Medium, or High light levels.
- To set the number of obstacles in the Arena, click the **OBSTACLES** button to select None, Few, Several, or Many obstacles.

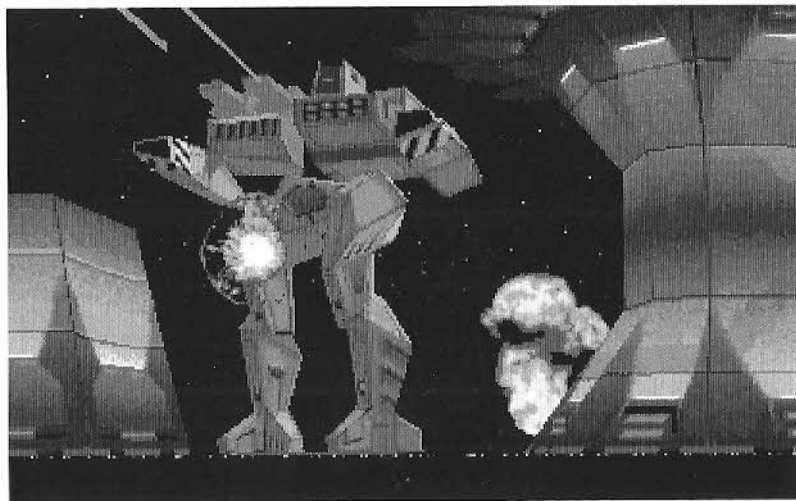
Submit the Terms

Once you have selected wagers, weapons, victory terms, and Arena conditions you want, you can submit your choices to your opponent. Simply click the **SUBMIT** button to send.

Your opponent is likely to reject or counter your initial offer with a proposal that provides him or her with more of an advantage. In turn, you may not like your opponent's return offer. It may take several rounds of negotiation for you to agree on terms you can both accept. Scrutinize each submission carefully. Your opponent's concession on one term may be accompanied by a change elsewhere that makes a decisive difference.

You can withdraw from negotiations at any time if you are unable to negotiate mutually acceptable terms, or you decide to play someone else. To cancel your current negotiations and withdraw, click on the **WITHDRAW** button.

Once your opponent submits an offer you can agree with, you are ready to accept the terms and enter the Arena. To accept the current terms, click on the **ACCEPT** button. The same thing happens when your opponent accepts your offer—you proceed to the Arena with your opponent. Talking time is over.



ARENA COMBAT

Your sole objective in the Arena is to win. Competition at its essence: two shall enter, one shall leave. You hope it will be the other pilot who ends up with the shattered ego, ruined HERC, and empty pockets. But you'll have to do more than hope.

Combat begins quickly after you complete negotiations with your opponent. The officials need just a few moments to set the cyberspace Arena to the agreed-on size and lighting conditions, and to distribute the requested number of obstacles and laser turrets throughout the interior. By this time, you and your opponent are in your HERCs, strapped in, reactors warm, systems dialed in and nominal.

Your respective starting positions can be anywhere in the Arena, determined at random by a confidential process that, except for a few minor bribery scandals, has almost always been fair. You are both dropped in at the same time, both keyed up, heavily armed, and out to do damage.

Your first priority is to find your enemy, if he or she isn't already zeroed in on you. It is better to find than to be found. Use your camera probes to scout the Arena center and monitor your flanks. Stay alert and aware of everything around you, or you may find yourself blindsided by a 20-megawatt plasma salvo before you know it. If you're stealthy and lucky and careful, you may get the drop on your opponent.

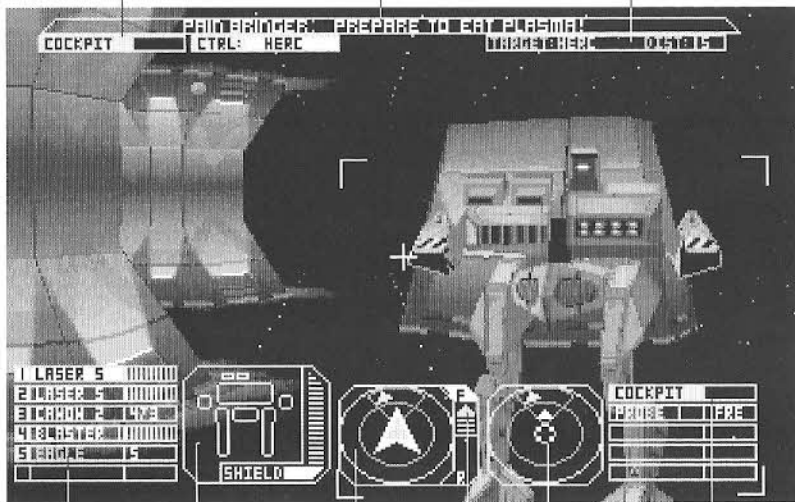
Combat ends when the pre-agreed victory conditions are met, and not before. In other words, it ain't over 'til it's over. The most successful pilots dispatch their opponents quickly once they secure an advantage, and save the strutting and gloating for later.

When combat ends, the loser watches in anguish as the gleeful opponent gathers up the money and a whole lot of bragging rights. The winner gets the purse plus the opponent's wager, minus any fines assigned by the Referee. The loser coughs up his or her wager, plus any fines. Both are likely to have HERCs to repair and reload. You can't avoid risking defeat if you hope to advance in the rankings. But if you keep your wits keen and your weapons charged, you at least won't have to make a habit of it.

HEADS UP DISPLAY (HUD)

Current HUD On/Off **U**
Reset Full HUD **Ctrl + U**

View/Control Status Display Game Message Display Target Information Display



Weapons Display Damage/Shields Display HERC Heading Throttle Probe Orientation Display Probe List Display

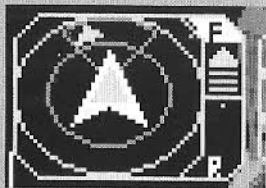
Battledrome's Heads Up Display (HUD) provides you with all of the information you'll need to control your HERC's movement, weapons, internal systems, and remote camera probes effectively. You may customize any part of the HUD or turn the whole HUD on or off. Use your mouse to rearrange individual function displays on the screen (right-click and drag), or operate their easy-to-use "sliders" and button controls.

You will see your active HUD displays in all views: cockpit or probe. The cockpit view has a green aiming reticle (crosshair) in the middle. Probe views have a diamond.

When your opponent's HERC gets within optimum range of your weapons, it will be surrounded by a red box on the cockpit HUD.

Note: You can speed up the game on slower machines by reducing the number of active HUD displays. Use the Quick Keys described in the following pages to turn individual displays on or off.

COCKPIT CONTROLS



THROTTLE/HERC HEADING DISPLAY

Display On/Off **H**

Throttle

The vertical bar on the right shows your HERC's current throttle (acceleration) setting. There are ten throttle levels. The vertical bar will increase or decrease with your throttle setting in either forward or reverse.

Zero	0
Decrease	-
Increase	+
Full	\

(If already at Full throttle, the [\] key reverses direction.)

Forward/Reverse

If you are moving the HERC forward, the "F" is highlighted; if in reverse, the "R" is highlighted.

Joystick or Thrustmaster WCS: Forward or Back

Keyboard:

Forward	Up Arrow
Reverse	Down Arrow

Heading

The "compass" part of this display shows your HERC's heading, turret, and current field of view. The large arrow shows the direction the HERC lower body is facing (i.e., the direction your HERC will move). The smaller arrow on top shows the relative position of the HERC's turret (i.e., weapons). To re-align the turret to the main HERC body, press [**Backspace**].

The small arrow on the rim of the circle shows the direction to the center of the Arena. The "wedge" at the top of the display represents the current field of view.

Move HERC Left/Right:

[] (always)

L/R Arrow (if joystick controls Turret or Probe)

Move Turret:

Turret Up	I
Turret Down	M
Turret Left	J
Turret Right	K
Turret Centered	Backspace or Keypad 5

ENERGY ALLOCATION DISPLAY

Display On/Off **E**

Use this window to allocate the energy output of your HERC's onboard reactor between your shield, engine, and weapons systems. To change the power allocated to each system, drag its slider to the left or right, or use the following keys:

Increase Shields to 80% **X**
Plus 10% **Shift+X**
Minus 10% **Ctrl+X**

Increase Engine to 80% **C**
Plus 10% **Shift+C**
Minus 10% **Ctrl+C**

Increase Weapons to 80% **V**
Plus 10% **Shift+V**
Minus 10% **Ctrl+V**

Balance Energy **Z**

If you change the power supply of one system, the power supply to the other two is adjusted up or down to compensate. You can "lock" the power level on one system so it won't be adjusted while you change power on one of the others. Simply click the name of the system you want to lock. Now, if you change power to another system, the locked system's power supply will be unaffected. Click it again to unlock it.

Note: You will need at least some engine power to move. Also, energy-based weapons require at least a "trickle charge" to maintain readiness.

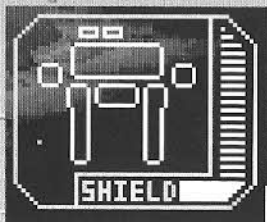
WEAPONS DISPLAY

Display On/Off **W**
Fire Next Weapon **Spacebar** or **Joystick Button 1**
Single-fire Weapon **1-6**
Thrustmaster WCS **Buttons 1-6**
Add/Remove Weapon **Alt + 1-6**
in Firing Chain

This display shows your current weapons and their status. When you begin a match, all of your weapons are part of a "firing chain." By pressing [**Spacebar**] or your trigger button, you activate and fire each weapon on this display in turn. This helps you bring all of your weapons to bear, and allows energy weapons to recharge between firings.



Note: Be sure to remove disallowed weapons from your firing chain.



To single-fire a particular weapon, press its corresponding number key, or select it with the mouse and press **[Spacebar]**. The firing chain will then resume. You may wish to leave mines and missiles out of the firing chain and conserve them by single-firing.

To remove a weapon from the firing chain (or add it back in) press the **[Alt]** key, and then the weapon's corresponding number key.

DAMAGE/SHIELDS DISPLAY

Display On/Off **D**

This display shows how your HERC's armor and shields are holding up during battle. Total shield energy is displayed as a vertical bar on the right, while damage to individual armor areas is shown on the left. Green shields are full strength. As a shield takes damage, its color will progress from green to yellow to red if the shield fails entirely. Failed shields and armor leave your vital components extremely vulnerable—keep them away from the enemy if you can.

INTERNAL SYSTEMS STATUS

Display On/Off **S**

HIPS	100	SHIELD	100
TORSO	100	POWER PLANT	100
LEFT LEG	100	PROBE LINK	100
RIGHT LEG	100	COMPUTER	100
POD 1	100		
POD 2	100		
MISSILE P1	100		
ENGINE	100		
TURRET	100		

Using color-coded ratings, this display shows how much damage your HERC's internal components have sustained. An undamaged component is rated at 100; a destroyed component is rated at 0 (zero). Your HERC's performance will degrade rapidly as its internal components take damage.

PROBE LIST DISPLAY

Display On/Off **P**
 Attach/Detach Current Probe **A**
 Next Probe **N**



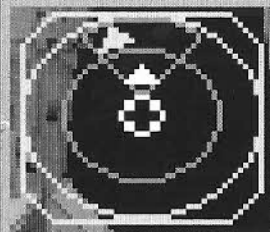
If you have purchased one or more camera probes for your HERC, use this display to select from up to 4 probe views. To select a probe view, click its name or press the corresponding function key. **[F1]** is Cockpit view, while **[F2]** to **[F5]** are Probe views.

The right side of the display indicates the current probe's "movement status." FRE means the probe is free roaming, and can be moved independently of the HERC. ATT means the probe is "attached" a set distance from the HERC, and can be moved in a sphere around the HERC. To control a probe you're looking through, you select the probe and switch the control focus to it. See "View/Control Status Display" on page 33 for details on Control Focus.

PROBE ORIENTATION DISPLAY

Display On/Off **O**

This display monitors the current probe view, and is very useful for finding your HERC after an extended period of free-roaming probe reconnaissance. The green arrow near the center points to your HERC. If you keep the green arrow at the top of the display and move your probe forward, you will eventually find your robot. The yellow arrow in the outer rim points toward the center of the Arena (as in the Heading Display).



With the Control Focus on a probe, you can maneuver it in two ways.

Attached Probe **A** On/Off Status: "ATT"

- In this mode, the probe views your HERC from a set distance.
- Moving the joystick moves the probe around your HERC.
- Moving the joystick Up/Down while pressing **Button 1** moves the probe in/out from the HERC.

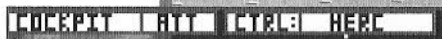
Free Probe **A** Off/On Status: "FRE"

- In this mode, the probe is an independent vehicle.
- Moving the joystick changes the direction the probe is facing: Up/Down, Left/Right.
- Moving the joystick with **Button 1** pressed moves the probe forward.
- Moving the joystick with **Button 2** pressed moves the probe backward.

Note: You will eventually be able to afford explosive probes that you can pilot into your enemy from a remote location. Nasty!

VIEW/CONTROL STATUS DISPLAY

Display On/Off **B**
Change Control Focus **Insert** or **Button 2**



The left side of this display shows the current view and its probe status (free floating "FRE" or attached "ATT"). The right side shows what the joystick or keypad arrow keys are currently controlling—the Control Focus. If you are already in a Probe view, [**Insert**] or joystick **Button 2** switches the Control Focus between HERC movement and the current probe.

TARGET INFORMATION DISPLAY

Display On/Off **T**



This shows the current target and its distance from the current view. If you're currently in the Cockpit View, Distance is the target's range from your HERC.

GAME MESSAGE DISPLAY

Display On/Off

G

In single player mode, this display shows incoming messages such as “Shields Depleted” or Referee warnings. If you are playing a remote opponent, it also displays incoming “chat” messages from your opponent.

To enter a “chat” message, press **[Ctrl] + [Enter]**. To send it, press **[Enter]**.

Note: While you’re in Chat mode, all commands using letter keys are disabled until the message is sent.

PREFERENCES MENU

Display On/Off

Alt+P or F12

(Also pauses game in single player mode.)



Open this display to adjust your game Preferences (settings), including Sound, Voices, Music Type, and Detail Level. Use the scroll bar on the right to adjust the volume of sound options.

- Click the **Sound** button to switch the game sound ON or OFF.
- Click the **Voices** button to switch the game’s digitized voices ON or OFF.
- Click on the **Music Type** button to select a the musical soundtrack option. Select NONE for no music.
- Click **Detail Level** to change the game’s level of graphic detail. On slower computers, the *Battledrome* action may seem slow or jerky. If this is the case, click on the **Detail Level** button to cycle through the options of MAX, HIGH, MEDIUM, and LOW, and see if a lower graphic detail level helps speed things up. (If action is slow only during modem play, verify that both modems have hardware error correction and data compression disabled—see page 15 for details.)

COMBAT TIPS**Spread the Hurt**

The weapons on either side of your HERC are mounted to triangulate their fire (make it converge) at the current target. Think of this convergence as a “firing cone”—your goal is to focus its sharp end right on your opponent’s tender parts. The HUD targeting display will help—it frames any targets within this cone in a red box. The red box means your missiles are locked on target, and your arm-mounted weapons will converge at the target’s range. It does not guarantee a hit on a fast-moving HERC, however, especially at high-deflection angles. You have to practice “leading” moving HERCs before you can hit them consistently.

You can pivot or elevate the turret (and thus weapons) independently of the HERC chassis to target various parts of your enemy's HERC or shoot down one of his camera probes. With skill, you'll be able to concentrate your fire with near-surgical precision at your enemy's engine, shield generator, or legs—all good ways to cripple him prior to a merciful coup de grace.

Balance of Power

Excellent timing and even better energy management is what separates superior HERC pilots from the bottom-feeders. If you catch your enemy unaware, ramp up your weapon energy to full power, aim carefully, and unleash the works—you're halfway to payday. On the other hand, if you stick your nose around a corner and get it blown off, zoom your shield energy and get the HERC out of there. To overtake a fleeing, panicking opponent, crank up the engine power, give it full throttle, and run him down. The tactical situation will tell you how to allocate energy, every second, as it changes—try to stay on top.

Keep up with the Joneses

Use the best components you can. Better reactors mean more energy to allocate. Better engines provide more speed and maneuverability. Better shields and armor protect your vitals longer. And of course, better weapons mean better odds of survival. With restricted cash, bay size, and carrying capacity, you'll have to make tough choices to optimize performance for a given HERC.

Duck and Cover

If you get jumped, raise shields and dodge as best you can. Avoid going toe-to-toe with a superior or less-damaged opponent. Use obstacles and random course changes to evade the rain of pain. Try dropping a homing mine or two to stand off a aggressive pursuer. Also, don't just spin around, firing wildly—to your enemy, you're just a sitting, spinning duck. Obstacles provide excellent cover once you learn how to steer *around* them. If you're crafty, you may cause an incoming mine to detonate harmlessly on a skillfully interposed pillar. Stay clear of turrets, or take them out if you can (but don't lose track of your opponent meanwhile).

As you take damage, your HERC's performance will start to degrade. Leg damage hampers your steering. Engine hits rob you of mobility. Reactor impacts will decrease the amount of energy available. These are all bad things. Avoid them. If you can't hold your own, surrender. You'll lose your wager, but get 10 percent of the purse, and you'll have enough HERC left to repair.

Beyond the Law

Unlike most battlegrounds, the Arena does have some rules. If you flee or get forced out of bounds, you may be fined and returned to the starting pads. If you use an illegal or disallowed weapon, you will be fined and possibly disqualified, forfeiting the wager.

HERCs

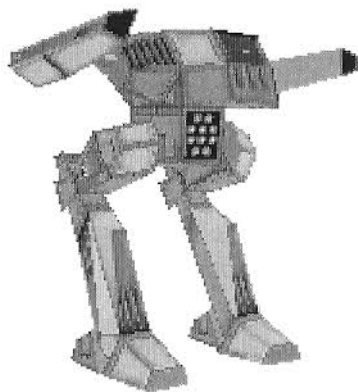
REFERENCE

LIGHT HERCs

Light HERCs are the speediest and most maneuverable class of robots found in the Arena. They lack the hitting power and armor of the big boys, but in the hands of a skillful pilot they can give a good accounting of themselves against any foe.

STRYDER

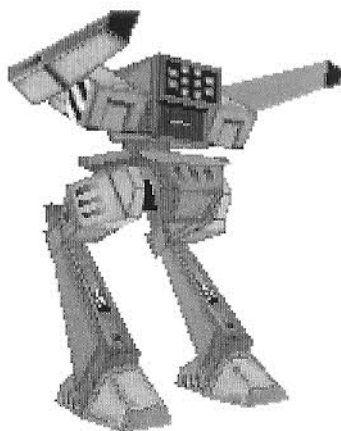
- Chassis Price 50,000
- 2 Light Bays
- 1 Missile Launcher
- Carrying Capacity 300 Kg
- Top speed 100 kph



Note: Top speed depends on reactor size, engine, and load-out.

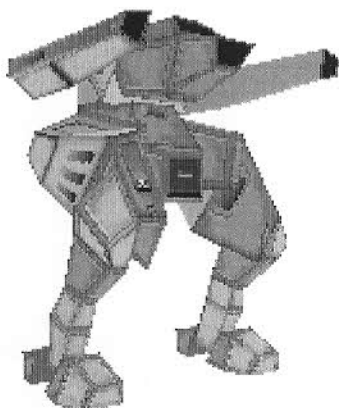
BARRETA

- Chassis Price 65,000
- 2 Light Bays
- 1 Missile Launcher
- Carrying Capacity 400 Kg
- Top speed 80 kph



AVENGER

- Chassis Price 85,000
- 2 Light Bays
- 1 Mine Launcher
- Carrying Capacity 400 Kg
- Top speed 57 kph

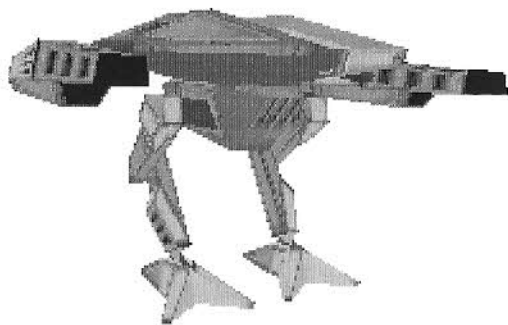


MEDIUM HERCS

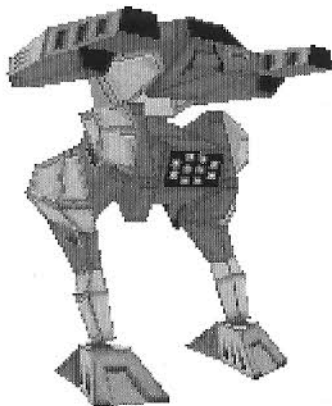
This is by far the most common class of HERC found in *Battledrome*. Medium HERCs boast better armor and firepower potential than light ones, but are less maneuverable. They will help you develop advanced combat skills before stepping up to the next level.

COBRA

- Chassis Price 100,000
- 2 Medium Bays
- Carrying Capacity 500 Kg
- Top speed 65 kph

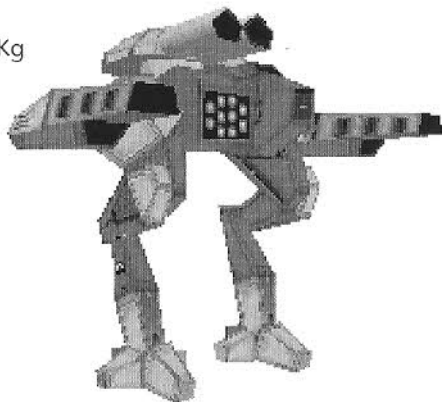
**NOMAD**

- Chassis Price 125,000
- 2 Medium Bays
- 1 Missile Launcher
- Carrying Capacity 600 Kg
- Top speed 55 kph



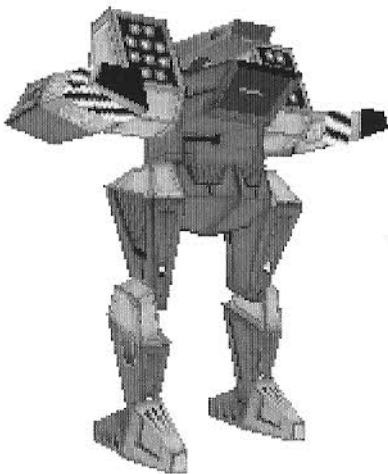
TALON

- Chassis Price 150,000
- 2 Light Bays
- 2 Medium Bays
- 1 Missile Launcher
- Carrying Capacity 700 Kg
- Top speed 50 kph



RONIN

- Chassis Price 200,000
- 1 Light Bay
- 2 Heavy Bays
- 2 Missile Launchers
- Carrying Capacity 800 Kg
- Top speed 48 kph

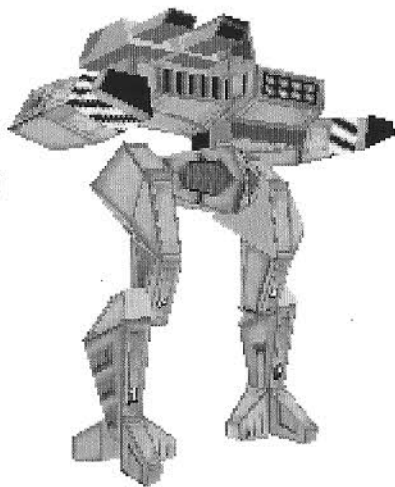


HEAVY HERCS

Heavy HERCs are the bad boys of the Arena. Finesse is not the strong suit here: turning other HERCs into melted piles of slag is. The extremely heavy firepower potential of these machines makes them dangerous opponents who should only be tackled by veteran pilots. Jumping into heavy HERCs before you are truly ready can be costly to both your ego and your pocketbook.

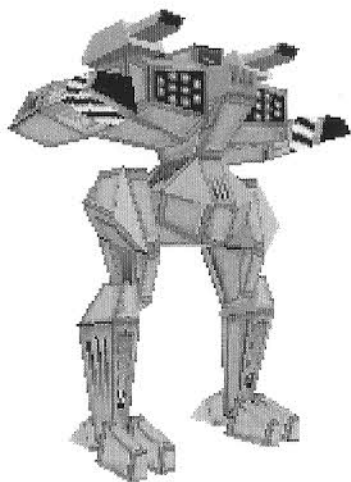
SLAYER

- Chassis price 250,000
- 2 Heavy Bays
- 2 Light Bays
- 1 Missile Launcher
- 1 Mine Launcher
- Carrying Capacity 900 Kg
- Top speed 45 kph



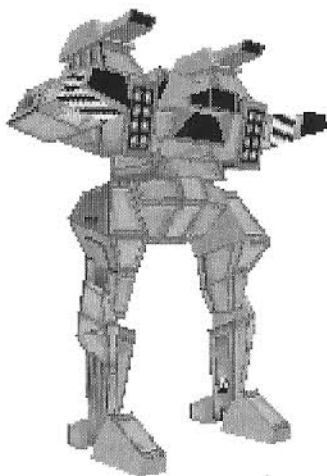
JUDICATOR

- Chassis Price 300,000
- 2 Heavy Bays
- 2 Medium Bays
- 2 Missile Launchers
- Carrying Capacity 900 Kg
- Top speed 40 kph



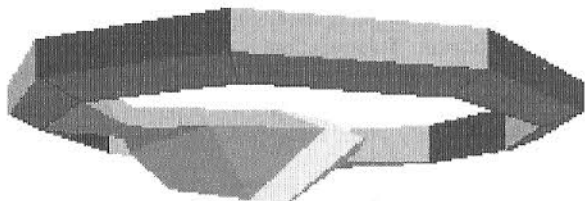
HAMMER

- Chassis Price 350,000
- 2 Heavy Bays
- 2 Medium Bays
- 2 Missile Launchers
- Carrying capacity 1000 Kg
- Top speed 35 kph



REFEREE

The Referee monitors the Arena to ensure combatants do not use illegal weapons or tactics or go out of bounds. Always obey its commands, if doing so is to your advantage. Some infractions carry fines. For others, you may be moved back to your starting location.



WEAPONS

Battledrome HERCs can field several classes of weapons. Light, Medium and Heavy weapons are all mounted in a HERC's external weapons bays. Not all HERCs can carry every weapon type; a HERC must have medium bays to be able to carry medium-sized weapons, for instance. Missiles and Mines are carried internally in separate weapons launchers.

Autocannon

Type: Projectile

Shield Interaction: Slowed by shields

An autocannon fires a burst of high velocity projectiles at its target. This weapon has a very low energy consumption rate compared with many other types. However, it does have the drawback of limited ammunition. AC rounds have a low level of interaction with energy shields. They will pass through, but at some cost to their own kinetic energy. Consequently, autocannon rounds fired into an effective shield do considerably less damage than when fired against an unprotected HERC.

Laser

Type: Energy Based

Shield Interaction: Absorbed by shields

Lasers are the most common weapons found in *Battledrome*, mainly due to their rugged construction and attractive pricing. Lasers lack the punch of other weapon types, but their high volume of fire and relatively low energy consumption makes them attractive to many pilots. Laser energy is completely absorbed by shields.

Blaster

Type: Energy Based

Shield Interaction: Partially absorbed by shields

Situated in the mid-range of power between lasers and the mighty plasma cannon is the blaster. This weapon is a favorite among many pilots for its ability to relentlessly wear down an opponent. Blasters fired into a HERC's shield are reduced in hitting power, but they do more damage *through* a HERC's shield than any other weapon type.

Note: Shields will absorb most energy weapon hits unless depleted by an intense, sustained attack. As the shield weakens, more and more hits will penetrate to the armor and internal systems.

Plasma Cannon

Type: Energy Based

Shield Interaction: Absorbed by shields
(Medium or heavy HERCs only)

This extremely powerful weapon fires a burst of high energy plasma at its target. It can be devastating at close range, but it rapidly loses effectiveness at greater distances. It is also the most difficult weapon to aim. The cost of this weapon is high in terms of both energy and credits, but many pilots feel that the unbeatable punch at close range offered by this weapon is worth the price. Plasma cannons tend to make Swiss cheese out of a HERC's shields as their power is so great they often simply overwhelm a shield generator's capacity to absorb damage.

Note: All energy-based weapons require a minimum energy allocation to operate. See page 31 for details.

Missile

Type: Self-propelled

Shield Interaction: Warheads detonated by contact with shields

Missiles are fire-and-forget weapons with limited homing capabilities. If a missile impacts on the hull of a HERC, it can do a great deal of damage due to the large blast radius of its warhead. Active shields will detonate incoming missiles and greatly reduce their destructive power.

Mine

Type: Self-contained

Shield Interaction: Detonated by proximity

Mines are used to limit your opponents mobility on the battlefield. They can also be used to discourage unwelcome tailgating by a persistent enemy. Mines concentrate damage on a HERC's legs, making this a valuable weapon to use against this normally difficult-to-hit area of a HERC. The more expensive mines will home on an enemy when he gets close.

TROUBLESHOOTING

TECHNICAL SUPPORT

Problem: My computer has at least 4 megabytes of memory, but even after creating a boot disk, I still receive a message saying that I do not have enough memory to run the game.

Possible Solution: Your boot disk may require further modifications to load and configure your device drivers correctly for the game. See the "Customizing your Boot Disk" section (page 46), or consult your computer system manual or manufacturer for assistance.

Problem: My mouse is not responding.

Possible Solution: Your mouse driver may not be loaded for MS-DOS programs. You will need to edit the AUTOEXEC.BAT or CONFIG.SYS files on the boot disk to include your mouse driver. (See "Mouse Drivers," page 48).

Problem: I have a SCSI drive and *Battledrome* does not work properly.

Possible Solution: There are incompatibilities between SMARTDRV.SYS and SCSI drives. Do not use SMARTDRV.SYS for *BD* if you have a SCSI drive.

Problem: I can't get my modem to work.

Possible Solution: Be sure your initialization string for *Battledrome* disables hardware error correction and data compression. Refer to page "Setup" on page 15, the README file, and your modem manual or manufacturer for more information.

ERROR MESSAGES

This section offers possible solutions for error messages you may encounter. YOU NEED XXX MORE BYTES OF FREE MEMORY AVAILABLE TO RUN THIS GAME. Try using a boot disk.

GENERAL FAILURE READING DRIVE (floppy drive letter). You may have a low-density drive that cannot read the high-density game disk(s).

CRC ERROR.

DATA ERROR READING DRIVE (A or B)

SECTOR NOT FOUND READING DRIVE (A or B)

These mean you have a faulty game disk, and should return it for a replacement.

ASSERT ERROR...

The program cannot load a file because of insufficient memory, or because the file is missing or corrupted. You should be able to avoid this by keeping your files in the default directories and configuring your PC correctly for the game.

Even if you have the minimum 4MB of RAM, *Battledrome* may not run correctly unless the RAM is configured (set up) correctly for the game. If *Battledrome* DOES NOT start correctly, use the MS-DOS MEM command to see if you need to free up some of your computer's memory. From MS-DOS, type **mem** and press [Enter].

You need about 3,320 kilobytes (KB) of free memory to run *Battledrome*. MS-DOS 6.0 or later shows this as "Total Free Memory." If you have MS-DOS 5.0, add "Largest executable program size" (free conventional memory), "bytes free EMS" (free expanded memory,) and "bytes available XMS" (free extended memory). Together, they must add up to about 3,400,000 bytes (3,320 KB) total free memory. If you do not have enough free memory, you probably have resident or "background" programs and device drivers taking up memory that the game needs. This means you will need to free up memory for *BD* by reconfiguring or removing one or more of these programs.

Freeing up Memory

1. If you cannot run *BD* because of low memory, try the Install program's "Make Bootable Floppy Disk" option as described below. A boot disk is a fast and effective way of freeing more memory to run the game.
2. If you continue to have problems even with a boot disk, try customizing the boot disk's AUTOEXEC.BAT and CONFIG.SYS start-up files. See "Customizing your Boot Disk," page 46, for details.
3. Consult your DOS and memory manager software documentation for detailed information about system memory and how to optimize it.

CREATING A BOOT DISK

A boot disk is the simplest way to configure your computer's memory for running *Battledrome*. The *BD* Install program has a "Make Bootable Floppy Disk" option that makes creating a boot disk easy. If you set it up successfully, all you will have to do is put the boot disk in your floppy drive and restart the computer to configure its memory correctly and launch the game.

Although the "Make Bootable Floppy Disk" option does a very good job of configuring most systems, it may not be able to properly recognize every possible sound card, mouse, or disk-controlling device driver. This means that you might have to make additional changes to the boot disk to get the program running. If you are having trouble starting the game, try "Make Bootable Floppy Disk"—it can't hurt. If it does not work, however, proceed to the "Customizing your Boot Disk" section, next page.

“Make Bootable Floppy Disk” Option

You can use the Install program to format and create a Battledrome boot disk for your computer’s A: drive. Before you start, have a blank or formattable floppy disk for your A: drive ready. (All files on it will be erased.)

1. Run the Install program from your hard disk’s DYNAMIX\BD directory.
2. From the Installation Choices window, select “Make Bootable Floppy Disk.”
3. The Install program will guide you through the process—follow the on-screen prompts carefully. Insert the blank diskette into your A: drive when prompted. Install will use DOS commands to format the floppy disk and write all the necessary start-up files to it.

When the process is finished, exit the Install program. You can then re-boot your computer with the boot disk in the A: drive.

Using a Boot Disk

The boot disk you have created with the Install program’s “Make Bootable Floppy Disk” option contains a stripped-down version of your usual start-up files. You must start (or restart) your computer with the boot disk in the A: drive for it to work. (**Note:** a boot disk will work only in the A: drive).

1. Place the boot disk in the A: drive and start the computer. (If your computer is already running, exit any programs and restart the system with your PC’s Reset button, or use [Ctrl]+[Alt]+[Del] from the keyboard.)
2. The computer will start up using the boot disk’s memory configuration. (If you created the boot disk with the Install program from within the \BD directory, it will also try to start the game automatically.) Otherwise, start the game manually by entering **bd** as usual in your \BD directory. (To return your computer to its normal setup later, just restart it again without using the boot disk.)

Customizing Your Boot Disk

To customize a boot disk configuration for your specific system, you can edit the CONFIG.SYS and AUTOEXEC.BAT start-up files on the boot disk the install program created, or create a new Boot Disk from scratch. CONFIG.SYS and AUTOEXEC.BAT are simple text files that you can edit using your MS-DOS EDIT utility, the Windows Notepad, or your preferred word processor in its text-only mode. On your hard drive, these files tell your computer how to arrange its memory for normal operation. On the boot disk, these files tell your computer how to arrange its memory specifically for running Battledrome.

Warning: Manually altering the CONFIG.SYS and AUTOEXEC.BAT start-up files can be a trial and error process. When opening a file to edit, triple-check to MAKE SURE you are working with the files on your boot disk in the A: drive. Otherwise, you may change the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive instead, which in turn may impair the normal operation of your system.

If you prefer to create a boot disk from scratch, you will need a freshly formatted system diskette for your A: drive. (See your MS-DOS manual for details on how to create a system diskette.) You can then create a new CONFIG.SYS and AUTOEXEC.BAT from scratch right on the boot disk.

Compare the CONFIG.SYS and AUTOEXEC.BAT files on your boot disk to the following examples. Differences may indicate places where you can remove a driver, load it into upper memory, or change a device switch to use less memory. As always, refer to your system reference manuals if unsure about anything.

These examples show a "minimum configuration" that will let you run *Battledrome* on most PCs. The lines in your start-up files will differ according to your system's drivers and directory names, and the version of MS-DOS you use. (**Note:** Parentheses indicate comments that are NOT part of the file.)

Sample Boot Disk CONFIG.SYS File

```
FILES=30  
BUFFERS=20  
BREAK=ON  
LASTDRIVE=Z  
DEVICE=C:\MOUSE\MOUSE.SYS  
DEVICE=C:\DOS\DBLSPACE.SYS /MOVE  
(Only if using DBLSPACE. See "Disk Compression Drivers," page 49.)
```

Sample Boot Disk AUTOEXEC.BAT file**@ECHO OFF****PROMPT BDROME Boot Disk \$P\$G**

(If you are working with files created with "Make Bootable Floppy Disk.")

PATH=C:\DOS**SET COMSPEC=C:\COMMAND.COM**

(Will use your actual COMMAND.COM location)

C:\MOUSE\MOUSE.COM

(Only if you do not use MOUSE.SYS in CONFIG.SYS. See "Mouse Drivers.")

C:

(From "Make Bootable Floppy Disk." Changes to hard drive.)

CD C:\DYNAMIX\BD(From "Make Bootable Floppy Disk." Changes to your current *Battledrome* directory: default directory shown.)**bd**(From "Make Bootable Floppy Disk." Starts *Battledrome*.)

To disable a line in one of your start-up files, you can just type REM in front of it. For example, REM DEVICEHIGH=C:\MOUSE\MOUSE.SYS will disable the mouse driver. To re-enable it, just take the REM back out again.

MOUSE DRIVERS

If you have a mouse, the Install program will have assumed that you want to be able to use it with *Battledrome*, and will put a mouse statement on the boot disk. This means you should have one mouse driver line in either your CONFIG.SYS or AUTOEXEC.BAT file—but not both! For example:

DEVICE=C:\MOUSE\MOUSE.SYS (Used in the CONFIG.SYS file only)**C:\MOUSE\MOUSE.COM** (Used in the AUTOEXEC.BAT file only)

If you have a different mouse driver name (MOUSE.EXE, IMOUSE, GMOUSE, HPMOUSE, etc.) or if you keep the driver in a different directory (C:\MSMOUSE, C:\DRIVERS, etc.) the path and driver name will be different. See your mouse manual if unsure.

Mouse Hints

Use MOUSE.SYS rather than MOUSE.COM or MOUSE.EXE, if possible. MOUSE.SYS is smaller and takes less memory. Make sure you do not have a mouse driver line in both the CONFIG.SYS or AUTOEXEC.BAT files. If you do, remove one, because you are needlessly loading two mouse drivers into memory.

DISK COMPRESSION DRIVERS

If you use disk compression on your hard disk, you must include the correct disk compression driver statement on your boot disk, or your mouse or other drivers may not load correctly. The example CONFIG.SYS shows the correct statement if you are using the MS-DOS DBLSPACE utility.

If you are using Stacker 3.1 or later, use the following line instead:

DEVICE=C:\STACKER\STACHIGH.SYS

For other utilities, refer to your manual or contact the manufacturer for complete instructions.

Reminder: For the boot disk to work, you must REBOOT your computer with the boot disk in your A: drive. Place the boot disk in drive A: and press your PC's Reset button, or [Ctrl]+[Alt]+[Del]. Your computer will now reboot, using the start-up files on the boot disk in A:. Have a great time!

ADDITIONAL BOOT DISK INSTRUCTIONS

If you have a modem, you can download additional boot disk instructions from the Sierra Bulletin Board Service, or BBS. The file to download is BDALL.EXE or BDALL.ZIP (BDALL.ZIP is compressed—you will need the PKUNZIP shareware utility to open it). After downloading this file, select the instructions that will best match your system and program needs.

In the U.S., the BBS number is 206-644-0112; in the U.K., the BBS number is (44) 734 304227.

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GAME CREDITS

CREDITS



Game Production Team. From left: Tim Gift, Damon Mitchell, Jeon Rezvani, David Selle, Mark Crowe.

Producer
Lead Programmer
Programming
Game Design
Art Direction
3D Simulation Artist
Audio Director
Original Music
Sound FX
Additional Programming

Additional Art
Voice Talent Coordinator
Voice Talent
QA Manager
Lead Tester
Testers

Additional Testing

Mark Crowe
 Tim Gift
 Jeon Rezvani
 David Selle, Tim Gift
 Mark Crowe
 Damon Mitchell
 Jan Paul Moorehead
 Christopher Stevens, Timothy Clarke
 Ken Rogers
 Nels Bruckner, James Domico,
 Miles Smith
 Mark Peasley
 Sher Alltucker
 Ed Raggiozino, Sher Alltucker
 Dave Steele
 John Wolf
 Gerald Azenaro,
 Dan Hinds, James Domico,
 Chris Singleton
 Jan Carpenter

Writers

Managing Editor

Manual Design

Manual Layout

Publications Manager

Box Design

3D Cover Art

Neal Hallford, David Selle,

Gregory Rucka, Kurt Weber

Kurt Weber

Cameron Mitchell

Cameron Mitchell, Sue Roberts

Kevin Lamb

Mark Crowe

Bruce Powell

MANUAL CREDITS

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