

Driver'sTM Education



S I E R R A[®]

*Driver's*TM Education



SIERRA®

TABLE OF CONTENTS

INTRODUCTION	3
INSTALLATION AND SETUP	4
System Requirements	4
Minimum	4
Preferred	5
Supports	5
Installing Driver's Education	5
Running Driver's Education	5
Configuring a Steering Wheel or Joystick	6
Online Help	7
HOW TO USE THE PROGRAM	7
Main Tab	7
Preview Tab	9
Lesson Tab	10
Test Tab	12
Drive Tab	14
Driving In The Virtual City	14
Web Tab	20
Help Tab	22
HIGHWAY SIGNS, SIGNALS, AND MARKINGS	23
Signs	23
Prohibitive Signs	23
Regulatory Signs	25
General Warning Signs	27
Construction Signs	31
Motorist Services Signs	32
Guidance or Informational Signs	32
Historic, Cultural, and Recreational Signs	34
Railroad Crossings	34
CREDITS	35
TROUBLESHOOTING	37
CUSTOMER SERVICE	42
TECHNICAL SUPPORT	43
LIMITATIONS ON WARRANTY	44

INTRODUCTION

Becoming a licensed driver is one of the great American rites of passage. There is a wonderful sense of freedom that comes with being able to drive anywhere your heart desires. Whether you're driving to your friend's house, to the beach, to the mountains, or to school — it is nice to know that you don't have to rely on someone else for a ride.

The freedom that driving allows carries with it a whole new set of responsibilities. Being a licensed driver must be regarded as a privilege—not a right. A driver's license is earned by not only passing all of the tests, but also by obeying traffic regulations and driving safely every time you operate a motor vehicle. Driving is an ongoing challenge, so you must be well prepared.

Driver's Education — a comprehensive multimedia driving course — provides an enjoyable way to learn the rules of the road and safe driving techniques. It comes complete with narration, three-dimensional graphics, and video demonstrations, plus a whole lot more! You'll be introduced to important concepts including the Three-Second Following Rule, Risk Assessment, and Intersection Safety. You'll become familiar with all of the signs, signals, and pavement markings on our roads and highways; and you'll learn about driving responsibly.

Driver's Education puts your learning to the test, with lesson-by-lesson exams and virtual road tests at the end of each Chapter. You'll be challenged to drive safely through the 3-D Virtual City with "Driver Ed" in the seat beside you.

Driver's Education makes it fun to learn and that means you'll be more likely to remember what you need to know when your real test comes. We're so confident that *Driver's Education* will help you obtain a driver's license that we offer a money back guarantee! (See next page.)

Congratulations on making the commitment to learn what it takes to be a responsible and safe driver.

Now settle in behind the wheel — it's a great day for a drive!

MONEY BACK GUARANTEE

PASS YOUR TEST OR THIS PROGRAM IS FREE!

We're so sure that *Driver's Education* will help you pass your state's actual written driver's test, that we'll refund your money if you don't. That's right! Sierra stands behind this product with a 30-day, unconditional, money back guarantee. When you complete the instruction within *Driver's Education*, you will be awarded a Certificate of Completion to prove that you've passed all the lessons at or above the accuracy level required by most states. If you receive this Certificate, then fail your state's actual written driving test, Sierra will refund what you paid for this program.

And you can keep *Driver's Education* for yourself.

In order to get the refund, here's all you have to do: Send in a copy of your *Driver's Education* Certificate of Completion, plus a copy of your official exam or score on your state's actual written driving exam. Mail these, along with your name and mailing address, the *Driver's Education* manual, the UPC code from the bottom of the package, and the original store sales receipt to:

Sierra On-Line Driver's Ed Refund
P.O. Box 53210
Bellevue, WA 98015-3210

We'll mail you a refund check for your purchase price within four to six weeks.

Remember, this offer is only valid for 30 days after you purchase the product.

INSTALLATION AND SETUP

SYSTEM REQUIREMENTS

To run *Driver's Education*, the following software and hardware is required:

Minimum

An IBM-compatible computer with an 80486/66 MHz DX2 or better processor.
Windows 95

4X CD-ROM Drive

16 Mb RAM

1 Mb Local Bus Video Card

A hard disk with 50 Mb free (minimum installation)

An SVGA graphics card and SVGA color monitor.

A mouse.



Preferred

Pentium 133 or better

32 Mb RAM

8x CD-ROM Drive

PCI Video Card

Supports

3DFX Voodoo Graphics Cards

Win95 Compatible Joysticks and Steering Wheels

Microsoft Intellimouse

To connect to the Driver's Education Web Site, a 9600-baud (or faster) modem with a Web browser and an Internet connection is required.

INSTALLING DRIVER'S EDUCATION

1. Start Windows 95.
2. Insert the *Driver's Education* CD into your CD-ROM drive.
3. The *Driver's Education* Autoplay screen will appear in 5 to 10 seconds. Click the **Install** button.
4. When the *Driver's Education* setup screen appears, follow the on-screen instructions.

These instructions assume that you are using CD drive **D:**. If not, please substitute the appropriate drive letter for **D:**.

To manually install *Driver's Education*:

1. Start Windows 95.
2. Insert the *Driver's Education* CD into your CD-ROM drive.
3. Select *Run* from the Windows *Start* menu.
4. In the File text box, type D:\SETUPEXE. Click **OK**.
5. Follow the on-screen instructions.

RUNNING DRIVER'S EDUCATION

Normal or Custom installation:

1. Start Windows 95.
2. Insert the *Driver's Education* CD into your CD-ROM drive.
3. The *Driver's Education* Autoplay screen will appear in 5 to 10 seconds. Click the **Play** button.

Full installation:

1. Start Windows 95.
2. Select *Programs>Sierra>Driver's Education* from the Windows *Start* menu.



To manually start *Driver's Education*:

1. Start Windows 95.
2. Insert the *Driver's Education* CD into your CD-ROM drive (if installation option requires it).
3. Select *Programs>Sierra>Driver's Education* from the Windows *Start* menu.

CONFIGURING A STEERING WHEEL OR JOYSTICK

1. Plug your steering wheel or joystick into your computer's game port. On most computers, this port is located on the sound card or near where your speakers are plugged in to your computer.
2. Install *Driver's Education*.
3. Run *Driver's Education*.
4. Click the **Options** button on the main screen.
5. Click the **Calibrate** button.
6. Click the **Add** button
7. Scroll down the list and select the controller that best matches your steering wheel or joystick. **Wheel Hint:** for most steering wheels, including the Thrustmaster Grand Prix 1, select "Thrustmaster Formula T1/T2 with adapter."
8. The control will be added to your list of devices. The "Status" column will show "OK" if the control is connected correctly. **Wheel Hint:** if your wheel shows up as "Not connected", and you are sure it is plugged securely into the correct port, click the **Remove** button, then click **Add** and select "Thrustmaster Formula T1/T2 without adapter." This setting may be required on earlier wheels if you do not have Thrustmaster's adapter plug installed.
9. Click the **Properties** button.
10. Click the **Calibrate** button and proceed through the calibration procedure.
11. Once you have completed this, click on the "Test" tab on the "Game Controller Properties" screen.
12. Check that the cross-hair is in the center of the square. Check that it moves left and right when you turn the wheel, and that it moves up and down when you press the gas and brake pedals (or paddles on the GP1 wheel).
13. Click **OK** to return to the "Game Controllers" screen
14. Click **OK** to return to *Driver's Education*.

For technical support for **Thrustmaster** products, go to <http://www.thrustmaster.com>, or call (503) 615-3200.

ONLINE HELP

Additional information about menu screens, including information not detailed in this manual, is available via an online help system. The online manual deals with most of the topics discussed in this print manual. Click the Manual tab any time to access the online manual while running *Driver's Education*.

HOW TO USE THE PROGRAM

MAIN TAB

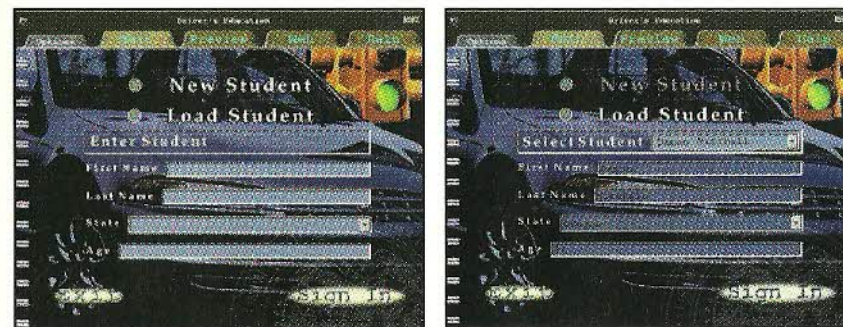


Figure 1 The New Student screen...

...and the Load Student screen.

New Student

To begin the *Driver's Education* course, click the New Student "radio button" and type in your first name, last name, the state where you live, and your age. The name that you use when signing in will appear on the Certificate of Completion that you will receive upon successfully completing the program.

Note: Use the [Tab] key to advance to the next text box. To enter the state name, type in the first letter of your state and use the down arrow key on your keyboard to scroll through the list.

When you're ready, click the "Accept" button and your name will be added to the Student Roster list. Once you click Accept, the two *Main* and *Preview* tabs become three tabs: *Lesson*, *Test*, and *Drive*. These tabs are explained below.

Load Student

As you progress through the lessons, the program will automatically keep track of what you have done. If you have previously signed in, click the Load Student "radio button" and select a student from the "combo box" listing of names. Select your name from the list to begin where you left off during your last session.

When you're ready, click the "Accept" button. Once you click Accept, the two *Main* and *Preview* tabs become three: *Lesson*, *Test*, and *Drive*. These tabs are explained below.

If you want to delete a name in the Student Roster list, click on it and hit the Delete key on your keyboard.

Click on the **Options** button to select settings for Graphics, Sounds and Controls.

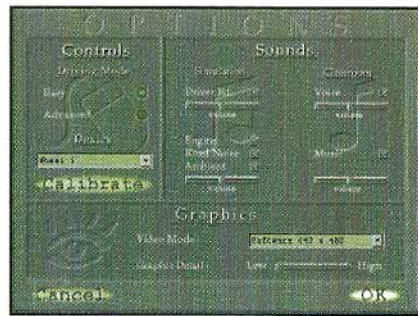


Figure 2 The Options setting screen.

Graphics – Set the video mode for the simulation portion of *Driver's Education*. You may want to experiment with the choices to determine which resolution your computer screen displays best. Click on and drag the graphic detail slider to adjust the detail level shown during the driving simulation.

Sounds – Select the check box next to the options to turn sounds on or off. Then click on and drag the volume dial to adjust the volume level. There are sounds that apply only to the simulation (Driver Ed, Engine, Road Noise, Ambient), and sounds that apply only to the classroom (Voice, Music).

Controls – Select the Driving Mode (Easy, Advanced) for the driving simulation and select the device you will use to drive in the Virtual City (joystick, steering wheel, or keyboard). The driving modes are defined as:

Easy: Use a steering wheel, keyboard, or joystick to determine the direction you want the car to go. That's about all there is to it. You don't have to worry about controlling your speed – the computer does that for you. This is an easy way to "break the ice" if you're new to both driving *and* using a computer.

Advanced: This mode of driving requires you to control every aspect of guiding your vehicle through the Virtual City. You will control steering, braking, and acceleration just as you would while actually out on the road in a real car.

For information on installing and configuring a steering wheel or joystick, see page 6.

Click the **OK** button to accept the changes and return to the Main Menu. Click the **Cancel** button to void all changes and return to the Main Menu.

Back on the Main Menu, click the **Exit** button to leave *Driver's Education*. A scrolling list of the names of the hard-working people who brought you this program will appear. To move past it, click anywhere on the screen.

At all times, you have access to two buttons in the upper right corner of the screen. The "-" button will minimize the *Driver's Education* window and allow you to work on other programs on your computer — to return to *Driver's Education*, click the *Driver's Education* button on the Windows Taskbar. The "X" button closes *Driver's Education*.



Figure 3 Use the "-" button to minimize the program. Use the "X" button to exit.

PREVIEW TAB



Figure 4 The Preview tab.

The Preview screen allows you to view all of the vehicles, road signs, and buildings that you will encounter while driving through the Virtual City. The Interactive Toolbar to the left of the display window allows you to select, zoom,

rotate, and tumble any of the objects listed on the left side of the screen. To select an object category (Vehicles, Building, Signs), click on the plus (+) sign to the left of the category name and an expanded list of objects will drop down. Then click on the specific object to display it in the window to the right. You may then use the Previous and Next buttons in the Interactive Toolbar to scroll through the object list for that category.

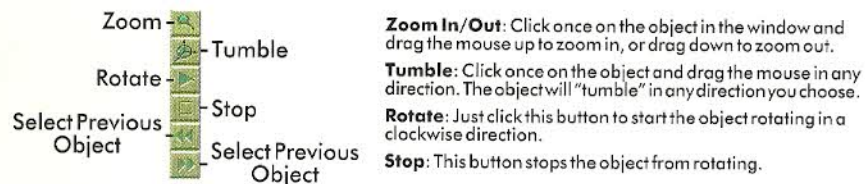


Figure 5 The Interactive Toolbar.

When you are done previewing, you may click the **Drive** button to move on to the Virtual City for a test drive.

LESSON TAB

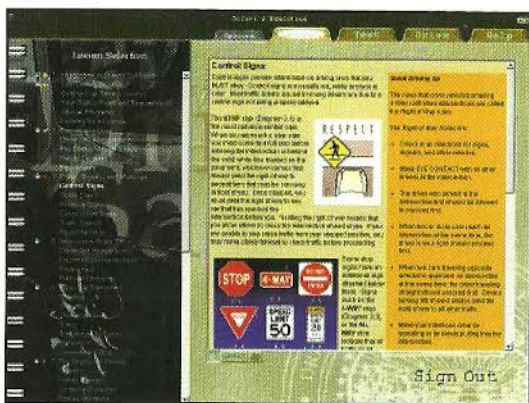


Figure 6 The Lesson tab.

Click on the Lesson tab to enter the Driving Academy and begin the process that will enable you to earn a Certificate of Completion. The lessons will prepare you to be a safe driver and to pass the Driving Lessons in the Virtual City. These lessons are different than what you'll find in most driver's education textbooks – they are complete with text, narration, videos, and graphics. Our multimedia presentation makes the learning process much more enjoyable. Read through the lessons carefully and pay close attention to the Quick Driving Tips, the Quick Stats, and the Videos – you will be tested!

All of the lesson chapters are listed to the left under Lesson Selection. To display the lessons within each chapter, click on the plus (+) sign to the left of the chapter name, then click the lesson name to display that lesson. Once a lesson is displayed, the narration automatically begins. To turn off the narration (for reading at your own pace), click the Sound Start/Stop button near the bottom of the screen. The narration may be restarted by clicking the Start/Stop button a second time. Click the Back button to go back to the previously-selected lesson.



Figure 7 The lesson control buttons.

Some lessons contain video clips which are started by clicking once directly on the video window in the lesson screen. Videos can be paused by clicking on them a second time. There are also other interactive icons which you will be directed to throughout the lessons. Usually, they are activated by a single click of the mouse.

If you would like to read a lesson on paper, you can print it easily without exiting the software program. Click the **Print** button (shown in Figure 7, above) to print the current lesson.

When you've read through and studied a lesson, click the *Test* tab to take a quiz and see how much you've learned.

As you progress through the lessons, you will notice several icons that begin to appear to the left of each lesson name. These are described below:

- ★ – Passed Both the Driving Test and the Chapter Test for this lesson.
- 🚗 – Passed the Driving Test, but not the Chapter Test for this lesson.
- ✓ – Passed the Chapter Test, but not the Driving Test for this lesson.
- ✘ – You have failed either the Driving test or the Chapter Test for this lesson.

TEST TAB

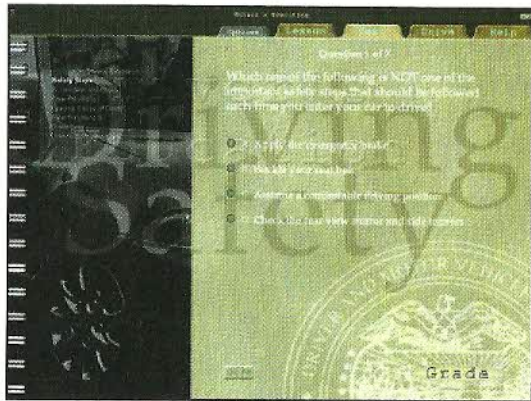


Figure 8 The Test tab.

When you click the Test tab, the first question on the test for the chapter is displayed. The questions are displayed one at a time. To answer a question, click the “radio button” to the left of your answer selection. To advance to the next question, click the forward button (both forward and back buttons are available) at the bottom of the screen, or click the question title on the Question Selection list on the left. When you have answered all of the questions, click the **Grade** button to see your results.



Figure 9 Passed the test.

If you correctly answer all of the questions, you may then proceed to the driving test for that chapter. Click **Drive** to proceed to the Virtual City and follow Driver Ed’s instructions. (See *Driving In The Virtual City*, page 14, for information on running this simulation). If you select the **Cancel** button, you will advance to the next lesson in the series but you will have come back to the driving test at some point to complete the program.

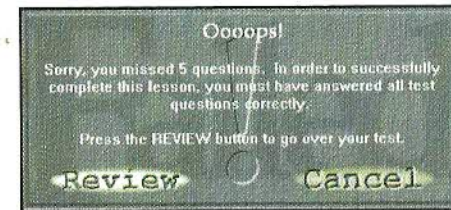


Figure 10 Did not pass the test.

If any one of the questions is answered incorrectly, you will have to review the lesson material and retake the test.



Figure 11 Correct answers are shown with a pointer to the left of them.

You are given the option to review the test and see the correct answers. If you choose the “Review” button, the questions, along with the appropriate answer, are listed one at a time. A pointer alerts you to the correct answer for each question. Your answer remains highlighted by the radio button next to it. To go through each question, use the forward and back buttons or the Question selection list; the controls that were available in the test section are also available in the test review section. You cannot re-test until you review the lesson. Click the Lesson tab and review the material before attempting to retest.

Note: Questions will vary from test to test. Don't expect to see the same set of questions if you must retake a test.

DRIVETAB

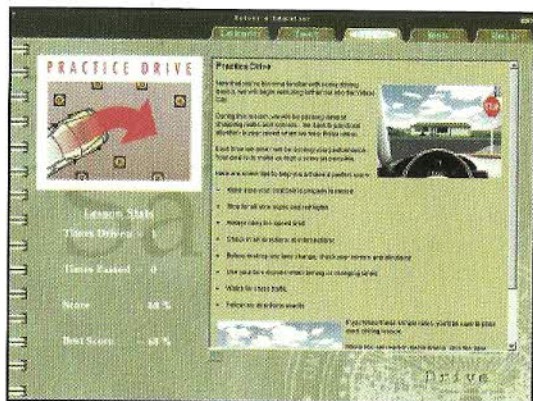


Figure 12 The Drive tab.

There are 13 driving scenarios in *Driver's Education* designed to teach fundamental driving skills. The scenario displayed will correspond to the lesson that is highlighted in the Lesson tab. The figures listed on the left side describe the number of times you have driven and completed this scenario.

Driver Ed is the driving instructor that will accompany you through the Virtual City. The scenario window displays a text version of what Driver Ed is discussing as he prepares you for the next driving test. When you are ready to begin driving, click the **Drive** button on the bottom right portion of the screen and you will be transported to the Virtual City.

Switching to a different driving scenario requires that you first switch to a different lesson under the Lesson tab.

Driving In The Virtual City

It is important to remember the correct starting procedure when you first set out in the Virtual City:

1. Fasten your safety belt. [Press the 'F' Key]
2. Adjust mirrors and seat to a comfortable driving position.
3. Confirm that the gear shift is in Park.
4. Start the engine. [Press the 'S' Key]
5. Release the emergency brake. [Press the 'E' Key]
6. Keep your foot on the brake, as you shift into drive. [Hold down the brake key while pressing the "+" key on your keyboard]

Failure to follow this starting procedure will result in a sizable point deduction

from your driving test score. This means that any additional mistakes will likely result in a failing score.

The 13 driving scenarios, along with Driver Ed himself, will provide you with instructions while driving in the Virtual City. Refer to this section for learning the vehicle operation commands.

Vehicles in the Virtual City are operated by either keyboard commands alone, or by a combination of keyboard commands and a steering wheel or joystick. The control device is selected in the Options dialog under the Main Menu. If you select a steering wheel or joystick as your control device, the Options area is also where you calibrate them.

The tables below show the various commands for operating the *Driver's Education* vehicle.

Keyboard Commands

Esc	Exit
F	Fasten seat belt
E	Emergency brake toggle
S	Start engine (car must be in park or neutral)
I	Identify signs (Sign Search scenario only)
Pause	Pause (Virtual City only)
Insert	Look at left mirror
Home	Look at rear view mirror
Page Up	Look at right mirror
Delete	Look left (Check Blindspot)
End	Quick look (Satisfies Look Both Ways)
Page Down	Look right (Check Blindspot)
Up Arrow	Throttle
Down Arrow	Brake
Left Arrow	Turn wheel left
Right Arrow	Turn wheel right
Keypad 2	Brake
Keypad 4	Turn wheel left
Keypad 5	Center wheel
Keypad 6	Turn wheel right
Keypad 8	Throttle
Shift	While looking at mirror, will allow steering control to adjust the mirror.
Ctrl	Left turn signal
Alt	Right turn signal

How To Use The Program

Keypad /	Left turn signal
Keypad *	Right turn signal
Keypad -	Shift from Park to Drive (to shift out of park, the brake must be pressed)
Keypad +	Shift from Drive to Park
F1	Help (Classroom Only)
F2	Normal view (Free Drive Only)
F3	Outside view (Free Drive Only)
F5	High Detail
F6	Medium High Detail
F7	Medium Low Detail
F8	Low Detail
F10	Options

Note: Releasing the view keys will return you to the normal view.

Steering Wheel & Joystick Buttons

Use the corresponding keyboard commands for any buttons listed below that your joystick is not equipped with. For instance, if your joystick only has six buttons, then you would use the keyboard commands for "Look Left," "Look Right," "Check Rear View Mirror," and "Quick Look."

Button 1	Check Right Mirror
Button 2	Check Left Mirror
Button 3	Quick Look (Looks Both Ways)
Button 4	Check Rear View
Button 5	Look Right (Check Blind Spot)
Button 6	Look Left (Check Blind Spot)
Button 7	Right Turn Signal
Button 8	Left Turn Signal
Button 9	Shift gear up
Button 10	Shift gear down
POV Hat Up	Check rear view mirror
POV Hat Down	Quick look
POV Hat Left	Check left mirror
POV Hat Right	Check right mirror
POV Hat Centered	Return to normal view

How To Use The Program



Figure 13 For the most realistic driving experience (and no excuses for not staying in your lane) plug in a steering wheel.

How To Use The Program

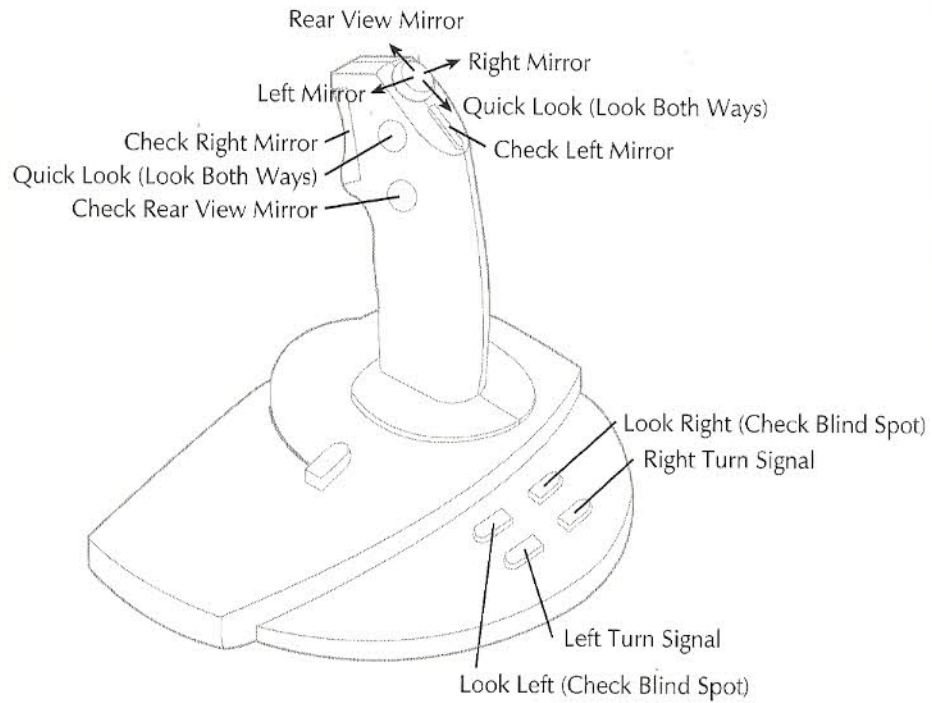


Figure 14 You can also use a joystick to drive.



Figure 15 Driving through the Virtual City in Normal View...

How To Use The Program



Figure 16 ...Follow View



Figure 17 ...and Helicopter View.

WEB TAB

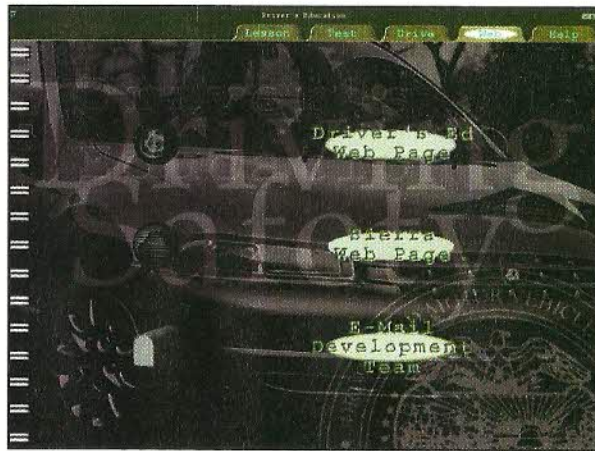


Figure 18 The Web tab.

This area provides you with direct access to three other online areas that are related to *Driver's Education*.

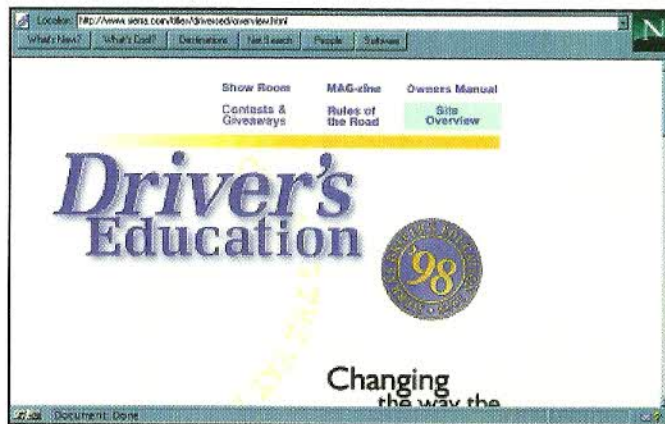


Figure 19 The home page for *Driver's Education*.

The Driver's Ed Web Page is an additional source of driver safety information. You'll find product reviews, updates on *Driver's Education*, more state-specific traffic safety regulations, and contests and Sierra merchandise giveaways.



Figure 20 The Sierra Web site offers information on all of Sierra's titles, plus a whole lot more.

Visit the Sierra Web Page to learn about *all* of the Sierra On-Line products currently available, from arcade and action games to home productivity software. You'll find multiplayer Internet gaming, screen savers, and hardware to make your PC a complete interactive entertainment center.

The third option on the Web tab allows you to e-mail the *Driver's Education* development team with your questions and comments about the program. Take advantage of this opportunity to send the team your feedback!

HELP TAB

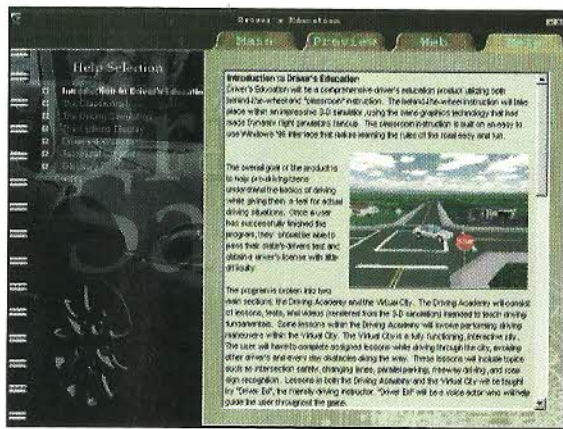


Figure 21 The Help tab.

The Help tab connects you to an online version of this printed manual. The online help is meant to supplement this manual, and to offer quick reference information to you while you are taking lessons or a written test. If you cannot find an answer to your question in this manual, check out the Help tab which will have additional information. The Help tab also can direct you to technical support, troubleshoot common problems, answer frequently asked questions (FAQs), and show you how to contact Sierra. Please use this information so we can help you solve any problems you might experience.









Information in the Help tab is categorized in the Help Selection list on the left of the screen. Click on the + sign next to a category heading to expand the category topic list. The highlighted topic will be displayed in the window on the right of the screen.

HIGHWAY SIGNS, SIGNALS, AND MARKINGS

SIGNS

Traffic signs and signals are essential to highway safety. The traffic signs and signals in *Driver's Education* conform to national standards. In many cases, the signs are easily recognized symbols or pictures, rather than words. There are eight basic sign shapes and seven basic sign colors, which help to categorize the signs displayed below.

Prohibitive	General Warning	Construction
Guidance or Information	Motorist Services	Regulatory
Historic, Cultural, or Recreational		

 Regulatory	 Yield	 Stop	 Railroad
 School	 Warning	 Guide	 Railroad Crossing

Prohibitive Signs

1.) STOP

The **STOP** sign is the most common control sign. When you approach a stop sign you must come to a full stop before entering the intersection or behind the solid white line marked on the pavement, whichever comes first. Always yield the right of way to pedestrians that may be crossing in front of you. Once stopped, you must yield the right of way to any car that has reached the intersection before you. Yielding the right of way means that you allow others to cross the intersection ahead of you. If you are unable to see cross traffic



from your stopped position, you may move slowly forward to check traffic before proceeding.

2.) YIELD

The three-sided yield sign indicates that you must yield the right of way to cross traffic or when merging into a traffic lane. When you approach a yield sign, slow down and check for traffic. You are not required to stop at a yield unless the traffic situation demands that you do. When you proceed from a yield, you should not in any way affect the flow of traffic in the lane you are entering. It is your responsibility to proceed only when it is safe to do so.



3.) DO NOT ENTER

This sign appears regularly on ramps to interstate freeways, informing you that you must not enter the road or highway because it is used only for traveling in the opposite direction.



4.) WRONG WAY

This sign informs you that you are entering or traveling on a one-way roadway in the wrong direction. You should immediately stop and reverse your direction.



5.) NO U-TURN

6.) NO LEFT TURN

7.) NO RIGHT TURN

Anytime you see a sign bearing a red circle with a red slash mark across a black symbol or arrow, it means *do not* take the action indicated.

Regulatory Signs

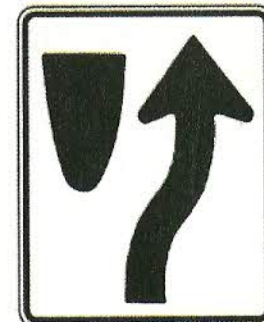
8.) ONE WAY

Traffic flows **ONLY** in the direction of the arrow.



9.) KEEP RIGHT

You are approaching a divided highway or traffic island; through traffic must stay to the right (these signs can also show that traffic must stay left by having the arrow pass to the left of the island shape).



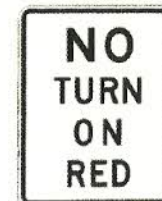
10.) LANE USE CONTROL

These signs are placed over lanes to show what movements are permitted from those lanes. Sign 10 indicates that the lane must turn right only. Sign 11 indicates that the left lane must turn left, and that the right lane may turn left or go straight.

11.) LANE-USE CONTROL

12.) NO TURN ON RED

Most states allow a right turn at a red light, but only after a complete stop and only when it is safe to proceed. When this sign is posted, a right turn is not permitted under any circumstances.

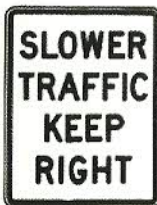


13.) RIGHT TURN PERMITTED WITHOUT STOPPING

Traffic turning right may turn without stopping. This action is permitted ONLY where it is posted.

**14.) SLOWER TRAFFIC KEEP RIGHT**

This sign is used on multiple lane highways and indicates that slower traffic should use the right lane.

**15.) MINIMUM SPEED**

This sign indicates a minimum speed limit; it usually appears on freeways where slow-moving vehicles can create a hazardous situation. Traffic moving slower than the minimum speed may not use the highway. When used, minimum speed signs (sign 15) are posted directly beneath speed limit signs (sign 16).

**16.) SPEED LIMIT**

Speed Limit signs indicate the maximum speed at which your vehicle may legally travel in ideal conditions.

**17.) CENTER LANE ONLY**

This sign indicates that the center lane is used by traffic traveling in both directions as a left-turning lane.

**General Warning Signs****18.) SIGNAL AHEAD**

This sign indicates that you are approaching a traffic signal that may not be visible from a distance.

**19.) STOP AHEAD**

This sign indicates that you are approaching a stop sign that may not be visible from a distance.

**20.) YIELD AHEAD**

This sign indicates that you are approaching a yield sign that may not be visible from a distance.

**21.) TWO-WAY TRAFFIC AHEAD**

The one-way street or roadway with a median or divider in the middle ends ahead and two-way traffic will begin. Stay to the right of the yellow line.

**22.) SLIPPERY WHEN WET**

When the pavement is wet, reduce speed and increase following distance. Do not brake hard and avoid sudden direction changes.

**23.) HILL**

You are approaching a steep hill. Check your brakes and shift to a lower gear, if necessary.



24.) MERGE

You are approaching a roadway where you will be merging with traffic traveling in the same direction. This sign shows that traffic will be merging from the right. Drivers from the left have the right of way, but all drivers are responsible for merging safely.



25.) DIVIDED HIGHWAY BEGINS

The road ahead is divided by a median; stay to the right.



26.) DIVIDED HIGHWAY ENDS

The divided highway is ending and traffic will be divided only by the yellow center line. Drive cautiously and stay to the right side of the road.



27.) LOW CLEARANCE

These signs indicate the height from the surface of the roadway to the lowest part of the overpass. In this case, there is only 7 feet, 6 inches of clearance.



28.) BICYCLE CROSSING/BIKE PATH

Bicycles regularly cross or ride with traffic in this area. Drive with caution.



29.) BRANCH INTERSECTION

These signs warn that you are approaching an intersection and should watch for entering traffic. Sign 29 indicates a branch intersection with traffic entering from one side. Sign 30 indicates traffic is entering the roadway from your right. Sign 31 indicates an intersection with four-way traffic. Be prepared to slow down, and observe any speed limit instructions.



30.) SIDEROAD



31.) CROSSROAD



32.) LARGE ARROW, TWO WAY

These signs appear at intersections where you can only turn left and/or right. They indicate the direction of the traffic flow on the roadway you are about to enter.



33.) LARGE ARROW RIGHT



34.) SHARP RIGHT TURN



35.) SHARP RIGHT AND LEFT TURN



36.) WINDING ROAD

These signs warn that you are approaching a curve or multiple curves. The black line represents the road you are on and the type of curve you can expect. Sign 34 indicates a sharp right turn. Sign 35 shows a sharp right turn followed by a sharp left turn. Sign 36 indicates a winding road with a series of turns or curves.

37.) RIGHT CURVE (with safe speed indication)

Right curve ahead with the maximum speed for safely negotiating the curve indicated underneath. Exceeding this speed is not only hazardous, but is also a traffic violation.



38.) DEER CROSSING

Deer often cross the road in this area. The driver should be on the lookout for deer and other animals, especially at night.



39.) CATTLE CROSSING

Cattle are common in this area. Watch for cattle crossing the road. Slow down and be alert.



40.) ADVISORY SPEED

The maximum safe speed for entering and exiting the freeway. Slow to the advisory speed posted.



41.) CHEVRON ALIGNMENT

If you see this sign, you are approaching a sharp turn in the direction indicated by the alignment arrow.



42.) LANE REDUCTION

The right lane ends soon. Drivers in the right lane should merge left when a space is available. Drivers in the left lane should allow vehicles to merge smoothly.



43.) PEDESTRIAN CROSSING

You are approaching an area where pedestrians often cross. Slow down and be prepared to stop.



School Area Five-Sided (Pentagonal) Signs



44.) SCHOOL SIGN

Sign 44 indicates that you are approaching a school. Slow down, look for children, and be ready to stop. The school crossing sign indicates that you are approaching an area where children often cross on their way to and from school. Drive carefully, be prepared to stop, and obey signals from any crossing guards.

45.) SCHOOL CROSSING

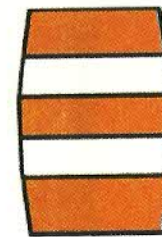
Construction Signs



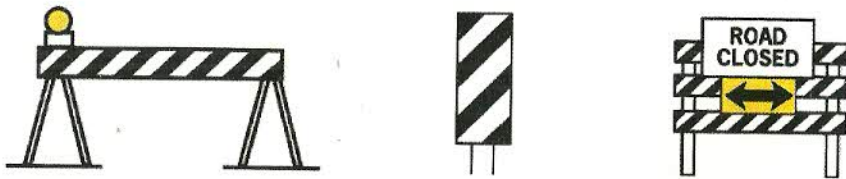
Orange signs are used in construction and work zones. These signs mean that people are working on or near the road. Slow down and be prepared to stop.



You may also see flaggers who will use hand gestures and signs to indicate which direction to travel, and whether you need to slow down or stop.



Drums, cones, and tubes are used to keep traffic out of construction areas.



Barriers may be used to keep drivers from entering closed roads or other areas where it is unsafe to drive.

Motorist Services Signs



Blue signs direct you to services, such as phones, hospitals, gas, food, lodging, and rest areas.

Guidance or Informational Signs

Guide signs are used on interstate highways in advance of an exit that will allow traffic to travel to another highway. Guide signs also bear the names of other places you may reach by taking the exit.

46.) GUIDE SIGN

This sign shows the exit number, the distance to the exit, and the name of the places you can reach by taking the exit.



47.) EXIT SIGN

This sign is used to indicate where and in what direction a ramp leaves the highway. It also shows the exit number.



48.) MILEPOST SIGN

Green and white milepost signs are posted at one-mile intervals along interstate routes. Because of this, they are useful for determining your progress, as well as for reporting the location of accidents, disabled vehicles, and other emergencies.



49.) INTERSTATE SYSTEM ROUTE MARKER

This red, white, and blue sign is the standard marker posted on Interstate System highways throughout the nation. It shows the number of the highway, as well as the name of the state in which the marker is located. The sign is placed on the highway itself, and at or near traffic interchanges.



50.) U.S. NUMBER ROUTE MARKER

The sign with black numbers on the U.S. shield is used to mark all U.S. highway routes. A U.S. numbered highway, like interstate highways, extends into or through more than one state, and is owned and maintained by the state.



Historic, Cultural, and Recreational Signs



Brown signs point out historic sites, cultural attractions, scenic areas, and parks.

Railroad Crossings



51.) RAILROAD CROSSING APPROACHING



52.) RAILROAD ON SIDEROAD AHEAD

Signs that warn about railroad crossings are among the most important a driver needs to know. Sign 51 is used in advance of a railroad crossing that you are approaching. Sign 52 indicates a sideroad that crosses a railroad track. Some crossings are protected with flashing lights and a crossing barrier gate. Every driver should use extreme caution and always drive safely enough to be able to stop at any railroad crossing. You cannot legally drive around barrier gates while they are down or while lights are flashing.

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TROUBLESHOOTING

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HARDWARE REQUIREMENTS

REQUIRED:

Windows® 95

IBM PC-compatible with a 486/66DX processor or better
16 MB of RAM

4x CD-ROM drive

Local bus SVGA card with at least 1 MB of Video RAM.

(NOTE: The card must support at least 640 x 480 resolution in 8-bit color mode.)

Windows® 95 compatible sound card with DirectX™ 5 support is required for sound and for some other functions.

INSTALLATION PROCEDURES

Insert the CD into the CD ROM drive. Wait about 10 seconds, and Windows should bring up the *Driver's Education* window. Select **Install**.

If Auto Insert notification is turned off, install the program by clicking on **Start**, then **Run...**, then typing in D:\SETUPEXE and clicking **OK**. (If your CD ROM drive is a letter other than D, substitute the appropriate drive letter.)

INSTALLATION PROBLEMS

Problem: The computer fails the Sound Card test and the voice/fanfare in the Wave/MIDI tests is not heard.

Solution: The sound card may be incorrectly configured for digital sound (Audio) or the sound card drivers may not be properly installed or configured for Windows 95. Make sure the speakers are turned on and increase the volume levels for digital sound (Audio) in the Windows mixer program for the sound card. Consult the sound card documentation or the manufacturer for information regarding the correct configuration of the sound card in Windows 95.

Problem: "Error reading drive D" when installing *Driver's Education*. Message will vary depending on what drive game is installing from.

Solution: There are several factors that can cause a "read" error. The most common is a dirty or scratched CD. Check the CD to make sure that there are no smudges, finger prints, scratches or cracks on it. If there are any smudges on the CD, clean it off with a soft cloth and try it again. If the disk is scratched, it will need to be replaced.

If cleaning the CD doesn't help, the problem may lie with the CD ROM drivers. *Driver's Education* may not install properly unless you are using Windows 95 virtual drivers. To determine whether you are using virtual or real mode drivers, hold down the ALT key and DOUBLE-CLICK on MY COMPUTER. Click on the PERFORMANCE tab at the top of the SYSTEM PROPERTIES window. In the FILE SYSTEM field it should read 32 BIT. It should NOT read: Some drives are using MSDOS compatibility.

For information on using virtual drivers in Windows 95, please contact the computer manufacturer.

Problem: During Setup, your computer fails the Memory test; you get a message stating you do not have enough memory to run *Driver's Education*.

Solution: *Driver's Education* requires a computer with a minimum of 16 MB of physical RAM to run. To free up memory in Windows 95, close any and all Windows programs (including screen savers, wallpaper, virus detection programs, shell programs like Norton Desktop or Packard Bell Navigator, etc.) that may be running. On your Taskbar, right-click on the program tab for the program you wish to shut down, and select **Close**. Then run *Driver's Education* Setup program again and try the memory test. If your system still fails the test, consult the boot disk instructions at the end of this document and create a Windows 95 boot disk for your system. Then boot up with the boot disk, disable any and all other Windows programs, and start the Setup program again. These steps should give you enough memory to run the program.

Problem: I have Windows NT 4.0, but I do not have DirectX.

Solution: Contact Microsoft to get the latest Service Release Pack for NT.

Note: *Driver's Education* utilizes Microsoft DirectX. DirectX can be installed from the *Driver's Education* CD during the setup procedure. DirectX is an add-on to Windows 95 that provides an interface between the hardware and application. By allowing the application more direct control of your system's hardware, DirectX is capable of greatly accelerating graphics and sound.

DirectX checks your video and sound card drivers for compliance. If your current drivers are not compliant, DirectX will install new drivers. The drivers installed by DirectX are designed by Microsoft, and may not be a perfect match for your particular brand and model of video or sound cards. If your system fails to run properly after installing DirectX, you will need to contact the manufacturer of your hardware, or Microsoft tech support.

PROBLEMS WHILE USING DRIVER'S EDUCATION

Problem: I can not view Videos during a lesson.

Solution: Make sure your *Driver's Education* CD-ROM is in your CD-ROM drive.

Problem: After I installed *Driver's Education*, my computer rebooted in Safe Mode, or just hung when rebooting.

Solution: The DirectX installation may have put an incorrect video driver on your PC. If your PC booted in Safe Mode, you can restore your old drivers by going to the **Start Menu**, select **Settings**, then **Control Panel**, and **double-clicking** on the DirectX icon. Press the button to restore DirectX drivers. You'll then need to get the correct video drivers from your video card manufacturers web site. The Microsoft Knowledge Base (KB) article number:Q161406 at <http://www.microsoft.com/kb/articles/q161/4/06.htm> has more detailed information on DirectX related video driver problems.

Problem: When I start the program, I get a message saying that Indeo is not installed.

Solution: Try reinstalling the product. Indeo is automatically installed as part of the installation procedure.

Problem: I don't hear any sounds at all while running the program.

Solution: Check your speaker cables and power connection, and check the setting of your speaker volume control and the Windows volume control. Check that you don't have either the Wave output or Volume Control muted.

If this doesn't work, the DirectX installation may have installed the wrong sound

card driver. The Microsoft KB article number:Q166774 at <http://www.microsoft.com/kb/articles/q166/7/74.htm> has more details on how to fix this problem.

Problem: I no longer hear the instructor voice in the Classroom or in the Virtual City.

Solution: Click on the Sound Start/Stop button (see Figure 7). If there is no response, go to the Options Menu from the Main Tab. Make sure that each instructor voice is turned on, and that the volume is tuned to an acceptable level. If the options are turned on, the volume is set to an acceptable level and you still don't have any sound, refer to the Volume Control program in the **Programs/Accessories/Multimedia/** directory listed in your Windows 95 **Start Menu** to check if your speaker volume is muted or set too low.

Problem: When entering the Virtual City, I get the message "Cannot load the Virtual City. Please consult the Troubleshooting Guide."

Solution: Reinstall *Driver's Education*. Either DirectX has become corrupted or a file was deleted from the *Driver's Education* directory.

Problem: While driving in the Virtual City the graphics are slow or choppy.

Solution: Go to the Options Menu from the Main Tab, or press the F6, F7, F8 or F10 key while in the Virtual City. There are two options that effect graphic performance in the Virtual City: the Video Mode selector and the Graphic Detail selector. Higher detail settings will lead to slower performance in the Virtual City. Adjust these two options until a reasonable performance level is reached.

CONFIGURING YOUR SOUND CARD IN WINDOWS 95

To make sure that the sound card is configured correctly in Windows 95, check the **Audio** and **MIDI** settings in the **Multimedia** section of **Control Panel**. The **Audio** setting defines what driver will be used to produce digitized sound (DAC). Speech and sound effects in a game are usually DAC sounds. The **MIDI** setting indicates what driver is being used for music playback. The following examples are for the SoundBlaster 16:

AUDIO: SB16 Wave Out

MIDI: MIDI for Internal OPL2/OPL3 FM Synthesis

The names of the Audio and MIDI drivers will vary, depending on the sound card. They should be similar to these SoundBlaster 16 drivers. For complete information (including driver names and installation instructions) on Windows 95 drivers for the sound card, contact the sound card manufacturer.

Problem: No sound is heard during *Driver's Education* in Windows 95.

Solution: This usually occurs when the sound card's Windows 95 drivers are not installed correctly or are not compatible with DirectX. Please contact the sound card manufacturer for DirectX compatible drivers. Also, please make sure that the sound and voices are turned on in *Driver's Education* in the Options Menu.

WINDOWS 95 SYSTEM DISK INSTRUCTIONS

If all else fails, make a Windows 95 Boot disk.

Important note: Please read all instructions before beginning this procedure.

STEP 1 - FORMATTING THE DISK

To make a boot disk, system format a high density diskette in the A: drive. This procedure will transfer the "system files" to the disk and allow the computer to boot up correctly. The disk must be in the A: drive

To format a disk in Windows 95, put the disk in the drive, open **My Computer**, then right click on the **A:** icon. From the pop-up menu, select **Format**. Under "Format type" select **Full**. Under "Other options", choose **Copy system files**. Click on **Start**.

After the disk is formatted, copy the MSDOS.SYS file from the hard drive to the floppy disk. To do this, leave the floppy disk in the drive, open **Windows Explorer** and find the MSDOS.SYS file in the root of the C: drive. Right click on the file, then select **Send to** from the pop-up menu. Send the file to the A: drive.

NOTE: If there is not an MSDOS.SYS file in Explorer, the file is hidden. To make the file visible, select **View, Options**, then **Show all files**. To hide them again after making the boot disk, choose **View, Options, Hide files of this type**.

STEP 2-REBOOT THE COMPUTER AND RUN DRIVER'S EDUCATION

Leave the disk in the drive and restart the computer by clicking on **Start** and then **Shut Down. Restart the computer**. The computer will now re-boot with the boot disk. When Windows 95 is ready, start *Driver's Education*.

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4100 West 190th Street
Torrance, CA 90504

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