

# The Laffer Utilities

Version 4.01

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Congratulations on your purchase of *The Laffer Utilities!* *TLU* is designed to maximize office productivity and eliminate downtime. We recommend you purchase *TLU* for every computer in your office; once installed throughout a company, the effects will be immediately obvious. (Morale may even improve!)

*TLU* has been called "...an Office Manager's Dream" (PC Biweekly), "The most revolutionary office utility program ever created" (Kurkus Software Reviewer), and "a must-have for all offices...simply incredible, really terrific, and not in the least a time-wasting series of silly-ass programs to use with your computer while the boss isn't looking." (Lowe Publications)

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## HOW TO READ THIS MANUAL

Throughout this manual we will use the following ways of representing information:

Button names and options will be CAPITALIZED. Examples: HELP, START, MAKE ME LAFF.

Typed commands will appear as bold type.

**Example:** type **cd \sierra**

Portions of the command line not meant to be typed will not appear in bold type. For example, in the line type **cd \sierra**, "type" should not be typed.

[Keystrokes] will appear in brackets setting them off from the surrounding text.

**Example:** [Spacebar], [Tab], [PageUp]

The brackets are not keystrokes and should not be typed.

Two or more keys that should be pressed together will be separated by a hyphen (-). This hyphen is not a keystroke, and should not be typed.

**Example:** Press [Alt-Q] to quit.

If a space appears between parts of a command, it is meant to be typed.

**Example:** Type **cd \sierra** (the space between cd and \sierra should be typed as part of the command)

The term "diskette" is used to refer to either 3.5" or 5.25" data storage disks.

## Readme Files

PLEASE NOTE: If there is a README file on your *TLU* diskette, it may contain important information and instructions that were not available at the time the documentation and other materials for this program were printed.

Note: The readme file is on Disk #1.

From DOS, change to the drive containing Disk #1. Then type **readme** to see the README file on-screen.

**Example:** A: Type **readme** [Enter]



## Getting Started:

### Installation

**IMPORTANT:** In order to install *The Laffer Utilities*, you MUST have a hard disk.

1. Make copies of the set of disks you will be using to install the program.
2. Find the diskette entitled "Disk 1." Place this diskette in your floppy drive.
3. Type the letter of the drive containing Disk 1 followed by a colon and press [ENTER]. Then type **INSTALL** and press [ENTER].

**Example:** type **a:** and press [ENTER]. Type **install** and press [ENTER].

4. You will be asked to type the letter of the hard disk on which you want to install *TLU* (usually C).
5. The install program will then examine your system's equipment and select the best of the available options. If you're satisfied with the options selected for you, press [ENTER] to confirm those choices. If you wish to change any or all of the preselected options, highlight the option you wish to change and press [ENTER]. Follow the prompts at the bottom of the main window to complete the installation process. Note: If you select "No Printer," selecting the Print function of a utility will write the document to a file called **LAFFER.OUT**. To print a **LAFFER.OUT** file:



**Example:** Type the command `copy /b laffer.out lpt1:` and press [ENTER]. If LPT1: is not your printer port, substitute the correct printer port for LPT1: in the example.

## Loading Instructions

From the \SIERRA subdirectory, type `Laffer` and press [ENTER].

Note: All of the utilities in *The Laffer Utilities* may be run independently of the LAFFER shell program, simply by typing the name of the utility.

**Example:** type `SIGNS` and press [ENTER].

This allows you to run the utilities directly from your AUTOEXEC.BAT, or to create batch files to execute these utilities on demand.

## Operating Instructions

### To use *The Laffer Utilities* with a mouse:

Highlight a utility by placing the arrow cursor on the utility name of your choice from the list on the left side of the screen, and select it by clicking the left mouse button. The window at the bottom of the screen will describe what that utility does. To activate the utility, click the mouse again on that utility or click the cursor on the START button. To press an onscreen button (such as HELP), place the cursor on the button and click the mouse.

### To use *The Laffer Utilities* without a mouse:

Use [TAB] and [SHIFT-TAB] to move around and [ENTER] to select. Inside a list, use the arrow keys. Select a utility by moving the yellow highlight up and down (with your cursor control keys) to the utility name of your choice from the list on the left side of the screen, and confirm your selection by pressing [ENTER]. To select a button or menu option, press the [TAB] key until the desired option is highlighted, then press [ENTER] to confirm your choice. [SHIFT-TAB] cycles the yellow highlight in reverse order. When accessing the gauge arrows in the JOKES and WDYWTGFL databases, your cursor control keys (on your numeric keypad, or the directional key cluster next to the numeric keypad) increase or decrease the gauge setting.

Full instructions for each utility are included in the HELP screens. You may invoke HELP at any time by selecting the HELP button or pressing the [F1] key.

On any screen, you can quickly select a button by pressing holding down the ALT key and pressing the first letter of that button:

**Example:** Press [ALT-H] to select the HELP button and press [ENTER].

## Quitting Instructions

To quit *The Laffer Utilities*, select the QUIT button. You'll return from whence you came. If you are running a utility from the Laffer shell, QUIT returns you to the Laffer shell. If you are running a utility from DOS, QUIT will return you to DOS.

## The Utilities

### JOKES

*A database where you can enter, edit and recall jokes, and search according to various criteria. Setups and punchlines may be placed on separate pages of a joke record, so that the punchline isn't revealed until you want it revealed.*



The *JOKES* database comes complete with over 500 jokes, supplied for your entertainment pleasure by Al Lowe himself and pre-evaluated for filth and funniness. If you disagree with Al's perceptions, feel free to change them, but remember: he's an authority, and you're probably not. You can change the existing filth and funniness levels for an existing joke, or to change the way a joke is told.

**Example:** Select the MAKE ME LAFF button at the bottom of the *Jokes* main screen. A joke will appear in the center window, and its preset Filth and Funniness levels will appear to either side of the center window. Select the EDIT button at the base of the center window.

Adjust the Filth level by selecting the arrows beside the FILTHOMETER gauge, and clicking on them or using your cursor control keys. Do the

same with the LAFFOMETER to gauge the joke's funniness. Select the center window to edit the text of the joke.

When you're done adjusting the Filth & Funniness levels and the text of the joke, select the DONE button.

You can also delete a joke from the *JOKES* database. To do so, select the DELETE button when a joke is displayed. Note: Once a joke is deleted, it's gone forever! Don't do it! Think again!

To protect the eyes of the sensitive, no slang or idiosyncratic vulgarities or specific ethnic or cultural groups are used in the database. This is to keep you from laughing too loudly at the jokes! With CUSTOMIZE, you can change the way a joke is displayed, using your favorite vulgarities instead of the rather clinical ones we've provided. Select CUSTOMIZE. On the CUSTOMIZE menu, the list on the left shows the various concepts for vulgarities. The symbols down the center, all of which are combinations of the % sign and a single letter, denote the codes you can use when adding your own jokes into the database. By inserting the proper code into jokes you add to the database, you can adjust which slang words are used when the jokes are displayed. The list on the right are the default vulgarities, which match the clinical vulgarities on the left.

**Example:** Select the box in the right column that says "defecate." A black cursor will appear under the "d" in "defecate." Hold down the [DEL] key to erase the word, or press [CTRL-BACKSPACE] to erase the entire line at once. Now type **poop** and press [ENTER].

Select the DONE button. Now whenever you bring up a joke that has the %S code embedded in it, the joke will use the word "poop" instead of the word "defecate." See how easy it is? Use the CUSTOMIZE function to come up with colorful language for ALL your favorite vulgarities.

Let's see how this works when entering a joke, shall we?

**Example:** Select the ADD button. Type **Why do firemen wear red jock straps? To keep their %Ds up!**



Select the arrow keys beside the FILTHOMETER until the setting reads "Risque." Click the arrow cursor on the arrow keys beside the LAFFOMETER until the setting reads "Cute" (or use your cursor control keys to raise or lower the levels of each meter). Select the DONE button.

The joke will be displayed for your review.

In addition to the % codes listed on the CUSTOMIZE screen, there is also the "%W" function. By embedding the code "%W" in the text, you tell the program to "wait" and display any text following the %W on the next "page." Let's try adding a joke that uses the %W function. Starting from the main *JOKES* screen:

**Example:** Select the ADD button. Type **Why did the chicken cross the road?%WTo get to the other side.**

Click on the arrow keys beside the FILTHOMETER until the setting reads "Pure." Click on the arrow keys beside the LAFFOMETER until the setting reads "Dumb."

Select the DONE button. The joke will be displayed for your review. Only the first part of the joke will be displayed, everything after the %W "wait" code will appear when you select the NEXT box.

The SEARCH feature allows you to search for a joke with any or all of the following criteria: range of filth, range of funniness, and any word contained in the body of the joke. To see how SEARCH works, from the *JOKES* main screen:

**Example:** Select the PREFERENCES button.

Click the arrows to the left of the FILTHOMETER to set the lower range of jokes to "Oh!" The word "Oh!" will appear below the left end of the FILTHOMETER. This tells the program that you don't want to search for any jokes cleaner than this level.

Click the arrows to the right of the FILTHOMETER to set the upper range of jokes to "Dirty." The word "Dirty" will appear below the right end of the FILTHOMETER. This tells the program that you don't want to search for any jokes dirtier than this level. You have now set a range of search parameters for filth level: no dirtier than "Dirty" and no less dirty than "Oh!"

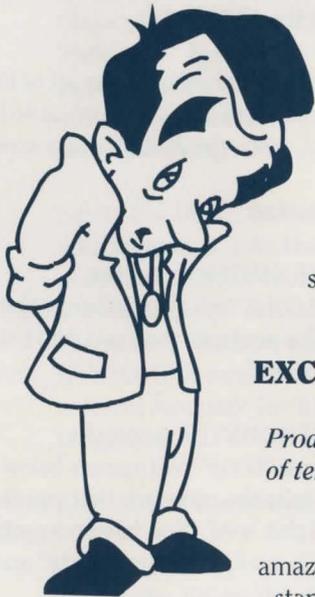
Click the arrows to the left of the LAFFOMETER gauge to set the

lower range of jokes to "Amusing." The word "Amusing" will appear below the left of the LAFFOMETER. This tells the program that you don't want to search for any jokes less than "Amusing."

Click the of arrows to the right of the LAFFOMETER gauge to set the upper range of jokes to "Hilarious." The word "Hilarious" will appear below the right end of the LAFFOMETER. This tells the program that you don't want to search for any jokes funnier than "Hilarious." You've now set a range of search parameters for funniness level: no funnier than "Hilarious" and no less funny than "Amusing."

Lastly, select the small SEARCH FOR window at the top of the screen. Type in the word **Doctor**. This tells the database that the next time you pull up a joke, it must be within the range of funniness you've selected, the range of filthiness you've selected, and must contain the word "Doctor." Now select the DONE button. Select the MAKE ME LAFF button and a joke will appear that fits your criteria.

To change your criteria, go back into the PREFERENCES screen and change the information you've just entered. To reset the PREFERENCES and put no search restrictions on the MAKE ME LAFF option, select the ALL button.



## WHATTODO

*A decision-maker for those who prefer to let somebody else, even Larry Laffer, do the deciding.*

Incredibly easy to use. Just type your question on the line and press [ENTER], or select the OK button.

## EXCUSES

*Produces a random excuse, suitable for thousands of terribly uncomfortable situations.*

Even easier to use than *WHATTODO*, really amazingly simple. If *EXCUSES* is run as a standalone utility, it will simply print out the excuse and immediately return your DOS prompt.

## HEADLINE

*Produces a random tabloid-style headline, suitable for giggling at.*

Much, much easier to use than *EXCUSES*. If *HEADLINE* is run as a standalone utility, it will simply print out the headline underneath the DOS prompt line and immediately return you to DOS.

*HEADLINE* also occasionally grabs names at random from the *PHONE* utility for added embarrassment and possible legal action!



## SAYINGS

*Will give you a pithy remark, deep thought, or bit of homespun wisdom. Guaranteed to make you nod your head in silent, thoughtful agreement, even if you're not sure what it really meant but don't want to blow your image as a connoisseur of philosophy.*

Easier to use than *HEADLINE*, *EXCUSES* and *WHATTODO* put together. If *SAYINGS* is run directly from DOS, it will simply print out the pithy quote and immediately return you to DOS.

## HORSCOPE

If you think *SAYINGS* was easy to use, wait 'till you try *HORSCOPE*! It is not, despite the name, a utility to let you spy on neighborhood "businesswomen" from across the street. *HORSCOPE* generates an astrological profile, prediction or advisory based on your sun sign (or that of your friends, your relatives, or the neighborhood businesswomen across the street.)

As an extra added bonus, if you just want quick advice and you're at the DOS prompt:

**Example:** Type **HORSCOPE LIBRA** and press [ENTER]. This prints out advice for LIBRA. You will need to specify correct path name if you're not in the LAFFER subdirectory.

## WDYWTGFL

*Answer the only universally-pressing business question, the one asked repeatedly in every office, every day: "Where Do You Want To Go For Lunch?"*

WDYWTGFL is a customizable restaurant database and works identically to the JOKES database. You can add all your favorite restaurants and rank them by price and quality. The search feature allows you to pull up only those restaurants meeting your exacting criteria (i.e., open for business). Consult the HELP screens for complete instructions on the use of WDYWTGFL's features.

ADD allows you to add a restaurant and set its quality and expense. Let's try adding a fictitious restaurant together, shall we?

**Example:** From the main WDYWTGFL window, select the ADD button. Select the center window. Type **Bertram's Sushi Shack** and press [ENTER]. Type **Sushi, Teriyaki, Sukiyaki and other Japanese food.** and press [ENTER]. Type **40715 Sashimi Court,** and press [ENTER]. **Fresburg, California** and press [ENTER]. Type **209-555-RAWW** and press [ENTER].

Select the arrows below the QUALOMETER on the left to raise or lower the red bar until the graph reads "Edible." This sets the quality level of the restaurant.

Select the arrows below the BUCKOMETER on the right to raise or lower the red bar until the graph reads "\$\$\$." This sets the expense level of the restaurant. Now select the DONE button, because you are.

The SEARCH feature allows you to search for a restaurant with any or all of the following criteria: range of expense, range of quality, and any word contained in the body of the restaurant description. To see how SEARCH works, from the WDYWTGFL main screen:

**Example:** Select the PREFERENCES button.

Select the arrows to the left of the QUALOMETER to set the lower range of restaurants to "Decent." The word "Decent" will appear below the left end of the QUALOMETER. This tells the program that you don't want to search for any restaurants of any quality lower than "Decent."



Select the arrows to the right of the QUALOMETER to set the upper range of restaurants to "Fabulous." The word "Fabulous" will appear below the right end of the QUALOMETER. This tells the program that you don't want to go to any restaurants better than this level. You have now set a range of search parameters for quality: no restaurant better than "Fabulous" and no worse than "Decent."

Select the arrows to the left of the BUCKOMETER gauge to set the lower range of expense to "Reasonable." The word "Reasonable" will appear below the left end of the BUCKOMETER. This tells the program that you don't want to search for any restaurants less than "Reasonable."

Select the arrows at the right of the BUCKOMETER gauge to set the upper range of price to "Pricey." The word "Pricey" will appear below the right of the BUCKOMETER. This tells the program that you don't want to search for any restaurants more expensive than "Very Pricey." You've now set a range of search parameters for expense level: no pricier than "Pricey" and no cheaper than "Reasonable."

Lastly, select the SEARCH FOR window in the center of the screen. Type in the word **Japanese**. This tells the database that the next time you search for a restaurant, it must be within the range of expense you've selected, the range of quality you've selected, and must contain the word "Japanese." Now select the DONE button. Select the LET'S EAT button and a restaurant will appear that fits your criteria. (Why, look! It's Bertram's Sushi Shack!) To change your criteria, go back into the PREFERENCES screen and change the information you've just entered.

To reset the PREFERENCES and put no search restrictions on the LET'S EAT option, select the ALL button.

## SOUNDS

*With SOUNDS, you need never be caught without an excuse to get off the phone. For example, select the telephone sound and play it into the handset. Then say, "Geez, Nick, sorry, but I have to get off the phone now, my other line is ringing." Works like a charm.*

The sounds may be run by themselves or from batch files, simply by including the correct pathname before the name of the sound:

**Example:** To use TelePhone, type **C:\SIERRALAFFER\TELEPHONE** and press [ENTER].

If you installed TLU to a drive or subdirectory other than the one given in the example above, substitute the correct drive letter or directory.

## POOL

*POOL instantly generates and prints blank betting pool forms for home, office, tavern or locker room. Once all your dupes...er, friends...fill in their initials, it will also assign random numbers to the form. Easier and quicker than pulling numbers out of a hat, not as good as giving yourself all the good combinations.*

**Warning:** we at Sierra do not condone illegal gambling, including informal sports bets between friends. And we know that no company ever runs any sort of betting pool for major sports events like football or baseball, so don't even run this utility (unless you're demonstrating to a Adult Education class what not to do).

However, if *POOL* aids you in winning your illegal office pool, the licensing agreement you agreed to when you opened the *TLU* box stipulates that you send us 75% of your winnings to Sierra On-Line. No, it doesn't, just kidding. Send it to Al Lowe.

Excessive usage may be detrimental to your pocketbook and will impair your ability to afford all the fine Sierra 3-D Animated Adventures of *Leisure Suit Larry*.

## BRACKET

With *BRACKET*, you can create brackets for single-elimination tournaments, round robin tournaments, and consolation tournaments. Customize the printout with up to 64 teams. If you're not involved in team sports (and what true hackers are?), you can simply turn the page upside down and chart your family tree. Note: there is a thirty-two team maximum for round robin tournaments.



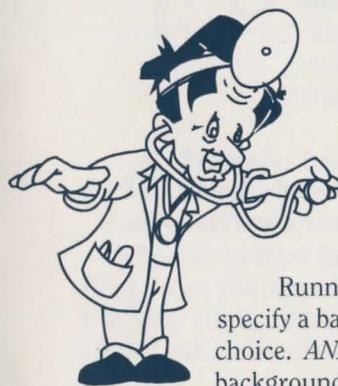
## WINDFALL

Tired of losing the lottery? You and a billion other people! *WINDFALL* might just change all that, by generating lottery numbers. Tell it how many numbers you need, and in what range (for example, 5 numbers between 1 and 99). In the blink of an eye, you get the numbers you need. For that matter, it could also be used for playing role-playing games if you don't want to bother with those pesky dice!

If you access *WINDFALL* from the command line, it will assume the set of parameters you entered when you last ran the utility from the main selection screen. The numbers will be printed and you will be immediately returned to the DOS prompt. Good luck, and remember: if *WINDFALL* strikes it rich for you, feel free to keep some of the money and return the rest to us. (Aw, what the hell, you can keep it all and just be sure to buy our *Leisure Suit Larry* games.)

## ANNOUNCE

An extremely flexible and powerful utility, *ANNOUNCE* allows you to post colorful messages on your computer screen while you're away (or while you're there and asleep). Customize it to add any insulting or semi-informative messages you wish (such as: "I've fallen and I can't get up!"); your message will scroll along the bottom, while an enormous, humorous graphic of your choice fills the screen. Somewhat better than a stickum. With the password option, you can prevent prying eyes from turning off the announcement and examining your files. Of course, they could always reboot your computer, but who'd be Lowe enough to do something like that?



Running *ANNOUNCE* as a stand alone utility allows you to specify a background, message, and (optionally) a password of your choice. *ANNOUNCE* can use any PCX format picture file as a background graphic. Let's say you've got a picture of yourself in PCX format called *MENAKED.PCX*. Your chosen message is, "I'm off streaking for charity!" Your optional chosen password is *BUFF*. To use this background, you would need to start *ANNOUNCE* from the command line:

**Example:** Type *ANNOUNCE MENAKED "I'm off streaking for charity!" buff* and press [ENTER].

Note: you must be in the proper subdirectory or specify the proper pathname for

both ANNOUNCE and your chosen PCX file. Do not use the .PCX extension when specifying the PCX file you wish to use for the background. Also note that there is a 35-letter maximum for the message, a 15-letter maximum for the password, and a 13-character maximum for specifying the .PCX file (including pathname).

## SIGNS

We looked at our computer, looked at our printer, and said to ourselves, "What if...?" This is the result. *SIGNS* will generate actual 8-1/2"x11" signs. Customize your text (or choose from any number of standard messages suitable for cubicle or corner office). You've never seen anything quite like it!

## SIGNUPS

If you're like I am, you're sick to death of creating those monotonous signup forms for teams, picnics, field trips, brunches, Bar-Mitzvahs and orgies. But computers were tailor-made for this sort of thing! *SIGNUPS* unlocks the hidden sign-up sheet artist in you, by providing clip art, auto-sizing and positioning, and headlining according to your specifications.

## FORMS

If I'm like you are, I'm tired of using the same old boring office forms for phone messages, memorandii, routing forms, travel expenses and pink slips. *FORMS* will print new, more lively and humorous forms.

## FAXCOVER

We left fax cover sheets out of *FORMS* and gave them their very own utility. *FAXCOVER* prints humorous fax covers on 8-1/2"x11" paper, with your company's information, and wacky messages. Suitable for mailing on certain auspicious occasions! Be sure to select CUSTOMIZE at least once so your sheets don't say "your company name!"

## PHONE

No more messy address books, out of date phone lists, or cumbersome Rolodexes! Simply enter a name, title, department and/or phone number. *PHONE* will search the employee database and display complete information for any matches. You can add names any time you wish with complete editing functions. Consult the HELP screens for complete information on adding and editing names, and all other *PHONE* functions.

*PHONE* may be invoked from DOS in the following way:

**Example:** Type **PHONE LOWE** and press [ENTER]. All entries in the *PHONE* database containing the characters LOWE will be displayed.

You can also search by other criteria. For example, let's say you only remember the beginning of a phone number:

**Example:** Type **PHONE 2131** and press [ENTER]. All entries beginning with the characters 2131 will be displayed.

You can search by department as well, or by city, street, or any other info that *PHONE* requests. For example, say you want the names and numbers of all your co-workers in the marketing department:

**Example:** Type **phone marketing** and press [ENTER]. All entries containing the characters MARKETING will be displayed.

Be sure to enter the birthdate so that the *BIRTHDAY* utility can do its thing. Also, the more names and information you add to the *PHONE* database, the better it will work for you...and the more of those names will show up in the *HEADLINE* utility's sleazy headlines!

**Note:** When entering birthdays, use the format MM/DD/YR.

## BIRTHDAY

Let's face it, who but your mother remembers everybody's birthday? *BIRTHDAY* does! Add names and dates, and how many days' notice you need to





have your secretary pick out a nice, personal gift. Include *BIRTHDAY* in your *AUTOEXEC.BAT* file and you'll automatically be reminded of upcoming birthdays every time you boot your computer. It's like a list of birthdays in your computer! In fact, it IS a list of birthdays in your computer!

Actually, *BIRTHDAY* draws its information from the *PHONE* utility data file. To enter new names for the *BIRTHDAY* utility, it's necessary to add the names through the *PHONE* utility. Once a name and date are entered and saved with *PHONE*, *BIRTHDAY* can do its thing.

With *BIRTHDAY*, you can bring up a list of birthdays coming up within the next 7 days. If you're running *BIRTHDAY* from the *LAFFER* shell, up to 12 birthdays will fit in the Birthday window. If you use *BIRTHDAY* as a standalone utility, there is no

restriction on the number of birthdays displayed. (You must be in the *\SIERRA\LAFFER* subdirectory, or specify the correct pathname, when giving the *BIRTHDAY* command.)

**Example:** Type *birthday* and press [ENTER]. A list of all birthdays within the next 7 days will be displayed.

You can also change the number of days' notice you get by including the number of days in the command:

**Example:** Type *birthday 14* and press [ENTER]. A list of all birthdays within the next 14 days will be displayed.

Another amazing option: rather than specifying the number of days, specify any given month.

**Example:** Type *birthday july* and press [ENTER]. A list of all birthdays in the month of July will be displayed.

If, for example, you're in your root directory and wish to run *BIRTHDAY* as a stand alone utility:

**Example:** Type *C:\SIERRA\LAFFER\BIRTHDAY 30* and press [ENTER]. A list of all birthdays within the next 30 days will be displayed. You may have installed *TLU* to a hard disk other than C:. If so, substitute the correct hard disk letter for C: in this example.

In fact, don't wait. Add *BIRTHDAY* to your *AUTOEXEC.BAT* right now, in the form *C:\SIERRA\LAFFER\BIRTHDAY 14*. If you installed *TLU* to a drive and/or subdirectory other than *C:\SIERRA\LAFFER*, substitute the correct pathname. Then add a line right after that one that just says *PAUSE*. Voila! Instant reminder program, giving you a full two weeks' notice before any birthdays as they appear in the *PHONE* database.

## TROUBLESHOOTING

If your printer isn't printing the way it should, check to see that:

- Your printer is turned on.
- Your printer's on-line or "Select" button is on.
- Your cables are properly attached.
- You have selected the proper LPT or COM port in the *INSTALL* program.
- You have selected the proper printer driver in the *INSTALL* program.
- You have not selected *NO PRINTER* in the *INSTALL* program, in which case *TLU* will print your documents to a file called *LAFFER.OUT*.

Check to see if your printer is printing documents from other programs correctly. If it isn't, the problem is probably with your printer or its installation. If the problem only seems to be affecting *The Laffer Utilities*, and you're positive you've installed the program properly, call our customer service number.

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



Technical support is also available via the Sierra Bulletin Board and other on-line services, accessible via modem. With your modem, you can call the Sierra Bulletin Board at (209) 683-4463.

Our settings are 300, 1200 or 2400 Baud; 8 Data; N Parity; 1 Stop Bit. Our sysop will be happy to help you.

Many other bulletin boards also provide hints to many of our games.

A. CompuServe: Go into the Game Publishers' Forum (GO GAMPUB) or write E-Mail to 76004,2143.

B. PCLink: Select PCLink Plus, enter Publisher's Connection, select Publishers Forums, then Sierra On-Line. E-Mail may be written to the User ID 'SierraOnLi'.

C. AppleLink: Select the KEYWORD option from the 'Goto' menu, and type: <B>Sierra<D>. E-Mail may also be written to the User ID 'Sierras'.

D. GENie: From the main menu select 10 (Games), then select 1 (Games Round Table). Select 1 (Games Bulletin Board), and type <B>set 22<D> at the '?' prompt. This will take you into the Sierra On-Line area.

For more information on these BBS lines, you can call these toll-free numbers:

CompuServe (800) 848-8199  
PCLink (800) 458-8532  
AppleLink (800) 227-6364  
GENie (800) 638-9636

If you find that you need to send for replacement diskettes, send the original disk #1 in the size you need (3.5" or 5.25") to:

### **Sierra On-Line**

P.O. Box 485  
Coarsegold, CA 93614  
Attention: RETURNS

Be sure to include a note stating your computer type, and the size of diskette you need (5.25" or 3.5").

We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a \$10.00 charge for 5.25" or 3.5" diskettes.

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