CRYSTAL DYNAMICS

THE HORDE™



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CRYSTAL DYNAMICS GAME TIPS HOTLINE

1-415-473-3434

MON. – FRI., 9AM – 5PM PACIFIC TIME

A Princely Reward

Chauncey always did his best . . . be it pouring the wine, handing round the turkey, or clearing away the constant mess. After all, he was serving nobility, who live on a higher plane than most mortals.

In fact, so entranced were the courtly eaters, stuffing their faces and regaling the table with raunchy episodes from their noble lives, that no one was paying attention. So when King Winthrop, dazzled by yet another of the High Chancellor's windy war stories, started to huff and hack, it was Chauncey who darted to the rescue. He pounded the royal shoulders and squeezed him around the middle in a Heimlich maneuver to match the King's girth — that is to say, of epic proportions — until the unchewed morsel of turkey launched like a bounding boulder from His Majesty's gullet, and the King was saved!

The lofty company was so shocked by the skirmish that the High Chancellor, in a burst of loyalty, yelled for Chauncey's arrest. But the King sputtered a proclamation, punctuated by flying turkey bits:

"He saved my life. He is . . a hero."

And on the spot, King Winthrop The Good knighted the astonished Chauncey and handed over his mighty sword, Grimthwacker.

A KIND HERD OF WILD COWS

Now Chauncey, who moments before was naught but a skinny serving boy with no kin save a kind herd of wild cows who raised him, found himself Sir Chauncey the Brave, holder of vast tracts of land.



The bad news is . . . Kronus Maelor, the Evil High Chancellor, is a realm-snatching throne jumper who wants the King dead. Now this key-biting royal interloper has to get rid of Chauncey, too!



But the good news is . . . with Grimthwacker and several other magical items, Chauncey may actually thwart the Evil High Chancellor's nefarious schemes and build his lands into a thriving community!

THE HORDE

But the even worse news is . . . Chauncey's lands are overrun with The Horde. These hulking, galloping mobs of loud, red, ravenous eaters perfume the air with an odious Eau de Outhouse while insatiably gobbling cow flesh and anything else they can shove into their unflossed maws!

But the hopeful news is . . . Hordlings are pretty dang dumb!

So there's still a chance that Chauncey can rid the land of the overwhelming, ever-chomping plague and become the most renowned hero in Franzpowanki history!

That is, if he can stop tripping over his sword.

Setting Up

SYSTEM REQUIREMENTS

- ✢ System: IBM® AT® or compatible
- ✢ CPU: 33MHz 386 or faster
- ✢ Free memory: 524K of conventional RAM; 2MB of XMS or extended memory
- ✢ Drive: Compact disc (CD) drive
- ✢ Operating system: DOS 3.1 or higher
- ✢ Graphics: 256-color VGA or better
- ✢ Controller: Keyboard, mouse or joystick

SYSTEM RECOMMENDATIONS

- ✢ DOS 5.0 or higher
- ✢ SoundBlaster™ or compatible sound board
- ✢ Double-speed CD-ROM drive

IMPORTANT: THE HORDE uses a DOS EXTENDER program included with the game that places the computer in PROTECTED MODE. This is required by the game software. There should be no other memory management programs loaded, such as EMM386, HIMEM.SYS, QEMM or 386MAX. For assistance on disabling these or similar programs, please see the Tech Support section at the back of this manual.

GETTING STARTED

1. Turn on your IBM PC system and CD drive.
2. Insert the Crystal Dynamics game CD into the CD drive.
3. At the DOS prompt, type the letter of the drive and a colon (for example, **D:**) and press **Enter**.
4. Type **HORDE** and press **Enter** to run the game.
5. Prepare to face THE HORDE!

Please see the Tech Support section for detailed information on starting up, checking memory, making a DOS boot disk, troubleshooting, and customer assistance.

KEYBOARD

BUILDING A VILLAGE

Move around the map	**Arrow** keys when map is active
Set an item in place	**Enter** key when map is active
Switch between map and Tool Box	**Spacebar**
Cycle through items	**Right/left arrows** when Tool Box is active
Choose displayed item and return to map	**Enter** key when Tool Box is active
Switch map views	**Up/down arrows** when Tool Box is active
Return to map without changing item	**Spacebar**

BATTLING THE HORDE

Move Chauncey on the map	**Arrow** keys when map is active
Use a weapon	**Enter** key when controlling Chauncey
Switch between map and Weapons Box	**Spacebar**
Cycle through items	**Right//left arrows** when Weapons Box is active
Choose displayed item and return to map	**Enter** key when Weapons Box is active
Switch map views	**Up/down arrows** when Weapons Box is active

GENERAL CONTROLS

Start the game; skip video sequences	**Enter** key
Slow action to half speed	Switch to Weapons Box or Eagle's Eye map view during combat
Pause	**F1**
Load a saved game	**F2**
Display Options menu	**F3**
Quit game	**Esc** key

MOUSE

BUILDING A VILLAGE

Move around the map	Roll mouse
Set an item in place	**Button 1** when map is active
Switch between map and Tool Box	**Button 2**
Cycle through items	Roll mouse right/left when Tool Box is active
Switch map views	Roll mouse up/down when Tool Box is active
Choose displayed item and return to map	**Button 1** when Tool Box is active
Return to map without changing item	**Button 2**

BATTLING THE HORDE

Move Chauncey on the map	Roll mouse; reverse mouse roll to stop
Use a weapon	**Button 1** when controlling Chauncey
Switch between map and Weapons Box	**Button 2**
Cycle through items	Roll mouse right/left when Weapons Box is active
Switch map views	Roll mouse up/down when Weapons Box is active
Choose displayed item and return to map	**Button 1** when Weapons Box is active
Return to map without changing item	**Button 2**

GENERAL CONTROLS

Start the game; skip video sequences	**Enter** key or **Button 1**
Slow action to half speed	Switch to Weapons Box or Eagle's Eye map view during combat
Pause	**F1**
Load a saved game	**F2**
Display Options menu	**F3**
Quit game	**Esc** key

JOYSTICK

BUILDING A VILLAGE

Move around the map	Move joystick when map is active
Set an item in place	**Button 1** when map is active
Switch between map and Tool Box	**Button 2**
Cycle through items	Move joystick left/right when Tool Box is active
Switch map views	Move joystick up/down when Tool Box is active
Choose displayed item and return to map	**Button 1** when Tool Box is active
Return to map without changing item	**Button 2**

BATTLING THE HORDE

Move Chauncey on the map	Move joystick when map is active
Use a weapon	**Button 1** when controlling Chauncey
Switch between map and Weapons Box	**Button 2**
Cycle through items	Move joystick left/right when Weapons Box is active
Switch map views	Move joystick up/down when Weapons Box is active
Choose displayed item and return to map	**Button 1** when Weapons Box is active
Return to map without changing item	**Button 2**

GENERAL CONTROLS

Start the game; skip video sequences	**Enter** key or **Button 1**
Slow action to half speed	Switch to Weapons Box or Eagle's Eye map view during combat
Pause	**F1**
Load a saved game	**F2**
Display Options menu	**F3**
Quit game	**Esc** key

Building a Village

How kind of the Evil High Chancellor to hand over the title to your lands. It's time to take possession . . .

SEASONAL REPORTS

Like the farmer's wagon, the seasons start their roll. And like the farmer's almanac, the seasonal reports tell you what's up, including:

- the season
- the year
- who's moving in (the more the merrier)
- your tax bite in Crowns

RULES TO RULE BY

And how quickly those Crowns slip away. To make your village prosper, keep in mind these two tried and true rules:

Rule 1: Earn more money than you spend.

Rule 2: Defend your holdings from THE HORDE!

Use the first part of each season to cultivate your village and set up your defenses. Everything you need can be found in the Tool Box. Select as many items as you feel you need or can pay for, and move them onto the village map.

CULTIVATING & DEFENDING THE LAND



HOURGLASS TIMER

Take advantage of 2 full minutes (real time) to plan, build and set your defenses. When the sands run out, The Horde attacks!

ITEM OUTLINE

The outline is a silhouette of your selected item. Move it around, and press the **Enter** key or mouse/joystick **Button 1** to set items in place.

VILLAGE MAP

Your village enlarges with each passing season. You can toggle between Zoom and Eagle's Eye map views, and set items in place in either view.

READY CASH, IN CROWNS

You'll spend some ready cash every time you use a tool. Buying cows and planting trees gets expensive. But the more tempting you make your village, the more immigrants you'll attract. They like nothing better than to build huts, make roads and plant crops. Their industrious activities will earn profits for you at the end of the season.

TOOL BOX

Pick out various tools and items for building up and defending the village.

TOOLS

To place an item on your land, select it from the Tool Box, move its silhouette onto the map, and press **Enter** or mouse/joystick **Button 1**.

- You can remove an item from the map by clicking on it again with its own silhouette.
- You can replace an item by clicking on it with a different silhouette.
- Every time you use an item (i.e., place it on the map), its cost is deducted from your Crowns. When you remove or replace an item on the map, its cost is added back. One exception: Water costs money to build and money to remove.
- If you can't afford an item, its picture will be grayed out.

You only have a few items to start with. At the end of each year (4 seasons) you can buy the rights to additional items if you've earned enough Crowns.

DIG

Cultivate your vast (or semi-vast) tracts so the villagers can plant corn. Corn crops yield golden Crowns as well as kernels. The effects of this item vary with the terrain.

PLANT TREE

With enough trees, you can transform an inhospitable region into a true woodland.

BUY COW

Cows are just about the most valuable improvement you can make to your land. They're expensive, but they earn back a goodly sum of gold. Wouldn't you know it, cows are also the Hordlings' favorite snack. So once they're contentedly grazing, defend 'em well.

DIG PIT

Spike-lined pits provide a lasting deterrent to the drooling, chomping, belching invaders. Once you dig 'em, don't fall in.

ERECT WALLS/FENCES

Extend a barrier to hold out the enemy.

EMPLOY KNIGHT/EMPLOY ARCHER

Call out your own army with these two defensive tools. Set up front lines of loyal sharpshooters as countermeasures against The Horde. Once in place, the knights and archers will turn to face the onrushing waves of Hordlings. Knights slash with spiked maces, and archers launch an avalanche of arrows to stop the greedy attackers before they gobble your goods.

OPTIONS

Display an Options menu where you can toggle the game's music and sound effects on/off. (You can also bring up this menu by pressing **F3**.)

Selecting OPTIONS pauses the hourglass timer.

END TURN

The hourglass timer gives you 2 full minutes of peace to work on your village and defenses before the Horde's invasion. If you're ready sooner, or you run out of Crowns, you can "take the Horde by the horns." Select the running Hordling in the Tool Box to end the building part of the season and bring on those ravenous marauders!

TAXES

Kronos Maelor has no mercy! At the end of each year, he issues a tax bill, which is due immediately. You'll be reminded of your obligation to the realm every season - so plan ahead. Cough up the coin of the realm, or you'll wind up rotting in a debtor's dungeon.

Tax Rule: Save assets, because the taxman cometh.

Popping the Horde

Hordlings live to eat! For the most part, they have a vocabulary of two words: "FOOD" and "EAT." They are extremely excitable, with the table manners of starving hyenas. Whenever they get the idea of FOOD or EAT, every other thought in their tiny brains is immediately driven out, and replaced by the chant "FOOD! FOOD! FOOD! FOOD! FOOD!" Then they all rush down and attack the village.

INCURSION UPDATE

Just before the onslaught, you'll get a battle order. Now you know how many Hordlings you must pop to stem the ravenous red tide for the current season.

Despite their supremely aggressive nature, Hordlings are as fragile as overfilled water bombs. Thwack them with Grimthwacker, and they burst in an explosion of red goo. When Hordlings are popped, they don't actually die. Shaman Hordlings can bring them back to life, wide-eyed and hungry.

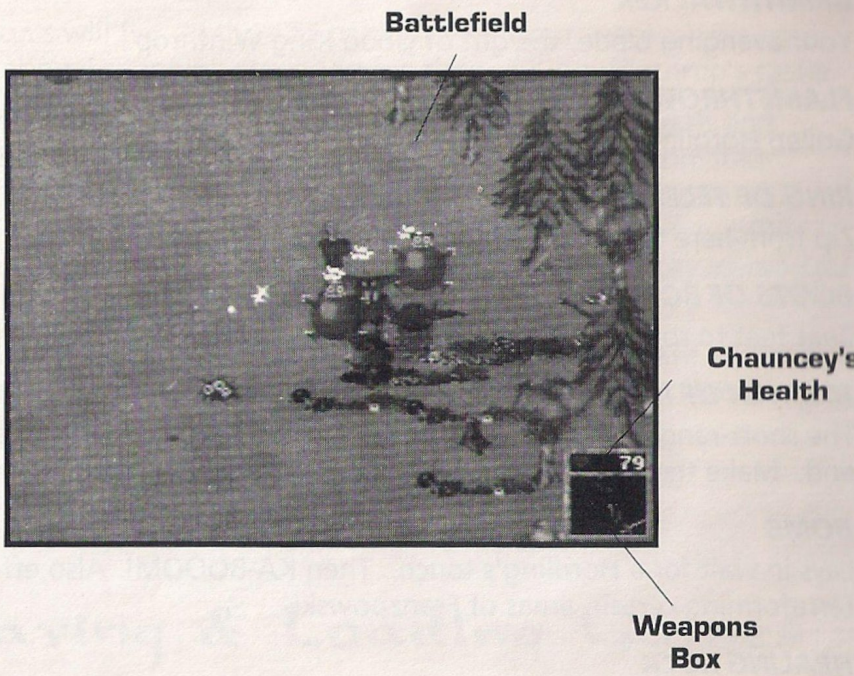
DE RULES OF DEFENSE

The best defense is a good offense. In your case, de fence might be a line of spiky pits, rock walls or moats. But those only slow down the invasion. Get in there with Grimthwacker or another weapon and start doing some damage.

Rule 1: Pop Hordlings before they chomp your property.

Rule 2: Don't get dizzy.

COUNTERATTACK!



BATTLEFIELD

Hordlings go wherever they want to. It's a good guess they'll head straight for the food. You can chase them around, or set up an ambush. Either way, when you pop them, they dissolve into red goo. It's grim!

You can toggle between Zoom and Eagle's Eye map views. Use Zoom for up-close-and-personal Horde popping. Use Eagle's Eye to see the location of the next wave of invaders.

The battle rages on until you've popped all the Hordlings, your village is destroyed, or Chauncey loses all his "heart."

CHAUNCEY'S HEALTH

He's got heart! But when he's hurt, he loses some. Keep an eye on this counter, because if Chauncey turns "heartless," the game's over.

Chauncey spins when he uses Grimthwacker. Get him dizzy, and he'll have to come to his senses before he can strike again. In the meantime, Hordlings are happily chomping their way through your village.

WEAPONS BOX

Pick out various weapons and other items for defending your village.

WEAPONS

GRIMTHWACKER
Your avenging blade, the gift of Good King Winthrop.

FLAMETHROWER
Grilled Hordlings, anyone?

RING OF TELEPORTATION
Zip from here to there through thin air.

BOOTS OF BOOGY
Beat feet to round up The Horde before they chomp your herd.

HAUNCH OF MEAT
The short-range aroma of this putrid bait can lure Hordlings to a gooey end. Make them cross a moat or spiky pit to get it.

BOMB
Lays in wait for a Hordling's touch. Then KA-BOOOM! Also effective in terraforming certain areas of Franzpowski.

HEALING ROCK
Not an imitation! This naturally occurring antidote is acceptable to FEMA and restores some of Chauncey's "heart."

FLUTE
Serenade the hordling masses and lull them to a watery demise.

GAME OPTIONS
Display an Options menu where you can toggle the game's music and sound effects on/off (You can also bring up this menu by pressing F3).

Selecting OPTIONS pauses the game.

Shopping Spree

The season's will fly. At the end of every year (four seasons), it's time for your annual shopping spree. So hie thee to King Winthrop's castle.

Here, for a small charge, you can buy the rights to more Tools and Weapons than you've yet enjoyed. (Use your ATM — Automated Transfer of Mana — card.) Each item will cost a certain amount of Crowns. You can buy anything you want, as long as you've got the cash. Move the highlight to choose, and press the Enter **key or mouse/ joystick** Button 1 to buy.

Each year, the number of items available to you will increase. After you buy an item, it will show up in your Tool or Weapons Box. Don't forget, you still have to pay to use it.

Select EXIT to end your buying trip and return to your land.

Saving & Loading Games

You can save your game at the end of each year. While shopping, select the Save Game item, and use its screen to name your game. You can save up to 10 games.

To load a saved game, press **F2.** Then select the name of the saved game, and press **Enter**.

Pausing a Game

Press **F1** to pause the action. Press it again to resume play. Selecting OPTIONS also pauses the game.

FNN

"All the news, in your face." That's the byline of the Franzpowanki News Network, the mouth organ of the kingdom. Broadcasting straight from the largest crystal ball in town, they'll tell you what's coming up, what's going down, and what's out of action. And if there's no news, count on FNN to make something up.



Food (Humans)

SIR CHAUNCEY THE BRAVE



Though genuinely good-hearted, Chauncey is gawky and kind of hapless. We'll never know whether Chauncey would have been happy forever as the King's serving boy. A gagging royal has changed Chauncey's fate forever. Now this kind-hearted friend of cows is the boss of the bastion.

THE EVIL HIGH CHANCELLOR



Kronus Maelor, the King's Number One, is such a villain that everyone simply calls him "The Evil High Chancellor." This golfing politico always has a packed schedule of shady schemes. Since he must keep up appearances, he has his stupid henchmen do the dirty work.

GOOD KING WINTHROP

Fifty years ago, all the Hordlings were run out of Franzpowanki by the great hero, Bran the Barbarian. Bran became king, and with his bulging muscles and powerful blade Grimthwacker, he protected the kingdom from wrack and ruin. Bran is still king, though he's changed his name to Winthrop (which has a less fiber-filled ring). But now the king is a bit long in the tooth. Too much ale and red meat have made him fat and sleepy. He and his royals prefer to laze around the banquet table and outdo each other's stories of conquest, than actually go out and do something!



Hordlings

ADOLESCENT HORDLINGS
(hordlingus adolescus eatemupium)



These critters are of average Hordling intelligence and appetite. In other words, they are stupid as dirt and voracious. Some are just short and ugly; others are very short and very ugly. They all have wide gaping mouths, bulging eyes, tiny brains and a lumbering gait. They're most often seen charging down hillsides in vast numbers, intensely excited and ready to get swept away in a headlong frenzy for the tiniest reason, or no reason at all.

PIRANHA HORDLINGS
(hordlingium caninus biteum)



These enthusiastic fellas are the mutts of Hordlingdom. Constantly bounding back and forth, they bark and cavort, biting and swallowing amazons, barbarians, elves and everything they see. Their vise-like, locking jaws chomp down firmly! An acute sense of smell puts them ahead of the pack at sniffing out tasty morsels that might be trying to hide.

SWAMP HORDLINGS
(gatorus albertasaurus)

Swamp Hordlings are slow on land but can swim rapidly. They snort a lot in a guttural, gulping, snarly way and leave behind the aroma of pastrami and mustard on rye left out in the sun.

FOREST HORDLINGS
(hordlingium pygmyus aggravatum)



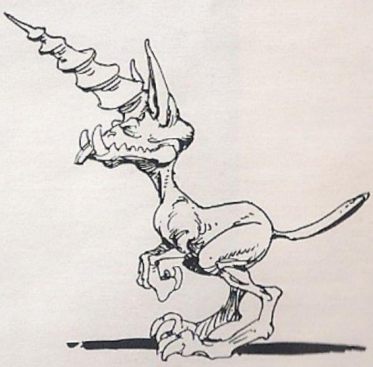
These Hordlings are a cross between highly irritating pygmies with blowguns, and highly irritating giggling leprechauns. Needless to say, their most consistent trait is that they are highly irritating. They're usually found near stands of trees, where they'll pop out with a funny waddle and shoot Chauncey with a plunger-like blowgun before swallowing a cow whole!

SHAMAN HORDLINGS
(hordlineum magicus irritatem)



Old, mouldering Shamans move slowly, smell terrible, and perform astonishing feats of magic. For instance, they can teleport, so they're hard to catch. They hurl fireballs better than the contestants in FNN's *Bowling for Farthings*. But the main task of every Shaman is to reconstitute Hordlings from the red eyeballs dotting the landscape. So whatever you do, keep an eye out for these guys.

DESERT HORDLINGS
(biggus diggus)



These mole-faced Hordlings burrow beneath the sand, only to emerge when you least want them to. Then they hop like a jackrabbit and bray like a donkey. With their drill-bit heads, they're particularly threatening, because they can't be popped until they wiggle out of the sand.

JUGGERNAUT HORDLINGS
(reddus gigantiucus extradummus)



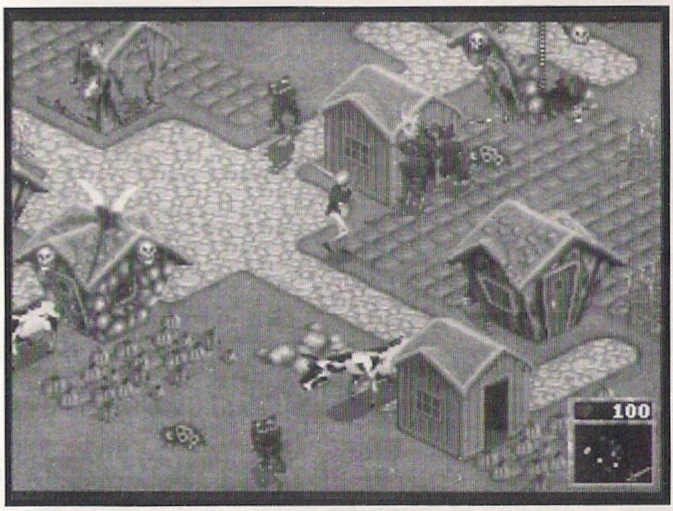
Slow and lumbering, these brutes are nearly invincible in battle. They are also one of the few creatures on the planet that can make Adolescent Hordlings seem intelligent. When they hit an obstacle like a rock wall, they just keep trying to lurch forward until something breaks!

ICE HORDLINGS
(hordus freezus buttoffium)

These frosty, snow-ball bopping Hordlings make words like "refined" and "civilized" obsolete. In other words, they are totally abominable and brutish. Their only concern is getting a hut, villager or cow into their mouths as quickly as possible.

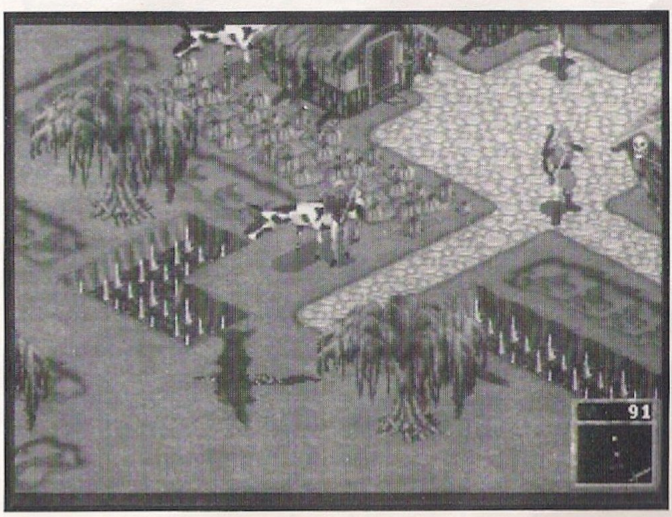
Habitats

SHIMTO PLAINS



Adolescent Hordlings are a pervasive plague in Franzpowanki. You'll face them early on in the Shimto Plains, where elves and barbarians can't even grow pumpkins in peace without being hassled!

FETID SWAMPS OF BUUZAL



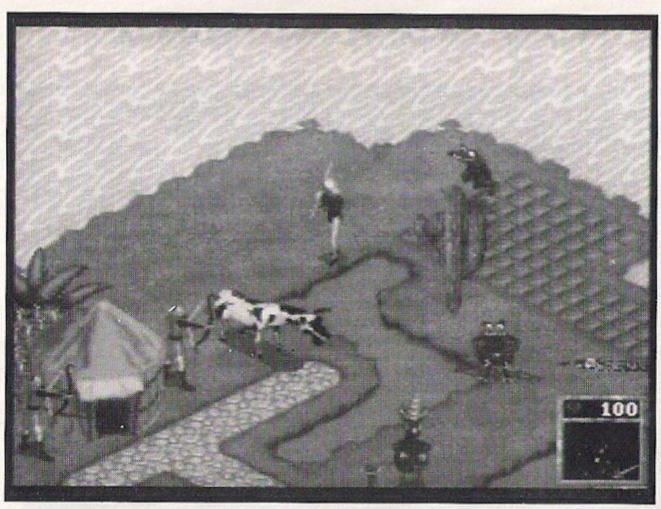
The Fetid Swamps of Buuzal are a murky territory with extremely fertile fields — if you can stand the stench. They're just the place for Hordlings with an odor problem.

TREE REALMS OF ALBURGA



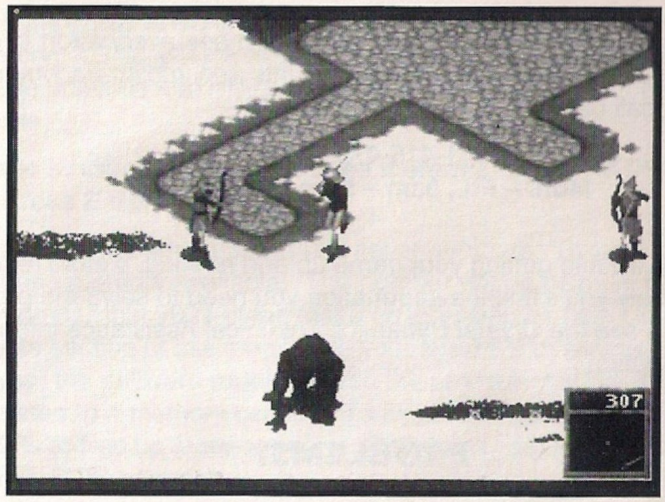
Wield your Flamethrower with caution: if one tree catches fire, a whole section of forest is liable to burn. It's a good way to toss a few more Hordlings on the BBQ.

KAR-NYAR DESERT



A nice place to tan, if you've got the time. But your job is getting crops to grow and workers to immigrate so you can pay your Tax Burden. Don't you hate it when you get sand everywhere!

FROZEN WASTES OF VESH



Ice Hordlings are only one of the obnoxious hazards in this arctic territory loaded with irritations. Add frostbite, tundra, permafrost, ice blindness and wet socks, and you'll just want to smash something!

Note: The Fungus Kudzu can invade your land and destroy your crops. In Battle Mode, Chauncey can walk over dangling Kudzu weeds to destroy them. In Building Mode, he can pick any item from the Inventory and cover the fungus to destroy it.

TECH SUPPORT

We hope you enjoy playing our games. We have made every effort to deliver entertaining, stress-free software. For game hints and info on upcoming Crystal Dynamics titles, call us at:

1-415-473-3434
Mon. – Fri., 9am – 5pm Pacific Time

If you are having trouble getting your game up and running, please read this section. Most likely you'll find the information you need to solve the problem. If you don't, please see the Crystal Dynamics Technical Assistance information at the end of this section.

PROBLEMS?

If you are having a problem installing or playing the game, we're here to help. First, please make sure to:

- Check the System Requirements section and verify that your system has the necessary configuration.
- Follow the steps in the Getting Started section to install and start up the game software.

If you still have trouble installing or running the software, read the following information for ideas and solutions.

NOTE: Before following any of the suggestions, make sure you're familiar with the DOS commands being used. Please see your DOS manual for detailed information.

TSRs, DEVICE DRIVERS & DOS SHELLS

A TSR (Terminate and Stay Resident program) is a utility that runs in the background, "behind" your main software, and is available when needed. Menu programs and virus checkers are examples of TSRs. These utilities are usually installed in your AUTOEXEC.BAT file in your root directory (usually C:) and start up when you boot your computer from the hard drive. Device drivers and DOS shells are usually installed in your CONFIG.SYS file, also in your root directory. They also load automatically at startup.

TSRs, device drivers, DOS shells and other programs such as Microsoft Windows™ sometimes interfere with games, or take up valuable memory and system resources that the game needs. We recommend that you not run these programs and utilities when playing the game. One way to do that is to boot from a DOS boot disk. The section Making and Using a DOS Boot Disk, on the next page, gives instructions on creating and using one.

CHECKING AVAILABLE MEMORY

Many problems occur when your system runs out of available base (or conventional) memory. TSRs, device drivers, and other types of memory-resident programs use conventional memory, and reduce the amount of memory available for your game.

To check the amount of available base memory, type CHKDSK (for Check Disk) and press Enter.

In the information that appears, the last set of numbers, "Bytes Free," is the amount of base memory available. The number will be given in thousands of bytes. Remember that 1024 bytes make up one kilobyte (K). Check the System Requirements section of this manual. If your system's available base memory is less than what the software requires, then the problem you are experiencing is probably related to a memory conflict. To fix the problem, remove any utilities such as TSRs to free up more memory. One way to do this is to boot up your system from a DOS boot disk.

MAKING AND USING A DOS BOOT DISK

If you are having trouble installing your software, experiencing lockups or other problems, try starting up your system with a DOS boot disk. Please follow the steps in this section **exactly**.

You will need a blank disk for your A: drive. If you don't use a blank disk, all the data currently on the disk you use will be erased when the disk is formatted.

IMPORTANT: These instructions are meant for uncompressed hard disk drives.

1. Type: **C:** (press **Enter**)
2. Type: **FORMAT A:/S** (press **Enter**)

   If you are formatting a low density disk on a high density drive, use the following command for step 2:

   for 5.25" low density disk: **FORMAT A:/S /N:9 /T:40** (press **Enter**)

   for 3.5" low density disk: **FORMAT A:/S /N:9 /T:80** (press **Enter**)
3. Place the blank disk into drive **A:** and press **Enter**.
4. When formatting is finished, you will be prompted to label (name) the disk. Type in a name and press **Enter**. (Or press **Enter** without typing anything for no name.)
5. When you see the prompt for formatting another disk, type **N** and press **Enter**.
6. At the C: prompt, type: **A:** (press **Enter**)

7. At the A: prompt, type: **COPY CON CONFIG.SYS** (press **Enter**)
   FILES=20 (press **Enter**)
   BUFFERS=20 (press **Enter**)
8. Press the **CONTROL** and **Z** keys at the same time, and then press **Enter**.
9. At the A: prompt, type: **COPY CON AUTOEXEC.BAT** (press **Enter**)
   PROMPT=PG (press **Enter**)
   PATH=C:\;C:\DOS (press **Enter**)
10. Press the **CONTROL** and **Z** keys at the same time, and then press **Enter**.

You now have a DOS boot disk. To this disk, add the necessary files for running your sound card, mouse and CD-ROM drive, to make sure you receive full, trouble-free support from these peripherals.

To boot from the DOS boot disk, turn off your system. Place the disk in drive A: and turn your system on. This disk will completely bypass the AUTOEXEC.BAT and CONFIG.SYS files on your hard drive and starts up your system in a "clean" DOS environment.

MEMORY

This game requires at least 2MB (megabytes) of XMS memory in order to run.

If you are using DOS 5.0, you can use its ability to load certain RAM resident programs "high" to free up base memory. Please see your DOS 5.0 documentation for more information.

DOS 6.0 includes a memory management utility called MemMaker. This will help you free up as much RAM as possible. Please see your DOS 6.0 documentation for more information.

COMPRESSION PROGRAMS

This game is designed to run optimally on an uncompressed hard drive. If you choose to compress your hard drive, the game's performance could be affected. These effects may vary depending upon which compression program you run.

SOUND CARDS

If you are experiencing problems with your sound card, try running the diagnostic software that came with your card. Most sound card problems are due to configuration errors. If you are using a sound card that is not listed on the system sticker on the game's packaging, or if you are running a sound card in emulation mode, your sound may not perform at its best. Sound card performance will also be affected if you do not have enough free memory. Please be sure that your system meets the minimum requirements for free RAM.

MOUSE SETUP

If you are having difficulty with your mouse, please be sure that its device driver has been installed and loaded properly. Windows and other software packages often have built-in mouse drivers that will not function outside their own environments. Most mouse drivers can be loaded by entering **MOUSE** or a similar command at the C: prompt. Please consult the documentation supplied with your mouse for more information. Erratic mouse behavior may also be due to a hardware conflict or incompatible mouse driver. Check with your mouse maker to be sure you are using the most recent version of your mouse driver.

CRYSTAL DYNAMICS TECHNICAL ASSISTANCE

If you still have problems after trying out the suggestions in the sections above, our Technical Experts are ready to help. If your problem isn't an emergency, please write to us at:

Crystal Dynamics Technical Assistance
87 Encina Avenue
Palo Alto, CA 94301

Please include the following information in your note:

- Crystal Dynamics product name
- Type of computer you're using
- DOS version number or type of operating system, if other than DOS
- Amount of and configuration of memory
- Names of TSRs, device drivers or DOS shells you're running
- Additional system information, such as type and make of monitor, video card, printer, modem, and so on.
- Description of the problem you're having

To talk to a technical support representative immediately, call us at:

1-415-473-3434

Mon. – Fri., 9am to 5pm Pacific Time

Please have the information listed above available when you call. This will help us resolve your problem in the shortest possible time.

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To replace defective media after the 90-day warranty period has expired, send the original disk(s) to the Crystal Dynamics address given above. Enclose a statement of the defect, your name, your return address, and a check or money order for $10.00.

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Credits

Programmers
Fred Ford, Ken Ford

Designer & Fiction
Paul Reiche III

Artist
Mike Provenza

Producer
Mark Wallace

Live Action Sequences Directed by
Robert Weaver

Live Action Sequences Produced by
Mackenzie Waggaman
Robert Weaver

Video Production Services Provided by
The Production Team

Inspiration & Guidance by
Madeline Canepa

Music
Burke Treischmann

Video Editors
Noah Hughes
Kevin Norr

Manual
Carol Ann Hanshaw
Neil Hanshaw

Additional Artists
George Barr
Iain McCaig
Cyrus Lum
Mira Ross
Steve Purcell
Paul Reiche III
Jim!!!

Video Project Manager
Julie Young

Marketing Manager
Scott Steinberg

Sound Effects
Paul Reiche III

Additional Music
Dan Nicholson
Riku Nuottajärvi
Eric Berge

Video Compression
John Ratcliff

Quality Assurance

Bug Busters

Starring

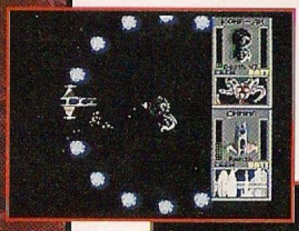
Kirk Cameron	Chauncey
Michael Gregory	Evil High Chancellor Maelor
Michael McCarthy	Good King Winthrop
Henry Crowell Jr.	Herald, FNN Newscaster, Torture Victim & Narrator

Special Thanks To

Cows Across the World
Eric Lindstrom
Dan Hite
Greg Johnson
Robert Leyland
Greg Hammond
Andy Mitchell
Dave "You Can Count On Me" Kirk
Greg Marques
Gregg Tavares
Muther's Recording Studio

STAR CONTROL II

Don't Reach For The Stars—Conquer Them!





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ORION OFF-ROAD

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- Brutal car crushing combat!
- Awesome jumps and stomach churning effects!

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