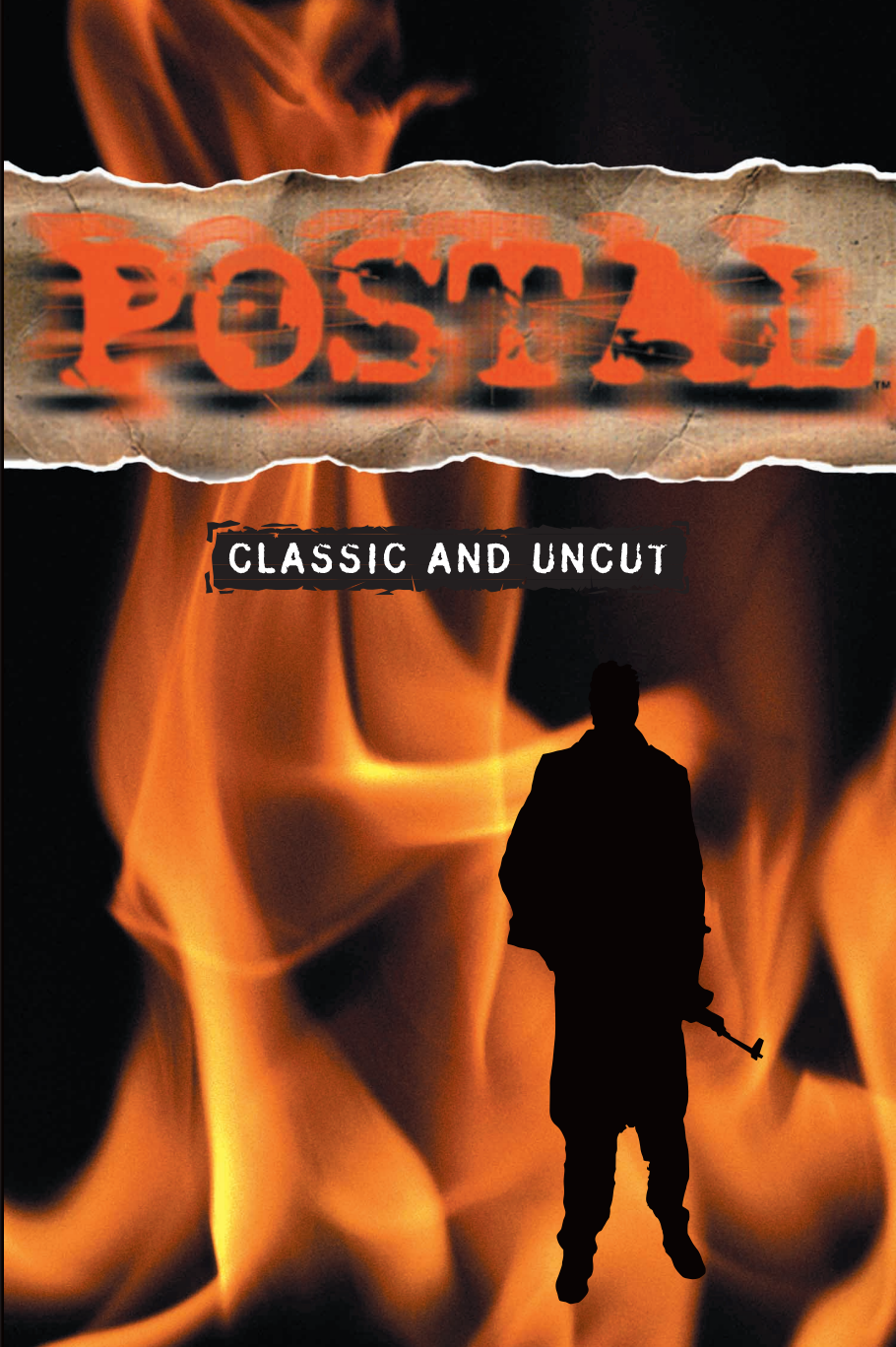
POSTAL
CLASSIC AND UNCUT

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warning: POSTAL contains content that is adult, sophisticated and extremely violent. We strongly recommend that it should NOT be played by anyone under 17 years of age.

system requirements: windows 95™ and windows NT™

PC System Requirements Windows NT 4.0 or Windows 95 (Windows NT recommended)

Pentium 90Mhz (166Mhz or higher recommended)

16Mb RAM (32Mb recommended)

2x CD-ROM (4x recommended)

256 Color SGVA 640 x 480

Sound Blaster or 100% Compatible (16-bit recommended)

PC Installation

From the Postal CD, run **setup.exe** to install the game to your hard drive. Setup will prompt the user for the destination directory for Postal. The typical installation process is the one we recommended for best balance of performance and hard drive space. It will install the sound files and the most commonly used game resources to your hard drive. The **Compact Install** will install just the executable file and the postal.ini file. This requires only 1 Mb of disk space, but is not recommended because sounds generated during gameplay will cause temporary pauses while they are being loaded from the CD. The **Custom Option** will allow the player to select which components to install, including a full installation which would speed up the load times between levels but occupies a considerable amount of hard drive space.

audio options

Three audio modes are available. The highest quality format is 16-bit 22.050kHz audio, but it uses twice as much memory as the other modes. This format is recommended for users with at least 64Mb of RAM. The other two audio modes use half the amount of RAM that the 16-bit 22.050kHz uses. Both of the 16-bit modes support the dynamic volumes during game play (volume is determined by the proximity of the sound source to the on-screen player).

Users who do not have a 16-bit sound card – or are informed by the program that their sound hardware does not support 16-bit sound – should run **Setup** and choose **Custom Installation** to select 8-bit sound. The 8-bit 22.050kHz sound should work on 8-bit sound hardware, but does not fully support the dynamic volumes during game play.

video options

This game supports Direct X but does not require it. Direct X 5 is recommended for Windows™ 95. Direct X allows users to run the game from any resolution or color depth supported by their hardware. Users who are using Windows™ 95 but not Direct X, should set their color depth to **256 Colors**. Windows™ will then require the computer to restart to engage the setting.

Anyone who experiences either video or audio breakup problems running Direct X should first run **Setup** again and reinstall all Direct X drivers. If Direct X still does not function properly, try downoading the latest audio and video drivers from the hardware manufacturer. If this does not solve the problem, run **Setup** again and use the **Custom** option to select **Standard Windows™** mode instead of Direct X. For Windows™ NT, the default choice is **Standard Windows™** mode. Direct X 5 is not yet supported by Windows™ NT 4.0. Windows™ NT will allow the game to run from any resolution and color depth supported by the hardware.

If Direct X is selected as the video mode, then the Direct X setup program will run as soon as the Postal setup program quits.

video drivers

It is important to make sure that the latest video drivers are installed in your PC. When experiencing slow frame rates, a new video driver can make a significant difference – our testing revealed as much as a doubling in speed simply by upgrading the video drivers on several of our video cards.

Also, if you select Direct X when installing Postal, the Postal installer will run the Direct X setup program after Postal is installed. It will show you which version of Direct X you have installed on your system. We recommend reinstalling Direct X even if the Direct X setup tells you that you have drivers installed.

installation options

The standard setup will select the default video and audio modes, based on the computer's operating system. It will choose 16-bit 11.025kHz audio and, when running Windows™ 95, it will choose Direct X 5. When using Windows™ NT, the setup will default to the standard Windows™ video mode.

The **Compact Install** will set the same default audio and video modes, but it does not copy the sound file to the hard drive, so short pauses may be experienced during the game when loading sound from the CD. The minimal install format is not recommended unless there is insufficient hard drive space for a normal installation.

The **Custom Install** will guide the user through the video and audio selections, and the default checkboxes will be set according to your operating system. After selecting the audio and video modes, four game components will be made available to install. The first and most important is the Sound file, which eliminates any pauses in gameplay during audio loading. The second, Animations, will install the 2Dand3D animations to the hard drive, which will speed up load time when playing the game. The third element is Game Resources, which contains files used to create the menus and game editor, as well as additional loading speed. The last component, Levels, speeds the level load times considerably. Remember, these files are large and will occupy 157Mb of hard drive space.

Use the **Arrow Keys** to navigate through the menus. To select an item or go to the next menu, hit **Enter** when your bullet is pointing to that item. To exit the current menu and go back to the previous menu, hit **ESC.**

start menu

single player:

The **Start Menu** allows users to play a single player game, a multiplayer game, or to view a demo. Single players can choose to start a new game from Level 1; load a specific level that has been created via the **Game Editor;** load a saved game or try a **Challenge Level.**

New games begin on Level 1. Once game goals are met, players can hit F1 to advance to the next level, or hang around to do more damage. If the Postal Dude dies before the level ends, hit the **Space Bar** to re-start the level.

The **Load Level** option lets users load a specific level, i.e. levels created via the editor or provided in future expansion packs.

The **Load Game** option allows users to return to the beginning of a saved game level, complete with weapons.

The **Challenge** option takes the user to the challenge menu. **Challenge** games offer a variety of different scoring modes and game goals, including **Timed levels, Goal levels, Capture the Flag levels,** and **Checkpoint** levels. At the beginning of a challenge level, the mission goal will be displayed below the player's score. Hit **F5** at any point during the level to review the goal.

single player cont.

Timed levels display a clock that counts down to zero, while tracking the number of kills or flags captured, according to the mission goal of the level.

Goal levels display a clock that counts up from zero, tracking the amount of time it takes the player to meet his goal.

Capture the Flag levels are similar to the Goal levels with a timer counting from zero tracking the time it takes to retrieve the flag.

The Checkpoint levels are similar to racing-style games in which players have a set amount of time to run a course. Some flags add bonus time to the clock. The goal: collect as many flags as possible before time runs out.

All of the **Challenge levels** feature a high score list. Players who beat the best time, or high score, can enter their name on the vanity board.

multiplayer:

Before beginning a multiplayer game, users should set the options for their network by selecting **Options** from the **Main Menu** and then selecting **Multiplayer.** These options are described in detail in the **"Options: Multiplayer"** section later.

hosting a multiplayer game

One of the players will need to serve as the game's host. Users can choose to host a game from the **Main Menu** by going to **Start** and selecting **Multiplayer**. If you are hosting a game, go to the **Host s**etting and type a server name or description of the game you are going to host. This text will be displayed to other players browsing for a game.

After a description is entered, dialog box will appear with options for a multiplayer game. At the top there is a chat window which shows the players names followed by their chat text. Players can chat before the game begins to discuss game options, what level to play, etc. Below that is a window showing the players who are connected to the game, with their names and colors. The host can choose to drop players from this list by selecting the player and clicking on the **Drop Button.** Below the connected players, is a list of the available multiplayer levels. Click on the names of the levels you wish to play. To the right are the scoring options for the game. You can choose a **Time Limit** and set the number of minutes, you can select a **Kill Limit,** and set the number of kills or you can select both, which will end the game when either the time is up or someone has reached the kill limit. If neither is selected, it will default to a kill limit of ten. Up to sixteen players can connect to a game, however, it is recommend to keep the number down to eight or less. Once the host has determined that enough players have joined, he can click on the **Start Button** and the levels will load on everyone's machine.

joining a multiplayer game

Players looking to join a multiplayer game may select **Join Game** from the **Multiplayer Menu**. A secondary menu offers the option to **Browse**, or connect to a specific server. If a gamer selects **Browse,** it will scan your local network for games that are starting and it will display the description of the game that the host has entered.

joining a multiplayer game cont.

Players wishing to join the game simply double click on the title and they will be automatically linked-up. Players may not join a game that has already started.

When playing on the internet, if the server you are attempting to connect with does not allow browsing across routers, select the name or address of the server with which you wish to connect.

Users with TCP/IP can enter the IP address of the server in the **Connect To** edit box and then hit **Enter** to connect to that system. If that computer has a registered name, enter the domain name of the server, thereby starting a game then hit **Enter** to connect. To find the IP address of your machine in Windows™ NT, run **ipconfig** from the **Command** prompt. From Windows™ 95, run **winipcfg** to display the same information.

Users with a network card will probably find this address to be the same every time. When using a modem to connect to the internet, this address will probably be different every time you dial. Players using IPX must enter the IPX address including the network address and the node address with which you wish to connect. When playing on a large network, you will need to find out the network address of the segment you are connected to. If it's a simple network, try using 00000000 as the network number. The node number is the hardware address of your network card. Learn the physical ethernet address in Windows™ NT by running **ipconfig** from the **Command** prompt, or in Windows™ 95, by running **winipcfg** to show the same information.

overview

The **Options Menu** contains six categories of options that can be set to customize the game and tune performance.

video

The one option in the **Video Menu** is the **Gamma Setting**. If your screen is too dark, use this option to increase the gamma. If it looks too washed out, then reduce the gamma setting.

audio

The **Mixer Option** allows you to set the relative volumes for different sounds within the game. There are 10 different sound groups. When the bullet is pointing to the sound category, use the arrow keys to adjust the volume.

Choose the last menu option to reset all volumes to default levels.

The **Sound Test Option** in the **Audio Menu** is mostly for fun. Play all of the game sound effects by hitting keys 0-9 and A-Z. Press the Tab key and it will cycle to the next bank of sounds. Select Exit when done.

controls

The **Controls Menu** allows users to customize settings for keyboard and mouse. The keyboard menu allows users to set specific keys to game commands while the mouse settings serve the same purpose for mouse buttons. The **Controls Menu** also allows users to set the speed at which the Postal Dude rotates and the mouse sensitivity.

options menu

multiplayer

On the **Multiplayer Options** screen, players can enter the name that will be shown and the colors that will be worn by their character during multiplayer games.

The **Protocol Option** selects the network protocol the user wishes to employ for multi-player contests. When playing on the Net, select TCP/IP. When playing on a local area network, the user must know what protocol is being used. For a Novell network, select IPX – otherwise, it is likely to be a TCP/IP network.

The **Connection Option** is used to tune the performance of a network game. Select modem, ISDN connection or your network connection type.

performance

The **Performance Options** by default are all enabled. User with slower machines may want to trade off some of the cool features in order to get higher frame rates. The **Options** are listed in order from those that use the most CPU power to the ones that drain the least. Disabling the transparency, for example will produce the greatest performance increase; but the fire and smoke will appear as a solid color that players will not be able to see through. Disabling the 3D lighting eliminates the effect whereby 3D objects are illuminated when they walk under the street lamps and other light sources. The "particle effects" include things like blood spurts, bullet casings and shotgun shells. Dynamic volume keys the volume of a sound effect to its distance from the Postal Dude. Disabling the ambient sounds may also help out on PCs which are low on memory. These are sounds such as wind, crickets, car alarms and other sound fix.

difficulty

The slider bar in the **Difficulty Menu** has 4 color zones and ranges from 1-11. The numbers adjust how accurate the hostiles are when they shoot, how often they shoot, and how much damage they deliver. The different color zones represent physically different level layouts for the single player games. The green represents the easy level layout, yellow is medium difficulty, red is hard, and purple is the nightmare mode. In the easier levels players have more hit points, power-ups and ammo while facing fewer enemies armed with less powerful weapons.

maintaining control

To enable the mouse in addition to the keyboard, go to the Options menu, choose **Input,** and click on the **Use Mouse** checkbox.

commands

ESC	During non-play – Returns user to previous menu screen
	During play – it calls up the game menu
f1	**Advances Postal Dude to next level after reaching quota of kills**
f2	Toggles crosshairs on/off
f3	Toggles an X- Ray view of the Postal Dude through any object
f4	Toggles diagnostic display on and off
f5	Displays current mission goal
pause	Pauses the game
q	The Postal Dude decides to leave the scenario
x	Executes a victim that is moaning or writhing in pain

- (minus sign)	Decreases visible gameplay area (for better performance on slower systems)
+ (plus sign)	Increase visible gameplay area
space	Brings your character back to life in multiplayer games
numpad-o	Allows Postal Dude to duck under missiles
Z	Allows Postal Dude to duck and even dodge missiles

movement keys

<left> Turn left (or move left when strafing)

<right> Turn right (or move right when strafing)

<up> Move forward

<down> Move backward

shift Hold down to increase movement and rotation speed

alt Strafe (use in conjunction with <left> and <right> keys)

weapon keys

<ctrl>	Fires the weapon currently in use
1	Machine Gun
2	Shotgun
3	Spray Cannon
4	Grenade
5	Missile
6	Heat Seeking Missile
7	Molotov Cocktail
8	Napalm
9	Flame Thrower
0	Mine (press multiple times to cycle through mine types)

level one: house

Diary: Moving to "Paradise" was a tragic mistake. People here are...sick. I hear gunshots, screams after dark. Now the phone calls, sayin' I'm being thrown outta this house. MY house, Wearing Kevlar vest and carrying a sidearm at all times now...

level two: truckstop/ sherrif's station

Diary: Worst fears confirmed. Group of lunatics tried to invade my home. Must get to truckstop and Sherrif, see if anyone there can help me. Afraid only God can help me now...

level three: the hovel

Diary: Like animals – even the Sheriff! Everyone here is infected with something. Something in the air, or water. Don't know. Maybe from Air Force Base? Hope not – that base may turn out to be my last hope.....

level four: the parade

Diary: Must face the possibility that I am only uninfected person in Paradise. Air Force must napalm entire town...ensure this madness doesn't contaminate rest of the country! Wait! I hear...music? Damn! It IS music! Better check this out...

level five: bridge and mine entrance

War Journal: It's war now. That "parade" of murderous maniacs marching down the middle of Main St. was.....sobering. Everyone here is mad, sick.... Must attempt to cross the bridge, lose myself in the mines....

level six: mine interior

War Journal: Didn't think I'd make it. Sitting duck on bridge. Must work my way through these caverns...they open into junkyard on far side of town...either way. I'll have the advantage in these narrow mines!

level seven: the salvage yard

War Journal: Crossed the bridge, successfully navigated the underground mines and have emerged into salvage yard. Am now straight in my mind about what I have to do and will do it as efficiently and remorselessly as possible....

level eight: thunderbird trailer park

War Journal: There MUST be others like me – immune to this germ warfare or whatever it is. Approaching trailer park. Maybe some sane people there. Can't get hopes up, but must not despair, either.

level nine: the train station

War Journal: Drenched in blood – mine, others. Could I be infected too? Up ahead...train station. If I can get out, I can warn them. Yes. Then I can warn everybody...

level ten: paradise ostrich farm

War Journal: Looks like a farm. Birds? OSTRICHES? Good Lord, am I infected, mad like the others? Must move efficiently. Got to get this dirty job done. Let the feathers fly!

level eleven: the construction site

War Journal: Blood everywhere. Like a river, flowing around me, pulling me in its wake like a helpless child. It's all got to go now. The whole town. Prepare for....deconstruction!

level twelve: the ghetto

Diary: My head... pounding. Must work way toward Air Force Base. Coming to a "bad" section of town....Better be...careful...Might get mugged....

level thirteen: the city

War Journal: Keep wondering about the Base. If I run into a flyboy, it's God's guarantee he'll try to put a cap in me, figure I'm infected. Oh, hell, I'm gonna die once I hit the city anyhow...

level fourteen: central park

War Journal: Taking too many hits....Getting weak...See green up ahead – maybe a forest? Probably a park. Can't go backwards – nothing back there but death. Keep moving, soldier...

level fifteen: the industrial complex

War Journal: The industrial complex is last obstacle between me and the Base. Too far to quit now. Whatever waits at the Base, I'm going to see it with my own eyes.

level sixteen: air force base

War Journal: This is it. The new Alamo. Me or them. Can't delay, can't risk infection. C'mon, grunt, let's rock and roll.....

the game editor

To get the full scoop on operating the **Game Editor,** check out the **Readme Text File** contained on this disc, or go to www.ripcordgames.com/postal <http://www.ripcordgames.com/postal> .

going postal on mplayer

Mplayer is a great way to find Postal playing partners while you're connected to the Internet. There are no additional charges nor any additional monthly fees added to what you already pay for your Internet connection. Mplayer adds quite a bit to the online multiplayer gaming experience, including real-time voice-chat that lets you verbally taunt your opponents and praise your teammates. Sign up for Mplayer, and join a friendly online community where you can participate in tournaments, contests and special events. All this and a dynamite multiplayer Postal gameplay experience. Join us on Mplayer now!

To get started, install Mplayer from your Postal CD-ROM by using the Windows™ 95 **Start Menu**. Select **Postal** and the option to **"Play Postal on Mplayer"** You can also select the option to "Play Postal on Mplayer" from the icon in the Postal folder.

As the Mplayer software installs, it checks to see if you're already connected to the Internet. If not, you'll be offered the option to sign up with an Internet Service Provider. The Mplayer installation software then checks to see if you have a Web browser on your system, and if you don't, it installs a fresh copy of Microsoft's Internet Explorer for you. The Mplayer installation software will then check to see if you're already a member of Mplayer, and if you're not, it installs everything you need to experience all of the excitement of Postal on Mplayer! You even get your own account, with a member name and password that you select!

When the Mplayer installation is complete, your Web browser will launch and connect you to the Mplayer game page on the Web. Make sure your Postal CD-ROM is in your CD-ROM drive, and click on "Play Now" to log onto Mplayer and enter the Postal Lobby. There might be a few more files sent automatically from Mplayer at this time. It's all automatic.

going postal on mplayer

While you're in the Postal Lobby, you can chat with other players by typing your message and pressing [ENTER]. To enter a Game Room, double click on a green Room icon, click on the "Ready to Play" button, and have a great time! If you would prefer to create a new Game Room, click on the Create Room button, wait for some other Mplayer members to join you, then click on the "Launch Game" button. It's that easy!

If you're still a little confused or you have any questions about playing Postal on Mplayer, feel free to get in touch with the Mplayer Technical Support people either through E-Mail or over the phone. Their E-Mail address is support@mplayer.com. They can also be reached by calling (415) 429 – 3100 between the hours of 3pm and 10pm PST, seven days a week.

For more information on Mplayer, please visit their Web site, at http://www.mplayer.com <http://www.mplayer.com/> .

mplayer system requirements:

Windows™ 95, Pentium Processor

8MB RAM (16 MB recommended)

14.4 kbps or faster modem (28.8 kbps recommended)

Internet access.

Please note that it's been our experience that Internet access provided through certain commercial online services is inadequate for really fast Mplayer gameplay. Low latency games, like turn-based or role playing games still work great though!

HEAT delivers the fastest game play achievable over the net plus HEAT is the only game site that rewards you for taking your "Postal" urges online with frequent player points that can be used for purchase discounts or redeemed for prizes. Check out HEAT's community features like automated tournaments and ranking ladders with huge prizes, email, chats, posts, page-&-play and e-commerce.

quick start guide to play postal on HEAT

Note: You must be connected to the Internet using a direct Internet service provider to play games over HEAT.NET.

1 After running **setup.exe** on the Postal CD, there will be an icon in your Postal group called **"Play Postal on HEAT"**, click on this to install the HEAT software.

2 Click on this icon and it will ask you if you wish to install HEAT Katalyst 1.2, click on **Yes**

3 Follow the on-screen instruction to install HEAT.

4 There will now be a HEAT group in your Programs group.

If you have any questions about playing Postal on the HEAT Network, feel free to contact the HEAT Technical Support people at 1-888-262-HEAT. Or visit their web site at

http://www.heat.net <http://www.heat.net/> .

troubleshooting & tips

For the most up to date troubleshooting tips, visit out web site at http://www.gopostal.com <http://www.gopostal.com/> .

We will be adding to the troubleshooting section as problems come up. Here are a few tips to get you going.

1. If the Microsoft Office Toolbar is running, exit it before running the game because it prevents Postal from automatically switching to full screen mode.

2. If you experience low frame rates, it could be a problem with your video card drivers. Upgrading to the latest video driver for your card can in some cases more than double the speed of the game. Check the video hardware manufacturer's web site for the latest drivers for your card.

3 The Postal Dude has only one life, just as in reality, but he regains health at the start of each level (the character rests between scenarios). There are also health powerups available in the levels.

4 In single player mode, there is a body count quota that must be attained before the Player can proceed to the next level. The current population, body count and goal are displayed at the top of the screen. The mission goal can be shown by hitting F5. Once you have attained the minimum requirements for the level, you may choose to go on to the next level by hitting F1, or you can stay around and mop up.

5 When you choose the Save Game Option from the menu that comes up when you hit ESC during the game, it will save what level you are currently on with the weapons that you had at the start of the level. When you load a saved game, you will start at the beginning of the level.

6 Users having problems with the mouse/keyboard configuration should go to the **Keyboard and Mouse Setup** screens. Two columns of game functions show which key or mouse button they are mapped to. To remap a function, move the bullet to the command to be altered and press Enter. Any key or mouse command issued at that point will thereafter control that function. Some keys cannot be mapped because they are used for other features of the game. Note that for mouse buttons, single buttons can be used (up to three for those mice with a middle button) or combination of buttons. This keeps users from being limited by the number of buttons, especially on a 3-button mouse, which offers seven possible commands.

7 Remember that there are two available entries for **Fire, Run** and **Strafe** commands.

Example: set the initial **Fire** command to the **Space Bar** and the second to the **Control Key**.The left and right arrow default to rotating the Postal Dude clockwise or counterclockwise. The **Strafe** command, meanwhile, is linked by default to the **Alt** key. By holding down the **Alt** key when using the arrow keys makes the Postal Dude sidestep left and right rather than rotating.

Some players, however may want their Postal dude to automatically fire whenever the **Strafe** command is deployed. They can, therefore, map **Alt** to **Fire** in addition to the default Control=Fire. The Postal Dude will now fire whenever the **Alt** key is pressed. Then, if the player also holds the left or right arrows, they will fire while moving left or right.

An even slicker example is available to players employing both the keyboard and mouse simultaneously. Assume the player wants to use the mouse to rotate the Postal Dude, but prefers the keyboard to move him forward, backwards, strafe left or strafe right. To accomplish this, simply map the **Left Arrow** to the **Left** and **Strafe** commands and the right arrow **to Right** and **Strafe**. Once this is done, simply press the left arrow and the Postal Dude strafes too the left, while the right arrow initiates strafing to the right. The **Up** and **Down Arrows,** meanwhile, map to **Forward** and **Backward.**

8 If you have done a little too much experimentation with the keys and wish to start over, you can select the **Restore Defaults** option which will reset all of the keys back to the way they were when you first got the game.

9 If you are having trouble starting a multiplayer game, make sure you have set your protocol in the options **O: Multiplayer Menu.** You should also make sure that all players attempting to start a game are using the same protocol. Players using IPX can not connect to players using TCP/IP. Also Mac-PC network games are not recommended.

