HΛLF-LIFE
GAME OF THE YEAR EDITION

NOW INCLUDED:
HALF-LIFE: UPLINK
TEAM FORTRESS CLASSIC
BONUS MAPS, SKINS, ETC.

SIERRA™

CONTENTS

Black Mesa Research Facility

Office of the Administrator
BLACK MESA RESEARCH FACILITY
Black Mesa, New Mexico

May 5, 200-

Dr. Gordon Freeman
Visiting Fellow
Institute for Experimental Physics
University of Innsbruck
Technikerstr.25
A-6020 Innsbruck, Austria

Re: Offer of Employment

Dear Dr. Freeman:

This letter shall confirm a recent telephone conver-
sation in which you were offered, and did accept, a
position at the Black Mesa Research Facility commencing
immediately but no later than May 15. As discussed,
you shall begin at Level 3 Research Associate status,
assigned to the Anomalous Materials Laboratory. We
understand that it will take some time to conclude your
affairs at the University of Innsbruck and return to
the United States. Please notify the Personnel
Department of your intended arrival time immediately.

Since you are unmarried and without dependents, you
have been assigned appropriate living quarters in the
Personnel Dormitories. However, you may not gain

admittance to your quarters until Level 3 security processing is complete. Please bring this offer letter and all documents listed on the attached sheet to the Black Mesa Personnel Department no later than May 15. A retinal scan will not be necessary at this time, but we do require urinalysis and bloodwork to establish baselines for your medical history during your employment.

Please note that as a necessary condition of your work with anomalous materials, you may be required to wear and operate an HEV hazardous environment suit. You will be trained and certified in its use during the standard orientation process. All further questions regarding the Black Mesa Research Facility and your role as Research Associate will be answered during orientation.

As you know, Dr. Kleiner, your former professor at the Massachusetts Institute of Technology, originally recommended you for contact by the Civilian Recruitment Division. He wishes to extend his congratulations on your decision to accept our offer. Like Dr. Kleiner, we are confident that your career with the Black Mesa Research Facility will be a long and rewarding one.

Office of the Administrator
Civilian Recruitment Division
Black Mesa Research Facility

OTA: lm

GETTING STARTED

To Install Half-Life
Insert the game CD into your CD-ROM drive. If your CD-ROM drive has AutoPlay enabled, click the "Install Half-Life" button and follow the instructions. If AutoPlay is not enabled, double-click on the "My Computer" icon on your desktop. Double-click on the CD-ROM drive icon. Follow the installation instructions. If Half-Life does not begin installing immediately, double-click on autorun.exe.

Minimum System Requirements
Windows® 95, Windows 98 or Windows NT
Pentium® 133
24 MB RAM
2X CD-ROM drive
Mouse and Keyboard
640x480 SVGA high color (16-bit) display
Windows-compatible sound device
400 MB free hard disk space

Recommended System Requirements
Pentium® 166+
32 MB RAM
3D accelerator card (OpenGL or Direct 3D)

THE MAIN MENU

Half-Life's Main Menu can be accessed at any time during a game by hitting the Escape key. Use your mouse or the up and down arrow keys to navigate inside of the Main Menu. Hit the Escape key at any time to go to the previous screen.

Before starting a game, your Main Menu choices include:

New Game
Hazard Course
Configuration
Load Game
Multiplayer
View readme.txt
Previews
Quit

NEW GAME
When you start a new game, you'll be asked to choose a level of difficulty.
Easy Monsters are weak and are easy to kill.
Medium Monsters are strong and are easy to kill.
Difficult Monsters are strong and are difficult to kill.

HAZARD COURSE
Access the Hazard Course at any time during the game to perfect maneuvers like jumping and crouching, using objects, and firing weapons. The Hazard Course includes a target range as well as water and obstacle courses. A holographic guide will assist you through the course. **If you are new to action games, we highly recommend that you visit the Hazard Course before you begin a new game.**

CONFIGURATION
Set game options, optimize video and audio settings for your system, and customize keyboard controls to your liking. After setting your configurations, hit the Done button to apply your settings and return to the Main Menu. Hit the Use Defaults button to restore the original default settings.

Controls
The grid shown in the Controls Dialog box lists the default keyboard and mouse configuration. It also makes it easy to customize the configuration: just click on an action in the first column, press Enter, then press the key you wish to associate with that action.

THE MAIN MENU

Action Describes the player action.
Key/button Specifies the key or mouse control associated with that action.
Alternate If you want to make an action accessible by more than one key or button, select an alternate in the right-hand column.

See the Controlling the Action section of this manual for a listing and description of Half-Life's default mouse and keyboard controls.

Advanced Controls

Crosshair Adds a crosshair symbol to help you aim your weapons.
Reverse mouse Reverses the up/down (Y axis) movement of the mouse. (Push the mouse forward to look down, and pull back to look up.)
Mouselook Changes the mouse function from controlling your movements to controlling your ability to look around. Note that checking Mouselook disables Look spring and Look strafe.
Look spring Automatically "springs" your view to center screen when you begin moving.
Look strafe In combination with your mouse look modifier (;), this causes left-right movements of the mouse to strafe (slide you from side to side) rather than turn.
It also returns your view to center screen when you begin moving.
Joystick Enables joystick input. For information on configuring your joystick, refer to the Readme.txt file.
Autoaim Automatically aims your weapon, making it easier to hit your target.

Audio

Game sound volume Adjusts the volume of the game's sound effects.
HEV suit volume Adjusts the volume of the instructions provided by your HEV suit.
High quality sound If the speed of your computer is 166 Mhz or more, check this box for even richer, higher quality sound.

To hear Half-Life's music, you must have the CD in your CD drive. To adjust the volume of the music, go to the Start Menu/Programs/ Accessories/Multimedia, and select the Volume Control applet.

Video

Video Options Set video options such as screen size, gamma and glare reduction. Changes made to these controls will be reflected in the sample image window.

Screen size Controls the amount of screen space the game uses. Reducing the screen size can often improve performance. Note that you cannot adjust the screen size if you are using an OpenGL video driver.

Gamma Adjusts Half-Life's color balance to best suit your monitor. Move the slider until you can just make out the figure standing in shadow on the right side of the sample image.

Glare reduction Adjusts darker colors to reduce glare on your monitor. Move the slider until you can see the camouflage pattern on the soldier's uniform.

Video Modes Set video modes, choose video drivers. Half-Life will check your system for the presence of OpenGL and Direct3D video drivers. It may ask you to verify the results of this check. If you have one or both drivers currently installed on your system, they will appear as choices at the top of this screen. You can also choose to run Half-Life in software mode. If you do not have these video drivers installed, Half-Life will default to software mode.

Display mode Half-Life evaluates your system's graphics adapter and automatically lists the display modes available for your computer. Selecting a higher resolution mode generally results in better quality images, but can lower game performance.

Run in a window Check this box if you prefer to run Half-Life in a window rather than full screen.

Use mouse Check this box if you are using the mouse to play Half-Life. Leaving the box un-checked will allow you to use the mouse outside the game window.

THE MAIN MENU

Gore Reduction Use this feature to turn off blood and gore effects. This is a password-protected feature, designed to let parents control the level of violence. You will need to re-enter your password to turn the effects on again.

Updates Receive updates of the latest Half-Life code, including new hardware drivers and bug fixes, if necessary. You will be able to see if a new update is available before you connect.

LOAD GAME
Select and start a previously saved game.

MULTIPLAYER
Join a multiplayer game on the Internet, chat with other Half-Life players, set up your own LAN, or customize your player character. For more information about Multiplayer options,

VIEW README.TXT
Half-Life's Readme file contains basic information on system performance, product features, and troubleshooting. We recommend that you read it before playing.

PREVIEWS
Get information about Half-Life: Team Fortress and other up-coming Sierra Studios releases.

QUIT
Exit Half-Life. Don't forget to save your game.

If Half-Life is already running, your Main Menu choices will also include:

Resume Game
If you are in the middle of playing Half-Life when you enter the Main Menu, use the Resume Game menu item to return to the action.

Save/Load Game
Save your game or load a previously saved game. You may also save your game quickly from within Half-Life by pressing Quicksave (F6). Load this game by pressing Quickload (F7). Only your most recent Quick-saved game can be selected from the Save/Load menu.

CONTROLLING THE ACTION

You may want to charge into a room and start shooting everything in sight. Sometimes we do, too. But in Half-Life, there are many others ways to interact with your surroundings. Half-Life's environments are as realistic as possible, and this level of realism will affect the way you move around. For instance, there's gravity – if you stand on ceiling tiles, don't be surprised if they collapse under your weight. There are also multiple surface effects – yes, wet floors really are slippery. And, if hit hard enough, glass will break. You can also shoot bullet holes onto walls to mark your turf, or leave yourself location reminders.

Try experimenting with your environment. Use your wits as well as your weapons to outsmart opponents and navigate through tough spots.

Use Key
Firing weapons is just one of things you can do in Half-Life. Use your Use (**E**) key for all sorts of other activities.

People Not everyone you meet is your enemy. You will encounter scientists and security guards who can provide cover fire, open locked doors or improve your health. Approach these characters and hit the Use key to get them to assist you. Hit the Use key again to leave them behind.
Objects Many objects, including doors, switches, and buttons, can be activated by hitting the Use key. In some cases, you'll need to hold down the Use key to perform the desired action.
Power ups Activate HEV suit chargers and wall-mounted first aid kits by stepping up to them and holding down the Use key.
Pulling Pull boxes and carts into new positions by holding down the Use key and walking slowly backwards. (To push a moveable object, just walk up to it, then continue walking slowly.)

CONTROLLING THE ACTION

Configurations

Half-Life's default configuration accomodates two common styles of play: using both the keyboard (left hand) and mouse (right hand), and using the keyboard only. The commands for both styles are listed here for your convenience.

Customize Your Settings

You can customize your keyboard and mouse settings by choosing Advanced Controls from the Configuration section of the Main Menu. Joystick and gamepad users should refer to the Readme.txt file for information on how to configure these devices.

For a complete listing of console commands and controls, refer to the Readme.txt file.

KEYBOARD/MOUSE CONFIGURATION

With this configuration, you'll use the mouse to control your ability to look around (up, down, left and right) rather than to control your movements. To enable this function, check the "Mouselook" box under Advanced Controls in the Configuration menu.

Move forward	**W**	
Move backward	**S**	
Turn left/right	**Mouse**	Move your mouse left and right to turn.
Move left (strafe)	**A**	Strafing is ideal for side stepping enemy gunfire.
Move right (strafe)	**D**	
Jump	**Space Bar**	
Duck	**Control**	Ducking can be used in coordination with other actions, such as jumping or running. Release the control key to return to standing.
Crawl	**Control + W**	Crawling makes less noise than walking or running, which can be particularly helpful when trying to sneak past a noise-sensitive enemy.
Swim up	**V**	
Swim down	**C**	
Look up	**Mouse**	Move the mouse forward to look up.
Look down	**Mouse**	Move the mouse backward to look down.
Return vision to center	**End**	

CONTROLLING THE ACTION

Primary fire	**Mouse 1**	
Secondary fire	**Mouse 2**	Not all weapons have a secondary fire mode.
Reload	**R**	Reload times vary from weapon to weapon.
Long Jump	**W + Control + Spacebar**	Each Long Jump draws energy; wait a few seconds for a recharge before using Long Jump again. You must acquire a Long Jump module before you can perform this maneuver.
Walk	**Shift**	To slow down, hold the SHIFT key down. Release the key to resume running.
Flashlight	**F**	The flashlight draws energy, so don't forget to turn it off by hitting the F key again.
Previous Weapon	**Mouse Wheel Up**	Choose the previous weapon in the HUD.
Next Weapon	**Mouse Wheel Down**	Choose the next weapon in the HUD.
Last used weapon	**Q**	Choose the weapon used previous to your current weapon.
Use	**E**	
Show Score	**Tab**	For use in multiplayer games, it shows scores, names and other info.

KEYBOARD ONLY CONFIGURATION

Move forward	**Up Arrow**	
Move backward	**Down Arrow**	
Turn left	**Left Arrow**	
Turn right	**Right Arrow**	
Move left (strafe)	**Alt + Left Arrow**	Strafing is ideal for sidestepping enemy gunfire.
Move right (strafe)	**Alt + Right Arrow**	
Jump	**Space Bar**	
Duck	**Control**	Ducking can be used in coordination with other actions, such as jumping or running. Release the control key to return to standing.
Crawl	**Up Arrow + Control**	Crawling makes less noise than walking or running, which can be particularly helpful when trying to sneak past a noise-sensitive enemy.
Swim up	**'** (apostrophe)	
Swim down	**/**	
Look up	**Page Up**	Move the mouse forward to look up.
Look down	**Page Down**	Move the mouse backward to look down.
Return vision to center	**End**	
Primary fire	**Enter**	

CONTROLLING THE ACTION

Secondary fire	\	Not all weapons have a secondary fire mode.
Reload	**R**	Reload times vary from weapon to weapon. Reload only affects primary attacks.
Long Jump	**Up Arrow + Control + Spacebar**	Each Long Jump draws energy; wait a few seconds for a recharge before using Long Jump again. You must acquire a Long Jump module before you can perform this maneuver.
Walk	**Shift**	To slow down, hold the SHIFT key down. Release the key to resume running.
Flashlight	**F**	The flashlight draws energy, so don't forget to turn it off by hitting the F key again.
Previous weapon	**[**	Choose the previous weapon in the HUD.
Next weapon	**]**	Choose the next weapon in the HUD.
Last used weapon	**Q**	Choose the weapon used previous to your current weapon.
Use	**E**	
Show Score	**TAB**	For use in multiplayer games, it shows scores, names and other info.

ON-SCREEN INFORMATION

YOUR HEV SUIT

Early in the game, you must find and put on your Hazardous Environment (HEV) Suit. The suit needs to be recharged periodically--the greater the charge, the more protective power your suit has. To recharge your suit, seek out a wall-mounted HEV suit charger, or pick up batteries along the way.

THE HUD

Once you are in your HEV suit, the suit's heads up display (HUD) is activated. The HUD is an on-going barometer of health, available energy, and remaining ammo. The HUD allows you to survey and select from your weapons arsenal and inventory items. It also alerts you when you are sustaining environmental damage.

Your health on a scale of 1 – 100

Your suit's protective charge

Ammo remaining in the current clip

Total available ammo

Secondary ammo, if available

ON-SCREEN INFORMATION

To fire using primary ammo, hit the Primary Attack (**mouse 1** or **enter**) key. To fire with your secondary ammo, hit the Secondary Attack (**mouse 2** or **\ **) key. To reload your weapon, hit the Reload (**R**) key.

Weapons Selection
Weapons fall into 5 general categories:

Low-tech (the crowbar)

Hand guns

**Machine and Shotguns
(shown expanded)**

High-energy experimental weapons

Weapons that can be tossed or placed

As you discover weapons in Half-Life, they automatically get added to their proper categories, corresponding to keys 1-5 on your keyboard.

You can switch weapons one of three ways:

1. Toggle through all your available weapons by repeatedly hitting the Next Weapon or Previous Weapon (**]** or **[**) keys. Hit the Enter key to select the highlighted weapon.
2. Jump directly to a specific weapon by hitting the number key that corresponds to the weapon's category. Then, counting down the column, hit the same category number again as many times as needed to match the position of the desired weapon. Hit the Primary Attack key (**mouse 1** or **enter**) to begin using that weapon.
3. Customize your keyboard. (See Advanced Controls for customization information.)

Inventory

Flashlight Standard issue with your protective suit. It must be selected manually when you want to use it by hitting the Toggle Flashlight (**F**) key. It draws energy, so don't forget to turn it off when you exit a dark area. The flashlight will recharge itself automatically.

Long Jump You must first acquire a Long Jump Module in order to perform a long jump. Each long jump draws energy; you must wait for a recharge in order to perform another long jump. To perform a long jump, you will need to be moving forward, then duck and quickly hit the Jump (**space bar**) key.

Danger Monitors

Your HUD has visual and audio alarms to warn you when the environment is threatening your health. If you see any of the following symbols, act fast:

☣	**Poisonous biohazard**	🔥	**Burning**
☢	**Radiation**	❄	**Freezing**
🧪	**Acid or corrosive chemicals**	⚡	**Electric shock**
O₂	**Drowning**		

WEAPONS

If you like big guns and other destructive devices, you've come to the right place. Half-Life has many different types of weapons – from basic shotguns, pistols, and semi-automatics, to grenade launchers, crossbows, and trip mines. There are even a few experimental toys we think you'll enjoy getting your hands on.

You won't find Half-Life's arsenal spinning around in space. Instead, you'll find items in more realistic locations, such as on gun racks, in the hands of your allies, or on the bodies of your dead enemies. Similarly, ammo will be strewn about on the ground, hidden in crates, and locked inside storage cages. On screen, you'll see your available weapons and ammo. To learn about selecting a particular weapon from your inventory, see page 16 (On-Screen Information).

Some of Half-Life's weapons have an alternate attack mode. Discover which weapons have two uses and experiment with your options. To learn more about selecting primary vs. secondary attack, see page 12 (keyboard controls in Controlling the Action section). Your complete arsenal includes real world weapons, experimental weapons, and alien technology. Some weapons can be augmented later in the game to make them even more dangerous. You'll have to venture deep into Half-Life to find out about every weapon. For now, here are three basic ones you'll encounter early in the game:

Crowbar: Half-Life is a complicated place where a crowbar can really come in handy. Things like barrels, boxes, gears, and grates can be pried opened, smashed, or otherwise wrenched loose with the crowbar. You'll find critical paths that have been blocked or sealed shut. You can dig through such obstacles with your crowbar. You can also use your crowbar to break glass and bludgeon approaching enemies.
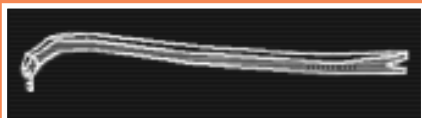
Pistol: You acquire this 9mm pistol early in the game. Although it may seem outdated as you acquire more technologically advanced weapons, don't forget about it: it's one the few weapons that fires under water.
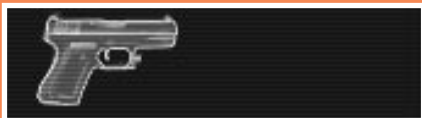
Sub-Machine gun: This is one of the first weapons you'll acquire with both primary and secondary attack options. The Navy Seal sub-machine gun has an attached grenade launcher (secondary attack). It has infinite range and fires rapidly. Its primary attack fires 30-round clips of 9mm bullets, while secondary attack launches grenades.

Remember, you can practice using your crowbar and firing the sub-machine gun in Half-Life's Hazard Course.

ENEMIES AND OTHER CHARACTERS

After your experiment with the portal goes awry, the Black Mesa Research Facility will be populated with a wide variety of life forms. Some will attack you on sight, some will leave you alone unless provoked, and some are on your side. Don't be surprised to see packs of creatures working as a team, and don't forget to watch your back, as some monsters can follow you by your scent.

The characters you'll meet in Half-Life fall into one of the following categories:

FOR EXPRESSION

TELESCOPING JAWS
EXTEND CREATURES
RANGED BITE

BONEY
JAWS

NO
VISIBLE
EYES

TELESCOPING
EXTEND CREATU
RANGED BITE

SOLDIER
HEIGHT

TUSKS HINGE
OUTWARDS

SECONDARY
"DE-EVOLVING"
LEGS

HOOKS MAKE
CLICKING NOISE AS IT WALKS
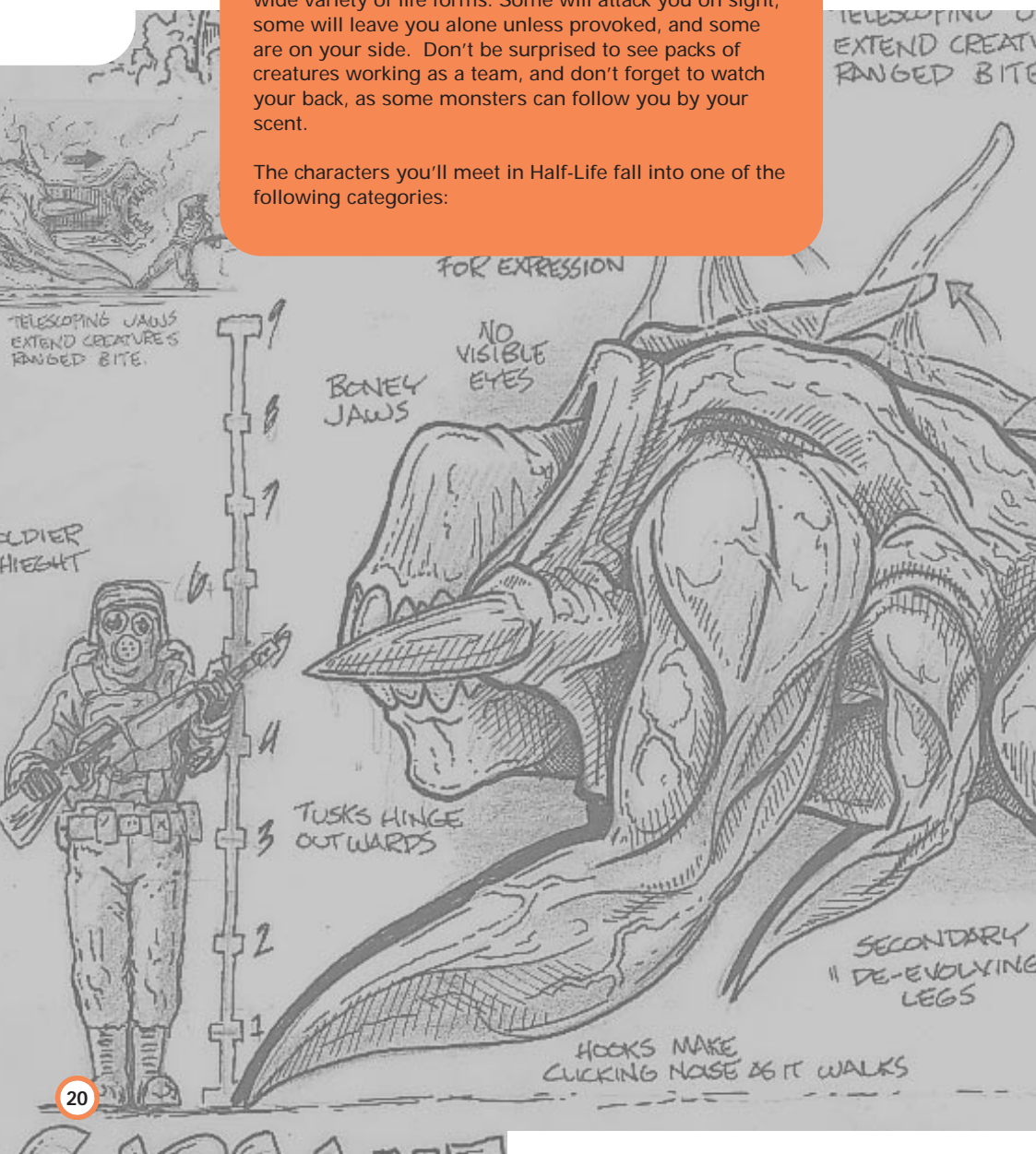
Alien Enemies

There are over a dozen different species. Some work in teams, others are loners. Some will attack without provocation, others would rather avoid conflict.

This Barnacle is a stationary monster that attaches itself to ceilings and lies in wait. His passive approach doesn't make him any less deadly. Of course, plenty of Half-Life's alien enemies are quite mobile. You'll see.

Human Enemies

Your government has sent in a dangerous and very efficient clean-up crew. Unfortunately, these military personnel don't only want to obliterate aliens, they're trying to permanently silence you and your co-workers, too.

This is just one of several different militia types. Be on the lookout for soldiers and trained assassins.

Human Civilians

These scientists and security guards were your co-workers before the accident, and can be valuable allies now. You may be able to enlist them to help you.

For instance, security guards have access to rooms that you don't. Get them to follow you when needed, and they can unlock doors for you. Hit the Use key (E) to get a civilian to help you. Hit Use again to leave him behind.

MULTIPLAYER

Half-Life's multiplayer features eliminate the hassle of getting connected to the game of your choice. Whether you're new to multiplayer games or a seasoned veteran, you'll appreciate how fast and easy it is to get into the action.

Note: For best results, connect to the Internet before selecting a multiplayer game.

Half-Life's multiplayer selections include:

Quickstart
Internet games
Chat rooms
LAN Game
Customize
Visit WON.net
Exit

QUICKSTART
Select Quickstart to get online and playing as fast as possible. Once you've logged on to our system, it will automatically check the list of current games and drop you into the best available game.

INTERNET GAMES
Use this feature if you prefer to browse the list of available games. The list reports the speed of the network, which multiplayer map is being played, the game being played (the list will eventually include Half-Life: Team Fortress and Half-Life expansion packs), and the current
number of players/maximum number of players allowed in the game.

Connect To join a game, click on the game name, then click on Connect.
Create game Host a new game on your computer.
View game info Check players' names and scores, and review the rules chosen for your game.

Refresh Get the latest information on the current list of games.
Update Request a new listing of available games.
Filter Look at a subset of available games.
Add server Add a specific game to the list by manually entering its Internet address.
Chat rooms Visit the Chat rooms to hook up with other players.
Exit Go back to the main multiplayer menu.

In addition to the choices listed on the screen, you can further manage your list of games by selecting a specific game, then right-clicking your mouse. If you select "add to favorites", an icon will appear next to the game name. Favorites are always shown on your list, even if they are not currently available.

MULTIPLAYER

CHAT ROOMS

Chat rooms are a great place to meet friends, taunt opponents or discuss strategy. To make getting started easy, a chat room will be selected for you automatically. Join in the discussion or switch to a different room by selecting List rooms. You can also search for a specific player or room name by clicking the Find button. If you enter the name of a private chat room, you will be asked for a password before you can join the room.

LAN GAME

You can also play multiplayer Half-Life on a LAN (Local Area Network). If you choose LAN game from the menu, Half-Life will automatically check your LAN for active games. You can join a current game, refresh the list of games, create a new game, or add a specific game to the list by manually entering the Internet address.

CUSTOMIZE

Half-Life gives you the ability to customize the appearance of your character in multiplayer games. Select from a list of options for player face, model and skin, or import your own artwork for a truly unique look. Please refer to the Readme.txt file for details on how to create your custom artwork and import it in to Half-Life.

You can also select a "spray paint" image that can be used to mark your territory or announce your clan affiliation. Use the **T** key to apply your image to walls and other surfaces. Refer to the Readme.txt for information about creating custom spray paint images.

VISIT WON.NET

Connect to the WON.net website to get the latest news on multiplayer Half-Life. You'll also find tips and strategy guides, contests, mod and skin libraries, and links to Half-Life fan sites.

TO ALIENS IN CAGES

BREAK THROUGH FLOOR

⑥

DOWN TO 'PSYCHO SURGERY'

⑤

TARGET,
(SAFE
UNBREAKABLE)

...WASE

①
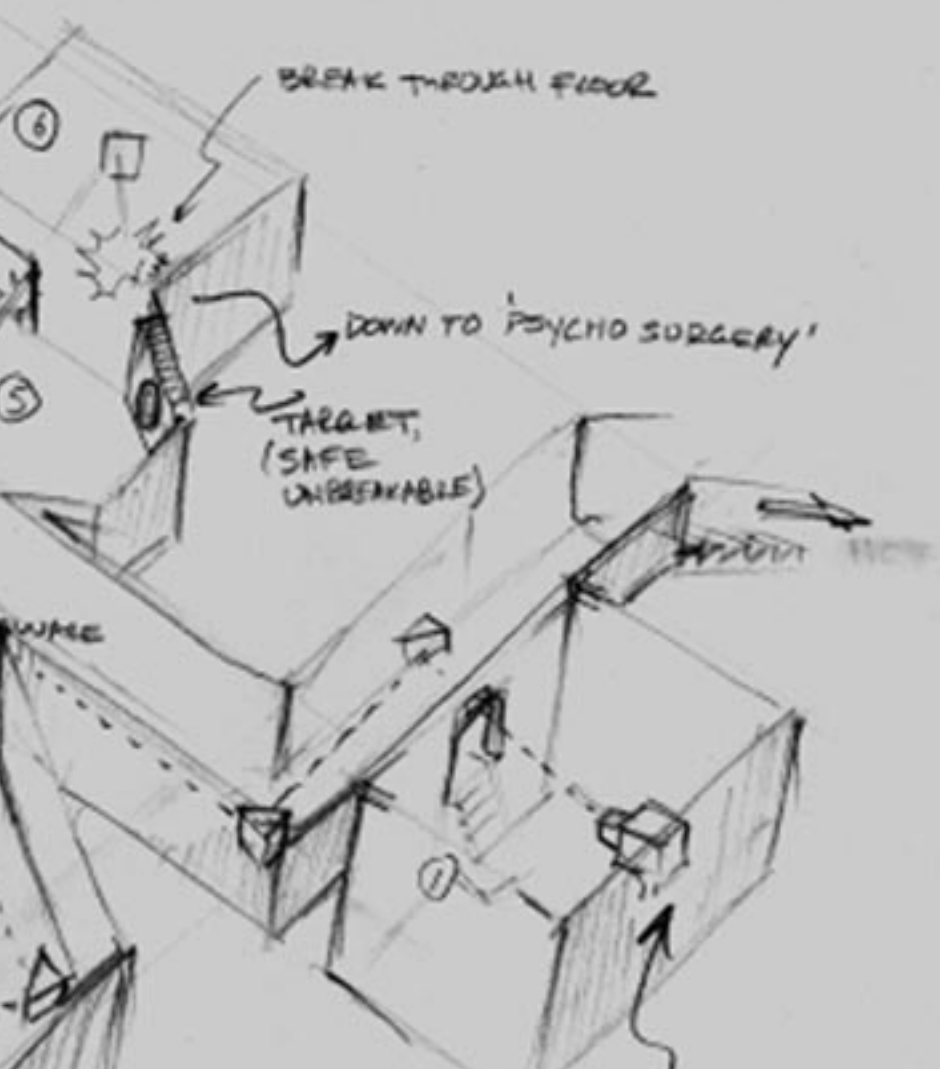
WORLDCRAFT 2.0

So you've finished Half-Life with all your limbs intact, but you're still hungry for more? Dive into Worldcraft 2.0 (included on your Half-Life disc) and create your own custom-built Half-Life levels. Worldcraft is the most popular and powerful level editor around. Its intuitive interface helps you build your own extraordinary worlds, and you won't need a degree in Computer Science to do it. We used Worldcraft 2.0 to build all of Half-Life's levels.

With Worldcraft, you use a set of basic shapes to get started. Combine, carve, and otherwise customize these shapes to create the architecture you want. You decide what's possible in your new level, including pathways, obstacles, machinery, furniture, and more. Add some lighting. Then populate your level with friends and enemies. Use the Half-Life PreFab factory to make building your level even simpler. Whether you want to create
a replica of your garage or a fantastic alien world, you can do it with Worldcraft 2.0.

To give Worldcraft a try, select wc20full.exe from the root directory. Once Worldcraft is installed, refer to Online Help. There, you'll find an Overview of level editing using Worldcraft 2.0, a detailed Reference section, and a step-by-step Tutorial that will have you building your own level in minutes.

There is no technical support offered for Worldcraft 2.0. However, there are several excellent Worldcraft resources on the Internet. Get started at
http://www.planetquake.com/worldcraft or
http://www.contaminated.net/wavelength/

toEntity

Objects:
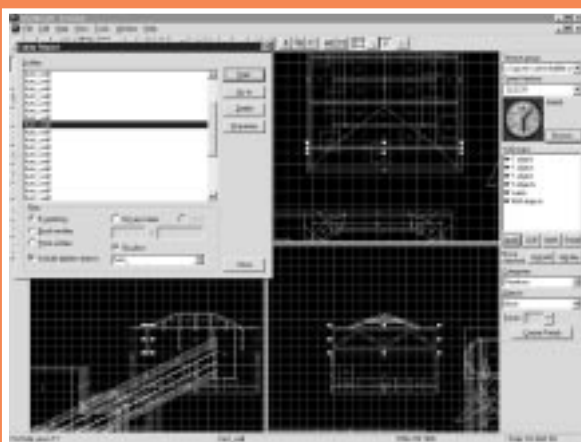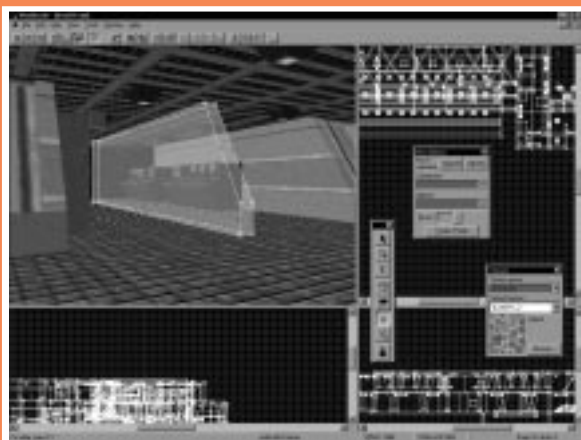
CUSTOMER SERVICES

Technical Support Tel: (0118) 920 9111
Fax: (0118) 987 5603

Lines open 24 hrs, 365 days a year, using our automated technical support attendant. This system includes answers to all commonly posed questions and problems with our new and major titles. It is set up in a friendly and easy to use menu system that you navigate through using a touch tone telephone. If the answer to your question is not in our automated system, then you will be transferred to a technician between the hours of **9am and 5pm Monday to Friday.**

Here are some key-presses that will allow you to navigate through our automated attendant. Note that these are the standard letter assignments that are given to UK telephones so if your phone has letters on the keypad, please use them instead:

2: A, B, C	3: D, E, F	4: G, H, I	5: J, K, L	6: M, N, O	7: P, R, S	8: T, U, V	9: W, X, Y	0: Q, Z

Before you call our technical support lines, please check that you have read the Readme file included on the game disk #1. You may well find a very quick answer to the problem that you are facing as these files contain answers to most common problems. If the answer is not here, make sure you have precise details of any error message that you receive, and details regarding the specifications of your computer before you call us, as this will help us in giving you a faster and more efficient service.

If you would prefer to write to us, please send your mail to the following address:

Vivendi Universal Interactive Publishing UK

Customer Services / Mail Order
2 Beacontree Plaza
Gillette Way
Reading • Berkshire
RG2 0BS
United Kingdom

Sierra UK Web site

http://www.sierra-online.co.uk

UK Website includes on-line shopping, special offers, technical support, product information, game demos, patches and much, much more.

Hintline (UK callers only)

09063 63 62 61

24 hrs. Automated service requires a touch tone phone. Calls cost 60p/min. at all times. Max call length 5 minutes. Max call charge at £3.00 at all times

WARRANTY

5. Termination.
This License is effective until terminated. You may terminate the License at any time by destroying the Program and any New Material. The Licensor may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program and any New Material.

6. Export Controls.
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