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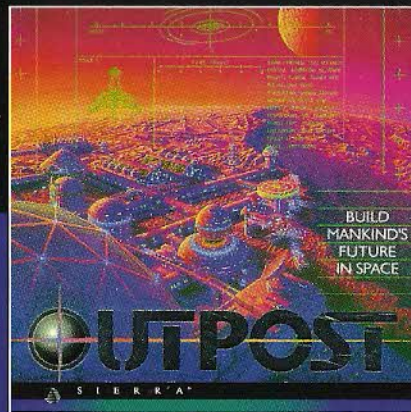
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and Discover the Value.

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S T R A T E G Y

IMPORTANT

DO NOT FORGET TO RETURN YOUR WARRANTY CARD INCLUDED IN THIS MANUAL

In order to benefit fully from all our customer support services, you should return this card asap. We can't help or support you if we do not know who you are!

SIERRA Customer Services

Technical Support

In order to provide you with the best possible service, we have two hintlines and a direct technical support hotline where our specially trained technical support team will be ready to take your call.

Free subscription to the Sierra groups very own magazine

In order to keep our valued customers better informed, our free of charge magazine will provide you all the latest information on all our new products as well as practical advice and useful tips.

The free SierraOriginals catalogue

The SierraOriginals catalogue contains details of all the forthcoming titles in the range.

WE WOULD LIKE TO TAKE THIS OPPORTUNITY TO THANK YOU FOR PURCHASING A SIERRAORIGINALS TITLE. WE SINCERELY HOPE THAT YOU ARE COMPLETELY SATISFIED WITH YOUR PURCHASE AND HAVE FUN PLAYING IT.

Dear SierraOriginals Customer,

You hold in your hands a part of computer gaming history. All these titles have the original storyline and technological innovations that have helped define and create the PC-Gaming industry as it appears today. Consider these titles as pictures in a scrapbook - a snapshot of history that has helped to evolve the computer gaming industry. All of the SierraOriginals titles have been kept in their original form. No attempt to modernize or improve the game was made with these titles in order to maintain the sense of nostalgia.

Some of the CD's may contain a **PATCH** directory. To determine if your program has a PATCH program, go to your CD-ROM prompt in **DOS** (i.e., your D:\> assuming your CD-ROM drive is labeled D) and type:

DIR (ENTER)

If the directory listing has a [PATCH] option, then you will need to add these patch files into the game directory after installing the game to your computer. For example, if you installed King's Quest V, and you noticed a directory called [PATCH], you would use the following command to copy the patches into the KQ5 directory:

COPY D:\PATCH*.* C:\SIERRA\KQ5 ((ENTER))

NOTE: the above example assumes that your CD-ROM is labeled as your D drive, and you installed the game to your C hard drive into the directory \SIERRA\KQ5. Please substitute the correct path information in the example above.

Windows'95* users may also have to play the game under DOS, since many of the titles are true DOS games and were created before Windows '95 was released. When using Windows'95, you can re-start your computer in a true DOS mode by clicking on the START button, selecting the SHUT DOWN option, and selecting the "Restart the computer in MS-DOS mode?" item. If the CD is in the drive and you receive error messages in MS-DOS mode when you change to the CD drive letter or when you try and access files on the CD, then you will need to create a boot disk that loads the appropriate drivers. Check your CD-Rom documentation for details. NOTE: Many systems with Windows' 95 may experience this error because Windows'95 does not always require CD-Rom drivers to be loaded. If you quit Windows and go into MS-DOS mode without these drivers loaded then you will not be able to access the CD-Rom drive.

Finally, many of these products were released before many of the high quality sound cards such as the AWE 32, Gravis Ultrasound and Ensoniq SoundScape have been released. When selecting an audio/music option for the game, your best bet is to select the AD-LIB option.

On behalf of Sierra On-Line, thank you for purchasing this SierraOriginals product. We appreciate the opportunity to share our history with you and your entire family!

Respectfully,

Quality Assurance Department.

* Windows is a registered trademark of Microsoft Corporation

START UP PROCEDURE

WINDOWS INSTALLATION

1. Place the SierraOriginals CD into your computer's CD drive.
2. Start Windows.
3. Click on [File] and select [Run] for Windows 3.x users.
4. Click on [Start] and select [Run] for Windows'95 users.
5. At the Command line, type the letter of your CD drive, followed by ":\\Setup.exe". Click on OK or press [Enter]. For example, if the letter of your CD drive is "D", type "D:\\Setup.exe" and click on OK or press [Enter].
6. Follow the on-screen installation instructions.
7. To run your SierraOriginals software, double click on the game icon.
8. Be sure to check the "Readme" file for the latest information.

OUTPOST MANUAL, ACROBAT INSTALL INSTRUCTIONS

1. Place the SierraOriginals CD into your computer's drive.
2. Start Windows.
3. Click on [File] and select [Run] for Windows 3.x users.
4. Click on [Start] and select [Run] for Windows'95 users.
5. At the Command line, type the letter of your CD drive, followed by ":\MANUAL\ACROREAD.EXE". Click on OK or press [Enter]. For example, if your CD drive is "D", type "D:\\MANUAL\\ACROREAD.EXE" and click on OK or press [Enter].
6. Follow the on-screen instructions.
7. Start Acrobat by doubleclicking the "Acrobat Reader 2.1 Icon".
8. Open the Outpost manual, filename "D:\\MANUAL\\OUTP_GB.PDF".

IMPROVING GAME PERFORMANCE

Preferences for speed

To improve the performance of Outpost on slower machines, choose the Preferences button on the control panel that starts the game, or right-click on any area outside the Tile Map diamond when you're playing the game. Select Control, then Preferences. Click on the boxes for each option is turned off. Press OK button to return to the normal game screen.

If you're looking for a hardware solution, the CD version animated sequences will run best on CD-ROM drives that are double-speed or faster.

We also recommend that you run Outpost using a Swap File under Windows. To do this, you need to launch Windows in Enhanced mode. For more information about creating a swap file and launching Windows in Enhanced mode, consult your Windows documentation. If you continue to run into problems, a good troubleshooting technique is to increase the size of your swap file.

PLAYING THE CD VERSION OUTPOST SOUNDTRACK

The orchestrated Outpost soundtrack is the classic « Mars, the Bringer of War » movement from the Gustav Holst symphony, « The Planets ». You can listen to this dramatic soundtrack by inserting the CD into any handy CD player, or by using the Windows Media Player on the CD-AUDIO setting to play it from your CD-ROM drive. Skip to Track 2 and play the theme. (The score to « The Planets » is copyrighted by G. Schirmer, Inc.)

OTHER CD-ROM VERSION NOTES

We highly recommend that you disable your screen savers while playing *Outpost*. If you are in the middle of game play and your screen saver kicks in, you may experience audio break-ups and/or video break-ups. You will also want to disable any audio enhancement utilities such as Whoop-it-up, Icon hear-it, or others, as they may cause audio problems during simulation play.

If you are experiencing random lockups in Windows 3.x, make sure that you are using the latest Microsoft CD-ROM extensions driver, version 2.23. MSCDEX 2.23 is also shipped with MS-DOS 6.2 or above and should be found in your DOS directory. Contact Microsoft or your local dealer if you need the latest Microsoft CD-ROM driver.

If you have any random problems running under Windows, you may be running third party shells such as HP's Dashboard, Norton Desktop, PC-Tools Packard Bell Navigator or Kids Desk. Please refer to their documentation for troubleshooting tips, and advice on how to temporarily disable these programs.

If the audio still skips after trying the suggestion outlined in the first section of this section, try the following troubleshooting steps:

1) On most CD-ROM drives, there is a /M:X stock buffers parameter for the MSCDEX line in your AUTOEXEC.BAT. Adding /M:20 should help to eliminate audio skipping and choppy video segments.

Example of AUTOEXEC.BAT line:

```
LH C:\DOS\MSCDEX.EXE /D:MSCD001 /V /M:20
```

NOTE - the above line is provided only as an example. Your MSCDEX statement will most likely be different than the example noted above. Your path and switches might be different. In any case, the /M:X value can be added at the end of the MSCDEX line.

2) In the SYSTEM.INI file found in your WINDOWS directory, try increasing the DMABufferSize line to 256. If your SYSTEM.INI file does not contain this line, you may add it to the end of the [386ENH] section. Make sure you have created a backup file first that you can restore if you have any problems with WINDOWS. This line will appear in the [386ENH] section of this file and should read as follows:
DMABufferSize=256

WHAT IS OUTPOST?

Outpost is a realistic simulation of what it would take to build a self-contained colony on a hostile planetary surface. This strategy game is based on current NASA research, and is designed by former NASA-Ames Research Center Systems Manager Bruce Balfour. Balfour also designed the award-winning *Neuromancer*, and Sierra On-Line's *The Dagger of Amon Ra*.

THE PLOT

It is the early part of the 21st century. Government funding of NASA has continued to shrink since the 1990s, leaving the space program in the hands of a few multinational conglomerates. Now it appears there's a slight problem, and it's hurtling toward Earth.

An enormous asteroid, which the media name Vulcan's Hammer after an old science fiction novel, is headed right for Earth, with an excellent chance of striking the planet with a billion megatons' worth of destruction. Only one company responds to the threat by building a colonization starship. The starship is assembled in Earth orbit, and is then fueled from the atmosphere of Jupiter. By the time fueling has begun, pandemonium reigns on our home planet, but by then it's too late to build another starship. Utter destruction of Earth means two things: that your colony will be the last bastion of humanity, and that you can't turn to other survivors for assistance if your colony falters. There aren't any other survivors.

Your colonist population is limited to 200 people, most of whom have the skills required to rebuild civilization. You'll be asleep for most of the 50-year (average) trip to your destination of choice; while you nap, any probes you may have sent ahead of the starship will start sending back data when they arrive at your target star system. You'll evaluate the data to select the appropriate planet for your colony. If you don't feel that the probes have given you enough data to make a good decision, you can allow the ship's computer to make a guess.

When you land, a certain element of the population feels that your leadership is lacking, and that two colonies will

have a better chance of survival than one. These rebels abscond with up to half of your colonists and resources to start their own colony. You'd like to deal with it, but you're too busy trying to survive. In the meantime, the rank and file are watching your every move to see what kind of leader you are. When you screw up, morale goes down. When morale goes down too far, colonists begin leaving for the rebel colony. So don't screw up.

"WINNING" OUTPOST

Outpost is about control. We've set out to create a strategy game that you can customize according to your preferences. You determine when to end the game, and what the goal is. If you'd like to work toward a specific goal, you can build up your space program to the extent that you can build a new colonization starship. You can also work toward the worthwhile goals of developing nanotechnology or terraforming technology. Or, if you're a people person, you can make your colonists so blissfully happy that even the rebels come to stay.

Outpost is a true test of your ability to survive in an alien world. If you wish, any particular game can be played indefinitely. The possibilities and combinations for building and maintaining a successful colony at the various difficulty levels on the available planets will keep you occupied for hundreds of hours.

CUSTOMER SERVICE

| SERVICES | NUMBERS | HOURS AVAILABLE |
|--------------------------------|-----------------|--|
| Customer/ Technical Support | (01734) 303 171 | 9 a.m. to 5 p.m. Monday - Friday |
| Customer Service Fax | (01734) 303 362 | 24 hrs. |
| Bulletin Board Service | (01734) 304 227 | 24 hrs Requires a modem. |
| Hintline (Older Games) | (01734) 304 004 | 24 hrs. Requires a touch tone phone |
| New Hintline - UK only | 0891 660 660* | Automated Service 24 hrs. Available in the UK only. Automated Service |

* Costs 39p min. cheap rate, 49p at other times. Max. call length 7.5 mins, max. charge cheap rate £2.93, max. charge at other times £3.68 (UK only).

* Charges correct at time of printing.

For further information, please write to:

SIERRA/COKTEL
Attention: Customer Service,
4 Brewery Court, Theale,
Reading, Berkshire RG75AJ - U.K.

SIERRA ORIGINALS WARRANTY CARD TO BE RETURNED (Please complete in capitals)

Here are 3 great reasons why you should return your coupon today:

- Any faulty disk is guaranteed for 90 days and will be exchanged within that period of time.
- Our Customer/Technical support - tel: (01734) 303 171 - will answer all your questions from Monday to Friday (9 am to 5 pm) and will solve your technical problems.
- **A free one year subscription to MULTIMEDIA NEWS** - The quarterly magazine from Sierra. Packed with exclusive insights into our new releases, plus competitions, special previews, interviews etc...

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COMPUTER PC

386 486 PENTIUM

OPERATING SYSTEM

MS-DOS WINDOWS

WINDOWS 95

PERIPHERALS

SOUNDCARD

PRINTER MODEM

TITLE OF PRODUCT PURCHASED: OUTPOST

TYPE OF PRODUCT: SIERRA TELETYPE

DATE OF PURCHASE: _____

• Name of the store where you purchased the game: _____

City: _____

• Type of product most often purchased:

Adventure Strategy Arcade/Action Simulation Sport Educational Games

• How many SierraOriginals titles do you already have? _____

How to send us your warranty card

1. Complete the details on the warranty card (found on the last page of the manual)
2. Cut along the dotted lines.
3. Send your warranty card (in a stamped envelope) to the following address :

Sierra on-Line Ltd

Warranty Card Registration

4 Brewery Court, The Old Brewery
Theale, Reading
Berkshire RG75AJ

CUSTOMER SERVICES

HOTLINE: 01734 303 171

FAXLINE: 01734 303 362