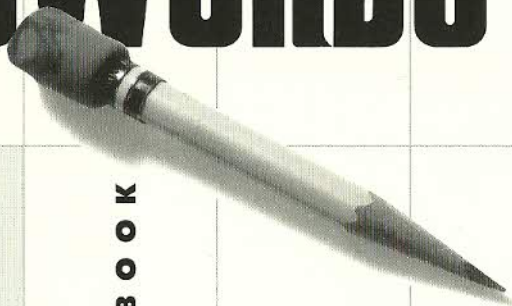


Take·A·Break!™

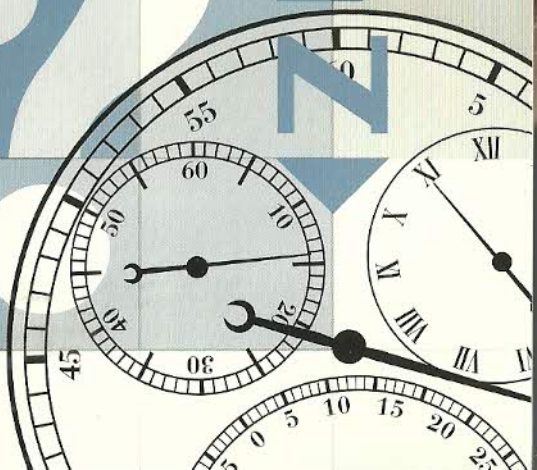
CROSSWORDS



GAME
PLAY
HANDBOOK

ACROSS

DOWN





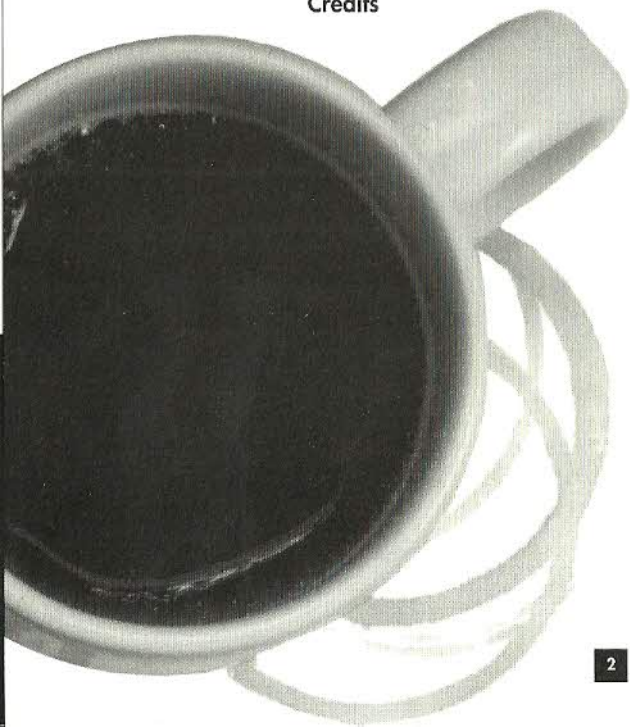
CROSSWORDS

"You can't think
about your troubles
while solving a crossword."

Margaret Petherbridge Farrar
1897-1984

CONTENTS

Introduction	3
History and Trivia	4
Installation	10
Game Control	10
Mouse and Keyboard Controls	14
Music and Sound Effects	15
Credits	16



When Arthur Wynne created the first crossword puzzle (or word-cross as he called it) for the Christmas 1913 edition of the *New York World*, he couldn't have known the impact his inspiration would have on society. After almost 80 years the crossword phenomenon hasn't faltered. In fact, the crossword's popularity has inspired board games, television shows, and other more (and less) sophisticated word puzzles. In spite of these competitors, the classic crossword puzzle still remains the #1 form of indoor entertainment.

Because of the popularity and growing ease-of-use offered by modern personal computers, it became evident that it was finally time to merge crossword puzzles with this technology that has rapidly become such a large part of our lives. The initial challenge was to find a way to make the computerized crossword experience as accessible and easy-to-use as classic paper and pencil crossword puzzles. Sierra's *Take•A•Break!* line provided the perfect opportunity. An entire software line dedicated to games you can jump into anytime you need a quick break from work, screaming children, or the everyday insanity that imposes upon all our lives.

The next hurdle was how to make crosswords even better on the computer than on paper. After significant research and design, we came up with several features that we think make *Take•A•Break!*

Crosswords easier and more fun to use than traditional crosswords. Features like an option that tells you immediately if an answer is right or wrong and one that automatically highlights the word you're working on so you don't lose your place. You can get a hint without waiting until tomorrow's newspaper or customize the look of the puzzles to suit your taste. You can also keep score and play timed games in order to compete with your friends and family. *Take•A•Break! Crosswords* even congratulates you with an animation and a thought provoking quote when you finish a puzzle—try to get your Sunday paper to do that!

Take•A•Break! Crosswords provides you with an original music soundtrack that merges modern jazz and rock & roll with a classical, Bach-like feeling. Last, but not least, we've included a charming animated tour guide to the land of *Crosswords*—Wanda the Word Fairy.

But that's enough from us, on to more important business: *playing Take•A•Break! Crosswords!* Have fun taking a break!!

The first newspaper in the United States to include crossword puzzles as a daily feature was *The New York World*. Their first daily puzzle appeared on November 24, 1924 and was composed by none other than Gelett Burgess, the author of the following famous ditty: "I never saw a Purple Cow, I never hope to see one; But I can tell you, anyhow, I'd rather see than be one."

Crosswords, or Word-Cross puzzles, as they were known in the beginning, had humble origins. Arthur Wynne of the *New York World* was searching for a new type of puzzle for the Christmas 1913 edition of the *World's* Sunday supplement. Rebuses, hidden words and anagrams were the usual fare, but he wanted something special. Playing with traditional word puzzles, he stumbled upon the idea of the word-cross puzzle.

Wynne's puzzle began a phenomenon that persists even today. From its first appearance, people were crazy for the crossword. When the puzzle was dropped from the paper one Sunday, the *World* was overrun with complaints from its readers. With time, the crossword puzzle developed its familiar square grid with an odd number of squares in all rows and columns. It became universally accepted that the diagram should be a mirror image of itself if divided diagonally (it should look the same if turned upside down) and that all words must interlock. The reasons behind the mirror-like symmetry of the puzzle are unclear, although the legendary puzzle editor, Margaret

Farrar, was reputed to have said that the puzzle has adopted this form "because it is prettier."

Over the next ten years the crossword puzzle craze continued to grow. While the *World* was the first newspaper to get into the act, Simon and Schuster came out with the first book of crosswords in January 1924. Initially mocked by their peers in the publishing field, they published the book under the pseudonym, The Plaza Publishing Company. Within a day of publication, however, no one was laughing as orders for the book poured in. One year later the company had published three volumes of puzzles with record breaking (for 1924) sales of over 400,000 copies.

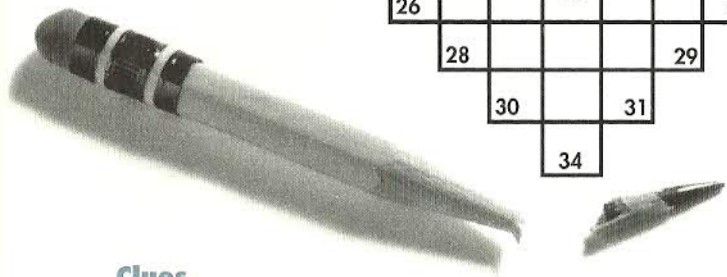
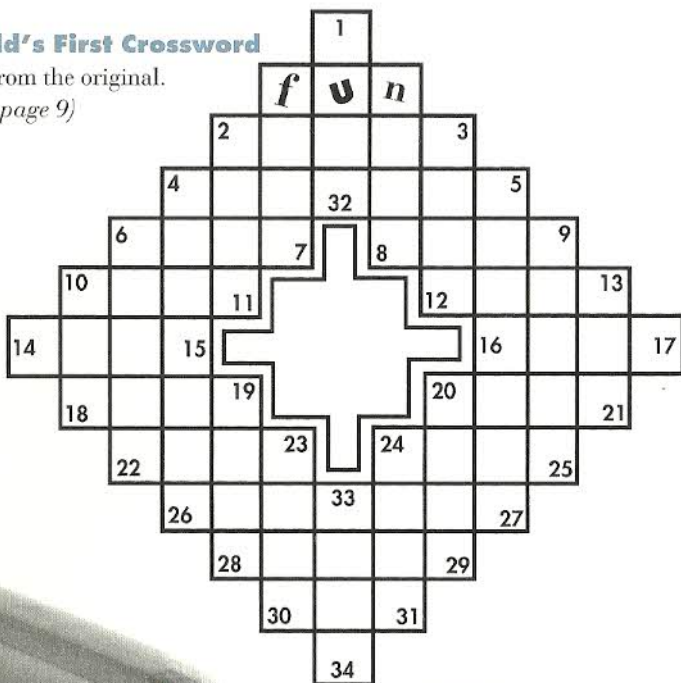
Crossword puzzle mania was here to stay. Couples composed crosswords announcing their engagement. Churches got into the act using crosswords to attract more people to services. Even the fashion industry was bitten by the crossword bug. In 1925 the industry reported an increased demand for checked fabric. One New York dress manufacturer even came out with a line of dresses embroidered

Continued on page 6

The World's First Crossword

Recreated from the original.

(answer on page 9)



Clues

- 2-3. What bargain hunters enjoy.
4-5. A written acknowledgement.
6-7. Such and nothing more.
10-11. A bird.
14-15. Opposed to less.
18-19. What this puzzle is.
22-23. An animal of prey.
26-27. The close of a day.
28-29. To elude.
30-31. The plural of is.
8-9. To cultivate.
12-13. A bar of wood or iron.
16-17. What artists learn to do.
20-21. Fastened.
24-25. Found on the seashore.
10-18. The fibre of the gomuti palm.
6-22. What we all should be.
4-26. A day dream.
2-11. A talon.
19-28. A pigeon.
f-7. Part of your head.
23-30. A river in Russia.
1-32. To govern.
33-34. An aromatic plant.
n-8. A fist.
24-31. To agree with.
3-12. Part of a ship.
20-29. One.
5-27. Exchanging.
9-25. To sink in mud.
13-21. A boy.

with puzzle squares. Each dress came with a book of puzzles that, if returned to the company correctly solved, earned the fashionable puzzler a discount on other clothing in the line.

The play, *Puzzles of 1925*, featured the patients of a mental hospital solving crossword puzzles and became a Broadway hit in the 1920s. Another hit was *Tell Me More!* a Broadway musical that contains the line, "I hope you're stranded on a desert island with a crossword puzzle and without a dictionary." A popular song of the day was "Crossword Mama You Puzzle Me (But Papa's Gonna Figure You Out)."

Sometimes crossword mania took on strange and disturbing forms. An undertaker's trade journal featured a crossword in their June 1925 issue that contained scientific and technical terms about funerals and embalming. A man named Theodore Koerner shot his wife for refusing to help him with a puzzle and then killed himself.

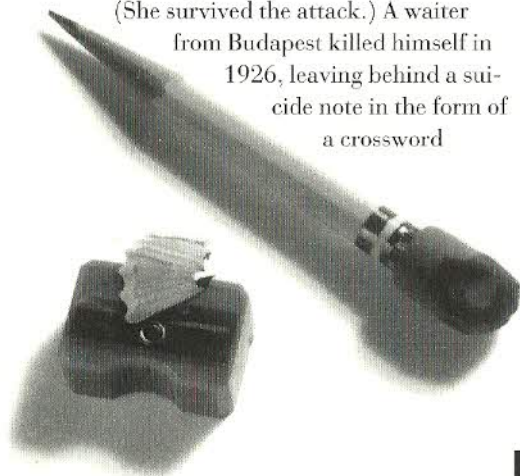
(She survived the attack.) A waiter from Budapest killed himself in 1926, leaving behind a suicide note in the form of a crossword

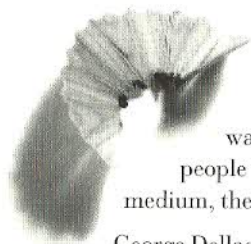
puzzle. The police were forced to call in puzzle experts to help them solve it. Perhaps as a response to these unusual events, Gelett Burgess was inspired to put pen to paper once more:

The fans they chew their pencils,
The fans they beat their wives.
They look up words for extinct birds—
They lead such puzzling lives!

Watching the phenomenon from abroad, *The Times* newspaper in London pooh-poohed America's fascination with crossword puzzles. Featured under the headline "AN ENSLAVED AMERICA" an article about puzzling stated: "All America has succumbed to the crossword puzzle." Not two months later the *Times* was forced to eat those words when it realized that Britain, too, was enamored with the crossword puzzle. The *Times* referred to its "Enslaved America" article when it stated, "The account was hardly printed before the craze had crossed the Atlantic with the speed of a meteorological depression. The nation stands before the blast and no man can say it will stand erect again."

Fortunately, not everyone took such a dim view of puzzling. In January 1932, *The New York Times* was pleased to report that Buckingham Palace had issued a statement that Queen Mary was a crossword enthusiast. The Prime Minister of England also turned out to be a puzzler. He praised the crossword puzzle in a speech at a Press Club luncheon and stated that the press





was bettering the common people “through that marvelous medium, the crossword puzzle.”

George Dellacourte began his legendary *Dell Crossword Puzzle Magazine* in 1931. The eccentric New York benefactor left a legacy that includes 34 monthly puzzle magazines published in all English-speaking countries. A familiar sight to New Yorkers, Dellacourte could often be seen sporting a floppy hat and a long flowing cape. During his lifetime Dellacourte donated great sums of money to various deserving New York charities. His only requirement was that his gift be acknowledged by displaying his name in a prominent public place. Today, statues and plaques to Dellacourte abound in New York city.

Crossword madness continued into the Forties and Fifties. *The New York Times* began publishing its now-famous Sunday stumper on a regular basis in 1942. The smaller, easier daily puzzles became a regular feature in the 1950's.

In 1944, the chief compiler for the *London Daily Telegraph*, Leonard Sidney Dawe, came under close scrutiny from British intelligence officers when his puzzles started containing solutions that matched secret code names for landing beaches in the upcoming invasion of Normandy! Somehow Dawe convinced the military that it was all a fantastic coincidence.

In more recent crossword history, Merl Regale, whose puzzles regularly appear in the *San Francisco Examiner*, composed a special puzzle for a loyal fan, Neil Nathanson. The puzzle, which appeared in the Sunday *Examiner* in November 1991, contained a marriage proposal from Neil to his beloved, Leslie Hamilton —“Dear Leslie, will you marry me? Neil.”

The First Lady of Crosswords

Fresh from Smith College in 1920, Margaret Petherbridge's first job was secretary to the editor of the *New York World's* magazine section. Among other things, her duties included making sure that the weekly crossword puzzles appeared without typographical errors. Petherbridge was so adept at spotting mistakes that she became the unofficial crossword editor. When Simon and Schuster published their first puzzle book they sought out Petherbridge's expertise and she worked as their editor as well. She became Margaret Farrar in 1926, after her marriage to publisher John Farrar. In 1970, she celebrated the 100th volume of Simon and Schuster crosswords under her editorship. When the *New York Times* began offering regular puzzles in 1942, they, too, hired Margaret Farrar as their puzzle editor.

As the undisputed “Queen of Puzzledom,” Farrar's career has been long and distinguished. While compiling a book of crosswords by celebrities early in her ca-

reer with Simon and Schuster, she received the following reply to a request for a submission from playwright and novelist Booth Tarkington:

My dear Miss Petherbridge:

I have had trouble enough with your two books; and if I were able to build a crossword puzzle, I am too kind-hearted to do it.

An enemy of mine sent me the first book just as I was about to do some overdue work. Then, two weeks later, when I had just finished your first book, he sent me the second, though I had written him, begging him not to do it.

When I get finished, I hope never to hear anything more about puzzles of any kind.

*Malignantly Yours,
Booth Tarkington*

Farrar once received a call from a student at Columbia University asking for help on that day's crossword as it was a prerequi-

site for admission in a certain campus fraternity. She recognized the ethical dilemma but threw him a few hints and hoped for the best.

Farrar established her own criteria for what made an acceptable puzzle. Her most important requisite was that the solver must enjoy working the puzzle. Though crossword aficionados still quibble about the details, Farrar's criteria still stand as a guide for puzzle designers today. According to Farrar's guidelines, all parts of the puzzle must connect with all other parts with no unchecked letters. Black squares can account for no more than 1/6 of the total squares in a puzzle. She did not allow two-letter words and preferred puzzles with a low word count, as they were more difficult to solve. Finally, clichéd words (those quite literally done to death in crossword puzzles over the years) like "gnu" are to be avoided as are obscure foreign words and inelegant abbreviations.

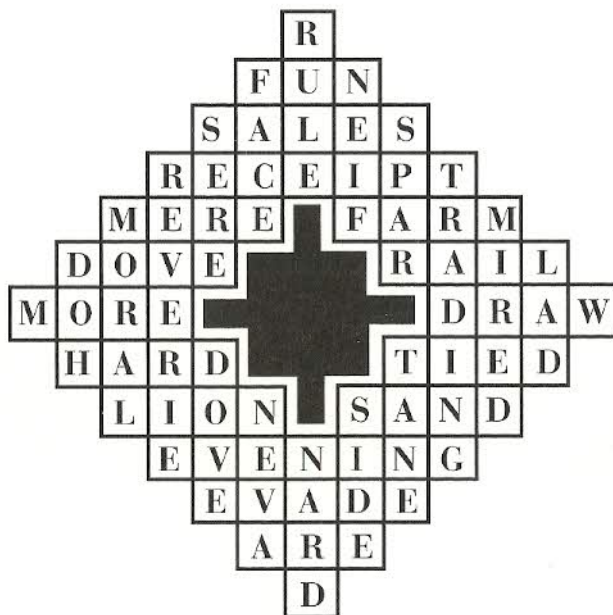
Successors to the Throne

Margaret Farrar was succeeded at *The New York Times* in 1969 by Will Weng, former head of the *Times* metropolitan copy desk. While serving as puzzle editor he popularized a new sort of puzzle with a humorous bent. An avid punster, Weng accepted many puzzles with clues or solutions that formed humorous puns. In one of Weng's own puzzles the clue: "Is your

doctor influential?" resulted in the answer "NO BUT MY DENTIST HAS A PULL." Sometimes the puns or gimmicks weren't so obvious and resulted in much complaining from disgruntled readers. For instance, the simple clue "AVI" led to the answer: "THE CENTER OF GRAVITY" and howls of protest from many puzzlers.

Dr. Eugene Maleska, poet and former superintendent of east Bronx schools in New York, succeeded Weng in 1977. Maleska continues Weng's humorous puzzle legacy and has introduced some of his own puzzle inventions incorporating famous quotes. He is also responsible for repopularizing the cryptic crossword in the United States.

Solution to puzzle on page 5



Installation

1. Enter Windows by typing "WIN" at the DOS prompt.

2. Insert the original *Take•A•Break! Crosswords* disk in a floppy disk drive.

3. In the Program Manager, select **Run** from the **File** pulldown menu.

4. Type the letter of the floppy disk drive containing the *Crosswords* diskette followed by the command ":\SETUP" then press [Enter] or click the [OK] button.

Example: A:\SETUP [Enter]

5. The Setup program will ask you into which hard drive and subdirectory you wish to place the *Crosswords* game.

6. After you have indicated which hard drive you want to install the game on, click [OK]. The program will check for sufficient storage space. If space is available, the installation process will take from one to five minutes depending upon the speed of your computer and hard drive.

7. Now you are ready to play.

Double-click on the *Sierra* group icon, then double-click on the *Crosswords* icon.
Enjoy the game!

The File menu

Open

Select **Open** to play a new puzzle. If you are currently playing a puzzle when you select the **Open** command, you will be asked if you wish to save the current puzzle before loading a new one.

From the **Puzzle Selection** window you can select puzzles of varying size and difficulty. Scroll through the list of available puzzles and highlight the one you wish to play. Click on the **Play Blank Puzzle** button on the bottom of the window to select the highlighted choice. To restore a puzzle saved in progress click on the **Play Restored Puzzle** button.

Clear/Restart

Restarts a puzzle from the beginning. *Warning!!* This will completely clear all your work in progress!

Restore

Choose **Restore** from the **File** menu to play a previously saved puzzle.

Save

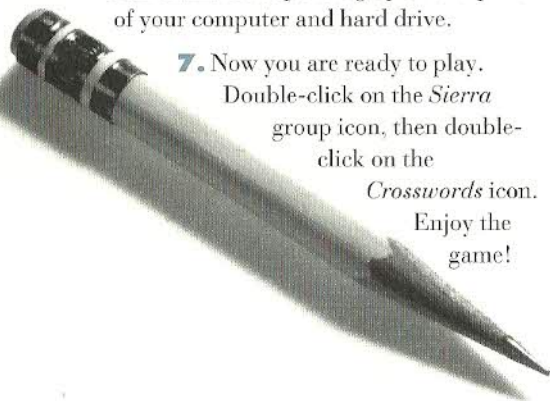
Saves a puzzle in progress.

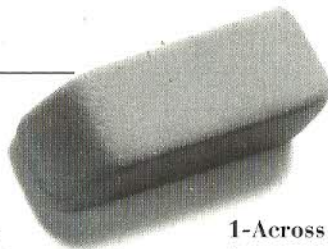
Print

Prints a puzzle in progress. *Crosswords* requires a graphics-capable, Windows-compatible printer such as a dot-matrix, thermal, ink jet or laser printer. Non-graphics printers will not work.

Exit

Exits the game to Windows.





The Options menu

The **Options** menu includes several features to tailor *Crosswords* to your preferences.

Undo

Undo will restore the current word to what it was before you started typing. No scoring penalties will be deducted if you select **Undo** and choose a different word.

Colors

Customize the colors of your puzzle screen. There are several different tiles with corresponding **Across** and **Down** placards.

Autocheck Word

Autocheck gives the novice-puzzler immediate notification of whether an answer is correct. If an answer is wrong, the computer will erase the incorrect answer and allow you to try again. If an answer is correct, the word-highlight bar will advance to the next incomplete or wrong answer. *Note:* Scoring options and sound effects are disabled when **Autocheck** is turned off.

Auto-Letter Advance

Auto-Letter Advance selects the next blank letter when you are typing in an answer. This allows you to type in words without retyping already solved letters.

Interconnecting Clue Highlight

This feature highlights entries in the clue list related to the current letter position. For example, if the third letter of

1-Across is highlighted and this also happens to be the first letter of **3-Down**, the **1-Across** and **3-Down** clues will both be highlighted in the clue lists.

Clock

Timed gameplay can be turned on or off. Completion time is always displayed during the congratulations screen, regardless of the clock setting.

256 Color Artwork

Select between standard 16-color artwork and enhanced 256-color artwork for computers that can display 256 color graphics. You must restart the game from Windows to see changes to the graphics mode.

Wanda's Head

Hides the animation of Wanda the Word Fairy's head which appears at the top of your screen. The option is on if a check mark appears beside it.

Wanda's Placards

Select alternate placards which may be more appropriate for the work environment with this option. An example of the placards will appear as the heading for the Display Score option.

Animations

Turn off the congratulations animations displayed when you complete a puzzle. You will still get the congratulations message, quote, and score breakdown when you finish a puzzle.

The Skill menu

The **Skill** menu offers three levels of crossword challenge. The level you choose adjusts “handicap” features to make your *Crosswords* experience more challenging.

Apprentice

This is the easiest skill level. **Hints** and **Autocheck** are available to you.

Puzzler

As a **Puzzler**, you don't have access to **Hints**. You do have the option to use **Autocheck**.

Fanatic

For **Fanatic** puzzlers, **Hints** and **Autocheck** are not available. Purists can measure their personal best by checking the **Wrong Answer Penalty** score when completing the puzzle.

The Hints menu

At the **Apprentice** skill level, you have access to six types of hints. You can reveal a random **Single Letter**, **Single Consonant**, **Single Vowel**; or you can reveal **All** the vowels or consonants. If you are really stumped, you can select **Whole Word** and get on with the rest of the puzzle.

The Score menu

Display Score

Displays your current score. The score display shows total correct words, score information, penalties associated with wrong answers and hints, and the adjusted score and percentage of puzzle completed. *Note:* The Adjusted Score is different from the Total Score shown on the congratulations screen. The Adjusted Score does not include time bonuses or penalties.

The following table represents a breakdown of how your score is computed in *Take•A•Break! Crosswords*.

	Puzzle Difficulty		
Autocheck ON:	Easy	Med.	Hard
Correct Answer	+100	+200	+300
Wrong Answer	-25	-50	-75
Single Letter Hints	-15	-30	-45
Single Vowel Hints	-20	-40	-60
Single Consonant Hints	-10	-20	-30
All Vowels Hints	-60	-120	-180
All Consonants Hints	-40	-80	-120
Whole Word Hints	-100	-200	-300
Early Finish Bonus			
(per minute)	+1000	+2000	+3000
Late Finish Penalty			
(per minute)	-500	-1000	-1500

Puzzle Difficulty

Autocheck OFF:	Easy	Med.	Hard
Correct Answer	+200	+400	+600
Wrong Answer	-50	-100	-150
Single Letter Hints	-30	-60	-90
Single Vowel Hints	-40	-80	-120
Single Consonant Hints	-20	-40	-60
All Vowels Hints	-120	-240	-360
All Consonants Hints	-80	-160	-240
Whole Word Hints	-200	-400	-600
Early Finish Bonus (per minute)	+2000	+4000	+6000
Late Finish Penalty (per minute)	-1000	-2000	-3000

Scoring ON/OFF

Turns scoring on or off. Scoring is not available if **Autocheck** is turned off because displaying the score would indicate a correct or incorrect answer. However, if scoring is turned off you still will be able to see the final score in the congratulations message.

The Sound menu

Music and Sound Effects

Turn music or sound effects on or off by selecting **Music** or **Sound Effects** from the sound menu. An option is on if a check mark appears beside it. Refer to the Music & Sound Effects section on page 15 or the README file on disk for more information.

Roland Enhanced Music

Turns **Roland Enhanced Music** on or off. Refer to the README file on disk for more detailed information.

The Pause/Hide menu

Pause your game in progress while “hiding” (minimizing) your game screen to a Windows Desktop icon. Select the **Pause/Hide** option from the Pause/Hide pulldown menu, or click on the minimize button on the upper right hand corner of the *Take•A•Break!* *Crosswords* window (indicated by a downward pointed triangle).

You can choose one of four different icons to display when the game is paused. These include two “fun” icons (Crosswords and Wanda), and two “less conspicuous” icons entitled file (untitled) and Worksheet.

Congratulations!

After you complete a puzzle, a congratulations message appears that displays a famous quote, your final scoring information, and an animation if you choose. You may view it again by selecting the **Display Congratulations Screen** option from the **Congratulations** menu.

Mouse and Keyboard Controls

You can play *Take•A•Break! Crosswords* with the keyboard only or with a combination of mouse and keyboard controls.

Mouse Controls

When cursor is over puzzle:

Right mouse button selects cursor direction (across or down).

Left mouse button is clicked on the desired puzzle squares to select a particular word, and to enter an answer.

When cursor is over Across and Down clue list boxes:

Left mouse button selects a new clue. You may also scroll through clue choices with the scroll bar.

Note: The squares of a selected word are highlighted in yellow, with the current letter's square highlighted in red.

The active clue list (**Across** or **Down**) has a white background with blue letters and a dark red highlight bar indicating the current selection. The inactive list of clues appears in a darker color.



Keyboard Commands

Most menus and options can be accessed by pressing [ALT] plus the underlined letter in the menus.

Tab

Switches between **Across** and **Down** clues (as indicated by the current letter square).

Enter

Enters current guess and advances you to the next clue. *Note:* If **Autocheck** is selected you will be advanced to the next incorrect or incomplete word.

Enter

+

Shift

Enters current guess and advances you to the previous clue. *Note:* If **Autocheck** is selected you will be advanced to the next incorrect or incomplete word.

F2

Opens the puzzle selection window in order to choose a new puzzle.

F3

Pause/Hide the game.

A

- **Z**

Enters your answer into the current letter box.

Note: all cursor keys (and backspace) retain their usual functions.

Music & Sound Effects

Important Note! Music & Sound effects are only available with Windows 3.1 or higher, or with Windows 3.0 with Multimedia Extensions.

Please refer to the README file included on the *Crosswords* disk for detailed information on how to configure sound and music for the best possible results on your system.

High Performance Tips

Take•A•Break! Crosswords contains many state-of-the-art features that require extra memory and computer processing time. If you wish to reduce the memory usage or increase the speed of *Take•A•Break! Crosswords*, you may want to disable some features that are particularly demanding of computer power. These features include:

- 256 color artwork** (if available)
- Interconnecting Clue Highlight Animations**
- Music & Sound Effects**

Augarde, Tony. *The Oxford Guide to Word Games*. Oxford University Press. Oxford, England. 1984.

Daniels, Vera. *The Experts' Book of Crossword Puzzle Making*. Doubleday and Company., Inc. Garden City, New York. 1976.

Hill, Norman. *How to Solve Crossword Puzzles*. Webster's Red Seal Publications Inc. New York. 1974.

Kennedy, J. Michael "40 million Americans grapple with '7 across'" *San Jose Mercury News* 21, March 1992, sec. A1,8.

Kurzban, Stan and Rosen, Mel. *The Complete Cruciverbalist; Or How to Solve Crossword Puzzles for Fun and Profit*. Litton Educational Publishing Inc. New York. 1981.

Millington, Roger. *Crossword Puzzles; Their History and Their Cult*. Thomas Nelson Publishers. New York. 1974.

"1942-1992 Fifty Years of Crosswords." February 16, 1992. *New York Times Sunday Magazine*.

Produced, Designed, Directed and Programmed by
Scott Blum

Animation

Pat Clark

Computer Artwork

Ken Hard

Becky Hard

Lori Hard

Original Musical Score

Tom McMail

Quote Research

Pete Suarez

Voice Talent

Jane Chase

Lead Tester

Jan Carpenter

Box Design

Roger Smith

Sue Roberts

Manual Editor

Barbara Ray

History and Trivia Writing

Barbara Ray

Manual Design

Jenny Gray

Special thanks to Tony Reyneke, Fred Sabloff, Jeff Tunnell, Christine Smith, Jody Flory, John Barker, Ken Williams, Rick Cavin, Pia Proal, Forrest Walker, Bob Lindstrom, Randy Dersham, Jerry Luttrell, Todd Phillips, the "Bob Squad," the exceptional Dynamix Quality Assurance department and the entire Sierra/Dynamix support team for enabling this project and making it so enjoyable.

Extra special thanks to Scott Wallin for his Crosswords concept contributions, and to Karen Studer for tolerating the intensity and long hours throughout the duration of this project.

This program is dedicated to Paul & Phyllis Naylor for introducing me to both crossword puzzles and video games and for quiet inspiration throughout the years.

Produced by:



Published by:



Developed by:



Sierra is a registered trademark of Sierra On-Line, Inc. Dynamix is a registered trademark of Dynamix, Inc. Take•A•Break! Crosswords is a trademark of Sierra On-Line, Inc. N8 Productions is a trademark of N8 Products, Inc. Microsoft is a registered trademark of Microsoft Corporation. Windows, Program Manager, MIDI Mapper are trademarks of Microsoft Corporation. Roland is a registered trademark of Roland Corporation. LAPC-1 and MT-32 are trademarks of Roland Corporation. Adlib is a trademark of Adlib, Inc. Sound Blaster is a trademark of Creative Labs, Inc. Thunder Board is a trademark of Media Vision, Inc. © 1992 by Sierra On-Line, Inc.

Technical Help

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

call or write:

Sierra

Technical Support

P.O. Box 800, Coarsegold,
CA 93614-0800 U.S.A.

(209) 683-8989 • fax (209) 683-3633

Our European customers may call or write our U.K. office:

Sierra On-Line Limited

Unit 2, Technology Centre,

Station Road,

Theale, Berkshire RG7 4AA United Kingdom

0734-303171

Replacement Disk

If you find that you need to send for replacement diskettes, send the original disk #1 to:

Sierra

P.O. Box 485, Coarsegold,
CA 93614-0485 U.S.A.

Attn: Returns

Be sure to include a note stating your computer type, and the size of diskette you need (5.25" or 3.5"). We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a \$10.00 charge for 5.25" or 3.5" diskettes.

Sierra BBS

If you have a modem, you may access the Sierra BBS for technical assistance, downloadable demos, catalogs, etc. (parameters: 300/1200/2400/9600 baud up to V. 42bis, N, 8, 1).

In the U.S. call (209) 683-4463.

In the U.K. call 0734-304227.

Customer Service

Call or write the Customer Support Department with inquiries about general game information, company policy, back orders, returned or defective merchandise.

Sierra

Customer Support

P.O. Box 600, Coarsegold,
CA 93614-0600

IT IS ILLEGAL TO MAKE UNAUTHORIZED COPIES OF THIS SOFTWARE

This software is protected under federal copyright law. It is illegal to make or distribute copies of this software except to make a backup copy for archival purposes only. Duplication of this software for any other reason including for sale, loan, rental or gift is a federal crime. Penalties include fines as high as \$50,000 and jail terms of up to five years.



SIERRA®

as a member of the Software Publishers Association (SPA), supports the industry's effort to fight the illegal copying of personal computer software.

Report Copyright Violations To:

SPA, 1101 Connecticut Avenue, NW, Suite 901
Washington, DC 20036

Limited Warranty Notice

The publisher of this software wants your continued business. If you fill out the enclosed product registration card and return it to us, you are covered by our warranty. If your software should fail within 90 days of purchase, return it to your dealer or directly to us, and we will replace it free. After 90 days, enclose \$10 for 5.25" or 3.5" disks and return the software directly to us. Sorry, without the registration card you are not covered by the warranty. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Copyright Notice

This manual, and the software described in this manual, are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated or reduced to any electronic medium or machine-readable form without the prior written consent of Sierra On-Line, Inc., P.O. Box 485, Coarsegold, CA 93614.

