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I. History of the Five Kingdoms



In the days far past, the *Argent Kings* ruled the Land. Not much is remembered of those times but the empty castles, the fallen temples, and the lost grandeur of their cities haunt our legends.

It is said that the *Argent Kings* ruled with unsurpassed wisdom from their Citadel in *Alkatesh*. They were of an old race, with knowledge and skill in magic; yet, despite their great power, they could not prevent their own decline.

To prevent their knowledge from being forgotten, the *Argent Kings* established the *Order of the Great Wizards*; wise men and women from the *Five Kingdoms of the Land* who were chosen for their insight and potential. The *Argent Kings* taught them much of true magic, including their greatest achievement: making objects that focused their powerful energies.

As they began to weaken, the *Argent Kings* announced that one wizard would be chosen to lead the *Order of the Great Wizards*. They would give this wizard, the *Archmage*, all

their knowledge as well as the Hand, an Amulet that was the source and focus for all magic. With this Amulet, the Archmage would justly rule over the Five Kingdoms.

All the wise leaders, then, looked to two brothers, Mobus and Torlok. They were the most powerful of the Great Wizards, though most felt Mobus was the wisest of the two. No one was more aware of Mobus' reputation than Torlok, who chafed whenever Mobus' name was spoken before his own.

Brooding in his pride, Torlok nursed a hateful plan on how he could prove he was the equal of Mobus. If he could obtain the Amulet, he could be the High Council Archmage, Ruler of the Five Kingdoms. Yet, he would need help. And thus began the downfall of Torlok.

He moved from Alkatesh and carved out the Caverns of Chaos in Shadoan, near the barren lands. There, he dealt with the dark powers, not realizing that he sold a part of himself with each bit of evil knowledge learned in the shadows. He surrendered whatever Good he had and became all that stood for Evil. His thirst for the Amulet and the power that came with it became unquenchable. All he could see was power. All he could think of was power until its image became a chasm of desire too deep ever to be filled. His brother was a hated enemy, a thief, an obstacle in the way of Torlok's pride. No one mattered; family and friends were forsaken in Torlok's quest for power. The only thing that existed was the exaltation of Torlok.

In the seventh year of the season of the west moon, the Argent Kings gathered all wizards and all rulers to hear their

decision. As the crowd hushed in awed silence, the announcement was made: Mobus would rule as the Archmage.

A great shout of praise and relief flooded the expectant crowd. The tumult shook the towers and doors of Alkatesh. Everyone was bent on celebration. Everyone, that is, except Torlok. Hidden in his heart he nursed his evil plan. He fed it with spite and jealousy. He covered it with hate and death. It would be a matter of days before he would be ready to fulfill his plan.

Unaware of his dark plans, the people of the Five Kingdoms took to feasting and street parades. Over the next few days, Mobus chose his high council and shared with Torlok as much information and learning as he could, trying to ease the agony he saw in his brother's coal black eyes. Little did Mobus realize the hatred seething behind Torlok's passive submission.

On the fourth night of the celebration, with Torlok's hatred coming to full fruition, the dark powers gathered in Shadoan, beyond the High Pass. There, they waited for Torlok's command.

Having exhausted themselves in celebration, the people did not place any guards at the gates into Alkatesh. No one was ready for anything but peace. And so Torlok's forces swept into the city of Alkatesh uncontested, destroying everything they saw. Wild panic ensued with death and destruction following the



shadows of Torlok. Finally, Torlok gained the entrance to the door of the Citadel.

It is said that during the battle of Alkatesh, Mobus met his brother in the midst of the Broken Domes where the starlight showed sadly through the holes in the ceiling. Mobus' dark eyes seemed darker, it is said, clouded by the sadness he felt because of his brother's betrayal.

No one recorded what passed in the meeting between brothers; the dark powers gathering behind the one and the other standing alone. Mobus was not heard from again. He was not killed, however, for there came stories that a Wizard, tall, dark and sad, was building a Castle hidden in Shadoan. Torlok still was not in possession of the Amulet for it was said that Mobus parted the Amulet in five pieces, one for each of the Kingdoms. That was what Torlok wanted most from Mobus, for with it, none could withstand him. To prevent Torlok's dark power from possessing it, Mobus struck the Hand into five relics and had his Lieutenant, Arne, conceal them.

With Mobus gone and the power of the Argent Kings faded, Torlok's vengeance was bloody. He slew everyone from the great race of the Argent Kings. All, that is, except for one. For among the Argent Kings was a child not old enough for battle. This child was a girl named Cheron, and she was given to the Sea Dwellers before the battle that she might live and preserve the memory of the Argent Kings.

Upon hearing of the massacre in Alkatesh, Cheron fled the Sea Dweller's Pavilion so as not to bring Torlok's wrath upon those tranquil people. For years she wandered, finally resting in

the Kingdom of Weigard. There she met the villager named Theramir Kandor, who fell in love with her. In a year they had a son, and life in Weigard seemed far from Torlok's influence.

But Torlok's longing for power still pushed him. His flesh rotted and his body deformed. Yet, he lived on, creating an illusionary body. He sought control of every kingdom searching for the Hand, long hidden by Mobus. He expanded his search to the outermost parts of the Kingdoms, sending the Plague Magician as his emissary.

Cheron knew nothing of this until she heard from several villagers that the Plague Magician wanted to know her whereabouts. She knew of the Hand and of Torlok's burning desire for it but did not know where the pieces were hidden. And she knew intuitively the danger to her child, Lathan. But she had one hope. She had heard vague rumors of one Great Wizard who had escaped the carnage at Alkatesh. Perhaps he was the old man who lived on the hill south of Glendoe; the old man people called Daelon.

This happened many years ago. It is not known if Cheron and Theramir found Daelon, or if indeed Daelon was the last Great Wizard. Perhaps, even now, he is training Lathan, preparing him to find the Relics of Mobus and break the iron grip of Torlok.

II. Character Persona

Raised by his parents, Theramir and Cheron, Lathan Kandor was an eager young man trained in the magical arts and spellcasting by the last great Wizard, Daelon. Lathan spent most of his life in the small village of Glendoe and dramatized the days of old when the Argent Kings reigned. During his apprenticeship under Daelon, Lathan learned about Mobus, Torlok and the Five Relics.



Daelon is the sole surviving member of the Order of the Great Wizards. Using powerful magic, he extended his life span to train apprentices to reassemble the five relics of the Hand of Mobus. Over hundreds of years, he prepared dozens of apprentices, but all eventually died or were corrupted by Torlok. In his final years, he had all but given up hope until Theramir and Cheron brought young Lathan to him. In Lathan, Daelon saw a last chance, a glimmer of hope. He trained the boy harder than any student in two hundred years. But the outside world intruded upon their lessons and they could wait no longer. Lathan would have to begin his quest.



The twisted brother of the great Mobus, Torlok searches ruthlessly for the Five Relics. He knows that by assembling them he can finally dominate the Five Kingdoms. He sent his agent, The Plague Magician, to find the Relics and assassinate the Last of the Argent Kings. Now Torlok broods in the Sealed Castle and leaves only to menace Lathan.



An evil wizard of amazing power, the Plague Magician is Torlok's enforcer. Once the Magician apprentice of the Great Wizard Kaldar, the Plague Magician betrayed his master to Torlok. Kaldar's



last act before being killed was to create a crystal which could destroy his traitorous apprentice. The Plague Magician is fearful of the Crystal and will flee when confronted by it.

Once a favorite of Iscar's Court, Drakesblood was corrupted by Torlok's promise of power. For years, he built his sphere of influence in Iscar, spreading false rumors and vicious innuendos throughout the court. After ten years of plotting against the throne, Drakesblood had the King and Queen killed and placed the Princess under arrest. Now, with the help of Daelon's corrupt apprentices, Drakesblood is preparing to take control of the entire Kingdom.



As the daughter of King Demetre and Queen Akasha, The Princess (Grace Delight) was raised in the Palace of Iscar, surrounded by servants and couriers. She was imprisoned after Drakesblood murdered her parents. As her hopes for freedom fade, the once carefree girl has become a sorrowful young woman.



III. Loading Kingdom™: The Far Reaches™

System Requirements :

IBM/Tandy or 100% Compatible

386 25 MHz or Faster

Requires 550K of Free Lower Memory

VGA Graphics

CD-ROM Drive (150 Kb/sec sustained transfer rate)

Sound Cards Supported: Sound Blaster(PRO), Sound Blaster 16,
Pro-Audio Spectrum Series.

There are no installation procedures to *Kingdom: The Far Reaches*. Put the CD into your CD-ROM Drive, and at the DOS prompt change to your CD-ROM drive, (usually it is the D: drive). At the DOS prompt, type *KINGDOM* and press *ENTER* and then you're off to a world of excitement and adventure. Note that the first time you play, you will need to enter information about your sound card. This will save a tiny file to your hard drive. If you change your sound card settings on your sound card, type *SETUP* to bring up the sound card setup screen again. Once at the main menu, you can go right into the game.

Main Menu Options :

Start Apprentice / Wizard : Selecting these options will begin the game in either: *Apprentice (easy) Mode* or *Wizard (difficult) Mode*.

History : Selecting this option will show you a brief movie of what has gone before.

Demo : This will play a short demo of the sights and sounds of *Kingdom: The Far Reaches*.

Loading a saved game :

When you have saved a game in progress, a special "Load" button will appear at the main menu. This is the only place where you can load a saved game.

Quitting the Game :

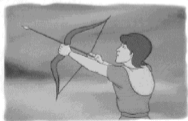
The Main Menu and the Help Screens have quit buttons you can click on to exit the game back to DOS. Additionally, you can press ALT-X at any time during the game to exit to DOS.



IV. Game Synopsis and Levels

As Lathan Kandor, apprentice to the great magician Daelon, you have been given the task of reuniting three relics from the Hand of Mobus. The Hand of Mobus was separated during the cataclysmic fight in Alketesh between the brothers Mobus and Torlok. The Hand of Mobus represents complete rule and authority in the land of the Five Kingdoms. Once you have reunited the Hand of Mobus, you will be able to save Princess Grace Delight, the rightful ruler of Iscar, from the evil Drakesblood. By journeying to three kingdoms to retrieve each of the relics, you will explore strange worlds, meet interesting characters and maybe live to tell about it. Be careful. Torlok and his evil emissary, the Plague Magician, will attempt to thwart your progress or kill you outright. Many other characters don't care about your noble adventure and would kill you because you're in their way. So walk wisely and listen to the many friends you will find on the way.

The apprentice level is an introduction to Kingdom and has many locations (and deaths) removed. It is quite possible to finish the apprentice level very quickly. The Wizard Level is the complete game with all the puzzles, locations, and deaths intact.



V. Screens

Two main screens function throughout the game: the action screen and the map screen. You can change between them by clicking on the Eye or pressing the right mouse button.

A. Action Screen

The action screen is where you meet characters, collect clues, get and use items and generally try to stay alive. Below is a picture of an action screen:



Main Window

Enjoy an animated sequence of your adventure. Once the animation is over, you can choose one of the various options listed below it.

Items/ Exits

On the Main Window itself, you can move your cursor around. Items that you can take or exits available will show up as text. Click on them with the left mouse button to take the item or to exit. Whenever an animated sequence ends, you may want to move your cursor around the Main Window to search for hidden items or paths.

Tree of Dendreon

Located along the top and right-hand side of the action screen is the Tree of Dendreon. Contained within are the Limb of Life, the Eye of Journey, the pouch containing an inventory of your items, the fast forward/replay button and the help button.

Limb of Life

The status of your health is indicated by the color of the branch along the top of the map screen. There are three health conditions you can experience:

Good: You are ready to fight mages, mist monsters and other creatures that inhabit each of the kingdoms. Please keep in mind, however, that you are not immortal.

Poor: Should you challenge the will of various ill-mannered creatures, you may end up on the worse end of the encounter. The branch of the Dendreon Tree along the top of the Map Window will fade to gray. There are healing locations within some of the kingdoms that will restore your health status. If you get in another scuffle before being healed, you will experience the final condition.

Dead: Things can't get much worse. Should you wander into an encounter which results in your demise, you will be entertained by your own death scene.

Life Status: You are given three chances to reunite the Hand of Mobus. The branch along the top of the map window indicates the number of lives you have left (or that you've wasted). After each

death, the branch will shorten and you will be transported to a safe place within the kingdom where you met your unfortunate end. After viewing your death scene for the third time, you will be transported to the beginning of the game to start all over again.

Eye of Journey

Clicking onto the Eye of Journey allows you to access the map screen. (See the section under Map Screen). You can access the Map Screen any time the eye is open.

Pouch Icon

Hanging on the Tree of Dendreon will be a pouch that contains the various gifts and weapons that you have acquired in your efforts to reunite the Hand of Mobus and save Princess Grace Delight. Clicking on the pouch will reveal all of the items in the pouch. Selecting an item with the mouse will provide you a detailed picture of the item. Click anywhere on the screen to exit and return to the action screen.

Fast Forward/ Replay Button

During the animation sequence, the fast forward symbol (>>) is displayed. Clicking the mouse during animations will freeze the frame and allow you to skip past animation you may have already seen. Don't be too hasty, though. A visit to the same characters later in the game may yield new information. Once the animation has finished, the fast forward icon will be replaced by the replay icon (↶). If you missed anything during the animation, click this icon to replay the scene.

Help

You can access the help menu anytime during the game. The help menu consists of:

Resume Game: Clicking on this option returns you to your previous position.

New Game: If your current adventure is going nowhere, clicking on this option allows you to start over.

Music On/Off: Toggle this switch to turn on or off the music that plays between the movies.

Demo: For a demonstration of the Far Reaches, you can click on this option and watch a movie preview for the game. It helps you realize there is a purpose to your wanderings.

Credits: Clicking here will bring up an animated sequence showing those who brought you this game.

Save Game: This will save your progress so far to a small file on your hard drive so you can continue your game later. At the Main Menu screen, a Load Game button will appear which will allow you to load your game from your last save position. Saving your game will delete any previously saved position.

Quit: It's late, you're tired, and the computer is crying for a break. Clicking on this option gives you and the computer a chance to emerge from the world of the Far Reaches and enter to DOS.

Also within the help screen are illustrations of Lathan that represent the number of lives you have left to combat Torlock and Drakesblood. The illustrations change depending on your status.

Log of Kirkwood

The Log of Kirkwood appears at the bottom of the action screen and shows your available weaponry or spells. As you acquire more items, your inventory will grow; however, you can only see seven pieces of this inventory at a time. The Log of Kirkwood will only display items that can be used at that time. If an item is useless, it won't be displayed. After the animation sequence has finished, the items of use will appear in the Log and you can click on any of them pieces with the cursor. If the piece is helpful, it will cause the animation sequence to continue. If it is not helpful, either nothing of consequence will happen, you'll waste a valuable spell, or you will be dead. A list of all the icons is provided in the Appendix.

Tide Control

To travel to the Sea Dwellers' Pavillion, you'll need control of the tides. When you get control, a Tide Control rock will appear under the tree. Click on the rock to access Tide Control.

Sands of Time

Whenever you are being timed for something, a timer will appear under the tree. Prepare for the worst if you let time run out!

B. The Map Screen

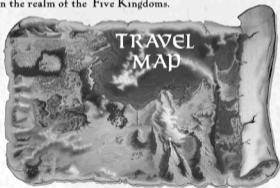
When you click on the Eye of Journey in the Action Screen, you are transferred to the map screen. An illustration of the map screen is shown below. It represents your current location and allows you to travel within the Kingdoms.

Note that you can travel via the Map Screen **any time** the eye is open. This includes Daelon's Mansion.



The Main Window

The main window is a snapshot of the area you happen to be lost in within the realm of the Five Kingdoms.



This is a picture of the Travel Map used when a Travel spell has been cast. It allows you to travel anywhere in Weigard, Illes, or Isear... but not when you are in poor health.

Cursor

The cursor points out locations on the screen that can be accessed from your current position. If a location is identified next to the cursor, you can journey there.

Tree of Dendreon

The Tree of Dendreon changes slightly from its function in the Action Screen.

Limb of Life

The function of the Limb of Life does not change in the Map Screen.

Eye of Action

Clicking onto the Eye of Action allows you to access the previous Action Screen.

Pouch Icon

Although the pouch continues to hang of the Tree of Dendreon, it does you no good. It is deactivated while you are in the Map Screen.

Zoom In/Zoom Out

The map screen is composed of eight layers of maps. When you arrived in the map screen from the action screen, you entered in on level 2. You can zoom in to level 1 or zoom out to level 8. Travelling about in the kingdoms is done in levels 1 and 2. After level 2, you can no longer travel.

Log of Kirkwood

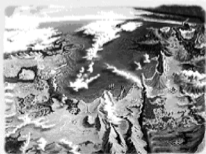
The Log of Kirkwood appears at the bottom of the map screen. It's a nice place to sit and rest, but it is inactive while you are in the map screen.

VI. *Playing the Game*

Playing Kingdom: The Far Reaches is a matter of working back and forth between the animation sequences within the action screen and the map screen. Not forgetting that the life of Princess Grace Delight lies in your eager but young hands, you journey throughout the three kingdoms, Wiegard, Illes, and Iscar, attempting to reunite the Hand of Mobus and free the princess.

Kingdom: The Far Reaches can be played on two difficulty levels: the **Apprentice**, or **Beginning Level**; and the **Wizard**, or **Advanced Level**. Once you have chosen your difficulty level, you begin your adventure in Daelon's Mansion in Apprentice mode, where Daelon commissions you to reassemble the Hand of Mobus and provides you with scrolls to begin your quest. Daelon asks you to chose a location within the Kingdom of Wiegard to travel. In wizard mode, you start in the Center of Glendoe, and you will have to find Daelon's Mansion on your own.

After this action screen ends, you can either replay the scene to look for more clues (there aren't any) or click on one of the places Daelon suggests and begin your journey through the kingdoms in the Apprentice level, or click on the Eye of Journey to travel on your own. When you click on the



the Eye of Journey, the map screen will appear. Move the cursor on the map window to access any of the locations highlighted by the cursor.

Getting and Using Items

During the course of the game, you will either be given items to add to your inventory (such as the scrolls in Daelon's mansion), or an item is shown for you to accept. In some cases, you get an item by using another item in your inventory. Upon retrieving an item, it will automatically be placed in your pouch on the Tree of Dendreon.

Guard these items well! Thieves prowl the various kingdoms and are more than willing to help themselves to your hard-won prizes. Also, your Scrolls can only be used a limited number of times. The number of uses left appears by the scroll when you access your Pouch Icon.



To use the items in your inventory, point to the desired item with the cursor and click on it. In the Log of Kirkwood, if an item is completely inappropriate, then it won't show up and you cannot use it at that location. A word of caution, though; if you use an item in an area where it may be considered rude or threatening, you may end up using the item with potentially disastrous results.

Healing

Note that there are locations in the game where friendly characters or magical auras can restore your health. It is said that the Haunted Waterfalls is one such place, but the path to the waterfalls is guarded and dangerous.

VII. List of Icons

To identify an icon, access the Pouch Icon on the Tree of Dendreon and click on it. An illustration of the items you have in your pouch will be shown. Click on the desired item and a description of the item will appear. The following is a list of Icons you will use in playing Kingdoms:

Scrolls

Scroll of Seeing

Brings sight to the blind and shows those with vision things that are hidden.

Scroll of Release

Disarms traps and separates things that are bound together.

Scroll of Understanding

Gives understanding to strange runes and foreign languages. It can also aid relations with potentially hostile humans.

Scroll of Traveling

Transports Lathan to other locations in the kingdoms. The physical exertion needed to use this scroll causes Lathan's condition to weaken. You cannot use the scroll of traveling while Lathan's health is in an already weakened condition.

Items

Crystal of Kaldar

Forged by the Wizard Kaldar, it provides protection from the Plague Magician.

Cold Fire

Not a fire at all, but highly phosphorescent magical rock. The light it gives off looks like a slowly burning fire. A strong impact will cause a cold fire to explode.

Great Onyx Seal

Created by the former ruler of Illes, the Great Onyx Seal is a symbol of strength and can open doors to great things.

Wood Elf Staff

The staff is made of Dendreon, a magical tree that is impervious to magical spells.

Blood Sword of Argent Kings

This weapon was carried by the leader of the Argent Kings during his last battle against Torlok. Some believe that the Plague Magician took it from the dead king's body and hid the sword in his Black Keep.

Talisman Sceptre

A symbol of great majesty and honor in Illes, the Talisman Sceptre was stolen by a group of monks who await one worthy of it.

Enchanted Bow

Also created out of Dendreon, the bow is a powerful aid in overthrowing Torlok and Drakesblood.

Pentacle Coins

Magical golden coins from the Kingdom of Iscar. They are irresistible to the greedy.

Golden Chalice

This powerful item of elemental control belonged to Skylar of Cloud Keep. It was stolen from him by Drakesblood's wizards, but, in turn, was stolen from them by someone else.

Silver Wheat

Wherever an Argent King is buried, Silver Wheat grows. A beautiful but dangerous plant, it had great value to the ancients.

Runes of Iscar

The judges of Iscar carried their right of law above them in glowing runes for all to see. These runes are still respected in that kingdom, although the Plague Magician killed the last judge years ago.

Relics

Black Mace

As Torlok and Mobus stood in the midst of the Broken Domes, it was said that the Black Mace was the only thing that saved Mobus.

Hunting Horn

Its loud, distinctive sound can be heard throughout the land. It is said that its sound may be able to unlock doors.

Orb of Mobus

Containing some of Mobus' power, the Orb can dispel magical auras.

VIII. Credits

Virtual Image Productions Staff

Conceived and created by *Rick Dyer*

Produced by *Nisico Wargon*

Animation Direction by *Kevin Ryniker*

Original Music Score by *Brian and Doug Besterman and Martin Erskine*

Voice Recording by *Martin Lopez*

Photography by *Ken Lambert*

Storyboards by *Graz Entertainment, Inc.*

Storyboard direction by *Michael Hack*

Voices: *Michael Jamal, Jim Stalyor, Barb Wire, Ron Jones, John Clark, D.J. DeMitry and Phil Ganyon.*

Special thanks to *Norman Singer, Derrick Eversfield, Jeremy Schuster, Clockwork Studios, ITD Productions, Stephanie Graziano and Sunset Post.*

Interplay Productions Staff

Programming and Software Development by *Bill Heineman and Steven Parsons*

Video Technology by *Paul Allen Edelstein*

Digitized Movies by *Larry Lesser*

Music and Sound Editing by *Ronald Valdez*

Additional Editing by *Larry Peacock*

Lead Artist: *Scott Mathews*

Additional Art by *Cheryl Austin, Bryon Carson, Judy Kriger, Eddie Rainwater and George Almond*

Director of Quality Assurance: *Jeremy Barnes*

Assistant Director of QA: *Dave Simon*

Lead Tester: *Jason G. Suinn*

Additional Testers: *Scott McKelvey, Duy Le, Timothy Mendivil-Knapp, Larry Smith, Frank Pimentel, and John McGinley*

Assistant Producer: *Fred Royal*

Producer: *Thomas R. Decker*

Manual Credits

Written by *Bob St. John*

Graphic Design by *Dave Gaines*

Customer Support

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Interplay 17922 Fitch Avenue Irvine, CA 92714 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-6678.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

If you have a modem, you can reach us at the following:

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. This is a free service.

America Online: You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMB PUB at any "?" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMB PUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

Genie: We are located in the Games RoundTable by Scorpio, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

PRODIGY® Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B".

Internet: You can reach Interplay with "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites.

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Interplay 17922 Fitch Ave., Irvine, CA 92714

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Once again, Welcome!"

Brian Fargo

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