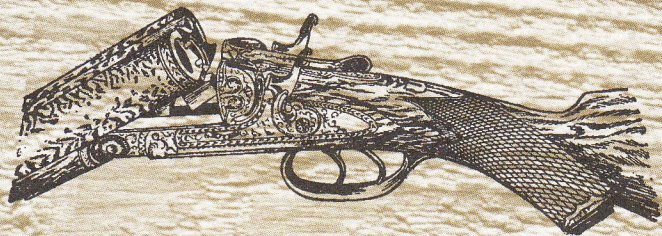


OUTLAWS™

OWNER'S MANUAL





OUTLAWS™

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MARSHAL ANDERSON RETIRES FOLLOWING SHOOTING INQUIRY

and Anderson's decision to retire brought an abrupt end to what had been an impressive career in law enforcement.

Anderson inherited his interest in the law from his father, a sheriff in Tombstone, Arizona. His mother managed the Anderson homestead and operated what is now Sorensen's General Store following the death of her husband. His father was a strict man, demanding discipline from James and his sister Sarah (now a resident of Denver, Colorado) and instructing James in the use of firearms by the age of 8.

When Marshal Anderson was 11, his father was killed on a hunting trip with James by an unknown outlaw, probably motivated by revenge. The young boy, miraculously spared on a whim of the ruthless killer, made his way back to town on his own through the wilderness to break the news to his mother. He has confided to friends that this incident, combined with the subsequent fruitless year-long hunt for his father's killer, settled his mind as to his future career.

James took over the job as town sheriff from Sheriff Dauterman and was made a US Marshal to help capture the



Marshal James Anderson

notorious Schafer gang who were carrying out a string of bank hits in the territory. Despite the recent disagreement over the shooting of "Shifty" Stemmler and Justin "Cracker" Graham, Anderson remains for many citizens in our town a local hero.

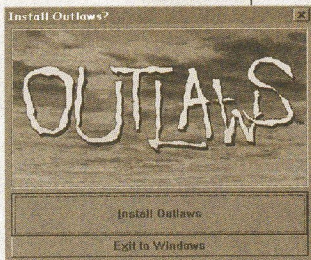
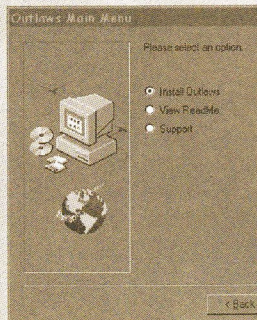
Marshal Anderson has told this paper he plans to use this retirement to spend more time with his wife Anna and his daughter Sara, both of whom are among our town's most beloved citizens. We wish the Marshal Godspeed and success in his new career as gentleman farmer.

Installation Instructions:

1 Put Outlaws Disc 1 in your CD drive. You should now see a window that looks like the following screen:

If you do not see this window, reinsert the disc and try again... be sure to wait until the light on the disc drive goes off. Now click on the "Install Outlaws" button. If you still do not see this screen, however, then please refer to the Installing Outlaws section of your Reference Guide for more information.

2 You will now be asked to close any Windows programs that are running. Once you are sure



you have done this, you may click on "Next." You will then be asked if you wish to Install Outlaws, View the Read Me file, or view information about Support. You probably should

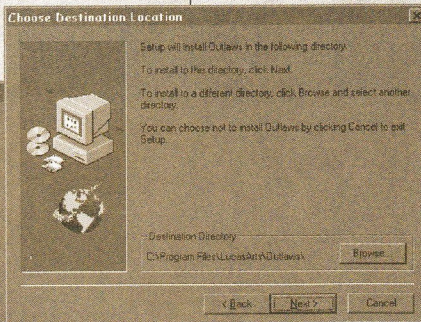
view the Read Me to check on last minute changes that may pertain to your computer. Support will display a text file telling you how to get in touch with our Product Support department. When you are sure you wish to continue installing, make sure Install is chosen, then click on "Next."

3 When asked to choose the size of installation, most will want to choose the Standard option. You may want to look at the Custom Install, which will allow you to install fewer files on your hard drive (but the game will run slower) or install more files on

your hard drive, so the game will run more quickly. With either install, Outlaws will need an extra 20 megs free on your hard drive for swap files.

4 You will then be asked to choose where to install Outlaws. The default is

to create an Outlaws directory in Program Files/LucasArts on your C: drive. If this is not



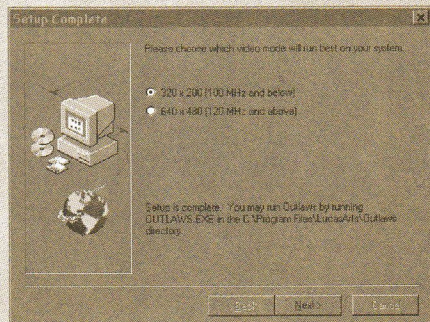
what you want, specify a different drive, or directory name, but unless you have a good reason to do this, we advise you to merely hit "Finish," which will actually install the game. If for any reason you do not want to install the game at this time, this is your last chance to Cancel.

5 During installation of Outlaws, you will be asked about installing DirectX... Microsoft's system for making games run more efficiently. If you have trouble with your computer after installing DirectX, you should contact Microsoft Technical Support.

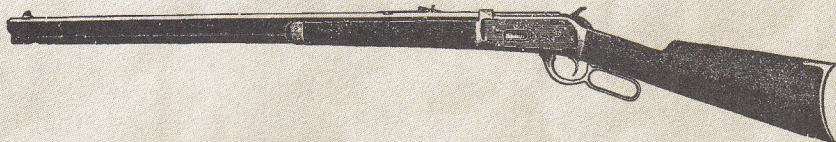
6 After the game is finished installing, you will be asked if you want to add Outlaws to the Program group on your Start menu and create a shortcut on your desktop. These options will make it easier for you to find the game and start it up. Otherwise you will have to find the Outlaws directory on your C: drive and double click on the Outlaws icon or double-click the CD ROM icon on "My Computer" each time you want to play Outlaws, or you will have to personally create a shortcut. You will be asked

if you wish to read the Read Me file... a good idea, since it contains last-minute information that may not be included in your manual.

7 A Screen, as follows, will come up for you to select which video mode will run best on your system. You may change resolution at this point, if you'd like, then click Next. You will be able to change the resolution again while you're in the game (see the Video Mode Selection section in this manual).



You are now ready to play Outlaws!



Starting the Game

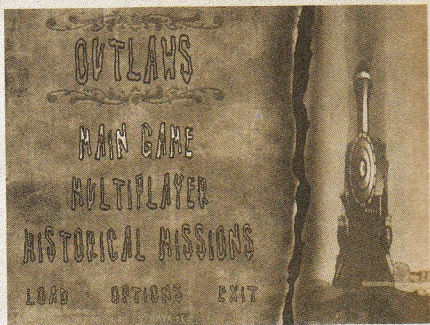
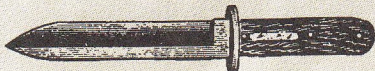
If you want to play right away, the launcher is already on screen, and you can click on “Play Outlaws.” To access this launcher at another time, you can double

click on the LucasArts icon in the “My Computer” window, or use your Start menu shortcut or Desktop shortcut if you made one.

(For further information on Selecting Video Mode, see the Video Mode Selection section of this manual.)

Main Menu

When you begin Outlaws, after the opening cutscene with the locomotive, the first thing you’ll see is the main menu. At any point in the game you can return to this menu by first hitting ESC and then selecting End Game.



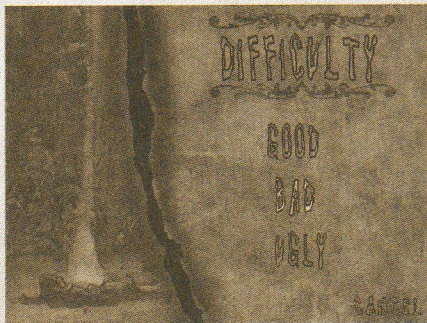
Return with us now to those thrilling days of yesteryear...

The Old West was a dangerous place, but it was even more so if you had to deal with outlaws. Our hero, Marshal James Anderson, doesn't have a lot of choice... they've burned down his home and attacked his family. If he wants to get his daughter back, he's got to go after her, and there's a whole passel of desperados in the way. He's going to need courage, perseverance, quick wits, and a lot of ammunition. Have you got the true grit you'll need to join him on the Payback Trail?

Main Game

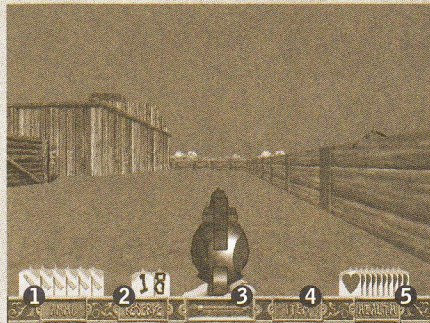
This is the “story” of Outlaws, and the standard single-player option. It is probably best to start with the Main Game in order to gain familiarity with the way Outlaws works. After you select the Main Game, you will be asked to select a Difficulty Level.

As you might expect, beginning players are advised to start out on Good mode, although those familiar with first-person shooters may want to try Bad. But for the *true* outlaws experience, try Ugly.



You will then see a cutscene that gives you the next chapter in Marshal Anderson’s story... after which you (Marshal Anderson) will find yourself in Slim’s Hideout, ready to take on the badguys.

The items on the bar at the bottom of the screen are pretty straightforward:



1 AMMO is how much ammunition is in your gun.

2 RESERVE is how much spare ammunition you have for that weapon (you have to reload to put it in your weapon).

3 THE THERMOMETER is how much energy you have... when it gets to the bottom, you are exhausted, you cannot jump as high, and the Run key option is no longer available. Underwater, your energy indicator will turn blue to display how much air you have left... as it gets to the bottom, you will start to lose Health.

4 ITEM is the inventory item you currently have active (if any).

5 HEALTH is how strong you are... if you lose all of your Health hearts, your character dies, and a skull and crossbones will be displayed.










You start off with a pistol in your hand, but you also may want to use your fists or your rifle







(see Keyboard Commands). Other weapons will become available as you play the game. Happy Trails, Buckaroo!

KEYBOARD

Below are the default keyboard controls. You may customize your keyboard through the Main Menu by selecting Configure and then the **Keyboard** button. In the Keyboard Configuration screen, some functions have two keys configured for the same action. The secondary keys are on an alternate setup for using the mouse and keyboard together. For more information on configuring your keyboard, see the Configurations section of this manual.











Movement

-  = Move Forward
-  = Move Right
-  = Move Left
-  = Move Backward
-  = Move Fast (Hold down when pressing one of the arrow keys to run).
-  = Nudge (used when opening doors etc.)
-  = Jump/
Swim Up
-  = Crouch/
Swim Down
-  = Slow Mode
(Caps Lock)

-  OR  +  = Strafe/Dodge Right
-  OR  +  = Strafe/Dodge Left

Weapons

As you progress through the game, you will encounter a variety of different weapons. To select a weapon, press one of the number keys on your keyboard. The following is a list of the weapons you will encounter, along with their corresponding number key:

-  = Fists
-  = Pistol
-  = Rifle and Toggles Scope
(must find scope first)
-  = Single Barrel Shotgun
-  = Double Barrel Shotgun
-  = Sawed-Off Shotgun
-  = Dynamite (press Z to light,
and CTRL to throw)
-  = Bowie Knife (Press Z to use as a
stabbing weapon, or CTRL to throw)
-  = Gatling Gun
-  = Disarm

How to use a weapon:

Ctrl = Primary Fire

Z = Secondary Weapon
Action key.

R = Reload

Other Key Functions

Esc = In Game Menu

[**]** = Inventory Item toggle/
Scroll Through Inventory

Enter = Select Item/Use Item

Tab = Overhead Map

Shift + **Tab** = Show All Map
Layers Toggle

; = Map Level Up

' = Map Level Down

L = Lamp Toggle

T = Kill Table Toggle (list of players currently in game, including their relevant information). Multiplayer only.

+ / **-** = Change Screen Size OR
in Map Mode:
Zoom Map (In/Out)

G = Drop Item

F = Free Look

F + **→** = Look Right

F + **←** = Look Left

F + **↑** = Look
Forward

End OR **F** + **↓** = Look
Back

PgUp = Look
Up

PgDn = Look
Down

5 = Look Center
(keypad)

Alt + **Y** = Type Message

F1 thru **F10** = Send Pre-defined
Taunt Messages

Alt + **F1** thru **F10** = Define Taunt
Messages

Spacebar = Restarts Level
After Dying

Alt + **T** = Subtitles
(for movies)

Alt + **P** = Pause
(while you're in the game)

Historical Missions

In the years before he became a full-fledged Marshall, James Anderson worked out of a tiny office in El Chelo County, Arizona responsible for upholding the law and dispensing justice in the surrounding territories. At this time, several dangerous Outlaws were at-large, threatening the neighboring towns and ranches.

With the nearest law enforcement headquarters fifty miles away, James recognized it was his sole responsibility to bring these renegades to justice. So he strapped on his father's gun belt, loaded his .45 and went to work...

Sheriff's Office

When selecting Historical Missions from the Main Menu, you'll see a brief introductory text and then you'll find yourself at the Sheriff's office.

Once you enter the Office, take a look around the back at the jail cells. Although cramped, they're plenty big enough for the varmints you'll be bringing back. The Outlaw you capture will appear inside once you return from a mission.

Make sure to visit the shooting range to acquaint yourself with the variety of weapons you will encounter along the way. There are a number of windows and old bottles to shoot at, to practice your aim. Old West Recycling.

You'll be starting out your frontier law

enforcement career as an Associate Deputy, moving through the ranks of Deputy, Sheriff, and finally Marshal the more points you score. With each rank you get access to a clubhouse with your new title on the outside of the building.

Levels

Examine the Wanted posters to decide which criminal you want to pursue. When you've decided, either nudge or shoot the poster to enter the level. Your goal is to kill badguys, recover booty, find secrets, and capture the wanted outlaw. Outlaws can be captured by either shooting the outlaw or knocking them out with a punch, knife jab, or knife throw. At any time, you can return to the sheriff's office by nudging your horse which is parked at the beginning of the mission. You must nudge your horse to end the level after capturing or killing the outlaw.

Points

Points will be determined by the following factors:

- ★ Shots Fired
- ★ Kills
- ★ Gold Collected
- ★ Wounds
- ★ Capturing or Killing the Outlaw

If you succeed in capturing or killing the wanted outlaw, a full screen version of the wanted poster will appear with a [CAPTURED] or [KILLED] stamp when the mission is exited.

On top of the wanted poster, a score screen will appear, where points will be tallied and added to the player's point total. More points will be awarded if the outlaw is captured alive than if the outlaw is captured dead. Outlaws are captured alive when the knockout blow is delivered with a punch or a knife.

As points are accumulated, you are promoted to higher levels of law enforcement - allowing access to corresponding clubhouses. Below is a list of each item and its point value:

Gold Bar	+100
Gold Bag	+500
Kill	+25
Wound	-5
Outlaw Captured Alive	+1000
Outlaw Captured Dead	+500

On average, the maximum number of points available on each mission is 3,200 (assuming 20 enemies). With five levels, the total points for the game is 16,000. The following table shows the points required for each law enforcement level:

Deputy	9,300
Sheriff	12,400
Marshal	15,500

If the game total exceeds the point require-

ment for the next law enforcement level, a screen will follow the point screen that awards you a new badge.

BUCKSHOT BILL

FROM THE NOTES OF JAMES ANDERSON:

Bill Morgan, known as "Buckshot Bill," is wanted for four counts of murder, one count arson, and is also wanted for questioning in the murder of William Jefferson Flood, Esq., former owner of the Flood Plantation near Atlanta, Georgia. It is widely believed that Buckshot Bill is the son of escaped slaves, and he went back to Flood's plantation for revenge. I don't care much about that, but rumors have it he is currently holed up in Russell Simms' hide-out, up on the salt flats. How Buckshot and Simms joined up is unknown to me, but I intend to put this partnership to an end.

Bill likes to use two sawed-off shotguns at very close range. Several sheriffs have mentioned his vision isn't too good, and he needs the wide spray of the sawed-off to make his target.

At any rate, he's a convicted murderer, and a dangerous man. Best be careful...

BLOODY MARY REWARD \$10,000

IN GOLD COIN
WILL BE PAID BY THE U.S. GOVERNMENT FOR THE
APPREHENSION OF
"BLOODY" MARY NASH

Lawmen:

Please be advised that Mary Nash, alias "Bloody Mary" is at large in your area. Miss Nash has been positively identified by witnesses in a heist which occurred March 12, this year, at the Boorman Federal Gold Depository. Also involved was Matthew Jackson, alias "Doctor Death," though his current whereabouts are unknown.

Miss Nash is described as tall, with dark hair, and prone to smoking men's cigars. Please be aware, by all accounts she is a deadly shot, and is considered highly dangerous.

Matthew Jackson is listed as owner of a local granary, and it is possible they will try to smuggle the gold to Mexico from there.

"Bloody Mary" is also wanted for solicitation, racketeering, unlawful interstate transportation of stolen property (cattle), lewd conduct, public profanity, fraud, arson, and two counts of murder.

Also in Nash's company are several corrupt lawmen, among them Marshal Pierre Celine DeLajette from New Orleans, Louisiana. DeLajette boasts openly that, despite his law enforcement position, his guns are for hire to the highest bidder. He and his men must be brought to justice as well.

Abсалom Baird, Major, 8th Missouri Cavalry, Commanding

**SPITTIN JACK
SANCHEZ**

Letter received by
James Anderson:

*Ay, you Marshal.
Lots a people think I cant
write but I can yessir.
Yeah, maybe you heard a
me. Im Jack Sanchez! You
friggin lawmen are all
the same, buncha chickens.
Anyway, Im riting a let-
ter to say, howdy partner,
Im in yer county and
what are you gonna do
about it?*

*You know me? Im wanted
for horse rustlin, murder,
drunkenness, killing lots of
lawmen, and all that
stuff. So you come get me
if yr man enough.
I dont think you are.
Heh.*

me? Im gonna have plenty
of fun spittin in yr face
when you try to draw yer
gun and yer friggin
hands all shaky because
you suddenly lookin strate
down the barrel of ole Jack
sanchez pistol.

Bye bye, Law Man.

p.s. If your so stupid you
cant figure out where I
am, check the old spanish
fort up on the high plains
outside a Dogtown. You
cant miss it.

Im gonna be waitin.

Oh yeh, and I got all Jeb
Goode's horses in back, and
its nine tens of the law for
possession. So there MINE,
mister.

Adios.

Jack

DYNAMITE DICK

FROM THE NOTES OF JAMES ANDERSON:

Questioning of "Cherokee" Dan Moss, Wanted in
Connection with Robbery of United Mason Bank,
Coleridge County

"Cherokee" Dan Moss was reluctant to admit to his participation in the bank robbery, but soon broke down after some "persuasion." He almost immediately named "Dynamite" Dick Clifton as the ringleader of the operation. Evidently, Clifton made off with the lion's share of the gold, after detonating two of his hired men with dynamite, and attempting to detonate an outhouse Dan Moss was occupying. Moss said "I woulda caught him myself, but my pants were around my dang ankles."

The dynamite exploded incorrectly, dousing Moss with raw sewage, and so he was forced to hide out in the desert for a number of days. "The flies was incredible," he noted.

Moss implied that an ex-Marshall called "Starin' Mad" Dinnett was operating with Dynamite Dick Clifton, and that the two of them had fled to the semi-abandoned town of Drygulch, in El Chelo County.

Clifton is wanted currently in connection with the murder of two guards at the Mason Bank, and the subsequent robbery there. He is also wanted for arson, unlawful detonation of explosives in a public place, unlawful detonation of private property, and racketeering, for his part in a chicken farm extortion deal.

BLOODEYE TIM

For General Dispatch

From: Warren C. Durant, Sergeant-at-Arms, Union Army

WANTED!

Timothy J. Shaver

Sergeant in the Union Army, Dishonorably Discharged

"Bloodeye" Tim Shaver is wanted for murder, theft, and conspiracy against the Union of the United States of America. Reports have it that Bloodeye Tim, as he is known, is organizing a private militia in the wilderness north of El Chelo County. A number of men have been recruited, and are gathering at the old Fort Navarro, abandoned by the U.S. Cavalry some thirteen years ago, possibly for a military strike against local towns, in preparation for a larger strike against Union Army targets.

Shaver's distinguishing feature is his eye patch, which covers a wound he received in the Great Civil War. Several witnesses have described his particular cruelty in a gunfight— shooting his opponent's eyes out. He is also an incorrigible drinker of alcohol, known to frequent numerous saloons and other places of ill-repute.

Shaver originally hails from Ireland, which he fled, escaping a murder charge. The Union Army accepted him, due to his previous military experience; but Bloodeye's savagery in battle and unwillingness to follow orders soon made them regret their hasty decision. Eventually, the death of three soldiers under his command, and the severe mistreatment of prisoners-of-war led to a warrant for his arrest. Shaver fled into the wilderness, and began gathering criminals around him.

The Union Army wants him dead or alive.

Video Mode Selection

In Select Video Mode you can configure your video and sound.

To select another display driver or change resolutions, click on the Display Configuration button and then select the Display Driver and resolution that you would like to play in. We recommend using DirectDraw as the Display Driver.

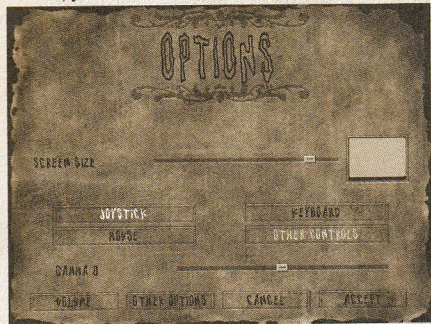
To make changes to or to test sound, click on the Sound Configuration button. Click on the Advanced button in the lower left part of the screen. Alter the Movie Audio Quality and Mixer Channel Count fields as needed. You can test the sound by clicking on the Start Test button.



Configurations

Game Options

When you select “Options” from the Main Menu, you will see this screen:

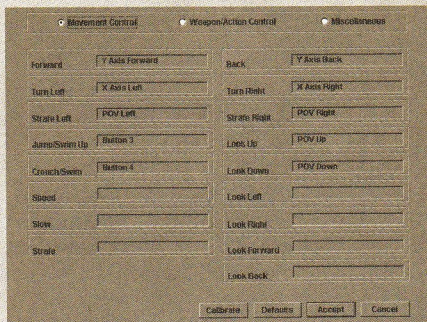


Screen Size is how large your Outlaws window is in comparison to the size of your monitor... the tan screen to the right here is intended to give you a visual approximation. Decreasing the size of your screen can increase the speed of your game.

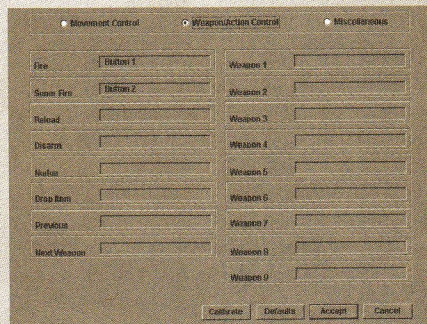
Gamma is relative brightness... brighter to the left, darker to the right. If the colors on your monitor don't look quite right (individual monitors can vary widely), try adjusting the Gamma slider and see if it improves your picture.

Joystick Configuration

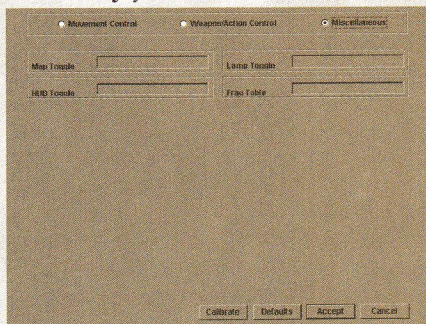
Default Joystick Movement Control Screen:



Default Joystick Weapon/Action Control Screen:



Default Joystick Miscellaneous Screen:



Upon selecting “Joystick” under “Options,” you may want to calibrate your joystick. To calibrate, click on the “Calibrate” button and you will see the following screen:

Make selections for the “Current joystick” and “Joystick selection” fields that correspond to your type of joystick. Then, click on the “Calibrate” button. Follow the on-screen instructions until your joystick is successfully calibrated.

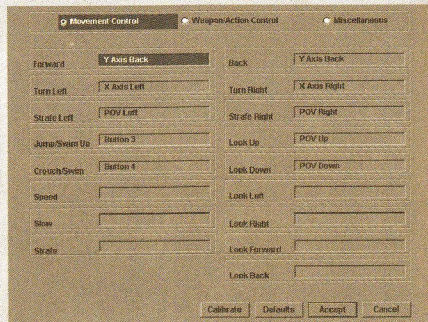
If you would like to change the joystick defaults, you can do the following:

Example: Change the “Forward” move-

ment default from Y Axis Forward to Y Axis Back. And change the “Back” movement default from Y Axis Back to Y Axis Forward.

Go to the “Movement Control” screen by clicking on the button next to “Movement Control”.

Click in the field next to “Forward” with your mouse, then move your joystick towards you which will change the field from “Y Axis Forward” to “Y Axis Back”. You will notice that the field will be highlighted in red along with the title of the screen, see sample:



The red colors indicate that another action is already configured at the position on the joystick you are trying to change to. Therefore, find the other action that is at the new position (which in this example is the “Back” function) and change that function to another position. You would click in the “Back” field and move the joystick away from you so that the selection

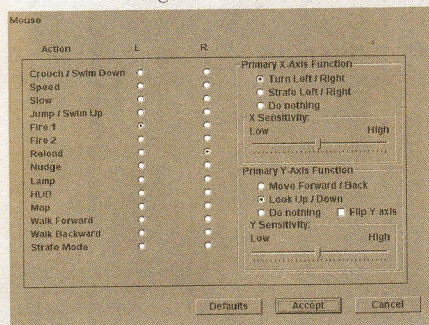
changes from “Y Axis Back” to “Y Axis Forward”.

If you would like to return to the joystick defaults, then click on the “Defaults” button.

When you are finished configuring your joystick, click on “Accept”, which will lock in your changes and bring you back to the “Options” screen.

Mouse Configuration

Mouse Configuration Screen.



L = Left Mouse Button

R = Right Mouse Button

Only one action can be configured per button. As in the example above, the Left Mouse Button = Fire 1 and the Right Mouse Button = Reload. To Select a button, simply click on it. To Deselect the button, you can either click on the button again or select another action.

The Primary X-Axis Function controls the

mouse's left/right movement. If, for the Primary X-Axis Function, you have Strafe Left/Right selected, then your X-Axis movement will always default to Strafe. If you select Turn Left/Right for your Primary X-Axis Function, you can activate strafe by either pressing the “ALT” key on the keyboard or configuring one of the mouse buttons to enable “Strafe Mode.”

The Primary Y-Axis Function controls the mouse's up-down/forward-back movement. If, however, for the Primary Y-Axis you would like the mouse response to be reversed, then select “Flip Y Axis.” So, for example, if the normal response for the Y-Axis is Up = Look Up and Down = Look Down, then by selecting the “Flip Y Axis” button, Up will equal Look Down and Down will equal Look Up.

For both X-Axis and Y-Axis Functions, the higher the Sensitivity Setting, the less you have to move the mouse in that particular direction for your character to respond. When you have completed configuring your mouse, press “Accept.”

Additionally, several keys have already been pre-assigned on the keyboard to allow for optimum useage of the mouse during the game. These include:

W = Move Forward

A = Strafe Left

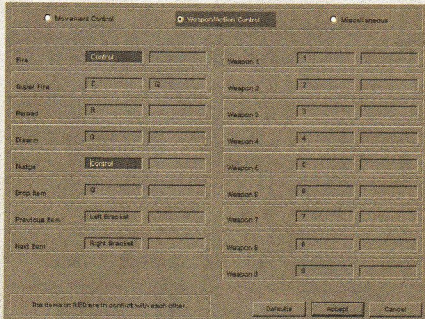
S = Move Back

D = Strafe Right

Keyboard Configuration

The keyboard control screens look like this:

To change a key designation, click in the field you want to change, then press “Enter” followed by the actual key you want that function changed to. For example, if you wanted the nudge key to be the Control key, you would first click in the Nudge field, then press the Enter key, followed by the Control key.

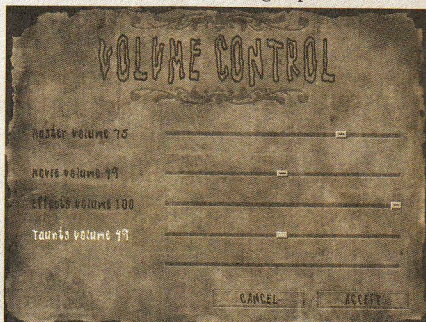


If (as in the example above) you select a key for which there is already a function, both keys will be shaded red, as shown below.

You would then click in the other field (in this case, the “Control” following “Fire”), hit Enter, then press the new key designation for that function. When you have changed all the keyboard functions you want, press “Accept.”

Volume

The Volume button brings up this screen:



“Master Volume” is how loud the overall volume of the game is. Other volume sliders are a percentage of the Master Volume. All volume sliders are louder to the right and softer to the left.

Other Options

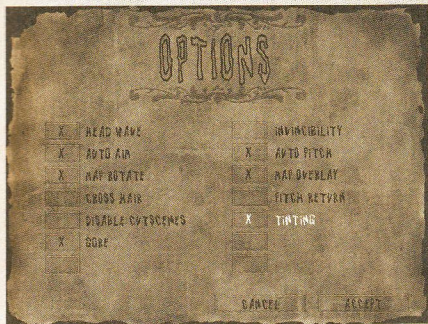
The “Other Options” button on the original Options screen brings up this second Configuration screen:

Head Wave. Toggles head movement as you walk on and off. Default: On

Auto Aim. Improves your aim if your line of sight is close enough to the enemy. Default: On.

Map Rotate. The onscreen map rotates to reflect your point of view. Default: On.

Cross Hairs. Displays Cross Hairs for zeroing in on enemies. Default: Off



Disable Cutscenes. Turns off cutscenes. Default: Off

Invincibility. Your character will not take damage. Default: Off.

Auto Pitch. This automatically adjusts the pitch (angle of aim on your weapon) when your character is traveling on uneven or slanted ground. Default: On.

Tinting. At certain times during the game, the screen will become tinted red (to indicate damage). If you notice your performance slows down when this happens, you can toggle tinting on or off with this button. Default: On.

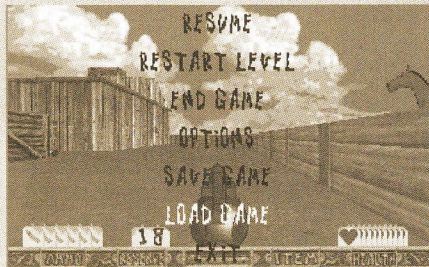
Map Overlay. The map appears over the scene pictured onscreen, rather than being pictured with an opaque background. Default: On.

Pitch Return. If you move the angle of your weapon up or down, when you start walking, the line of sight returns to the center. Default: Off.

Gore. Allows you to toggle on/off bloody deaths. Default: On.

The In-Game Menu

Pressing the Escape key at any point during the game brings up the In-Game Menu:



This allows you to restart the level, end the game and return to the Main Menu, perform some configuration options, save a game, load a game, or quit Outlaws completely.

Save/Load

If you want to save at any point, press the Escape key and then select “Save Game.” You will then see a screen as follows:


Type in the name you want for this Save Game. Loading a game works much the same (you would of course select “Load Game” after you hit Escape), but you would move the cursor over the name of the game you wish to Load, then press Enter.




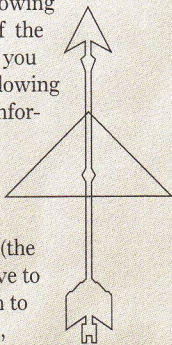
Automap

If you want to keep track of where you are on a given level, you can bring up the Map by using the Tab key. The map will display all the land you have already explored.

If you are in a structure, the Automap can display different levels of that structure. It will also display a text line showing how many secret areas of the total possible secret areas you have discovered. The following icons are used for map information:





Your character 
(yellow icon).

 The level boss (the person you have to kill to move on to the next level). Yellow icon,




unless boss is on the same level as your character, then icon would be outlined in red.

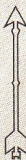
Capture the Flag

-  TEAMMATES: Always visible. (Triangle in your team's color.)
-  YOUR BASE FLAG: Always visible. (Triangle plus regular arrow in your team color.)
-  YOUR FLAG: Visible unless carried by a member of the opposite team. (Fancy arrow in your team color.)
-  OPPOSITE TEAM FLAG: Visible only if carried by a member of your team. (Fancy arrow of opposite team color.)

Team Play

-  TEAMMATES: Always visible. (Triangle in your team's color.)

Kill the Fool with the Chicken

-  CHICKEN: Visible only if loose, not if carried by anyone. (Fancy red arrow.)



CAPTn. TRIPPS'

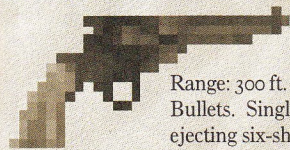
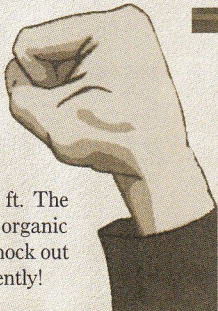
FRONTIER

BARGAIN ARMOURY

The best in
weaponry for
the discriminating
Shootist

**(Original
inventory)*

FISTS* Range: 8 ft. The
fist is a five-finger organic
appendage that can knock out
your victim... permanently!



.45 Pistol*

Range: 300 ft. Ammunition:
Bullets. Single frame rod-
ejecting six-shot revolver.

Range: 900 ft.. Ammunition: Cartridges. Sixteen-
shot repeating rifle.



.44 Rifle*

Bowie Knife

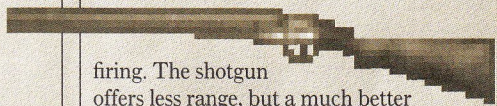
High quality
tempered steel.
Can be jabbed
or thrown at enemies.



Single Barrel 10-Gauge Shotgun

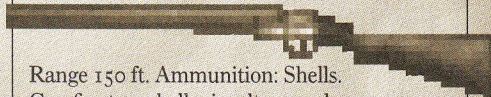
Range: 120 ft. Ammunition: Shells. Single
shot—must be reloaded after

firing. The shotgun
offers less range, but a much better
spread than the .44 rifle, so it becomes easi-
er to hit your target.



Double Barrel 10-Gauge Shotgun

Range 150 ft. Ammunition: Shells.
Can fire two shells simultaneously.



Sawed-Off Shotgun

Range 30
ft. with 20 ft. spread. Ammu-
nition: Shells. Although the range is shorter
than the conventional shotgun, the spread pat-
tern is even broader.



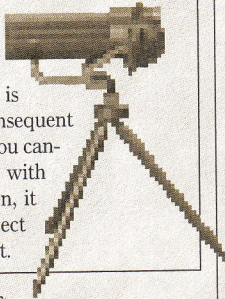
Gatling gun

Revolutionary automatic weapon in use by our brave Cavalry boys on the Western frontier.

Fires 5 shots per second. Ammunition:

Clips.

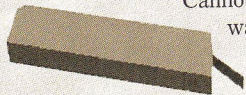
The obvious advantage is speed of shots and consequent stopping power. Note: You cannot run or walk around with this model of gatling gun, it becomes a stationary object when you decide to use it.



Dynamite: Range: 30 ft.

destroy radius. Can be ignited by lighting fuse or being shot... can be placed and then ignited by shooting or by explosion of other dynamite.

Cannot be ignited underwater, but fuses ignited on dry land are waterproof.



Ammo:

Bullets Box of bullets, yellow boxes.

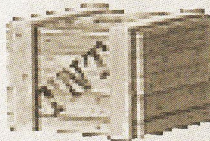


Cartridges Box of cartridges, brown boxes.

Shells Box of shells, white boxes.



Clip Ammo for gatling gun.



Ammo Belt Grab bag of ammunition.

TNT
Box of Dynamite

Gear:

BADGE

Good for protection from hits and boosts the power of your weapon.



Canteen

Good for 1 unit of Health (hearts)



Note to our customers...

...WE ARE CONSTANTLY MAKING NEW ITEMS AVAILABLE IN LOCATIONS NEAR YOU. KEEP YOUR EYES OPEN FOR SPECIALS AND SURPRISES.



Medical Bag

Good for 3 units of Health (hearts) when used



Boiler Plate

Temporary armor (frontal hits only).

ELIXIR

Restores Health back to full level.



Scope Attaches to rifle, allows long distance aiming

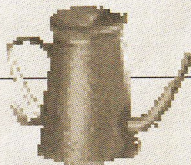
Iron, Steel, Brass Keys

Open locked doors.



Found in original inventory. When filled with oil, will illuminate dark areas.

Lantern



Oil Can Fills lantern for short period of time.

Strategy

Unlike many first-person games, an Outlaws player must keep low and avoid confronting enemies directly. Crouching (use the C key) makes you a smaller target; running (use the Shift key, in conjunction with forward motion) across open spaces or rooms will make you harder to hit; and Strafing (in conjunction with side to side motion) will allow you to face enemies while moving side-to-side to evade their guns.

Remember, stealth is very important, so try to avoid alerting enemies to your presence. Use the rifle for distance shots; the knife is a deadly weapon for close-quarters combat, as is the sawed-off shotgun. When using any weapon, aim counts. Take time to line up your shots, and you will be far more successful.



BEWARE!

— DANGEROUS —



**"DYNAMITE"
DICK CLIFTON**

**WANTED
DEAD OR
ALIVE**



**BOB
GRAHAM**

**"DYNAMITE"
DICK CLIFTON**

Gunfighter, safe "cracker". Committed stage and train robberies by using dynamite to sabotage shipments of gold. Later worked with the Purcell Gang as the safe man on bank jobs. Clifton has frequently been known to rig booby-traps to foil pursuers, so use caution in apprehending.

**BOB
GRAHAM**

Notorious gunfighter, gambler, and fancy dresser. Poses as respectable businessman, but a sneaky owlhoot who'll sell out his associates to one another if he thinks he can profit. Considers himself above the law because of his business and political influence, and has been known to use extortion and possibly murder to further his business plans. Although he frequently tries to keep his hands clean by working through henchmen, you don't want to rile him, or he'll go out of his way to put you on Boot Hill personally. Any lawman that hunts him down better be prepared to shoot fast and ask questions later.

**WANTED
FOR
MURDER!**



**"SLIM" SAM
FULTON**

**"SLIM" SAM
FULTON**

Tall, lanky galoot with a boyish face. Lacks the intelligence to plan a job, but do not underestimate his ability to carry through dirty work. Rural background, behavior characterized by misguided idolization of "dime novel" desperados. A deadly shot, but emotionally unstable.

**WANTED
DEAD OR ALIVE**



**"MATT"
"DR. DEATH"
JACKSON**

**"MATT"
"DR. DEATH"
JACKSON**

A ruthless, cold blooded killer, who kills without discrimination or remorse. Works for the highest bidder, and loves his work. A quiet intellectual outlaw with a taste for classical and biblical quotations who shows little or no emotion until he actually has a victim in his power. Under these circumstances, witnesses have reported maniacal laughter and an unnatural taste for slaughter. Dresses in a white shirt which makes him look like a doctor. In a gun fight, he is a cool character, who takes his time on his shots, and places them with deadly accuracy.

\$5,000 REWARD!

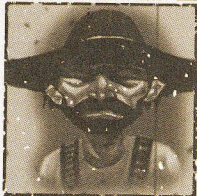


"BLOODEYE" TIM

"BLOODEYE" TIM

Bloodeye Tim was once an officer in the Union Army, but his methods in battle proved so brutal and dishonorable that he was soon discharged. He still wears the uniform as a symbol of his belief in his own righteousness and justifies his depredations against innocent citizens since the war with ravings about the injustices of the Federal Government. A good shot in a draw, and notorious for shooting his opponents in the eyes.

**REWARD
FOR
CAPTURE**



**"SPITTIN" JACK
SANCHEZ**

**"SPITTIN" JACK
SANCHEZ**

A Mexican-American outlaw who uses two pistols in a fight. One mean son-of-a-seacock, who speaks very little English, but understands plenty. Generally easy-going, but known to become reckless and rambunctious when drunk. Even drunk, Sanchez is usually the only person who will walk away from his gunfights. He is known to pick fights by spitting tobacco in his rival's face.

WANTED

\$5000⁰⁰ REWARD



"HENRY"
GEORGE
BOWERS

"HENRY" GEORGE
BOWERS

A dark, quiet man who is famed for his ability to hit targets at great range with his rifle. He blames all lawmen (whom he considers to all be corrupt) for his brother's death, and kills lawmen whenever he gets a chance.

DANGER!
WANTED FOR
MURDER



"CHIEF"
TWO
FEATHERS

"CHIEF" TWO
FEATHERS

A Navajo Indian leader. He, and a handful of his warriors refused to surrender when his people were rounded up by the army and taken to a reservation. This once noble warrior has turned to stage and pony express robbery to buy weapons and ammunition for his "gang" of renegades.

**ARMED AND
DANGEROUS.**



**"CHUBBY"
RUSSELL
SIMMS**

**"CHUBBY"
RUSSELL SIMMS**

A stocky, burly man with a pot belly, and a bushy black beard, who wears suspenders and a bowler hat. A farmer who came west during one of the gold rushes, turned into a small time con-man and eventually to all-out robbery and murderer. Found mainly in mining camps and mining towns of the mountains.

**WANTED!
REWARD**



**BUCKSHOT
BILL MORGAN**

**BUCKSHOT
BILL MORGAN**

Son of black slaves who escaped the south and moved north. Served in black regiment in the Union Army, and after the Civil War, sought quicker profits and more independence on the wrong side of the law. His eyesight is somewhat damaged from a Confederate minnie ball, so he has been known to favor the killing power of a sawed-off double barrel shotgun, to compensate for poor aim.

REWARD!
DEAD OR ALIVE.



"RATTLESNAKE"
DICK FARMER

REWARD!



"BLOODY"
MARY NASH

"RATTLESNAKE"
DICK FARMER

Former rancher and lawman, who abused his office by getting paid by ranchers to turn his head when questionable actions were taken (like cutting fence lines, and killing sheep). He fled the Texas territory after he allowed some ranchers to kill some sheep belonging to a judge, and started robbing banks and trains.

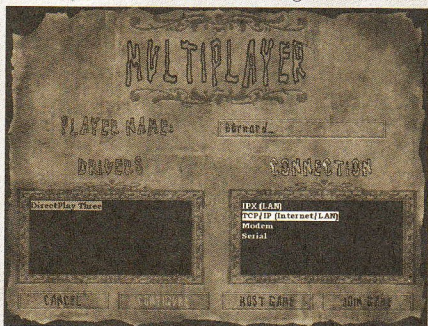
"BLOODY"
MARY NASH

Onetime bar-girl and dancer at the Dirty Dog Saloon in Cartwright Gulch. Later in life as she got older, she became partners in the bar with the notorious "Tennessee Tabby" Tosti and ran the local "entertainment". During this time she fell in love with Matt "Dr. Death" Jackson, who stoically tolerated her affections, but admired her gutsy nature. She left the saloon when Jackson killed her partner, and fell in with Jackson's gang and began participating in all the "jobs".

MultiPlayer Games

Outlaws supports up to 8 players via IPX or TCP/IP network, or 2 players via Modem or Direct Serial Connection.

If you select *Multiplayer* from the Main Menu, you will see the following screen:



From here, you can name your character and choose to host or join a multiplayer game.

1 Click on the box to the right of 'PLAYER NAME,' then hit backspace to erase the default name 'PLAYER' and enter your name or callsign.

2 Next, you must choose a method for connecting to other players from the list under the heading 'Connection'. To select a connection method just click on it. *See below for a description of each connection type.*

★ IPX (LAN)

IPX is the network protocol used most commonly on a Local Area Network (LAN). Choose this connection if your computer is connected to an IPX compatible network and configured to use an IPX Protocol (check with your network administrator).

★ TCP/IP (Internet/LAN)

TCP/IP is network a protocol that is also commonly used on many LANs and is also the native protocol used on the Internet. Select this protocol if your computer is connected to a TCP/IP compatible LAN or the Internet. *See enclosed Internet information card for more information about playing on the Internet.*

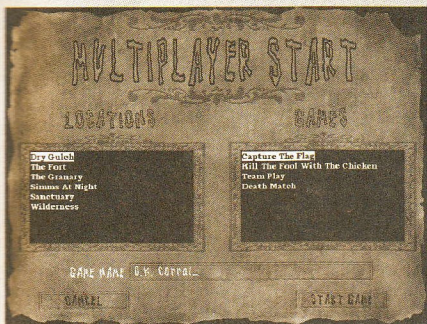
★ Modem

Select this to play a head-to-head game over your 14.4 or higher Modem.

★ Serial

Choose this option to play a head-to-head game between two computers over a Direct Serial connection. To do this you need a NULL Modem cable (or serial cable with a NULL Modem adapter) connected to a free Serial port on the back of both computers.

3 Once you have selected a connection type, click *Host Game* or *Join Game*. To create a game for others to join, choose *Host Game*. To join a game someone else has already created, select *Join Game*.



Host Game

This menu allows you to select a location and the type of game you wish to play.

1 Click on the location you wish to go to for your Multiplayer game:

✦ **Dry Gulch:** The ghost town of Dry Gulch is a good all-around level, suitable for most games, and larger Death Match play. There are a number of sniper positions, so be sure to collect rifles.

✦ **The Fort:** Spittin' Jack Sanchez has been known to use this fort for his cattle rustling activities. The Fort features a large circular path around the ground floor, and is suitable for most larger games, particularly Capture the Flag.

✦ **The Granary:** Two large square rooms, each with multiple tiers, are the center-point for Death Match action in this level. In other games, more coordination and strategy is

required, due to the somewhat complex room layout. Try playing Kill the Fool with the Chicken on this level... if you dare!

✦ **Simms At Night:** After night falls, Russell's Simm's abandoned adobe hideout makes for excellent larger Death Match games. Most rooms are lit by lanterns, and players must remember that lighting their head-lantern allows them to see—and BE seen—more easily in the dark. Additionally, there are two or three excellent sniping positions on the catwalks.

✦ **Wilderness:** This level was constructed with Capture the Flag play in mind, but also works for Team Play. A number of secret rooms and areas are hidden throughout.

✦ **Sanctuary:** This scaled-down version of the town of Sanctuary is excellent for smaller (two to five players) Death Match and KFC games. The reduced amount of health and weaponry means players will have to rely more on skill than equipment. Keep on the lookout for that Sheriff's Badge.

2 Click on the type of game you wish to host:

Capture The Flag Play on either the Red or the Blue team. Your character will be colored accordingly depending on which team you choose. You start the game in your home base, next to your flag. The goal is to capture the opposing team's and bring it back to your home base before the other team does the

same. In order to get credit for capturing the flag, your flag must be at your home base when you return. If the flag is there, simply run over and touch the flag stand to win. If it's not, then you or your teammates better go get it! You will be able to tell who's carrying the flag by looking at the character, they will be flashing between their team color (red or blue) and normal color. If you kill someone while they are carrying your flag, they will drop it. All you need to do is touch the flag and it will instantly return to your home base. If another member of the opposing team gets to the flag before you do, they can pick it up and try to return it to their home base. The winning team is the first to reach a predetermined number of captures, or whoever has the highest number of captures when time runs out, depending on your settings in *Multiplayer Options*.

Kill The Fool With The Chicken First you have to find and pick up the chicken. Whoever has the chicken can shoot anybody. Everybody else can only shoot the player with the chicken. Whoever keeps the chicken the longest wins. The player who holds the chicken will appear red.

Team Play Just like Death Match, except here your team has to kill more members of the other team. You can't shoot your own team members (unless Friendly Fire is checked in the Host's Multiplayer Options menu) but if you kill yourself or your teammates with

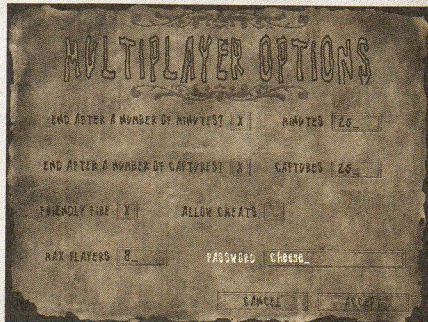
Dynamite or if you fall to your death, it will be subtracted from your team's kill list.

Death Match Winning is simple...kill more people than anybody else.

If you are hosting the game, you can name the game if you wish (The default is the name of your computer). Regardless, the next step is to click on "Start Game". This will take you to *Multiplayer Options*.

Multiplayer Options

If you are hosting an Outlaws game, you will see a screen similar to this one:



End After a Number of Minutes?

Check this box to end the game after a number of minutes. In the box on the right, you must enter the number of minutes that you wish the game to last. When time runs out, the player (or team) with the most kills (or captures) is the winner. Default is unchecked - No time limit.

Setting the minutes to zero also equals no time limit

End After a Number of Kills? Check this box to end the game after a number of kills. If this box is checked you must enter a number of kills to end the game, in the box to the right. Whichever player or team reaches this number of kills first is the winner. Default is unchecked - No kill limit.

End After a Number of Captures? If you are playing a Capture The Flag game, you will see this instead of "End After a Number of Kills". Check this box to end the game after a number of Captures. If this box is checked you must enter a number of captures to end the game, in the box to the right. Whichever team reaches this number of captures first is the winner. Default is unchecked - no capture limit.

Friendly Fire If this box is checked, players on the same team can hurt each other during Team Play and Capture The Flag games. Default is unchecked - players of the same team can't hurt each other.

Allow Cheats If this box is checked, Outlaws will allow players to use cheats. If a cheat is enabled by Player A, for instance, all other players will see a message stating that Player A is cheating and the Cheating character will flash yellow in the game. Default is unchecked - no cheats allowed. Here's a cheat to try out, OLASH for unlimited ammunition. Check out our web site periodically at www.lucasarts.com

for more cheat codes in the future. Caution: By enabling cheats, the game is not guaranteed to run at optimum performance so use cheats at your own risk!

Max Players Change this setting to limit the number of players that can join your game. Default is 8. *Note: this value can be set to a maximum of 255, but we only recommend up to 8 players.*

Password If you want to have a password for players to enter this game, you can type that in here. If you are playing a Direct Modem or Serial game, the Password option will not be available.

When ready to continue, click the "Accept" button. This will take you to the *Outlaws Lobby*. If you are playing via modem or direct serial connection, you will see one of these dialog boxes first:

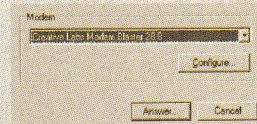
Modem

Confirm that your modem is selected in the drop down box and then click Answer. This

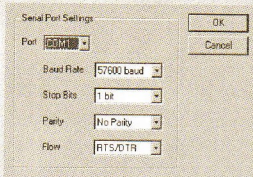
will set up your computer to listen for incoming calls. As soon as someone dials your phone number to join your game, you will be taken to the *Outlaws Lobby*.

Direct Serial Connect

Select the COM port or Serial port that you have connected the NULL Modem cable to,



and then click OK. This will take you to the *Outlaws Lobby*.

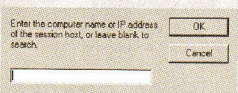


Join Game

After choosing *Join Game*, you may need to configure your connection, depending on which type of connection you have chosen.

IPX This protocol needs no configuration, and will take you straight to the Multiplayer Join screen.

TCP/IP If you are playing a TCP/IP game, you will see the following dialog before going to the Multiplayer Join screen:



If you are on a LAN, just leave blank and click OK. Outlaws will search for a couple of moments for local games. Clicking OK will take you to the *Multiplayer Join* screen. If you are playing on the Internet, you must first enter the IP Address of the computer that is hosting the Outlaws game. See enclosed *Internet information card* for more information about playing on the Internet.

Modem If you are joining a Modem game, you will see the following dialog box:

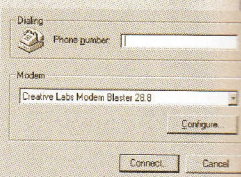
If your Modem is correctly set up, all you need to do is type in the telephone number that

you wish to dial and the click connect. Windows 95 will now dial your modem. Once you have connected you will be taken to the *Multiplayer Join* screen.

Direct Serial Connect

If you are hosting or joining a Direct Serial connect game, you will see this screen:

Select the COM port or Serial port that you have connected the NULL Modem cable to, and then click OK. This will take you to the *Multiplayer Join* screen.



Multiplayer Join

This is the Multiplayer Join screen. On the left is a list of available games on your network. If the game you wish to join has an asterisk next to it, then it is a password protected game.

Rescan Click the Rescan button to search your LAN for new games and refresh the Choose Game list.

Get Info Click on the game that you would like information about and then click *Get Info*. Information about the location, game type, and who is hosting the game, will appear in the *Game Status* window.



Password If the game you wish to play has an asterisk next to it then you must know the password for this game. Click on game to highlight it and then click in the password box and type in your password.

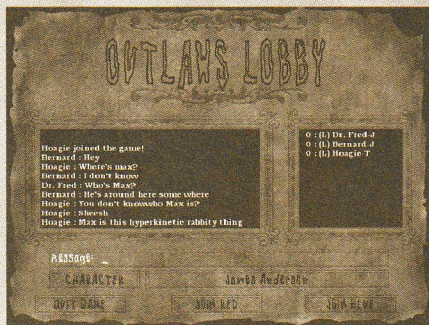
Join Game Once you have selected the game to join and entered a password (if applicable), click Join game to go to the *Outlaws Lobby*.

Outlaws Lobby

This is the MultiPlayer Lobby. Here you can send messages to other players, select a character, and, if applicable, join a team.

Messages To send a message to everyone who's name appears on the player list, click to the right of "Message," type in your message, then press the Enter key. Messages appear in the box on the left.

Player list The players that have joined the current game will have their names appear



in the box on the right. The number on the left of the players names is the current number of kills that player has. If the player is still in the lobby, they will have an (L) next to their name. In Capture The Flag and Team Play games, players who have joined a team will appear in either red or blue, representing the team they have chosen. The letter to the right of the player name represents one of the six characters available in Multiplayer Outlaws.

B = Bob Graham

D = Matt "Dr. Death" Jackson

J = Ex-Marshall James Anderson

M = "Bloody Mary" Nash

S = Spittin' Jack Sanchez

T = Chief Two Feathers

Choosing your Character To choose a character, click on the "Character" button.

You will then see this screen:

This screen allows you to select the player

character you want by clicking on their picture. Move the mouse around to each picture to view each character's mini-movie.

Each character has his or her special qualities and most carry special weapons in addition to a six-shooter. In general, the shorter characters can move faster and shoot faster, whereas the taller characters can take more damage.



Spittin' Jack carries dynamite, and has a mean secondary-fire pistol. He's nimble and quick, but can't take as much damage as the larger players.

Marshall James packs his six-gun and rifle, which can be used with devastating accuracy at long range. He's also quick on his feet, especially when strafing.

Chief Two Feathers has a knife and a pistol. He's strong and big, but not as quick. Beware the blade of the Chief.

Matt "Dr. Death" Jackson is a mean little varmint who totes his doctor bag for extra health, which he'll need, as he can't take so much damage. But in a gunfight, he's got some fancy footwork and custom pistol.

Bob Graham, not known to fight fair, brings his double-barrel shotgun and pistol into battle with him. He's the toughest, but he's gotten slower since retiring from gun-fighting.

"Bloody" Mary Nash comes prepared to battle, packing a custom pistol and shotgun. She may be slower, probably because of the cigar habit, but her shotgun is no less... painful.



After choosing a character, you will then be returned to the lobby, where you can click *Enter Game* to start the game, or in CTF games and Team Play, there will be a *Red Team* and a *Blue Team* button. This allows you to choose sides and join the action.

Ingame Messages Hold Alt then press Y to bring up a chat window. Type in your text message and hit Enter. Messages that you send out will be displayed in the upper left corner of the screen, and will be received by everyone in the game.

Additionally, there are two other options for sending messages:

Team Games When playing in a team game, you can choose to send a message to all of the members of either the red or blue team. To send a message that will only be seen by the red team, type #r: in front of the text before you send it. To send a message to the blue team, type #b:. As you can imagine, this feature can come in quite handy during a game of Capture the Flag!

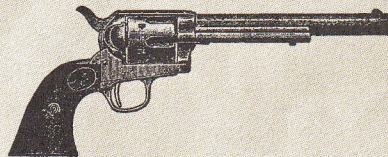
Finally, you can send a message to a specific individual, by typing the first few letters of the person's name (followed by a colon) in front of the message text.

For example, if you want to send a message to "Hovis" but you don't want "Horse Thief" or "Hoss" to see it, you would have to type Hov: and then the message. If you wanted all of the players that had names that started with "H" to see the message, then you would start by typing H:.

Kill Table This is the same as in the Lobby except Team Play and Capture The Flag scores will appear along with individual player scores. By default the kill table is at the bottom

of the screen on top of your HUD (Heads Up Display). Use the "T" key to toggle the Kill Table's three display modes: the next is in the top right corner and next is off.

- 1 On top of the HUD.
- 2 Upper right-hand corner
- 3 Off



Audio/Text Taunts Outlaws has the ability to assign audio taunts or text messages to the function keys F1-F10. By default, there are ten audio taunts assigned to the function keys.

To change the message assigned to a function key or change the audio taunt,

- 1 Hold Shift and press one of the function keys. A message window will appear with the name of an audio WAV file.

- 2 You can type in a text message, or the name of any WAV file and press enter to save it.

- 3 Now hit that Function key to send your text message or audio message to all players. *Important : If you try this with your own WAV files, each player in a multiplayer game must have the WAV file in the Outlaws folder on their hard drive.*

End Credits

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Lleslle Aclaro

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Rachel Bryant

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Julian Kwasneski

Level Sound Design

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Clint Bajakian

Music Produced by

Clint Bajakian and Hans Christian

Reumschüssel

Music Engineered, Mixed and Mastered by

Hans Christian Reumschüssel

All tracks by

Clint Bajakian

except "Sanchez the Outlaw" by

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Sound Department Coordinator

Kristen Becht

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Darragh O'Farrell

Senior Voice Editor

Khris Brown

Assistant Voice Editor

Coya Elliott

Voice Production Coordinator

Peggy Bartlett

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Stephen Ash

Tools

Richard Fife

Glen Volk

Winston Wolff

Aaron Giles

Installer/Launcher

Darren Johnson

International Programmer

Judith Lucero

Dark Forces 3D Engine

Ray Gresko

Insane Video Compression

Vince Lee

Lead Tester

Theresa "Calamity" O'Connor

Assistant Lead Tester

Diane "CompuWench" Dybalski

International Lead Tester

Erik Ellestad

Testers

Greg "Antonioni" Land

Tim "Clusterwaste" Miller

Jeffrey "Pinecone" Kung

Jo "Capt. Tripps" Ashburn

Scott "Scruffy" Douglas

Christopher John "Kurtz" Snyder

Buddy "Ruff" Hannon

Joe "Keyser" Chiang

Todd "Kid Gloves" Stritter

Al "Big-Guns" Chen

Geoff Jones

Dana Fong
Matthew "PorterSlug-B5C" Azeveda
Randy "Red Eye" Tudor
Trey "Buttercup" Turner
Jesse "Fennis" Moore
Charlie W. Smith
John "Unprintable" Drake
Jason "Fragbunnie" Yunker
Dan Connors
Paul "Scooby" Zabierek
Stuart "StuBOB" Malkin
Senior Compatibility Tech
Chip Hinnenberg
Compatibility Techs
Jim Davison
Lynn Selk
Kevin Von Aspern
Jason Laubourough
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Wendy "Cupcake" Kaplan
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Very Special Thanks to
George Lucas

Cast Voice Credits

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Jeff Osterhage
"GENTLEMAN" BOB GRAHAM
Richard Moll
MATT "DR. DEATH" JACKSON
John de Lancie
"RATTLESNAKE" DICK FARMER
Glenn Quinn
"SLIM" SAM FULTON
Cam Clarke
"HENRY" GEORGE BOWERS
Jack Angel
"BLOODEYE" TIM
Morgan Sheppard
CHIEF TWO FEATHERS
Peter Renaday
"BUCKSHOT" BILL MORGAN
Beau Billingslea
"DYNAMITE" DICK CLIFTON
Rob Daniel
"BLOODY" MARY NASH
Dorothy Blasy

"CHUBBY" RUSSELL SIMMS
Michael Gwinne
"SPIT'N" JACK SANCHEZ
Jack Angel
ANNA ANDERSON
Rachel Reenstra
SARAH ANDERSON
Kath Soucie
KARL
Stu Levin
YOUNG JAMES
Kath Soucie
COWBOY 1
Peter Renaday
COWBOY 2
Jack Angel

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Studio City, CA.
Recording Engineer: Elliot Anders
Production Assistant: Laurie Bean.
Special Voice department thanks to
Vikki Spensieri.

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Hint Line

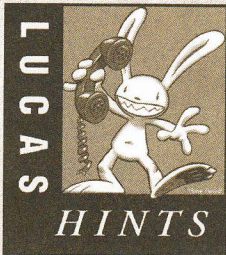
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75300.454@compuserve.com

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When contacting us, please be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system, including: your Soundcard, CD-ROM Drive, amount of RAM present, speed and manufacturer of your processor, and the specific type of modem that you are using (for questions involving multi-

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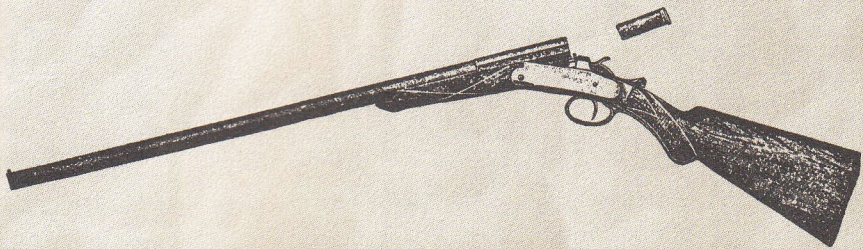
You can reach our Technical Support department by calling **1-(415)-507-4545**. We are available to help you Monday-Thursday from 8:30 AM-5:30 PM and on Friday from 8:30 AM-4:30 PM (Pacific Standard Time).

Technical Support Fax

For your convenience, we also offer the option of faxing us with your Technical questions at 1-(415)-507-0300.

Technical Support Mailing Address

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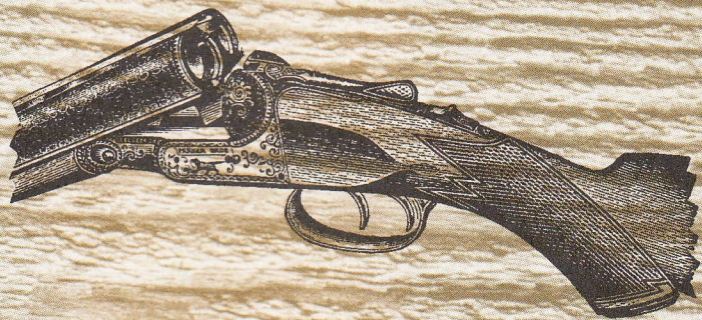
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