Cut-Throat's Contents

Smuggler's Start-Up

Overboard! will only run from Windows '95 or higher and requires an accelerator card.

1. Start your computer running Windows '95.

2. Insert the Overboard! CD into the CD-ROM drive. If you have AutoRun enabled, the Installation menu will appear. Click the Install button and follow the on-screen instructions. If AutoRun is not enabled, continue.

3. Select the My Computer icon on the Windows '95 desktop.

4. Double-click on the Overboard! ship icon (usually D).

   Be sure the Overboard! CD is in the drive. The game may start up at this point. If not, continue.

5. Double-click on the Setup.exe file which is located in the root directory.

Follow the on-screen installation instructions.

Before the game begins, there is an animated intro sequence. Press RETURN if you want to skip this intro.

The Legend Of Blowfleet

"Gather round 'n' hear th' legend.

Cap'n Blowfleet ne'er lost a crewman to th' scurvy, nor a tsunami, nor a creature from th' depths. In truth, 'is pirates were feared thro' each o' th' seven seas. From th' Windies to th' Polars, thar weren't a port nor anchorage which were safe from 'is plund'rers 'n' it be folly to challenge 'em.

Legend said they were emboldened by Egyptian enchantment, so only th' bravest mariner would be foolish enough to risk a salty death.

But for one tar, Davy Jones's locker held no dread.

That tar commandeered a vessel of 'igh repute 'n' mustered a crew of strong-i'-th'-arm sea-dogs.

That tar took up Blowfleet's gauntlet.

That tar set sail to pillage 'is strongholds, plunder 'is loot, 'n' capture 'is scalp. That tar be you."

The Voyage

This ain't a journey for the lily livered, powdered an' perfumed boys that you see a loiterin' down the harbour inns. No, you filthy swabs, this indeed be a journey for a real man.

Sail o'er the seven seas o' world and collect all the bottles that be bobbin' about on the brine. Use your map to find out where they be hidden. Pick up the booty that be floatin' in the sea but make sure you keep someone in that crow's nest – 'cos on the way you'll ha' to do battle with pox 'ridden crews from every corner o' world, find a way around infernal fire-belching machines and put your cannon to work on harbour defences. An' tha's jus' to get you out o' first port!

When you finds a harbour that ain't flyin' the skull an' crossbones, go on in and claim it for yourself. The risks is high but then so are the rewards!

Ship's Helm

Up cursor key	**Accelerate**
Right Ctrl	**Boost**
Down cursor key	**Decelerate**
Left cursor key	**Rotate ship anti-clockwise**
Right cursor key	**Rotate ship clockwise**
,	**Fire and Fire Left**
.	**Fire and Fire Right**
J	**Weapon Select**
L	**Weapon Select Clockwise**
K	**Weapon Select Anti-Clockwise**
TAB (during game)	**Toggle in game view (Standard, Follow-Cam & Top Down)**
Spacebar	**Map**
Return	**Pause game and access pause menu**

You can reconfigure the in-game controls using the Controls option
within the OPTIONS screen. Overboard! also supports all major
joysticks and joypads. Four button joysticks/joypads
are recommended.

Crow's Nest

The view from the crow's nest looks like this.

1. **HEALTH –** Replenish your crew's health by picking up the health chests scattered throughout each level.

2. **TREASURE CHESTS –** Try and collect all the treasure chests in each level. Shows the total number of chests in the level and the amount you have collected.

3. **LIVES –** Start each game with 3 lives.

4. **WEAPON SELECT SYSTEM –** Weapon level <<yellow dots>> Ammo count <<numeric>>

5. **SHIP'S COMPASS –** Useful instrument for plottin' courses 'n' navigatin' th' seven seas.

Map

If you are having trouble plottin' a course, press the SPACE bar. This will bring up the level map and help you find a route out of your troubles.
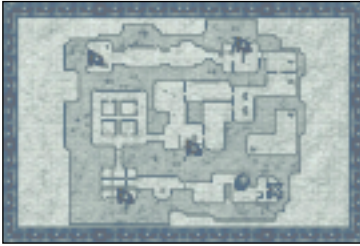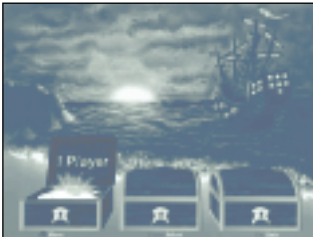

Mariner's Menus

Title Screen

Press Return to take you to the Main Menu.

Main Menu

Thar be three treasure chests 'pon this 'ere screen, each one containing diamonds, dubloons 'n' vast riches beyond imagination... Oh, 'n' three choices for you, shipmate. Use the cursor keys to move the highlighting effect over 1 Player, Multi-Player or Options. Press Return to confirm your selection.

One Player

This 'ere screen gives you the options to Start Game, enter a Password or access the Load/Save screen. Use the left and right cursor keys to switch between the options and press Return to confirm. Listen up sailor, 'ere be your choices.

Start Game

This'll take you into the game proper. Go on me hearty, go Overboard!

Password

This'll take you to the Password Screen, where you can level hop via secret codes. To trigger the passwords
you must first arrange the six powder-kegs in the correct sequence. Use the left and right cursor keys to highlight a keg 'n' it'll begin to bounce. Now press the up and down
cursor keys to spin th' keg around in mid-air to reveal one o' th' four maritime symbols - a fish, a ship, an anchor and a skull.

When happy with your selection, press Return to confirm. If it be correct you'll be transported to th' corresponding level, if it be incorrect you'll 'ave to walk the plank and try again!

Load/Save

Allows you to load in a previously saved game or save your Controls and Options configuration.

Saving Controls and Options Configuration

Use the cursor keys to access the commands, highlight SAVE and press Return to confirm. Highlight the slot you want to save to. Press Return to confirm. Name the slot by typing in a name of your choice and the information will then be saved to that

slot. You can load this information back in (for example, if you reboot the machine) by using the same process as above to highlight LOAD before pressing Return to confirm. Then use the cursor keys to highlight the appropriate icon and press Return to confirm your choice. The saved controls and configuration will then be loaded.

Controls and Options Configurations will be automatically saved when you quit the game.

Loading a Game

Use the cursor keys to access the commands, highlight LOAD and press Return to confirm. Now use the cursor keys to highlight the game you wish to load from the save game names you will have previously typed in. Press Return to confirm and the game will be loaded.

Multi Player

Ocean going mayhem for up to five players across 10 specially designed arenas. Take control of your ship, collect the weapons and try to scupper your opponents. Last ship afloat or, if the timer option is switched on, the ship with most energy left when time runs out, wins the round. First skipper to three rounds wins the match. (This is a default setting and can be redefined within the MULTI PLAYER options screen.)

After pressing Return on the multi-player chest, the initial multi player set-up screen will be displayed. Use the left and right cursor keys to cycle through the ships. Press Return to activate a ship. Because this is multi player you cannot start a game until two or more players have been selected. Once this is done select Start to begin a battle. You may also select Controls or Options to make adjustments to control and game set-ups.

Multi Player Controls

The default settings for player one are the same as in single player mode. The default settings for all additional players are joystick/joypad based with limited keyboard use. It is recommended that you use four button joysticks/joypads and Overboard! supports linked up Microsoft Sidewinder pads.

All controls for all players can be redefined in the Multi Player Controls menu.

Multi Player Options

Select from Wins, Timer, Survival, Overlays, Arenas and Weapons. Player 1 is the only player able to make any necessary changes to the MULTI PLAYER OPTIONS. Use the cursor keys to highlight an option. Then use the cursor keys to toggle on/off or press Return to enter a sub-menu where further choices can be made.

Wins

Lets you decide how many rounds you want the Multi Player game to run over. Use the cursor keys to cycle through the rounds from 1 to 9.

Timer

Select how long you want the game to last by using the left and right cursor keys to cycle through the choices. The minimum time is one minute which increases in 30 second intervals to a maximum of four minutes. More than four minutes and there is no time limit.

Survival

Use the cursor keys to toggle on/off. If you turn this option on, the amount of energy your ship has left at the end of the round is carried over to the next one and not restored to full. If this option is turned off energy levels are restored to full between rounds.

Overlays

Toggle on/off. Turn on to show player indicators i.e. 1P, 2P etc.

Arenas

Lets you select which of the 10 available arenas you'd like to play. Use the cursor keys to cycle through the arenas.

Weapons

Use the cursor keys to select the weapon that you wish to configure. Then use the cursor keys to cycle through Weapon Level and Ammo. Weapon Level values can be altered on an increasing scale of 1 to 5. Ammo levels can be altered on an increasing scale between 50 and 999.

Saving A Game

At the end of each level, there is a teleport on the water's surface. Sail into it and the level will end. A scroll will appear with the following choices. CONTINUE, AUTOSAVE, SAVE, MAIN MENU and QUIT. It will also display a PASSWORD which you can write down and use. Use the cursor keys to highlight your choice, press Return to confirm.

CONTINUE

Carry on with the game, me glory-huntin' hearty.

AUTOSAVE

The AUTOSAVE option allows you to save games without having to enter the LOAD/SAVE screen every time. The Autosave slot is indicated by the lifebuoy icon.

Save

SAVE a game as outlined in section Saving Controls and options Configuration.

Main Menu

Return to main menu.

QUIT Overboard!

Quit out of the current game.

Options

This screen be a treasure map full of OPTIONS. Shipmates can select from Difficulty (Harbour), Controls (Ship's Helm), SFX Volume (Ship's Cannon), Music Volume (Ship's Flag) and SFX Mode (Crow's Nest). Simply use the left and right cursor keys to choose a category, and th' notice board due north of th' screen will display th' selection.

Difficulty

Use the up and down cursor keys to to move between the naval rankings.

Easy - for lily-livered land-lubbers.

Medium - for treasure-seekin' captains.

Hard - for seamen who truly 'ave salt in thar blood.

Controls

To change the control set up use the up and down cursor keys to select which controls you wish to alter. Press Return. The control icon will fade to grey allowing you to reconfigure it by pressing the key of your choice.

SFX Volume

Stack the cannonballs using the up and down cursor keys to decrease or increase the volume of the in-game Sound Effects. The higher the pile, the louder the explosive mayhem.

Music Volume

Hoist the green flag using the up and down cursor keys to decrease or increase the volume o' the in-game Music. The higher the flag, the louder the shanty.

SFX Mode

SFX Mode ahoy! Use the up and down cursor keys to choose between Mono, Stereo or Dolby Sound. Drop anchor, me hearty!

In-Game Menu

Sails alight? Sinking fast? Or in need of a poopdeck? Whate'er your reason to pause th' proceedings press Return. A messenger's scroll will appear allowing you to select from the following options; Continue, Restart or Quit. Use the cursor keys to move the highlighting effect. Press Return to confirm. The current password is also displayed at the top of this screen.

Continue

Pick up the game from the point you left it.

Restart

Return to the start of the current level. 'Andy for all-at-sea virgin crew members or cheatin' scurvy-faced scumbags.

Quit Overboard!

Select Quit and a YES/NO prompt will appear. Highlight YES, press Return to confirm and you will set sail out of the game and back to your desktop. 'Andy for yellow-bellied, weak-kneed, kraken-fearin' swabbies! Highlight NO, press Return to confirm and you will return to the IN-GAME options menu.

Main Menu

Quit to the Main Menu.

Options

Takes you to the In-game Options Menu.

In-Game Options Menu

Sea Surface

Use the left/right cursor keys to toggle the sea surface effect on or off.

Sky Reflection

Use the left/right cursor keys to toggle the sky reflection effect on or off.

Under Sea

Use the left/right cursor keys to toggle the under sea effect on or off. Please note that if you turn off the under sea graphics, you will not be able to see certain underwater enemies and puzzles.

Filtering

Use the left/right cursor keys to toggle filtering on or off.

Resolution

Use the left/right cursor keys to lower or raise the in-game resolution. Please note that some resolutions may not be available for some machine set-ups.

SFX

Use the left/right cursor keys to lower or raise the volume of in-game sound effects.

Music

Use the left/right cursor keys to lower or raise the volume of in-game music.

Watertight Weapons

In one player mode the player starts each new game with the lowest grade of weapon. (In MULTI PLAYER mode the weapons are configurable.) As you collect the booty of the seven seas, more powerful weapons will be added to your stockpile. Collecting power ups in the shape of floating ammo crates will replenish the ammo levels of your current weapon. Other power ups will add to the selection of weapons available and still others will increase weapon range and power. There even be power ups that might 'ave the most amazin' effect on your ship. But you'll just have to find those out for yourself.

The weapon level is indicated on-screen by a row of yellow dots in the centre of the weapon select system. The values of the weapon level range from 1 to 5 with 5 being the most powerful level. The three figure number in the centre of the weapon select system relates to the ammo count for the selected weapon.

Use the K and L keys to move the dial over the weapon of your choice. Press , or . to fire.

Cannon

Yer single-shot, front-firing cannon. 'Andy for turnin' sea-dogs into driftwood.

Rockets

These be great fun. Get rid of airborne annoyances wi' these.

Broadsides

Four o' best from either side o' ship. Any cur gets in the way be sunk for sure.

Mines

A trail o' spiky death for yer enemy.

Depth Charges

Get rid o' underwater annoyances wi' some of these.

Oil Slick

Dump one of these behind you and let any pursuin' enemies get caught in its explosive wake.

Lightning

Summon up a mighty bolt and light up your enemies. Neptune hi'self owns nothin' so powerful.

Flame Thrower

Watery graves? Bah! In Overboard! we prefers cremations. Burn yer enemies sails to a crisp wi' a blast from the devil's fire pump.

Galleon Gameplay

Can't get that gate open? Try killing all the surrounding enemies and it may just trigger off something.

The town's defences have been crushed! To conquer the town, you must dock at the jetty and wait until the skull and crossbones flag waves high above the houses. This will save you some time in the future.

Red is off, green is on. Simple as that.

Use your map to collect the map bottles in order. Stray from the path and you may find yourself in all kinds of trouble and very much lost!

Smuggling is an important part of pirate life. Pick up the barrels and drop them off at the newly created points indicated on the map. Smuggling runs are often vital to the completion of a level.

Ship on fire? Find something to douse the flames with!

When low on energy, try setting enemy ships alight. Then simply rescue the struggling seamen to boost your power level.

Master the art of oil slicks. Build a barrier of fire around your ship to protect it from any onslaught.

Looking for hidden booty? You'll have to find the secret caves!

PSYGNOSIS TROUBLESHOOTING

This part of the manual should be used in conjunction with the installation procedure provided in the main game manual. The contents of this troubleshooting manual are intended only as a guide. If you are in any doubt about any of the information contained herein then you should contact your PC hardware supplier for technical support. Users must read through this manual before contacting the Psygnosis help line. The user is reminded that we cannot accept responsibility for any damage the user causes whilst following the information herein.

Windows 95 Troubleshooting
DOS Troubleshooting
DOS Configuration under Windows 95
Creating a boot disk
Contacting Technical Support

1. WINDOWS 95 TROUBLESHOOTING

Important Note: Please read this section before proceeding with Windows 95 game installations.

Modern Windows 95 games use Microsoft DirectX for Windows 95.

DirectX increases the speed at which games run under the Windows 95 environment by allowing instant access to your PC hardware.

Unfortunately not all hardware manufacturers have adapted their products to run with DirectX. However, the majority of manufacturers are releasing driver updates to bring them in line with DirectX requirements.

DIRECTX SET-UP

Most games will ask the user if they want to install/update DirectX when they are installing the game, though DirectX can be installed independently of the game installation by running the dxsetup.exe file located in the DirectX folder on the CD. If you are unable to find the folder, then use the Find option located under the Start Menu and search the CD for the dxsetup.exe file.

When the dxsetup.exe is run, you will be presented with a list of drivers that are supported by DirectX. If the third column displays any message other than certified then there may be a problem. There is an exception to this rule in that

some hardware manufacturers produce their own DirectX drivers, which can be found on the relevant hardware CD/Disks.

BELOW IS A SUMMARY OF THE RESULTS DISPLAYED FROM
THE DIRECTX SET-UP:

Blank with no driver version listed: The performance of this device is unknown. It is recommended that you check with your hardware supplier for any updated drivers that may be available. When this result is displayed the game may not function correctly.

Blank with driver version listed: The hardware device is considered DirectX compatible but the necessary drivers are not included with this version of DirectX. Usually this result will allow the game to function normally, but if problems do arise then contact your hardware supplier for a new driver update.

DIRECTX FREQUENTLY ASKED QUESTIONS

Q. Set-up detected drivers that have not been tested with DirectX. To get the best game performance, Set-up can replace your existing drivers. Do you want set-up to replace the drivers?

A. This question is asked when the DirectX setup encounters drivers that have not been tested and certified as compatible with DirectX. These drivers can cause problems for some games and it is generally recommended that you contact your hardware supplier for details on solving this problem. Generally we say that it is best to select 'no' to replacing these drivers. In most cases selecting 'no' will allow the game to run but occasionally problems could arise. If you do get problems restart your system in safe mode (F8 on Start up) and contact your hardware supplier.

Q. Some users are having trouble installing certain game software that features DirectX technology - what is the problem?

A. First, this is a problem that most DirectX game customers are not experiencing. But for some customers, a problem occurs when they install certain DirectX games. The problem can result in a system freeze or the loss of certain system capabilities, such as a scrollable desktop or a custom control panel. In some rare cases, the system may not boot properly, and needs to be restarted in Windows Safe Mode to restore the old driver.

Q. What is the cause of this problem?

A. Each new version of DirectX introduces new features that game developers use to build new and exciting games. To expose these features with hardware acceleration, a new driver or set of drivers is often needed. Because users generally prefer hardware acceleration - which greatly improves the game experience, new drivers are installed.

Most manufacturers test their new drivers to receive certification so that they are "Designed for Windows 95," some manufacturers chose to ship uncertified drivers - due to the demand for the new games - this can lead to incompatibility problems for the end user. The driver issue only occurs if the customer has a driver with proprietary extensions that have not undergone certification testing.

Q. Can this problem cause the loss of files or data or the corruption of other applications?

A. No. Users should not experience loss of data or files due to this problem. Games with DirectX should never cause any corruption of other applications. Applications that depend on proprietary features of the previous drivers may not operate with the updated drivers. Reverting to the old drivers will allow these applications to function normally.

Q. How widespread is this driver incompatibility problem?

A. The problems related to DirectX drivers that have not undergone certification testing will only be experienced by a small percentage of users who buy games that feature DirectX. As a point of comparison, for Microsoft's consumer entertainment products, DOS-based titles have generated more than seven times the support issues that DirectX titles do.

Q. Why does DirectX replace my drivers?

A. Each release of DirectX introduces new features that game developers need to build new titles. To expose these features with hardware acceleration, often a new driver or set of drivers is required. Since hardware acceleration provides a greatly improved end-user experience, it is generally preferable to install the new drivers.

Q. Are the increased speed and various other new features provided by DirectX worth the risk of a system problem?

A. Yes. Games with DirectX technology provide users with a much more advanced game experience. Remember that users should never experience loss of data or

files due to a driver incompatibility problem. In addition, this problem can be easily remedied by installing the latest version of DirectX (version 5), which eliminates virtually all problems, plus provides an easy path back to the previous drivers in case a problem does occur.

Q. Is there an uninstall procedure for DirectX drivers?

A. DirectX 3.0 includes an uninstall feature which is accessed via the Add/Remove Programs control panel. The user simply selects the "DirectX drivers" line in the dialogue box and clicks the Uninstall button.

2. DOS TROUBLESHOOTING.

DOS provides a user with access to all the files needed when a PC starts up. Unfortunately, to achieve desired effects in certain software applications, it is often necessary to adjust the contents of the start up files. If the user is uncertain on adjusting these files then they should consult section 4 - Creating a boot disk.

Firstly, you need to know what type of memory a game requires. This will be EMS, XMS, or neither (see below). Next you will need to find out how much free memory your computer has free and what type of memory it is. Typing the command MEM at the DOS prompt will give a run down on how your system's memory is used. Programs that need EMS or XMS usually require around 600k of free base memory.

Advanced users can use the MEM/C/P command to get a more detailed breakdown of memory configuration.

DOS troubleshooting and memory configuration revolves around two main files:

The config.sys

This file stores configuration information relating to the hardware in your P.C. In this file you will find, amongst other things, the drivers for your hardware, such as the CD-ROM, and the drivers for your memory configuration.

The autoexec.bat

This file contains software instructions that are automatically executed when the PC starts up. It contains, amongst other things, commands to start up your mouse driver and the settings for your sound card and CD-ROM drive.

Memory Types

Firstly, it is worth noting the different types of memory a PC can have set up - EMS or expanded memory and XMS or extended memory. A user can check what type of memory they have set up by typing the command MEM at the DOS prompt (see above). Some games require EMS whilst others require XMS set up on your PC, details of which should be in the software manual. To adjust a PC memory configuration it is necessary to edit the config.sys file and make adjustments. Typing 'edit c:\config.sys' at the DOS prompt can do this. Under normal situations the user will see the following three lines, which control memory configuration:

```
DEVICE=C:\(DIR*)\HIMEM.SYS
DEVICE=C:\(DIR*)\EMM386.EXE RAM
DOS=HIGH,UMB
```

EMM386.EXE is the DOS expanded memory manager. This device is used to control the XMS and the EMS on your system. There are a variety of software switches that can be added to this device to determine the memory type. The above example has the switch RAM - this switch enables EMS on the system. If the switch were changed to NOEMS then the system would use XMS:

```
DEVICE=C:\(DIR*)\EMM386.EXE NOEMS
```

Finally, some software programs use their own extended memory manager, such as Dos4gw, which can cause problems if EMM386.EXE is loaded. It is best to follow the instructions for creating a boot disk later in this manual and remove the EMM386.EXE line from the config.sys.

There are other switches which can be added to EMM386.EXE, details of which can be found either in your Ms-DOS manual or by typing help emm386.exe at your DOS prompt. Other extended memory managers such as the Quarterdeck Extended Memory Manager, or QEMM, may be in use and the user should refer to the necessary software documentation.

* DIR is the installation directory of the specified files.

CD-ROM SET UP

CD-ROM drives require at least two commands to start them in DOS. The first of these is a Device driver, which is loaded in the config.sys. The device driver name varies depending on what make of CD-ROM drive is in the system, the one below is for the Panasonic CD-ROM drive, but all have one thing in common - the /D: switch that is used to name the particular drive. The drive name is most commonly MSCD000 but this also varies from manufacturer to manufacturer.

The second command for the CD-ROM drive is the MSCDEX.EXE file. This is an executable file that enables DOS to see the CD drive. Again, this file must have the switch /D: which must have the name that matches the device driver switch in the config.sys.

> **E.g. :**
> Config.sys: DEVICE=C:\CDROM\CR_ATAPI.SYS /D:MSCD000
> Autoexec.bat: C:\DOS\MSCDEX.EXE /D:MSCD000

There are other switches for MSCDEX, details of which are available in the DOS manual.

SOUND CARD SET UP

Sound cards cause the majority of configuration problems for DOS users. There are such a wide variety of sound cards available that it is far beyond the scope of this guide to provide help on them all. The majority of sound cards are rated as Sound Blaster compatible and so this document deals with that card.

The main point to make for the sound card set up is what settings the card uses. All sound cards install a line in the autoexec.bat (or c:\windows\dosstart.bat for Windows 95) which tells the card what address (A), interrupt request (IRQ) and Direct Memory Access (DMA) to use. These settings are what a game must use to access the sound card. This line usually takes the form of:

> SET BLASTER=A220 I5 D1

Occasionally other switches appear - see your sound card documentation.

Problems may arise when the game fails to detect your sound card or has insufficient memory to run the sound effects. If the game fails to find the card, check the settings as above, failing that re-install the sound card drivers or

contact your PC supplier. Also, check that you have the right memory configuration for the game - see above.

Other items that appear in the config.sys and the autoexec.bat can use a lot of memory. The main items to note are:

Smartdrv
DosKey
Display.sys
Ansi.sys
FILES
BUFFERS

It may be necessary to remove these items in order to free more memory - see section 4 creating a boot disk. Other items also appear in these two files that do not have a great effect on game problems. Information on these can be gained via the Ms-DOS manual, type HELP at the Ms-DOS prompt (versions 5 - 6.22), or reading the config.txt file in the Windows 95 directory.

If the problems persist, it may be best to make a boot disk for the game - see section 4 of this booklet.

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3. DOS CONFIGURATION UNDER WINDOWS 95.

Windows 95 provides DOS users with the ability to configure separate start-up files for each DOS based application. This can take most of the trouble out of setting up games on your P.C.

Firstly, install the program using the 'My Computer' icon to access the relevant drive and installation/set-up program. When the installation completes the software usually provides an on screen message instructing you on how to start the game. For example, the Chronicles of the Sword game tells you to change to the games directory, c:\games\cots, and type cots to start. Therefore, to start the game in Windows 95 you would open the folder Games, open the folder COTS, and then double click the COTS executable file. However, this is a DOS based game, you can tell this by the lack of an icon to represent the game, and it may cause problems under the Windows environment.

PROGRAM INFORMATION FILES.

To run the game through Windows 95 you need to adjust the Program Information File (PIF). This is the file Windows reads in order to gain the correct information on the settings the game requires, i.e. memory settings, sound card functions, CD-ROM drivers. You can see an example of PIF files in the Windows folder.

SETTING UP A PIF FOR YOUR GAME

If you open the folder the game has installed into, right click the executable file for the game and select the properties option. You can now select the Program tab and Advanced to see the executables PIF. If the game requires a DOS configuration, which differs from the set-up already on your computer, then you can select the MS-DOS mode and adjust the config.sys and autoexec.bat to suit the game requirements. Then, when you start the game, Windows will restart the computer using the correct configuration for the game.

More information on the requirements for the game should be available in the software manual, and help can be found in Windows on Program Information Files.

Please ensure you select the 'close on exit' in the Program settings so that you are returned to Windows once the program is finished.

4. CREATING A BOOT DISK.

A boot disk can be used to start your PC with a different configuration than that normally used on start up. The idea behind this is that the start up files on the disk can be adjusted without affecting the files that are on the hard drive and are normally used at start up.

To create a boot disk, you need to copy your computer's system files to a blank disk. There are two ways of doing this - if the disk is already formatted, type sys a: or if the disk is unformatted or needs blanking type format a:/s . This will set the disk up so that you can start your computer when the disk is in the drive. When the computer has started up, it will finish at the A:\> prompt.

Next you need to copy the two start up files, config.sys and autoexec.bat, to the disk:

```
Copy c:\config.sys a:
Copy c:\autoexec.bat a:
```

Next, use the DOS edit program to edit the files on the disk to the right configuration needed for the game:

```
edit a:\config.sys
```

You can use the REM statement to temporarily remove items from the config.sys or autoexec.bat :

```
REM DEVICE=C:\WINDOWS\EMM386.EXE
```

This way, if you make a mistake you can simply remove the REM statement to rectify the problem.

If none of the above measures prove successful then you will need to contact the Psygnosis Technical Support Department.

5. CONTACTING TECHNICAL SUPPORT.

Please ensure that you have read through all of the necessary information above before you contact our Technical Support Department.

When telephoning us, please have to hand the full specification of your PC and a pen and paper. It is also best if you can be seated by your PC when you call. We do aim to answer all calls promptly but due to the technical nature of some problems we do get held up. Please be patient and above all get permission to make the call from whoever pays the bill.

PSYGNOSIS UK HELP LINE:

Voice -	0151 282 3333
Fax -	0151 282 3565
Web Page -	http://www.psygnosis.com
Email -	help.line@psygnosis.co.uk

Faxes and Email are normally answered within 5 working days.