

TAKEN NO PRISONERS™

USER'S MANUAL



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SYSTEM REQUIREMENTS

WINDOWS® 95 CD-ROM*

- Windows 95 required
- 90MHz Pentium® or faster; 133MHz Pentium or faster recommended
- 16MB RAM required; 24MB RAM recommended
- Minimum 120MB hard disk space
- 4X CD-ROM drive or faster
- 640x480 display, 256 colours
- Sound Blaster 16 or 100% Sound Blaster 16-bit compatible sound card
- Video and sound cards compatible with DirectX**
- Multiplayer Support:***
 - Via IPX Local Area Network connection for 8 players
 - Via 28.8Kbps or faster modem connection to the Internet (see ReadMe file)
 - Via 28.8Kbps or faster modem and null modem cable for 2 players

Diamond Monster 3D™, Orchid Righteous 3D™, Canopus Total3D™, Sierra Screamin' 3D™, and most other 3D Accelerator Cards supported.

If you experience problems with your video, sound, or 3D accelerator cards, please ensure that the newest available drivers for those devices are installed properly on your computer.

*System Configuration: May require minor adjustments to the configuration of your operating system and/or updates to the hardware component drivers.

**If you experience problems with the installation or compatibility of DirectX on your computer, please consult the hardware manufacturer of your video or sound card for the latest drivers compatible with DirectX. You may also want to check Microsoft's Web page, www.microsoft.com, for more information.

***User is responsible for all Internet access fees and phone charges.

INSTALLATION

Take No Prisoners™ comes on a Windows® 95 Autorun-enabled CD-ROM. To install, put the CD-ROM disc in your drive and follow the instructions. You must install *Take No Prisoners* onto your hard drive. It will not run properly from the CD. *Take No Prisoners* requires DirectX version 3.0a or higher. If you don't have it, don't worry, it's on the CD and will prompt you to install it during the installation process.

To ensure that *Take No Prisoners* will run properly on your computer, make sure you have the latest drivers for your sound and video cards installed.

Be sure to review the README.TXT file on the CD-ROM disc. It has all the latest technical and troubleshooting information.

STORY

They pulled out all the stops in the last one, nukes, chemicals, biological stuff - you name it, it got used. Sure, the rest of the world is in worse shape than here at home, but San Antonio got hit about as bad as anywhere else still standing. What's left of the city isn't very pleasant, or safe. The remains of the city have been divided up and taken over by different Zoners, groups of like-minded people (and creatures) who got together for mutual protection after the war.

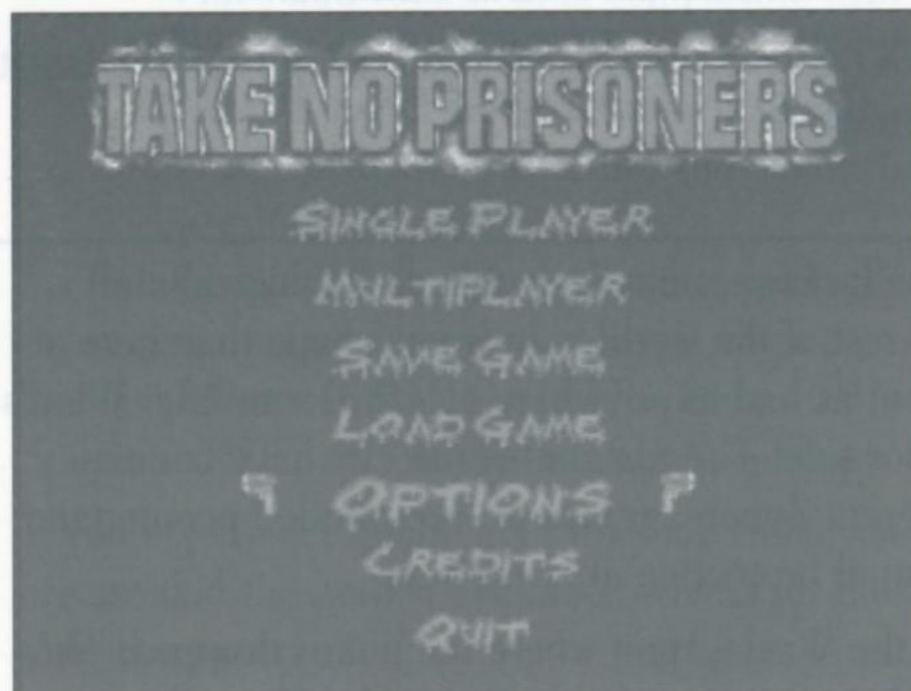
There are the Muties, dudes from the Waste, right where the nukes dropped. The radiation changed their bodies and gave them a real bad attitude. Then there are the Punks, all those yuppies and nerds you tried to forget from your high school days. And don't forget the Grunts, a bunch of ex-army types that took over the local base. They've got some heavy hardware and aren't afraid to use it. And those are just the ones you know about. You were never too comfortable in a crowd, and the lead you've swapped with Zoners makes it real clear that you don't fit in with any of them.

And now there's something strange going on around that big glowing dome downtown, and people like you have been disappearing off the streets. You weren't too worried at first, but when these guys with heavy weapons showed up you weren't too surprised, either.

"Slade" they said, "we've got a deal for you. Why don't you come and have a chat with the boss." Judging from the shiny toys pointed in your general direction, you thought that sounded like a good idea.

Well, everybody makes mistakes.

MAIN MENU



*Press the **Esc** key at any time to display or clear the main menu.*

Use this menu to select a single or multiplayer game, save your current game, load an old game, set up your game options (like video modes, music, sound effects and keyboard commands), or to quit. To select an option use the **Up** and **Down** arrow keys, then press the **Enter** key. Press the **Esc** key at any time to cancel. Pressing **Esc** repeatedly will back you out of a menu and return you to the main menu screen.

DIFFICULTY LEVELS

After selecting Single Player (or Multiplayer Cooperative), you'll have the choice of four difficulty levels.

Recruit: For you wimps.

Mercenary: A good place to start.

Commando: This is where we separate the men from the boys.

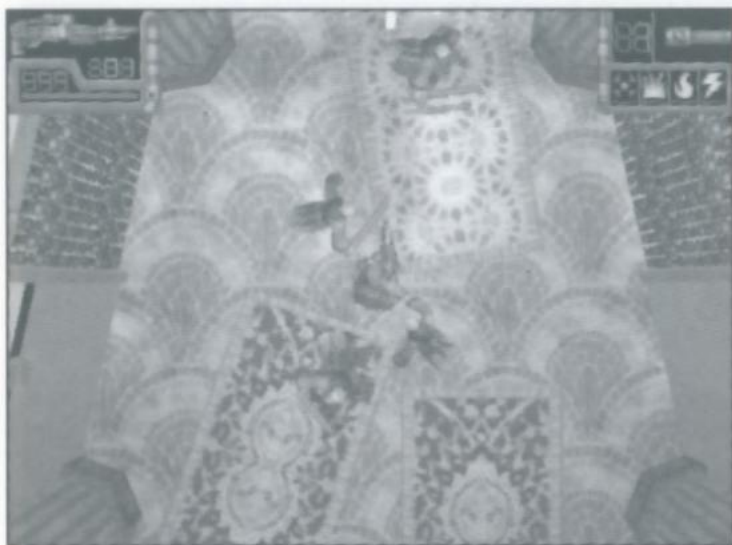
Legionnaire: Don't bother, you won't survive.

MEET SLADE

In *Take No Prisoners* you play the role of Slade, a loner mercenary with plenty of attitude, brains, and weaponry. You can jump, run, crawl, swim, shoot, and throw weapons at targets above and below. Press the **F1** key to display all the default keyboard commands or see page 9.

VIEW

Press the **Tab** key to toggle between views.



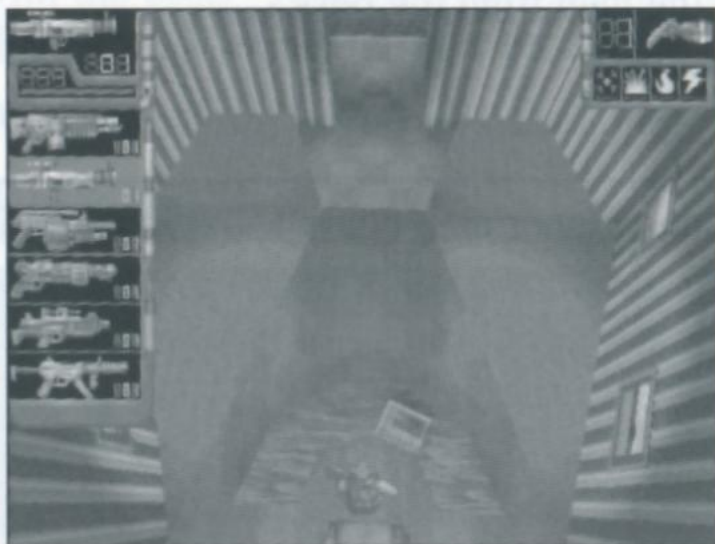
Top Down



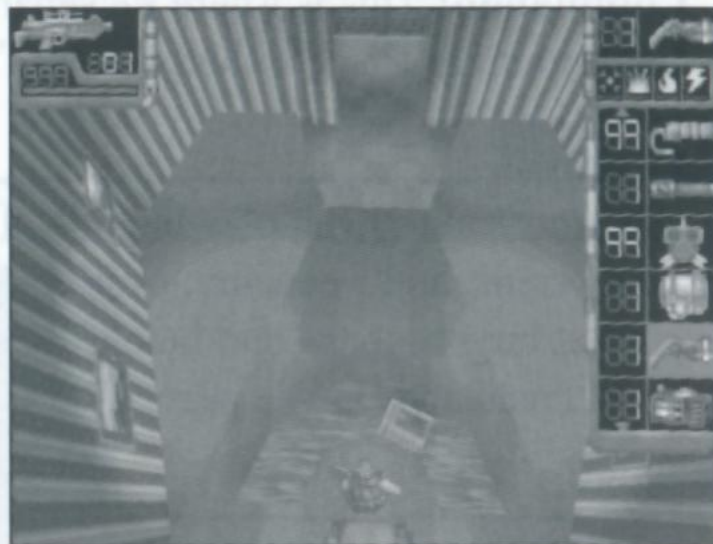
Angled

Press the **Insert** key to zoom the camera in, the **Home** key for medium camera height and the **Page Up** key to zoom all the way out. In some areas the camera will automatically adjust its height as you move over and under objects in the environment.

GAME SCREEN



Weapons/Health Display



Items/Armor Display

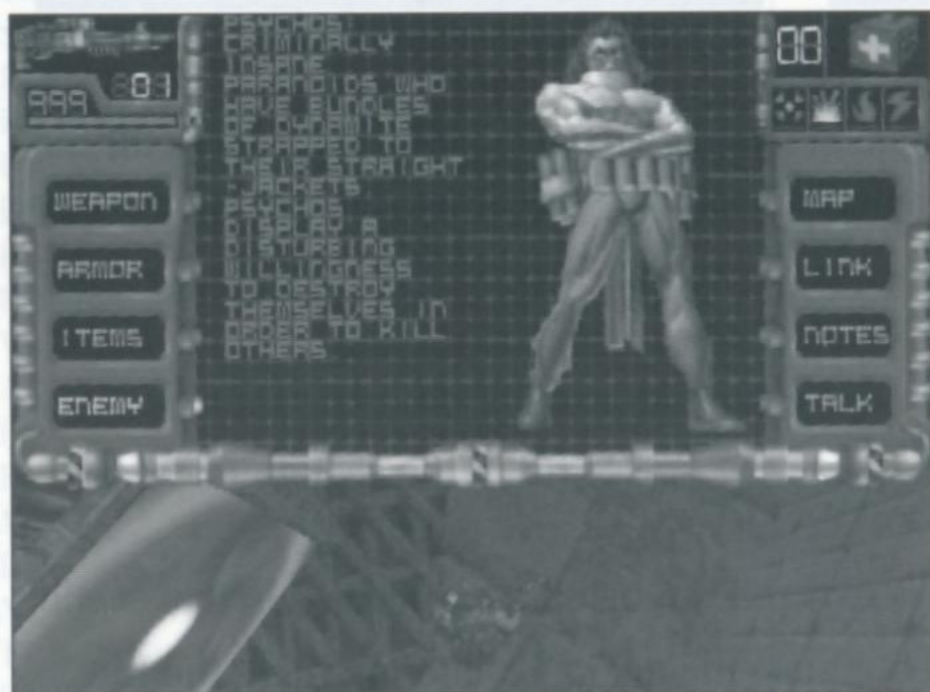
There are two status displays in the upper corners of the game screen. The upper left display is the Weapons and Health Display. The weapon in the box is your currently selected weapon. To fire, press the **Control** key. To change to the next weapon in your inventory, press the **Q** and **A** keys. If you want to view all of the weapons in your inventory, press the **[** key to open the weapons menu, then use the **[** and **]** keys to scroll. Press the **Enter** key to close the menu. Your health is indicated by the red bar and counter. At 999, you are at full health. At 0, you are dead.

There is also a little red light on this display. This starts flashing when you have downloaded a new file in your Personal Data Device (PDD). See the section on the PDD below for details.

The display in the upper right is the Items and Armour Display. The item in the box is your currently selected combat item and the amount of each item in your inventory. To use this item, press the **Enter** key. To switch to another item in your inventory, use the **W** and **S** keys. If you want to view all of the items in your inventory, press the **[** key to open the items menu, then use the **[** and **]** keys to scroll. Press the **Enter** key to close the menu. The red bars under each of the four armour icons show your armour strength against Impact, Explosion, Heat, and Energy attack.

PERSONAL DATA DEVICE (PDD)

Your PDD is a small, powerful, wrist-mounted computer terminal and communications device. With it, you can manage the vast array of weapons, armour and items in your inventory. The PDD is also vital in collecting and storing information. Access codes, maps, notes, weapons, and Zoner data can all be stored and quickly accessed. Your PDD contains a wealth of information. Don't let it slip into the wrong hands, but get your enemy's PDD at all costs.



PDD With Data Pad Open

Collecting Information

It will be up to you to locate data terminals, map stations, and dead Zoner PDDs and then download any important information into your PDD. Some information is automatically loaded. Data from terminals and map stations must be loaded by moving up to them and pressing the space bar. When you successfully download a file from a terminal or another PDD, the red message indicator on the Weapons and Health Display in the upper left corner of the screen will start to flash.



Data Terminal



Map Stations

In addition to controlling your armament, your PDD also helps you access all the important bits of intelligence and information you will gather during your mission.

Using Your PDD

Press the **`** key to open the PDD Data Section.

Use the **Tab** key and **Shift+Tab** to cycle through each of the PDD Data Sections. To jump directly to a Data Section, press the first letter of the section name (for example, **E** for Enemies).

Use the **Right** and **Left arrow** keys to scroll through the entries within that section. To open a data file in the Link section, use the arrow keys to highlight the file

name, then press the **Enter** key to open and close the file. To close the PDD press the **`** key again.

Solid intelligence is as important to the success of your mission as your weapons.

Hint: remember, just because you decide to stop and read your PDD does not mean that the action around you stops. So, don't be analysing when you should be shooting!

KEYBOARD CONTROLS

Fixed keys:

ESC	Activate Menu/Back out of Menus
Shift-ESC	Completely deactivate menus
`	Activate / Close the Personal Data Device (PPD)
[Activate Weapon list / select previous in current list
]	Activate Item list / select next in current list

Within PDD:

TAB	Next PDD function
Shift-TAB	Last PDD function
LEFT	Select Previous
RIGHT	Select Next
UP	Scroll up in LINK/NOTES
DOWN	Scroll down in LINK/NOTES
PGUP	Page up in LINK/NOTES
PGDN	Page down in LINK/NOTES
W	Weapon function
A	Armour function
I	Item function
E	Enemy function
M	Map function
L	Link function
N	Notes function
T	Talk function
ENTER	Open/Close Link File

1	Saber
2	Crossbow
3	Shotgun
4	Assault Rifle
5	Flame Thrower
6	Laser Rifle
7	Gauss Gun
8	Grenade Launcher
9	Chaingun
0	Rocket Launcher
-	Plasma Generator
=	PTP Cannon
PAUSE	Pause
PRINT	Screen Shot
F1	Help
F6	Quick Save
F8	Quick Load
F11	Size screen down
F12	Size screen up
ALT-F4	Quit

Remappable keys (Defaults):

UP arrow	Move forward
DOWN arrow	Move backward
LEFT arrow	Turn left
RIGHT arrow	Turn right
,	Strafe left
.	Strafe right

Remappable keys (Defaults) cont'd:

ALT+arrow keys	Strafe Mode	CONTROL	Fire Weapon
DEL	Aim Down	INSERT	Low Camera
END	Aim Centre	HOME	Middle Camera
PGDN	Aim Up	PGUP	High Camera
W	Previous Item	TAB	Toggle View
S	Next Item	SHIFT	Run Mode
ENTER	Use Item	CAPS	Lock Run Mode
BCKSPC	Use Medkit	/	Jump
Q	Select Previous Weapon	C	Crouch
G	Drops Weapon	D	Stand
H	Drops Item	SPACE	Use / Respawn
A	Select Next Weapon	Z	Toggle Scores

(Note: To change the default key settings, select Options / Controls from the main menu.)

TRAVELLING IN SAN ANTONIO

There are 20 Zoner territories to explore and fight through in *Take No Prisoners*. Non-linear gameplay allows you to pick and choose your own path through the game. Helicopters, subway trains, trucks, and sewer boats provide you with transportation between territories. Just walk up to the driver compartment and press the space bar. Once activated, all of these vehicles have automated guidance systems. Just use the arrow keys to select a destination in your PDD and press the **Enter** key.

TOOLS OF THE TRADE

Heavy Weapons

These are weapons that require two hands to fire. Shotguns, Laser Rifles, and Flame Throwers are examples of heavy weapons.

Combat Items

These weapons can be tossed at a target or strategically placed. Fragmentation Grenades, Molotov Cocktails, Demo Packs, and Claymores are examples of Combat Items. A Combat Item can be used only once.

Inventory Items

These are items that do not necessarily cause damage or injury, but can give you a strategic or tactical advantage over your opponent in a combat situation. IR Goggles, Float Disks, Gas Masks, and the Stealth Device are examples of Inventory Items. Inventory Items can be activated or deactivated at anytime.

Armour

There are four types of armour: Impact, Explosion, Heat, and Energy. Flak Jackets, Heat Shields, and Energy Armour are available in different configurations to meet the challenges presented by a wide range of hostile environments.

ARMAMENT

MOUNTED WEAPONS



These weapons are mounted on turrets. To use them just move up next to them and press the space bar. Press the space bar again to dismount.

HEAVY WEAPONS

Battale Saber

Capacity: Unlimited Use



This is no metal blade, but an electrically charged slasher. You can keep slashing with it until your arm falls off.

M12 Assault Rifle

Capacity: 180 Rounds



This semiautomatic fires self-propelled projectiles. Fire off single rounds, or hold down the trigger and fill your enemies with four round bursts.

MK 12 Gauge Semi-Automatic

Capacity: 90 Rounds



Riot Shotgun

A basic blaster. Recommended for combat at close to medium range.



K6 Power Crossbow

Capacity: 80 Bolts

Twang steel bolts every 1/2 second at your enemies, or at walls if you are a lame shot. Unlike medieval crossbows, this one is semi-automatic.



KUZ45 Chain Gun

Capacity: 250 Rounds

This very nasty machine gun fires a continuous stream of high-velocity rounds.



XJ10 Flame Thrower

Capacity: 60 Seconds

Not for roasting marshmallows, this weapon emits a continuous stream of flame which toasts or charbroils, depending on your taste.



Hk-STr Laser Rifle

Capacity: 50 Shot Charge

Project a bolt of coherent light that causes both heat and energy damage. Also good for bank shots!



SS70 Plasma Generator

Capacity: 60 Shot Charge

Think of it as a turbo-charged flame thrower, with a longer range. Plasma is a super-heated gas that causes energy and heat damage. But be careful, this thing has a tendency to overheat!



Martech Gauss Gun

Capacity: 100 Shot Charge

Like lightning in a can, this weapon creates an arc — think, welding — between the weapon and whatever it hits.



Hi-Rad Grenade Launcher

Capacity: 30 Grenades

Lobs a grenade which delivers a radioactive charge in three short bursts, each progressively weaker, lingering for three seconds. Lobbing these babies will cause you damage too, unless you've got a radiation shield.



A9 40mm Self-Propelled Rocket Launcher *Capacity: 40 Rockets*

This tried-and-true favourite fires self-propelled rockets which have slight homing abilities with massive explosions upon impact.



Phased Tachyon Pulse Cannon *Capacity: Unlimited*

When near its power source, this techware fires “inverse temporal reactive proto-matter.” Whatever that is, it looks cool and convinces enemies - particularly robotic ones - that they’re dead.

COMBAT ITEMS



MP-WK Restraining Field

Hand held device that fires an entangling net which wraps around the target and renders them helpless.



GIXK590 Fragmentation Grenade

Standard military issue. Produces a large BOOM on impact.



RDE63a Demo Pack

Radio controlled, high explosive pack of D12 plastique and carbide flechettes. To use, place packs in different locations. The packs will automatically arm when they hit the ground. Armed packs flash red. Requires a RDE63a Radio Detonator.



RDE63a Radio Detonator

Once demo packs have been placed, select this detonator and press the **Enter** key. Press the **Use/Action** key (defaults to **space bar**) to cycle through the demo packs and get a view of what is around them. When you’re ready to detonate, press the **Enter** key and the transmitter will activate all armed RDE63a demo packs within transmitter range.



BD4250 Claymore

A motion activated mine. Once placed by you or by an enemy, they become active three seconds later. When a moving object gets close, kaboom!



Molotov Cocktail

Crude, but pretty. And self-lighting.



CTH 8 Implosion Grenade

They literally suck. Small objects are crushed and larger objects are heavily damaged by the vacuum they create.



EB-19 Gas Grenade

Like deadly flatulence. When they explode, the gas forms a cloud and lingers for around ten seconds. The only protection is a gas mask.

INVENTORY ITEMS



Radiation Shield

These negate the effects of radiation for a limited time. When a filter has absorbed a certain amount of radiation, it must be replaced.

1S05-17

Duration: 30 Seconds



Emergency Flare

These will brighten any dark room for around 30 seconds. But of course any Zoners hanging around might be attracted like moths.



EB-NR Gas Mask

Duration: 30 Seconds

Filters stinky gasses for a limited time.

NAL-B3 Vision*Duration: 3 minutes***Enhancement Goggles**

When worn, all heat sources and living things become more visible, but mechanical enemies and Zombies become harder to see.

Metron Portable*Duration: 15 Seconds***Force Barrier**

Casts a cylindrical energy field which blocks all objects, but not energy projectiles, from passing through it. It isn't reusable, and can be destroyed with enough firepower.

Q20 Float Disk*Duration: 30 Seconds*

Float down from a height under reduced gravity. You can even steer your descent. This can only be used while you are in the air.

CRB-S Advanced*Duration: Unlimited***Targeting Device**

When this red spot is on a target, just pull the trigger. It has unlimited charges, but when you want to use it, you must activate it.

AFR90 Hover Belt*Duration: 5 minutes*

Like a Float Disk, this belt will stop you from going splat.

GGH-6a Robotic Over-Ride

Makes robots stupid by temporarily short-circuiting them. They can only be used once.

YOG97 Stealth Device*Duration: 3 minutes*

Become invisible, but you've got to recharge the unit when you're visible again. Someone using IR Goggles will still be able to see you.



ME16 Muscle Enhancer

Duration: 3 minutes

Not good for your health, but it gives you increased speed, and the damage you inflict with combat items goes up 50%. Minuses — you take 25 points of damage every second you use it.

ARMOUR



Flak Jacket

Good. Lightweight kevlar and ceramic. Limited protection from impact and explosions.



Heat Shield

Better. Very good protection against heat, less against energy.



Reflective Armour

Even Better. Reflects some heat and energy damage. Covers only the upper torso.



Body Armour

Excellent. Heavy kevlar and steel protects you from impact, explosions, and energy.



Energy Armour

Amazing. Generates a static field which repels impact, explosion, and energy damage.



Energy Shield

Brilliant. Absorbs all damage which hits you, until the shield has absorbed massive amounts of damage.

VEHICLES

Why walk when you can ride? To use a vehicle, just get close to it and press the space bar. Use the arrow keys or mouse to move. When you are done, press the space bar again to bail out.

Sewer Skimmer



This boat will save you from a swim in the sewage. They're not fast, have no armour or weapons, but you will be happy to know that they're hard to tip. You will find variants of these along the River Walk, in the Zoo, and of course, in the Sewers.

Whiner



Named after the sound of their anti-grav pads, they float over uneven terrain. Go over a cliff and they will give you a soft landing. Whiners can become equipped with either a Laser Cannon or a Pulse Cannon.

Utility Cart



Small, slow moving vehicles for transporting objects too heavy to carry. You'll need an access code to use these.

ZONERS — THE ENEMY

Hard Cases



No criminal element was ever this criminal. With nothing to lose if they die, why shouldn't they try killing you? Don't ask them, just kill them in the Prison and Crown Plaza.

Muties



Radiation-distortions of their former selves, these rejects have no leader, and very little motivation except their search for food. And when it's feeding time at the Zoo, Nuclear Works, or in the Sewer, you will look pretty yummy to them.



Grunts

What's left of San Antonio's military and police forces think they're keeping law and order when they shoot at anything - like you - that moves in BAMC, in the Munitions Depot, or around the Intelligence Centre.



Punks

Remember those adolescent bullies, spoiled rich-boys, geeky pocket-protector nerds from high school? They've formed a clique. You're not in it and they kill outsiders, therefore.... watch out in the University, the River Walk, or while shopping at the Mall.



The Brotherhood

These spiritual folks want to cleanse the world of evil. That means converting you to death. Don't go to the Salvation Centre for a religious experience, don't beg for forgiveness in the Mission District, and pray you can fight through Crown Plaza.



Mech Men

Experiments gone awry. You will find these half men/half machines in the Industrial Park, on the Proving Grounds, and in the Colossus Complex.



Special Ops

Within the Dome, or free-roaming from Zone to Zone, these forces are sometimes good guys, sometimes bad guys.

NOTE: Not all Zoners are pictured here.

MULTIPLAYER GAMES

Take No Prisoners has six different multiplayer games which can be played via IPX network, modem to modem, direct-connect, the Internet, Red Orb Zone™ (our dedicated game matching service) or MPlayer™.

The Games

Arsenal: Who's the best player? (No, not who can find the rocket launcher first.) In Arsenal, each player is randomly given the same six weapons and must kill their opponents once with each of the six weapons. Once you've killed any opponent with a weapon, it drops out of your inventory. The first player to get one kill with each of the six weapons receives a Mega-Kill.

Assassin: You are hired to kill an assigned target. Kill your target and your boss will be happy. But be careful. If you kill an innocent bystander, well, it's not a good thing.

Stockpile: Stockpile is a fast paced race to collect Crystals and return them to a central base. The Crystals are randomly generated throughout the territory, so you can collect them, or lay an ambush for your enemies. Killing an opponent temporarily knocks them out of the game and frees their Crystals for the taking.

Capture the Crystal: Each team attempts to capture the other team's Crystal and bring it back to their home base.

Kill at Will: If it moves, kill it.

Strike Force: Assemble your team and proceed through the game as in single play, but attempt to defeat enemies and solve puzzles working together in this cooperative play mode. This game supports up to four players.

NOTE: Not all games can be played in all territories. Once you select a game, the available territories are displayed.

Handicapping Feature

Tired of getting killed all the time by more experienced players, or can't find anyone good enough to play with? Use the Handicapping setting to balance the game. Handicapping changes the number of hit points required to get a kill. Have the newbies set their handicapping to Beginner and/or have the better players set their handicapping to Expert.

Score

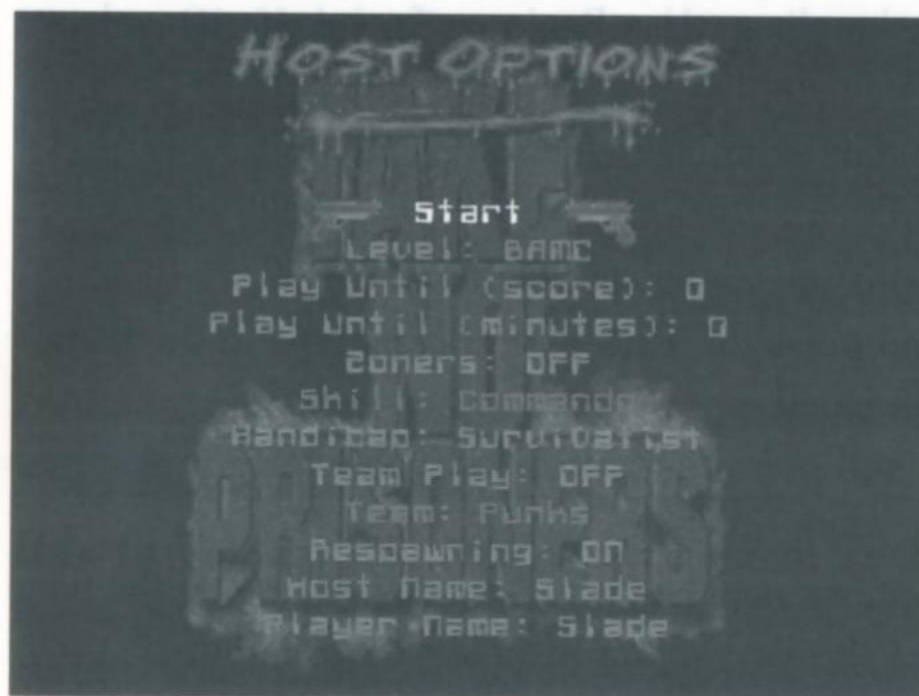
Press the **Z** key during the game to toggle the score on and off.

Multiplayer Setup

To play a multiplayer game, one computer will have to host the game. Once the game is running on the host, the other players can have their computers join the game. The fastest computer with the most RAM should always Host.

To start a multiplayer game, use the arrow keys to select the Multiplayer option from the main menu and press the **Enter** key. This will display the Choose Protocol menu. From here you can select any of the available multiplayer connections. Use the arrow keys to highlight the protocol and press the **Enter** key. This will display the Join/Host screen. Now use the arrow keys to select either **Join** or **Host**.

To Host A Game: The first step in hosting a game is to choose the type of game you want to play. See the section on Multiplayer Games for a description of each game. Use the arrow keys to highlight the game you want and then press the **Enter** key. This will display the Host Options screen.



The Host Options Screen

Start: Loads the territory and starts the game. Once the game is loaded, have the other players join.

Level: Selects the territory to play in. Use the right and left arrow keys to scroll through the available levels. (Note: Not all games can be played in all territories.)

Play Until (score): Sets the maximum score. When a player or team gets to this score, the game ends. Use the right and left arrow keys to scroll values or use the number keys to enter a value between 0 and 999. When set to 0, there is no maximum score set and play will continue until the host quits.

Play Until (minutes): Sets the maximum minutes of game play. Use the right and left arrow keys to scroll values or use the number keys to enter a value between 0 and 999. When set to 0 there is no time limit set and play will continue until the host quits.

Zoners: Toggles Zoners on or off for the game.

Skill: Sets the Zoner skill level. Only available when Zoners are on.

Handicap: Allows you to set your handicap. Use Beginner for inexperienced players, Expert for the best players.

Play Team: Toggles team play option on or off.

Team: Allows you to select a team.

Respawning: Toggles weapon, item, and Zoner respawning on or off.

Host Name: Select this option and press the **Enter** key. Then type in the name of your game. Press **Enter** when finished.

Player Name: Select this option and press the **Enter** key. Then type in the your screen name. Press the **Enter** key when finished.

NOTE: Some Host Game screen options may be greyed out depending on the type of game you have selected. For TCP/IP games, you will have to give your IP address to the other players so that they can find your game.

To Join A Game: From the main menu use the up and down arrow keys to select Multiplayer, then press the **Enter** key. This will display the **Choose Protocol** menu. Use the arrow keys to select a protocol and press **Enter**.

Depending on the type of protocol you've selected, you may need to enter additional information. For an Internet game you will be required to enter the IP address of the host computer. For serial games, you will need to select a COM port. Modem to modem players will need to enter the phone number of the host computer's modem. Once the proper information has been entered, a connection will be made to the Host and the name of any games running on that Host will be displayed. Use the arrow keys to select the game, then press the **Enter** key. Before the game starts you will be given the option to change your screen name and select your handicap options. When you are ready to play, select the **Start** option and press **Enter**.

Red Orb Zone™

Red Orb Zone from Red Orb Entertainment™ can be installed on your hard drive to easily meet other *Take No Prisoners* players for combat online (consult the ReadMe for installation instructions).

Playing On Mplayer™

Mplayer, by Mpath Incorporated, is included on the disc to provide you another way to meet and play with *Take No Prisoners* players online. You may experience better performance on Mplayer because of their proprietary multiplayer system. If you have any problems with the Mplayer install, setup, or starting a game, call Mpath Technical Support at (415) 429-3100.

TECHNICAL SUPPORT

How to Contact Red Orb Entertainment Technical Support

If you have worked through the troubleshooting suggestions in the ReadMe file and still need assistance, you can contact Red Orb Entertainment Technical Support by using the options listed below. It will be very helpful if you can tell us your computer make and model, and the brand names of both the video card and sound card you are using. If possible, have the computer both positioned near your phone and turned on. Please also be prepared to give us a detailed description of what happens when you try to run the program.

You can contact us in any of the following ways:

- Internet - Online support is available through our World Wide Web site at <http://www.redorb.com>
- Mail - Send your questions to Red Orb Entertainment Technical Correspondence, Unit A, Sovereign Park, Brenda Road, Hartlepool, Cleveland TS25 1NN UK.
- Phone - Call us at 01429 855000 from Monday through Friday between the hours of 9:00 a.m. and 5:00 p.m.

90-DAY SATISFACTION GUARANTEE

Brøderbund warrants for a period of ninety (90) days following the original retail purchase of this copy of *Take No Prisoners*, that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

If you believe you have found any such error or defect in the program during the warranty period, call Brøderbund Europe's Technical Support Department on 01429 855000 between 9.00am. and 5.00pm, Monday to Friday. Brøderbund technical personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided, Brøderbund will inform you how to obtain a corrected program disk (or at Brøderbund's option, Brøderbund may authorise a refund of your purchase price).

This warranty is in addition to, and does not affect your statutory rights in any way.

Media Replacement Policy

If any disc supplied with this product fails within ninety (90) days of purchase for any reason other than accident or misuse, please return the defective media together with a dated proof of purchase to Brøderbund Europe, Unit A, Sovereign Park, Brenda Road, Hartlepool, Cleveland TS25 1NN UK, for a free replacement.

This policy applies to the original purchaser only. Brøderbund will replace program media damaged for any reason.

After the ninety (90) day free replacement period, damaged media can be replaced for a fee of £2.50 for any paper component and £7.50 for a CD.

Eurocheques should be made payable to Brøderbund Software, Ltd. and posted to the following address: Brøderbund Software, Ltd., Unit A, Sovereign Park, Brenda Road, Hartlepool, Cleveland TS25 1NN UK.

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