

VALKYRIE

MANUAL INSTRUCTION MANUAL INSTRUCTION MANUAL IN

GAMETEK

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Donald A. Hill, Jr.

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System Requirements

VALKYRIE runs on color Macs in 256 colors with 4 Megs of Ram 1,700k free required, a 68020 or later with System 7.

Slow Mac Considerations

Some of the more detailed missions may run too slow on early Macs. If you are running an LC or LC II you can try toggling off the sound and selecting the Small Screen size. The Dogfight Training 1 vs. 1 mission will probably run the fastest.

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VALKYRIE, the new helicopter combat machine, will be taking you into battle. Your piloting journey will begin in the Training Grounds, learning to fly, how to aim and fire your missiles, and wreaking havoc with your machine guns. You'll blow up warehouses and oil tanks, and you'll blast other helicopters out of the sky.

Your VALKYRIE helicopter has a mouse-controlled joystick for forward/reverse, left/right movement. Up and down movement is controlled via a fly-by-wire system. You request hover, rate of climb, or rate of descent, and the helicopter will figure out how to set the main rotor to comply with your input. This greatly simplifies your job of flying and will allow you to devote your attention to threat detection, target acquisition, and accomplishing your missions.

The VALKYRIE has a top speed of 178 mph. It will climb at a rate of 6,000 feet per minute, with a ceiling of close to 12,000 feet.

Note: The first 6,000 feet are achieved much quicker than the second.

The VALKYRIE comes equipped with a forward-aimed, rapid firing machine gun and 38 side-pod mounted Air-To-Ground missiles. The machine gun can be aimed anywhere you can see on screen as you are flying. You have approximately 5 minutes of machine gun ammunition available before reloading.

Your VALKYRIE will remain flying only about 15 minutes before refueling, so missions are quick and intense.

After you have conquered the training missions, there are 9 more difficult missions for you to master. These missions can be attempted in any order and repeated at anytime.

As you become successful and collect mission Medals, you will be promoted from the lowly Warrant Officer Candidate, to as high as your skill and wits can take you.

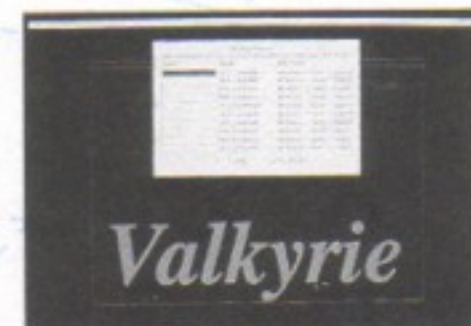
Copy the VALKYRIE folder onto your Hard Disk. Before launching VALKYRIE, be sure your computer is in 256 color display mode. VALKYRIE will only work in 256 colors.

Note: To check how many colors your monitor is set for, find the Monitor program in the Apple Control Panel and double click on it. You'll see options for: Black & White, 4, 16, 256. Make sure 256 is highlighted by clicking on it. Always close the Monitor window and any other control panel programs as they can affect performance of VALKYRIE, if left open.

You are now ready to launch VALKYRIE. After the opening sequence, you will see a credit dialog. Press return to close the dialog box.

Note: If you do not want to view this opening sequence next time you run VALKYRIE, simply press a key after launching and the program will skip to the sign-in dialog.

Pilot Sign-In Dialog



VALKYRIE allows you to have 10 active pilots. Each time you begin VALKYRIE you will be asked to identify yourself. Simply type in your name or handle, or click on a previously named pilot, select the skill level, and click Okay. It's best to stay at the Novice level for a while until full understanding of your VALKYRIE is achieved.

After you sign in, you automatically enter the Training Grounds mission. Use this mission to gain familiarity with your VALKYRIE helicopter. There is nothing threatening in this mission, so you need not worry about being attacked.

If you can't wait to get flying, take a look at the keyboard assignments on the enclosed card. Be sure to read the next section for a complete description of your VALKYRIE helicopter.

There are two modes in VALKYRIE, the pause mode and the flight mode. You are in the pause mode whenever the normal Apple arrow cursor is visible. In the pause mode you can activate the menu items, save/load files and do all the normal Macintosh menu activities. When you enter the flight mode, the arrow cursor disappears and you are flying your VALKYRIE. Enter the flight mode by clicking in the program window.

You should now hear the sound of your VALKYRIE from the inside of the helicopter. As you look out the front window, you will see another helicopter. There is also a third helicopter flying toward you, coming from your right.

You can leave the flight mode and pause at any time; to do this, press P or the delete key. The helicopter sound will stop and the arrow cursor will return. Click in the window to enter the flight mode again.

Note: If you would like to turn the engine sound off, press the Z key.

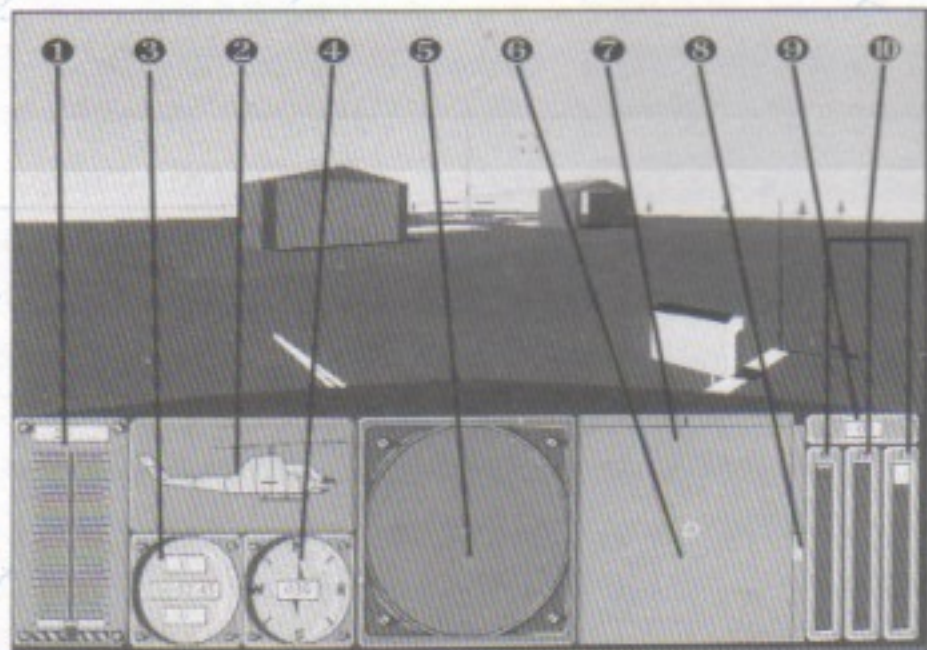
Here is a description of the gauges in your cockpit:



Looking from left to right, the first item is the **DIGITAL/ANALOG ALTIMETER**. The top readout is feet above sea level and below that is a slide bar that gives a representation of how high you are above sea level. The little box on the slide bar shows you the last 100' above the ground. As you climb, the box empties of red and turns white. Red represents the ground so as the box fills with red, you get closer to the ground. This is a helpful warning when you fly over mountains.

The next item is a side view of a helicopter. This is the **DAMAGE DISPLAY**. As the VALKYRIE sustains damage, you'll see little red flashing circles show up in this display. Most hits will line up along the bottom of the gauge. But, if you take specific hits, for example, if your tail rotor gets hit, or if your guns are jammed, you'll see the red flashing dot over that part of the helicopter. Landing at a friendly air base will repair the helicopter. Your helicopter can blow up with any hit, but will ALWAYS blow up on the sixth hit.

The next gauge down has three digital readouts: ④ The first is your current mission helicopter kills, below that is the mission elapsed time, and the bottom number is the current pilot's total helicopter kill record.



To the right is your ④ COMPASS. It has a digital readout in the center and a yellow representation of your heading.

The center gauge is your ⑤ RADAR. You will see helicopters, missiles, trucks, and tanks on this gauge. Helicopters are diamond shaped and color coded. Your side is represented by tan, the enemy is green. Missiles show up as little red triangles. Trucks and tanks are white boxes. You'll notice that helicopters can disappear and reappear from the gauge. This will happen if there is a mountain or building between you and the other helicopter.

The next gauge to the right is feedback on your control surfaces, the ⑥ STICK FEEDBACK gauge. The yellow circle is where your joystick is and corresponds with where you move the mouse. While you are on the ground, the stick remains centered. Along the top of this is the ⑦ TAIL ROTOR POSITION INDICATOR. As you enter left or right rotor commands, you'll see a yellow bar grow in that direction. On the right side of the gauge is the ⑧ COLLECTIVE POSITION INDICATOR. As you enter up, a yellow bar will display up, and will display down, as down is entered.

To the far right, the last upper digital gauge is your ⑨ AIRSPEED. Top speed is 178 mph.

The three gauges below the airspeed indicator are labeled G, M, and F. These stand for ⑩ GUNS, MISSILES, and FUEL. Green represents full and they empty down as each is used.

Above the gauges, out the window, you can see your machine gun aiming square and your missile aiming crosshairs. More on these later.

To begin flying the VALKYRIE you must make sure you are in the flight mode. To do this, click on the VALKYRIE window and press the R key once. This tells your helicopter to climb slowly. Notice the yellow bar to the right of the stick feedback gauge indicating slow climb. Also notice the digital altimeter is counting up as you are climbing. When it reads 50, press H. H is the Hover key.

To move VALKYRIE forward, move your mouse forward. You can see the yellow circle on the feedback gauge move forward. Anytime you feel out of control, press H to hover. Notice also that moving the mouse to the left or right will not only move you in that direction, but will also turn your helicopter.

To turn your helicopter with the tail rotor, which can turn you faster during flight maneuvers or will turn you while hovering, press Q a couple of times. Q will turn you to the left. W will center the tail rotor and E will turn the helicopter to the right. Again, W will center the tail rotor, or you can counter right input with left input, or you can press H for hover, which centers all control devices. Left/ Right

rotor input is displayed above the Stick Feedback gauge.

To ascend press the R key and the UP ↑ key four times. Press the F key to cancel the up movement. F centers the up/down input without effecting the other controls. To descend, press D.

You can tilt your head up or down from inside your helicopter with the S and X keys. Use S to look up and the X key to look down. If you are looking forward and start flying fast forward, the program will automatically tilt your head up. And, if you go from flying fast to flying slow, the program will automatically tilt your head back to the forward position.

Note: You can override this anytime by pressing S or X as desired.

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Machine Gun

To fire the machine gun, press and hold down the mouse button. You can see tracers fire in the center of the aiming box. Aim your machine gun with the mouse by pressing the space bar. This will toggle between flight control and machine gun aiming. Pressing the space bar turns the aiming box red. This tells you that the mouse will control the aiming box. Now move the mouse around and notice how it moves the aiming box. If you press the space the bar again, the box will return to black and the mouse will again control your helicopter.



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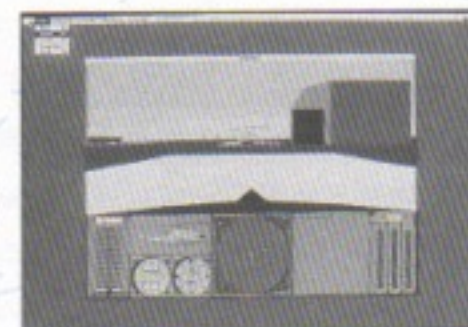
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Missiles

Missile aiming is accomplished with the crosshair sight. Press M to fire a missile. Use the UP ↑ key to move the missile sight up, and the DOWN ↓ key to move the sight down. To aim a missile left or right, turn the helicopter using the Q or E keys.

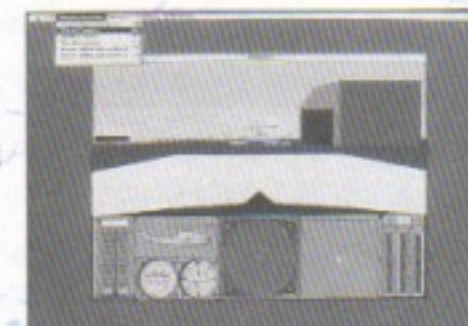
Saving

You can Save your position at any time. Simply enter the pause mode, and select Save As... You can then load this file at a later date and continue your mission. If your pilot has died since you saved the file, you will be asked to select a new pilot.



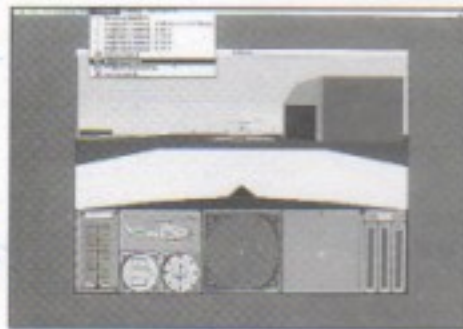
Selecting NEW will restart the current mission. If you just died, NEW will restart the current mission and create a new pilot with the previous name, allowing you to skip the Pilot Sign In dialog.

There are a variety of viewing positions available to you. The normal view is INSIDE YOUR HELICOPTER. This is a first person view. The next position is CHASE CAMERA. This is a view from an imaginary helicopter following you. Next is TOWER CAMERA. In each mission there are several tower positions and sometimes other locations that will pan to follow your helicopter as you fly. The nearest tower is auto-

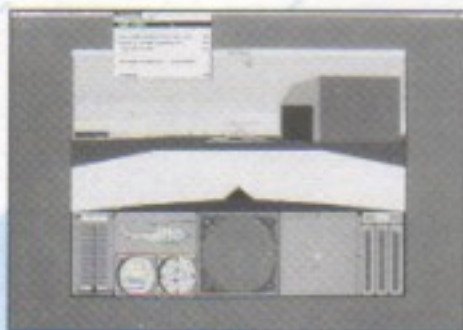


matically selected. The next view is MISSILE CAMERA. This camera follows your current missile through the air. If none are flying, the camera is located at the side of your helicopter. Continuing down, the next viewing positions are inside perspectives from the other helicopters, as available in each mission. You can change the viewing position in the normal way by selecting it from the menu. You can also change the viewing position dynamically while flying using the Command key and the corresponding camera number.

The next menu item is MISSIONS. Here is where you can select a mission to fly. Start with the Training Grounds. You will find complete mission descriptions later in this manual.



Settings comes next. You can select CAN-NOT CRASH or CAN CRASH. When either one is selected, it will have a check mark by it. CANNOT CRASH means you can fly through buildings, into the ground, through trees and into mountains without dam-



age. If you select CAN CRASH, then be careful. All of these activities can kill you. Even landing too hard or moving too fast while landing will kill you. But you will get more points when CAN CRASH is selected and it makes flying a lot more exciting.

Next is CURRENT PILOT CAREER DETAILS. This will present a dialog box that shows the particulars of the current pilot's career. When you complete missions, the mission medals will be displayed in this dialog. If you select GOOD as the skill level at the beginning of a mission, the mission medal will include a green bar underneath it. An EXPERT skill level will include both the green bar and a blue bar. This allows you to return to completed missions at higher skill levels and get added credit.

Then comes CHANGE PILOT/SKILL LEVEL. You can change the pilot at anytime, but doing so will reset the mission. Skill Levels can be changed without effecting the mission, but the skill level selected at the beginning of the mission will be the skill level you are credited with when you complete the mission.

After that is TOP TEN PILOTS. This will show the ten best pilots to date. If they are dead, you will see a cross by their names. Also, notice the line under one of the names. This line shows you which pilot's career details will be displayed when you click on CAREER DETAILS. You can move this line by clicking on the pilot you want to find out about.

CHANGE KEYBOARD COMMANDS. This allows you to customize the keyboard assignments.

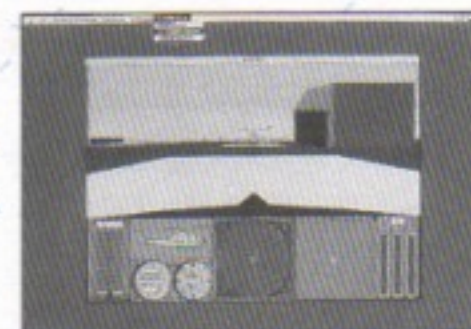
The next item is REPLAY. When you select this, the last few seconds of action will be replayed. You can view this from any camera angle using the command key and the number of the camera you want. To cancel the replay, press the P or delete key. To speed through the replay, press the + key. Press it again to return to normal speed. Press 0, the zero key, to freeze frame and press it again to cancel the freeze frame. Use the - key to reverse replay action.

You can create a larger replay buffer, which means a longer replay time, by setting the CURRENT SIZE in system 7.0, and the PREFERRED SIZE within system 7.1 to 2,400k.

Note: For System 7 and later, use *Get Info* from the desk top with VALKYRIE highlighted. Every 200k larger you add, will increase the replay time, up to 2,400k.

The last menu item is SCREEN SIZE.

This will allow you to select a smaller window size. This is only useful if you are using a large monitor with a slower Mac. You can get slightly better performance by selecting the SMALL SCREEN.



Fighting Helicopters

There is a major difference between aiming in an airplane and aiming your VALKYRIE. In an airplane you would change the angle of your aircraft to put the aiming device on the target. This DOES NOT work well with your helicopter. DO NOT try to fly your gunsight onto the target. Instead, set up your approach, then, switch to aim mode and aim your gun sight. You will be much more successful in this manner.



Missiles are intended as Air to Ground Weapons, *despite the fact that the other helicopters will use them against you.* They are not very effective Air to Air.

Note: Use your machine gun to attack other helicopters. Try not to allow an enemy helicopter to get behind you.

Many battles will begin with a head-to-head pass. Try slowing to 25-75 mph as the enemy gets in range. Wait for the enemy on the radar to leave the border and enter the circle of the gauge. This tells you that he is in range. It is pretty easy to hit

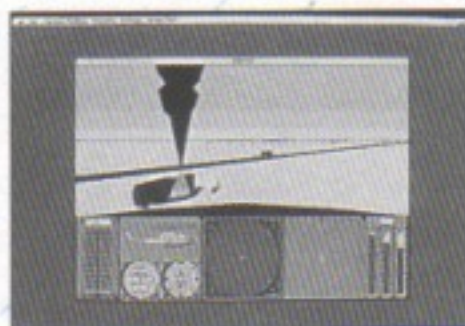
an enemy helicopter with your machine gun if you are flying directly toward him, at the same altitude. But, it is also pretty easy for the enemy to hit you! You might try using one R key-press as you get close to the enemy. Set up your direction and speed, then toggle to the machine gun aim mode, *press the space bar*, aim and fire away. It is not enough to put the targeted helicopter in the middle of the aiming box. Watch closely where the tracers are going. Try to make the tracers *the black dots* go into the enemy helicopters cockpit window. You may have to aim a little high or a little low to actually hit the enemy. Remember that it will probably take several hits to bring the enemy down. KEEP FIRING!

Deflection shooting, that is, shooting at the enemy when he is not flying directly to or away from you but flying at an angle, is very difficult. You will have to lead the helicopter. This takes practice. Use the Training Grounds to practice this.

Note: If you are in big trouble and trying to evade the enemy, try flying at full climb or descend. This makes it difficult for the enemy to hit you.

Blowing up Trucks

You can use the machine gun or your missiles to blow up a truck. Using the machine gun is easier. You can blow up just the trailer or just the cab. You'll usually want to hit both, so watch closely and make sure both are hit.



Blowing up Tanks

You'll probably have to use a missile to blow up a tank. Tanks are pretty hard to hit and you must lead them just right. They move at the same speed as trucks, 45 mph, so you can practice launching missiles at trucks in the Training Grounds. One method is to parallel their speed from a little bit behind and then launch one missile at a time. Watch where the missile hits, then make minor adjustments and fire again. If the crosshair moves too much with one key press, try raising or lowering the helicopter a little. Tanks fire back, so don't get too close!



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Ground Guns and SAMS

These little nuisances cannot be destroyed, so beware! *SAMS* stands for *SURFACE TO AIR MISSILES*. The ground guns/SAMS are always surrounded by tan or green hexagons. The friendlies are tan, enemies are green. Be careful about flying directly toward or away from these threats. Also, don't fly low over them. These guys are best avoided, when possible.



Buildings, Oil Tanks, and Bridges

Use a missile and aim for the middle of each. These are not very hard to blow up. Practice shooting them from long range or zooming over them at top speed and firing at precisely the right moment.

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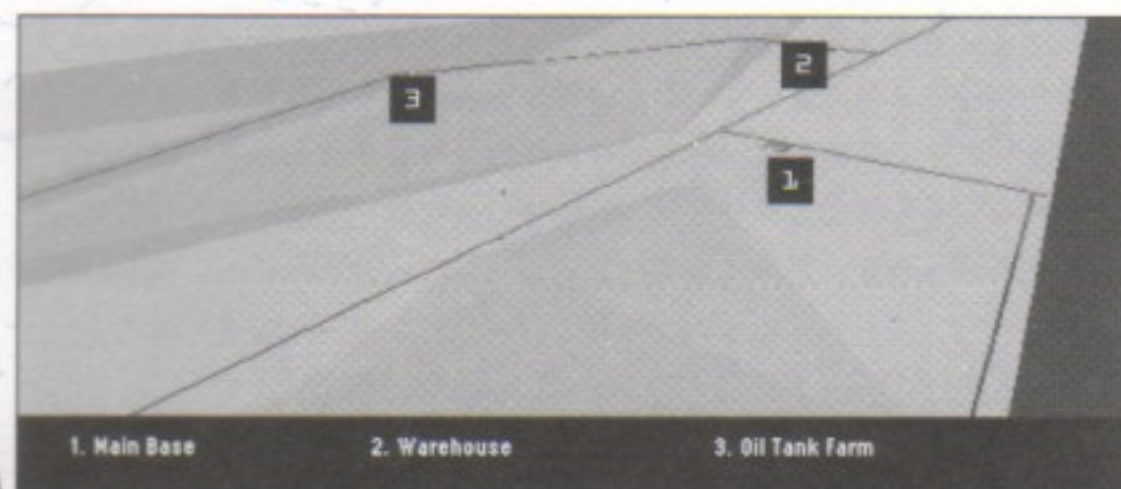
Remember to use the replay with different camera angles, especially after you get shot down. This is a great way to learn what you did wrong or how you shot down the enemy. Don't forget to do this before you select a new mission. When you select a new mission, the program erases the replay buffer.

Also, when viewing the action from a different helicopter, the cockpit displays the gauges of that helicopter *except for the stick feedback gauge, which is always feedback of your helicopter*. This means you can tell how many hits a helicopter has sustained, or if its gauges are knocked out. Replay a head-on pass viewing from the enemy helicopter and notice exactly when you hit him. You can see the tracers coming in from your helicopter and this will help your aiming.

MISSIONS MISSIONS MISSIONS

It is recommended that you practice the Training Grounds and the Dogfight Training before moving on to the other missions. Each successive mission is more difficult and builds on skills learned in previous missions.

Training Grounds



Objective: Destroy Oil Tank Farm, Warehouses, Trucks, and Helicopters.

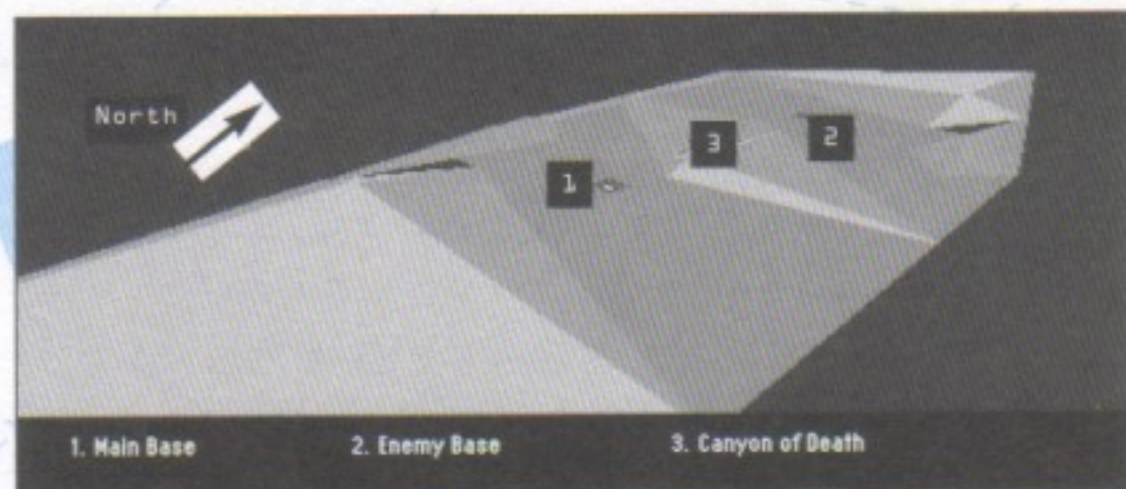
Locations: Oil Tank Farm is directly East over the mountain. Warehouses are S/SE, follow the road. Trucks are on the roads, use the radar to locate them.

Completion Terms: At any time during the mission when you've compiled 8,000 points, you will be given the mission medal and promoted.

MISSIONS MISSIONS MISSIONS

Summary/Notes: Training Grounds are just that, a place to train, practice, and get familiar with your VALKYRIE helicopter. There is nothing threatening here. The only way to die is, if you fly into something, *and not even then, if you have Cannot Crash selected.* Continue this mission for as long as you like. You will be given this mission medal and promoted when you are considered proficient.

Dogfight Training 2 vs. 1



This is you and a wingman versus 1 enemy at a time.

Objective: Destroy Enemy Helicopters.

Locations: Enemy Base is directly North. You and your wingman take off from the same base, south of the Enemy.

MISSIONS MISSIONS MISSIONS

Completion Terms: You must shoot down 4 enemy helicopters, then return to base and land on a landing pad.

Summary/Notes: Do not fly too close to the enemy base where ground defenses are located. You can use your friendly ground defenses to your benefit. Remember, you are only credited with helicopters you actually shoot down. If your wingman or ground defenses down the enemy, you do not get credit. The enemy will attack the closest helicopter. This allows you to use your wingman as a shield. Try staying just far enough away not to be attacked, but close enough to blow up the enemy.

Dogfight Training 1 vs. 1

Objective: Destroy Enemy Helicopters.

Locations: Enemy Base is directly North. You take off from your base, south of the enemy.

Completion Terms: You must shoot down 6 enemy helicopters, then return to base and land on a landing pad.

MISSIONS MISSIONS MISSIONS

Summary/Notes: Hide behind mountain ridges. Destroy enemy base buildings for added points. Don't let the enemy on your tail.

Dogfight Training 2 vs. 2

Objective: Destroy Enemy Helicopters.

Locations: Enemy Base is directly North. You and your Wingman take off from the same base, south of the enemy.

Completion Terms: You must shoot down 6 enemy helicopters, return to base and land on a landing pad.

Summary/Notes: Try to coordinate attacks with your Wingman. Watch your radar and be aware of both enemy helicopters.

Dogfight Training 1 vs. 2

Objective: Destroy Enemy Helicopters.

Locations: Enemy Base is directly North. You take off from your base, south of the enemy.

Completion Terms: You must shoot down 6 enemy helicopters, then return to base and land on a landing pad.

MISSIONS MISSIONS MISSIONS

Summary/Notes: Try to separate enemy helicopters. Keep your eyes peeled and watch your backside.

Dogfight Training 1 vs. 3

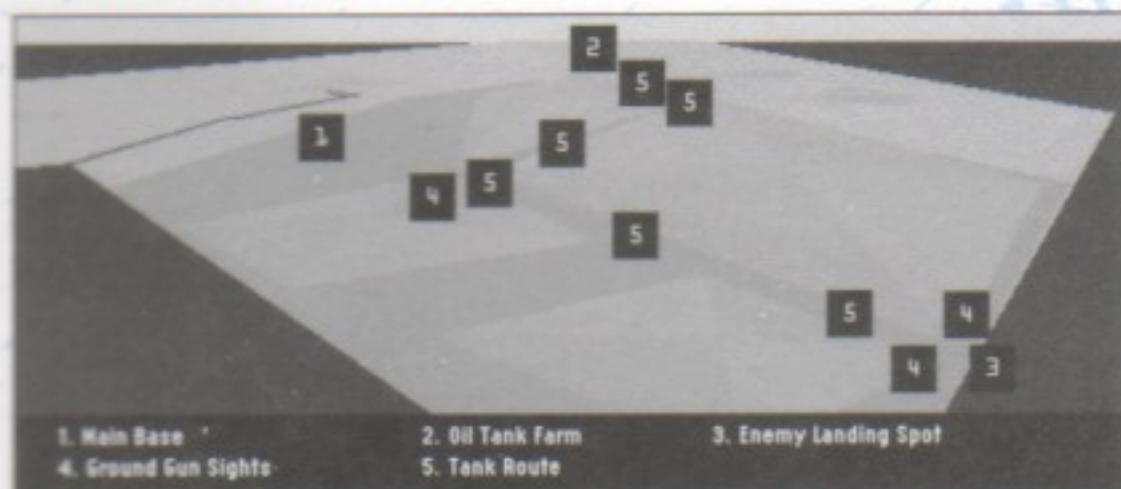
Objective: Destroy Enemy Helicopters.

Locations: Enemy Base is directly North. You take off from your base, south of the enemy.

Completion Terms: You must shoot down 6 enemy helicopters, then return to base and land on a landing pad.

Summary/Notes: One of you versus three of them. This is not an easy mission.

Rolling Metal



Objective: Stop all enemy Tanks from reaching the Oil Tank Farm.

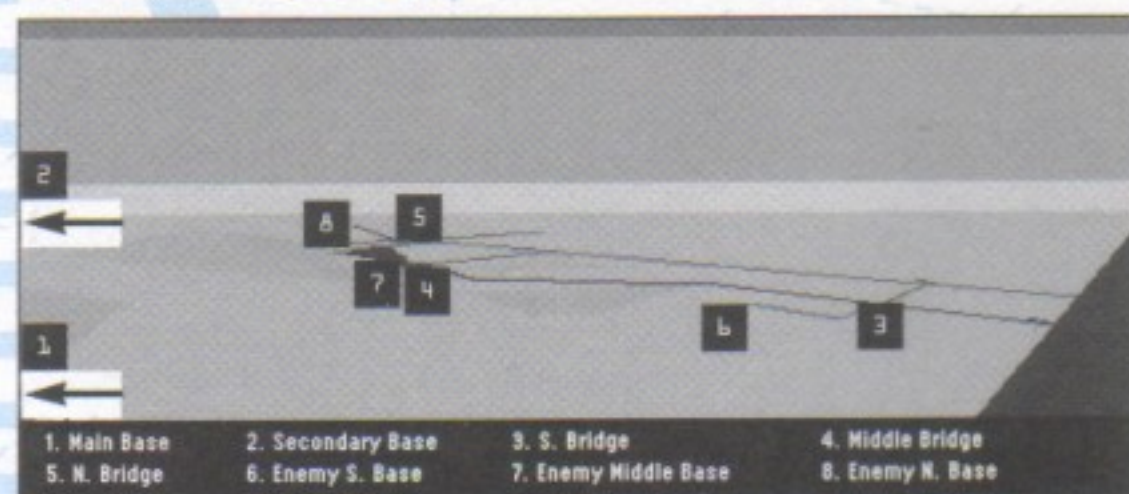
MISSIONS MISSIONS MISSIONS

Locations: From your base, the enemy force has invaded to the N/E. Your Oil Tank Farm is located to the N/W.

Completion Terms: All tanks must be destroyed before they reach the Oil Tank Farm and you must land at either one of your bases on a landing pad.

Summary/Notes: Enemy Helicopters need not be neutralized for success. You or your Wingman must destroy the tanks. Use Missiles to blow up tanks. You have 10-15 minutes before they reach the Oil Tank Farm. Watch out for ground guns to the N/E. Take into consideration what your wingman is doing when planning your attack. Remember, tanks show up on your radar as white boxes.

Break Bridges



Objective: Blow Up the Three Enemy Bridges.

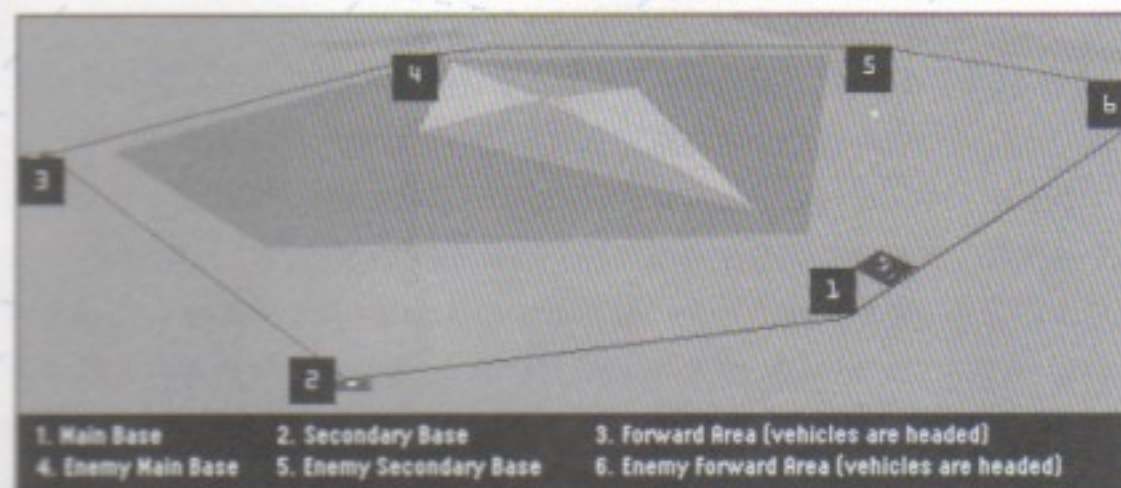
MISSIONS MISSIONS MISSIONS

Locations: Enemy Territory is across the mountain range to the West. Find the bridges by flying along the river.

Completion Terms: Destroy all three enemy bridges and return to a friendly base and land on a landing pad.

Summary/Notes: There are a variety of secondary targets including Trucks, Warehouses, and Oil Tanks. Watch out for ground guns. Use terrain to your advantage, when possible.

Protect and Destroy



Objective: Protect your convoy of two Tanks and one Truck and ensure it arrives at your forward base. Destroy the Enemy's two Tanks and one Truck in route to their forward base.

Locations: From your main base you have a secondary base to your

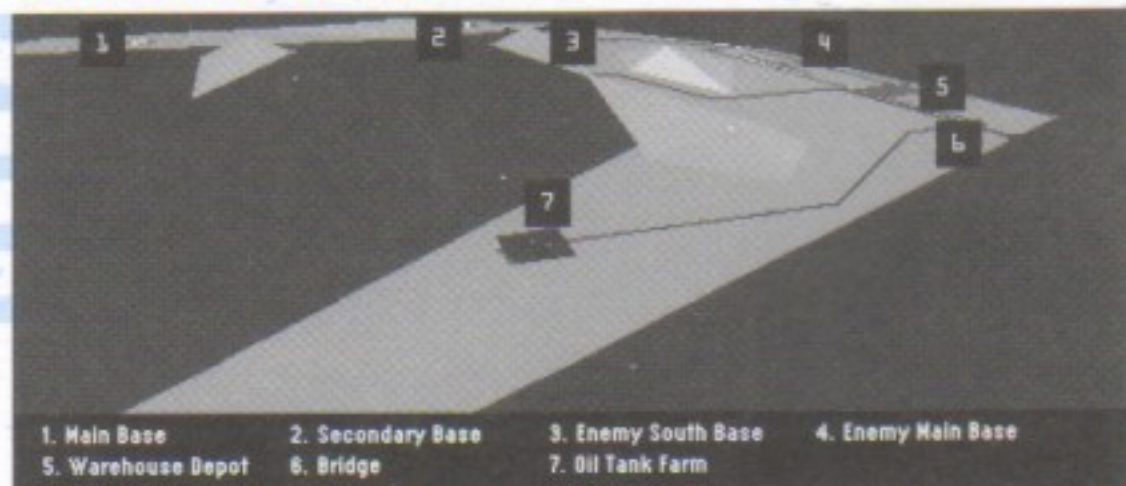
MISSIONS MISSIONS MISSIONS

N/W. The forward base is directly North of your secondary base. The main enemy base is directly North of your main base. He has a secondary base to your N/E. His forward base is directly East.

Completion Terms: At least one of your ground vehicles must arrive at your forward base *which takes about 14 minutes*. You must destroy all three of the enemy ground vehicles. *It does not matter whether you or your wingman does it*. Once your vehicle(s) arrive at your forward base and you have neutralized the enemy convoy, return to your base and land on a pad.

Summary/Notes: There are significant ground guns and SAMS sites along part of the enemy route and at each base. You must decide when to stay and protect your ground vehicles, and when to attack his vehicles.

Level Island



MISSIONS MISSIONS MISSIONS

Objective: Destroy Everything on Enemy's Island!

Locations: Enemy Territory is the island to the N/W. He has multiple complexes including a oil tank farm to the north, a warehouse compound nearby, an airport in the middle of the island, and a secondary helicopter sight to the south.

Completion Terms: Everything must be destroyed. Nothing must remain standing, *including towers and hangars*. Also, destroy all trucks, trailers, and tanks.

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Return to base and land safely on a pad.

Summary/Notes: This is a major undertaking. You will probably need to destroy part of the island, return for fuel and armaments, and then finish the island off. Try to avoid the enemy helicopters and ground guns/SAMS as much as possible. You may be able to hover away from ground sights and lob missiles in.

I want to thank all my testers for their time and effort in contributing to VALKYRIE. I especially want to thank my primary testers, Bill Judd, Ed Alter, and Donald A. Hill, Sr., who have been testing this program almost from its beginning. Their valuable input and keen insight is present throughout this project.

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