



TIME™ COMMANDO

MS-DOS® - WINDOWS® 95

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Introduction to Time Commando™

SYNOPSIS

The Federation of Europe sends out a call for tenders to develop its new military training center. With its ability to recreate a whole range of combat situations, the center will be used to plunge future officers into multiple virtual worlds.

Several weapon system consortiums submit projects, but the contract finally goes to the OTEGA Corporation which uses its proprietary Time Blaster technology to build the Historical Tactical Center (HTC). To the satisfaction of Federation officials, the project is a huge success.

Based on the principles of tachyon physics, Time Blaster systems generate «bubbles» in their microprocessors which trap and accelerate time. Because it has produced a generation of computers several millions of times more powerful than today's machines with their speed-of-light limitations, this technology was chosen to engineer the HTC, giving it the immense computing power needed to simulate a whole world of sensations and manage multiple situations. Sheer processing muscle combined with a vast historical database make the HTC the most powerful computer of its time.

At OTEGA's SAVE (Special Action for Virus Elimination) department, technical time travel agent Stanley Opar is just starting his shift. He walks into the autodresser in the locker room and programs an off-duty / on-duty change of clothes. Feeling good in a crisp new action suit, he settles down at his desk and flicks on his task schedule. An empty mission list comes up on the screen. Opar plugs in a console, switches on the holoprojector and is soon absorbed in his favourite game «Alone in the Big Adventure».

In charge of developing the HTC's Time Blaster unit, Betty H. and her team are cheerfully making preparations for phase IV of the project. Objective : to bring the system into operation for the European Army. But little to their knowledge, ex-competitor SAWN Corporation has developed an intelligent self-morphing virus to destroy the HTC in spiteful revenge for OTEGA's success and soaring profits. A corporate spy infiltrates the debugging team and plants the virus in the system's code. The HTC is now infected, and nobody suspects a thing.

The whole team is working intensely at the banks of terminals encircling the Time Blaster central processing unit. Gripping her Sonyca notepad tightly, Betty supervises the final checks before completing phase four. 3D virtual enemies generated by the HTC rotate ominously in front of the holoprojectors while lists of tactical and strategic data flicker in plasma red. Technicians wearing force feedback gloves stab the air as they manipulate text and imagery in a rapid, precise staccato dance executed before each weird soldier.

An alarm splits the air. A holo-message immediately comes to life at each terminal :

```
SYSTEM ALERT !!!  
TIMEWARP IMMINENT  
PHASE IV CANCELED  
RECOMMEND PERSONNEL EVACUATION
```

Quickly recovering from surprise, Betty gives the order to de-energise the entire system. Technicians open hatches and disappear into service shafts walled with circuitry while others access to core of the system, desperately entering complex commands. Too late, the HTC is out of control.

The time confinement bubble starts swelling, engulfing the Time Blaster processors and finally the CPU itself. Everyone freezes in wonder before the huge glowing sphere swelling out from the center of the control room. The terminals are next to go, swallowed up by the blinding mass of light as it expands towards the holoprojectors. Trapped in their symbiotic seats, the technicians flee the room too late. They are absorbed in an ultimate throbbing of the sphere. Paralyzed by fear, Betty too disappears helplessly into the wall of light.

Just as he completes the twenty-third level of the game, Stanley's virtual goggles go dead. He tears them off as a class-1 alarm rings through the office. A glance at the holoprojector tells Stanley how serious the alert. Snatching his flight case, he leaps into the emergency lift.

The Historical Tactical Center is throbbing with frenetic activity as members of special security sections dash about in all directions. Seized by panic, officers bark out orders. A corporate bigshot keeping up with Stanley as they rush through the corridors briefs him on the situation. The atmosphere at the door to the control room is ozone-saturated. Stanley inserts his card in the locking mechanism and the door slides open.

The size of the sphere has stabilised. The CPU and its peripherals have disappeared and Stanley finds himself alone in the room. He cautiously approaches the bubble and kneels down to examine the glowing wall and its flickering spots of light. He slowly reaches out and touches it. It feels smooth and offers a slight resistance to his touch. Suddenly, ripples form on the surface like a liquid and engulf Stanley's arm. With nothing to hold on to, he is sucked bodily into the sphere and falls endlessly through a dark tunnel ...

GAME GOAL

Your mission is to destroy the virus that has invaded the HISTORICAL TACTICAL CENTER's central computer system. The game leads you through 8 of history's grandest epochs to arrive at the 9th level—where the virus is located. To do this, as you travel through time you must capture as many non-infected memory circuits (represented by blue chips) as possible. This way, you will send all the healthy memory circuits back to the main computer each time you reach the memory upload terminals.

But watch out! Time is against you, and the virus is progressively attacking the main computer's memory. When the memory is completely contaminated by the virus, the game's over. Your work will be slowed down considerably by the horde of virtual enemies deployed by the virus. You must combat and eliminate all these enemies as quickly as possible.

Hardware Requirements

Minimal hardware / software configuration : MS-DOS® 5.0 or superior - processor 486DX2/66 MHz - 8 Mb RAM - 6 Mb hard disk available - 2x CDROM drive - 256-color VGA video card (local bus VESA or PCI) - 640 x 480 SVGA-VESA card (optional)

Joypad supported : BlasterPad Creative Labs

Music and sound FX cards : SoundBlaster (SB) Pro, SB-16, SB-32, SB-AWE 32, WaveBlaster, Ensoniq SoundScape, Microsoft® Windows Sound System, ProAudio Spectrum Plus/16, Roland RAP-10, Gravis UltraSound, WaveJammer, ESS technology ESS688/ESS 1688/ESS 1788/ESS1888.

Music-only cards: General Midi MPU-401, Yamaha OPL3 compatible, Adlib Gold.

FX-only cards: SoundBlaster and ProAudio Spectrum.

Optimal hardware/software configuration Windows® 95 version : fastest possible Pentium processor — Windows® 95 — Windows® 95 - compatible system and peripherals (32-bit CD-ROM drive, video card, audio card, peripherals) — Joypad (optional).

Note: the Windows® 95 version takes advantage of the new DirectX™ technology, which may require the most recent release of your Windows® 95-compatible peripheral drivers.

Installation How to Play

Note: Important information on DirectX®

READ THIS DOCUMENT COMPLETELY BEFORE PLAYING TIME COMMANDO™ IN WINDOWS® 95 OR INSTALLING THE DIRECTX™ DRIVERS.

If your video card does not support DirectX™, you must install and use the MS-DOS® executable to run TIME COMMANDO™. Please refer to the Reference Card for instructions on MS-DOS® installation.

If you are uncertain if your video card supports DirectX™, please contact your system vendor.

Before you can install TIME COMMANDO™ in WINDOWS® 95, you need install DirectX™, but we would advise you to try running the game without installing them first. Then install the DirectX™ drivers if you experience problems running the game.

During the installation when you are asked to install DirectX™ select:

YES

☛ if your system is DirectX™ compatible. This will install DirectX™ to your computer. Once the installation is complete you will be asked to reboot the computer. Please see the Reference Card for installation instructions.

NO

- If you have already installed DIRECTX™ drivers. Or if you are unsure if your system is DIRECTX™ compatible. Please consult your computer manufacturer if you are unsure about DIRECTX™ compatibility.

NOTE TO USERS: DIRECTX™ is a games API (Advanced Programs Interface) designed to provide an excellent games interface as well as hardware compatibility. At this time there are still many hardware manufacturers whose products do not support DIRECTX™. If any of the hardware you are using does not work properly with DIRECTX™, please check with the manufacturer of your hardware, about obtaining updated drivers that fully support Windows® 95 and DIRECTX™.

WINDOWS® 95 INSTALLATION:

- 1 Start the Windows® 95 Operating System
- 2 Insert the CD into CD drive. If your machine features the Autorun facility, the autoplay screen will shortly appear. If your machine does not have this facility, use the following procedure:
 - Double-click on the My Computer icon.
 - Double-click on your CD-Rom Drive. This is normally D:
 - Finally double-click on the setup.exe icon
 - To view last minute updates and information, click the Read button.
 - To quit without installing select exit
- 3 To install the game, select install.
- 4 A window titled "Time Commando™ Setup" is displayed, and suggests a directory on your hard disk for the installation of the game. You can change the name of this directory if you prefer to install the game elsewhere. Select OK to confirm the directory.

- 5 If the directory specified does not exist a window will be displayed asking you to confirm the creation of the directory. Select Yes to confirm.
- 6 The Microsoft® DirectX™ 2 installation window is now displayed. Select Yes to continue
- 7 After a few moments, the "Time Commando™ Language" window asks you to select the language you would prefer to use during the game. Click on the language required.
- 8 The message "Time Commando™ installed correctly" is displayed, telling you that the installation is complete. Select OK to continue
- 9 Finally a message will be displayed saying "For changes to take place, Time Commando™ needs to restart your system. Would you like to restart now?" The installation of Microsoft® DirectX™ 2 requires that the machine be restarted. Click Yes to restart your computer.
Each time you want to play the game, insert the "Time Commando™ CD-ROM" into the CD drive and when the autoplay screen appears select "play". If your machine does not have the autoplay facility, use the following procedure:
 - Double-click on the My Computer icon.
 - Double-click on your CD-Rom Drive. This is normally D:
 - Finally, double-click on the Timewin.exe icon

DOS INSTALLATION:

- 1 Insert the CD in to your CD Drive
- 2 At the MS-DOS® prompt, type `d:` ENTER to change to your CD drive (substitute the correct letter of your CD drive if other than "D:")
- 3 Type `cd\` ENTER
- 4 When you see the "`D:\>`" prompt, type `install` ENTER to start the installation program.
- 5 A window with the message "Please enter the destination drive and directory" is displayed, and suggests a directory on your hard disk for the installation of the game. You can change the name of this directory if you prefer to install the game elsewhere. Press ENTER to confirm the directory displayed.
- 6 After copying several files onto your hard drive, the "Sound configuration" window is displayed. The default selection is "Attempt to configure automatically". Press ENTER to confirm.
- 7 A message tells you that during the detection process, the computer may hang. Press ENTER to continue the detection process. If nothing happens for a few minutes, you will need to re-boot your computer, and re-start the "Sound configuration" From the MS-DOS® prompt type `c:` ENTER, then type `cd\timeco` ENTER. When the prompt reads "`c:\timeco>`" type `config` ENTER

- 8 The program will scan the computer to find out what sound card you have, when the program detects a card, it will play a tune, and display a window asking "Can you hear the midi music?" If you can hear music select Yes ENTER, If you can't hear music select No and the program will search for another card.
- 9 Once the music has been configured, the program will search for the sound effects, when the program detects a card, it will play a sound, and display a window asking "Can you hear the digital audio playing?" If you can hear sound select Yes ENTER, If you can't hear sound select No and the program will search for another card.
- 10 The "Sound Configuration" window is then displayed again. In the "Current Sound Configuration" screen your sound card settings will be displayed. To confirm these and exit the program, select `done` ENTER
- 11 Next the "Choose Language" screen will be displayed. Select the language you would prefer to use during the game and press ENTER.
- 12 That completes the game's installation. To run the game type `timeco` ENTER.

Fonctions des Menus

To move the rotating selection frame, press the arrow keys **[↑]** and **[↓]**. To select an option, press **[ENTER]** or **[SPACE BAR]**. To return to the previous menu, press **[RETURN]** or **[ESC]**.

MAIN MENU

START GAME

NEW GAME

Before beginning a new game, you must choose a difficulty level. You can choose between four difficulty levels. If you find the game too difficult, choose the **EASY** level, or even **VERY EASY**, if you've never played a combat game before. Note : at the **VERY EASY** level, there's not much of a challenge, and that could spoil your fun... We warned you !

Very easy : the enemies are few and move very slowly. You will be alerted by a sound two seconds after entering a zone where you should have searched (to do this, press the **[SPACE BAR]**). The virus is slow to infect the HTC's memory, and there are more memory upload terminals.

When you press the **[CTRL]** key (just before striking), Stanley automatically aligns with the closest enemy. Same when a blow is given (by holding **[CTRL]** key and pressing one of the arrow keys).

Easy : a lot like the « Very Easy » mode, but the virus and the enemies are faster.

Normal : this difficulty level offers the best combination of difficulty and challenge, and will give you optimum satisfaction. In this mode, there is no more sound to alert you when you have just crossed an area that you should have searched...

Hard : when you've finished the game at the « Normal » level (or if you find it too easy !), try « Hard ». The enemies are even stronger and faster. You will also have more freedom of movement due to the fact that each of your blows will **NOT** be automatically aimed at the closest enemy. However, the automatic alignment still works when pressing the **[CTRL]** key alone.

LOAD GAME :

If this choice is unavailable (grey), it's because there is no game in progress saved for the current player's number at the difficulty level selected. During the game, each time you arrive at a memory upload terminal (a large, plasmatic half-sphere : see **BONUS** description), use the **[SPACE BAR]**, and you will not only damage the virus' memory, but will also save the game in progress on your hard drive (if space is available).

The screen displays four wheels featuring the last image of every game saves for each difficulty level. The saves displayed are only

those corresponding to the player number entered. Use the left and right arrow keys to select the wheel of the difficulty level at which you wish to play. Then use the up and down arrow keys to scroll through the saved games available (of course, if you have never played at this difficulty level, no saved game will be available on the wheel). Finally, press [ENTER] or [SPACE BAR] to begin to play the selected game... just where you left it.

To delete a saved game (i.e. to increase the available space on your hard disk), just select the game and press [DEL]. A confirmation will be asked. Choose OK to irremediably delete the file.

START CODE :

Allows you to enter an 8 letter code to directly access the level (epoch) you want.

To enter the code, use the right and left arrow keys (→ and ←) to select a letter-coding wheel, then use the up and down arrow keys (↑ and ↓) to choose a letter on the wheel. You can also directly type the letters on the keyboard to compose your code. To validate your start code, press [ENTER] or [SPACE BAR], and you will directly be sent into the game. A start code contains all the information necessary to play : epoch, player's energy, extra lives, progression of the virus (infected memory level), difficulty level. The password for each epoch is shown at the beginning of the corresponding level. (Note: there is none on the first level). The game start codes are not as useful as the saves processed at each memory upload terminal. However, their portability might come in handy : a friend (or a specialised magazine) may give you better codes for restarting in better conditions at those levels where you've had difficulty from the beginning. Remember to note them when you see them, you might be able to help someone else.

PLAYER No

(1, 2, 3, 4, 5) + [ENTER] allows you to change the current player number. During the game, each save performed when reaching a memory upload terminal is granted to the current player number. Only the games saved by the current player number will appear in the game loading screen.

OPTIONS

Allows you to change the parameters linked to the set-up of your computer.

DISPLAY

Resolution : choose the resolution of games and menus. The three resolutions proposed to you will depend on your computer; the 320 x 240 mode (number of pixel points on the screen) is the fastest. The 640 x 480 mode provides the clearest image, but is also the slowest. The difference in resolution does not affect the details of the decor.

Textures : if the game still isn't fast enough for you in low resolution (320 x 240), you can suppress the detail in the texture of objects. The game won't look as nice, but you can noticeably boost the speed.

Flipping : this choice is only accessible if your video card can handle this mode. If the option is available (not crossed out in red), the game's displays will be of a better quality. You can also disable this option to speed up the game.

SOUND

Sound FX (DOS) : controls the volume of sound effects with the left and right arrow keys (← and →). The volume is shown by a bar under the words "sound effects".

Volumes (Windows® 95) : opens Windows® 95's "Volume Settings" window (for music and sound together).

Note : This option will take you back to Windows® 95's volume control program. To return to the game you will need to left click on the Time Commando™ box that is on the Taskbar.

Music (DOS) : lets you turn the music on and off. When it is off, "Music" is crossed out in red.

Stereo Inverse : allows you to inverse the stereo sound of special effects (right/left).

CONTROL

Default set : by selecting this option, you restore all original key settings, as programmed by ADELINE SOFTWARE.

Definition : this choice allows you to define the game's control keys. When you select this option, the screen goes black and the first line reads "High !" Press the key you want to replace the arrow key **←** (default key). Another line then displays, "Low !" press the replacement key, and so on.

With MS-DOS®, if you have a Creative Labs Joypad, press the keys on the Joypad instead.

With Windows® 95, all joysticks and joypads that have been properly set-up can be selected using this menu.

EXIT

To quit the game and return to your MS-DOS® or Windows® 95 operating system.

IN-GAME MENU

Pressing [ESC] at any point in time will display this menu.

BACK TO GAME

go back to the current game

DISPLAY

See DISPLAY, under the heading. OPTIONS on page 15

SOUND

See SOUND, under the heading OPTIONS on page 15

QUIT

stop the current game and come back to the main menu.

Keyboard Commands

The following key commands are those designated by default. You can, of course, modify these commands (see corresponding menu).

- To move. The character moves by simple use of the arrow keys.
- Move forward (if an enemy is near, Stanley will jump forward slightly).
- Move backward.
- Move clockwise.
- Move counter-clockwise.

When you are faced with an enemy and close enough to him, his "life bar" is displayed.

HAND-TO-HAND COMBAT

- Guard
- Left handed punch
- Right handed punch
- Kick
- Protection / Parry

HAND WEAPONS (club, sword, mace, broad blade knife...)

- Guard
- Lateral strike to the left
- Lateral strike to the right
- Frontal strike
- Protection / Parry

FIRE ARMS, THROWING ARMS, PROJECTILES (rocks, bows and arrows, pistols,...)

- Aim
- Turn left and aim
- Turn right and aim

When an enemy can be attacked with the weapon you are using, a rifle sight will be displayed over him.

- Fire / throw
- Reload

DODGE

In case of danger, you can interrupt the reload phase by dodging right or left.

- Rapid lateral dodge to left
- Rapid lateral dodge to right
- Long forward jump.
- Dodge backwards or duck

[SPACE BAR]

Search / action.

The space bar is the "adventure" key. It allows you to search the decor to try to find a bonus, to turn on a mechanism, to open a door, or to make Stanley take a particular action if the situation calls for it (for example, he can climb, lay down flat, ...).

123456

Direct selection of a weapon.

These keys allow for direct selection of one of the weapons displayed in the six boxes on the bottom of the screen—as long as the number you choose corresponds to a box containing a weapon.

W X

Rotating weapon selection.

These keys allow you to go from the weapon you're using (highlighted by a yellow frame) back to the one before, or on to the next one in the list. The selection frame moves directly on to the last / next weapon available. (There is no difference in the result if you choose a weapon directly by its number. Use whichever method suits you best.)

ESC

Display menu "Option" (to display Option menu during game, see page 15)

P

Pause.

To momentarily pause the game in progress. Music and sound effects are deactivated. To resume the game, press another key.



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Game Screen Description



1 PLAYER ENERGY

Your energy level is shown by more or less filled "batteries". The maximum number of batteries is 4, and each time you get hit, your energy drops. When your battery level reaches 0, you're dead.

2 EXTRA LIVES

The maximum number of extra lives is 3. Each time you die (meaning you have no more energy or that the virus has completely contaminated the computer's memory), you can continue to play the current game if you have an "extra life." In this case, your energy is recharged to the maximum level (but in no case will it be more than the number of batteries). During the few seconds of flashing, you will be immortal.

3 ENEMY'S ENERGY

Each time you are confronted by an enemy, his "life bar" will be displayed. When it reaches 0, he's dead.

4 INFECTED MEMORY INDICATOR

During the game, the virus progressively infects the memory of the HTC computer. This bar indicates its progress. A few minutes before it is full, you'll hear a steady "beep" that grows louder. When the memory is completely contaminated, you're dead.

5 NON-INFECTED MEMORY STOCK

Throughout the game, you must collect as many non-infected memory circuits as possible. These must be put in the memory upload terminals in order to stop the virus' progression.

6 LIST OF AVAILABLE WEAPONS

Each level disposes of weapons from that time period. You will find them by destroying an enemy, picking them up off the ground, or searching for them in certain places. Each time, they are stockpiled in your weapon inventory boxes. Additional information may be displayed above or below them, depending on the characteristics of each weapon. For each arm that requires ammunition, the total amount of ammunition available is displayed above it. For a weapon with a charger, small white bars indicate the weapon charger's capacity and the total quantity of ammunition available in it. If the charger is empty, but you still have ammunition for the weapon, you have to reload.

7 WEAPON SELECTED

A yellow frame and a brighter display indicate the weapon you have in hand.

8 AMMUNITION IN THE WEAPON CHARGER

If your weapon has a charger, the ammunition available in the charger is displayed on the side of the screen.

Bonus Description

Healthy memory (blue chips)



Memory circuits non-infected by the virus. Pick up as many of them as possible.

Memory upload terminal (plasmatic half-sphere)



Each time you near a memory upload terminal, place yourself in front of it and use the Action key [SPACE BAR]. All the healthy memory circuits you have collected will then be sent back to the main computer to hold off the virus' progression.

Each time you upload your memory, the game you're playing is saved. (You can make one save per memory upload terminal and per player at the difficulty level chosen).

Life points (yellow cubes)



When you step on a yellow cube, you win back a little energy. But the power you may gain this way is limited by your current number of energy stockpile batteries (1 to 4).

Life Points (red cubes)



When you step on a red cube, you gain the equivalent of one battery's worth of life points. Once again, the power gained cannot exceed (nor increase) the number of energy stockpile you have left.

Energy stockpile battery (yellow battery)



Each battery you recuperate is added to your energy stockpile capacity (points of life) until the maximum number of "batteries" (4) is reached. If you pick up a new battery when you have already four, it will only raise to its maximum the energy in the stockpile currently in use.

Extra life



The game is over when your energy level reaches zero, or when the virus has contaminated all of the HTC computer's memory. However, if you have an extra life, you've got another chance... You will reappear, flashing on and off, at the spot where you died. As long as the flashing continues, you are immortal. When you use an extra life, part of the infected memory is restored and your current energy goes back up to maximum; however you lose one of your stockpile batteries (if you had more than one).

Hints & Tips

- It's not necessarily a good idea to restart a game you've just lost at the last save. A difficult passage, which may have caused you to lose a lot of points and time just before activating a memory upload terminal, could put you at a disadvantage in the game. In this case, you're better off restarting the game one or two memory upload terminals before, choosing a place where conditions are more favourable.
- Even though this isn't necessary in the easier modes, once you get up to the Normal mode, vary your combat tactics: use the lateral dodges [ALT] [←] or [ALT], the protection/ parry [CTRL] [←] and frequently change the way you strike the enemy.
- With Windows® 95, and depending on the performance of your CD-ROM player, it may be necessary to activate or deactivate the memory buffer for the CD-ROM. To access this menu, reach for the "Configuration Panel", choose "System Properties", then "Performances" and then "CD-ROM" to finally open the sub-menu "Optimise access for...".
- If you are unable to run in High Resolution 640 x 480 (SVGA) mode, even though your video card supports it, it is possible that you don't have enough RAM. You must have a minimum of 6 Mb of free RAM to access this mode.

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|-------------------------------|--|
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