

The logo for 'Space Force' features the words 'SPACE' and 'FORCE' stacked vertically in a bold, white, blocky font with a blue, textured interior. The text is centered within a circular, metallic-looking frame that has a glowing blue light source in the center, creating a lens flare effect. The background is dark with light blue curved lines at the top and bottom.

SPACE FORCE™



PROVOXGAMES

EPILEPSY WARNING

Please read this caution before you or your child play a video game:

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties. If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use. We advise that parents supervise the use of video games by their children. If you or your child experiences any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

Standard Precautions When Playing Video Games:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a video game.

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GETTING STARTED

Minimum Requirements

Operating System: Windows® 2000/XP/Vista™

Processor: 2.0 GHz Pentium® 4

Memory: 768 MB RAM

Video: DirectX® 9 Compatible Graphics Card (Radeon® 9500, GeForce® 5800)

Sound: 16 Bit Sound Card

DirectX® 9.0c

Hard Disk Space: 3 GB Available

Input: Keyboard, Mouse and Speakers

Recommended Requirements

Operating System: Windows® 2000/XP/Vista™

Processor: 2.6 GHz Pentium® 4

Memory: 1 GB RAM

Video: DirectX® 9 Compatible Graphics Card (Radeon® x800, GeForce® 6800)

Sound: 3D Compatible Sound Card With Support For EAX 3.0

DirectX® 9.0c

Hard Disk Space: 3 GB Available

Input: Keyboard, Mouse and 5.1 Speakers

Installation

Installing *SpaceForce: Rogue Universe*

SPACEFORCE

It is strongly recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes anti-virus and anti-spyware software which may interfere with the installation process.

To install *SpaceForce: Rogue Universe*, follow these steps:

1. Insert the *SpaceForce: Rogue Universe* disk into your optical drive.
2. If the autorun mode on your computer is active, the installation will start automatically when you insert the disk into the drive. Follow the on-screen instructions.
3. If the auto-run mode on your computer is disabled, follow these steps:
 - a) From your Windows® desktop, click on the Start button and then click Run...
 - b) Type the letter of your optical drive followed by Setup.exe (e.g.: D:\Setup.exe) and then click the OK button.

OR

- a) Double-click on the My Computer icon (either on your Desktop or in your Start menu).
- b) Right-click on the optical drive with the *SpaceForce: Rogue Universe* disk in it and select Open to access the contents of the disk.
- c) Double-click on the Setup (application) file to launch the installation.
4. Read and click-to-accept the End User License Agreement, and then follow the on-screen instructions.
5. The installation will automatically create a program icon group and a shortcut in your Windows® Start menu.

Starting the Game

When the game has been installed, you may launch the game by double-clicking the game's shortcut icon on your Desktop screen.

Alternately, you may launch the game from your Windows® Desktop, by clicking **Start** ➔ **All Programs** ➔ **DreamCatcher** ➔ **SpaceForce: Rogue Universe** ➔ **Play SpaceForce: Rogue Universe**.

At the initial start-up screen, you may change some basic settings, such as Screen Resolution and other Graphic settings. It is recommended that settings such as anti-aliasing are selected here rather than on your graphics card settings. The Effects factors (4x etc.) are automatically selected for your graphics card. Raising these numbers above the suggested ones will decrease your system's performance, while lowering them will improve performance.

START-UP SCREEN



SPACEFORCE

OPTIONS MENU

GRAPHICS

Configure your video quality and performance settings:

Screen Resolution

In order to get the best gameplay experience, it is not recommended to run *SpaceForce: Rogue Universe* at high resolutions. You should avoid resolutions above 1024x768 on any current generation video card.

Color

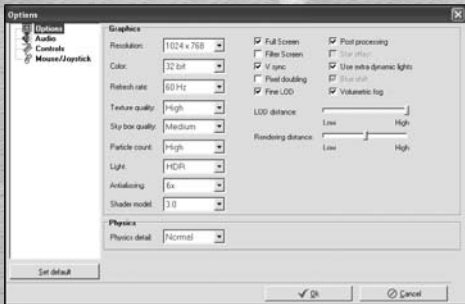
For best color quality, set this to match the current color depth settings of your monitor.

Refresh Rate

This is the rate at which the video card refreshes the screen.

Texture, Sky Box, Particle, Light

Increasing these options will improve the visual quality of the game.



Anti-aliasing

You can use the full-screen anti-aliasing to improve the visual quality of the game.

Full Screen

Choose to display the game in either Windowed or Full Screen mode.

Filter Screen

Filter screen will modify pixels according to their adjacent pixels. This emulates anti-aliasing. Note: this works only on pixel doubling mode.

Use extra dynamic lights

This option adds extra lights for lasers and explosions and the associated reflection from nearby objects.

V-Sync

Most players will notice a significant increase in framerate by disabling the V-Sync option.

Light

Select lightning and post processing type.

Shader model

Select shader model (1.4, 2.0 or 3.0).

Pixel doubling

Use Pixel doubling if you are experiencing poor graphical performance.

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Star effect

This is an effect in the camera lens that generates dynamic light flares when you observe a bright source of light.

Blue shift

This effect will produce more realistic final images in HDR mode. In a dark scene the color will be slightly blue.

SOUND

Use Sound

Turn sound effects on or off.

Sound Quality

Select sound quality.

Use EAX

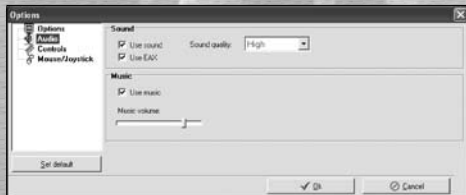
This feature reproduces realistic audio effects in 3D environments.

Use Music

Turn background music on or off.

Music Volume

Adjust background music volume.



CONTROLS

DEFAULT CONTROLS

MOVEMENT

Mouse	change ship's direction
Mouse wheel up.....	Increase speed
Mouse wheel down.....	Decrease speed
Q.....	Roll left
E	Roll right
END.....	Jump to gate
HOME	Jump to station
ENTER.....	Use (Dock with stations, Dock with cargo ships, Turn on satellites, etc.)
A.....	Thruster left
D.....	Thruster right
W.....	Thruster up
S	Thruster down
Left shift	Afterburner
SPACE	Kill engine (zero speed)
PAGE DOWN.....	Match speed of a locked object

COMBAT

Left mouse	Fire primary gun
Right mouse	Fire secondary gun
R	Lock attacker
F	Lock ship
V	Lock visible
B	Lock weakest
N.....	Look behind
K.....	Unlock all
Y.....	EMP

SPACEFORCE

SPECIAL

T	Teleport cargo on your ship
BACKSPACE	Use nanobot
Comma	Fire mode
L	Show/Hide HUD (HUD mode)
C	Change camera mode
Z	Previous ID card
U	Next ID card
NUMPAD 0	Object scan
Left ALT	View space plane
PERIOD	Toggle cloaking device on or off
SLASH	Toggle time device on or off
INSERT	Mining tool
M	Mini-map
O	Hack building
J	Select object
P	Open communication channel with locked object
PAGE UP	Wingman info
I	Inventory
DELETE	Show bookmarks
CTRL +	
[number of bookmark] ...	Engage auto pilot to go to bookmark in your system
X	Zoom
NUMPAD 1	Radar mode
NUMPAD 2	Shield mode
NUMPAD 4	Switch primary gun
NUMPAD 5	Switch projectile

MAIN MENU

PROFILE

Before beginning a new game, you must create a profile or character that you will play during the game. Before creating a new profile, you must choose one of two gameplay modes: Story mode or Free mode.



Free mode

In this mode you can explore space freely without any obligations and accept any of 2000 side quests.

Story mode

This mode is the same as Free Mode except that you play as Jim Anderson an EMD pilot and there are a series of Story quests to undertake.

SPACEFORCE

Profession

Your profession influences your starting characteristics. It also affects some of your permanent stats (i.e.: the number of wingmen that you can have at one time)

The professions available are:

- Scientist
- Soldier
- Trader
- Pirate
- Hacker
- Policeman
- Headhunter
- Spy
- Engineer
- Adventurer

Race

Choose from one of a possible 11 races. Both your initial diplomacy values and location are dependant on the race you select. For in-depth histories of all races refer to the Civilizations section in the Main Menu. This option is not available in Story Mode.

Ship

Choose your first ship. This option is not available in Story Mode.

START/RESUME GAME

Start your game with the selected profile (or resume).

BENCHMARK

Test your PC for compatibility with *SpaceForce: Rogue Universe*. At the end of the test *SpaceForce: Rogue Universe* will output a compatibility score for your PC. To close the score and play the game press the tilde (~) key.

CIVILIZATIONS

Read the histories of the 11 different races in *SpaceForce: Rogue Universe*.

OPTIONS

Modify controls.

CREDITS

A list of all the people who created *SpaceForce: Rogue Universe*.

QUIT

Quit the game and return to desktop.

NOTE: *SpaceForce: Rogue Universe* saves automatically every time you enter a space station, jump from one system to another, or go to the Main Menu. There is no manual save option.

PILOT'S MANUAL

Ships

You can buy and fly any of the 14 different ships in *SpaceForce: Rogue Universe*, all of which have significantly different offensive and defensive characteristics and control layouts. Ships are sorted into 3 categories: light, medium, and heavy. Initially you can only select ships from the light class, which can use parts as high as level 5.

Ship Interface

Your Heads Up Display (HUD) displays ship statuses like current armor, shields, speed, and radar.





Radio communications with other ships are displayed in the upper-left corner of the HUD. Messages are accompanied by an image, sound and text.

Your radar is shown in the upper-right portion of the screen. It shows all ships that are in your general area. Ships that are behind you are shown at half the size of those in front of you. As ships reach the limit

of your radar's visibility they become more and more transparent until they finally disappear.

At any time in the game you may place a node in space that your autopilot can then use to return to later on. This is useful for things like marking the locations of asteroids that you want to continue mining later on.

INDICATORS

					
Jump gate	Main station	Station	Trade ship	Book mark	Cargo box

Camera Mode

You can change your camera mode at any time in *SpaceForce: Rogue Universe*. There are three camera modes to choose from:

- In ship (first-person)
- Bird's eye view of the ship (third-person)
- Orbital camera view (you can rotate the camera around the ship). In this mode you travel at twice your normal speed, but have very little control over your ship.

Docking with Stations

When your ship approaches the entrance of a space station, you will see the trade icon and receive a message from the space station that greets you and asks if you want to enter the station. At this point you may enter if your reputation with this faction is high enough, use a false ID and hope that the space station control believes you are who you say you are, or you can run. Once inside you can engage in all normal trade.

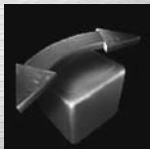
If you are denied access to the station you'll have to leave the system and come back when your reputation with that faction or your false ID cards are better.

Docking to Trade ships

When your ship approaches a cargo ship, you will see the trade icon and receive a message from the ship that greets you and asks if you want to enter into trade. As with space stations, you must have a good reputation with this faction.

SPACE STATION INTERFACE

TRADE



Trade is an important part of *SpaceForce: Rogue Universe*. Trade can be performed on space stations or with cargo ships. The purpose of trade is to replenish your supplies and make money. Buying low and selling high is important to make enough money to buy the items that you need. An item's worth compared to its average worth is indicated by an arrow next to its quantity. A green up arrow means that it's currently worth more than it

averages. A red arrow pointing down is the opposite. All traders have slightly different prices for items, so you'll have to play the market a little bit. Watch each system's news for hints about current values of items. Many traders will have a special offers section in the lower right of the screen. You can only view these offers if you pay for the privilege.

TRADE SYSTEM



Items are anything that you can buy or sell on space stations, cargo ships, collect from the ruins of a defeated ship, or anomalies in space.

There are more than ten different groups of items: Ship Equipment, Military, Medicine, Technology, Luxury, Chemicals, Industry, Materials, Computers, Consumer, Tobacco and Narcotics.

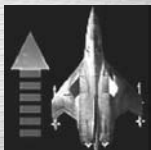
SPACEFORCE

BUY A NEW SHIP



On each space station you can buy new ships.

UPGRADE & REPAIR SHIP



You can upgrade and repair your ship on all space stations. To upgrade your ship you need to first choose the characteristic in the Upgrade Ship panel and then click the checkmark at the bottom of the list. The price of the upgrade is listed at the top of the list.

Repairing your ship is performed in the same way that upgrading is, except with the Durability characteristic.

Your ship can also be upgraded by installing new parts that you've purchased or created. To install a part on your ship, click on the part on the bar along the bottom of the upgrade shop screen. To remove an upgrade, click on it from its slot on the upgrade shop screen. Note that tools will be on the Tools section of the Upgrade shop.

UPGRADE/REPAIR SHIP



UPGRADES

You can also upgrade your ship by adding better parts to it. These parts are made in the tech lab located on all space stations. In order to create these parts in the tech lab, you'll require raw materials that you've either mined from asteroids or purchased. Higher level parts provide better performance, but require more raw materials to create.

SPACEFORCE



WEAPONRY level indicates the amount of damage that your primary and secondary weapons do to other objects. It also affects the number of projectiles and mining tools that your ship can carry.



MANEUVERABILITY increases your ship's turning and strafe speed.



ARMOR level determines the amount of damage that your ship can take before destruction, and also the maximum number of nanobots you can carry.



SHIELD level indicates the amount of damage your ship can take before the damage affects the ship's armor. Shield energy is also used for activating your EMP; which is used to destroy nearby projectiles.



SPEED determines the maximum speed that your ship can travel. This also affects mega-speed and afterburner speed.



ENERGY CELLS are the rechargeable cells that are consumed during afterburner usage, time and cloaking device usage and ruin mining. By increasing your energy cell level, you increase the length of time that you can perform these actions.



JAMMER is an automatic protection system against homing missiles. The higher your jammer level, the better your chances that a homing missile will miss you.



TARGET SYSTEM enables the identification of other ships around you, and also their appearance on your radar. The identification distance, as well as the locking distance depends on your ship's target system level.

CARGO SPACE indicates how much cargo space your ship has. To achieve a ship's maximum capacity, properly combine cargo space with cargo weight.

CARGO WEIGHT indicates how much cargo weight your ship can carry. To achieve a ship's maximum capacity, properly combine cargo space with cargo weight.

TOOLS



The MINING TOOL is used for mining raw materials from larger meteors. Every time you successfully mine something, you use one tool. These materials can be used for crafting upgrades for your ship.



The SNIPING TOOL enables a firing mode that increases your primary weapon speed and damage by 350 percent. It is useful for disabling enemies at greater distances.



The HACKING TOOL enables you to hack into a building's computer system in order to steal credits and possibly some ID cards. Watch out for a building's security level so you don't get caught.



The DAMAGE BOOSTER is a primary weapon modifier that enables 20 percent more damage to a capital ship's shield and armor.



NANOBOTS are used to repair your ship's armor. One nanobot repairs 105 units of armor.

WEAPONS

PRIMARY WEAPON



Each ship is armed with two kinds of weapons, primary and secondary. A primary weapon can be chosen from Electromagnetic, Hyperenergetic and Biochemical types of weapons. These are single or double lasers with different strengths and weaknesses. Lasers replenish themselves so they do not require ammunition, however, if fired repeatedly in quick succession they will overheat. This heat will dissipate after a short cooldown.

SECONDARY WEAPON



Secondary weapons are projectiles. There are Missiles, Bombs or Warheads; each with different rates of fire and offensive capabilities against different ships. Secondary weapon ammunition must be purchased or found and does not self replenish. Once purchased, Secondary weapons must be equipped in the upgrade shop.

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All weapons work differently against the 5 types of shields and armor. The types of shields and armor are:

SHIELD TYPES

				
Meta shield	Trans shield	Nano shield	Bio shield	Quant shield

ARMOR TYPES

				
Meta plate	Trans plate	Nano plate	Bio plate	Quant plate

DIPLOMACY



The Diplomacy screen displays your relationships with other species and their attitude towards you.

If your diplomacy index is less than 20% then that species is hostile, if it is between 20% and 80% then it is undefined, and if it is greater than 80%, that species is peaceful towards you.



Diplomacy with other civilizations changes based on your actions. If you attack a species' ship or facility, then your reputation goes down.

Actions that affect diplomacy points:

- For every race that you attack you receive -5 diplomacy points.
- If your profession is a spy you only receive -4 diplomacy points.
- If your profession is a policeman and you are attacked first you only receive -2.5 diplomacy points.
- If you complete a quest for a civilization you receive +3 diplomacy points.

You can pay some civilizations to increase your reputation.
Some civilizations add to your reputation for killing their enemies.

ID cards

ID cards will help you infiltrate space stations or cargo ships (used for docking), and communicate with your enemies. ID cards are rated by reputation points, so if you fail with a 65% ID card with a particular race, a 90% ID card may work.

QUESTS



There is an organization in the galaxy called the **Central Order Agency** that gives assignments to pilots and all civilizations that are members. Each quest can be undertaken for any civilization that you choose. When you complete a quest, then you receive a reward and diplomacy points towards your chosen civilization. Quest types are described in the following text:

Story

These quests follow the story of Jim Anderson's struggle to find his sister Jax. Unlike other quests these are automatically entered into your quest log whenever you complete the previous story quest. These quests are only available in Story Mode

Counterstrike

You must destroy one or more assailants in one specific location. The quest is fulfilled when all assailants have been eliminated.

Protect

Convoys of cargo ships are often attacked by pirates or by some other group. You must destroy all assailants. If the attackers destroy even one cargo ship, then you have failed the quest.

Head-hunter

Travel to a specific location where you will encounter criminals that will attack you. Sometimes there will be more than one criminal who will help your main target, but the quest only requires you to kill your main target.

Satellite

Activate dormant or damaged satellites. Use the "Dock" button to interact with the satellites.

Buildings

Find and destroy a building. Watch out for automated defense systems.

Hacking

Find and hack a building. Watch out for automated defense systems.

Infected planet

Find a location where a planet's atmosphere is infected and cleanse it of the Collective race.

Orbital cannon

Find a Pirate cannon near a planet's atmosphere and destroy it.

Destroy capital ships

Destroy one or more capital ships. Watch out for their escort. This is a great time for wingmen.

SPACEFORCE

G-NEWS



You can read about a system's current events using the G-News.

MAP

The Galaxy Map allows you to set a course from one system to another. To enter the Galactic Map, find and enter a jump gate; each system has at least one. Each system's name, ruling civilization, and your reputation with that civilization is displayed if you click on it. Jumping to an adjacent system is free; however, larger jumps can be made at a cost. Once you've selected the system that you'd like to jump to, click "Launch", in the bottom right of the screen, to make the jump.



TECH LAB



Crafting

To build upgraded parts for your ship you will need to combine raw materials in the Tech Lab. You can find raw materials by mining asteroids and by trading. When you have enough raw materials, dock at any friendly space station and go to the Tech Lab.

From there you can choose what level of upgrade you'd like to create along the bottom of the Tech Lab screen. Each part requires a certain amount from two different raw materials. If both raw materials are written in yellow, you have enough materials to build that part. Click on the part icon to create it. Don't forget to equip it in the Upgrade shop.

TECHNOLOGY



Scattered throughout the galaxy you will find parts for two lost technologies, the Time Device and the Cloaking Device. Both draw energy from your energy cell pool.

Time Device – You can slow down time as long as you have enough energy. This can be very useful in combat.

Cloaking Device – Your ship will be invisible for a short period of time.

MAIL



Throughout the game you will receive important messages about certain events around the galaxy.

STATISTICS



This screen lists your statistics based on your actions during the game. Statistics include level, experience, current rank, number of wingmen, and medals that you have achieved.

COMBAT BASICS

Combat

Combat is a large part of the game, both for accomplishing quests and for staying alive in hostile systems.



Teleporting cargo

After you destroy an attacker their ship will drop its cargo box. Assuming that you are close enough and viewing the cargo box, it will be highlighted. Once it's highlighted you can teleport it into your cargo bay the same way you would teleport mined goods.

Wingmen

Sometimes you need a little help to complete a quest or fly through a hostile system. You can recruit other ships to help you if they are friendly and you have enough money. All wingmen can be ordered individually or as a group to attack, form up, or stop. The maximum number of wingmen you have depends on your profession. For example, if you are a scientist, you have a maximum possibility of recruiting one wingman and if you are a soldier, you can recruit up to three wingmen.

During flight, when you encounter other ships, you can communicate as long as they aren't your enemies by diplomacy. While communicating, one of your options is to hire that pilot as a wingman. Once hired, your wingman will follow your commands until they die or you attack them.

THE SPACEFORCE UNIVERSE

STATIONS

Every settled system has one or more space stations of the same or friendly civilizations.

JUMP GATES

Every system has one official jump gate, which is used for traveling between systems. In some systems there are secret jump gates that lead to unknown systems.

REPOSITORY

A repository is a special building where you can store items. Once you've found a repository, you can use it by docking normally. Note, items stored at repositories are only available at that repository.

BUILDINGS

Buildings can be destroyed, hacked to steal money, and a few other specialized actions.

METEORS

Every system has its own type of meteors. There are five meteor types: ice, iron, lava, rock and stone. Meteors can be mined for raw materials that can be used for crafting upgrades or just selling.

ANOMALIES

These can be found in every system. There are ten different types of anomalies, each with a different effect on your ship.

CREDITS

PROVOX Games

Head of Development:

Marko Banjac

Producer:

Dino Potrebica

Game Design:

Andrej Levenski

Marko Banjac

Story:

Filip Jancik

Kristina Begonja

Lead Programmer:

Andrej Levenski

Editor Programmer:

Dina Bravo

Programming:

Dina Bravo

Kristijan Dumancic

Scripting:

Dina Bravo

Networking:

Andrej Levenski

Sound and Effects Code:

Andrej Levenski

Texturing and 2D Art:

Dubravko Jurina

Goran Kulas

Roberto Cimador

Stjepan Ejic

Sandra Begonja

Modeling:

Anto Matkovic

Damir Jurina

Hrvoje Drinovac

Stjepan Ejic

Elvis Popovic

Level Editing:

Dina Bravo

Andrej Levenski

Kristijan Dumancic

Music:

Dino Potrebica

Bjorn Lynne

Pawel Blaszcak

Damian Turnbull

Stobierski Thomas

Sound Effects:

Marko Banjac

Play Testers:

Zeljko Bosnjak

Vedran Oreski

Roman Irenej Timko

Dubravko Jurina

Tomislav Plavec

Goran Cuckovic (Sigma7)

Ivor Grenac

Additional Support:

Ivica Hosko

Special Thanks To:

Augustini

LtJamesWatts

ManuX

WhoThat

Angga

Cosmo

Neo Lore

Igneus

SPACEFORCE

Thomas45
FlyByU
Mutilator
Chimera
antdamaster
Luksy

DREAMCATCHER INTERACTIVE

PRODUCTION

Producer:
Mike Adams

Associate Producer:
Bryan Cook

Executive Producer:
George Chastain Jr.

MARKETING

**Global Product
Marketing Manager:**
Byron Gaum

Product Manager:
Christos Andrikakis

Art Director:
Jay Kinsella

Lead Illustrator:
Russell Challenger

Graphic Designers:
Esther Sucre
Trang To

PR Coordinator:
Suzanne MacGillivray

**Director of Global
Marketing:**
Lorraine Lue

Localization Manager:
Gennaro Giani

Writer:
Mark Cecere

Voiceovers:
Casting Services
Resnick Interactive
Development, LLC
Todd Resnick
Gabriel D. vine

Post Sound Supervisor:
Todd Resnick

Recording Facility:
Studio Atlantis -
Hollywood, CA

Voiceover Engineers:
Todd Resnick
Jared Scott

Voiceover Editors:
Jared Scott
Todd Patterson

Voice Effect Engineer:
Jared Scott

Voiceover Actors:

Bert Blair
Carl Smolka
Casey Carmack
Dana Lynn Baron
Gabrial Vine
Jared Scott
Jeff Sedlacek
Jennifer Drew
Jeremy Saville
Kai Santos
Linda Lee
Lisa Golden
Mike Villar
Paul Rogan

Ron Hajek
Todd Resnick

QUALITY ASSURANCE**QA Lead:**

Michael Ashe

Testers:

Allison Skerl
Michael Geist
Burt De Francesco
Steve Sutton

QA Manager:

Dan Dawang

Legal Affairs:

Leslie Rosenthal

**EXECUTIVE
MANAGEMENT****President and CEO:**

Richard Wah Kan

V.P. and CFO:

Sean Carr

V.P. of Marketing:

Marshall Zwicker

PRODUCT WARRANTY

DreamCatcher will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order for US\$8.00 to cover postage and handling fees. (Please Note: Add US\$2.00 for each additional disc).

Please be sure to include the following:

- Full Name
- Address, City, State/Prov., Zip Code/Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

Mail To:

DreamCatcher Interactive Inc.
1658 North Milwaukee Ave., Suite #450
Chicago, IL 60647
United States

TECH SUPPORT

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this manual, you may find further support in the following places:

Please visit the Technical Support section of our Web site where we have posted common problems and solutions that may help you at:

Online Support - <http://www.dreamcatchergames.com/dci/support/index.php>

You may also complete the Technical Support form located at our Web site at:

Email Support - http://www.dreamcatchergames.com/dci/forms/tech_support.php

Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

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