FM 365-7

FIELD MANUAL

DELTA FORCE

HEADQUARTERS, DEPARTMENT OF THE ARMY

Delta Force Manual Addendum

Table of Contents

Additional Settings	2
Default Message Macro	2
Expanded Game Screen	3
Additional Keyboard Commands	5
Multiplayer Hosting Options	5
Cooperative Games	6
Deathmatch Games	7
Team Deathmatch Games	7
King of the Hill Games	7
Team King of the Hill Games	8
Capture the Flag	8
Keyboard Layout	9

The printed manual contains all essential information about setting up and playing Delta Force. This supplemental manual expands on the information provided therein. In addition, the NovaLogic web site will have further detail on NovaWorld's Online games. www.NovaLogic.com

ADDITIONAL SETTINGS

Turbo: Turning turbo "on" will increase the frame rate of the game at the expense of a slight degradation in terrain detail. If your screen seems like it is having trouble keeping up with game, you should use this setting.

DEFAULT MESSAGE MACROS

The game provides you with some preprogrammed messages that you can send by pressing the **T** key followed by **F1-F10**. Add additional text, if desired, then press the **Enter** key to send the message. In the Settings Menu, you can change any of these default messages.

F1	**The package is secure.**
F2	**Prepare to assault on my mark.**
F3	**Snipers take the higher ground.**
F4	**Gunners go for the flags.**
F5	**Guard the base.**
F6	**I need backup now!**
F7	**Mess with the best, Die like the rest!**
F8	**You don't want none of this!**
F9	**Is that all you got!**
F10	**Son, It's gonna be a long day!**

GAME SCREEN

5. Situational Icon

A profile of your soldier appears at the top of the screen to help quickly identify your body position.

Stand Crouch Lie Prone

6. Compass Heading

The dial indicates the cardinal direction that you are currently facing. The color of the center dot represents your team side. The direction of your next waypoint is connoted by a green dot. In a Capture The Flag game, the direction of the your flag bay appears as a team colored dot.

1. Health Bar

If you have the Player Health Setting on "Easy", your current health will be represented by this bar.

2. Current Weapon Selected

This section displays the weapon that your are holding, the firing mode that it is in, the number of magazines, and number of rounds you have remaining in the current magazine. The box to the right of the magazines is filled in when you have a round in the chamber.

3. GPS Map

Press F9 (color map) or F10 (contour map) to bring up your Global Positioning Satellite overhead map.

4. Information Link

Important information, such as current mission orders and status of your squad, will be transmitted over your radio. Text sent from other players in a multiplayer game will appear here as well.

7. Grid Coordinates/Items

The left hand box shows your current grid location as seen on your Command Map (C key). Any mission item you pick up is listed in the right hand box. Drop this item by pressing the D key.

8. Waypoint Indicator

This box indicates the code name and distance in meters to your next waypoint (a predetermined location given to you during the mission briefing).

9. Forward Observer Camera

Press F9 to bring up your Forward Observer view. You can cycle through your view and that of your teammates with the TAB key.

10. Mission Information

This area details the name of your Delta Force Operative, the current mission and a mission timer (if appropriate to the mission type).

ADDITIONAL KEYBOARD COMMANDS

C This key brings up the full screen Command Map. Grid coordinates overlay the terrain, shows way points, lines to waypoints, and all other pertinent information known to the player.

F This key toggles Friendly Tags on/off. This allows you to quickly see which people on the battlefield are your teammates.

G This is a line-by-line listing of the Mission goals which must be accomplished in order to achieve mission success, as well as any "don't do" items which will result in mission failure. As goals are accomplished, the appropriate lines will change color.

O This key brings up an in-game window showing the complete single player/cooperative mission orders.

Q For Capture the Flag games only, this key will cycle only through the flags that you need to pick up. Whereas the "W" key still cycles through all flags and flag bays, including your own.

R This key will bring up a list of recent messages.

ADDITIONAL HOSTING OPTIONS

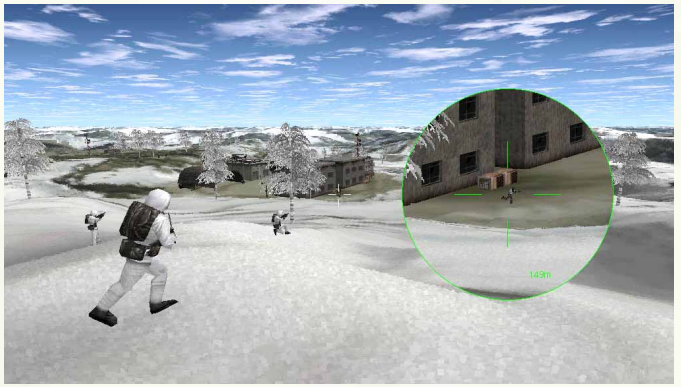
Allow Friendly Fire:
You have the option of making your teammates invulnerable to your weapons by turning Allow Friendly Fire “off”

Allow Team Tags:
Your teammates names, or “tags”, will appear when you put your crosshairs over them when you have this option set to “On”. Select “Off” to turn off all of the names. You can also toggle this feature in the game by pressing the **F** key.

*NOTE: Although listed in the printed manual, **Ammo Respawn** and **Time Out Box** are no longer valid options.

MULTIPLAYER GAMES

What follows is some additional information on multi-player game types. NovaWorld has unique game levels designed for a higher number of players (Visit the NovaWorld site for more details).



Cooperative:

In this game, you replay Single Player missions where your computer-controlled squadmates are replaced with human players. This gives you the opportunity to practice real team tactics against familiar situations. Most Delta Force training at Fort Bragg involves working with a team to overcome simulated terrorist attacks. Play the same scenario multiple times to see how different team strategies work.

Note that you can play any mission as cooperative regardless of whether you have gotten to it in single player mode or not. However, in cooperative play the mission will be harder than the single player version to compensate for additional human players. Generally this means an increase in the number of enemies encountered.

Deathmatch:

All players are competing against each other to gain the high score by eliminating the most opponents. The person with the highest kills isn't necessarily the best. Delta Force has little interest in an operative that loses his own life recklessly. Highest score is determined by:

Kill Friendly	-4
Kill yourself	-1
Killed by opponent	0
Kill opponent	+1
Kill opponent with a head shot	+2
Kill opponent using only a knife	+3

Team Deathmatch:

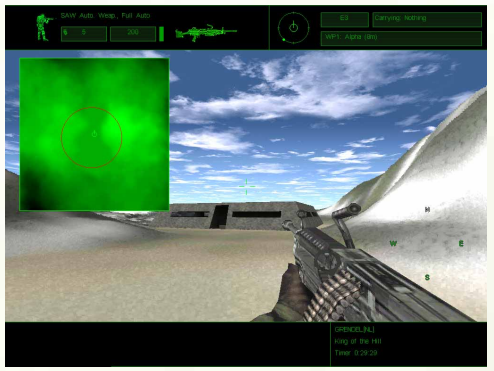
Players are put on the Blue team or the Red Team. Get your squad in line or they may cost your side points. Be careful not to shoot your own teammates. Scoring is the same, but only the team total points is displayed.

King of the Hill:

In this scenario, players win by occupying a certain area for a specific duration of time (set by the game host). The hot zone shows up as a red circle on your GPS map. Although your time in the zone is cumulative, leaving the hot zone will cause your timer to start to count backwards. (Note, this rule has changed from the printed manual). The size and number of hot zones will vary depending on which map the host chooses.

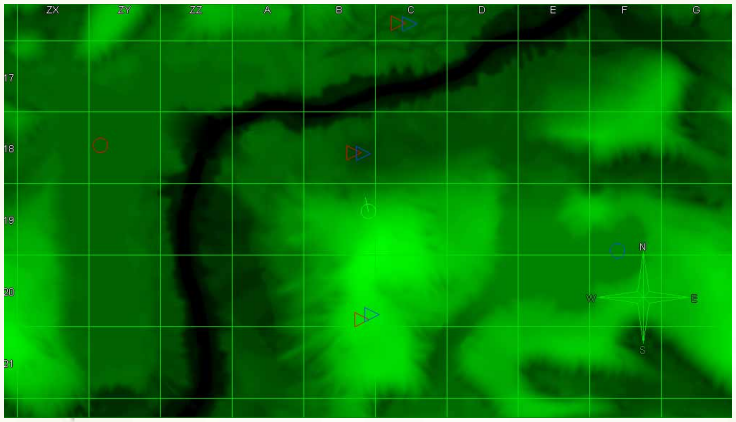
Team King of the Hill:

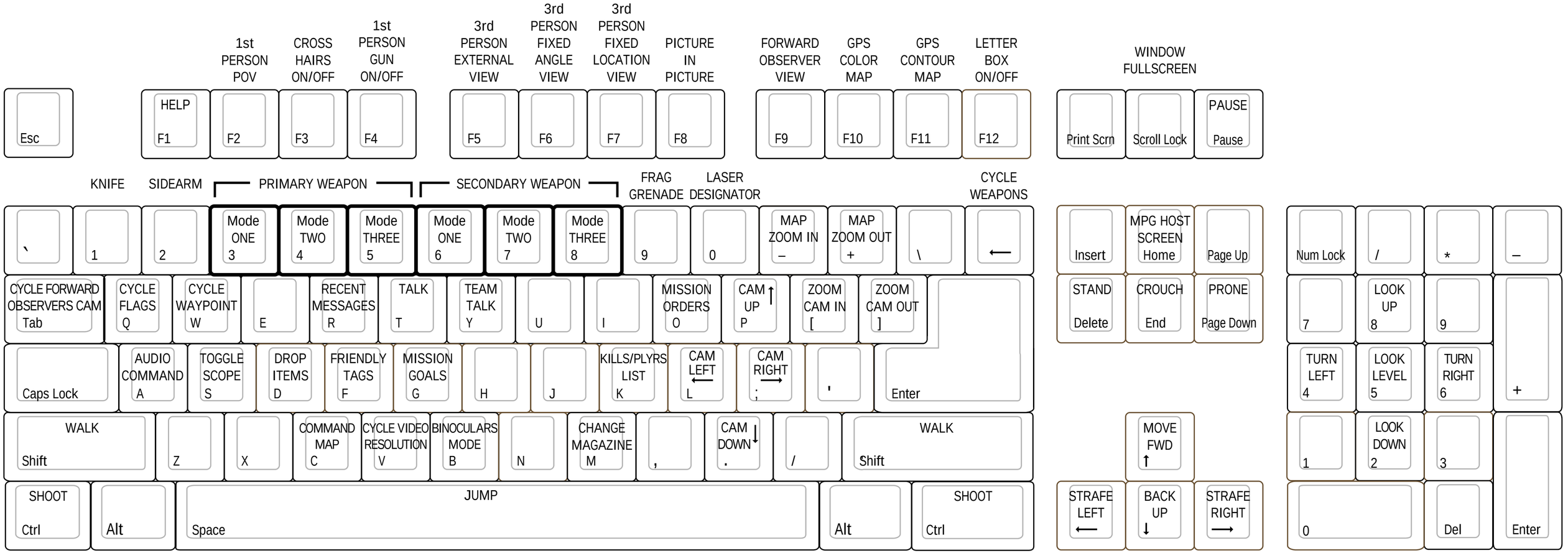
As per King of the Hill, but your time gets added to that of your team. Look for the Friendly Fire Warning "X" so that you don't kill one of your own teammates.



Capture the Flag:

Flags are represented by a triangle symbol on the GPS and Command map. You are part of the red team or the blue team and your objective is to grab the other team's flag by running over it and return it to your team's Flag Bay (represented by a colored circle). At the same time, you need to defend your own flags from your opponents. Some variations have multiple flags that must be retrieved. The waypoint indicator will help guide you to the flags and back to your flag bay.




Esc
HELP
F1
1st PERSON POV
F2
CROSS HAIRS ON/OFF
F3
1st PERSON GUN ON/OFF
F4
3rd PERSON EXTERNAL VIEW
F5
3rd PERSON FIXED ANGLE VIEW
F6
3rd PERSON FIXED LOCATION VIEW
F7
PICTURE IN PICTURE
F8
FORWARD OBSERVER VIEW
F9
GPS COLOR MAP
F10
GPS CONTOUR MAP
F11
LETTER BOX ON/OFF
F12
WINDOW FULLSCREEN
Print Scrn
Scroll Lock
PAUSE
Pause
KNIFE
SIDEARM
PRIMARY WEAPON
SECONDARY WEAPON
FRAG GRENADE
LASER DESIGNATOR
CYCLE WEAPONS
`
1
2
Mode ONE 3
Mode TWO 4
Mode THREE 5
Mode ONE 6
Mode TWO 7
Mode THREE 8
9
0
MAP ZOOM IN –
MAP ZOOM OUT +
\
←
CYCLE FORWARD OBSERVERS CAM Tab
CYCLE FLAGS Q
CYCLE WAYPOINT W
E
RECENT MESSAGES R
TALK T
TEAM TALK Y
U
I
MISSION ORDERS O
CAM UP ↑ P
ZOOM CAM IN [
ZOOM CAM OUT]
Caps Lock
AUDIO COMMAND A
TOGGLE SCOPE S
DROP ITEMS D
FRIENDLY TAGS F
MISSION GOALS G
H
J
KILLS/PLYRS LIST K
CAM LEFT ← L
CAM RIGHT → ;
'
Enter
WALK Shift
Z
X
COMMAND MAP C
CYCLE VIDEO RESOLUTION V
BINOCULARS MODE B
N
CHANGE MAGAZINE M
,
CAM DOWN ↓ .
/
WALK Shift
SHOOT Ctrl
Alt
JUMP Space
Alt
SHOOT Ctrl
Insert
MPG HOST SCREEN Home
Page Up
STAND Delete
CROUCH End
PRONE Page Down
MOVE FWD ↑
STRAFE LEFT ←
BACK UP ↓
STRAFE RIGHT →
Num Lock
/
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–
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LOOK UP 8
9
+
TURN LEFT 4
LOOK LEVEL 5
TURN RIGHT 6
1
LOOK DOWN 2
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Enter

TABLE OF CONTENTS

Intro 2

Install 3

Settings 5

Gear 8

Game Controls 10

Keyboard Layout 12

Game Screen 14

Single Player Missions 16

Multiplayer Games 17

Credits 20

Technical Support 22

Legalese 23

HEADQUARTERS, DEPARTMENT OF THE ARMY
OCTOBER 1977

In October of 1977, the 1st Special Forces Operational Detachment-DELTA was secretly formed to deal with the growing threat of world terrorism. At Fort Bragg, elite Delta Force operatives, recruited mainly from the 82nd Airborne, Special Forces Green Berets and U.S. Army Rangers, rigorously train in hostage rescues, specialized reconnaissance and other counter terrorism techniques. Highly skilled in CQB (Close Quarters Battle), armed with the best equipment, and able to infiltrate as civilians, Delta Force is ready to deal with the most dangerous world threats.

Due to the extremely sensitive nature of these low-visibility missions, the U.S. Department of Defense still does not officially acknowledge the existence of Delta Force.

INSTALLING DELTA FORCE

The AutoRun program will automatically load itself and run each time you insert the **Delta Force CD** into your CD-ROM drive. **Delta Force** uses an Install Wizard to place the necessary files on your hard drive. Before you begin installing the game, close all programs that your computer may be currently running.

1) Place the game CD into your CD-ROM drive and close the drive door. The AutoRun program will now take over. If you have turned off the AutoRun feature or if the **AutoRun** fails to launch automatically, double-click on the "My Computer" icon on your desktop and then double-click on your computer's CD-ROM drive letter. This should launch the Delta Force AutoRun.

2) Click the mouse on one of the menu choices, or type the letter corresponding to the underlined hot key.

3) At the beginning of the installation program you are given the opportunity to select a destination folder for the game. A default is typed in the window for you. Press the Enter key to select the default destination. Otherwise, select your own folder name. If the folder you specify does not already exist on your hard drive, the Install program will create it for you. Further installation instructions will appear on-screen.

4) If there is enough free hard drive space at the destination site, the program will copy the files from your **Delta Force CD-ROM**. An on-screen progress meter displays the completion percentage as the program transfers the files.

5) The install procedure automatically adds a NovaLogic folder to your Windows® Start Menu under the Programs heading. The **Delta Force** sub-folder within the NovaLogic folder contains an application short-cut icon for the game. The install also places a **Delta Force** shortcut icon on your desktop.

6) If your system does not already have DirectX installed, you will need to install it now. Select Install DirectX from the AutoRun program, then follow the on-screen instructions. You will need to restart your computer to activate DirectX before you can play **Delta Force**.

To start **Delta Force**, double-click on the **Delta Force** shortcut. You can also go to the program's directory or Start Menu and double-click on the **Delta Force** program icon.

GAME SETTINGS

The Settings screen allows you to reconfigure several elements of game play.

GENERAL SETTINGS

Mouse Sensitivity:
Increases how responsive your mouse is.

Flip Mouse:
Reverses Look Up/Look Down movement on the mouse controls.

Colors:
Choose between 256 color (for faster video) or 16 million (for True Color.) A Pentium II is recommended for 16 million colors.

Turbo:
Turning turbo “on” will increase the frame rate of the game at the expense of a slight degradation in terrain detail. If your screen seems like it is having trouble keeping up with game, you should use this setting.

Resolution:
Select from 320 x 240 to 800 x 600. A Pentium II is required for 800 x 600.

Windowed:
Play the game in either a Window on your desktop or full-screen.

SFX Volume:
Sets the volume level of game sound FX. Paying close attention to the subtle sounds around you is a vital survival skill of a Delta Force soldier.

Music Volume:
Sets the volume level of the music in the menus.

Dialogue Volume:
Sets the volume of voices in the game.

DIFFICULTY SETTINGS

Enemy AI:
Select “Hard” to make the enemy use more complex tactics.

Player Health:
Select “Easy” to show a health bar which will allow you to take multiple hits.

Squad Members:
Select “Off” if you want to brave a mission on your own.

Tracers:
Select “Off” if you don’t want to see the bullet trails from fired weapons.

Friendly Fire Warning:
Select “Off” to remove the Red safety **X** that appears when you target your team members.

Power Ups:
Select this option to have extra crates of ammo, grenades and First Aid supplies in a mission.

GPS Icons:
By “Default”, each mission shows icons for certains enemies on the GPS Map. You can select to “Show Friendly” to see only your team mates or “Show Everthing” to see all enemies in a mission.

REMAP KEYBOARD

This screen allows you to reconfigure what action the keys and mouse will control. Select the command with your mouse and follow the instructions on the right side of the screen.

MESSAGE MACROS

To effectively communicate with fellow players, you can pre-set messages with the Macro Keys. During the game press the **T** key to talk, hit a function key then hit return and the preset text will be sent.

F1 The package is secure.
F2 Prepare to assault on my mark.
F3 Snipers take the high ground.
F4 Gunners go for the flags.
F5 Guard the base.
F6 I need backup now!
F7 Mess with the best, Die like the rest!
F8 You don’t want none of this!
F9 Is that all you got!
F10 Son, It’s gonna be a long day!

GEAR CHOICES

PRIMARY WEAPONS

Delta Force Operatives are outfitted with the best weapons to get the job done.

MODE 1 **Key 3:** Burst M4 | **MODE 2** **Key 4**: M203 | **MODE 3** **Key 5**: Single shot

M4 5.56mm Carbine

and attached M203 40mm Grenade Launcher with 4x Scope, 30 round magazine, 18 grenades.

Standard issue general purpose assault rifle.

MODE 1 **Key 3:** Full Auto | **MODE 2** **Key 4**: Burst | **MODE 3** **Key 5**: Single shot

Heckler & Koch 9mm MP5 submachine gun

with integral suppressor and 30 round magazine.

This short-range weapon is geared for close quarter's battle.

MODE 1 **Key 3:** Semi auto | **MODE 2** **Key 4**: Full auto

M249 SAW (Squad Automatic Weapon)

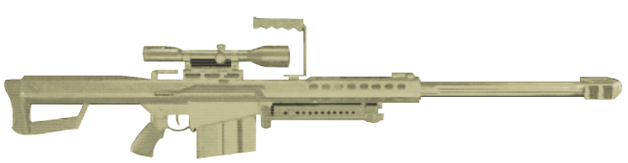
with 200 rounds per box.

Light machine gun for high firepower infantry support.

Remington 7.62mm M40A1 sniper rifle

with 8x Scope and 5 round magazine.

Precision shooting at great range for sniper missions.



Barrett Light .50 caliber sniper rifle

with 8x Scope and 10 round magazine.

Heavy yet powerful for ranged penetration sniper missions.

SECONDARY WEAPONS

2 Satchel charges

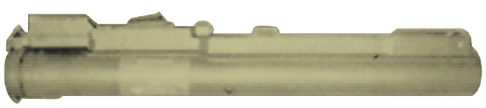
with radio detonator.

MODES:
KEY 6 – Place satchel
KEY 7 – Use radio detonator

2 M18 Claymores

with motion sensors and "Clacker" (Remote firing device).

MODES:
KEY 6 – Motion Sensor Claymore
KEY 7 – Radio detonator Claymore
KEY 8 – Use radio detonator



2 LAWs (Light Antitank Weapon)
One shot portable anti-armor rocket launcher.

Double Ammo Load

For primary weapon.

SIDEARMS

Special Operations .45 Pistol

7 round magazine.

Reliable standard issue sidearm.

High Standard .22 Pistol

9 round magazine.

Virtually silent, high accuracy pistol for up-close and quiet takedowns.

STANDARD GEAR

6 Fragmentation Grenades

Laser Designator

For designating targets for artillery strikes.

Ka-Bar Knife

GAME CONTROLS

Mouse Controls

Look up/down, turn left/right (Full Screen Mode only)

- **Left Mouse Button** Fire Weapon
- **Right Mouse Button** Toggle Scope
- **Middle Mouse Button** (if available) Cycle Weapons

Arrow Keys Move forward/backward, Strafe left/right

Shift+Arrows	Walk
Space bar	Jump
Delete	Stand
End	Crouch
Page Down	Lie Prone
B	Binocular Mode
C	Command Map
D	Drop Items (excluding weapons)
G	Mission Goals
M	Change Magazine (Discards remaining ammo in current magazine)
O	Mission Orders
R	Recents Messages
T	Talk
Y	Team Talk

Control	Fire Weapon
S	Toggle Scope*
Back space	Cycle Weapons

1	Knife
2	Sidearm
3	Primary Weapon Mode 1
4	Primary Weapon Mode 2*
5	Primary Weapon Mode 3*
6	Secondary Weapon Mode 1
7	Secondary Weapon Mode 2*
8	Secondary Weapon Mode 3*
9	Fragmentation Grenade
0	Laser Designator

*If applicable to current weapon

VIEWS AND GENERAL GAME CONTROLS

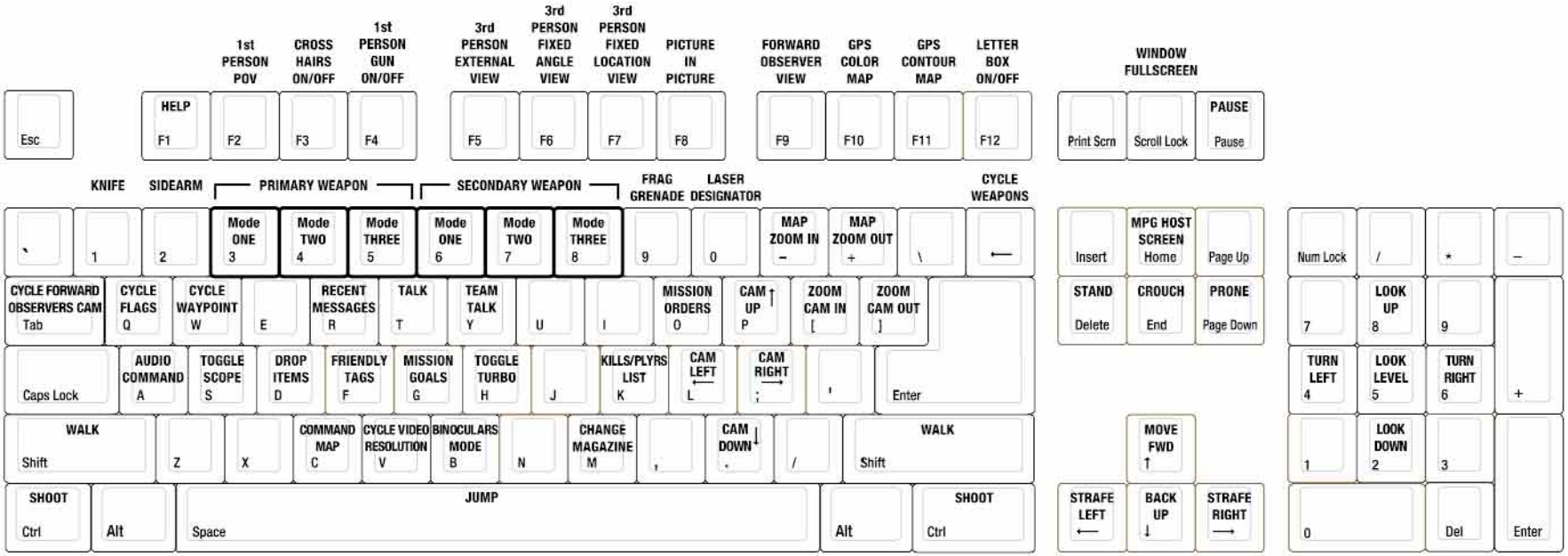
F1	Help
F2	First Person POV
F3	Cross-hairs on/off
F4	First Person Gun on/off
F5	External View (3rd person)
F6	Fixed Angle View (3rd person)
F7	Fixed Location View (3rd person)
F8	Picture in Picture
F9	Forward Observer View
F10	GPS Color Map
F11	GPS Contour Map
F12	Letter Box on/off

Keypad 2	Look down
Keypad 4	Turn left
Keypad 5	Look level
Keypad 6	Turn right
Keypad 8	Look up

Pause	Pause Game

.	Track Cam down
L	Track Cam left
;	Track Cam right
[	Zoom Cam in
P	Track Cam up
]	Zoom Cam out
–	Zoom Map in
=	Zoom Map out
Tab	Cycle Forward Observer Cameras
Q	Cycle Enemy Flags
W	Cycle Waypoints
V	Cycle Video Resolution
Scroll lock	Toggle Windows/Full Screen mode
Home	Multiplayer Host screen
F	Friendly Tags on/off
H	Toggle Turbo on/off
K	Multiplayer kill/Players list
A	Play Audio Command

KEYBOARD LAYOUT



GAME SCREEN

1. Health Bar
If you have the Player Health Setting on "Easy", your current health will be represented by this bar.

2. Situational Icon
A profile of your soldier appears at the top of the screen to help quickly identify your body position.

Stand Crouch Lie Prone

3. Current Weapon Selected
This section displays the weapon that your are holding, the firing mode that it is in, the number of magazines, and number of rounds you have remaining in the current magazine. The box to the right of the magazines is filled in when you have a round in the chamber.

4. GPS Map
Press F9 (color map) or F10 (contour map) to bring up your Global Positioning Satellite overhead map.

5. Information Link
Important information, such as current mission orders and status of your squad, will be transmitted over your radio. Text sent from other players in a multiplayer game will appear here as well.

6. Grid Coordinates/Items
The left hand box shows your current grid location as seen on your Command Map (C key). Any mission item you pick up is listed in the right hand box. Drop this item by pressing the D key.

7. Waypoint Indicator
This box indicates the code name and distance in meters to your next waypoint (a predetermined location given to you during the mission briefing).

8. Compass Heading
The dial indicates the cardinal direction that you are currently facing. The color of the center dot represents your team side. The direction of your next waypoint is connoted by a green dot.

9. Forward Observer Camera
Press F9 to bring up your Forward Observer view. You can cycle through your view and that of your teammates with the TAB key.

10. Mission Information
This area details the name of your Delta Force Operative, the current mission and a mission timer (if appropriate to the mission type).

Global Positioning Satellite Map (GPS)

- Initial/Final waypoint
- Waypoints (next waypoint blinks)
- Teammates with facing indicator
- Enemies with facing indicator
- Building
- Vehicles
- Red team flag (Capture the Flag)
- Blue team flag (Capture the Flag)

SINGLE PLAYER MISSIONS

Click Single Player Game to view the Campaign Selection screen. From here you can choose to play any of the five campaigns. After you have completed a campaign mission, you will be able to replay it at any time by selecting it in the right hand box. Click Accept to begin your mission.

TIPS FOR SUCCEEDING AS A DELTA FORCE OPERATIVE

- Focus on your objective.
- Trying to kill every sentry you see can get you killed.
- Be patient. Shoot only when you have a clean shot, otherwise you will give away your position too early.
- Don’t shoot your squadmates, you’ll need them.

MULTIPLAYER GAMES

NovaWorld: NovaWorld servers support large multiplayer games with dozens of players. NovaWorld can be accessed through your Internet browser by selecting Default Browser. Select Mini Browser in the Connect Via box if your web browser can not connect to NovaWorld (for example certain versions of AOL do not support NovaWorld). Although less functional than most browsers, the mini-browser's small size and single purpose dedication allows it to load quicker than other browsers. You must use the Mini Browser if you have set your browser so that it won't accept "cookies". NovaLogic is dedicated to periodically updating NovaWorld with new features and enhancements. Every time you log onto NovaWorld, it will automatically check to see if you have the latest software and prepare an update, if needed.

Internet: Smaller multiplayer games can be hosted over the Internet apart from NovaWorld. Select Host to start a game from your computer. If you wish to find a game, you must first type in the IP Address of the host's computer in the Internet Address box, then hit Search to find the game. You will need to type in the correct password if the Host has opted to password protect the game.

LAN (IPX): Several players can simultaneously play over a LAN/IPX network. You will need to type in the correct password if the Host has opted to password protect the game. Only one player is required to have a CD per game.

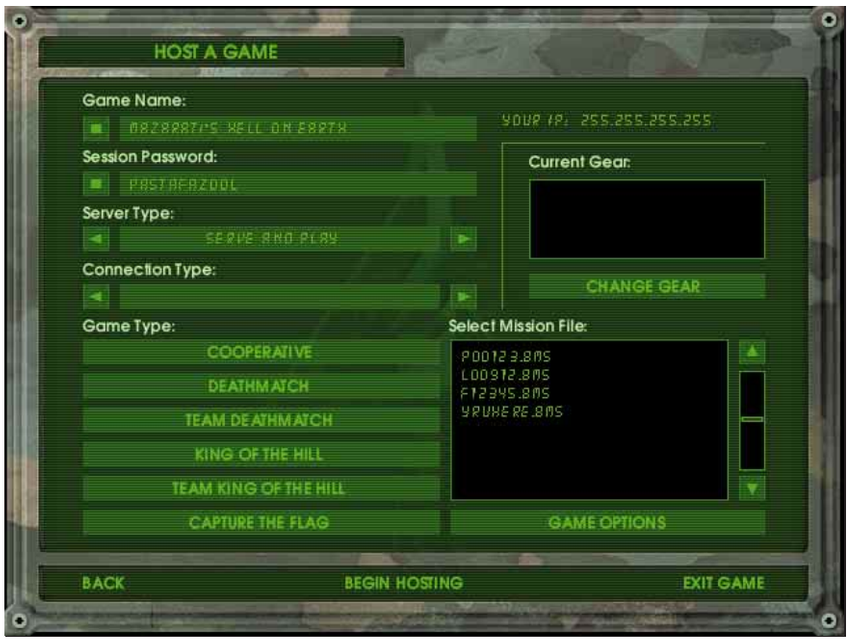
Serial: You can play **Delta Force** against a single human opponent by using a Serial Cable (commonly referred to as a "null-modem cable") to direct connect your two computers. You will need to tell the program which Com Port you will be using. Only one player is required to have a CD per game.

Modem: Two players can play **Delta Force** over a Modem connection. If you wish to host the game, simply press the Host button to go to the next screen. Your computer will then wait for the other player to call in. If you intend to join a game on someone else's computer, type in the phone number of the host in the Phone # box, then press Join. Only one player is required to have a CD per game.

MULTIPLAYER GAME TYPES

Cooperative

In this game, you replay Single Player missions where your computer-controlled squadmates are replaced with human players. Most Delta Force training at Fort Bragg involves working with a team to overcome simulated terrorist attacks. Play the same scenario multiple times to see how different team strategies work. Note that you can play any mission as cooperative regardless of whether you have gotten to it in single player mode or not. However, in cooperative play the mission will be harder than the single player version to compensate for additional human players. Generally this means an increase in the number of enemies encountered.



Deathmatch

All players are competing against each other to gain the high score by eliminating the most opponents.

Kill Friendly -4	Killed by opponent 0	Kill opponent with a head shot +2	Kill opponent using only a knife +3
Kill yourself -1	Kill opponent +1		

King of the Hill

In this scenario, players win by occupying a certain area for a specific duration of time (set by the game host). The hot zone shows up as a red circle on your GPS map. Although your time in the zone is cumulative, leaving the hot zone will cause your timer to start to count backwards. The size and number of hot zones will vary depending on which map the host chooses.

Capture the Flag

Flags are represented by a triangle symbol on the GPS and Command map. You are part of the red team or the blue team and your objective is to grab the other team's flag by running over it and return it to your team's Flag Bay (represented by a colored circle). At the same time, you need to defend your own flags from your opponents. Some variations have multiple flags that must be retrieved. The waypoint indicator will help guide you to the flags and back to your flag bay.

Team preference

If the host allows it, you can choose which team to join.

MULTIPLAYER HOSTING GAME OPTIONS

The host of a multiplayer game will be able to set several different options to determine how the game functions.

Server Type: select “Server Only” if you are not going to play in the game on this computer.

Max Player: determines the maximum number of players allowed to join the multiplayer game.

Team Selection: “Server Chooses” will override the individual player’s choice of sides and make teams even.

Score Limit: determines what score must be attained before the game ends and a winner is declared.

Time Limit: determines how long a game will last.

King of the Hill Time: determines the total cumulative amount of time a player must occupy the hot zone in order to win a King of the Hill game.

See Team On GPS: select “Yes” if you want members of the same team to be able to see icons representing the location of their teammates on the GPS map.

Tracers: select “Off” if you don’t want any player to see the bullet trail from fired weapons.

Friendly Fire Warning: select “Off” to remove the safety X that appears when targeting allies for all players.

Allow Friendly Fire: you have the option of making your teammates invulnerable to your weapons by turning Allow Friendly Fire “off”

Allow Team Tags: Having this option "off" will not allow players to use Friendly Tags.

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Visit the NovaLogic website for up-to-the-minute information, frequently asked questions, game updates, previews of upcoming products and screen shots as well as the latest on NovaWorld, our large-scale multiplayer gaming service.

Email Support Address: support@novalogic.com
You may also email your questions and comments to a member of technical support at any time. To better assist you, please detail your hardware set-up and be as specific as possible regarding any problems you may be experiencing.

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