

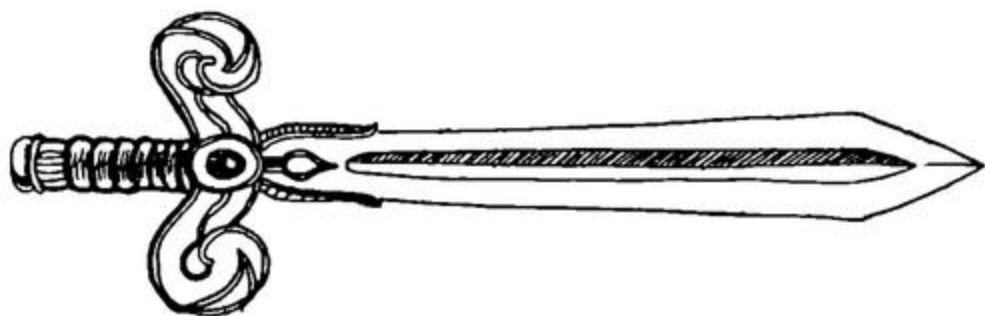


# THE LOST VIKINGS





# THE LOST VIKINGS



Interplay™





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# THE VIKINGS' STORY

**I**t was a day that the members of the Viking village looked forward to every year. On this day everyone in the village celebrated the fall harvest with contests of bravery and skill throughout the afternoon followed by a grand feast at dusk.

The most anticipated event of the day was the hunt. In this competition, the best huntsmen from the village venture into the wilderness to see who could catch the most game for the evening's feast. By noon, all the participants had arrived at the starting point of the hunt, except for three vikings who lived just outside the village. Since their tardiness was nothing new, the decision was made to start the hunt without them. Upon hearing the horn, indicating the beginning of the competition, Olaf the Stout™ and his two buddies, Baleog the Fierce™ and Erik the Swift™ simply rushed into the forest to prevent the others from having too great of a head start.

Meanwhile, the infamous intergalactic zookeeper, Tomator, piloted his space craft to Earth through a fiery vortex that appeared high above the fjords of the Baltic Sea. Tomator was sure that he could find adequate specimens for his zoo on this tiny planet. He commanded his ship to begin its descent as he made preparations to go on a hunt of his own.



As Olaf the Stout, Baleog the Fierce and Erik the Swift walked home from the feast they were still bragging over their triumphs in the hunt. When each brother had finished claiming that he was a better hunter than the other two, they retired to their cottages, oblivious to the strange flying object that had appeared directly over their village.

Tomator brought his craft closer to the ground, trying to locate the three specimens that he had previously chosen. He had noticed them earlier, when they appeared to be the victors of some primitive

*ritual of skill and strength. After a few minutes, Tomator's computer located the selected humans and began to teleport his unsuspecting captives aboard his ship.*

*Erik, the swiftest of the vikings, was awakened suddenly to find himself suspended above his bed and being pulled upward. Despite his efforts to resist, he was drawn through the top of his hut and into the night sky. Next, Olaf the Stout and Baleog the Fierce experienced the same fate as they too were pulled from their beds, toward the strange metallic object in the sky.*



*With the acquisition complete, Tomator took his craft out of orbit. Due to a short circuit during the teleportation process, the Vikings materialized in the corridors of Tomator's ship rather than in his specimen room. Now the Vikings only hope to return home is the use of their skills and the strange vortices that can carry them through time and space.*



*Your story begins with the three Lost Vikings aboard Tomator's ship, and only with your help and expertise can they find their way back home again.*

*You must guide the Lost Vikings through the complex maze of Tomator's space craft. Use Erik's speed, Baleog's weaponry and Olaf's defensive abilities to help return these poor lost souls to their village.*

## HOW TO PLAY

**T**he goal of The Lost Vikings is to help Olaf the Stout, Baleog the Fierce and Erik the Swift find their way back home. To do so they must successfully solve all the levels of the game going through time and space to many different eras, until they confront and defeat their captor, Tomator.

To successfully complete a level all three Vikings must get to the "EXIT" alive. They will then continue onto the next level. At the end of the last level of each era there will be a vortex that will warp the Vikings to the next era in time.



Each Viking starts each level with three health points and no items. These health points can be lost either one at a time or all at once depending on what type of enemy or obstacle does damage to the character. The health status of each warrior is represented by the three red dots under their picture in the status bar at the top of the screen. Health points can be restored by eating food that can be found throughout the game. They can also use armor to get a bonus health point represented by a blue dot.



To complete the level the Vikings will have to use their skills in many different ways to solve the puzzles. Many times the Vikings will have to use their skills cooperatively.



When the Vikings get to a new level you will be given a password. Write this down in the back of this manual. You will be able to restart the game later by using this password.





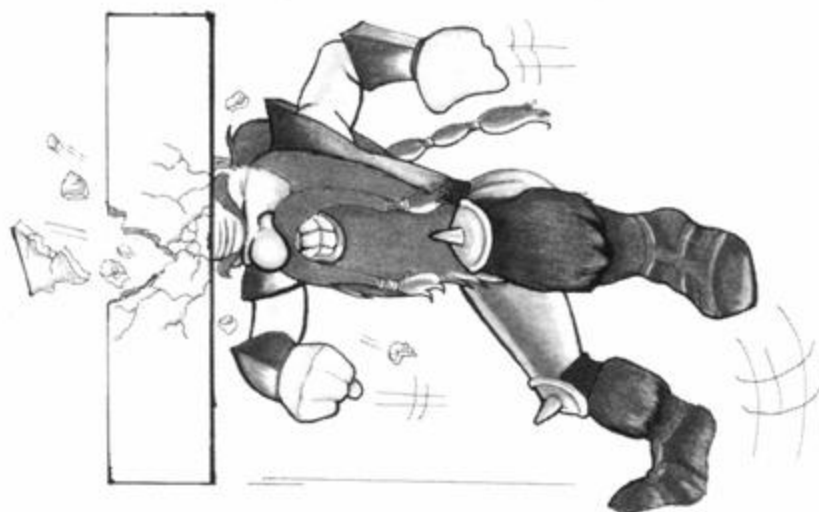
If at any time a Viking has died or you feel that they are stuck in a position making the level unsolvable, you can give up by pressing a **PAUSE** key (described on page 7 or 9) and then selecting YES. Doing this will bring all dead Vikings back to life and they will restart the level.



There are many hidden places throughout the game. If the Vikings find these places, they are sure to find something valuable.



In the early levels there will be hint buttons with '?' in them. When a Viking is near one of these you can press the **S** key to get a hint.



# PC GAME CONTROLS

## IBM PC AND 100% COMPATIBLES

### Installation

The Lost Vikings must be installed onto a Hard Drive. To install The Lost Vikings onto your Hard Drive, insert the START UP disk into a floppy drive and type: **A:** <Return> (or **B:**, whichever drive is appropriate). Then type: **INSTALL** <Return> Afterwards, an installation screen will come up. Follow the on-screen instructions to complete the installation process.

### To Play the Game

Get into your Hard Drive by typing **C:** <Return> (or **D:**, whichever is appropriate). To get into the Lost Vikings directory, type **CD\LOSTVIK** <Return>. To start up the game type: **VIKINGS** <Return>. When the title screen comes up, you will be prompted for the copy protection. Please have this manual handy.

NOTE: If after installing The Lost Vikings you change hardware in your system, you may need to reconfigure your game. To do this, from the Lost Vikings directory, type: **SETUP** <Return> This will reconfigure your game without having to reinstall the game.

### Keyboard Controls

#### Left/Right Arrow Keys or

**Keypad 4/6** MOVES THE VIKING LEFT OR RIGHT

#### Up/Down Arrow Keys or

**Keypad 5 or 8/2** MOVES THE VIKING UP OR DOWN  
When a Viking is on a ladder or an elevator, these will move the Viking in that direction.

#### F Key

**Space Bar** PERFORMS A VIKING'S PRIMARY ABILITY.  
**Enter** Baleog the Fierce will swing his mighty sword.  
**Keypad (+) or** Erik the Swift will jump to great heights.  
**Keypad Enter** Olaf the Stout will raise or lower his shield.

#### D Key

PERFORMS A VIKING'S SECONDARY ABILITY.  
Baleog the Fierce will shoot arrows with his bow.  
Erik the Swift uses his head to bash while running.  
Olaf the Stout will raise or lower his shield.

## PC GAME CONTROLS

<b>E Key</b>	<b>USES AN ITEM</b> Allows a Viking to use the highlighted item from his supply of items.
<b>S Key</b>	<b>ACTIVATES A SWITCH</b> Allows a Viking to activate buttons, flip switches, etc. and talk to other characters.
<b>Ctrl</b>	
<b>Keypad 7</b>	<b>SWITCHES VIKINGS</b>
<b>Keypad 9</b>	Will enable the player to take control of one of the other two Vikings.
<b>Keypad 0</b>	
<b>Esc Key</b>	<b>PAUSES THE GAME</b>
<b>P Key</b>	Pressing one of these keys during play will pause the game. When the game is paused you will be given the option to GIVE UP? Choosing YES will restart you at the beginning of the same level. Choosing NO will resume the game.
<i>The GIVE UP option is very useful if one of your Vikings has died or are in a position so that you cannot complete the level. You cannot complete the level if a Viking has died.</i>	
<b>Tab Key</b>	<b>SELECTS AN ITEM</b>
<b>Caps Lock</b>	Allows you to choose the item to be used. To choose an item, press one of these buttons and move the flashing box to the desired item. Pressing the button again will resume the game. This can also be used to pause the game.
<b>Alt-X</b>	<b>QUITS THE GAME</b>
<b>Alt-Q</b>	Will quit the game and put you back into DOS.
<b>Alt-S</b>	<b>SOUND</b> Turns the sound off, pressing the buttons again turns the sound back on.
<b>Alt-M</b>	<b>MUSIC</b> Turns the music off, pressing the buttons again turns the music back on.

# AMIGA GAME CONTROLS

## AMIGA COMPUTERS

The game may be played by floppy or by installing to it your Hard Drive.

### To play the game from the floppy disks:

Insert the first disk into your floppy drive and turn on the computer. Once the screen comes up, double click on the Lost Vikings icon. When the title screen comes up you will be prompted for the copy protection. Please have this manual handy.

### To install the game onto your Hard Drive:

Boot up your computer and get into WorkBench. Insert the first disk into your floppy drive and double click the disk icon on your screen. There will be a HD Install icon on the screen, double click on this icon to continue the installation process. It will then ask you to enter the Path.

Type **DHO: The Lost Vikings** (or any name you like as the directory) Afterwards, an installation screen will come up. Follow the on screen instructions to complete the installation process.

### To play the game

Go into the path where you installed it and double click on "The Lost Vikings" icon.

## Keyboard Controls

<b>Keypad 4/6</b>	MOVES THE VIKING LEFT OR RIGHT
<b>Keypad 8/5 or 2</b>	MOVES THE VIKING UP OR DOWN Pushing UP or DOWN will move a Viking in that direction on a ladder or an elevator.
<b>F Key</b>	PERFORMS A VIKING'S PRIMARY ABILITY.
<b>Space Bar</b>	Baelog the Fierce will swing his mighty sword.
<b>Enter</b>	Erik the Swift will jump to great heights.
<b>Keypad 0</b>	Olaf the Stout will raise or lower his shield.
<b>D Key</b>	PERFORMS A VIKING'S SECONDARY ABILITY.
<b>Keypad (+)</b>	Baleog the Fierce shoots arrows with his bow.
<b>Keypad Enter</b>	Erik the Swift uses his head to bash while running. Olaf the Stout will raise or lower his shield.



## AMIGA GAME CONTROLS

<b>E Key</b>	<b>USES AN ITEM</b> Allows a Viking to use the highlighted item from his supply of items.
<b>S Key</b>	<b>ACTIVATES A SWITCH</b> Allows a Viking to activate buttons, flip switches, etc. and talk to other characters.
<b>Del</b> <b>Help</b> <b>Keypad 7</b> <b>Keypad 9</b>	<b>SWITCHES VIKINGS</b> Will enable the player to take control of one of the other two Vikings.
<b>Escape</b> <b>P</b> <b>Alt-P</b> <b>A-P</b>	<b>PAUSES THE GAME</b> Pressing one of these keys during play will pause the game. When the game is paused you will be given the option to GIVE UP? Choosing YES will restart you at the beginning of the same level. Choosing NO will resume the game.
<i>The GIVE UP option is particularly useful if one of your Vikings has died or are in a position so that you cannot complete the level. You cannot complete the level if a Viking has died.</i>	
<b>Tab</b> <b>Caps Lock</b> <b>Control</b>	<b>SELECTS AN ITEM</b> Allows you to choose the item to be used. To choose an item, press one of these buttons and move the flashing box to the desired item. Pressing the button again will resume the game. This can also be used to pause the game.
<b>Alt-X</b> <b>Alt-Q</b> <b>A-X</b> <b>A-Q</b>	<b>QUITS THE GAME</b> Will quit the game and put you back into DOS.
<b>Alt-S</b> <b>A-S</b>	<b>SOUND</b> Will turn the sound off, pressing the buttons again will turn the sound back on.
<b>Alt-M</b> <b>A-M</b>	<b>MUSIC</b> Will turn the music off, pressing the buttons again will turn the music back on.

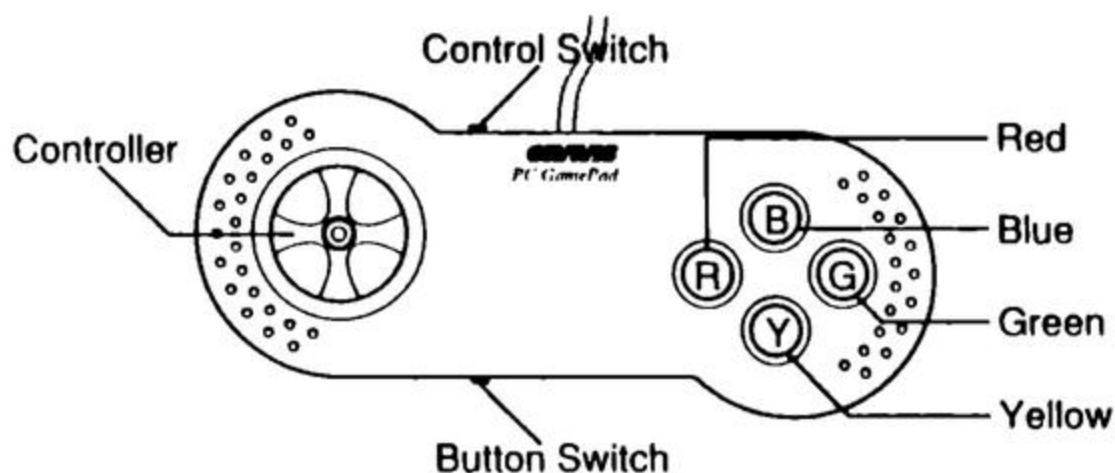
# GAME CONTROLS

## JOYSTICK CONTROLS

If a JOYSTICK is to be used, it must be used in conjunction with the KEYBOARD. Listed below are the capabilities of the joystick, any other actions (i.e. switching Vikings, Pause, Selecting Item, etc.) must be done by using the KEYBOARD controls. These controls are listed on the previous pages.

## GRAVIS PC GAMEPAD

- Left/Right** MOVES THE VIKING LEFT OR RIGHT
- Up/Down** MOVES THE VIKING UP OR DOWN  
When a Viking is on a ladder or an elevator, pushing UP or DOWN will move the Viking in that direction.



- Red Button** PERFORMS A VIKING'S PRIMARY ABILITY.  
Baleog the Fierce will swing his mighty sword.  
Erik the Swift will jump to great heights.  
Olaf the Stout will raise or lower his shield.

- Blue Button** PERFORMS A VIKING'S SECONDARY ABILITY.  
Baleog the Fierce shoots arrows with his bow.  
Erik the Swift will use his head to bash while running.  
Olaf the Stout will raise or lower his shield.

# GAME CONTROLS

**Yellow Button** USES AN ITEM  
Allows a Viking to use the highlighted item from his supply of items.

**Green Button** ACTIVATES SWITCHES  
Allows a Viking to activate buttons, flip switches, etc. and talk to other characters.

## OTHER JOYSTICKS

**Left/Right** MOVES THE VIKING LEFT OR RIGHT

**Up/Down** MOVES THE VIKING UP OR DOWN  
Pushing UP or DOWN will move a Viking in that directions on a ladder or an elevator.

**Primary Button** PERFORMS A VIKING'S PRIMARY ABILITY.  
Baleog the Fierce will swing his mighty sword.  
Erik the Swift will jump to great heights.  
Olaf the Stout will raise or lower his shield.

**Secondary Button** PERFORMS A VIKING'S SECONDARY ABILITY.  
Baleog the Fierce shoots arrows with his bow.  
Erik the Swift will use his head to bash while running.  
Olaf the Stout will raise or lower his shield.

# ITEMS

Throughout the course of the game, there will be several different items that will assist you in completing the game.



## FOOD

Heals 1 health point.



## STEAKS

Heals 2 health points.



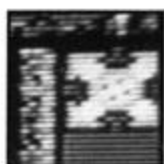
## SHIELD

Gives a Viking a bonus blue health point.



## BOMBS

You can drop them anywhere you like to blow something up.



## SMART BOMBS

Destroys all enemies on the screen.



# ITEMS



## FLAMING ARROW

Kills an enemy in one shot.



## KEYS

Used to unlock doors of the same color.



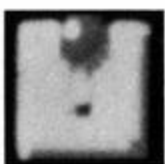
## GRAVITY BOOTS

Let's a Viking walk in a gravitational field.



## BUTTONS

Used in many places to activate things in the game, like opening doors.



## SWITCHES

Also used in many places to activate things in the game, like opening doors.



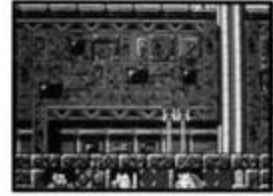
## TARGET

Acts like buttons but must be shot by Baleog to activate.

## INVENTORY CONTROL

Each Viking has the ability to carry up to four items. An item is automatically picked up when they touch it (as long as the Viking has room to carry the item). To use an item, press a **SELECT** key and move the flashing box to the desired item. Then press a **SELECT** key again to resume your game. You can then press **E** at anytime to use the selected item.

The Vikings are also able to trade items with each other, but only if they are close to each other. To trade an item you must first switch control to the Viking with the item you want to trade. Press a **SELECT** key, move the flashing box to the desired item to be traded and press a **PRIMARY ABILITY** key. Then move the item to the Viking you want to give the item to and press a **PRIMARY ABILITY** key. To exit inventory mode, press a **SELECT** key.



You can also throw away food or bombs by moving the item to the trash can.



## SAVING THE GAME

*The Lost Vikings* allows you to continue where you last left off by entering a password. The game will give you a password at the beginning of each new level you reach. In case you forget to write down the password at the start of a new level, you can retrieve the password again by pressing **D**, **E** or **S** at the funeral screen.



Erik, Olaf, and Baleog want to remind you to write down your passwords on the page provided in the back of this manual. This way you will always know where it is and you will never have to replay levels that you have already completed.



To start the game from a saved password, select **PASSWORD** from the **START** screen. Enter your password by using the **Up** and **Down Arrow Keys** or type it in for faster entry. If you type the password in, it will automatically go to the next letter, if you are using the arrow keys, then use the **Right Arrow Key** to move to the next letter. If you have made a mistake in the password, use the **Left Arrow Key** or **Backspace** to undo the error.



# CHARACTER PROFILES

**NAME:** Erik the Swift

**AGE:** 19

**HEIGHT:** 5'8"

**WEIGHT:** 160 lbs.

**SPECIALTY:** Scouting, speeding

**EQUIPMENT:** Running shoes, a strong head

**OCCUPATION:** Mercenary, track coach, stuntman, pizza delivery

**HOBBIES:** Sprinting, rock climbing

**FAVORITE AUTHORS:** Dr. Seuss, Friedrich Nietzsche



**FAVORITE MOVIES:** *The Running Man, Running Scared, Run Silent, Run Deep, Logan's Run, Running on Empty, Nuns on the Run, Running Brave, Erik the Viking*

**FAVORITE BAND:** Rush

**FAVORITE MEAL:** Fast food



# CHARACTER PROFILES

**AILMENTS:** Athlete's foot, frequent headaches

**FAVORITE PETS:** Cheetahs, jaguars, falcons

**DESIRED BIRTHDAY PRESENT:** A football helmet

**FAVORITE HOLIDAY:** Groundhog Day

**FAVORITE QUOTE:** "It is better to run and jump away from enemies than it is to let them smash you into little pieces." - Anonymous

**COMMENTS:** The tactical genius and self-proclaimed leader of the party. Erik is the swiftest and most agile of the Vikings which makes him an indispensable part of any expedition. His wit and resourcefulness are often key to resolving difficult situations. However, he has a short attention span and gets easily agitated by sitting in the same place too long. In fact, his patience is often times too thin to tolerate his two brothers. Despite these shortcomings, he proves to be a valuable companion on any adventure.

**STRENGTHS:** Erik is the swiftest Viking. He can outrun any enemy and leap high into the air. He also has a head of stone which he can use to bash open walls.

**WEAKNESSES:** Erik has no defensive capabilities, which leaves him very vulnerable if he goes out scouting by himself. His speed can also be a liability at times if you are not careful.

# CHARACTER PROFILES

**NAME:** Baleog the Fierce

**AGE:** 25

**HEIGHT:** 6'0"

**WEIGHT:** 220 lbs.

**SPECIALTY:** Combat, chopping, slicing and dicing.

**EQUIPMENT:** Bow, arrows, sword, attitude

**OCCUPATION:** Mercenary, corporate raider

**HOBBIES:** Body building, knife throwing, bowling

**FAVORITE DRINK:** Fruit punch

**PREFERRED VEGETABLE:** Squash

**GOALS:** World domination, bowling league champion

**FAVORITE MOVIES:** *Sparticus, Rambo II, Conan the Barbarian, Pumping Iron, The Terminator*

**FAVORITE EXCLAMATION:** Yo!



# CHARACTER PROFILES

**FAVORITE VACATION SPOT:** Iceland

**FAVORITE VOWEL:** A

**FAVORITE HOLIDAY:** Labor Day

**FAVORITE BAND:** Aerosmith

**FAVORITE QUOTE:** "Enter the mill and you will come out floury and baked." - unknown Danish baker

**PRIZED POSSESSIONS:** Sword-shaped letter opener, long underwear

**COMMENTS:** Baleog's enormous ego is tolerable only in light of the martial skill he provides to the expedition. When he's not accusing his brothers of being lazy or weak, Baleog can often be found sharpening his sword and contemplating his strategy for world conquest. Nonetheless, despite his sometimes less than pleasant company, Baleog is a fierce foe to any that stand in a party's way.

**STRENGTHS:** Baleog can attack with his sword and shoot arrows. He can also use arrows to activate switches that are a long distance away.

**WEAKNESSES:** He has not yet mastered the art of defense. Therefore he usually hides behind Olaf's shield during battles with formidable foes.

# CHARACTER PROFILES

**NAME:** Olaf the Stout

**AGE:** 23

**HEIGHT:** 6' 2"

**WEIGHT:** 320 lbs.

**SPECIALTY:** Defense, aeronautics,  
comedic relief

**EQUIPMENT:** Shield, belly, a silly  
laugh

**OCCUPATION:** Mercenary,  
Winchell's poster boy

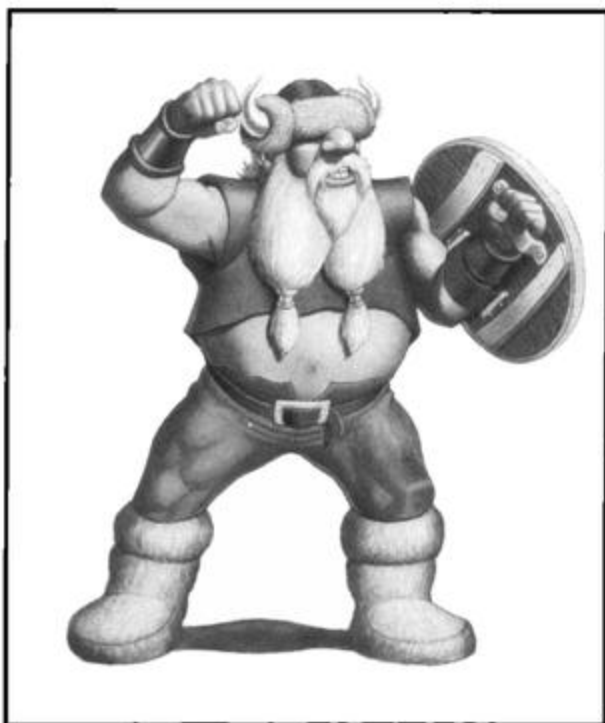
**HOBBIES:** Para-Sailing, bungee  
jumping

**FAVORITE FOOD:** Meatloaf,  
sprinkled doughnuts

**ULTIMATE FANTASY:** To be a Sumo wrestler

**FAVORITE INSTRUMENT:** Tuba

**FAVORITE MOVIES:** *Fat Man and Little Boy, Little Big Man, Breakfast at Tiffany's, The Breakfast Club, The Naked Lunch, Lunch Wagon, Dinner at Eight, Guess Who's Coming to Dinner, My Dinner with Andre*



**FAVORITE RELATIVE:** Uncle Beorn

**FAVORITE HOLIDAY:** Thanksgiving Day

**FAVORITE BOOKS:** *ABC-123, Green Eggs and Ham*

**FAVORITE QUOTE:** "Life is just a big banana. Be careful not to slip on the peel and all will turn out fine." - Uncle Beorn

**FAMILY:** Married with two children

**FAVORITE TOY:** Yellow rubber duck named Elvis

**COMMENTS:** This jovial Viking, with his hardy constitution and steadfast resolve, can be counted on in any situation. His appetite for adventure is rivaled only by his passion for pastries. Unfortunately, he is often seized by unprovoked laughing fits, making extended travel with him somewhat tiresome. His hulking presence is, however, greatly appreciated in the heat of battle.

**STRENGTHS:** He can use his shield to block enemies and their shots. He can also hold his shield above his head and float long distances, which gives him great maneuverability.

**WEAKNESSES:** He has to wait for Baleog in combat situations and his shield can not always protect him and the other Vikings from certain foes that have jumping capabilities of their own.

# PASSWORD NOTEBOOK

LEVEL	PASSWORD	LEVEL	PASSWORD
1	TLPT	20	_____
2	GRND	21	_____
3	LLND	22	_____
4	FLPT	23	_____
5	TRSS	24	_____
6	PRHS	25	_____
7	CVRN	26	_____
8	BBLS	27	_____
9	VLCN	28	_____
10	QCKS	29	_____
11	PHRØ	30	_____
12	CIRØ	31	_____
13	SPHS	32	_____
14	WVV	33	_____
15	_____	34	_____
16	_____	35	_____
17	_____	36	_____
18	_____	37	_____
19	_____		



# CREDITS

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THANKS TO	Scott Bennie & Scott Mills
	Additional grunts, groans and other sounds provided by M.C. Olaf and the 2 Short Crew.

GT

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If the Software should fail after the original 90-day warranty period has expired, you may return the Software to **Interplay Productions** at the address noted below with a check or money order for \$15.00 (U.S. Currency), which includes postage and handling, and **Interplay** will mail a replacement to you. To receive a replacement, you should enclose the defective Software (including the original product label) in protective packaging accompanied by: (1) a \$15.00 check, (2) a brief statement describing the defect, and (3) your return address. *If replacement Softwares are not available the defective Pak will be returned and the \$15.00 refunded. Due to the nature of batteries, the battery back up in any Software can only be warranted for a period of one year from the date of purchase.*

**If you have a problem with your Software, you may wish to call us first at (714) 553-6678 from 9:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.** If your Software is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the Software, with a description of the problem and \$15.00 to:

## WARRANTY REPLACEMENTS

### **Interplay Productions**

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Irvine, CA 92714

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If you have any questions about **The Lost Vikings**, or any Interplay product, you can reach our Customer Support/Technical Service Group at:

Interplay Productions  
17922 Fitch Avenue  
Irvine, CA 92714  
Attn: Customer Support

You may call us at (714) 553-6678, 9:00 a.m. to 5:00 p.m., Pacific Standard Time, Monday through Friday. No hints will be given out from this number. Hints are available through the postal mail, or through one of the electronic services below.

Please have your system information available, better yet, be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

**Interplay BBS:** If you have a modem, we have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is (714) 252-2822. Modem settings are 300-14.4k Baud, V.32bis, V.42bis, 8-N-1. This is a free service.

**America Online:** You can E-mail Interplay Customer Support at INTERPLAY. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword". Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

**CompuServe:** We are located in the Game Publishers B Forum, type GO GAMB PUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMB PUB. The best place for gameplay hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

# CUSTOMER SUPPORT

**GEnie:** We are located in the Games RoundTable by Scorpia, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries, hints are available in the Interplay Category.

**PRODIGY® Interactive Personal Service:** We are located in the Software Connexion. Use Jump to "Software Connexion". Select "The Publisher's Exchange". You can also send mail directly to us. Our ID is "PLAY99B".

**National Videotex Network:** You can reach us by typing "GO GAMESFORUM" or you can send mail to our account "INTERPLAY". Demos and patches are available in the GAMESFORUM library. NVN features many online games, and other items of interest for gamers. For more information about NVN, you can call 800-336-9096.

**Internet:** You can reach Interplay with "interplay@aol.com" or "76702.1342@compuserve.com". Many Interplay demos and patches are available at Internet FTP sites.













*Interplay™*



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