G-POLICE HANDBOOK

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GUIDE TO OPTIMAL LISTENING

Congratulations! The product you have purchased incorporates QSound™ Virtual Audio from QSound™ Labs Inc. QSound™ is a patented, innovative process that creates a dramatically enhanced soundfield extending far beyond the bounds of regular stereo. The result is an audio experience of unparalleled realism.

The following guidelines will help you get the maximum benefit from QSound™ Virtual Audio.

Since QSound™ is a stereo process, you will need a stereo playback system. The aim of the following suggestions is simply to set up your system symmetrically, so that both left and right speakers are similarly arranged.

Both speakers should be placed at the same distance from the listening position.

Make sure both speakers are at the same angle. (Facing straight forward or turned slightly toward the listening position; whichever is your preference.)

Arrange both speakers at the same height.

Your speakers should not be too far apart. For example, in a multi media setup, they should be just to either side of your video monitor.

QSOUND™ VIRTUAL AUDIO

If your system has a balance control, be sure it is centered. If, on the other hand, each speaker has its own volume control, adjust them so that the speakers are as closely matched in relative volume as possible.

Your speakers must be in phase. Most multimedia speakers use connectors that automatically ensure proper phasing, but some systems (e.g. home stereos) having separate speakers and amplifier use two terminals for each connection point. These are typically coloured red and black or marked '+' and '-'. Speaker wire usually has one of its two conductors marked with a coloured line or ridge. Connect this conductor to the red or '+' terminal in each case, then connect the remaining conductor to the black or '-' terminal.

Although enhancement can be heard off axis, dramatic sound localization will be heard when you are centered between the speakers. By taking a little time to set up your system properly, you will maximize your enjoyment of the QSound™ audio enhancement built into G-Police.

QSound™ Labs, Inc. Calgary AB, Canada 403.291.2492

YOUR INTRODUCTION TO THE FORCE

Welcome to the G-Police.

As a new recruit, you are joining an organisation which, although only a few years old, already has an enviable reputation; we hope that you prove to be a worthy addition to our ranks.

In order to reach this point, you have undergone the most stringent and demanding training programme ever developed. However, from now on, the orders you take and the missions you carry out will be for real. You will no longer be using dummy weapons on makeshift streets. Things are no longer make believe. Only you and your colleagues stand between our public and the aggressive corporations we have been briefed to control - it is up to you now to enter the real world and put your training into practice.

I wish you luck and hope that you are able to carry out all your orders with skill and dedication. Remember that the G-Police will always be watching; it is up to you to ensure that we like what we see.

DeGiorgio

Chief Commissioner DeGiorgio
G-Police Central Command

THE G-POLICE DECLARATION

GOVERNMENT ORDER TR4/6645.89 -
REPRODUCED ACCORDING TO THE GOVERNMENT ARCHIVES OF DECREE.
NEW RECRUITS ARE INSTRUCTED TO COMMIT THIS DOCUMENT TO MEMORY.

"On this day, being the 8th of June in the year 2089, this Government declares the establishment of a law keeping organisation dedicated to the maintenance of good order within the colonies of Earth and its off-world installations.

This organisation is to be known by the name 'Government Police' (G-Police).

By this declaration, all this Government's inclusive parties agree:

- the G-Police may bear arms in pursuit of their duties
- the G-Police may apprehend and arrest individuals assuming there is reasonable suspicion of intended or actual misdemeanour.
- the G-Police are answerable at all times to this Government and its agents.

This decree is recorded and registered in the manner laid down in the Text Of Constitution. It is now declared active."

Committee of Policy and Law
on behalf of the Governing Council.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26

INSTALLING THE GAME

Insert the G-Police CD into your CD-ROM drive.

When you first insert the disc, you will be presented with the Autorun box which allows you to 'Install'.

Click on the 'Install' button to continue.

Once the game has been installed, you will be offered 3 options - 'Install', 'Play' and 'Uninstall'. Click 'Play' to start the game.

NOTE: G-Police requires DirectX 5 to be installed on your computer in order to work properly. The G-Police installer will automatically check which version, if any, you already have. If necessary, DirectX 5 will be installed.

There are a number of animated sequences throughout G-Police. These can be skipped by pressing the RETURN key or the ESC key.

Still can't get to grips with G-Police? In trouble and need help?

Then call for assistance now on

0891 669 999*

(UK only)

*Calls cost 50p per minute at all times. Please obtain bill payer's permission before calling.

CONTROLLING THE GAME

G-Police can be controlled using a keyboard or joystick/joypad as the primary controller.The keyboard is the default control device - all instructions in this manual assume the keyboard is the primary controller.

Menu screens can be activated using a mouse.Where the manual instructs you to click an on-screen item, this refers to a single click on the left mouse button unless otherwise stated.

IMPORTANT NOTE
All keys mentioned in this manual refer to the default keyboard settings.
Be aware that if you reconfigure your keyboard controls, you will need to allow for this change when referring to the manual.

DEFAULT KEYBOARD CONTROLS

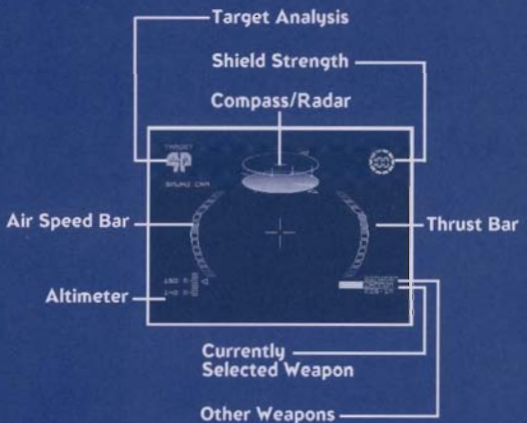
Key	Action
Left arrow key	Turn left
Right arrow key	Turn right
Up arrow key	Nose down
Down arrow key	Nose up
Right SHIFT key	Forward thrust
Right CTRL key	Reverse thrust
Left CTRL key	Fire currently selected weapon
'A' key	Weapon select up
'Z' key	Weapon select down
'S' key	Hover up
'X' key	Hover Down
'C' key	Target Toggle/Scan
Left ALT key	Air Brake (in conjunction with arrow keys)
'S' key + 'X' key	Maintain constant altitude
Double tap and hold Right SHIFT key	Forward after-burn
Double tap and hold Right CTRL key	Reverse after-burn
ESC key	Pause
SPACE bar	Change view

DEFAULT JOYSTICK/JOYPAD CONTROLS

As there are a number of different joystick and joypad controllers on the market, you are advised to configure your device to suit your preferences before starting play.

You will need to choose 'Control Setup' from the 'Options Menu' to do this.

YOUR COCKPIT HUD



To select menu options, move the mouse pointer over the appropriate item then click. Press the ESC key to return to the previous menu.

Main Menu

NEW MISSION
Start the game.

LOAD MISSION
Go to the Load Mission Menu.

TRAINING
Go to the Training Mission Menu.

OPTIONS
Go to the Options Menu.

QUIT GAME
Allows you to quit the game.

Load Mission Menu
Each previously saved game will appear in one of the 15 available save slots.

Move the mouse pointer over the game slots until the one you want is highlighted, then click.

If this is the correct file, click on 'OK' to load the game. If it is not the correct file, click on 'CANCEL'.

Training Mission Menu
A list of the available training missions will appear on-screen. Using the mouse, click on the required mission, then click on 'OK'.

Options Menu

SOUND SETUP
Go to the Sound Setup Menu.

CONTROL SETUP
Go to the Control Setup Menu.

GRAPHICS SETUP
Go to the Graphics Setup Menu.

MAIN MENU
Return to the Main Menu.

Sound Setup Menu.
To alter an item, click on it then refer to the instructions below. When all items are set correctly, click on 'OK'.

MUSIC
Click to toggle between 'ON' or 'OFF'.

MUSIC VOLUME
Increase or decrease the volume of in-game music by clicking on the right or left on-screen arrows respectively.

SFX VOLUME
Increase or decrease the volume of in-game sound effects by clicking on the right or left on-screen arrows respectively.

REVERB
Click to toggle between 'ON' or 'OFF'.

SAMPLE RATE
Click to toggle between a sound sample rate of 22.050 kHz or 11.025 kHz.

SOUND MODE
Click on the on-screen arrows to cycle through Mono, Stereo, Q-Sound or Dolby.

Control Setup Menu
Choose your primary control device by clicking on 'KEYBOARD' or 'JOYSTICK', then click on 'OK' to go to the appropriate configuration screen. Configuration is done in the same way for each control device:

Click on the required function then press the new key or button you wish to use for that function. Once all changes are complete, click on 'OK'.

Click on 'Restore Defaults' if you wish to return to the default settings.

Graphics Setup Menu
This menu allows you to adjust various visual effects to suit the speed of your machine. To alter an item, click on it then refer to the instructions below. When all items are set correctly, click on 'OK'.

FILTERING
Click to toggle between 'ON' or 'OFF'.

HAZE
Click to toggle between 'ON' or 'OFF'.

TRAFFIC DENSITY
Click on the on-screen arrows to cycle through 'LOW', 'MEDIUM' or 'HIGH'.

VIEW DEPTH
Click on the on-screen arrows to cycle through 'V.NEAR', 'NEAR', 'MID', 'FAR' or 'V.FAR'.

GAMMA CORRECTION
Click on the on-screen arrows to set gamma correction between -4 and +10.

ANTI-ALIASING
Click to toggle between 'ON' or 'OFF'.

LENSFLARE
Click to toggle between 'ON' or 'OFF'.

SCREEN RESOLUTION
Click on the on-screen arrows to set the screen resolution.

Mission Complete Menu

CONTINUE
Go to the next mission.

SAVE MISSION
When you select this option, you will be able to save your current game in one of 15 available slots. Click on the slot you wish to use, then enter a file name followed by RETURN. Your current game statistics will be displayed on the right of the screen. Click 'OK' to confirm the save.

Pause Game Menu
To access the Pause Game Menu, press the ESC key during a mission.

RESUME
Return to the current mission.

RESTART
Restart the current mission.

QUIT
Quit the current mission.

SFX VOL
Use the Left and Right arrow keys to decrease or increase the volume of sound effects.

MUS VOL
Use the Left and Right arrow keys to decrease or increase the volume of in-game music.

VIEW
Use the Left and Right arrow keys to cycle through the different game views. While in-game, repeatedly pressing the SPACE bar will also perform this function. Remember that 'Cockpit' is the default view.

MAP
Go to the mission map. See the section headed 'Using The Map' for more information.

MISSION BRIEFINGS

Before you undertake your mission, you will be briefed via the briefing screen. The briefing will be spoken as well as appearing as a text message. You can click on 'CONTINUE' at any time to skip to the next screen; however, it is recommended that you listen to the briefing at least once in order to understand your mission objectives.

Once you have clicked on 'CONTINUE', you will be taken to the Weapon Data screens which detail the weapons available on your gunship during the coming mission. Use the Up and Down arrow keys to cycle through the Weapon Data screens. Click on 'CONTINUE' to start the mission.

TRAINING MISSIONS

The training missions are accessed via the Main Menu; they have been designed to help you familiarise yourself with the gunship's controls, cockpit HUD and weapons. As your gunship is a complex flying machine, you are strongly advised to make use of all the training missions before going out on active service. You should also read the appropriate sections of this handbook.

Training missions are briefed in the same way as active missions.

ACTIVE MISSIONS

Your active missions will consist of duties and objectives given to you by your G-Police commander. It is imperative that you obey orders and listen carefully to the radio communications you receive during each mission; not only will they give you instructions on which you must act, they may also give warnings of imminent attack.

If you fail to complete your primary mission objectives, you will have the chance to 'RETRY?' or 'QUIT'. This menu has a 10 second countdown. If no choice has been made in the time allowed, the mission will quit. Use the Up and Down arrow keys to highlight you choice then press the RETURN key to confirm.

If you complete a mission successfully, you will be taken to the Mission Debrief screens. The first screen will show you the mission statistics; click 'CONTINUE' to carry on. The next screen will give you the mission debriefing. Click 'CONTINUE' to go to the Mission Complete Menu.

FLYING YOUR CRAFT

As a recent recruit to the ranks of the G-Police, you will initially be put in charge of a DASA - Kamov HAVOC close air support Gun Ship.

The success of your missions will depend heavily on your flying skills - you should spend some time familiarising yourself with the way your craft handles as the lives of civilians and other G-Police members will be at stake once you're on active service. You may undergo further training at any time by selecting 'Training' from the Main Menu.

Forward Thrust

Tap the Right SHIFT key to increase your craft's forward thrust. There is no need to keep this button held down once your desired speed has been achieved - your craft will maintain this speed until reverse thrust is applied.

Double tap and hold the Right SHIFT key to engage the forward after-burn function; this enables you to reach full forward thrust quickly.

Reverse Thrust

Tap the Right CTRL key to increase your craft's reverse thrust. This will usually be used as a brake to slow down your craft's forward movement. However, if you keep the Right CTRL key pressed down once the craft is hovering, it will begin to fly backwards. This button must be held down to continue reversing.

Double tap and hold the Right CTRL key to engage the reverse after-burn function; this enables you to reach full reverse thrust quickly.

Steering Your Craft

Use the Left and Right arrow keys to steer your craft left or right respectively. Use the Up and Down arrow keys to point the nose of your craft down or up respectively.

Altering Your Altitude

Use the 'S' key and the 'X' key to increase or decrease your altitude respectively.This allows your craft to change its altitude without having to pitch up or down.This is a useful technique for approaching targets, allowing you to 'hop' over bridges and 'duck' under girders while looking straight ahead.

If you hold down both the 'S' and the 'X' keys together, your altitude will be locked.This is useful for tracking ground targets without flying into the ground.

USING YOUR ON-BOARD COMPASS / RADAR

All G-Police craft are fitted with a sophisticated navigational device enabling you to fly quickly in the direction of a target.

This radar appears in the top centre of your cockpit HUD; it takes the form of a green 3D circle. The red arrow on the circle's edge indicates your waypoint - when the arrow is pointing straight up, you are flying towards the waypoint. The waypoint may be a location to which you are required to go or even an enemy vehicle.

The radar also indicates your height above the ground; as you fly higher, the radar separates into 2 circles. The top circle is the plane on which you are flying while the bottom circle represents ground level.

Enemy vehicles are represented by coloured dots within the compass:

G-Police = blue.
Civilians = white.
Nanosoft vehicles = green.
Krakov vehicles = red.

A locked target is represented by a square.

USING THE MAP

When you access the map, the dome in which you are currently located will be shaded lighter on the map screen. Use the arrow keys to move the indicator lines from dome to dome.

Press the Left CTRL key to zoom the view of the currently indicated dome. The map can be scrolled using the arrow keys.

Press the 'C' key while on the map screen to view your mission objectives. Primary objectives must be completed in order for you to progress to the next mission. Outstanding G-Police recruits will also attempt to complete secondary objectives - however, these do not need to be completed to progress to the next mission. Press the 'C' key again to return to the map screen.

Press the ESC key to return to your mission.

REARMING YOUR GUNSHIP

Your gunship can be rearmed during a mission by flying onto a rearm point. These are marked on the map screen - see the section headed 'Using The Map' for more information.

Once you have flown onto the rearm point, you will receive a pre-determined quantity of weapons and your shield will recharge by 50%. Your gunship can only rearm once at each rearming point.

SHIELD STRENGTH

Your gunship is equipped with shields which will be depleted as your craft comes under fire. The shield energy indicator is in the top right of the cockpit HUD - once this reaches zero, your craft will be destroyed. However, your shield will recharge slowly with time.

SCANNING VEHICLES AND OBJECTS

Most craft are automatically identified by the onboard computer. However, you will sometimes be required to scan vehicles and objects in order to ascertain whether they are innocent or dangerous. All un-scanned craft will appear as civilians on the radar.

Point your craft towards the vehicle or object to be scanned. Press the 'C' key to commence the scan. When scanning is complete, a text message in the top left corner of the cockpit HUD will indicate the origin of the vehicle or object along with its shield strength.

This method is also used to obtain a target lock when using targeted weapons.

USING YOUR WEAPONS

Selecting Weapons

Your currently selected weapon is highlighted on the right side of your cockpit HUD. In order to cycle through other available weapons, press the 'A' and 'Z' keys to cycle up and down through the list. The number to the left of the weapon name indicates how many rounds you have remaining. When there are no rounds of a particular weapon left, your selected weapon will revert to the standard 25mm or 30mm cannon, depending on the craft with which you have been issued for the current mission. Some weapons may not have an ammo count, but have a charge bar instead.

Firing Weapons

Press the Left CTRL key to fire your currently selected weapon.

Locking Weapons

Most weapons can lock on to a target. To do this, select your required weapon, then press the 'C' key when your target is framed by a white box. When the white box turns red, the target is locked and the weapon can be fired. Of course, this does not guarantee a direct hit as the target may be too fast or mobile for your chosen weapon.

If there are multiple targets within view of your cockpit HUD, you can cycle through them by repeatedly pressing the 'C' key.

If you are using a weapon that requires a lock, the cross hair in the centre of the screen will be green if you have a lock and red if you have no lock.

Wingmen are controlled much like a locking weapon. When a wingman is flying with you, 'WINGMAN' will appear on your list of available weapons. It is selected in the same way as a weapon.

You must also choose a target using the 'C' key as described in the section headed 'Locking Weapons'. Once a target has been locked, press the Left CTRL key to instruct the wingman to attack. If no target is selected when the Left CTRL key is pressed, the wingman will return to your wing. If the wingman destroys the target, or the target lock is lost, the wingman will return to your wing.

Henschel AAG-53E 25mm
The Henschel AAG-53E 25mm cannon has a smaller shell size than the Lavochkin, but it can be twin mounted meaning increased firepower. This weapon can only be fitted to the Venom gunship, and also overheats faster than the Havoc's 30mm.

Lavochkin GSh45-80 30mm
This weapon is a standard fixed placement for the Havoc's gun barbette. Firing 30mm shells at a very high rate, the gun is aimed by placing the cross-hairs in the HUD on the target and firing. This weapon overheats with continued use.

IR Seeking Air-To-Air Missile
This missile works by following the current locked target from the HUD system. The missile will follow the target until it loses a lock or exceeds its maximum range. The missile is fired 'dumb' if no target is locked.

Hyper-Velocity Missile
Hyper-Velocity missiles have no locking capability and the head of the missile contains only a depleted uranium core. The missile travels at high speed and is designed to penetrate the target on impact.

Henschel HS38 Firestreak Missile
The Firestreak missile is highly manoeuvrable with an extremely high rate of turn. Although much more manoeuvrable than the IR missile it supersedes, it has a less powerful warhead.

WEAPON DATA

MATRA 973 Unguided Rocket
The Matra is a medium range, unguided rocket. Each ammo pack will fire three warheads. The standard payload is usually quite high as the warhead is light.

Henschel Starburst Dispersion Missiles
The Starburst dispersion missile is fired in bursts of eight. The warhead is light; most of its weight consists of the ignition fuel which fires the weapon to a HUD target. The weapon will not target G-Police units, but it should be used with caution.

Cluster Bombs
The bomblet is fired in clusters and is used to cause medium damage over a large area. The weapon is unguided and must be aimed with the HUD bomb predictor targeting device.

500Kg Bomb
The 500Kg bomb is an unguided bomb causing heavy damage. Because of their weight, relatively few can be carried. The weapon must be aimed with the HUD bomb predictor targeting device.

1000Kg Bomb
The 1000Kg bomb is the heaviest unguided weapon in the G-Police arsenal. It causes massive damage by sending an invisible shockwave over a large area. Use with extreme caution.

Rothbart Optics BW26M 80GW Military Laser
The laser is an advanced charged weapon causing damage by extreme heat. The weapon overheats very quickly, meaning that it can only be fired in rapid bursts before the weapon should be allowed to cool. Causes severe damage.

Villeneuve Industrie Plasma Launcher
The plasma launcher is the most powerful charged weapon in the G-Police arsenal. The Left CTRL key must be held until the weapon is fully charged; releasing the Left CTRL key will then unleash the charged bolt causing massive damage.

Rothbart Optics Electronic Pulse Paralyser
The electromagnetic pulse paralyser or EPP is designed to disable vehicles. When fired, the EPP emits a powerful electromagnetic wave; when a vehicle is hit, all avionics and computer systems are disabled. Be aware that civilian vehicles may be destroyed if they are hit by an EPP.

The Ground Unit Deployment Beacon
The GUDB is a tactical beacon which, when fired at the ground, sends a homing signal to all ground units in the vicinity; the ground units will then make their way to the beacon. Mission Control will advise you when to deploy a beacon.

This document should be used in conjunction with the installation procedure provided in the main game manual.The contents of this troubleshooting manual are intended only as a guide. If you are in any doubt about any of the information contained herein then you should contact your PC hardware supplier for technical support. Users must read through this manual before contacting the Psygnosis help line. The user is reminded that we cannot accept responsibility for any damage the user causes whilst following the information herein.

Windows 95 Troubleshooting
Contacting Technical Support

1. Windows 95 Troubleshooting
Important Note: Please read this section before proceeding with Windows 95 game installations.

Modern Windows 95 games use Microsoft DirectX for Windows 95.

DirectX increases the speed at which games run under the Windows 95 environment by allowing instant access to your PC hardware.

Unfortunately not all hardware manufacturers have adapted their products to run with DirectX. However, the majority of manufacturers are releasing driver updates to bring them in line with DirectX requirements.

DirectX Set-up

Most games will ask the user if they want to install/update DirectX when they are installing the game, though DirectX can be installed independently of the game installation by running the dxsetup.exe file located in the DirectX folder on the CD. If you are unable to find the folder, then use the Find option located under the Start Menu and search the CD for the dxsetup.exe file.

When the dxsetup.exe is run, you will be presented with a list of drivers that are supported by DirectX. If the third column displays any message other than certified then there may be a problem. There is an exception to this rule in that some hardware manufacturers produce their own DirectX drivers, which can be found on the relevant hardware CD/Disks.

Below is a summary of the results displayed from the DirectX set-up:

Blank with no driver version listed:The performance of this device is unknown. It is recommended that you check with your hardware supplier for any updated drivers that may be available. When this result is displayed the game may not function correctly.

Blank with driver version listed:The hardware device is considered DirectX compatible but the necessary drivers are not included with this version of DirectX. Usually this result will allow the game to function normally, but if problems do arise then contact your hardware supplier for a new driver update.

DirectX Frequently Asked Questions

Q. Set-up detected drivers that have not been tested with DirectX. To get the best game performance, Set-up can replace your existing drivers. Do you want set-up to replace the drivers?

A. This question is asked when the DirectX setup encounters drivers that have not been tested and certified as compatible with DirectX. These drivers can cause problems for some games and it is generally recommended that you contact your hardware supplier for details on solving this problem. Generally we say that it is best to select 'no' to replacing these drivers. In most cases selecting 'no' will allow the game to run but occasionally problems could arise. If you do get problems restart your system in safe mode (F8 on Start up) and contact your hardware supplier.

Q. Some users are having trouble installing certain game software that features DirectX technology—what is the problem?

A. First, this is a problem that most DirectX game customers are not experiencing. But for some customers, a problem occurs when they install certain DirectX games. The problem can result in a system freeze or the loss of certain system capabilities, such as a scrollable desktop or a custom control panel. In some rare cases, the system may not boot properly, and needs to be restarted in Windows Safe Mode to restore the old driver.

Q. What is the cause of this problem?

A. Each new version of DirectX introduces new features that game developers use to build new and exciting games. To expose these features with hardware acceleration, a new driver or set of drivers is often needed. Because users generally prefer hardware acceleration - which greatly improves the game experience, new drivers are installed.

Most manufacturers test their new drivers to receive certification so that they are "Designed for Windows 95," some manufacturers chose to ship uncertified drivers - due to the demand for the new games - this can lead to incompatibility problems for the end user. The driver issue only occurs if the customer has a driver with proprietary extensions that have not undergone certification testing.

Q. Can this problem cause the loss of files or data or the corruption of other applications?

A. No. Users should not experience loss of data or files due to this problem. Games with DirectX should never cause any corruption of other applications. Applications that depend on proprietary features of the previous drivers may not operate with the updated drivers. Reverting to the old drivers will allow these applications to function normally.

Q. How widespread is this driver incompatibility problem?

A. The problems related to DirectX drivers that have not undergone certification testing will only be experienced by a small percentage of users who buy games that feature DirectX. As a point of comparison, for Microsoft's consumer entertainment products, DOS-based titles have generated more than seven times the support issues that DirectX titles do.

Q. Why does DirectX replace my drivers?

A. Each release of DirectX introduces new features that game developers need to build new titles. To expose these features with hardware acceleration, often a new driver or set of drivers is required. Since hardware acceleration provides a greatly improved end-user experience, it is generally preferable to install the new drivers.

Q. Are the increased speed and various other new features provided by DirectX worth the risk of a system problem?

A. Yes. Games with DirectX technology provide users with a much more advanced game experience. Remember that users should never experience loss of data or files due to a driver incompatibility problem. In addition, this problem can be easily remedied by installing the latest version of DirectX (version 5), which eliminates virtually all problems, plus provides an easy path back to the previous drivers in case a problem does occur.

Q. Is there an uninstall procedure for DirectX drivers?

A. DirectX 5 includes an uninstall feature which is accessed via the Add/Remove Programs control panel. The user simply selects the "DirectX drivers" line in the dialogue box and clicks the Uninstall button.

If none of the above measures prove successful then you will need to contact the Psygnosis Technical Support Department.

2. Contacting Technical Support.

Please ensure that you have read through all of the necessary information above before you contact our Technical Support Department.

When telephoning us, please have to hand the full specification of your PC and a pen and paper. It is also best if you can be seated by your PC when you call. We do aim to answer all calls promptly but due to the technical nature of some problems we do get held up. Please be patient and above all get permission to make the call from whoever pays the bill.

Psygnosis UK help line:

Voice	**0151 282 3333**
Fax	**0151 282 3565**
Web Page	**http://www.psygnosis.com**
Email	**hint.line@psygnosis.co.uk**

Faxes and Email are normally answered within 5 working days.

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G.PALACE