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                        Tyrian: Online Manual
            (c) 1995 Epic MegaGames Inc and Eclipse Software
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I) REQUIREMENTS

* 386-33 or faster PC
* 4 megabytes of RAM
* Approximately 10 megabytes of hard disk space
* VGA graphics capability

Optional:
* Sound Blaster compatible sound card, Gravis Ultrasound, or General
  MIDI MPU-401 compatible sound card (Roland Sound Canvas, RAP-10, MT-32)
* Mouse or joystick recommended but not required.

II) INSTALLATION

Installation from Floppy disk:

If you've purchased the floppy disk version of Tyrian, you must first
install
Tyrian to your hard drive. To do so, place disk 1 in the drive and type:

        a:install   [Enter]
           or
        b:install   [Enter]

Follow the on-screen instructions until installation is complete.

Installation from CD-ROM:

If you have the CD-ROM version of Tyrian, you will need to perform either
a
partial install or a full install to copy the necessary files to your
hard
drive. To install Tyrian from CD, place the CD in your CD-ROM drive and
do

the following:

1. Change to the CD-ROM drive containing the Tyrian CD (D:\)
2. Type INSTALL to bring up the Installation Menu.
3. Choose "Install Tyrian" from the menu screen.
4. Choose "Full Install" to copy the entire game to your hard drive or
choose "Partial Install" to copy the minimal amount of files to your hard
drive and play from the CD.

III) TYRIAN SETUP

Before playing Tyrian, you need to run the SETUP.EXE program to configure
Tyrian to your hardware. To do so:

1. Change to the drive in which Tyrian is installed (C:)
2. Change to the directory in which Tyrian is installed (CD\TYRIAN)
3. Type SETUP [ENTER] at the command line.
4. Supply the setup program with the appropriate information to configure
the game.

MUSIC

No Music:
Disables music. Choose this if you do not have a sound card, or if your
sound card does not work with Tyrian properly.

FM sound:
If you have a Sound Blaster or compatible card capable of FM synthesis,
choose this option.

MIDI Port:
If you have a General MIDI MPU-401 compatible interface, Roland Sound
Canvas,
SCC-1, or MT-32 sound module, select the MIDI port which your music card
uses. The default port is usually set to 330 or 320.

Gravis:
If you have a Gravis Ultrasound or GUS Max, select "Gravis MIDI."
NOTE TO GRAVIS USERS: remember to activate your ULTRAMID driver before
entering SETUP. Gravis Ultrasound cards with less than 512K RAM will
not play music with Tyrian.

WSS:
If you have the Windows Sound System, select "WSS."

SB16-AWE:
If you have a Sound Blaster AWE32, select "SB16-AWE."

MUSIC VOLUME

Use the left/right arrow keys or click with the mouse to change the music
volume.

SOUND

No Effects:

Disables sound effects. Choose this option if you do not have a sound
card
that supports digital sound.

Sound Blaster:
If you have a Sound Blaster or compatible sound card (including the
AWE32),
select "Sound Blaster."

Gravis:
For the Gravis Ultrasound or GUS Max, select "Gravis."

WSS:
If you have the Windows Sound System, select "WSS."

SOUND VOLUME

Use the left/right arrow keys or the mouse to change the volume.

GAME DETAIL

Low: for 386's or slower 486's.
High: for 486 local bus processors or faster computers.
Pentium: Maximum detail for Pentium computers.

JUKEBOX

Here, you can listen to all the cool tunes in the game. Just use the
left/right or up/down arrow keys to select the tracks you want to listen
to.

You can also listen to Tyrian's sound effects here. Press the period and
comma keys to change the current sound, and press the semicolon key to
play
the sound.

IV) GETTING STARTED

To run Tyrian after you have run the SETUP program, all you need to do is
type TYRIAN.

To run Tyrian from DOS at a later time, simply do the following:

1. Change to the appropriate drive letter to play Tyrian (C:).
2. Change to the directory to which Tyrian installed (CD\TYRIAN)
3. Type TYRIAN at the command prompt.

V) THE STORY

The year is 20,031. You are Trent Hawkins, a terraformation pilot. For
three years, it has been your job to fly over tough-to-navigate planetary
formations and check for habitable locations on newly terraformed
planets.
You execute more hair raising maneuvers in a day than most League trained

pilots do during the course of their whole career. After many years of war,
however, you prefer blasting rock formations to vaporizing enemy starships.

Your latest assignment from the Interplanetary Council is Tyrian, a proposed
trading world on the edge of the sector, near Hazudra territory. The Hazudra
are a lizard-like race recently discovered in a nearby asteroid field. One
of your fellow workers and close friends, Buce Quesillac, was a Huzudra.
Yesterday Buce was shot in the back by a waiting hoverdrone that
disappeared into the sky before you could blink, let alone stop it.

Someone killed your best friend, and if it's the last thing you do, you're
going to find out why.

The only lead you have is what Buce told you before he died....

"My friend...you must leave Tyrian now, or you will be killed. Even after
death, I could not bear to lose you. Still, what I am about to tell you will
mark you, so listen well...

You are familiar with the corporation that controls the terraformation of
Tyrian, called Microsol. They are responsible for my death. And, do you
remember that glowing rock we discovered in the mines west of here? It was
more than just a pretty mineral. It is a new source of power called
Gravitium. Harness it, and engines will soon be obsolete. It can... control
gravity. Microsol wants it, and will eliminate anyone who knows of its
existence. They captured me two days ago and tried to erase my memory as a
warning. They did not know my memory is holographic in nature, and cannot
be wiped out. Today I would reason that they discovered this, and found
me to finish the job.

Now you must go, before they hunt you down. Hurry! Head towards Savara,
the freeworld. It will be difficult for them to follow you there. GO!"

You ran to your quarters and found them torn apart. Luckily you managed to
obtain three weeks leave and a Gencore Hawk fighter. You set out for Savara
tomorrow, and grieve at the thought of telling your parents that your best
friend has been murdered. You grieve even further wondering how you're to
stay alive with the whole of Microsol dogging your heels.

Preparing for a troubled day, you close your eyes at last, vowing to avenge

Buce's death, not knowing that what will take place in the next three
weeks
will become the legend of Tyrian.

Ready yourself....

VI) MENUS AND OPTIONS

TITLE MENU

When you run Tyrian, you will be taken to the title screen. The
selections
you can choose at this menu are:

Start New Game: Begins a new game of Tyrian. Tyrian has several modes of
play:

        1-Player Full Game
        1-Player Arcade
        2-Player Arcade
        Modem/Network game

The differences in gameplay for each of these modes are described later
under
"Playing Tyrian."

After you select the type of game you want to play, you will need to
select
the difficulty of gameplay. You can choose from Easy, Medium, or Hard
difficulties.

        SECRET
        From the "Difficulty Select" screen type a capital "G" to switch
        to the IMPOSSIBLE difficulty setting.

Load Game: This selection will load a game that you previously saved.
The
last level you completed will be saved automatically in the bottom save-
game
slot called Last Level.

Instructions: Choose this option to view the in-game manual with
information
on how to play.

Info: General information, version number, and legal stuff.

Quit: Takes you to the nether regions of DOS.

GAME MENU

Once you've selected an episode and difficulty settings, you will be
taken
to the Game Menu. From the Game Menu, you can modify your ship, change
the
game options, read the your datacubes, and enter the game.

Data: (Only appears in Full Game). This selection allows you to read any
datacubes you've collected in the previous level. Datacubes contain all
the secret lowdown on the plot and extra tips and hints that may help you
pass the next level.

Upgrade Ship: (Only appears in Full Game). Takes you to the Ship
Configuration Menu.

Player 1 Input/Player 2 Input: (Two Player Arcade game only.) Lets you
choose the controller for the first and second player.

Options: All control aspects of the game can be configured from this
menu:
Controls (joystick, mouse, and keyboard), loading and saving games (Full
Game only), and music and sound volume.

Next Level: Takes you to the NAV screen, where you choose your next
destination. Choose wisely! The datacubes you collect contain valuable
info on planets you may want to steer clear of early on in the game.

Quit Game: Returns you to the title screen.

UPGRADE SHIP MENU (1-Player Full Game only)

The "Full Game" of Tyrian allows you to customize your ship's weapons and
defenses by buying and upgrading items. Not only can you configure a
ship
of your own, but you can upgrade to 3 different ships during the game.
Each
ship has strengths and weaknesses. There are literally hundreds of
ship configurations to choose from in Tyrian.

Remember that you need credits to purchase goods. Your current credit is
listed below the Armor and Shield bars under the ship display.

Ship Type

In a "Full Game," you begin with the standardized USP Perren Scout ship,
which is a stripped down fighter craft with less armor than the usual
Gencore League ships, but it's quite fast.

At certain spaceports, you will have the opportunity to buy better ships.
Each ship has different Armor and Speed ratings. These ratings are
displayed
below the overhead view of your ship.

To purchase items, select the upgrade menu you want (e.g. Front Gun,
Shields,
etc.) and click on an item. The first click on the item selects it for
viewing, and the second click purchases it.

Front Gun

To select a weapon for your front weapon port, just click on "Front Gun"
from the Upgrade Ship Menu and take your pick.

Each weapon has 11 levels of power, so if you have the cash (and the greed),
use the left/right arrow keys to raise or lower the power of the weapon you
have selected. Or use the mouse and click on the arrows below the weapon
simulator.

Rear Gun

Each ship also has a rear weapon port. Choose "Rear Gun" to select a rear
weapon. Some rear weapons have two configurations for even more fun! The
default key for changing your rear weapon mode during the game is the ENTER
key.

Like the front weapons, the rear weapons also have 11 levels of power. Just
use the mouse and click on the arrows below the weapon simulator to increase
or decrease the weapon's power.

Shields

Shields are the only things other than your armor keeping huge ionized beams
from ripping into your ship and turning you into space bacon. Be sure to
upgrade them whenever possible.

Generators

Generators power your ship. They determine how fast you can fire and how
fast your shields recharge. A good generator is the key to your offense and
defense.

Sidekicks

Sidekicks are weapons that fly alongside your ship and provide you with
additional firepower. Each ship can have a left and a right Sidekick.
These weapons range from single shot cannons to plasma storms that can
devastate entire sectors of a planet.

For weapons that have unlimited ammunition, simply firing your normal weapon
also fires your Sidekick. Sidekicks with that "charge-up" or have limited
ammunition can be fired separately by using the CTRL and ALT keys.

Done

Returns to the Game Menu.

OPTIONS MENU

From here you can configure various aspects of Tyrian for maximum
enjoyment.
Here are the selections:

Load Game

Loads a game previously saved game.

Save Game

Saves a game in progress. The last level you completed is automatically
saved as a backup game called "Last Game," saved in the last savegame
slot.
If you forget to save, just load the backup game and the last level you
played will be loaded.

Music/Sound

You can change the music or sound volume with the left/right arrow keys
or
by clicking on the volume level desired with the mouse.

Joystick

With this selection you can recalibrate your joystick and assign
different
functions to each button.

Keyboard

Allows you to change key functions to customize the keyboard
configuration
to your liking.

Quit Game

Ends the current game and returns you to the Title Screen.

Done

Returns you to the Game Menu.

PLAY NEXT LEVEL

Choosing "Play Next Level" takes you to the Nav screen, where you may
select
your next destination. GET READY! GET PSYCHED! And get a holo-snack
from
your ship's bar. Can't fight a whole fleet on an empty stomach, now can
we?

VI) PLAYING TYRIAN

ONE PLAYER FULL GAME

Once you've selected your preferred equipment of destruction, it's time to
use it. Just having a big gun doesn't mean you're a hotshot. Your enemies
know how you think. The only way to beat them is for you to know them just
as well. And above all: violence is not the only route to victory. Study
your datacubes well. They contain valuable information that could give you
the edge you need to conquer the level that you just can't seem to beat.
Know when you're walking into a death zone and prepare adequately, and you'll
be one more step ahead... Good luck.

While playing, the screen will show your score on the bottom left.
Destroying enemies and collecting coins will increase your score. On the
right side of the screen your shield and armor levels are displayed along
with your power level, which will change when you fire. Your options are
also listed here, and if they have a limited number of shots the remaining
ammunition will be displayed.

Collecting Coins
During the game, enemies that you kill will occasionally drop coins. Years
ago, an ingenious starship designer developed a metal that, when heated to
a certain temperature, forms huge metal coins that can be collected by other
ships. Council officials scoffed and called the project "something out of
an ancient electronic game." Nonetheless, the metal is still used in nearly
every ship built.

Collect the coins and gems that fall for more credits.

Datacubes
Datacubes provide valuable information about enemies and levels! Grab 'em
if you can!

Power ups
If you see a flashing metal pod emerge from a destroyed ship, grab it. It
will power up your front or rear weapon from 2 to 5 levels! If your ship is
low on armor, a special armor supply ship will appear. Destroy it and grab
the armor powerup to repair your ship.

Well, you're on your own from here. Be sure to destroy everything that
moves (and in some cases, things that don't) or you're dust. The enemies
here don't hand out extra lives, either. Once you're dead, you have the
opportunity to reconfigure your ship and continue the game.

Enjoy Tyrian, and may your lasers fire true!

ONE PLAYER ARCADE GAME

If you would like to play Tyrian as a fast and furious arcade shoot 'em up,
we've included one- and two-player arcade modes for you. Simply select
"One Player Arcade" or "Two Player Arcade" from the game select menu after
hitting "Start New Game" in the Main Menu.

In a one player game you are not be able to upgrade your ship in between
levels, but instead grab power ups throughout the game. The arcade game has
the same number of weapons to choose from as in the normal game. However,
even more firepower is obtainable from a "Special Weapon" option.

Power-ups
Front weapon power-ups are characterized by a blue ball with the weapon
superimposed over the ball. Power-up the front weapons by getting numerous
purple power up balls.

Rear weapon power-ups look like red balls with a weapon icon superimposed
over the ball. Power-up the rear weapon by grabbing the metal power-ups
that flash green and red!

Special Weapons
A Special Weapon can be acquired when either one of your weapons is charged
near FULL capacity. The small ship indicating your level of power at the
top left hand corner of the screen reads the number "8" when a weapon is near
full capacity. Beware, when you are hit you lose power.

While some of the Special Weapons can be fired continuously, others can only
be used after they have had enough time to recharge.

There are numerous special weapons...

Attractor: Attracts power ups and coins when you continually
press the fire button.

Repulsor: Repulses shots when you continually press the fire
button.

Ice Beam: when you press the fire button you will fire an ice
shot, which freezes enemies. Because of their inertia they can still move,
but will be unable to fire shots. This is especially helpful with bosses,
but only lasts for a limited amount of time on more powerful enemies.

Super Laser: continually pressing the fire button will release
a coherent light blast powerful enough to devastate EVERYTHING in its
path!

Pearl Wind: ?

Power of Zinglon: ?

Flare: ?

TWO PLAYER ARCADE GAME

Tyrian has TWO PLAYERS capability! As incredulous as it may sound,
we've been able to double the amount of wreckage spilled across the
screen,
doubled the huge landscape ripping explosions, and of course, we've
doubled
the firepower.

The Steel Dragon
Just having double the fun isn't enough, is it? To complement this
awesome mode, the first and second player can combine their ships into
150
tons of deadly space fighter technology. Called "The Steel Dragon", this
ship consists of two parts, the "Dragonwing" and the "Dragonhead". They
are
combined when the ships are close enough together to dock. This concept
was
developed recently by a new firm, based on the jungle planet of Torm, and
its name comes from the dragons which thrive there. Three times as fast
and
hundreds of times more powerful than other fighters, this starship lives
up
to its namesake easily.

Once combined, the first player has control of all ship movements, and
the
second player controls a special weapon turret that revolves around the
ship, making up for its lack of speed and larger size. The ships can be
separated by one of two means: Player 1 - holding down one of the
Sidekick
fire buttons and moving away from Player 2, or Player 2 stops firing and
moves away from player 1.

Power-Ups
During the game, each player grabs power-ups which are dropped from
enemies
that you destroy. Between the two ships, there are 18 kinds of weapons
that
can be picked up. The Dragonhead's power-ups are superimposed over a
blue
ball. The Dragonwing's power ups are shown over a dark red ball. But,
the
upgrade capabilities of your ship don't stop there...

Your current weapon can be increased in power by grabbing the purple ball
power-ups. Also look for the mechanized power ups, which increase the
other player's weapon by one level of power.

Many strategies are possible to beat tough-to-destroy enemies. Try
maneuvering in such a way that you can combine when you need extra
firepower

to destroy a particularly annoying boss. You may also separate to create
two targets for enemies to shoot at, making dodging easier.

Weapons
The first player ship, the Dragonhead can power up with the following
weapons (blue power ups):

Pulse Cannon
Multi Cannon
Mega Cannon
Laser
Zica Super Laser
Proton Blaster
Vulcan Cannon
Lightning Gun
Missile launcher
Heavy Missile launcher

The Dragonhead has no charge capabilities for its weapon, but has a
greater
selection. It is also faster than the Dragonwing.

The second player ship, the Dragonwing, can power up with these weapons
(dark red power ups):

Starburst
Multi Cannon
Sonic Cannon
Proton Blaster
Wild Cannon
Vulcan Cannon
Heavy Missile Launcher
Mega Pulse Beam

The second player ship's weapon has a special characteristic. If you do
not fire, the weapon charges for a much more damaging "super shot" that
is
released when your weapon is fully charged (two small blue balls orbiting
a large one). The more powered-up your ship is, the faster it charges.

There are 11 levels of weapon power, giving you a selection of nearly 200
different weapons!

Note: Version 2.0 of Tyrian has new weapons! But we don't want to spoil
the
fun of finding them by telling you what they are...

TWO PLAYER MODEM/NETWORK GAME

What?... You don't have anyone at home to play Tyrian with? Well, we
thought of that, and developed modem and network drivers for Tyrian, so
you
can challenge anyone you like, anywhere you like! Challenge someone you
don't even know to a battle of Tyrian prowess, or if your friends are too
far away to visit, simply tell them to meet you on a local BBS and you
can
rock 'n roll in minutes!

To play with two player modem and network support, simply select "Start
New Game" from the Main Menu. Then, select "Modem/Network 2-Player Game"
from the game menu.

Once you have selected the Modem/Network 2-player game, the main
Multiplayer
menu will appear and will give you a number of options.

Playing TYRIAN by Modem

Before you play a modem game for the first time, you need to configure
the
settings to match your hardware by following these simple steps.

1. Choose "Select Modem Brand" from the modem link menu and select the
type
of modem you have from the list. If your modem is not listed, try
selecting
"Standard 9600" or "Standard 14.4".

2. Choose "Select Speed" to choose your modem speed. Some, but not all
14.4
modems may connect at higher baud rates when error correction and data
compression are disabled.

3. Select "COM Port" to tell TYRIAN which port your modem communicates
through.

4. Choose "Call a Friend & Begin" or "Wait for a call & Begin" to connect
with someone via modem. If you choose "Call a Friend & Begin", type in
the
phone number of the person you will be playing against, then press ENTER
to start the connection. If you choose "Wait for a call & Begin", your
modem will go into Answer mode and will pick up the incoming phone call.
After the modems have connected, you will then be taken to the Epic
Challenge
Arena, which is discussed later in this section.

Playing TYRIAN by a Serial Link

To play Tyrian through a serial link you need two computers that are
connected by a "Null Modem Cable" that can be purchased from your local
computer store.

Before you play a serial game for the first time, you need to configure
the
settings to match your hardware by following these simple steps.

1. Choose "Serial Link" from the main Multiplayer menu.
2. Choose "Serial Port" to select which port the null modem cable is
connected to.
3. Choose "Serial Speed" to set the speed of the Serial Port.
     We recommend 9600 baud; this is fast enough for TYRIAN to play at
     its maximum speed. Faster baud rates may work less reliably on
     some computers.
6. Choose "Begin Serial Game" to connect the two computers and enter the
Epic

Challenge Arena, which is discussed later in this section.

Playing TYRIAN on an IPX Network

To run Tyrian on any network that supports the IPX network protocol, you
must first have the proper network drivers loaded in memory before
running
Tyrian. Check the manual that came with your network software, or ask
your
network manager for help on setting this up.

From the main Multiplayer menu, select "IPX Network" to enter the Epic
Challenge Arena, which is discussed later in this section.

        Note: for some LAN based networks which use multiple network
        segments (hubs), you may need to specify which segments to include
        in the "Advanced Options". For example, type: -N 1 -N 2 -N 3
        to include hubs 1, 2, and 3.

The Tyrian Challenge Arena

Once you've connected - by modem, serial link, or network - you enter the
"Challenge Arena." Enter your name or alias, and you will appear in the
Challenge Arena. You will also see the name that the other player has
chosen.

The Challenge Arena displays information about each player presently
connected:

        Name   Your name, of course, or an alias
      Action   Available, Pondering, or Challenging.
     Version   Which version of Tyrian each player is running.

Challenge Arena Options:

Challenge: Challenges the highlighted player.

Whisper: Sends a message directly to any other player, so that others
don't
see it. You can whisper to a player who is playing a game, but your
"yells"
only reach players who are in the arena screen.

Yell: Sends a message to everyone in the challenge arena.

Exit: Returns you to the Main Menu.

VII) THE WORLDS

The following information is all you could gather from your ships
databanks.
Although incomplete, it should give you enough information to begin your
quest. Information about the remaining planets can be acquired from
datacubes that you collect during the game.

TYRIAN:
Tyrian is the most recent acquisition of Microsol; the sector's largest

corporation. Since no single company can own a planet due to Article 17
of the Interplanetary Council Law, Microsol is responsible for the
terraformation and trading agreements. Still, Microsol plans to bend
Article 17. It's up to you to stop them.

Tyrian is a world under terraformation, which means Microsol hires work
teams in the hundreds of thousands to monitor gravity control, land
sculpturing, and atmospheric maintenance. Your job has always been to
make
laser measurements of surface features by flying over them at high speeds
in a land skimmer at altitudes as low as ten feet. Other team members
handle
atmosphere processors, robotic construction crews, even huge
horticultural
seed ships to plant entire forests in a fraction of the time. Flying
over
Tyrian, one will notice some rather odd regions. Floating rock
formations
due to gravity testing, large forests and rocky crags with occasional
research facilities dot the landscape.

SAVARA:
Savara, the only free world in the sector, is the only planet totally
free
of the Interstellar Government's policies. The founders of the planet
insisted that it be preserved as an agricultural world, and that, with
huge amounts of new plant and animal species, it's natural beauty was too
important to disturb. It thrives as a vacation spot as well as an
excellent trading world, though Tyrian is expected to overshadow it once
it
begins operation. It is also one of the only planets to support an
underwater colony. Huge towers can be seen rising out of the vast oceans
at certain points. Savara is an ideal place for trade and repair,
however
Microsol is suspected to have a secret base there despite the mandates
that
outlaw any company craft.

DELIANI:
A triumph of mankind, Deliani's nickname is "TechWorld," due to it's
sprawling cities and gleaming skyscrapers populating the surface.
Deliani
is the equivalent of ancient Earth's "New York City,": if one wants
something, legal or illegal, one usually finds it here. The economic
prosperity enjoyed by Deliani is only the sliver lining of the dark cloud
of
crime that exists there. Even though the planet is the home of
Microsol's
chief competitor, Gencore Tech Alliance, many acts of greed and
corruption
still run rampant. Gencore was formed not only to restore order to
Deliani,
but to deliberately oppose Microsol in it's sinister dealings. Those who
have crossed Microsol usually flee to Deliani to seek refuge with
Gencore.
Beware, flight in Deliani is nerve wracking, due to the tight spaces and
clusters of towers.

GYGES:
The original headquarters of Microsol. This planet has a very dry and
desert-like surface with the occasional mountain range. Microsol's
interest
in this world lies in its weak inner crust, which allows for construction
of
underground research facilities. Immense domed cities can be seen in
major
research and production locations. The tragedy of Gyges is that it was
originally the home of the Zica, an unknown race of alien that originally
carved immeasurable labyrinthine tunnel systems under the surface.
Microsol
drove them out, disregarding the rights of an entire race, vaporizing
entire colonies at a time. The Zica are feared by xenoscientists. Xeno-
scientists believe the Zica have fled to the outer reaches of the sector
where they plan to launch a massive attack on Gyges and Microsol, using
outer-dimensional technology. But is it true...?

REMUS:
Sector capital and regional chapter of the Interplanetary Council, Remus
is one of the largest worlds in the sector. Remus is surpassed in size
only
by the ice world of Camanis. Its surface is similar to Savara's, though
consisting of grasslands and heavily forested mountain regions. The city
capital, Portoch, is a metropolis of corruption and dark, rainy days.
The
buildings are so neglected they are streaked with dirt, providing a
depressing atmosphere. It is said that the chapter lords are so decadent
that they seldom emerge from the local simulation clubs. The city itself
is
an example of why Microsol holds so much sway in council policies:
bribery.

VIII) TROUBLESHOOTING

The most up-to-date troubleshooting information can be found in the
HELPME.DOC file included in this game. To view this file, change to the
directory that Tyrian is installed to, and type HELPME.

Running with WINDOWS

Tyrian does not work reliably under Windows with sound on. Please run
SETUP
from DOS and select "No Sound Card" under setup if you need to run Tyrian
from Windows.

If you continue to encounter problems after trying the suggestions listed
in
the HELPME.DOC file, please contact our technical support department:

In the USA: Tech +1 301-983-9771   Fax +1 301-299-3841
In Europe: Tech +44 (0) 1767-260903   Fax +44 (0) 1767-262043
In Germany: Tech 0130 822887   Fax 0130 822886

You can also contact us online:

CompuServe: GO EPIC

Internet Mail: help@epicgames.com
Internet News: We answer questions in comp.sys.ibm.pc.games.action
America Online: We answer questions posted in the "PCGames" area
WorldWide Web: http://www.epicgames.com/

IX) CREDITS

Jason Emery: programming, level design, additional artwork, weapon design,
additional sound FX
Alexander Brandon: story, music, coordinator, design, online help
Daniel Cook: level artwork & design
Robert Allen: our eminent producer, additional sound FX, additional design
Arturo Sinclair: 3d artwork, title design
Bruce Hsu: character portrait design
John Calcagno: 3d animation
Andrew Paquette: character portrait artwork, additional 3d artwork
Andreas Molnar: LOUDNESS Sound System programming & music conversion
Susan Aldworth: Voices
Nando Eweg: sound FX

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