

DEVELOPED BY ECLIPSE PRODUCTIONS

Wings of Fury



INTENSE ARCADE ACTION!

Tyranny

DEVELOPED

BY ECLIPSE PRODUCTIONS

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I) REQUIREMENTS

The minimum requirements for Tyrian are: a 386-33 or faster PC, 4 megabytes of RAM, approximately 10 megabytes of hard disk space and VGA graphics capability.

Tyrian also supports: Sound Blaster compatible sound cards, Gravis Ultrasound, or General MIDI MPU-401 compatible sound card (Roland Sound Canvas, RAP-10, MT-32). A mouse or joystick is 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

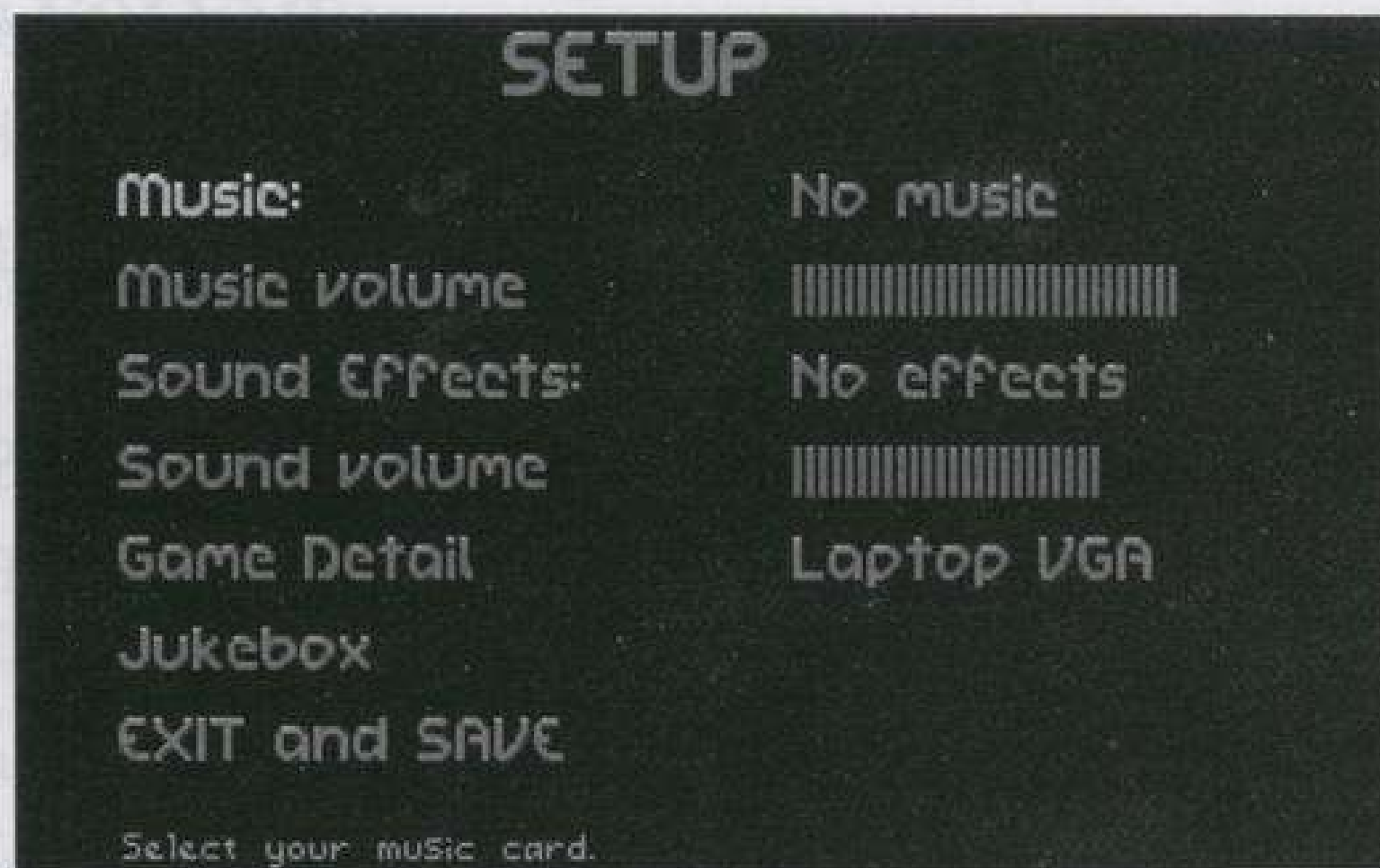
files to your hard drive. To install Tyrian from CD, place the CD in your CD-ROM drive and do the following:

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.

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 semi-colon 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 change to the directory to which Tyrian installed (CD\TYRIAN unless you changed it) and type TYRIAN at the command prompt.

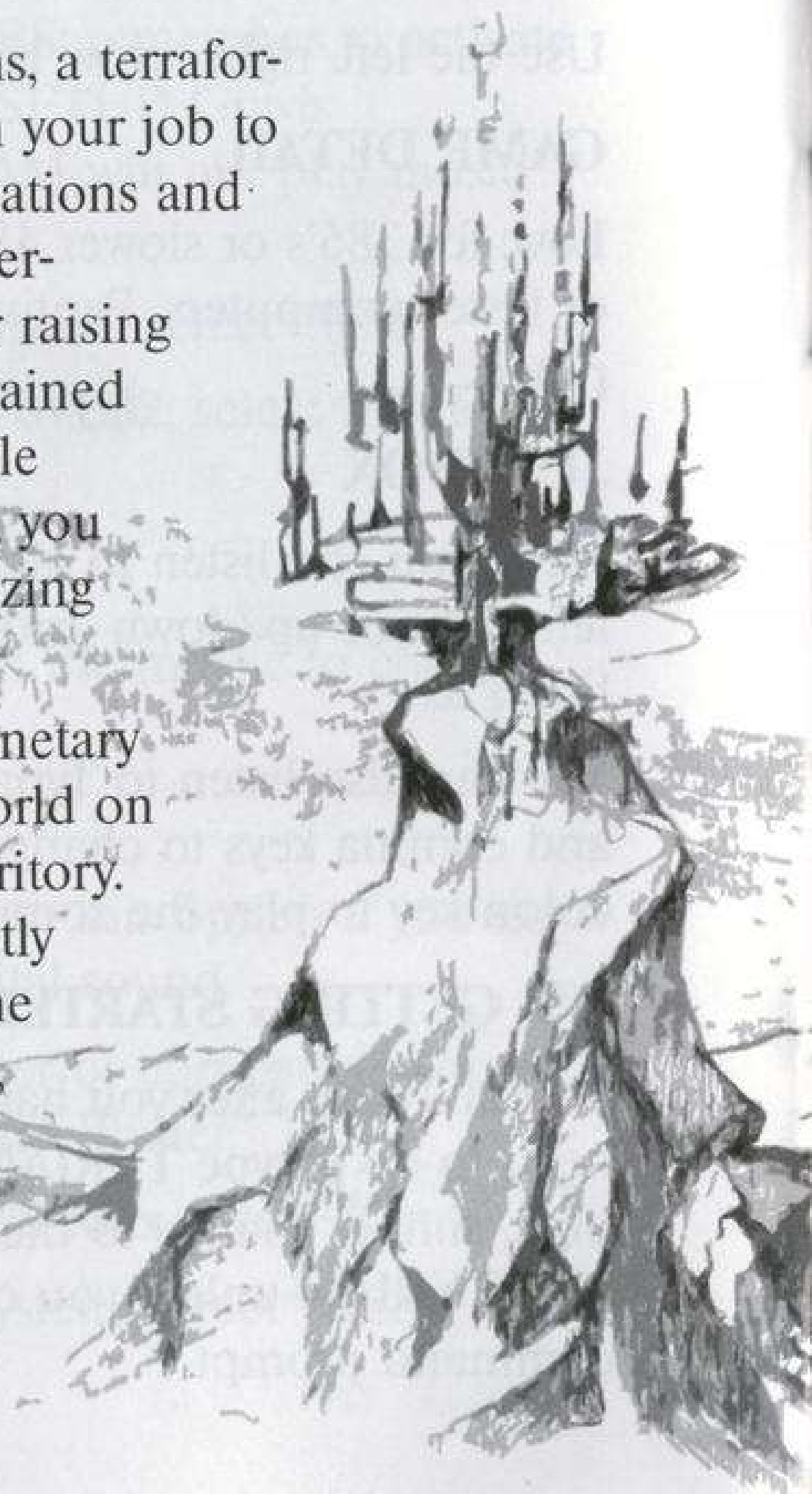
V) THE STORY

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 Hazudra.

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 fact, and found me to finish the job.

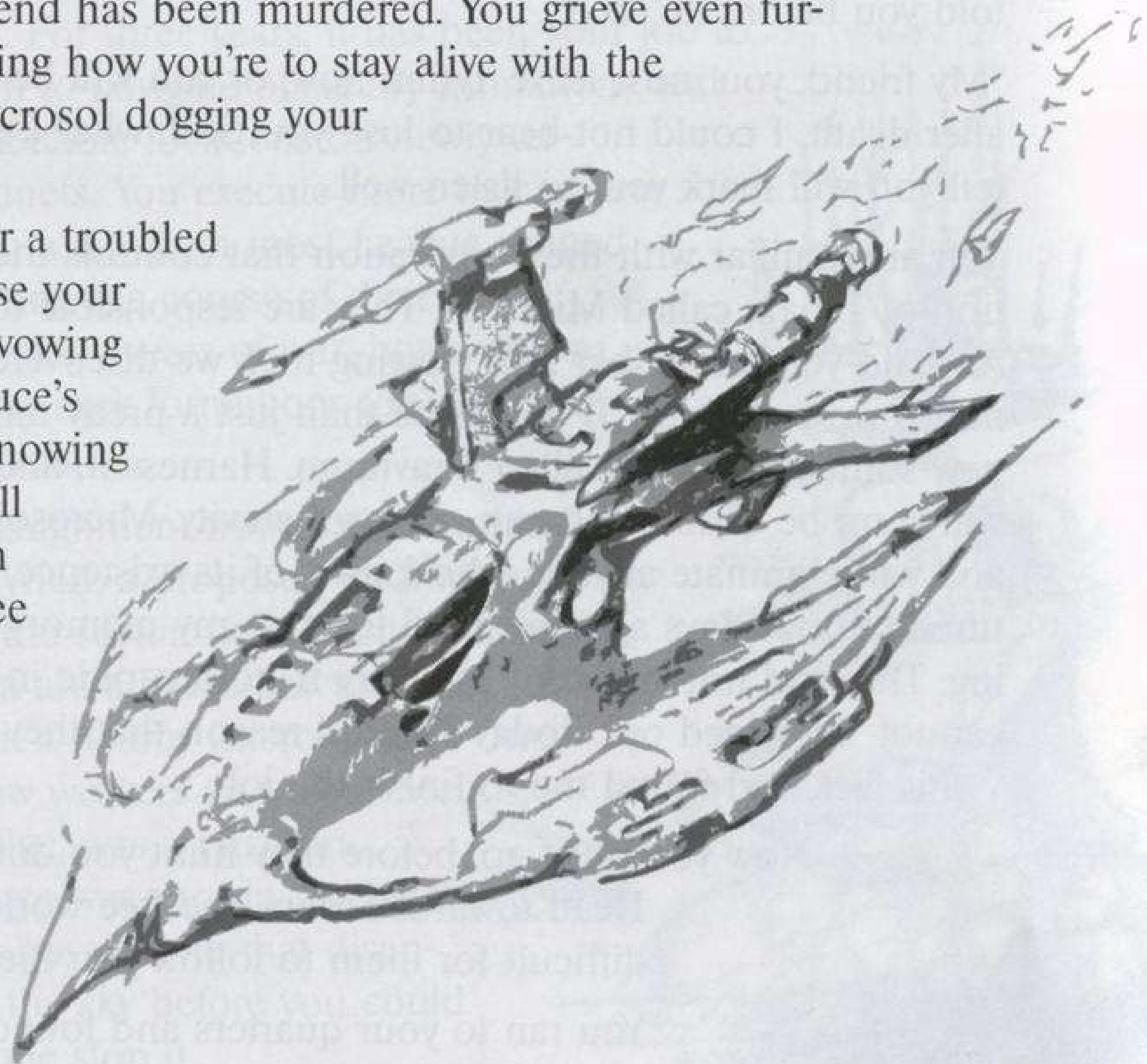
Now you must go, before they hunt you down. Hurry! Head towards Savara, the free world. It will be difficult for them to follow you there. GO!"

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

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 and 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 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 have 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

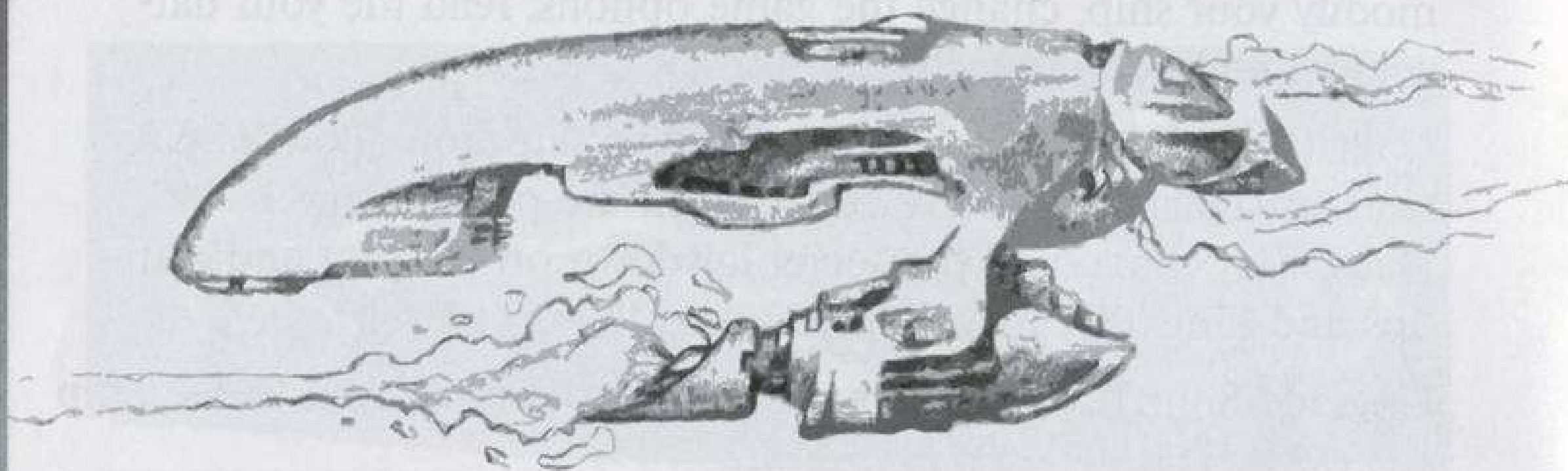
Configuration Menu.

Player 1 Input/Player 2 Input: (Two Player Arcade game only.)

Options: All control aspects of the game can be configured from this menu: Controls (joystick, mouse, and keyboard), loading and saving games (not available in One-player Arcade game), and music and sound volume.

Next Level: This option takes you to the NAV screen, where you choose your next destination. Choose wisely! The datacubes you collect contain valuable information 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. Alternatively 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 thing other than armor that keeps 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.

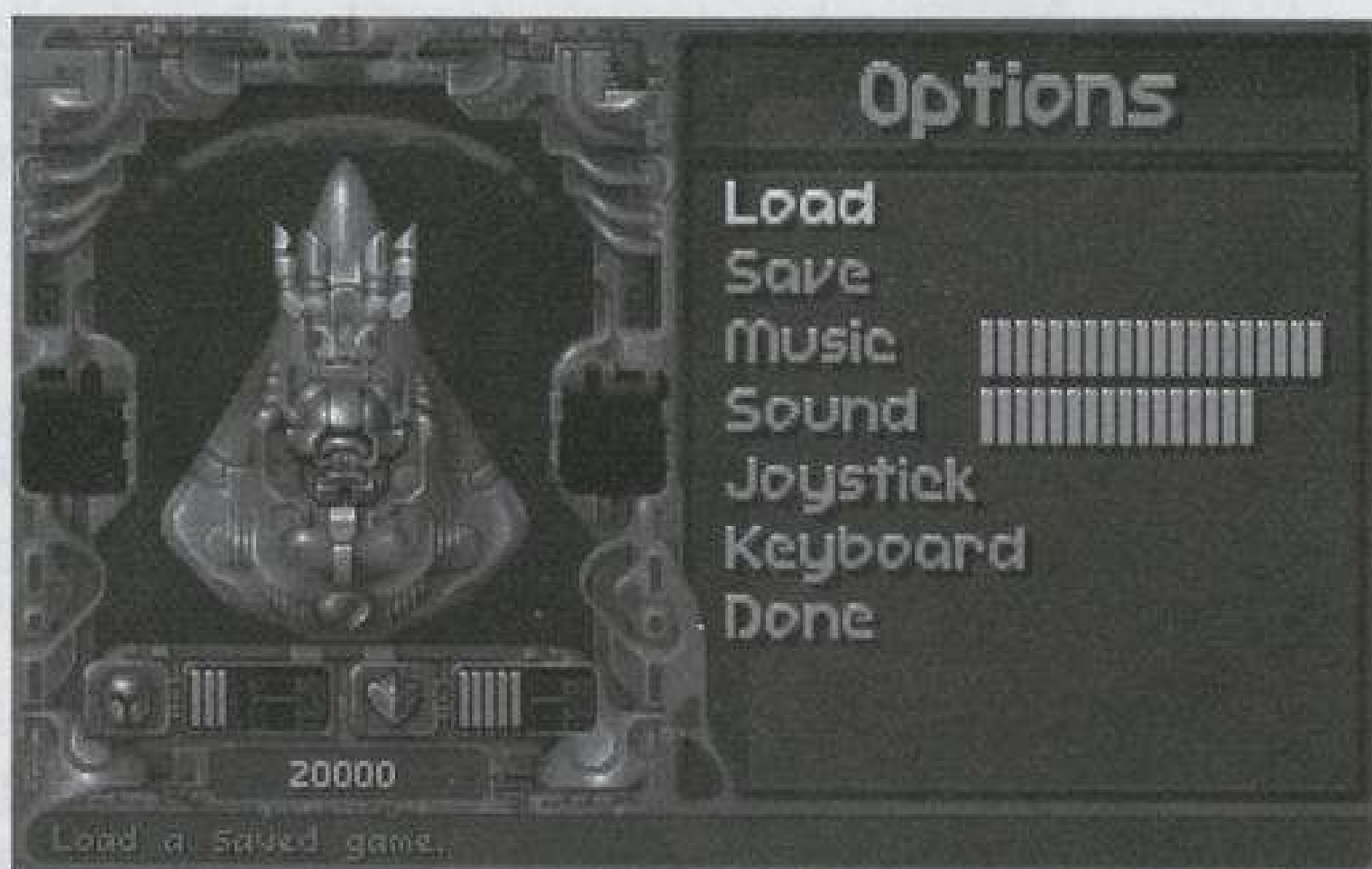
For weapons that have unlimited ammunition, firing your normal weapon also fires your Sidekick. Sidekicks weapons that "charge-

up” or have a limited amount of ammunition. The left and right sidekicks 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 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 save-game 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.

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

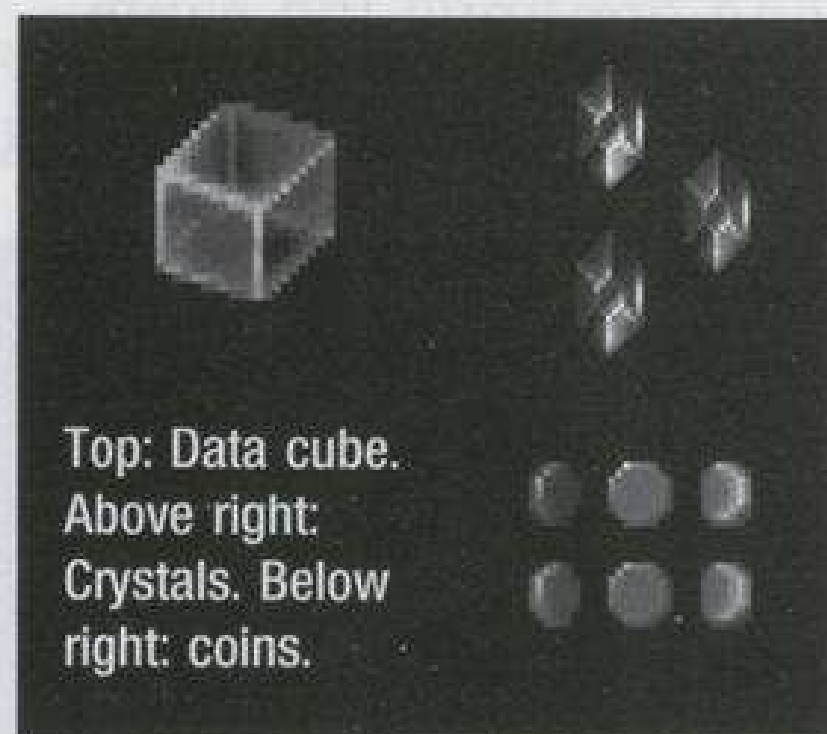
Once you have selected your preferred equipment of destruction, it’s time to use it. Just having a big gun doesn’t mean you’re a hot-shot. Your enemies know how you think. The only way to beat

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 are walking into a death zone and prepare adequately, and you will 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,



Top: Data cube.
Above right:
Crystals. Below
right: coins.

the metal is still used in nearly every ship built. Collect the coins and gems that fall for extra credits.

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

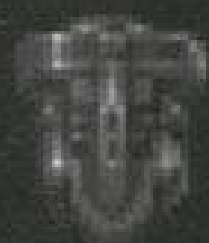
If you see a flashing metal pod emerge from a destroyed ship, grab it. It will power up your weapons from 2 to 5 levels! If your ship is low on armor, a special armor supply ship will appear. Destroy it and grab the armor powerup to partially repair your ship's armor.

Well, you're on your own from here. Be sure to destroy everything that moves (and in some cases, things that don't move) 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 always fire true!



Collect this blinking pod to increase weapon power



Shoot down this ship and then collect one of these power-ups to increase or repair your armor.

ONE PLAYER ARCADE GAME

If you would like to play Tyrian as a fast and furious arcade shoot 'em up, we have 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 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 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!

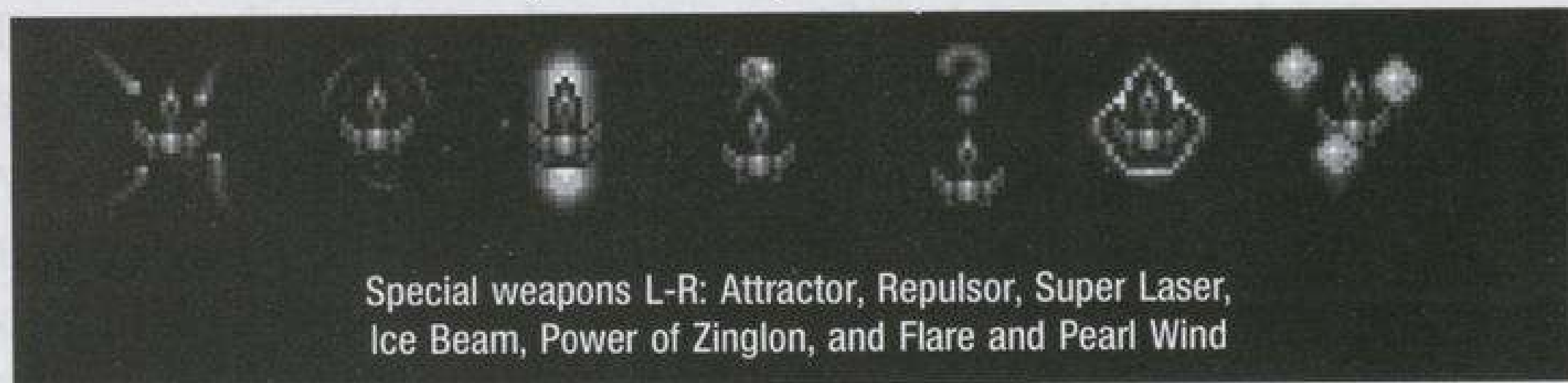
Special Weapons

A Special Weapon can be acquired when 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 will read the number "8" when a weapon is near full capacity. Beware, when you are destroyed the power of your weapons drops by one level.

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 weapon 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!

You'll have to figure out for yourself what the Pearl Wind, Power of Zinglon and Flare power-ups.

TWO PLAYER ARCADE GAME

Tyrian has **TWO PLAYER** capability! As incredible as it may sound, we were 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



The Steel Dragon, an awesome arsenal for you and a friend!

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 are destroyed. 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 do not 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

The Dragonhead



The Dragonhead can power up with the blue bordered weapons shown on the chart below. The Dragonhead has a greater selection of weapons and is also faster than the Dragonwing.

The Dragonwing



The Dragonwing can power up with the red bordered weapons shown on the chart on the previous page. In addition the Dragonwing also uses the green bordered weapons which are the "sidekick" weapons.

The Dragonwing'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!

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 through which port your

modem communicates.

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 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 the port to which null modem cable is connected.
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.

4. 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 local area 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 have 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.

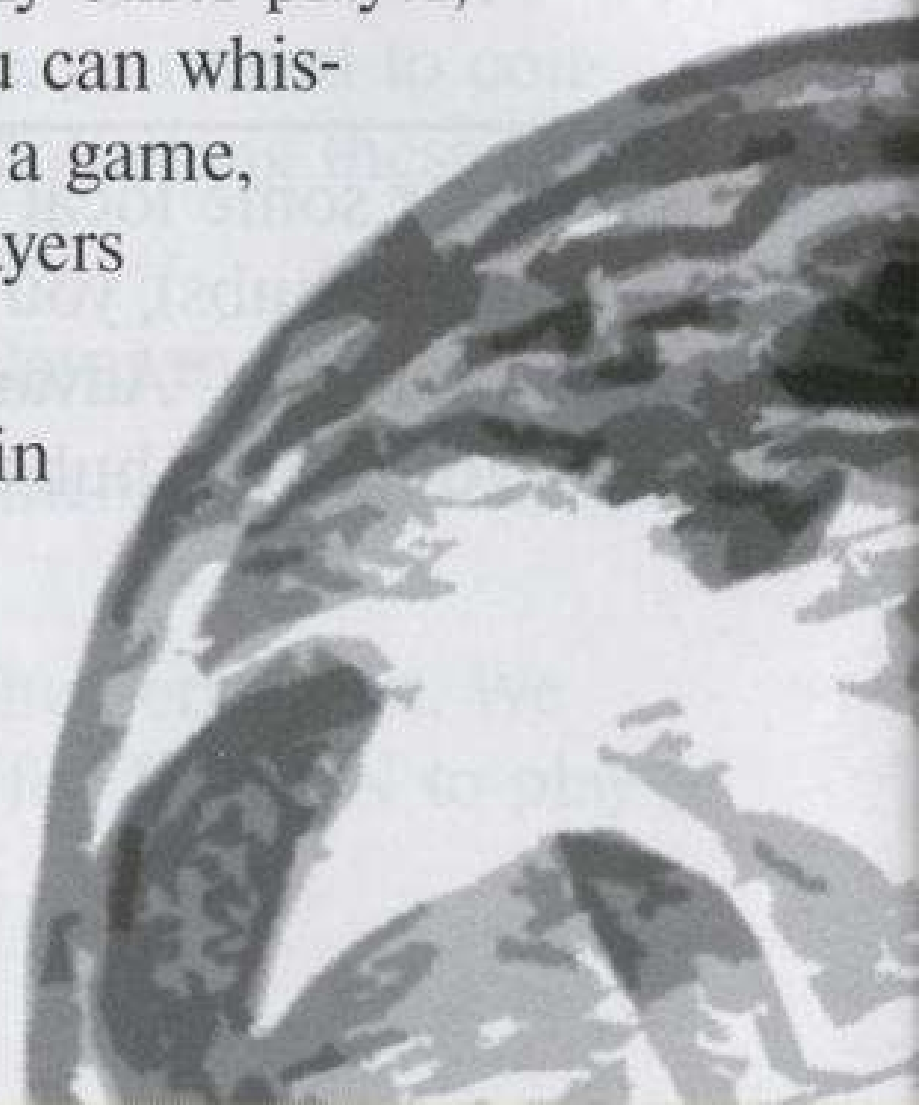
Challenge Arena Options

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.

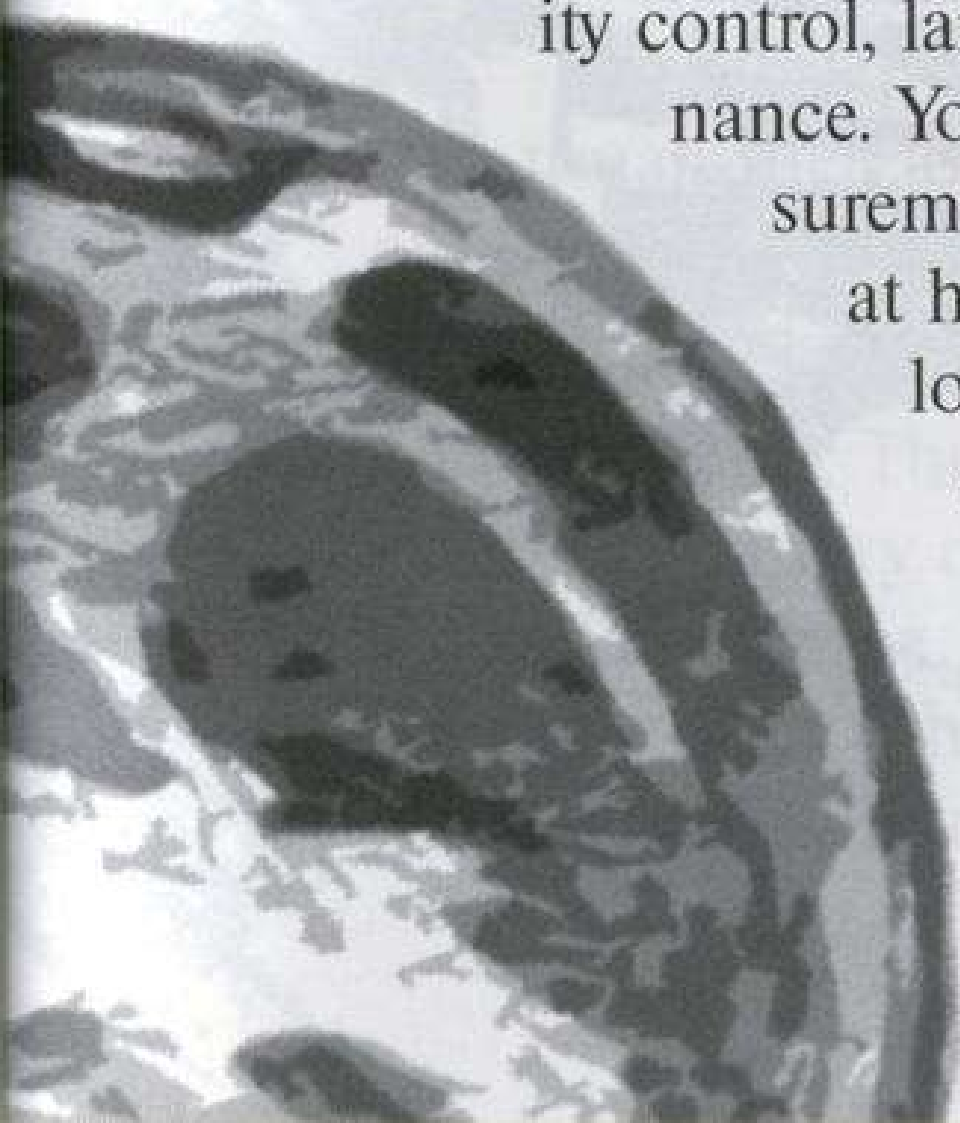


VII) THE WORLDS

The following information is all you could gather from your ship's data banks. Although incomplete, it should give you enough information to begin your quest. Information about the remaining planets can be acquired from datacubes collected during play.

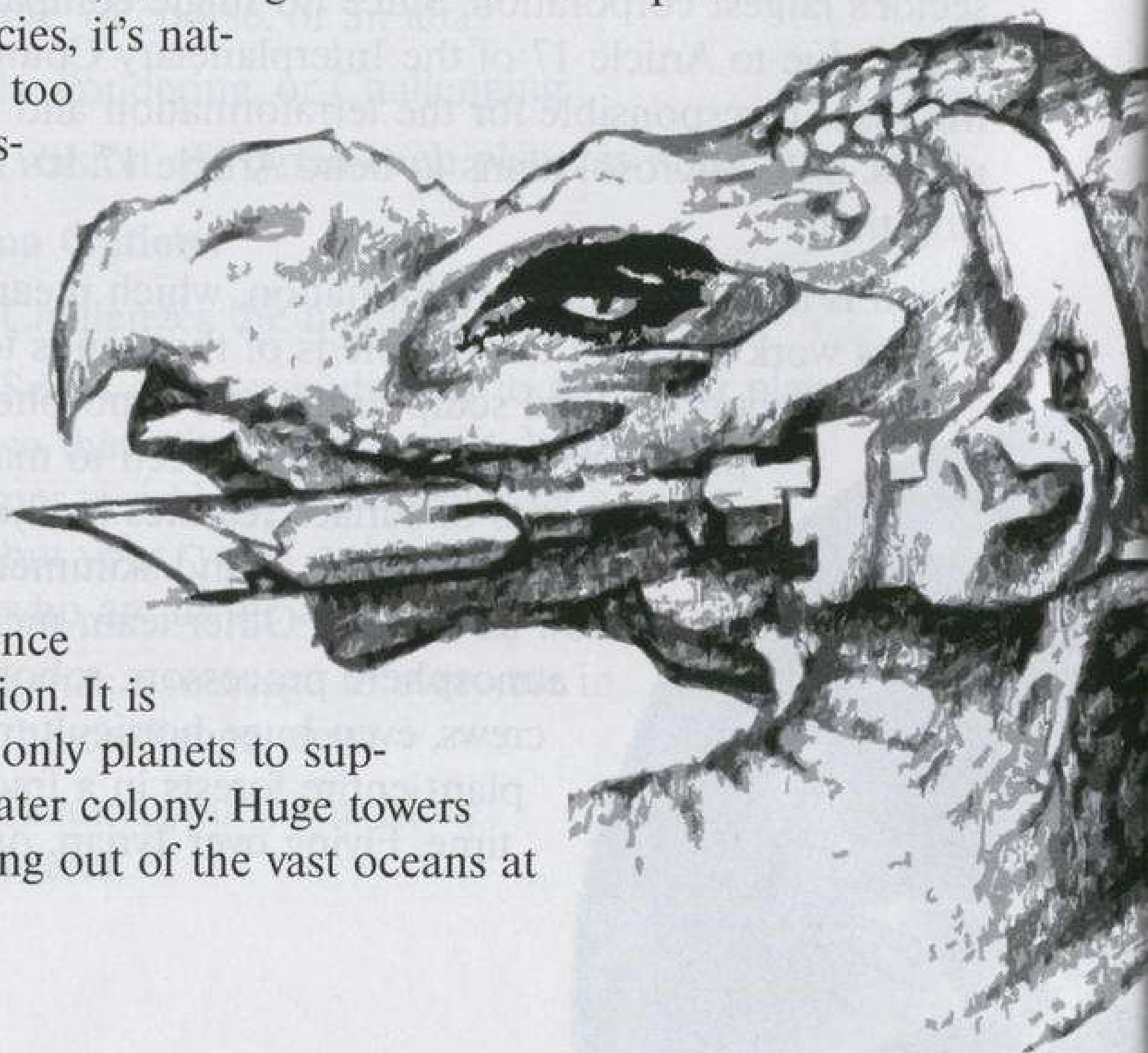
TYRIAN: Tyrian is the most recent acquisition of Microsol; the sector's largest corporation. Since no single company can own a planet due to Article 17 of the Interplanetary Council Law, Microsol is responsible for the terraformation and trading agreements. Still, Microsol plans to bend Article 17. It's 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. Savara 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 its 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 its 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.

IXMUCANE: 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 Ixmucane is that it was originally the home of the Zica, an unknown race of aliens that originally carved immeasurable labrynthine 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 Ixmucane and Microsol, using outer-dimensional technology. But is it true...?

TORM: Sector capital and regional chapter of the Interplanetary Council, Torm is one of the largest worlds in the sector. Torm 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 that 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) TYRIAN HINTS

In the full game, each spaceport that you visit at the end of the level may have different items (weapons, generators, shields, etc.) so it's a good idea to check to see what's available after every level. Sometimes a very powerful item or ship will only be made available once or twice in an entire game.

Don't always follow the same path every time through the game. Some levels may contain paths to more than one secret level.

For a harder difficulty level press SHIFT-G at the "Select Difficulty" screen. For an even tougher difficulty setting press SHIFT-J after that!

If you play the entire game in Arcade mode, you'll be given a secret "Super Arcade" code at completion. Type this code in at the title screen to play this secret mode. Playing through a Super Arcade mode may give you additional codes at the end of the game.

If these hints aren't enough you will be given a hint or secret code at the end of each episode as well!

Looking for more hints?

You can meet other Tyrian players who might have even more tips in Epic's CompuServe forum.

IX) TROUBLESHOOTING

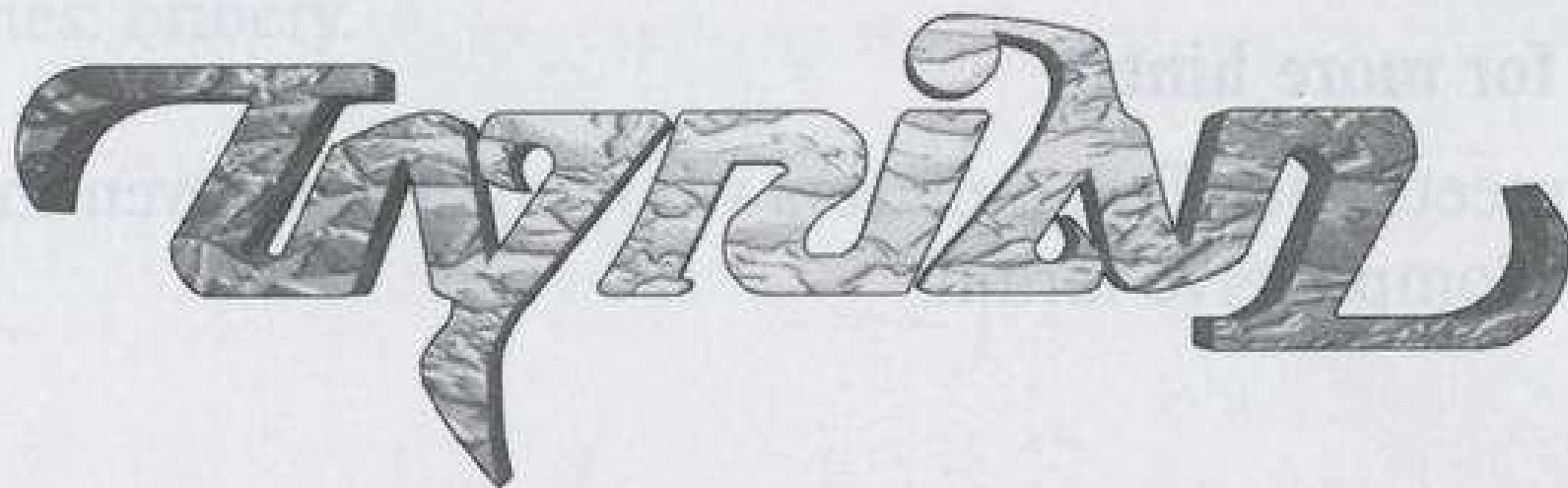
The most up-to-date troubleshooting information can be found in the HELPME.DOC file included in this game. To view this file, change to the directory that Tyrian is installed in, and type HELPME.

Contacting Epic MegaGames for Support

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

Country	Technical Support Number	Fax Number
<i>USA/Canada</i>	+1 301-983-977	+1 301-299-3841
<i>U.K./Europe</i>	+44 (0) 1767-260903	+44 (0) 1767-262043
<i>Germany</i>	0130 822887	0130 822886

If you don't live in or near one of these countries and/or you purchased Tyrian from one of our dealers, we suggest that you might also try contacting your dealer for support.



Contacting Epic MegaGames On-line

On CompuServe GO EPIC to reach the Epic menu and GO EPICFORUM to go directly to our support forum. From GO EPIC you can learn about the latest Epic MegaGames products, download our shareware games, download our free *featured game*, and even purchase complete Epic games for immediate download.

Sign on to CompuServe, the world's leading on-line information service. For a **free CompuServe sign-up kit** and more details about CompuServe, call CompuServe at one of the following numbers and ask for representative 536:

USA/Canada	(800) 524-3388	UK	0800-289378
Australia	008-025-240	France	36 63 8122
Germany	0130 3732	Japan	0120-22-1200
New Zealand	0800-446-113	Switzerland	155-31-79
Korea	080-022-7400		

From other countries please call +1-617-457-0802

On the internet you can send your questions via email to:
'help@epicgames.com'

For the latest news about Epic MegaGames and to download our latest shareware episodes, visit the official Epic MegaGames World Wide Web site at 'http://www.epicgames.com'.

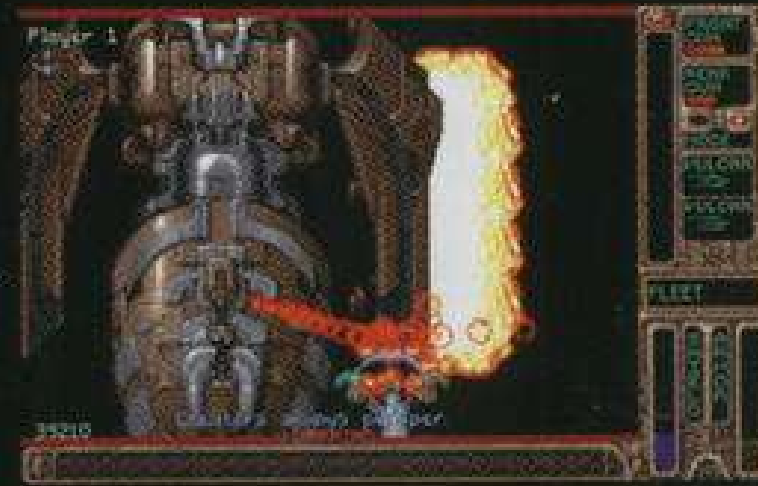
Tyrian



Tyrian, developed by Eclipse Productions, is probably the greatest vertical scrolling shoot 'em up ever devised for IBM-compatible personal computers. It delivers intense arcade action, heart-pounding music, dynamite sound effects that will blow you away, unbelievable graphics and weapons that deliver ultimate destruction. If Tyrian is more than your 10 trigger happy fingers can handle it's got **TWO PLAYER MODE** which allows you

and a friend to gang up and blow away the enemies over a **NETWORK** or **MODEM** connection or compete head-to-head to see which one of you can destroy the most stuff and survive the longest. We told you this game is intense so be prepared for some serious fun!

Tyrian requires: a 486 or faster processor, VGA graphics, color monitor, 4Mb of RAM, MS-DOS version 5.0 or later or Windows 95 or later. Supports: most major sounds cards, joysticks and PC gamepads.



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