

FORSAKEN DEMO INSTRUCTIONS

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If you experience any difficulty running Forsaken, please read the troubleshooting section at the end of this document.

About the Demo

Like the difference between a sketch and the finished painting, this demo will give you a hint of the power and scope promised in the final version. While your choice of bikes and levels is restricted, as are the enemies, weapons and pickups, we think there's enough firepower and adrenaline pumping action to give you an idea of what to expect in the final Forsaken.

Demo Features (Internet version)

Single Player -This demo features 2 levels of play, the Volcano and Subway. Your objective: finish both levels with the 5 lives we give you. Retrieve as much loot (gold bars) as possible from the various locations you visit to gain extra lives.

Multiplayer -In the demo, you can have up to 4 bikers in a Deathmatch game. Each of the 4 bikers pits their skills against each other in the kill-or-be-killed atmosphere of the Bio-Dome. The full version will feature up to 16 players in Deathmatch mode.

Demo Features (enhanced CD version)

This version of the demo can be purchased from your favorite retail computer or video game store. The CD version has the same levels and

features that are found in the Internet version but with more sound effects, 4 different biker voices and 2 music tracks. Other goodies found in the CD versions include: pre-recorded deathmatch game, screenshots, wallpaper, website artwork, plus a demo of another great Acclaim product, Turok Dinosaur Hunter.

The multiplayer game (both versions) supports: IPX, modem, & serial connections

For Internet play we recommend: Kali or Kahn

TCP/IP support is not available in the demo. However, TCP/IP will be supported in the final version.

I.

Minimum System Requirements:

- Windows 95 w/Direct X5 installed
- Pentium 120Mhz PC or better
- **Requires** Microsoft Direct3D graphics accelerator card or 100% compatible
- 16 MB RAM, 4 X CD-ROM drive
- 70 MB free hard disk space
- Microsoft DirectSound compatible soundcard
- Supports most Windows 95 compatible gamepads and joysticks including the Microsoft Sidewinder series and SpaceTech's Space Orb

II.

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Quick Play (for the impatient)

- ⌘ Choose *Single Player* from the main menu then choose *Start*
- ⌘ Preferred control method (keyboard + mouse)

<u>Keyboard (using left hand)</u>	+	<u>Mouse (using right hand)</u>
A -moves forward		L. button -fire primary weapon
Z -moves backward		R. button -fire secondary weapon

⌘ These are the basics; it's highly recommended that you assign keys for the more advanced controlling options (like strafing and rolling) when you start playing. You can set these options under the *setup biker menu*, or by pressing F1 while in game.

⌘ You're now ready to stop reading and go play! Please refer back to this document to become fully informed on all the control options and other features available in the demo.

III.

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Running Forsaken

Press the Start button, go to Programs and look for Acclaim Entertainment, *Forsaken Demo*. Choose the chipset for the 3D accelerator you have installed in your PC. If you do not see your card listed, please choose the first option called *Forsaken Demo*. If you're not sure which to choose, please see the list of manufacturers and which chipset they use in the *Troubleshooting* section of this document.

NOTE: Choosing the wrong 3D accelerator card from the start menu may cause the game to crash or play with corrupt graphics. You may also miss out on some effects that are specifically tailored for your card.

IV.

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THE MENUS

Navigation:

Use the arrow keys to highlight selection and press enter to confirm selection. Pressing ESC will return you to the previous menu.

MAIN MENU

Single Player	Begin a Single Player Game
Death Match	Begin/ join a Multi-Player Game/set network options
Setup Biker	Select your bike, player name, configure controls & weapons
Play Demo	loads a demo for playback
Options	Set sound and display options (visuals)
Quit	Exit Forsaken demo and return to Windows 95.

*For more detailed information, see the section devoted to these items.

SINGLE PLAYER

Start -Starts the game

Normal -The default difficulty level (use left and right arrow keys to change)

Back -brings you back to the main menu (same as ESC key)

DEATH MATCH

Create Game -Choose this to host a game (have others join your game)

Join Game -If you want to join someone else's game

Back -brings you back to the main menu (same as ESC key)

SETUP BIKER

Select Bike -choose between 4 bikes and create a user profile

Controls -customize keyboard, joystick and mouse controls

Weapons -choose the priority of your weapon selection

Back -brings you back to the main menu (same as ESC key)

PLAY DEMO

Play Demo -View a pre-recorded deathmatch game (included with CD version)

OPTIONS

Sound - adjusts the CD and SFX volume levels

Visuals - adjusts detail levels, screen resolutions and texture format

Misc. - not implemented yet

Back - brings you back to the main menu (same as ESC key)

EXIT GAME - do I have to.

V.

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SETUP BIKER

Once Setup Biker is selected, you will see a new menu. This is where you can select to play with a previously created player, a new one, or to delete one you no longer want. Creating a player acts like a "user profile" which will save your bike/character, name, and any custom keyboard, mouse or joystick configurations associated with that user. The setup biker menu is as follows:

Choose Player: Select from your list of existing user profiles.

New Player: Enter a new player name. Select New Player, then type in a new name at the name entry screen (use BACKSPACE to delete NEWNAME text). Press ENTER when finished.

Delete Player: Delete a player from your player roster. Doing so will destroy all player data, such as setup options, etc., so think before you delete.

Change Bike: Assign a different bike to a player. Each character has a custom bike he/she uses with different attributes to work wondrous mayhem in Forsaken.

***Note** -in a multiplayer game, all bikes have equal attributes

VI.

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CONTROLS

Forsaken gives you a complete range of control options. You can choose *Configure Mouse*, *Configure Joystick* or *Configure Keyboard* to alter the default control settings. Any control that is currently says UNDEF means that the key or function is not assigned and will not work. You can assign up to two keys to any single function or control to any key or single input.

Note: You should plug in your input device BEFORE running Forsaken to ensure that your device is recognized and properly calibrated.

DEFAULT CONTROLS

Mouse controls (play using keyboard + mouse combination)

Moving the mouse controls the bike rotation

Left button	-fire primary weapon
Right button	-fire secondary weapon

*If your mouse has a third button or wheel you can assign functions to them in the *setup biker menu* or by pressing F1 while in game.

Keyboard controls

KEY	ACTION
A	Forward
Z	Reverse
Left/Right (arrow keys)	Rotate left/right
Up/Down (arrow keys)	Rotate up/down
ALT	Slide (strafe) mode
CTRL	Fire primary
SPACE	Fire secondary
Q	Bank Left
E	Bank Right
B	Mines
S	<i>Nitro (not available in demo)</i>
Home/End	Cycle weapons
ESC	Pause game (access menu)
F1	Quick key to keyboard config
F4	Remove screen text
F6	Rear View Window
-/+	Change screen size
Numpad 4/6	Rotate left/right
Numpad 8/2	Rotate down/up
Numpad 7/9	Roll left/right
Numpad -/+	Slide up/down

Numpad 1/3

Slide left/right

Primary Weapons Selection

~	Pulsar
1	Trojax
2	Suss Gun
3	<i>Not available in demo</i>
4	<i>Not available in demo</i>
5	<i>Not available in demo</i>

Secondary Weapons Selection

6	MUG
7	Solaris
8	<i>Not available in demo</i>
9	<i>Not available in demo</i>
10	Gravgon
-	MFRL (multiple fire rocket launcher)
+	Titan

Multiplayer Game

F9 - F11	Send taunt message
Shift + F9 - F11	Enter your own message

To change/assign controls: Use the arrow keys to highlight a control area next to a function, then press ENTER to initialize the control for input. Press the key or button you wish to perform the action. It's locked in! Continue in this manner until you're satisfied with your settings, then press ESC to return to the control menu.

Note: To delete a key assignment press DELETE

Setting up joystick controls: When you choose configure joystick you will see the name of the device (joystick) you have installed. From here you will also see *Configure Buttons* and *Configure Axis* on the bottom of the screen. When you choose configure buttons you will see a list of all available actions you can assign. To assign an action use the arrow keys to highlight an action, press enter to initialize it, then press the desired joystick button to assign the action to it. You should now see what button that action is assign to on the top of the screen. Continue in this manner until you're satisfied with your settings, then press ESC to return to the configure joystick screen.

Setting up an axis

Now that you assigned your buttons you must assign the bikes movement (rotation, slide) to the directional stick, pad, puck, orb, dial, throttle, rudder,

wheels, balls, or whatever other analog gizmo that can be found on joysticks today. Choose the setup axis menu to assign movement to one of these analog features/devices found on your joystick. The configure axis menu has two sides. The left side (*select axis*) and the right side (*select action*). Under the select axis is a list of all the analog features/devices you can assign actions to. Choose an axis by pressing enter on *select axis*. After you highlight an axis you can choose an action for that specific axis, invert, test, or set a deadzone for it.

Move the blinking highlight to select axis and press enter. The highlight will now be blinking on the axis letting you choose. Select the axis (seen as X, Y, Dial, RD in the menu) by pressing enter on it. Now move the blinking highlight to the *select action* side and press enter to choose an action. After you choose an action you can test it by moving the joystick and watching the test slide bar at the bottom of the screen. You can also invert it or set a deadzone for that axis by moving the highlight over to these options and pressing enter. Proceed to do this for all the analog features of your joystick until you are satisfied with your selection. Press ESC to go back to the main menu and your configuration will be saved.

Autoleveling When this option is enabled (**On**), your bike will always attempt to position itself correctly in line with the walls of the environment.

WEAPONS

Assign/define keys to primary and secondary weapons, change their order, or take them completely out of the current arsenal. This works like the bike control menu: you can assign different inputs to both your Primary and Secondary weapons. For a detailed list of weapons and their capabilities, see *Know Your Weapons!*

EXIT

Takes you back to the main menu.

VI.

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DEATH MATCH

You will see a screen with these choices:

Create Game	Begins a new game with yourself as the host
Join Game	Choose a session to join
Exit	Return to the main menu

CREATE GAME (being the host)

Being the host means that you've invited people in to kill. As host, you setup the game and game parameters for other people to join, but first you must decide on which connection method to use.

You will come to a screen with these choices:

IPX Connection for Direct Play Play on a LAN (network) or over Kali (4 player)

Modem Connection for Direct Play Modem to modem play (2 player)

Serial Connection for Direct Play Serial cable (null modem cable/2 player)

Once you've selected your connection method, and session to join you will come to another screen! This is the main Multiplayer menu, where you'll make important decisions about these things:

Start Game	See below
Level	To choose what level to play on
Session Name	By default, it's the player name selected under options.
Time Limit	Set the time limit from None up to 30 minutes.
Maximum Players	Limit the number of players in a game.
Maximum Kills	Set the maximum number of kills a player can amass
Packets per Second	Default setting is 15 (LAN). (You may wish to experiment with this for better performance)
Team Game	Setup teams in deathmatch
Show Ping	The players ping rate will show next to their names
Update Ping (secs)	How often their ping rate will be updated

Starting a game:

Okay, you've waded through all this, now it's time to play, right? Wrong. One last screen waits between you and glory (or ignominy). After selecting Start Game, you'll come to a new screen nicknamed *the lobby*. It doesn't say anywhere on the screen that it's the lobby, and you can't get a newspaper there, it's just a name to describe the area and its function. The lobby screen (it says *waiting to start* on top of screen) is where you can see the other players who have found your game and are ready to start when you hit the button. You can also chat with waiting players by highlighting the MSG selection on the bottom of the screen.

Note: Forsaken supports dynamic joining. This means other players can join a game in progress but the game could crash if you start it (you're on the loading screen) and others players are in the process of joining your session (entering the lobby). Therefore it is recommended that you wait for all players to appear in the lobby before pressing start.

JOIN GAME

This option allows you to join someone else's game. After you choose a connection method you will be prompted to choose a session to join. When

you see the name of the game (session name) you want to join press enter and you will be put into *the lobby*. At this point you are waiting for the HOST to start the game. You can chat with waiting players by highlighting the MSG selection on the bottom of the screen.

VII.

OPTIONS

Selecting this will bring you to a sub menu with further settings. You can also access options during a game by pressing the ESC KEY to pause the game and bring up the in-game option menu.

SOUND

Sound FX Volume Use the slider to adjust sound effects volume

CD Audio Turns the CD music on or off

Biker Speech Turns the biker comments on or off

VISUALS

Change Detail Levels

The detail at which you play can have a great impact on your gaming experience. While high levels of detail are rewarding to the eye, they can degrade game speed, sometimes to frustrating degrees. You may want to trade some graphic quality for game speed. Experiment to see which combination of settings you like.

The following options are graphic enhancements you can turn ON or OFF: (Some of the following use sliders to set the level of detail from high to low. Generally, the lower the setting, the faster the action.)

Bi-linear Filtering	Blurs images to get rid of that "blocky" look
Perspective Correct	Prevents distortion of nearby polygons
Lens Flare	Allows lens flare effect around brightly lit objects.
Gore & Guts	Thrill to buckets of blood! Or don't.
Team Info	In a Team game, this will show you which rooms your team mates are in. (Multi-player games <i>only</i> .)
Auto Detail	Recommended setting is ON. This option keeps the game fast by automatically compensating (drawing less) when there's lots of activity.
Smoke Trail	The level of smoke coming from bikes

Bike Detail	Lower or raises the detail on the bikes
Lights	Turns on/off lighting on weapons, pickups, bikes
Back	Return to previous screen
Change Screen Resolutions	Select your screen resolution.
Exit	Return to the Main Menu.

VIII.

PLAY DEMO

This feature allows you to replay a recorded demo of a Multiplayer game. This CD version of the demo includes a prerecorded multiplayer game and let's you view it in many different ways.

Play Demo	Allows you to select a demo for playback
Playback Speed	Adjust the playback speed from 6% (slow) to 100% (fast)
Watch Player	See the action from that players eyes.

IX.

KNOW YOUR WEAPONS!

Weapons come in three types: Primary, Secondary and Dropped. Weapons are designated as *primary* and *secondary* depending on function. Primary weapons are basic weapons which fire lasers and bullets, and have a high ammo count. Secondary weapons are missiles, and have a lower ammo count. The currently selected weapon is displayed on your control panel at all times. **Enhancements** are items which you collect in order to improve your chance of survival, such as extra shields, Power pods, etc.

PRIMARY WEAPONS

PULSAR

Comments: Pulsar is the standard energy weapon all players start the game with--you'll always have it. If you are destroyed during the course of a game, any additional weapons will be destroyed with you; all that will remain is an unmodified Pulsar.

ORBITAL

Comment: Orbit Pulsars are small weapon pod attachments that constantly rotate around the host bike, boosting the offensive weapon capability. Orbit Pulsars work in the same way as the Pulsar, their strength increasing as more power pods are added to the bike. Orbit Pulsars fire at the same time (and at the same target) as the currently selected primary weapon; the player does not need to select them separately. Thus, if you have a Trojax selected, each time it is fired, the Orbit Pulsars will also fire. Orbit Pulsars

are found singularly, but up to four may be added to one bike.

TROJAX

Comments: A blast from the Trojax has a high damage potential. To attain this, you must charge the weapon by holding down the fire key/control (release it to fire). Each second of charging increases the damage. Power Pods decrease the recharge time.

SUSS GUN

Comments: Using "smart" tipped projectiles, the Suss-Gun is great for maintaining rapid fire against several targets, allowing the novice biker to achieve a higher hit percentage. Mixed tracer rounds aid in targeting, and hence accuracy of fire. A short range weapon with a wide field of fire, the Suss-Gun uses its own special ammo (see Extra Ammo)

SECONDARY WEAPONS

MUG MISSILE

Comments: This is the standard rocket ordnance each player carries. They are fast, and pack a wallop, but no on-board guidance system, so accuracy depends entirely on your aim.

SOLARIS MISSILE

Comments: As the name suggests, the Solaris uses IR heat signature detection to track its target and strike home. The missile uses standard propulsion technology and so is no faster than the MUG, but the larger warhead provides a greater destructive potential.

MFRL

Comments: The Multiple Fire Rocket Launcher can carry snub-nosed dart missiles, and is capable of launching them all within seconds! Each missile is a smaller version of the standard MUG missile, but with an enhanced propulsion system and reduced payload. They do not have on-board tracking. The MFRL will continue to fire until you release the fire control or run out of missiles.

TITAN MISSILE

Comments: The Titan missile is a hugely powerful piece of missile ordinance. Fitted with a stasis chamber warhead, holding opposing matter and antimatter elements, this device has an explosive aftershock.

GRAVGON MISSILE

Comments: The Gravgon missile is fitted with a powerful energy distorting warhead which enables it to alter gravity within it's blast radius. Upon detonation, free-floating matter within a set range is drawn inexorably towards the blast point.

DROPPED WEAPONS

PURGE MINE

Comments: Purge Mines are the standard pursuit deterrent mine. Fitted with proximity fuses and a thermo-neutron charge, they pack enough punch to take out even the most determined tailgater! When the player drops the Purge Mine, it is ejected directly behind his bike, where it will float and slowly rotate. It can be destroyed by weapon fire, otherwise it detonates

upon collision.

AMMO

PLASMA PACK

Comments: Plasma Packs provide a clean and reliable energy source for use with the Pulsar Laser and Trojax cannon. Each pack provides an energy boost.

EXTRA AMMO

Comments: Extra smart tipped shells for use with the Suss-Gun.

POWER UPS

POWER PODS

Comments: Power Pods are the universal weapon booster pickup. Each pod increases the damage potential of all primary weapons currently held. A bike can carry up to 2 pods. Pods are an unlimited power supply.

SHIELD OVERDRIVES

Comments: Shield Overdrives are similar to power pods, they boost shield strength rather than weapons power.

Note: This demo offers just a hint of the final firepower that awaits you in the finished Forsaken. Only weapons and power ups in the demo are listed here.

X.

KNOW YOUR ENEMIES

The threat of death is everywhere. Behind a corner, behind a wall, behind your eyes. Enemies are considered *Fodder* or *Leader* types. Fodder enemies are more numerous and less dangerous than Leaders. Here are some of the foes that confront you in the demo.

TURRETS

SLUG TURRET (Fodder type)

Comments: Fires a slow-moving pulsar round with highly developed homing capabilities in three round salvos. Nasty.

GROUND ENEMIES

MEK TON (Fodder type)

Comments: Mek-Tons are bots created for war, with heavy weaponry and thick armor plate. Though mostly ground-based, some are tracked, some bi-pedal. This bruiser means business.

LEGZ

Comments: This walking menace fires homing photons that pack a powerful punch.

SNUB BOT (Leader type)

Comments: These slow movers carry Snub missiles. Bots track by sight and sound, and upon hearing or seeing an enemy in front of them, will maneuver into firing position. The Snub Bot is smart enough to follow you behind an obstacle, even if though you're no longer visible (you can run, but hiding is another story). You're safe behind them, as long as you don't make a sound.

FLYING ENEMIES

SWARM (Fodder type)

Comments: Small and lightly armed, Swarm weapons are deployed in numbers to overwhelm and confuse an enemy.

SHADE

Comments: The Shade is capable of seeing anything in front of it, and can detect enemies behind it by way of radar (although a line of sight must exist). The Shade maintains a fairly frequent rate of fire, giving the player some indication as to it's whereabouts. In the event of the Bot losing sight of the player it will de-activate the Stealth Mantle. The Shade is armed with a single Pulsar. Once the Shade has taken damage in excess of 70% hull strength, it will no longer be able to fully maintain the Stealth Mantle. This will begin to flicker ever more violently as damage increases.

LEVITANK

Comments: This denim-clad, uh, I mean armor-clad flying tank is well armed, though its relatively poor maneuverability makes it easy to target.

HUNTER (Leader type)

Comments: Hunters are fast, highly maneuverable attack craft armed with a front rotating turret which allows for 120° frontal arc of fire. This sophisticated bit of mercenary machinery is short supply: you're not likely to see one unless you're too stubborn to die!

XI.

HINTS & TRICKS

Single Player

- Fly, don't fry! While standing still is a must at some points, the difference between a daring survey and a sitting duck is just a shot away. Assign strafing (slide) keys to help dodge enemy fire. Keep moving and take cover when your being fired at!
- Use your surrounding to your advantage! Retreat behind walls and corners to avoid enemy fire. Take it slow, enter new areas with caution or pay the price.
- Don't just fire at foes. Blast at your surroundings, too. There are some areas that are only accessible by blowing away a door, surface or something else. Be creative; game designers are a clever lot, out to trick you any way

they can think of!

- You may want to try playing with Autolevelling OFF. This lets you fly upside down, death from above!

Deathmatch

- You got beat again? Keep playing the single player mode for practice. If you're being singled out unfairly or being ganged up on, then you're playing with vicious mental cases and should probably log off or try to assign different types of movement to a single key which would make you a harder target to hit.

XII.

PLAYING OVER KALI

Kali is a software program/service that allows IPX games (games that require a local area network for multiplayer) to play over the Internet. Since the demo only supports IPX you need a service like Kali to play it over the Internet. If you are unfamiliar with Kali, please go to their web site at www.kali.net for instructions on how to download and use it. If you have Kali setting up Forsaken to play on it requires a few simple steps. First you should configure Kali to run Forsaken with one of the following arguments, depending on your video card (match the one you chose to run Forsaken with at the Start menu).

What chipset you have

Card not on list
Voodoo based
Voodoo2 based
ATI
3Dlabs based
Power VR
Riva128
Rendition

What to enter in argument field

keep it blank
-opt:3Dfx
-opt:3Dfx2
-opt:RagePro
-opt:Permedia2
-opt:PowerVR
-opt:Riva128
-opt:Verite2x00

After you configure Kali to run Forsaken, pick a server with a good ping and find some people to join you in a game. When deciding who should be the host, it's always a good idea to choose the person with the fastest/best connection. All players should then proceed to run the game by clicking the Forsaken icon on the bottom (if you did the setup as stated above). Choose Create Game if you're the host or join Game if someone else is. For the connection type, choose *IPX connection for Direct Play*. If you are joining a game, a *join session screen* should appear with the name of the person's game you wish to join. (You may wish to/need to wait a few moments for the session name to appear). If you don't see a session name, press the ESC key and try again. Sometimes it takes a few tries before you see a game to join.

Press ENTER when the name of the game (session) appears on the screen. If you are hosting a game, set your options and press START GAME. You should see a hosting screen that shows you the name of players that are waiting for you start the game. It's always a good idea to wait for all the players to appear on your screen before starting the game. Forsaken supports dynamic joining, meaning you don't have to wait for all players to appear before you start. You can go into the game and the other players can join a game in progress. In our tests we have found that you have a greater chance of all players joining a game successfully if you wait for everyone to arrive (in the lobby screen) before you start the game.

XIII.

TROUBLESHOOTING

You may experience difficulties running Forsaken if you don't have the latest drivers from the manufacturer of your 3D accelerator card. Drivers were being changed right up to the last minute during testing with Forsaken revealed small problems with various cards.

Note: Check out the Forsaken FAQ sheet at www.forsaken.com for a current list of problems or compatibility issues with the game.

Typically, the chipset makers expect you to go to your card manufacturer for the latest drivers for their card. Although the chipset makers supply the 3D chip and driver software to card manufacturers, the manufacturer may tailor the driver to their particular board configuration, so the safest place to go for drivers for your board is the card manufacturer. In some cases, however, the chip maker also manufactures the board.

The following is a list of web site addresses which you can obtain the latest drivers from. If Forsaken has problems running under the drivers you installed with your card, contact your card manufacturer for the latest version.

<u>Manufacture</u>	<u>Web Site</u>
ATI Technologies	www.atitech.com
Canopus	www.canopuscorp.com
Creative Labs	www.creaf.com
Deltron Technology	www.deltrontech.com
Diamond Mulitmedia	www.diamondmm.com
Elsa	www.elsa.com
Hercules	www.hercules.com
Intergraph Computer	www.intergraph.com

Jazz Multimedia	www.jazzmm.com
Matrox	www.matrox.com
Miro Computer	www.miro.de
Number Nine,	www.nine.com
Orchid Technology	www.orchid.com
Sierra On-line	www.sierra.com/hardware/
STB Systems	www.stb.com
TechWorks	www.techworks.com
Video Logic	www.videologic.com

Supported chipsets

Usually, but not always, if a board is based on one of the following chipsets, Forsaken will run on it. Forsaken also supports other chipsets that are not listed here.

3Dfx Interactive Voodoo Graphics
3Dfx Interactive Voodoo Rush
3Dlabs Permedia2
ATI Technologies 3D Rage Pro
NEC Electronics PowerVR PCX2
Nvidia Riva 128
Rendition Verite v1000
Rendition Verite v2100
Rendition Verite v2200

If you still experience any difficulty running Forsaken, contact Customer Service at (516) 759-7800, or visit us online at www.forsaken.com to view the Forsaken FAQ sheet for answers to common problems. If you would like to report any bugs or comments, send an e-mail to forsaken@aklm.com

Enjoy the demo!!