

ice & fire™



Instruction Manual



3D ACTION AND ADVENTURE BY THE CREATORS OF TETRIS®

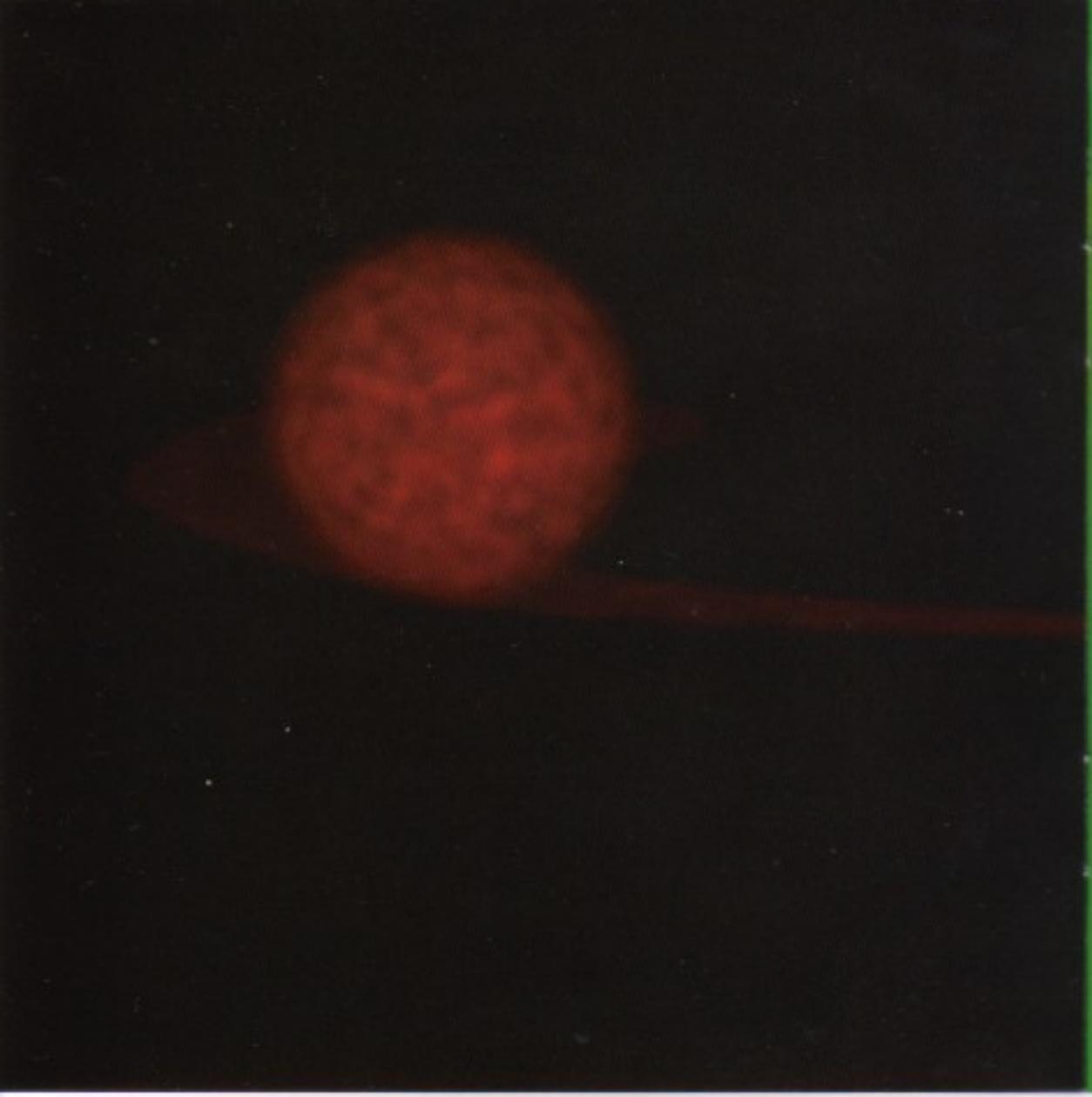


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about ice&fire

Ice & Fire was developed by **Vladimir Pokhilko** and **Alexey Pajitnov**, creators of the most popular video/computer game of all time - Tetris. Ice & Fire combines the sum of their expertise in computers and human behavior, bridging the gap between sophisticated technology and exciting game play. At the heart of every true Russian is a poet, and Pokhilko and Pajitnov are no exception.

"The roots of our game are very old, inspired by classic myths. With Ice & Fire, we tried to evoke the same truth as told in these stories - the truth of life and death in eternal unity. All the players in Ice & Fire are essential, including the alien Spherids. They are wise, capable of transmuting energy, and worthy of respect. That is why freezing the Spherids into stasis, rather than destroying them, is desirable. At the very end of Ice & Fire, you will understand why this is so. Finally, we'd like to add that Ice & Fire is a collaborative effort between Zombie and



AnimaTek. A joint Russian-American venture. For us, Ice & Fire is a symbol of a warm relationship between our two countries, two countries so recently locked in an icy cold war. Tetris was a child of Perestroika. Ice & Fire is the second born, and we hope you will enjoy it." -Vladimir Pokhilko & Alexey Pajitnov

mission summary During a scientific expedition to study a binary system called "Ice and Fire", an invasion of aggressive aliens, known as Spherids, threatened the survival of the entire station. In a desperate attempt to save the station and its crew, the Commander placed the entire asteroid into cryogenic suspension. The invasion was without parallel; no surface attack was made. How the Spherids arrived, and the purpose of their invasion is a mystery. IF-1 personnel cannot be maintained in their cryogenic state indefinitely. They must soon be rescued. With their knowledge, perhaps an understanding of this mysterious invasion can be reached.



system requirements

- MacOS 7.0 or higher
- Power PC
- 8 MB machine (with Virtual Memory) or 16 MB strongly recommended
- 10 MB of free Hard Disk Space
- Double speed CD-ROM drive or faster
- 640x480x256 color or better display
- Mouse or joystick

Ice & Fire is playable on an 8 MB machine, but you must turn on **Virtual Memory**. Go to the Apple Menu and scroll down to Control Panels. In Control Panels go to Memory and find Virtual Memory. Click the 'on' box and make sure your computer now has at least 16 MB of Virtual Memory. Then restart your computer. If you have a 16 MB machine with 10 MB of free RAM you do not need to turn on Virtual Memory.



installation

Installing Ice & Fire on your computer:

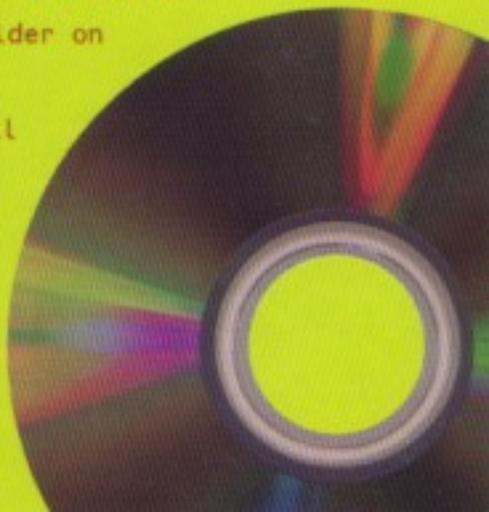
1. Place the Ice & Fire disk into your CD-ROM drive.
2. Double click on the 'Ice & Fire CD' icon.
3. Drag the 'Ice & Fire' folder onto your hard drive icon.
This will copy needed files to your hard drive. Ice & Fire is now installed.



Once Ice & Fire has been installed, you will not need to install it again, however, you will need to have the CD-ROM in the drive in order to play the game.

To play after installation:

1. Place the Ice & Fire CD into your CD-ROM drive.
2. Double click on the 'Ice & Fire' folder on your hard drive.
3. Double click on the 'IF' icon. This will start the game. You may press [ESC] at any time to skip the introductory sequence.
4. Click on 'NEW' to begin a new game.
Check the Addendum for additional instructions!



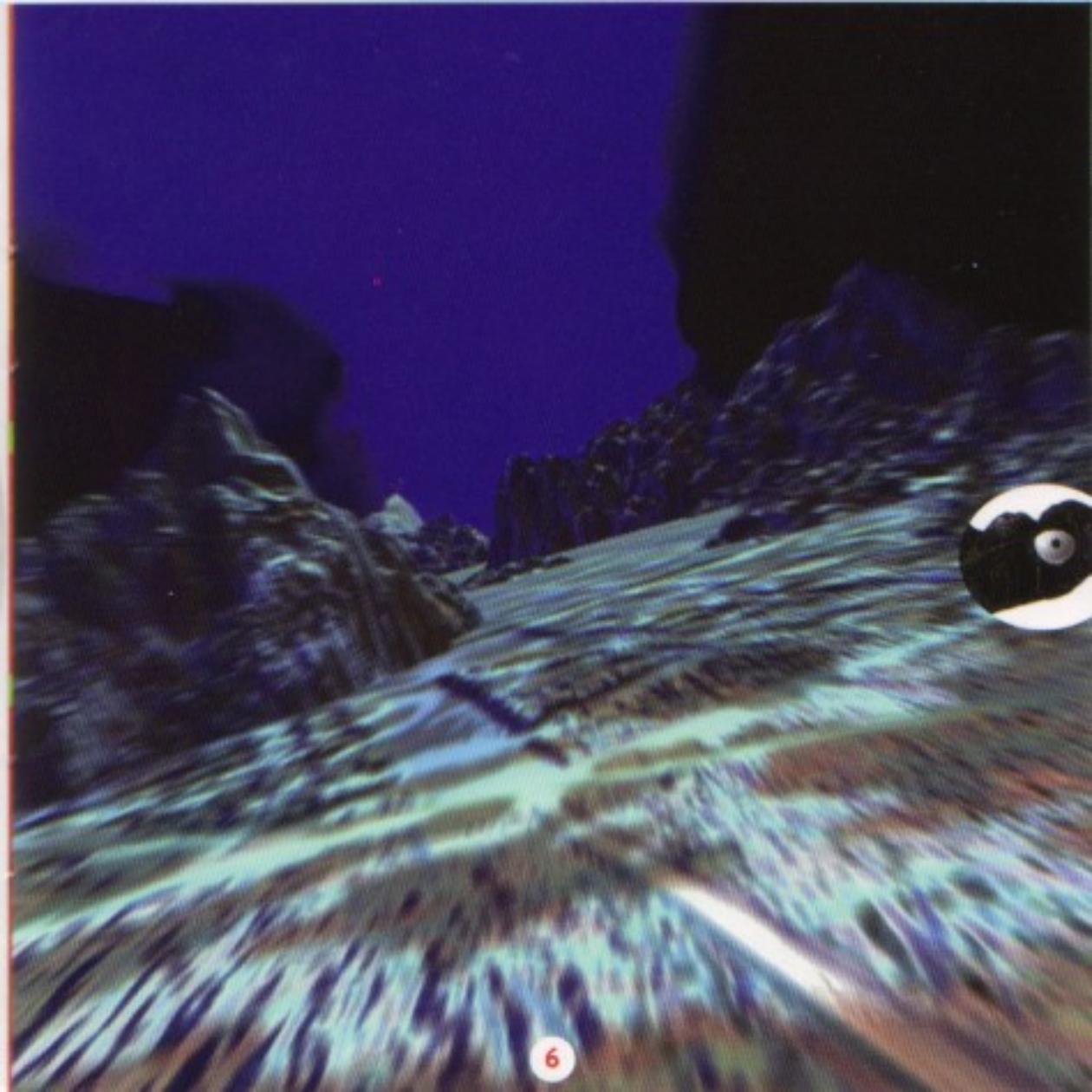
game settings

Game Menu The game menu will appear when the game is initially started and may be accessed at any time during the game by moving the mouse to the menu bar place. Many menu items are accessible by using Command-letter hotkeys.

Apple Menu **ABOUT ICE & FIRE** Display credits **HELP** (Command 'H') Information about playing Ice & Fire.

File Menu **NEW GAME** (Command 'N') Begin a new game **LOAD GAME** (Command 'L') Load a previously saved game **SAVE** (Command 'S') Save the current game **PLAY LEVEL** (Command 'P') Practice Mode. Each level of the IF-1 station contains a password hidden in one of the crystals. Once obtained, that password may be entered here to play just that level again. Passwords can be obtained only when beginning a game with 'NEW', not with 'LOAD'. **QUIT** (Command 'Q')-Exit.

Options Menu Select game play using Virtual i-O's i-glasses!™



mouse & joystick



Mouse control in the cruiser Center the mouse by pressing 'C'. Move the mouse forward to go straight; move it to the left to select the left path; move it right to select the right path. The arrows on your cruiser console will indicate the path you have selected. While playing remember to Re-center the mouse by pressing 'C'. To shoot: use the keyboard controls.

Mouse control in the station mazes Mouse control operates the same in the mazes.

Joystick control Joystick control operates the same as mouse control, but you can set your joystick buttons to replace the keyboard controls used for shooting. Check the manual that came with your joystick for these instructions.



Using i-glasses™ Game play with Virtual i-o's® i-glasses® may be selected from the Ice & Fire 'Options' menu.

Head mounted display Ice & Fire was developed for use with Virtual i-o's i-glasses® in mind. Virtual i-glasses!® allow users to view full-color computer and video images.

Fly-through: While flying over the asteroid, i-glasses!® enhance game immersion. You must control your flight movement using your selected control (keyboard, mouse or joystick).

Mazes: In the mazes the i-glasses!® are used in combination with your selected control (keyboard, mouse, or joystick). **Movement:** You can use the i-glasses!® alone or with another control. The i-glasses!® augment your degree of turning. For example, if you use the mouse to turn, but also turn your head while wearing the i-glasses!®, the effect will be cumulative. You can also use just the i-glasses!® to turn, but must choose forward movement with your selected control. **Firings:** Use the i-glasses!® or your selected control to aim in the direction you want to fire. You must fire using the keyboard or joystick.

Virtual i-o i-glasses!® are fully operational for Macintosh computers with the Virtual i-o Macintosh Adapter. To purchase the Macintosh Adapter, please contact Virtual i-o at 1.800.646.3759 or info@vio.com.



keyboard controls

Intro Ice & Fire will present a short introductory movie before every game. Press <esc> to skip through the movie. You may also press the letter 'Z' to view the movie in full-screen.

Resolution Ice & Fire has three window sizes which you can switch between using the 'Z' key. If you are using a slow machine, switch to the smallest display window to increase game speed.

Cruiser Controls

- SPACE BAR** - Launch missile
- ARROW KEYS** - Flight direction
- TAB** - Activate asteroid map
- Z** - Zoom-toggle
- P** - Pause game
- ESC** - Skip animations
- ESC** - Stop game and show menu
- Quit or Command 'Q'** - Exit game

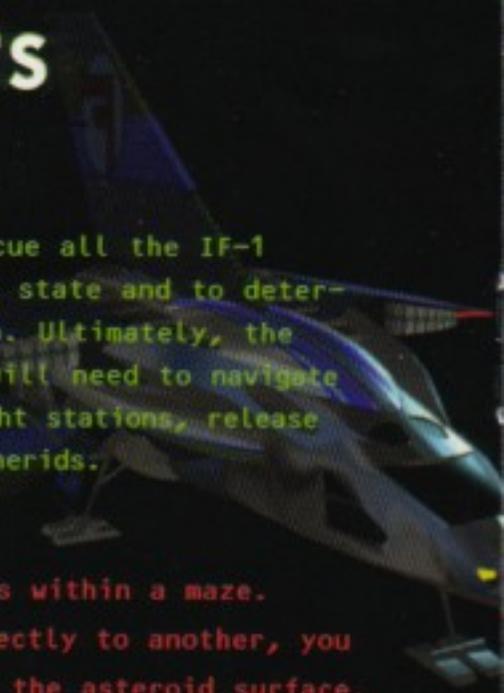


Station Maze Keyboard Controls

- A - Ice blaster shot
- S - Fire blaster shot
- CTRL-A - Rapid ice blaster burst
- CTRL-S - Rapid fire blaster burst
- SHIFT-A - Ice Missile
- SHIFT-S - Fire Missile
- Left/Right Arrow Keys - Turn left/right
- Up Arrow Key - Move forward
- CTRL-Left/Right Arrow Keys - Slide left/right
- CTRL-Up Arrow key or J - Jump up
- SHIFT-Left/Right Arrow keys - Select objects for use
- SPACE - Activate current object
- TAB - Activate heads-up map
- H - Call IF-1 personnel for help
- E - Vent suit energy to thaw yourself
- Z - zoom-toggle
- P - Pause game
- ESC - Stop game and show menu
- Quit or Command 'Q' - Exit game



game concepts

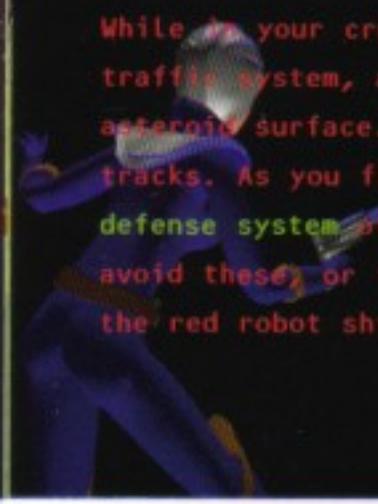


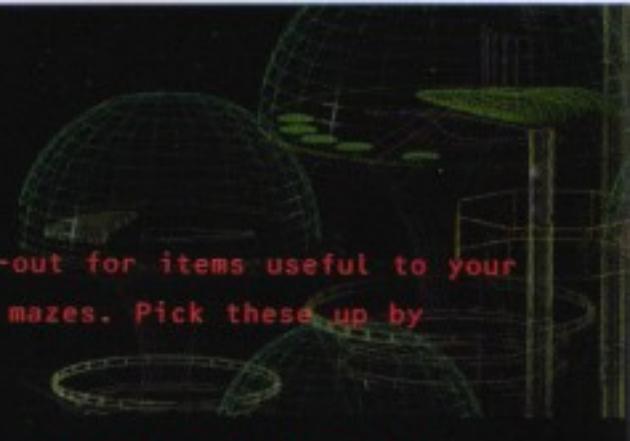
The objective of Ice & Fire is to rescue all the IF-1 station personnel from their cryogenic state and to determine the cause of the Spherid invasion. Ultimately, the station commander must be found. You will need to navigate the asteroid itself, explore each of eight stations, release all human survivors, and contain all Spherids.

Navigating the Asteriod IF-1

Ice & Fire is actually two games, mazes within a maze. Rather than popping from one level directly to another, you must find the next level by navigating the asteroid surface.

While in your cruiser, you are magnetically locked to the traffic system, a network of green tracks woven above the asteroid surface. You may not break free from the green tracks. As you fly around, you will be attacked by IF-1's defense system of robot ships and aerial bombs. You can avoid these, or intercept them with your missiles. Attack the red robot ships, but fly over the blue robot ships for





more energy. Be on the look-out for items useful to your mission within the station mazes. Pick these up by flying over them.

Certain ports are always open to aid you with repairs and replenishments. These include a fueling station, an armory, and a shield repair station. You must ultimately, however, find the Station Mazes.

All true mazes have dead-ends, and the Ice & Fire asteroid is no different. Except that here, "dead-end" is taken literally. A wrong decision will send you flying straight into the asteroid surface, or careening away from the asteroid into deep space. Either way, you will certainly meet a spectacular demise. Regardless of how your cruiser is destroyed, you will lose a point of life. If you have more life points, another cruiser will be provided, and you can continue on your way.

cruiser interface

Ships Report This comm-link will flash messages describing events.

Shields Indicates your shield status. Shields protect your cruiser from collisions with robot ships and from aerial bombs. Each collision or explosion reduces your shield level. If your shields drop too low, the next incident will probably be fatal.

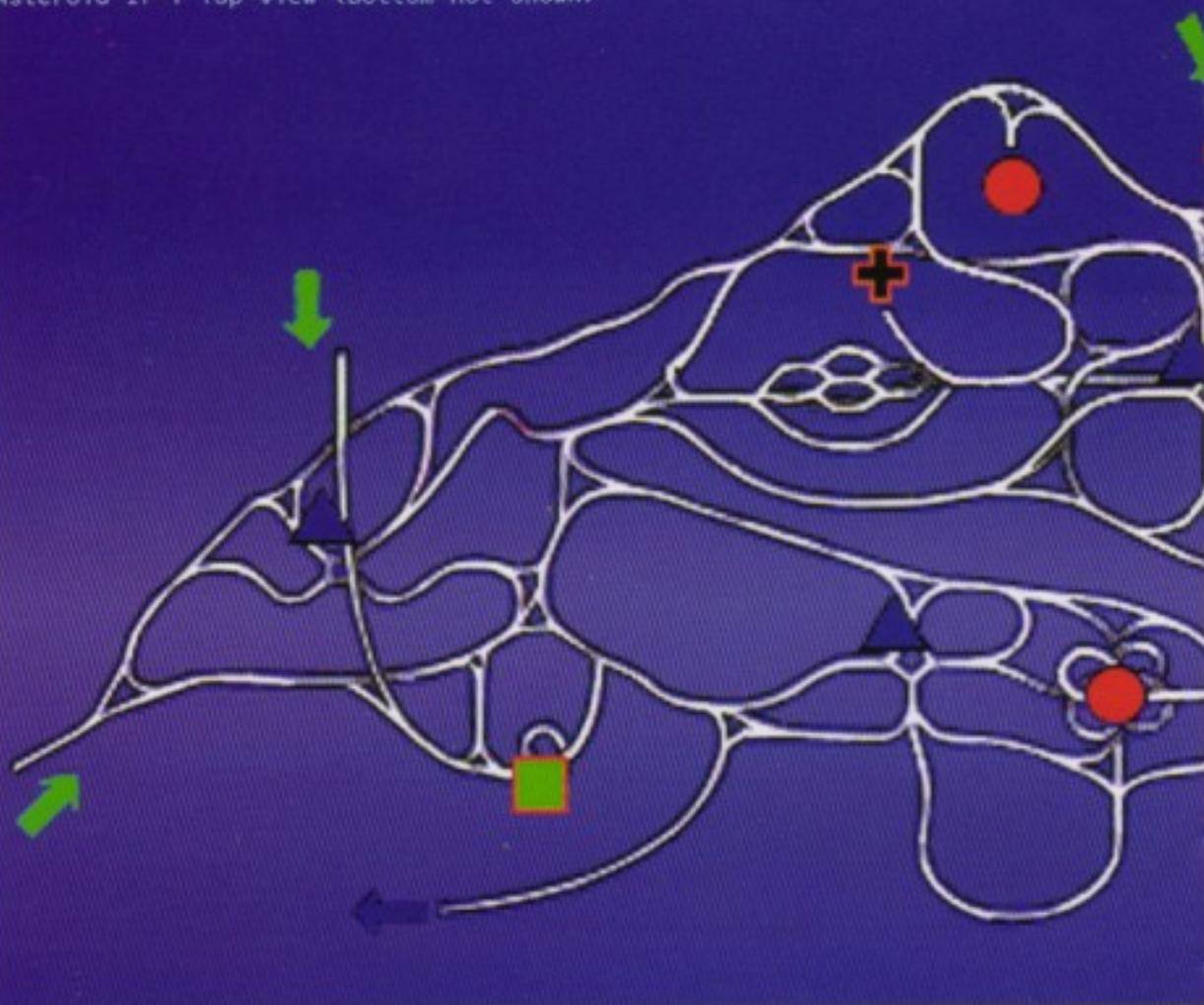
Energy Indicates your cruiser's energy level. When the percentage of energy drops to 0%, you will crash.

Armory Indicates the percentage of air-to-air missiles at your disposal.

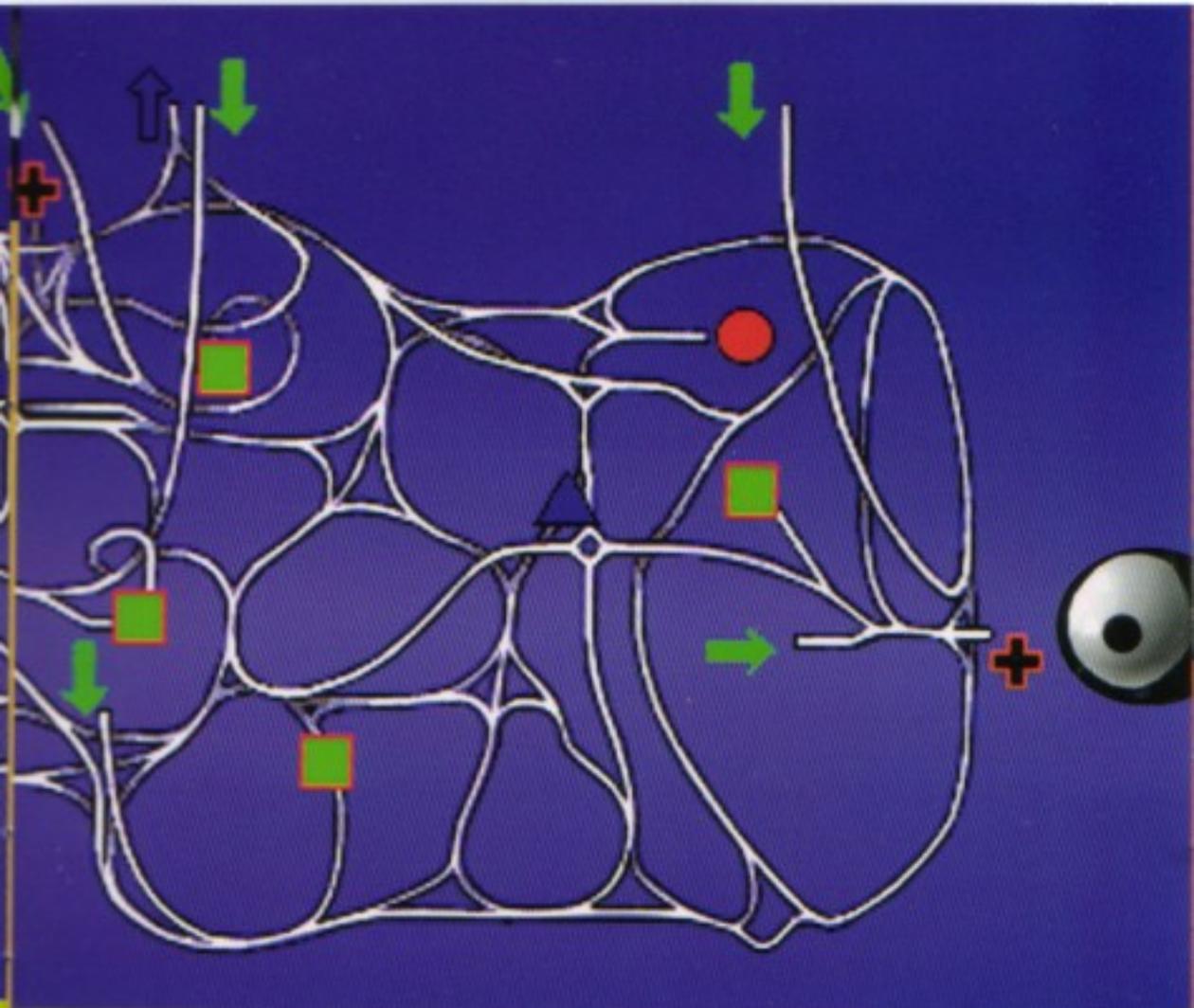
Bonus Display Displays items acquired which will be useful once you disembark and enter a station.

Control Monitor Displays the flight direction you have selected for the next fork in the green tracks. Determine your flight path by pressing the arrow keys. You may travel left, right, and straight ahead. You may also slow, and even stop by pressing the down arrow.





■ Station Maze ● Port ← Exit to Another Entrance



→ Entrance

+ Dead End

▲ Vista Point

station mazes

Exploring the Station Mazes There are two sides to Asteroid IF-1 which you must explore. The following stations may be found on either side of the asteroid.

Cosmoport

Habitat

Power Station

Greenhouse

Command Center

Alfa-post

Scientific Lab

Military Base

Numerous crystals exist on each station. Your mission is to thaw all the crystals to reveal their contents. Inside each lies an object which can help or hinder; pieces of the puzzle, IF-1 personnel, or Spherids themselves. Keeping track of which crystals contain Spherids is a challenge unto itself. Try to remember crystal locations and sizes.

Once all personnel have been released, and all Spherids refrozen or destroyed, the level is clear and you may progress to the next level. Throughout your progress, you will be exposed to drastic changes in temperature. Spherids will attack you with fire or ice to raise or

lower your temperature. If your temperature gets too high or low, you can lose a point of life. You will also be exposed to lethal energy balls and rooms of extreme temperature.

Allies All IF-1 personnel released will come to your aid directly or indirectly. Foot soldiers will open fire on the Spherids and will also unfreeze you if necessary. Soldiers on Hover-Scooters will activate various components of the station such as turning on elevators, unlocking doors, and turning on the power to supply rooms.

Enemies There are many different types of Spherids. Each has unique characteristics and may attack you with either ice or fire weapons. Some Spherids will attempt to free their companions, which can prove more dangerous than a direct assault. You can combat the Spherids with both ice and fire. However, the Spherids can be frozen more easily than they can be destroyed by incineration. Be on the look-out for lethal energy balls as well. Hidden in select crystals, they zoom through the maze when released.

helmet interface

1. Comm-link Message Bar Displays communication between the IF-1 personnel and you. It also alerts you if your temperature reaches a dangerous level.

2. Status bar Indicates how many Spherids and personnel are present in the maze, and their condition (frozen, thawed, or destroyed).

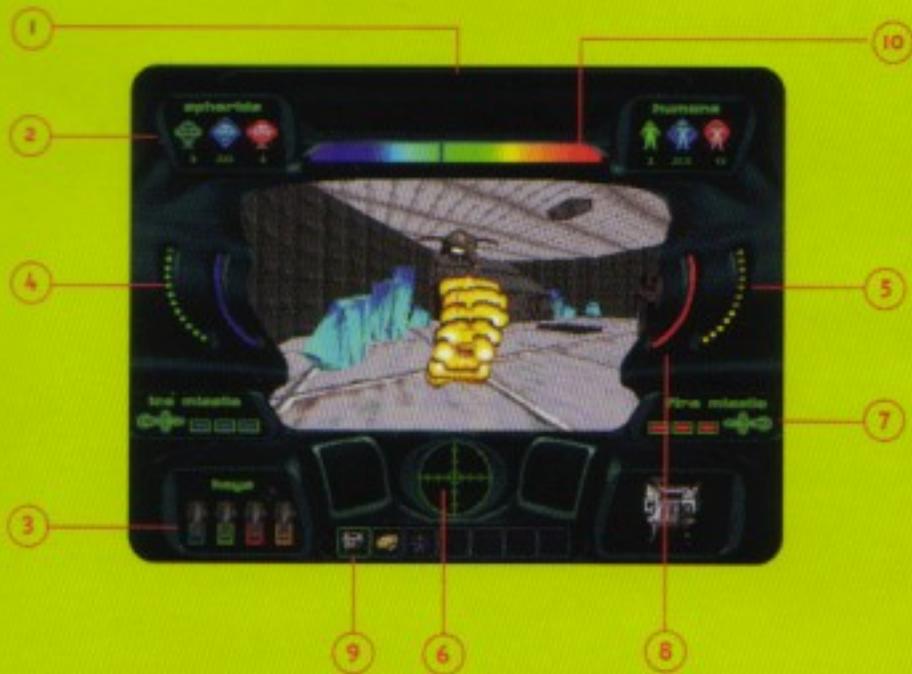
3. Keys Every station contains areas requiring a key for access. When a key is obtained, its color will light up. The gold key is universal and will open any door.

4. Energy Indicates the energy level of your environmental suit. If your energy is depleted, you will lose a point of life.

5. Life Displays the number of life points you have. Each ball indicates one life point.

6. Radar Each maze contains its own radar chip hidden in a crystal. Once found it presents a 360 degree view of IF-1 personnel and Spherids in the area.

7. Missile Gauges Each lit square represents one missile. Ice missiles on the left, fire missiles on the right.



8. Weapons Indicates your ammunition supply for single shots and multi-shot bursts. Ice on the left, fire on the right.

9. Equipment Items you find are displayed here. A number shows how many of a given item you have. To select an item, press 'SHIFT' and the 'Up' or 'Down' arrow keys.

10. Suit Temperature Red is hot, blue is cold. Avoid either extreme.

equipment

Inside some crystals you will find equipment. Walk over equipment to pick it up. If you have enough of that object, you will not be able to pick up the item at that time.

1. **Magazine** Replenishes your supply of bullets. Ice is blue, fire is red.
2. **Missile** Ice missiles are blue, fire missiles are red.
3. **Energy Pack** Increases energy in your environmental suit.
4. **Ice Bomb** These will freeze everything in the vicinity. Once activated, you are advised to leave the area.
5. **X-Ray** When activated, you can see inside one crystal.
6. **Jet Rucksack** Enables you to fly for brief periods. To deactivate press the space bar.
7. **Stop Pillow** This paralyzes everyone in the area, except you, for a limited period of time.
8. **Generator of Horror** When activated, this will emit a piercing shriek, forcing Spherids to flee.
9. **Helm of Invisibilty** This helmet makes you invisible. Firing your weapons, however, will give your position away.
10. **Life** Gain one life point.



11. Radar Every level contains a radar chip. Once found, your radar screen will work, giving a 360 degree view of Spherids and Personnel for the area.

12. Password In each maze there is one password hidden inside a crystal. This password can be used to play only that level again. Select "Play Level" when starting Ice & Fire to insert the password.

13. Info chip This chip can be found inside certain crystals and will convey helpful information.

survival

Icy Hot When your temperature reaches minimal level, you will be frozen, but not necessarily lost. If you have released any soldiers, one or more will come to your aid and thaw you out. If nobody comes, press 'H' to call for help. If assistance still does not come, you will eventually thaw on your own, but you will lose some energy as a result. If none of the above is fast enough, you can thaw yourself instantly. Press 'E' to vent energy. This will use up five points of energy. When your temperature reaches its maximal level, you are incinerated. Not much your environmental suit can do about this. Lose a point of life.

Meaning of Life If you have life points to spare, death is just inconvenient. When you lose a point of life, you must return to the start of the station. You will retain all equipment and keys. If you have no more life points, then the game is over and you must start again from the beginning. Fortunately, life points can be found trapped within certain crystals.

For Troubleshooting! all the info you'll need is in the enclosed **Addendum. Technical support** is provided **M-F, 9am-5pm (PST)**, at **206.654.7060**, via email to **DrTrouble@zombie.com**, or via the URL **http://www.zombie.com**. Zombie also has technical support forums on America Online®, CompuServe® and eWorld®. When calling for technical support, be near your computer if possible. Please have information regarding your system setup (CPU, sound card, and graphics card) ready.

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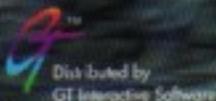
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ZOMBIE

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3D ACTION AND ADVENTURE BY THE CREATORS OF TETRIS®

ICE & FIRE MACINTOSH ADDENDUM

Installation:

1. Insert the Ice & Fire CD-ROM into your drive. The Ice & Fire CD-ROM icon will appear on your desktop.
2. Double click the Ice & Fire CD-ROM icon.
3. Drag the Ice & Fire folder from the Ice & Fire Window onto your hard drive icon. Ice & Fire will now be installed onto your hard drive.
4. Next, double click your hard drive icon and open your Systems Folder. Now drag the QuickTime 2.1 folder to your System Folder. If you already have Quicktime version 2.1 installed on your Macintosh you will not need to perform this step.

Running ICE & FIRE after Installation:

1. For best performance, it is a good idea to go to Control Panels and turn off any unnecessary extensions before attempting to play Ice & Fire. If you are running Ice & Fire on a system with only 8 MB of RAM, now would be a good time to turn on Virtual Memory. If you are unsure how to do this, refer to the Frequently Asked Questions section for instructions.
2. Restart your machine.
3. Insert the Ice & Fire CD into your CD-ROM Drive. The Ice & Fire CD-ROM icon will appear on your desktop.
4. Double click your hard drive icon. Look for the "Ice & Fire" folder.
5. Double click the "Ice & Fire" folder.
6. From within the Ice & Fire folder double click the "IF" icon to start the game.

System Requirements:

- MacOS 7.0 or higher
- Power Macintosh
- 8 MB machine (with 16 MB of Virtual Memory), 16 MB strongly recommended
- 10 MB hard disk space
- Supports mouse and joystick

Frequently Asked Questions:

Q1: Why is the maze part of the game slow on my computer?

A1: Make sure you have turned on Virtual Memory if you have less than 8 MB of free RAM. Go to the Apple Menu and scroll down to Control Panels. Under Control Panels select Memory. Under Virtual Memory click 'on' and make sure you have at least 16 MB of Virtual Memory. Then restart your computer. Once you are done playing Ice & Fire, be sure to turn off Virtual Memory and restart your machine.

A2: Try turning off unnecessary extensions. Extensions you MUST have to run Ice & Fire are: Apple CD-ROM/ QuickTime/ QuickTime PowerPlug/ Memory/ Mouse/Sound Displays/QuickTime Musical Instruments.

A3: Check your keyboard rate. MacOS controls the speed of your keyboard. Go to the Keyboard Control Panel and set:

- 'Key Repeat Rate' to Fast
- 'Delay Until Repeat' to Short

A4: Try to change the action window size by using the 'Z' key. There are three resolutions in the game: Small, Medium and Full Screen. Using the smallest window should improve game speed.

A5: If the game is still too slow, try turning off the music. This will speed up the game.

Q2: How do I bypass the fly-through and get to the mazes?

A: The fly-through is very challenging and some first time users may wish to bypass it. Because of this you can push the 'esc' key at any time to get to the next maze. You can only do this, however, for mazes 1-5, not mazes 6-8 (those you have to find on your own!). Also, to understand the fly-through, study the way the lines meet each other. Sharp turns and obtuse angles usually don't connect, whereas smooth curves usually do.

Q3: Why is the Fly-through part of the game slow with occasional interruptions and delays?

A: Check Q1. Also, if you have a slow CD-ROM drive, it may be time to consider an upgrade. Another reason may be that your drive isn't reading the CD properly. If this happens the drive will stop and try to reread the information again and again. This will cause delays and stops. Try cleaning the CD and your CD-ROM drive.

Q4: Why is my Joystick (or MouseStick) not operating correctly with Ice & Fire?

A: Your Joystick (or MouseStick) must be calibrated before playing the game. Use the software that came with your Joystick to calibrate it first. After that, you should have no problems playing Ice & Fire with your joystick.

Q5: Why do I sometimes see error messages during the game?

A: Your CD-ROM drive or your Ice & Fire CD may be damaged. If your CD ROM drive has trouble reading the game CD properly, you may get an error stating that it could not find a file. Try cleaning your CD drive, and be sure that your Ice & Fire CD is clean and has no scratches or any sign of damage.

Q6: Are Virtual i-O's i-glasses! supported by the Macintosh® version of Ice & Fire?

A: Virtual i-O users will note that currently, Ice & Fire does not support the Virtual i-O headsets. At release time, the Virtual i-O system did not run with MacOS. This is currently being developed, and will be released at a later time. Please call Virtual i-O customer support at 1-800-646-3759 for more information on upgrades, or visit the Zombie website at <http://www.zombie.com> or the Virtual i-O website at info@vio.com.

Ice & Fire Installation Troubleshooting Tips

Q1: Why doesn't the Ice & Fire CD icon appear on the Desktop after inserting the CD into the CD-ROM drive?

A1: Your Apple CD-ROM extension may not be loaded. Make sure all necessary extensions are loaded (in Control Panels) before attempting to install Ice & Fire.

A2: See Q2.

Q2: While copying the 'Ice & Fire' folder onto the hard drive, a message appears stating a reading error.

A: Your CD-ROM drive or your Ice & Fire CD may be damaged. Try cleaning your CD drive and be sure that your Ice & Fire CD is clean and has no scratches or any sign of damage.

Q3: What do I do if I don't have enough space on my hard drive?

A: You may run the 'I & F' application off the CD, but you will not be able to save any settings and the game loading will be very slow. You should also turn on Virtual Memory or turn off any unnecessary extensions. See Q1 under Frequent Questions.

To Play Ice & Fire directly from the CD-ROM:

1. Insert the Ice & Fire CD into your CD-ROM Drive. The Ice & Fire CD-ROM icon will appear on your desktop.
2. Double click on the "Ice & Fire CD" icon.
3. Double click the "Ice & Fire" folder.
4. From the Ice & Fire window double click the "IF" icon to start the game.

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Do you have any children? Yes No Ages? _____

Do you have Visa/MC AmEx Other _____

Do you own your home? Yes No

What type of computer do you have? PC or Mac _____

Does your computer have a CD ROM? Yes No

Software Title Purchased _____

Did you purchase this for yourself? Yes No

What other type of software have you recently purchased or are you interested in purchasing:

Business

Graphics

Educational

Entertainment

Games



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