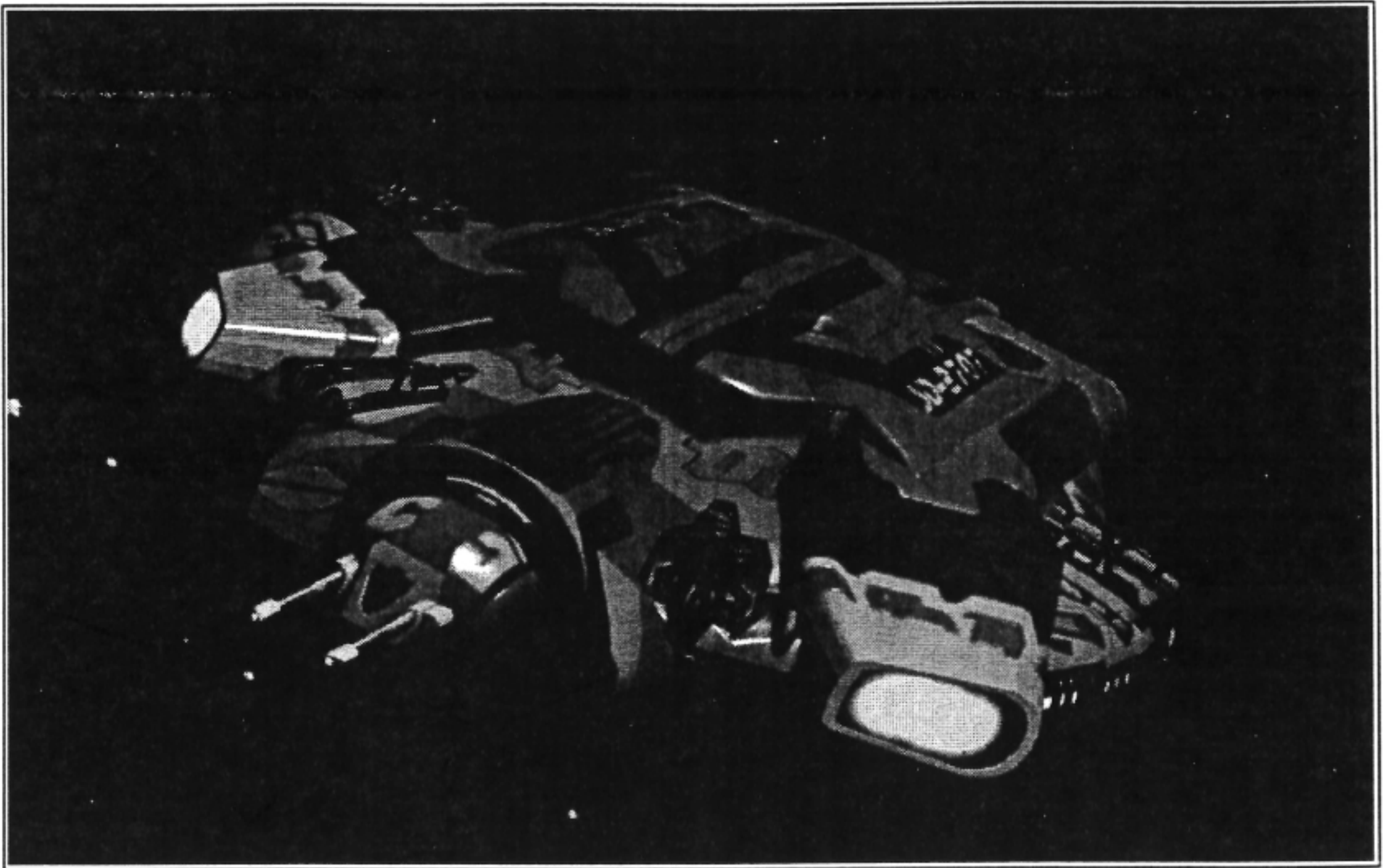


BACKLASH

A Turret Gunner Simulation



SANCTUARY SOFTWARE STUDIO, INC.

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BACKLASH

A Turret Gunner Simulation

FULL RELEASE v1.20

Serial # BLFR-0120-35-A00001

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INTRODUCTION

BACKGROUND

STARDATE 1422.332 : ORDERS

Effective immediately, you are assigned to the System Defense Craft SD-2707 in Sector M as a Turret Gunner 1st Class. Proceed to Omicron Station, quadrant MO1.01, where you will report to Captain Masters.

Dirian activity in Sector M is high and although peace talks are about to begin on Zhinda III, loss of this sector would be a major blow to the war effort.

Admiral Horn

End Transmission

The optimism with which human kind took its first small steps into outer space has been shattered by the reality of its current struggle for survival. The situation is becoming desperate as the war with the Dirians takes its toll in lives. The spinward colonies have already been destroyed and the efforts of the armed forces against the vast Dirian forces have been futile. After enlistment, recruits are rushed to the front for brief training, followed by trial by fire. Strapped in an iron shell there are only two goals....1) Stay alive and 2) Try to accomplish the mission. In this vast interstellar war, no one person can make a difference. Or can they...

OVERVIEW OF PLAY

BACKLASH is a 3D science fiction action/arcade game for DOS. The player must defend the mothership from an increasing onslaught of enemy spacecraft, mine fields, asteroids, drones and other obstacles over a series of missions. The rewards from successful missions can be used to upgrade the defense systems and purchase more powerful weapons.

The game is divided into three campaigns, each consisting of fifteen missions. Each campaign may be played independently or all three operations can be played consecutively.

CONFIGURATION

INSTALLATION

Installation from DOS:

Insert disk #1 into a floppy drive.
Make the floppy drive the current drive.

EX: C:\> A:

Type **INSTALL** to run the installation program.

EX: A:\> **INSTALL**

Follow the directions as prompted to install the game.

Installation from Windows 95:

Insert disk #1 into a floppy drive.
Use the **Run...** prompt in the **START** menu to run the installation program on the first disk.

EX: A:\INSTALL

Follow the directions as prompted to install the game.

To create a shortcut, right click the desktop in Explorer. Select **New, Shortcut** from the menu. Follow the instructions to create the shortcut. The target of the shortcut should be **BL.EXE** in the directory where the game was installed.

NOTE: Shareware users should install the full release software over an existing installation of the shareware version. Any existing saved games will be available.

SET UP

The installation program will automatically start the set up program upon completion. The set up program is used to configure the game to a specific computer system. The program may be re-run from the command line by running **SETUP.EXE**.

Configuring Sound Cards

Use the set up program to specify the use of a sound card for music and digital sound effects. Only 100% compatible **SoundBlaster** sound cards are supported. Refer to the sound card documentation for interrupt settings, DMA settings and configuring the sound card for SoundBlaster compatibility.

Help for Set Up

The set up program also provides information regarding requirements and the computer system. Help is available at any point in the program by pressing **F1**.

The BACKLASH game program may be launched from the set up program by selecting **Run BACKLASH**.

REQUIREMENTS

BACKLASH is intended for use on MS-DOS, IBM-PC compatible computer systems. The following elements are required for running the game.

- 80386 processor
- 2 MB of RAM with 500k available conventional memory and 750k available extended (XMS) or expanded (EMS) memory
- Hard disk drive with approximately 9MB available
- VGA compatible graphics adapter and monitor
- Microsoft MS-DOS 5.0 or above

The following equipment is recommended for optimal play of BACKLASH.

- 80486 processor
- Microsoft compatible mouse
- Analog Joystick
- Creative Labs Sound Blaster compatible sound card

80386 users should reduce the detail level to a desirable setting. The game will default to maximum detail. Reducing the detail can greatly enhance play on older machines. The detail level setting is available in the options menu or it can be set during a mission by pressing the **F9** key.

QUICK START

The game begins at the docking bay terminal interface. Start a new game in the OPERATION BACKLASH campaign by selecting confirm. Select the OPTIONS screen and configure the controls for the game. Calibrate a joystick if one is to be used.

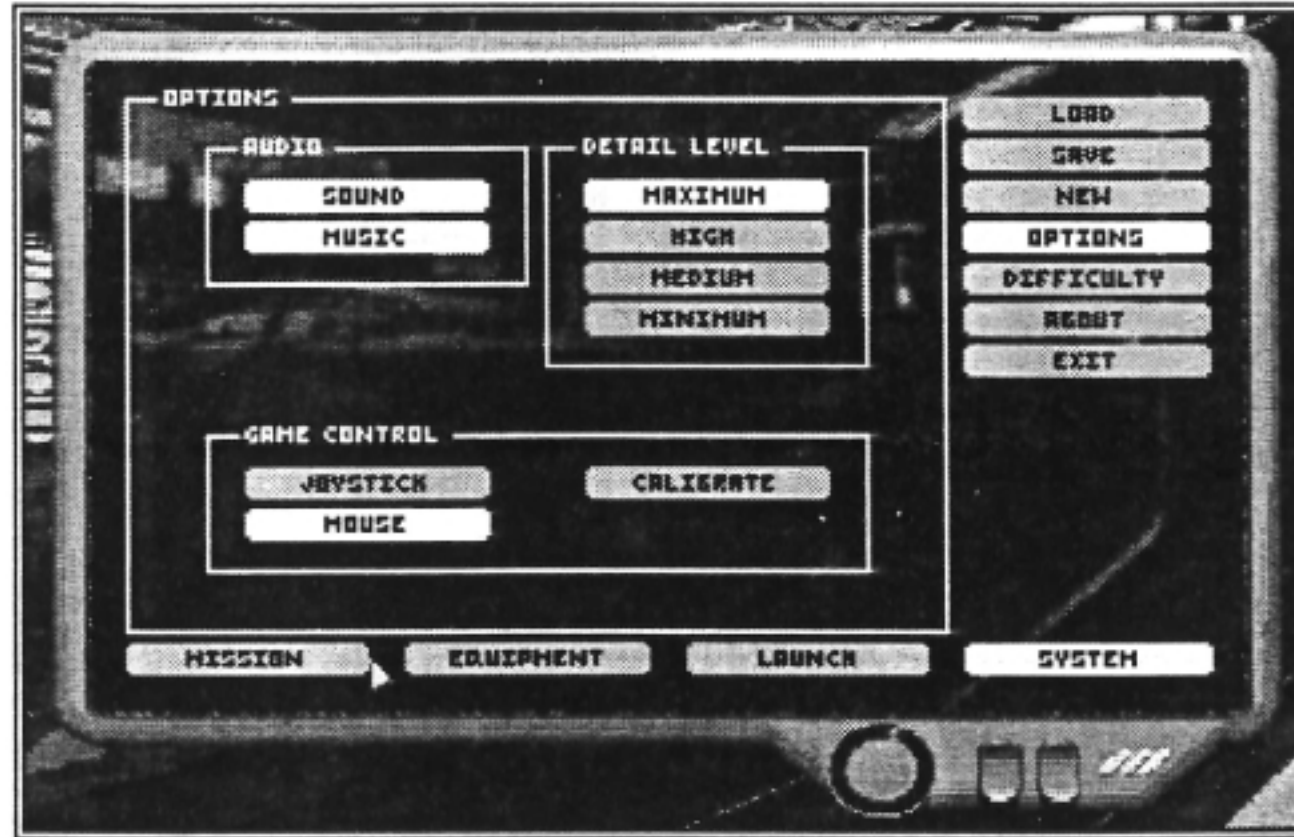
Select MISSION and review the instructions for the sortie. Experiment with the other options in the terminal interface. Click LAUNCH and CONFIRM to enter the mission.

Once the mothership has completed the launch sequence, press the H key to view the control help screen. Press **ESCAPE** to return to the game.

The first mission is a training mission. Use the opportunity to become familiar with the weapons, radar and interface components. To move on to the real action, press ALT-F8 to abort the mission.

TERMINAL INTERFACE

Between missions, the game control screen is available via the terminal interface in the docking bay of the current space station.



The terminal interface is a menu based system. Use the pointer to select the desired options. The pointer can be moved by pressing the arrow keys or by moving the mouse. Selections are made by pressing the left mouse button or

by pressing the **SPACEBAR**. If an analog joystick has been activated and calibrated, it may also be used to navigate the menus. Button #0 on the joystick is used to make selections.

Selected buttons will light, indicating the current configuration. Choices that are not available are marked gray.

SYSTEM

The system menu provides game control and utility functions.

LOAD: Load a previously saved game. Ten slots for saved games are provided and each save can be given a short description. To load a game, click on the text for the game to be loaded and press confirm.

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NEW: Start a new game. A new game can begin at the start of any of the available campaigns. Credits are awarded based on the starting campaign.

OPERATION BACKLASH	0 CR
OPERATION IRON HORSE	50,000 CR
OPERATION GAMBIT	100,000 CR

New players should start with OPERATION BACKLASH as it is the easiest and provides an introduction to play.

SAVE: Saves the current game. A game may only be saved if one is currently active. Saving a game allows play to be restored to the current mission and upgrade status across sessions. Each saved game can be assigned a short text description up to thirty characters in length. To save a game, select one of the available ten slots by clicking it with the mouse. Enter the description and press ENTER to accept or ESCAPE to cancel.

OPTIONS: The options screen allows configuration of the game. Sound and music options may be toggled. The use of a mouse for control during the simulation may also be toggled. In addition, an available joystick can be activated and calibrated.

The default detail level of the game can be configured within the options screen. The detail level should be set based on the speed of the computer and the desired level of play speed.

DETAIL LEVEL	COMPUTER PROCESSOR
Maximum	486, 33MHz or above
High	486, less than 33MHz
Medium	386DX
Low	386SX

Options are automatically saved when the program is ended. Settings can also be changed during the game.

DIFFICULTY: Three difficulty levels are provided to vary the challenge of BACKLASH.

DIFFICULTY	DESCRIPTION
Rookie	Easiest level. Provides a challenge for starters without frustrating new players.
Rebel	Medium level. Most players will find this the best play experience.
Rampage	Hardest level. Designed to challenge the best players. It just isn't fair !!!

The difficulty level can be changed at any time between missions. The default difficulty level is REBEL, but new players may wish to at least start the game at ROOKIE. After getting a feel for the mechanics, switch back to REBEL for more challenging game play.

ABOUT: Displays version information regarding the software. The current patch version of the program is displayed.

EXIT: End the game and program.

MISSION

The mission menu displays information regarding the upcoming mission and the results of the previous mission.

ORDERS: Describes the purpose of the upcoming mission and the methods for attaining the mission goals. The orders also provide valuable intelligence information useful in planning and strategy.

DETAILS: Summarizes the goals for the upcoming mission and displays the turret configuration. Missions are played either from the front turret or rear turret. The turret configuration is selected based on the mission objectives. Assaults and path clearing missions utilize the front turret. Defensive missions use the rear turret to protect the mothership from attackers.

MAPS: The mapping interface can be used to examine the mission system maps and the planned flight path. Key mission elements are highlighted. The mapping system operates in two modes. The sector mode displays the jump paths and star systems covered by the mission. The system map shows the details for a specific system in the mission. To view the details for a system, first highlight the desired section by clicking with the mouse. Press the SYSTEM and SECTOR buttons to toggle between modes.

SUMMARY: The results of the previous mission can be viewed in the summary screen. Goals of the mission are shown in colors indicating the results of the previous mission. Failed objectives are shown in red. Completed objectives are shown in green.

The credits awarded for the mission are displayed and rated.

RATING	RESULTS
Failure	One or more critical objectives were not completed or the mothership was destroyed. The game ends.
Poor	Few of the objectives were completed or the player was ineffective in destroying the enemy.
Fair	Most or all objectives were completed. The player was ineffective against the enemy.
Good	All objectives were completed and several enemy forces were dispatched.
Excellent	All objectives were completed and an exceptional number of enemy forces were dispatched.

Credits (points) are awarded for accomplishing objectives and destroying the enemy. Ratings are based on the number of points awarded for the mission performance. As credits are used to upgrade the craft, consistently poor scoring can cause the player to fall behind in acquiring upgrades and become unprepared for the increasing challenges in the game.

EQUIPMENT

The equipment menu provides for the purchasing of upgrades and reloading of missile racks.

Credits awarded during missions may be used to purchase more powerful weapons and defense systems for the mothership. In addition, missiles that are used in the missions must be replenished from the equipment menu.

Purchasing Upgrades

If enough credits are available, click the PURCHASE button. To move the selection to another choice, use the NEXT and PREVIOUS buttons. Upgrades consist of missile racks or ship systems. Refer to the UPGRADE chapter in the reference section for details on each of the available equipment upgrades.

Reloading Missile Racks

Used missiles need to be replaced. Select the desired missile rack in the equipment catalog and use the reload interface to purchase additional missiles. Missiles can be purchased one at a time using the SINGLE button or the rack can be refilled using the FULL button. A missile rack can hold up to eight missiles.

LAUNCH

The launch menu provides entry to the next mission. Click CONFIRM to enter the mission.

TURRET CONTROL

PRIMARY CONTROL

The primary control of the turret system consists of rotating the turret and firing weapons. Turret rotation is similar to a flight control system. Pushing the stick forward causes the turret to rotate forward, causing the turret to point down. Pulling back on the stick causes the turret to rotate back, pointing the turret up.

Primary control support is available for mouse, joystick and keyboard. Joystick and mouse control can be toggled in the options menu. Keyboard control is always available.

Mouse Control

Moving the mouse changes the orientation of the turret. The direction in which the mouse is moved is the simulated motion of the flight stick. Moving the mouse forward rotates the turret forward.

The mouse can have two or three buttons. For a two button mouse, the center button function is not available.

BUTTON	FUNCTION
Left	Fire cannons
Right	Fire missile
Center	Switch target

Mouse control is analog based on the distance the mouse is moved. Resolution of the mouse driver is inherited from the device driver. Use the mouse driver or configuration program supplied with the mouse to adjust the response.

Joystick Control

Moving the joystick orients the turret. Up to four buttons are supported. The number and location of buttons depends on the joystick in use.

BUTTON	FUNCTION
0	Fire cannons
1	Fire missile
2	Switch target
3	Switch weapon

A digital joystick (i.e.: Gravis GamePad) may be used, but the turret will be difficult to control. Digital joysticks return maximum analog values, preventing precise control of the turret.

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Support for the Gravis Phoenix is provided. A default configuration file (BACKLASH.PHX) is supplied with the full release. Refer to the comments in the Phoenix configuration program for information regarding the layout.

Keyboard Control

The keyboard may be used to control the turret orientation. The keyboard control uses inertia to allow precision control of the turret with digital input.

The control buttons are provided as keys.

KEY	FUNCTION
SPACEBAR	Fire cannons
ENTER	Fire missile
TAB	Switch target

CONTROL FUNCTIONS

The control functions provide the interface to the turret systems. The function keys F1 to F10 are used as the base interface. In addition, quick keys are provided that map to the same functions.

FUNCTION KEY	KEY	FUNCTION
F1	TAB	Switch target
F2	S	Increase shield power
F3	E	Increase weapon energy
F4	W	Switch missile weapon
F5	T	Select tactical display
F6	N	Select navigation display
F7	O	Select objectives display
F8*	A*	Abort mission
F9	D	Increase detail level
F10	C	Toggle crosshair

* Press ALT-F8 to confirm aborting the mission. Pressing F8 or A will indicate if it is possible to abort the current mission.

For increasing functions (i.e.: F2), holding the shift key down while pressing the function key will cause the system to decrease. Repeatedly pressing the key will cause it to wrap from maximum to minimum values.

SYSTEM FUNCTIONS

KEY	FUNCTION
H	Display control help
P	Pause game
ESCAPE	End the game

Check the message display for prompts. When a game is paused, press any key to return to the game. When in the help screens, use the spacebar to switch screens and press escape to return to the game.

SYSTEM OPTIONS

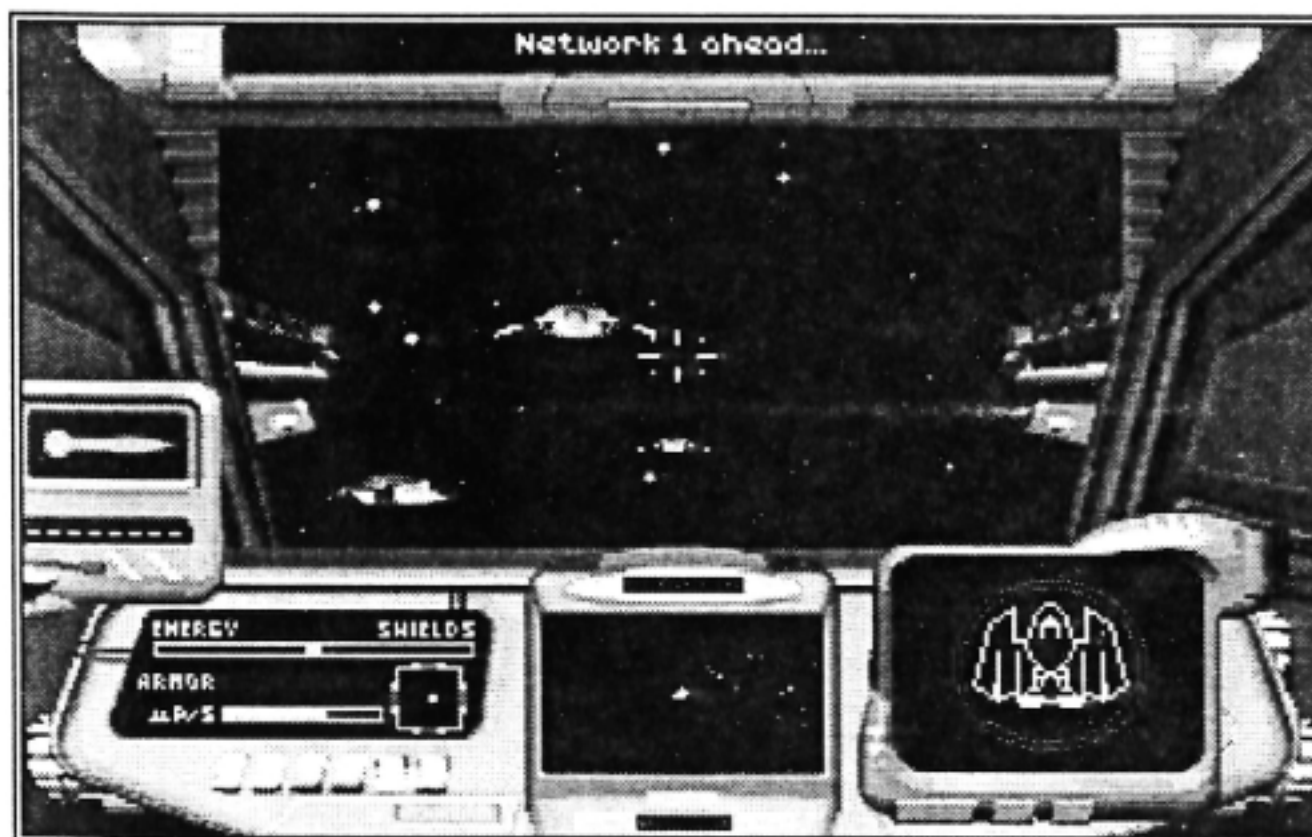
Options may be toggled during the mission.

KEY	FUNCTION
ALT-M	Toggle music
ALT-S	Toggle sound effects
ALT-B	Toggle background rendering
ALT-D	Toggle debris rendering

Toggling the background and debris can speed the game on slower machines when the overhead of the mission stresses the system.

TURRET SYSTEMS

Mission play takes place in the gun turret of the system defense craft. A variety of systems are provided to the gunner. Understanding how to use the controls is critical to achieving the mission objectives.



STATUS DISPLAY

The status display provides complete information regarding the state of the mothership and the turret systems.



Energy/Shield Display

The turret has a unified energy pool to supply the shields and the weapons. The gunner can channel the energy to either system, reducing energy allocated to the complement.

Weapon energy is indicated in blue. The turret cannons may be fired as long as weapon energy is available.

Shield energy is shown in green. Shields absorb the attacks of the enemy. When shields are depleted, damage to the mothership is absorbed by the armor.

Energy recharges at a constant rate based on the current level of the power plant. The total available energy depends on the level of the power cells in the mothership. Recharged energy is automatically distributed between shields and weapons.

Armor Display

The mothership has armor plating to absorb attacks on the mothership. If all armor is destroyed, attacks on the mothership will breach the hull, causing explosive decompression. This should be avoided!

Unlike shields, armor does not replenish itself. The armor is repaired or replaced on the space station between missions.

Speed Indicator

The speed of the mothership is displayed in micro-parsecs per second. The mothership's rate of motion is important when leading targets. The pilot will adjust the speed when appropriate for mission objectives.

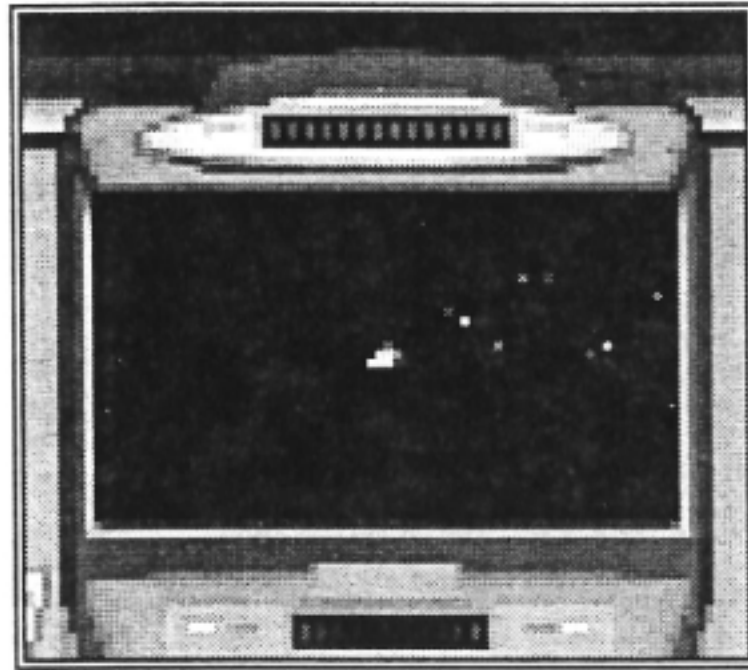
Attitude Indicator

The attitude indicator displays the orientation of the turret with respect to its available range of motion. The turret can rotate approximately seventy-five degrees in any direction from center.

RADAR

The radar uses a projection based system to represent the object locations in 3D space in two dimensions. The radar projection operates relative to the turret orientation. Objects are projected to the radar screen. The distance to the object is marked by the color and intensity of the radar blip. Craft behind the turret view are marked in red. Objects in front of the turret are marked in blue. The color of the radar blip gets brighter as the object gets closer to the mothership.

Each dot represents a trackable object in space. The currently selected target is marked in the radar with a larger dot. In addition, the display window highlights the current target with bounding markers.

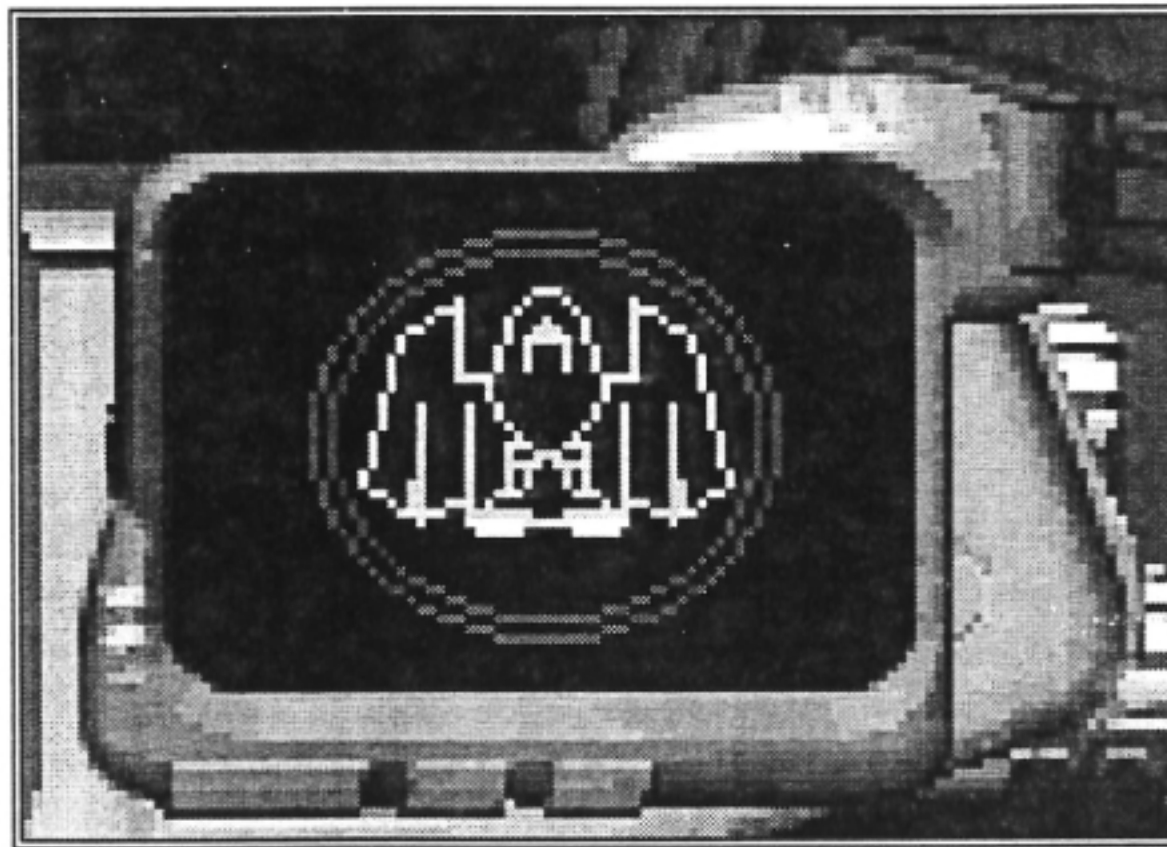


Threat Indicator

Objects that fire at the mothership are detected and marked in green. This allows the radar to provide valuable information regarding enemies that pose the greatest danger to the player.

MULTI-PORT SYSTEM INTERFACE

The right display panel is used to display information as selected by the gunner. The MPSI has three modes that are available during a mission. Refer to the TURRET CONTROLS, Control Functions for instructions regarding configuring the MPSI.



Target Display

The active target is displayed with an analysis of the target's status. The colors on the display change as the shields and armor of the target are depleted. The scanner requires approximately one second for update and analysis of the active target. A similar process time is required for acquiring a new target.

Navigation Display

The schedule flight path for the current system and the position of the mothership are available for review with the navigation display. The system map matches the map provided in the mission instructions. The position of the mothership is shown with a blinking blue dot.

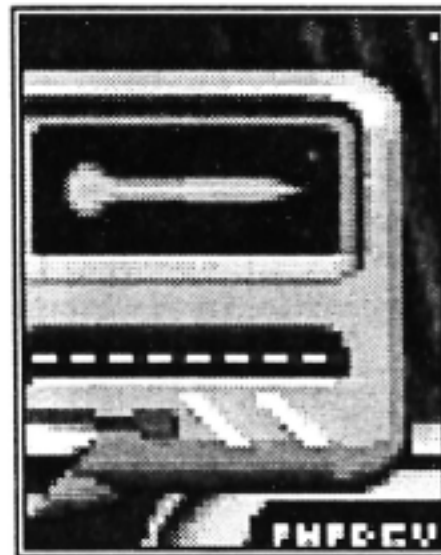
Objective Display

Mission objectives are available for review during operations with the objectives display function of the MPSI. The objective description is color coded based on the status of the objective completion.

COLOR	OBJECTIVE STATUS
Yellow	Pending completion
Green	Successfully completed
Red	Failed to complete

WEAPON DISPLAY

The weapon display is the interface to the missile systems. The red icon indicates the active missile rack. The lights along the bottom of the icon display the available missiles. A light is green for each available missile in the active rack.



When a missile is fired, time is required to prepare another missile in the launcher. During reload, all available missile lights change to yellow. The lights return to green when the next missile is loaded. Changing the active missile rack forces a reload of the launcher.

MESSAGE DISPLAY

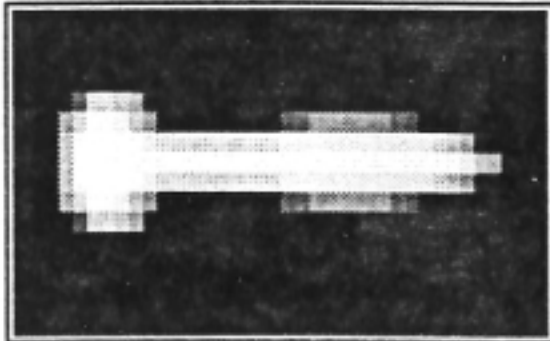
The message display panel appears at the top of the cockpit. Important information from the pilot and the systems are displayed as needed. Confirmation prompts will also appear in the message display.

UPGRADES

MISSILE RACKS

Tiger Missile

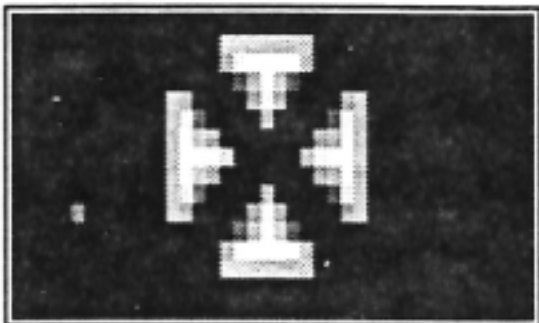
The SD-2707 System Defense Craft is equipped with a single rack of Tiger missiles.



Damage Potential :	HIGH
Tracking :	NO
Reload Rate :	FAST
Rack Cost:	8000 CR
Missile Cost:	100 CR

Stalker Missile

The Stalker missile replaces some of the firepower of the Tiger missile with an efficient tracking system. The Stalker closes quickly on its target.



Damage Potential:	MEDIUM
Tracking:	YES
Reload Rate:	Slow
Rack Cost:	9000 CR
Missile Cost:	250 CR

Cluster Missile

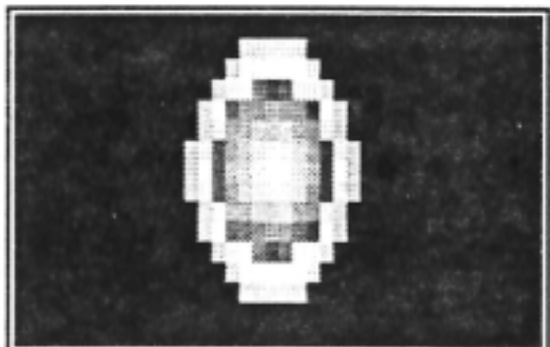
Releases a spread of warheads upon impact. The projectiles explode after displacement, damaging a wide area. The Cluster missile is designed for attacking formations.



Damage Potential:	SPECIAL
Tracking:	YES
Reload Rate:	VERY SLOW
Rack Cost:	10000 CR
Missile Cost:	400 CR

Spinner Missile

The Spinner missile is a high energy pulse missile combining tracking with a quicker reload rate.



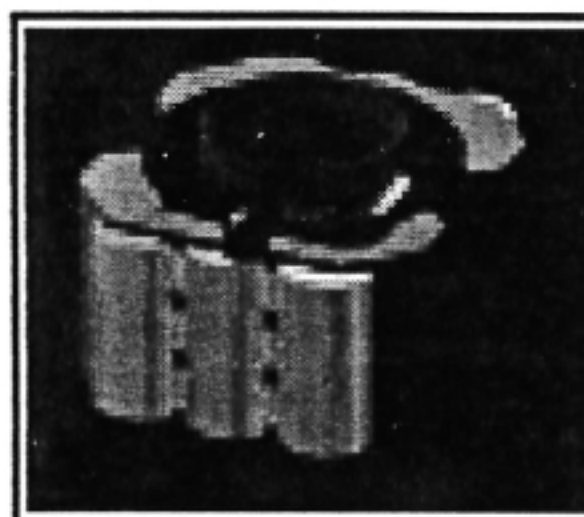
Damage Potential :	LOW
Tracking :	YES
Reload Rate :	MODERATE
Rack Cost :	9000 CR
Missile Cost :	300 CR

SYSTEM UPGRADES



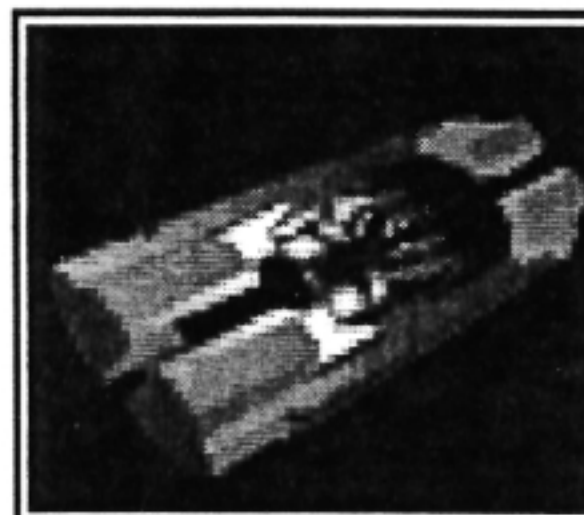
Cannons

Cannon upgrades improve the energy converters in the mothership's guns, thereby improving the damage inflicted by the same expended energy.



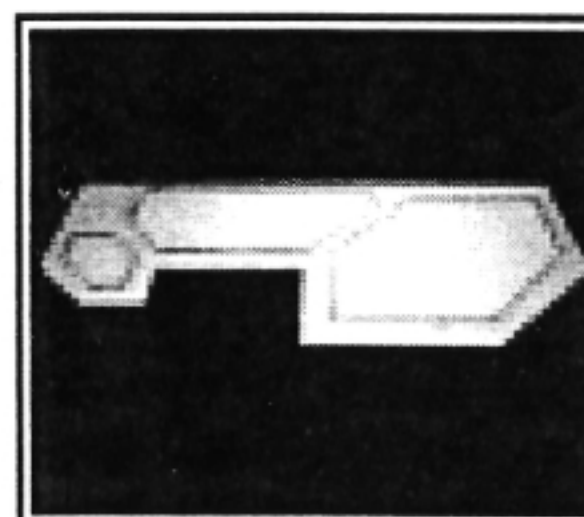
Power Cells

Power cells increase the energy storage capacity for the turret. The energy is available for use by the cannons and the shields.



Power Plant

Power plant upgrades increase the rate of energy restoration. The energy supply recharges to the maximum capacity of the power cells.



Armor

Increases the armor plating on the mothership's hull, allowing the craft to sustain more damage before a hull breach destroys the ship.

PLAYING TIPS

TURRET SYSTEMS

Cannons : Concentrate on ships moving at the turret. Avoid chasing ships that have broken off and are difficult to hit. Wait for a good shot and fire short bursts. The chance to hit will be greater and the additional fire may catch the evading craft.

Radar : Use the threat indicator (green) to select targets. Enemy ships that have a shot at the mothership are on attack runs and are generally good targets for the turret. To find a target with the radar, rotate the turret until the radar dot is centered on the gray marker.

Energy/Shields : To redistribute the energy evenly based on the settings, hit F2 or F3 three times. Changing the shield or energy settings divides all available energy according to the new settings. Three changes will redistribute the energy and return the settings to their current state.

MISSIONS

Asteroid Fields : Learn to use the images to determine the size of the asteroids. Each asteroid type has a different size and velocity. Recognizing the asteroid type allows leading the target according to its speed. Asteroid impacts do significant damage. Don't stray too far from center to get the best view of asteroids that might hit the mothership.

Mine Fields : Boost the shields to maximum power to handle the inevitable hit of mines. Don't waste time chasing mines that won't hit the mothership. As with asteroids, keep the turret centered to get the best view of oncoming targets.

Communication Networks : Patience is important. Use the radar to find the closest nodes and eliminate them first. Closer nodes have a better chance of hitting the mothership and are easier to hit themselves. The fewer nodes firing at the mothership the better. When pulling away from an enabled net, targeting missiles can be used to destroy another node. Otherwise, don't waste time switching targets.

Bombers : The top priority is destroying the incoming missiles. Uses cannon fire to force the bombers to abort their runs. Fire larger bursts against bombers as their slow speed and large size makes it difficult for them to evade attacks. Hammer close bombers with Tiger missiles and finish them as they break off.

Docking Missions : The docking shuttles are extremely vulnerable to attack. Use missiles to thin out the opposition during docking sequences. Be careful to avoid hitting the shuttle with friendly fire. Use the objectives display to monitor the status of the docking sequence.

Assault Missions : Dirian cruisers and bases fire slow moving but deadly missiles. Don't forget about them when chasing support craft. Use the ships cannons to hammer the target along with Tiger missiles. The Tiger missiles have a very long range and the large targets are easy to hit. Don't waste targeting missiles on bases or cruisers. Use the targeting missiles to suppress the fighters. Repeatedly dump the shield power to the guns to maintain firing on the target to finish it off.

UPGRADES

The Best Upgrades : Cannon upgrades are critical for taking on the larger ships. In addition, upgraded cannons can make quick work of the smaller fighters. The power plant is another key upgrade.

Missiles : Be wary of purchasing too many missile racks too early. Firing missiles uses up valuable credits that can delay other upgrades. Missiles that aren't used don't help either. Buy a rack of smart missiles (Stalkers or Spinners) early to cover the panic situations, but spend other credits on level 1 systems. Use missiles when the situation gets out of control. Don't use missiles on ships that could easily be dispatched with cannons.

INTELLIGENCE DATA

DIRIAN FIGHTERS AND SMALL CRAFT

Light Fighter: The Invader is the primary Dirian attack ship. It is used for a variety of patrol and attack missions.

Speed: High

Missile Payload: None

Maneuverability: High

Defenses: Low

Medium Fighter: The Batmobile is a solid improvement of the Invader. It can withstand multiple attacks from the cannons.

Speed: Medium

Missile Payload: None

Maneuverability: Medium

Defenses: Medium

Heavy Fighter: The Avenger sacrifices agility for increased defenses and a missile rack.

Speed: Low

Missile Payload: 2

Maneuverability: Low

Defenses: High

Bomber: The Bomber is the primary Dirian assault craft. The combination of defenses and large missile payload make it very dangerous.

Speed: Very Low

Missile Payload: 4

Maneuverability: Very Low

Defenses: Very High

Assault Scout: The Assault Scout combines the best of all Dirian technologies, making it the most well rounded opponent.

Speed: High

Missile Payload: 1

Maneuverability: High

Defenses: High

Interceptor: The weak Dragonfly is dangerous in numbers and its primary defense is its speed and maneuverability.

Speed: Very High

Missile Payload: None

Maneuverability: Very High

Defenses: Very Low

Command Shuttle: The Command Shuttle is well defended and protects itself with its small missile rack.

Speed: Low

Missile Payload: 3

Maneuverability: Medium

Defenses: High

SAVE GAME EDITOR

The program, BLEEDIT.EXE, is provided to allow the player to edit saved BACKLASH games. It allows the player to select any mission, in any of the three campaigns. The number of credits available for purchasing upgrades may also be set within this program.

RUNNING BLEEDIT.EXE

BLEEDIT is a DOS program with an interface similar to the game configuration program.

DOS: From the command line, go to the directory where BACKLASH has been installed (the default is C:\BACKLASH).

WINDOWS 95: From the Start menu, select Run. Click the Browse button in the Run dialog. Use the Explorer browse window to select the directory where BACKLASH has been installed (the default is C:\BACKLASH). Select the BLEEDIT entry in the window. Click OK to make the selection in the browser and OK again to execute the program from the Run dialog.

USING BLEEDIT.EXE

Select the save game slot (from 1 to 10) to change. Any information currently in this slot will be lost. Press Enter to make the selection. Select the desired operation and mission. Enter the number of credits to be provided in the game.

The initial values presented in the menus represent the current values stored in the saved game. The current status of upgrades is not changed by the program nor is the difficulty level.

The description of the saved game is changed to represent the campaign and mission selected for the save game. The saved game description is in the following format:

BLEEDIT Cx Myy x =Campaign, yy =Mission

The numbers for campaign and mission are zero based:

C0 = Operation BACKLASH
C1 = Operation Iron Horse
C2 = Operation Gambit

The mission number will range from 0 to 14, representing missions 1 to 15 in the campaign.

TECHNICAL SUPPORT

TROUBLESHOOTING

Refer to the read.me file, accessible through the setup program, for a list of outstanding problems and tips.

Most problems fall into one of two categories : memory problems, sound card problems.

Memory requirements for BACKLASH can be met by making more memory available in DOS by removing unneeded terminate and stay resident utilities (TSRs) and device drivers. Refer to the DOS manual for details on making more memory available. Microsoft Windows 95 users can adjust the program settings by using the Properties option in the application's system menu.

Sound card problems can be difficult to debug. The READ.ME file contains a list of symptoms and solutions for correcting sound card configurations.

GETTING SUPPORT

Support for BACKLASH is available through electronic mail. Please provide a return e-mail address on all electronic submissions. We welcome feature requests and recommendations.

Electronic inquiries should be directed to :

Sanctuary Software Studio, Inc. BBS (216)677-0229 (2400+BPS N81)
E-Mail : CompuServe 72734,3357 (Internet 72734,3357@compuserve.com)

US Mail:
Sanctuary Software Studio, Inc.
Attn: Technical Support
PO Box 2178
Stow, Ohio 44224

Include your serial number (from the inside cover of this manual) for fastest response. To receive expanded access to the SANCISOFT BBS, send your name and BACKLASH serial number in private e-mail to the SysOp.

CREDITS

BACKLASH A Turret Gunner Simulation is the product of Sanctuary Software Studio, Inc.

Game Design
Sanctuary Software Studio, Inc.

Software
Michael Terry

Graphics and Animation
Tony Fienman

Mission Design
Brian Simonton

Sound and Music
Brian Simonton

Product Management
Stacey Simonton

BACKLASH would not have been possible without: Ken Kuhlmann, Robert Terry, Jim Haffner, Amy Masters, Devin Dellaganese, Randall Jarrell, Gold Medallion, FormGen.



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