BLADE RUNNER™

LANDS OF LORE®
GUARDIANS OF DESTINY

Westwood™
S T U D I O S

shamelessly addictive games

COMMAND & CONQUER
RED ALERT

COMMAND & CONQUER

SHAMELESSLY1
ADDICTIVE78
GAMES44A90
R120RNC029J
110KK330118

M83135

COMMAND & CONQUER
Sole Survivor
ONLINE

The Ultimate Online Game of
Survival and Domination!

Note: The ability to operate this Product over the Internet is dependent on the availability of servers to connect your game with other game players. An Internet account and server access is required to play the game in addition to the software included in this package. Although at the time of the initial commercial release of this Product, Westwood maintains servers with which you can connect to play the game over the internet, Westwood does not guarantee that it will continue to maintain those servers or that any server will be adequate for your use or maintained for any period of time and there is no guarantee that pricing for access to servers will not change in the future. Please consult the License Agreement for more information and other restrictions.

TABLE OF CONTENTS

Westwood
S T U D I O S
www.westwood.com

INTRODUCTION

Welcome to Command & Conquer Sole Survivor™. Prepare to battle it out in a variety of different scenarios with up to 50 users per Battle Arena. You'll also be able to join teams and engage in frenzied battles of mass proportion.

SYSTEM REQUIREMENTS

System requirements: 90 MHz Pentium processor or better required, Windows 95 required, 16 MBs of RAM, double-speed CD-ROM, 40MBs free on hard drive, 28.8 kbps (or better) modem or direct Internet connection, Winsock 1.1 compliant TCP IP stack.

Video Cards Supported: 1MB local bus, Microsoft DirectDraw compatible video card (640x480 pixels in 256 colors).

Audio Cards Supported: Any Sound Blaster compatible card and any Microsoft DirectSound supported sound card.

INSTALLATION

Command & Conquer Sole Survivor uses the WINDOWS® 95 AUTOPLAY feature to present you with installation and game options. Inserting the C&C Sole Survivor CD into your CD-ROM drive should cause the AUTOPLAY DIALOG to appear. If you have not previously installed C&C Sole Survivor you will be presented with an INSTALL option from this dialog.

If the WINDOWS 95 AUTOPLAY feature is not available, you can install C&C Sole Survivor by clicking the START button on the Windows 95 taskbar, then selecting the RUN option on the menu. Then, select BROWSE and go to your CD-ROM drive. Double-click on the SETUP.EXE file. This may appear as SETUP on some systems, but will always have a CD icon before it. Finally, click OK.

The installer will add new groups named Sole Survivor and Westwood Online to the Westwood program group of your START menu. Before you can play on the Internet, you must have a valid account with an Internet service provider (ISP) and a valid Internet e-mail address.

LOADING INSTRUCTIONS

Insert the C&C Sole Survivor CD into the CD-ROM drive.

Command & Conquer Sole Survivor uses the WINDOWS 95 AUTOPLAY feature to present you with installation and game options. Inserting the C&C Sole Survivor CD into your CD-ROM drive should cause the AUTOPLAY DIALOG to appear. If you have previously installed C&C Sole Survivor, you will be presented with a PLAY option from this dialog. Click this to launch the game. The introduction to Westwood Online will follow (see page 6).

Alternatively, C&C Sole Survivor can be launched by clicking the START button on the Windows 95 taskbar, clicking PROGRAMS, then WESTWOOD, then SOLE SURVIVOR and then clicking COMMAND & CONQUER SOLE SURVIVOR. If you had Sole Survivor installed to a different folder, select COMMAND & CONQUER SOLE SURVIVOR from wherever it was custom installed.

TITLE SCREEN MENU

Title Screen Menu

Practice Offline
Select this to practice playing without being online.

Play Online
Click here to play Sole Survivor over the Internet.

Help
Brings up a context sensitive Sole Survivor screen that identifies items you will encounter in the game.

Sneak Peek
A quick look at other cool games from Westwood Studios.

Exit Game
Select the EXIT option to quit Sole Survivor and return to Windows.

PRACTICE OFFLINE

Before you battle it out with players online, you may want to become familiar with how to control your unit, gather crates (power-ups), and engage in combat.

Offline Practice is a 15 minute "every man for himself" game that you play against computer generated opponents. If your unit is destroyed, it will re-appear on the map in a random location. After playing for 15 minutes, the map changes and your score is reset to zero as you begin a new 15 minute practice session.

> During practice keep an eye on your number of kills (score) because the higher your kills, the more prepared you are to go online.

REGISTERING ONLINE TO PLAY SOLE SURVIVOR

Westwood Online is a place where you can meet, chat and play Westwood games with other people online. To play Sole Survivor over Westwood Online you must have a nickname.

You can sign up for a nickname online by launching INTERNET REGISTRATION from the Sole Survivor folder under the Westwood programs group. Make sure you are connected to your Internet Service Provider before trying to sign up for a nickname.

During registration you'll be taken step by step through the registration process. Once you've registered and chosen your nickname, you'll receive your Westwood Online password via e-mail within a few minutes.

STARTING THE GAME

"If you have previously registered your copy of Sole Survivor with Westwood Studios and signed up for a Westwood Online nickname, clicking PLAY ONLINE from the Sole Survivor menu will launch a Westwood Online window and you'll be prompted for your name and password.

If you haven't already registered, see the section "Registering Online to play Sole Survivor" on page 5 in this manual.

WESTWOOD ONLINE

Once at the Westwood Online window you can join various channels or "rooms" to talk about Sole Survivor and other topics with people from around the world. To view all Sole Survivor games, double click on the Sole Survivor GAME CHANNEL to get a listing of active Sole Survivor games.

Menu Bar: The menus at the top of the screen, and the toolbar beneath, allow you to perform a variety of functions. The toolbar buttons activate some items available in the pull-down menus. To identify the function of an icon button, place the mouse cursor over the button. A descriptive tag will appear over the button.
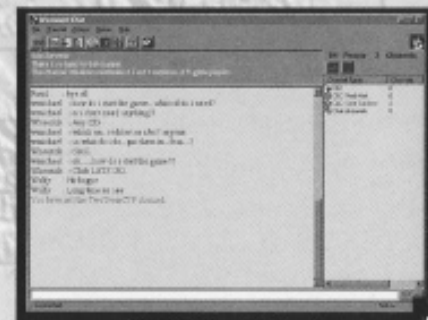
Westwood Online Screen

File Menu

This pull down menu deals with connectivity and phone book functions as follows:

Connect Disconnect: Clicking this button will either connect or disconnect you to Westwood Online, depending on your current connection status.

Log Channel Messages: Check this to save the text in the chat window to a file in the Sole Survivor folder on your hard drive. The default file name is "wchat.log."

Phonebook editor: Use the phonebook editor to add and remove entries from your phonebook.

Preferences

This window allows you to customize certain settings within Westwood Online.

Use 16 bit sounds: Select this option if you have a sound card that supports high quality sound playback. Default is ON.

Sounds on: Select this option if you want to hear any of the sounds produced by the Westwood Online program. Default is ON.

Use Windows 'extended selection': Select this option if you want to use Windows 95 SHIFT+LEFT mouse click or CTRL+LEFT mouse click selection methods. Default is OFF.

Filter incoming text for bad language: When this option is selected, Westwood Online scans the text you see in an effort to remove offensive language.
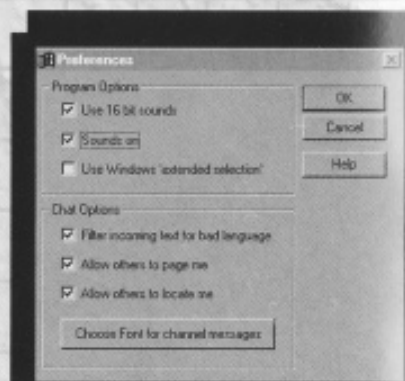
Allow others to page me: If you want to be notified when someone in Westwood Online is looking for you, select this option.

Allow others to locate me: If you want others in Westwood Online to know where you are and go to your channel, select this option.

Chat fonts: Click on the CHOOSE FONT button to reveal a list of fonts from which to choose, then click on the font you want to use.

Channel Menu

This menu allows you to create a chat channel, join or leave a channel and refresh the channel list. These operations are also accomplished via the toolbar icons described below:

Channel: The CHANNEL BUTTON allows you to create and host your own chat channel.

Join a channel leave a channel: This button toggles between joining a channel and leaving a channel.

Refresh: Click this button to get an updated list of all active channels.

Viewing Options

These two buttons allow you to browse other channels without leaving your current channel.

View Back: Allows you to see the channel lists without leaving your current channel.

View Current Channel: Gets you back to your current channel if you are viewing elsewhere in Westwood Online.

Actions Menu

Actions are Westwood Online operations that affect user interactions inside and outside of channels.

Locate Page a User: You can locate or page whether you are in a channel or not. To locate the channel where a current user is, click on LOCATE at the top of the menu, type in the person's name or person's nickname, then click on the LOCATE button. If that user is in Westwood Online and has his or her location on, the Channel where the user is located will appear in the window.

Paging someone sends a message directly to that user, indicating that you are looking for the user. However, you can keep from being located or paged by checking the appropriate box in the preferences area under the file menu.

Squelch a User: If you wish to keep a user from sending you messages, highlight that person's name and then select SQUELCH.

Kick a User: You can kick a user out of a channel by highlighting the user's name and selecting KICK A USER. This action is only available to the host of the channel.

Kick and ban a User: This option not only kicks the user out, but bans the user from that channel for as long as the channel exists. This action is only available to the host of the channel.

CHOOSING A SOLE SURVIVOR GAME

While in the Sole Survivor GAME CHANNEL, you will see a listing of active Sole Survivor game servers. Several icons will also appear next to the server name as indicated below:
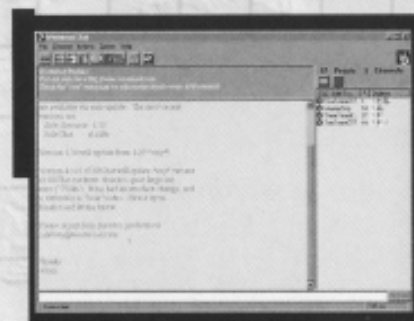
Sole Survivor Channel Screen

Stopwatch: Indicates a timed game.

50: Limited points.   **Heart:** Limited Lives.

Flag: Indicates a capture the flag game.   **Football:** Indicates a football game.

Skull & Crossbones: Lethal Ion Cannon shots.

Crate: Indicates a team crate game, which means every unit on the team receives the power-ups inside crates that each team member picks up.

To join a game, either double click on the GAME SERVER or select it and click the JOIN THE CHANNEL button. This will take you to the CURRENT SERVER. There are several information boxes on the current GAME START screen that describe the options of the game you are about to enter:

Game Mode: Indicates the type of game you are about to play.

Latency Indicator: The number within the LATENCY INDICATOR area

denotes how good your connection to the game server is in milliseconds (ping time). A red bar indicates a poor connection, a yellow bar a fair connection, and a green bar a good connection; the lower the number, the better the connection.

Limits: Shows limits on scoring, lives, and game play time.

Sole Survivor Game Start Screen
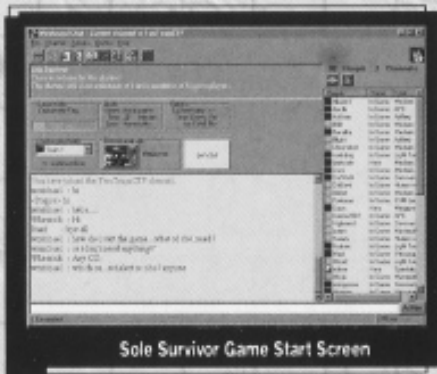
Options: Shows the options that are currently in use.

Choose your team: In Sole Survivor games involving teams, the computer will automatically pick a side for you in order to allow equal teams, but you can switch sides with the pull-down menu.

Choose your unit: Depending on the Sole Survivor game you select, you may be able to choose from any of the GDI, Brotherhood of Nod, or dinosaur units available. For a complete listing, see page 20.

To enter the game, select a unit from the window and click on LET'S GO. In some games, you'll need to choose a team. Note: The square next to the player names indicate the team they're on. Some of the game channels that may be available are:

Dinos Only: Here you have only dinosaur units to choose from. There is a time limit on the game. When time runs out, the player with the most kills is the winner.

Capture The Flag: You can choose from any of the GDI, NOD, or Dinosaur Units, and join any one of the teams. The goal is to capture enemy flags and plant them back at your own base. The team that captures all the flags wins.

Infantry Only: Here you have only infantry units to choose from. There is a time limit on the game. When time runs out, the player with the most kills is the winner.

Football: The object of this game is to get the flag in your team's endzone, prevent the opposing team from getting the flag, and kill your enemy along the way. The endzone you need to reach is indicated by your team's color.

PLAYING SOLE SURVIVOR

Scrolling Around

To scroll around the battlefield, move the cursor to the edge of the viewing screen by using your mouse. The cursor will become a solid white arrow and the view will scroll in the indicated direction. If you're at the edge of the battlefield, a slash will appear over the arrow indicating that this is as far as you can go.

Scroll Arrows

Can't Scroll Arrows

Selection Cursor   Movement Cursor   Targeting Cursor

Moving Your Unit Around

To get your unit to act, simply move the cursor to the location on the game map where you would like the unit to go and left click. If the cursor is over a potential target, it will change to the targeting cursor. You can then attack the other unit by left clicking.

Picking Up Crates

In navigating around the battlefield, you will see various colored squares. These are crates which are the basis of your survival.

Most of the crates serve to power up your unit in the following five areas: Armor, Shot Power, Speed, Rapid Reload, and Range. There are a variety of specialty crates that immediately cause certain actions to take place on the screen, such as unshroud and reshroud the map, uncloaking and recloaking units, setting off a nuclear bomb, and more.

Armor: The armor bar is located at the far left of the indicator display. When you pick up an armor crate, you'll see a riveted steel icon that indicated the armor power-up. The more armor you have, the more punishment you can take under fire.

Shot Power: The shot power bar is located to the right of the armor bar. Shot power determines how much damage is inflicted on enemies for each shot.

Speed: The speed bar is located to the right of the range bar. Speed is indicated by a lightning bolt. The more speed you have, the faster your unit moves.

Rapid Reload: The rapid reload bar is located to the right of the speed bar. Rapid reload increases the rate at which you can reload and fire your weapon.

Range: The range bar is located to the right of the rapid reload bar. The better range you have, the farther your weapons will travel.

Radar: Finding radar in a crate will enable the radar screen, showing the revealed portions of the map and the whereabouts of the other players.
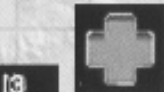
Health: When you pick up a health crate you will see a red cross. These crates heal units that have taken damage.

Brown Crates: These are abundant, generic crates that either contain power-ups or bobby traps.

Red Crates: A red crate is an Armageddon crate. If a unit picks it up, everything on the map is destroyed. A team that is losing might want to end it all just to keep the other team from winning. The team that's winning should guard a red crate to keep the other team from setting it off.

Indicates starting and ending of full strength

Orange Crates: An orange crate instantly maxs out all your power bars, but the power lasts only temporarily. Your player name will turn yellow during this period signified by a clock icon at the start and finish. After 30 seconds your unit attributes will be reduced to zero.

Green Crates: Green crates are a gamble. If your health is low, a green crate will almost always supply health. But if you're pretty well powered up, a green crate will likely be a bomb blast that will set you back.

Low Health

Steel Crates: Steel crates always give you 50% power up in one of the 5 unit attributes. These crates never damage you.

THE GAME SCREEN

The Sidebar

Click on the Sidebar menu button on the right side of the screen to turn the sidebar on/off. The Sidebar displays all the users currently on the battlefield. In team games, the users are arranged by team colors. The number of kills earned by each combatant is recorded in the column next to the names.

Armor	Shot Power	Speed	Rapid Reload	Range

Above the kill list, the map window is displayed. When the map is not available (i.e. the radar is not in use), the window displays the Command & Conquer Sole Survivor logo.

Online Info Box

The box at the bottom left hand corner of the screen shows how many players are currently present on the battlefield, how much time remains in the battle, and the current Ion Factor. As the Ion Factor rises, so does the likelihood of the next crate being an Ion Cannon blast.

Teleporters

Black squares on the landscape indicate teleporters. Each teleporter transports you to a random location on the battlefield. Use the teleporters to move quickly from place to place and escape danger. If you can get to a teleporter fast enough, you might be able to pick up a nice cache of crates before the other players do.

Game Screen

PROGRAM OPTIONS
GAME CONTROLS

Game Controls Screen

To access game controls, click on the OPTIONS tab in the top left corner of the screen.

Sound Controls

To control the volume of music or sound effects, drag the knob left to make the audio track softer or right for louder. To turn off music and sounds, drag the knob all the way left.

Video Controls

Video controls give you display options. To adjust any of the controls, drag the control knob left or right. Moving right increases a setting and moving left decreases a setting.

You can set Visual Controls to their default settings by clicking the RESET VALUES button.

Voice Themes

You can even customize the computer voice that describes the crates you pick up. To change this, left click on one of the themes.

SENDING MESSAGES USERS
TO OTHER

There are three different types of messages: global messages, team messages, and private messages.

Global Message (To all Users): Press RETURN/Type your message/Press RETURN again.

Team Message (To all Users on Your Team): Press SHIFT-RETURN/Type your message/Press RETURN again.

Private Message: Press RETURN/Press #/Type user name/Press SPACE/Type message/Press RETURN Again.

Private Message again: Press the UP ARROW to send another private message to the same user to whom you sent the last message. Make sure to press RETURN to send the message, as you would any other message.

KEYBOARD COMMANDS

Once you've got a grasp of the basic controls for your unit, it's time to move onto some of the more advanced controls that are offered in Sole Survivor. If you are going to pit your skills against other players, learning how to use these controls is to your advantage.

ESC/SPACE: Brings up options screen.

Guard Mode [G key]

If you leave your unit idle, it will only respond to threats if fired upon, or if an enemy unit gets close enough to fire on you. If you want your idle unit to pick a fight, hit the G key on the keyboard. This puts your unit into guard mode which makes it more aggressive if left idle. Guard mode will continue to function until you move your unit, or give another order, such as stop or scatter.

List Clear [L key]

When people leave the game their name appears grayed out in the player list. If they return, their name then becomes active and is colored again. If many people leave the game and don't return, the player list can become lengthy with grayed out player names. To clear the player list of grayed out names hit the L key.

Names [N key]

Each unit has a name tag accompanying it. This can be toggled on or off with the N key.

Stop [S key]

If your unit is marching to certain death, or has been given an order that you don't want it to continue to do, you can force it to stop firing or moving by hitting the S key.

Scatter [X key]

You can make your unit move in a random direction from its current location, allowing it to (most of the time) dodge out of harms way. Your unit will continue to carry out attack orders, so you can select it, tell it to attack, then hit the X key to make it scatter from the threat.

Note: Scattering will only make your unit move once. If you want it to continually scatter, you must continue to hit the X key every second or so. Otherwise, your unit will scatter once, then stop, continuing to attack the target you've chosen. Also, your unit may scatter out of its firing range. If this happens, left click on the target again and your unit will move back into firing range.

Game Status [Y key]

Hitting the Y key displays information on the current game in the chat area at the bottom of the game screen.

Center View [HOME key, H key, U key]

This will center your view on your unit.

Flag [F key]

In games involving flags, hitting the F key will center your view on your flag.

Track [T key]

This is a toggle that centers your view on your unit, and continues to stay centered on your unit, even when it is moving.

Drop Flag [D key]

Hitting the D key causes you to drop the flag if you are carrying it.

Location Bookmarks [CTRL / F7-F10, F7-F10]

If you want to save a specific location on the map, you need to move the main battle map to show the location you want marked, then hold down the CTRL key and hit one of the function keys (F7-F10). This will mark that location which can then be recalled by hitting the appropriate function key.

Force Fire [CTRL / Left Click]

Sometimes, you may want to fire on an area even if it isn't an enemy target. To do this, you can use the force fire command. Simply hold down the CTRL key and click on the location that you want to attack. You will continue to fire on that area, ignoring all other threats, until you stop or give your unit a new order.

Follow [CTRL / ALT / Left Click]

You may want to "tail" another unit as it moves around the map. This can be good for traveling in squads or packs when one of your teammates has radar or has the map revealed. To follow a unit, hold down the CTRL and ALT key. You will see that the cursor has changed to a red movement cursor. Click on the unit that you want to follow and you will automatically go after it, following it wherever it goes.

Note: Having large groups of units following a unit can be counter-productive. They may hinder each others movements.

UNIT INFORMATION

Each unit has a base traveling speed and rate of fire. The unit attributes are enhanced by picking up crates. Sometimes it might be to your advantage to use a fast, light-armored vehicle, a heavily-armored vehicle with greater firepower, or a troop unit, depending on the Battle Arena you choose.

Minigunner: Equipped with the GAU-3 "Eliminator" 5.56 chaingun, this troop is very useful against slow-moving armored units like tanks.

Grenadier: The Grenadier is a very useful all-purpose infantry unit. This troop can move quicker, see farther, and hit harder than normal infantry.

Rocket Soldier: These infantry are slower and easier to kill than other infantry, but can tear through armor faster than any other infantry unit.

Chem Warrior: The Chem-Warrior is an advanced infantry unit that shoots a chemical blast that produces a short-lived toxic cloud of Tiberium gas.

Flamethrower Infantry: Effective for maximum close-range destruction. Produces fire which burns more slowly than normal, allowing more effective elimination of humans and armament.

Commando: The Commando uses a .50cal Raptor assault rifle with suppressor that is able to take out units from an extreme range. In addition, the Commando also carries C-4 explosives. When placed in enemy structures, C-4 will level the target structure in seconds.

Armored Personnel Carrier (APC): The Armored Personnel Carrier (APC) has heavy armor, fast speed, and long sight range, making it an ideal scouting unit.

Humm-vee: These all-terrain attack vehicles are fast and highly maneuverable. Its light armor makes it vulnerable to any explosive weapon.

Nod Buggy: These all-terrain vehicles are armed with an M60 machine gun on a turret. Faster than the Humm-vee, the Buggy has sacrificed some armor for this advantage.

Recon Bike: Mounted with twin rocket launchers, these cycles pack quite a punch. Their speed makes them an ideal scouting unit as well.

Light Tank: This highly-mobile tread vehicle delivers maximum weaponry and personnel destruction with minimum weight, maintenance, and weaponry. Faster than any other tank on the battlefield, these units can reach a target quickly.

Medium Tank: From a single barrel, the medium tank fires armor-piercing shells. It is slower, heavier, and more destructive than Nod's light tank. This is one of the best all-around vehicles in the game.

Mammoth Tank: Armed with dual 120mm cannons and Mammoth Tusk Missiles, this giant is a very versatile unit. These weapons help compensate for its lack of speed and mobility.

Flame Tank: Especially useful against infantry units, the Devil's Tongue Flame Tank is able to avoid some of the slower firing weapons, and get close to its target quickly.

Stealth Tank: This lightly-armored unit is equipped with the Lazarus Shield, cloaking it from enemy sight. Although most units are cloaked when they first appear on the battlefield, the Stealth Tank retains its shield throughout the game except when firing.

Mobile Artillery: This massive cannon has great range and ballistic power. Any attacks using this unit have to be orchestrated carefully, as just getting the unit to the target can be difficult. By nature, artillery is somewhat inaccurate.

Mobile Rocket Launch System (MRLS): Mobile devastation. This long range attacker fires 227mm rockets and is effective against just about everything.

Surface-to-Surface Missile Launcher: The SSM is a long-range unit able to fire on the enemy from a great distance. Its napalm rounds are useful at cracking through tough base defenses. Reload time on this unit is extremely long.

Visceroid: Simply a blob of chemical fun that doesn't roll very fast but can spray toxic goop that would make a skunk run for cover.

Velociraptor: A speedy little guy that can run down almost any unit. A velociraptors little bites can wear a unit down in time.

Stegosaurus: This beast may have a brain as small as a walnut, but it sure packs a big punch.

Triceratops: What the Triceratops lacks in speed it makes up in might. The horns on this dino can tear an armored unit like a tin can.

Tyrannosaurus Rex: The daddy of the dinos is big and moderately fast. With teeth measuring in at 15 centimeters he can do a fair amount of damage with one nibble.

UNIT QUICK REFERENCE

Description	Armor	Range	Speed	Weapon
Minigunner	None	Short	Moderate	M-16 Rifle
Grenadier	None	Short	Moderate	High Explosive Grenades
Rocket Soldier	None	Medium	Slow	Light TOW Rockets
Chem Warrior	None	Short	Slow	Chem-spray
Flame Thrower	None	Short	Slow	Flamethrower
Commando	None	Long/Short	Slow	Sniper Rifle/C4 Explosive
APC	Heavy	Short	Fast	M-60 Machine Gun
Humm-vee	Light	Short	Fast	M-60 Chain Gun
Nod Buggy	Light	Short	Fast	M-60 Machine Gun
Recon Bike	Light	Medium	Very fast	Dragon TOW Rockets
Light Tank	Medium	Medium	Moderate	75mm APDS
Medium Tank	Heavy	Medium	Moderate	105mm APDS
Mammoth Tank	Heavy	Med/Short	Slow	120mm APDS/Missiles
Flame Tank	Medium	Short	Slow	Twin Flame Cannons
Stealth Tank	Light	Medium	Slow	Dragon TOW Rockets
Artillery	Medium	Long	Slow	155mm Ballistic Charges
Rocket Launcher	Light	Long	Slow	227mm Missiles
SSM Launcher	Light	Extreme	Slow	Honest John Missiles
Visceroid	Light	Short	Moderate	Corrosive Acid
Velociraptor	Light	Short	Very fast	Teeth
Stegosaurus	Heavy	Short	Slow	Teeth/Spiked Tail
Triceratops	Heavy	Short	Moderate	Teeth Horns
Tyrannosaurus Rex	Heavy	Short	Slow	Teeth

UNIT QUICK REFERENCE

Description	Armor	Range	Speed	Weapon
Minigunner	None	Short	Slow	M-16 Rifle
Grenadier	None	Short	Moderate	High Explosive Grenades
Rocket Soldier	None	Medium	Very slow	Light TOW Rockets
Chem Warrior	None	Short	Fast	Chem-spray
Flame Thrower	None	Short	Slow	Flamethrower
Commando	None	Long/Short	Slow	Sniper Rifle/C4 Explosive
APC	Light	Medium	Moderate	M-60 Machine Gun
Humm-vee	Light	Medium	Fast	M-60 Chain Gun
Nod Buggy	Light	Medium	Very fast	M-60 Machine Gun
Recon Bike	Worst	Medium	Very fast	Dragon TOW Rockets
Light Tank	Heavy	Medium	Moderate	75mm APDS
Medium Tank	Heavy	Medium	Moderate	105mm APDS
Mammoth Tank	Heavy	Med/Short	Slow	120mm APDS/Missiles
Flame Tank	Heavy	Short	Moderate	Twin Flame Cannons
Stealth Tank	Light	Medium	Fast	Dragon TOW Rockets
Artillery	Light	Very long	Moderate	155mm Ballistic Charges
Rocket Launcher	Light	Very long	Moderate	227mm Missiles
SSM Launcher	Light	Extreme	Slow	Honest John Missiles
Visceroid	Light	Short	Fast	Corrosive Acid
Velociraptor	Heavy	Short	Very fast	Teeth
Stegosaurus	Heavy	Short	Slow	Teeth/Spiked Tail
Triceratops	Heavy	Short	Moderate	Teeth Horns
Tyrannosaurus Rex	Heavy	Short	Moderate	Teeth

24

CREDITS

Executive Producer: Brett W. Sperry
Producer: Steve Wetherill
Associate Producer: Ken Murphy

PROGRAMMERS

Sole Survivor: Neal Kettler & Tom Spencer-Smith
Westwood Online: David Aldridge
Installer: Maria del Mar McCready Legg
Database: Kevin Scruggs
Additional Programming: William Randolph & Matthew Thorn

Artists: Chris Demers, Matt Hansel, Joseph Hewitt, Ned Mansour & Ren Olsen
Audio Direction: Paul S. Mudra
Original Soundtrack: Frank Klepacki
Sound Effects: Dwight K. Okahara

EVA Voice: Kia Huntzinger
1-900 Voice: Maria del Mar McCready Legg
Commando Voice: Frank Klepacki
Game Show Voice: Mike Legg

QA Management: Glenn Sperry, Mike Meischeid
Quality Assurance: Michael Smith, Lloyd Bell, Randy Greenback, D'Andre Campbell, Troy Leonard, Shane Dietrich, Albert Springfield, Christopher Blevens, Christopher Hix, DeMarlo Lewis, Jason Campbell, Jon Hall, Levi Luke, Mark Laity, Michael Ruppert, Pat Offord, Richard Rasmussen, Steve Shockey, Joseph Gernert, John Tryon, Christopher Holloway, Rhoda Anderson, Tom Andrulis, Pat Pannullo
Designers: Erik Yeo, Adam Isgreen & Michael Lightner
Map Designers: John Archer, Michael Lightner, Adam Isgreen, Randy Greenback & Levi Luke
Package & Manual Design: O'MileyRyan Advertising Design

TROUBLESHOOTING

Q: Why doesn't Sole Survivor install onto my hard disk?

A: Make sure you have enough free hard disk space. Sole Survivor requires 40MB to install. If you're using a disk compression system (such as DriveSpace), you must double the amount of space needed during installation because not every file will compress at 2:1. In general, we recommend against using a disk compression system with Sole Survivor.

Q: Why doesn't Sole Survivor load?

A: Make sure you have enough free memory. If you are very low on RAM, Windows 95 will try to create a temporary swap file on your hard drive. If Windows can't create a swap file, Sole Survivor will either run very slowly or not at all. You should have at least 15MB of free space on your hard drive prior to running Sole Survivor.

Q: Why doesn't the sound work?

A: Make sure your speakers are powered on and connected to your PC. Make sure that your speaker volume controls are adjusted correctly. If your sound card is not supported in its native mode by Microsoft DirectSound the sound quality may suffer. If all else fails, try contacting your sound card manufacturer to see if there are new drivers available for your sound card.

Q: The game runs slowly on my system. What can I do?

A: If your **INTERNET LATENCY INDICATOR** is in the red or even in the yellow, then the game information is being delayed or lost in the Internet. Try playing during off-hours when Internet traffic is less busy. You may also want to try a different Internet Service Provider (ISP) because each provider's Internet connection quality can vary.

TECHNICAL SUPPORT

Before you call Technical Support
If you are having problems, please consult the "Troubleshooting" section of this book before calling technical support. We receive many calls every day, so in order to serve you more efficiently, please have the following information available:

1. The correct name of the game.
2. The type of system you are running the game on.
3. Exact error message reported (if any).

Our technical support number is 714-833-1999. Have a pen and paper handy when you call, and be near your computer if at all possible. No game playing hints will be given through this number.

Online Support Services
Westwood Studios provides upcoming news, latest versions, updates, product demos, reviews, technical support, counseling, and more on the following on-line services:

Internet
World Wide Web: To find Westwood's home page on the world wide web, you will need a browser. Our address is http://www.westwood.com.

FTP: If you're looking for our latest support files for any of our products, you'll be able to get them from our ftp site at ftp.westwood.com.

E-mail: Send e-mail to support@westwood.com with any specific queries you have.

America Online
Select the GO TO menu at the top of the screen and highlight KEYWORD. Enter Westwood Studios and then click on GO. You can write public mail in any of the conference areas, or write private mail to Westwood by addressing it "WESTWOOD S".

Compuserve
Sign on normally, then select the TRAFFIC LIGHT icon at the top of your screen. When the prompt appears, enter "GAMBPUB" for Game Publishers forum "B". Messages and files pertaining to Westwood Studios products are located in the Westwood Studios section. Westwood's e-mail address for Compuserve is 71333,2405.

Additional Support Services
Westwood Studios regularly publishes *Westwood Studio's News & Notes*, providing this same information in a four-color, digest format. To get on the mailing list, send your name and address to *Westwood Studio's News & Notes*, 3540 W. Sahara #323, Las Vegas, NV 89102.

LIMITED WARRANTY