

# GULF WAR

OPERATION DESERT HAMMER™



3D0™



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# WELCOME TO THE WAR

You have been commissioned into the newly formed U.N. Peacekeeping Forces because you have shown extraordinary skill as both gunner and pilot, as well as exceptional bravery and ingenuity under fire.

The M12 Hammer is the most advanced weapons platform produced by the free world. It is fast, maneuverable, and can support multiple weapons systems within its heavily armored chassis.

It can also use the OASIS (Operational Armor Stabilization and Integration System) for re-building lost armor during combat operations. Due to the high thermal signature of the OASIS system, it is hidden under small bodies of water. In layman's terms, move your tank into marked bodies of water to regenerate the shields. OASIS locations are marked on the maps with palm tree  icons.

The U.N. Alliance realizes that in order for your mission to be successful, you must know the capabilities of the tools at your disposal. This training manual describes the operation of the Hammer as well as contains other useful information such as combat tactics. You may be able to take advantage of this information during your campaign.

You carry the hopes of the free world on your shoulders, Commander. It is up to you to finally eliminate the desert dictator and his terrorist army, now known as the Federation of Militant Equal Nationalists (FMEN). Good luck!



# RAMPING UP

This section provides the basic information you need to understand this manual and install GULF WAR Operation Desert Hammer™ onto your computer. If you have difficulty with installation or encounter problems during game play, see the *Troubleshooting Info* section.

## BASIC CONCEPTS

### MOUSE CONTROLS

Throughout this manual, **left-click** means you should move the mouse cursor to the desired area of the screen and press the left mouse button once. To **right-click** means to place the mouse cursor over the desired area of the screen and press the right mouse button once. To **double-click** means to move the mouse cursor onto the desired area of the screen and press the left mouse button twice in quick succession.

### KEY COMMANDS

Whenever a keyboard shortcut or keystroke is mentioned in this manual, the key name appears in bold, like this: **Key**.

### GAME TEXT

Text set apart from the rest of the text by **THIS** font is spelled in this manual exactly as it is in the game.

## INSTALLING THE GAME

Place the GULF WAR CD into your CD-ROM drive. If you have the Autorun function enabled, the installation screen should appear. Follow the on-screen instructions to install GULF WAR.



If you have disabled the Autorun option or if it does not function correctly, open the Windows **START MENU**, and select **RUN**. **Left-click** on **BROWSE** and choose the letter of your CD-ROM drive from the list, then **double-click** on the file labeled **set\_up.exe**. **Left-click** on **OK** to begin installing GULF WAR; follow the on-screen instructions.

## UNINSTALLING THE GAME

Open the Windows **START MENU** and select **PROGRAMS**. **Left-click** on **3D0**, then **left-click** on **GULF WAR**, and then **left-click** on **UNINSTALL GULF WAR**. To uninstall the game, follow the on-screen instructions.

## STARTING GULF WAR

Once you've installed GULF WAR, anytime you want to start a game, place the CD in the CD-ROM drive. If you have the Autorun function enabled, a menu should appear. **Left-click** on **PLAY** to start the game.

If you have disabled the Autorun option or if it does not function correctly, open the Windows **START MENU**, and select **PROGRAMS**. **Left-click** on **3D0**, then **left-click** on **GULF WAR** and then **left-click** on **PLAY GULF WAR** to start the game.

## CHOOSE YOUR CONFIGURATION

The first time you run the game, you will go into a **CHOOSE YOUR CONFIGURATION** screen. This is the Version Wizard. Here you can choose to run the game in either "D3D", "Glide" or "Software" mode. If your system has a D3D compatible graphics card AND you are running a processor that is 233MHz (P233) or faster, we recommend "D3D." Otherwise choose the "Software" option.

If you run the game in D3D mode, and your processor is slower than 233MHz, you will have very poor performance (low frame rate) when running the game.



Gulf War will now use this configuration each time you play. To change it in the future, open the Windows **START MENU**, and select **PROGRAMS**. **Left-click** on **3DO**, then **left-click** on **GULF WAR** then **left-click** on **VERSION WIZARD GULF WAR** to change the configuration.

## **MAIN MENU**

There is an opening cinematic, introducing GULF WAR. To skip it, press a mouse button or any key. After this cinematic the **MAIN MENU** screen appears, with these options to choose from:

- **Campaign**

Brings up the single player campaign Options. For details, see *Starting a Single Player Game*.

- **Multi-player**

Brings up the connection panel, from which you can **JOIN** or **CREATE** a multi-player game. For details, see the section entitled *Starting a Multi-player Game* in this manual.

- **Options**

Brings up the **GAME OPTIONS** panel, from which you can configure **GRAPHICS**, **CONTROLS**, **AUDIO**, and **DIFFICULTY**. This panel and its sub-menus are detailed under *Changing Game Options*.

- **Exit**

Returns you to your Windows Desktop.

- **Credits**

Select the **CREDITS** button in the **MAIN MENU** to view the game credits. Press any key or a mouse button to exit the **CREDITS** screen and return to the **MAIN MENU**.



# BATTLEFIELD COMMAND

This section details what to expect in the game. It includes an explanation of your Hammer and the basics of waging war to accomplish your mission objectives.

## MASTERING THE HAMMER

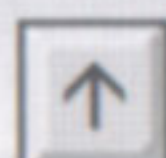
The Hammer is a cutting edge M12 tank. As a Hammer commander, you need knowledge of piloting techniques, an intimate understanding of your HUD (Heads Up Display) readouts, a fine grasp of your tank's strengths and weaknesses, plus the courage to carry the fight to the enemy.

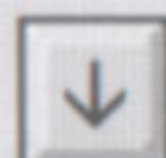
## THE CONTROLS

**Note:** For a summary of key and mouse commands, see the quick reference chart in the center of this manual on pages 14-15.

### Moving The Tank Around

At the start of a scenario, you are automatically placed behind the controls of your Hammer. To move it, use the following keys:

 = Move forward

 = Move backward

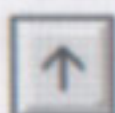

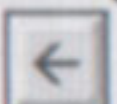
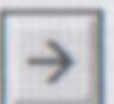
Your Hammer always considers "forward" the direction your turret is currently facing; by changing the direction you are "looking," you change the direction of travel. You change the direction your turret is facing by moving the mouse left, right, up, and down.



Your Targeting Reticle is located in the center of your view screen. Use the mouse to move your Targeting Reticle over a target. **Left-click** to fire your Hammer's chain gun and **right-click** to fire the currently selected weapon. You can scroll through your available weapons by pressing the **Page Down** key above the arrow keys.

### **Advanced Tank Controls**

For advanced tank commanders, you may "unlock" the turret from the direction the tank is facing. To do that, press the **Delete** key.

When you're in this mode, the turret aims wherever the mouse is pointed. However, the tank motion is controlled by the four arrow keys.  and  still move you Forward/Backward and  and  turn you left and right.

**Note:** *You can change the configuration of your game controls before you start the game, see the section entitled Changing Game Options for more details.*







## THE HUD

Your Hammer's HUD is streamlined to provide only essential battlefield information. Understanding this readout is crucial to success.

### Active Strike Indicator

At the bottom left of your HUD is the Strike Indicator. It displays the possible strikes and how many strikes you may deploy. To deploy a strike, center your reticle on an enemy target, and press the 0/Ins key (on the numpad) to fire. Your strike system will mark the enemy target with a green rectangle and automatically deploy the appropriate strike to engage and destroy the marked target. The selected strike will highlight momentarily on the Strike Indicator on the lower left of your HUD.

			
<p><b>HEAT:</b> This High Explosive Anti-Tank round will serve as your workhorse. Effective against all targets, good range and striking power.</p>	<p><b>SABOT:</b> These are the ultimate armored vehicle killers. They have excellent range and striking power but work poorly on buildings and soft targets.</p>	<p><b>ATGM:</b> This stands for Anti-Tank Guided Missile.</p>	<p><b>AAGM:</b> This stands for Anti-Air Guided Missile. Great chopper and enemy jet killers. Nearly worthless against ground targets.</p>



### **Hammer Armor Status Indicator**

At the bottom center of the HUD is the Armor Status Indicator, displaying the current strength of your armor. If your armor strength reaches zero, your Hammer is destroyed.

### **Active Weapon Indicator**

At the bottom right of the HUD is the Active Weapon Indicator. The icon here represents your currently selected weapon, and under the icon is the amount of ammunition remaining for that weapon.

### **Targeting Reticle**

The Targeting Reticle is located in the center of your HUD and is used to aim your weapons, as well as deploy strikes. When the reticle is centered on a unit or structure, it will display IFF (Identify Friend or Foe) for your target. If the target is an enemy, the reticle will turn either Yellow or Red. Yellow if the target can be hit by strikes only, and Red if it can be hit by strikes and weapons. If the target is friendly, the lines will remain Blue.

### **Radar**

At the upper right of the screen is the Radar. It shows a partial overhead view of the surrounding terrain, centered on your Hammer. All units are represented by colored icons.



#### **Enemies**

1. Red arrows represent enemy units.
2. Red squares represent enemy buildings.

#### **Allies**

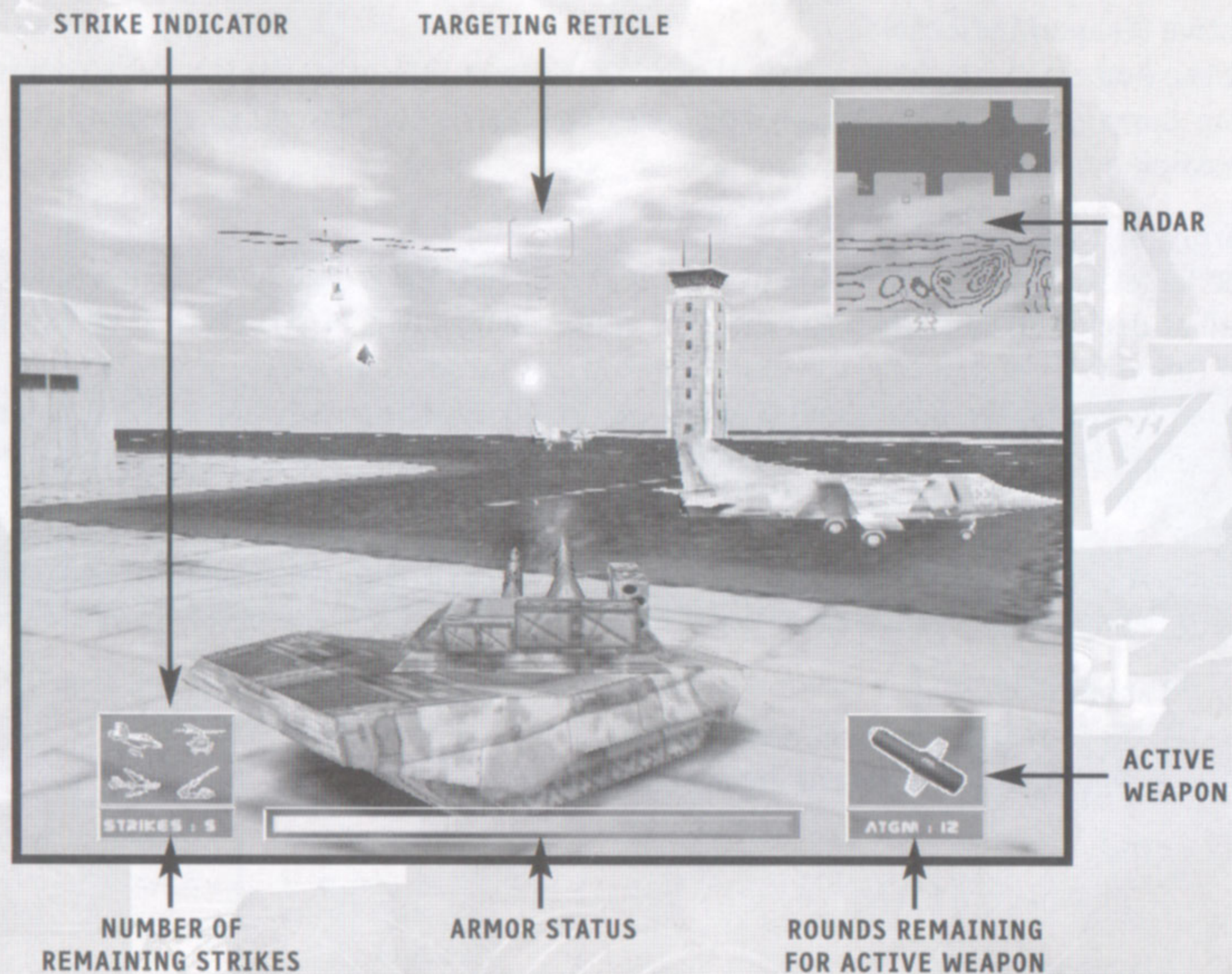
1. All allies are Green

#### **Waypoints**

1. A small  marks targets that should be destroyed in the current mission.
2. A  marks the location of your OASIS.
3. A blinking diamond navigational point provides general directional guidance.



If a waypoint isn't on the radar yet, it sits on the edge of the Radar, giving the general direction of the waypoint.





# TACTICAL ADVICE

The M12 tank is a tanker's dream. If you leave it in the open, the enemy will make it a nightmare – then a coffin. Even the Hammer has limited armor. Be sure to keep moving! Choose your weapons carefully as you have limited ammo and strike calls. Stay alert for power-ups to re-supply your Hammer.

## ESTABLISHING A FOOTHOLD

The first step in any mission is to understand what your objectives are. Pay close attention to your mission briefing and all audio messages. They remind you of your goals and direct you to new waypoints. Check your position on the map frequently by pressing **End**.

## LIVING AND DYING

When (or if) you lose your tank, the camera will show you which enemy killed you. To proceed, press any key.

When you accomplish your mission, the camera will rise up and look down on your tank.


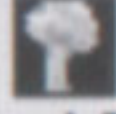
## POWER-UPS

Along the way, you may be able to “liberate” supplies from your enemy to fortify your M12 Hammer. These supplies are frequently hidden inside of buildings or other objects. These power-ups will look like this:






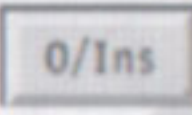
## UTILIZING THE OVERHEAD SURVEILLANCE SYSTEM

Sometimes, it is necessary to look at the big picture. The Overhead Surveillance System is the means by which to gain the overall lay of the land and orient yourself. The system is accessed by pressing **End**. The topographical overlay takes up the majority of your HUD. Units and structures, both enemy and friendly, are shown on the map and are differentiated by color; enemies are in red while friendlies are in green. Waypoints are marked on the Radar with a selection of three symbols. A small  designates targets of that should be destroyed in the current mission. A  marks the location of your OASIS. Finally, general directional guidance is provided by a blinking diamond navigational point. The player can exit out of the system at any time by pressing **Esc** or **End**.

## INFLICTING DAMAGE

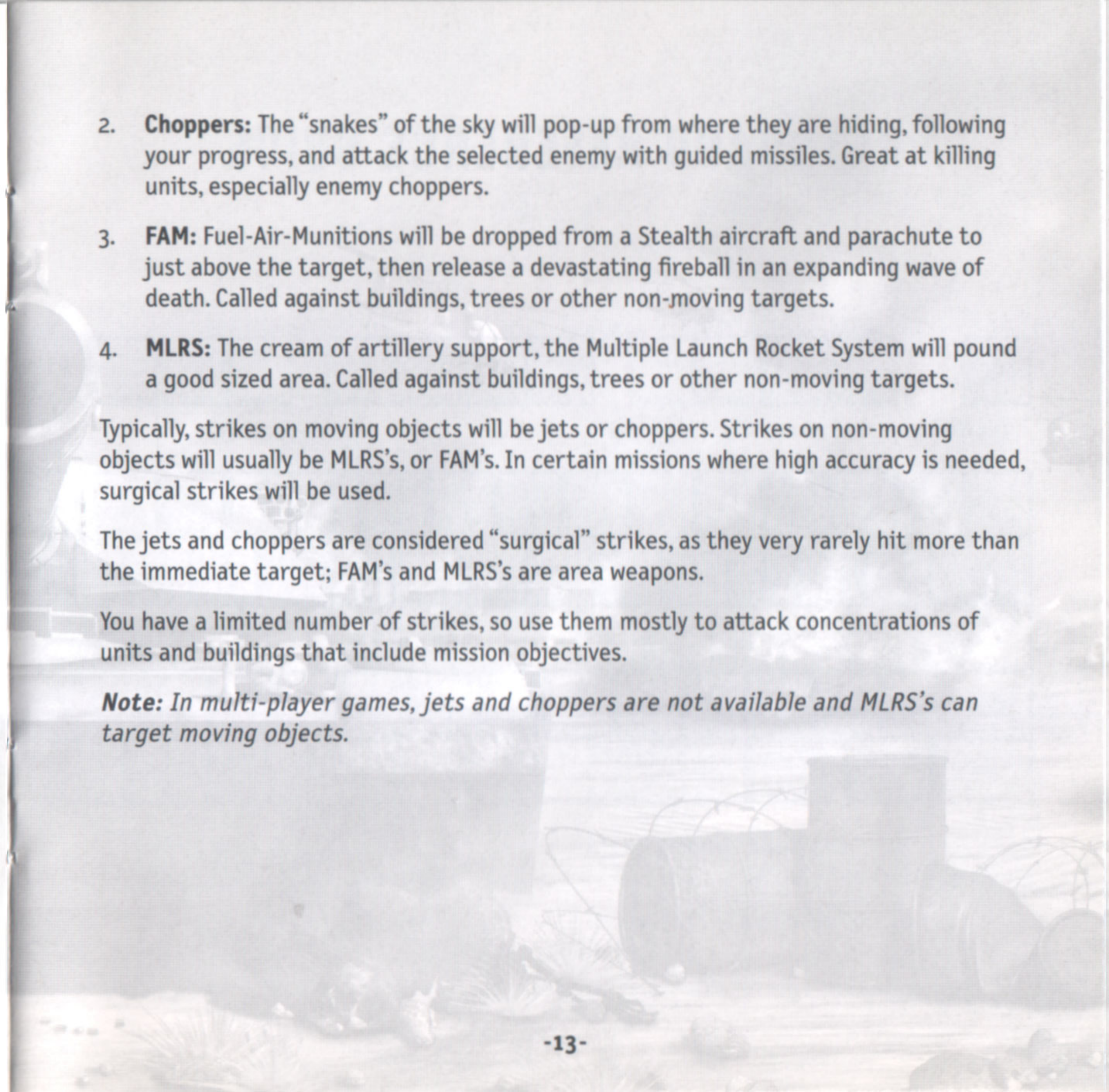
Know your weapons, and use them. We didn't come up with a bunch of weapons for your Hammer just to keep our buddies in the private sector wealthy. Each one has its strengths and weaknesses. Know the ranges and how much seeking each weapon has. You'll have to get closer to use an ATGM on a very maneuverable target. Weapons that slug hard have smaller ammo limits, so save them for the important stuff. Don't forget, if you are firing at something directly, make sure you have the chain gun (left mouse button) going along with your other weapon to deal extra damage.

## THE STRIKE SYSTEM

You have friends. Use  on the numpad to get help from your friends. Target an enemy and press . The appropriate Air or Artillery assets available for that mission will be automatically called in an effort to take out that target. The four kinds of strikes are:

1. **Jet Fighter-Bombers:** These missile carrying aircraft are called in against enemy units. They will launch and leave.



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2. **Choppers:** The “snakes” of the sky will pop-up from where they are hiding, following your progress, and attack the selected enemy with guided missiles. Great at killing units, especially enemy choppers.
  3. **FAM:** Fuel-Air-Munitions will be dropped from a Stealth aircraft and parachute to just above the target, then release a devastating fireball in an expanding wave of death. Called against buildings, trees or other non-moving targets.
  4. **MLRS:** The cream of artillery support, the Multiple Launch Rocket System will pound a good sized area. Called against buildings, trees or other non-moving targets.

Typically, strikes on moving objects will be jets or choppers. Strikes on non-moving objects will usually be MLRS's, or FAM's. In certain missions where high accuracy is needed, surgical strikes will be used.

The jets and choppers are considered “surgical” strikes, as they very rarely hit more than the immediate target; FAM's and MLRS's are area weapons.

You have a limited number of strikes, so use them mostly to attack concentrations of units and buildings that include mission objectives.

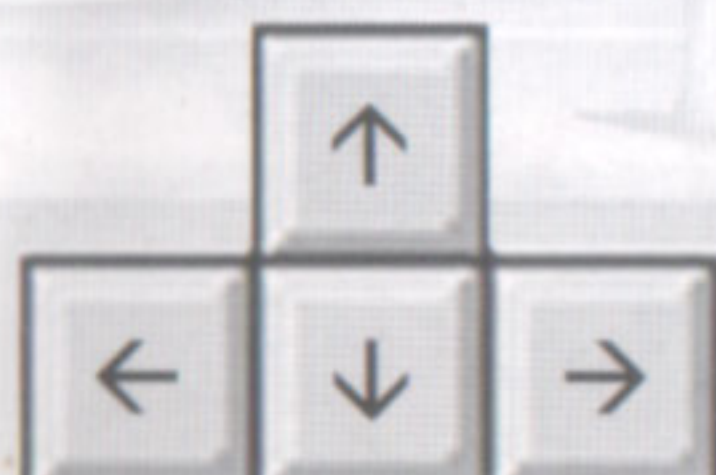
**Note:** *In multi-player games, jets and choppers are not available and MLRS's can target moving objects.*



# KEYBOARD REFERENCE GUIDE







## DEFAULT KEYBOARD CONFIGURATION

<b>ESC:</b>	In-Game Menu
<b>M:</b>	Replay last audio message
<b>RETURN:</b>	In-Game Chat (multi-player)
<b>DEL:</b>	Unlock/Lock Turret (advanced control)
<b>END:</b>	Overhead Surveillance System On/Off
<b>PAGE DOWN:</b>	Weapon Select
<b>LEFT ARROW:</b>	Turn Left (advanced control mode only)
<b>UP ARROW:</b>	Forward
<b>DOWN ARROW:</b>	Reverse
<b>RIGHT ARROW:</b>	Turn Right (advanced control mode only)
<b>O/Ins:</b>	Call in Strike



# TAKING A BREAK

Once you start a mission, you can access the game menu at any time by pressing **Esc**. This menu holds the following options:

## BRIEFING

Brings up the mission briefing text that was displayed before the start of the mission.

## RESUME

Returns you to the game. You can also use **Esc** to return to game play.

## EXIT THE MISSION

Exits the scenario and returns to the DEBRIEFING screen.

## EXIT THE GAME

Exits the scenarios and returns to your Windows Desktop.

# STARTING A SINGLE PLAYER GAME

To start a single player campaign, **left-click** on CAMPAIGN from the GULF WAR MAIN MENU screen. This brings up the single player menu Options panel, which will allow you to load a previously saved campaign or start a new one.



## NEW

Begins a new campaign.

## LOAD

You can load a previously saved campaign game by **left-clicking** on **LOAD** from the single player menu options panel. Choose a saved campaign from the list; you can scroll the list by using the up and down buttons on the right side of the box. When you have selected a game; **left-click** on **LAUNCH** to start GULF WAR. Erase previously saved games by selecting a game on the list and **left-clicking** on **DELETE**.

***Note:** You can not load or save multi-player games.*

# STARTING A MULTI-PLAYER GAME

GULF WAR supports up to eight players over a Local Area Network (LAN) and the Internet, as well as two player games via modem or serial connection. To begin a multi-player game, **left-click** on the **MULTI** option from the **MAIN MENU** screen. This brings up the connection panel.

At the top of the panel is a box listing the available connections. Once you have selected a connection type by **left-clicking** on it, the options to either **CREATE** or **JOIN** a game appear. Select **CREATE** to start a game. At the top of the screen your **PLAYER NAME** is given. You can change this name by **left-clicking** inside the box, backspacing over the name and typing in a new one. Below your name is a box for the name to identify the game you are creating as the host. This name is seen by prospective players, so it can be helpful to give a descriptive name, such as **RATTRAP-8** (an eight player game using the Mission 18 map), rather than simply **JOE'S GAME**.



## MULTI-PLAYER SETUP SCREEN

Next, **left-click** inside the **MAXIMUM NUMBER OF PLAYERS** box and select a number between two and eight. Finally, to screen players you can **left-click** inside the **PASSWORD** box and type in a password of up to sixteen characters in length. Players will be unable to join your game without typing the correct password (Passwords are not case sensitive.) **Left-click** on **CREATE** to proceed to the multi-player setup game screen.

Once you have created your game, you as the host can set the following general scenario parameters from the panel on the upper right of the screen:

- **Frag Limit**  
Sets the number of Hammer kills a player needs to win a scenario.
- **Time Limit**  
Sets the number of minutes the scenario will last. If the scenario is not won before the time expires, the scenario ends anyway. The winner is the player with the most frags.

## JOINING A MULTI-PLAYER GAME

**Left-click** on **JOIN** from the connection panel to bring up the **JOIN GAME** screen. At the top of the **JOIN GAME** screen is your player name. You may change it by backspacing over the name and typing in a new one. **Left-click** to select a game from the list to play. The **JOIN** option appears; **left-click** on the button to enter the game. If a password is required to join that game, a box will appear. Enter the password, then **left-click** on **JOIN** to bring up the game setup screen.



From the game setup screen, you can join in the chat by typing in the slot below your name. When you are ready to play, **left-click** on the box to the right of your name. When all of the players have indicated they are prepared, the game host starts the game.

**Note:** *If a player loses connection during play, they can not rejoin a game already in progress.*

## PLAYING A MULTI-PLAYER GAME

Multi-player games are deathmatches. The game ends when the frag count has been reached, or when the time limit expires.

To chat with other players during the game, press **ENTER**, type in your message, and press **ENTER** again. Your message and the messages of other players appear in the center of your screen.

**Note:** *You must run the game once to initialize Version Wizard before you attempt multi-player play on the supported online gaming services below.*

### USING MPLAYER.COM

To use the mplayer.com service to play this game multi-player over the Internet, read the file MPLAYER.TXT on the GULF WAR disc.

### USING HEAT.NET

To use the HEAT.net service to play this game multi-player over the Internet, read the file HEAT.TXT on the GULF WAR disc.



# CHANGING GAME OPTIONS

To change a game option, **left-click** on **OPTIONS** on the **MAIN MENU**. This brings up the **GAME OPTIONS** panel, from which you can access the following sub-menus: **GRAPHICS**, **CONTROLS**, **AUDIO**, and **DIFFICULTY**.

- **Graphics**

Here you can customize the way the game is displayed and possibly increase the speed by reducing details. To do this, **left-click** on the **HORIZON DISTANCE** button or **left-click** on the **BACK** button to exit the **GRAPHICS OPTIONS** screen. Any changes you make are automatically saved when you exit this menu, and are used every time you play GULF WAR until you change them again.

## **HORIZON DISTANCE**

Sets how far you can see before objects are lost over the horizon. Decreasing the **HORIZON DISTANCE** speeds up the display of graphics. The default setting for this option is **220** screen units. This option can not be changed during game play and must be changed before the game begins.

- **Controls**

GULF WAR allows you to customize your control configurations. **Left-click** on **CONTROLS** from the **OPTIONS** menu to bring up the **CONTROLS** screen. Here you can change which keys control what functions.

After making your changes, **left-click** on **OK** to save them and return to the **OPTIONS** menu or select **KEYMAP1** or **KEYMAP2** to cancel your changes.

**Note:** If you wish to make changes to your mouse sensitivity, you must do so through Windows. Click on the Mouse icon in the Control Panel directory.



- **Audio**

**Left-click** on **AUDIO** from the **GAME OPTIONS** panel to bring up the **AUDIO OPTIONS** panel. On this panel are controls to adjust the volume at which **MUSIC** and **SOUND FX** are played. Use the slider button to change the volume, increasing the volume to the right, decreasing to the left. From this panel you can also set the track of music you wish to play on your CD, and have it either play that track continuously, play the tracks of the CD in order and start the CD over after the last track, or randomly play tracks from the CD.

***Note:** If you have a media player running (Windows CD player, video player, etc.) you will need to exit that application before you can effect your game audio options.*

- **Difficulty**

This replaces the **GAME OPTIONS** panel with the **DIFFICULTY** panel. On this panel are three buttons for adjusting the difficulty of the game. **Left-click** on a button to change the level of difficulty. At **ROOKIE**, the easiest level of play, the strength of the enemy's weapons are weakened and your own are increased. At the **GENERAL** level, the most difficult of your forces' weapons, including your Hammer's, are greatly diminished in power, while the enemy forces are given increased capabilities. At the default **COMMANDER** level, you and your opponents are on equal footing.



# TROUBLESHOOTING INFO

This section provides information that can be useful in solving certain problems.

## INSTALLATION

**Problem:** The CD is in the CD-ROM drive, but the computer is not recognizing it.

**Answers:** The CD may be dirty or scratched.

### Solutions:

1. Make sure that the data side of the CD (shiny side) is not dirty or scratched. If it is dirty, take a lint free non-abrasive cloth and wipe gently to clean it (always wipe from the inside of the CD to the outside edges). If the data side of the CD appears to be scratched, return the game to the store that you bought it from, and exchange it for a new copy. If you are unable to exchange the game at the store that you bought it from, please call Customer Support for information on our exchange policy.

**Problem:** The computer freezes during install, or you receive an error message (such as “\*\_ins error” or “An error has occurred during the move data process”) during install.

**Answers:** Your computer may be using an older 16-bit CD-ROM driver; or there may not be enough space on your hard drive for temporary files to expand; or the CD-ROM drive might be having problems with how it buffers information. Or, the Autorun or DMA settings on your CD-ROM drive could be interfering with the game installation.



**To check and see if your computer is using an older 16-bit CD-ROM driver:**

1. **Right-click** on the 'My Computer' icon and select 'Properties'.
2. Click on the 'Performance' tab.
3. In the Performance status box, if the File System line says "Some drivers are using MS-DOS compatibility", you are using a 16-bit CD-ROM driver.

### **Solutions:**

**1. For 16-bit CD-ROM drivers:**

Contact the manufacturer of your CD-ROM drive or the manufacturer of your computer for an updated 32-bit CD-ROM driver.

**2. For 32-bit CD-ROM drivers:**

1. Close all unnecessary programs running in the Background. Press the CTRL+ALT+DEL keys at the same time to open the Close Program window, select a program, and press the End Task button. Repeat this process until all programs except 'Explorer' and 'Systray' are closed.
2. Delete all files in your C:\Windows\Temp folder, then empty the Recycle Bin.

**3. Turn off read-ahead on the CD-ROM drive:**

1. **Right-click** on the 'My Computer' icon and select 'Properties'.
2. Click on the 'Performance' tab.
3. Click on the 'File System' button.
4. Choose the 'CD-ROM' tab at the top
5. Change the 'Optimize access pattern for' field to 'No read-ahead'
6. Click on Apply, then OK and finally click Close (you will be prompted to restart your system).



4. **Turn off the Autorun and DMA settings on your CD-ROM drive:**
1. **Right-click** on the 'My Computer' icon and choose 'Properties'.
  2. Click on the 'Device Manager' tab.
  3. Click on the '+' sign next to the CD-ROM line so that it becomes a '-' sign.
  4. Click on the line that appears under the CD-ROM line so that it is highlighted, then click on the 'Properties' button.
  5. Click on the 'Settings' tab.
  6. Look for the Auto-insert Notification and DMA lines. If there is a check mark in the boxes next to either of these lines, click on the box to remove the check mark.
  7. Click on the 'Apply' button, and then click on the 'OK' button.
  8. When you are asked if you want to restart your system, choose 'Yes'.

You can restore all of the CD-ROM settings back to normal after the game has been successfully installed.

## LAUNCHING THE GAME I

**Problem:** After launching the game from the Start menu or Desktop icon, you get a blank screen, a black box that surrounds the mouse cursor, blurring or choppy graphics, vertical lines on the screen, choppy sound, or no sound.

**Answer:** There is probably a conflict between your video or sound card and Microsoft's DirectX.

**Solution:** For Windows 95 and 98 users:

1. Press the 'Start' button on the Windows 95/98-task bar and select 'Run'.
2. Type "c:\Program Files\directx\setup\dxdiag.exe" then click on the 'OK' button. This will run the DirectX Diagnostics Tool.



3. Make sure all your files are DirectX 6.1 compatible. Select the 'DirectX Files' tab make sure there are no exclamation points next to the file names. If you find exclamation points under this tab you will need to reinstall DirectX 6.1 by going to the 'START' Button on the Windows95 task bar then select 'RUN' and type your CD-ROM drive letter followed by ": \DirectX\dxsetup.exe" and click on the 'Reinstall DirectX' button. This will reinstall DirectX 6.1.
4. Make sure all of your drivers are DirectX 6.1 compatible. Select the 'DirectX Drivers' tab and make sure there are no exclamation points next to any of the file names. If you find exclamation points under this tab you will need to update your drivers by contacting the manufacturer of the hardware through their Phone Support or through their web site. 3DO has a listing of manufactures sites available at: <<http://www.3do.com/support>>.
5. Test your hardware with the DirectX 6.1 Diagnostics tool. Run the tests that are available on the 'Display', 'Sound', and 'Input' tabs. If one or more tests fail, this could be due to driver incompatibility. Installing the newest drivers available for your sound and video card hardware can usually resolve this.

**For Windows 98 users:**

1. Press the Start button on the Windows 98 task bar and select 'Help'
2. Select the Search tab, type 'DirectX Troubleshooter' in the text box, and then press the List Topics button. Select 'DirectX Troubleshooter' in the Topics window, click the Display Button, and then follow the instructions to troubleshoot your DirectX issue.



## LAUNCHING THE GAME II

**Problem:** You try to start the game and the screen flashes briefly, and you are returned to the desktop without an error message.

**Answer:** There are probably miscellaneous programs running in the background that are interfering with the game and causing it to crash.

**Solution:** For Windows 95 users:

1. Press the CTRL+ALT+DEL keys at the same time to open the Close Program window.
2. Click on a program so that it is highlighted, then click on the 'End Task' button.
3. Repeat this process until only 'Explorer' and 'Systray' are left in the Close Program list, then try running the game.

For Windows 98 users:

1. Click on the Windows Start button, then choose Run.
2. In the Run line type in: "msconfig", then push the 'Enter' key. (This will bring up the System Configuration Utility.)
3. Select the 'Startup' tab, and turn all of the check boxes off, except for the one next to 'Systray'.
4. Press 'OK'. When you are prompted to restart your system, click 'Yes'.
5. Once your machine has restarted try running the program again.

Video and Sound card manufacturers regularly update their software drivers to enhance performance and stability, and to improve compatibility with DirectX. You can find links to many of these manufacturers' sites by going to the Driver Updates section of our support web site, which is located at <http://www.3do.com/support>.



You may obtain a list of Microsoft-certified video and audio drivers for your hardware by going to <<http://www.microsoft.com/hwtest/hcl/>>. Drivers listed here are confirmed to be compatibility with Windows 95, Windows 98 and Windows NT4.0.

Microsoft updates DirectX and its components regularly and posts them for download from their web site at <http://www.microsoft.com/DirectX>.

## GAME RUNS SLOW

**Problem:** You run the game and it runs very slow (only updating the screen a few times a second.)

**Answer:** You are probably running in D3D mode with a slow processor (200 MHz or below).

### **Solution:**

1. Exit the game.
2. Go to the version wizard by opening the Windows **START MENU**, and select **PROGRAMS**. **Left-click** on **3D0** and then **left-click** on **GULF WAR** then **left-click** on **VERSION WIZARD** to change the configuration.
3. This will put up the "Choose Your Configuration" screen. Choose "Software" from the list instead of "D3D" and **left-click** on OK.
4. The game will now run in the "software only" mode and you should see improved performance.

### **Alternate Solution:**

1. Go to the **GRAPHICS OPTIONS** screen from the **MAIN MENU** and choose **HORIZON DISTANCE**. If you decrease this number, you will increase performance.

**Note:** For additional troubleshooting information, see the *readme.txt* file on the disc.



# CONTACTING CUSTOMER SUPPORT

Visit our support web site at <http://www.3do.com/support/> to get late-breaking news and information, answers to Frequently Asked Questions (FAQ's), links to hardware manufacturers' web sites, and the latest product updates. If you want to ask a specific technical question, you can use the online email form available at our web site.

If you would prefer to call us, our Customer Support phone number is (650) 261-3454. Our hours of operation are Monday through Friday, 9:00 AM – 12:00 NOON and 2:00 PM – 5:00 PM, Pacific Time.

You can also send us a fax at (650) 261-3419.

If you prefer U.S. mail, please use the following address:

**Customer Support  
The 3DO Company  
600 Galveston Drive  
Redwood City, CA 94063**

However you choose to contact us, please provide us with the following information: Computer OS type, amount of RAM, and CPU type (this information is available by **right-clicking** the **My Computer** icon, selecting **Properties**, and then **left-clicking** the **General** tab), as well as your hard drive size and available free space (on your hard drive icon).

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