

Star Trek®: Armada II Readme

This Readme file contains last minute information regarding Star Trek: Armada II.

Note for Windows® 95 users: In order to view the full Star Trek: Armada II Help file system, you must have a web browser installed.

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1. Minimum System Requirements

MINIMUM SYSTEM REQUIREMENTS

- Pentium® II 300 MHz or Athlon® processor or higher
- Windows® 95/98/2000/ME operating system
- 64 MB of RAM
- 900MB of uncompressed free hard drive space plus 100 MB for the Windows swap file
- A 100% Windows 95/98/2000/ME-compatible computer system including:
 - DirectX 8.0a (included)
 - 100% DirectX 8.0a-compliant true 16 bit sound card and drivers
 - 100% DirectX 8.0a-compliant 8 MB video card and drivers*
 - 100% Windows 95/98/2000/ME-compatible mouse and drivers
 - 100% Windows 95/98/2000/ME-compatible keyboard
 - 100% Windows 95/98/2000/ME-compatible quad speed (600 K/sec sustained transfer rate) CD-ROM drive and drivers

REQUIRED FOR MULTIPLAYER MODE

- Pentium® II 450 MHz or Athlon® processor or higher
- 128 MB of RAM
- Internet (TCP/IP) and LAN (TCP/IP) play supported
- Internet play requires a 100% Windows 95/98/2000/ME-compatible 28.8 Kbps (or faster) modem and drivers
- LAN play (and high-speed Internet play over DSL and cable modems) requires a 100% Windows 95/98/2000/ME-compatible network interface card and drivers.

***3D Accelerator Card Required**

A 100% DirectX 8.0a or higher compliant 8MB or higher 3D video card and driver is required to play Star Trek: Armada 2. Some 3D accelerator card brands may not be compatible with the 3D acceleration features utilized by Star Trek: Armada 2. Please check with the card's manufacturer to ensure DirectX 8.0a compatibility.

Important Note: This product uses DirectX 8.0a technology, which requires your system to have the latest Windows 95/98/2000/ME drivers (for CD-ROM, video card, sound card and input devices) that fully support DirectX 8.0a.

SUPPORTED CHIPSETS FOR WINDOWS® 95/98**

- 3dfx™ Voodoo 3, 4, and 5
- Matrox™ G550
- Kryo® I and II
- Trident Blade XP™
- nVidia™ Riva TNT, TNT2, and TNT2 Ultra
- All nVidia™ GeForce Chips
- ATI® Radeon

**Some but not all of the cards with the chipsets listed above have been tested on Windows® 2000, ME, and XP. For Windows® 2000, ME, and XP 3-D support, please refer to your hardware manufacturer for 100% DirectX 8.0a compliant drivers.

2. Addendum to Manual

A. Multiplayer/Internet Connectivity –

- To use GameSpy Arcade you are required to have Internet Explorer 4.0 or a newer version installed. The Winsock 2.0 update is also required, however it is included on the Star Trek: Armada II CD-ROM and will be installed as part of the game installation if you don't already have the update.
- In rare circumstances you may experience Out Of Sync errors in multiplayer games. Your game is no longer capable of maintaining synchronization between the players in the game. The game will not re-synchronize later. It is recommended to discontinue playing your game at this point and launch a new multiplayer game. Out Of Sync errors can occur on all Internet connection types.
- If you want to connect to another player directly without going through GameSpy you can connect to them by entering their IP address manually using the Manual IP connection type. On Manual IP games you will not be able to chat after connecting to the host machine. However after a game is hosted you will be able to chat within the game.
- There are no 3, 5, or 7 player maps. If you want to play a game with this many players you will need to select a map that supports additional players.
- On minimum specification machines, if playing on a machine with high memory fragmentation, it might take longer for the game to show the Admirals Log after the completion of a multiplayer game. This occurs when the game is freeing up available ram after exiting the multiplayer game. It is recommended that you defragment your hard drive to improve performance of virtual memory.
- Playing from behind a firewall for GameSpy is supported, however you will need to expose specific ports on your network to do this. Please review the HELP screen from within the multiplayer menu or view the supplied nethelp.txt file that is located in the game folder for a listing of the specific

ports that will need to be opened.

- When playing games via GameSpy or LAN you will have the option of aborting the connection between those machines by using the CANCEL button. If your game doesn't resolve the connection you can press the CANCEL button to abort the connection attempt and return to the multiplayer menu. If you press the CANCEL button it may take up to two minutes to resolve the connection and return to the menu.
- If you have Norton Personal Firewall installed it is recommended you set your security and privacy settings to Medium or Low or temporarily disable your firewall during internet play. Leaving the security and privacy settings on High may cause the firewall to prompt the user numerous times during the GameSpy login process, and interfere with the users ability to connect. Please review your Norton Personal Firewall documentation for instructions on modifying these settings and what security issues might arise from doing so.
- In multiplayer games it is recommended that you don't play with Officer Limit set to More/MAX or infinite resources enabled when playing with machines that are at or near the minimum system requirement. These multiplayer modes should only be enabled when all machines in the game are high performance systems as the performance of the game will be limited to the performance of the slowest machine in the multiplayer game.
- Increasing the game speed in multiplayer games will have the potential of adding additional lag or create performance issues rather than increase game speed. Typically this will happen when playing with machine at or near the minimum system specification.

B. Game Functionality –

- Only Battleship type vessels can attack planets. Each of the six races includes a vessel that is capable of assaulting planets.
- If you use the Borg Nanite attack against the AI this will render them unable to use their special weapons for a short duration.
- When the players vessels capture enemy stations or ships they will add additional officers to control the new captured station or ship. If this causes the player to equal or exceed their officer cap then they will need to decommission ships or stations to be able to build additional units. In the case of the Borg they will add additional power nodes rather than officers and that will impact their power nodes cap in the same way.
- If an enemy player successfully places a Romulan Spy aboard a vessel or station you can remove the spy by repairing the vessel with either a shipyard or repair ship.
- Special weapons use different amounts of special energy. Some special weapons can fire multiple times before you will need to recharge your special energy. Special weapons energy will recharge over time.
- Building multiple versions of the same research station allows you to spread out your researched items or improvements among multiple stations. You are also capable of building the same upgrades for each station. This offers you the advantage of having a backup in case one station is eliminated.
- In multiplayer Assault-type games. The starting position of each player determines who is assaulting and who is defending in the match. Also the starting position determines the race you will be playing. If you don't select a starting location a starting location will be assigned to you.
- The Klingon Vor'cha-class special weapon Polaron Torpedo is most effective against ships or stations with multiple underlying systems. They are less effective against turrets.

- In green alert ships under attack will not default to flee as listed in the manual and Tutorial.
- New units added to an existing fleet will retain their current autonomy setting. It is recommended that you update the autonomy setting for the fleet as you add additional units to maintain your autonomy settings for the group.
- Species 8472 does not have the ability to repair or recrew their vessels. They do however have natural regeneration for their units.
- The AI menu for starbases will define the default AI settings for all new ships constructed in those facilities.
- The Sovereign-class vessels' Corbomite Reflector special weapon will not reflect pulse phaser-type weapons damage.
- Under certain circumstances you may not be able to detect warp suppression fields near planets.
- Mining facilities do not need to be placed near Latinum clouds to mine resources as the freighters deliver the collected materials to your starbase.
- When assigning waypoints you can only plot a path through space. You will not be able to define different heights for the waypoints.
- Polaron Torpedoes will disable all the other sub-systems on a ship or station, but they will not affect the shield generators.
- You can build planetary shields on planets to help protect your colonists. It is also recommended to protect your planets with turrets or combat vessels.
- The Admirals log does not list derelict ships, ships destroyed in nebulae, or decommissioned ships as being lost in the included tally. The lost field shows only ships lost to combat.
- The ALT-G command can be used to show or hide the zero grid. There are three unique states. Each time you press ALT-G it will cycle between those states. You can have the grid shown, grid shown with height indicators in the z-axis for ships that are currently selected, or completely off.
- For ships with the Transport Attack function you will only be able to use this attack method with ships, stations, or planets that have an existing crew. If the crew has already been eliminated the you can transport normally.
- Ships, Stations, or other in-game objects can't be attacked when they are covered by fog. You will either need to use forward ships to spot a location for artillery, or move ships in till a ship can see the target to fire.
- It is not recommended in instant action games to play with the maximum number of AI players with Unlimited Resources, Speed set to 6, or Officers set to Max when using a machine at or near the minimum system requirement.

C. Tutorial –

- There are several references to pressing the [ENTER] key on your keyboard. For each of these instances you will need to press the normal [ENTER] key and not the one located on your [NUMPAD]. Also on some older keyboards the [ENTER] key is labeled [RETURN] instead.
- Saving games within the tutorials is not permitted (under most conditions).
- In the Species 8472 tutorial it is necessary to allow for adequate space when evolving the following objects from a passive embryo: Enhancer, Biogenesis Core, Metogenesis Core, and Fluidic Gate.
- In the Romulan tutorial it mentions that you can research the Veles-class special weapon at the Tal Shiar facility, but in fact you research it at the Covert-Ops station.

D. Single Player –

- In several of the single player missions the player is capable of taking over enemy construction vessels, research stations, starbases, and shipyards. For gameplay reasons creating new vessels or additional research is not allowed. However, in the multiplayer or instant action portions of the game this is allowed.
- In the single player game not all enhancements, ships, stations, or weapons are available in all missions. Typically as missions progress through the campaign more technology will be made available to the player.
- It is recommended that the player use the search or search and destroy command to scout out the map areas and uncover potential enemies.

E. Other –

- The 3DFx Voodoo 2 cards will not function properly with the included editor.
- Due to the method being used to support bump mapping you will not be able to enable bump mapping on Matrox G400/G500 cards.
- In some instances increasing hardware anti-aliasing to 4x or higher may cause minor graphical artifacts on some of the interface elements.
- It is recommended to not have a screen saver or standby/sleep mode active while playing the game. You may experience graphics corruption if the screen saver or standby/sleep mode activates during gameplay.
- Users may experience poor performance when attempting to play an IPX game over a LAN that connects both Windows 95/98/ME and Windows 2000 systems. It is recommended that users playing over such a LAN environment choose TCP/IP instead.
- It is recommended that you have a minimum of twice the amount of free virtual memory for your existing memory size. If you have 64MB of ram then you should have 128MB or more of virtual memory configured in windows. If you have 128MB of memory then you should have 256MB or more of virtual memory.
- On original Windows 95 machines (non OSR1/OSR2) you may experience scrolling problems within the game if you have your Windows task bar set to "Always On Top". For best in-game performance adjust this so that the functionality is disabled.
- We have experienced issues with the latest version of Netscape 6.1 in which some of the links on the start menu and links within the Technical help file do not work properly. This is unique to Netscape 6.1 and should not effect users of Internet Explorer or earlier versions of Netscape.
- For Windows 95 systems that currently don't have either Internet Explorer 4 or higher installed, or Netscape 3 or higher you will need to install DCOM prior to installing the game or you will need to update your machine to the newer Internet Explorer or Netscape versions. If you would like to download DCOM separately you can download it from the following link:

http://www.microsoft.com/com/dcom/dcom95/dcom1_3.asp