

MECH WARRIOR 3



PIRATE'S MOON

EXPANSION
PACK

MICROPROSE

<http://www.replacementdocs.com>

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- Technical Support
- Hints and Tips
- Software Upgrades
- Demos
- Chat and Community
- Downloadable Themes
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For more information on playing **MECHWARRIOR 3: PIRATE'S MOON** online, please visit our Online Games area at **www.games.com**.

If you are under 18 years of age, please check with your parent or guardian before visiting any Web site.

TABLE OF CONTENTS

Chapter 1: Operation Briefing	4
Chapter 2: Game Setup	6
System Requirements	6
Installation	7
The ReadMe File	9
Joystick Setup	9
Playing the Game	9
Chapter 3: Game Modes and Options	10
Campaign	10
Pirate Missions	10
Instant Action	10
Multiplayer	11
Game Options and Commands	13
Chapter 4: Weapons	14
Weapon Tables	15
Chapter 5: BattleMechs	18
Customer Support	24
Credits	27
License Agreement	29

CHAPTER 1: OPERATION BRIEFING



OPEN CHANNEL

DISTRIBUTION: TGS-102/KJY.KS (sub-field relay 0002)

ENCRYPTION: decca-void 10-10

ERIDANI LIGHT HORSE

Central Command

ROUTING ORDER

VF Code: A-582 SAXSON

TO: Damocles Commando

ATTN: Lt. Conner Sinclair (ELH-2837.20)

ATTENTION:



BE ADVISED THAT EFFECTIVE IMMEDIATELY YOUR COMMAND AND UNIT IS HEREBY TRANSFERRED TO THE PLANET "VEIL" AS A DEFENSIVE REASSIGNMENT. TRANSPORTATION IS ARRANGED (BRIEFING UNDER SEPARATE COVER) AND IS IMMEDIATE. ALL MEMBERS OF YOUR UNIT AND ASSETS FOR TRANSFER MUST REPORT TO THE CENTRAL DISPATCH AREA AT 09:00 TOMORROW, NO EXCEPTIONS.

NECESSARY INFORMATION:

VEIL IS A MARGINALLY HABITABLE WORLD REQUIRING L-3 LIFE SUPPORT AND ANTI-RADIATION SUPPLEMENTS FOR SURFACE ACTIVITY. ATMOSPHERE IS THIN AND DIRTY BELOW THE CLOUD LINE AND TRACE ABOVE. SUNLIGHT PENETRATION BELOW THE CLOUD LINE IS 75% AT MAXIMUM ILLUMINATION.

CHAPTER 2: GAME SETUP



Please note that this documentation supplements the original **MECHWARRIOR 3** manual. Please consult it for all information related to core gameplay.

SYSTEM REQUIREMENTS

The original **MECHWARRIOR 3** program must be installed on your computer before you can install this Expansion Pack. In addition, the game requires Windows 95 or 98 and DirectX 7.0 or later (which you can install during setup).

MECHWARRIOR 3: PIRATE'S MOON requires the following minimum system requirements:

- 200MHz Pentium
- Windows 95 or Windows 98
- 32MB RAM
- High Color graphics (640 x 480 x 16-bit color – 2MB video RAM minimum)
- Quad-speed CD-ROM drive
- Hard drive (150MB free + 200MB swap file)
- DirectX-compatible sound card

We recommend the following system requirements for advanced graphics options:

- 300MHz Pentium II or faster
- Windows 95 or Windows 98
- 64MB RAM
- High Color graphics (1024 x 768 x 16-bit color – 2MB video RAM minimum)

- Direct3D graphics accelerator
- Quad-speed CD-ROM drive
- Hard drive (335MB free + 200MB swap file)
- Joystick

MECHWARRIOR 3: PIRATE'S MOON requires one of the following to play a multiplayer game:

- Windows-compatible 28.8 kps modem or faster
- Local area network (LAN) using IPX or TCP/IP protocol
- Internet play with a true TCP/IP connection

INSTALLATION

Insert the **MECHWARRIOR 3: PIRATE'S MOON** disc in your CD-ROM drive. If your computer has AutoPlay enabled, installation begins automatically. You must have the original **MECHWARRIOR 3** CD-ROM handy in order to complete the install of **MECHWARRIOR 3: PIRATE'S MOON**. If you do not have the **MECHWARRIOR 3** disc, the installation will abort without installing the Expansion Pack.

If installation does not begin, follow these instructions:

1. Insert the **MECHWARRIOR 3: PIRATE'S MOON** disc into the CD-ROM drive.
2. Click on the Start button on the Windows taskbar.
3. Select Settings and then Control Panel.
4. Double-click "Add/Remove Programs."
5. Click "Install" and select "**MECHWARRIOR 3: PIRATE'S MOON**."

During installation, you can choose between a Typical, Compact or Custom install. Typical requires 335MB free and installs the game files needed for optimal performance. Compact requires 150MB free and installs only the absolutely necessary files. As a result, game performance may suffer. Custom lets you choose which files you wish to install to the hard drive. If there are problems installing **MECHWARRIOR 3: PIRATE'S MOON**, please read the README.DOC file on the CD-ROM.

To uninstall the game, insert the **MECHWARRIOR 3: PIRATE'S MOON** disc into your CD-ROM drive and choose "Uninstall." Optionally, you can click on the Start button on the Windows taskbar, select Settings, select Control Panel, double-click Add/Remove Programs, select "**MECHWARRIOR 3: PIRATE'S MOON**" and then click on "Uninstall."

DirectX Installation

MECHWARRIOR 3: PIRATE'S MOON requires DirectX version 7.0. If you do not already have this on your computer, then you can install it after the game files are copied to your hard drive. If you need to install DirectX manually, insert the **MECHWARRIOR 3: PIRATE'S MOON** disc into your CD-ROM drive and select "Reinstall DirectX."

THE README FILE

MECHWARRIOR 3: PIRATE'S MOON has a ReadMe file with which you can view both the License Agreement and updated information about the game. To view this file, double-click on **README.DOC** in the **MECHWARRIOR 3: PIRATE'S MOON** directory found on your hard drive. You can also view the ReadMe file by first clicking on the Start button on your Windows taskbar. Then select Programs > MicroProse > **MECHWARRIOR 3 PIRATE'S MOON** > ReadMe.

JOYSTICK SETUP

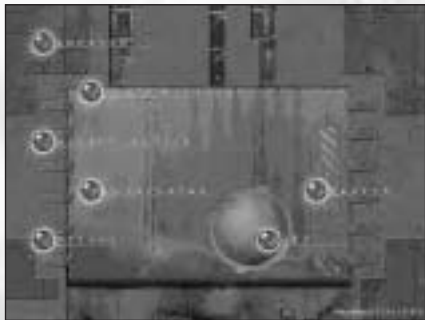
If you plan to use a joystick, make sure it is calibrated in Windows before you start **MECHWARRIOR 3: PIRATE'S MOON**. Please refer to the original **MECHWARRIOR 3** manual for calibration instructions.

PLAYING THE GAME

To run the game, make sure the **MECHWARRIOR 3: PIRATE'S MOON** disc is in your CD-ROM drive, click on the Start button and select Programs > MicroProse > **MECHWARRIOR 3 PIRATE'S MOON** > **MECHWARRIOR 3 PIRATE'S MOON**. You can also run the game by inserting the **MECHWARRIOR 3: PIRATE'S MOON** disc into your CD-ROM drive and selecting "Play!"

We recommend that you review the original **MECHWARRIOR 3** manual, Technical Reference and Quick Reference Card for more information on how to play the game.

CHAPTER 3: GAME MODES AND OPTIONS



CAMPAIGN

Select “Campaign” at the Main screen to play the new single-player missions as a member of the Eridani Light Horse opposing the New Belt pirates. All normal campaign rules, such as salvage, apply.

PIRATE MISSIONS

Select “Pirate Missions” at the Main screen to play a series of stand-alone,

non-campaign missions as a New Belt pirate. The missions must be played in order, but there is no salvage.

INSTANT ACTION

You can set up Instant Action missions on four new maps from the **MECHWARRIOR 3: PIRATE’S MOON** single-player missions. You can also use all of the new BattleMechs as well as the Clan Elemental power suit. (Note that you cannot access the Instant Action maps from the original game.)

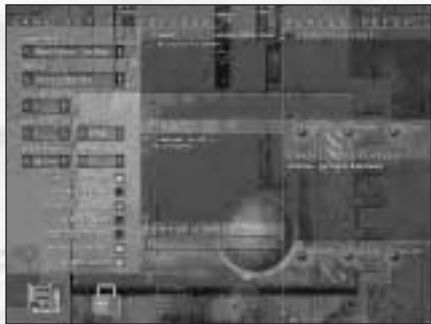
MULTIPLAYER

MECHWARRIOR 3: PIRATE'S MOON has four new multiplayer maps, two additional types of multiplayer games and four new multiplayer options. You can now command the prized Clan Elemental combat suit as well. Look for it in the 'Mech Lab.

You will only be able to play multiplayer games against opponents using the same **MECHWARRIOR 3** software. Original **MECHWARRIOR 3** owners can only play against **MECHWARRIOR 3** owners, and **MECHWARRIOR 3: PIRATE'S MOON** owners can only play owners of the same expansion.

For more information on how to use the original multiplayer game maps from **MECHWARRIOR 3** in this expansion, visit www.mechwarrior3.com.

Multiplayer Games



Attack/Defend – One Base

One team defends the base while the other team tries to destroy it.

Attack/Defend – Two Bases

With two bases instead of one, each team begins the game in control of a base and must defend it while at the same time attempting to destroy the enemy's base.

Multiplayer Game Options

Rounds

If the Rounds control on the Multiplayer Game Setup screen is set to 1, then the game is a regular multiplayer game of just 1 round. If the Rounds control is set to 2 or higher (up to a maximum of 10), then the game consists of that many rounds of play. Rounds Play games are multi-round combats that start with each team in possession of only a limited supply of BattleMechs, weapons and equipment. At the end of each round, each team receives tonnage points based on its performance in the previous round. Each team can then refit or acquire new equipment in the 'Mech Lab before beginning the next round of play. After the tonnage points are awarded, press the Salvage button to use those points to refit or acquire new equipment.

Salvage Award

This option sets the multiplier and distribution for any salvage awarded between Rounds in a multi-round game. If "Salvage Award" is set to positive, then tonnage points are awarded to the winning team using that multiplier. If the value is set to negative, then tonnage points are awarded to the losing team using that multiplier. You can use this option to handicap multi-round multiplayer games.

Restrict Jump Jets

This option limits jump jets in exactly the same manner as the "Relaxed Jump Jets" option. If this is set to *On*, then you cannot maneuver your 'Mech while it is in the air.

Infinite Radar

A useful aid in multiplayer games, this option forces the radar display to show any enemy or allied units that would normally be outside your radar's range. The out-of-range targets show up at the very edge of the radar display to help you find other 'Mechs.

GAME OPTIONS AND COMMANDS

The following new key commands are available in **MECHWARRIOR 3: PIRATE'S MOON**.

- Alt** **~** Ejects the pilot from the 'Mech.
- Ctrl** **H** Turns the BattleMech's headlights on or off. Headlights are crucial for success in certain missions.
- Shift** **V** Cycles through the available in-game resolutions.
- Ctrl** **P** Takes a screen shot during gameplay and saves the image into the game folder.
- Ctrl** **I** Imports an existing 'Mech design into **Pirate's Moon**. Usable only in the 'Mech Lab.
- Ctrl** **X** Exports the current 'Mech design from the game. Usable only in the 'Mech Lab.

CHAPTER 4: WEAPONS



As part of your mission to Veil, you will have access to a variety of new weapons, some of them available in your initial inventory.

Light Machine Gun: With similar damage to and double the range of the standard machine gun, the light machine gun goes through ammo twice as fast. The light machine gun is ideal for long-range anti-infantry and light vehicle fire.

Heavy Machine Gun: Fire from the heavy machine gun causes double the damage as the standard machine gun at the same range. Unfortunately, the required heavier barrel and feeder mechanism make it twice the weight of the standard machine gun.

Light Gauss Rifle: The light gauss rifle does only half the damage of its standard counterpart, but it does have longer range (1,000 meters), a faster reload time and lighter ammunition.

Medium Range Missiles: Though they have only a 570-meter effective range, medium-range missiles carry a significant warhead and are available in salvo sizes of 10, 20, 30 and 40 missiles.

Thunderbolt Missiles: With a 150-meter minimum range, each massive Thunderbolt missile carries the explosive firepower of an entire salvo of long-range missiles. Additionally, they have a longer range and are invulnerable to AMS.

X-Pulse Lasers: Only recently moving out of the experimental stage, X-pulse lasers do the same damage as their standard counterparts but are effective over a greater range. Unfortunately, they do generate more heat.

Heavy Lasers: This class of laser is more powerful than the standard, though they are effective at the same range. Heavy lasers do, however, generate even more heat than the longer-ranged ER lasers.

ER Micro Laser: The Clan ER micro laser is smaller, weaker and shorter-ranged than the small ER laser, but it is also half the weight. It's perfect for filling up that last fraction of a 'Mech's weapon load tonnage.

Weapon Tables

The following are tables of all of the weapons available for mounting on a BattleMech. "IS" stands for "Inner Sphere."

Energy Weapon Type	Heat (per shot)	Maximum Damage	Tonnage	Critical Spaces	Ammo	Range
Small Laser (IS)	2	Low	0.5	1	N/A	120 meters
Medium Laser (IS)	3	Low	1	1	N/A	360 meters
Large Laser (IS)	8	Medium	5	2	N/A	600 meters
Heavy Small Laser (Clan)	4	Low	0.5	1	N/A	120 meters
Heavy Medium Laser (Clan)	7	High	1	2	N/A	360 meters
Heavy Large Laser (Clan)	12	Very High	4	3	N/A	600 meters
ER Micro Laser (Clan)	2	Low	0.3	1	N/A	160 meters
ER Small Laser (IS and Clan)	3	Low	0.5	1	N/A	240 meters
ER Medium Laser (IS and Clan)	4	Medium	1	1	N/A	600 meters
ER Large Laser (IS)	10	Medium	5	2	N/A	1,000 meters
ER Large Laser (Clan)	10	High	4	1	N/A	1,000 meters
Small Pulse Laser (IS and Clan)	2	Medium	1	1	N/A	240 meters
Medium Pulse Laser (IS and Clan)	5	Medium	2	1	N/A	480 meters
Large Pulse Laser (IS)	8	High	7	2	N/A	800 meters
Large Pulse Laser (Clan)	8	High	6	2	N/A	800 meters
Small X-Pulse Laser (IS)	2	Medium	1	1	N/A	300 meters
Medium X-Pulse Laser (IS)	5	Medium	2	1	N/A	600 meters
Large X-Pulse Laser (IS)	11	High	7	2	N/A	1,000 meters
PPC (IS)	9	High	7	3	N/A	920 meters

ERIDANI LIGHT HORSE - OPERATION: PIRATE'S MOON - WEAPONS

Energy Weapon Type	Heat (per shot)	Maximum Damage	Tonnage	Critical Spaces	Ammo	Range
ER PPC (IS)	12	Very High	7	3	N/A	920 meters
ER PPC (Clan)	12	Very High	6	2	N/A	920 meters
Flamer (IS)	2	Low (heat)	1	1	N/A	75 meters
Flamer (Clan)	2	Low (heat)	0.5	1	N/A	75 meters

Ballistic Weapon Type	Heat (per shot)	Maximum Damage	Tonnage	Critical Spaces	Ammo	Range
Light Gauss Rifle (IS)	1	Medium	12	5	16	1,000 meters
Gauss Rifle (IS)	1	Very High	15	7	8	880 meters
Gauss Rifle (Clan)	1	Very High	12	6	8	880 meters
Autocannon 2 (IS)	1	Low	6	1	45	720 meters
Autocannon 5 (IS)	1	Medium	8	4	20	600 meters
Autocannon 10 (IS)	3	Very High	12	7	10	450 meters
Autocannon 20 (IS)	7	Extreme	14	10	5	210 meters
LB-2X Autocannon (IS)	1	Low	6	4	45	870 meters
LB-2X Autocannon (Clan)	1	Low	5	3	45	870 meters
LB-5X Autocannon (IS)	1	Medium	8	5	20	690 meters
LB-5X Autocannon (Clan)	1	Medium	7	4	20	690 meters
LB-10X Autocannon (IS)	2	Very High	11	6	10	520 meters
LB-10X Autocannon (Clan)	2	Very High	10	5	10	520 meters
LB-20X Autocannon (IS)	6	Extreme	12	9	5	330 meters
LB-20X Autocannon (Clan)	6	Extreme	14	11	5	330 meters
Ultra Autocannon 2 (IS)	1	Low	7	3	45	810 meters
Ultra Autocannon 2 (Clan)	1	Low	5	2	45	810 meters
Ultra Autocannon 5 (IS)	1	Medium	9	5	20	630 meters
Ultra Autocannon 5 (Clan)	1	Medium	7	3	20	630 meters
Ultra Autocannon 10 (IS)	3	Very High	13	7	10	540 meters
Ultra Autocannon 10 (Clan)	3	Very High	10	4	10	540 meters
Ultra Autocannon 20 (IS)	7	Extreme	15	10	5	260 meters
Ultra Autocannon 20 (Clan)	7	Extreme	12	8	5	260 meters
Light Machine Gun (Clan)	0	Low	0.3	1	400	240 meters
Machine Gun (IS)	0	Low	0.5	1	200	120 meters
Machine Gun (Clan)	0	Low	0.3	1	200	120 meters
Heavy Machine Gun (Clan)	0	Low	0.5	1	100	120 meters

ERIDANI LIGHT HORSE - OPERATION: PIRATE'S MOON - WEAPONS

Missile Weapon Type	Heat (per shot)	Maximum Damage	Tonnage	Critical Spaces	Ammo	Range
Thunderbolt 5 (IS)	2	Low	3	1	12	900 meters
Thunderbolt 10 (IS)	4	Medium	7	2	6	900 meters
Thunderbolt 15 (IS)	5	High	11	3	4	900 meters
Thunderbolt 20 (IS)	6	Very High	15	5	3	900 meters
LRM 5 (IS)	3	Medium	2	1	24	800 meters
LRM 5 (Clan)	3	Medium	1	1	24	800 meters
LRM 10 (IS)	6	High	5	2	12	800 meters
LRM 10 (Clan)	6	High	2.5	1	12	800 meters
LRM 15 (IS)	8	Very High	7	3	8	800 meters
LRM 15 (Clan)	8	Very High	3.5	2	8	800 meters
LRM 20 (IS)	9	Extreme	10	5	6	800 meters
LRM 20 (Clan)	9	Extreme	5	4	6	800 meters
MRM 10 (IS)	6	High	3	2	24	570 meters
MRM 20 (IS)	9	Extreme	7	3	12	570 meters
MRM 30 (IS)	14	Extreme	10	5	8	570 meters
MRM 40 (IS)	18	Extreme	12	7	6	570 meters
SRM 2 (IS)	2	Low	1	1	50	360 meters
SRM 2 (Clan)	2	Low	0.5	1	50	360 meters
SRM 4 (IS)	4	Medium	2	1	25	360 meters
SRM 4 (Clan)	4	Medium	1	1	25	360 meters
SRM 6 (IS)	5	Medium	3	2	15	360 meters
SRM 6 (Clan)	5	Medium	1.5	1	15	360 meters
Streak SRM 2 (IS)	3	Low	1.5	1	50	480 meters
Streak SRM 2 (Clan)	3	Low	1	1	50	480 meters
Streak SRM 4 (IS)	4	Medium	3	1	25	480 meters
Streak SRM 4 (Clan)	4	Medium	2	1	25	480 meters
Streak SRM 6 (IS)	5	Medium	4.5	2	15	480 meters
Streak SRM 6 (Clan)	5	Medium	3	2	15	480 meters
NARC (IS)	0	N/A	3	2	6	1,000 meters
NARC (Clan)	0	N/A	2	1	6	1,000 meters

CHAPTER 5: BATTLEMECHS



In addition to the standard selection of BattleMechs, your assignment to Veil is likely to expose you to a wider than normal variety. Study the data and be prepared.

Atlas

Atlas: Say the word “Atlas” and every MechWarrior thinks of the various grinning face designs they’ve seen painted on its head. Say the word “Atlas” again and listen to them tell you how lucky they were to have survived their encounter with it...

INNER SPHERE

ASSAULT 'MECH

100 TONS



CHASSIS: Standard
CRUISING SPEED: 32 KPH
JUMP JETS: NONE
ARM SWING: YES

POWER PLANT: Vlar 300XL
MAXIMUM SPEED: 49 KPH
TORSO TWIST: YES

2 ER Large Lasers
1 Gauss Rifle + Ammunition (16)
1 LRM/20 Rack + Ammunition (240)
2 Medium Pulse Lasers

1 Anti-Missile System
2 CASE

VERSION MANUFACTURER: Defiance Industries

ARMOR SOURCE: Independent 200

COMMUNICATIONS SYSTEM: DirectComm Digital (mds20)

TARGETING AND TRACKING SYSTEM: BrightStar v2

Awesome

Awesome: Next to the Atlas, the Awesome may be the most feared and respected Inner Sphere BattleMech. Though slow, the Awesome is an inexorable force capable of delivering devastating firepower and absorbing more than its share of return fire.

INNER SPHERE

ASSAULT 'MECH

80 TONS



CHASSIS: Standard

CRUISING SPEED: 43 KPH

JUMP JETS: NONE

ARM SWING: YES

POWER PLANT: Pitban 320 XL

MAXIMUM SPEED: 78 KPH

TORSO TWIST: YES

3 ER Particle Projector Cannons

1 Small Pulse Laser

1 Medium Pulse Laser

2 Streak SRM/2 Packs + Ammunition (100)

VERSION MANUFACTURER: Technicon Manufacturing

ARMOR SOURCE: Durallex Heavy Special

COMMUNICATIONS SYSTEM: Garret T19-G

TARGETING AND TRACKING SYSTEM: Dynatec 2780

Centurion

Centurion: One of the most widely recognized and fielded of Inner Sphere 'Mechs, it is considered the backbone of many battle groups. Formidably armed for close, in-tight fighting, the Centurion is an ideal in-your-face city fighter.

INNER SPHERE

MEDIUM 'MECH

50 TONS



CHASSIS: Endo Steel

CRUISING SPEED: 65 KPH

JUMP JETS: NONE

ARM SWING: YES

POWER PLANT: Vlar 300 XL

MAXIMUM SPEED: 97 KPH

TORSO TWIST: YES

2 Medium Lasers

1 LB-10X Autocannon + Ammunition (20)

1 LRM/10 Rack + Ammunition (240)

1 Artemis IV FCS

1 CASE

VERSION MANUFACTURER: Corean Enterprises

ARMOR SOURCE: StarGuard III with CASE

COMMUNICATIONS SYSTEM: Corean Transbanc-J9

TARGETING AND TRACKING SYSTEM: Corean B-Tech with
Artemis IV System

Clint IIC

Clint IIC: This well-armed recon 'Mech is the updated Clan version of the venerable Inner Sphere design. Though not a speed demon, the Clint IIC is well armed for its size, making it ideal for recon-in-force operations and engaging light enemy forces.

CLAN

LIGHT 'MECH

40 TONS



CHASSIS: Standard

CRUISING SPEED: 65 KPH

JUMP JETS: NO

ARM SWING: YES

POWER PLANT: 240 XL

MAXIMUM SPEED: 97 KPH

TORSO TWIST: YES

1 LB-10X Autocannon (Clan) + Ammunition (40)

2 ER Medium Lasers (Clan)

VERSION MANUFACTURER: unknown

ARMOR SOURCE: unknown

COMMUNICATIONS SYSTEM: unknown

TARGETING AND TRACKING SYSTEM: unknown

Masakari

Masakari: Despised by Inner Sphere MechWarriors, the formidable Masakari packs an unstoppable firestorm of weaponry with more armor than some heavier Inner Sphere 'Mechs. It is able to move at a frightening speed for its size.

CLAN

ASSAULT 'MECH

85 TONS



CHASSIS: Standard
CRUISING SPEED: 43 KPH
JUMP JETS: NONE
ARM SWING: YES

POWER PLANT: 340 XL
MAXIMUM SPEED: 65 KPH
TORSO TWIST: YES

4 ER Particle Projector Cannons (Clan)
1 LRM/10 Rack (Clan) + Ammunition (120)
1 CASE (Clan)
1 Targeting Computer (Clan)

VERSION MANUFACTURER: unknown
ARMOR SOURCE: unknown
COMMUNICATIONS SYSTEM: unknown
TARGETING AND TRACKING SYSTEM: unknown

Ryoken

Ryoken: The Ryoken OmniMech is favored for its multi-role capability. Though traditionally built around laser-based weapons, many Ryokens reach the field with supplemental missiles and autocannons. This diversity means that virtually no two of these 'Mechs are alike.

CLAN

MEDIUM 'MECH

55 TONS



CHASSIS: Standard

CRUISING SPEED: 65 KPH

JUMP JETS: NONE

ARM SWING: YES

POWER PLANT: 330 XL

MAXIMUM SPEED: 97 KPH

TORSO TWIST: YES

3 ER Medium Lasers (Clan)

2 ER Large Lasers (Clan)

VERSION MANUFACTURER: unknown

ARMOR SOURCE: unknown

COMMUNICATIONS SYSTEM: unknown

TARGETING AND TRACKING SYSTEM: unknown

CUSTOMER SERVICES



UK only:

If you have problems and require assistance you can telephone our Customer Services on:

Phone: **+44 (0) 1454 893900**
Hours of operation: 0900-1730 GMT/BST, Monday to Friday
Fax: +44 (0) 1454 894296

Note: Phoning this number costs the same as a standard rate call no matter where you call from in the UK. If you do telephone our Customer Services, if possible please be sitting in front of your computer and have a pen and paper at the ready. Before contacting our Customer Services, please try to have the following information ready so that we may help you more efficiently:

The name of the game, the make and model of your computer, the processor and it's speed, peripherals, graphics card with it's driver date and version, sound card with it's driver date and version, which version of Windows you are using, total memory installed, exact error message (if any) version of DirectX installed, type of CD-ROM drive, total system resources free before running the program and finally the name of any programs running in the background. All letters should be addressed to:

Hasbro Interactive (Europe) Customer Services
The Ridge, Chipping Sodbury, South Gloucestershire
BS37 6BN, England, UK

Australia only:

If you have problems and require assistance you can telephone the Hasbro Interactive Customer Services Hotline on:

Phone: **1902 262 667**
(calls charged at \$1.50 per minute, a higher rate applies to mobile and public phones).

EMAIL

Alternatively you can email our Customer Service operators on: **support@hiuk.com**

To ensure a prompt reply please summarise your issues as concisely as you can, giving details, as above, of the game, the problem or error, any circumstances that you feel relevant and your particular computer system.

WEBSITE

<http://www.hasbro-interactive.com>

How to Get Help:

If you are having problems with **MECHWARRIOR 3: PIRATE'S MOON**, we can best help you if (1) you are at your computer when you call and (2) you have the following information handy:

- Version number of **MECHWARRIOR 3: PIRATE'S MOON**
- Your computer's processor and its speed (such as a 200MHz Pentium)
- Your computer's brand and model
- Total RAM installed in your computer
- Version of DirectX drivers

- CD-ROM brand and model name
- Video card brand and model name
- Sound card brand and model name
- Mouse brand and version number of mouse driver
- Joystick brand and model name
- Any error message you see in the game

How to Return Defective Materials:

If your game manual or CD-ROM is damaged or defective, you can return that item to Customer Support for a replacement. Send only the item to be replaced, not the entire package. You must also include a photocopy of your receipt showing the date of purchase (not the date when you “registered” your game with MicroProse). Your 90-day warranty period begins with the date of purchase as shown on your receipt. MicroProse is not responsible for items lost in the mail. We suggest that you insure your mail. Please send to MicroProse, ATTN: Customer Support, 2490 Mariner Square Loop, Alameda, CA 94501.

Credits

Zipper Interactive

Brian Soderberg, Jim Bosler
Project Management

George Sinfield
Design Lead

Daniel Dociu
Art Director

Michael Gutmann,
Carl Christofferson,
Rick Jarvis, Bob Gutmann,
Mark Heinen, Gary Hinger,
Brian Soderberg
Software

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