



EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

TABLE OF CONTENTS

Introduction	4
Important Please read before installing	
Die Hard Trilogy™	4
Compatibility:	4
Die Hard Trilogy Fails to run	5
Getting Started	5
Installation	5
<i>With Autoplay</i>	5
<i>Without Autoplay</i>	5
Starting Die Hard Trilogy	5
Title Screen	6
Main Options Menu	6
General Controls	6
Die Hard	8
Nakatomi Plaza: The Objective	8
Controls	8
On-Screen Information	9
Weapons	9
Pickups	10
Levels	10
Bonus Screen	10
Die Hard 2: Die Harder	11
Washington/Dulles Airport: The Objective	11

Controls	11
On-Screen Information	12
Weapons	12
Pickups	12
Levels	13
Bonus Screen	13
Die Hard With A Vengeance	13
New York City: The Objective	13
Controls	13
On-Screen Information	14
Vehicles	14
Pickups	14
Levels	15
Bonus Screen	15
Credits	15
End-User License Agreement for Microsoft Software	16
Problems with Your Software?	18
Compatibility with DirectX 3a	18
Other Problems	18
Technical Support	18
How to Reach us On-Line	19

INTRODUCTION

They're intelligent. Highly-trained. And they kill without remorse. They're a team of vicious international terrorists and unless their demands are met, hundreds of innocent lives will be lost. Hostages have been taken. Explosives set. Now, from the glass-and-steel labyrinth of the Nakatomi Plaza high-rise to the crowded terminals of Washington/Dulles airport to the mean streets of New York City, timers tick down the seconds until the bombs detonate, creating an inferno of twisted wreckage and mangled bodies.

The situation looks hopeless. Except for one factor the terrorists never planned on.

Detective John McClane. A cop with the determination of a pit bull and the bad habit of always being in the wrong place at the wrong time.

It's up to you to help McClane wipe out the terrorists, find and free the hostages, and defuse the bombs before it's too late. You'll need brains, skill, and a little help from some of the most deadly weapons a cold-blooded terrorist or hero cop ever laid hands on. Not to mention, the guts to take on impossible odds and come out on top -or die trying.

IMPORTANT PLEASE READ BEFORE INSTALLING DIE HARD TRILOGY™

Die Hard Trilogy Requires **Microsoft DirectX™ 3.0A** to be installed or it will not run. The Die Hard Trilogy Installer will **automatically** install DirectX™ 3.0A to your machine, even if DirectX™ is already installed. If DirectX™ is already installed, the installer will only check the version number of DirectX™ drivers to see if it has newer drivers available on the Die Hard Trilogy CD.

In some cases your drivers maybe newer then those on the Die Hard Trilogy CD, but have not been tested or certified by Microsoft. In this case you may get the following message...

"Setup has detected display drivers that have not been tested with DirectX™. To get the best display performance, setup can replace your existing drivers."

If you receive this message, check the version numbers that are displayed in this dialog box to make sure that Setup is not requesting to install older drivers. **If it is, choose "no"** and proceed with the setup. The best game performance and compatibility will result from using the newest drivers for your hardware. The newest drivers will not always be certified so don't worry if DirectX™ alerts you to the fact that your drivers are not certified. Try running DXSETUP (see below for details on how to do this), this will tell you if your system supports DirectX™ 3.0A. If DXSETUP reports a feature that is **blank with no driver listed** or with **No Hardware Support**, then you may need to upgrade your drivers, please consult with your manufacturer.

However, before you install these drivers we strongly recommend that you contact manufacturer and ask them to send you drivers for your sound and video card that support DirectX 3.0A.

Compatibility:

Die Hard Trilogy is designed to run under Windows® 95 with DirectX™ 3.0A gaming devices, including sound cards, graphics cards, game controllers and many 3D graphics accelerator boards. The drivers for these various devices are provided by the respective manufacturers, and may occasionally contain features that are not certified by Microsoft and therefore may cause incompatibilities beyond our control.

If you experience any problems, it is always recommended that you obtain up-to-date drivers, which will often remedy the problem. To obtain the most up to date drivers, contact the manufacturer of your machine or of the relevant piece of hardware.

In most cases, the latest drivers can also be found on their web page.

Die Hard Trilogy Fails to run

If for some reason another product installs an older version of DirectX™, or if Die Hard Trilogy does not successfully install DirectX 3.0A, you may wish to install DirectX™ manually by right-clicking on the CD icon in "**My Computer**", selecting **Open**, then right-clicking on the DirectX™ folder, and selecting Open, this will open the DirectX™ folder, then double-clicking on the Dxsetup.exe icon and then clicking on the "ReInstall DirectX™ option.

DXSETUP will also list the version number all the DirectX™ drivers on your system, which will be helpful when looking for newer drivers.

Should you encounter any further difficulties with DirectX™ 3.0A, please contact either the manufacturer of your machine or your video/sound card manufacturer before calling us. (See Technical Support).

GETTING STARTED

INSTALLATION

With Autoplay

1. Switch on your machine and wait for Windows® 95 to load.
2. Insert the Die Hard Trilogy™ CD into your CD-ROM drive, usually D:, and when the Die Hard Trilogy autoplay menu appears click on 'Install'
3. Follow steps 6-9 below.

Without Autoplay

1. Switch on your machine and wait for Windows® 95 to load.
2. Insert the Die Hard Trilogy™ CD into your CD-ROM drive, usually D:, and Double-click the 'My Computer' icon.
3. Double-click on the 'CD-ROM drive' icon.
4. Double-click on the 'Setup.exe' icon.
5. Follow steps 6-9 below.
6. Click on 'Next' and then select the installation you prefer.

Note: Please read the Important Information on DirectX™ on page 4 of this manual before installing. Typical and Compact installation options will automatically search for DirectX™ 3.0, and if not found will install it. Advanced users can choose Custom and de-select DirectX if DirectX3a is already installed.

To change the 'Destination Directory' click on the 'Browse' button and type in a new destination.

7. Click on 'Next' and type in the folder for your program icons to reside. We recommend that you use the default Fox Interactive folder.
8. Again click 'Next' and game will then proceed to install

STARTING DIE HARD TRILOGY

If auto-play is enabled a menu will appear when the CD is inserted. Choose **Play** and the game will start.

If auto-play is not enabled, click the START button and select the PROGRAMS/FOX INTERACTIVE group. Then select the Die Hard Trilogy icon.

TITLE SCREEN



- When the game begins, you'll see icons representing the three different games: *Die Hard*, *Die Hard 2: Die Harder* and *Die Hard With A Vengeance*.
- Press the **LEFT** or **RIGHT** Cursor key until the icon you want is at the front of the screen.
- Press **RETURN** to load that game.
- Choose **OPTIONS** and press **RETURN** to display the MAIN OPTIONS SCREEN.
- Press **ESC** to pause the game at any time.

MAIN OPTIONS MENU

The following are all of the options displayed in the MAIN OPTIONS MENU.



GENERAL CONTROLS

- ESC** = Pause/Unpause
F4 = Display MAIN OPTIONS menu.

During all menu screens, including HIGH SCORE entry, the following controls apply.

- LEFT Cursor** = LEFT
RIGHT Cursor = RIGHT
UP Cursor = UP
DOWN Cursor = DOWN
SPACE = Select highlighted option.
ENTER = Exits the current screen.
BACKSPACE/DEL = Deletes last letter entered on HIGH SCORE entry.

Note: All in game controls are configurable and are separate from the controls listed above.

VISUAL CONFIGURATION — MONITOR ON DESK

1. Horizon

Move the slider to increase/decrease the horizon. The closer the horizon the quicker the game will run.

2. Perspective correction

Rectifies texture distortion. Move the slider to dictate how far into the distance the correction works.

3. Complexity

The lower the complexity the faster the game will run.

4. Screen resolution

The lower the resolution the faster the game will run.

5. Advanced

5a. Use 3D Hardware

Click the box to activate 3D hardware acceleration.

5b. Smooth Textures

Only available if an accelerator card is present. Can cause some slow-down.

AUDIO CONFIGURATION — SPEAKERS ON DESK

1. Sound effects

1a. Volume Slider

Use the slider to adjust the volume level of the sound effects.

1b. Mute

Mutes all sfx volume.

2. Music

2a. Volume Slider

Use the slider to adjust the volume level of the CD music.

2b. Mute

Mutes all CD music.

INPUT CONFIGURATION — MOUSE/JOYSTICK ON DESK

A list of options will appear; Load, Save, Edit, OK and Cancel. Click Load or Save to load or save a control configuration or Edit to alter one. Click edit and click on the game title you wish to edit the controls for. A list of detected devices is displayed, highlight the device you wish to configure and click on the **CONFIGURE** button. Click on **SENSITIVITY** to configure the speed and sensitivity of your chosen controller.

A list of available controls appear, click on the action you wish to change the control for, then press the required key, button or direction.

The reset button will return to the default button set-up.

LOAD/SAVE GAME — BASE OF LAMP/PILE OF DISKETTES

A dialogue box appears, enter the name of the file you wish to load from or save to and click **OK**.

HELP - BOOK ON MCCLANE'S LAP

Click for help on this screen.

RETURN TO GAME - MCCLANE

Returns you to the game.

QUIT DIE HARD TRILOGY - RED BUTTON ON PC BASE UNIT

Returns you to Windows® 95 desktop.

DIE HARD

NAKATOMI PLAZA: THE OBJECTIVE

You are in the parking garage of Nakatomi Plaza, a Los Angeles skyscraper wired to explode. Above you, there are 19 more floors, crawling with terrorists. They're out to steal millions in negotiable bonds held in the Nakatomi Corporation's safe, and they won't hesitate to kill hundreds of hostages in the process.

Now, you've got to fight your way up, floor-by-floor, to the rooftop -searching hallways, office suites, the grand ballroom and even floors under construction -killing all the terrorists and rescuing as many hostages as possible along the way.

Oh, one more thing. Once you kill the last terrorist on each floor, a bomb is activated. It will appear on your map as a flashing dot. Get to it in time and you'll automatically move to the next floor. Don't, and Nakatomi Plaza will be obliterated. So get ready. John McClane is about to begin what could be the wildest - or the last -Christmas of his life.

CONTROLS

Keyboard

UP/DOWN/LEFT/RIGHT cursor keys

Z

C

SPACEBAR

X

V/N

B/M

RETURN

To free a hostage: Walk up and touch them. They'll find their own way out. Note that hostages can still be killed if their path takes them into the crossfire.

Action

Move character

Jump

Change grenade type

Fire primary weapon

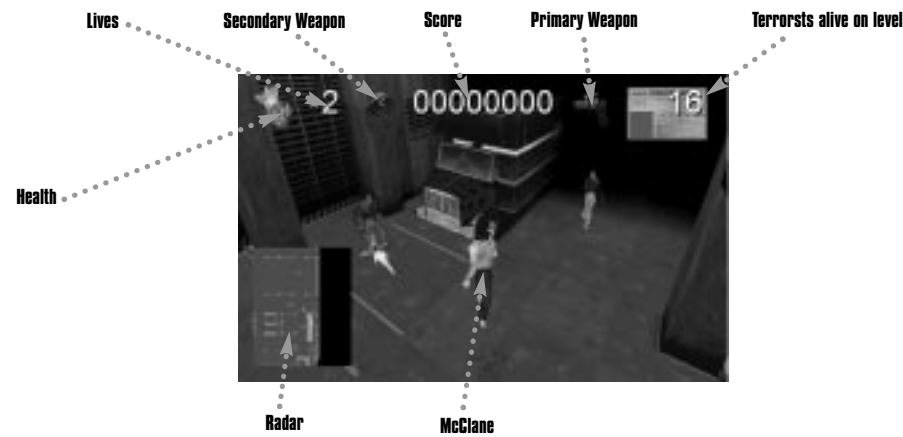
Throw grenade

Sidestep left/right

Roll left/right

Changes 'map zoom'

ON-SCREEN INFORMATION



End of Level Bomb LED: Appears when the final terrorist on each level has been killed. Get to it before the LED reaches zero, or you and Nakatomi Plaza will be vaporised.

Radar Screen: The radar screen will show you a map of the level with the following information.

- | | |
|--------------------|-------------------|
| Blue | Hostage |
| Yellow | Pick-up |
| Red | Terrorist |
| Flashing Red Cross | End of level bomb |

WEAPONS

When the game begins, McClane carries only his police-issue 15-shot automatic -hey, he came to Nakatomi Plaza to visit his wife, not take on an army. This is his default weapon. It has an infinite supply of ammunition, BUT after 15 shots, you must fire once more (that CLICK means, your magazine is empty) before the pistol automatically reloads.

There are more powerful weapons and explosives in the form of pickups, dropped by dead terrorists or hidden around the levels. Walking over a weapon adds it to your arsenal. McClane keeps only his pistol and the last weapon he collected (he simply cannot weigh himself down with too many weapons). Grenades and other explosives in your arsenal are selectable before use.



Pistol: McClane's default weapon. Reloads automatically after each 15-shot clip is fired empty.



Shotgun: A powerful weapon. Reload is slow.



Shotgun with explosive shells: Use with caution, can be deadly.



Assault Rifle: Very deadly with high-power 7.62mm bullets.



M60 Machine Gun: Belt fed machine gun. Very powerful.



MP5 Sub-Machine Gun: A small, hand-held weapon, firing 9mm ammunition.



Grenades: Explosion is capable of killing multiple terrorists, breaking glass, knocking down doors and partitions.



Smoke Grenade: Will disorient terrorists and obscure their vision long enough to cover an attack or evasive action.



Flash Bang grenade: Stuns any terrorist within range of the grenade for a short period of time.

PICKUPS

How can you fight terrorists if you're wounded, bloody or in need of a hot dog? Keep your eyes open for pickups. They may be in the open, dropped by terrorists or found in boxes. In the later stages of the game McClane will be given opportunities to collect extra lives by saving hostages from execution.



Cola, Hot dogs, etc.: Items help replenish McClane's health level.



First Aid Pack: A larger health boost.



Medical Kit: Can take care of major damage.



Bullet Proof Vest: Provides good protection while it lasts.

LEVELS

Enter the building from the dark, dangerous underground *Garage* and try to make it through *Reception*. Battle through terrorist-filled offices to the machinery-filled *Maintenance* Levels. Crash the party in the *Ballroom*, or meander through temporary partitions on the *Construction* Levels. Hide in the boardroom of the *Executive* Level, or root out the hostages in the *Vault*. Wind your way through Nakatomi Plaza until you reach the *Computer* levels, treacherous with broken glass scattered everywhere, home to the strangest, most heavily armed bosses, surrounded by their henchmen.

If you've been good and rescued the Hostages, you'll earn a bonus trip to the rooftop. Here, whilst picking off snipers and escorting the hostages to the escape Chopper, you can gain numerous rewards - if you can find them before the last Hostage escapes. Yippie-Ki-Yay!

BONUS SCREEN

You've killed the terrorists, faced the Bosses, saved some hostages and made it to the elevator before the Level Bomb exploded. Here's where you relax and get your reward. Until the elevator doors open on the next level, that is. Yippie-Ki-Yay!

DIE HARD 2: DIE HARDER

WASHINGTON/DULLES AIRPORT: THE OBJECTIVE

If you're New York cop John McClane, there's got to be one thing you're asking yourself as you arrive at Washington/Dulles Airport to pick up your wife: Why does this always happen to me? The place is crawling with terrorists. They've come to rescue a South American dictator - and drug kingpin who's being flown to the U.S. to stand trial. And you walked into the middle of the plot.

You see all the action through McClane's eyes, as he races through the terminal annihilating terrorists - but hopefully not civilians and hostages. From the concourse to the New Annex. From the runway to the surrounding countryside. On foot. By snowmobile. Even by helicopter, the chase continues with rapid-fire speed, until you bring down the terrorist escape plane.

CONTROLS

The program will control McClane's movement through the game, scrolling from one area to the next, starting, stopping or moving continuously as needed. You control McClane's weapons, aiming, firing, and throwing explosives.

Aim by moving the CROSS-HAIR on the screen with Keyboard Arrows. The AUTO ZOOM will zoom in on the view in the Cross Hair for more accurate aiming. REMEMBER, when the action extends past the edges of the screen an ARROW on the outer edge of the Cross-Hair will point to terrorists lurking just out of sight. Moving the Cross-Hair to the edge of the screen will cause McClane to turn his head and bring this area into view.

Keyboard

UP/DOWN/LEFT/RIGHT cursor keys

c

SPACEBAR

x

m

To pick up a weapon or an object, position item in the Cross-Hair and shoot once.

Action

Look/Aim/Move Cross-Hair

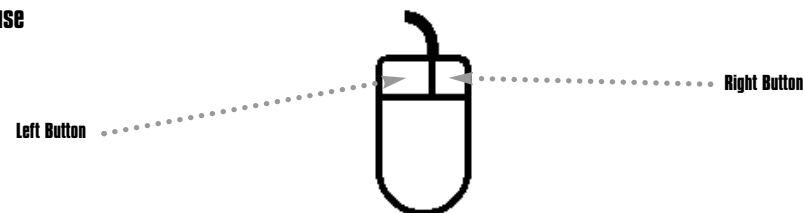
Throw grenade

Fire weapon

Fire rocket

Reload current weapon

Mouse



Mouse

Left Button

Right Button

C

SPACEBAR

Action

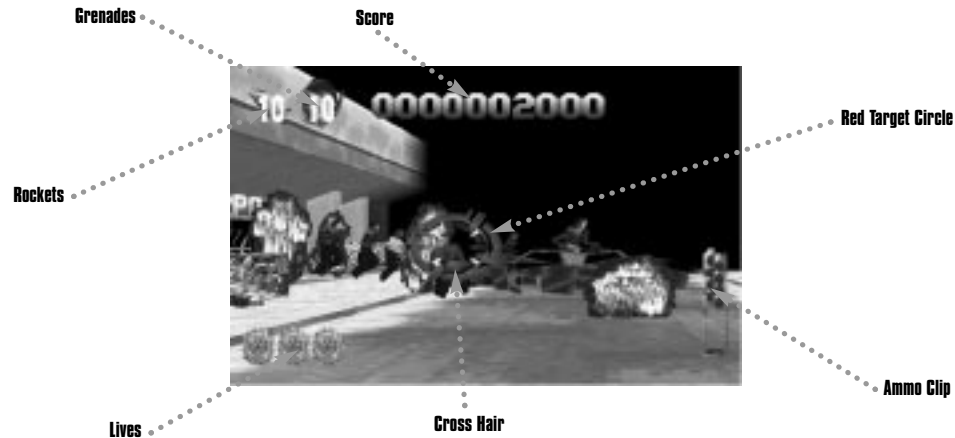
Shoot

Reload

Throw grenade

Fire rocket

ON-SCREEN INFORMATION



Blue Target Circle: Highlights any person on-screen who has a gun.

Red Target Circle: Means you've been targeted by a terrorist. The outer arrow shows the direction of the threat. When the two arrows on the target line up, the enemy will shoot. If more than one enemy is on screen, the Red Target Circle highlights the one who will shoot first.

- If you're hit, the screen turns red.

WEAPONS

If you've been to an airport lately, you know how tense Security gets when you walk in with lots of heavy weapons. Which is why, when the game begins, McClane carries only his police-issue 15-shot automatic. He may find a second pistol, in which case he will carry both at once, doubling his firepower. These are his default weapons. They have an infinite supply of ammunition, BUT when empty you must push RELOAD for a fresh clip. There are more powerful weapons and explosives in the form of pickups, dropped by dead terrorists or hidden around the levels. Fire at a weapon to pick it up. When a weapon runs out of ammo McClane picks up a new weapon, the old one is dropped. (With the exception of the pistols). However, if a player is given a weapon as a 'Good Cop Bonus' he will default to this weapon from then on.



AK47 Machine Gun



RPG Rocket: Creates a huge radius of destruction.



Fragmentation Grenade: Creates a smaller radius of destruction than the rocket.

Information on the following high powered weapons; the Pistol, 12 Gauge Shotgun, and MP5 Sub-Machine Gun can be found in the Die Hard weapons list on page 9.

PICKUPS

Every hit McClane takes weakens him, so watch for Pickups that may be in view, hidden or dropped when a Terrorist dies. Grab Pickups by lining them up in the Cross-Hair and shooting them once.



Cola: Will restore McClane's health to varying degrees.



Medical Kit: Can take care of major damage.

LEVELS

The onslaught begins upon your arrival at *Dulles Airport's Main Terminal*. Terrorists besiege you from all sides as you blast your way to the *Terminal's New Wing*, still under construction, and into the cold, damp *Tunnel* that runs beneath the *Runway*. After a long battle around the jet, you battle your way into the *Plane Interior* until you reach the cockpit. If you manage to escape alive, you parachute into the *Church* and its surrounding woods. Make it out of this unholy terror and you'll find yourself engaged in the high-speed *Snowmobile Chase*. Slaughter the cold-blooded terrorists as you slalom through the blinding snow and you're ready to board a chopper. Your final mission: *Plane intercept*. If you thought the snowmobile was a rough ride, just wait until you're trying to target the four jet engines in buffeting winds at 12,000 feet.

BONUS SCREEN

If McClane flies the unfriendly skies successfully, here's where you'll see the results. Bonus points are awarded for number of Terrorists killed to 'Hostages saved and remaining health'.

DIE HARD WITH A VENGEANCE

NEW YORK CITY: THE OBJECTIVE

New York, New York. If you can make it here, you'll make it anywhere -and if you can't, half of Manhattan will disappear in a blinding flash.

This time, it's a gang of terrorists led by the twisted genius, Simon. They've stashed bombs throughout the city to cover a multi-billion dollar heist. And Simon says, John McClane is the only one who can defuse them. But the clock is ticking.

It's a test of your nerves and your driving skills, as you and your reluctant partner, Zeus, seek out and commandeer more than nine different vehicles, stomp the pedal down and go. Blaze through the traffic-choked streets of Chinatown in a high-powered sports car. Scatter some skaters in Central Park. Grab a cab and drive it right into the subway system. Whatever you do, you've got to get to the next bomb and run it over before it detonates. Then, outrun the terrorists before they escape.

CONTROLS

Keyboard

UP cursor
DOWN cursor
LEFT cursor
RIGHT cursor
z
SPACEBAR
X
C
V/N
B

Action

Move forward slowly
Reverse
Turn left
Turn right
Cycle through views
Accelerator/Gas pedal
Brake
Turbo
Sharp turn left/Right
Horn

You can swap vehicles in any specially-marked Parking Lot. Once you pull in, the change is made automatically and game control returns to you.

ON-SCREEN INFORMATION



- Follow the RED ARROW on the Compass to the nearest Bomb.
- Follow the BLUE ARROW on the Compass to the nearest Parking Lot to change cars.
- Depending on the View you choose, you'll either be looking out the windshield from McClane's point-of-view, or trailing slightly above and behind your vehicle.
- BOMBS are indicated by a RED TARGET. Drive over to defuse it.
- You will have to hit the BOMB CAR a few times to destroy it.
- The clock enlarges to full screen as time runs down to the last 5 seconds.
- In sections of the game when you're pursuing a Terrorist vehicle through the subway, a Scanner will appear, mapping your position.

VEHICLES

McClane starts out driving a TAXI. As the game progresses, you'll have the chance to try out many of the other vehicles. Each offers different handling, speed, acceleration, braking, weight and skid capabilities. A skilful driver can learn to execute some incredible stunt manoeuvres.

PICKUPS

- Time:** Gives McClane more time and a better chance to reach the next bomb.
- Turbo:** Activate with the C key.
- Launch:** Drive over these mini-bombs to catch some air.
- Points:** Extra points.
- EMS:** Summons an ambulance. Perfect when you're stuck in heavy traffic.

- Nitro:** Gives vehicle an extra surge of power.

LEVELS

Peel out of Harlem, past that famous New York landmark-piles of garbage bags on the sidewalk-and get on the Subway System with its dark maze of tunnels. Look out for oncoming trains! Get off in *Central Park* and turn on *Central Park Drive*. Make it past the traffic lights of *West Side Highway* and it's welcome to *Chinatown*. The one-way streets are clogged with pedestrians and market stalls, but you can always use the sidewalks. Challenge your driving skills in the *Financial District* as you race through Wall Street rush hour. When you hit *The Aqueduct*, an enclosed tunnel brings you face-to-face with the City's most numerous residents: Rats. Watch for workmen and jutting pipes until you're on *The Waterfront*. Survive this dockside obstacle course and it's the *Finale*: a white-knuckle chase with mad Simon himself.

BONUS SCREEN

You drove at top speed through Manhattan, ignoring traffic lights, pedestrians and public property. You raced down dark subway tunnels, insanely ignoring the threat of oncoming trains. Either you're a New York cabbie who just finished an average day's work, or you successfully completed a level in *DIE HARD WITH A VENGEANCE* and you're ready for your bonus points. Points are added for safety margin, citizens saved, car damage and time remaining.

CREDITS

- Lead Programmer, PC
- Die Hard 3 Programming, PC
- General Programming Assistance
- Lead Programmer - PSX
- Lead Artist + Design
- DH1 Code + PC & Design
- Artist
- Artist
- 3D Modeller
- 3D Modeller/Polyfont
- DH1 DH3 Level Design & Mapping
- DH2 Mapping, Level Design
- 3D Modeller
- DH3 Mapping, Level Design,
- DH1 DH2 Mapping
- DH1 Mapping, Motion Capture
- DH3 Mapping
- Texture Mapping, Polyjoiner
- Texture Mapper, Attributing
- Texture Mapper
- Utility Man
- Another Utility Man
- Original Music Composition
- Sound Effects
- Die Harder Rendering
- Die Hard Rendering

- David Hodgson
- Michael Hart
- Ronald Piekert
- Simon Pick
- Denis Gustafsson
- Greg Modern
- Paul Hellman
- Ben McGrath
- James Duncan
- Simon Harrison
- Alec Prenter
- Matt Nagy
- Dave Kite
- Tall Guy, Jon Gibson
- Russell Wark
- Olly Wood
- Big Kevin Watts
- Andy Cambridge
- Paul Collingwood
- Vicky Cheale
- Bob Armour
- John Croudy
- Steve Root
- Stuart McDonald
- Gary Noden
- Jason Mc Donald

With A Vengeance Rendering
Motion Capture Supervision
Story Boarding & Stunts
Producer
Associate Producer and Test Lead
Producer (Probe)
Executive Producer (Probe)
Being Terry
The Enemy Within
Additional Art Work
Drew The Toilets
Quality Control

Quality Control (Fox)

Special Thanks To:

Frances Castle, Paul Brierly, Charles Jackson
 Richard Hince
 Neil Maguire
 Michael Arkin
 Chris Miller
 Darren Anderson
 Tony Porter
 Terry Haynes
 Greg Michael
 Steve Middleton
 Guy Mills
 Cliff Ramsey (QA manager), Craig Kerrison, Michael Patrick, Nick McGee,
 Tom Geddis, Mark Viccary, Ben O'Reilly, and the talented James Brown
 Mike Dunn, Mike Schneider, Erik Larson, Eric Asevo, Jackson Hamiter,
 and Seth Roth
 James Bowman 'All Round Good Bloke', Peter Jones 'Knowing About Stuff',
 Priscilla 'For Being A Good Sport'

END-USER LICENSE AGREEMENT FOR MICROSOFT SOFTWARE

IMPORTANT READ CAREFULLY: This Microsoft End-User License Agreement (EULA) is a legal agreement between you (either an individual or a single entity) and Microsoft Corporation for the Microsoft software which may include online or electronic documentation ("Software") provided in the Electronic Arts software game you have acquired. By installing, copying, or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this Agreement, you are not authorized to use the Software.

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The Software is licensed, not sold.

- 1. GRANT OF LICENSE** This EULA grants you the following rights: Microsoft grants to you the right to use copies of the Software only as part of the Electronic Arts software game that such Software was included, and only in conjunction with validly licensed copies of Microsoft operating system products [e.g., Windows® 95; Windows® NT].
- 2. RESTRICTIONS** You must maintain all copyright notices on all copies of the Software.—You may not distribute copies of the Software to third parties.—You may not reverse engineer, decompile, or disassemble the Software, except and only to the extent that such activity is expressly permitted by applicable law notwithstanding this limitation.—You may not rent, lease, or lend the Software.—You may permanently transfer all of your rights under this EULA only in conjunction with a permanent transfer of your copy of the Electronic Arts software game in which the Software was included.

- 3. TERMINATION** Your rights under this EULA terminate upon the termination of your Microsoft operating system EULA, or without prejudice to any other rights, Microsoft may terminate this EULA if you fail to comply with the terms and conditions of this EULA. In such event, you must destroy all copies of the Software.
- 4. COPYRIGHT** All title and copyrights in and to the Software and any copies thereof are owned by Microsoft or its suppliers.
- 5. U.S. GOVERNMENT RESTRICTED RIGHTS** The Software is provided with RESTRICTED RIGHTS. Use, duplication, or disclosure by the Government is subject to restrictions as set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clause at DFARS 252.227-7013 or subparagraphs (c)(1) and (2) of the Commercial Computer Software Restricted Rights at 48 CFR 52.227-19, as applicable. Manufacturer is Microsoft Corporation/One Microsoft Way/Redmond, WA 98052-6399.
- 6. EXPORT RESTRICTIONS** You agree that you will not export or re-export the Software to any country, person, entity or end user subject to U.S.A. export restrictions. Restricted countries currently include, but are not necessarily limited to Cuba, Iran, Iraq, Libya, North Korea, Syria, and the Federal Republic of Yugoslavia (Serbia and Montenegro, U.N. Protected Areas and areas of Republic of Bosnia and Herzegovina under the control of Bosnian Serb forces). You warrant and represent that neither the U.S.A. Bureau of Export Administration nor any other federal agency has suspended, revoked or denied your export privileges.
- 7. NO WARRANTY** Any use of the Software is at your own risk. The Software is provided for use only with Microsoft operating system products and the Electronic Arts software game in which you received it. To the maximum extent permitted by applicable law, Microsoft and its suppliers disclaim all warranties and conditions, either express or implied, including, but not limited to, implied warranties of merchantability, fitness for a particular purpose, and noninfringement.
- 8. NO LIABILITY FOR CONSEQUENTIAL DAMAGES** To the maximum extent permitted by applicable law, in no event shall Microsoft or its suppliers be liable for any special, incidental, indirect, or consequential damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or any other pecuniary loss) arising out of the use of or inability to use the Software, even if Microsoft has been advised of the possibility of such damages. Because some states and jurisdictions do not allow the exclusion or limitation of liability for consequential or incidental damages, the above limitation may not apply to you.
- 9. MISCELLANEOUS** This EULA is governed by the laws of the State of Washington, U.S.A.

PROBLEMS WITH YOUR SOFTWARE?

If you are having a problem loading the game, we want to help.

First, please make sure you have read thoroughly the System Requirements, Installation and Readme file.

If you have followed those directions and are still having trouble loading the game, below are some hints that may help solve the problem.

COMPATIBILITY WITH DIRECTX 3A

Die Hard Trilogy is designed to run under Windows® 95 with DirectX™3a gaming devices, including sound cards, graphics cards, game controllers and many 3D graphics accelerator boards. The drivers for these various devices are provided by the respective manufacturers, and may occasionally be incompatible with DirectX™.

If you experience any problems, it is always recommended that you obtain up-to-date drivers, which will often remedy the problem. If for some reason another product installs an older version of DirectX™, or if Die Hard Trilogy™ does not successfully install DirectX 3a, you may wish to install DirectX™ manually by right-clicking on the CD icon in "My Computer", selecting Open, opening the Directx folder, then double-clicking on the Dxsetup.exe icon and then clicking on the "Reinstall DirectX" option.

OTHER PROBLEMS

For information on the following see the Readme.txt file on the Die Hard Trilogy CD.

- Game Controllers
- Graphic Cards and 3D Graphic Accelerators
- Audio Volume
- System Performance and Conflicts
- Windows NT

TECHNICAL SUPPORT

If, after thoroughly reviewing ALL the documentation, you are still having a problem with this software, please read the following section.

Electronic Arts has a staff of customer service technicians ready to help you with any problems you may encounter with the game.

Today's PCs run with millions of different hardware and software combinations. Because of this, you may also have to refer to your computer dealer or hardware manufacturer in order to properly configure their product to run with our game.

When you call, if at all possible, be near your computer. If it is not possible, make sure you have the following information ready:

- The error message displayed when the problem occurred (if any).
- A listing of your machine type and hardware contents, including CPU, sound and video board details.
- The Operating System type, and version number you are currently running.
- Your mouse and driver type (if applicable).
- Your CD-ROM drive type and CD-ROM extensions and driver versions.

Electronic Arts Customer Service is available Monday to Friday during normal business hours on (01753) 546465.

Or you may write to us at the following address, including a daytime telephone number and the above information.

Electronic Arts Customer Service,

PO BOX 835, Slough, Berkshire, England SL3 8XU

Or you can contact our office in **Australia:**

Electronic Arts Pty. Ltd. , P.O. Box 432, Southport Qld 4215, Australia.

In Australia: Gameplay, Hints, and Tips Line Phone: I 902 262 062 (1.00 per min.) ITM

Technical Support Phone: I 902 263 163 (2.00 per min.) ITM

7 days a week 8:30 AM-10:30 PM. If you are under 18 years of age parental consent required.

HOW TO REACH US ON-LINE

Internet e-mail: uk-support@ea.com

World Wide Web: Access our Web Site at <http://www.foxinteractive.com>

CompuServe: Game Publishers Forum A (GO GAMAPUB)

Or send e-mail to 76004,237

NOTICE

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS IN THIS PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS UNDER COPYRIGHT. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS LIMITED, PO BOX 835, SLOUGH, BERKS, SL3 8XP, ENGLAND.

ELECTRONIC ARTS MAKES NO WARRANTIES, CONDITIONS OR REPRESENTATIONS EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS". ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH RESPECT TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. IN NO EVENT SHALL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES.

THESE TERMS AND CONDITIONS DO NOT AFFECT OR PREJUDICE THE STATUTORY RIGHTS OF A PURCHASER IN ANY CASE WHERE A PURCHASER IS A CONSUMER ACQUIRING GOODS OTHERWISE THAN IN THE COURSE OF A BUSINESS.

Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address on the rear of this document, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address.

This warranty is in addition to, and does not affect your statutory rights in any way.

This warranty does not apply to the software program themselves, which are provided “as is”, nor does it apply to media which has been subject to misuse, damage or excessive wear.

Returns After Warranty.

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a Eurocheque or postal order for £7.50 per CD, payable to Electronic Arts Ltd.

Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, P.O. Box 835, Slough, SL3 8XU, UK.

©1996 Twentieth Century Fox Film Corporation. All rights reserved. 'DIE HARD' ©1988 Twentieth Century Fox, 'DIE HARD 2: DIE HARDER' ©1990 Twentieth Century Fox, 'DIE HARD WITH A VENGEANCE' ©1995 Twentieth Century Fox Film Corporation, Cinergi Pictures Entertainment, Inc. and Cinergi Productions NV Inc. All Rights Reserved. 'Twentieth Century Fox', 'Fox' and their associated logos are the property of Twentieth Century Fox Film Corporation. Windows is either a trademark or registered trademark of Microsoft Corporation in the United States and/or other countries.