

## INTRODUCTION

**HISTORICAL NOTE:** *The oldest known real machine, a fused and corroded set of gears, was found by sponge divers in 1900 off the coast of Greece. It dates from a shipwreck in 78 B.C. Some scholars think it could be a mechanical planetarium described by Archimedes, but no one knows for sure.*

1947. World War II is over. Dr. Henry "Indiana" Jones, Jr., exhausted by conflict, is trying to resume his digging career in the American Southwest, far from the excitement of his treasure-hunting past.

In truth, however, peace and quiet are boring companions. Fortunately for Indy's adventurous soul, the world is still a dangerous place. The Soviet Union has slammed an Iron Curtain down across Europe, provoking the Cold War that will occupy East and West for half a century. Communist agents are everywhere, searching for a weapon to tip the balance of power in their favor.

And...they may have found something useful in the desert ruins of Babylon. That's where King Nebuchadnezzar II built the legendary Tower of Babel 2600 years ago. The Bible portrays it as a failed attempt to reach heaven, inspired by pride, but Gennadi Volodnikov, an unorthodox Russian scholar, thinks the Tower housed a machine to reach across the dimensions of space and time, inspired by the winged god Marduk. When gears began to clatter, alarmed Babylonians toppled the Tower, scattering four of Marduk's disciples—and parts of the machine—to the far corners of the globe. Join Indy as he races the Soviets to recover those parts and stop them from repairing Marduk's "Infernal Machine."

## CHARACTERS

### Indiana Jones



He holds an advanced degree, speaks and reads a dozen languages, has an encyclopedic knowledge of the past, and teaches school. Yet Indy is anything but a mild-mannered professor. He's been everywhere, seen everything, and when he gets into trouble he knows how to get out—using his wits, his fists, his whip, a gun—whatever it takes. His boundless appetite for treasure and adventure stems from an abiding faith in the mysteries of life...and a touch of greed.

### Sophia Hapgood



Indy has crossed paths with this resourceful and independent woman before. They worked a dig site in Iceland together, where she found a medallion that awakened her psychic powers. Later she helped him find Atlantis. Then, after a tumultuous romance, she disappeared. Now she's back, a spy for the newly formed CIA, recruiting Jones to figure out why the Soviets are digging up Babylon.

### Simon Turner



Sophia's boss. He's a military intelligence officer who parachuted into France to help organize the Resistance during World War II. When President Truman established the Central Intelligence Agency, Turner was one of the first to join. He's cool and competent, always near the action, rarely in it. He hates the Communists, because no one gets rich in their system. Where would America be without men like him?

### Dr. Gennadi Volodnikov



Analytical by training, mystical by nature, this nearsighted Soviet genius spent the war years designing top secret military codes. Now he's busy investigating the ruins of Babylon, convinced that the Tower of Babel once housed a power more terrifying than America's atomic bomb. Volodnikov is an unlikely archaeologist, more at home with tea and piroshki than fieldwork. He's not much of a Party man either, but the force of his intellect keeps the Communist ideologues at bay.

### **Nubian Boy**



An agile young boy living among the pyramids of the Sudan. Educated in a British missionary school, he's fascinated by European technology—and scared to death of hyenas.

### **Holy Woman**



The last resident and apparent caretaker of an ancient sanctuary in the high mountains of Soviet Kazakstan. Her withered frame and abrupt manner conceal a radiant energy Indy must learn to release.

### **Marduk**



Babylonians worshipped him as a god, but he's actually the power-hungry ruler of a strange domain called the Aetherium. If the mechanical gateway he designed to connect his world with ours had ever worked—*woe befall mankind!*

## MOVEMENT

With Indy in your control, you can whip, leap, run, swim and crawl through the game.

- **Walk/Run:** Use the **ARROW** keys and the other movement keys to guide Indy through traps and around obstacles. Use **SHIFT** to make Indy run. Indy can run right off a cliff, so in dangerous territory, Indy should walk.
- **Jump:** Three kinds of jumps will help Indy get to those hard-to-reach locations. (See **Jumping** for details.)
- **Activate:** Indy needs to interact with all sorts of objects like treasures, doors and switches. Use the **CTRL** key to pick up, use or push and pull items.
- **Whip:** Indy's whip can be used in a variety of ways: as a weapon, as a climbing rope or even as a line to swing from, in addition to removing the weapons from the hands of enemies. You can also use the whip to pick up certain items and activate certain switches. Hold down the fire key when using the whip for fighting an enemy.

**NOTE:** You can customize the controllers to make Indy's moves the most comfortable for your playing style in the **Control Options** menu.

### Combination Moves

Occasionally Indy may need to use combinations of moves to reach difficult locations. For instance, sometimes Indy has to be at a higher level in a given location, but you can't see any way to climb there. A good technique is to pull out the whip and look for objects that will anchor a whip climb.

### Looking

The look around feature is particularly useful when thinking about jumping down from a cliff.

### Jumping

It's useful to distinguish between regular jumps and forward jumps. The regular jump (**ALT** key) is used to reach something directly above Indy. The forward jump (**ALT+UP ARROW** keys) and the forward running jump (**SHIFT+UP ARROW+ ALT** keys) are used to cover distance, especially when there is a crevasse or a pit to be jumped. Usually, when trying for height, either the forward jump or the regular jump will do. But sometimes, the object is large enough that Indy will just bounce off if he tries a forward jump, so he must walk closer and use a regular jump if he wants to climb on top of the little platform holding the lantern.

You enable hints and adjust difficulty in the **Gameplay Options** menu.

### Map/Hints

The level map is accessed by the **M** key and shows all areas previously explored in the level as an overlay on the screen. Areas in yellow are at the same level, areas in blue are below and red areas are above. When hints are enabled, the next area Indy should explore appears as an X on the map.

### Difficulty

Difficulty affects how easy your enemies are to kill and the timing of certain puzzles.

### Treasures

Hidden throughout each level are 10 treasures: gold and silver ingots, gems, and valuable idols. Once you pick them up, treasures appear in your Inventory in the treasure box. Acquired treasures are worth money at the **Trading Post**.

### Trading Post

The Trading Post appears between levels and has items for sale, including ammunition and items that restore Indy's health. There also is a secret map, which, when bought, provides access to the bonus level. Since the map is very expensive and the health restore items and ammunition can be acquired in the levels without buying them, you may want to save up a reserve of trade goods to buy this special item.

## INDICATORS

### Health Indicator



Indy's Health Indicator shows literally how much life he has left. As long as it is green, he is in great shape. As he starts to lose health, it can turn yellow, red and then black. When the circle is all black, Indy is finished. But there are cures. Indy can find health kits along the way (or buy them from the Trading Post) that can restore him to fighting trim.

### Underwater Endurance Indicator



Shows how much air Indy has left. As long as there is blue on the indicator, Indy has air and takes no damage. When air runs out, Indy better be close to the surface, or he is dead.

### Raft Air Indicator



This yellow indicator shows how much air is left in Indy's raft. As long as the raft has air, Indy takes no damage. Rocks in the river cause the raft to spring leaks, which can be repaired with Puncture Repair Kits that Indy finds.

### Aetherium Endurance Indicator



The Aetherium is another plane of reality where Marduk lives. Because this is a totally alien place, it is unhealthy for Indy. When Indy is floating, his tolerance for the Aetherium drops, which is shown on the Aetherium Indicator in the bottom right of the screen. Once the Indicator runs out, Indy starts taking damage quickly. He can restore energy with contact with ordinary reality.

When a machine part from the Infernal Machine is used, the Indicator also decreases. Using a machine part is like being exposed to the Aetherium. If Indy uses a machine part with little or no endurance on the Indicator, he will take damage.

**Health Kits:** Press **H** to use an available health power-up.

**First Aid Kit**



Restores partial health.

**Trauma Kit**



Restores full health.

**Medicinal Sprigs**



Restores partial health

**Medicinal Herbs**



Restores full health.

**Poison Kit**



Stops health damage after a poisonous bite.

## WEAPONS

When Indy needs a little fire power, sometimes a whip just isn't enough. Indy will collect quite an arsenal before this adventure is over. All of the guns are auto-aim, which means if Indy points in the general direction of an enemy, his gun is trained on his target. Use **SPACEBAR** to draw weapons, **CTRL** to fire. Here are some of the goodies he will acquire:

**Fists (0 key)**

Good with an unarmed opponent. Indy throws a dynamite punch.

**Whip (1 key)**



In addition to occasionally helping him across a ravine, the famous whip can also be used to disarm opponents, if Dr. Jones is fast enough. Also use it for solving puzzles and as a grappling hook.

**.45 Revolver (2 key)**



Good short-range to medium-range weapon. Unlimited ammunition.

**9mm Automatic Pistol (3 key)**



Based upon the Soviet Tokarev TT-33, a plain but effective World War II weapon for officers of the Red Army.

**Machine Pistol (4 key)**



Rapid-fire military automatic based upon the famous German Mauser M1912. This is the longest range handgun and the most deadly.

**Combat Rifle (5 key)**



Long-range rifle based on the Simonov SKS.

**Machete (6 key)**



This is the most deadly weapon close up. Not an entirely pleasant weapon, but good for clearing obstructions. It's the only weapon that works under water.

#### **Submachine Gun (7 key)**



Medium to long range rapid fire based on the PPSH-41.

#### **Pump Action Shotgun (8 key)**



Based on the Browning model of the period, this weapon provides heavy power at short range, but is less effective at long range.

#### **Hand Grenade (G key)**



Indy can throw this, but if he is on the same level, he still needs to run a little to escape damage.

#### **Satchel Charge (P key)**



A powerful timed charge. Indy needs to set it, then get out of the way, fast. These also go off if enemies step on them. These cannot be thrown.

#### **Bazooka (9 key)**



Powerful long-range rocket launcher.

## ENEMIES

Each of the machine parts has a supernatural guardian or monster, keeping it safe from intruders.

### Ice Guardian



This icy ogre in the Shambala sanctuary guards Urgan's part with the aid of little ice minions.

### Lava Guardian



The Lava Guardian of the Palawan temple lives in a fiery lake and guards Taklit's part with the help of lava warriors.

### Quetzalcoatl



In Olmec Valley, a giant snake, Quetzalcoatl, guards Azerim's part.

### Robot Guardian



Within Nub's Egyptian tomb, a giant bronze robot guards Nub's remains.

### Ethereal Marduk



Indy must defeat two different incarnations of Marduk before he can return home.

Along the way, Indy also encounters a virtual army of Communist soldiers, predatory wildlife, and poisonous creatures like spiders, scorpions and—oh, no!—snakes. Plus a few unpleasant otherworldly enemies thrown in.





## MACHINE PARTS

When the tower of Babel was destroyed, Marduk's disciples fled to different parts of the world carrying four critical parts of the Infernal Machine with them. Each part has its own power, and can in certain cases be used as a weapon. Indy can only endure using parts for short periods without damage. Only when all four machine parts are returned can the Infernal Machine operate again.

### Urgon's Part [ Q ]



Found in the snows of Kazakstan. When used by Indy, it smashes open weakened walls.

### Taklit's Part [ W ]



Found in a volcano in the Philippines. When used by Indy, it confers invisibility.

### Azerim's Part [ E ]



Found among the artifacts of the mysterious Olmec civilization of Mexico. When used by Indy with strange crystals called the Jewels of Heaven, it causes levitation.

### Nub's Part [ R ]



Found in a tomb in the Sudan. When used by Indy, it powerfully energizes certain machinery of unearthly origin.

### Tool from Beyond [ T ]



Opens permeable membranes separating the Aetherium from our own world when Indy is on the other side. It resembles a machine part.

## THE MENUS

### Interface Menu

Pressing **ESC** or **I** opens the Interface, which contains the Weapons, Treasure/Health, Items and Options menus. Navigate the menus with the **ARROW** keys and use **ENTER** to select items in the menus.

### Weapons Menu

Shows which weapons Indy has and the number afterward shows ammunition. The basic weapons you start out with are Indy's fists, his whip, and his revolver. Indy's revolver has an unlimited number of shots.

### Treasure/Health Menu

Shows treasure and health items *when available*. The number of treasures that you have found in the level and their dollar value will be displayed. Each level has a total of 10 separate treasure items concealed somewhere. Acquiring these items allows you to purchase items from the **Trading Post** at the end of the level. Health restore items may be found on the various levels or be purchased from the Trading Post. (**NOTE:** The health restore items in the illustration are not available at the beginning of the game.)

## Items Menu

The Items menu contains all the things Indy picks up that are neither weapons, ammunition, treasures, nor health kits, like keys to doors and machine parts. Included here are Indy's lighter, which he mostly uses to provide light in dark rooms, and his chalk, which he can use to write on walls. (You can't write on every surface-if writing on something doesn't work, try writing somewhere else.)

## Options Menu

The Options menu contains a number of different useful game functions listed below:

### Game Statistics

This shows various statistics about the game.

The Statistics box shows you which Chapter you are currently in, how many chapters you have completed, how many treasures you have found, how many hints you have used, and how much you have deviated from maximum difficulty. It also shows how much time has been used playing the game.

## Help

Your online manual. Here you can find quick answers and troubleshooting tips when you can't locate the manual, or after your dog has eaten it.

## Save Game

This menu enables you to save your progress in the game. (**NOTE:** The software automatically saves a game at the beginning of each level into a file that includes an abbreviation for the level name.) You can also "quick save" by pressing **F5**. This saved game will be called "QUICKSAVE" and overwrites your previous quick saved game.

## Load Game

Enables you to load a previously saved game from the list provided. Load the game that you quick saved by pressing **F8**.

## Gameplay Options

This is where you enable or adjust different special features in the game.

- **Difficulty Level Slider:** If you find enemies too tough in an area, you can turn the Difficulty Level down a notch or two...but bear in mind that the longer you use this, the more Indy Quotient points you lose.
- **Show Map Hints:** Click the checkbox to show map hints. Every time you get a new hint you lose Indy Quotient points.
- **Map Rotation:** If map rotation is on, The top of the map indicates the direction Indy faces. If map rotation is off, the top of the map shows north.
- **Default to Run:** Click the checkbox to make Indy run as the default. Press SHIFT to make Indy walk.
- **Show Text:** You can turn on the text display in the game, which will enable you to catch every single spoken word.

## Control Options

Enables you to change the default keyboard and controller settings for the game by creating and saving a new set. To change keyboard settings (changing other controllers works the same way), view the default settings by clicking on **View Control Set**. If you wish to change assignments, click on the button marked **New Control Set**. You will then be prompted to enter a name for the new keyset. Once you have entered this name, you will be given a list of commands and the current keyboard and game controller assignments for each command. Click on the command you wanted to change.

**Example:** If you want to change the Forward command to another key other than the **UP ARROW**, click on the Forward command, highlighting it, then click on the button marked **Edit Assignment**. This brings up the window that says "The next key will be assigned to Forward." Enter the key you want assigned to Forward.

You can also have two keys for the same command. If you want to have another key on the right side of the keyboard (for instance the ; key) that would toggle Crawl mode in the way that the **C** key does by default, first click on Crawl, highlighting it, then enter the ; key when prompted, and view the results on the new command list.

You also can select the following options:

- **Enable Mouse:** Click the checkbox to enable use of your mouse.
- **Enable Gamepad/Joystick:** Click the checkbox to enable use of your gamepad or joystick.

### Display Options

This allows you to change various display features. Not all features shown here may be available on all computers, depending on your video card.

- **Game Resolution:** Use this slider to adjust the game's resolution. Reducing resolution may improve performance.
- **Color Depth:** Adjust number of colors (bits per pixel) displayed. Try reducing colors if you experience poor performance.
- **Default Settings:** Press this to return to the original settings.
- **Advanced:** If you click on the Advanced button, you will see some other display options. Most of these are for experienced graphics users.
  - **3D Devices:** If you have a pass-through 3D card, that card will be selected by default, which works for most users. However, you may have both a 3D primary (combo) video card and a 3D pass-through card, and might want to switch from one to the other and choose the one that works best with the game.
  - **3D Rasterizers:** This allows you to choose between 3D hardware and a software rasterizer, if any. Most users should pick the 3D hardware option.
  - **Buffering:** Choose double or triple buffering. Double is standard and uses less video memory. Triple buffering may improve performance but uses more video memory. Not all video cards fully support this feature.
  - **Mip Mapping:** This feature smoothes textures. Choose bilinear or trilinear to improve the appearance of the game, but it can reduce performance.
  - **Performance Level:** Adjust the game's frame rate. Try the Average setting if you have a slower machine.
  - **Fog Slider and Checkbox:** In some areas of the game, turning fog on obscures distant geometry, and can speed up frame rate. Uncheck the Fog checkbox or adjust the slider down if fog appears too thick.

### Audio Options

Use the slider to adjust the volume. Check the 3D Sound checkbox if your sound card supports Direct3D sound. Uncheck the box if you prefer non-3D sound, or if your card doesn't work well with 3D sound enabled.

## MOVEMENT/ACTION KEYS

### STANDING

Walk	[UP ARROW]
Run	[SHIFT] + [UP ARROW]
Walk Back	[DOWN ARROW]
Turn Left	[LEFT ARROW]
Turn Right	[RIGHT ARROW]
Quick Turn Left	[SHIFT] + [LEFT ARROW]
Quick Turn Right	[SHIFT] + [RIGHT ARROW]
Sidestep Left	[A]
Sidestep Right	[S]
Roll Forward	[Z] + [UP ARROW]
Roll Backward	[Z] + [DOWN ARROW]
Roll Left	[Z] + [LEFT ARROW]
Roll Right	[Z] + [RIGHT ARROW]
Jump Up	[ALT] or [X]
Jump Forward	[ALT] + [UP ARROW]
Hop Back	[ALT] + [DOWN ARROW]
Run Then Jump	[SHIFT] + [UP ARROW] + [ALT]
Pick Up Item	[CTRL] (Press in front of/on top of pickup item)
Push/Pull Ready	[CTRL] (Press in front of push/pull item)
Push	[UP ARROW] (Press after Push/Pull Ready)
Pull	[DOWN ARROW] (Press after Push/Pull Ready)
Climb Ledge	[ALT] (Press in front of ledge)
Activate	[CTRL] (Press in front of activate item)
Look	[0] (Number pad 0)
Toggles Crawl Mode On/Off	[C] (Use movement keys to crawl)
Map On/Off	[M]
Lighter On/Off	[L]
Use Health Powerup	[H]
Urgon's Part	[Q]
Taklit's Part	[E]
Azerim's Part	[W]
Nub's Part	[R]
Tool from Beyond	[T]

### USING WEAPONS AND OBJECTS

Draw/Put Away Current Weapon	[SPACEBAR]
Fire Weapon	[CTRL] (Press if weapon is drawn)
Fists	[0 (zero)]
Whip	[1]
.45-Caliber Revolver	[2]
9mm Pistol	[3]
Machine Pistol	[4]
Combat Rifle	[5]
Machete	[6]
Submachine Gun	[7]
Pump Shotgun	[8]
Bazooka	[9]
Grenade	[G]
Satchel Charge	[P]

Select Next Weapons [ . period]  
Select Previous Weapons [, comma]

### **CLIMBING**

(NOTE: Indy can't climb and hold a weapon at the same time.)

Mount/Climb Wall [ALT] (Press key in front of wall)  
Climb Up [UP ARROW]  
Climb Down [DOWN ARROW]  
Climb Left [LEFT ARROW]  
Climb Right [RIGHT ARROW]  
Hop Off Wall [ALT] or [DOWN ARROW]  
Climb Onto Ledge [ALT]  
Climb Down to Climbable or  
Hangable Ledge or Ladder [DOWN ARROW]  
(Press while facing backward at cliff edge or ladder)  
Whip Object for Climbing [CTRL]  
(Press key with whip in hand directly below object)  
Hop Off Whip or  
Out Of Levitation [ALT]

### **HANGING FROM LEDGE**

Shimmy Left [LEFT ARROW]  
Shimmy Right [RIGHT ARROW]  
Hop Off Ledge [ALT]  
Climb Onto Ledge [UP ARROW]  
Climb Down Ledge and Hang [DOWN ARROW]

### **SWIMMING**

#### **ON SURFACE**

Paddle Forward [UP ARROW]  
Paddle Back [DOWN ARROW]  
Turn Left [LEFT ARROW]  
Turn Right [RIGHT ARROW]  
Climb Out of Water  
Onto Marked Ledge [ALT]

#### **UNDERWATER**

Swim Forward [ALT] or [X]  
Dive Mode On/Off [C]  
Tilt Down [UP ARROW]  
Tilt Up [DOWN ARROW]  
Turn Left [LEFT ARROW]  
Turn Right [RIGHT ARROW]  
Pick Up Item [CTRL] (Press in front of pickup item)  
Activate [CTRL] (Press in front of activate item)

#### **WEAPON USE WHILE SWIMMING**

Draw Machete [6] (Machete is the only weapon that can be used while swimming.)  
Swing Machete [CTRL] (With machete drawn)  
Draw/Put Away Machete [SPACEBAR]

## **DRIVING JEEP**

Enter Vehicle	[CTRL] (Press key while facing driver's seat)
Accelerate	[UP ARROW]
Brake	[DOWN ARROW]
High Gear (Drive faster)	[SHIFT]+ [UP ARROW]
Turn Left	[LEFT ARROW] (Press while moving forward/back)
Turn Right	[RIGHT ARROW] (Press while moving forward/back)
Exit Jeep	[CTRL] (Press while stopped)

## **RIDING RAFT**

Paddle Forward	[UP ARROW]
Paddle Forward/Left	[UP ARROW] + [LEFT ARROW]
Paddle Forward/Right	[UP ARROW] + [RIGHT ARROW]
Back Paddle	[DOWN ARROW]
Turn Left	[LEFT ARROW]
Turn Right	[RIGHT ARROW]
Exit Raft	[CTRL] (Press while stopped against dock)

## **RIDING MINE CAR**

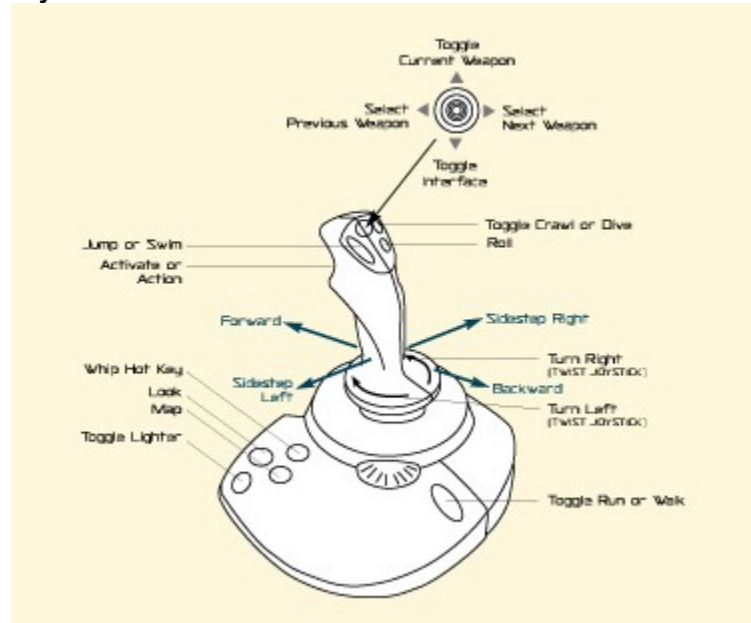
Enter Mine Car	[CTRL] (Press while facing mine car)
Accelerate	[UP ARROW]
Brake	[DOWN ARROW]
Duck	[C]
Exit Mine Car	[CTRL] (Press while stopped at valid exit point)

## **INTERFACE**

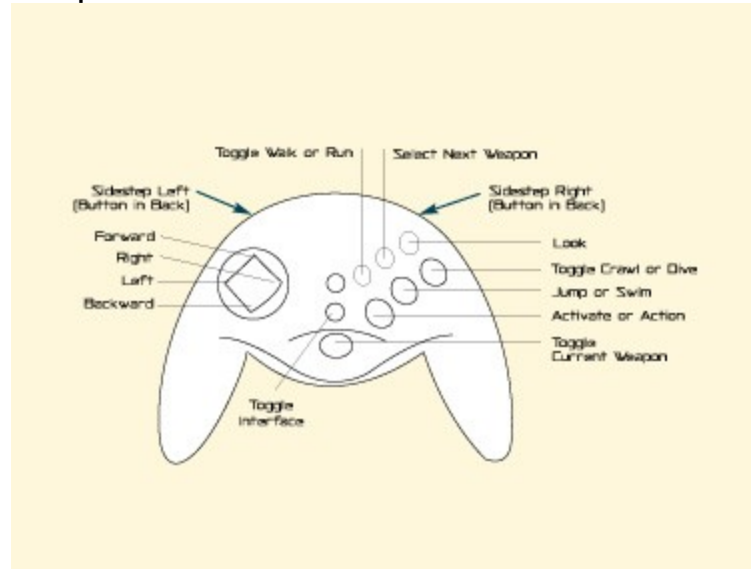
Open Interface	[ESC] or [I]
Move Right Through Interface	[RIGHT ARROW]
Move Left Through Interface	[LEFT ARROW]
Move Up Through Selected Options	[UP ARROW]
Move Down Through Selected Options	[DOWN ARROW]
Quick Save	[F5]
Quick Load	[F8]
Take Screenshot	[F12]

# DEFAULT JOYSTICK/GAMEPAD CONTROLS

## Joystick Controls

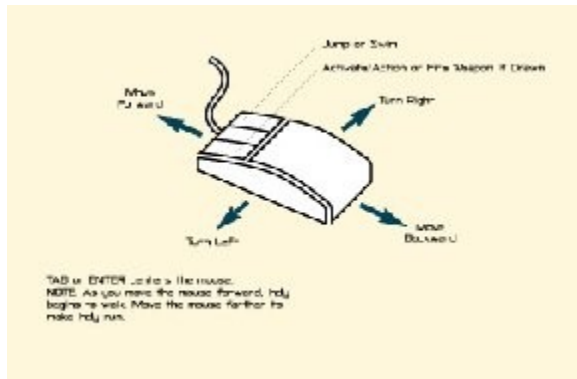


## Gamepad Controls



## Mouse Controls





**NOTE:** As you move the mouse forward, Indy begins to walk. Move the mouse farther to make Indy run.

## INSTALLATION

1. Close all open windows on your desktop and quit all other applications.
2. Put the **Indiana Jones and the Infernal Machine** Disc 1 in your CD-ROM drive.
3. The **Indiana Jones and the Infernal Machine** installation screen will appear. If Autoplay is disabled and the game's Installer does not appear, you'll need to open the Installer manually. To do this, double-click on the My Computer icon, then double-click on the CD-ROM icon in the window that opens. Double-click the **JONES3D.EXE** file to open the Installer. It has these options:
  - **Install:** Installs the game on your hard drive.
  - **Analyze Your Computer:** Check your system to see if it meets game requirements. Once the game is installed, you can also access the DirectX Diagnostic tool and install DirectX 6.1.
  - **Help:** If you get stuck, click here to open the game's online manual. Also access the Troubleshooting Guide for detailed installation and troubleshooting tips via the Help system.
  - **Options:** Under Options, you can register the game online or visit the LucasArts Web site if you have Internet access.
  - **Exit:** Returns you to your desktop.
4. To install, click the Install button. Follow the onscreen instructions to setup and install.
5. You will be prompted to register the game online if you have Internet access.
6. Choose the destination for **Indiana Jones and the Infernal Machine** installation. The default directory is: **C:\Program Files\LucasArts\The Infernal Machine**. If you wish to install elsewhere, specify a different drive or directory name.
7. You'll be given the option to create a series of shortcuts in the Start menu. Creating a shortcut will make it easier for you to launch the game. Click the checkboxes to deselect any shortcuts you don't want.
8. Setup will create an **Indiana Jones and the Infernal Machine** Program Folder for the program icons. Click Next to choose the default (**Start Menu\Programs\LucasArts\The Infernal Machine**) or create a new folder or select an existing folder, then click Next again.
9. You'll be prompted to create a shortcut for the game on your desktop and to view the Help File.
10. If you are playing with a joystick, we recommend that you calibrate it before playing.
11. If the game installed successfully, you will see a Setup Complete screen.
12. After installing the game, you may be prompted to install Microsoft's DirectX 6.1. The game will run with DirectX 6.0 or better. If DirectX 6.1 (or a later version) is detected on your system, the checkbox will remain empty and you will not need to install DirectX. Click Finish to complete the setup.
13. Now you are ready to play **Indiana Jones and the Infernal Machine**.

### If You Have Trouble Installing

If you have trouble installing, see the Troubleshooting Guide for more detailed installation and troubleshooting tips. Click here to access the [Troubleshooting Guide](#).

### Running the Game

1. To run the game, insert the **Infernal Machine** Disc 1 into your CD-ROM drive. The game's Launcher will appear if Autoplay is active.
2. If Autoplay is disabled, find the **Infernal Machine** directory on your hard drive. Double-click the Indy Launcher icon (**Autorun.exe**), or double-click the CD-ROM icon on My Computer, then double-click the **Autorun.exe** file.

### The Launcher

After a successful installation the Installer becomes the Launcher. The Launcher appears whenever you insert a game disc, when you double-click the CD-ROM icon, when you select the **Infernal Machine** shortcut from your Start menu, or when you double-click the **Autorun.exe** file. The Launcher displays the following options:

- **Start New Game:** This launches a new game starting at the beginning of Indy's adventure.
- **Resume Play:** Allows you to resume an existing saved game.

- **Help:** Access the online manual that covers various help topics and the **Troubleshooting Guide**. Click a topic in the list to view it. Scroll through topics with the arrows.
- **Options:** Here you can register online or visit the LucasArts Web site if you have Internet access, uninstall the game, and adjust advanced display and sound options.
- **Exit:** Click here to exit the launcher.

## HOW TO CONTACT LUCASARTS

LucasArts has set up a variety of services to provide you with information about our latest games, hint and gameplay assistance, and technical support.

### Hint Line

#### U. S.

If you need a hint, you may call our automated Hint Line. This service costs 95 cents per minute, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is **1-900-740-JEDI (1-900-740-5334)**. The option to speak with a live Hint Operator is also available from this number. (Average call length is three minutes.)

#### Canada

Our Hint Line is also available to our Canadian customers. This service costs \$1.25 (U.S.) per minute, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is **1-900-677-JEDI (1-900-677-5334)**. (Average call length is three minutes.)

### Where To Find Us Online

Visit the LucasArts Web site at **www.lucasarts.com**. From there, you can access the Technical Support area where you will have the option to receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative.

### Yoda's Help Desk

We are proud to feature Yoda's Help Desk, an interactive knowledge base, which is available in the Technical Support section of the LucasArts Web site at **http://support.lucasarts.com**. Yoda's Help Desk offers solutions to technical issues based on information you provide. Visitors to Yoda's Help Desk will be able to receive technical support 24 hours a day, seven days a week. If Yoda's Help Desk is unable to provide you with a solution to your problem, you will be given the option to submit an e-mail message to an online representative.

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***Indiana Jones and the Infernal Machine*** Web Site  
**[indy.lucasarts.com](http://indy.lucasarts.com)**

Official *Star Wars* Web Site  
[www.starwars.com](http://www.starwars.com)

***Indiana Jones and the Infernal Machine***  
0-23272-65118-3



## Troubleshooting Guide



This troubleshooting guide will provide you with information about **Indiana Jones® and the Infernal Machine™ Demo**. You will find solutions to common problems that were encountered while running the game and DirectX in the Windows 95/98 Operating Systems.



## Supported Operating Systems

To be able to run **The Infernal Machine**, you must have Windows 95 or 98 as your operating system and your computer hardware must be 100% DirectX 6.1 compatible. MS-DOS, Windows 3.1x, Windows NT 3.x, Windows NT 4.0 and OS/2 are not supported. For more information on DirectX, please consult [DirectX Setup](#).

## **Minimum Requirements**

### **Computer:**

100% Windows 95/98 DirectX compatible computer required.

### **CPU**

Pentium class 200 MHz or faster CPU required.

### **Memory**

32 MB RAM required. 64 MB or higher recommended.

### **Graphics Card**

4MB PCI or AGP Direct3D compatible graphics accelerator card required.

### **CD-ROM**

Quad speed IDE or SCSI CD-ROM drive required.

### **Sound Card**

100% Windows 95/98 DirectX compatible 16-bit sound card required.

### **Input Device**

100% Windows 95/98 compatible keyboard required. Optional support for joysticks and gamepads.

### **DirectX**

Microsoft DirectX 6.1 is included on this CD and must be installed to play **The Infernal Machine**. Please refer to [Installation](#) and [DirectX Setup](#) in this Troubleshooting Guide for more information about DirectX.

**NOTE:** Your system may require the "latest" Windows 95/98 drivers for your particular hardware.

### **Installation**

**Installation** requires 70 MB of free hard drive space. It is recommended that you have an additional 100 MB of free space available for the Windows swap file and saved games.

## **General Troubleshooting**

**The Infernal Machine** was designed to run under Windows 95/98 with DirectX 6.1. If the game unexpectedly freezes up, returns you to your desktop, or if you experience any other severe problems, you should try to properly shut down Windows and reboot your computer. (As a rule, you should never turn off your computer while the hard drive is active). This will help to prevent possible problems related to the error that you have experienced. It is especially important to reboot your computer before trying any of the troubleshooting tips included in this guide or before attempting to restart the game.

**NOTE:** If your computer reboots into Safe Mode, go to Shut Down and choose Restart the Computer. This will put you back into Windows' normal operation mode.

**Why Can't I Get the Game's Launcher to Respond?**

- Your CD-ROM drive may have stopped responding.
- There may be a hardware conflict in your system.
- Your CD may be scratched or dirty.

Please consult [CD-ROM Drive Issues](#) in this Troubleshooting Guide for more information.

### **I Can't Launch the Game. What Do I Do Now?**

- Check in the [DirectX Setup](#) section of this Troubleshooting Guide to find out how to see if your computer hardware is DirectX 6.1 compatible.
- Check to see if your Windows desktop color or color palette is set to 16-bit color. On some video cards, other desktop settings may cause problems in **The Infernal Machine**. Please consult [Video Issues](#) for more information.
- Check to see how much room is available on your hard drive to make sure that you have enough free space for **The Infernal Machine** to run. It is recommended that you have an additional 100 MB of free space after installing the game for the Windows swap file.
- Check to see if you have any other applications running, such as memory managers, screen savers, or virus protection programs. Any of these may interfere with **The Infernal Machine**. Please refer to [Running Other Programs in the Background](#) for more information.
- **The Infernal Machine** CD may be dirty or scratched, or the CD-ROM drive may be having trouble reading **The Infernal Machine** CD. Please check [CD-ROM Drive Issues](#) for more information.
- The letter of your CD-ROM drive may have changed since you installed **The Infernal Machine**. If this occurs, you will need to uninstall the game and reinstall it with the new drive letter. Please check **Installation** for more information.
- You may have a corrupted installation. Try uninstalling and reinstalling the game.

### **What Should I Do if Indy Becomes Invisible?**

When playing **The Infernal Machine**, Indy may occasionally become invisible. If Indy disappears when you are playing the game, press the INS key to bring him back into view.

### **What Should I Do if my Computer Goes to a Black Screen or Locks Up?**

If you end up at a black screen or the game appears to lock up, please press **ESC**, **SPACE BAR**, and **ENTER** before trying anything else. If this fails, press **CTRL-ALT-DEL** once and choose **END TASK** on **The Infernal Machine**, which will take you back to the desktop. If you do not see the dialog box after pressing **CTRL-ALT-DEL**, press **ENTER** twice and this should take you back to the desktop. Then restart your computer and try running the game again.

## Running Other Programs in the Background

Generally, we have found that it is not a good idea to run any other programs in the background while playing **The Infernal Machine**. Please turn off any active screen savers while running **The Infernal Machine**, as they may interrupt the game and cause problems. Various video, sound, or memory problems may occur if other programs are running, including virus-detection utilities. You may also need to disable or close programs that start from your StartUp folder which were added to load programs automatically when Windows is started, such as the Microsoft Office Toolbar. Some of these programs display icons on your taskbar. If you have icons on your taskbar, right-click on each of them and select the option to disable, unload, or close them before running **The Infernal Machine**. The next time you start your computer, these items will load once more and the icons will return. If you cannot disable them from the taskbar and you experience problems running **The Infernal Machine**, you may want to remove the program shortcuts from the StartUp folder. For information about how to do this, please consult Windows Help.



## **MS-DOS Memory Managers**

If you are running any memory managers, such as EMM386 or QEMM, you may experience problems when running **The Infernal Machine**. Windows 95, Windows 98 and **The Infernal Machine** are protected mode programs and may have problems running with memory managers loaded. However, we do not recommend making any changes to your system configuration without first contacting your computer manufacturer.

## **Power Management**

If your computer is equipped with a Power Management feature you may want to disable it. Please consult your computer's documentation or the manufacturer for assistance in doing this. When Power Management is enabled, the following problems may occur:


- The game may crash or go to a blue screen when sleep mode activates.
- The Windows mouse cursor may appear when you come out of sleep mode.
- The monitor may go to a black screen while you are playing.

## Desktop Color Palette and Resolution

If you experience problems running the game, we recommend that you [set your desktop](#) **Color Palette** or **Colors** to **High Color (16 bit)** and the **Desktop** or **Screen Area** to **640x480**. When playing **The Infernal Machine** with your desktop set to a color palette other than 16 bit, some video cards may experience problems launching the game, difficulty when task switching, or other graphics problems. In most cases, switching to High Color solves these problems.

## Changing Your Desktop Color Palette and Resolution


**The Infernal Machine** is designed to run optimally in High Color (16-bit). To change your desktop color palette and resolution:

- Open the **Display Properties** Window. 
- Click on the **Settings** tab.
- Choose **High Color (16-bit)** under **Color Palette** or **Colors**.
- Move the slide-bar under **Desktop** or **Screen Area** to **640x480** or **800x600**.
- Click **OK** to close this window.
- If your computer prompts you to restart, click on **Yes**.

## Installing The Infernal Machine

Please check your available hard drive space before installation. Installation of the demo requires 70 MB of free hard drive space on your computer. You should always have at least an additional 100 MB of free space available on your hard drive after installation for your saved games and the Windows swap file. If you have too little free space, you may be unable to start the game. Too little free space on a hard drive could also affect other applications, such as word processors that need room to spool print jobs.

**NOTE:** It is always a good idea to check and write down what sound and video hardware you have in your computer before installing DirectX. To do this:

- Open the **System Properties** Window. 
- Click on the **Device Manager** tab.
- Look at **Display Adapters** and **Sound, Video, and Game Controllers**. Write down your hardware devices in case you have to manually restore your video or sound card drivers.


## Installing DirectX 6.1

During the installation of **The Infernal Machine**, you will be prompted to install DirectX 6.1 if it is not already installed on your system. Microsoft DirectX is an application that allows **The Infernal Machine** to have instant access to your system hardware in the Windows environment. This will help **The Infernal Machine** take advantage of advances in Direct3D, DirectSound, and DirectInput capabilities that will be used during gameplay. For more information, please consult [DirectX Setup](#).

## **Adding the Sound Recorder, Volume Control and Audio Compression**

The Sound Recorder, Volume Control and Audio Compression are necessary components of Windows when using DirectX 6.1. If they were not installed when Windows was set up, you will want to add them before installing **The Infernal Machine**. DirectX will ask for your Windows CD during installation if it does not find these components, which may cause the DirectX installation to be incomplete and you may see the error **DXSetup Error -7** or **DXSetup Error -8** after changing to the Windows CD. If this happens, reboot your computer and follow these steps.

To add these Windows components:

- Open the **Add/Remove Programs** Window. 
- Click on the **Windows Setup** tab.
- Scroll down to **Multimedia** and select **Details...**
- Check the boxes next to **Audio Compression**, **Sound Recorder** and **Volume Control**.
- Click OK, then OK again to close both of these windows. You will be prompted for your Windows CD.

When these steps are complete, you may continue with the installation of DirectX 6.1.

## Uninstall Warning

When you uninstall **The Infernal Machine**, you may receive a warning stating that the uninstaller may not have removed everything. Here are a few reasons why you may see this message:

- The UnInstallShield may have left **The Infernal Machine** program group in the start menu. Rebooting your computer will remove them after uninstalling.
- You have other LucasArts games on your computer. The "LucasArts" directory will not be removed from your computer because the other LucasArts games are stored here.
- You may have chosen to keep your saved games.



### **Can I Move The Infernal Machine Folder after I Install?**

If you wish to move **The Infernal Machine** to a new directory, uninstall first, then reinstall to the new desired location. Simply moving **The Infernal Machine** folder may cause the game to stop working.

If you wish to keep your saved games, make sure that you select the option to keep your saved games and configuration files when prompted by the uninstall program. Install **The Infernal Machine** to the new location and then copy the Saved Games to the LucasArts directory in the new location.

### **Possible Performance Problems in The Infernal Machine**

You may experience frame rate drops or graphics problems while playing **The Infernal Machine**, especially on a low-end system. Some of the problems you may see are:

- It may be difficult to open doors or there may be a long pause before doors open.
- You may experience intermittent pauses in the game, especially during cutscenes.
- Room transitions may take a long time.
- You may have problems maneuvering.
- The lip sync during cutscenes may be off.

### **Improving Performance in The Infernal Machine**

The following are a few things that may increase performance in **The Infernal Machine**.

Make sure no other programs are running. This includes virus scanning programs and e-mail programs. Simply disabling your virus program still uses resources that are needed while playing the game. Please consult the documentation for your virus program for information on closing the program. **The Infernal Machine** is a graphically intensive game and needs to use most of your available resources.

Disabling fog in the Advanced section of the Display Options menu may help increase performance in the game.

### **Camera View May Affect Performance**

When the camera view is inside Indy's body, it may be difficult to make certain jumps. Slightly moving Indy's location will cause the camera to change views, which corrects this issue.

### **DirectX Required**

Microsoft DirectX 6.1 (or a later version) is required to play **The Infernal Machine**. Your computer system – including video, audio and associated software – must fully support DirectX.

DirectX 6.1 is included on this CD. If it is not already installed on your system, you will be prompted to install it during the installation of **The Infernal Machine**.

### **Why Use DirectX?**


DirectX is a library provided by Microsoft to run inside the operating system and provide programmers with seamless access to all of the hardware features available today. The DirectX platform provides an environment that allows developers to use a standardized format when programming an application. This makes it easier to support a wide variety of different hardware features. Prior to DirectX, developers were forced to write hardware-specific code (with a specific driver for each different piece of hardware).

**NOTE:** Since DirectX is relatively new in the computer world, we have found that some older systems may contain hardware that may not be fully DirectX compatible. Fortunately, many manufacturers are releasing updated drivers. If you are unsure whether or not your system will support DirectX, please contact the manufacturer of your system for more information.

**WARNING:** Once you have installed DirectX, it is not easily removed from your system.

## Write Down your Original System Configuration

**NOTE:** It is always a good idea to check and write down what sound and video hardware you have in your computer **BEFORE** installing DirectX. To do this in Windows 95 and 98:

- Open the **System Properties** Window. 
- Click on the **Device Manager** tab.
- Click on the plus sign to the left of **Display Adapters** and **Sound, Video, and Game Controllers**. Write down your hardware devices in case you have to manually restore your video or sound card drivers.

## DirectX 6.1 Installation

During the installation of DirectX 6.1, you may be asked to insert the Windows installation disc. If this occurs, you may see an error during installation. The error could be either **DXSetup Error -7** or **DXSetup Error -8**. This will happen if the Sound Recorder, Volume Control, and Audio Compression, were not installed during your initial installation of Windows. We recommend that you install these components before installing DirectX. Please refer to [Installation](#) for information about how to add these components.

**NOTE:** Some programs that were made with earlier versions of DirectX may not work with DirectX 6.1.

## **DirectX Driver Issues**

We suggest using the DirectX 6.1 drivers that are recommended during the installation of DirectX unless you experience problems after installing DirectX. The only time that this does not apply is when a section in this Troubleshooting Guide that pertains to your hardware specifically tells you to use a different driver.

### **Effects of Video Card Driver Installation by DirectX**

When DirectX is being installed, some video card utilities may be disabled, such as Diamond Multimedia's InControl Tools, STB Vision9x, or Creative Labs Graphics Control utilities. You may no longer be able to access them through their taskbar icons, and the options for changing your video properties may change back to stock Windows options. DirectX may not recommend changing the driver for your card at all because you may be using these utilities to customize your desktop display and removing them may have adverse effects on your computer.



## Checking Your System for DirectX Compatibility

After you have installed **The Infernal Machine** and DirectX, you may want to determine whether your computer hardware is supported by DirectX. To do this:

- Open **The Infernal Machine** launcher menu.
- Click on **Options**.
- Click on **Advanced Options**.
- Click on **Analyze your Computer**.
- Click on **DXDIAG**. This takes you to DirectX Diagnostics.

Click on the **Display 1**, **Display 2**, and **Sound** tabs to check the DirectX Certification status of your sound and video cards.

- Look next to '**Certified**' in the drivers section on each of these pages.
  - If it says '**Yes**', the game should run fine.
  - If it says '**No**', the drivers are not certified by the Microsoft Labs. If you experience problems, please check with the manufacturer of the card for the latest DirectX compatible drivers.
  - If it says '**No Hardware Support**', you will need to update the driver so that your system is fully DirectX certified. The manufacturer should be able to provide you with instructions for updating your drivers, and provide you with more information regarding DirectX certification.

**NOTE:** You will only see **Display 2** if you have a 3D Accelerator pass-through card.

## Changing your Computer's Hardware

If you change the video or sound card in your computer, you will want to reinstall DirectX so that it can install any necessary drivers for your new hardware. To do this:

- Open **The Infernal Machine** launcher menu.
- Click on **Options**.
- Click on **Advanced Options**.
- Click on **Analyze your Computer**.
- Click on **Install DirectX 6.1**.
- Click on **ReInstall DirectX**. This will reinstall DirectX on your computer.
- Click on **OK** when the installer asks you to reboot your computer.


## Restoring Original Drivers through DirectX Setup

If you need to restore your original video or sound card driver through **DirectX Setup**:

- Open **The Infernal Machine** launcher menu.
- Click on **Options**.
- Click on **Advanced Options**.
- Click on **Analyze your Computer**.
- Click on **Install DirectX 6.1**.
- Click on **Restore Video Drivers** or **Restore Audio Drivers**. This will restore the previously installed drivers on your computer. **NOTE:** This will only work if you have only installed DirectX once.
- Click on **OK** when the installer asks you to reboot your computer.

## Restoring Original Video Drivers through Windows

If you need to restore your original video card driver through Windows, follow the instructions below.

- Open the **Display Properties** Window. 
- Click on the **Settings** tab.
  - **Windows 95a:** Click on **Change Display Type...**
  - **Windows 95b:** Click on **Advanced Properties...**
  - **Windows 98:** Click on **Advanced...**
- Click on **Change...** in the Adapter section.
  - **Windows 98:** Click on **Next>**
- Choose **Display a list of all drivers...** and click on **Next>**
- Choose your original video card or the name of the chipset from the list.
- If the correct video card or chipset is not an option in **Show Compatible Devices/Hardware**, click on **Show All Devices/Hardware**, scroll through the list of Manufacturers, click on the correct one, then click on the name of your card or chipset.
- When your computer prompts you to restart, click on **Yes**.

## **DirectX Compatibility**

To play **The Infernal Machine**, your video card must be 100% DirectX compatible. If you do not know if your video card is DirectX compatible, please consult [DirectX Setup](#) for information about how to check for DirectDraw and Direct3D compatibility or if you encounter problems with your graphics card after installing DirectX.

### **Non-DirectX Supported Video Card Problems**


If your video card is not 100% DirectX compatible, you may encounter any of the following problems:

- DirectX may identify your card incorrectly and install the incorrect driver for your card.
- Black Screen: Your screen may go black but the sound and music will continue to play.
- Corrupted Graphics: You might see horizontal or diagonal lines over the screen.
- Flashing Graphics: You may see flashing corrupted graphics on the screen.
- Strange Colors: Your video card may display the colors incorrectly.
- Slow Graphics: The gameplay may be slow.
- Double Vision: Have you ever worn 3D glasses that didn't work quite right?
- Your game may crash to the desktop when trying to start **The Infernal Machine**.

If you have encountered any of these problems, check with your video card manufacturer for updated drivers. Check under **Specific Video Issues** for information about your video card or chipset.

## Setting Up Your Monitor

If you experience any video problems or you are not able to get all of the resolutions that your video card supports, you should make sure that your monitor is set up correctly in the display control panel. To do this:

- Open the **Display Properties** Window. 
- Click on the **Settings** tab.
  - **Windows 95a:** Click on **Change Display Type...**
  - **Windows 95b:** Click on **Advanced Properties...**
  - **Windows 98:** Click on **Advanced...**
- Click on **Change...** in the Monitor section.
  - **Windows 98:** Click on **Next>**
  - Choose **Display a list of all drivers...** and click on **Next>**
- Choose your monitor from the list.
- If the correct monitor is not an option **Show Compatible Devices/Hardware**, click on **Show All Devices/Hardware**, scroll through the list of manufacturers, click on the correct one, then click on the name of your monitor.

## Currently Supported 3D Cards and Chipsets

Below is a list of the 3D video cards and chipsets that are supported with **The Infernal Machine**. If you do not see your card listed, but you do see a chipset that matches the one used on your card, you should be able to play **The Infernal Machine**.

**NOTE:** If you are experiencing graphic problems while playing Jones 3D, we recommend using the driver listed below for your card. If your problems still occur, we recommend using the most recent driver available for your card or chipset. We have included a list of [web addresses](#) for downloading drivers for your specific card at the end of this document.

Card Name	Chipset	Version	VxD #
3DIabs Oxygen VX1	3D Labs GLINT R3	v0688	4.10.01.2106
ATI All-in Wonder Pro	3D Rage Pro AGP 2X	w82560	4.11.01.2560
ATI Xpert@Play	3D Rage Pro	w82560	4.11.01.2560
ATI Xpert@Work	3D Rage Pro	w82560	4.11.01.2560
ATI Xpert@Work	3D Rage Pro AGP 2X	w82560	4.11.01.2560
Canopus Pure3D	3dfx Voodoo Graphics	3.01.00	4.10.01.0017
Deltron RealVision Flash 3D	3dfx Voodoo Graphics	3.01.00	4.10.01.0017
Diamond Monster 3D	3dfx Voodoo Graphics	3.01.00	4.10.01.0017
Orchid Righteous 3D	3dfx Voodoo Graphics	3.01.00	4.10.01.0017
Canopus Pure3D II	3dfx Voodoo 2	1.40.04	4.10.01.0217
Canopus Pure3D II LX	3dfx Voodoo 2	1.40.04	4.10.01.0217
Creative Labs 3D Blaster Voodoo2	3dfx Voodoo 2	3.03.00	4.11.01.0441
Diamond Monster 3D II	3dfx Voodoo 2	m3dii207	4.10.01.0158
Guillemot Maxi Gamer 3D 2	3dfx Voodoo 2	3.03.00	4.11.01.0441
Orchid Righteous 3D II	3dfx Voodoo 2	3.03.00	4.11.01.0441
STB BlackMagic 3D	3dfx Voodoo 2	3.03.00	4.11.01.0441
Creative Labs 3D Blaster Banshee	3dfx Voodoo Banshee	1.09	4.10.01.0109
Diamond Monster Fusion	3dfx Voodoo Banshee	0214	4.10.01.0214
Guillemot Maxi Gamer Phoenix	3dfx Voodoo Banshee	1.02.02	4.10.01.0378
STB Lightspeed 3300	3dfx Voodoo Banshee	3.01a	4.10.01.0105
3dfx Voodoo3 2000	3dfx Voodoo 3	1.02.11	4.11.01.0551
3dfx Voodoo3 3000	3dfx Voodoo 3	1.02.11	4.11.01.0551
3dfx Voodoo3 3500	3dfx Voodoo 3	1.02.11	4.11.01.0551
ATI Rage Fury	ATI Rage 128	w86114en	4.11.01.6114
ATI Rage Magnum	ATI Rage 128	w86114en	4.11.01.6114
ATI Xpert LCD	ATI Rage LT Pro	w82560	4.11.01.2560
Diamond Stealth II G460	Intel i740	1400	4.10.01.1400
Intel Express 3D	Intel i740	2791	4.11.37.2791
Real3D Starfighter	Intel i740	0322	4.10.01.0322
Matrox G400	Matrox G400	5.30	4.11.01.2300
Matrox G400 Dual Head	Matrox G400	5.30	4.11.01.2300
Matrox Millennium G200	MGA-G200	5.30	4.11.01.2300
Matrox Millennium G200 SD	MGA-G200	5.30	4.11.01.2300
STB Nitro DVD	Mpact 2	3073	4.10.01.3073
ASUSTeK 3DexPlover 3000	nVIDIA RIVA 128	2.0	4.10.01.0250
Canopus Total 3D 128v	nVIDIA RIVA 128	2.01.01	4.10.01.0279
Diamond Viper 330	nVIDIA RIVA 128	0130	4.10.01.0279
STB Velocity 128	nVIDIA RIVA 128	0182	4.10.01.0182
STB Velocity 128	nVIDIA RIVA 128 ZX	0182	4.10.01.0182
STB Velocity 128 (Gateway)	nVIDIA RIVA 128 ZX	7503018	4.10.01.7194
Canopus Spectra 2500	nVIDIA RIVA TNT	3.10.01	4.11.01.0208
Creative Labs Graphics Blaster RIVA TNT	nVIDIA RIVA TNT	1.09	4.10.01.2109
Diamond Viper V550	nVIDIA RIVA TNT	0255	4.10.01.0255
STB Velocity 4400	nVIDIA RIVA TNT	1.60	4.10.01.0160
Diamond Viper V770	nVIDIA RIVA TNT2	4.02	4.11.01.0402
Creative Labs 3D Blaster TNT2 Ultra	nVIDIA RIVA TNT2 Ultra	3dt2w9x	4.10.01.2100
Creative Labs Graphics Blaster Exxtreme	Permedia 2	Rev 5	4.10.01.2112



3Diabs Permedia 3 Create!	Permedia 3	1.0	4.10.01.2106
Diamond Stealth II S220	Rendition V2100	1.10	4.10.01.0108
ExpertColor 3DSaturn NVT5200	Rendition V2200	3.0b5	4.11.01.5176
Hercules Thriller 3D	Rendition V2200	3.0b5	4.11.01.5176
Diamond Stealth III S540	S3 Savage4	8.02.11	4.11.01.8002
Diamond Stealth III S540FP	S3 Savage4	8.02.11	4.11.01.8002
Creative Labs 3D Blaster Savage4	S3 Savage4 PRO	8.02.11	4.11.01.8002
Number Nine Revolution IV	Ticket to Ride IV	2214	4.10.01.9421

### Currently Unsupported 3D Cards and Chipsets

These 3D cards were found to have significant problems when playing **The Infernal Machine**. For an updated list of supported cards please check the **LucasArts** website. The address is in the list of [websites](#) at the end of this troubleshooting guide.

Card Name	Chipset
Number Nine Revolution 3D	#9 Ticket to Ride
ATI Technologies 3D Xpression+	3D Rage II
ATI Technologies 3D Xpression+ PC2TV	3D Rage II
ATI 3D Pro Turbo	3D Rage II+DVD
ATI 3D Pro Turbo PC2TV	3D Rage II+DVD
Hercules Stingray 128/3D	Alliance Promotion aT25/3dfx
Intergraph Intense 3D Voodoo	Alliance Promotion aT25/3dfx
Hercules Stingray 128/3D	Alliance Promotion aT3D/3dfx
Creative Labs Graphics Blaster 3D	Cirrus Logic CL-GD5464
Matrox Graphics Mystique 220	MGA-1064
Matrox Graphics Millennium II	MGA-2164
Matrox Graphics Productiva G100	MGA-G100
Matrox Graphics Matrox m3D	NEC PowerVR PCX-2
NEC Technologies Power VR PCX	NEC PowerVR PCX
NEC Technologies Power VR PCX-2	NEC PowerVR PCX-2
VideoLogic Apocalypse 3D	NEC PowerVR PCX
VideoLogic Apocalypse 3Dx	NEC PowerVR PCX-2
Diamond Fire GL 1000	Permedia 2
Viewtop Mars 3D	Permedia 2
Creative Labs 3D Blaster PCI	Rendition V1000-E
Intergraph Intense 3D 100	Rendition V1000-E
Sierra On-Line Screamin' 3D	Rendition V1000-E
Canopus Total3D Verite	Rendition V1000L-P
SiS 3D Pro AGP	SiS 6326
Hercules Terminator BEAST	S3 Savage 3D
Diamond Stealth 3D 2000 Pro	S3 ViRGE/DX
STB Systems Nitro 3D	S3 ViRGE/GX
Cardex ViRGE GX2	S3 ViRGE/GX2
Packard Bell ViRGE GX2	S3 ViRGE/GX2
Diamond Multimedia Stealth 3D 3000	S3 ViRGE/VX
STB Systems Velocity 3D	S3 ViRGE/VX
Jaton Corporation Video-87 AGP	Trident 3D Image 975
Jaton Corporation Video-97 AGP	Trident 3D Image 985

## Specific Video Issues

### Fog Issues

When Indy first enters the Canyonlands at the beginning of the game, the fog level may be too dense. This occurs because your video card or the driver you are using may not fully support the type of fog that is implemented in **The Infernal Machine**. To correct this, you can disable fog in the **Display Options** menu by choosing **Advanced...**, then deselecting the **Fog** checkbox under **Fog Density**. The chipsets that are known to have this problem are:

- ATI Rage Pro
- ATI Rage 128
- Intel i740
- Mpact 2
- Permedia 2
- Rendition V-2100
- Rendition V-2200
- Revolution 4

**NOTE:** With some of these chipsets, the amount of fog may vary with the particular driver that you are using for your graphics card.

### Changing Game Resolution and Color Depth

While choosing a game resolution or changing to 32-bit color in the game, you may be able to choose an option your card does not support. This may occur because your video card does not have the required amount of memory or the driver you are using may not support certain resolutions and/or 32-bit color. If you chose a game resolution or Color Depth that your card does not support, the following problems may occur:

- In-game menus may be hard to read.
- Save game pictures may be corrupt
- Textures and objects may disappear.
- The game may freeze or exit to Windows.
- Your frame rate may slow to an unplayable performance level.
- Colors may be incorrect or corrupt.

### Triple Buffering

We recommend that you do not enable triple buffering if your video card has less than 8MB of memory total. When you select triple buffering from the **Advanced...** screen in **Display Options** on some graphics cards, you may experience the following issues:

- There may be graphical corruption in the game.
- There may be graphical corruption behind any Windows-type screen.
- The saved game preview screen may look corrupt.
- Textures and objects may drop out when running the game at an in-game resolution that is higher than 640x480.

These issues occur because the card may be running out of memory. If this happens, we recommend that you disable triple buffering or lower the in-game resolution to correct these issues.

## Video Cards and Chipsets

### 3Dfx Voodoo Graphics, Voodoo 2, Voodoo 3 and Voodoo Banshee

If you experience any problems while using a card from the 3dfx Voodoo family, we recommend that you use the latest 3Dfx reference drivers for your specific chipset. They are available at the 3Dfx website.

When using a card with any of these chipsets, you may experience the following problems:

- The map may not display correctly at high magnifications.
- The mouse cursor movement may be slow in the menus.
- You may see various issues when you enable [Triple Buffering](#).
- You may see various issues when selecting some [Game Resolutions](#).

When using a card with the Voodoo Graphics chipset, the game may crash or you may experience lockups if you select 512x384 for the game resolution or enable Triple Buffering. We recommend that you do not select these options in the Display Options menu when using this card to play *The Infernal Machine*.

### ATI Rage Pro

When using a graphics card with the ATI Rage Pro chipset, you may see the following issues:

- Shadows look dithered “like a screen door”.
- Mipping appears as large horizontal bands.
- [Fog](#) may be too dense and you may need to disable it in game.
- Water, smoke, and other translucent effects lack bilinear filtering.
- The camera shows the handle of Indy’s gun any time the camera goes inside Indy.
- The pixels for smoke from gun shots appear to be too large, which causes Indy to be obscured from view if he runs through the smoke.

### Diamond Monster Fusion

Diamond Monster Fusion driver version 4.10.01.0213 does not support bilinear filtering in **The Infernal Machine**. The Banshee 3Dfx reference drivers correct this issue.

### Diamond Stealth III S540FP

When using a graphics card with the S3 Savage 4 chipset with driver version 4.11.01.8002, you may see the following issues, which are corrected by disabling fog in the game:

- [Fog](#) may be too dense and you may need to disable it in game.
- The fog may flicker on and off at times.
- Console text clips behind geometry with fog on.
- Geometry flickers in and out through fog at a distance.
- Fog causes sorting problems.

### nVIDIA RIVA 128 and RIVA 128 ZX

When using a graphics card with one of these chipsets, you may experience the following issues:

- Seams may be visible between the textures.
- Images may appear dithered and grainy.
- When the camera view is inside Indy's body, it may be difficult to make certain jumps. Moving Indy's location will cause the camera to change views, which corrects this issue.
- There may be slight corruption on some textures.
- Thin gray lines may show through the textures along the polygon vertices. This is most noticeable on Indy’s hat, as it is covered in vertical lines.
- There may be no fog when using this a card with this chipset.

### Number Nine Revolution IV

When using this card (Ticket to Ride IV chipset), if you boot your machine to a resolution other than 640x480 and launch the game, the opening cutscene may be corrupted and green. If you change to 640x480 or change from your resolution to 640x480 and back, the cutscene plays fine. This does not affect gameplay.

### **Permedia 2**

When using certain graphics card with the Permedia 2 chipset, you may not be able to play **The Infernal Machine**. At the time of release of the game, we were unable to find drivers that would work for the Diamond Fire GL 1000 or the ViewTop Mars3D. Please check with the manufacturer of your graphics card for updated drivers which may correct this problem.

The Creative Labs Graphics Blaster Exxtreme works with the latest Creative Labs drivers, but you may see the following issues:

- [Fog](#) may be too dense and you may need to disable it in game.
- You may see various issues when selecting some [Game Resolutions](#).

### **Permedia 3 Create!**

When using this card with the shipped drivers, v1.0 - 4.10.01.2106, you may see the following issues:

- There may be no fog.
- You may see a few one pixel wide vertical green lines.

### **Rendition V-2100 and V-2200**

When using a graphics card with the Rendition V-2100 or V-2200 chipset, you may experience the following issues:

- There may be transparent or flickering 3D graphics within the game when using the released drivers for these cards. Please check the [Supported Card](#) list for the driver version that corrects this problem for your individual card.
- [Fog](#) may be too dense and you may need to disable it in game.
- You may see various issues when you enable [Triple Buffering](#).
- You may see various issues when selecting some [Game Resolutions](#).

## **DirectX Compatibility**

Consult [DirectX Setup](#) for information about how to check to see if your sound card is DirectX compatible. If it is not, check with your [hardware manufacturer](#) for updated drivers.

### **No Sound in The Infernal Machine Launcher**

The game's launcher occasionally may have no sound. When this happens, it usually affects the rest of the game. Windows may still be using your sound card from the last application you were running. Rebooting the computer should correct this. If rebooting does not correct this, your sound card may not be set up correctly in Windows. Please check the rest of this section to see how to check and see if your sound card is working correctly.


**NOTE:** If the Media Player is not installed, some of the following instructions will not work. If you want to add it, please consult Windows Help for assistance. Just type Media Player in the index section and follow the directions provided by Microsoft.

## Volume Control

You can change the volume within the game by going to **Audio Options**. To do this:

- Press **ESC** while in the game.
- Select **Audio Options** and adjust the volume control slider bar.

With some sound cards you may need to use the Windows control panel to adjust the volume in the game. If you do not have the Volume Control icon on your taskbar:

- Open the **Volume Control** Window. 
- Adjust the various volume slider bars.
- Make sure that the MUTE check boxes are de-selected for these options.

Some sound card and/or PC manufacturers may have proprietary software that must be set separately from the Windows 95/98 Volume Control program. Please see your hardware manuals for more information.

**Powered or Amplified Speakers**

If you have powered speakers and have both line-out and speaker-out jacks on your sound card, try plugging your speakers into the line-out jack. Most sound card's speaker-out jack have an amplified signal and may cause static or popping on your amplified speakers. Switching to your line-out jack may greatly improve the sound quality.



### **General Sound Card Troubleshooting**

If your sound card is not set up correctly in Windows, not 100% DirectX or Windows 95/98 compatible, or you have a resource conflict, these sound problems may occur:

- You may hear static.
- You may hear stuttering, especially as someone starts speaking.
- You may hear repeating sounds.
- There may be no sound.
- The sound may drop out.
- You may experience a clicking or crackling sound.
- The game may not run.

### **Test your Sound Card in Windows**

Make sure that your sound card is set up correctly in Windows. You can use the Windows Media Player to test a sound. To do this:

- Click on the **Start** button on your taskbar.
- Choose **Programs**.
- Choose **Accessories**.
  - **Windows 95:** Choose **Multimedia**.
  - **Windows 98:** Choose **Entertainment**.
- Choose **Media Player**.
- Go to the File menu.
- Choose **Open...** and choose a sound to test. Please be sure to choose **Files of type: Sound (\*.wav)**.

### **Test your Sound Card in DirectX Diagnostics**

After installing **The Infernal Machine**, you can run the DirectX Diagnostics program to test your sound card. To do this:


- Open **The Infernal Machine** launcher menu.
- Click on **Options**.
- Click on **Advanced Options**.
- Click on **Analyze your Computer**.
- Click on **DXDIAG**. This takes you to DirectX Diagnostics.
- Click the tab that says **Sound**, then click on **Test**. If your card fails any of the tests here, you may have problems running **The Infernal Machine** or any other game that requires DirectX.

**Inspect and Clean the CD**

A dirty or scratched CD can cause many sound problems. Check your CD for any dirt, smudges, fingerprints, or scratches. To clean your CD, wipe it gently with a soft cloth, moving in smooth strokes from the center hub to the outer edge of the CD.

### **Error Message when Starting The Infernal Machine with Voice Modem Installed**

When you have a voice modem installed, you may receive the error "**This program has performed an illegal operation**" when you click on **Play The Infernal Machine** from the launcher menu. Also, the sound may drop out or stutter in the cutscenes if the wave device on your modem is enabled. To correct either of these problems:

- Open the **Multimedia Properties** Window. 
  - **Windows 95:** Click on the **Advanced** tab
  - **Windows 98:** Click on the **Devices** tab
- Click the **+** next to **Audio Devices**
- Double-click on **Audio for Voice Wave Device**
- Select **Do not use audio features on this device** and click **OK**.

**NOTE:** This will disable all voice features on your modem.

## Specific Sound Card Issues

### 3D Sound Cards with DirectX 6.1a

We have found that the version of DirectX which ships with Windows 98 SE has a problem with some 3D sound cards. This may cause **The Infernal Machine** to get blue screen errors or the game to freeze when you enable 3D sound in the game. If this occurs, upgrading to DirectX 7 corrects this problem.

### Creative Labs AWE64

When using this card, if you launch the game and the opening cutscene seems to be pausing or skipping, with the sound cutting in and out, you may have Full Duplex disabled for the card. Enabling Full Sound Duplex operation will correct this problem. To do this:



- Open the **System Properties** Window.
- Click on the **Device Manager** tab and select **View devices by type**.
- Click on the + next to **Sound, Video, and Game Controllers**.
- Double click on **AWE64 16-bit Audio**.
- Click on **Settings**.
- Click on **Restore/Set Defaults**, then click on **OK**.

### Crystal Audio Devices

When playing The Infernal Machine on a system with an on-board Crystal Audio device, the sound may occasionally be tinny and you may hear static. Installing the most updated driver for this chipset may fix this problem.

### ESS Canyon3D

When using this card with 3D sound enabled, the sounds may drop out or some sounds may be missing. Disabling 3D Sound corrects this issue.

### Guillemot MaxiSound Game Theatre

When using this card in Windows 98, you may hear an unusual popping sound on top of the regular sounds during cutscenes. Updating to the newest driver for this card corrects this.

### Guillemot MaxiSound Sound 64 Dynamic 3D

When you select the 3D Sound option in the **Sound Options** menu, all sounds may disappear until you deselect this option. Please check the Guillemot website to see if there are new drivers available for this card which may correct this issue.

### Opti 925

When using this card, you may hear occasional static bursts when playing The Infernal Machine. Please check the Opti [website](#) to see if there are updated drivers available for this card, which may correct this issue.

### Pine PCI Digital

When using this card with the Aureal 2.08 drivers, voices may play too fast with 3D sound enabled. Disabling 3D Sound corrects this issue.

If you are unable to resolve sound problems through this Troubleshooting Guide, please contact your hardware manufacturer for updated DirectX drivers. We have included a list of web addresses for downloading drivers for your specific card at the end of this document.

### **CD-ROM Drive Issues**

Your CD-ROM drive is not affected by DirectX, but if you are having problems like slow game play, stuttering voices, slow graphics, or the game just stops altogether, your CD-ROM may not meet the minimum requirements to run **The Infernal Machine**.

### **Long Delays while CD Loads Game or Cutscenes**

If you are getting long delays while the CD loads **The Infernal Machine** or its cutscenes:

- Your CD-ROM is having problems loading all of the data needed to run.
- Your CD-ROM may not meet the minimum requirements to run **The Infernal Machine**.
- Your CD-ROM drive may be getting old or out of alignment.
- You may have a fast CD-ROM drive that spins down when the game is not directly accessing the CD. This is most apparent when using a 16X or faster drive.



### **CD-ROM Access Error**

A blue screen CD-ROM access error might be a symptom of one of these problems:

- You may have a dirty or scratched CD.
- You may have removed the CD from the computer while **The Infernal Machine** was running or paused.
- Your CD-ROM drive may be having trouble reading the disc. This is common on some 8X (eight speed) CD-ROM drives.
- Your CD-ROM drive may be getting old or worn.
- Your CD-ROM may not be properly installed in Windows.

First, check your CD for any dirt, fingerprints, smudges or scratches. To clean your CD, wipe it gently with a soft cloth, moving in smooth strokes from the center hub to the outer edge of the CD. If your CD looks fine, replace it in the drive and see if you have this problem again. If the problem persists, try testing the drive with a different CD.

## Trouble Accessing Files

If you are having trouble accessing or using files on the CD-ROM or Hard Drive, your drives may be running in MS-DOS Compatibility Mode. To check this:



- Open the **System Properties** Window.
- Click on **Performance**.
- Look at **File System**:

It should say 32-bit. If this field states that any of your drives are using MS-DOS Compatibility Mode, your drives are not configured properly to run under Windows 95/98. This mode will greatly decrease the performance of your computer, and may not allow you to access programs that are written for 32-bit file access only.

This may be caused by:

- IDE or SCSI interfaces that are not properly set up under Windows.
- Inappropriate drivers for IDE or SCSI hardware.
- Proprietary CD-ROM drives.
- Computers that do not support LBA (Logical Block Addressing) modes except through software, such as Dynamic Drive Overlay, which allows the computer to see the whole capacity of large hard drives.
- Software Viruses, such as the MYB or CMOS A virus.

If you are experiencing this problem, please contact your computer manufacturer or a computer technician for assistance in correcting this problem before attempting to install the game.

## Setting Up Your Game Controller

To play **The Infernal Machine** with a joystick or gamepad, you must have your joystick properly installed and calibrated. To insure that your game controller is properly configured:

- Check your game controller to assure that it is firmly connected to the USB or game port on your computer.
- Make sure that you uninstall any software that was installed previously for a game controller that has been removed from your system.
- Make sure that you have all of the software installed and configured for your game controller.
- Make sure that your controller is properly configured and calibrated in the Windows **Joystick or Game Controllers** control panel before starting the game.
- After the opening cutscene, when Indy is in the Canyonlands, press **ESC** or **I** to access the [Interface Menu](#). Scroll to the **Options Menu** select **Control Options** and select **Enable Gamepad/Joystick**.

## Configuring Game Controllers

Each game controller will feature various default functions when used with the game. The functions may differ slightly, based on the type of controller being used. Your controller needs to be 100% Windows compatible to be fully functional in **The Infernal Machine**. To view the default functions for your game controller, consult the **Settings** menu. To access this menu:

- Start **The Infernal Machine**.
- Press **ESC** or **I** to access the [Interface Menu](#). Scroll to the **Options Menu** and select **Control Options**. From here you can reassign keyboard functions or reset the buttons on your controller.

## Game Controller Calibration

If you experience any problems when using a joystick or gamepad in **The Infernal Machine**, you should make sure that your game controller is properly calibrated. You will need to exit **The Infernal Machine** to calibrate your game controller. You will not be able to calibrate it once you are in the game.

## CH Gamestick 14, CH Gamestick 3D, Mad Catz Panther DX

If you are using one of these controllers, you may experience problems when mappings functions to buttons. The last button pressed may hold onto the information from the last button that was assigned, making it difficult to configure, or the twist axis may interfere. Please check the [website](#) for the manufacturer of your controller to see if there is more information available.

## Microsoft Precision Pro

When using the Microsoft Precision Pro joystick with it attached to the sound card's game port, there will be a total of ten buttons shown in the Game Controllers Control Panel, but button 9 does not really exist. When the stick is attached to the USB port, there will be a total of 9 buttons, but button 9 may not work with some system configurations. This affects the Jones3D keyset for this stick, which was configured for the game port settings.

### **Multiple Game Controllers**

If you have more than one game controllers installed on your system, such as USB devices, you will have to select your preferred controller before starting the game.

**Analog Joysticks**

If your analog joystick is not recognized in the game or has poor performance, you may have previously installed the software that ships with Microsoft digital joysticks and gamepads. Uninstalling this software and reinstalling the analog joystick in your Windows 95/98 Game Controller Control Panel should correct this problem.

**Pausing the Game**

You may be unable to pause the game if your joystick is enabled and out of calibration. If you are not using a game controller, we recommend that you disable the feature in the options menu. If you are using your joystick, you will want to exit out of the game and recalibrate your stick.

### **Unplugging Your Game Controller**

If you are using a game controller and it becomes unplugged from your computer while you are playing **The Infernal Machine**, you may encounter slow downs in the game and Indy may move erratically, such as walking in circles.



## **Compact Keyboards**

Users of compact keyboards, such as those found on laptop systems or those used for ergonomic reasons, may experience some problems using the default set of keyboard commands.

### **Keyboard Limitations**

Some keyboards may have limitations in the game. You may be unable to use multiple keys simultaneously. If you are pressing two keys at the same time, only one key will register the action that you chose.

### **Logitech Cordless Desktop Keyboard**

If you are using a Logitech Cordless Desktop keyboard, you may find that Indy gets stuck moving in a particular direction and won't stop. If this happens, pressing the directional key that Indy is moving, should cause him to stop. Please check with Logitech for more information.

### **Windows Key**

On some types of keyboards, the Windows key will be enabled in the game. Because of the location of this key on the keyboard, it is very easy to press this key when playing the game. If this occurs, just task back into the game.

### **Unable to Jump When Running in Left Handed Circles**

If you configure ALT as the jump key in the game instead of the X key, which is the default, you may be unable to jump while running in left handed circles with some keyboards. If this occurs, you may want to change the key that you have assigned to jump.

### **What Should I Do if Indy Gets Stuck?**

If Indy gets stuck when you are playing **The Infernal Machine**, press F10 and type FIXME to correct this.

### **Kensington MouseWorks 5.02 Software**

The default setting in the utility software for the Kensington Expert Mouse or MouseWorks Trackball is set to bring up a pop-up menu when clicking both mouse buttons at the same time. This pop-up menu causes **The Infernal Machine** to minimize during gameplay. You can disable this feature by changing the two lower buttons from “**Pop-up Menu**” to “**Click**” in the Kensington MouseWorks 5.02 utility.

## Websites

3Dfx Interactive	<a href="http://www.3dfx.com">www.3dfx.com</a>
Acer	<a href="http://www.acer.com">www.acer.com</a>
Alliance Semiconductor	<a href="http://www.alsc.com">www.alsc.com</a>
Asus	<a href="http://www.asus.com">www.asus.com</a>
ATI Technologies	<a href="http://www.atitech.com">www.atitech.com</a>
Aureal Semiconductor	<a href="http://www.a3d.com">www.a3d.com</a>
Aztech Labs	<a href="http://www.aztechca.com">www.aztechca.com</a>
	<a href="http://www.aztech.com.sg">www.aztech.com.sg</a>
Canopus	<a href="http://www.canopuscorp.com">www.canopuscorp.com</a>
Cirrus Logic	<a href="http://www.cirrus.com">www.cirrus.com</a>
Compaq	<a href="http://www.compaq.com">www.compaq.com</a>
Creative Labs	<a href="http://www.creativelabs.com">www.creativelabs.com</a>
Crystal Semiconductor	<a href="http://www.crystal.com">www.crystal.com</a>
DELL Computer	<a href="http://www.dell.com">www.dell.com</a>
Diamond Multimedia	<a href="http://www.diamondmm.com">www.diamondmm.com</a>
Elsa	<a href="http://www.elsa.com">www.elsa.com</a>
Ensoniq	<a href="http://www.ensoniq.com">www.ensoniq.com</a>
ESS Technologies	<a href="http://www.esstech.com">www.esstech.com</a>
Gateway 2000	<a href="http://www.gateway2000.com">www.gateway2000.com</a>
Guillemot	<a href="http://www.guillemot.com">www.guillemot.com</a>
Hercules	<a href="http://www.hercules.com">www.hercules.com</a>
Hewlett Packard	<a href="http://www.hp.com">www.hp.com</a>
IBM	<a href="http://www.ibm.com">www.ibm.com</a>
Intel	<a href="http://www.intel.com">www.intel.com</a>
Intergraph	<a href="http://www.intergraph.com">www.intergraph.com</a>
Jaton	<a href="http://www.jaton.com">www.jaton.com</a>
LucasArts Entertainment Co. LLC	<a href="http://www.lucasarts.com">www.lucasarts.com</a>
LucasArts Support	<a href="http://support.lucasarts.com">support.lucasarts.com</a>
Matrox	<a href="http://www.matrox.com">www.matrox.com</a>
Media Vision	<a href="http://www.svtus.com">www.svtus.com</a>
MediaSonic	<a href="http://www.mediasonic.com">www.mediasonic.com</a>
Microsoft	<a href="http://www.microsoft.com">www.microsoft.com</a>
Microsoft Sidewinder	<a href="http://www.microsoft.com/sidewinder/">www.microsoft.com/sidewinder/</a>
Number Nine	<a href="http://www.nine.com">www.nine.com</a>
Oak Technology	<a href="http://www.oaktech.com">www.oaktech.com</a>
OPTi	<a href="http://www.opti.com">www.opti.com</a>
Orchid	<a href="http://www.orchid.com">www.orchid.com</a>
Packard Bell	<a href="http://www.packardbell.com">www.packardbell.com</a>
Real 3D	<a href="http://www.real3d.com">www.real3d.com</a>
Rendition	<a href="http://www.rendition.com">www.rendition.com</a>
Silicon Integrated Systems (SiS)	<a href="http://www.sis.com.tw">www.sis.com.tw</a>
STB Systems	<a href="http://www.stb.com">www.stb.com</a>
Trident	<a href="http://www.tridentmicro.com">www.tridentmicro.com</a>
Turtle Beach	<a href="http://www.tbeach.com">www.tbeach.com</a>
Yamaha	<a href="http://www.yamaha.com">www.yamaha.com</a>

