

Microsoft Close Combat III: The Russian Front Trial Version

Windows 95 and Windows 98

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This document contains important information for installing and using Microsoft Close Combat III: The Russian Front Trial Version.

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A. What's in the Trial Version

It's summer 1943 and you're right in the middle of Germany's Eastern Front offensive - code-named Operation Citadel. What's at stake? Only the greatest tank battle in World War II history.

The Battle of Kursk in western Russia historically involved as many as 6,000 tanks, 4,000 aircraft, and 2 million fighting men. This time around, it all boils down to you.

The Close Combat III Trial Version puts you in charge of either the German or Russian forces in one pivotal battle of Kursk entitled Prelude to Citadel.

The maze of buildings scattered along an east/west stretch of paved roadway will be your playground. Shock Troops, Assault Engineers, T-34s, Tiger Tanks, Rocket launching half-tracks and 120mm mortars will be your toys. Looks like it's time to find out just what it takes to lead men into battle, and survive.

The trial version also includes a boot camp tutorial and full multiplayer support on the MSN Gaming Zone.

Download the Close Combat III trial version today - The Battle of Kursk awaits!

B. Installation Notes

Recommended for Windows 95 or Windows 98

To run Close Combat III Trial Version on Windows 95 or Windows 98, you need:

- Microsoft Windows 95 or Windows 98 operating system.
- Personal computer with a Pentium 133 or higher processor.
- 32 megabytes (MB) of RAM.
- At least 120 MB of available hard disk space and a swap file of at least 10 MB (20 MB or more is recommended).
- Video card that supports 800 x 600 resolution or higher and 16-bit color.
- Sound card (recommended but not required).
- Microsoft Mouse or compatible pointing device.
- Headphones or speakers (recommended).
- 28.8 modem for head-to-head play.
- DirectX 6 installed

To install DirectX 6

- Download DirectX 6 from <http://www.microsoft.com/directx>.
- Run the executable and follow the install instructions.

C. Setup Troubleshooting

Before installing Close Combat III Trial Version, verify that you have the following minimum system requirements:

- At least a Pentium 133.
- Microsoft Windows 95 or Windows 98.
- 32 MB of RAM. To verify how much RAM your computer has:
 1. On the Windows desktop, right-click the **My Computer** icon, and then click **Properties**.
 2. Click the **General** or **Performance** tab to see the amount of RAM on your computer.

If Close Combat III does not run properly once it is installed, try reinstalling:

1. Using the Add/Remove Programs icon in your Control Panel, remove the Close Combat III Trial Version.
2. Reboot the computer
3. Disable any virus checking software, if possible.
4. Run Close Combat III Trial Version setup.

Installing and playing Close Combat III from a remote location (such as a network drive) is not supported.

If you have Adobe Type Manager installed on your computer, you may experience problems installing Close Combat III. If you experience problems, complete the following steps:

1. Start **Adobe Type Manager**.
2. Click the **Settings** tab.
3. Click the **Advanced** button.
4. Turn off the **Smooth Font Edges on Screen** option.

D. Windows NT and Windows 2000

It is recommended that you not try playing Close Combat III on any version of Window NT 4.0 because Windows NT 4.0 does not currently support DirectX 6.0.

You can play Close Combat III using any beta version of Windows 2000 because Windows 2000 does support DirectX 6.0. The game was tested on every beta version of Windows 2000 available at shipping time; however, Microsoft Product Support Services will not be able to help you resolve any problems you encounter.

E. Audio Problems

If you experience audio problems, the source could be your sound card on your system. Use the following list of troubleshooting suggestions if Close Combat III does not play sound properly:

- Be sure your speakers are plugged in and turned on.
- Be sure you are using the latest sound driver available. To obtain the latest sound driver, contact your sound card manufacturer.
- Be sure that your system's volume control is not muted and is turned up.
- Verify that your system can play .wav files:
 1. Click the **Start** button, point to **Settings**, and then click **Control Panel**.
 2. Double-click the **Sounds** icon.
 3. Try to play a .wav file.
- If your system cannot play a .wav file:
 1. On the Windows desktop, right-click the **My Computer** icon, and then click **Properties**.
 2. Click the **Device Manager** tab, and make sure the **View devices by type** button is selected.
 3. Click **Sound, video and game controllers**, and look for your sound card. If you don't have a sound card, contact your equipment dealer to obtain one.
- If your system can play a .wav file:
 1. Start Close Combat III.
 2. Click **Options** or press F8 to open the Options dialog box.
 3. Click the **General** tab.
 4. Make sure the **Enable Sound** check box is selected. You can also turn sound on and off by pressing **CTRL+S**.

If you have the following sound hardware, you may notice "pops" at the beginning and end of the in-game videos.

Name: Creative ES1370 Direct Sound Driver
Manufacturer: Creative Labs
Driver: EAPCI.VXD
Version: 4.5.0.1205

You do not need a sound card to play Close Combat III. If you do not have a sound card, click **Do not display this message again** button in the **Direct Sound Not Available** dialog box that appears the first time you start Close Combat III. Then double-click the Microsoft Close Combat III icon on the Start bar to display the game's main screen.

F. DirectX Problems

Audio or Video Problems

If you are experiencing sound or video problems using DirectX 6.0, connect to the DirectX web site for the latest troubleshooting information:

1. Connect to <http://support.microsoft.com/support/directx>.
2. Click **Having Problems With DirectX**.

Video Problems

If you set your virtual desktop's resolution smaller than The Russian Front's resolution, the game screen will default to the virtual desktop's resolution. For example, if you set the virtual desktop at 640x480 and set The Russian Front at 1024x768, the game's screens will be truncated to fit into the 640x480 resolution.

If you have Graphics Blaster Exxtreme (manufactured by Creative Labs) video hardware, and are using Windows 98, you should check with the manufacturer for the latest driver. Installing the latest driver may help resolve video problems you may encounter with the above video hardware.

If you have the Graphics Blaster Exxtreme and change The Russian Front's resolution, you may encounter an error message when you restart the game. You should be able to close the error message and continue playing.

If you have Graphics Blaster Exxtreme video hardware, and set the game resolution to 1600x1200, the screen may go black and fail to respond. Complete the following steps to correct the problem.

1. Press **ALT+Tab** to exit Close Combat III.
2. Hold down **CTRL** and double-click the Close Combat III desktop icon to display the **Close Combat Options** dialog box.
3. You can also display the **Options** dialog box by opening directory/folder in which the games .exe file is stored, and holding CTRL while double-clicking the **CC3trial.exe** file.
4. In the **Options** dialog box, click the **General** tab, and then use a lower screen resolution.
5. Restart Close Combat III.

If you have the following video hardware and set the game resolution above 1024x768, the game screen may be larger than the desktop, causing part of the game screen to be "off the screen." To avoid this problem, keep the resolution at 1024x768 or below.

Name: STB Nitro 3D, with STB Vision 95
Manufacturer: STB Systems, Inc. (OEM)
Driver: stbnt3d.dll
Version: 4.3.0.2121
Date: 6/09/1997

If you have any of the following video hardware, you may experience problems playing The Russian Front. Check with the hardware manufacturer for the latest video drivers, which in many cases will resolve the problem. If loading the latest drivers does not resolve your video problems, try using a lower resolution setting (this may be especially true with older monitors).

Name: AccelStar II 3D Accelerator
Manufacturer: AccelGraphics Incorporated
Driver: gldd32.dll
Version: 4.10.1.4601
Date: 9/26/1997

- Some video drivers that are incompatible with DirectX may boot to Safe Mode. The first time your computer boots to Safe Mode, shut down your computer completely and then turn it back on. This frequently fixes the problem.
- If your system goes into Safe Mode again:
 1. Reinstall DirectX 6
- If your system goes into Safe Mode a third time, try replacing/updating your video and sound drivers. Outdated drivers are often the cause of DirectX problems.
- After you have started Close Combat III, if you go to the **Close Combat Options** dialog box and, under **Screen Resolution**, choose a resolution that is not supported by your monitor, you receive an error message telling you to exit and restart the game. You may not be able to see the error message because your video display is distorted.
To exit the game:
 1. Press **ALT+F4**.
 2. Press **Enter**.-or-
 1. Press **ALT+TAB**.
 2. Right-click **Close Combat III** on the taskbar.
 3. On the menu, click **Close**.

To restart the game with the **Close Combat Options** dialog box present:

1. Hold down **CTRL** while double-clicking the game icon on your desktop.

-or-

Open the folder/directory in which the Close Combat .exe file resides, and hold down **CTRL** while double-clicking the **CC3trial.Exe** file.

2. In the **Close Combat Options** dialog box, select a resolution supported by your monitor under **Screen Resolution**.

Note: The options dialog box may be behind the application you used to open the dialog box.

G. Hardware and System Compatibility: Performance Issues

Users of slower machines may experience a delay in gameplay when Close Combat III is loading game data. Please do not restart your computer if this occurs.

If you have any of the following video hardware, you may experience problems playing Close Combat III. Check with the hardware manufacturer for the latest video drivers, which in many cases will resolve the problem. If loading the latest drivers does not resolve your video problems, try using a lower resolution setting (this may be especially true with older monitors) or increasing the game speed.

Name: AccelStar II 3D Accelerator
Manufacturer: AccelGraphics Incorporated
Driver: gldd32.dll
Version: 4.10.1.4601
Date: 9/26/1997

Name: Intergraph Intense 3D 100
Manufacturer: Intergraph
Driver: REND32.DLL
Version: 4.3.0.2030
Date: 8/24/1996

Name: Graphics Blaster 3D
Manufacturer: Creative Labs
Driver: MA33XDD.DLL
Version: 4.0.300.2101
Date: 3/21/1997

Name: STB Velocity 128 (TV Support)
OEM: STB Systems, Inc. (OEM)
Driver: STBV128D.DLL
Version: 4.10.1.116
Date: 9/23/1997 1:39p

Name: AccelStar II 3D Accelerator
Manufacturer: AccelGraphics Incorporated
Driver: gldd32.dll
Version: 4.10.1.4601
Date: 9/26/1997

If you are using Windows 95 and try playing Close Combat III at a resolution of 1280x1024, you may experience problems if you have the following video hardware. Set the resolution to 1280x768 or 800x600.

Name: Starfighter-AGP Release 0259
OEM: Real 3D Incorporated
Driver: R3Dd32M.dll
Version: 4.10.1.259

Date: 6/16/1998

If you have the following video hardware, both the desktop and game must have the same resolution setting or you will be unable to exit Close Combat III without rebooting your computer.

Name: Stingray 128/3D Series (v 1.17.2059)
OEM: Hercules Computer Technology
Driver: vg96dd32.dll
Version: 4.10.1.2059
Date: 9/21/1997

If you have a Matrox G-100 video card, you'll need to update your video driver. You can't update the driver by using the setup.exe which is extracted by the driver self-extracting utility. Consequently, you'll need to use the procedure below to update the driver.

1. Extract the driver and save it to a directory/folder.
2. Click **Start**, click **Settings**, and then click **Control Panel**.
3. Double-click **Display**, click the **Settings** tab, and then click the **Advanced Properties** button.
4. Click the **Adapter** tab, click the **Change** button, click the **Show all devices** button, and then click **Have Disk**.
5. Point to the directory/folder into which you extracted the driver and finish the installation.

H. Head-to-Head Play

If you are using Windows 95 and Internet Explorer 4.0, have **Connect to the Internet using a modem** checked in Explorer's Internet Options dialog box, and click **Multiplayer**, the Close Combat III screen will go black. To continue head-to-head play, exit the game, connect to the Internet using your service provider, then restart Close Combat III. You can play single-player games with **Connect to the Internet using a modem** checked in the dialog box.

If you are using Windows 98 and Internet Explorer 4.0, and have **Connect to the Internet using a modem** checked in Explorer's Internet Options dialog box, you will be unable to connect to a TCP/IP local area network (LAN) game. On the Connections tab in Internet Explorer's Properties dialog box, check **Connect to the Internet using a local area network**, then try to connect to a TCP/IP LAN game.

If you use the MSN Gaming Zone to play a head-to-head game, make sure you allow the Zone to launch Close Combat III.

If the host and client player initiate a game via the Zone or an ISP connection, but leave the game at the Multiplayer screen for at least 30 minutes, the host's game crashes to the desktop. When starting a multi-player game using a serial connection, the host and client player must click **OK** in the **Serial Connection** dialog box within five seconds of each other or the game will not appear on the client's computer. Once you've played a game using a serial connection and want to play more, it is possible for the client player to click **Refresh** to join the host's game. However, each time one of the players reboots his or her machine, both the host and client must click **OK** within five seconds of each other.

I. Tips, Information, and Corrections

Tips

- For more information on **Close Combat III: The Russian Front**, visit our Web site at <http://www.microsoft.com/Games/closecombat>.
- If you would like to play against opponents over the Internet, check out the MSN Gaming Zone at <http://www.zone.com>.

Information

- Some Options have been disabled in the Trial Version in order to save download times. These Options will be grayed out in the Options dialog.

- The Scenario Editor and History screen are not available in the Trial Version.
- During head-to-head play, the host sets the game speed.
- The numeric keypad does not work during chat. You will need to use the number keys at the top of your keyboard.
- Sometimes during gameplay, soldiers under a **Defend** order may shoot at enemies you cannot see on the game screen. You learn about enemy soldiers through observation. Initially, you may only see a red dot on your map monitor representing enemy troops. You won't be able to see the actual enemy soldiers, but you will be able to see muzzle flashes if they fire at you. When you have had the enemy in your sights for some time, you will be able to get summary information on the enemy by moving the mouse pointer over the enemy team.
- Every team in the Force Pool has its morale and experience listed; however, the team's morale and experience may drop when they reach the battlefield if the team has never been in battle. When you add teams to your Active Roster, their morale and experience levels are replaced with a question mark (?). You won't know the team's real levels until the battle starts. During operation or campaign play, once a team fights (and survives) a battle, its real morale and experience levels are displayed both in the Force Pool and Active Roster.
- When you issue any kind of move order to a unit, that unit will attempt to deploy behind protective terrain in the direction of the move. For example, if you give a movement order to the north, the soldiers in that unit will look for cover to use against enemy soldiers to the north of them.
- When you issue a Fire order to a target out of the line of sight (red fire line), the order may be obeyed if the unit can move closer to the target and get in line of sight there. If still out of the line of sight, the order will be canceled, but this may result in unanticipated movement by your troops. It is generally best to only give direct fire orders to those targets you can see.
- If you issue a Fire order to a team that has broken or panicked, you may be able to place a target dot on a team that the broken or panicked team cannot see.
- If you are playing a timed game, the timer will pause intermittently during game play. The game does not take into account system events that can cause small delays. Some actions you make during the game (scrolling, zooming in and out) may cause short pauses in the timer's countdown.
- During a multiplayer game if the client presses ESC and Enter the game may crash the client to the desktop.
- If you are playing as the Germans and have a halftrack armed with Wurframen, be aware that it takes the crew 30 minutes to reload after firing its first salvo of 6 rockets.
- If you have **Show pointer trails** checked in the **Mouse Properties** dialog box (accessed using Control Panel), you will experience visual anomalies on your Close Combat III screens. Make sure you clear this check box before playing.
- If you have your computer set to display customized large fonts (greater than 125% of normal size), you may have difficulty navigating the **Options** and **Settings** dialog boxes. To correct this problem, switch to large fonts or small fonts. To change the Windows font size:
 1. Start **Control Panel**.
 2. Double-click **Display**, click the **Settings** tab, and then click the **Advanced** button.
 3. In the **Font Size** list box, click **Large Fonts** or **Small Fonts**. You'll have to restart your computer before the new fonts take effect.

Difficulty Settings

The following table shows the bonus/penalty associated with each difficulty setting.

	Recruit		Veteran		Hero
Computer	- 1/7	Even	1/7	2/7	3/7
Player	1/7	Even	- 1/7	- 2/7	- 3/7
Client	- 2/7	- 1/7	Even	1/7	2/7
Host	2/7	1/7	Even	- 1/7	- 2/7

J. Input Controls for Trial Version

Use the following keys or key combinations to interact with the game:

Z - Move

X - Move Fast

C - Sneak

V - Fire

B - Smoke

N - Defend

M - Ambush

Space Bar - Show each command radius.

CTRL+Number Key - Save group to a number key.

Right Click - Cancel an order line without placing an order dot.

F3 or Pause - Pauses the game.

F5 - Toggles Team Monitor on/off (not applicable in Overview map mode)

F6 - Toggles Inset Map on/off

F7 - Toggles Soldier Monitor on/off

F8 - Open Options dialog box at any time.

ESC - Exit current battle without saving.

CTRL+T - Turn trees on/off.

CTRL+K - Turn on/off Killed/Incapacitated soldiers.

CTRL+S - Turn sound on/off

**Thank you for choosing Microsoft Close Combat III: The Russian Front Trial Version.
Visit your local retailer for the full version of the game.**