

Conquest: Frontier Wars Readme File

July 2001

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Welcome to Conquest: Frontier Wars™!

Thank you for purchasing Conquest: Frontier Wars. This Readme file contains the most recent information concerning Conquest: Frontier Wars.

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A. SYSTEM REQUIREMENTS

To play Conquest: Frontier Wars, you need the following:

- Multimedia personal computer with a Pentium II 350 MHz or higher processor or a K6-3 400 MHz or higher processor.
- Microsoft Windows® 95, Windows 98, Windows Me, or Windows 2000 operating system with DirectX® 7.0a or later API; DirectX Media for Windows 95.
- 64 MB of RAM.
- 350 MB of hard disk space; additional 100 MB of hard disk space for swap file.
- Super VGA monitor that supports 640-x-480 or higher resolution.
- PCI or AGP bus video card that supports at least 640-x-480 16-bit color resolution, 3D acceleration, and 8 MB of video memory.
- 4X CD-ROM drive.
- Microsoft Mouse or compatible pointing device.
- Microsoft DirectSound® 7.0 API-compatible sound card with speakers or headphones for audio.
- Graphics accelerator card compatible with Direct3D® API recommended.

For multiplayer play, you also need the following:

- For Internet play, Internet access. Note: Local and long-distance telephone toll charges may apply.
- 56-Kbps modem or local area network with TCP/IP or IPX protocol required for connection to other systems.
- To play on the Ubisoft.com gaming zone, you need to have one of the following web browsers: Microsoft Internet Explorer 4.0 or later or Netscape Communicator 4.0 or later.

B. INSTALLATION AND SETUP TROUBLESHOOTING

If your computer does not automatically install Conquest: Frontier Wars after the compact disc has been inserted into the CD-ROM drive, perform the following procedure:

1. Click **Start**, and then click **Run**.
2. Type **x:\setup**, where x is the letter of your CD-ROM drive. For example, if your CD-ROM drive letter is D, type **d:\setup**.
3. Click **Install**, and then follow the instructions that appear on the screen.

C. ADDITIONAL GAMEPLAY INFORMATION

- **Queued commands:** You can queue multiple commands for ships by holding down the SHIFT key. For example, to order a Fabricator to build a Refinery and a Supply Platform, select the Fabricator, hold down SHIFT, click the **Refinery** button in the Fabricator's context window, click available slots on a planet, click the **Supply Platform** button, click available slots on a planet, and then release SHIFT. To order a ship or group to attack multiple targets, for example, select the ship or group, hold down SHIFT, right-click each target you want to attack, and then release SHIFT.
- **Game speed:** When game speed is increased in the Options screen, not only is the game faster, but the computer AI is also affected, thus increasing game difficulty.
- **Admiral access to special weapons:** If a fleet and ships that are not members of that fleet are selected as one group, the admiral of the fleet will also have access to the available special weapon of each ship that is not a member of the fleet. The ships that are not members of the fleet, however, will not receive any admiral bonuses that apply to the fleet.
- **Screenshots:** You can take screenshots during your game by pressing the F12 key. The screenshot is saved as a bitmap in the Conquest Frontier Wars folder: Dump01.bmp, Dump02.bmp, and so on. When you uninstall Conquest: Frontier Wars, the screenshots will not be automatically deleted and you must do so manually.
- **Resupply Fleet:** The fleet will immediately go to the nearest Supply or Repair Platform.
- **Celareon Portal: The forger does not sacrifice itself upon completion of the Portal. The Portal itself is destroyed when it's life is ended.**

D. GAMEPLAY TROUBLESHOOTING

- **Working construction ships not affected by Repulsor Wave:** When the Mantis Tiamat uses its special ability-the Repulsor Wave-construction ships (Fabricators, Weavers, and Forgers) that are actively building a platform are not affected by the wave and construction is not interrupted. If they are not actively building a platform, they are affected in the same way as all other ships.

E. MULTIPLAYER TROUBLESHOOTING

- **Internet Explorer 3.02 or later required for playing on Ubisoft.com Zone:** To play Conquest: Frontier Wars on the Zone, you must have Internet Explorer 3.02 or later. You can download and install the latest version of Internet Explorer at <http://www.microsoft.com/windows/ie/>.

F. VIDEO TROUBLESHOOTING

If your computer has any problem running videos in the game and you have the latest drivers installed for your video card, you may disable videos by adding one of the following command line parameters to your

Conquest: Frontier Wars shortcut:

/skipmovies - Skips all videos.

/skipintro - Skip the two introductory videos.

1. Right-click the **Conquest: Frontier Wars** shortcut, click **Properties**, and then click **Shortcut**.
2. In the **Target** text box, type a space and then the parameter after the existing command line text. For example, if you want to skip all videos the command line should read as follows (if you installed Conquest: Frontier Wars to the default installation location):
C:\Program Files\Fever Pitch Studios\Conquest Frontier Wars\Conquest.exe /skipmovies

G. AUDIO TROUBLESHOOTING

If you do not have a sound card or Conquest: Frontier Wars is unable to detect your sound card, you can still play the game by editing the Conquest.ini file to disable all audio in the game. Audio is necessary to play the campaign missions. Without an audio queue you may miss some instructions.

1. Open Windows Explorer, find the **Conquest Frontier Wars** folder, and then double-click it. The default installation location is C:\Program Files\Fever Pitch Studios\Conquest Frontier Wars.
2. In the Conquest Frontier Wars folder, double-click **Conquest.ini**. The file will open in Notepad.
3. In the Conquest.ini file, locate, select, and then delete the following line:
Sound = {00000000-0000-0000-000000000000} ; use primary device
4. Click **Save** on the File menu, and then close the file.

NOTE: If you change any other settings in Conquest.ini, the game may not run properly or may not run at all. If you have problems after editing this file, reinstall Conquest: Frontier Wars.

H. CONFIGURATION TROUBLESHOOTING

Known hardware and operating system configuration issues are listed in this section. For issues with specific 3D cards, see "F. 3D Card Issues."

- **Asus P3V4X motherboard running Windows Me:** With this configuration, the game may hang. To resolve, download and install the VIA 4-in-1, version 4.24, chipset driver (<http://www.asus.com.tw/>).
- **3D graphics cards and operating system:** Some graphics cards must

I. 3D CARD TROUBLESHOOTING

Conquest: Frontier Wars only fully supports DirectX® 7-compliant video cards. It is good practice to always install the latest certified drivers for all of your hardware. The machine's operating system must support the 3D card as a 3D card, not 2D.

- **ATI Rage Cards:** The Windows taskbar and mouse cursor may be visible. To resolve, download and install the latest video drivers (<http://www.ati.com/>). Also, ships may appear black on screen. The ATI 128 Rage chipset can only run Conquest at 640x480 16bit, any higher resolution will not work properly.
- **Diamond Monster 3D II (Voodoo 2):** Pressing ALT+F4 may hang the game. To resolve, download and install the latest video drivers (<http://www.diamondmm.com/>).
- **ELSA ERAZOR X:** While a mission loads, the loading screen may flash and appear black. After that mission has loaded and begun, all graphics and video are normal.

- **ELSA Gladiac x:** Some Gladiac cards are shipped without D3D drivers, if that is the case, please download the latest NVIDIA reference drivers to solve this problem.
- **Hercules 3D Prophet:** Graphics may appear corrupted with the retail drivers. To resolve, download and install the latest video drivers (<http://www.hercules.com/>).
- **Hercules Terminator Beast:** The resource bar, at the top of the main screen, may appear corrupted. To resolve, download and install the latest video drivers (<http://www.hercules.com/>).
- **Intel 810 chipset:** In 640-x-480 through 1074-x-768 resolutions, in both 16-bit and 32-bit color, building textures may appear corrupted. To resolve, turn off Detail Textures in the Options screen (click **Options** on the main menu or press F9 during gameplay, select the **Graphics** tab, and then deselect **Detail Textures**).
- **Matrox Marvel G400:** When pointing the mouse cursor over a Headquarters and planet at the same time, the screen may appear corrupted. To resolve, download and install the latest video drivers (<http://www.matrox.com/>).
- **Matrox Millennium II Powerdesk:** Objects in the game (such as ships, platforms, and planets) may not appear on the main screen. The borders of the fog of war may appear corrupted. To resolve, download and install the latest reference drivers (<http://www.matrox.com/>).
- **Matrox Millennium G200:** Graphics may appear corrupted. To resolve, download and install the latest video drivers (<http://www.matrox.com/>).
- **NVIDIA GeForce series chipsets:** The borders of fog of war and discovery may appear corrupted in the main screen and may disappear entirely from the system map while centered in the main screen. The progress bar on the loading screen may flash continuously. To resolve, download and install the latest drivers (<http://www.nvidia.com/>).
- **NVIDIA GeForce 256:** Text in the game may be discolored, fuzzy, or otherwise corrupted. To resolve, change your resolution to 640x480x16 in the Options screen (click **Options** on the main menu or press F9 during gameplay, select the **Graphics** tab, and then select **640x480x16** in the **Resolution** box).
- **NVIDIA RIVA 128 chipset with 8 MB card:** Background textures may appear corrupted or blurry when zooming in the main screen. To resolve, avoid zooming in and out.
- **NVIDIA RIVA TNT 2:** Users may experience flashing pixels on ships and platforms during the game. To correct this problem update to the latest drivers located at (<http://www.nvidia.com/>).
- **Quantum3D Obsidian 2:** Nebulae and other objects may have a neon appearance. To resolve, download and install the latest retail drivers (<http://www.quantum3d.com/>).
- **3DFX Voodoo 5 & 6:** Detail textures will have to be manually turned off. If this option is not turned off you will see strange color marks on the ships. This will have no impact on gameplay.

K. 3D CARD DRIVERS AND MANUFACTURERS

Make sure that you have the latest drivers from the manufacturer of your video card. Many video issues will be resolved if you install your video card's latest drivers. Conquest: Frontier Wars may not detect some older video cards properly because their video drivers are not DirectX 7-compliant. Please contact your video card manufacturer for updated drivers or install the latest reference drivers for your video board. Note that many reference drivers are not supported by the chipset manufacturer. Listed below are some common video card manufacturers' Web sites. Conquest: Frontier Wars may not support some or all of the cards produced by a particular manufacturer.

3dfx Interactive - <http://www.3dfx.com/>
3DLabs - <http://www.3dlabs.com/>
AccelGraphics - <http://www.accelgraphics.com/>
Asus - <http://www.asus.com/>
ATI - <http://support.atitech.ca/>
Aztech Labs - <http://www.aztechlabs.com/>
Canopus - <http://www.canopuscorp.com/>
Creative Labs - <http://www.creativelabs.com/>
Diamond Multimedia - <http://www.diamondmm.com/>
Elsa Technology - <http://www.elsa.de/>
Gateway 2000 - <http://www.gw2k.com/>
Guillemot - <http://www.guillemot.com/>
Hercules (see Guillemot) - <http://www.guillemot.com/>
I/O Magic - <http://www.iomagic.com/>
Intergraph (see 3DLabs) - <http://www.3dlabs.com/>
Jaton - <http://www.jaton.com/>
Leadtek - <http://www.leadtek.com/>
Matrox - <http://www.matrox.com/>
Number Nine - <http://www.nine.com/>
NVIDIA - <http://www.nvidia.com/>
Orchid (see Diamond Multimedia) - <http://www.diamondmm.com/>
S3 Incorporated - <http://www.s3.com/>
SiS - <http://www.sis.com.tw/>
Silicon Integrated Systems Corporation (SiS) - <http://www.sis.com.tw/>
STB (see 3dfx Interactive) - <http://www.3dfx.com/>
VIA Technologies - <http://www.viatech.com/>
VideoLogic - <http://www.videologic.com/>