

See HELP folder in the installed directory for complete text!

### Starting the Game

To start Star Trek - Deep Space Nine: The Fallen:

1. Click on the "Start" button at the bottom of the screen.
2. Move the mouse to the "Programs" choice.
3. Move the mouse to the "Deep Space Nine: The Fallen DEMO" choice.
4. Click on the "Play The Fallen Demo" icon.

### Technical Support

Please visit [DS9: The Fallen Home Page](#) for technical problems not covered in this document.

### Troubleshooting

#### Lockups

If Star Trek - Deep Space Nine: The Fallen locks up or crashes when you run it, then a list of "Safe Mode" options will appear the next time you run it. This mode is similar to Windows 95's Safe Mode. It runs with sound, DirectDraw, and 3D hardware support disabled. This way, you can modify your options that may be causing problems, then run the game again.

#### Crashes

If Star Trek - Deep Space Nine: The Fallen stops with a "Ran out of virtual memory" message, you need to free up more hard disk space on your primary drive (C:) in order to play. Star Trek - Deep Space Nine: The Fallen's large levels and rich textures take up a lot of virtual memory. We recommend having 150 megabytes of free hard disk space for running the game, and 300 megabytes or more of free hard disk space for the editor.

#### Direct3D issues

Some video cards ship with drivers which do not support Star Trek - Deep Space Nine: The Fallen properly. If you experience any of the following problems, your Direct3D driver may need updating:

- Crashes when starting up.
- Crashes when changing video resolutions.
- Corrupted textures: garbage pixels appearing on surfaces; unexpected bright flashy colors on the screen; incorrect textures on surfaces.
- Unusually slower performance.

If you have any of these problems, please visit our [DS9 - The Fallen Website](#) on the web.

#### Control issues

Some PC keyboards can't recognize certain combinations of 3 or more simultaneously pressed keys.

#### Performance

#### Memory

Star Trek - Deep Space Nine: The Fallen's performance is highly dependent on the amount of RAM you have in your machine, and the amount of memory that is available. Machines with less memory will access their hard disk more frequently to load data, which causes sporadic pauses in gameplay. Thus, if you have a 64 megabyte (or less) machine, you should make sure that you don't have other unnecessary programs loaded in memory when playing Star Trek - Deep Space Nine: The Fallen.

#### Minimum & Recommended Specs:

##### Required:

- PII-233
- 64MB RAM
- 150MB HD Space
- PCI Local Bus Video Card

##### Recommended:

- PII-400
- 3D Accelerator card
- 128MB RAM

#### Getting Better Deep Space 9: The Fallen Performance

Try decreasing your texture detail levels in the Preferences window. You can also try lowering your screen resolution.