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- This CD has no automatic installation routine. You must read the instructions included in INSTALL.TXT (this document) to properly install and run the new levels, applications, and walkthrus on the CD. If you're familiar with copying and loading levels and walkthrus (demos), you can skip a lot of this material.

[illegible]

Welcome to the DEATHMATCH MANIFESTO BONUS CD!

This free CD contains over 150 of the best multiplayer levels in existence. In addition, you'll find complete video walkthrus for every level in Ultimate DOOM, DOOM II, Duke Nukem 3D: Atomic Edition, and Quake. An added bonus is the inclusion of Mplayer's client/sign-up software for joining the growing world of Mplayer and multiplayer Internet combat.

Sybex is pleased to provide you with over 150 of the best Dukematch and Deathmatch levels available. These new, custom levels for Duke Nukem 3D and Quake, which often took weeks to put together, were designed strictly for multiplayer mayhem.

Appendix C lists all the talented level designers who gave Sybex permission to include their levels in this book. These joes busted ass to create these levels; their hard work and generosity is appreciated. If you like a level, see who built it in Appendix C and drop 'em a line by email. These "level lords" are always looking for new ideas and suggestions. Keep an eye out for more work from these designers.

Also included on this CD are complete walkthrus of every level in Quake, Duke Nukem Atomic edition (Duke Nukem 3D and the Plutonium Pak levels), and walkthrus from DOOM II. Steffen "Duke Addict" Itterheim burnt the candle at both ends for a few weeks to provide these awesome, useful walkthrus. Fire up a walkthru of your favorite Deathmatch level in any of these games, pop a cold one, and watch the show. You'll learn where every weapon is located, where to ambush campers waiting to ambush you, the secrets in every level, and all the best sniper spots.

In case you've got some old DOOM levels lyin' around collecting dust, fire up the WAD2DUKE program on this CD to convert your DOOM levels to Duke 3D levels. WAD2DUKE and DUKEVIEW, both included in the Duke Editor folder, were generously donated by Matt Tagliaferri, author of The Official Duke Nukem 3D Level Design handbook (1996, Sybex Books). If you haven't messed around with Duke 3D levels, be sure to check out the DUKEVIEW program

Another big bonus on this CD is the inclusion of Mplayer's sign-up software. If you're tired of annihilating everyone at the office and are looking for a real challenge, hook up with Mplayer. Chances are they're harborin' some serious gamers looking for suckers like you.

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In the Quake Levels directory:

Over 100 of the best Deathmatch levels made. See the section "Loading Quake Levels" for help copying, loading, and playing the cool levels included on this CD.

In the Duke 3D Levels directory:

Over 60 of the best Dukematch levels by Duke Nukem masters. Check out the instructions in "Loading Duke Nukem 3D levels for information on copying, loading, and playing all the cool .MAPs included on this CD.

In the Duke Design directory:

The Wad2Duke and Dukeview programs from Matt Tagliaferri's best-seller:

The Official Duke Nukem 3D Level Design Handbook .

See the section "Loading WAD2DUKE and DUKEVIEW" for instructions on copying, loading, and using these two programs to convert DOOM levels to Duke 3D levels.

In the Walkthrus directory:

Fast and furious video walkthroughs from Steffen "Duke Addict" Itterheim of EVERY SINGLE level from the following games:

Ultimate DOOM v1.9
DOOM II v1.9
Duke Nukem 3D v1.3D
Duke Nukem 3D: Atomic Edition v1.5
Quake v1.06

Check out the sections "Loading <your favorite game here> walkthrus" for steps on installing these walkthrus.

Loading New Duke Nukem 3D Levels from DOS

NOTE: Some of the levels included on the Bonus CD require additional files to work. These levels are located in their own special subdirectory under D:\DUKE\. Check out the README.TXT file for each of these special levels for instructions on placing the additional files.

1. Place the Plutonium Pak or Atomic Edition CD in the CD ROM drive. If you only have regular Duke Nukem 3D and not the Plutonium Pak or the Atomic Edition, not to worry. These levels will still work. (You don't need to put any CD in the CD-ROM drive because you won't have it).

2. Copy the level or levels you'd like to play to the Duke Nukem 3D directory. This directory is usually C:\DUKE3D on your hard drive.

3. In DOS, move to the DUKE3D directory (or wherever Duke Nukem 3D is located). Usually this is C:\DUKE3D.

4. At the DOS prompt, type:

```
C:\DUKE3D>duke3d map <nameofmap>
```

If you want to play the BODY.MAP, for example, you would type:

```
C:\DUKE3D>duke3d map body
```

Simple!

Loading New Duke Nukem 3D Levels with Duke Setup

NOTE: Some of the levels included on the Bonus CD require additional files to work. These levels are located in their own special subdirectory under D:\DUKE\. Check out the README.TXT file for each of these special levels for instructions on placing the additional files.

To play any of the Duke Nukem 3D levels on this CD using the SETUP program that comes with Duke Nukem 3D (you know, where you set up a network game, adjust sound settings, etc.) follow these steps:

1. Place the Plutonium Pak or Atomic Edition CD in the CD ROM drive. If you only have regular Duke Nukem 3D and not the Plutonium Pak or the Atomic Edition, not to worry. These levels will still work. (You don't need to put any CD in the CD-ROM drive because you won't have it).

2. Copy the level or levels you'd like to play to the Duke Nukem 3D directory. This directory is usually C:\DUKE3D on your hard drive.

3. After you copy the level to the appropriate directory (most likely C:\DUKE3D), go to the DOS prompt if you are in Windows 95 then move to the directory where Duke Nukem resides (usually C:\DUKE3D. If you are in DOS but aren't in the correct directory for the game, type:

```
C:\>cd \duke3d
```

4. In the DUKE3D directory, type:

```
C:\DUKE3D>setup
```

5. When the Main Menu appears, press the down arrow until User Level Selection is highlighted, then press Enter. The User Level Menu appears.

6. Move the down arrow until Select User Level is highlighted, then press Enter. If the error message, "No files matching *.MAP found" appears, you forgot to copy the levels to your computer's hard drive (usually C:\). Go back to step 1 if no maps are found.

7. A list of all the custom levels you copied to your hard drive's C:\DUKE3D directory should appear. Scroll down until you find a level you want to play, then press Enter.

8. The name of the .MAP file will appear in the User Level Menu window. Press Esc, then scroll down to Save and Launch Duke Nukem 3D. Press Enter. The level will load in Duke Nukem 3D and you'll be in!

Loading New Quake Levels

Before you can play any of the Quake levels included on this CD-ROM, you need to create a new directory called MAPS in the id1 directory. Follow these steps if you haven't done this yet.

If you already have the subdirectory C:\QUAKE\ID1\MAPS, skip to the next section to learn how to copy and load Quake .MAPs and .BSPs included on the Bonus CD.

NOTE: Some of the levels included on the Bonus CD require additional files to work. These levels are located in their own special subdirectory under D:\QUAKE\ . Check out the README.TXT file for each of these special levels for instructions on placing the additional files.

1. In DOS, move to the QUAKE\ID1 directory. Usually this will be C:\QUAKE\ID1.

2. At the DOS prompt, type:

```
C:\QUAKE\ID1>md maps
```

Then press Enter. Type DIR and the new directory should be listed.

```
C:\QUAKE\ID1\MAPS
```

Loading Quake .MAP Levels from DOS

To play the MAP levels included on the Bonus CD, you first need to copy them to your hard drive's Quake directory.

NOTE: Some of the levels included on the Bonus CD require additional files to work. These levels are located in their own special subdirectory under D:\QUAKE\ . Check out the README.TXT file for each of these special levels for instructions on placing the additional files.

1. Copy the level you'd like to play by moving to the CD-ROM drive's QUAKE directory and then typing:

```
D:\QUAKE>copy <MAPfilename> c:\quake\id1\maps
```

This assumes you have already created a MAPS directory in C:\QUAKE\ID1.

2. To load the .MAP file you just copied, move to your hard drive's Quake directory then type:

```
C:\QUAKE>quake +map <MAPfilename>
```

For example, if you want to check out the QPIT.MAP level, you would type:

```
C:\QUAKE>quake +map qpit
```

Loading Quake .BSP Levels from the Quake Console

The custom Quake levels included on this CD-ROM also come in the .BSP flavor. These files must also reside in C:\QUAKE\ID1\MAPS. After you have copied a file you'd like to play, you can load and play the .BSP file using the Quake console.

NOTE: Some of the levels included on the Bonus CD require additional files to work. These levels are located in their own special subdirectory under D:\QUAKE\ . Check out the README.TXT file for each of these special levels for instructions on placing the additional files.

1. Copy the level you'd like to play by moving to the CD-ROM drive's QUAKE directory and then typing:

```
D:\QUAKE>copy <BSPfilename> c:\quake\id1\maps
```

This assumes you have already created a MAPS directory in C:\QUAKE\ID1.

2. In Windows 95 File Manager (called the confusing "Explorer"), start Quake by double-clicking on Q95.BAT:

Note that you can also start Quake from a DOS window, but this way prevents you from being able to use Windows 95 TCP/IP to connect to a game on the Internet. (TCP/IP will be grayed out (unavailable) in the Multiplayer, Join a Game menu). :(

3. With Quake running, press the tilde (~) key to bring down the "console," Quake's command prompt.

4. In the console, type:

map <BSPfilename>

For example, if you want to run the WIZLAIR .BSP map located on the CD, simply type at the Quake console:

map wizlair

Quake will look for the map, then load it. Party!

Loading the Deathmatch Bonus CD Walkthrus

This CD includes a treasure trove of walkthrus of every single decent multiplayer Deathmatch and Dukematch game out there, including:

Ultimate DOOM v1.9
DOOM II v1.9
Duke Nukem 3D v1.3
Duke Nukem 3D: Atomic Edition v1.5
Quake v1.06

Steffen "Duke Addict" Itterheim has compiled these walkthrus for you so that you'll see exactly where everything is in each level. The walkthrus show you the standard monster killing techniques and locations, but also provide something much more valuable to the multiplayer online fragmeister: location of weapons.

These walkthrus will come in handy when you're thrown into a Quake, Duke 3D, or DOOM multiplayer fragfest, and you can't remember where your favorite weapon is located (most likely the rocket launcher!). So pop in one of these walkthru videos before you're dropped into a fire fight with only a little pistol.

If you have any problems loading these puppies, contact the Duke Addict directly by dropping him an email. Here's his info:

Steffen "Duke Addict" Itterheim
100606.2141@compuserve.com
Co-sysop of Apogee's Compuserve forum

Loading Duke Nukem 3D v1.3 walkthrus

The following steps only work for the original version of Duke Nukem 3D. If you have the Atomic Edition of Duke Nukem, or

have loaded the Plutonium Pak, check out the instructions in the next section. The instructions in this section are only good for Duke Nukem v1.3 (the original Duke Nukem 3D).

1. Move to the DUKE13 directory on the Deathmatch Manifesto Bonus CD by typing:

```
C:\>d:\walkthrus\duke13
```

2. From this directory, you will need to copy two things to your hard drive's C:\DUKE3D directory (assuming that's where DUKE3D.EXE is stored:

DUKEDEMO.BAT

<DUKE#_##.DMO> (the walkthru you want to see)

<DUKE#_##.TXT> (the text file for the level)

The first number (#) symbol represents the EPISODE; the second number (##) symbol represents the specific LEVEL you want to watch. You only need to copy DUKEDEMO.BAT once to the C:\DUKE3D directory.

To copy a particular level walkthru, such as level 4 in episode 3, type from DOS:

```
D:\WALKTHRUS\DUKE13>copy duke3_04.* c:\duke3d
```

This will copy the .DMO file and the .TXT file to C:\DUKE3D.

3. Move to the DUKE3D directory on your PC's hard drive, then type:

```
C:\DUKE3D>dukedemo <episode> <level>.
```

If you copied the DUKE3_04.DMO file to your hard drive and you want to watch its walkthru, type:

```
C:\DUKE3D>dukedemo 3 04
```

then press enter. (Notice the leading zero.) A small information screen will pop up, then load Duke Nukem 3D and display the demo.

Loading Duke Nukem 3D:Atomic Edition Walkthrus

Duke Nukem 3D: Atomic Edition and Duke Nukem 3D:
Plutonium Pak use a special batch file to load walkthrus. Follow

these steps to load each walkthru.

1. Move to the ATOMIC15 directory on the Deathmatch Manifesto Bonus CD by typing:

```
C:\>d:\walkthrus\atomic15
```

2. From this directory, you will need to copy two things to your hard drive's C:\DUKE3D directory (assuming that's where DUKE3D.EXE is stored:

```
ATOMDEMO.BAT
```

```
<ATOM#_##.DMO> (the walkthru you want to see)
```

The first number (#) symbol represents the EPISODE; the second number (##) symbol represents the specific LEVEL you want to watch. You only need to copy ATOMDEMO.BAT once to the C:\DUKE3D directory.

To copy a particular level walkthru and it's .TXT file, such as level 5 in episode 4, type from DOS:

```
D:\WALKTHRUS\ATOMIC15>copy atom4_05.* c:\duke3d
```

3. Move to the DUKE3D directory on your PC's hard drive, then type:

```
C:\DUKE3D>atomdemo <episode#> <level##>.
```

If you copied the ATOM4_05.DMO file to your hard drive and you want to watch it, type:

```
C:\DUKE3D> atomdemo 4 05
```

Then press enter. (Notice the leading zero.) A small information screen will pop up, then load Duke Nukem 3D: Atomic Edition and display the demo. Get to work!

Installing the Quake Walkthrus

The complete set of Quake Walkthrus are so large (over 50MB!) that a special installation routine had to be written for installing them to your hard drive. This installation routine was created so that only the episodes and levels you want to see can be installed.

The following sections show you how to install specific episode walkthrus and/or the entire set of all four episode's walkthrus.

Installing and Viewing the Entire Set of Quake Walkthrus

1. Make sure the Deathmatch Manifesto Bonus CD-ROM is in the CD-ROM drive.

2. From the DOS prompt, change to the CD-ROM's drive letter (usually D: or E:). If the current DOS prompt shows C:\> for example, just type D: to change to the D:\> drive.

3. Move to the Quake106 directory by typing:

```
D:\>cd "walkthrus\quake106"
```

The directory will change TO D:\WALKTHRUS\QUAKE106>.
The install program is located in this directory.

4. To install all the demos to your hard drive's Quake directory, which is most likely C:\QUAKE, simply type:

```
D:\WALKTHRUS\QUAKE106>install c:\quake\id1 all
```

Install will copy the Quake demo files to a new DEMOS directory -- the demo files will be copied to C:\QUAKE\ID1\DEMOS.

5. To view a particular walkthru, such as level 5 in episode 3, simply move to the Quake directory and type:

```
C:\QUAKE>qdemos 3 5
```

Then press Enter. After a few thousand pages of text covering this and that, Quake will start and load the the walkthru. Fun!

A QDEMOS.CFG file will also be copied to Quake's \ID1 subdirectory. This config file is used to be able to easily play the demos from within Quake by using the F1-F4 keys.

Installing and Viewing a Specific Quake Level Walkthru

If you can't spare 50MB for all the walkthrus, and know exactly

which level you want to examine, you can install only that walkthru to your hard drive's Quake directory. Specify the following at the DOS prompt:

1. From the CD-ROM drive and the Quake106 directory, type:

```
D:\WALKTHRUS\QUAKE106>install c:\quake\id1 <episode#>  
<level#>
```

If you want to install and view only episode 4, level 6 for example,
type:

```
D:\WALKTHRUS\QUAKE106>install c:\quake\id1 4 6
```

2. To view a particular walkthru, such as level 6 from episode 4, simply move to the Quake directory and type:

```
C:\QUAKE>qdemos 4 6
```

Then press Enter. (Notice the leading zero!). After a few thousand pages of text covering this and that, Quake will start and load the the walkthru.

A QDEMOS.CFG file will also be copied to Quake's \ID1 subdirectory. This config file is used to be able to easily play the demos from within Quake by using the F1-F4 keys.

Installing a Quake Walkthru from the Quake Console

1. If you prefer to run the demos manually from within Quake run them from the console by typing:

```
PLAYDEMO DEMOS\QUAKE#_#
```

The number (#) symbols stand for the episode number (1-4) and the level number (1-8). If you want to see the walkthru from episode 4, level 1 type:

```
playdemo demos\quake4_1
```

Note that this only works if the file QUAKE4_1.DEM exists in the QUAKE\ID1\DEMOS directory.

Uninstalling Quake Walkthrus and the Install Program

If you used the Install.bat routine to copy Quake demos to your

hard drive's QUAKE\ID1\DEMOS directory and you want to uninstall the Quake demos and everything else related to the install program, follow these simple steps:

1. Move to the QUAKE directory on your PC's hard drive (usually C:\QUAKE).

2. Type:

```
C:\QUAKE>uninstdm
```

The batch file will erase all the files placed in QUAKE. Simple!

Installing and Using DUKEVIEW. EXE

DUKEVIEW is a small program for viewing Duke Nukem 3D .MAPs. DUKEVIEW was created by Matt Tagliaferri and included in his best-selling book The Official Duke Nukem 3D Level Design Handbook. If you're interested in creating your own Duke 3D levels, check out Tagliaferri's book. It's still considered the Bible for the Build engine and aspiring level designers.

DUKEVIEW is probably the easiest piece of software to use on the Deathmatch Manifesto CD. You don't even need to install it on

your PC's hard drive, unless you plan on using it a lot. Here's how easy it is to view Duke maps with this program:

1. Move to the DUKEVIEW directory on the Bonus CD. Usually this will be on your D: drive, as in:

```
D:\Duke Editor\Dukeview>
```

Now type:

```
D:\Duke Editor\Dukeview>dukeview
```

The program will start and display a blank window.

2. Click on File, Open then find a .MAP file you'd like to view. These .MAP files usually can be found in:

```
C:\DUKE3D>
```

3. Click on Open, then sit back and enjoy the overhead view of the map.

Installing the WAD2DUKE software

WAD2DUKE is an easy to use program for converting cool levels from any of the following games into Duke Nukem 3D levels:

- DOOM
- DOOM II
- Heretic
- Hexen

For more information on WAD2DUKE and it's capabilities, check out Sybex's best-seller The Official Duke Nukem 3D Level Design Handbook, by the master of level makers -- Matt

Tagliaferri.

1. In the WAD2DUKE directory on the Bonus CD, double click on WAD2DUKE.EXE:

```
D:\DUKE EDITOR\WAD2DUKE>wad2duke
```

2. The program will open and prompt you for the location of a WAD file. You can choose any WAD file to start. Once you choose a WAD file, you will be shown the main WAD2DUKE screen. The list box to the left of the screen lists the contents of the current directory. To change directories, click on the button labeled "..." immediately above the list box.
3. The second list box shows all of the current levels located inside the WAD file selected in the first list box.
4. The map at the right of the screen shows the current level selected in the second list box. By selecting different WAD files and different levels within each WAD file, the map will change to show you the current level selected.
5. Above the map is the output directory. You should change this so that it is set to be your main Duke Nukem 3D directory. All of the converted levels will be saved to this directory.
6. Once you have selected the level you want to convert using the list boxes, click the big GO! Button and the conversion will take place. The level will be saved as the file name shown above the map.

Read more about this great utility program and how to enhance the converted DOOM levels with all the neat enhancements found in Duke Nukem 3D by checking out The Official Duke Nukem 3D Level Design Handbook, from Sybex books and Matt Tagliaferri.

Installing the Mplayer client software

Mplayer is currently available in the continental United States and the metropolitan areas of southern Canada. Mplayer is accessible from Alaska and Hawaii if you have a T1 connection, but a modem connection may be inadequate for satisfactory game play.

We encourage and appreciate your feedback to help improve and refine Mplayer. Please report problems and request support through the Technical Support Form on our Web site or email support@mplayer.com. For non-technical issues, send email to feedback@mplayer.com.

Here are the latest tips on configuring your PC and troubleshooting for Mplayer 1.02:

1. Automatic online upgrading of Mplayer software
2. Tips for configuring your PC for voice using a Sound Blaster or compatible sound card
3. Use Mplayer Internet Service for the fastest connection to Mplayer
4. Configuring email and news programs for your Mplayer Internet Service account
5. Windows 95 patches for improving your Internet connection
6. Mplayer and Firewalls
7. Adding Microsoft Internet Explorer after set up is complete

1. Automatic online upgrading of Mplayer software
From the time it takes to produce and distribute software for a CD-ROM or download, we usually make many upgrades.
When you first connect to Mplayer to create an account, and each time you connect to play games or use chat rooms, our server will download updates to make your Mplayer software current. Depending on your connection to the Internet, some updates can take up to fifteen minutes.

2. Tips for configuring your PC for voice using a Sound Blaster or compatible sound card

If you have a Creative Labs Sound Blaster or fully compatible sound card properly installed in Windows 95 and your microphone plugged into the right jack, these hints will help your voice sound clearer to others on Mplayer.

- a. Double-click on the speaker symbol located in the lower right corner of your screen on the Windows 95 Task Bar.

This should bring up a Volume Control Dialog Box. If you only see a volume dial, you didn't double-click fast enough.

- b. From the Options Menu, select Properties. You can control the volume for Playback, Recording, and Other. You'll switch among all three.

- c. Make sure 'Recording' is selected, and under 'Show the following volume controls,' make sure 'Microphone' is checked. Click OK.

- d. On the Recording Control panel move the Microphone volume temporarily to the middle and make sure the checkbox underneath it is checked.

- e. From the Options Menu, select Properties again.

- f. Make sure 'Playback' is selected, and under 'Show the following volume controls,' make sure 'Microphone' is also checked. Click OK.

- g. On the volume control panel at the bottom of the Microphone volume control, make sure 'Mute' is checked. This does not prevent others from hearing you, it prevents your speakers from feeding back into your microphone.
- h. Under the Options menu, look at the Advanced Controls option and make sure it's checked. If it's not checked, select it, otherwise leave it alone.
- i. Move the Microphone Volume bar to its highest setting. Click on the button underneath labeled 'Advanced.'
- j. At the bottom of this dialog box may be a checkbox labeled 'AGC for WaveIn' or 'Microphone Boost.' Check this box, and Select Close.
- k. From the Options menu, select Properties again.
- l. This time, make sure 'Other' is selected, instead of Recording, and click OK to show the Voice Commands panel.
- m. Again, move the Microphone Volume slider to its highest setting. Click on the button underneath labeled Advanced.
- n. Check the 'AGC for VoiceIn' or 'Microphone Boost' box, then click on the Close button.
- o. On Mplayer, enter the Help Desk lobby and create a test Room such as 'Mike test.'
- p. Position the microphone where you'll normally use it and press the Push to Talk button. Speak at a normal distance from the mike.
- q. Observe the simulated VU meter under the 'On the Air' button. The VU meter should peak in the yellow area, but never reach the red zone, or your speech will sound distorted or unintelligible.
- r. To make adjustments, open the Mixer panel again, select Properties and Recording to show the Recording Control panel.
- s. Use the Volume slider while you are speaking to keep the VU from reaching the red zone.
- t. That's it. You've adjusted your microphone volume settings. Close the dialog box and start talking on Mplayer.

3. Use Mplayer Internet Service for the fastest connection to Mplayer

If you're finding too few green Game Rooms, your connection to the Internet is not adequate for fast game play on

Mplayer. We recommend Mplayer Internet Service as your Internet Service Provider, for the lowest latency and fastest action on Mplayer. Built especially for online game play, Mplayer Internet Service ties into the most advanced nationwide network available. Get a low latency connection and play fast-action games like you never thought possible.

To install Mplayer Internet Service from your Mplayer CD-ROM, run the Setup program again and install Mplayer Internet Service.

4. Configuring email and news programs for your Mplayer Internet Service account

You'll want to configure an email package, such as Microsoft Exchange, or Eudora, and possibly a news reader program, for use with Mplayer Internet Service. If you use Netscape Navigator, Mplayer Internet Service automatically configures email and newsgroups for you.

Your Mplayer Internet Service email address is in the form of your log on name @mplayer.com, such as theking@mplayer.com (omit spaces).

Your password for receiving email is the same password associated with your user name that you use to log on to Mplayer Internet Service.

Your POP server for receiving mail is mail.mplayer.com.

Your SMTP server for sending mail is mail.mplayer.com.

Your news server is news.mplayer.com.

If you need help during this process, contact Mplayer:

Email: support@mplayer.com

Phone: (408) 342-8844

If you use Microsoft Internet Explorer, be sure to configure it to use the email and news software you just set up as the default programs.

5. Microsoft Windows 95 Service Pack 1 improves TCP/IP support

Microsoft has released update patches to Windows 95 that makes Mplayer more reliable. For example, one patch corrects a memory leak problem in Dial-Up Networking that can cause Mplayer and other Internet applications to fail after an unpredictable period of use. We recommend downloading and installing three patches before using Mplayer.

Kernel32 update
Service Pack 1

These updates are located in the Mplayer CD-ROM in a sub-folder called msupdate. Users who obtained the Mplayer software on Deadlock game CD-ROM or an Mplayer demo CD-ROM can download these patches from Microsoft's Web site.

6. Mplayer and Firewalls

Mplayer game play is usually fastest over a direct Internet connection. If you want to use Mplayer through a LAN that has a direct Internet connection, you need to confirm that your LAN's firewall is not blocking access to the Mplayer game servers. A firewall is a system that acts as a gateway monitoring all traffic between your company's LAN and the Internet, to prevent unauthorized traffic in either direction. Many firewalls can selectively block access on certain ports, and disable certain protocols. Mplayer requires access to ports 8000-8999 and uses the TCP/IP and UDP protocols. If a firewall is blocking access, you may find that you can reach the Mplayer Web site, but when performing an action that starts Mplayer (to play a game or enter a chat room for example), you can not.

Ask your system administrator if the blocks to Mplayer ports and protocols can be removed.

7. Adding Microsoft Internet Explorer after set up is complete

To add Microsoft Internet Explorer after Mplayer is already installed, or to reinstall it later, find and run the program MSIE30.EXE located in the \Mplayer\Misc directory on your Mplayer CD-ROM.

Customer and Technical Support

Sybex thanks you for buying the Deathmatch Manifesto. You'll be pleased to know that Sybex is the ONLY game book publisher in the United States that provides technical support for their game books. In addition, the author has agreed to provide technical support to readers who have questions about the book or the bonus CD. .

If you're having problems with a particular level or program contained on the Deathmatch Manifesto Bonus CD, see if any of these sources can help. The following people and places are listed IN DESCENDING ORDER regarding whom you should contact

first with problems.

For questions about information in the book:

Robert E. Waring
email: rwaring@iquest.net

For questions about the Bonus CD's Walkthrus:

Steffen "Duke Addict" Itterheim
100606.2141@compuserve.com
Co-sysop of Apogee's Compuserve forum

For questions about Mplayer and Mplayer sign up

Report problems using the Technical Support Form on our Web
site or email support@mplayer.com. For non-technical
issues, send email to feedback@mplayer.com.
Email: support@mplayer.com
Phone: (408) 342-8844

For any other questions about the Strategies and Secrets series

Sybex Game Books:
1-510- 523-8357 ext: 355
Hours for live tech support: 8:30am - 12:30pm Pacific Standard
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email: Tsupport@sybex.com

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