

## Welcome to the Help Program for the Microsoft Games Catalog

### Tip ⇨

#### How to Use this Help Program

The Microsoft Games Catalog is a multimedia shopping catalog designed to give you quick access to a variety of information about the latest games products available from Microsoft. With this catalog, you can learn all about Microsoft products by reading product overviews, features and system requirements, or by viewing demos, right on your home computer, according to your own interests and at your own pace.

### Note ⇨

To achieve optimal performance from the Microsoft Interactive CD Sampler please close all other applications.

#### Accessing the Other Product Catalogs

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## How to Use this Help Program

The topics in this Help Program can provide easy solutions to some commonly asked questions.

**To display a Help topic:**



### WITH THE MOUSE

- ▶ Move the mouse pointer to the underlined Help topic,
- ▶ Click the left mouse button.



### ON THE KEYBOARD

- ▶ Press TAB until you highlight the underlined Help topic
- ▶ Press ENTER.

### Related topics

[Getting Around in the Microsoft Games Catalog](#)

## **Accessing the Other Product Catalogs**

You can also learn about different types of Microsoft products by viewing the other three Product Catalogs featured on this CD, where you'll have the chance to read product overviews and features and/or view demos about products in other categories, according to your own interests and at your own pace.

### **To access the Product Catalogs**

1. Exit Microsoft Games Catalog.
2. You will be returned to the Main screen where you can choose any of the other catalogs in "Kids' World", "Productivity Central" or "Hall of Knowledge and Culture".
3. Select the world of your choice.
4. Click the Catalog button.

### **Related topics**

[Getting Around in the Microsoft Games Catalog](#)

## Getting Around in the Microsoft Games Catalog

There are four buttons in the main menu of the Games Catalog: Introduction, Products, Help, and Exit. By clicking on these buttons with the left mouse key, you can navigate through the Games Catalog. When a category is selected it will be highlighted.

Choose a product to view from any of the categories by clicking on the product icon. You can then read information from any of the buttons, or view a demo by clicking **View Demo**. There will be a brief pause while the demo loads into memory. You can exit a demo and return to the Catalog at any time by pressing the ESC key on your keyboard.

### Related topics

[Problems Viewing the Demos](#)

[Product Information - The Three Buttons](#)

## Product Information - The Three Buttons

Each product description contains three buttons which provide information specific to that product.

### ► **Overview**

Overview provides a general description of the product. For many of the products you can view a demo by clicking **View Demo**. There will be a brief pause while the demo is loading into memory. You may exit a demo before it completes by pressing the ESC key on your keyboard. For some products you can click on the **Install (*item*)** button to set up a trial version of the product on your local computer or copy a Shortcut to your desktop.

### ► **Features**

These highlights give examples of special characteristics of the product, and points out the especially cool features of the chosen game.

### ► **Try These!**

Try These! suggests other Microsoft products similar to the one you're viewing, or products which complement that product.

## **Related topics**

[Product System Requirements](#)

## Products Categories

To pick a product from the one of the categories, you just need to click on the category name. There are many product categories to choose from, and each category contains products which meet specific interests. And best of all - Any of these Microsoft products offer hours of fun and entertainment!

- ▶ **All**  
All of the products featured in the Microsoft Games Catalog.
- ▶ **Action**  
Zip! Bang! Boom! In this category you'll find products made just for those thrill-seekers among us!
- ▶ **Dreamworks Interactive**  
Get a preview of the long awaited products from the dream team in Games software and you'll see what all the fuss is about!
- ▶ **Hardware**  
In this category you will find information about Microsoft's line of hardware products especially designed for the serious gamer.
- ▶ **Simulations**  
In this category you'll find products made to look and feel like you're going up, up, up - without the threat of coming down, down, down!
- ▶ **Sports**  
A variety of sports reference titles and games to excite the real sports enthusiast.
- ▶ **Strategy**  
Products to engage those chess players and hobby generals in the crowd.

### Related topics

[Free Software](#)

[Product Information - The Three Buttons](#)

## **Installing and Accessing Software**

Several of the products featured on the Games Catalog can be installed directly from the Microsoft Games Catalog. There are also several products which are accessible through the Microsoft Network.

**The following topics provide detailed instructions for installing, accessing or playing software featured on the Games Catalog:**

[Free Software](#)

[Locations on the World Wide Web](#)

[Product System Requirements](#)

You can use a shortcut for quicker access to your favorite programs, without having to remember where the program is located.

To manually create a shortcut to a program after it has been installed, click and hold the program icon, and then drag the icon onto your desktop and let go. This will create a desktop shortcut that you can click to start the program. You can also follow the following steps:

### **To create a Shortcut in Explorer using the File menu**

1. Select the **File** menu on Top Menu Bar.
2. Select the **Create Shortcut** command.

## Free Software

The Microsoft Games Catalog includes some trial software to allow you to experience some of the features our products have to offer.

**The following topics provide detailed instructions for installing software featured on the Games Catalog:**

[Installing the Close Combat Trial Version](#)

[Installing the GEX Trial Version](#)

[Installing the Hellbender Trial Version](#)

[Installing the Monster Truck Madness Trial Version](#)

[Installing the Neverhood Trial Version](#)

[Installing the Return of Arcade Trial Version \(Pac-Man\)](#)

[Playing the Arcade Trial Version](#)

## Related topics

[Locations on the World Wide Web](#)

[Product System Requirements](#)



## Installing the Close Combat Trial Version

The Microsoft Close Combat trial version provides the sights and sounds of a live battlefield as you command troops who act like real soldiers. Lead your men through the terror, fatigue and hell of war on to victory -- only you can bring 'em back alive. The Close Combat trial version includes Boot Camp training, Off the Beach 1 battle, 2 player head-to-head mode, ability to play as either the Americans or Germans, and all 4 difficulty levels.

### The retail version contains the complete list of features not found in the Trial Version:

- The on-line help brings detailed weapon specs at your fingertips.
  - You can play the whole Normandy campaign game from Off the Beach to St.-Lo.
  - Won a major victory? Save that battle as a Replay and show it off to your friends.
  - Watch real footage videos and see what really happened in the battle you just fought.
  - More sound effects, weapons, tanks... you name it.
- To run the Close Combat Trial Version your computer must meet the minimum [system requirements](#).

### To install the Close Combat Trial Version:

1. Select the **Close Combat** product button.
2. At the Overview tab, click the **Install Game** button.
3. Follow the directions until installation is complete.

- Because the setup program automatically installs DirectX, you may be asked to restart your computer.

### To play the Close Combat Trial Version:

- Click on the **Close Combat Trial Version** Shortcut that will automatically be installed on your desktop. -OR-
- Select the **Close Combat Trial** from **Programs: Microsoft Games** group on the **Start** menu and enjoy!

### Related topics

[Free Software](#)

[Product System Requirements](#)

## Installing the GEX Trial Version

Free on this CD is your GEX Trial Version. The trial version offers a taste of what the retail version of the product has to offer and lets you actually explore how the product looks and feels. Install and view this trial version by following the instructions below.

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To run the GEX Trial Version your computer must meet the minimum system requirements.

### To install and play the GEX Trial Version:

1. Select the **GEX** product button.
2. At the Overview tab, click the **Install Game** button.
3. Follow the setup directions until installation is complete.
4. Select **GEX Trial Version** from **Programs: Microsoft Games: GEX Trial Version** group on the **Start** menu and enjoy!

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Because the setup program automatically installs DirectX, you may be asked to restart your computer.

### Related topics

[Free Software](#)

[Product System Requirements](#)

## Installing the Hellbender Trial Version

Free on this CD is your Hellbender Trial Version. The trial version offers a taste of what the retail version of the product has to offer and lets you actually explore how the product looks and feels. Install and view this trial version by following the instructions below.

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To run the Hellbender Trial Version your computer must meet the minimum system requirements.

### To install and play Hellbender Trial Version:

1. Select the **Hellbender** product button.
2. At the Overview tab, click the **Install Game** button.
3. Follow the directions until installation is complete.
4. Select **Hellbender Trial Version** from **Programs: Microsoft Games** group on the **Start** menu and enjoy!

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Hellbender requires that Microsoft DirectX™ is installed on your computer. If you do not have DirectX™ already installed, you may do so directly from this CD.

### Related topics

[Free Software](#)

[Product System Requirements](#)

## Installing the Monster Truck Madness Trial Version

Free on this CD is your Monster Truck Madness Trial Version. The trial version offers a taste of what the retail version of the product has to offer and lets you actually explore how the product looks and feels. Install and view this trial version by following the instructions below.

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To run the Monster Truck Madness Trial Version your computer must meet the minimum system requirements.

### To install and play the Monster Truck Madness Trial Version:

1. Select the **Monster Truck Madness** product button.
2. At the Overview tab, click the **Install Game** button.
3. Follow the setup directions until installation is complete.
4. Select **Monster Truck Madness Trial Version** from **Programs: Microsoft Games** group on the **Start** menu and enjoy!

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Because the setup program automatically installs DirectX, you may be asked to restart your computer.

### Related topics

[Free Software](#)

[Product System Requirements](#)

## Installing the Neverhood Trial Version

Free on this CD is your Neverhood Trial Version. The trial version offers a taste of what the retail version of the product has to offer and lets you actually explore how the product looks and feels. Play this trial version by following the instructions below.

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To run the Neverhood Trial Version your computer must meet the minimum system requirements.

### To install and play the Neverhood Trial Version:

1. Select the **Neverhood** product button.
2. At the Overview tab, click the **Install Game** button.
3. Click on the Install Trial Version icon.

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The Neverhood Trial Versions assumes that Microsoft DirectX™ is already installed on your computer. If you do not have DirectX™ already installed, you may do so directly from this CD. To do this, please go to the Hellbender product screen.

### Related topics

[Free Software](#)

[Product System Requirements](#)

## Installing Return of Arcade Trial Version (Pac-Man)

Free on this CD is your Return of Arcade Trial Version. The trial version offers a taste of what the retail version of the product has to offer and lets you actually explore how the product looks and feels. Install and view this trial version by following the instructions below.

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To run the Return of Arcade Trial Version your computer must meet the minimum [system requirements](#)

### To install and play Return of Arcade Trial Version:

1. Select the **Return of Arcade** product button.
2. At the Overview tab, click the **Install Game** button.
3. Follow the directions until installation is complete.
4. Because the setup program automatically installs DirectX, you may be asked to restart your computer.
5. Select **Return of Arcade Trial** from **Programs: Microsoft Games** group on the **Start** menu and enjoy!

### Related topics

[Free Software](#)

[Product System Requirements](#)

## Playing the Asteroids game

If you're having problems warping into hyperspace with the Asteroids game, try the following steps, but beware! Large saucers will take aim at you and try to blast you out of the sky!

### To play Asteroids directly from the Games Catalog

1. Select **Arcade** from the Games Catalog products.
2. Click on the **Play Game** button.

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When starting the Asteroids game; you may receive an error stating CTL3DV2.DLL Not Found". If this message is displayed, choose **OK**, and the Asteroids game should start fine.

### Related topics

[Installing and Accessing Software](#)

[Free Software](#)

[Product System Requirements](#)

## **Locations on the World Wide Web**

Many of the Microsoft Products featured on the Games Catalog have their own Home pages on the World Wide Web. To access these pages and multitudes of additional information about Microsoft and its products, please use the following URL:

<http://www.microsoft.com/games/>

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To visit sites on the Internet, you must have an Internet Browser, such as Internet Explorer, and an access provider, such as the Microsoft Network, installed.



## **Problems Viewing the Trials, Videos or Demos**

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You can exit a trial, video or demo at any time by pressing the ESC key on the keyboard.

If you encounter other problems, exit all other applications; there may be a conflict with the Sampler, an individual trial, video or demo or there might not be enough available memory.

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If you encounter other problems viewing a trial, video or demo; you may have a hardware or video conflict; or you may need to upgrade your video driver. For more information, please contact your hardware manufacturer.

## **Games Products for the Macintosh**

**The following products are also available for the Macintosh:**

Microsoft Close Combat

## **Purchasing Information**

**For information on purchasing the products featured on this Games Catalog:**

- Contact your local retailer, or
- Call Microsoft's Sales and Information Center at 1-800-426-9400.

## Product System Requirements for Games Products

Detailed information about the necessary hardware and software needed to most effectively run the products featured in the Microsoft Games Catalog are listed in the following topics.

To view the system requirements of a product, click on the product name or press **TAB** to highlight the product name, then press **ENTER**. Use the scroll bar or press the **PAGE DOWN** key to view products not visible on your screen. To return to the Help topic you were previously reading, click **Back** on the button bar above or press **CRTL+ B** on your keyboard.

[Deadly Tide](#)

[DreamWorks Interactive The Neverhood](#)

[DreamWorks Interactive The Neverhood Trial Version](#)

[GEX](#)

[Hellbender](#)

[Hellbender Trial Version](#)

[Microsoft Arcade](#)

[Microsoft Best of Microsoft Windows Entertainment Pack](#)

[Microsoft Close Combat](#)

[Microsoft Close Combat for the Macintosh](#)

[Microsoft Close Combat Trial Version](#)

[Microsoft Flight Simulator 6.0](#)

[Microsoft Fury3](#)

[Microsoft Golf 3.0](#)

[Microsoft Return of Arcade 1.0](#)

[Microsoft SideWinder 3D Pro](#)

[Microsoft SideWinder Standard](#)

[Microsoft Soccer](#)

[Microsoft Space Simulator](#)

[Monster Truck Madness](#)

[NBA Full Court Press](#)

[Microsoft SideWinder Game Pad](#)

**Deadly Tide**

CPU: Pentium 75 or higher microprocessor  
RAM: 8 MB  
Hard Disk: 25 MB  
Operating System: Microsoft Windows 95 or later  
Drives: Quad-speed CD-ROM or higher  
Video: Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device

**Deadly Tide Trial Version**

CPU: Pentium 75 or higher microprocessor  
RAM: 8 MB  
Hard Disk: 11 MB  
Operating System: Microsoft Windows 95 or later  
Drives: Quad-speed CD-ROM or higher  
Video: PCI SVGA video with 1 MB of memory for full 256-color support)  
Sound: Audio board with headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device  
Joystick or other flight control recommended

**DreamWorks Interactive Cooper McQue Breaks Through!**

CPU: Pentium 60 or higher microprocessor  
Hard Disk: 10 MB fixed disk space  
Operating System: Microsoft Windows 95 or later  
Drives: Double-speed CD-ROM or higher (4x recommended)  
Video: 640-480 by 256 color card and monitor  
Sound: 16-bit Sound Blaster compatible board with headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device

**DreamWorks Interactive Goosebumps: Escape From Horrorland**

CPU: Pentium 60 or higher microprocessor  
RAM: 8 MB (16+ MB recommended)  
Hard Disk: 10 MB  
Operating System: Microsoft Windows 95 or later  
Drives: Quad-speed CD-ROM or higher  
Video: 640x480 Super VGA monitor with 256 colors, PCI 1 MB video card  
Sound: 8-bit sound card with headphones or speakers (16-bit recommended)  
Input Device: Microsoft mouse or compatible pointing device

**DreamWorks Interactive Someone's in the Kitchen**

CPU: Pentium 60 or higher microprocessor  
RAM: 8 MB  
Hard Disk: 20 MB  
Operating System: Microsoft Windows 95 or later  
Drives: Double-speed CD-ROM or higher (4x recommended)  
Video: 640-480 by 256 color card and monitor  
Sound: 16-bit Sound Blaster compatible board with headphones or speakers

Input Device: Microsoft mouse or compatible pointing device

### **DreamWorks Interactive The Neverhood**

CPU: Pentium 75 or higher microprocessor

RAM: 8 MB (16+ MB recommended)

Hard Disk: 8 MB (16 recommended)

Operating System: Microsoft Windows 95 or later

Drives: Quad-speed CD-ROM or higher

Video: Super VGA (for full 256-color support)

Sound: 8-bit sound card with headphones or speakers

Input Device: Microsoft mouse or compatible pointing device

### **DreamWorks The Neverhood Trial Version**

CPU: Pentium 75 or higher microprocessor

RAM: 8 MB (16+ MB recommended)

Operating System: Microsoft Windows 95 or later

Drives: Quad-speed CD-ROM or higher

Video: Super VGA (for full 256-color support)

Sound: 8-bit sound card with headphones or speakers

Input Device: Microsoft mouse or compatible pointing device

### **GEX**

CPU: Pentium 75 or higher microprocessor (Pentium 100 recommended)

RAM: 8 MB (16+ MB recommended)

Hard Disk: 10 MB

Operating System: Microsoft Windows 95 or later

Drives: Double-speed CD-ROM or higher

Video: Super VGA local bus video with 1 MB of VRAM or higher

Sound: 8-bit sound card with headphones or speakers

Input Device: Microsoft mouse or compatible pointing device  
Sidewinder Gamepad recommended

### **GEX Trial Version**

CPU: Pentium 75 or higher microprocessor (Pentium 100 recommended)

RAM: 8 MB (16+ MB recommended)

Hard Disk: 10 MB

Operating System: Microsoft Windows 95 or later

Drives: Double-speed CD-ROM or higher

Video: Super VGA local bus video with 1 MB of VRAM or higher

Sound: 8-bit sound card with headphones or speakers

Input Device: Microsoft mouse or compatible pointing device  
Sidewinder Gamepad recommended

### **Hellbender**

CPU: Pentium 75 or higher microprocessor

RAM: 8 MB

Hard Disk: 32 MB

Operating System: Microsoft Windows 95 or later

Drives: Quad-speed CD-ROM or higher

Video: Super VGA (for full 256-color support)

Sound: Audio board with headphones or speakers recommended  
Input Device: Microsoft mouse or compatible pointing device  
SideWinder 3D Pro recommended

#### **Hellbender Trial Version**

CPU: Pentium 75 or higher microprocessor  
RAM: 8 MB  
Hard Disk: 40 MB  
Operating System: Microsoft Windows 95 or later  
Drives: Quad-speed CD-ROM or higher  
Video: Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers recommended  
Input Device: Microsoft mouse or compatible pointing device  
SideWinder 3D Pro recommended

#### **Julia Child: Home Cooking with Master Chefs**

CPU: 386SX or higher microprocessor  
RAM: 4 MB  
Hard Disk: 6 MB  
Operating System: Microsoft Windows 3.1 or later  
Drives: Double speed CD-ROM drive required  
Video: Super VGA (for full 256-color support) or higher  
Sound: Audio board with headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device recommended

#### **Microsoft 3D Movie Maker**

CPU: 486/50 or higher microprocessor  
RAM: 8 MB  
Hard Disk: 12 MB  
Operating System: Microsoft Windows 95 or Windows NT workstation version 3.51 or later  
Drives: Double-speed CD-ROM or higher  
Video: Super VGA (for full 256-color support) with local bus video  
Sound: 16-bit sound card with headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device recommended  
Other: Microphone required to record sounds

#### **Microsoft 3D Movie Maker Trial Version**

CPU: 486/50 or higher microprocessor  
RAM: 8 MB  
Hard Disk: 6 MB  
Operating System: Microsoft Windows 95  
Drives: CD-ROM required  
Video: Super VGA (for full 256-color support) with local bus video  
Sound: 16-bit sound card with headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device recommended  
Other: Microphone required to record sounds

#### **Microsoft Arcade**

CPU: 386 or higher microprocessor

RAM: 2 MB  
Hard Disk: 2 MB  
Operating System: Microsoft Windows 3.1 or later  
Drives: 3.5" High Density disk drive  
Video: VGA (for 16-colors) or Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers recommended  
Input Device: Microsoft mouse or compatible pointing device recommended

**Microsoft Automap Streets Plus**

CPU: 486DX/33 or higher microprocessor  
RAM: 8 MB  
Hard Disk: 3.5 MB (8 MB recommended)  
Operating System: Microsoft Windows 95 or later or Windows NT 4.0 or later  
Drives: Double-speed CD-ROM or higher required  
Video: Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device recommended  
Modem: 9.6 bps (minimum); 14.4 bps or higher required for on-line components

**Microsoft Automap Trip Planner**

CPU: 486DX/33 or higher microprocessor  
RAM: 8 MB  
Hard Disk: 8 MB  
Operating System: Microsoft Windows 95 or Windows NT 4.0 or later  
Drives: CD-ROM drive required  
Video: Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers recommended  
Input Device: Microsoft mouse or compatible pointing device  
Modem: 9.6 bps (minimum); 14.4 bps or higher required for on-line components

**The Best of Microsoft Windows Entertainment Pack**

CPU: 386 or higher microprocessor  
RAM: 640K plus 256K configured as extended memory  
Operating System: Microsoft Windows 3.1 or later  
Drives: One 3.5 high-density disk drive and a hard disk.  
Video: EGA, VGA, SVGA, 8514/A, Hercules graphics card, or compatible video graphics adapter and monitor (color monitor recommended).  
Sound: Optional audio board and head phones or speakers. Audio support requires Microsoft Windows operating system version 3.1 or Microsoft Windows 3.0 with multimedia extensions.  
Input Device: Microsoft mouse or compatible pointing device

**Microsoft Beyond the Limit: Ultimate Climb**

CPU: 486DX/66 or higher microprocessor  
RAM: 8 MB  
Hard Disk: 10 MB (15 MB recommended)  
Operating System: Microsoft Windows 95 or Windows NT 4.0 or later  
Drives: Double speed or faster CD-ROM drive required



Video: Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device

#### **Microsoft Bookshelf 1996-97 Edition**

CPU: 486SX/33 or higher microprocessor  
RAM: 4 MB  
Hard Disk: 4.5 MB  
Operating System: Microsoft Windows 3.1 or Windows 95 or later  
Drives: Double-speed CD-ROM or higher required  
Video: Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers recommended  
Input Device: Microsoft mouse or compatible pointing device recommended

#### **Microsoft Bookshelf 1996-97 Edition for the Macintosh**

CPU: Any Macintosh computer that supports a 256-color, 640x480  
RAM: 8 MB  
Hard Disk: 4.5 MB  
Operating System: System 7.1 or later  
Drives: Double-speed CD-ROM or higher recommended  
Video: (13 inch) or higher resolution monitor  
Note: In place of a local CD-ROM drive, Microsoft Bookshelf may run from an AppleTalk share using a remotely mounted CD ROM or hard containing the complete Bookshelf 1996-97 CD image.

#### **Microsoft Bookshelf Intro Edition**

CPU: 486SX or higher microprocessor (386DX minimum)  
RAM: 4 MB  
Hard Disk: 2 MB  
Operating System: Microsoft Windows 95  
Video: VGA (for 16-colors) or Super VGA (for full 256-color support)  
Sound: Recommended  
Input Device: Microsoft mouse or compatible pointing device recommended  
Modem: 9.6 bps (minimum); 14.4 bps or higher recommended  
Other: Subscription to the Microsoft Network

#### **Microsoft CarPoint**

Video: Super VGA (256-colors or more)  
Sound: Audio board with headphones or speakers  
Input Devices: Microsoft mouse or compatible pointing device and Keyboard  
Modem: 9600 bps connection to the Internet (or faster). (14.4 kbps or higher recommended)  
Other: Web Browser: Microsoft Internet Explorer 3.0 or higher, or Netscape Navigator 2.0 or higher

#### **Microsoft Cinemania 97**

CPU: 486SX/33 or higher microprocessor  
RAM: 8 MB for Windows 95  
16 MB for Windows NT Workstation.  
Hard Disk: 200 KB  
Operating System: Microsoft Windows 95 or Windows NT Workstation 3.51 or later

Drives: Double-speed CD-ROM or higher required  
Video: Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers  
Input Device: Windows compatible modem and online service required for online monthly update service.

#### **Microsoft Cinemania 97 for the Macintosh**

CPU: Apple Macintosh® personal computer with a Mac OS System 7 or faster processor, Power Mac® recommended.  
RAM: 8 MB (11 MB available space recommended for best performance)  
Hard Disk: 8 MB available space required for monthly updates  
Drives: Double-speed CD-ROM or higher required  
Video: Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers  
Input Device: Compatible pointing device  
Input Device: Apple® compatible modem and online service required for online monthly update service.

#### **Microsoft Close Combat**

CPU: Pentium or higher microprocessor  
RAM: 8 MB  
Hard Disk: 20 MB  
Operating System: Windows 95  
Drives: Double-speed CD-ROM or higher required  
Video: Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device recommended  
Other: Head-to-head network or modem play requires a TCP/IP connection (9600 baud modem or higher)

#### **Microsoft Close Combat for the Macintosh**

CPU: PowerPC 601 or higher  
RAM: 12 MB  
Hard Disk: 20 MB  
Operating System: 7.5 or later  
Drives: Double-speed CD-ROM or higher required  
Video: Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers  
Input Device: Apple mouse or compatible pointing device  
Other: Head-to-head network or modem play requires a TCP/IP connection (9600 baud modem or higher)

#### **Microsoft Close Combat Trial Version**

CPU: Pentium or higher microprocessor  
RAM: 8 MB  
Hard Disk: 30 MB  
Operating System: Windows 95  
Drives: Double-speed CD-ROM or higher required  
Video: Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers

Input Device: Microsoft mouse or compatible pointing device recommended  
Other: Head-to-head network or modem play requires a TCP/IP connection  
(9600 baud modem or higher)

### **Microsoft Complete Gardening**

CPU: 486/33 or higher microprocessor  
RAM: 8 MB for Windows 95  
16 MB for Windows NT Workstation.  
Hard Disk: 10 MB  
Operating System: Windows 95 or Windows NT 3.51 or higher  
Drives: Double-speed CD-ROM or higher required  
Video: Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers required  
Input Device: Microsoft mouse or compatible pointing device recommended

### **Microsoft Creative Writer 2**

CPU: 486/33 or higher microprocessor  
RAM: 8 MB (16 MB optimal)  
Hard Disk: 16 MB (22 MB optimal)  
Operating System: Microsoft Windows 95 or Windows NT 4.0  
Drives: Double-speed CD-ROM drive required  
Video: Super VGA for full 256-color support  
Sound: Audio board with headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device  
Other: Microsoft Windows-compatible modem and online service required  
for e-mail and Web pages (Contact your Internet service provider for  
additional details.)

### **Microsoft Creative Writer 2 Trial Version**

CPU: 486 or higher microprocessor  
RAM: 8 MB (16 MB recommended)  
Hard Disk: 7.7 MB  
Operating System: Microsoft Windows 95 or Windows NT 4.0  
Video: Super VGA for full 256-color support  
Sound: Audio board with headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device

### **Microsoft Dogs**

CPU: 386SX or higher microprocessor  
RAM: 0-3 MB  
Hard Disk: 2.5 MB  
Operating System: Microsoft Windows 3.1 or later, or Windows 95  
Drives: CD-ROM drive required  
Video: Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device recommended

### **Microsoft EasyBall**

CPU: 386SX or higher microprocessor  
RAM: 640K (4 MB to play Pointerland)  
Hard Disk: 260K (3 MB to play Pointerland)

Operating System: Microsoft Windows 3.1 or later  
Drives: One 3.5 high-density disk drive  
Video: MDA, CBA, EGA, VGA, SVGA, XGA, or VESA VCI-compatible video adapter.)  
Sound: Audio board with headphones or speakers  
Other: A 9-pin serial port that is unused by internal and external devices (9-25-pin serial adapter is available directly from Microsoft). If an unused serial port is not available, customers can order a MouseSwitch directly from Microsoft. The MouseSwitch allows both EasyBall and Microsoft Mouse or 100-percent compatible device to be connected to a single 9-pin serial port (only one device can be active at a time)

### **Microsoft Encarta 97 Encyclopedia**

CPU: 486DX/33 or higher microprocessor  
RAM: 8 MB (for Windows NT: 12 MB)  
Hard Disk: For Windows 3.1: 20 MB  
For Windows 95: 15 MB  
For Windows NT: 13 MB  
Operating System: Microsoft Windows 3.1, Windows 95 or Windows NT  
Drives: Double-speed CD-ROM or higher required  
Video: Super VGA Color Monitor (640x480 resolution or higher)  
For Deluxe only: Local bus video with 1 MB of VRAM or higher  
Sound: Soundblaster or compatible sound card & headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device recommended  
Other: To use Encarta Yearbook, Web Links and Monthly Online Updates, you need:  
- A modem (9600 bps or higher recommended)  
- Access to the Internet  
- 4 MB of hard-disk space, plus 1 MB per monthly download

### **Microsoft Encarta 97 Encyclopedia for the Macintosh**

CPU: Any Macintosh® LCII (68030) or higher microprocessor  
RAM: 8 MB  
Hard Disk: 12 MB recommended  
Operating System: 7.1 or later  
Drives: CD-ROM drive required  
Video: 256-color (640X480) or higher resolution monitor  
Other: To use Encarta Yearbook, Web Links and Monthly Online Updates, you need:  
- A modem (9600 bps or higher recommended)  
- Access to the Internet  
- 4 MB of hard-disk space, plus 1 MB per monthly download

### **Microsoft Encarta 97 World Atlas**

CPU: 486DX/33 or higher microprocessor  
RAM: 8 MB (12 MB for Windows NT)  
Hard Disk: 7 MB (minimum)  
Operating System: Microsoft Windows 95 or Windows NT 3.51 or later  
Drives: Double-speed CD-ROM or higher required  
Video: VGA 16 color support required (Super VGA for full 256-color support recommended)

Sound: Audio board with headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device recommended  
Other: Hayes-compatible modem required for Internet access

**Microsoft Encarta Intro Edition**

CPU: 486SX or higher microprocessor (386DX minimum)  
RAM: 8 MB (6 MB minimum)  
Hard Disk: 9 MB (2 MB minimum free)  
Operating System: Microsoft Windows 95  
Video: Super VGA (for full 256-color support)  
Sound: Recommended  
Input Device: Microsoft mouse or compatible pointing device recommended  
Modem: 9.6 bps (minimum); 14.4 bps or higher recommended  
Other: Subscription to the Microsoft Network

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During the first installation of Encarta Intro Edition, users will experience a one-time only 5-10 minute wait while the interface software is downloaded onto the computer hard-drive (<1 MB of hard-disk space).

**Microsoft Explorapedia: The World of Nature**

CPU: 486SX or higher  
RAM: 4 MB  
Hard Disk: 8 MB  
Operating System: Microsoft Windows 3.1 or later  
Drives: Double-speed CD-ROM or higher required  
Video: Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device

**Microsoft Expedia travel services**

Video: Super VGA (256-colors or more)  
Input Devices: Microsoft mouse or compatible pointing device and Keyboard  
Modem: 9600 bps connection to the Internet (or faster). (14.4 kbps or higher recommended)  
Other: Web Browser: Microsoft Internet Explorer 3.0 or higher, or Netscape Navigator 2.0 or higher

**Microsoft Flight Simulator 6.0**

CPU: 486DX/66 MHz or higher microprocessor (Pentium recommended)  
RAM: 8 MB (16 MB recommended)  
Hard Disk: 40 MB  
Operating System: Microsoft Windows 95 operating system  
Drives: Double speed CD-ROM drive  
Video: Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers required for audio  
Input Device: Microsoft mouse or compatible pointing device recommended (Joystick recommended)  
Other: Compatible with flight yoke

**Microsoft Fury 3**

CPU: 486DX/66 or higher microprocessor  
RAM: 8 MB  
Hard Disk: For Windows 95: 10 MB  
For Windows 3.1: 14 MB  
Operating System: Microsoft Windows 3.1 or later, or Windows 95  
Drives: Double-speed CD-ROM or higher required  
Video: Local Bus Super VGA, 256-color display  
Sound: Audio board with headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device recommended  
Other: Joystick or other flight control recommended

**Microsoft Golf 3.0**

CPU: 486/33Mhz or higher microprocessor (Pentium 75 recommended)  
RAM: 8 MB (16MB recommended)  
Hard Disk: 5 MB  
Operating System: Windows 95 Windows NT or later  
Drives: Double-speed CD-ROM or higher required  
Video: 256-color Super VGA display 640 x 800 resolution(800 x 600 recommended) with 1 MB VRAM (2 MB recommended)

Sound: Sound Blaster or Compatible Sound Card (Required)  
Input Device: Joystick preferred  
Other: Modem or Network Card required for multiplayer feature

### **Microsoft Greetings Workshop**

CPU: 486SX or higher microprocessor  
RAM: 8 MB  
Hard Disk: 30 MB  
Operating System: Microsoft Windows 95 or later  
Drives: CD-ROM required  
Video: Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers recommended  
Input Device: Microsoft mouse or compatible pointing device recommended  
Other: Hayes-compatible modem recommended and required to access on-line content  
Other: Windows-compatible color printer recommended

### **Microsoft Home Mouse**

CPU: 486SX or higher  
RAM: 8 MB  
Hard Disk: 12 MB  
Operating System: MS-DOS® operating system version 2.11 or later  
To use IntelliPoint: Windows operating system version 3.1 or later  
Drives: One 3.5 disk drive or 5.25 high-density disk drive  
Video: MDA, CGA, EGA, VGA, SVGA, XGA, or VESA VCI-compatible video adapter  
Other: 9-pin serial port

### **Microsoft Internet Explorer 3.0**

RAM: 8 MB  
Hard Disk: 13 MB (This assumes you already have an Internet provider. If you have no provider, an additional 10 - 15 MB is required to install the MSN components.)  
Operating System: Microsoft Windows 95 or later  
Other: 14.4-bps or faster modem is recommended for optimum performance.

### **Microsoft Money 97**

CPU: 386DX or higher microprocessor (486/50 recommended)  
RAM: 8 MB of memory for Windows 95  
12 MB of memory for Windows NT Workstation  
Hard Disk: 11 MB  
Operating System: Microsoft Windows 95 or Microsoft Windows NT Workstation operating system version 3.51 or later (will not run on earlier versions of Windows)  
Drives: CD-ROM required  
Video: VGA (Super VGA 256-Color recommended)  
Sound: Audio board with headphones or speakers recommended  
Input Device: Microsoft mouse or compatible pointing device recommended  
Modem: 2400 or higher- baud required to use Online Services and the

## Microsoft MoneyZone

### Microsoft Money 97 Trial Version

CPU:	386DX or higher microprocessor (486/50 recommended)
RAM:	8 MB of memory for Windows 95 12 MB of memory for Windows NT Workstation
Hard Disk:	11 MB
Operating System:	Microsoft Windows 95 or Microsoft Windows NT Workstation operating system version 3.51 or later (will not run on earlier versions of Windows)
Drives:	CD-ROM required
Video:	VGA (Super VGA 256-Color recommended)
Sound:	Audio board with headphones or speakers recommended
Input Device:	Microsoft mouse or compatible pointing device recommended

### Microsoft Mouse version 2.0

CPU:	486SX or higher microprocessor
RAM:	8 MB
Hard Disk:	12 MB
Operating System:	MS-DOS™ version 3.1 or higher (To use IntelliPoint software, you also need Windows operating system version 3.1 or later, including Windows 95, or Windows NT version 3.1 or later.)
Drives:	One 3.5" high-density (1.44) disk drive
Video:	MDA, CGA, EGA, VGA, SVGA, XGA or VESA VCI - compatible video adapter
Input Device:	A round mouse port (PS/2) or a 9-pin or 25-pin serial port (A mouse port[PS/2] 6-pin-to-9-pin serial adapter is included; coupon for a mouse port [PS/2] 6-pin-to-25-pin serial adapter is also included).

### Microsoft Natural Keyboard

CPU:	286SX or higher (To use the Microsoft Natural Keyboard with Windows 95, a 486 or higher microprocessor is required.)
RAM:	4 MB
Operating System:	MS-DOS™ 2.0 or higher (To use IntelliPoint software and Windows function keys, you also need Windows operating system version 3.1 or later, including Windows 95, or Windows NT version 3.1 or later.)
Drives:	One 3.5" or one 5.25 high-density (1.44) disk drive
Video:	MDA, CGA, EGA, VGA, SVGA, XGA or VESA VCI - compatible video adapter
Port:	One PS/2™ -compatible mouse port, or one 5-pin DIN keyboard port. This keyboard is NOT compatible with a serial port.

### Microsoft Network

CPU:	486DX or higher microprocessor
RAM:	8 MB
Hard Disk:	20 MB
Operating System:	Microsoft Windows 95 or later
Video:	VGA or higher-resolution graphics adapter
Input Device:	Microsoft mouse or compatible pointing device
Other:	14.4 kbps modem (faster modems recommended)



**Nickelodeon 3D Movie Maker**

CPU: 486/50 or higher microprocessor  
RAM: 8 MB  
Hard Disk: 12 MB  
Operating System: Microsoft Windows 95 or Windows NT workstation version 3.51 or later  
Drives: Double-speed CD-ROM or higher  
Video: Super VGA (for full 256-color support) with local bus video  
Sound: 16-bit sound card with headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device recommended  
Other: Microphone required to record sounds

**Nickelodeon 3D Movie Maker Trial Version**

CPU: 486/50 or higher microprocessor  
RAM: 8 MB  
Hard Disk: 6 MB  
Operating System: Microsoft Windows 95  
Drives: CD-ROM required  
Video: Super VGA (for full 256-color support) with local bus video  
Sound: 16-bit sound card with headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device recommended  
Other: Microphone required to record sounds

**Microsoft Oceans**

CPU: 486 or higher microprocessor  
RAM: 4 MB  
Hard Disk: 0-3 MB  
Operating System: Microsoft Windows 3.1 or later, or Windows 95  
Drives: CD-ROM drive required  
Video: Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device

**Microsoft Picture It!**

CPU: 486DX or higher microprocessor  
RAM: 8 MB  
Operating System: Microsoft Windows 95 or later  
Drives: CD-ROM required  
Video: Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device recommended  
Modem: 9600 or higher baud modem  
Optional: Printers, scanners, plotters, and networks supported by Microsoft Windows (no special network version required).

**Microsoft PJ's Reading Adventures**

CPU: 486SX/25 or higher microprocessor (486DX/33 recommended)  
RAM: 4 MB (8 MB recommended)  
Operating System: Microsoft Windows 3.1 or higher

Drives: CD-ROM required  
Video: Super VGA (for full 256-color support)  
Sound: 8-bit sound capability (16-bit recommended)  
Input Device: Microsoft mouse or compatible pointing device recommended

#### **Microsoft Publisher 97**

CPU: 386DX or higher microprocessor (486 recommended)  
RAM: 6 MB (8 MB recommended on Windows 95, 12MB recommended on Windows NT)  
Hard Disk: Minimum Installation: 9.5MB  
Typical Installation: 116MB for CD Deluxe;  
Maximum installation for 3.5: 72MB  
Operating System: Microsoft Windows 95 or Microsoft Windows NT Workstation 3.51 or later  
Drives: CD-ROM drive required for CD Deluxe  
One 3.5 high density disk drive for floppy version  
Video: VGA or higher-resolution monitor  
Input Device: Microsoft mouse or compatible pointing device  
Modem: 9600 or higher baud modem required for online features (28,800 baud recommended)  
Other: Microsoft Internet Explorer 3.0 or compatible World Wide Web browser required for Microsoft Clip Gallery Live and Web Site Preview.  
Other: World Wide Web access required for Microsoft Clip Gallery Live (Online Service must be acquired separately, and may require a monthly fee.)

#### **Microsoft Publisher 97 Trial Version**

CPU: 386DX or higher microprocessor (486 recommended)  
RAM: 8 MB recommended on Windows 95  
12MB recommended on Windows NT  
Hard Disk: Minimum Installation: 9.5MB (72MB Maximum)  
Operating System: Microsoft Windows 95 or Microsoft Windows NT Workstation 3.51 or later  
Drives: CD-ROM drive required  
Video: VGA or higher (Super VGA 256-color recommended)  
Input Device: Microsoft mouse or compatible pointing device

#### **Microsoft Return of Arcade version 1.0**

CPU: 486/66 or higher microprocessor  
RAM: 8 MB  
Hard Disk: 6 MB  
Operating System: Microsoft Windows 95  
Drives: One 3.5 high density disk drive  
Video: Local Bus Super VGA, 256-color display  
Sound: Audio board with headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device  
Other: Joystick recommended

#### **Microsoft SideWinder 3D Pro**

Other: 15 pin Gameport

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To use the enclosed joystick driver for Windows 95 you also need:

Operating System: Microsoft Windows 95

Hard Disk: 600 K

Drives: One 3.5 high density (1.44 MB) disk drive

#### **Microsoft SideWinder Standard**

Other: 15 pin Gameport

#### **Microsoft SideWinder Game Pad**

CPU: 486/66 or higher microprocessor

RAM: 8 MB

Operating System: Microsoft Windows 95

Drives: Double speed CD-ROM required

Video: VGA or higher, 256-color

Input Device: Microsoft mouse or compatible pointing device recommended

Other: Sound Blaster or compatible game port

#### **Microsoft Soccer**

CPU: 486DX2 (66Mhz) or higher processor, (Pentium 75 recommended)

RAM: 8MB, (12MB recommended)

Hard Disk: 5MB

Operating System: Microsoft Windows 95 or later

Drives: CD-ROM required

Video: Super VGA for full 256-color support (800 x 600 resolution) with 1 MB VRAM (2 MB recommended)

Sound: Sound Blaster or Compatible Sound Card required

Input Device: Gamepad preferred

#### **Microsoft Space Simulator**

CPU: 386/25 or higher microprocessor (486 or higher recommended)

RAM: 550K of conventional memory and 768K of expanded memory

Operating System: MS-DOS operating system version 5.0 or later

Drives: High density disk drive

Video: VGA (for 16-colors) or Super VGA (for full 256-color support)

Sound: Audio board with headphones or speakers recommended

Input Device: Microsoft mouse or compatible pointing device recommended

Other: Compatible with joystick

#### **Microsoft Wine Guide**

CPU: 486SX or higher microprocessor

RAM: 4 MB (8 MB recommended)

Hard Disk: 3 MB

Operating System: Microsoft Windows 3.1 or higher

Drives: CD-ROM drive required

Video: Super VGA (for full 256-color support)

Sound: Audio board with headphones or speakers

Input Device: Microsoft mouse or compatible pointing device

#### **Microsoft Works**

CPU: 386DX or higher microprocessor

RAM: 6 MB (8 MB recommended)  
12 MB of memory for Windows NT Workstation.  
Hard Disk: 5 MB minimum to install (20 MB for complete installation)  
Operating System: Microsoft Windows 95 operating system or Microsoft Windows NT Workstation operating system version 3.51 or later  
Drives: One 3.5 high density disk drive  
Video: Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device  
Modem: 2400 or higher baud modem required to use Works communication tools or to access the Microsoft Network (9600 baud modem recommended).

### **Microsoft World of Flight**

CPU: 486 or higher microprocessor  
RAM: 8 MB  
Hard Disk: 0-3 MB  
Operating System: Microsoft Windows 3.1 or later, or Windows 95  
Drives: CD-ROM drive required  
Video: Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device

### **Monster Truck Madness**

CPU: Pentium  
RAM: 8 MB (12 MB recommended)  
Hard Disk: 35 MB minimum  
Operating System: Microsoft Windows 95 or later  
Drives: Double-speed CD-ROM or higher  
Video: Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers recommended  
Input Device: SideWinder 3D Pro recommended  
Other: Optional modem or local area network for multiplayer game play

### **Monster Truck Madness Trial Version**

CPU: Pentium  
RAM: 8 MB (12 MB recommended)  
Hard Disk: 20 MB minimum  
Operating System: Microsoft Windows 95 or later  
Drives: Double-speed CD-ROM or higher  
Video: Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers recommended  
Input Device: SideWinder 3D Pro recommended

### **NBA Full Court Press**

CPU: 488DX2 (66Mhz) or higher processor, Pentium recommended  
RAM: 8 MB (16 MB recommended)  
Hard Disk: 10 MB minimum  
Operating System: Microsoft Windows 95 or later  
Drives: CD-ROM

Video: Super VGA (800 x 600 resolution)  
Sound: Sound Blaster or Compatible Sound Card required  
Input Device: Gamepad preferred

**Reader's Digest Complete Do-It-Yourself Guide**

CPU: 486/33 or higher microprocessor  
RAM: 8 MB for Windows 95  
16 MB for Windows NT Workstation.  
Hard Disk: 10 MB  
Operating System: Windows 95 or Windows NT 3.51 or higher  
Drives: Double-speed CD-ROM or higher required  
Video: Super VGA (for full 256-color support)  
Sound: Audio board with headphones or speakers required  
Input Device: Microsoft mouse or compatible pointing device recommended

**Scholastic's® Magic School Bus Series**

CPU: 486SX or higher microprocessor  
RAM: 4 MB (8 recommended)  
Hard Disk: 5 MB  
Operating System: Microsoft Windows 3.1 or later  
Drives: Double-speed CD-ROM drive required  
Video: Super VGA (for full 256-color support)  
Sound: 8-bit audio board with extended MIDI playback capability,  
headphones or speakers  
Input Device: Microsoft mouse or compatible pointing device recommended

**Scholastic's the Magic School Bus Explores in the Age of Dinosaurs**

CPU: 486SX/33 or higher microprocessor  
RAM: 8 MB required for Win95 (12 MB required for Windows NT)  
Hard Disk: 6 MB  
Operating System: Microsoft Windows 95 or Windows NT workstation version 3.51 or later  
Drives: Double-speed CD-ROM drive required  
Video: Super VGA (for full 256-color support)  
Sound: 8-bit sound board required (16-bit recommended) Headphones or speakers required  
Input Device: Microsoft mouse or compatible pointing device

**Scholastic's the Magic School Bus® Explores Inside the Earth**

CPU: 486SX/25 or higher microprocessor  
RAM: for Windows 3.1: 4 MB required (8 MB recommended)  
for Windows 95: 8 MB required  
Hard Disk: 5 MB  
Operating System: EITHER MS-DOS® version 5.0 or later with Windows® version 3.1 or later OR  
Windows 95 OR  
Windows NT 3.51  
Drives: Double-speed or faster CD-ROM drive required  
Video: Super VGA (for full 256-color support)

Sound: 8-bit sound board required (16-bit recommended) Headphones or speakers required

Input Device: Microsoft mouse or compatible pointing device

**Scholastic's The Magic School Bus Explores the Human Body**

CPU: 486SX or higher microprocessor

RAM: 4 MB (8 recommended)

Hard Disk: 5 MB

Operating System: Microsoft Windows 3.1 or later or Windows 95

Drives: Double-speed or faster CD-ROM drive required

Video: Super VGA (for full 256-color support)

Sound: 8-bit audio board with extended MIDI playback capability, headphones or speakers

Input Device: Microsoft mouse or compatible pointing device recommended

**Scholastic's The Magic School Bus Explores the Human Body for the Macintosh**

CPU: Macintosh LC 550 or higher with color monitor

RAM: 8 MB

Hard Disk: 8 MB

Operating System: 7.1 or higher

Drives: Double-speed CD-ROM drive or higher required

**Scholastic's The Magic School Bus Explores the Ocean**

CPU: 486SX or higher microprocessor

RAM: 4 MB (8 recommended)

Hard Disk: 5 MB

Operating System: Microsoft Windows 3.1 or later or Windows 95

Drives: Double-speed or faster CD-ROM drive required

Video: Super VGA (for full 256-color support)

Sound: 8-bit audio board with extended MIDI playback capability, headphones or speakers

Input Device: Microsoft mouse or compatible pointing device recommended

**Scholastic's The Magic School Bus Explores the Ocean for the Macintosh**

CPU: Macintosh LC 550 or higher

RAM: 8 MB

Hard Disk: 8 MB

Operating System: System 7.1 or later

Drives: Double-speed or faster CD-ROM drive required

Video: 13" Color Monitor or bigger

Optional: Printer or network compatible with System 7.1 or later

**Scholastic's The Magic School Bus Explores the Solar System**

CPU: 486SX or higher microprocessor

RAM: 4 MB (8 recommended)

Hard Disk: 5 MB

Operating System: Microsoft Windows 3.1 or later or Windows 95

Drives: Double-speed or faster CD-ROM drive required

Video: Super VGA (for full 256-color support)

Sound: Audio board with headphones or speakers

Input Device: Microsoft mouse or compatible pointing device recommended

**Scholastic's the Magic School Bus Trial Versions**

CPU: 486SX/25 or higher microprocessor

RAM: for Windows 3.1: 4 MB required (8 MB recommended)  
for Windows 95: 8 MB required

Hard Disk: 5 MB

Operating System: EITHER MS-DOS® version 5.0 or later with Windows® version 3.1  
or later OR  
Windows 95 OR  
Windows NT 3.51

Drives: Double-speed or faster CD-ROM drive required

Video: Super VGA (for full 256-color support)

Sound: 8-bit sound board required (16-bit recommended) Headphones or  
speakers required

Input Device: Microsoft mouse or compatible pointing device

**Microsoft Interactive CD Sampler**

CPU: 486/66 or higher microprocessor

RAM: 8 MB (16 recommended)

Hard Disk: 5 MB

Operating System: Windows 95

Drives: Double-speed or faster CD-ROM drive required

Video: Super VGA (for full 256-color support)

Sound: 8-bit sound board required (16-bit recommended) Headphones or  
speakers required

Input Device: Microsoft mouse or compatible pointing device

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Cooper McQue Breaks Through!

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