

MechWarrior® 3

Demo

MicroProse/Hasbro Interactive

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MechWarrior 3: The ultimate *MechWarrior* delivers the intensity of the MechWarrior universe--as it's never been seen before. Take control of mission planning as you determine which targets are hit and when. Newfound equipment and parts allow you to customize and repair your damaged 'Mechs as you launch an offensive against the Smoke Jaguar Clan. *MechWarrior 3* promises to deliver groundbreaking technological performance and heart-pounding action. In this demo, you will get to experience the excitement of Instant Action.

System Requirements for Demo

Minimum for Demo

166MHz Pentium or faster

Windows 95 or Windows 98

DirectX 6.0 or later

32MB RAM

High Color graphics (640 x 480 x 16-bit color)

Hard drive (90MB)

DirectX-compatible sound card

Recommended for Demo

200MHz Pentium or faster

Windows 95 or Windows 98

DirectX 6.0 or later

64MB RAM

High Color graphics (1024 x 768 x 16-bit color)

3-D graphics accelerator (Direct3D supported)

Hard drive (90MB)

Joystick

How to Install the Demo

Note: Windows 95/98 and DirectX 6.0 or later must be installed on your computer before you can install the *MechWarrior 3* demo.

1. Turn on your computer to start Windows 95 or Windows 98.
2. Double-click the MECH3DEMO.EXE file to start the installation.
3. At the "MechWarrior 3 Demo - Welcome" screen, click "Finish" to continue with the install.
4. At the "MechWarrior 3 Demo Setup" screen, click "Next" to continue.
5. The demo will install to the default directory of C:\MicroProse\MechWarrior 3 Demo. If you wish to install the demo to a different directory, click the Browse button.
6. Follow the onscreen instructions to continue the install.
7. You can preregister online to learn more about *MechWarrior 3* and other great MicroProse games.
8. Click "Finish" to end the demo install.
9. You may have to restart your computer for MechWarrior 3 Demo to appear in your Start menu.

How to Load the Demo

From the Start Menu, select Programs > MicroProse > MechWarrior 3 Demo > MechWarrior 3 Demo.

In addition, you can order *MechWarrior 3* from our online store by selecting "Buy MechWarrior 3 Now." You can learn more about the game by selecting "MechWarrior 3 Web Site." You can uninstall the demo by selecting "Uninstall MechWarrior 3 Demo."

How to Play the Demo

After the *MechWarrior 3* demo loads, you will see the Main Menu where you have the following options:

- | | |
|----------------|----------------------------------------------|
| Instant Action | Play an Instant Action mission |
| Options | Configure your computer and set game options |
| Quit | Return to the Windows desktop |

We recommend first choosing "Options" to configure the game. Select the Graphics & Audio button to verify your graphics settings. Check the setting for "Video Device." The demo should automatically select the optimal graphics card, but you can change it if you need to. "Software Render" means that no 3-D graphics accelerator is being used, and "Primary Display Driver" means that your Direct3D graphics accelerator is being used. If you experience any problems, please read the section below called "Troubleshooting Information."

Next select Instant Action to play the game! This Instant Action mission consists of you vs. multiple waves of enemies. As you destroy each wave, the next one is tougher and more difficult to defeat.

After you click Instant Action, enter your name by clicking Pilot Entry. Type in your name and then hit the Enter key. Then click on your name under Pilots to select yourself. Click the Continue button.

At the next screen, you can choose your 'Mech and allies. Click the Accept button to start the Instant Action mission or Abort to return to the previous screen. You can also click the 'Mech Lab button to choose your 'Mech and also customize its equipment and armament.



Please look at Game Commands below for information on what keys to press, etc.

To quit the Instant Action mission, press Esc and then select Quit to return to the Main Menu. When your 'Mech is destroyed, the mission is over and the Instant Action screen will show you the last wave you reached.

Game Help

Here is help to get you started in the *MechWarrior 3* demo:

1. Target the enemy 'Mech by pressing the "E" key (Select Next Enemy).
2. Select your LRMs (Long-Range Missiles).
3. Hold the reticle over the enemy 'Mech until the reticle turns red and you hear a missile lock tone.
4. Fire the missiles by pressing the spacebar, joystick trigger or left mouse button.
5. As your enemy 'Mech approaches, switch your weapons to either Lasers or Autocannons (which are short-range weapons).
6. Remember to keep moving! A stationary 'Mech is a dead 'Mech.

Game Commands

Movement Commands

Forward	Up Arrow
Reverse	Down Arrow
Turn Left	Left Arrow
Turn Right	Right Arrow
Pitch Torso Up	- (Minus)
Pitch Torso Down	+ (Plus)
Torso Twist Left	<
Torso Twist Right	>
Forward/Reverse	Backspace

Weapon Commands

Fire Weapon	Spacebar
Cycle Weapons	Enter
Cycle Next Weapon Group	Ctrl-]
Chain/Single/Group Fire	\ (Backslash)
Select Weapon Group 1	F1
Select Weapon Group 2	F2
Select Weapon Group 3	F3
Select Weapon Group 4	F4
Select Weapon Group 5	F5
Set Weapon to Group 1	Shift-F1
Set Weapon to Group 2	Shift-F2
Set Weapon to Group 3	Shift-F3
Set Weapon to Group 4	Shift-F4
Set Weapon to Group 5	Shift-F5
Alpha Strike	Enter key on the numeric keypad

'Mech Commands

Override Auto Shutdown	O
Shutdown/Startup	S
Flush Coolant System	F
Get Up From Fall	G
Crouch/Stand	C
Center Torso to Legs	/ (Slash)

Target Commands

Select Target Under Reticle	Q
Select Next Enemy	E
Select Previous Enemy	Shift-E
Select Nearest Enemy	Ctrl-E

Throttle Commands

Throttle 0%	1 on the top keyboard row
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Throttle 15%	2 on the top keyboard row
Throttle 30%	3 on the top keyboard row
Throttle 40%	4 on the top keyboard row
Throttle 50%	5 on the top keyboard row
Throttle 60%	6 on the top keyboard row
Throttle 70%	7 on the top keyboard row
Throttle 80%	8 on the top keyboard row
Throttle 90%	9 on the top keyboard row
Throttle 100%	0 on the top keyboard row

Jump Jet Controls

Jump Jets	J
Jump Jet Forward	Home
Jump Jet Reverse	End
Jump Jet Left	Del
Jump Jet Right	Page Down

Cockpit Controls

Select Radar Display	R
Radar/Map Toggle	Shift-R
Select Passive/Active Radar	Alt-R
Damage Display	D
HUD Toggle	H

View Commands

Look Forward	Alt-5 (numeric keypad)
Look Down	Alt-8 (numeric keypad)
Look Up	Alt-2 (numeric keypad)
Look Left	Alt-4 (numeric keypad)
Look Right	Alt-6 (numeric keypad)
Look Back	Alt-Period (numeric keypad)
External Tracking Camera Toggle	X

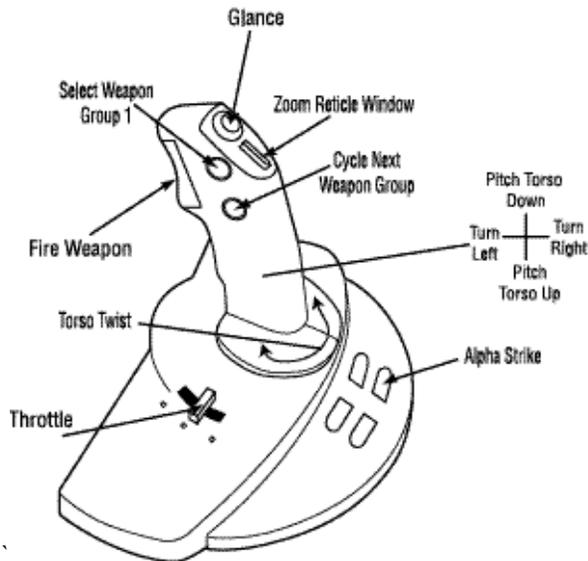
Lancemate Commands

Lancemate: Attack My Target	F6
Lancemate: Defend My Target	F7
Lancemate: Form Up On Me	F8
Lancemate: Stop	F9
Lancemate: Go to Mobile Field Base	F10
Lancemate: Command Screen	F11
Lancemate: Select Next Ally	W
Lancemate: Select Previous Ally	Shift-W
Lancemate: Select Nearest Ally	Ctrl-W
Send/Abort MFB	M

Game Commands

Pause Menu	Esc
Objectives Window	F12

Joystick Commands



Note: Joysticks without Z-axis (yaw control) may experience problems with torso twisting. We suggest that you make sure you have the latest drivers for your joystick.

Mouse Commands

Fire Weapon	Left-click
Zoom Reticle Window	Right-click
Move the Mouse	Control reticle/torso

Troubleshooting Information

If you have any problems with the *MechWarrior 3* demo, please make sure that the drivers for your video cards are up to date. We suggest checking the Web site of the video card manufacturers first for their latest driver versions. If those drivers do not work, we suggest trying the reference drivers for your graphics card. (For example, if you have a 3Dfx Voodoo card, try the reference drivers from www.3dfx.com. If you have an Nvidia Riva TNT card, try the reference drivers from www.nvidia.com.)

Q: The demo insists on running in Software Render mode even though I have a 3-D graphics accelerator.

A: You probably need to update the drivers for your video cards.

Q: I have a Voodoo 1, STB Velocity or similar older graphics accelerator, and the demo has problems with textures.

A: This problem will be fixed for the release version of *MechWarrior 3*.

Q: I have a Matrox Millennium II video card, and the demo will not run correctly.

A: Unfortunately, your Matrox Millennium II video card is not 100% compatible with Direct3D. Therefore, you need to change the "Video Device" in the Graphics setup from "Primary Display Driver" to "Software Render."

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