SpaceOrb 360 Game Setup Guide

Welcome to the Game Setup Guide.

This Guide will help you set up your game to work with the SpaceOrb 360.

Click on one of the buttons below to select the type game you want to play. From the resulting list, click on the name of the game you want to play for information about how to set up the game to work with the SpaceOrb 360.

{button Setup a DOS Game,JI(`gamelist.HLP',`DOS_Games')}

NOTE: DOS games can be started by double-clicking on the game icon in Windows 95 or by entering the name of the game's executable file in the DOS command line.

See Using the SpaceOrb 360 Customizer in the online help files for information about making changes to the sensitivity, orientation, and button and axis mappings for your game.

{button Setup a Windows 95 Game,JI(`gamelist.HLP',`Windows_95_Games')}

NOTE: For some of the Windows 95 games, you need to run the game once and exit it for the SpaceOrb 360 Monitor to configure all the files. Anytime you run the game after that, it will be configured properly. Check your individual game in this help file.

NOTE: For the Windows 95 games to run properly, the SpaceOrb must be selected in the Joystick control panel.

DOS Games

Click on the game you want to play to see specific information about how to set it up.

[Blake Stone](#)

[Blood](#)

[Corridor 7](#)

[Dark Forces](#)

[Descent](#)

[Descent II](#)

[Descent II Test Flight](#)

[Doom](#)

[Doom II](#)

[Duke Nukem 3D](#)

[Heretic](#)

[Hexen](#)

[MDK](#)

[MechWarrior 2](#)

[MechWarrior 2 Mercenaries](#)

[Quake](#)

[Redneck Rampage](#)

[Rise of the Triad](#)

[Shadow Warrior](#)

[Spear of Destiny](#)

[Strife](#)

[Terminal Velocity](#)

[Wolfenstein 3D](#)

Windows 95 Games

Click on the game you want to play to see specific information about how to set it up.

Bug!

Captain Claw

Deadly Tide

Descent II

Final Doom

Earth Siege 2

Earthworm Jim

FIFA RTWC 98

Fury3

F!Zone

G-NOME

GEX

GLQuake

Hellbender

Hexen 2

Hyper Blade

Independence Day

IndyCar Racing II

Jedi Knight

Joint Strike Fighter

LongbowFX

MageSlayer

MDK

MechWarrior 2

MechWarrior 2 Mercenaries

MetaVR

Microsoft CART

Monster Truck Madness

Moto Racer

Nuclear Strike

Outlaws

Pod

Blake Stone

Buttons:
    A: Fire
    B: Turbo Fire
    C: Open
    D: Forward
    E: Strafe
    F: Backward

Movements:
    Slide Left and Right
    Move Forward and Backward
    Turn Left and Right

Platform: DOS

Versions: All commercial versions

NOTE: You **must** chose the Mouse as the controller for this game.

NOTE: Do not touch the PowerSensor ball when you are in a game menu or the game may interpret the action as a request to QUIT.

NOTE: Blake Stone requires a large amount of conventional DOS memory. If you have trouble running this game you may need to increase the amount of conventional memory by removing unnecessary TSRs or exiting to DOS.

Blood

Buttons:
- A: Fire
- B: Open
- C: Jump
- D: Move Forward
- E: Inventory Use
- F: Next Weapon

Movements:
- Slide Left and Right
- Jump and Crouch (v1.2 only)
- Move Forward and Backward
- Look Up and Down
- Turn Left and Right

Platform: DOS

Versions: Shareware version 1.1 and later
　　　　　　 All commercial versions 1.01 and later

NOTE: Blood requires the v1.01 patch to work with the SpaceOrb 360. This patch can be obtained from **www.blood.com**.

NOTE: The SpaceOrb software will automatically configure this game for use with the SpaceOrb 360. No additional setup is required.

NOTE: If for some reason the game doesn't work with the SpaceOrb, try the following steps:

1. Run **setup.exe**.

2. Select **Controller Setup**.

3. Select **Choose Controller Type**.

4. Select **Keyboard + External**.

5. Exit and save changes.

BUG!

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

NOTE: The following steps **must** be performed in order for the SpaceOrb 360 to function correctly in this game:

1.   When Bug! asks if you are using a Joystick, click on **Yes**.

2.   Click in each button text box and press the **SpaceOrb 360** button you want to map to that action.

Captain Claw

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

NOTE: No special instructions are required to support the SpaceOrb 360 in this game.

Corridor 7

Buttons:
   A: Fire
   B: Turbo Fire
   C: Open
   D: Forward
   E: Strafe
   F: Backward

Moves Supported:
   Move Forward and Backward
   Turn Left and Right

Platform: DOS

Versions: All commercial versions

NOTE: You **must** choose the Mouse as the controller for this game.

NOTE: Do not touch the PowerSensor ball when you are in a game menu or the game may interpret the action as a request to QUIT.

NOTE: Corridor 7 requires a large amount of conventional DOS memory. If you have trouble running this game you may need to increase the amount of conventional memory by removing unnecessary TSRs or exiting to DOS.

Dark Forces

Buttons:
    A: Fire
    B: Fire Secondary
    C: Use
    D: Fast Forward
    E: Weapon Up
    F: Map

Movements:
    Slide Left and Right
    Jump Up and Crouch Down
    Move Forward and Backward
    Look Up and Down
    Turn Left and Right

Platform: DOS

Versions: All commercial versions

NOTE: Reboot to DOS or the Windows 95 command prompt before running Dark Forces. Dark Forces behaves erratically when played within Windows 95.

Deadly Tide

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

NOTE: No special instructions are required to support the SpaceOrb 360 in this game.

Descent

Buttons:

    A: Fire Primary
    B: Fire Flare
    C: Fire Secondary
    D: Forward Thrust
    E: Drop Bomb
    F: Map

Movements:

    Slide Left and Right
    Slide Up and Down
    Move Forward and Backward
    Turn Up and Down
    Turn Left and Right
    Roll Left and Right

Platform: DOS

Versions: Shareware version 1.4 and later
              All commercial versions

NETWORK PLAY: Select the **MultiPlayer Option** in the game.

Descent II

Buttons: (These buttons are for the DOS game. Windows 95 buttons are defined in the game)

    A: Fire Primary
    B: Fire Flare
    C: Fire Secondary
    D: Forward Thrust
    E: Afterburner
    F: Map

Movements:

    Slide Left and Right
    Slide Up and Down
    Move Forward and Backward
    Turn Up and Down
    Turn Left and Right
    Roll Left and Right

Platforms: DOS, Windows 95

Versions: All commercial versions including the **3DFX (dos only)** version

NOTE: You must have more than 8MB RAM to run this game under the DOS box in Windows 95.

NOTE (Windows 95 only): You **must** use the player named "SPACEORB" in order for the SpaceOrb 360 to function correctly in this game. If you want to user your own player name, follow these directions:

1. Quit Descent II if it is running.

2. Use the Windows Explorer or DOS commands (via the DOS prompt) and go to the Descent II directory.

3. Copy the **spaceorb.plr** to a new file with your player name (for example, for a pilot named "killer" copy **spaceorb.plr** to **killer.plr)**.

4. Launch Descent II and use **killer** as your player name..

Descent II for Windows 95 should now be configured for use with the SpaceOrb 360.

NETWORK PLAY: Select the **MultiPlayer Option** in the game.

Descent II Test Flight

Buttons:
    A: Fire Primary
    B: Fire Flare
    C: Fire Secondary
    D: Forward Thrust
    E: Drop Bomb
    F: Map

Movements:
    Slide Left and Right
    Slide Up and Down
    Move Forward and Backward
    Turn Up and Down
    Turn Left and Right
    Roll Left and Right

Platform: DOS

Versions: All versions

NOTE: You must have more than 8MB RAM to run under the DOS box in Windows 95.

NETWORK PLAY: Select the **MultiPlayer Option** in the game.

DOOM and DOOM II

Buttons:
    A: Fire
    B: Open
    C: Turbo Fire
    D: Forward Thrust
    E: Weapon Up
    F: Backward Thrust

Movements:
    Slide Left and Right
    Move Forward and Backward
    Turn Left and Right

Platform: DOS

Versions: Doom: Shareware version 1.4 and later
              Doom II: All versions

NOTE: No special instructions are required to support the SpaceOrb 360 in this game.

FIFA RTWC 98

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

Game setup instructions for FIFA RTWC 98:

1. Before a game starts, you will see a Controller Setup screen.
2. At this screen, push left on the SpaceOrb 360 to use it for the left player or right to use it for the right player.
3. Pulling forward and backward cycles through the configuration choices in the game.
4. Click on the **SpaceOrb 360** button to start the game.

FIFA RTWC 98 should now be configured for use with the SpaceOrb 360.

Final DOOM and Ultimate DOOM for Windows 95

Buttons:
    A: Fire
    B: Shotgun
    C: Use
    D: Weapon Up
    E: Chain Gun
    F: Weapon Down

Movements:
    Slide Left and Right
    Move Forward and Backward
    Turn Left and Right

Platform: Windows 95

Versions: All versions

NOTE: The following steps **must** be performed in order for the SpaceOrb 360 to function correctly in this game:

1. In the "DOOM for Windows 95 Launcher" screen, select the **Configuration** button at the lower right corner of the screen.

2. Select the **Joystick** tab and choose **Spaceball** as the joystick.

3. Select the **Advanced** button, choose **Restore Defaults,** and click on **OK**.

Duke Nukem 3D

Buttons:

    A: Fire
    B: Open
    C: Jump
    D: Move Forward
    E: Inventory
    F: Next Weapon

Movements:

    Slide Left and Right
    Jump and Crouch (version 1.2 only)
    Move Forward and Backward
    Look Up and Down
    Turn Left and Right

Platform: DOS

Versions: Shareware version 1.3D and later
              All commercial versions 1.3D and later

NOTE:
The SpaceOrb software will automatically configure this game for use with the SpaceOrb 360. No additional setup is required.

NOTE: If for some reason the game does not work with the SpaceOrb, try the following steps:

1. Run **setup.exe**.

2. Select **Controller Setup**.

3. Select **Choose Controller Type**.

4. Select **Keyboard + External**.

5. Exit and save changes.

Earth Siege 2

Buttons:
A: Fire
B: Target
C: Link Weapon
D: Chase View
E: Next Chain
F: Next Weapon

Movements:
Turn Left/Right - YAW
Speed Up/Down
Look Up and Down
Look Left/Right - ROLL

Platform: Windows 95

Versions: All versions

NOTE: The following steps **must** be performed in order for the SpaceOrb 360 to function correctly in this game:

1. Select **F12** in the game.

2. Select the **Controls** button.

3. In WALKING MODE set the controls to:
    Joystick = Movement
    Throttle = Turret Elevation
    Rudder = Turret Rotation.

4. In FLYING MODE set the controls to:
    Joystick = Throttle/Yaw
    Throttle=Pitch
    Rudder=Roll.

Earthworm Jim

Buttons:
 A: Whip
 B: Fire
 C: Jump
 D: Not used
 E: Not used
 F: Not used

Movements:
 Move Left and Right
 Look Up and Down

Platform: Windows 95

Versions: All versions

NOTE: The following steps **must** be performed in order for the SpaceOrb 360 to function correctly in this game:

1. Choose **Properties** from the **File** pull-down menu.

2. Click on the **Joystick** tab.

3. Check the **Enable Joystick** checkbox.

4. Click in each button text box and press the SpaceOrb 360 button you want to map to the action.

Fury3 and F!Zone

Buttons:
- A: Fire
- B: Turbo Thrust
- C: Throttle Down
- D: Throttle Up
- E: Not used
- F: Not used

Movements:
- Turn Left and Right
- Turn Up and Down
- Throttle
- Rudder

Platform: Windows 95

Versions: All versions

NOTE: The following steps **must** be performed in order for the SpaceOrb 360 to function correctly in this game:

1. In the game choose **Flight Control Options** from the **Options** menu.

2. Choose **Joystick** as the Primary Flight Control.

3. Check **Auto Leveling**.

SUGGESTION: Change the default button maps for Throttle Up/Down:

1. Choose the **Customize Joystick** button.

2. Select **Throttle Up**: Button 4. Press **Change**. Press the **C** button on the SpaceOrb 360.

3. Select **Throttle Down**: Button 3. Press **Change**. Press the **D** button on the SpaceOrb 360.

G-NOME

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

NOTE: The SpaceOrb software will add support for this game after the game is run on your system for the first time. When you exit the game, a message box will appear notifying you that support has been added. This process will occur only once.

NOTE: The following (additional) steps **must** be performed in order for the SpaceOrb 360 to function correctly in this game:

1. Select **Options** at the bottom of the **Main** menu screen.

2. Select **Interface** on the left side of the screen.

3. Set **Joystick Input** button to **On**.

4. Load the **Custom 4** configuration and select the **Use/Save** button. This sets up all the SpaceOrb 360 axes in your game.

Once this is setup, it remains in effect for all following games.

GEX

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

NOTE: The following steps **must** be performed in order for the SpaceOrb 360 to function correctly in this game:

1. Select **Controller** from the **Options** pull-down menu.

2. Check the **Enable Controller** box.

3. Click in each button text box and press the **SpaceOrb** button you want to map to the action.

Hellbender

Buttons:
    A: Fire
    B: Afterburner
    C: Throttle Up
    D: Throttle Down
    E: Previous Weapon
    F: Next Weapon

Movements:
    Turn Left and Right
    Turn Up and Down
    Throttle
    Roll

Platform: Windows 95

Versions: All versions

NOTE: The following steps **must** be performed in order for the SpaceOrb 360 to function correctly in this game:

1. From the opening screen, set the **Primary Game Control** to **Joystick**.

2. Choose **Main Menu** (before or during the game) and choose **Options.**

3. Select **Settings** and select the **Controls** tab.

4. Make sure the Primary Game Control is set to **Joystick**. Make sure **Auto Leveling** is NOT checked. Make sure **Rudder Control** is checked.

Heretic

Buttons:
    A: Fire
    B: Use
    C: Turbo Fire
    D: Forward Thrust
    E: Artifact Use
    F: Weapon Cycle

Movements:
    Slide Left and Right
    Move Forward and Backward
    Look Up and Down
    Turn Left and Right

Platform: DOS

Versions: Version 1.2 and later

NOTE: The Heretic 1.2 patch can be found at **www.idsoftware.com**

Hexen

Buttons:
- A: Fire
- B: Use
- C: Turbo Fire
- D: Forward Thrust
- E: Artifact Use
- F: Weapon Cycle

Movements:
- Slide Left and Right
- Fly Up and Down
- Move Forward and Backward
- Look Up and Down
- Turn Left and Right

Platform: DOS

Versions: All commercial versions

Hexen 2

Buttons: Defined in game

Platform: Windows 95

Versions: All versions including **GL Hexen 2**

NOTE: The SpaceOrb software will add support for this game after the game is run on your system for the first time. When you exit the game, a message box will appear notifying you that support has been added. This process will occur only once.

If you **do not** see this message box after you exit the game (only when the game is run on your system for the first time), go into the game's directory and locate and delete a file called 'SpaceOrb.360'. Run and exit the game again and you should see the message box. The game should now function correctly with the SpaceOrb 360.

Hyper Blade

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

NOTE: No special instructions are required to support the SpaceOrb 360 in this game.

Independence Day

Buttons: Defined in game

Platform:　Windows 95

Versions:　All versions

Game Setup Instructions:

1.　In the main menu, choose **Options**.

2.　Choose **Controls**.

3.　Select **Joystick 1** as the Controller.

IndyCar Racing II, CART Racing

Buttons:
    A: Accelerate
    B: Brake
    C: Not Used
    D: Not Used
    E: Not Used
    F: Not Used

Movements:
    Move Left and Right
    Reverse

Platform: Windows 95

Versions: All versions

NOTE: This game does not need to be configured although you may want to verify that the following control settings are selected:

1. Select **Options** in the game.

2. Select the **Set Controls** button.

3. Verify these controls:
        Steering=Joystick 1 Axis X
        UNCHECKED=Use Linear Steering,
        Acceleration=Joystick 1 Button 1
        Braking=Joystick 2 Button 2,
        Shift Up=Key Control Pd8
        Shift Down=Key Control Pd2,
        Reverse=Joystick 1 Axis Y.

Jedi Knight

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

Game Setup Instructions:

1. From the main menu, select **Setup**.

2. Select **Controls**.

3. Select **Options**.

4. Check **Always Run**.

5. Select **Load Configuration**.

6. Select **Spacetec SpaceOrb 360**.

7. Select **OK**.

Joint Strike Fighter

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

Game Setup Instructions:

1. In the main menu, choose **Options**.

2. Choose **Joystick** as the Input Device.

LongbowFX

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

NOTE: No special instructions are required to support the SpaceOrb 360 in this game.

MageSlayer

Buttons: Defined in game

Platform: Windows 95

Versions: Version 1.1 or later

Game Setup Instructions:

1. From the main menu, choose **Options**.

2. Choose **Controls**.

3. Choose **Joystick**.

4. Turn Joystick **ON**.

MDK (Windows 95)

Buttons: Defined in game

Platform: Windows 95

Versions: All versions including **3DFX** and **Direct3D** versions

NOTE: The SpaceOrb software will add support for this game after the game is run on your system for the first time. When you exit the game, a message box will appear notifying you that support has been added. This process will occur only once.

If you **do not** see this message box after you exit the game (only when the game is run on your system for the first time), go into the game's directory and locate and delete a file called 'SpaceOrb.360'. Run and exit the game again and you should see the message box. The game should now function correctly with the SpaceOrb 360.

MDK (DOS)

Buttons:

    A: Fire
    B: Item Use
    C: Jump
    D: Move Forward
    E: Sniper
    F: Move Back

Platform: DOS

Versions: All versions with the 5/21/97 game patch and later

NOTE: MDK DOS requires the 5/21/97 patch to work with the SpaceOrb 360. This patch can be obtained from **www.shiny.com** in the MDK patches area.

MechWarrior 2 and MechWarrior 2 Mercenaries

Buttons:
 A: Fire Weapon
 B: Cycle Weapon
 C: Throttle Up
 D: Throttle Down
 E: Next Target
 F: Target Reticle

Movements:
 Turn Left and Right
 Look Up and Down
 Look Left and Right

Platforms: DOS, Windows 95

Versions: All versions

NOTES (DOS only):

1. Hold down the **C** button while you push the PowerSensor forward to adjust throttle speed.

2. Press the **C** button once to reset the throttle.

3. Hold down the **D** button while you push forward or pull backward on the PowerSensor to adjust the zoom factor.

4. Hold down the **D** button while you push down or pull up on the PowerSensor to adjust the pilot's view.

5. Press the **F** button once to reset the pilot's view.

NOTE: This game is not customizable and can only be run in HORIZONTAL mode.

NOTE: (Windows 95 only)
The following steps **must** be performed in order for the SpaceOrb 360 to function correctly in this game:

1. In the game choose **Cockpit Controls** from the **Options** menu.

2. Select **Custom Configuration**.

3. Choose **Load Custom 4** in the lower left part of the screen.

NOTE: (MechWarrior 2 only) The SpaceOrb software will add support for this game after the game is run on your system for the first time. When you exit the game, a message box will appear notifying you that support has been added. This process will occur only once.

If you **do not** see this message box after you exit the game (only when the game is run on your system for the first time), go into the game's directory and locate and delete a file called 'SpaceOrb.360'. Run and exit the game again and you should see the message box. The game should now function correctly with the SpaceOrb 360.

MetaVR

Buttons:
    A: Attach to next Entity
    B: Attach to next Preferred Entity
    C: Add/Remove from Preferred List
    D: Detach Entity
    E: Change Attach Mode
    F: Display Help Text

Platform: Windows 95

Versions: All versions

NOTE: No special instructions are required to support the SpaceOrb 360 in this application.

NOTE: This title is a VR Scene Generator, not a game.

Microsoft CART

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

Game Setup Instructions:

1. From the Options menu, choose **Controls…**.
2. Select **Joystick** as the Primary Driving Control
3. Click on **OK**.

Monster Truck Madness

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

NOTE: The following steps **must** be performed in order for the SpaceOrb 360 to function correctly in this game:

1. In the **Options** pull-down menu choose **Controls**.

2. Pull down the **Primary Driving Control** list and select **Joystick**.

3. Click on the **Customize Joystick** button and select **Use Joystick Throttle Control**.

4. You can select which button performs each function in this screen.

Moto Racer

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

Game Setup Instructions:

1. In the Options menu, choose **Joystick** as the Controller.

2. Click on **Config**.

3. Configure the controls as follows:
    a) Accelerate and Break are push forward/backward on the SpaceOrb 360.
    b) Turn left/right is turn left/right on the SpaceOrb.

4. Click on **Accept**.

Nuclear Strike

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

Game Setup Instructions:

1. In the main menu, choose **Config**.
2. Select **Control**.
3. Check the red checkbox next to Joystick.

Outlaws

Buttons:

    A: Fire
    B: Super Fire
    C: Use
    D: Reload
    E: Jump/Swim up
    F: Crouch/Swim down

Platform: Windows 95

Versions: All versions including **Direct3D** versions

NOTE: The SpaceOrb software will add support for this game after the game is run on your system for the first time. When you exit the game, a message box will appear notifying you that support has been added. This process will occur only once.

If you **do not** see this message box after you exit the game (only when the game is run on your system for the first time), go into the game's directory and locate and delete a file called 'SpaceOrb.360'. Run and exit the game again and you should see the message box. The game should now function correctly with the SpaceOrb 360.

NOTE: The following (additional) steps **must** be performed in order for the SpaceOrb 360 to function correctly in this game:

1. From the main menu, select **Options**.

2. Select **Joystick**.

3. Select the **Default** button in the Joystick setup window.

The SpaceOrb 360 should now be configured properly for this game.

Pod

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

Game Setup Instructions:

1. In the main menu, choose **Options**.

2. Choose **Controls**.

3. Select either Joystick on the right half of the screen.

Postal Demo

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

Game Setup Instructions:

1. In the Options menu, choose **Controls**.

2. Check **Use Joystick**.

3. Uncheck **Use Mouse**.

Quake (DOS)

Buttons: Defined in game

Movements:
    Forward and Back
    Left and Right
    Look Left and Right
    Look Up and Down

Platform: DOS

Versions: Version 1.06 and later (shareware and retail)

You can map the buttons from inside the game.

Quake (Windows)

This information is applicable to WinQuake, QuakeWorld, and GLQuake.

Buttons: Defined in game

Movements:

    Forward and Back
    Left and Right
    Look Left and Right
    Look Up and Down

Platforms: Windows 95

Versions:

    WinQuake version 1.0 or later

    QuakeWorld version 1.5 or later

    GLQuake version 1.0 or later

You can map the buttons from inside the game.

NOTE:
The SpaceOrb software will add support for this game after the game is run on your system for the first time. When you exit the game, a message box will appear notifying you that support has been added. This process will occur only once.

If you **do not** see this message box after you exit the game (only when the game is run on your system for the first time), go into the game's directory and locate and delete a file called 'SpaceOrb.360'. Run and exit the game again and you should see the message box. The game should now function correctly with the SpaceOrb 360.

NOTE:
Because GLQuake, QuakeWorld, and WinQuake use the same configuration file any modifications made to this configuration file will affect game play in each game.

Quake 2

Buttons: Defined in Game

Movements:

    Forward and Back

    Left and Right

    Look Left and Right

    Look Up and Down

    Jump/Crouch and Swim Up/Down

Platform: Windows 95

Versions: All versions

NOTE:
The SpaceOrb software will add support for this game after the game is run on your system for the first time. When you exit the game, a message box will appear notifying you that support has been added. This process will occur only once.

Redneck Rampage

Buttons:
 A: Fire
 B: Open
 C: Jump
 D: Move Forward
 E: Inventory
 F: Next Weapon

Movements:
 Slide Left and Right
 Jump and Crouch (v1.2 only)
 Move Forward and Backward
 Look Up and Down
 Turn Left and Right

Platform: DOS

Versions: Shareware version1.1 and later
 All commercial versions

NOTE: The SpaceOrb software will automatically configure this game for use with the SpaceOrb 360. No additional setup is required.

NOTE: If for some reason the game does not work with the SpaceOrb, try the following steps:

1. Run **setup.exe**.

2. Select **Controller Setup**.

3. Select **Choose Controller Type**.

4. Select **Keyboard + External**.

5. Exit and save changes.

Return Fire

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

NOTE: No special instructions are required to support the SpaceOrb 360 in this game.

Rise of the Triad

Buttons:
    A: Turbo Fire
    B: Fire
    C: Use
    D: Swap Weapon
    E: Aim
    F: Pause

Movements:
    Slide Left and Right
    Jump Up and Crouch Down
    Move Forward and Backward
    Look Left and Right
    Spin Left and Right

Platform: DOS

Versions: All commercial versions

NOTE: This game is not customizable and can only be run in HORIZONTAL mode.

Road Rash

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

Game Setup Instructions:

1. Enter the Restroom.
2. Click on **Configure Input**.
3. Click on **Joystick Defaults**.
4. Click on **Done**.

Rocket Jockey

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

Game Setup Instructions:

1. In the Controller menu, select **Joystick**.

2. Click on **OK**.

Shadow Warrior

Buttons:
    A: Fire
    B: Open
    C: Jump
    D: Move Forward
    E: Inventory
    F: Next Weapon

Movements:
    Slide Left and Right
    Jump and Crouch
    Move Forward and Backward
    Look Up and Down
    Turn Left and Right

Platform: DOS

Versions: Version 1.2 and later

Shadows of the Empire

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

NOTE: No special instructions are required to support the SpaceOrb 360 in this game.

Silent Thunder

Buttons:
    A: Fire Cannon
    B: Fire Selected Weapon
    C: Cycle Weapon Select
    D: Cycle Target Select
    E: Release Chaff
    F: Status

Movements:
    Turn and Rotate Left and Right
    Rotate Up and Down
    Speed Up/Down
    Turn Left and Right

Platform: Windows 95

Versions: All versions

NOTE: No special instructions are required to support the SpaceOrb 360 in this game.

Sonic CD

Buttons: Defined in game

Platform: Windows 95

Versions: All versions except OEM versions

NOTE: No special instructions are required to support the SpaceOrb 360 in this game.

Spear of Destiny

Buttons:
- A: Fire
- B: Turbo Fire
- C: Open
- D: Pause
- E: Single Axis
- F: Unused

Movements:
- Slide Left and Right
- Move Forward and Backward
- Turn Left and Right

Platform: DOS

Versions: All commercial versions

NOTE: You **must** choose the Mouse as the controller for this game.

NOTE: Do not touch the PowerSensor ball when you are in a game menu or the game may interpret the action as a request to QUIT.

Strife

Buttons:

    A: Attack
    B: Open
    C: Jump
    D: Forward Thrust
    E: Use Inv
    F: Change Weapon

Movements:

    Slide Left and Right
    Jump, Move Forward and Backward
    Turn Left and Right

Platform: DOS

Versions: All versions

NOTE: No special instructions are required to support the SpaceOrb 360 in this game.

Sub Culture

Buttons: Defined in game.

Platform: Windows 95

Versions: All versions

NOTE: No special instructions are required to support the SpaceOrb 360 in this game.

SWIV for Windows

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

NOTE: The following steps **must** be performed in order for the SpaceOrb 360 to function correctly in this game:

1. Click on **Options**.

2. Click on **Controls**.

3. Choose **Joystick**.

Tanarus

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

NOTE: No special instructions are required to support the SpaceOrb 360 in this game.

Terminal Velocity

Buttons:
　　A: Fire
　　B: After burner
　　C: Throttle Down
　　D: Throttle Up
　　E: Unused
　　F: Unused

Platform: DOS

Versions: All commercial versions with game patch

NOTE: No special instructions are required to support the SpaceOrb 360 in this game.

Terracide

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

NOTE: You must choose the Full Install when installing this game in order for the SpaceOrb to be supported correctly.

NOTE: The following steps **must** be performed in order for the SpaceOrb 360 to function correctly in this game:

1. Open the game and then press the ALT.

2. In the Options menu, remove the check from **Auto Leveling** and **Auto Pitching**.

3. Choose **Configure Controls** and check **Analog Throttle**.

Turok

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

Game setup instructions for Turok:

1. From the main menu, select **Controls > Keyboard and Custom Joystick** so it is checked.
2. From the main menu, select **Controls > Setup > Joystick/Pad**.
3. The selected Joystick/Pad should be **Spacetec SpaceOrb 360**.
4. Click on the **Axes** button.
5. In the Axes screen, place a check in ALL AVAILABLE check boxes labeled **Relative**.
6. Click on **OK**.

Turok should now be configured for use with the SpaceOrb 360.

Virtua Fighter PC

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

NOTE: The following steps **must** be performed in order for the SpaceOrb 360 to function correctly in this game:

1. In either the demo screen (where you see people fighting) or during the fight, press **F5**.

2. Using the cursor movement arrows, move down to the line that says **Joystick** and press the right arrow key. The text below will allow you to select which button performs which action.

Wolfenstein 3D

Buttons:
    A: Fire
    B: Turbo Fire
    C: Open
    D: Forward
    E: Strafe
    F: Backward

Movements:
    Slide Left and Right
    Move Forward and Backward
    Turn Left and Right

Platform: DOS

Versions: All commercial versions

NOTE: Do not touch the PowerSensor ball when you are in a game menu or the game may interpret the action as a request to QUIT.

NOTE: You **must** choose the Mouse as the controller for this game.

NOTE: Wolfeinstein 3D requires a large amount of conventional DOS memory. If you have trouble running this game you may need to increase the amount of conventional memory by removing unnecessary TSRs or exiting to DOS.

X-Wing vs Tie Fighter

Buttons: Defined in game

Platform: Windows 95

Versions: All versions

NOTE: No special instructions are required to support the SpaceOrb 360 in this game.

Contacting Spacetec IMC over the Internet:

If you have Internet capabilities, you can connect to the Spacetec IMC Corporation's web site by clicking on one of the hotspots below:

E-mail - spaceorb@spacetec.com

E-mail any questions or comments to the above address. Make sure to put SpaceOrb 360 in the subject line.

Web - www.spaceorb.com.

Visit Spacetec's web site to find the latest news and information about the SpaceOrb 360, the latest game drivers, and software updates.

FTP - ftp://ftp.spacetec.com/pub/

Spacetec is continually adding new game configuration files to its web site. Check here to see if there is a configuration file for your game.