Major Bugs fixed in version 1.2:

1. Fixed M3.exe bug that prevents the game from running on many PC graphics chipsets. The game can now be run in Software mode on Intel 740, 810, and 815 chipsets, Neomagic video cards, and SiS video cards, as well as some others. Please note that due to limitations of these cards, they cannot run the game in Direct3D Hardware mode. Hold down CTRL or CMD while starting the game, then select the Software rendering mode.

New Technical Support Information 1.2:

1. PCs with a Savage 3d video card may experience crashes running in hardware mode. A work around for this is to run the game in software to move past the problem area, save the game, and then load the saved game after restarting in hardware mode.