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1. DEMO SYSTEM REQUIREMENTS

- * Windows 95B or higher (Windows 98 recommended)
- * DirectX 7.0a required
- * Pentium II 233Mhz or better
- * 32 MB of RAM (64MB of RAM recommended)
- * 90MB of hard disk space for install, 175MB free hard disk space for swap file
- * 3D Hardware Accelerated video card with 4MB RAM (Voodoo 1 or better)
- * DirectX compatible sound card
- * Windows compatible mouse

2. INSTALLATION

Run the Earth2150Demo.exe program to install the Earth 2150 Demo to your hard disk.

3. ABOUT THIS DEMO

This demo of Earth 2150 includes full tutorials for all three sides in the game: the Eurasian Dynasty (ED); the United Civilized States (UCS); and the Lunar Corporation (LC). The demo also includes one mission each for the ED and LC. Four Skirmish maps are also included, these allow you to play against the computer.

The full product includes tutorials for all three sides (ED, LC, and UCS), plus three full campaigns for a total of over 70 missions. In addition, the full product offers six types of skirmish and multiplayer games on over twenty maps.

Finally, the full product also includes a map editor that allows you to create your own maps.

4. TROUBLESHOOTING

Setup

After installing the Earth 2150 demo, click the Start Menu and select "Setup" from SSI\Earth 2150. This Setup program allows you to test various video resolutions. The Setup program will inform you if your video card can run the demo at the desired resolution. It also lets you select which graphics renderer to use.

Direct3D Renderer

Generally, the Direct3D renderer should run well on almost any Direct3D-compatible 3D accelerator card that supports Z-Buffering, Bilinear Filtering, and Alpha-Blending. Video cards using Z-Sorting instead of Z-Buffering are not supported due to advanced Z-buffer based tricks used in the 3D engine.

OpenGL Renderer

On some video cards, the OpenGL renderer can provide better performance or greater visual quality. You must make sure that you have the latest OpenGL drivers installed for your particular video card before using the OpenGL renderer.

OpenGL drivers enumerate TrueColor modes only if your Windows desktop is also in TrueColor mode.

The Environmental Fog effect may not be available on some video cards if the OpenGL renderer is selected.

Glide Renderer

The Glide renderer is only for use with video cards based on 3dfx chipsets, i.e., Voodoo 1, Voodoo 2, and Voodoo 3. If you're using a 3dfx-based video card, Glide is the recommended graphics renderer for your computer.

Some older cards, e.g., Voodoo Rush and Voodoo 1 cards, do not support per vertex fog which causes the game to switch fog mode from "environmental" to "black." In some situations, you may have to switch fog mode manually. Go to "Options" and click the "Graphics" tab, then check "Black" under Fog.

If you had a 3dfx card in your system at any time and you did not uninstall it properly, the demo may crash. To avoid this problem, go to the "Windows\System" directory and delete (or rename) "Glide3x.dll".

Note: 3dfx chipsets only work in 16-bit mode.

Video Troubleshooting

Most video display problems can be corrected by installing the latest reference drivers for your particular video card. Please consult your video card documentation for details on how to get the latest drivers for your card.

If you are using a custom cursor, especially with shadow, it may cause video corruption. We strongly recommend disabling custom cursors while playing Earth 2150.

If your system has two or more video cards, Earth 2150 may appear on the wrong monitor. Whenever you change your video card or reinstall drivers, run Setup to readjust your video settings.

We strongly recommend using standard resolutions with a 4:3 aspect ratio (e.g., 640x480, 800x600, 1024x768, or 1280x1024) in HighColor or TrueColor mode. Remember: the higher the resolution, the slower the game will be, especially if your card has only 4MB or 8MB of video ram.

Memory needed to run the game in a given resolution:

Resolution	Video Memory
640 x 480 x 16	4 MB
800 x 600 x 16	6 MB
1024 x 760 x 16	8 MB
1280 x 1024 x 16	12 MB
640 x 480 x 32	8 MB
800 x 600 x 32	10 MB
1024 x 760 x 32	12 MB
1280 x 1024 x 32	18 MB

Exceptions:

- Voodoo 1 only 640 x 480 x 16 mode
- Voodoo 2 only 640 x 480 x 16, 800 x 600 x 16 modes
- Voodoo Rush only 640 x 480 x 16 mode

Matrox G400 Video Cards

We recommend that you update to the latest drivers from Matrox's website at:

<http://www.matrox.com/mga/home.htm>

The Earth 2150 demo runs well on the G400 in either Direct3D or OpenGL mode. However, if your Windows taskbar is set to "Always on top," the taskbar may appear when you're running the Earth 2150 demo. You can uncheck "Always on top" or run the demo with the Direct3D renderer.

Alt-Tab and Task Switching

Task switching via Alt-Tab or Alt-Esc is not recommended when playing Earth 2150. Task switching can cause Earth 2150 to lock up and require you to restart your computer.

Sound & Audio Problems

Most sound card problems can be corrected by installing the latest drivers for your particular card. Please consult your sound card documentation for details on how to get the latest drivers for your card.

If your system does not play audio tracks or plays them incorrectly (e.g., too fast or too slow) you can try reinstalling or updating Microsoft's Windows Media Player, which is responsible for audio track decompression.

Windows Media Player 6.4

Windows Media Player 6.4 or higher is required for playback of the cinematics in the full product.

If you're using Windows 95B, the SSI and TopWare intro screens won't be displayed in this demo unless you have Windows Media Player 6.4 installed. There are no cinematics included with this version of the demo.

Performance

If you're playing the game on a minimum spec machine, you may experience some slowdown when there are many units firing rockets on the screen. To improve performance, we suggest that you reduce the Visible Range in the Graphic Options.

After starting a game, click "Menu" from the menubar, select "Options", and click the "Graphics" tab. Then move the "Visible Range" slider to the left. You can also turn off graphical effects such as snow, rain, and atmospheric fog. Finally, turning off the music soundtrack will also improve performance.

5. GAMEPLAY TIPS

Camera Controls

The camera can be controlled entirely with the mouse. Moving the mouse to the edges of the screen will scroll the playing field in that direction, i.e., moving the mouse to the left edge of the screen will scroll the playing field to the left.

To rotate the camera, hold down the right mouse button and move the mouse left or right. To change the angle of the camera, hold down the right mouse button and move the mouse up or down. If you have a wheelmouse, the wheel will also perform this function. To zoom in or out, hold down both mouse buttons and move the mouse up or down.

To center the screen on the currently selected unit, press the "0" key on the numberpad or right-click the unit's thumbnail. To follow the currently selected unit, press the "F" key. To move the screen to the last event, press the Spacebar.

Main Base & Space Port

In the single player campaigns, each side has a main base area. From here, you can move units and resources to the mission area via the transport as long as there is a Transport Base or Landing Zone in the mission area.

You choose a new mission by clicking on the world icon. Keep in mind that buildings, units, and resources in the main base area are carried over from mission to mission. Therefore, it's a good idea to transport all units and resources to the main base after finishing a mission.

The Space Port is a critical part of your main base. The Space Port takes resources from the missions and delivers it to the research and development efforts necessary for the construction of the evacuation fleet.

Research Tree

Press "F2" to bring up the Research Screen. The entire research tree for a faction can be viewed by clicking the "Research Tree" button the top right corner of the Research screen. You can also toggle between the "Research Tree" and the Research screen by pressing "F2" again.

The Research Tree allows you to view all the technologies available to you within a mission. You can also queue multiple technologies and upgrades by left-clicking an item. Right-clicking will cancel research on a technology.

LC and Solar Power

Unlike the other two sides, the LC does not have to place their buildings near a solar power plant. However, solar power plants cannot generate power by themselves; they need to be equipped with solar cells. You can build solar cells by selecting a solar power plant, clicking the "Solar cell" button, and then placing the solar cell near the plant. Remember, solar cells must be placed near a solar power plant; each plant can support a maximum of 10 solar cells.

Also, solar power plants will run out of energy at nighttime or during cloudy periods. To maintain power, you must build solar batteries. Solar batteries store energy during the day and deliver it at night or during cloudy periods. You must have one functional solar power plant to allow the solar batteries to discharge their energy.

Queuing Building Construction

You can queue structure construction by holding down the Caps Lock key, and then select and place multiple buildings.

Canceling Building Construction

If you change your mind, you can cancel the construction of a building. If you're playing either the ED or UCS, just select the partially constructed building and click the "Autodestruction" button. This will explode the building before it's finished. Any unused resources will be returned. If you're playing the LC, click the "Build" tab in the Selection Panel and right-click the building you just placed. You only have a short window of time to do this; if the building has already started its way down, you won't be able to cancel its construction.

Edge of the Map

Because of the way the camera system is designed, units and structures cannot be placed within 16 hexes or squares of the map edges.

6. HOW TO CONTACT TECHNICAL SUPPORT

Main Tech Support #: 319-247-3333
Fax Number #: 319-395-9600

When calling press "9" for games and 1 for "OK." Please be in front of your computer, with it turned on, when you call. If you have an error message, please leave it on the screen or write it down before you call.

Webpage: www.mattelsupport.com
Email: help@mattelsupport.com

Open Monday through Friday 8:00am - 8:00pm (Central Standard Time)
Open Saturdays from 9:00am to 1:00pm (Central Standard Time)

Address:
Mattel Support
P.O. Box 100 - (TS)
Attention: Technical Support, Entertainment
Hiawatha, IA 52233-0100

7. LEGAL INFORMATION

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