

Story of Outwars

For centuries, mankind searched the heavens for signs of life other than our own. Across the farthest reaches of space and time, we appeared to be very much alone. This seemed even more apparent as the clutter and decay of the earth's natural resources finally forced humans to colonize other planets. However, this assumption was recently altered drastically. Recently, several colony outposts have been ravaged and destroyed by an unknown force.

The elite Colonial Defense Force (CDF) Marine Jump Corps has been sent to investigate the disturbance. Nicknamed "Dreadnaughts," they are highly skilled fighters equipped with rocket packs that allow them to negotiate even the most rugged terrain. Their protective battlesuits are loaded with an arsenal of weapons, making each soldier a virtual walking tank. Advanced tactical training for quick insertion and demolition make the Dreadnaughts perfect for this mission.

Main Menu

Click an area of the graphic for more information:



Solo Campaign Menu

Solo Campaign is the single-player mode-of-play in Outwars; beginning with the first mission you progress through the game.

Click one of the following options for instructions to start a Solo Campaign:

- [Start a new game](#)
- [Start a saved game](#)

New Solo Campaign

To start a new Solo Campaign:

1. In the Main menu, click Solo Campaign.
2. Click New Game.
3. Choose to play as the Male (Judd) or Female (Jett) character.
4. Type your call sign.
5. Click Continue.

Start a Saved Game

To restart a saved game:

1. In the Main menu, click Solo Campaign.
2. Click the name of a saved game.
3. Click Resume Game.

Single Mission

Single Mission mode allows you to choose the individual mission you want to play rather than fighting in a campaign. However, only missions other than “ia01” and “ia02” that you have completed while playing a Solo Campaign will be available.

To begin play:

1. In the Main menu, click Single Mission.
2. Choose a mission.
3. Click the Play Game button.
4. Click Continue.
5. Click Launch.

Group Maneuvers

Group Maneuvers is the **multiplayer*** option in Outwars.

To begin a multiplayer game:

1. In the Main menu, click Group Maneuvers.
2. Select a communications mode.
3. Type your call sign.
4. Click Host or Join Mission and then follow the onscreen instructions.

See also:

- [Hosting a Game](#)
- [Joining a Game](#)
- [Multiplayer Gameplay Options](#)

*Note: All players must use the **same** version of Outwars. (Beta 1 will not play with Beta 2; Beta 2 will not play with the Retail version; and the Retail version will not play with the Trial version.)

Hosting a Game

Hosting a game allows you to choose the battlefield, technical level, and type of game.

To host a game:

1. In the Main menu, click Group Maneuvers.
2. Select communications mode.
3. Type your call sign.
4. Click Host Mission.
5. Type password if desired. (If you type a password, people who wish to join the game must use the password.)
6. Click Continue.
7. Configure Game/Player (enter number of players, what weapons allowed, number of lives etc...).
8. Click Roster.
9. Click Ready.
10. Click launch when all players are ready.

Joining a Game

To join a game:

1. In the Main menu, click Group Maneuvers
2. Select communications mode.
3. Type your call sign.
4. Click Join Mission.
5. If the Remote Link Directory* appears, type in the name and IP address or phone number of the person you are connecting to, and then click Connect.
6. Select a scheduled mission.
7. Type password if required.
8. Configure Player.
9. Click Ready.
10. Click Launch when Available.

*The Remote Link Directory only appears for TCP/IP and modem for Direct Play communications modes.

Multiplayer Gameplay Options

Click one of the following options for more information:

- [Free For All](#)
- [Assassin](#)
- [Smear the Cyborg](#)
- [Team War](#)
- [Capture the Flag](#)

Free For All

The object of this gameplay option is to kill or wound as many opponents as possible. Press the UP ARROW key to regenerate after you are killed.

Options and Scoring:

Regeneration On

- +1 point per inflicted point of damage.
- -1 point per self-inflicted point of damage.
- +25 points for killing an opponent.
- -25 points for killing yourself.

Regeneration Off

- +1 point per kill.
- -1 point per self-inflicted point of damage.
- +50 points for being the last player alive (“last man standing”).
- The “last man standing” will also break a tie.
- +25 points for each kill.
- -25 points for killing yourself.

Assassin

In this gameplay option you must kill your assigned target before you are assassinated.

Options and Scoring:

Regeneration On

Players receive their targets at random whenever they enter play or regenerate. Players entering a game in progress receive an advantage by not being anyone's target, but this is offset by the fact that they have less time to accumulate points. When a player's target dies (or leaves the game), he is assigned a new target at random.

- +10 points for killing your assigned target.
- -1 points for killing yourself.
- +1 point for killing another player.

Regeneration Off

Everyone is assigned a unique target at the beginning of the game. You (A) are assigned a target (B) and B is assigned a target (C). If B is killed, then C becomes your target.

- +10 points for killing your assigned target.
- +20 points for being the last player alive.
- -1 points for killing yourself.
- +1 point for killing another player.

Smear the Cyborg

A Cyborg Ball appears at one of several possible locations (appears on the tracker). The player who picks up the Cyborg Ball becomes the Cyborg. Once picked up, the Cyborg Ball cannot be released unless the Cyborg is killed. When the Cyborg Ball is released any player can pick it up. The Cyborg has full weapons usage—all other players are restricted to the pulse rifle only. New players come in as normal (non-Cyborg) players. If the ball stays in place for too long (approx 20-30 seconds), it regenerates in a new random location. This is to prevent a stalemate because the ball is fully “covered” by players waiting for someone to pick up the ball, or if the ball has regenerated in a difficult-to-reach location.

Options and Scoring:

Regeneration On

- Non-Cyborg players get 25 points for killing the Cyborg.
- The Cyborg player gets 10 points for killing any of the other players.
- +1 point per inflicted point of damage.
- -1 point per self-inflicted point of damage.
- -10 points for killing yourself.

Team War

DEATHMATCH

Options and Scoring:

Regeneration On

The game ends when everyone quits or the score / time limit is achieved (whichever comes first). The team with the highest score wins.

The individuals are scored as follows:

- +25 points for each enemy player killed.
- -25 points for killing yourself or a friendly player.
- +1 point per inflicted point of damage.
- -1 point per self inflicted point of damage.
- The team's score is the sum of all individual scores.

Regeneration Off

The last team with surviving members wins. Individual scores are determined the same as in regeneration mode.

TEAM MISSION

Your team is given an objective that you must achieve before a competing team.

Options:

The only option is a closed game with regeneration turned on.

Capture the Flag

Each team has a base and a flag (which starts at the team's base). Players pick up the flag simply by touching it. The objective is to capture the enemy flag from their base and return it to your own. When the enemy flag is brought to the friendly base, the team score is incremented and the flag is automatically returned to the enemy base. However, your flag must be at your base before you can capture an enemy flag.

The flag may not be relinquished by a carrying player, but may be "knocked out of possession" by a very strong hit or if the player is killed. If the player carrying the flag is killed or exits the game, the flag remains in that player's last position for a period of time (approximately 60 seconds) and is then returned automatically to its home base.

Individual Scoring:

- +1 point per inflicted point of damage.
- -1 point per self-inflicted point of damage.
- +10 points for killing an opponent.
- -10 points for killing yourself.
- +10 points for capturing the enemy flag.
- +15 points for returning the enemy flag to your base.

Team Scoring:

The team score is the sum of the individual scores on that team, plus 20 points for capturing an enemy flag and returning it to the friendly base.

Options:

The only option is with regeneration turned on.

Options

The options menu allows you to set up preferences for:

- [Graphics](#)
- [Sound](#)
- [Keyboard Configuration](#)
- [Joystick Configuration](#)

Graphics

To change the Graphics configuration:

1. In the Main menu, click the Options button.
2. Click the Graphics button, and then follow the onscreen directions.

If you have a supported 3D-accelerator card, to make sure Outwars is using it:

1. Click Options in the Main menu screen.
2. Click Graphics.
3. Click Direct 3D to highlight the button to green.
4. Use the scroll arrows, located immediately above the Direct 3D button, to select the proper driver.

However, if you use Direct 3D, some lighting effects will not work. For example, you will not be able to toggle your helmet light.

Sound

To change the Sound configuration:

1. In the Main menu, click the Options button.
2. Click the Sound button, and then follow the onscreen directions.

Keyboard Configuration

To change the Keyboard or Mouse configuration:

1. In the Main menu, click the Options button.
2. Click Input Devices.
3. Click the Keyboard configuration button.
4. Double-click the function that you want to change.
5. Follow the onscreen instructions.

Joystick/Gamepad Configuration

To change the Joystick/Gamepad Configuration:

1. In the Main menu, click the Options button.
2. Click Input Devices.
3. Click the Joystick Configuration button.
4. Double-click the function that you want to change.
5. Follow the onscreen instructions.

Exiting Outwars

Outwars will automatically return you to the Main menu when you have finished a game. To exit from the Main menu, click Exit.

To exit a game before you finish playing:

1. Press the ESC button.
2. Select Exit, and then press the Enter button.
3. Select Yes, and then press the Enter button.
4. You will be told that you failed the mission. Click OK.
5. Click Back.
6. Click Exit.

To exit all the way out to your desktop without saving the game:

- Press ALT + F4.

Saving a Game

To exit and save a game:

1. Press the ESC button.
2. Select Exit and then press the Enter button.
3. Select Yes and then press the Enter button.
4. Click Save.
5. Type a name for the saved game.
6. Click OK.
7. Click Back.
8. Click Exit.

Note: Only successfully completed missions can be saved.

The Battlesuit

The battlesuit is vital to your survival as a Dreadnaut. It acts as a protective exoskeleton that provides life support and enhances all modes of motion. A HUD (Head-Up Display) displays all needed information. The suit can also carry a not-so-small arsenal of weapons. In addition, the suit is equipped with a rechargeable rocket-pack that can quickly get you out of--or into--trouble.

The following battlesuits become available at different stages of the game:

1. The *Scout* suit is designed primarily for speed. It sacrifices armor and weaponry for great jumping ability.
2. The *Combat* suit is a standard-issue battlesuit. It is designed to have moderate capabilities in all areas.
3. The *Assault* suit is as expensive as it is powerful. Jumping ability is sacrificed for armor and weapons loads. It is reserved for special missions.
4. The *Dreadnaut* suit is rumored to be a powerful new prototype. Its availability date is unknown.

The glider-wing is a non-powered hang-glider. It attaches onto the rocket-pack and the thrusters provide lift. At present, the glider-wing remains in the Research and Development labs.

Game Interface

Click an area of the following graphic for more information:



Weapons

Click any of the following categories of weapons for more information:

- [Rifles](#)
- [Grenades](#)
- [Missiles](#)
- [Mines](#)

Rifles

Pulse Rifle

This energy weapon is standard issue for all battlesuits. The pulse rifle is a good sniper's weapon, allowing highly accurate targeting at medium distances. The virtually unlimited ammo balances the low damage rate. While it is far from the most effective weapon in a marine's arsenal, it has the advantage of virtually unlimited ammunition. It draws power directly from the suit, which is slowly stored in the gun's capacitors for shots. When the capacitor is full, the gun can fire twelve shots at a fairly high rate of fire before becoming exhausted. The capacitor recharges at a rate of approximately two shots per second.

- Blast Radius: None
- Damage: Low
- Armor Pierce: Medium
- Rate of Fire: High
- Effective Range: 350 feet

RIFLE ATTACHMENTS:

Auto Rifle

This weapon fires conventional pulse ammunition at an extremely high rate, but also consumes ammunition at a voracious rate. It works well as a strafing weapon.

- Blast Radius: None
- Damage: Low
- Armor Pierce: Low
- Rate of Fire: Very High
- Effective Range: 250 feet

Flame Thrower

This weapon is best fired in short, controlled bursts. Since it has a relatively wide area of effect, it is good for attacking lightly armored enemy groups.

- Blast Radius: Special
- Damage: Medium
- Armor Pierce: Low
- Rate of Fire: Constant
- Effective Range: 100 feet

Flechette Cannon

At close range, this is an extremely powerful weapon, firing clusters of needle-like, armor piercing rounds with each shot. However, the rounds lose velocity quickly and supplies of this weapon may be limited. It is best used in situations where you are rushing small clumps of enemies.

- Blast Radius: None
- Damage: Medium
- Armor Pierce: Medium
- Rate of Fire: Medium
- Effective Range: 180 feet

Gauss Cannon

Nicknamed the Whisper Cannon, this powerful weapon is still only in the prototype stages, but it should be entering production in the near future. Using extremely powerful, localized magnetic fields, it can project an armor-piercing round over significant distance almost silently. This makes it a perfect sniper's weapon and is ideal for stealth missions since it is nearly imperceptible to modern tracking systems.

- Blast Radius: None
- Damage: High
- Armor Pierce: High
- Rate of Fire: Low
- Effective Range: 500 feet

Grenades

Fragmentation Grenade

This is the baseline grenade weapon. It is fired in a parabolic arc and so must be aimed above the intended target. The weapon is very useful in attacking individual targets behind cover, as the grenade can be lobbed over many obstacles.

- Blast Radius: 5 feet
- Damage: High
- Armor Pierce: Medium
- Rate of Fire: Low
- Effective Range: 425 Feet

Napalm Grenade

This weapon creates a field of flame that lasts for several seconds, damaging anything within its radius. It is often used to suppress an enemy charge by creating a wall of flame.

- Blast Radius: Special
- Damage: Medium
- Armor Pierce: Low
- Rate of Fire: Low
- Effective Range: 400 feet

Cluster Grenade

This weapon is designed to explode in mid-air, releasing several small explosive “bomblets” that fall over a wide area. This weapon is frequently employed over small groups of enemy forces, especially those hiding behind cover. Due to the spread of the bomblets, it is usually not very effective against individual targets, although a direct hit at close range can be deadly (if somewhat of an overkill). Supplies of this weapon are as yet somewhat limited.

- Blast Radius: Special
- Damage: Low
- Armor Pierce: Medium
- Rate of Fire: Low
- Effective Range: 200 feet

ECM Grenade

This is a special defensive weapon. It acts as a decoy for most forms of homing projectiles. Homing weapons within the vicinity of an active ECM grenade will deflect from their course to pursue the grenade. The ECM grenade does not discriminate between forces – it affects friendly as well as enemy weaponry.

- Blast Radius: None
- Damage: Special
- Armor Pierce: None
- Rate of Fire: Low
- Effective Range: 800 feet

Missiles

Rocket Pod

Rockets are unguided, long-range, line-of-sight weapons. Their long range makes them very useful for an airborne jump trooper.

- Blast Radius: 6 feet
- Damage: Medium
- Armor Pierce: Medium
- Rate of Fire: Medium
- Effective Range: 600 feet

Guided Missile

Guided missiles are not extremely damaging against other battle-armored combatants, but their ability to visually home in on a target selected from the tracking system makes up for this deficiency. The homing ability of the missile is subject to environmental conditions, as is the battlesuit's tracking system. Once in flight, however, the homing missile rarely loses its lock unless subjected to countermeasures (such as the ECM grenade), and is difficult to evade unless the target can find cover.

- Blast Radius: 4 feet
- Damage: Medium
- Armor Pierce: Low
- Rate of Fire: Low
- Effective Range: 700 feet

Swarm Missile

A new, improved version of the guided missile, swarm missiles have reduced homing ability and damage potential, but are fired in clusters of four. This makes them very difficult to evade and makes them more deadly against groups of targets. This weapon is just entering production and should be available to front-line forces soon.

- Blast Radius: 2 feet
- Damage: Medium
- Armor Pierce: Low
- Rate of Fire: Low
- Effective Range: 800 feet

Fuel Bonding Missile

This weapon is only available for multiplayer games. It causes a chemical reaction within the plasma chamber of a rocket-pack, causing the molecules to bond differently and become inert. The net result is that for several seconds the rocket-pack of an opposing player loses usable fuel.

- Blast Radius: None
- Damage: Special
- Armor Pierce: None
- Rate of Fire: Low
- Effective Range: 800 feet

Mines

Proximity Mine

This weapon is an improvement over the no-longer-in-service battlesuit-dispensed proximity mine. If the mine senses a target within its trigger distance (6 feet), it will detonate unless it receives a corresponding “friendly” IFF signal from the target. Note that this does not prevent detonation if a friendly unit is within the blast radius – it merely means that a friendly unit will not trigger the mine. It will self-detonate after a few minutes.

- Blast Radius: 10 feet
- Damage: High
- Armor Pierce: Medium
- Rate of Fire: Low
- Effective Range: 0 feet

Timed Mine

This weapon has a ten-second fuse, then it detonates in a tremendous explosion. It is usually used against structures rather than enemy units.

- Blast Radius: 50 feet
- Damage: Extreme
- Armor Pierce: High
- Rate of Fire: Low
- Effective Range: 0 feet

Remote Detonation Mine

After this weapon is dispensed, it can be triggered at will by a subsequent press of your suit’s dispenser button. It can be used for demolition of smaller targets, or used as a trap for enemy units. Remote detonation mines will self-detonate after a period of time if not otherwise triggered.

- Blast Radius: 25 feet
- Damage: Very High
- Armor Pierce: High
- Rate of Fire: Low
- Effective Range: 0 feet

Pickups

These pickups are used to replenish your arsenal of weapons, repair your armor or provide you with other valuable devices.

- The **Small Arms** pickup reloads the Autorifle, Flame-Thrower, Flechette cannon, and Gauss rifle.
- The **Grenades** pickup reloads the Fragmentation, Napalm, Cluster, and ECM grenades.
- The **Missile** pickup reloads the Guided, Swarm and Fuel-Bonding missile launchers, and the Rocket Pod.
- The **Mine** pickup reloads Proximity, Timed, and Remote-Detonation mines.
- The **Armor Patch Kit** repairs some of your battlesuit's damaged armor. This reduces the amount of damage that you take from hits.
- The **Medkit** restores some of your health with its speed-healing and pain-blocking drugs.
- The **Tracker Enhancer** is an extremely high-powered tracker that interfaces with your battlesuit's internal tracking system. Until it burns itself out, it greatly boosts the tracker's detection capability.
- The **EMC Cloak Device** renders you impossible to detect by tracking systems, or to be locked onto by homing weapons. However, you remain visible and can be attacked.

The Squad

These are the members of your squadron:

Captain Nathan Hackett

Age: 48

A lifer, he's worked his way up from a lowly private.

1st Lieutenant Twila Wray

Age: 33

An intelligent woman with exceptional leadership skills.

Gunnery Sergeant Jonathan "Pappy" Wallace

Age: 42

A kind of "mother hen" for the younger soldiers.

Private Joey "Highball" Menunzo

Age: 19

A high-strung, troublesome adrenaline junky.

Sergeant Hans "Silence" Dieter

Age: 32

A cold-blooded, soft-spoken killer.

Lance Corporal Markus "Hurley-Bird" Wendigo

Age: 22

A flight school washout and class clown.

Lance Corporal Ross "Touchdown" Kalinsky

Age: 24

A former star quarterback, he prefers sports to battle.

Staff Sergeant Emily "Snowflake" Williams

Age: 27

An English woman who fights with deadly grace.

Sergeant Alicia "La Diabla" Ramirez

Age: 23

Small and fiery, she's absolutely fearless under fire.

Sergeant Henry "Bubba" Elkington

Age: 21

A husky farm boy who's ready for the battlefield.

Lance Corporal Tyler "Cool Breeze" Miller

Age: 25

A smooth talker with a subtle sense of humor.

Worlds in Colonial Space

The following worlds are within colonial space:

- [Anubis](#)
- [Earth](#)
- [Mikhal's World](#)
- [Oasis](#)
- [Ragnarok](#)

Anubis

This planet's only redeeming quality is its rich deposits of ferrobauxite, an extremely rare mineral required for space travel. The planet's violent low-altitude sandstorms have forced the inhabitants of Hobb's mining colony, the only humans on the planet, to live on the higher mesas.

Earth

Many colonial citizens have never set foot on Earth, yet it still holds a special place in our history and politics. As heavy industry moved into space and terraforming technologies were developed, the once overpopulated, polluted planet was restored to a lush paradise. It is still home to nearly a third of the human race and remains our cultural center.

Mikhal's World

The astronomer Mikhal Ivanovich discovered this tiny piece of rock. On the frontier of human space, this post was established to monitor radiation signals in hopes of discovering intelligent life. Thus far, it has found no definitive evidence of extraterrestrial life.

Oasis

One of the few discovered planets with teeming indigenous plant and animal life, Oasis is a paradise. It is home to millions of colonists, as well as the Colonial Defense Force Training Command (CDFTC) and Advanced Projects Research Facility (APReF).

Ragnarok

A planet just outside of colonized space, Ragnarok is a barren wasteland of ice and very little atmosphere. Except for a handful of remote telemetry probes (which have since ceased functioning), it has been untouched by humans...or any other form of life.

Controls: Keyboard & Mouse

ACTION	KEYBOARD PRIMARY	KEYBOARD SECONDARY	MOUSE	DESCRIPTION
<u>Movement:</u>				
<i>Running, Walking, Jumping</i>				
Forward	UP ARROW	KEY PAD 8	NONE	Moves the player forward, default r
Reverse	DOWN ARROW	KEY PAD 2	NONE	Moves the player backwards in a re
Turn Left	LEFT ARROW	KEY PAD 4	MOUSE LEFT	Player turns to the left, turn step wh
Turn Right	RIGHT ARROW	KEY PAD 6	MOUSE RIGHT	Player turns to the right, turn step w
Side Step Left - Direct	END	KEY PAD 1	NONE	Player takes a side step to the left
Side Step Right - Direct	PAGE DOWN	KEY PAD 3	NONE	Player takes a side step to the right
<i>Glider Wing Flying</i>				
Pitch Down	UP ARROW	KEY PAD 8	MOUSE FORWARD	Player pitches the glider down to de
Pitch Up	DOWN ARROW	KEY PAD 2	MOUSE BACKWARDS	Player pitches the glider up to ascen
Bank Left	LEFT ARROW	KEY PAD 4	MOUSE LEFT	Glider banks to the left
Bank Right	RIGHT ARROW	KEY PAD 6	MOUSE RIGHT	Glider banks to the right
Roll Left	END	KEY PAD 1	NONE	Glider rolls to the left
Roll Right	PAGE DOWN	KEY PAD 3	NONE	Glider rolls to the right
<i>Modifiers</i>				
Rocket Pack / Jump	SPACE	KEY PAD 5	BUTTON 2	Fires rocket pack so player can jum idle
Move Modifier	LEFT SHIFT	RIGHT SHIFT	NONE	Default mode is running, when pres
Glider Wing Toggle	G	NONE	NONE	Opens glider wing from players bac
<u>Weapons:</u>				
<i>Selection and Firing</i>				
Fire Selected Weapon	LEFT CTRL	RIGHT CTRL	BUTTON 1	Fires the current selected weapon
Cycle to Next Weapon	. (>)	DELETE	BUTTON 3	Changes selected weapon to the nex
Cycle to Previous Weapon	, (<)	INSERT	NONE	Changes selected weapon to the pre
Select Weapon 1 - Rifle	1	NONE	NONE	Directly select weapon 1 - Pulse Ri
Select Weapon 2 - Rifle Attachment	2	NONE	NONE	Directly select weapon 2 - Rifle Att
Select Weapon 3 - Heavy Weapon Bay 1	3	NONE	NONE	Directly select weapon 3 - Heavy W
Select Weapon 4 - Heavy Weapon Bay 2	4	NONE	NONE	Directly select weapon 4 - Heavy W
Select Weapon 5 - Mine Bay 1	5	NONE	NONE	Directly select weapon 5 - Mine Ba
Select Weapon 6 - Mine Bay 2	6	NONE	NONE	Directly select weapon 6 - Mine Ba
Fire Weapon 1	NONE	NONE	NONE	Directly fire weapon 1
Fire Weapon 2	NONE	NONE	NONE	Directly fire weapon 2
Fire Weapon 3	NONE	NONE	NONE	Directly fire weapon 3

Fire Weapon 4	NONE	NONE	NONE	Directly fire weapon 4
Fire Weapon 5	NONE	NONE	NONE	Directly fire weapon 5
Fire Weapon 6	NONE	NONE	NONE	Directly fire weapon 6

Aiming and Targeting

Lock-On Target	ENTER	KEY PAD ENTER	NONE	Establishes a target lock on enemy
Unlock Target	BACKSPACE	KEY PAD MULTIPLY	NONE	Removes the weapon lock from the
Aim Up	W	NONE	MOUSE FORWARD	Moves the targeting reticle up, does
Aim Down	S	NONE	MOUSE BACKWARDS	Moves the targeting reticle down, d
Aim Left	A	NONE	MOUSE LEFT	Moves the targeting reticle left, doe
Aim Right	D	NONE	MOUSE RIGHT	Moves targeting reticle right, does
Center Aim	E	NONE	NONE	Centers aim to straight ahead of the
Advanced Aim Modifier	TAB	NONE	NONE	When modifier is pressed, Advance
Advanced Aim Toggle	CAPS LOCK	NONE	NONE	Turn Advanced Aiming mode on ar

Camera:

VR Modes

Cycle to Next VR Mode	F3	NONE	NONE	Change view to next VR mode
Cycle to Previous VR Mode	F4	NONE	NONE	Change view to previous VR mode
Select VR Mode 1 - 1st Person	F5	NONE	NONE	Select 1st Person VR mode
Select VR Mode 2 - Near 3rd Person	F6	NONE	NONE	Select 3rd Person, near view, VR m
Select VR Mode 3 - Far 3rd Person	F7	NONE	NONE	Select 3rd Person, far view, VR mo
Select VR Mode 4 - Helicopter Mode	F8	NONE	NONE	Select Helicopter VR mode
Select VR Mode 5 - Drop Camera	F9	NONE	NONE	Select Drop Camera VR mode

Camera Movement

Rotate Camera Up	I	NONE	NONE	Rotate camera above the player
Rotate Camera Down	K	NONE	NONE	Rotate camera below the player
Rotate Camera Left	J	NONE	NONE	Rotate the camera to the left of the
Rotate Camera Right	L	NONE	NONE	Rotate the camera to the right of the
Reset Camera	U	NONE	NONE	Reset the camera to the default posi
Camera Modifier	Q	NONE	NONE	When pressed the camera movemen

Misc.:

Toggles

Toggle Helmet Light	L	NONE	NONE	Turns on the helmet light for use in using Direct 3D, you will not be ab
Toggle Tracker	R	NONE	NONE	Toggles the tracker between HUD T
Toggle Map	M	NONE	NONE	Turns on the level map
Toggle HUD	H	NONE	NONE	Toggles between minimal and norm

Toggle Mission Objective Summary	O	NONE	NONE	Toggles an On-HUD summary of mission objectives
Toggle Team Command Menu	C	NONE	NONE	Toggles the teammate command menu
Toggle Score Display	N	NONE	NONE	Toggles a list of players and current scores
Toggle Talk Message to all Players	T	NONE	NONE	Pops up a text box for multiplayer chat
Toggle Talk Message to Your Teammates	Y	NONE	NONE	Pops up a text box for multiplayer chat

Screen Options

Bring up Options Menu	ESC	NONE	NONE	Brings up the mid-game options menu
Bring up Online Help	F1	NONE	NONE	Brings up an online help screen, no mouse required
Increase Viewport Size	KEY PAD +	NONE	NONE	Enlarge the current viewport size
Decrease Viewport Size	KEY PAD -	NONE	NONE	Shrink the current viewport size
Increase Screen Resolution	ALT + PAGE UP	NONE	NONE	Shortcut to change video resolution
Decrease Screen Resolution	ALT + PAGE DOWN	NONE	NONE	Shortcut to change video resolution

Controls: Joystick/Gamepad

ACTION	JOYSTICK	DESCRIPTION
<u>Movement:</u>		
<i>Running, Walking, Jumping</i>		
Forward	Joystick Forward	Moves the player forward, default movement mode is running
Reverse	Joystick Backwards	Moves the player backwards in a reverse shuffle step movement
Turn Left	Joystick Left	Player turns to the left, turn step while standing
Turn Right	Joystick Right	Player turns to the right, turn step while standing
Side Step Left - Direct	Rudder Left	Player takes a side step to the left
Side Step Right - Direct	Rudder Right	Player takes a side step to the right
<i>Glider Wing Flying</i>		
Pitch Down	Joystick Forward	Player pitches the glider down to descend
Pitch Up	Joystick Backwards	Player pitches the glider up to ascend
Bank Left	Joystick Left	Glider banks to the left
Bank Right	Joystick Right	Glider banks to the right
Roll Left	Rudder Left	Glider rolls to the left
Roll Right	Rudder Right	Glider rolls to the right
<i>Modifiers</i>		
Rocket Pack / Jump	Button 2	Fires rocket pack so player can jump. Its limited fuel regenerates when not firing.
Glider Wing Toggle	Button 7	Opens glider wing from player's backpack, glide over large distances
<u>Weapons:</u>		
<i>Selection and Firing</i>		
Fire Selected Weapon	Button 1 (Trigger)	Fires the current selected weapon
Cycle to Next Weapon	Button 3	Changes selected weapon to the next weapon
Cycle to Previous Weapon	Button 4	Changes selected weapon to the previous weapon
<i>Aiming and Targeting</i>		
Lock-On Target	Button 5	Establishes a target lock on enemy under reticle for homing weapons
Unlock Target	Button 6	Removes the weapon lock from the targeted enemy
Aim Up	POV Hat Up	Moves the targeting reticle up, does not affect the movement direction
Aim Down	POV Hat Down	Moves the targeting reticle down, does not affect the movement direction
Aim Left	POV Hat Left	Moves the targeting reticle left, does not affect the movement direction
Aim Right	POV Hat Right	Moves targeting reticle right, does not affect the movement direction
Center Aim	Button 8	Centers aim to straight ahead of the player, aligns with movement

Control Panel Joystick/Gamepad Applet

To install the Control Panel Joystick Applet:

Note: This procedure requires the Microsoft Windows 95 CD.

1. In Control Panel, double-click Add New Hardware. The Add New Hardware Wizard appears on the screen.
2. Click the Next button. You will be asked if you want Windows to search for the new hardware.
3. Select No, and click the Next button. The wizard displays a list of hardware to choose from.
4. Select sound, video and game controllers in the list, and then click the Next button. The wizard displays a list of Manufacturers and Models.
5. Select the manufacturer Microsoft and the model Gameport Joystick, and then click the Next button. The wizard displays the default port setting used for the joystick. If these settings are not correct, you may follow the listed instructions to configure your joystick correctly after the drivers are installed.
6. Click the Next button. The wizard installs the default joystick drivers and the Control Panel Joystick Applet. The wizard displays a dialog informing you that it has finished installing the software to support the new hardware.
7. Click the Finish button to finish installing the new hardware. You will be asked to restart your computer so the new settings can take effect.
8. When your computer restarts, you should have a joystick icon for the Joystick Applet in Control Panel.

Improving Game Performance

The following are suggestions to increase game performance:

- Increase the amount of available system resources by closing any open applications running concurrently with Outwars. Running applications are visible on the taskbar. If other applications are active while Outwars is running, they may periodically take processing cycles from Outwars. This may cause fluctuations in the update rate of Outwars.
- Decrease the detail level to low in the Outwars Game Options menu or press ESC while in gameplay.
- Decrease the resolution option to low in the Outwars Game Options menu.
- Decrease the viewport resolution using the "-" key on the numeric keypad. The "+" key will increase the viewport resolution.
- Reinstall Outwars and select the Custom Installation option. Make sure Sound Files, Database Files, and Shell Files have been selected. Follow the prompts. This will not affect the performance during gameplay, but it will decrease the loading times when navigating through the Outwars shell screens.
- Increase system memory by removing desktop wallpaper designs and by disabling any active screen saver applications.
- Quit or disable programs that run as background tasks, such as the System Agent from the Microsoft Plus Pack. These programs can take processing cycles away from Outwars and cause pauses in the game.
- 3D sound provides the best audio experience. However, since it takes a little more processing time, you may want to choose stereo sound.
- If you have a supported 3D accelerator card, make sure Outwars is using it by clicking Options in the main menu screen; clicking Graphics; clicking Direct 3D to highlight the button to green; and then use the scroll arrows immediately above the Direct 3D button to select the proper driver. However if you use Direct 3D, some lighting effects will not work. For example, you will not be able to toggle your helmet light.

Note: If you reinstall Outwars with additional files, it will require more memory space.

Set Up and Calibrate Joystick/Gamepad

Windows 95 supports a wide range of joysticks that can be used in Outwars. If Windows 95 supports your joystick controller, Outwars can easily be configured to utilize your joystick to its fullest capabilities. However, before your controller can be used, it must be calibrated in Windows 95. Depending on your joystick, the steps below may vary when you calibrate your joystick in Windows 95.

1. In the Windows 95 Control Panel, double-click the Joystick icon. If the Joystick icon is not present, you will need to install the Control Panel Joystick Applet.
2. In the Joystick Properties dialog box, select Joystick 1 and choose the controller you are using under Joystick selection. Outwars only supports the Joystick configured as Joystick 1.
If your controller is not listed in the Joystick selection field, you will have to install new Windows 95 drivers for your controller or use the Custom selection to set up your joystick capabilities. If you have any questions or problems installing the drivers, refer to the controller's manual or call the manufacturer of your controller for assistance.
3. Select Calibrate to calibrate the controller.
4. Leave the controller's handle centered and press a controller button to center.
5. Move your controller's handle around in complete circles, encompassing the full range of movement. Press a controller button when you have made a few complete circles.
6. To confirm that your controller is centered, leave the controller's handle centered and press a controller button.
7. To calibrate the throttle, move the throttle up and down a few times, then press a controller button.
8. If your controller includes a hat switch, and you are prompted to calibrate the hat switch, move and hold the hat switch in the position prompted and press Enter. Continue until the hat switch is calibrated.
9. Click Test if you want to test the controller's calibration. Click Finish when you have completed the calibration.
10. Select OK to save the calibration and return to the Windows 95 desktop.

Joystick/Gamepad Problems

Click a topic for convenient step-by-step instructions:

- [Joystick is not recognized](#)
- [Joystick drifts when not being moved](#)

Joystick/Gamepad is not Recognized

If the joystick is not recognized by the game, it may not be connected correctly.

To check the joystick connection:

1. Make sure you've installed the Joystick drivers from the manufacturer. (See your Joystick *User's Guide* for instructions)
2. Click the Start button, point to Settings, and then click Control Panel.
3. Double-click the Joystick Applet. The Joystick Properties window appears.
4. Select the correct joystick options.
5. Click the Calibrate button.
6. Click OK.

Joystick/Gamepad Drifts When Not Being Moved

If the joystick drifts when not being moved, it is probably not calibrated correctly.

To recalibrate the joystick:

1. Click the Start button, point to Settings, and then click Control Panel.
2. Double-click the Joystick Applet.
3. Click the Configure button and follow the onscreen instructions.

Sound Problems

No Sound Comes Out Of Your Speakers When You Play Outwars

Check the Audio option in Outwars. Make sure that the Effects Volume is not set to Low. Verify that the speakers are on and the audio jack is connected to the sound card. Double-click System in Control Panel to be sure that your sound card is not disabled or conflicting with another device.

No Music Plays In Outwars, But There Are Sound Effects

Check the Audio option in Outwars. Make sure that the Music Volume is not set to Low. Make sure a CD-ROM audio cable is connected from the CD-ROM drive to the sound card. Refer to your CD-ROM drive manual on how to connect the CD-ROM audio cable. Make sure CD is in the CD-ROM drive.

Sound Effects Volume Control Does Not Work

The sound effects volume control relies on DirectSound. You can use the Windows 95 volume control, if it is installed, located under Start/Programs/Accessories/Multimedia/Volume Control, to control the sound effects volume.

CD Volume Control Does Not Work

The CD volume control is dependent on the sound card being used, on the CD-ROM drive. Some sound cards do not provide an easy way to discover which internal volume control actually controls the CD volume. If you have this problem, use the Windows 95 volume control, mentioned above, to control the CD volume.

Music Plays Intermittently, Sometimes It Plays Loudly But Then Stops Abruptly

The CD Music and WAV music controls are probably not balanced. To balance them:

1. In the Main menu, click Options; click Sound.
2. With Outwars CD #1 in your CD-ROM drive, adjust the WAV Music Volume and CD Music Volume until the sound coming from both is at the same volume. The controls will probably not be set to the same value when the CD music and WAV music are balanced.

It Sounds Like Two Songs Are Playing At The Same Time

You're probably using your CD-ROM drive's external headphone jack and volume control for CD Audio rather than using your sound card. The interactive music system will not sound right if your CD Audio output is coming from your CD-ROM drive's external headphone jack. To fix, connect your sound card's CD Audio cable to your CD-ROM drive. This internal cable connection, which is described in your sound card's user manual, allows CD Audio from your CD-ROM drive to be sent to your sound card and out through speakers or headphones connected to your sound card's external output jacks. Using the sound card to send CD Audio to your speakers or headphones enables the interactive music system to work properly.

If you're using two CD-ROM drives simultaneously, Outwars will run, but the interactive music system won't work properly unless you have the audio outputs of both CD-ROM drives hooked up to sound cards.

The Sound Is Too Booming, With Lots Of Crackling And Pops

The bass volume might be set too high. In the Sound Options screen, you can adjust bass and treble volumes. If this does not correct your problem, check what output jack you are using on your sound card. If you're using powered speakers or headphones, you will probably want to use the non-amplified output jack, sometimes just called "Line Out." Many sound cards have an output jack that is amplified, sometimes called "Speaker Out." If you are using powered speakers or headphones and are plugged into the amplified output jack of your sound card, you may experience distortion (crackling and pops.) In addition, if you have a subwoofer, check its volume control knob. Turning it down may reduce the booming sound.

Modem Problems

Your Modem Does Not Respond Or Configure

Outwars uses the modem as configured in Windows 95. There is no internal configuration in the game.

Following these steps to ensure that your modem is installed correctly and is responding:

1. In Control Panel, run the Modems applet. [If there is no Modems applet in Control Panel, you do not have a modem installed on your system. Consult the Windows 95 documentation about installing new hardware on your system or click the Add New Hardware applet in Control Panel and follow the directions.]
2. Select the General properties page by clicking the tab labeled General.
3. Select the modem you are using from the list of available modems by clicking the name in the list. The modem name should be highlighted.
4. Select the Diagnostics properties page by clicking the tab labeled Diagnostics.
5. Select the COM port that shows your modem installed by clicking on the COM port.
6. Click the More Info... button. A dialog box will appear while the modem is queried. If successful, the properties of the installed modem will be listed. This means that Windows is able to communicate with the modem correctly. If an error occurs and the modem cannot be accessed, the dialog box will display error information. Your computer may have to be restarted if the modem does not respond.

Your Modem Will Not Answer An Incoming Call

The DirectPlay modem provider will not answer a call if your computer is set up to be a Dial-up server or other programs are running that will answer the call. The Dial-up Networking Server will answer the call and not the game. The game will appear to answer but will not connect when the Dial-up server is active. Disable the dial-up server when playing a game over the modem.

Modem Does Not Connect When Dialing

On some computers, the modem provider will not release the modem after playing a modem game. All attempts to run another modem game result in the following error that the modem could not connect (DPERR_NOCONNECTION). To get the modem to reset, quit Outwars and restart the game.

Video Problems

Some video cards may experience problems with Outwars and DirectX. Problems include, but are not necessarily limited to, a blank screen while in high resolution, game crashes, or a message stating that there is no DirectDraw hardware support. If you are experiencing any of these problems, first try [reinstalling DirectX](#). If that does not solve the problem, contact your video card manufacturer to obtain new DirectDraw video drivers. If you have Internet access, you may be able to obtain the latest drivers from your video card manufacturer's Internet WWW or FTP site. Follow their instructions to install the new video drivers.

Reinstalling DirectX

To reinstall DirectX without reinstalling the whole game:

1. Insert the Outwars CD into the CD-ROM drive.
2. In My Computer, right click the Outwars icon, and then select Install DirectX.
3. Click Reinstall DirectX in the DXSetup window that appears.
4. Follow the onscreen instructions.

Uninstalling Outwars

Warning: Do not delete the Outwars folder before uninstalling Outwars. Outwars will not be completely removed from Windows 95 if you delete the Outwars folder before uninstalling Outwars.

To uninstall Outwars:

1. Click the Start button, point to Programs, point to Outwars, and then click Uninstall.
2. Click Yes when asked if you are sure you want to completely remove the selected application and all of its components.

After uninstalling, certain folders and files may still be present in the Outwars folder. These can be manually deleted as follows:

1. Open My Computer on the Windows 95 desktop.
2. Highlight the folder Outwars is installed in. The default for this is (assuming Windows is installed on drive C) "C:\Program Files\Outwars". If no files or folders appear where you installed the game, then it has already been successfully uninstalled.
3. If there are remaining Outwars files, delete them.

Deleting Outwars

Warning: Do not delete the Outwars folder before uninstalling Outwars. Outwars will not be completely removed from Windows 95 if you delete the Outwars folder before uninstalling Outwars.

If you accidentally delete Outwars before uninstallation, follow these steps to remove Outwars completely (you will need your Outwars CD in your CD-ROM drive):

1. Reinstall Outwars by clicking Install on the Outwars AutoPlay menu.
2. After installing Outwars, you may uninstall Outwars by following the uninstallation procedure outlined in [Uninstalling Outwars](#).

Problems With Game Configuration

When exiting Outwars, almost all game options are saved to disk. These include joystick, mouse, and keyboard settings, volume levels, game resolution and detail, etc. You can reset sound, graphics, and input devices to their default settings through the Options menu.

Error Messages

Listed below are some common errors you may encounter. These errors are categorized by error type.

Click on an error type to solve the problem:

- [CD Audio Error](#)
- [Direct Draw Error](#)
- [Direct Sound Error](#)
- [Movie Error](#)
- [Direct Play Error](#)

CD Audio Error

Error Description

Another program has the CD AUDIO device locked. Please quit any other running CD-ROM programs. Click RETRY to retry or click CANCEL to play without music.

There is a problem with your CD AUDIO device. Make sure the CD is in the drive. Click RETRY to retry or click CANCEL to continue.

The game disk is not in the CD-ROM drive. Please insert the CD-ROM and click RETRY to retry or click CANCEL to quit the program.

Possible Causes

Another program, such as a CD music player, is using the CD audio device.

The CD audio device did not initialize correctly.

The game CD is not in the CD-ROM drive.

Solution

Exit Outwars, quit any other programs that use the CD audio device, and restart the game.

Exit Outwars, make sure the CD is in the CD-ROM drive and no other programs are using it, and restart the game.

Put the CD in the CD-ROM drive and click RETRY.

Direct Draw Error

Error Description

Game screen appears white when using Direct 3D.

Possible Causes

The wrong display driver is selected.

Solution

Click Options in the main menu screen; click Graphics; and then use the scroll arrows immediately above the Direct 3D button to select the correct driver.

A DirectDraw object could not be created (code: xx).

Something prevented DirectDraw from initializing.

You may need to restart your computer and/or reinstall DirectX or get an updated DirectDraw Driver from your video card manufacturer.

DirectDraw does not appear to be supported.

You are running Windows in 16-color mode.
or

Bring up the Windows 95 Display Properties and change the display to at least 256 colors. Outwars will stop running.

DirectDraw is not installed.

Reinstall the game or reinstall DirectX.

The program tried changing to an unsupported video mode (mode: ? x ? in ? bit color).

Your video card does not support the required video mode.

Outwars assumes your video card supports 320x240, 320x200, and 640x480. All SVGA cards should support these modes. However, not all video cards support 320x240 16-bit color. If yours does not, reduce color resolution to 256 color.

The program could not create a primary surface (code: xx).

There is not enough video memory.
or

Install a video card with more memory. You may need to restart your computer and/or reinstall DirectX.

(continued)

The computer is in a bad state.
or
Another program is interfering with DirectDraw.

Restart your computer and/or reinstall DirectX.

Quit any other games and applications that are using DirectDraw.

The program could not create any back buffers (code: xx).

There is not enough memory for the game.
or

Try freeing up more memory by quitting all other running programs. Outwars requires 16MB of RAM.

(continued)

The computer is in a bad state.
or

Restart your computer and/or reinstall the game.

(continued)

Another program is interfering with DirectDraw.

Quit any other games and applications that are using DirectDraw.

The program could not set the cooperative level (code: xx).

Another program is interfering with DirectDraw.

Quit any other games and applications that are using DirectDraw.

The program could not create a system memory buffer

There is not enough memory for the game.

Try freeing up more memory by quitting all other running

(code: xx).

There is no DirectDraw hardware support.

This will often be seen two screens into the game, when a movie should play. The DirectDraw driver does not support the currently installed video card.

programs.

Reinstall DirectX or get and install a DirectDraw driver from your video card manufacturer. Outwars will stop running.

Direct Sound Error

Error Description

DirectSound could not be initialized. The game will continue without sound effects.

Possible Causes

There was a problem initializing DirectSound.

Solution

Quit any other programs that use DirectSound and make sure you have a sound card installed.

Movie Error

Error Description

An error occurred while trying to open the movie 'filename'. This movie will not be played.

Possible Causes

The movie could not be found.

Solution

Make sure the CD-ROM is in the CD-ROM drive.

Direct Play Error

Error Description

Could not open a DirectPlay game session.

Multiplayer mode does not work for some players.

There was an error trying to enumerate players.

There was an error trying to enumerate sessions.

Could not create a DirectPlay object with current provider.

Network data search encountered an invalid link.

Network could not resolve a player ID.

The Network is not available.

Possible Causes

The modems could not connect to each other for some reason.

Players are using different versions of Outwars.

The network or modem connection was terminated.

The network or modem connection was terminated.

DirectX is not installed correctly or invalid providers exist on the system.

The network or modem connection was terminated.

The computer received a game message from an invalid player or the connection to a player was lost.

The network or modem is not installed or configured correctly.

Solution

Make sure the modem is responding, installed and configured correctly.

All players must use the same game version (Beta 1, Beta 2, Retail or Trial).

Make sure you are using a modem that supports the minimum baud rate (28.8).

Make sure you are using a modem that supports the minimum baud rate (28.8).

Make sure that DirectX has been installed correctly and that there are no old versions of DirectX drivers remaining.

Make sure you are using a modem that supports the minimum baud rate (28.8).

Make sure you are using a modem that supports the minimum baud rate (28.8).

Make sure the network and modem drivers are installed and functioning properly.

Targeting and Line of Movement Reticles:

- Crosshairs = Targeting
- Diamond = Line of Movement

YOU.

Current Weapon. The current weapon is highlighted.

Tracker:

- Blue = Navigation Point
- Green = Friendly
- Red = Enemy
- Small Tracer = Greater Stealth

In multiplayer team games (Smear the Cyborg, Team War, and Capture the Flag), teams are assigned a color, red or blue.

Team. Your teammates' health is indicated here.

Current Weapon Name.

Weapon Bays. Your entire arsenal will be displayed in these windows. The number above the weapon frame is the bay's number. Select the weapon by typing this number. The number within the frame is your remaining ammo.

Rocket Pack Charge. The bar drops as your charge decreases. Land to fully recharge your pack.

Armor. The bar drops as your armor takes damage.

Health. The color of your suit changes and the bar drops as you lose health.

3D Acceleration

If you have a supported 3D-accelerator card, to make sure Outwars is using it:

1. Click Options in the main menu screen.
2. Click Graphics.
3. Click Direct 3D to highlight the button to green.
4. Use the scroll arrows, located immediately above the Direct 3D button, to select the proper driver.

However, if you use Direct 3D, some lighting effects will not work. For example, you will not be able to toggle your helmet light.

Player Character

You can play as either Judd Kilgore or Jett Becker. They are equals both tactically and strategically.

Sergeant Judd Kilgore

Brash and confident, Judd grew up on the frontier with his father. A few years after leaving home, unsubstantiated reports of criminal activity involving the smuggling of strike craft parts led Judd to enlist in the military, where he has since excelled. Member of the elite CDF Marine Jump Corps, 2278-Present.

Sergeant Jett Becker

Independent and assertive, Jett grew up with a passion for the martial arts, learning discipline and fighting skills. She operated her own business selling mining supplies on Anubis before becoming a "Dreadnaut." Member of the elite CDF Marine Jump Corps, 2280-Present.

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Credits - SingleTrac Studio

Executive Producer: Scott Campbell
Director of Production: Steve Cowser
Art Director: Michael Jackson
Gameplay Advisor: Jay Barnson
Software Leads: Mike Badger, Kirk Baum
3D Graphic Design Leads: Will Dougherty, Ken Carlson
Alien Production and Animation: Pierre Dufresne
Director of Music, Sound, and Video: Sandi Geary
Game Software Development: Jay Barnson, Hao Chen, Brad Edwards, Polly Harris
3D Graphic Designers: Brice Broaddus, Scott Campbell, Marty Clayton, Jonathan Hale, Chad Liddell, Deanna Lorenz, Suzanne Malloy, Manuel Rangel, William Clarke Walker III
3D Graphic Engine: Bob Dawson
3D Graphic Tools: Russ Almond
Concept Artist: Owen Richardson
Sound Design: Sandi Geary, Mark Kartchner
Audio Software Engineer: Scott Turner
Video Production: Ken Teutsch
Game Design: Kellan Hatch, Michael Jackson, Peter Anthony Chiodo, Jay Barnson
Test Lead: Thomas Zuccotti
Testers: Stephen Knopf, Mike Snow, Mara'D Smith, Dan Silver, Jon Marquette, Tyler Pendleton, Randy Jones
Network Administration: Bryan Brown, Rex Funk, Matt Barnson
Production Assistant: Ginger Silver
Booklet, QRC Leaflet, and Online Help: Adam Peterson
Special Thanks: Mary Steer, Mike Ryder, Jen Leininger, Mike Bartholomew, Hey-Kyu Sincock, Susan Hadfield, Randy Zorko, Danny Lunt, Brian Christensen, Jennifer Fortin, Alex Mathis, Nate Pendleton, Sandi Beckstead, Jeff Yates
Music Produced by: Chuck E. Myers – Big Idea Inc.
Music Composed by: Chuck E. Myers, Benjamin Carson, Tom Hopkins, Brady Ellis, Tino Saiki
Shell Art and CGI: Axiom Design
Set Construction: Todd Schmidt/Axiom Design
Actors: James Andrews, Amber Baldwin, Matt Barnson, Doug Caputo, Lincoln Hoppe, Ed Johnson, Kim Landry, Kelly McCann, Jeanette Morales, Charles Paddock, Owen Richardson, Eric Robertson, Ken Teutsch, Christina Thurmond, Courtney Wrathall

Credits - Microsoft

Producer: Shannon Loftis

Planner: Doug Dyer

Test Lead: Matt Kowalczyk

Testers: Jason Janicki, Tony Bradley, Chris Liu,

Michelle Gamboa, Paul Gradwohl, Brian

Bennink

UE: Jo Tyo, Amy Robison, JoAnne Williams

Development: Mike Lyons, Craig Henry

Product support: Steve Kastner

Localization: Laurence K. Smith, Peter Connelly, Atsushi Miyake

Artist: Douglas Herring

Developer: Andrew Farrier

Autoplay

Autoplay starts after you insert the Outwars CD into the CD-ROM drive. In the Autoplay dialog box:

- If you have **not** installed Outwars, click Install to begin installation.
- If you have installed Outwars, click Play to start the game.
- Click Info for system requirements.
- Click online Help to access online help.
- Click Exit to exit Autoplay.

