

FORSAKEN

This is not the server upgrade patch that will be released early August. This demo is not compatible w/ the server patch.

DEMO FEATURES

- This demo does not require a 3D-accelerator card to run, **See restrictions throughout this document.**
- Full D3D compatibility w/ most 3D Accelerator cards **See supported list below**
- Full Internet support up to 16 players, TCP-IP, IPX, Modem to Modem and serial cable
- 2 Single player levels and 1 Multiplayer level "Ship"
- All the multiplayer options that the full version has.
- Lobby room, gives all info on status of multiplayer game being played/joining
- All of Forsaken's cool weapons
- Dynamic saving/Loading, up to 16 slots to save progress
- 4 bikers characters, out of 16
- 1 On board bike computer out of 5 in the final version

Supported chipsets

Usually, but not always, if a board is based on one of the following chipsets, Forsaken will run on it, depending on drivers. Forsaken also supports other chipsets that are not listed here.

3Dfx Interactive Voodoo Graphics
3Dfx Interactive Voodoo Rush
3DfxVoodoo 2
Matrox G100/G200 and some older 2D/3D cards
3DLabs Permedia2
ATI Technologies 3D Rage Pro
NEC Electronics PowerVR PCX2
Nvidia Riva 128
Nvidia Riva TNT
Rendition Verite v1000
Rendition Verite v2100
Rendition Verite v2200
Intel I740
Number Nine Revolution
S3 Scavenger

Forsaken does not work properly w/ S3 Virge based 3D cards but may work properly in software utilizing S3's 2D portion of the chipset depending on the spec of the chipset.

MINIMUM SYSTEM REQUIREMENTS WITH OR WITHOUT A 3D ACCELERATOR CARD:

- Pentium 133 Mhz PC or better w/ a Direct 3D 100% compatible 3D Accelerator card
- Pentium 200 Mhz PC or better w/out a 3D Accelerator card
- 16 MB RAM, 4 X CD-Rom drive
- 70 MB free hard disk space
- Windows 95/98 with DirectX5 or higher installed
- Microsoft Direct Sound or 100% compatible soundcard
- Supports most Direct 3D Direct Input devices. MS Sidewinder, MS Forcefeedback, MS Sidewinder 3D Pro, SpaceTech Space Orb, Logitech Wingman Extreme and many more.

Buy Forsaken Online, the full version has 15 intense single player levels and 13 unbelievable multiplayer levels. Lots of secrets to find and Graphics beyond belief. Intense AI, awesome puzzles and bosses.

Buy it a@ WWW.acclaim.net/store/index.html

Acclaim Books presents the Forsaken Strategy guide. Get it at your local PC gaming store.

THE STORY The Terran system, the birthplace of humanity, now lies derelict after a terrible experiment went catastrophically wrong. Earth had rested smugly in the knowledge that no force, alien or otherwise, could possibly penetrate its awesome array of defensive satellites, orbital minefields, and computer controlled defense systems, which patrolled the spacelanes. In the year 2113, Earth's nemesis came from within.

For many years, particle physicists at research centers around the world delved deeper and deeper into the very fabric of matter itself, unraveling layer after layer of subatomica. Finally, success! They discovered the means by which they could manipulate matter at it's most basic level. Unfortunately, in their first great experiment into the unknown, the terrible consequences of their actions became all too apparent; the creation of an uncontrollable fusion reaction, which ripped through the planet, and sent an irresistible shockwave through the entire system. The Earth lay in ruin. Torn from it's orbital axis, the fragmented planet was now no more than a lifeless husk, devoid of atmosphere and bathed in the searing radiation of the sun. Within a few short days, all human life had been extinguished. News of the disaster soon reached the High Senators of the Imperial Theocracy, the ruling council of the multi-verse. An investigation into the disaster began in earnest, while anything considered valuable was removed and sites warranting further study were left heavily guarded by robotic military personnel. Now, several months later, the dead system is classified Condemned and considered 'up for loot'. This means that every bounty hunter, mercenary, fortune seeker and free-loading scum in the galaxy has the unwritten right to raid the dead system and take anything that the Theocracy didn't want. You now become one of these Forsaken, these ruthless mercenaries. Astride your anti-grav pioncycles you prepare to

brave the now abandoned settlements of Earth and battle ruthless mechanoid adversaries in a bid to make your fortune, or perhaps simply to raise your renown to that of the truly infamous.

PLAYING FORSAKEN

After the obligatory legal screens and the shattering Intro sequence (press ENTER to bypass), you'll come to **The Main Menu**. We'll give you a brief rundown on each item here. (For more detailed information, see the section devoted to an item).

Menu Navigation:

(These controls work on most menus)

[large keys]

- UP/ DOWN Highlight item/toggle setting
- LEFT/RIGHT Toggle settings
- ENTER Confirm selection/ next menu
- ESC Previous menu/ exit screen

[insert Main menu screen]

- Single Player** Begin a Single Player Game
- Death Match** Begin/ join a Multi-Player Game/set network options
- Setup Biker** Select your bike, player name, configure controls & weapons
- Options** Set options prior to gameplay (see below)
- Exit Game** Exit Forsaken and return to Windows 95.

Quick Play Guide (for the impatient)

- Choose *Single Player* from the main menu then choose *Start*
- Preferred control method (keyboard + mouse)

Keyboard (using left hand) + Mouse (using right hand)

A -moves forward

L. button -fire primary weapon

Z - moves backward

R. button -fire secondary weapon

- These are the basics; it's highly recommended that you assign keys for the more advanced controlling options (like strafing and rolling) when you start playing. You can set these options under the *Setup Biker menu*, or by pressing F1 while in game.
- You're now ready to stop reading and go play! Please refer back to this document to become fully informed on all the control options and other features.

SETUP BIKER

[insert Bike select screen]

You can select any of the 16 bikes/ characters available. Once Setup Biker is selected, you will see a new menu. This is where you can select to play with a previously created player, a new one, or to delete one you no longer want. Creating a player acts like a "user profile" which will save your bike/character, name, and any custom keyboard, mouse or joystick configurations associated with that user. The setup biker menu is as

follows:

Select Bike

About the Bikes

Each character has a custom bike s/he uses to work wondrous mayhem in Forsaken.

Each bike has various attributes. For our purposes, the one that really counts is

Ammo: How much ammo the bike can carry, and consequently how deadly it is.

Press ENTER to toggle through the available bikes/characters. When the desired one is on screen, press ESC.

Choosing a player/name

This is where you can select to play as a previously created player, a new one, or to delete one you no longer want.

Choose Player: select from your list of existing players/user profiles

New Player: Enter a new player name. Select New Player, then type in a new name at the name entry screen (use BACKSPACE to delete NEWNAME text). Press ENTER when finished.

Delete Player: delete a player from your player roster. Doing so will destroy all player data, such as setup options, etc., so think before you delete.

Change Bike: Assign a different bike to a player.

CONTROLS

Forsaken gives you a complete range of control options, including the ability to assign a control function to more than one input (two in fact!) The chart on page x lists default controls.

[insert Controls screen]



Select **Keyboard**, **Joystick**, **Gamepad**, or **Mouse**, and set the **Sensitivity** of your input device (the higher the setting, the more responsive the control). **Note**: you should plug in your input device BEFORE running Forsaken to ensure that your device is recognized and properly calibrated.

You can use **Configure Joystick** or **Configure Keyboard** to alter the default control settings, and to add a secondary control input. Any control that is currently UNDEFINED does not have a key assigned to it, and will not work. You can assign up to two controls to any function on the keyboard, but note that *you cannot have the same key assigned to more than one function*.

DEFAULT CONTROLS

Mouse controls (play using keyboard + mouse combination)

Moving the mouse controls the bike rotation

Left button

-fire primary weapon

Right button

-fire secondary weapon

*If your mouse has a third button or wheel you can assign functions to them in the *setup biker menu* or by pressing F1 while in game. Download MS Intellipoint drivers for most 3 button mice.

Keyboard controls

KEY

ACTION

A

Forward

Z

Reverse

Left/Right (arrow keys)

Rotate left/right

Up/Down (arrow keys)

Rotate up/down

ALT

Slide (strafe) mode

CTRL

Fire primary

SPACE

Fire secondary

Q

Bank Left

E

Bank Right

B

Mines

S

Nitro

Home/End

Cycle weapons

ESC

Pause game (access menu)

F1

Quick key to keyboard config

F4

Remove screen text

F6

Rear View Window

-/+

Change screen size

Numpad 4/6

Rotate left/right

Numpad 8/2

Rotate down/up

Numpad 7/9

Roll left/right

Numpad -/+

Slide up/down

Numpad 1 / 3

Slide left/right

PRIMARY WEAPONS SELECTION

~

Pulsar

1

Trojax

2

Suss Gun

3

Pyrolite Rifle

4

Transpulse

5

Laser

Secondary Weapons Selection

6	MUG
7	Solaris
8	Scatter
9	<i>WHAT GOES HERE?</i>
10	Gravgon
-	MFRL (multiple fire rocket launcher)
+	

Titan

Multiplayer Game

F9 - F11

Shift + F9 - F11

Enter your own message

Send taunt message

SINGLE PLAYER GAME

Your Objective: Retrieve as much loot (gold bars) as possible from the various locations you visit. It would be good to stay alive long enough to enjoy the fruits of your toils, too. You'll win an extra life for every 10 gold bars you collect.

Your Enemies: Beside your own greed and thoughtless mistakes, your chief enemies are the military adversaries already mentioned and mercenaries like yourself who would love to have one less brigand vying for the spoils. Like you, they're not above killing to get their fair share: everything!

[insert single player game screen]

Playing a Single Player Game

Once you've set your options and selected Single Player (you vs. the computer), you'll come to a menu screen with these choices:

Difficulty

[insert difficulty screen]

Easy: weaker enemies, enemy weapons do half the usual damage

Medium: The standard setting.

Hard: strong enemies, enemy weapons do increased damage

Total Mayhem: The name just about says it all.

Press ENTER to toggle difficulty setting. Pick your poison, then hit ENTER.

Display/ view change control

DEATH MATCH: MULTI-PLAYER SCENARIO

Each player (up to HOW MANY) controls one of 16 bikers and pits his or her skill against other human players in any of 10 tense levels

Your Objectives and Enemies depend on which game type you choose.

Game types

Free For All It's every player for themselves as each works and weasels through level after level trying to score the most weapons and shields in order to score the most "kills" against your human opponents.

Team Game Select from two to four teams. Each player chooses which team they wish to play on.

Tag Is this in?

Capture the Flag Is this in?

Playing a Death Match Multi-Player game

Once you've set your options and selected Battle Mode, you'll see a screen with these choices:

Create Game Begin a new game with yourself as the host (see Hosting)

Join Game Choose a session to join

Exit Return to the main menu

Hosting a Game

Get out the crackers and the bandages! It's party time! Once you've chosen Create Game, you will come to a screen with these choices:

IPX Connection for Direct Play Select this to play over a local network

Internet TCP/IP Connection for Direct Play Select this to play over the internet.

Modem Connection for Direct Play Modem-to Modem (head-to-head) play

Serial Connection for Direct Play Serial Cable (head-to-head) play

Once you've selected your connection method, you will come to—that's right!—another screen!

[insert multi-player menu screen]

This is the main Multi-Player menu, where you'll make important decisions about the timing, tension and tone of your game. Decisions about these things:

Start Game See below

Level

Session

Name By default, this is the player name you selected under options.

Time Limit Set the time limit from None up to 30 minutes.

Maximum Players Limit the number of players from 1 to 4 at a time.

Maximum Kills Set the maximum number of kills a player can amass. The first to reach the maximum is the winner.

Packets per Second Default setting is 15.

Free For All See description above (Game Types)

Tag See description above (Game Types)

Capture the Flag See description above (Game Types)

Team Game Ah, comradeship!

Starting a game:

Okay, you've waded through all this, now it's time to play, right? Wrong. One last screen waits between you and glory. After selecting Start Game, you'll come to a screen where you can set the Number of Players, make sure your name is there, and send messages to each other while you wait for the game to start.

Taunt messages Each player character has a series of taunts which can be sent to goad your opponents. Each key sends a different one.

- **To Send a taunt:** press F9, F 10 or F11.
- **To Edit a taunt:** press SHIFT +F9, F10 or F11, then type in your own taunt over the existing one. Send as usual. "You hurt my feelings!"

LOAD GAME

[insert Restore game screen]

This feature allows you to either load a previously saved game (Single Player mode) or to replay a recorded demo of a Death Match Multi-player game. Note: Make sure you set the timer if you plan to make a demo. 10 Minutes is a good time and won't bog down your hard drive. Oh yeah, make sure you have an extra 5-10 megabytes free when you setup a recording.

After selecting Restore Game, you'll see the restore screen, with these choices:

Play Demo Allows you to select a demo for playback

Playback Speed Adjust the playback speed from 12.5% (slow) to 100% (fast)

Watch Player Select which player you wish to follow. (Players 0 -15 are the 15 players in the game. Player number 16 refers to a free-roaming camera which you can control.)

Use the Watch Player feature to select which player you wish to watch.

SCORING

There really isn't any, in the usual sense. You keep track of your loot, naturally, and in all game types (save 1 Player), your kills. Of those left alive, the one with the most kills wins.

To change/assign controls: Use the cursor keys/ directional pad to highlight a control area next to a function, then press ENTER to initialize the control for input. Press the key or button you wish to perform the action. It's locked in! Continue in this manner until you're satisfied with your settings, then press ESC to return to the control menu.

Note: To delete a configuration, press ENTER+SHIFT+DELETE.

Autoleveling When this option is enabled (**On**), your bike will always attempt to position itself correctly in line with the walls of the environment.

WEAPONS

Primary Weapon Order *[insert screen shot]* Primary Weapons are lighter weapons which fire bullets or similar ammo. This option allows you to set the order your Primary weapons will autoselect in during a game. The autoselector reads the list from top to bottom, and will fire the next available weapon. During the game, if you pickup a weapon that's higher up on the list than the current one, it will be autoselected.

To reorder your primary weapons: Press UP or DOWN to highlight the weapon you wish to move and press ENTER to select it. Next, highlight the weapon you want to swap places with and press ENTER again. The two will change places in the order.

Secondary Weapon Order Generally, Secondary Weapons are the heavier, missile-firing weapons. This option works exactly like the one above.

Assign/define keys to primary and secondary weapons, change their order, or take them completely out of the current arsenal. This works like the bike control menu: you can assign different inputs to both your Primary and Secondary weapons.

GAME INSTALLATION & OTHER REQUIRED SOFTWARE

Running Forsaken

When you run Forsaken from the Start Menu, you will be prompted with a video card selection screen. The top menu bar (*Select A Renderer*) lets you to choose between all the different 3D cards that have a custom executable. If you do not see your 3D card listed, choose *Generic 3D Accelerator*. If you don't have a 3D accelerator, choose *Software* as a Render to play the game. The second menu (*Select a Device*) will allow you to choose between multiple accelerators installed in a single PC. The *Primary Display Device* should be selected if you only have one accelerator. If you're not sure which to choose, please see the list of manufacturers and which chipset they use in the Troubleshooting section of this document. *Choosing the wrong 3D accelerator card from the start menu may cause the game to crash or play with corrupt graphics. You may also miss out on some effects that are specifically tailored for your card.*

NOTE:

3DFX Owners will have multiple selections under *Select a Device* depending upon what your primary video card is. In most cases you would choose the other option (usually dd3dfx or mm3dfx) to run the game. If by chance the game crashes while it loads, runs very slow or the graphics look corrupt you should try and run it with the *Primary Display Device* selected. If you still have problems check to see if you are using the latest drivers or proceed to the end of the document for technical support.

MULTIPLAYER GAMES (game settings, options and places to play)

Setting your Packets Per Second (PPS)

Changing this option has a major impact on the performance of Forsaken in a multiplayer game. Due to the nature of the Internet, it's very difficult to predict all the variables involved in playing a smooth multiplayer game. The exact number of PPS will only come from some experimentation. If you experience bikers jumping around screen, bad lag, dropped players, etc., the host PC can adjust the number of PPS in-game by pressing F2 and going into Options. You can use the following as a general guideline for the PPS setting:

Serial Connections

1-2 players 10-15 PPS depending upon speed setting of port

Modem to Modem

1-2 players 5-15 PPS *See below

Internet play (ICP/IP)

1- 2 players 5-10 PPS or higher depending on connection speed (56K, ISND, etc.)

3- 4 players 5- 8 PPS (recommend for Kali and other lobby services)

5 + 5 PPS **See below

Network/LANS (IPX)

1 - 16 players 10 - 20 PPS for (10MB) networks or 20 - 30 for faster Networks (100MB)

* If you are having trouble connecting when playing using a modem2modem connection, try changing who is the host and who joins. Sometimes modems have trouble connecting to other brand modems. During our tests we found that X2 modems seem to have trouble to connecting to other X2 modems using DirectPlay with standard initialization strings. Keep checking the FAQ sheet for any updates on this issue.

** Forsaken currently uses a peer to peer based model for handling packets. Although we designed Forsaken for 16 players using TCP/IP protocol, the current state of technology and inconsistent Internet traffic will prevent you from having a "reliable" TCP/IP connection when playing with more than 5 players. For best game performance, we suggest that you have 6 players or less when using a TCP/IP connections, until we patch the game to support a client server based model (coming soon), which will increase the performance, allowing for more players in a game at once. Keep an eye out for the Forsaken Dedicated server upgrade, it will allow for many many more players in one multiplayer game as well as a plethora of Internet upgrades to improve performance.

Setting Lag Tolerance On/Off

When you play over the Internet, the Lag Tolerance option should be set to OFF. This option sets which PC determines if you hit or miss another biker when shooting at them. For instance, if you have this option ON, the PC of the person shooting at you decides if they are hitting you or not. During Internet play, this becomes an unfair advantage for the player who is shooting, because lag will sometimes effect the actual location of the target biker, causing "phantom hits". Though in actuality they've already made it around the corner into the next room, they may take damage anyway. Keeping the option OFF allows the target PC (the person who is running away) to determine if they are being hit or not, so when lag occurs, it works to the advantage of the player who is running (or being fired upon). Giving the advantage to the target is generally more accepted by online gamers then the other way around. On a LAN or network game this option becomes less important, as lag is usually not an issue.

Short Packets On/Off

When you play on the Internet this option should be set ON. This helps improve performance by reducing the actual byte size of the packets being sent. This has a lesser effect on performance when playing over a LAN or network.

Packet Grouping On/Off

This option reduces the gapping of data being streamed by the host at any one point in time. It may only be set by the host, and via the out-of-game host game setup menu. This option should be toggled ON by the host on all Internet multiplayer games, and off on LAN-based games. Toggling this option off for Internet play may degrade performance.

Performance indicators in a multiplayer game

A red dot appearing beside a player's name during a multiplayer game signifies bad lag from that player. If the name is gray, then he or she was dropped from the game completely. There are a variety of reasons for this occurrence and its almost impossible to prevent it from happening. Sometimes the person who is dropped will be able to rejoin the game. If the host drops out, another player's PC will become the new host, allowing the game to continue without interruption.

Places where you can play on the Internet

- Kali get 15 minutes free to test it out www.kali.net
- Mplayer
- Internet Gaming Zone www.zone.com
- Heat
- Dwango
- Online friends (setting up a TCP/IP game, no other software required)

Periodically check the Forsaken website for new versions of the forsaken FAQ and readme files. They will contain updated information on where to play Forsaken and recommend game settings.

NOTE: Its highly recommended that for Internet play you do not have any unnecessary programs running in the background (like a web browser, e-mail, ICQ, anti-virus software, Norton Crash Guard, etc.) when you play. Some of these memory resident programs can hinder performance or cause additional lag.

Playing on Kali

*Kali 1.0 does not work with Forsaken. You must have at least version KALI95 V1.3 or later. 1.45 is the current version and works perfectly.

Kali is a software program/service that allows IPX games (games that require a local area network for multiplayer) to play over the Internet. If you are unfamiliar with Kali, please go to their web site at www.kali.net for instructions on how to download and use it. If you have Kali, setting up Forsaken to play on it requires a few simple steps. First you should configure Kali to run Forsaken. Later versions of Kali will have Forsaken pre-configured on its list of games.

Configuring Kali to run Forsaken

NOTE In order to join or “see” any Forsaken games currently running over Kali you must run Forsaken from Kali’s own launch menu, NOT from the start menu. To configure Kali to run Forsaken please do the following:

- 1) In Kali under *games* (pull down menu) choose *Configure Menu*.
- 2) You will see multiple “slots” to allow users to hold user-defined configurations. Pick a slot from the above tabs. Choose game 1 if its you first game configured.
- 3) Put the name of the game under menu title
- 4) Press the *browse* button and find the *forsaken.exe* file in the game directory (**do not choose forsakenHW.exe or forsakenSW.exe**). If you choose the default install directory the file is located in C:\program files\acclaim entertainment \ forsaken \
- 5) The arguments field should be left blank. **You do not need –opt: parameter if you use forsaken.exe to launch**
- 6) The rest of the menu can be left blank. **Leave the 2 check boxes blank.** Once Kali knows where the *forsaken.exe* file is located the icon file fields should already be set. Press OK to continue when ready.
- 7) You should now see a Forsaken Icon on the bottom of the Kali window (a small green biker icon under the games list/chat window).
- 8) **Make sure you run Forsaken from this icon. Select IXP for direct play as a connection method to create or join a game**

Recommended Game Settings using Kali

If you create a game try using the following settings:

Lag Tolerance (LT)	OFF
Short Packets (SP)	ON
Group Packets (GP)	ON
Packets Per Sec. (PPS)	5 (this can be adjusted in game by host)

NOTE: This is just a suggestion and does not guarantee a smooth lag free game. It is recommend that you start with these options then experiment. You can also seek advice from other players (in that chat room) to see what they recommend. Its also recommended that you do not have other programs running (like your browser, e-mail, ICQ etc.) when you play.

After you configure Kali to run Forsaken, pick a server (the forsaken servers is a good start) and find some people to join you in a game. It is preferable, but not required, that the people joining have a ping of 450 or less. When deciding who should be the host, it's always a good idea to choose the person with the fastest/best connection. All players should then proceed to run the game by clicking the Forsaken icon on the bottom (if you did the setup as stated above). Choose Create Game if you're the host or Join Game if someone else is. **For the connection type, choose IPX connection for Direct Play. (don't choose TCP/IP)** If you are joining a game, a join session screen should appear with the name of the person's game you wish to join. (You may need to wait a few moments for the session names to appear). If you don't see a session name, press the

ESC key and try again. Sometimes it takes a few tries before you see a game to join. Press ENTER when the name of the game (session) appears on the screen. If you are hosting a game, set your options and press START GAME. You should see a hosting screen that shows you the name of players that are waiting for you start the game. It's always a good idea to wait for all the players to appear on your screen before starting the game.

Playing on Mplayer

Go to www.mplayer.com/action/forsaken/Forsaken for all the info you need to play Forsaken on Mplayer.

Playing on Internet Gaming Zone

To play Forsaken over the Zone, you first have to download the software at <www.zone.com>. When you have the software and are ready to play choose the *ZoneLAN* area. The next screen make sure you choose *ZoneLAN –DirectPlay* (to the right is the number of players in that area). Follow the instructions on this page on how to setup and play.

NOTE: Forsaken over The Zone does not support Dynamic joining, you must meet in the lobby before a game to join. *The Zone uses TCP-IP, it is not a IPX emulator for TCP-IP. When running Forsaken make sure you choose TCP-IP as your connection type for this service.*

Recommended Game Settings using Gaming Zone

If you create a game try using the following settings:

Lag Tolerance (LT)	OFF
Short Packets (SP)	ON
Group Packets (GP)	ON
Packets Per Sec. (PPS)	5 (this can be adjusted in game by host)

NOTE: This is just a suggestion and does not guarantee a smooth lag free game. It is recommend that you start with these options then experiment. You can also seek advice from other players (in that chat room) to see what they recommend.

Online friends (setting up a TCP/IP game)

To play Forsaken using this method, you need people online (friends) you can contact and trade IP numbers with, depending on whether you wish to host a game or join one. Your IP number is like a street address right to your computer. If you decide to host a game, you must find a way to tell your friends your current IP number (most people get assigned a new one each time they log onto the Internet). Then set your options and press START GAME. You should see a Hosting screen that shows you the names of players waiting for you to start the game. It's always a good idea to wait for all the players to appear on your screen before starting the game. If you want to join a game, you must enter the IP number you obtained from them into the TCP ADD field on the bottom on the screen, then select TCP/IP connection as the connection method. You will

then proceed to the Join Session screen. The host's game (the one you're trying to join) should appear. (You may wish to/need to wait a few moments for the session name to appear). If you don't see a session name, press the ESC key and try again. Sometimes it takes a few tries before you see a game to join. Press ENTER when the name of the game (session) appears on the screen. You should see a lobby screen that shows you the names of all the players that are waiting for the game to start. You can type messages to each other by highlighting the MSG option on the bottom of the screen.

Using winipcfg file to determine your IP number

There is a small utility included with Windows95 called winipcfg. This file is located in your Windows directory. (It is helpful to create a shortcut to this file on your desktop.) After you connect to the Internet, run this program and copy down the IP number from the appropriate field. Make sure that the pull down menu has PPP Adapter selected before you write down the IP number. This is the number you need to give to people who want to join your game. Although Forsaken tells you your IP number when you are creating a game, sometimes it's easier to have this number handy before you run the game.

PERFORMANCE NOTES (Software render)

To get the most out of Forsaken Software Render mode, run the game on at least a P200.

This may also help:

- 1) Run in Low Res Mode (320x200)
- 2) Try to close down other programs before running Forsaken. This means quitting other applications and disabling system services such as peer web services and ftp.
- 3) Turn off/lower some effects in the options menu
- 4) Get a 3D accelerator card

TROUBLESHOOTING

You may experience difficulties running Forsaken if you don't have the latest drivers from the manufacturer of your 3D accelerator card. Drivers were being changed right up to the last minute during testing with Forsaken.

Other required software

- You may experience difficulties running Forsaken if you don't have the latest drivers from the manufacturer of your 3D accelerator card. The difficulties encountered when not using the latest drivers range from simple graphical glitches to the game not running at all.

- Please make sure you have directx5 and the new DirectPlay patch called *dplay50a.exe* installed. You are required to have *dplay50a.exe* installed or you will receive an error message when you attempt to play a multiplayer game. The file is located in the root directory on the CD. Just double-click the file and it will install itself.

COMPATABILITY ISSUES

- The software version of Forsaken requires at least a 2Meg video card to run. Currently Forsaken does not work with S3 based video cards in hardware acceleration. Forsaken does not support S3 hardware acceleration. There are a variety of different video cards and manufactures that used this chip. Also, many older video cards that are not DirectX compliant will not run Forsaken in software mode. Forsaken should work in Software properly w/ this card.
- If you notice black boxes around projectiles \ explosions while shooting, try the following: Make sure the texture format remains set as it's highest value 5650. Occasionally, Direct X messes around with configurations and changes the texture format to 4444. If this does not help, it is also possible that your 3D accelerator does not support some of the lighting effects in the game.
- PCs that use the new Yamaha OPL3-SA version 4.03.2324 integrated (on the motherboard) sound chip may have delayed sound effects when getting pickups or power-ups scattered throughout the levels. If you experience this try contacting Yamaha for any software updates to solve this problem.
- On some p.c. configurations, depressing more than 2 or 3 keys simultaneously may cause the p.c. to beep (heard through the PC speaker), with pauses in gameplay. Sometimes trying another keyboard (different brand) will eliminate the problem, unfortunately, there is no other available fixes at this time.

Command Line Parameters

To add a parameter right click on the start menu and choose open. Go into programs then Acclaim Entertainment / Forsaken / Play Forsaken. Right click on Play Forsaken and go to properties then click on the shortcut tab on top. All parameters are added to the end of the target field after the quote. Make sure there is a space between the end quote and the where the parameter begins. (Bold text is what's entered) Please make sure to copy the parameter exactly, caps where specified

- If you are experiencing difficulty reading text on the main menu or in game try make sure `-PolyText` is not specified. If there is still a problem then try adding the following parameter:

Example:

"C:\Program Files\Acclaim Entertainment\Forsaken\Forsaken.exe" –
NoBlitTextScaling

- If Forsaken failed to run in software mode you can try these parameters:

–systemmemory –bpp16 –w320 –h200 -UseDDrawFlip

- To set a default resolution you must set the width **-w**. i.e. **–w640**
To set a default resolution you must set the height **-h** i.e. **–h480**

The final command line should look something like this. **-w640 –h480**

- Try running AGP via **-NoTextureScaling**

CONTROLLERS

Sidewinder Precision Pro

If you are using the Sidewinder Precision Pro, you will need to install the SWNDR15.EXE patch to assign the base buttons. This will also allow you to delete configurations on the joystick button setup screen. This patch is located in the root directory on the CD.

Spacotech SpaceOrb

This is straight from the guys @ Spacotech. "The easiest thing that users can do to get the Orb to work with Forsaken is to download and install v4.8 of our software, then reboot (as the install suggests). Then simply run Forsaken

CH Products Flightstick Pro

The HAT switch does not function correctly in Forsaken. We worked long and hard to get this controller to work but to no avail.

Logitech Peripheral problems

Make sure the game port is not a "digital" or "accelerated" game port. The Logitech WingMan Extreme Digital is not currently operational with "Digital/Accelerated" game ports. NOTE: Digital/accelerated game ports are designed to take an analog joystick signal and convert it to a digital packet signal. This is intended to make joysticks more responsive and reduce drifting.

Logitech Digital devices are not operational in the digital mode of these types of ports for the following reasons:

-Logitech Digital devices already send joystick information (axes, motion and button clicks) via a digital signal.

-These types of ports use different global drivers than the standard gameport. These types of ports typically do not use the standard gameport address of 201h

NO AUDIO / VIDEO STREAM ERROR This bug is for the final version only.

This is a rare occurrence where you start up the game, it passes the company logos and a Windows box appears stating "No Audio Video stream found" and you can't proceed any further. Download the origin

FIX #1

Download **Intel Indeo 5** and install it, you can grab it from the www.forsaken.com site. In all circumstances when this issue did happen this fixed the problem. Install Indeo 5 and run Forsaken, it should run OK. If it did not work try FIX#2 it will bypass the FMV. If you were unable to download for some reason and still would like to try this, call **Customer Service at (516) 759-7800. They may be able to e-mail it to you.**

FIX #2

Step 1: It is a lot easier than it looks, I just wrote out every step in detail. Go to the folder where you installed Forsaken, Default location is

C:/program files/Acclaim Entertainment/forsaken

Step 2: Find the executable called forsaken.exe (**not forsakenhw.exe or forsakensw.exe**).

Step 3: Right click on forsaken.exe and create a shortcut, the shortcut selection is found towards the bottom of the list.

Step 4: After creating the shortcut, right click on the shortcut to forsaken.exe and go to the properties area of the shortcut. Select properties.

Step 4: The properties screen will appear, select the shortcut tab at the top of the screen via placing the cursor over shortcut and left click on the tab.

Step 5: Look at the area where it says Target. Take your arrow cursor and click on the area of the target after the end quote i.e.

"C:\Program Files\Acclaim Entertainment\Forsaken\Forsaken.exe" *This is the area after the end quote.

Step 6: Immediately following the end quote, press spacebar so there is 1 space in-between where the quote is and what you are going to write. Type **-NoAVI** You can copy and paste this quote via highlighting **-NoAVI** on this page then PRESSING ctrl and the letter C to copy. Then click on the proper area, 1 space after the end quote and press ctrl and the letter V.

This is what it should look like when you are done.

"C:\Program Files\Acclaim Entertainment\Forsaken\Forsaken.exe" -NoAVI

You can copy and paste this entire stream, you must delete the old stream 1st.

Step 7: Pull the shortcut you just created to your desktop so you can select it at any time. Just double click. You are now Forsakened. **NOTE: It takes a few seconds to load so be patient.**

GREEN SCREEN LOCKUP

We have found two ways to correct this, some loyal Forsaken players figured it out. Thank You.

1st thing I would try is installing the iv5devl.exe file located on the www.forsaken.com page. This seems to work 99% of the time.

I received an email the other day from Bill Wolf, who was the 1-% that this didn't work w/. He installed the voodoo reference drivers from www.3dfx.com and it fixed the green screen lock-up for him.

MS FORCE FEEDBACK

PROBLEM: MICROSOFT FORCE FEEDBACK JOYSTICK DOESN'T WORK PROPERLY

Microsoft has released a patch for this at www.microsoft.com Click on **Technical Support** and do a **search for Article ID#Q180741**. The file – **Swffupd.exe (size: 173224 bytes)** – can be downloaded from the article itself. Microsoft says this corrects performance problems and unreliable behavior.

S3 and Voodoo Cards

PROBLEM: USERS WITH AN S3 VIRGE-BASED GRAPHICS CARD MAY EXPERIENCE PROBLEMS WHEN USING THIS IN CONJUNCTION WITH A VOODOO-BASED 3D CARD.

3dfx has released a patch, which corrects a mapping problem. The download is available at http://www.3dfx.com/software/download_s3fix.html. This kit will re-map a Voodoo Graphics or Voodoo2 board to a memory range that will not conflict with a video board using S3 968/868 video chips. Still, keep in mind that this chip is doggedly slow and may not work anyway.

S3 VIRGE CARDS

We have received many phone calls about forsaken not working w/ the S3 Virge chipsets. The Virge series does not support most of the Features that are in Forsaken, it is not a suitable board to play Forsaken. You are better off running the game in Software mode, the game will run about triple the speed. I am simply stating that because it doesn't support many of the features Forsaken uses in a general way the game can't work correctly w/ the board.

Random Lockups

PROBLEMS: RANDOM LOCKUPS/EXITING TO WINDOWS

Some consumers have complained of getting kicked out of the game back to windows, at various points in the game. Others seem to get completely froze. Various Hardware. Usually, but not always, this is fixed with **updated 3D drivers or Directx5.2**.

Bike Spinning bug

In many cases we have stopped the spinning bug via a simple switch. Press F1 ingame, make sure Joystick is turned off. Even if you don't have a joystick plugged in at the time, old drivers may still turn on the option. If the problem still persists please email techsupport@aklm.com w/ all your PC specs including sound board and type of keyboard/mouse setup. Please make sure to have the most updated drivers for your peripheral.

Starfighter Intel I740

To fix any problems w/ this board download the latest drivers, 9x_265_icd.zip and vbios146.zip.

Lag Tolerance

OFF = descent style
ON = forsaken style

Players should be playing with it OFF if they have a laggy Internet Connection. But it is best left ON for LAN games.

Screen shots

The best way to take screenshots is to download Hypersnap

FORSAKEN UPGRADES

Keep an eye out for Forsaken upgrades @ www.forsaken.com

**A new Dedicated Server patch will be releasing some time early August
Forsaken Upgrade**

Dedicated Server and grouping System

The Forsaken dedicated Server patch is coming along nicely and is going into test as early as May 25th w/ a release around Mid June.

Here is a brief rundown of its features:

You will be able to see the following when joining a session: **(this applies to all games, not just server based games)**

- Type of game being played
- Ping
- # of players / max players
- Name of map
- Time and date game was created
- Kills limit
- Time Limit
- Current highest Kills
- Current elapsed time

All the old host settings

- Lag tolerance
- Packets per second
- Short packets
- Grouped packets
- Etc.

(One thing that is worth mentioning is that it should be recommended that people use group packets. This reduces the (huge) packet header overhead on TCP games by combining packets before sending.

The PPS value **without** packet grouping on is the number of normal update packets per second. Specialist packets (ie.

firing, you've been hit etc) will cause more packets to be sent (potentially a lot more!). For TCP packets, each packet has

a 40 byte header when you consider each protocol layer. So having group packets switched off will cause the bandwidth to rise to a pretty unplayable figure.

The PPS value **with** packet grouping is the number of actual packets sent. Specialist packets are grouped and sent along with the normal update packets.)

“from Bryan Hayes @ Kali” -

The major advantage to Forsaken's new Server is it's Grouping System

In a normal multiplayer game:

You send 1 packet 5/6(pps) times a second to every player in the game....Packets sent = How many ever players there are....

You Recieve 1 packet 5/6(pps) times a second from every player,even if that player is on the otherside of the map. Packets recieved = How many ever players there are..

In a server based game:

You send 1 packet 5/6(pps) times a second to a Server....Packets sent = 1

You Recieve 1 packet 5/6(pps) times a second from the server. This packet *only* contains info about players that are in your vicinity. Packets Recieved = 1

Without the Grouping system the actual packets per second value can go as high as 50 pps for a 4 player game....

SOME OTHER REALLY COOL FEATURES

Headlights

The forsaken patch will incorporate Headlights onto the bikes, this will help find campers hiding in dark areas and see players that are invisible. 99% sure this will happen, it hasn't been tested yet. They can be turned on or off.

Full Screen rearview

This was a major request among the players and will now be included in the patch.

Evening out the Playing field

Many of you mentioned that there was not enough of each weapon on the levels and one player was able to dominate the game because he had all the powerful weapons. Well, this is now a thing of the past. We are working on a system where more than one of the weapons can be obtainable.

Command Lines

Some command lines to bypass the front end screens

Note: Check out the Forsaken FAQ sheet at www.forsaken.com for a current list of problems or compatibility issues with the game.

Typically, the chipset makers expect you to go to your card manufacturer for the latest drivers for their card. Although the chipset makers supply the 3D chip and driver software to card manufacturers, the manufacturer may tailor the driver to their particular board configuration, so the safest place to go for drivers for your board is the card manufacturer. In some cases, however, the chip maker also manufactures the board.

The following is a list of web site addresses which you can obtain the latest drivers from. If Forsaken has problems running under the drivers you installed with your card, contact your card manufacturer for the latest version.

<u>Manufacture</u>	<u>Web Site</u>
ATI Technologies	www.atitech.com
Canopus	www.canopuscorp.com
Creative Labs	www.creaf.com
Deltron Technology	www.deltrontech.com
Diamond Mulitmedia	www.diamondmm.com
Elsa	www.elsa.com
Hercules	www.hercules.com
Intergraph Computer	www.intergraph.com
Jazz Multimedia	www.jazzmm.com
Matrox	www.matrox.com
Miro Computer	www.miro.de
Number Nine,	www.nine.com
Orchid Technology	www.orchid.com
Sierra On-line	www.sierra.com/hardware/
STB Systems	www.stb.com
TechWorks	www.techworks.com
Video Logic	www.videologic.com

If you still experience any difficulty running Forsaken, contact Customer Service at (516) 759-7800, or visit us online at www.forsaken.com to view the Forsaken FAQ sheet for answers to common problems. You may also want to check some of the fan sites listed below for help. Or try Techsupport@aklm.com

FAN SITES

Visit some of the Forsaken Fan Sites for even more “up to the minute” info involving the world of Forsaken. These sites provide an excellent way of getting information about gameplay strategies, tips, ladder matches, game settings and more. Some web sites also have forums to post messages about the game or related issues. (listed in no particular order)

<http://www.descent.org/forsakened/>
<http://www.KoolBear.com/Forsaken>
<http://www.mindspring.com/~lug/forsaken>
<http://www.geocities.com/TimesSquare/Fortress/9339/>
<http://www.blasternet.com/forsaken>
<http://www.mswebdesign.com/forsaken/>
<http://www.angelfire.com/ut/hedgehog82/page2.html>
<http://w.pudzone.com/forsaken>
<http://www.sci.fi/~majix>
<http://table.jps.net/~trurobrt>
<http://www.geocities.com/TimesSquare/Stadium/5160/>
<http://www.geocities.com/TimesSquare/Stadium/6490/index.htm>
<http://www.diyatech.com/sohaib/forsaken.htm>
<http://table.jps.net/~trurobrt/>
<http://www.geocities.com/TimesSquare/Stadium/5160/>
<http://www.geocities.com/TimesSquare/Stadium/6490/index.htm>
<http://www.hp.europe.de/seb/forsaken/forsaken.htm>
<http://pages.cthome.net/offspring/>
<http://members.aol.com/GATORS200/forsakentitle.html>
<http://www.thumbweb.com/4saken/>
<http://www.forsaken.net>
<http://pages.prodigy.net/k9frog/>
<http://privat.schlund.de/MaXXDulghier/forsaken.html>
<http://ourworld.compuserve.com/homepages/schmiddies>
<http://rw1.rworld.com/natrius>
<http://www.axg.net/forsaken/>

