# 3-DSPEX\*\*

# Games Package





#### WARNING!

Pause a moment before you get started and heed the following warnings. Read your NuVision 3-D SPEX User's Guide for complete safety warnings.

#### May cause seizures.

If you or anyone in your family has experienced seizures, or if you experience dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, unconsciousness, or disorientation, discontinue use immediately and consult your physician.

# Do not use 3-D SPEX where loss of balance or limiting your field of vision could be dangerous.

Do not use near stairs, ledges, or balconies. You may risk falling during or after use. Never use 3-D SPEX if you already feel tired or ill.

# 3-D SPEX are intended for use only with a desktop computer system.

Any other use could result in serious injury or death. Do not wear 3-D SPEX as sunglasses or safety glasses. Never wear 3-D SPEX while driving, swimming, or operating machinery.

### Not for use by young children.

Artificial stereo vision display may not be safe for children under seven and may cause serious, permanent damage to their vision.

## Supervise your children when they use 3-D SPEX.

We recommend that you observe your children while they play PC games. Children may not always recognize physical signs of stress or injury.

### Choking hazard: keep out of reach of small children.

The 3-D SPEX contain small parts. Babies and young children could choke on the glasses' removable nose piece. Keep the glasses out of the reach of small children.

# Stereoscopic viewing may create a slight after effect in your vision.

Your visual system changes to accomodate wearing stereoscopic glasses. Wait a few moments for your eyesight to return to normal before resuming your regular activities.

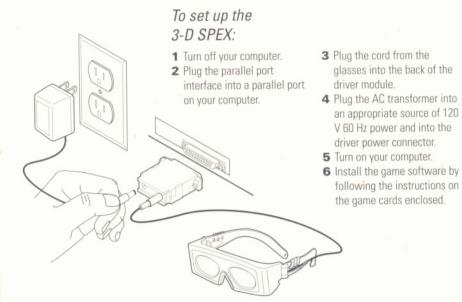
### Repetitive stress injury: avoid prolonged use.

Some people may experience fatique or discomfort after playing for long periods. Take at least a 15 minute break during every hour of play. If you experience discomfort, tingling or numbness in your hands or arms, stop and rest.

#### Electric shock hazard.

Don't use 3-D SPEX near water. You risk electric shock to yourself as well as damage to the 3-D SPEX.





3-D SPEX

HSG01-CD-01

Version 1.0



DESCENT

Destination Quartzon

# DESCENT"

DESTINATION QUARTZON™





In Descent™ II: Destination Quartzon from Interplay™, you'll find yourself thrown into alien worlds populated by deranged robots determined to destroy you. It is your mission to fight through the robot hordes to each mine's main reactor. Destroying this reactor and escaping is your primary mission!

This card provides short but complete instructions for setting up and playing Descent II: Destination Ouartzon.



#### Minimum System:

- IBM™ PC compatible 486-DX50 or faster, 8 MB RAM
- DOS 5.0 or later including MS DOS only mode of Windows® 95
- 2X CD-ROM
- 30 MB free hard disk space
- · VGA video card and monitor
- · Parallel (printer) port

#### Recommended:

- Pentium<sup>™</sup>-class processor with 16 MB of RAM
- · SVGA color monitor that supports 100 Hz vertical refresh rate
- · Video card that supports VESA 1.2 Bios in ROM (or VBE emulator)
- · 4X CD-ROM or faster



#### To install:

- 1 Switch to MS-DOS. If running Windows 95, reboot in MS-DOS mode. If running Windows 3.x, exit to an MS-DOS prompt.
- 2 While in MS-DOS insert the Descent II: Destination Quartzon CD and type D: (or the appropriate drive letter) and press Enter to change to the CD drive.
- 3 Type INSTALL and press Enter. The installer guides you through the installation process. Be sure the VR Device is set to 3-D SPEX.
- 4 If the 3-D SPEX are plugged into a parallel port other than LPT1, run the SETLCDLP utility as described in the 3-D SPEX User's Guide.

#### To play:

- 1 Change to the directory where you installed Descent II: Destination Quartzon, For example, at the DOS prompt type
- CD C:\GAMES\DESCENT2 and press Enter.
- 2 Type D23D and press Enter.

2D images appear for the introduction, then 3D images appear after you are told to "PREPARE FOR DESCENT."

Once a 3D image appears on the screen, the lenses of the glasses turn gray, indicating that they are working properly. If they do not, see the troubleshooting section of the 3-D SPEX User's Guide.

#### Keyboard Controls

Esc | Abort game

Help screen

Cockpit

Drop marker

Record demo

Multi-player HUD

Send typed message

Taunt macros

Change window size

Print Scrn Save screen shot

Pause Pause in singleplayer mode

Tab Automap

#### Keyboard Flying Controls

Forward

Reverse

→ Turn left/right

↑ Rotate up/down

Alt ← → Slide left/right

1 3 Slide left/right + Slide up/down

Tilt left/right

Tilt left/right

Afterburner

\*numerical keypad keys

#### Weapons

This Guide Bot will help you through the mines

Ctrl Fire primary

Spacebar | Fire secondary

B Drop bomb/mine

F Fire flare

Cycle primary and secondary weapons

Select primary

6 - 0 Select secondary

Shift F5 Drop primary

Shift F6 Drop secondary

#### Joystick Controls

Turn left/right Dive/Climb

Fire primary

Fire secondary

#### Interplay Product Support

If you have any questions about this game, or any other Interplay product, you can reach our Customer Service/ Technical Support Group at: Interplay, 16815 Von Karman Ave., Irvine, CA 92606, Attn: Customer Support.

If you have a modem, you can reach us at the following:

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is (714) 252-2822. Modem settings are 300-28.8k Baud, V.32bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service. (Excluding toll charges.)

Internet: You can reach Interplay with "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to "http://www.interplay.com" or you may ftp to ftp.interplay.com"



Note: This game was designed to be run under the DOS environment. For this reason, Interplay cannot provide technical support for problems running the game under other environments such as Windows 95, OS/2, or on a Macintosh using a DOS compatibility card. If you experience problems running under any of these environments, contact the environment's manufacturer for technical assistance or reboot your computer to MS-DOS mode to play.

#### Limited 90-Day Warranty

This computer software product is warranted for a period of 90-days from the date of purchase against defects in material and workmanship of the recording medium on which the software program is recorded.

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You can also contact NuVision Product Support at:

Phone: (503) 614-0567 Fax: (503) 614-0867

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## 3-D SPEX

HSG01-GD-02 Version 1.0

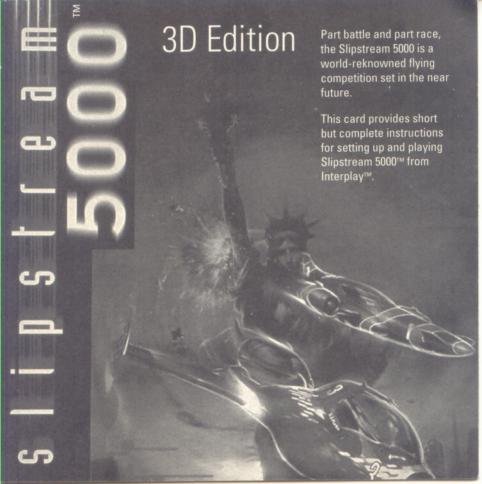


NuVision

Whiplash™
by Interplay™/Gremlin

Slipstream 5000™

Nuviewer





#### Minimum System:

- IBM™ PC compatible 486 or faster, 4 MB of RAM
- DOS 5.0 or later including MS DOS only mode of Windows® 95
- VGA card and monitor
- 8 MB free hard disk space
- Parallel (printer) port

#### Recommended:

- Pentium<sup>TM</sup>-class processor with at least 8 MB RAM
- SVGA color monitor that supports 100 Hz vertical refresh rate
- · Video card that supports VESA 2.0 Bios in ROM (or VBE emulator)
- · SoundBlaster sound card (ADLIB and ROLAND supported)
- Joystick

#### To install:

- 1 Switch to MS-DOS. If running Windows 95, reboot in MS-DOS mode. If running Windows 3.x, exit to an MS-DOS prompt.
- 2 While in MS-DOS insert the Slipstream CD and type D: (or the appropriate drive letter) and press Enter to change to the CD drive.
- 3 Type CD \SLIP5000 and press Enter.
- 4 Type INSTALL and press Enter. The installer guides you through the installation process.
- 5 If the 3-D SPEX are plugged into a parallel port other than LPT1, run the SETLCDLP utility as described in the 3-D SPEX User's Guide.



#### To play:

- 1 Change to the drive and directory where you installed Slipstream 5000. If you installed it in the default location, type C: and press Enter, then type
  - CD\SLIP5000 and press Enter.
- 2 Type SLIP and press Enter.

Once a 3D image appears on the screen, the lenses of the 3-D SPEX turn gray, indicating that they are working properly. If they do not, see the troubleshooting section of the 3-D SPFX User's Guide.

#### Keyboard Controls

Joystick Controls

If the game detects a joystick,

→ Turn left/right

Accelerate

Fire weapon

Select weapon

Tip forward/back

it will automatically disable

the keyboard controls.



Rotate up/down





Enter | Fire weapon



Select weapon



Ctrl Q Exit to DOS

Cockpit



Chase





Set view using











Turn left/right











#### Set View















#### Interplay Product Support

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If you have a modem, you can reach us at the following:

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is (714) 252-2822. Modem settings are 300-28.8k Baud, V.32bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service. (Excluding toll charges.)

Internet: You can reach Interplay with "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to "http://www.interplay.com" or you may ftp to ftp.interplay.com"

Note: This game was designed to be run under the DOS environment. For this reason, Interplay cannot provide technical support for problems running the game under other environments such as Windows 95, OS/2, or on a Macintosh using a DOS compatibility card. If you experience problems running under any of these environments, contact the environment's manufacturer for technical assistance or reboot your computer to MS-DOS mode to play.

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In the near future, the world's top eight major car manufacturers hold a yearly competition to prove who has the best car. The event soon escalates into a no-holds-barred media circus. The world had never seen the likes of this since the days of the Roman gladiators—both tactics and driving have become extreme to say the least. Some drivers will use any method to win...even if the outcome is fatal.

This card provides short but complete instructions for setting up and playing Whiplash™ from Interplay™.



#### Minimum System:

- IBM™ PC compatible 486-DX2/66 or faster, 8 MB of RAM
- . DOS 5.0 or later including MS DOS only mode of Windows® 95
- 2X CD-ROM
- VGA card and monitor
- 30 MB free hard disk space
- · Parallel (printer) port

#### Recommended:

- Pentium<sup>TM</sup>-class processor with at least 16 MB RAM
- · SVGA color monitor that supports 100 Hz vertical refresh rate
- · Video card that supports VESA 1.2 Bios in ROM (or VBE emulator)

#### To install:

- 1 Switch to MS-DOS If running Windows 95, reboot in MS-DOS mode. If running Windows 3.x, exit to an MS-DOS prompt.
- 2 While in MS-DOS insert the Whiplash CD and type D: (or the appropriate drive letter) and press Enter to change to the CD drive.
- 3 Type CD\ and press Enter.
- 4 Type INSTALL and press Enter. The installer guides you through the installation process.
- 5 If the 3-D SPEX are plugged into a parallel port other than LPT1, run the SETLCDLP utility as described in the 3-D SPEX User's Guide.



#### To play:

- 1 Change to the drive and directory where you installed Whiplash. If you installed it in the default location, type C: and press Enter, then type **CD VINTRPLAY WHIPLASH**
- 2 Type WHIPLASH and press Enter.

and press Enter.

Once a 3D image appears on the screen, the lenses of the glasses turn gray, indicating that they are working properly. If they do not, see the troubleshooting section of the 3-D SPFX User's Guide.

For more game instructions, consult the online manual. To view the manual, type D: (or the appropriate letter for your CD-ROM drive) and press Enter. Type CD\ and press Enter. Then type MANUAL and press Enter.

#### Keyboard Controls

Steer left

Steer right

Accelerate

Decelerate

Up gear

Down gear

View down

View up

Decrease screen size

Increase screen size

Configuration menu





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If you have a modem, you can reach us at the following:

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Confused? Frustrated? Unfulfilled? For more information about the glasses refer to the *3-D SPEX User's Guide.* For more information about any of the games read the individual game cards enclosed. If there is a problem with the 3-D SPEX, contact NuVision in the following ways:

- Call 503-614-0567 or fax to 503-614-0867. Technical support hours are M to F 8:00 AM to 5:00 PM PST.
- Visit the NuVision Web site at www.nuvision3d.com or send E-mail to support@nuvision3d.com.

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