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S I M U L A T I O N

IMPORTANT

DO NOT FORGET TO RETURN YOUR WARRANTY CARD INCLUDED IN THIS MANUAL

In order to benefit fully from all our customer support services, you should return this card asap. We can't help or support you if we do not know who you are!

SIERRA Customer Services

Technical Support

In order to provide you with the best possible service, we have two hintlines and a direct technical support hotline where our specially trained technical support team will be ready to take your call.

Free subscription to the Sierra group's very own magazine

In order to keep our valued customers better informed, our free of charge magazine will provide you with all the latest information on all our new products as well as practical advice and useful tips.

The free SierraOriginals catalogue

The SierraOriginals catalogue contains details of all the forthcoming titles in the range.

WE WOULD LIKE TO TAKE THIS OPPORTUNITY TO THANK YOU FOR PURCHASING A SIERRAORIGINALS TITLE. WE SINCERELY HOPE THAT YOU ARE COMPLETELY SATISFIED WITH YOUR PURCHASE AND HAVE FUN PLAYING IT.

Dear SierraOriginals Customer,

You hold in your hands a part of computer gaming history. All these titles have the original storyline and technological innovations that have helped define and create the PC-Gaming industry as it appears today. Consider these titles as pictures in a scrapbook - a snapshot of history that has helped to evolve the computer gaming industry. All of the SierraOriginals titles have been kept in their original form. No attempt to modernize or improve the game was made with these titles in order to maintain the sense of nostalgia.

Some of the CD's may contain a **PATCH** directory. To determine if your program has a PATCH program, go to your CD-ROM prompt in **DOS** (i.e., your D:\> assuming your CD-ROM drive is labeled D) and type:

DIR (ENTER)

If the directory listing has a [PATCH] option, then you will need to add these patch files into the game directory after installing the game to your computer. For example, if you installed King's Quest V, and you noticed a directory called [PATCH], you would use the following command to copy the patches into the KQ5 directory:

COPY D:\PATCH*.* C:\SIERRA\KQ5 ((ENTER))

NOTE: the above example assumes that your CD-ROM is labeled as your D drive, and you installed the game to your C hard drive into the directory \SIERRA\KQ5. Please substitute the correct path information in the example above.

Windows'95*users may also have to play the game under DOS, since many of the titles are true DOS games and were created before Windows '95 was released. When using Windows'95, you can re-start your computer in a true DOS mode by clicking on the START button, selecting the SHUT DOWN option, and selecting the "Restart the computer in MS-DOS mode?" item.

Finally, many of these products were released before many of the high quality sound cards such as the AWE 32, Gravis Ultrasound and Ensonic SoundScape had been released. When selecting an audio/music option for the game, your best bet is to select the AD-LIB option.

On behalf of Sierra On-Line, thank you for purchasing this SierraOriginals product. We appreciate the opportunity to share our history with you and your entire family!

Respectfully,

Quality Assurance Department.

* Windows is a registered trademark of Microsoft Corporation

START UP PROCEDURE

ATTENTION: You have to install EarthSiege through DOS or with MS-DOS mode through Windows 95.

MS-DOS INSTALLATION

1. Place the SierraOriginals CD into your computer's CD drive.
2. Type the letter of your CD drive, followed by a colon. For example, if the letter of your CD drive is "D", type "**D:**" and press [**Enter**].
3. Type "**Install**" and press [**Enter**].
4. Follow the on-screen installation instructions.

CHANGING SYSTEM PREFERENCES:

After installation, you can choose the sound device the game will use. Follow these steps:

1. Change to the hard drive directory in which you installed EarthSiege.
2. In your EarthSiege directory (**MTECH**), type **SOUNDSET** and press [**Enter**].
3. Use the menu selections to change and test the sound settings, save the new setting configuration and exit to MS-DOS.

In case of wrong automatic detection of your sound card, use the manual detection by validating (with the selection tool) the line you want to modify. Make a sound test before re-starting the game.

STARTING EARTHSIEGE

1. Insert the EarthSiege CD into your CD-ROM drive.
2. Enter the directory where the game has been installed (default is: "**C:\Sierra\MTECH**")
3. Then type "**es**" and press [**Enter**]. You can skip the introduction and credits by pressing [**Enter**] as the game loads.

Be sure to check the "Readme" file for the latest information.

EARTHSIEGE MANUAL in Acrobat Reader 2.1 for Windows

To use the manual, you will need to have previously installed your Acrobat Reader 2.1 software. To do this, start the «**acroread.exe**» program in Windows as from the CD-ROM «**doc\english**» directory.

You will then need to run Acrobat by clicking on its icon from its program group on your hard drive.

Next, to access the manual, double click on «**esmane.pdf**» from the CD-ROM «**doc\english**» directory.

To access Acrobat Reader 2.1 Help, click on «**escape**» then «**Acrobat Reader Help**» in the « **Help** » menu.

EARTHSIEGE 2 DEMO (Windows'95 and 16 Mb RAM required):

Installation:

- 1- Copy the «**demo_es2**» directory from the CD-ROM onto your hard disk.
- 2- The directory that you have just created on your hard disk, start the «**install.bat**» file.

Starting the EarthSiege2 Demo:

To start the demo, double click on the «**es**» icon.

BEGINNINGS OF THE EARTHSIEGE

The race to create the first true artificial intelligence (AI) had been going on for decades. On November 29, 2471, at precisely 1830 hours, the race finally ended when the engineers and scientists of Sentinel Cybertronix activated Project: Prometheus. The Prometheus prototype used the first AI processor with neural connections mapped to a wholly biological model. Here was the first true cybernetic-hybrid machine, or "Cybrid" as the designers called it.

The armies of the leading powers were just beginning to deploy the first HERCULAN fighting vehicles, or "HERCs". HERCs were towering, heavily armored weapon systems that used a revolutionary bipedal (walking) drive designed for all-environment operations. The potential of harnessing the immense firepower of the HERCs to the error-free, instantaneous control of Cybrid pilots was far too great to ignore. Cybrid-piloted HERCs began to appear, in military bases around the world.

Small covert wars started between those who had the resources to build Cybrids and HERCs, and those who didn't. Soon the wars were no longer small or covert. More and more Cybrid-controlled HERC units entered combat. And flooded the planet in flame. In hours, the body count was in the billions.

Then came the Overthrow. The Cybrids, mute witnesses to the holocaust, apparently concluded that they were the only fit masters of their collective destiny. With swift, ruthless efficiency, they moved to seize control of what was left.

From the silence and smoke rose, quietly, the human Resistance. The humans need new HERC pilots desperately, pilots with skill, luck, and bravado to overco-

me the superior Cybrid forces. If you volunteer for pilot duty, you know the odds are bad. You know the alternative is far, far worse.

Good luck.

KEYBOARD COMMANDS

MENUS

Esc	Cancel
Tab or Alt+Tab	Select Next/Previous Button
Enter	Press Current Button/Select Item
Spacebar	Proceed to Next Screen
↑ or ↓	Highlight Previous/Next Item (Lists)

COCKPIT

Insert or Joy Button 2	Joystick Control: Movement/Turret
Up/Down Arrow	Throttle/Forward/Reverse
L/R Arrow	Steer
I	Turret up
M	Turret down
J	Turret left
K	Turret right
Backspace	Turret centered
F9	Pan View Left
F10	Pan View Right
F11	Mission Objectives
Esc	Return to Cockpit/HDD

EXTERNAL VIEW

V	External View On/Off
Tab or Joy Button 2	View Control/HERC Control
N	View next squad HERC

WEAPONS

Space	Fire current weapon
Tab or T	Select target
Alt+T	Auto Target Tracking On/Off
1 ... 9	Select corresponding weapon
Alt+1...9	Add/Remove weapon in firing chain
~ or Alt+~	Select next/previous chain
W or Alt+W	Select next/previous weapon
L	Link selected weapon (if possible)
+	Increase setpoint
-	Decrease setpoint
R	Switch Radar Mode
Alt+R	Set Scan Range
[Increase rear shield
]	Increase front shield

DISPLAYS

F1	MFD—HERC Status
F2	MFD—FlashCommands
F3	MFD—Terrain Map
F4	MFD—Radar
F5	MFD—Target Status
F6	MFD—Missile View
F7	HDD—Command Display/Map
F8	HDD—Detailed Status Display

FLASHCOMM

Alt+Hot Key	Transmit Selected Message
,< or .>	Select Previous/Next Message
A	Attack My Target
G	Ignore my Target
H	Help Me Out
O	Join On Me
C/E	Scan For Hostiles/Emcon

F	Fire At Will/Hold Your Fire
X	XMIT Send Selected Message

COMMAND DISPLAY (HDD)

Arrows	Scroll Map
+ or -	Zoom Map In/Out
1 ... 3	Select Pilot
,< or .>	Select Previous/Next Message
Tab	Select Unit

D	Disengage
A	Attack the Enemy
F	Defend Position
T	Patrol Gridpoint
G	Go To Gridpoint
O	Join on Me
C	Scan for Hostiles
E	Emcon
X	XMIT (Send Message)
Backspace	Cancel

F8 DAMAGE DETAIL (HDD)

L/R Arrow	Select HERC
S	Structural
I	Internal
W	Weapons
P	Pause game
Q	Quit mission
Alt+P or F12	Preferences
Ctrl+Q/Ctrl+Esc	Quit to DOS

CUSTOMER SERVICE

SERVICES	NUMBERS	HOURS AVAILABLE
Customer/ Technical Support	(01734) 303 171	9 a.m. to 5 p.m. Monday - Friday
Customer Service Fax	(01734) 303 362	24 hrs.
Bulletin Board Service	(01734) 304 227	24 hrs Requires a modem.
Hintline (Older Games)	(01734) 304 004	24 hrs. Requires a touch tone phone
New Hintline - UK only	0891 660 660*	24 hrs. Automated Service Available in the UK only. Automated Service

* Costs 39p min. cheap rate, 49p at other times. Max. call length 7.5 mins, max. charge cheap rate £2.93, max. charge at other times £3.68 (UK only).

* Charges correct at time of printing.

For further information, please write to:

SIERRA

Attention: Customer Service,
4 Brewery Court,
Theale, Reading,
Berkshire RG7 5AJ
U.K.

SIERRA ORIGINALS WARRANTY CARD TO BE RETURNED (Please complete in capitals)

Here are 3 great reasons why you should return your coupon today:

- Any faulty disk is guaranteed for 90 days and will be exchanged within that period of time.
- Our Customer/Technical support - tel: (01734) 303 171 - will answer all your questions from Monday to Friday (9 am to 5 pm) and will solve your technical problems.
- A free one year subscription to **Multimedia News** - The quarterly magazine from Sierra. Packed with exclusive insights into our new releases, plus competitions, special previews, interviews etc...

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WINDOWS 95

PERIPHERALS

SOUNDCARD
PRINTER MODEM

TITLE OF PRODUCT PURCHASED: EARTH SIEGE

TYPE OF THE PRODUCT: SIMULATION

DATE OF PURCHASE:

• Name of the store where you purchased the game: _____

City: _____

• Type of product most often purchased:

Adventure Strategy Arcade/Action Simulation Sport Educational Games

• How many SierraOriginals titles do you already have?

How to send us your warranty card

1. Complete the details on the warranty card (found on the last page of the manual)
2. Cut along the dotted lines.
3. Send your warranty card (in a stamped envelope) to the following address :

Sierra on-Line Ltd
Warranty Card Registration
4 Brewery Court, The Old Brewery
Theale, Reading
Berkshire RG75AJ

CUSTOMER SERVICES

HOTLINE: 01734 303 171

FAXLINE: 01734 303 362

ADDENDUM

General Protection Fault with AWE32

With AWE32 drivers selected in SoundSet for the midi side, the following happens:

After exiting from the initial soundset program after installation and typing ES to start the game, several rows of numbers flash on the screen, the screen clears and returns to the DOS prompt. By typing 'ES > TEMPTXT' the following is captured:

```
INTERRUPT 0DH, GENERAL PROTECTION FAULT possible illegal segment
error code = 217C
eax = 00000620  esi = 000B9134  flags = 3006  ds = 0080  ebx = 0008E720
edi = 0000A008
eip = 00001FC7  es = 0080  ecx = 0008E720  ebp = DFFFE5A4  cs = 0008
fs = 0000
edx = 00000000  esp = 00004AE8  ss = 0010  gs = 0000
```

Solution:

The only workaround is to use the SB16 drivers rather than the AWE32 drivers with your soundcard. If you use the Autodetect option within the soundset program, this should find the Soundblaster 16 for your Digital Sound Driver. Then you should select the option 'Use Digital Sound Card' for your choice as MIDI Music Driver. Exit and save the new soundcard settings, restart the game and the problem should no longer arise.