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This manual is supplemented by the README.TXT file on your
ALIENS VERSUS PREDATOR GOLD EDITION CD.

Installation

Insert the ALIENS VERSUS PREDATOR CD into your primary CD-ROM drive. After a few seconds *AutoPlay* will begin the installation of ALIENS VERSUS PREDATOR. If, after a few seconds, this doesn't happen, your *AutoPlay* feature has been disabled. If this is the case you should install the game by clicking on the "START" button on the Windows taskbar, located in the lower left-hand corner of the screen. Click "RUN..." type "D:\SETUP" (where D: is the letter assigned to your CD-ROM drive), click the "OK" button. You can also install the game by opening up "MY COMPUTER" on your desktop, double click on your CD-ROM drive and then double click "SETUP.EXE".

Once the Installer is launched, follow the on-screen instructions to install and set up the game. The default installation path is C:\PROGRAM FILES\FOX\ALIENS VERSUS PREDATOR. Once set up is complete you will be given the choice to view the README.TXT file or run ALIENS VERSUS PREDATOR for the first time.

After installation, you may read the README.TXT file by clicking on its shortcut in the ALIENS VERSUS PREDATOR folder on your hard drive.

ALIENS VERSUS PREDATOR is designed to operate on a wide range of system configurations and has a number of user options to modify performance on specific systems. Certain effects and features may affect performance on lower end machines, players will need to experiment to find the best settings for their particular hardware. Below is listed the 'minimum' hardware specifications for a playable game. Also listed is our recommended (or 'ideal world') specifications. Faster, more advanced hardware appears all the time but the 'recommended' specifications represent the top end of technology at this time.

MINIMUM
> Intel Pentium 200 MMX PC (or 100% compatible CPU)
> DirectX 6
> Direct3D compatible 3D video card
> DirectX compatible sound card
> 4x CD-ROM Drive
> 32MB RAM (64MB recommended)
> 400MB free hard drive space
> Windows® 95/98

RECOMMENDED
> Intel Pentium II 400 MMX PC
> DirectX 6
> Voodoo² based 3D accelerator
> Creative Labs SoundBlaster Live! sound card
> 24x CD-ROM Drive
> 128MB RAM
> 500MB free hard drive space
> Windows® 95/98

FOR MULTIPLAYER:
> Network card
> LAN connection to other users
           OR
> Internet connection
> 33.6Kbps modem minimum

3D GRAPHICS ACCELERATOR CARDS

ALIENS VERSUS PREDATOR is designed to make use of many of the advanced features inherent in today's Direct3D compatible 3D video cards to create a visually stunning experience and will not work correctly unless you have one of these.

All of the features of the game are supported by a 3Dfx Voodoo1 card (e.g. Diamond Monster 3D) and most cards that have come to market thereafter. Some earlier 3D accelerators do not support all the features that are necessary for ALIENS VERSUS PREDATOR to run correctly. If you experience problems with your 3D card, consult the TECHNICAL SUPPORT section towards the end of this manual.

Getting Started-User Profiles

The first thing that the player will see when the game starts is a screen which will allow them to create a USER PROFILE (they may also select a previously created USER PROFILE if one is available). The USER PROFILE stores a player's individual settings and preferences including: key assignments, scores & statistics, and completed episodes.

The Main Menu

Having created (or chosen) a USER PROFILE, the player is presented with a menu screen, allowing them to choose from a number of options: SINGLE PLAYER game, LOAD GAME, MULTIPLAYER game, SKIRMISH, player CONTROLS, AUDIO/VIDEO OPTIONS, Change USER PROFILE, and Exit Game.

DEFAULT KEY: MARINE

ACTION:	FIRST:	SECOND:
Forward	UP ARROW	
Backward	DOWN ARROW	
Turn Left	NUM PAD 4	
Turn Right	NUM PAD 6	
Strafe	RIGHT-ALT	
Strafe Left	LEFT ARROW	
Strafe Right	RIGHT ARROW	
Look Up	Q	NUM PAD 8
Look Down	Z	NUM PAD 2
Center View	A	NUM PAD 5
Walk	LEFT-SHIFT	
Crouch	RIGHT-CTRL	
Jump	RIGHT-SHIFT	MOUSE 3
Operate (Use)	SPACE	RETURN
Fire Primary	MOUSE 1	NUM PAD 0
Fire Secondary	MOUSE 2	NUM PAD DEL
Next Weapon	["Left Square Bracket"	MOUSEWHEEL UP
Previous Weapon	] "Right Square Bracket"	MOUSEWHEEL DOWN
Flashback Weapon	Backspace	
Image Intensifier	/ "Slash"	
Throw Flare	. "Period"	
JetPack	' "Apostrophe"	
Taunt	; "Semicolon"	F
Message History	F1	
Say	F11	
Species Say	F12	
Show Scores	TAB	
AutoWeapon Change	Yes	

DEFAULT KEY: ALIEN

ACTION:	FIRST:	SECOND:
Forward	UP ARROW	
Backward	DOWN ARROW	
Turn Left	NUM PAD 4	
Turn Right	NUM PAD 6	
Strafe	RIGHT-ALT	
Strafe Left	LEFT ARROW	
Strafe Right	RIGHT ARROW	
Look Up	Q	NUM PAD 8
Look Down	Z	NUM PAD 2
Center View	A	NUM PAD 5
Walk	LEFT-SHIFT	
Crouch/Climb	RIGHT-CTRL	
Jump	RIGHT-SHIFT	MOUSE 3
Operate (Use)	SPACE	RETURN
Claw	MOUSE 1	NUM PAD 0
Tail	MOUSE 2	NUM PAD DEL
Navigate/Hunt Toggle	/ "Slash"	
Taunt	; "Semicolon"	F
Message History	F1	
Say	F11	
Species Say	F12	
Show Scores	TAB	

DEFAULT KEY: PREDATOR

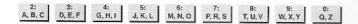| ACTION:	FIRST:	SECOND:
Forward	UP ARROW	
Backward	DOWN ARROW	
Turn Left	NUM PAD 4	
Turn Right	NUM PAD 6	
Strafe	RIGHT-ALT	
Strafe Left	LEFT ARROW	
Strafe Right	RIGHT ARROW	
Look Up	Q	NUM PAD 8
Look Down	Z	NUM PAD 2
Center View	A	NUM PAD 5
Walk	LEFT-SHIFT	
Crouch	RIGHT-CTRL	
Jump	RIGHT-SHIFT	MOUSE 3
Operate (Use)	SPACE	RETURN
Fire Primary	MOUSE 1	NUM PAD 0
Fire Secondary	MOUSE 2	NUM PAD DEL
Next Weapon	]	
Previous Weapon	[	
Flashback Weapon	BACKSPACE	
Cloak	. "Period"	
Cycle Vision Modes	/ "Slash"	
Zoom In	PAGE UP	MOUSEWHEEL UP
Zoom Out	PAGE DOWN	MOUSEWHEEL DOWN
Grappling Hook	' "Apostrophe"	
Recall Disc	, "Comma"	
Taunt	; "Semicolon"	F
Message History	F1	
Say	F11	
Species Say	F12	
Show Scores	TAB	

"For more information on the game please refer to the PDF on the CD. Please also be aware that you should check this CD for any patches that may be available for this product"

CUSTOMER SERVICES

Technical Support Tel: (0118) 920 9111
Fax: (0118) 987 5603

Lines open 24 hrs, 365 days a year, using our automated technical support attendant. This system includes answers to all commonly posed questions and problems with our new and major titles. It is set up in a friendly and easy to use menu system that you navigate through using a touch tone telephone. If the answer to your question is not in our automated system, then you will be transferred to a technician between the hours of 9am and 5pm Monday to Friday.

Here are some key-presses that will allow you to navigate through our automated attendant. Note that these are the standard letter assignments that are given to UK telephones so if your phone has letters on the keypad, please use them instead:

2: A, B, C	3: D, E, F	4: G, H, I	5: J, K, L	6: M, N, O	7: P, R, S	8: T, U, V	9: W, X, Y	0: Q, Z

Before you call our technical support lines, please check that you have read the Readme file included on the game disk #1. You may well find a very quick answer to the problem that you are facing as these files contain answers to most common problems. If the answer is not here, make sure you have precise details of any error message that you receive, and details regarding the specifications of your computer before you call us, as this will help us in giving you a faster and more efficient service.

If you would prefer to write to us, please send your mail to the following address:

Vivendi Universal Games UK Ltd.
Customer Services / Mail Order / Tech Support Department
2 Beacontree Plaza
Gillette Way
Reading · Berkshire
RG2 0BS
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Please address your letters to the Technical Support *

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• **We recommend that you send a letter by registered mail.**

NOTES