

THIS BOX CONTAINS:

- (4) CDs (your game!)
- **Install Guide** (8 pp.), the guide you're reading now. This lists installation procedures and troubleshooting answers to possible problems.
- **Playguide** (32 pp.), which introduces the *Wing Commander* universe and shows you how to get around on the carrier and in the cockpit.
- **Victory Streak Manual** (48 pp.), the onboard magazine of the TCS *Victory* that gives you the history of the war, flight tactics, ship and weapon statistics, profiles of your wingmen, and other shipwide information.
- **Registration Card** — we'd love to know who you are!

WING COMMANDER® III FOR THE MACINTOSH® INSTALLATION GUIDE

QUICK INSTALLATION

1. Turn on your system and disable virtual memory. Deactivate all screensaver, disk compression and RAM doubling applications. You will need to restart your Macintosh after disabling system extensions and control panels. Make sure that your CD-ROM driver is enabled.
2. Place the *Wing Commander III* CD #1 in your CD-ROM drive.
3. Double-click on the *Wing Commander III Installer* icon that appears.
4. After the installer has copied the *Wing Commander III* application to your hard drive, restart your system. Then, double-click on the *Wing Commander III* icon on your hard drive to start the game.

For more details, see **Installation**, p. 2.

SYSTEM REQUIREMENTS

Computer. *Wing Commander III* requires a Power Macintosh with an L2 cache card and System 7.1 or higher.

Hard drive. You must have a minimum of 25 megabytes free on your hard drive to install and play this game. A full installation (with additional data files) requires a minimum of 65 megabytes free.

Mouse and Joystick. You must have a mouse to play *Wing Commander III*. We recommend a joystick for space flight.

Memory. *Wing Commander III* requires at least 8 megabytes of installed RAM. You will need at least 5.2 megabytes free to run the game, and at least .5 more (5.7 total) to run the game with music.

Video. You must have a color monitor with 8-bit (256-color) graphics and a 640x480 resolution or higher to play this game.

CD-ROM. This game requires a double-speed (or better) CD-ROM drive.

INSTALLATION

Welcome to *Wing Commander III* for the Macintosh. To avoid problems, please take a moment to confirm that your machine complies with the system requirements. You can exit the Installer program by selecting QUIT.

Warning! Wing Commander III is not compatible with disk compression utilities or RAM-doubling programs.

1. Power up your system.
2. Place the *Wing Commander III* disk in your CD-ROM drive. A window will appear that contains the *Wing Commander III Installer* icon.
3. Deactivate all screen saver applications (such as *After Dark*) and *Adobe Type Manager*, if you have these programs.
4. Select **CONTROL PANELS** from the Apple menu and open the **MEMORY** control panel. Then, adjust the following options:
 - Disk Cache.** Click on the arrows to adjust the size of the disk cache (we recommend 32K).
 - Modern Memory Manager.** Activate this option by clicking the ON button. This must be on for the game to run properly.
 - Virtual Memory.** Deactivate this option by clicking the OFF button. If you leave it active, it severely hinders game performance.
 - RAM Disk.** Deactivate this option by clicking the OFF button. If active, the RAM disk option lowers the amount of memory available to play the game.
 - Use Defaults.** Make sure this option is *not* selected before you play the game. (Once you've finished playing *Wing Commander III*, click this option to return all memory settings to their usual values.)
5. When you have finished changing options, close the **MEMORY** control panel (saving your choices).
- 6a. (System 7.5 and higher) Disable all extensions and control panels other than your CD-ROM driver, *Sound Manager 3.1* or higher, *PowerPC Finder Update*, and your joystick software (if any). This will increase the amount of available memory and reduce any potential software conflicts that may occur. To enable and disable extensions, select **CONTROL PANELS** under the Apple menu. Open the **EXTENSIONS MANAGER**. Click on the names of extensions and control panels to toggle them on (enabled) or off (disabled). (Active extensions have a checkmark to the left of the name.)

To revert to your previous extension settings after you've finished playing *Wing Commander III*, click UNDO.

Note: In System 7.5, you can save your extension setup by choosing SETS from the top bar of the window. Select SAVE SET, then type in a name for this custom extension set. Close the window to return to the EXTENSION MANAGER window. If you still don't have enough free memory to run the game (5.2 megabytes), follow Step 6b.

- 6b. (System 7.1) Prior system versions do not have an **EXTENSIONS MANAGER** control panel. To enable and disable extensions and control panels, make two new folders in your **SYSTEM** Folder. Name the first “Extensions (disabled).” Drag all the files in your **EXTENSIONS** folder (except for CD-ROM, *Sound Manager 3.1* or higher, *PowerPC Finder Update* and your joystick extensions) into this new folder.
Name the second folder “Control Panels (disabled).” Drag all the files in your **CONTROL PANELS** folder (except the joystick control panel) into this new folder.
7. Restart your Macintosh after you change extensions and control panels.

***Whenever you finish playing Wing Commander III,
make sure you reset your extensions.***

8. Double-click the *Wing Commander III Installer* icon to launch the installer program.
9. Read the text in the dialog box for information about the install process. Click on the arrows to scroll up and down through the text.
10. You can click **INSTALL DATA FILES** to load certain data files onto your hard drive. This requires 40 additional megabytes of hard drive space (for a total of 65 megabytes) and will significantly reduce the load time for sound and graphics (but you’ll still need the CDs to play the game).
If you do not install these files to your hard drive, they will be accessed directly from the CD-ROM and will slow down gameplay.
11. The game automatically detects the name of your hard disk. If you want to install to a disk other than the one listed at the top of the window, click **DRIVE** to cycle through (and select) other disks on your system.
12. Click **INSTALL** to install the game, or **QUIT** to abort the install process.
13. Once the game finishes installing, click **OK**. You must restart your computer before playing *Wing Commander III*.
14. (*Optional — only for joysticks*) From the *Wing Commander III* folder, open the **JOYSTICK SETTINGS** folder. Then copy the appropriate joystick file into the software folder for your specific brand of joystick. Consult your joystick documentation for instructions on how to set up your device.
If you have trouble, refer to the **READ ME** file included the **JOYSTICK SETTINGS** folder. It also lists the button functions for all joysticks supported by the game.
15. Double-click on the *Wing Commander III* icon in the *Wing Commander III* folder to start the game. (If you get a memory error, such as “YOU DO NOT HAVE ENOUGH MEMORY TO RUN WING COMMANDER III ...” consult Steps 6a and 6b to verify that you are loading only the extensions you need. Also, make sure you close all other applications.
16. To bypass animations, press **[Esc]** or click the mouse. To exit the game at any time, press **[⌘][Q]**.
17. After you finish playing *Wing Commander III* and before you use your Macintosh for other applications, restore your **MEMORY** and **EXTENSION MANAGER** control panels to their usual settings.



*Note: To adjust game options while in spaceflight, press **[⌘][P]** to pause the game, then select the **OPTIONS** menu. (See p. 28-29 in the Playguide for information on setting specific options.) Press **[⌘][P]** to return to the game.*

TAKING ADVANTAGE OF MORE MEMORY

Wing Commander III can take advantage of any additional memory installed in your Macintosh. If you allocate more memory to the game, you can enable music, speed up gameplay and increase the quality of graphics.

To see how much memory is allocated to *Wing Commander III*:

1. Shut down all software applications.
2. Open the Finder and select ABOUT THIS MACINTOSH... from the Apple menu.
3. Look at the number to the right of LARGEST UNUSED BLOCK. This is how much memory your system can allocate to the game.

To increase the amount of memory allocated to *Wing Commander III* (do this only while you're not running the game):

4. Open the Finder and select the *Wing Commander III* program icon.
5. Choose GET INFO from the FILE menu.
6. Click in the PREFERRED SIZE box and change the number to match the LARGEST UNUSED BLOCK (from Step 3), but subtract 200K from it. This leaves 200K of memory free for your Macintosh to use independently of the game. For example, if your largest unused block was 6800K, you would change the number to 6600K.
7. Close the window and run *Wing Commander III*.

TROUBLESHOOTING

Before you play *Wing Commander III*, make sure that you disable virtual memory, disk compression, RAM-doubling programs and any screensaver applications (such as *After Dark*). If you have problems running the game, read these **Troubleshooting** tips and refer to the READ ME file in the *Wing Commander III* folder.

Q: When I tried to play Wing Commander III, it said, "YOU DO NOT HAVE ENOUGH MEMORY TO RUN WING COMMANDER III. PLEASE TRY TO FREE SOME MEMORY AND TRY AGAIN." What should I do?

A: This indicates that you need more free memory (about 5200K total) to play the game. Make sure you have disabled all unnecessary extensions (see Step 6, pp. 3-4) and closed all other applications. If you continue to have problems, refer to **ORIGIN Product Support** (p. 6).

Q: When I tried to play Wing Commander III, it said, "THERE IS NOT ENOUGH MEMORY TO RUN WING COMMANDER III WITH MUSIC. MUSIC WILL BE DISABLED." What can I do?

A: This indicates that you need more free memory (about 5700K) if you want to play the game with music. Make sure you have disabled all unnecessary extensions (see Step 6, pp. 3-4) and closed all other applications. Please note that you can play the game without music.

*Note: You can get this message even if you have more than 8 megabytes of RAM installed. Consult **Taking Advantage of More Memory**, above.*

Q: Wing Commander III loads and runs, but my joystick isn't responding. What's wrong?

A: During spaceflight, first pause the game by pressing **⌘P**. Then, move the cursor to the top of the screen and choose JOYSTICK from the **OPTIONS** menu. If your joystick still does not work, make sure that the joystick software is loaded. Refer to your joystick documentation for more information.

Q: I have enough RAM, but I'm not getting sound effects and/or music when I play Wing Commander III. How can I fix this problem?

A: It is possible that you have the sound or music turned off or the volume turned down. To check in spaceflight, press **⌘P** (to activate the menu bar) and make sure checkmarks appear beside SOUND EFFECTS and/or MUSIC in the **OPTIONS** menu.

To check while on the carrier, move the mouse to the top of the screen. Then, make sure the checkmarks appear beside the appropriate menu items. If not, you need to enable sound or music by selecting that option.

To check the volume, choose SOUND... from the **OPTIONS** menu. Make sure that the volume settings for sound and music are appropriate. Click on the box beside SOUND EFFECTS or MUSIC, then drag the cursor up or down to adjust the volume from 1-10.

If this doesn't solve the problem for music, refer to **Taking Advantage of More Memory**, p. 4.

Q: For some reason, the game only fills part of my screen. Why?

A: Some computer monitors support resolutions larger than 640x480. However, *Wing Commander III* only fills 640x480 pixels on the screen. Some monitors allow you to switch to this resolution. Refer to your monitor documentation for more information.

Q: A dialog box displays when I start Wing Commander III that says, "SOUND MANAGER 3.1 OR LATER IS REQUIRED." What should I do?

A: First, make sure you have not disabled an extension named SOUND MANAGER. If you do not see this extension listed in **EXTENSIONS MANAGER** (see Step 6a and 6b, pp. 3-4, for more information), you do not have the file installed on your hard drive. Delete *Wing Commander III* from your system and reinstall the game. This will install the correct version of sound manager.

Note: To preserve your saved games, copy them elsewhere on your hard drive. After you reinstall the game, copy them back into the Wing Commander III folder.

ORIGIN PRODUCT SUPPORT

If, after reviewing **Troubleshooting**, you are still having a problem with *Wing Commander III*, please review this section and call us. We have a staff of product support technicians ready to help you with any problems you may encounter with the game. When you do call us, if at all possible, be near your computer. If this is not possible, be sure that you have the following information.

- Your Macintosh model and System Software version.
- Amount of installed RAM memory and free RAM memory. (Select ABOUT THIS MACINTOSH... from the Apple menu while in the Finder.)
- A list of installed extensions and control panels (and any startup items). Look in these folders inside your **SYSTEM FOLDER** to find out, or refer to the **EXTENSIONS MANAGER** control panel.
- Any special hardware (large monitors, AV cards, etc.) or software you have installed on your Macintosh.

The most efficient way of getting support is by using the Internet (see below).


If that is not possible, contact ORIGIN Product Support at (512) 434-HELP (434-4357), Monday through Friday, between 9 a.m. and 1 p.m., or 2 p.m. and 5 p.m., Central time (2 p.m. to 4 p.m., Friday afternoons). The ORIGIN fax number is (512) 795-8014.

ONLINE SERVICES AND BULLETIN BOARDS

Many of the most popular online services provide access to ORIGIN company news, product updates, release dates, technical support and game hints. In addition, ORIGIN has established its own electronic bulletin board as a customer service.

Internet. You can e-mail technical support and upgrade questions to ORIGIN Customer Support at support@origin.ea.com. You can reach the ORIGIN Marketing Department at marketing@origin.ea.com. You can also retrieve demos, patches, press releases and screen shots from ORIGIN's anonymous FTP site at ftp.ea.com.

WWW. To reach our world wide web site, point to <http://www.ea.com/origin.html>.

America Online. You can e-mail Customer Support at ORIGIN CS or Marketing at OSI. To reach our Customer Support board in the Industry Connection, press  for "GO TO KEYWORD." Then type ORIGIN in the Keyword window. In addition to reading messages, you can download files from the ORIGIN Software Library. For membership information and a free starter kit, you can call America Online toll-free at 1-800-827-6364.

CompuServe. To reach our Customer Support board in the Game Publishers Forum, type GO GAMAPUB at any "!" prompt. Then select the ORIGIN Section (Section 12). In addition to reading the messages, you can download files from the "Library Files" menu. To reach our Customer Service department, send e-mail to 76004,2612 (or post a message in the ORIGIN Game Publishers' Section). For membership information and a free starter kit, you can call CompuServe toll-free at 1-800-848-8199 and ask Representative #361 for your free introductory membership and \$15 usage credit.

ORIGIN BBS. The ORIGIN BBS is located in Austin, Texas, and has a modem support of: 300/1200/2400/9600/14,400 baud with N,8,1. It is operational 24 hours a day, 7 days a week. Full support is provided. Call 1-512-346-2BBS (346-2227) to contact. No membership is required and the only cost is any long distance charges that you may incur.

CREDITS

MACINTOSH GAME CREDITS

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Capt. William Eisen	Jason Bernard
Maj. Todd “Maniac” Marshall	Tom Wilson
Chief Tech Rachel Coriolis	Ginger Lynn Allen
Lt. Robin “Flint” Peters	Jennifer MacDonald
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Lt. Winston “Vagabond” Chang	Francois Chau
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Maj. Jace “Flash” Dillon	Joshua Lucas
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Col. Jeanette “Angel” Devereaux.....	Yolanda Jilot
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Voice of Melek	Tim Curry
Voice of Emperor	Alan Mandell
Voice of Hobbes	John Schuck

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Spaceflight System	Frank Roan, Frank Savage
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Object System.....	Frank Roan
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<i>Assistant Camera Operator</i>	Tom Kantrud
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<i>Ultimatte Assistant</i>	Greg Noyes
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<i>Best Boy Electric</i>	Robert Neville

<i>Rigging Gaffer</i>	Eddie Maloney
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<i>German Playtesting</i>	Andreas Koehler, Jorg Newmann

Special Thanks to...

EA Productions and Rich Hilleman

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