3D Accelerator Cards Supported

NOTE: All of these are partial lists based on the information available to us at this time. The information is subject to change as new cards are released.

Supported Cards and Chipsets in Native 3D Acceleration Mode and Direct3D Mode

The following video cards were tested and are supported by *Interstate '76 Nitro Riders*.

NOTE: This is a partial list based on the information available to us at this time. The information is subject to change as new cards are released.

3Dfx Voodoo Graphics
- Deltron RealVision Flash 3D
- Diamond Monster 3D
- Orchid Righteous 3D
- Canopus Pure 3D

3Dfx Voodoo Rush
- Hercules Stingray 128 3D
- Intergraph Intense 3D Voodoo
- Jazz Adrenaline Rush 3D

Rendition Vérité 1000-based
- Sierra On-Line Screamin' 3D
- Canopus Total 3D
- Creative Labs 3D Blaster
- Intergraph Intense 3D 100

Rendition Vérité 2100-based
- Diamond Stealth II S220

Rendition Vérité 2200-based
- Hercules Thriller 3D

Nvidea Riva 128 Based
- STB Velocity 128
- Canopus Total3D 128V

ATI 3D Rage Pro Based
- XPERT @Work
- XPERT @Play

Power VR
- Matrox M3D

3D Accelerator Problems

"As soon as I launch a mission, *Interstate '76 Nitro Riders* crashes."

"I'm able to launch into missions, but *Interstate '76 Nitro Riders* crashes during gameplay."

"When I launch missions, the colors are all messed up."

"Gameplay is choppy."

"My screen flickers like crazy when I launch a mission."

All of these problems may be caused by obsolete drivers for your 3D accelerator card.

If you are playing on a 3Dfx-based card, you need to use newer drivers than the Diamond Monster 3D v.1.08 or the Orchid Righteous 3D v.2.0 drivers. Note that different drivers need to be installed depending on whether you have a Voodoo, Voodoo Rush single-card, Voodoo Rush double-card.

If you are using a board based on any other chipset, you'll need to contact your board manufacturer directly for up-to-date drivers. Be aware that not all 3D accelerator cards support DirectX 5. If you have a board that isn't 100% DirectX 5 compatible, you will need to play *Interstate '76 Nitro Riders* in software mode. This is done by selecting **Normal** or **Window** from the Play Options splash screen.

"I'm using a Rendition-based accelerator card on a 16MB computer. The game pauses periodically during gameplay."

32 MB of RAM are required to run 3D acceleration. The solution is to upgrade the amount of memory in your computer.

"I have a 3D accelerator card, but gameplay is still choppy."

This can be caused by using old drivers (see the section above). If you're sure you have the latest drivers, performance may be limited by your processor. If you are using an Intel-based computer that is 166mhz or slower, your frame-rate is being hindered by your processor. *Interstate '76 Nitro Riders* conducts a lot of math operations using floating-point format, and when the screen is full of detail, frame-rates will diminish. You may also experience choppy gameplay if you have less than 32 MB of RAM. Increasing the amount of RAM will improve performance.

"When I play the game using a Rendition-based card, the movies and shell screens are split."

There is a known problem when using Rendition-based cards in conjunction with Sceptre monitors. Sometimes you will experience a split-screen effect. Unfortunately, there is no known solution other than to change monitors or to play the game in software mode.

"Do I have to restart my computer when switching between GLide and Direct3D?"

You must restart your computer when switching between these two modes due to a known compatibility problem between these two APIs.

"I cannot change my resolution (F12) when playing in 3D acceleration."

3D acceleration only supports 640 X 480. Only <u>software mode</u> supports multiple resolutions.

"In the video card splash screen, I selected a card that I did not have and I crashed to the desktop."

Do to the limitations in the game's shell to detect specific hardware you will experience a crash if you choose the wrong video card. If this happens restart your system and choose the correct video card.

"The images appear dark when playing night missions in 3D accelerated mode."

The night missions will appear overly dark on some 3D cards. Try adjusting the gamma setting using the utility/control panel program provided with the card.

"The headlights appear strange when playing in 3D accelerated mode."

Some 3D cards do not fully support the method used to display headlights and make the lights appear as a solid beam. Unfortunately, there is no fix for this. You may want to turn off your headlights for better gameplay.

"The gameplay is choppy when playing in Direct 3D."

You may experience perfomance problems when playing in Direct 3D if you have any other programs running in the background -- especially those that stay in memory. Please shutdown these programs before you start playing Interstate '76 Nitro Riders.

Known Issues for Supported Cards and Chipsets in Native 3D Acceleration Mode

RRedline (Rendition)
- For the Rendition based boards, *Interstate '76 Nitro Riders* will run properly except that players will see a Windows-hourglass cursor in the middle of their screen during gameplay. This can be moved to the edge of the screen while the mission is loading during gameplay.

Problems with PowerVR
- Due to the limitations of this accelerator's drivers you may experience some problems such as slow frame rate and intermittent problems with machine guns.

Note on Known Issues

At the time *Interstate '76 Nitro Riders* is being released, the board and chipset manufacturers of these cards/chipsets were aware of the aforementioned problems and have been working on fixes for them.

Please check your video board manufacturer's website regularly for updates to their driver set which may solve the noted issues.

Tested, yet unsupported Cards and Chipsets in Direct3D Mode

The following video cards have undergone testing with *Interstate '76 Nitro Riders*, yet are not officially supported by *Interstate '76 Nitro Riders*. The issues listed with each card will likely be resolved by subsequent driver releases from either the chipset or board manufacturer.

Chipset/Card	Issue
nVidia Riva 128 / Diamond Viper 330	Poor frame rate
ATI Rage II	Choppy gameplay

3D Card Driver Problems

ATTENTION 3D CARD OWNERS: IMPORTANT INFORMATION

If you have a 100% DirectX5 compatible 3D card or a 3D hardware accelerated video card based on:

> **3Dfx Voodoo / Voodoo Rush**
> **ATI**
> **nVidia**
> -or-
> **Rendition Vérité 1000/2000**

chipsets and plan to run in 3D hardware accelerated mode, please read the following information carefully. If you do not have a 3D video card or you plan to run the game in Software mode, you may ignore this information.

As of the time of its release, *Interstate '76 Nitro Riders* has been designed to provide the maximum gameplay experience consistent with the hardware available to you. Because it is so advanced, certain issues on hardware accelerated D3D video cards using the latest manufacturer provided drivers still exist due to driver immaturity. Both 3Dfx and Rendition have worked with Activision to successfully resolve these driver issues and *Interstate '76 Nitro Riders* functions as expected with updated drivers provided by them. The problem is that your video board based on the 3Dfx or Rendition chipsets is manufactured by an OEM company (Canopus, Creative Labs, Deltron, Diamond, Hercules, Intergraph, Jazz, Orchid, Sierra, etc.) who adds features and functionalities and releases an enhanced driver set based on the reference drivers provided by 3Dfx or Rendition. Carrying these corrections through to your manufacturer driver always lags behind the resolution of the problems. This is the case with *Interstate '76 Nitro Riders* and 3Dfx or Rendition-based D3D video boards, as well as other 100% DirectX5 compatible 3D cards.

Users of other cards that are 100% DirectX 5.0 / Direct3D compatible should contact the manufacturer of their cards for the latest drivers. Detailed instructions should be provided with any drivers you obtain.

Since *Interstate '76 Nitro Riders* uses Microsoft's DirectX 5 API, 100% compatibility with DirectX 5 is required to run the game. If your 3D card doesn't fully support DirectX 5 yet, you can still run the game in Software mode.

Q: How do I run *Interstate '76 Nitro Riders* in Software mode instead?

A: To launch the game in software mode, select **Usual** or **Window** from the Play Options, which are displayed after clicking Play.

List of 3D Accelerator Cards Supported

Background Story

1976. A small band of auto-vigilantes led by Groove Champion thwarts a conspiracy to destroy the U.S. strategic oil reserve. Thrown together by tragic fate, they defeat Antonio Malochio and his army of auto-mercenaries and avenge the death of one of their own. But it didn't start there...

Return to the early 1970s. A president resigns, the U.S. is defeated in large scale war and the economy begins to crumble. As the country slides into a deep depression, crime levels rise to unfathomable heights. Villains take to their cars. As America is seized by disorder and chaos, law enforcement becomes ineffective and even corrupt. But a new breed of law is emerging...

Take on the role of veteran auto-vigilante Taurus, his partner Jade Champion and grease monkey Skeeter in their early adventures during the rise of the auto-vigilante.

Before The Installation

- *Interstate '76 Nitro Riders* uses Microsoft DirectX 5 video and audio drivers. It is important that you check with your audio and video card manufacturer to determine if your hardware will support DirectX. Please see the <u>DirectX 5</u> section in this file for more information.

- The game should not be installed to a compressed drive.

- Please make sure your computer system is 100% Windows 95-compatible; *Interstate '76 Nitro Riders* is not compatible with Windows 3.1.

- For best performance, *Interstate '76 Nitro Riders* requires that your system have the latest Windows 95 32-bit drivers for your CD-ROM drive, sound, and video card. If you have any problems running the program, outdated drivers are the most likely cause.

- Look for your hardware manufacturer in the <u>Vendor List</u> for help obtaining the latest sound and video drivers.

CD-Changer Problems

"I have a multiple CD-ROM drive (CD-Changer). I installed the game in the first logical drive, but when I play the game it keeps asking for disc 2."

- Make sure the drive letters for the CD-ROM are reserved in the Device Manager in the System Properties.

- Disable all other logical drives, including CDR's and Zip Drives.

- Place any CD-ROM (not from the game) in the second drive.

- If the CDR is a lower drive letter than the multichanger, it will run from the CDR.

- Go to your Control Panels and choose Multimedia. Click the tab for **"CD Music"**. Make sure that the assigned drive is the one from which you are trying to play the game (which should be the lowest drive letter).

CH Pro Pedals

"I configured my CH Pro Pedals correctly under Win95, but they are not working properly in the game."

The Nitro Riders does not support these pedals because one pedal works as both an accelerator and brake. If you configure it properly in Win95 the left pedal will work as the accelerator and brake. If you want to switch it to the right pedal you need to go to the **control configuration** screen and select **throttle** for accelerate/brake.

Can I listen to the game soundtrack on my audio CD player?

Yes. Starting with track 2, all of the music tracks will play on an audio CD player.

WARNING: Please make sure to lower the volume on your audio CD player while you skip ahead to track 2. Certain audio players have been known to emit loud static while playing track 1.
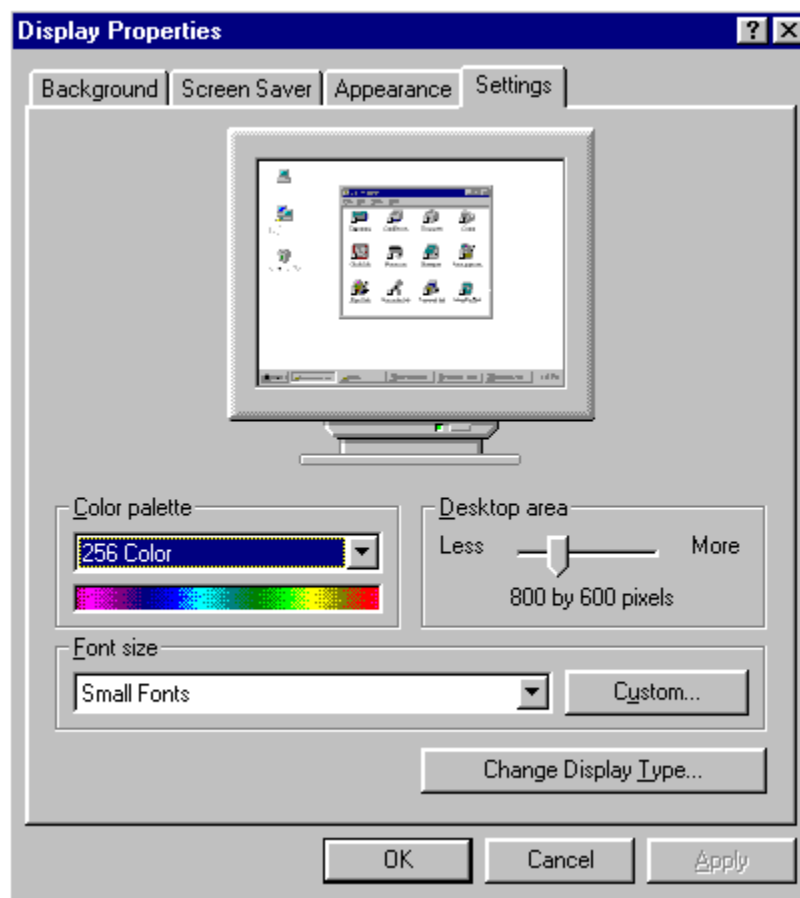
Can I run the game without the CD in the drive?

The Interstate '76 Nitro Riders CD must remain in the CD-ROM drive at all times in order to access files from the CD during game play. There is no way to play without the CD in the drive.

Color Settings

This game utilizes the Direct Draw libraries of Microsoft's DirectX. Some video cards do not yet have driver support for Direct Draw. However, updated drivers are being developed by manufacturers to remedy this problem. To obtain information on these updates, contact your Video Card Manufacturer and download their latest Windows 95 drivers for your video card. If you are not sure about your video card or its capabilities, please refer to the section called Check Your Display Type Settings for more information or contact your Video Card Manufacturer.

Interstate '76 Nitro Riders requires that your system be set to at least 256 Color mode or to 16-bit mode to play in a window or with 3D acceleration. Click here to go the Display Properties window to adjust your settings.

If you choose to make this change at some other time, you can always return to this Help file and try again or follow the steps listed below to access these settings.

1. Place your mouse cursor over an empty area of your desktop and click the right button on your mouse. At the bottom of the list that appears, click on **Properties**. This will bring up the Display Properties window. You can also bring this window up by clicking on the **Display** icon in the Control Panel.

2. Choose the **Settings** tab and change the color setting to 256 Color as shown in the **Color palette** box above.

If you have a video card that supports 256 Color but you cannot select this as an option, check to see that you have the most updated Windows 95 video drivers.

Common Audio Problems

Most sound card problems are remedied by obtaining newer sound card drivers. This is highly recommended and easy to do. You can contact your <u>Sound Card Manufacturer</u> for details.

Game Specific:
Can I listen to the game soundtrack on my audio CD player?

General:
Installing a new sound card.

I just installed a new sound card. Why am I not hearing any sound?

Checking your sound card for conflicting settings.

I have only partial or no sound when running the game.

I have a Diamond Telecommander sound/modem card and it does not work with the game.

I have a Packard Bell with little and/or no sound when playing the game.

I have an Advanced Gravis UltraSound ACE and I am experiencing severe lock-up problems.

Why is the sound fuzzy on my Sound Blaster Pro 2 sound card?

Common CD-ROM Problems

"I have a multiple CD-ROM drive (CD-Changer). I installed the game in the first logical drive, but when I play the game it keeps asking for disc 2."

"When I try to play, the game keeps asking for the Nitro CD, but the CD is already in the drive. I have one CD-ROM drive installed on my system."

Can I run the game without a CD in the drive?

Can I listen to the game soundtrack on my audio CD player?

Common Input Device Problems

Game Specific:
Joystick does not work in the game

"I'm trying to use my Thrustmaster T2 steering wheel with Interstate '76, but it's not working properly."

"I configured my CH Pro Pedals correctly   under Win95, but they are not working properly in the game."

General:
General Troubleshooting for Joysticks and Game Pads

Joystick Calibration

Mouse

Common Troubleshooting Tips for General Issues

Why does the game sometimes quit to the desktop?

Why does the game play slower on an AMD or Cyrix 686 processor?

Can I run *Interstate '76 Nitro Riders* on Windows 3.1, Windows NT or OS/2?

Troubleshooting Tips for Multi-Melee Play.

My screen saver runs really slow when the game is running.

The fonts are too large and/or extend off the screen.

Power Saver Functions

Ctrl-Alt-Del locks up my system.

How can I improve performance?

Where do I go for game updates and/or patches?

"I uninstalled the game and it is asking me if I want to remove MSVCRT.DLL."

What is Lee___.TTF and how can I delete it if necessary?

"In the video card splash screen, I selected a card that I did not have and I crashed to the desktop."

Common Video Card Problems

Most video card problems are remedied by obtaining newer video card drivers. This is highly recommended and easy to do. Contact your Video Card Manufacturer for details.

Game Specific:
"The screen goes black and freezes when I launch into a mission."

"Why do I have wavy lines across my screen when I enter a mission?"

"How do I set my display for 256 Color?"

3D Card problems

3D Card Driver problems

"As soon as I launch a mission, *Interstate '76 Nitro Riders* crashes."

"I'm able to launch into missions, but *Interstate '76 Nitro Riders* crashes during gameplay."

"When I launch missions, the colors are all messed up."

"Gameplay is choppy."

"My screen flickers like crazy when I launch a mission."

"I'm using a Rendition-based accelerator card on a 16MB computer. The game pauses periodically during gameplay."

"I have a 3D accelerator card, but gameplay is still choppy."

"When I play the game using a Rendition-based card, the movies and shell screens are split."

"Do I have to restart my computer when switching between GLide and Direct3D?"

"I cannot change my resolution (F12) when playing in 3D acceleration."

"In the video card splash screen I selected a card that I did not have and I crashed to the desktop."

"The images appear dark when playing night missions in 3D accelerated mode."

"The headlights appear strange when playing in 3D accelerated mode."

"The gameplay is choppy when playing in Direct 3D."

General:
The images are very choppy and slow while playing the game.

I installed a new video card, and the game doesn't look right.

Changing the standard Windows 95 cursors causes video corruption.

When I launch the game from the title screen or from the taskbar, my screen stays blank and the game doesn't start.

Game graphics are faded and/or strange in appearance.

The fonts are too large and/or extend off the screen.

Credits

PRODUCTION TEAM

Written and Directed By
Scott Krager

Produced By
Chip James

Lead Game Design By
Lars Fuhrken-Batista

Lead Programming By
Kurt Arnlund

Art Direction By
Lance Charnes

Associate Designer
Doug Pearson

Assistant Designer
Dave Nash

2D Artist
Alex Stein

Additional 2D / 3D Art
Christian Busic
Michael Groark
Paul Waggonner

Engine Optimizations / Enhancements
Steve Colwell
Matt Goheen
Lee Hasiuk
Dan Kegel
Jeremy Leader
Anita Lee
Marshall Robin
Henry Yu
Qing Yuan

AI Scripting
Lars Fuhrken-Batista
Dave Nash
Doug Pearson

Additional Multiplayer Maps
Dustin Reinsmith

Interstate Universe Created By
Zachary Norman

Sean Vesce

QA Senior Lead
Jason Wong

QA Project Leads
Jim Hudson
Matthew Powers

QA Network Lead
Todd Komesu

Testers
David Baker
Christian Campbell
Jay Anthony Franke
Laurent Slutksy
Chris Toft
Ron Weibel

Cutscene Animation By
Mondo Media

Project Supervisor
Melissa Kangeter

Animator
Marco Bertoldo

Post Production Sound Services For Intro Movie By
Serafine Studios, Venice CA

Sound Designer
Frank Serafine

Music Editing For Intro Movie
Kelly Rogers

Additional Sound Effects and Engineering
Michael Schwartz

Sound Processing
Kenny Ramirez

Vocal Direction
Scott Krager

Voices
Taurus......................Greg Eagles
Jade Champion................Lisa Picotte
Skeeter / Natty Dread........Tom Kane

Additional Voices
Tamie Allen
Jens Anderson
Kurt Arnlund

Greg Borrud
Bryant Bustamante
Aaron Cammarata
Matt Candler
Sarah Cigliano
Lance Charnes
Mason Deming
Brian Diggs
Jesse Donahue
Joseph Donaldson
Greg Eagles
Jay Anthony Franke
Damien Fischer
Lars Fuhrken-Batista
Rick Glenn
Adam Goldberg
Tim Harrison
Jim Hudson
Chip James
Todd Jefferson
Brian Dean Jennings
Scott Lahman
Hardy Lebel
Yishai Lerner
Tom Kane
Anthony Korotko
Scott Krager
Scot Kramarich
Heather Maxwell
Dave Nash
Zachary Norman
Stephanie O'Malley
Jennifer O'Neill
David Rossi
Alex Stein
David Stohl
Murali Tegulapalle
Sean Vesce

ACTIVISION

Director of Production
Frank Evers

Public Relations
Kerstine Johnson

Marketing
Henk Hartong
Charlie Hill

Games Analyst
Ryan Moos

Director of QA and Customer Service
Jim Summers

QA Manager
David Arnspiger

Cross Production
Adam Goldberg, *Associate Producer*
Jason Feffer, *Production Coordinator, Technical Help Files*
Tanya Martino., *Production Coordinator*
Ben Siron, *Installer Programming*

Documentation and Packaging
Ron Graening
Erik Jensen
Scott Krager
Sylvia Orzel
Mike Rivera
Belinda Van Sickle

Special Thanks
Dion Brain
Brian Bright
Maria Flagg
Alan Gershenfeld
Chris Hepburn
Julio Jerez
Eric Johnson
Brian Kelly
Bobby Kotick
Maryanne Lataif
Barbara Matais
Veronica Milito
Page Morris
Zachary Norman
Stephanie O'Malley
Paul Trowe
The Original I'76 Team

Customer Support

If you have any comments, questions, and/or suggestions about *Interstate '76 Nitro Riders* or any other Activision product, please feel free to contact us. If you are experiencing difficulty, please consult this help file before contacting Customer Support. The help file contains the answers to some of our most frequently asked questions and may quickly provide a solution to your problem. If, after reviewing the *Interstate '76 Nitro Riders* Help file, you are still experiencing problems, please feel free to contact us through any of the services listed. So that we can better help you, please be at your computer and have the following information ready:

1. Complete product title

2. Exact error message reported (if any) and a brief description of the problem

3. Your computer's processor type and speed (e.g. Pentium 90MHz)

4. Video and sound card makes and models (e.g. Diamond Stealth 64 video, Sound Blaster 16 sound...)

Customer Support:

North America

UK and Europe

Australia and Pacific Rim

For Technical Support and Customer Service in areas not listed, please contact your local distributor or Activision via online.

Please note: online support is in English only.

Please note: Support for the Multi-Melee portion of this game is via our online services only.

Locations for updates and/or patches:

Where do I go for game updates and/or patches?

Direct 3D

Direct 3D is the part of the Microsoft DirectX API (Application Programming Interface) set that allows a game to directly access the enhanced features of 3D graphics hardware under Windows 95. A game like *Interstate 76* that supports Direct 3D will automatically detect and utilize the 3D graphics acceleration features of your computer's hardware, as long as your hardware supports Direct 3D and the correct device drivers are installed. This makes it easier for game companies and 3D acceleration card manufacturers to ensure their products will work together. Because Direct3D is relatively new, make sure your video drivers are the most current versions available from your hardware manufacturer to ensure compatibility.

DirectX 5

During the game setup, the installation process will determine if Microsoft DirectX 5 needs to be installed on your system. If so, the Microsoft DirectX 5 setup program will install the appropriate files on your computer. If you choose not to install DirectX 5 and you find that later you need to install it, follow these directions: with the game disc in your CD-ROM drive, right-click the game's CD icon and select **Install DirectX**.

Who makes DirectX and how can I contact them?
Microsoft created DirectX. If the answer to your questions are not found on this page, you may want to contact Microsoft via mail at:

<div align="center">
Microsoft Customer Sales and Service
One Microsoft Way
Redmond, WA   98052-6399, USA
</div>

Microsoft can also be reached in the USA at (800) 426-9400 or internationally at +1(425) 882-8080.

What is DirectX and why do I need it?

Microsoft DirectX 5 is an API (Application Programming Interface) that increases the speed at which games play under the Windows 95 operating system. These APIs allow direct access to the enhanced features of hardware under Windows 95. With DirectX 5, a program has instant access to the hardware, allowing for great advances in graphics, sound, video, 3-D, and network capabilities of games.

Since Windows 95 and DirectX 5 are relatively new in the computer world and have not achieved compatibility with some older video cards, many manufacturers are releasing updated drivers for Windows 95 to meet the DirectX standard. If you are not sure about your video card's compatibility, consult the company that makes your video card.

If the Microsoft DirectX Installer does not detect DirectX 5 on your computer, it will install DirectX 5 for you. After installation is complete, you will need to restart your computer in order for DirectX 5 to take effect.

If you have other Windows 95 games on your computer, chances are you already have an earlier version of DirectX installed on your computer. In this case, the Microsoft Installer will overwrite that version with DirectX 5. The DirectX installation process will then be complete. You will need to restart your computer for the changes to take effect.

If you already have DirectX 5 installed on your computer, the Microsoft DirectX 5 installer will detect it and not overwrite any DirectX 5 files. In this case, you will not need to restart your computer after installation in order to run the game.

DirectX 5 should not affect any titles designed for the earlier versions of DirectX. Should you encounter difficulties with DirectX 5, please contact Microsoft for further information.

How do I check to see if my computer supports DirectX?

1. Place the disc in the CD-ROM drive and exit from any autoplay screens.
2. Double-click **My Computer**.
3. Right-click your CD-ROM drive and choose **Install DirectX**.

If any of the components of DirectX are not certified, please call your hardware manufacturer for the updated drivers that support DirectX.

I am having problems with running the game and think it might be related to my Direct X installation. What should I do?

If you experience problems running the game, try turning off the "Enable 3D Acceleration" option in the DirectX setup program. To disable 3D Acceleration, double-click the dxsetup icon located in **Program Files\DirectX\Setup**. Uncheck the option for 3D acceleration in the middle of the DXSetup window.

I have heard DirectX is not compatible with some video cards. What can you tell me about this?

Windows 95 and DirectX are relatively new in the computer world and have not achieved compatibility with some older video cards. Many manufacturers are releasing updated drivers to meet the DirectX standard. If you are not sure about your video card's compatibility, consult the <u>Vendor List</u> for the company that makes your video card.

If I don't have DirectX, will the game install it for me?

Yes. If the Microsoft DirectX Installer does not detect DirectX on your computer, it will install it for you. After installation is complete, you will need to restart your computer in order for DirectX to take effect.

How do I restore my video and/or audio drivers once DirectX has been installed?

1. Place the disc in the CD-ROM drive and exit from any autoplay screens.
2. Double-click **My Computer**.
3. Right-click your CD-ROM drive and choose **Install DirectX**.

Choose the button that fits your need (e.g. **Restore Audio drivers**). This process will install your previous drivers and prompt you to restart Microsoft Windows.

Problems Relating to Specific Video Cards

The following manufacturers suggest running DirectX 5 with their products using the configurations listed below. If you need further assistance, please contact your <u>video card manufacturer</u> directly.

Diamond Multimedia

Viper 330
Stealth II 220
Stealth SE
Stealth 64 Graphics 2000
Stealth 64 Video 2000
Stealth 64 Video 3000
Stealth Video 2001
Stealth Video 2001\TV
Stealth Video 2500
Stealth 3D 2000
S3 Trio 64V+   (Images will appear very dark on some monitors when using this card)

If problems are encountered with the above Diamond Multimedia video cards, we recommend that you restore your video card drivers. Instructions are as follows:

1. Place the game disc in the CD-ROM drive and exit from any autoplay screens.
2. Double-click **My Computer**.
3. Right-click your CD-ROM drive and choose **Install DirectX**.
4. Click the button labeled **Restore Video drivers**.

Matrox Graphics

Matrox Millennium
Matrox Millennium
Matrox Mystique

The Matrox Millennium card may not support the current version of Direct3D acceleration (which is enabled by DirectX by default). Even if the game does not use Direct3D, this card may have problems due to Direct3D being enabled. You can disable this feature from within the DirectX setup menu. Please follow these instructions to do so:

1. Place the game disc in the CD-ROM drive and exit from any autoplay screens.
2. Double-click **My Computer**.
3. Right-click your CD-ROM drive and choose **Install DirectX**.
4. Click on the box labeled **Direct3D Hardware Acceleration Enabled** to make this box should be empty. This will disable Direct3D.
5. Click **OK**.

At the time of creating this file, Matrox Mystique drivers version 3.70 were not 100% DirectX 5 certified. We recommend you contact Matrox for the most current DirectX 5 compatible drivers for this card. You may also try using driver version 3.63 with this card. If problems persist contact <u>Matrox Graphics Inc</u>. for assistance.

STB Systems

STB Velocity 128 3D
Powergraph 64 using *Vision 95*

We have experienced numerous problems with STB video cards running the STB Vision 95 set of display tools. If you experience any problems playing the game, please uninstall your STB Vision 95 display tools by reinstalling the STB drivers **without** the STB Vision 95 display tools .

ATI Technologies

Mach 64

If you experience problems running with an ATI Mach 64, click the **Start** Button and select **Run**, then type SYSTEM.INI. Click **OK**.

Locate the section within the file labeled
[Display]

and add the line STRETCHENGINE=0

Example:

[Display]
STRETCHENGINE=0

Click **File** and choose **Save**. Then click **File** and choose **Exit** to leave your System Configuration editor. Reboot the system and try playing the game again.

Contact your **video card manufacturer** directly for further support or driver updates.

Electronic Registration

There are three ways to access electronic registration.

- Select **Register Now** during the installation process.

- Insert the Interstate '76 Nitro Riders CD. From the title screen, click **Electronic Registration**.

- Right-click on the **Interstate '76 Nitro Riders CD** icon with the disc in your CD-ROM drive and select **Electronic Registration** from the menu.

Finding Other *Interstate '76 Nitro Riders* Multi-Melee Players for Modem and Internet Play

If you have e-mail and access to the World Wide Web, you can access several sites that maintain lists of people who are looking for other *Interstate '76 Nitro Riders* Multi-Melee players with whom to battle. You can get a list of these sites at **www.activision.com**.

If you have America Online access, you may also find people interested in Multi-Melee play in the *Interstate '76 Nitro Riders* discussion group located in the Activision forum. Go to keyword **Activision**, select **General Discussion Areas**, then click on **Interstate '76 Nitro Riders**.

If you have CompuServe, use keyword **GO ACTIVISION**.

TROUBLESHOOTING

"Other players cannot see games that I am hosting."

Make sure to host the game on a server that his geographically near you. Additionally, ping time may improve while you remain connected, so your games will show up better as time elapses.

Game Controls

Driving

Accelerate	Numpad Up	Joystick Forward
Brake	Numpad Down	Joystick Back
Steer Left/Right	Numpad Left/Right	Joystick Left/Right
Emergency Brake	Z	
Reverse	Tab	
Shift Up	. (Period)	
Shift Down	, (Comma)	

Radar

Radar Range	R
Target Nearest Enemy	T
Target Next Enemy	E
Cancel Target	Y
Target Under Reticle	Q

Weapons

Fire Weapon	Space Bar	Joystick Button 1
Cycle Weapon	Enter	Joystick Button 2
Link Similar Weapons	L	
Fire Hardpoint 1	1	
Fire Hardpoint 2	2	
Fire Hardpoint 3	3	
Fire Hardpoint 4	4	
Fire Hardpoint 5	5	
Aim Handgun	Arrow Key Left/Righ	Joystick Left/Right

Views

Glance Down (View Dash)	Arrow Key Up	Joystick Hat Up
Glance Left/Right	Arrow Key Left/Right	Joystick Hat Left/Right
Glance Back	Arrow Key Down	Joystick Hat Down
Toggle V-Pit/G-Pit	F1	
External Cam Forward	F2	
External Cam Rear	F3	
External User to Target View	F4	
External Target to User View	F5	
No Cockpit	F6	
Fender Cam Front	F7	
Fender Cam Rear	F8	
Beauty Shot Front	F9	
Satellite View	F10	
Missile Cam	F11	
Toggle Resolution	F12	
Look at Target	0 (Ins)	

Quick View	V
Zoom In (External Cam)	Page Up
Zoom Out (External Cam)	Page Down
Toggle Rearview Mirror	~
External Instrument Displays	] and [

Other

Horn	G
Headlights On/Off	H
View Map	M
View Notepad	N
Binoculars	B
Pause Game	Pause
Exit Game	Esc

Net Functions

Team Score Display	; (Semicolon)
Player Score Display	' (Apostrophe)
Toggle Net Player Names	Ctrl + T
Eject Player From Game (Host)	Ctrl + # (# should be substituted with player number)
Toggle Net Chat Text	Ctrl + C
Regenerate After Death	Space Bar
Network Chat	Backspace

Installing & Uninstalling the Game

Before The installation

Installing *Interstate '76 Nitro Riders*

Electronic Registration

Uninstalling *Interstate '76 Nitro Riders*

Common Installation Problems

Using the Interstate '76 Upgrade

Installing the Game

1. Before installing, close all other applications. Also make sure Virtual Memory (located in your System Control Panel under Performance) is *not* disabled.

2. Insert the *Interstate '76 Nitro Riders* CD into your CD-ROM drive and wait a few moments until the title screen appears. (If the title screen does not appear, please refer to the AutoPlay Troubleshooting section.)

3. Click the **Install** and follow the on-screen instructions. **NOTE:** Choosing the minimum install option may result in longer load times.

4. During the installation process, the setup program will install Microsoft's DirectX 5 drivers if you do not already have them. After installation of DirectX 5 is complete, you will need to restart your computer for the new drivers to take effect. For more information on DirectX 5, see the DirectX 5 section of this file.

5. You can now run *Interstate '76 Nitro Riders* by choosing **StartèProgramsèInterstate '76 Nitro RidersèPlay I'76 Nitro Riders** from the Start menu or by clicking **Play** on the *Interstate '76 Nitro Riders* title screen.

TROUBLESHOOTING

"I received an error during the installation process."

If you are installing for the first time you may receive a request to insert disk labeled "Dll Installations." If this happens click **OK** andclick **Browse**. Then **OK** and click another **OK**.

"I installed DirectX and the game's shortcuts do not appear in the Start Menu."

This is a known problem when installing the game on a system with the AWE 64 sound card. To prevent DirectX from removing the shortcuts, when prompted to click **Restart** or **Finish** after installing DirectX, click **Finish** and restart your computer manually.

"In the video card splash screen, I selected a card that I did not have and I crashed to the desktop."

Do to the limitations in the game's shell to detect specific hardware you will experience a crash if you choose the wrong video card. If this happens restart your system and choose the correct video card.

See Also: Common Installation Problems

Internet

Note: If you are in a dialog box within the simulation or the shell more than 10 seconds you may lose contact with other players and/or the host. It is therefore recommended that you not remain in a dialog box more than 10 seconds. Check the Activision website at **www.activision.com** for information and updates regarding Multi-Melee play.

"I am hosting a game on a 14.4 modem and my friend cannot see my game. Is there something wrong?"

There may be some problems seeing games hosted by 14.4 modems. If the delay or packet loss between your computer and your opponent's computer is too high, your game may not appear in your opponent's Game Name list. You can ping your opponent's computer to see the delay and packet loss between his/her computer and yours. Have the opponent run WINIPCFG to tell you his IP address, then open a DOS window and type PING followed by the IP Address (e.g. PING 206.79.52.113). If Ping reports a delay of above 500MS or a packet loss above 25%, you may have problems connecting or playing.

"I have both a TCP/IP Network adapter card and Modem adapter installed on my machine and I can't use my dial up account. What is wrong?"

Interstate '76 Multi-Melee might not see Internet games if you are dialing out to an Internet provider and your computer also has a TCP/IP compatible protocol installed for your network adapter card. You have to remove the TCP/IP protocol for your network adapter card before you will be able to use your dial up connection.

"My framerate is slow when I play an Internet game through a modem."

You may experience slow framerate when playing an Internet game through a modem if you have a network card with TCP/IP attached. Removing TCP/IP or disabling the card will solve the problem.

"You may experience problems such as failing to respawn, respawning multiple times or getting out-of-sync errors."

When the original host quits the game, other players experience problems because not all the host data was transferred correctly. We recommend that you start a new game when these problems occur.

Interstate '76 Nitro Riders Multi-Melee Play

Minimum System Requirements for *Interstate '76 Nitro Riders* Multi-Melee Play

How do I start Interstate '76 Nitro Riders Multi-Melee Play?

Finding Other Interstate '76 Nitro Riders Players for Modem and Internet Play

Troubleshooting Tips for Multi-Melee Play

Check the Acitvision website at **www.activision.com** for information and updates on *Interstate '76 Nitro Riders* Multi-Melee play. Please note that **Multi-Melee Customer Support** for Interstate '76 Nitro Riders Multi-Melee play is available via our online services only.

Interstate '76 Upgrade

If you purchased Interstate '76 Nitro Riders as a separate product, you will have the option to upgrade your existing version of Interstate '76. It is suggested that you uninstall your current version, re-install the game before using the upgrade option. You may save your existing bookmarks by copying them to a temporary folder before uninstalling the game, then copying them back into the root of the game directory after you have upgraded.

Joystick does not work in the game

If your joystick does not respond in the game, it probably needs to be calibrated in Windows 95. To do so, use the following instructions:

1. Insert the Interstate '76 Nitro Riders CD into your CD-ROM drive.

2. Click on **StartèProgramsèInterstate '76 Nitro RidersèPlay Interstate '76 Nitro Riders**.

3. From the launch screen, choose **Options**.

4. Select **Control Configuration**.

5. Click on **Calibrate**. Under Joystick Selection, choose your joystick type. If you have a Microsoft Sidewinder 3D Pro and choose to use that driver you should make sure to set your switch on the joystick to the side with 2 dots.

6. Calibrate your joystick, test it, and click **OK** from the Joystick Properties window. If your joystick still does not work properly, you probably selected the wrong driver. Moreover, if you have a Microsoft Sidewinder 3D Pro, moved the switch to the side with 2 dots, and it still does not work properly, contact Microsoft for assistance.

7. After clicking **OK**, go back to the *Interstate '76 Nitro Riders* Control Configuration window. Click **Done** to return to the options menu, then click **Done** again to return to the main launch screen.

Please contact <u>Microsoft</u> directly for further assistance with Sidewinder Force Feedback Pro.
        Email: swfeed@microsoft.com
        Web: http://www.microsoft.com

Minimum System Requirements for *Interstate '76 Nitro Riders*

- 100% Microsoft Windows 95 compatible computer system (including compatible 32-bit drivers for CD-ROM drive, video card, sound card and input devices)
- Pentium 90 MHz (133 or higher recommended for 3D acceleration)
- U.S. version Microsoft® Windows 95 operating system
- RAM: 16 MB, 24 MB for multiplayer (32 MB or higher recommended)
- VESA Local Bus or PCI Video with 2 MB RAM
- 256 color SVGA (640x480) – 16-bit color is required for Window mode and 3D acceleration
- 100% Sound Blaster 16 compatible sound card
- Quad-speed CD-ROM drive (600 K/second sustained transfer rate)
- 100% Microsoft-compatible mouse and driver
- *Interstate '76 Nitro Riders* supports 3D hardware acceleration for 3Dfx, Rendition and some other Direct 3D compatible chipsets. Click here for a list of supported video cards.

Hard Drive Space:
- 3D Accelerated Full Install – 150 MB
- Normal Full Install – 116 MB
- Minimum Install – 85 MB

Additional System Requirements for Multiplayer:
- A 100% Windows 95 compatible 14.4Kbps modem is required for head to head modem play.
- A 100% Windows 95 compatible network (LAN) is required for network play.
- An internet account is required for Internet play.

Interstate '76 Nitro Riders uses Microsoft DirectX 5 technology and requires that your system have the most updated drivers that fully support DirectX.

In order to play *Interstate '76 Nitro Riders,* the game CD must be in your CD-ROM drive at all times.

Interstate '76 Nitro Riders may have trouble working with some 1993 or earlier Matsushita CD-ROM drives. These CD-ROM drives have trouble reading beyond 63 minutes on CDs, and *Interstate '76 Nitro Riders* uses the full CD. These drives were sold under the names of Panasonic, JVC, Reveal, Creative Labs, and Plextor. Gameplay may occasionally slow down and the CD-ROM drive will be accessed constantly. We highly recommend that you upgrade to a newer CD-ROM drive to avoid problems with other programs in the future.

Click here if you have a NexGen Pentium compatible processor or click here if you have a Cyrix 686 processor and are receiving a warning message during the install process.

Modems

Note: If you are in a dialog box within the simulation or the shell more than 10 seconds you may lose contact with other players and/or the host. It is therefore recommended that you not remain in a dialog box more than 10 seconds. Check the Activision website at **www.activision.com** for information and updates regarding Multi-Melee play.

My modem does not respond when I call the modem of another player who has just disconnected from a previous game.

If it is an external modem, switch it off and then on and try to reconnect. If it is an internal modem, exit *Interstate '76 Nitro Riders* and restart the game.

How do I disable call waiting?

If your phone line has the Disable Call Waiting feature, you can disable call waiting by including the appropriate command in front of the phone number you are calling. This will prevent anyone from interrupting the call. For example:

   Name: Frankie
   Number: *70,,,1-818-555-1212

Where "*70" is the code to disable call waiting, and the commas (,) are simply used to provide a delay so your modem can hear the special dial tone that acknowledges your code. Check with your local phone company regarding how to disable call waiting for your particular area. You might need to use another code instead of *70, for instance, #70.

NOTE: Only the person placing the call can disable call waiting.

The person I was playing was disconnected and now I want to play again. What do I do?

You must return to the Interstate '76 Nitro Riders Title screen and repeat the process you used when you connected the first time.

There seems to be a lag in gameplay and the other cars keep disappearing when using modems and slower machines.

Try turning off software and hardware compression in your modem setup in Windows 95 to increase performance.

Your machine might have an old 8250 serial chip. You need to upgrade to a serial port with a 16550 serial chip. You can tell what kind of serial chip you have by running MSD.

Multi-Melee Customer Support

Interstate '76 Nitro Riders network play **technical support is available through our online services only.** Due to the complex nature of network games, please provide the following information when requesting technical support for Interstate '76 Nitro Riders network play.

NOTE: Except where noted, the following requested information can usually be found:

In Windows 95: Click on the **Start** button, select **Settings**, then choose **Control Panel**. Double-click on the **System** icon. From this point, click on the **Device Manager** tab.

1. What kind of processor does each machine have (found on the General tab)?

2. What kind of video and sound cards do the machines have?

3. Are you using a joystick? If so, what brand and model? What is it using as a game port (e.g. sound card, dedicated game port)?

4. What size install did you use?

5. How much free disk space do you have? (This can be found by opening the **Windows Explorer** and looking at the bottom of the window.)

6. How much RAM is in each machine? (This information can be found by right mouse clicking once on **My Computer** and choosing **Properties**. Click on the **General** tab, RAM will be listed.)

7. Is your virtual memory configured manually or was it set by Windows 95? If manually, what are the specifications? (This information can be found by going to the **Performance** tab adjacent to the **Device Manager** tab.)

In addition, please note whether you are using a modem or LAN to play *Interstate '76 Nitro Riders Network Play* and have the following information available.

If you are using a modem:

NOTE: In Microsoft Windows 95, your modem settings can be found by opening the **Control Panel**, double-clicking on **Modems**, and examining the **Properties**.

1. What kind of serial chip (i.e. 16550 or 8250) does your modem have? You can find out by running MSD.EXE in DOS and pressing the C key. If you try to run MSD.EXE in Windows, you will be warned that the diagnostics will not perform an accurate test. Continue on with the diagnostics. If your serial chip is an 8250, stop right there *Interstate '76 Nitro Riders Network Play* doesn't support it, nor do most other games. You'll need to get a serial port or modem with a 16550 serial chip. (The 16550 has special FIFO memory that makes it much less likely to lose data than the old 8250.)

2. What kind of modem is on each end (brand, model, speed, internal or external)?

3. On which port is your modem configured?

4. Is each modem configured correctly for your operating system?

5. Does Hyperterminal (or any other terminal program) work with your modem? This is an easy way to test whether or not your modem is configured correctly.

6. At what speed are you connecting?

7. Are you using any data compression or error correction? (We do not recommend using either with the game.)

If you are using an external modem:

1. What kind of serial card is being used?
2. Do you have a seven-wire serial cable?

If you are on a LAN:

1. Can you see other computers on the network?
2. What is your network configuration?
3. What brand of network card do you have?
4. What network software are you running? What version number?

Activision Online Services

Services with Activision Forums, E-Mail and File Library Support
America Online: Use keyword "Activision" to locate the Activision forum.

CompuServe: 76004,2122 or [GO ACTIVISION]

Activision BBS: (310) 255-2146 Up to 33,600 Baud; Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

Internet
support@activision.com or http://www.activision.com

Multi-Melee Performance

Interstate '76 Nitro Riders has features that were designed to support a wide range of computers. When you initially launch *Interstate '76 Nitro Riders*, the game will make several default settings regarding which features should be used and which should be turned OFF.

The trade-offs are different for each user, so we allow any machine to run any options, but please keep in mind that the higher the level of detail, the more demanding the machine requirements.

Interstate '76 Nitro Riders's default resolution is 320x200 for Pentium 90MHz and 100MHz processors, and 640x480 for Pentium 133MHz processors and above. You may select whatever options best match your machine's capabilities and your desire for realism. Increase or decrease the resolution, and adjust graphic options until you reach a satisfactory balance.

Try making the following changes to increase the game's performance (They will be found within Graphic Detail menu):

Visibility Range:	Try switching to NEAR.
Clouds:	Try turning these OFF.
Terrain Textures:	Try turning these OFF.
Resolution:	Try switching to LOW.
Terrain Detail:	Try switching to LOW.
Object Detail:	Try switching to LOW.
Shadow Detail:	Try switching to LOW.
Rear Mirror	Try switching to LOW.

Performance (speed wise) will increase tremendously by turning off Terrain Textures.

Also, you may experience slow framerate when playing an Internet game through a modem if you have a network card with TCP/IP attached. Removing TCP/IP or disabling the card will solve the problem.

Network

Note: If you are in a dialog box within the simulation or the shell more than 10 seconds you may lose contact with other players and/or the host. It is therefore recommended that you not remain in a dialog box more than 10 seconds. Check the Activision website at **www.activision.com** for information and updates regarding Multi-Melee play.

"When I start the game and select IPX, the screen says "Network driver not available." What should I do?"

You might have left another copy of *Interstate '76 Nitro Riders* running in the background. You can only run one copy of *Interstate '76 Nitro Riders* at a time. If this isn't the case, you probably need to load an IPX driver.

To load an IPX driver in Windows 95, go to the **Start**, menu then **Settings**/**Control Panel**. Click on **Networking** and make sure that you have an IPX or IPX-compatible driver listed. If you don't, try the following: Double-click on **Add**, then double-click on **Protocol**. Click on **Microsoft**, and finally double-click on **IPX/SPX-compatible Protocol**.

Technically inclined people who want to connect an IPX driver to a modem instead of an Ethernet card may be able to do so in the Protocol control panel in Windows 95.

"We are trying to play an IPX Multi-Melee game and we can't always get everyone into the game. What should I do?"

Make sure that everyone is not trying to launch into the game at the same time. Try launching in to the game one at a time.

"You may experience problems such as failing to respawn, respawning multiple times or getting out-of-sync errors."

When the original host quits the game, other players experience problems because not all the host data was transferred correctly. We recommend that you start a new game when these problems occur.

Null Modems

Note: If you are in a dialog box within the simulation or the shell more than 10 seconds you may lose contact with other players and/or the host. It is therefore recommended that you not remain in a dialog box more than 10 seconds. Check the Activision website at **www.activision.com** for information and updates regarding Multi-Melee play.

If you have two computers in the same room, but they don't have Ethernet cards, you can use a direct serial connection to play a two player game of *Interstate '76 Nitro Riders*. To do this, get a null modem cable (also known as a Laplink™ cable), and plug each end into a serial port on one of the computers.

When I choose COM1, it tells me "Could not open service."

If the mouse is on COM1, you can't use COM3; if it's on COM2, you can't use COM4. This is because COM1 and COM3 share the same IRQ line.

Starting Interstate '76 Nitro Riders Multi-Melee Play

To start an Interstate '76 Nitro Riders Multi-Melee experience, please follow these instructions.

1. Launch *Interstate '76 Nitro Riders*.
2. From the main Launch screen click **Melee**, then **Multi-Melee**.
3. Select **Host** or **Join** (depending on how you want to play).
4. Select the type of multi-player experience. This includes local area network, Internet, modem and null modem.

Consult the manual included with the game for specific information on how to configure for Multi-Melee play.

Starting the Game

After installing the game, insert the Interstate '76 Nitro Riders CD into the CD-ROM drive. From the Start menu, select **Programs**è**Interstate '76 Nitro Riders**è**Play I'76 Nitro Riders.**

How do I start network game play?

Supported Operating Systems

This game supports one operating system at this time: Microsoft Windows 95. The following operating systems are not supported:

MS-DOS 6.22

MS-DOS Mode 7.0

Microsoft Windows NT

IBM OS/2 (all varieties)

NOTE: For your benefit, we have created a **Readme.txt** file that contains last minute information that could not be included in this on-line help file. If information is not found within this on-line help file, please view our **Readme.txt** file.

Minimum System Requirements

Background Story

Installing & Uninstalling the Game

How to Start the Game

Game Controls

Interstate '76 Multi-Melee Play

Troubleshooting Topics

Activision Customer Support

Hints

Vendor List

Credits

The game keeps asking for the Nitro CD

"When I try to play, the game keeps asking for the Nitro CD, but the CD is already in the drive. I have one CD-ROM drive installed on my system."

- Make sure you are not running FlexiCD or any other CD software.
- Make sure that your file system is 32-bit. (Check this from your Control Panel, under SYSTEM/PERFORMANCE).
- Try putting the disc in the drive before you start the game.

The screen goes black and freezes when I launch into a mission

We have found this to be the case when you do not have <u>DirectX</u> certification. In most cases you can fix this problem by updating your video card drivers. This is highly recommended and is usually free and easy to do. You can contact your <u>Video Card Manufacturer</u> for details.

Thrustmaster T2 steering wheel

"I'm trying to use my Thrustmaster T2 steering wheel with Interstate '76, but it's not working properly."

Try the following methods to correct this problem:

- Make sure that you have "Custom" selected as your joystick in the Windows Control Panel. You should have the "Custom" stick set up as a 2 axis joystick. Then, click "**Special Features**" and make sure "**is a race car controller**" is selected. Then, load the game and press **Esc**. Select "**Configure Controllers**." Make sure the controls are set up as you desire.

- Make sure that you don't have the steering wheel connected to any pass through device.

- Make sure that Joystick 1 is the only one configured in the Windows Joystick Control Panel.

- Try this procedure to restore the game's default joystick controls:

  1. Set Joystick CPL to "**None**".
  2. Restore Keyboard Controls in the game.
  3. Set Joystick CPL to "**Custom for T2**".
  4. Calibrate and test the device.
  5. Restore Defaults in the game.

- Make sure in the Device Manager that the game port Resource Input/Output range is set to "**0201-0201**."

- Uninstall the game, make sure the T2 is connected and then reinstall the game.

- If you need an axis converter, make sure you have one. To see whether you need an axis converter or not, check the bottom of the steering console. If the date code is lower than 961118, you need to have an axis converter. Check your steering wheel's manual for details. If the code is 961118 or greater, you do not need the converter.

- Check to be sure that the + goes all the way up and down when you TEST the pedals in the joystick control panel. If they don't, the voltage pots in the pedals need to be adjusted. We recommend contacting Thrustmaster about this, although some users have been able to do the adjustment themselves, until the + goes through the full range in the test area.

Troubleshooting Tips for Multi-Melee Play

[Internet](#)

[Modems](#)

[Network](#)

[Null Modems](#)

[Performance](#)

Troubleshooting Topics

Activision thoroughly tests its games on a variety of systems before they are released, but it is virtually impossible to test on all combinations of software and hardware. Many of the issues you may encounter in Windows 95 are caused by device drivers for video cards, sound cards, and CD-ROM drives that are not fully compatible with the Windows 95 operating system and/or DirectX. The following troubleshooting tips are intended to assist you in solving some of the common issues that occur with the Windows 95 operating system and the game.

Audio

Autoplay

CD-ROM

DirectX

General Issues

Input Devices

Installation

Multi-Melee Play

Video

Tseng Labs 4000 PCI video card

I have a Tseng Labs 4000 PCI video card. In 640 Software mode, when I enter a mission, the Windows hourglass cursor is visible.

This is a known driver problem with the Tseng Labs 4000 PCI video card. Contact <u>Tseng Labs</u> for the latest drivers, which should fix the problem.

Uninstalling the Game

Only use the Uninstaller to remove the Interstate '76 Nitro Riders game files from your hard drive. Click **Start** on the taskbar, then click **ProgramsèInterstate '76 Nitro RidersèUninstall I'76 Nitro Riders**. Once the unistall program finishes, reboot your computer and manually delete any remaining Interstate '76 Nitro Riders game files and/or folders.

NOTE: You should always uninstall using the Uninstaller provided with the game.

If you remove the game from your hard drive by dragging the game folder to the Recycle Bin, certain files may be left behind causing problems with a later reinstallation of the game. Should this occur, completely remove all Interstate '76 Nitro Riders files from your computer by doing the following:

1. Make sure you have deleted the entire directory to which you installed *Interstate '76 Nitro Riders*.

2. Remove *Interstate '76 Nitro Riders* from the Start menu.

   a. From the **Start** button go to **SettingsèTaskbar**.
   b. Select the **Start Menu Programs** tab.
   c. Click the **Remove** button.
   d. Highlight and then delete the entire **Interstate '76 Nitro Riders** entry.

3. You must also clean up the Windows 95 Registry in order to reinstall *Interstate '76 Nitro Riders* again.

   a. Go to the **Start** menu on your taskbar and select **Run**.
   b. In the Run dialog box, type **REGEDIT** and click **OK**.
   c. Once REGEDIT is open, double-click the entry called **HKEY_LOCAL MACHINE**.
   d. Double-click on **SOFTWARE**. If you have any other Activision programs installed, open the Activision folder and delete only the **Interstate '76 Nitro Riders** folder. Otherwise, delete the entire folder called **Activision**.

Troubleshooting for Uninstall

"I uninstalled the game and it is asking me if I want to remove MSVCRT.DLL."

It is recommended that you NOT remove this file. If you do and you need to re-install it, re-install the game or copy the file from the Nitro CD and put it in your **\Windows\System** folder.

"What is Lee___.TTF and how can I delete it if necessary?"

Lee____.TTF is a font file created after Interstate '76 Nitro Riders is launched for the first time. It cannot be deleted from your hard drive unless you reboot your machine and delete the file before playing the

game again.

Why do I have wavy lines across my screen when I enter a mission?

We have found this to be the case when outdated <u>DirectX</u> drivers are present on a system. This can be fixed by updating your video card drivers. This is highly recommended and easy to do. You can contact your <u>Video Card Manufacturer</u> for details.

Why does the game play slower on an AMD or Cyrix 686 processor?

You may experience slower performance or even crashing when playing the game using a Cyrix 686 processor. This is partially due to the fact that *Interstate '76 Nitro Riders* is designed for use on a Intel Pentium processor. Try adjusting the settings in the Graphic Detail menu within the game for better performance.

Why does the game sometimes quit to the desktop?

Occasionally, *Interstate '76 Nitro Riders* will suddenly quit to the desktop. The following are possible causes and/or solutions to the problem:

Problem: This may be a result of a conflict with the EZDesk desktop utility, which is used to organize icons on your desktop.
Solution: Disable EZDesk whenever playing the game.

Problem: The game may also suddenly minimize to the taskbar if you are running an electronic mail program (e.g. MS Exchange) in the background.
Solution: Quit all applications before playing the game.

Problem: Windows needs more hard drive space to operate.
Solution: Free up more hard disk space.

Problem: You may not have certified DirectX drivers.
Solution: Check for DirectX certification.

Problem: You color settings may not be set to at least 256.
Solution: Make sure your color palette is set to 256 colors.