Ship Simulator
EXTREMES

paradox
INTERACTIVE

VSTEP

TABLE OF CONTENTS

1. GENERAL

Welcome to Ship Simulator Extremes, the exciting new addition to the successful Ship Simulator series. Ship Simulator Extremes features a whole new range of ships and environments, from Bora Bora to Sydney Harbour!

2. LICENSE CHECK

When Ship Simulator Extremes is started for the first time a license key is requested. This license key can be found inside the DVD box or on the back side of this manual. This license key is needed to play this game.

License check

Please enter license key for: Ship Simulator Extremes

| | | | | |

Exit   OK   Skip

3. PROFILE

After the license check you will be taken to the profile screen where you can create a new profile for the game.

Your profile contains information about completed missions, campaigns and achievements you reached while playing Ship Simulator Extremes. Also custom control settings are stored in the profile.
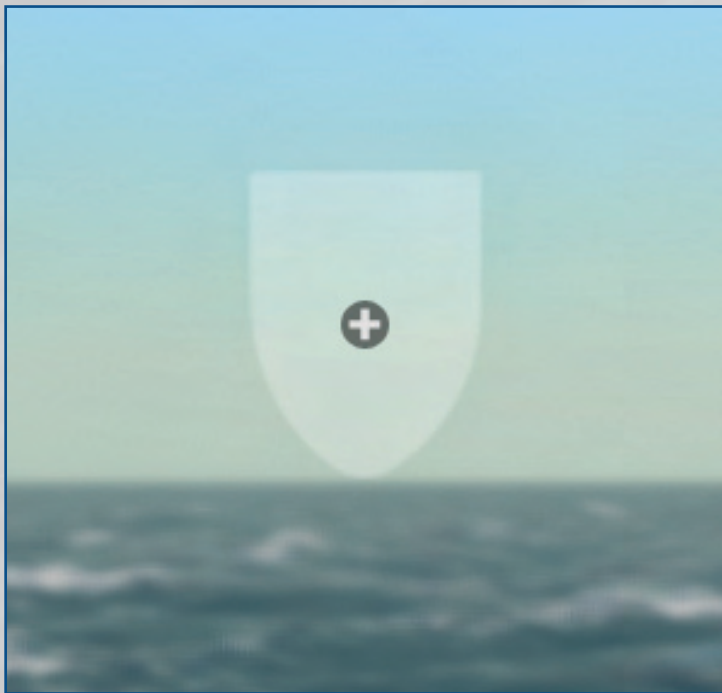
You can create a new profile with the + button. All the ranks you obtain by playing missions are stored in this profile.

4. MAIN MENU

After creating a profile you will be taken to the main menu. In this menu you can select and start missions, manage your profiles, check your rewards and change the game settings.

Main menu

Play

Rewards

Options

Credits

Quit

Profile name: UserName
Country: Andorra
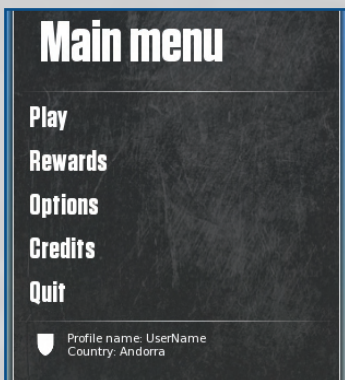
If you don't see a similar ocean, your PC's graphics card may be below the minimum standard required to run the game.

5. RANKS AND REWARDS

You can gain mission ranks and rewards by completing missions.

5.1 CLASSES AND RANKS

By playing campaign missions, you can improve your rankings. There are six different classes: Greenpeace, Cargo, Motorboat, Special, Tourist and Tugs. Each class has 5 ranks (stages). The more difficult the mission, the more you can improve your ranking. In the table below, all types of classes are shown.

GREENPEACE

SPECIAL

CARGO

TOURIST

MOTORBOAT

TUGS

5.2 REWARDS

Rewards

Antarctic Postcard
Atlantic Postcard
Bora Bora Postcard
Dover Postcard
Hamburg Postcard
Marseille Postcard
New York Postcard
Padstow Postcard
Rotterdam Postcard
San Francisco Postcard
Sydney Postcard
Solent Postcard
Departing from down under
Dual Tow
Heavy traffic in Hamburg

Unlock rewards by completing campaign missions

Hamburg Postcard

Hamburg

Completing campaign missions will unlock rewards. There are two different types of rewards: images (postcards, articles and photos) and movies. The movie rewards can be unlocked by completing the Greenpeace missions. These rewards can be viewed from the main menu and are also shown after a mission is completed successfully.

When a movie reward is unlocked it can be played inside Shipsim Extremes. A play button will appear at the top of the reward window. When this play button is pressed a full screen movie will be shown.

6. GAME TYPES

Ship Simulator Extremes has the following game types: Campaign, Free roaming, Mission, Custom Mission and Multiplayer. Each of these game types will be described below.

6.1 CAMPAIGNS

Campaigns are a completely new feature in Ship Simulator! The campaigns consist of a series of linked missions and provide rewards that the normal missions don't provide! Carry out an ecological mission with the Esperanza from Greenpeace or take on a job as tugboat captain in different harbours around the world. If that doesn't do it for you then you can take the Ocean Star for a cruise around the world!

6.1.1 Campaign selection
The campaign selection menu can be accessed via the main menu. In the campaign selection screen you will see different tabs for each campaign. After choosing a campaign, a mission list will follow. At first there will be only one mission available. If you complete this, more missions will come up.

6.1.2 Different Campaigns
There are three different campaigns, each with its own goals.

- GREENPEACE: In this campaign you take the Esperanza and other Greenpeace ships for ecological missions to try and protect the planet! Protest against whaling, illegal activities and try to stop ships from dropping dangerous waste into the ocean.
- TOURIST TALES: The Ocean Star is leaving on a long tour around the world, stopping at several tropical locations. Unfortunately not everything goes as planned...
- CORE CAMPAIGN: It is your job to guarantee the safety of people and ships in several harbours around the world. Tow the Ocean Prince into the harbour and moor it safely or inspect fishing ships near Sydney.

6.1.3 Rewards
As an additional bonus in the campaigns several rewards can be earned. By completing a mission you can earn extras like video footage and photographic material related to the mission!

6.2 MISSIONS

You carry out missions by completing certain objectives without causing damage. Missions can be easy, with just one ship to control and just a few goals. They can also be very complex, whereby you need to control multiple ships simultaneously, each with its own set of objectives.

For example there are missions whereby you need to tow a large boat into a port, using multiple small tug boats.

Select mission

01-RoundTourInTheHarbor
02-TightFit
03-FirePatrol
04-DualTow
05-HeavyTrafficInHamburg
06-PrideOfRotterdamAtTheStraitsOfDover
07-InSightOfTheHarbor
08-CoastGuardDuty
09-SouthboundAcrossThePacific
10-DepartingFromDownUnder
11-NorthAtlanticCrossing

6.3 FREE ROAMING

Free roam mode allows you to sail in any of the included environments without the limitations of objectives. You can choose your own location, ship, time and weather conditions and sail around. In this mode, there are no objectives and also no ranks to be improved.

Just go wherever you want with whatever ship you prefer. If you reach the end of an environment, you can select a new environment to go to next. So you can start in Rotterdam, and end up in New York for example. You can set your own course with way points, and follow your own route.

6.3.1 Free roam set-up
To start a free roam session: Click on Play, and then on Free Roaming. After this, please follow the steps below.

1. Select an environment from the list and press next.
2. Select a ship from the list. A small description of the ship is given, also a 3D preview can be seen when enabled. Press next.
   Note: the Greenpeace ships are not available for free roam sessions.
3. Change the weather configuration options and press next.
4. Finally, set the time parameters and press play.

An example session would be: sail in San Francisco, using the Pilot boat Pioneer in bad weather at night. Or cruise around the Bora Bora lagoon with a speed boat.

6.3.2 Free roam start location

After selecting an environment, a ship and adjusting the time and weather settings, you need to pick a location in the selected environment where you want to spawn.

You can select a start position in free roaming mode by clicking on one of the black ship icons. You can zoom into the chart with the mouse scroll wheel, and pan in all directions by pressing the scroll wheel down and moving the mouse. Click on the "Select start position" button below the chart.

When everything is configured, click on Start in the Free roaming menu. After some loading time, you should see your custom free roam mission.

6.4 MULTIPLAYER

You can connect to one of the multiplayer servers on the Internet in environments where you see the ships of other players sailing around. You can chat with other players, and bring out towing lines to their vessels. You can line up with a few players to tow a big vessel into a small port, for example.

You can only do this when you register yourself with your unique license key on the www.shipsim.com forum, and created a profile in the game under the Profile menu.

Enter the Hostname (IP address) and Port number of the server. Click Next. Then you enter the session, hosted by another player.

In a multiplayer session, you can sail around like in free roaming mode, and connect towing and mooring ropes to other vessels. The player that controls the ship you want to connect a towing rope to will get a connection request dialog box, which he needs to confirm before the line actually gets connected.

The chat window is still visible on the left. It can be hidden with the small arrow at its right-hand side. Other players are shown with their name on the chart, and with a small square above their vessel.

7. INTERFACE

7.1 BRIEF DESCRIPTION

Described below is a brief description of the different interface elements in the game. If you want view this yourself please start mission "Tutorial Mission".
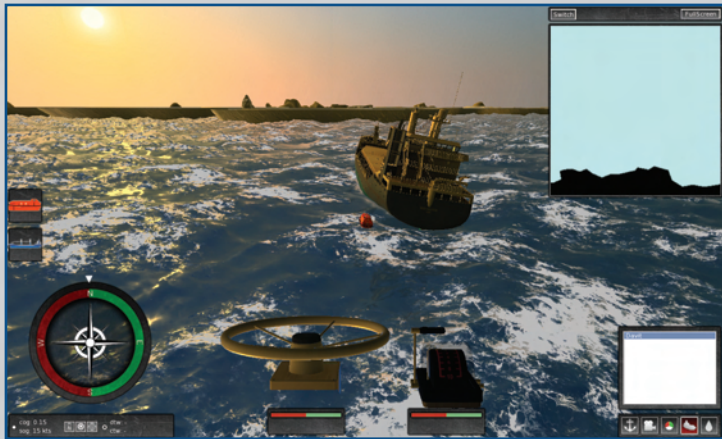
In the centre of the screen is the active player ship. Zoom closer to the ship with the mouse scroll wheel. Turn around the ship by pressing the right-side mouse button and dragging the mouse left and right, or up and down.

On the left there is an icon for the active player ship. There are missions with multiple player ships. Each ship will have an icon like this, and you can change between ships by clicking on these icons.

At the top left side of the screen is the objective window. For example there might be objectives for mooring, towing, disconnecting towing ropes or rescuing drowning people. Ship controls can be found at the bottom in the middle part of the screen. Click on the handles and drag the mouse up and down to set the amount of engine thrust or rudder position. Click-dragging in the area between the two handles will control both of them simultaneously. Double-click in the middle to return the controls to neutral position. The engines can also be controlled with the cursor keys up and down or the numpad keys. Depending on the ship there might be different ship overlay controls.

Chart or Radar are displayed in the top right-hand corner.

Ship tools are located in the lower right-hand corner. The ship tools consist of these items: moorage, camera's, navigation lights, deployables and water cannons.

7.2 CONTROLS OVERVIEW

You can steer the ship and control the engines using either the arrow keys of your keyboard, or by click-dragging the mouse over the engine handles, the steering wheel and the bow thrusters. You can steer a vessel in several ways:

7.2.1 Keyboard

Basic ship control can be done using a keyboard. A set of basic keyboard inputs is supplied, see chapter 7.3

7.2.2 Mouse (using overlay controls)

Ships can be controlled using the visual overlay controls. Hold and click the wheel for example and drag left or right and the ship rudder angle will change.

A tow control unit setup for Ship Simulator Extremes. *Left controls:* Steering wheel. *Right controls:* Engine controls. Different ships may have different overlay controls.

7.2.3 Joystick

A joystick or steering wheel can be mapped to different ship functions and can control ship movement.

Note: The assignments of custom keyboard keys and joystick elements to functions can be customized using Options – Controls. This is described in more detail on the section Controls in this manual.

7.3 KEYBOARD CONTROL

KEY	FUNCTION
TAB	Shows or hides all the interface elements.
1,2,3	Switch between external view, helmsman view and walkthrough mode
P OR ESC	Pause
NUMERIC 1,4,7 3,6,9	More/less throttle on the engine controls (both engine simultaneously). With the smaller ships, the engine control returns back to neutral automatically. With the larger ships, the engine control stays in position until you "push" it back with the mouse or the keys.
ARROW KEYS LEFT/RIGHT	Steer left or right. With the smaller ships, the steering returns back to neutral automatically. With the larger ships, the steering stays in position until you steer back with the mouse or the keys.
ARROW KEYS + SHIFT KEY	To set the engine throttle or the rudders in a fixed position, instead of letting them get back to neutral position when you let go of the cursor keys, you can use the shift key in combination with the cursor keys.
,	Bow thrusters steering port (left)
.	Bow thrusters starboard (right)
H	Horn
W A S D	Control water canon orientation when water canon is selected

For the complete list of controls please check the in-game control mapping layout (Options – Controls).

7.4 MOUSE FUNCTIONS

KEY	FUNCTION
LEFT	Click on an active object in the scene, or on a top-row icon, (player ship or waypoint) centres the viewpoint on that object.
	Click-dragging the left mouse button on the engine controls will move the handle forward and backward. Doing this between the handles and they will do this both simultaneously.
	Double-clicking between the engine handles will cen tre them back to neutral position.
	Click-dragging the left mouse button on the bow thruster control left and right will activate the bow thrusters. This only works at very low boat speeds. Double-click at the bow thrusters throttle to set it back to neutral.
	When a water canon is controlled hold mouse button to spray water.
RIGHT	Click-dragging the right-mouse button to rotate the viewpoint around the ship. In bridge view, this way you can look in all directions. This also works with the binocular view.
SCROLL WHEEL	Zoom in and out of the ship. Zooming in even more and you get a binocular view.
	In binocular view, scrolling will zoom in and out.

7.5 SHIP TOOLS

 In the bottom right of the screen the ship tools can be found. These ship tools have influence on items which are linked to the current ship. By using the ship tools buttons you can activate these functions. The 5 buttons are: *Moorage, Camera's, Navigation Lights, Deploy* and *Water cannons.*

7.5.1 Mooring

A ship can have different types of mooring lines connected. Use this button to moor the ship or hoist the anchor. Clicking on the Moorage icon at the bottom will display three icons: Mooring line, Tow line and Anchor.

- Clicking on *the mooring line icon* will show yellow spheres on the available mooring connection points.
- *The tow line icon* will show green spheres on the towing connection, if the ship has these.
- *The Anchor* will show a blue sphere at the front of the ship. Clicking on it will drop the anchor, which can be dangerous when you do this at full speed!

Mooring lines connection points are shown as yellow spheres.

Tow line connection points are visible as green spheres.

Anchor points are shown with a blue sphere at the bow.

Whenever a mooring, towing, or anchor line is created, red crosses are displayed. Clicking on these will remove the connection.

7.5.2 Camera viewpoint

Switch to a different camera on the selected ship, like for example a walkthrough camera or an orbit camera. Not all ships have the same camera's.

The standard viewpoint camera is the *External viewpoint (orbit)*, which by default floats in the air behind the ship. Using the mouse scroll wheel, you can zoom

External (orbit) viewpoint, which allows you to rotate around the ship you are steering.

Helmsman viewpoint, which puts you at the helmsman position.

Walkthrough mode, which allows you to fully explore the ship.

in and out of the ship. Pressing the right mouse button and dragging the mouse left and right will rotate the viewpoint around the ship.

There are two alternative viewpoint positions. One is *the helmsman viewpoint,* and the other is *the walkthrough viewpoint.*

In the walkthrough mode, with a hidden overlay user interface, you can still steer the ship and control the engine handles directly, using the mouse pointer over the objects on the bridge.

In walkthrough mode, you can "walk" using the cursor keys and the mouse. Just like in the other modes, pressing the right-hand mouse button and moving the mouse will change the looking and moving direction. While walking forward, pressing the Shift key will let you "run" faster.

At any point you can show or hide the user-interface overlay with the Tab key. Hiding it is probably more appropriate for the steering wheel viewpoint and the walkthrough viewpoint.

Note: When at a ships helm, or when using a walkthrough camera, binoculars can be used. Use the scroll wheel on your mouse to zoom in and out and activate the binoculars.

7.5.3 Navigation Lights

All ships have a set of navigation lights, these lights are used to show your ship's position and direction and what it is doing. You can switch to a different set to clarify in what state your ship is in.

The following presets can be selected for the navigation lights:

1. Navigation lights off
2. Aground
3. Towing
4. Piloting
5. Pushing
6. Anchored
7. Moored
8. Underway

7.5.4 Deploy

Some ships are carrying deployable ships like lifeboats. These ships can be deployed and after deployment you can switch between the deployed ship and the original ship.
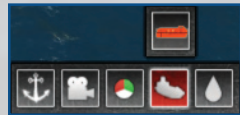
If you want to board (undeploy) a vessel, make sure you are in the range of the original vessel. Select the original ship as your current ship and press the deploy button.

7.5.5 Water cannons

Water cannons allow for several new challenges within different missions, such as the Greenpeace missions or rescue missions. The water cannons can be used to extinguish fire on ships or oil-rigs This can done by simply aiming the available water-cannons at the fire and spraying enough water to extinguish the fire.

Some ships are equipped with water cannons. A water cannon can be used through any perspective by use of keys on the keyboard and by using the mouse. These cannons can be turned on and off, rotated and stay locked in the status a player leaves it. This allows the player to sail the ship while still spraying.

These keys are used to control the hose: Y=up, G=left, H=down, J=right

7.6 CONNING

The conning window shows the current status of the ship. It is a simplified view of the forces which are working on the ship and the resulting force in terms of movement of the ship. The items which represent these forces are:

- Turning speed
- Sideways and forward/backwards speed
- Engine thrusts and directions
- Rudder angles
- Wind angle and force (displayed with the extra lines on the icon)
- Geographic North (N)
- COG: Course over ground
- SOG: Speed over ground
- DTW: Distance to waypoint
- CTW: Course to waypoint

Conning settings can be changed using the buttons:
- North up
- Show compass
- Show next waypoint indicator

7.7 RADAR

A radar is mostly used for orientation and can also be used during limited sight (e.g. fog). It uses radio waves to visualize the surroundings of the ship. It sends out these signals and then creates a visualization by computing the reflected signals and the time it took them to return.
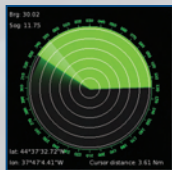
7.7.1 Radar Settings
- The setting North up changes the orientation of the radar to point North up
- The range circles display concentric circles which are centred around the ship. They are mainly used for providing a quick reference to estimate the distance to an object.

7.8 CHART

The chart has the option to orientate itself around the player ship direction, similar to car navigation systems, where the chart rotates around the car which stays fixed in

the centre. Normally, sea charts are orientated North-South, or North-up, and the player ship icon orientates itself according to its compass heading.

You can zoom in and out of the chart and zoom further away from the ship with the mouse scroll wheel.

A blue colour on the chart indicates a shallow area. At what depth exactly the charts becomes white is different per environment, like on the commercial sea charts of those areas. On some charts this is 10 meter, on some others 20 meter.

Grey or yellow areas indicate landmass, white or blue indicates water. Numbers indicate water depth, in meters.

The centre of the chart window indicates the position of the current player ship. The straight line shows the ship movement or orientation direction. In missions with multiple player ships, clicking on another ship icon at the top will show that ship's position centred on the chart.

Other ships, both moving ships and moored ships, are visible with ship-shaped images. Blue images indicate moving ships, and black images indicate moored ships. So in effect, the chart also has a radar function, especially useful in foggy conditions.

Note: The chart has the option to show or hide specific objects, like the other ships or bouys.

7.9 OBJECTIVES

The objective box shows your current objective. This objective is a task which must be done for completing a mission. You can have multiple objectives at a time and might receive new objectives when you complete an objective.

A default objective just shows a title, for more information about the objective click the small triangle.

When an objective is completed a remark will be shown to the right of the objective screen.

8. OPTIONS

There are a number of ways in which you can fine-tune the game to your preference and to your system performance. These are described in the following sections.

8.1 GRAPHIC SETTINGS

In the image below the dialog box is given which is used for setting the graphical features which influence the quality and performance. The graphics window itself controls the resolution and if ship simulator extremes is running windowed or full screen.

Graphics

☑ Run Windowed   ☑ Show title bar

1024 x 768 - 59 Hz
1024 x 768 - 60 Hz
1024 x 768 - 75 Hz
1152 x 864 - 59 Hz
1152 x 864 - 60 Hz
1280 x 720 - 59 Hz
1280 x 720 - 60 Hz
1280 x 720 - 50 Hz
1280 x 768 - 59 Hz
1280 x 768 - 60 Hz
1280 x 800 - 59 Hz
1280 x 800 - 60 Hz
1280 x 960 - 59 Hz
1280 x 960 - 60 Hz

Save settings   Quality settings

A restart is needed for settings to take effect.

The Resolution listing gives all the available options for your graphics card. The default setting is 1024x768 pixels, which is sufficient to play the game.
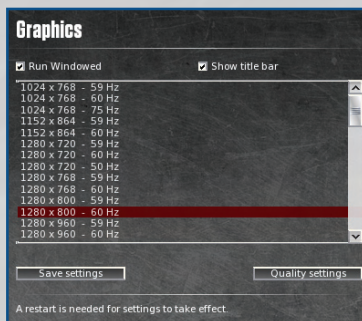
By default, the game runs full screen. But you can run it in windowed mode, which makes it easier to switch to other programs without closing the game.

The quality settings button opens a new window which supplies more control over specific graphical settings.

There are three basic quality settings: Low, Medium and High. If your PC specification is good enough for this game, the Low quality setting should be always usable. The Advanced options allows you to fine-tune some settings to your taste. Most of these are self-explanatory.

8.1.1 Advanced settings
- Clipping distances
- Reflections: Turn reflections on or off
- Refractions: Turn the refractions off (the way the light breaks beneath the water level)
- Water Quality
- Water Grid size: This is an indication of the quality of the ocean. The higher

the grid size, the better the ocean quality, but the lower the performance.

- Ship Wakes: The white, turbulent wake water behind a vessel looks nice, but it can take some performance. The slider lets you switch between no wakes for a fast performance, only wakes for the active player ship, and wakes for all ships around you (sometimes referred to as AI ships).

- Particles settings: This is used for the viewing distance of the bow waves of ships. The higher the viewing distance, the better the ocean quality, but the lower the performance.

Quality settings

A restart is needed for settings to take effect.

- Low
- Medium
- High
- Advanced (custom)   Save settings

Advanced Settings

Clipping distances

Reflections: Refractions:
- Environment Reflections   - Environment Refractions
- Ship Reflections   - Ship Refractions

Water quality

Water GridSize

Ship wakes
- No wakes
- Playership only
- All ships
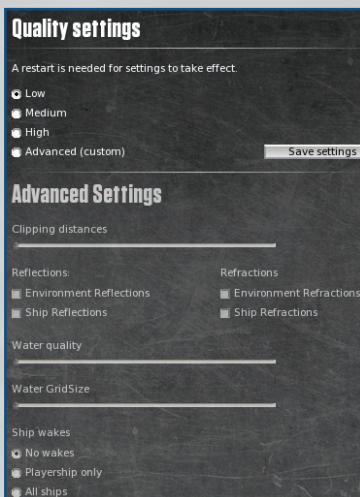
You can use a separate software program like Fraps www.fraps.com to see the performance of your system with the game, indicated with frame rate. Fraps will show the frame rate in the corner of the screen. For missions with fast boats, like the powerboat, you need a frame rate of at least 20 – 25. If you like these missions most, you may need to decrease the graphics quality settings. For larger ships, a frame rate of 13 – 15 may be enough.

8.2 CONTROLS

Ship Simulator Extremes has extensive functionality to customize the input controls in the game. Keyboard keys and joystick keys and sliders can be assigned to all the functions in the game.

Controls

- Precision steering
- Azimuth Arcade steering override
- Enable secondary ship controls in walktrough mode

Interface

Show/Hide info   Input 1:   1
Show/Hide waypoints
Show/Hide chart   Input 2:   2
Show/Hide mooring
Show/Hide cameras
Show/Hide panels   Select the Action you want to
Select Camera 1   change. Then click on the
Select Camera 2   primary Input 1 button or
Select Camera 3   secondary Input 2 button.
Camera reset
Pause
Show/Hide controls

Options to change the default controls. There are three sections, selectable with the drop-down list box at the top: Inter-face, Ship Controls and Camera Controls.
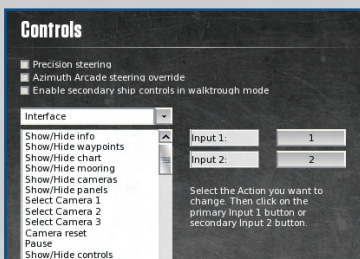
Double-clicking on each item brings up a dialog box, which asks you to press the keyboard key or joystick button that you would like to assign to that function. With the Set defaults button at the bottom, you can always return to the original settings. The option "Precision steering" allows you to set the rudders and engine speed in small increments, rather than at maximum value.

8.3 SOUNDS

Sound plays an important role in the game. There are four different categories of sound that can all be set separately from each other and one master volume control.

Options to change the sound volume of the game. There are four different categories of sound and one master control.

- Master volume
- Engine volume
- Ambient volume
- GUI volume
- Radio volume

Sound

Master volume:

Engine volume:

Ambient volume:

GUI volume:

Radio volume:

☐ Play sound from helmsman position
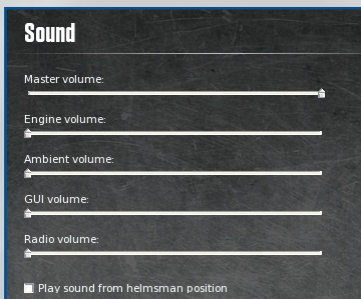
8.4 MULTIPLAYER

Options to change the Multiplayer settings. You can add the name here with which you want to be seen in multiplayer sessions.

Multiplayer

Player name
Skipper
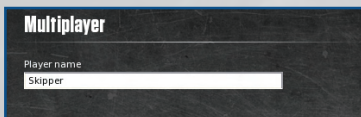
9. TROUBLESHOOTING

What follows is the troubleshooting section of the manual.

9.1 MINIMUM COMPUTER SPECIFICATIONS

Operating System:	Windows XP (Min. service pack 2), Windows Vista or Windows 7. 32 and 64 bits OS supported.
Processor:	3 Ghz P4 Intel or AMD equivalent processor
Graphics:	Geforce 8800GT or ATI Radeon 4850 with 256MB ram (At least Shader model 3.0)
Hard disk space:	3500 MB
Drive:	4x PC DVD-ROM
DirectX:	version 9.0c
RAM:	2GB (Windows XP) or 3GB (Vista or Windows 7)
Sound:	DirectX 9.0c compatible.
Input:	Mouse with scroll wheel and keyboard
Optional controller support:	DirectX 9.0c compatible.
Multiplayer:	Broadband Internet connection required

If your PC does not fulfil the minimum requirements, this software will not run properly, or it will run with a low performance and graphics quality. Support is not provided for PCs below the minimum specifications specified above. Some elements of your PC can be upgraded quite easily, like the memory and the graphics card, to meet the requirements.

There are general updates of the game available at the forum of **www.shipsim.com.**

9.2 QUESTIONS AND ANSWERS

Below some common questions and answers.

Q1: During loading, the game crashes.
A1: Crashes during loading the game are usually caused by a PC configuration which does not meet the required minimum specifications, or by outdated drivers for the PC graphics card, sound card, or motherboard. It can also be that the version of DirectX is too old. An easy way to find out about your PC specification and driver versions is to run a program that was installed on your PC by DirectX, called dxdiag. This is how you can run dxdiag (abbreviated name for DirectX Diagnostics):

1. Click Start
2. Click Run
3. Type DXDIAG
4. Select OK or Run, the DirectX diagnostic tool should appear now.
5. Select the "Save all information…" button at the bottom.
6. A new dialog will open up; select the location where you want to save the information.
7. Inspect the dxdiag.txt file for your hardware configuration, driver version dates, and DirectX version. If you see older driver dates than 2006, you should probably look on the corresponding vendor's Website for a newer version. Download and install it on your PC.

Lastly, game crashes during loading can be a sound codec issue. Maybe one of your software de-installations took away a shared sound driver or other sound middleware component.

An example of a codec pack that might help is:
http://codecguide.com/download_kl.htm

If you think your PC specifications is above the minimum, your DirectX version is the latest, and your drivers are all up-to-date, you can send an e-mail to support@shipsim.com where you describe your problem clearly, and attach the dxdiag.txt file, and possibly some screenshots of your problem situation.

Q2: The game runs, but the performance is very poor.
A2: If your PC has the minimum recommended specifications, the performance can be improved by tweaking the graphics parameters in the Settings. You can for example reduce the viewing distance, and untick the setting Environment reflections. You can also optimize the settings of your graphics card, in Windows Control Panel. Follow the instructions of the Owner's Manual of your graphics card.

Q3: Why should I register myself at the ShipSim.com forum with my license key?
A3: Registering yourself with the license key will open up new key forum topics about the game and give you access to our player community and updates. Registering is also required to gain access to the multiplayer part of the game.

9.3 TECHNICAL SUPPORT

9.3.1 Office Address
Paradox Interactive AB. Åsögatan 108, 11th floor, 118 29 Stockholm, Sweden.

9.3.2 Activation Code
Please consider registering your game, using the activation code. This gives you easy access to our tech support forums and various other useful discussion forums about the game: **http://forum.paradoxplaza.com**

9.3.3 Customer Support
Paradox Interactive offers many levels of service for our customers and members. To get the best help possible please visit below about our services and what best fits your issue.
www.paradoxplaza.com/support

When contacting us, be sure to include:

- A brief description of the problem.
- The hardware configuration of your computer. Attach the dxdiag.txt file that results from running dxdiag (see section Troubleshooting for instructions).
- Information on the circumstances, under which the error occurred.
- A screenshot or video of the situation where the problem occurs. You can use a software program like Fraps (**www.fraps.com**) for this. The resulting videos should be made smaller using for example Microsoft Media Encoder or DivX.

Also when you encounter a software problem when installing or running the simulation and the particular problem could not be found in this manual, make sure you have updated your computer with the latest audio or video drivers.

10. EPILEPSY WARNING

A very small percentage of individuals have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain computer games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before playing any computer games.

We recommend that parents observe their children while they play computer games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, discontinue immediately and consult your physician before resuming play.

FOLLOW THESE PRECAUTIONS WHENEVER USING COMPUTER GAMES

- When playing computer games, do not sit or stand too close to the monitor. Play as far back from the screen as possible.
- Play computer games on the smallest available monitor.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10 to 15 minute break every hour while playing.

REPETITIVE STRAIN WARNING

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10 to 15 minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury. If your hands, wrist or arms have been injured or strained in other activities, use of your system could aggravate the condition. Before playing, consult a doctor.

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