

TABLE OF CONTENTS

Getting Started.....	3
Basic Controls.....	4
Descent 3 Menus	
Main Menu.....	5
New Game.....	5
Load Game.....	5
Options.....	6
Video.....	7
Detail Level.....	8
Sound.....	10
General.....	11
Heads-Up-Display (HUD).....	12
Keyboard & Joystick Configuration.....	13
Weapon Selection Precedence.....	16
Pilots.....	17
Multiplayer.....	18
Credits.....	18
Quit.....	18
Piloting Your Craft	
Instrumentation.....	19
Controls and Features.....	20
Weapon Selection.....	21
Markers.....	21
Payload and Supplies	
Primary Weapons.....	22
Secondary Weapons.....	24
Countermeasures.....	26
Optional Equipment	27
Guide-Bot	
Guide-Bot Commands.....	29
Guide-Bot Supplies.....	31
TelCom System	
Automap.....	32
Briefings.....	32
Objectives.....	32

The Descent Universe

Doors.....	33
Switches.....	33
Glass.....	33
Force Fields.....	33
Energy Centers.....	33
Materialization Centers.....	33
Crates.....	34
Frag Crates.....	34
Napalm Barrels.....	34

Multiplayer

General Multiplayer Info.....	34
Starting a Multiplayer Game.....	35
Parallax Online.....	35
DirectPlay Modem.....	36
DirectPlay Serial.....	37
IPX.....	38
Direct TCP/IP.....	38
On-Screen F6 Multiplayer Menu.....	39
Starting (Hosting) a New Game.....	39
Configurable Multiplayer Options.....	41
Hints and Tips for Multiplayer.....	43
Miscellaneous Tactics.....	45
Description of Items in On-Screen Menu.....	47
Multiplayer Control Commands.....	52
Other Multiplayer Features.....	56
Firewalls and Proxies.....	56
Running a Dedicated Server.....	57
Gamespy Support.....	60

Credits

Outrage Credits.....	61
Interplay Credits.....	62

GETTING STARTED

1. Start Windows® 95, 98 or NT.
2. Insert Disc 1 of Descent™ 3, into your CD ROM drive.
3. When the setup program begins, follow the on screen instructions. If the program does not autorun, then you can run it by double-clicking on your 'My Computer' icon. Locate and double-click on your CD ROM drive and then double-click on the file named Descent3AutoRun.exe on Disc 1.
4. After the game has installed, you can then run it from the Windows Start button, Program Files menu.
5. The first thing you will see is the launcher. From here you will be able to run the setup program. The setup program must be run before playing the game.
6. Click on the setup button within the launcher. Here you will be able to verify that you have the correct version of Direct X, select a rendering device, select a sound device, select and calibrate your joystick, set your default detail level, and other misc. settings. You must select a rendering device before playing the game.
7. Now click on Play from the launcher, and you will be able to create a pilot
8. Creating a pilot: This will be the first option you are presented with when starting the game. Just enter your pilot name, and click on the OK button.
9. You can then configure your pilot settings, or choose from a preset configuration
10. To start a game, click on "New Game" from the main menu.
11. Training Mission: This will teach you the basics of controlling your ship, and the basics of dogfighting in Descent 3. You can finish the training mission, or by-pass it by pressing the ESC key.
12. Once you have finished the Training mission, you will be brought to the briefing for level 1. You can flip through pages of the briefing by clicking on the arrows on the bottom right hand corner. When you are done reading the briefing, click on the Power button at the bottom right hand side of the screen.
13. Now that you are piloting a ship, you just need to know the basics. see the next section for the basic controls.

BASIC CONTROLS

Here is a list of the default basic controls for piloting your ship. Some of these controls can be reassigned in the **option** menu under **config**.

F1	-	Press the F1 key at any time to bring up the help screen.
A	-	Accelerate
Z	-	Reverse
S	-	Afterburner
Left	← -	Turn left
Right	→ -	Turn Right
Up	↑ -	Pitch down
Down	↓ -	Pitch up
ALT	-	Allows you to strafe/slide while using arrow keys
CTRL	-	Fires Primary
Spacebar	-	Fire Secondary
H	-	Headlight
Tab	-	Automap
E	-	Bank right
Q	-	Bank Left
Pad3	-	Slide right
Pad1	-	Slide Left
Pad-	-	Slide up
Pad+	-	Slide down
F4	-	Call on your Guide Bot.
Shift + Tab	-	Bring up your mission objectives.

This will be enough to get you started. The rest of the manual and the reference card can help you with everything else.

THE MAIN MENU

New Game	Start a new single-player game or play from a previously reached level.
Load Game	Resume a previously saved game. Saved games are stored (in your pilot file), so be sure the proper file is selected.
View Demo	Play a recorded demo file using the F5 key.
Options	Adjust the many options in Descent 3 (See Options Menu).
Pilots	Change the current pilot file or create a new one. All control configurations and saved games are stored in your pilot file.
Multiplayer	Join or start a multiplayer Descent 3 game using a modem, serial cable, LAN or Internet connection. See the Multiplayer section on page 34.
Credits	Check out the developers of Descent 3.
Quit	Return to your operating system.

OPTIONS MENU (After you choose 'Options' from the Main Menu)

Video	Change video options, such as resolution, brightness etc.
Details	Adjust graphics quality, detail level, and speed.
Sound	Adjust sound & music volume and other settings.
General	Adjust brightness, resolution, and other graphics-related options.
HUD	Customize what is displayed on your Heads-Up Display.
Config	Configure your keyboard, joystick and/or mouse, as well as set up weapon precedence.
Done	Return to the Main Menu.

VIDEO MENU



Resolution

Lets you switch between 512x384, 640x480, 800x600, 960x720, 1024x768, 1280x960 and 1600x1200 resolution.

Bilinear Filtering

Turns on a graphics smoothing option supported by your 3D video card. Turning this option off may result in a faster frame rate, but less smooth textures.

MIP Mapping

Turning this option on will improve the look of textures in the distance and reduce any swimming or sparkling effects you might see otherwise. However, MIP mapping will take up extra memory in your system RAM as well as your 3D video card's texture RAM, and this may cause a slower frame rate.

VSYNC Enabled

If turned off, draws frames as fast as possible, which may cause monitor tearing or flickering. Leave this off for maximum performance. If you get tearing or

flickering effects on the screen, try turning it on and see if you prefer the look.

Adjust Brightness

Sets the brightness level using your 3D video card's brightness/gamma controls.

Bit Depth

Increases the amount of color resolution that you have on screen and helps to eliminate the banding - dithering effects of fog and lighting. (Only available under - Direct 3D.)

DETAIL LEVEL SETTINGS



This menu lets you configure various graphical effects. If Descent 3 plays too slowly on your system, you should turn off some of these graphical effects to help your system play the game faster.

Level Details

This is the first thing to try. Click "Low", "Medium", "High", or "Highest" to automatically set all the other items on this menu. To get a higher frame rate in the game, select a lower setting, continue play, and see

how you like it. If you are an adventurous technical person, you can configure the options individually as listed below.

Terrain Detail	Controls the amount of terrain "popping" while in outside areas. Lower detail settings may increase your frame rate, but will increase the amount of terrain "popping" that you see.
Render Depth	Controls how far you can see while displaying outdoor terrain. The higher the render depth, the farther you can see, but the lower your frame rate.
Object Complexity	Controls the detail level of powerup and robot models. If you set this lower, powerups and robots will appear with less detail at a distance, and your frame rate may increase.
Specular Mapping	Turns on or off the specular lighting effect. This affects the shininess of walls and objects when light reflects from them. Turning this effect off may improve your frame rate.
Fast Headlight	When using your Headlight, the "Fast Headlight" takes much less CPU time but gives you a less physically accurate headlight. Turning this option off gives you a wider headlight that doesn't travel as far, and is computationally slower.
Mirrored Surfaces	Turns on or off the mirrored surfaces in the game. If on, you can see reflections in the mirrored surfaces.
Dynamic Lighting	Turns on and off dynamic lighting made by players, robots, and weapons. Turning this option off has a good chance of increasing your frame rate, but may reduce the amount of light in the level.
Fog	Turns fog on and off.
Light Coronas	Turns on and off the coronas you see around lights. If you don't like the look of these, you can turn them off with this option.
Procedural Textures	Lets you see animated procedural textures. If off, these surfaces will not animate, but you may get a better frame rate.

Powerup Halos

Turns on and off the light halos around powerups. If you don't like the look of these, you can turn them off with this option.

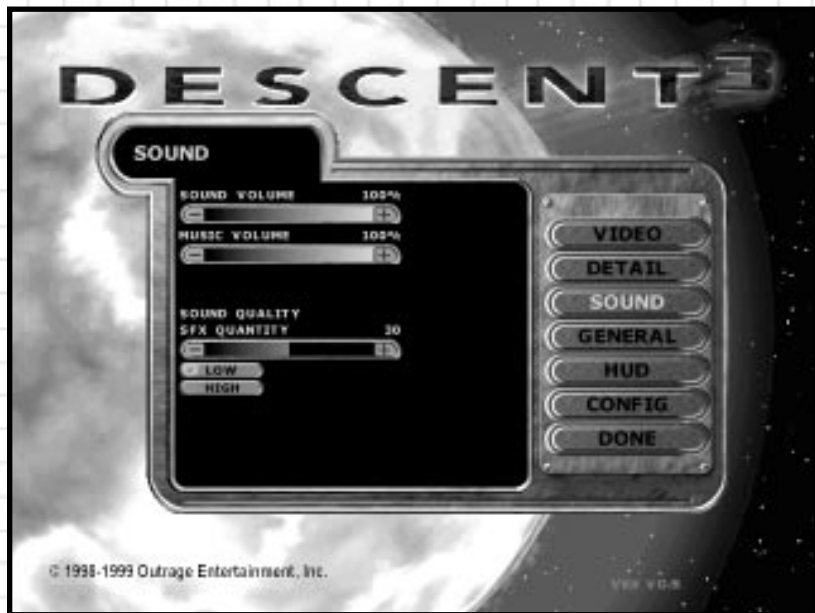
Scorch Marks

Toggles the scorch marks that are created by weapon fire.

Weapon Effects

Toggles specific effects created by weapons such as blast rings and laser hits.

SOUND MENU

**Sound Volume**

Sets the volume of all sound in the game.

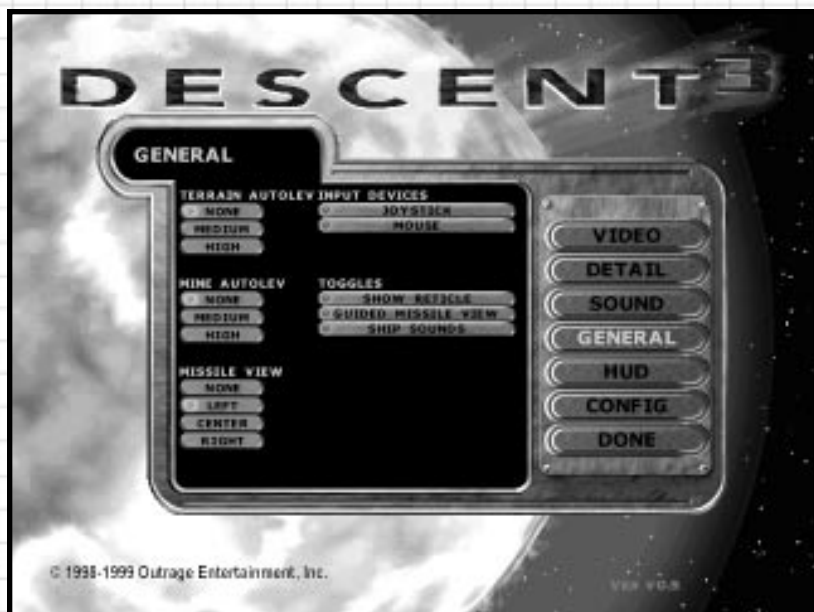
Music Volume

Sets the volume of all the music in the game.

Sound Quality

If set to "Low", uses 8-bit sounds that are faster for your computer to deal with. If set to "High", uses 16-bit sounds which may sound better, but take the computer longer to deal with. When in doubt, Set this to "Normal"

GENERAL SETTINGS MENU



Terrain Auto-leveling

Sets how much your ship tries to level itself while you fly around outdoors.

Mine Auto-leveling

Sets how much your ship tries to level itself while you fly inside the mines.

Missile View

When you fire a missile that has a camera view, this option sets the location (None, Left, or Right) of the view on the HUD.

Mouse

If on, the mouse is enabled as a control device. If off, mouse movement and buttons will do nothing.

Joystick

If on, the joystick (or other game controller) is enabled. If off, the joystick and joystick buttons will do nothing.

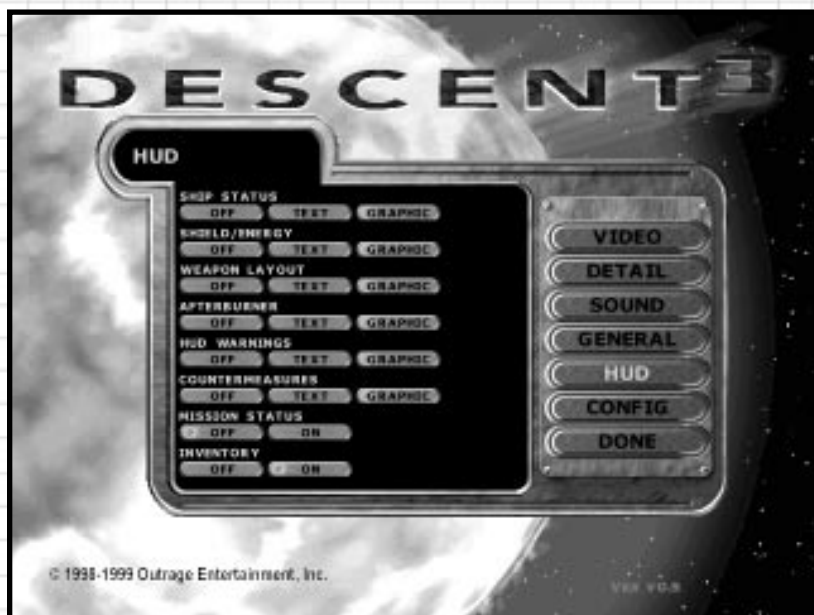
Show Reticule

Allows you to play with or without an aiming reticle.

Guided Missile View

Switches the point of view to the guided missile when fired.

HUD CUSTOMIZATION MENU



This menu allows you to customize your HUD ("Heads-Up Display") Configuration. You can set each option to "Graphic" (the default), "Text", or "None" to not display that item. If you find there's too much stuff on the HUD, try setting all these items to "Text".

CONFIG MENU



The Keyboard Customization menu and the Joystick and Mouse Customization menu are virtually identical. You use these menus to change your keys, joystick buttons, and mouse buttons. To customize, go to the appropriate menu, click one of the boxes to the right of the function you want to customize, then press the key or button you'd like to perform that function. If you would like two different keys to do the same thing, set the two boxes to the two keys you'd like. For instance, if you want both (W) and (E) to engage the afterburner, set the two boxes next to "Afterburner" to (W) and (E).

To clear the keys for an action, click on the (?) next to the action and click on clear.

To reset all keys to their defaults, click the button "Reset To Defaults".

The keyboard, joystick, and weapon tabs on the bottom of this screen jump directly to the keyboard, joystick, and weapon auto-select configuration menus. Click on exit when you are finished.

These are the functions on the Keyboard Configuration menu:

Fire Primary	Fire your primary weapon. (You start with lasers.)
Fire Secondary	Fire your secondary weapon. (You start with concussion missiles.)
Fire Flare	Fire a flare to light up the area.
Cycle Primary	Choose a different primary weapon. Each time you hit this key, you'll cycle among the list of weapons that you set on the "Weapon Selection Precedence" screen.
Cycle Secondary	Choose a different secondary weapon, cycling among the list of secondary weapons.
Forward	Move your ship forward.
Reverse	Move your ship backward.
Afterburner	Turn on afterburners for faster speed. Once you use up your afterburner charge and let go of the Afterburner key, the Pyro-GL will replenish your afterburner charge by using energy.
Toggle Slide	While this key is held down, the Turn keys will instead cause you to slide left, right, up and down.
Slide Left	Slide the ship to the left.
Slide Right	Slide the ship to the right.
Slide Up	Slide the ship up.
Slide Down	Slide the ship down.
Pitch Up	Pitch the ship upward.
Pitch Down	Pitch the ship downward.
Turn Left	Turn the ship left.
Turn Right	Turn the ship right.
Toggle Bank	While this key is held down, the Turn keys will instead cause you to bank left and right.

Headlight Turn on your ships' headlight to light up the area ahead of you. There are two headlights you can configure; one may slow down your frame rate but project a wider headlight that doesn't travel as far. You can turn the fast headlight on and off in the "Detail Level Settings" menu.

Rear View Hold down to see behind you.

Automap Bring up your Automap.

Prev Inv item Cycle to your previously available Inventory item.

Next Inv item Cycle to your next available Inventory item.

Use Inv item Use your available Inventory Item.

Prev Cntr Meas Cycle to your previously available Countermeasure.

Next Cntr Meas Cycle to your next available Countermeasure.

Use Cntr Meas Use the Countermeasure you have readied.

The Joystick and Mouse Customization menu includes all these options plus several commands that can be defined by an axis. To define an axis for one of the following actions, click the box next to action, then just move the control along the axis. For instance, if you want the throttle to be controlled by moving the mouse's Y axis, click the box next to "Throttle", then move the mouse vertically. You can invert the control of the action by clicking on the (?) next to the action then select Yes or No to invert the axis.

Throttle The axis for moving forward and backward.

Pitch The axis for pitching up and down.

Heading The axis for turning left and right.

Bank The axis for banking (the yaw of the ship).

Slide Vertical The axis for sliding up and down.

Slide Horizontal The axis for sliding left and right.

WEAPON SELECTION PRECEDENCE MENU



This menu lets you configure how your ship switches between weapons when (a) you hit the "Cycle Primary" or "Cycle Secondary" keys to cycle through your weapons; (b) when you run out of ammo with one weapon and the ship switches to another; and (c) when you pick up a new weapon.

To configure the weapons' priorities, click on one weapon and a window will appear to allow you to select another weapon to have them switch places. Items at the top of the column have the lowest priority.

For instance, if you want Homing Missiles to have priority over Frag Missiles, click "Homing" and then click "Frag", so that "Frag" is listed higher in the column than "Homing". This sets Frag to have lower priority. Now, if you have Frag Missiles armed and you run across your first Homing Missile, you will auto-switch to the Homing Missile. If you had set Homing Missiles to be lower priority, then running across your first Homing Missile would not trigger an auto-switch. To disable a weapon entirely from your weapon selection press the TAB corresponding to the weapons name.

PILOTS MENU

You can define several different pilots in Descent 3. This allows multiple people to play the same copy of the game while maintaining their own statistics and settings as well as their unique keyboard, joystick, and mouse custom controls.

After clicking PILOTS from the main menu, the Choose Pilots screen appears, listing all pilots and giving you four options:

Pilots	Click a pilot in the list then click Select to make that pilot active when you play a new game.
Add	Add a new pilot to the list.
Delete	Click a pilot in the list then click Delete to remove that pilot.
Configure	Click a pilot in the list then click Configure to customize The keyboard, joystick, and mouse controls for that pilot. Click Configure Ship to customize that pilot's audio taunts and logo displayed on the ships wing (You can import your own .WAV files as audio taunts and .PCX and .TGA files as logos on this screen as well). From the Configure screen, you can also set the difficulty level from Trainee to Insane for each pilot. The Training level features easier robot enemies.
Profanity Filter	Use this toggle to block any text profanity from appearing while in a multiplayer game.

MULTIPLAYER MENU

See the Multiplayer section later in this manual for all information on the multiplayer menu options, and on how to play a game in general.

CREDITS MENU

Shows you the Developers of this great game.

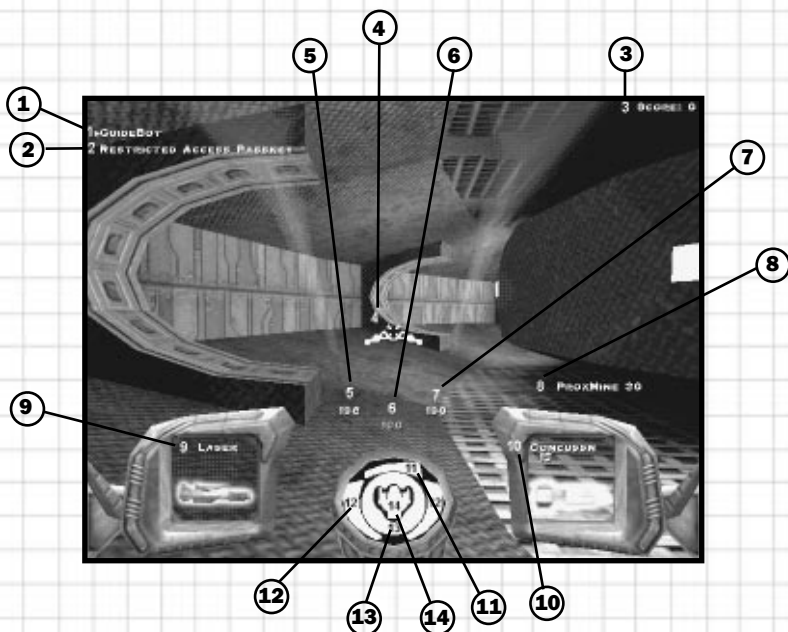
QUIT

Quits the game and returns you to your desktop.

PILOTING YOUR CRAFT

This flight manual will provide you with the basic information to get you up and running and familiarize yourself with your new craft.

INSTRUMENTATION



1. Indicates that the Guide-bot is currently located within the ship.
2. Current inventory item appears here.
3. Score
4. Reticle
5. Current Energy Number Increment
6. Current Afterburner Number Increment
7. Current Shield Number Increment
8. Countermeasure Display
9. Primary Weapon Display
10. Secondary Weapon Display
11. Visual Afterburner Status
12. Visual Energy Status
13. Visual Shield Status
14. Ship Status used to indicate Invulnerability or Cloaking.

CONTROLS AND FEATURES

While playing the game, press F2 then click on "Customize Keyboard" to customize your keyboard and joystick controls. To change a particular key, click the box next to a command, then type the key you want to use for that command. You can assign up to two keys to each function.

Default

Key	Action	Key	Action
A	Accelerate	F1	Help screen
Z	Reverse	F2	Game Options
S	Afterburner	F3	Show/hide cockpit
Left	Turn left	F4	Guide-Bot menu
Right	Turn right	F5	Record Demo
Up	Pitch down	F6	Multiplayer: Show/hide menu
Down	Pitch up	F7	Multiplayer: Show/hide stats
Shift-Tab	Show the level briefing	F8	Multiplayer: Send message to all
Ctrl	Fire primary weapon	F9	Show/hide message log
Space	Fire secondary weapon	F12	Drop Marker
F	Flare	-	Shrink screen
H	Headlight	+	Enlarge screen
R	Rear view	Print	
Tab	Automap	Scrn	Take a screenshot (saved in .TGA format)
Q	Bank left	[	Cycle inventory item forward
E	Bank right	]	Cycle inventory item Back
Pad1	Slide left	\	Use inventory item
Pad3	Slide right	Shift F1 or	
Pad-	Slide up	Shift F2	Will display a rear view in the HUD
Pad+	Slide down		
Alt	Slide sideways while using arrow keys		

Inventory

The inventory system is your on-board inventory and counter measures itemizer. The inventory stores your counter measures (Gunboys, etc) so that they are ready for release. It also keeps track of any mission critical items you may find along your way. To use an item from your inventory, cycle through to the item you want to use and then activate it with the use key/button.

WEAPON SELECTION

PRIMARY

KEY	WEAPON 1	WEAPON 2
1	Laser	Super Laser
2	Vauss Cannon	Mass Driver
3	Napalm Cannon	Microwave Cannon
4	Plasma Cannon	EMD Gun
5	Fusion Cannon	Omega Cannon

SECONDARY

KEY	WEAPON 1	WEAPON 2
6	Concussion Missile	Frag Missile
7	Homing Missile	Guided Missile
8	Impact Mortar Missile	Napalm Rocket
9	Smart Missile	Cyclone Missile
0	Mega Missile	Black Shark Missile

Enter Drop currently selected countermeasure (main keyboard Enter key, not numpad).

MARKERS

Markers may be dropped at any point within a mission to help flag an area as already being explored. To drop a marker, press the F12 key. You will then be prompted to enter a brief line of text to be associated with this marker. Hit **ENTER** when done with your message. Whenever you (or another player) flies over the marker, that marker's message will be displayed on your HUD. A total of 8 markers may be dropped in a single player game.

In multiplayer games, each player may drop up to 2 markers. You can also use the **Shift-F1** and **Shift-F2** keys to select camera views from your markers

PAYLOAD AND SUPPLIES

PRIMARY WEAPONS:



Laser Cannon:

Standard issue for the modern zero-gravity fighter jock, your Laser Cannons are always there when you need 'em. Small, but powerful, these twin turbo-lasers are all that stand between you and the unknown in the mines ahead. Use them with respect, and you may just come out of your next mission--alive.



Super Laser:

If blasting through hordes of robotic foes is your line of work, then the enhanced firepower of the Super Laser is the tool to get the job done. A high-intensity weapon built for high-intensity combat--the trigger and your finger are sure to become close friends.



Vauss Cannon:

The new high-tech hybrid Vauss Cannon combines the street-sweeping fire rate of a well-oiled chain gun, with the high-caliber punch of a heavy artillery cannon. Take aim and trigger a burst of hot lead, and get ready to mow down waves of deadly drones in a hail of tracer-fire like never before.



Mass Driver:

Built with the sniper in mind, the powerful new Mass Driver's telescopic range finder zooms in for the kill while keeping you out of harms way. But fire every round like it is your last--you may only get that one perfect shot.



Napalm Cannon:

Blaze a path through the mechanized minions with a searing new close-quarters incendiary weapon--the Napalm Cannon. Fuel your inner pyromaniac as burning robots collide, ignite and explode--now you're playing with fire.



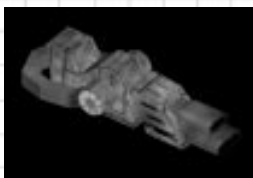
EMD Gun:

Harness the arcing electro-magnetic energy of the sizzling new EMD Gun. Watch as your enemies dive and roll from the sudden strike of this super-charged hunter-killer. The tactical advantage of a rechargeable homing weapon, without the advanced warning--they'll never know what hit them.



Microwave Cannon:

Torture your adversaries with the scorching effects of the wicked new Microwave Cannon. Fire super-heated waves of energy into armies of crazed machines and watch armor-plating buckle, hulls bursting as they explode into vapor. The latest device in an arsenal built for annihilation, this one will make them squirm.



Plasma Cannon:

Preferred weapon of vicious shock troops, the vintage Plasma Cannon serves up rapid-fire volleys of accelerated plasma particles with deadly accuracy. Pummel your opponents in a relentless rain of damage with every twitch--score hit after hit while the enemy cringes--for maximum mayhem, there's no alternative to the Plasma.



Fusion Cannon:

The ultimate over-kill assault weapon, the mighty battle-scarred Fusion Cannon is back for another tour of duty. Charged-up 'til near bursting with great big globs of purple anti-matter, this charming challenger draws in daredevil dogfighters like moths to a flame—Fusion Power.



Omega Cannon:

All the power of the original weapon, but with cruelly advanced hardware developed with formidable functionality. Peel away a robots defense shields with devastating new energy-draining capabilities, and give your own shields a healthy boost. Losers everywhere learn the hard way--this weapon totally sucks!

SECONDARY WEAPONS:



Concussion Missile:

A devoted comrade in any firefight, the Concussion Missile hurls a high-explosive warhead into the enemy positions with deadly results. Crude, but effective, this standard rocket attack will never let you down.



Frag Missile:

Scour the enemy defenses from the mines with the stinging flak of the chaotic new Frag Missile. Campers beware, whether hiding around the corner or waiting in a darkened corridor, there is no escaping the shrapnel fury of the Frag.



Homing Missile:

Lock on target with the veteran dogfighter's weapon of choice—the Homing Missile. Sleek and stylish, this magnificent infra-red tracking missile can fly circles around all but the most agile adversaries, and can down bogies with unmatched reliability.



Guided Missile:

Stealthy brother to the Homing Missile, the remote-piloted Guided Missile puts the flight control in your hands. Steer this silent assassin over mountain peaks and through twisting caverns to attack your foes with the ultimate tactical advantage—surprise.



Impact Mortar:

The closest thing in your arsenal to a heavy bomb, the new Impact Mortar is a gravity propelled high-explosive device designed to scratch that hard-to-reach itch and reduce ground forces to a smoldering crater. Send this baby tumbling down a mineshaft for a tremendous blast that's as fun to use as it is functional.



Napalm Rocket:

The power of the Napalm Cannon, in a convenient disposable self-propelled package--the Napalm Rocket adds a fiery new strategy element to your arsenal. Fire at the walls and ceilings above your enemy with this rocket and watch flaming blobs of Napalm pour over everything in your path--reach out and torch someone.



Smart Missile:

The Smart Missile explodes in a frenzy of deadly plasma projectiles that divide on impact and streak towards the nearest targets. An intelligent weapon--cunning combatants know that a well-placed Smart Missile leaves even agile pilots nowhere to run.



Cyclone Missile:

Release the hounds with a hungry new heat-seeking Cyclone Missile. A dogfighter's wildcard, the Cyclone streaks after your target unleashing a ravenous pack of six mini-missiles to hunt down your prey.



Mega Missile:

As its legendary namesake implies, the Mega Missile can take down even the most hardy assault mechs, and makes a profound statement on impact. Armed to the teeth with a conventional explosive warhead, the Mega boldly pursues its prey with the confidence of a veteran warrior.



Black Shark Missile:

A brand-new top-secret weapon designed to eradicate enemy units at the push of a button. Wield the implosive maelstrom of a dying star against your inhuman foes, as the lightning fast missile streaks to its target and creates an infinite abyss--from the vortex of the Blackshark Missile there is no retreat.

COUNTERMEASURES:



Gunboy:

Crude, but effective--the Gunboy acts as a portable laser turret, to give you extra fire support when the going gets tough. Dropping one or more of these babies in a room full of bots won't exactly make you any friends, but it'll sure put a dent in your enemies.



Bouncing Betty:

Let loose the hyperactive mayhem of the Bouncing Betty, and send foes scattering from its unpredictable path of destruction. When the bad guys have you cornered, throw 'em a curve and watch the fun--just keep your eyes on the ball.



Seeker Mine:

Silent but violent, the Seeker Mine waits patiently for anyone to come in range of its sensors before sneaking in for the kill. Nothing beats these little guys when it comes to setting up a trap for the enemy. They say you never hear the one that gets you.



Proximity Mine:

An old friend of clever pilots everywhere, the Proximity Bomb isn't someone you want to run into unexpectedly. Ultra sensitive seismic triggers surrounding a dense core of military-grade explosives, all wrapped up in a handy dispenser. Planting these fellows around a blind corner gets the reckless every time.



Chaff:

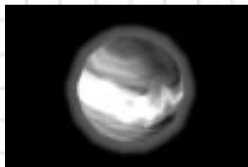
Every pilot needs that little something extra once in a while, and a missile-foiling cloud of Chaff may just do the trick. Heat-seekers and homing missile fanatics be warned, a press of a button can dupe your precious warheads into falling in love with a puff of shrapnel. Keeping a supply of these on tap is sure to sooth those Missile-Lock nerves.

OPTIONAL EQUIPMENT:



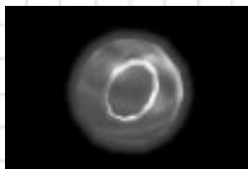
Energy:

This will give your ship energy, up to 200 units max. Energy Centers can deliver recharges up to 100 units.



Shield:

Gives your ships additional shields, up to 200 units max.



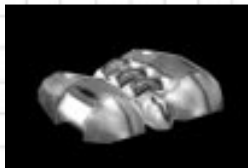
Cloaking Device:

Cloaks your ship for 30 seconds. When cloaked it is difficult for robots and other players to see you and any weapons with homing abilities will not be able to track you down.



Invulnerability:

Makes your ship impervious to attacks for 30 seconds.



Afterburner Cooler:

Allows the Afterburner to cool down at a quicker rate allowing for faster bursts of speed.



Energy-To-Shield Converter:

Allows you to divert energy over 100 to your ship's shields. Every shield unit costs 2 energy units to convert.

**Quad Laser:**

Modifies your lasers to fire four shots at once instead of the standard two.

**Rapid Fire:**

Allows all energy weapons to fire at a quicker rate for 30 seconds.

**Full Map:**

Downloads the entire blueprint of the facility to your Automap.

**Vauss Clip:**

Gives you additional ammunition for the Vauss Cannon.

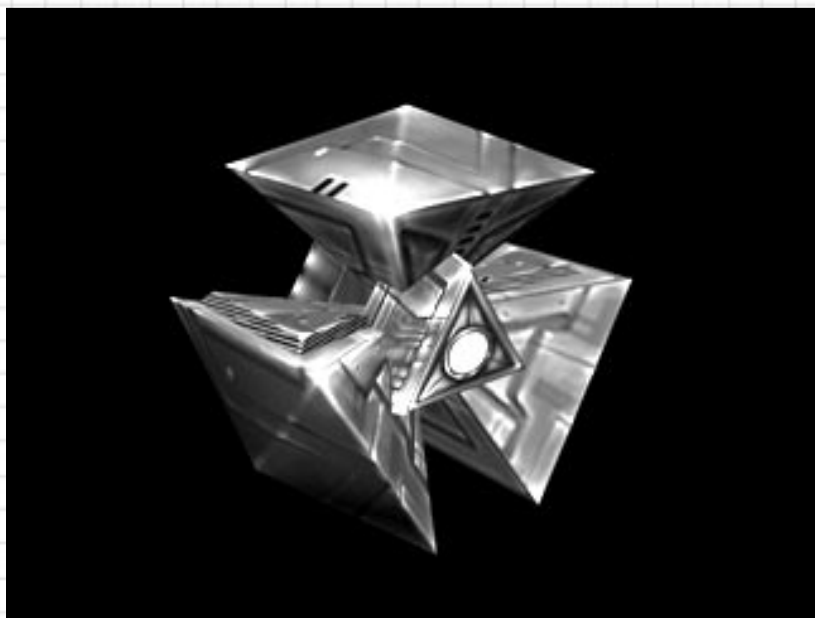
**Mass Driver Round:**

Gives you additional ammunition for the Mass Driver.

**Napalm Fuel:**

Gives you additional fuel for the Napalm Cannon.

GUIDE-BOT



Originally designed as an individual scout found within each PTMC mine and facilities, we've now developed a smaller version that can actually be carried inside your ship and deployed at your convenience. The Guide-Bot will have direct access to your Telcom system and will automatically download any relevant mission objects that it may need to help you on your mission.

If you choose to deploy the Guide-Bot you may then access his command menu by pressing F4. The commands you will be able to give to the Guide-Bot will vary from mission to mission, but listed below are the most frequent commands available:

Exit Ship

Available only when the Guide-Bot is currently located inside your ship.

Repair G.B.

Uses your shields to repair the Guide-Bot when damaged.

Rename G.B.

Allows you to rename the Guide-Bot.

Find My Powerups

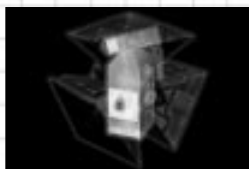
Commands the Guide-Bot to locate any powerups spewed after dying.

Find Powerup	Locates a Powerup.
Find Energy	Locates an Energy Center or an Energy Powerup.
Find Robot	Locates the closest Robot.
Find Thief	Locates the Thief (If available) within the level.
Find Closest Marker	Leads you to the closest marker to your position.
Find Marker #	Leads you to a specifically numbered marker.
Escort Ship	Commands the Guide-Bot to travel along side your ship.
Use Item	Commands the Guide-Bot to use a specific item.
Allow/Disallow G.B. Chatter	Toggles messages from the Guide-Bot.
Return to Ship	Commands the Guide-Bot to return to your ship

GUIDE-BOT SUPPLIES

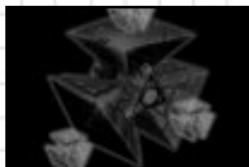
As we develop them we will be deploying numerous Guide-Bot supplies that can be used to help out on your missions. These supplies are unique to the Guide-Bot and can not be used by your ship or by other robots. The Guide-Bot will automatically pick up any supplies found if already deployed. If not, you must first deploy the Guide-Bot for it to pick up. Once the Guide-Bot has obtained a supply it will use it automatically if needed be or by command from within the Command Menu.

Here is a list of Guide-Bot supplies that we are currently working on:



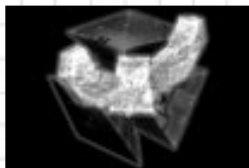
Fire Extinguisher

When obtained, the Guide-Bot will use its Fire Extinguisher to put out ship fires.



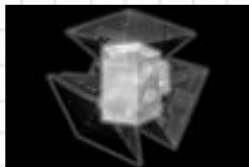
Guardian

Obtaining this supply will make your Guide-Bot temporarily circle your ship and fire upon any hostile robots encountered.



Go Wingnut

Cause the Guide-Bot to temporarily attack robots.



Accelerator

Increases the speed of the Guide-Bot. Use this supply along with others and watch what happens.



Reverse Anti-Virus

Allows you to command the Guide-Bot to make a hostile robot friendly.

TELCOM SYSTEM

Your Pyro-GL is equipped with an on-board computer called TelCom. To access the TelCom, press **Shift + Tab**. From within this device you will be able to access information from the following categories:

Automap

The Automap charts a mine or facility as you move through it and automatically stores a map within TelCom for viewing.

Briefings

Each mission you receive will have a corresponding briefing. The briefing will describe the environment that you will enter and any relevant information to complete the mission.

Objectives

Each mission will contain primary objectives that must be completed and optional objectives before it's deemed successful. From within this screen you will be able to view the status of each objective and determine what is needed to complete it.

THE DESCENT UNIVERSE

Doors

There are a wide variety of doors that you will encounter throughout the facilities. Most can be opened by either bumping into them or by firing weapons at them, but others require special actions to be performed first before entry is allowed. Some doors are locked and require special keys to open them.

Some facilities have gone as far as to camouflage doors in an attempt to keep wandering crew from entering them. These "secret" doors are not easily found and can sometimes only be entered by obtaining the proper pass key or by destroying the mechanisms that control the locking devices.

Switches

Large devices found in facilities and mines are controlled by power switches. Bumping or firing at these switches will always have an effect, good or bad. If you encounter an area that is impassable, it's probably due to an active switch.

Glass

While glass is used rarely as a material in the facilities, it does exist and sometimes can be destroyed to allow entrance into an area. Energy weapons have no effect, so be sure to use any weapon of mass to clear a path.

Force Fields

Another form of security predominately found with the mines and facilities are force fields. These force fields will repel and damage your ship upon contact and reflect all weapons. Force fields are almost always powered internally within a facility. Find the power source and you will find a way past the force field.

Energy Centers

Found throughout the mines and facilities are energy centers. Designed to provide "on the fly" energy boosts for robots, fly into these centers to replenish your ship's energy level up to 100.

Materialization Centers (MatCens)

Materialization Centers are found in facilities as a means to automatically create additional robots as needed by the situation. Their unusual appearance is easily recognizable and in most cases something to avoid entirely when eradicating infected robots.

Crates

Crates are often found throughout the facility. Destroying them will sometimes reveal hidden supplies.

Frag Crates

Look out for these guys! Weapon fire upon a Frag crate will spray the area with shrapnel that will damage anything in its path.

Napalm Barrels

Destroying a Napalm Barrel will spray lethal contents in every direction.

MULTIPLAYER

GENERAL MULTIPLAYER INFO

You can play multiplayer games of Descent 3 on a LAN (Local Area Network), over the Internet via your modem connection to an ISP (Internet Service Provider), or directly against another single computer via a modem or serial cable connection. If you're playing over the Internet, you can use the free matching service from Parallax Online ("PXO" for short) to find other Descent 3 players on the Internet to play against. PXO works with when connecting to the Internet via modem, cable modem, ISDN, or other connection.

This section contains details on how to start (or join) a multiplayer game, and also contains troubleshooting suggestions, and all the details on the many multiplayer menus and options available while playing.

STARTING A MULTIPLAYER GAME

After you click "Multiplayer" from the main menu, a dialog presents you with several options for how to connect to other players and find games.

Parallax Online: Play over the Internet via the PXO matching service

DirectPlay Serial: Play against one other computer over a serial cable

DirectPlay Modem: Play against one other computer over the modem

IPX: Play over a LAN using the IPX network protocol

Direct TCP/IP: Play over a LAN or the Internet using the TCP/IP network protocol.

Click the type of game you want to play and then click OK. Following are details on joining, and starting, each type of game.

Parallax Online

Parallax Online ("PXO") is a free matching service with a lobby and chat rooms. You'll be able to chat with other Descent 3 players worldwide, and play against them. This service is free, for no additional matching or connect time charges.

Before you choose a PXO game in Descent 3, you must first register on PXO to get a user name and password. To do this, just click the "PXO" button on the Descent 3 Launcher, or visit <http://www.parallaxonline.com>. Once your account is validated, which should take just a few minutes, you'll be able to play a game of Descent 3 over PXO.

The login name you enter when registering for PXO is only used to connect to the service -- no one else will ever see it. On PXO you'll be identified to other players by the Pilot name you set in Descent 3. When you register, you're given the option of allowing other players to see your real name and email address, or you can choose to be totally anonymous. Your information is never sold or disclosed to a 3rd party.

Parallax Online Details

After you select Parallax Online, the "Login to PXO" window appears. Type in your PXO login name and password as given to you when you registered (see above). After a few seconds, you'll enter the PXO screen. (If you get to the login window and haven't yet registered with PXO, click on "Create New Profile" to go to the PXO registration page.)

To chat before you begin a game, double-click the name of one of the chat rooms at the top of the PXO window. A dialog box will appear letting you know what chat room you're in.

To type something that everyone in the chat room can view, just type something and hit Enter. To send a private message to another pilot, click "Send Private Message", then type the message and pilot name in the dialog box that appears. You can find a pilot if you know his name by clicking "Find Pilot" and typing his or her name in the dialog box that appears. (This option will only find pilots in PXO Chat, not pilots who are in the middle of a PXO game.) After entering a chat room, you can get any pilot's stats by clicking on his name in the leftmost column then clicking "Get Pilot Info".

When you're ready to start or join a game, click "Go To Games" and start or join a game as detailed below.

In addition to the Chat and Game Matching services, PXO also gathers statistics from games played, including kills and deaths for each player. Visit the PXO web page at <http://www.parallaxonline.com/> to view your stats, see the latest rankings, or see a list of games currently being played.

A note about firewalls and proxies: You can't host a PXO game from behind a firewall. You can join a PXO game just fine, as long as the appropriate ports are up. See "Firewalls and Proxies", below.

DirectPlay Modem

This option lets you use your modem to directly play against another player. Note that this is not for Internet games when you use your modem to dial an ISP (Internet Service Provider) -- it's to let you directly call a friend over the modem to play. You need DirectX 6.1 to play a direct modem game, so Windows NT users can't use this option.

Before you try to play Descent 3 over a direct modem connection, you must configure your modem through Windows. You can do this with the "Modem" option in the Windows Control Panel.

After you choose a Direct Modem game, a screen appears letting you choose your modem, in case you have more than one. Click on your modem.

If you want to host a game -- that is, your modem will be set to answer the phone when a friend calls -- click "Answer/Host Game", and see "Starting A New Game", below.

If you want to join a game -- that is, your computer will call a friend who has already chosen to host a game -- type the phone number and click "Dial".

Troubleshooting: DirectX 6.1 is required for direct modem games; we use DirectPlay for modem games. If the error "Unable to connect." appears when looking for games, or you get other communication problems, you should quit the Descent 3 game on both machines and make sure they can talk to each other in the first place. To do this, run a terminal program like HyperTerminal on both machines -- Windows 95 and 98 include HyperTerminal in the Start menu, under Programs->Accessories. Configure HyperTerminal on both machines to use the same settings, have one computer call the other, and type to each other in the window that appears. If you don't see the text that each other person is typing you aren't set up correctly. Make sure you have selected the correct modem in the "Modem" Control Panel, with all the correct settings, including baud rate and COM port.

DirectPlay Serial

This option lets you play a two-player game in which both computers are connected directly to each other via a null-modem cable attached to each computer's serial port. You need DirectX 6.1 to play a direct serial game, so Windows NT users can't use this option.

After you choose a Direct Serial game, a screen appears letting you set up your COM port. The default settings are COM1, 38400 baud, 1 stop bit, no parity, and RTS/DTR flow control. Make sure both computers are set to the same settings on this screen, and then set the COM port to whichever COM port you have plugged the null modem cable into on each computer. Then one player should click "Start A New Game" and begin a new game as detailed in "Starting A Multiplayer Game", below. THEN, after that player is already in the game and flying around, the second player should click "Look For Games" and connect on the following screen.

If the game plays slowly, try increasing the baud speed on both computers. We chose 38400 baud as a default speed to accommodate slower computers. You can increase the baud speed and you'll probably get faster game play. Make sure you set the baud speed to the same number on both computers.

Troubleshooting: DirectX 6.1 is required for direct serial games; we use DirectPlay for serial games. If the error "Unable to connect." appears when looking for games, you should quit the game on both machines and make sure they can talk to each other. To do this, run a terminal program like HyperTerminal on both machines – Windows 95 and 98 include HyperTerminal in the Start menu, under Programs->Accessories. Configure HyperTerminal on both machines to use the same settings, and type in the window that appears. If you don't see the text that each other person is typing, you aren't set up correctly. Make sure you have selected the correct COM port, and make sure you are using a null-modem cable and not a straight-through serial cable. (There are also null-modem adapters you can attach to a straight-through serial cable.)

IPX

This option lets you join or start a game using the IPX network protocol to play over a LAN. After choosing this option, you can join an IPX game in progress by simply clicking the name of the game, then clicking "Join Selected". To start a game, click "Start A New Game", then see "Starting A New Game", below.

Troubleshooting: Run NETTEST.EXE if you experience problems with IPX games. It may be able to detect certain problems with your network configuration. Beyond that, it's beyond the scope of a game readme file to attempt to troubleshoot an IPX network. Try using Windows' Network Control Panel, and take it from there.

Direct TCP/IP

This option lets you join or start a game using the TCP/IP network protocol to play over a LAN, or over the Internet. To join a game on your local LAN, just choose this option, click the name of the game you want to join, and click "Join Selected".

To join a game across the Internet via TCP/IP, first find out the IP address of the server. Click in the text box under the words "Search For Games At Address". Type in the IP address you wish to search (example: 127.0.0.127) and press Enter. If a game is available at that address, click the name of the game and click "Join Selected" to begin.

To start a TCP/IP game, click "Start A New Game", then see "Starting A New Game", below.

Troubleshooting: Run NETTEST.EXE if you experience problems with TCP/IP games. It may be able to detect certain problems with your network configuration. Again, it's unfortunately beyond the scope of a game readme file to attempt to troubleshoot a TCP/IP network. Try using Windows' Network Control Panel, and take it from there.

ON-SCREEN F6 MULTIPLAYER MENU

Press F6 while playing to display the on-screen multiplayer menu.

While displaying this menu, use the following keys:

- Up Arrow:** Move up to highlight the previous menu item
- Down Arrow:** Move down to highlight the next menu item
- Right Arrow:** Enter a submenu
- Left Arrow:** Leave a submenu to enter the menu to the left
- Enter Key:** Activate highlighted option in menu
- ESC Key or F6:** Hide the on-screen menu

STARTING (HOSTING) A NEW GAME

Once you've chosen one of the preceding network options and clicked "Start A New Game", Descent 3 presents you with a screen listing your multiplayer options.

Mission Name

Lets you choose the mission to play.

Game Name

The name that will appear when other players attempt to join your game.

Game Type:

Anarchy

Players compete against each other in a chaotic free-for-all. Each kill is worth one point, while suicides result in a loss of a point. The objective is to accumulate as many points as possible.

Hyper-Anarchy

Similar to anarchy, but a single hyperorb spawns randomly throughout the level. Players who acquire the hyperorb will receive bonus points for each successive kill. The orb spews from any player who is killed while carrying it. The player who destroyed the hyperorb carrier will also earn bonus points. Again the objective is to accumulate as many points as possible.

Team Anarchy

Two to four teams battle it out. Players should protect their teammates and destroy the opposing team members to get as many team points as possible.

Robo Anarchy

Robots join the fray and provide another obstacle in the competition. Being killed by a robot counts as a suicide. Accumulate as many points as possible.

Hoard

A variant of anarchy, but no points are awarded for kills. Each time a player is killed, a hoard orb is spewed along with any other orbs he's carrying. Collect as many hoard orbs as possible, then carry them to a base to score points. As many as 12 hoard orbs can be carried at once, and with each orb scored simultaneously, the points awarded ramp up drastically (to a maximum of 78 points for 12 orbs). Score as many points as possible.

Capture the Flag (CTF)

Two to four teams compete against each other with the purpose of capturing opposing flags. Each team has a base with a flag and must protect the flag from opposing teams while trying to simultaneously grab the opposing flags. When a player grabs an opposing team's flag, that player must return to his own base and touch his flag to score a capture. A flag carrier will spew the flag along with his other powerups. If touched by a player whose team the flag belongs to, it will be returned instantly to that player's base. The objective is to score as many captures as possible.

Monster Ball

Two teams attempt to propel a large ball into their own goals. Each team uses weapons and/or direct ship contact to push the Monster Ball from its spawning point into their own goal. Score as many goals as possible.

Entropy

Two teams compete in a complex game of level control. Both teams have three kinds of mini-bases: refueling centers, repair centers, and virus producers. Refueling centers function the same as regular energy refueling

centers while repair centers will regenerate shields in a similar fashion. Virus producers create virus powerups that must be collected for use in taking over the opposing team's bases. Each mini-base only functions properly for players from the team it belongs to, while opposing players will take heavy doses of damage while inside a base. The capture of a base is accomplished by a player gathering five virus powerups and remaining perfectly still in any opposing mini-base for 5 seconds. Any captured mini-base is automatically converted to the same type of mini-base for the team that captured it. If all the virus producers of one team are captured, the team with no producers will have a remaining energy or repair center automatically converted to a virus producer. The objective is to capture all the mini-bases in the level, at which point the game is finished and while move on to the next level.

CONFIGURABLE MULTIPLAYER OPTIONS

Brings up another screen with multiplayer game options:

Time Limit The level automatically ends after this many minutes.

Kill Goal The level automatically ends after a player achieves this many kills.

Max. Players

The maximum number of players that will be allowed into the game up to 16.

Packets per second

The number of position update packets that all the computers in your game will send per second. (Technically, you also send packets when you fire a weapon.) In most cases, just 8 packets per second is a good setting. You can set this number lower to allow more people in the game, and with less bandwidth requirements. Note that it's usually not a good idea to increase this number if you have a slower connection because this will just result in a flood of superfluous data being transmitted over the network, and your game lag will probably increase.

Respawn rate

Amount of time before a fixed powerup reappears.

Client-server

You can choose either client-server or peer-to-peer. Client-server is best when the server has a fast connection. This option lets the most

people join the game with lesser bandwidth requirements for each client. If you ever have problems with games becoming extremely lagged after playing for a while, try playing with a dedicated server or play peer-to-peer.

Peer-to-peer

You can choose either client-server or peer-to-peer. Peer-to-peer is good for games when all the clients and the server have the same amount of bandwidth. In peer-to-peer, all clients will see player updates more quickly, but they will all need more bandwidth. In general, we predict peer-to-peer may be better for fewer people, but maybe not.

Permissible Client/Server

In this network mode, all player weapon fire must originate on the server. This increases the chances that shots that appear to hit your opponents on your screen will actually do damage to them.

Use rotational velocity

Produces smoother enemy ship movement, but requires a little more bandwidth.

Bright Players

Makes all players be fully bright instead of taking on the lighting of the surrounding environment.

Restrictive Collisions

Uses polygon-accurate collision detection. With this option turned off, player ships are treated as spheres for collision detection. Enabling this option in an Internet game would make it very hard to hit other players.

Configure allowed ships/items

Displays a screen on which you can change what items are allowed and disallowed in your game. If you want to play a game in which the Vauss Cannon isn't allowed, this is how.

Save Settings

Saves all the above settings in a file. If you always start games with the same multiplayer options, save them with this option.

Load Settings

Load multiplayer settings, which you previously saved, with the "Save Settings" option.

Start Game

Launch!

After the game has been started, the server will display the Waiting For Players screen. In non-team games, this will list all the players currently in the game. When everyone has joined (or sooner if you prefer) click on Start Game to begin. In team games, this screen allows you to assign players to teams.

HINTS AND TIPS FOR MULTIPLAYER:

Weapon tactics compliments of 'Solidair':

Vauss

Vauss is a deadly weapon when aimed correctly. The Vauss is best used when an attacker is far from you.

Napalm Cannon

My weapon of choice in a close dogfight. I like Napalm because of its ease of aiming. Just Put the flame on the target and that's it. If you spray it on someone just fly away and wait until it burns all the shields it will burn then do it again. Why dogfight and take a chance on getting fraged to death when you can hang back and let the napalm burn him out?

Frag Missile

When placed properly, Frags are a one shot kill. Fragging a tube or hall with multiple Pyros in them can get you multiple kills. Use this but be careful for the Frag is a double edged sword. You can kill yourself easily by Fragging the floor or wall next to you. Use Frags only when indoors. Outdoors, Frags are hard to get kills. They are most effective when placed next to a Pyro. You can hit a Pyro dead on and do little damage because the shrapnel is what does the most damage.

Homing Missile

These babies are the secondary of choice. Just fire and forget. But it wont always find it's target. A good pilot can slide out of the way at the right moment and waste your homer. In this case you have to fire well in front of his slide so that the homer meets it's locked target. Look for these missiles at all times. The more you have the better your chances of taking your target out.

Movement/Dodging tactics compliments of 'Solidair'

Triple-Chord

Move in three directions at once. Slide to the side, turbo forward, point your ship up and push your hat down. You travel at a 15 degree angle with your

nose up. You can get some good speed and dodge homers more effectively using this technique. It takes practice and can be rough on your hands but worth the effort. How does it work? Think of the thrusters from the turbo, thrusters from the slide to the side and thrusters from the slide down working together to move you forward.

Move

I see a lot of new pilots move without turbo, and shoot standing still. Easy pickings for an average pilot. In this game if you don't keep moving you're dead. Tri-chord without turbo for stealth but in a fight you must MOVE! It's no different than Boxing. Bob and weave, stick and move or get laid out.

Laser Fight

In a laser fight you can usually see an imaginary line connecting the laser bursts. (Sometimes a good pilot will make his bursts hard to track.) Learn to follow your opponents burst and anticipate where his shots are going. This is not easy but try to put your burst where he is going and dodge the bursts that are directed at you. Only practice can help here.

Dodging Homers

One of the hardest things to do as a Descent pilot, is dodge homers. The key is to slide and apply your afterburner at the same time facing the homer. Yes, I said, "at the homer." The homer is tracking you from where you are and does not know where you are going. if it sees you going left it will try to compensate and go left. If you slide at the homer it does not have enough room to change direction. As soon as it passes, don't wait to hear the next one coming. By then it would be too late. Change direction quickly after the first one passes, afterburne and slide again to the opposite side. When out side the homers can come very fast. Do not change direction unless you know you have room to do so. Just keep sliding in one direction letting your afterburn recharge between dodges. You can run out of energy and become dead meat if you do not get out fast or win the dogfight.

Slide behind Walls, Pipes, and use anything you can to come between you and the homer. Timing is everything so practice the time it takes between homer launches.

Stealth

Probably the least done and most effective of tactics is stealth. If you apply your afterburner all the time you can be heard and tracked. If you pick up energy and shields you give your position away. Try to practice quiet flying, tri-chord around as much as you can. Turbo if you must, but stay as quiet as can be. **TRY NOT TO HIT ANYTHING!!!** If you hit the walls and other things in a game its like giving a radar screen to you opponent with your blip on it.

Miscellaneous Tactics

Breaking off the attack when you have a tough opponent, then quickly doubling back for a Fast little surprise. Works for me. – Bama

Placing Gunboys in strategic locations to act as trip wires so you know where they are. – Bama

Shoot a high-spread missile down small tunnels to maximize damage. – Tetrad

Only use high-speed weapons in open fighting places. – Tetrad

Always leave more than one way out of a room. – Tetrad

Gunboys placed in doorways are good for keeping your opponent from exiting the room that way. By limiting the exits, you can force an enemy to take damage on his way out. – Mad

You always want more than one way out of a room. You also want your enemy to have no safe way out. – Mad

Ok, give your opponent ONE way out. When he goes for it, show him why he shouldn't have by throwing a big missile in front of him and chase him with any weapon so he doesn't come back in one piece. – Mad

Going backwards and throwing a frag or smart missile can make an opponent that is chasing you think twice. – Mad

When an opponent turns up in your face suddenly, without warning...quickly pause in your forward momentum and slide up down or sideways just as they're right on top of you..then resume your forward motion. Often this is just enough to avoid their shots completely and regain the advantage. – Sup

Never forget: your opponent has blind spots directly above and below...even with a rear view. Use them to sneak up and gain kills on unsuspecting opponents! – Sup

While your opponent is moving backwards, you can out turn him by using your after burner until you are parallel to their ship, then turn and slide in the direction they are moving backwards. Since you are moving on a smaller radius you can move fast enough to keep up with them by sliding and you have the best angle for attack since they are looking forward and you are sliding with your reticle on them. Also they can not see you while you pound on them. It is all about moving on the inner loop in a smaller radius so that you can keep up and have the proper angle of attack. I call this blindsiding. – Kuman

Watch your opponents for patterns in their flight paths. Learn to predict where they're going before they get there, and greet them with a friendly frag. Make sure you mix up your own flight paths so they don't do the same to you. – Dr Payne

Ok this is going to sound crazy. But here it goes. Please note that you have to have Mad flying skills for this to work. Otherwise you're dead. If your opponent fires a frag from a distance and turns the other way and you have nowhere to run to. Head straight for it. try to get it to hit you in the windshield. A frag does a lot less damage if it is a direct hit, than if it hits a wall beside you. I've done this a couple of times and people wonder why they didn't kill me. But like I said only do this if you have nowhere to run. -serpent7

Shooting 2 Homers in slightly different directions almost at the same time. Usually, 1 of them will hit, if you're lucky both will. This works quite well near the energy respawn in The Core or at the top level in The Core. – 10m

Try to fire in a pattern so your opponent reacts predictably. Firing a frag into a wall should drive the enemy away from the wall. This is where he could meet your friendly neighborhood fusion blast. – Mad

You could also fire a homer so that the player may head towards a wall in reaction. Firing a frag at that wall should suffice in upping your kill percentage. – Mad

Invent new variants of these tactics. If the opponent is used to dodging fusion, give him something else to dodge. It may throw him off. – Mad

Also, try to act unpredictably so these tactics don't work against you. This can be harder than it sounds if somebody is using these tactics effectively. - Mad

DESCRIPTION OF ITEMS IN ON-SCREEN MENU

Press the F6 key during a multiplayer game to access this menu

1) Anarchy (appears in anarchy games only)

A) HUD Display

This menu lets you choose what statistics get displayed on your HUD. Options are None, Score, and Efficiency.

B) HUD Score Colors

This menu lets you choose what color is used to display player names on your HUD. Options are Player Colors, which draws each name in a different color, and Normal, which draws all the names in green.

2) Server Commands Menu (only displayed on the server)

This menu contains various options and commands that only the server can issue. This menu contains the following submenus:

A) Kick

This command will kick a player from the game. When you highlight this submenu you will get a list of all the players currently in the game. The number that is between the brackets ([]) is the player number of the player. To kick a player from the game, highlight their pilot name and activate (press Enter key).

B) Ban

This command will kick and ban a player from the game. This ban will only last as long as the server is up. When you highlight this submenu you will get a list of all the players currently in the game. The number that is between the brackets ([]) is the player number of the player. To ban a player from the game, highlight their pilot name and activate (press Enter key).

C) Remove Ban

This command will list all the banned players and let you un-ban a player.

D) Rehash Allow/Deny List

This command will re-read the hosts.allow & hosts.deny files. If you change these files while the server is running, use this command to get the new information.

E) End Level

This command will end the level that is currently playing, and will send the game to the post-level results screen. To end the level, highlight this submenu and activate (press Enter key).

F) Max HUD Name Level

This command determines whether players will be able to display the pilot names of the other players on their HUD. There are three options:

None - If this is set, the players will not be able to display any names on their HUD.

Team Only - If playing a team game, players will be able to display the names of their teammates, but not of their opponents. In a non-team game, this option is the same as None.

Full - Players will be able to display the names of all players.

G) Team Control (only available in team games)

This submenu contains submenus with commands to change options for team games.

1.) Balance Teams

This command will automatically balance the number of players on the teams to make the teams fair. It balances based on seniority. Those that haven't been in the game as long as another player on their team will be have a greater chance of being forced to another team. To automatically balance the teams, select this option and activate (press Enter key).

2.) AutoTeam Balance

This command turns on/off the automatic placement of a new player to a game to the team with the least number of players. If this option is turned off then the player must either change his team to the team he wants to be on, or the server must force change him to a team. To turn on/off this option select On or Off from the sub menu of "AutoTeamBalance" and activate (press Enter key). The item with the arrow pointing at it is the current state of the option.

3.) Allow Team Changing

This command enables/disables allow players to change teams. If this option is off then the teams are essentially locked (until this option is turned on). To turn this option on or off, select On or Off from the sub menu of "Allow Team Changing" and activate (press Enter key). The item with the arrow pointing at it is the current state of the option

3) Observer Mode Menu

This menu contains the commands to enter/exit observer mode to watch the game as a spectator. There are two different kinds of observer mode, roaming and piggyback. Roaming Observer mode lets you fly around freely. In piggyback mode you must select the player you want to observe, after doing so you will watch the game through their eyes.

A) Observer Mode

In this submenu you can turn on roaming observer mode, or turn off observer mode completely. To turn on/off this option select On or Off from the sub menu of "Observer Mode" and activate (press Enter key). The item with the arrow pointing at it is the current state of the option. Note that you can only enter Observer Mode if your shields are 99 or higher.

B) PiggyBack Observer

In this submenu you can select what player you would like to observe through the piggyback observer mode. Selecting this menu will give you a list of players currently in the game. To start piggybacking a player, highlight their pilot name and activate (press Enter key). If you select yourself, it will end the observer mode session.

4) On Screen Background

In this menu you can enable or disable the backdrop of the On-Screen menu. To turn on/off this option select On or Off from the sub menu of "Background" and activate (press Enter key). The item with the arrow pointing at it is the current state of the option.

5) HUD Name Level

This command determines whether player names are visible on your HUD. Note that these settings are subject to the limitations set by the server; see "Max HUD Name Level" above. There are three options:

None - If this is set, no names will appear on the HUD.

Team Only - If playing a team game, the names of the player's teammates will appear on the HUD, but the names of the opponents will not. In a non-team game, this option is the same as None.

Full - The names of all players will appear on the HUD.

6) Ship Logos On/Off

Turns on and off rendering of logos on player ships.

7) Game Stats To File Menu

This menu contains the options and commands that deal with the saving of game stats to file. This file will be located in your /netgames directory of where you installed Descent 3.

A) Save Stats To File

Activating this command will immediately save the current stats to file. To activate highlight this command and press Enter key.

B) AutoSave On Level End

This submenu is used to enable/disable the automatic saving of the stats when the level ends. To turn on/off this option select On or Off from the sub menu of "AutoSave On Level End" and activate (press Enter key). The item with the arrow pointing at it is the current state of the option.

C) AutoSave On Disconnect

This submenu is used to enable/disable the automatic saving of the stats when or if you disconnect from the game. To turn on/off this option select On or Off from the sub menu of "AutoSave On Disconnect" and activate (press Enter key). The item with the arrow pointing at it is the current state of the option.

8) Get Player Info Menu

This option allows you to choose a player currently in the game and it will display information about the player on the screen. It contains information like what team they are on (team games only), their player

number, network address, ship they are using and total time in game. After you are done using the information displayed, simply select and activate the same pilot (or select <none>) and the display will go away.

9) NetGame Info Menu

This option turns on/off the displaying of detailed information about the netgame currently being played. This display contains information like name of the game, mission being played, the multiplayer game being played, the packets per second threshold, the max players allowed in the game, the time limit per level (if enabled), the goal score per level

(if enabled) and the respawn time for powerups. To turn on/off this select On or Off from the sub menu of "Netgame Info" and activate (press Enter key). The item with the arrow pointing at it is the current state of the option.

10) HUD Message Filters

A) Kill Messages

This menu allows you to change the format of the messages shown on the HUD when a player dies. The options are None, which disables the messages, Simple ("A killed B") and FULL, which enables display of more fanciful messages.

B) Statistical HUD Messages Menu

This options turns on/off the displaying of the random statistical HUD messages, that can occur after a player scores a kill. To turn on/off this option select On or Off from the sub menu of "Netgame Info" and activate (press Enter key). The item with the arrow pointing at it is the current state of the option.

11) Change Teams Menu (team games only)

This menu allows you to change the team you are currently on. This is more of a request to change teams, as the server can deny the request if the option to allow team changing is disabled (or the multiplayer game will not allow it, for instance, in a CTF game, if you have a flag and try to change teams, the request will be denied).

12) Exit Menu

Exits from the on-screen menu.

MULTIPLAYER CONTROL COMMANDS

Here is a list of commands you can give to Descent 3 both to your copy of the game and to the server -- while playing a multiplayer game, or while running a dedicated server. To enter a command, press the F8 key, then type the command and press Enter. For example, to show player info for player 0, you would press F8, then type:

\$playerinfo 0

then press return. Many of these commands are available from the F6 multiplayer menu that's available while playing the game. If you run a dedicated server, you'll need to type in these commands, since the multiplayer menu will be unavailable.

Command List

\$allowteamchange

[Server Only]

Turns off/on allowing clients to change their team.

Usage: "\$allowteamchange <off/on>"

\$autobalance

[Server Only]

Turns off/on allowing the automatic team placement of new players by the server.

Usage: "\$autobalance <off/on>"

\$autosavedisconnect

Enables/Disables the automatic saving of the game stats if you disconnect from the server.

Usage: "\$autosavedisconnect <on/off>"

\$autosavelevel

Enables/Disables the automatic saving of the game stats when the level ends.

Usage: "\$autosavelevel <on/off>"

\$balance

[Server Only]

Automatically balances the teams, based on seniority.

Usage: "\$balance"

\$ban

[Server Only]

Bans a player from the game.

Usage: "\$ban <pnum>"

\$banlist

[Dedicated Server Only]

Lists the players banned from the game along with their ban number, which can be

used to remove the ban.

Usage: "\$banlist"

\$changeteam

[Server Only]

Forces a player to a team.

Usage: "\$changeteam <pnum> <team_name>"

\$endlevel

[Server Only]

Ends the level.

Usage: "\$endlevel"

\$help

[Dedicated Server Only]

Displays help information for the input commands.

Usage: "\$help [command]"

\$hudnames

Sets your personal level for the HUD name filter.

Usage: "\$hudnames <full/team/none>"

NOTE: You can only set your HUD Callsign level up to the level that the server is. So if the server is only allowing up to teammates, you won't be able to set to full

\$kick

[Server Only]

Kicks a player from the game.

Usage: "\$kick <pnum>"

\$killmsgfilter

Sets the kill message filter, for what style of messages you want.

Usage: "\$killmsgfilter <full/simple/none>"

\$netgameinfo

Displays netgameinfo

\$observer

If you pass 'on', it puts you into observer mode, else it will return you back to normal mode.

Usage: "\$observer <on/off>"

\$piggyback

Puts you into Piggyback Observer mode. "\$piggyback <pnum>"

\$playerinfo

Displays information about a player.

Usage: "\$playerinfo <pnum>"

\$players

[Dedicated Server Only]

Displays a list of the players in the game, with their player numbers.

Usage: "\$players"

\$rehash

[Server Only]

Rehashes the hosts.allow and hosts.deny files. First it flushes the old, and reloads them.

Usages: "\$rehash"

\$removeban

[Dedicated Server Only]

Removes a ban from a player, given the number associated with them from \$banlist.

Usage: "\$removeban <player>"

\$savestats

Saves the game stats to file immediatly.

Usage: "\$savestats"

\$scores

Displays the scores or stats of the game.

Usage: "\$scores"

\$serverhudnames

[Server Only]

Sets the highest HUD name filter permitted for the clients.

Usage: "\$serverhudnames <full/team/none>"

\$setgoallimit

[Server Only]

Changes the goal limit for the level.

Usage: "\$setgoallimit <points>"

\$setmaxplayers

[Server Only]

Sets the maximum number of players allowed in the game.

Usage: "\$setmaxplayers <count>"

\$setpps

[Server Only]

Changes the Packets Per Second (PPS) threshold of the game

Usage: "\$setpps <pps>"

\$setrespawntime

[Server Only]

Changes the respawn time of the powerups in the level.

Usage: "\$setrespawntime <seconds>"

\$setteamname

[Server Only]

Changes the name of a team.

Usage: "\$setteamname <team_num> <new_team_name>"

\$settimelimit

[Server Only]

Changes the time limit for the level.

Usage: "\$settimelimit <minutes>"

\$statmsgs

Enables/Disables random statistical messages.

Usage: "\$statmsgs <on/off>"

\$team

Change teams for yourself.

Usage: "\$team <team_name>"

OTHER MULTIPLAYER FEATURES

Stats Display

Pressing F7 while in a multiplayer game will display statistics on the current game, including kills, deaths, suicides, time in game, etc. Use PageUp and PageDown to scroll the list.

Markers

In multiplayer, each player is given two markers. These can be dropped in the level and then used to find your way or to spy on your opponents. Use the Shift-F1/F2 keys to view the action from your dropped markers.

Hosts Allow/Deny Files

You can control what machines are allowed access to your game by listing IP addresses in the hosts.allow and hosts.deny files. These optional files contain lists of IP addresses, one per line, that determine whether machines using those IP addresses will be allowed or denied access to your game. These files are located in the Netgames directory.

AUTOEXEC.DMFC

Whenever you join or start a game, Descent 3 will look for a file called AUTOEXEC.DMFC in your Netgames directory. If this file is found, the game will read a list of Multiplayer Control Commands from the file and execute them immediately. You can use this file to specify options that you want set every time you play a game.

FIREWALLS AND PROXIES

You can play a Descent 3 net game over the Internet from behind a firewall or proxy, if you can talk your network administrators into opening the following ports:

UDP 2092
TCP 7170

If you experience problems, run the NETTEST.EXE program that's included in the Descent 3 Demo 2 directory. It will verify that your network and firewall configuration is operational, and will give you specific reasons for any failures that it finds. You can get help by launching the program by typing

NETTEST.EXE --HELP for some information on its use.

RUNNING A DEDICATED SERVER

If you are lucky enough to have a spare computer on your network that nobody uses, put it to good work! Set it up as a Descent 3 dedicated server. This may help the speed of network games for all clients.

To start a dedicated server, install Descent 3 on the machine, and in the Misc. tab in setup, type:

-dedicated dedicated.cfg

where "dedicated.cfg" is the name of the dedicated server configuration file. This is a file you can configure yourself with various commands. The commands are:

PPS <num> -	Sets the packets per second that the server sends out. This should be the number of packets that the server can handle; the clients will set their own limits based on their connections.
Timelimit <num> -	How long (in minutes) each level lasts
Killgoal <num> -	End the level after this many kills
RepsawnTime <num> -	How long (in seconds) it takes powerups to respawn
Gamename <string> -	The name of the game
MissionName <string> -	The mission you're playing
ScriptName <string> -	The name of the netgame you want
ConnectionName <string> -	The name of the connection you want
MaxPlayers <num> -	The max numbers of players in the game
Say <string> -	The inputted message is displayed on everyones screen
SendRotVel <num> -	If set to 1, does smooth interpolation on ship rotations.
MultiSettingsFile <string> -	Loads the specified .mps (multiplayer settings) file.
DisallowPowerup <string> -	Disallows the named powerup from your netgames.
AllowPowerup <string> -	Allows the named powerup to be in your netgames.
PXOUsername <string> -	Specify a Parallax Online userid to login with.
PXOPassword <string> -	Specify a Parallax Online password.
BrightPlayers <num> -	If set to 1, makes all the ships fully bright.
Peer2Peer <num> -	set to 1, uses the peer-to-peer network model
AccurateCollisions <num> -	If set to 1, uses polygon accurate collision detection.

Permissible <num> -	If set to 1, the dedicated server uses the permissible client server network architecture described in the Multiplayer Options section.
AllowRemoteConsole <num> -	If set to 1, the server can be administered remotely via Telnet.
RemoteConsolePort <num> -	Specifies the TCP port number to use to remotely administer the server. The default port is 2092.
ConsolePassword <string> -	Specifies the password required to remotely administer the dedicated server. If no password is specified, a password will not be required to access the server.
AllowMouselook <num> -	If set to 1, players can use mouselook style controls.
PXOHostingLobby <string> -	Name of the lobby this server should appear in. For instance '#Lobby_1' or 'global' to appear in all public lobbies. If you want the game to appear in a private PXO lobby, start the name with a plus sign. For instance '+Kevlars_lobby'

In addition, you can type the following commands while the game is running:

Quit

Endlevel

Say <message>

The Quit and Endlevel commands quit the game and end the level, respectively. The Say command sends a message to all the players in the game.

NOTE: The first line of the server config file must read:
[server config file]

A sample dedicated server .cfg file might look like this:

```
-----
[server config file]
PPS=8
TimeLimit=10
KillGoal=0
RespawnTime=60
GameName=Dedicated Server!
MissionName=taurus.d3l
Scriptname=Anarchy
ConnectionName=Parallax Online
PXOUsername=myloginname
PXOPassword=mypassword
PXOHostingLobby=global
-----
```

There is an example server config file included with the game. Its filename is "dedicated.cfg" and it can be found in the same directory as the game.

In order to reduce the amount of CPU time the dedicated server uses, it will by default limit processing to 30 frames per second. If you want to adjust the frame rate limit, you can do so by using the "-framecap <FPS>" command-line option. This option will limit the number of frames per second (FPS) to the value specified.

If you want to run a server on a port other than the default you can specify "+port <port>" on the command line, where <port> is the port you would like to use. Servers running on alternative ports will function normally on PXO. This way it is possible to run multiple dedicated servers on one machine (if it's powerful enough).

GAMESPY™ SUPPORT

Descent 3 supports GameSpy server queries. This means that you can configure your server (dedicated or or non-dedicated) to send 'heartbeat' messages to the GameSpy master server. To do this, you need to enable the GameSpy configuration file. Use the "-gspyfile <filename>" option to enable the GameSpy heartbeat and allow GameSpy to see your game. The default configuration file, which you can edit to set your own specific options, is called gspy.cfg. You can also rename gspy.cfg to gamespy.cfg to enable the GameSpy heartbeat by default.

The format of the file is simple. The first line specifies the numeric geographical region your server is in. Here are the current region codes:

Region 0:	No Region Specified (any Region)
Region 1:	Southeast US
Region 2:	Western US
Region 3:	Midwest US
Region 4:	Northwest US, West Canada
Region 5:	Northeast US, East Canada
Region 6:	United Kingdom
Region 7:	Continental Europe
Region 8:	Central Asia, Middle East
Region 9:	Southeast Asia, Pacific
Region 10:	Africa
Region 11:	Australia / NZ / Pacific
Region 12:	Central, South America

The next line is the IP address and port of the server you want to send heartbeat signals to. The format is <IP Address/host>:<port>. A sample gamespy config file might look like this:

```
3
master03.gamespy.com:27900
```

If this file is configured properly, Descent 3 will automatically send heartbeat signals to the specified gamespy server any time you start a multiplayer game.

For more information on GameSpy, go to <http://www.gamespy.com> on the internet.

CREDITS

DESCENT™ 3 DEVELOPED BY OUTRAGE ENTERTAINMENT

Project Direction

Matt Toschlog

Production

Craig Derrick

Art & Design

Sean Lynn, Lead

Mark Dinse

Dan McMillan

Josh Foreman

Matt Long

Luke Schneider

Programming

Matt Toschlog, Lead

Jason Leighton

Chris Pfeiffer

Samir Sinha

Kevin Bentley

Nate Goudie

Jeff Slutter

Animation

Doug Brooks, Lead

Chris Claflin

Chris Hayes

Dan McMillan

Sound Effects & Music

Jerry Berlongieri

Testing

Andy Crosby, Lead

Steve Buckley

Demian Linn

Shawn McMillan

Administrative Support

Laurie Ford

Systems Support

Jay Chrispen

Additional Models & Art

Brent Feeman

Vector Graphics

Infografica

Visit Outrage Entertainment at:

<http://www.outrage.com>

Outrage would like to thank the following:

3Dfx, AMD, ATI, Canopus, Creative

Labs, Diamond Multimedia, Dolby

Labs, Intel,

MadCatz, Matrox,

Metabyte, Microsoft, NEC, Nvidia,

S3, Saitek, Wicked3D

Volition, Inc.

Leaping Lizard Software

Sonic Foundry

Chris Hecker

Brian Hook

Alisa Baker

Mark Jolley

Bob Seestadt

Michael Gold, Doug Rogers,

CREDITS

& Sim Dietrich

Howard Jacob & Eddie Banks

Nora Belavic

Clavia Musical Instruments

Armadillo Enterprises

Chris Moullos

TJ Martin

Jonathan Hoffberg

Heiko Herrmann and

the rest of our Beta Testers

Victoria Green

Kate Oleksiak

Carol Breznai

William Calhoun & Dennis Calhoun

Anissa Pelchat, Mike & Connie Lynn

John Anderson

The 8-Ball Saloon

Diana Taur-McMillan

Niel Lockhart

Stacie Foreman and Lelia Foreman

Emily Glowacki

Tom & Deb Smith

ImsaDudes

Leigha Lafleur

Schrodinger T. Cat

Jocelyn Lloyd

Sandy, Randy, Donna, Adolph, and

Hazel Jedryczka

Christopher Karath

Dianna Bentley

Zabrina Goudie

Dave Regelsky

Allison Reidler

Johnnie, Camile, and Edison Brooks

The Claflin family and Erin McLarney

The Hayes family

Joe, Elly & Kate Crosby

Kay & Jack Harris

Kimberly Hamilton

INTERPLAY PRODUCTIONS

V.P. of Product Development

Trish Wright

Tantrum Executive Producer

Alan Pavlish

Producers

Jeff Barnhart

Bill Dugan

Raphael Hernandez

Line Producers

Brandon Lang

Chris Benson

Lead Tester

Darrell "The Maestro" Jones

Testers

Tim "Cthulhu" Anderson

Primo "Proxi" Pulanco

Tony "Wardog" Piccoli

Jeremy "Sweeney" Seely

Dave "The Streaker" Fleischmann

Compatibility Technicians

Derek Gibbs

Dave "LD" Parkyn

Josh "Crow" Walters

Jack Parker

Marketing Manager

Stacy Bremmer

CREDITS

Public Relations

Lisa Bucek

Traffic Manager

Sherry LaVertu

Manual Design and Layout

Sandie Minguez

AUDIO FOR CINEMATICS

Supervising Sound Design and Re-Recording mixer

Charles Deenen

Sound Design/Editing

David Farmer
Ann Scibelli
Eric Lindemann

Music

Tim Jones

Additional music supervision

Rick Jackson

Foley Artists

Sean Rowe

Foley Editing

Caron Weidner

Foley mixer

Eric Thompson

Re-Recording mixing at Interplay in



DOLBY SURROUND

VO direction/casting

Chris Borders

VO direction

Andrea Romano

VO editing

Stephen Miller
Chris Borders

Audio Administrator

Gloria Soto

Video Services

Dan Williams
Bill Stoudt
Dave Cravens

CAST

George Del Hoyo
David Warner
Adrienne Barbeau
Maurice La Marche
Carol Bilger
Danny Wells
Charlie Rockett
Britta Hudson

SPECIAL THANKS

Kendra Namekawa

Valerie Jones

Bama

KoolBear

Solidair

MasterDescent

EyeRate

Eagle

Mad

10m

serpent7

Dr Payne

Kuman

Sup

Tetrad

Merlin

CajunAce

Solr_Flare

Descenter

Cathrope

DESCENT™3

OFFICIAL STRATEGY GUIDE

The BradyGAMES Official
Descent™3 Strategy Guide has
everything you need to blast
your way to victory.

Level walkthroughs, combined with
breakdowns of enemy forces and
tactics, will highlight the best
path through each mission.

Descriptions of all weapons
and ships available for use
will give you an additional
edge in combat.

Multi-player strategy
covers both cooperative
and deathmatch modes.
You'll learn how to
work with your friends on
missions against the
robots, and how to
eliminate your friends
while dueling in
cyberspace.

To purchase BradyGAMES
Official Descent™3
Strategy Guide, visit your
local electronics, book, or
software retailer or order
the book via the web at
www.bradygames.com.

ISBN 1-56686-844-0
Price: \$19.99 US / \$28.95 CAN / £17.95 Net UK

BRADYGAMES
TAKE YOUR GAME FURTHER™

www.bradygames.com

Interplay

BY GAMERS. FOR GAMERS.™

www.interplay.com

DESCENTTM 3

\$50,000 CHAMPIONSHIP

BACK IN 1995, DESCENT SET THE STANDARD FOR MULTIPLAYER GAMING. IT WAS THE FIRST GAME OF IT'S KIND TO ALLOW MORE THAN 4 PLAYERS TO BATTLE ONLINE IN 360° 3D DEATHMATCHES. CONTINUING THE TRADITION, DESCENT 3'S MULTIPLAYER ACTION TAKES THE EXPERIENCE TO A NEW LEVEL. FOR THE LAUNCH OF DESCENT 3, WE ARE LOOKING FOR THE WORLD'S BEST DESCENT PILOT. WITH A GRAND PRIZE OF \$50,000 CASH AND THE ULTIMATE GAMING PC FROM GATEWAYTM.

DO YOU THINK YOU HAVE WHAT IT TAKES?

While Specimen burns, Bama switches to Vauss to finish him off. Napalm, the gift that keeps on giving.



**SO WHAT IF YOU
KILL YOUR FRIENDS
WITH \$50,000,
YOU CAN BUY SOME NEW ONES.**



In the tunnel, Cajun Ace lands a frag behind an unsuspecting Kevlar. Not even full shields can save him now.

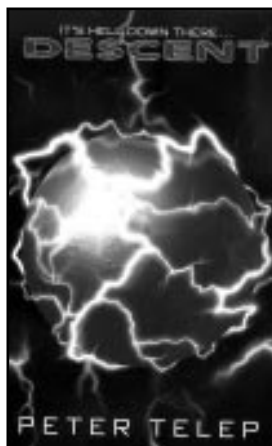
**FOR MORE DETAILED INFORMATION AND TO REGISTER
VISIT WWW.INTERPLAY.COM/DESCENT3/FTOUR.HTML**



Descent 3: © 1999 Outrage Entertainment, Inc. All rights reserved. Outrage, the Outrage logo and Fusion are trademarks of Outrage Entertainment, Inc. Descent, Interplay, the Interplay logo, Tantrum, the Tantrum logo, "By Gamers. For Gamers." are trademarks of Interplay Productions. All other copyrights and trademarks are the property of their respective owners.

**YOU'VE PLAYED THE GAME.
YOU'VE SAVED THE GALAXY.
NOW READ THE BOOKS.**

**Subterranean dogfights...berserk killer
drones...complex alien plots for Earthly
domination....You don't know the half of it!**



DESCENT

The war for the future is about to explode in the darkest depths of Hell—as Marine pilot Benjamin St. John descends to the bowels of the moon to rescue a computer scientist who holds the key to humanity's survival from a lethal army of alien-corrupted machines!

DESCENT:

STEALING THUNDER



Armageddon is at hand—as a massive force of transmode virus-infected mining drones awaits the signal to obliterate the universe as we know it. Only renegade flyer Benjamin St. John can crush the deadly mech invasion—and unmask the human traitor behind it!

**ALL THE ACTION, EXCITEMENT
AND DRAMA OF THE #1
BESTSELLING COMPUTER
GAME...AND MORE!**

Now available in bookstores everywhere from

 **AVON BOOKS, INC.**

www.avonbooks.com

Battle hordes of
D E S C E N T 3
fanatics around the world.

Help rescue a mythic land
from impending war in

**Baldur's
Gate**

only on

HEAT.NET™

**The multiplayer gaming site where you
GET PAID TO PLAY**

Play on HEAT = Earn Degrees

Degrees = HEAT Cash

Buy hardware, software, and more at HEAT's
Black Market with the Degrees you earn
just for playing games!



Look for tournaments & daily prize
matches on HEAT's Event Calendar
www.heat.net

Voodoo3



www.3dfx.com

DEMONSTRATION #2:

- 1 Tear out your old sound card.
- 2 Smash into pieces.
- 3 Toss over your shoulder.

► The sound those pieces make when they hit the ground all *around* you is the power of A3D from Aureal, the only audio that works the way your ears do.

That's why leading sound card vendors, such as Diamond, TerraTec, Turtle Beach, and Xitel, are using Vortex audio technology from Aureal, the only 3D audio accelerator that supports industry leading A3D positional audio technology.

You can also find A3D positional audio on computer models from the industry's leading PC manufacturers.

Audio based on Aureal technology is awesome. But don't take our word for it. Believe Your Ears. Check out A3D at your local retailer.



BELIEVE YOUR EARS™

Visit us at www.A3D.com

DESCENT 3

1999 Championship

\$50,000 Tournament

Runs through Summer of 99

In addition, ongoing league and tournament competition will continue throughout the life of D3 at Case's Ladder.

So grab your gear, suit up, and prepare for the most intense and fun competition on the Internet.



The largest multi-player gaming league in the world!
Over 1 million members!

Case's Ladder runs leagues for hundreds of the most popular Internet playable games.

We offer both ladder and tournament competitions, contests, and prizes!

VISIT TODAY

www.casesladder.com

Push Descent 3™ Beyond Sight and Sound

"Having a Microsoft Force Feedback joystick adds to the total immersion of Descent 3. Wait until you experience the feeling of getting sucked into a Black Shark implosion wave or the impact of a Mass Driver attack. You will really feel as if you're getting rocked right out of your chair!"

Craig Derrick Outrage Producer, Descent 3

The top-hat button is bullet-proof

"The twisting rotation the SideWinder joysticks have makes them ideal for playing Descent. It's perfect for banking."

Jeff Barnhart D3 producer, Interplay



Feel the paint peel off your ship as you scrape the walls, feel the recoil as you fire missiles, and maneuver into better positions when you play Descent with a Microsoft SideWinder Force Feedback Pro. Our #1 selling* Force Feedback joystick puts you in the center of the action with a 16 bit processor that provides lightning-fast response to the forces and twists of your game. Plus, our programmable buttons let you unleash weapons when and where you need them.

<http://www.microsoft.com/sidewinder/>

MICROSOFT®

SIDEWINDER

®

Force Feedback Pro

©1999 Microsoft Corp. All rights reserved. Microsoft and SideWinder are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. *Source: PC Data, March 1999

TECHNICAL SUPPORT TROUBLESHOOTING DOCUMENTS ONLINE!

Interplay Productions Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties. If you have access to the World Wide Web, you can find these at

www.interplay.com/support/

Here you will find troubleshooting information on as well as information on regular system maintenance and performance.

DirectX

www.interplay.com/support/directx/

Joysticks

www.interplay.com/support/joystick/

Modems and Networks

www.interplay.com/support/modem/

(For game-specific information and additional troubleshooting, visit our main page at www.interplay.com)

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions:

www.interplay.com/support/

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

- Title of Game
- Computer manufacturer
- Operating system (Windows 95, DOS 6.22, etc.)
- CPU type and speed in MHz
- Amount of RAM
- Sound card type and settings (address, IRQ, DMA)
- Video card
- CD-ROM
- Mouse driver and version
- Joystick and game card (if any)
- A copy of the CONFIG.SYS and AUTOEXEC.BAT files from your hard drive
- A description of the problem you're having

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Friday between 8:00AM-5:45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line. You must call Interplay's HINT Line for hints, tips, or codes at 1-900-370-PLAY (1-900-451-6869 \$1.25 in Canada only). You must be 18 years +, have a touch-tone phone, and the cost is \$0.95 per minute.

Interplay Productions Support Fax: (949) 252-2820

Interplay Productions Technical Support

16815 Von Karman Avenue

Irvine, CA 92606

HOW TO REACH US ONLINE

INTERNET E-MAIL:

support@interplay.com

WORLD WIDE WEB:

www.interplay.com

FTP:

[ftp.interplay.com](ftp://ftp.interplay.com)



Stumped?!?! Frustrated?? Stuck?? Or do you just want to know the latest codes and tricks for this and many other Interplay titles?? Well, look no further because the solution for all these problems is just a phone call away. Pick up the phone and call the Interplay Hintline at 1.900.370.PLAY<7529> (or 1.900.370.6869 for all our Canadian friends).

You can call this line 24 hours a day, 7 days a week. And best of all, it only costs 95¢ a minute (again, for our Canadian friends this charge will be in Canadian dollars), with all long distance charges included in that price.... you can't beat that for a great deal. Remember, you must be over 18 or have your parent's permission to call the hintline. You must have a touch-tone phone. This service is only available in the U.S. and Canada. Charges and information are subject to change without notice.

INTERPLAY LIMITED 90-DAY WARRANTY

Interplay warrants to the original purchaser of this Interplay Productions™ product that the compact disc or floppy disk(s) on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. IF the compact disc or floppy disk(s) is found defective within 90 days of original purchase, Interplay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its factory service center of the product, postage paid, with proof of the date of purchase. This warranty is limited to the compact disc or floppy disk(s) containing the software program originally provided by Interplay and is not applicable to normal wear and tear. This shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose are disclaimed. Interplay disclaims all responsibility for incidental or consequential damages.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions or liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

LIMITED WARRANTY

If the compact disc or floppy disk(s) should fail after the original 90-day warranty period has expired, you may return the software program to Interplay at the address noted below with a check or money order for \$5.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you need to enclose the original defective compact disc or floppy disk(s) in protective packaging accompanied by: (1) a \$5.00 check or money order, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (949) 553-6678. If your compact disc is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disc(s) only (not the box) with a description of the problem and \$5.00 to:

Warranty Replacements
Interplay Productions • 16815 Von Karman Avenue • Irvine, CA 92606

COPYING PROHIBITED

This software product and the manual are copyrighted and all rights are reserved by Interplay Productions and are protected by the copyright laws that pertain to computer software. You may not copy the software. You may not loan, sell, rent, lease, give, sub license, or otherwise transfer the software (or any copy). You may not modify, adapt, translate, create derivative works, decompile, disassemble, or otherwise reverse engineer or derive source code from all or any portion of the software or anything incorporated therein or permit or encourage any third party to do so.

Notice: Interplay reserves the right to make modifications or improvements to the product described in the manual at any time and without notice.

SOFTWARE USE LIMITATIONS AND LIMITED LICENSE

This copy of Descent 3 (the Software) is intended solely for your personal noncommercial home entertainment use. You may not decompile, reverse engineer, or disassemble the Software, except as permitted by law. Interplay Productions and Cetasoft retain all right, title and interest in the Software including all intellectual property rights embodied therein and derivatives thereof. The Software, including, without limitation, all code, data structures, characters, images, sounds, text, screens, game play, derivative works and all other elements of the Software may not be copied, resold, rented, leased, distributed (electronically or otherwise), used on pay-per-play, coin-op or other for-charge basis, or for any commercial purpose. Any permissions granted herein are provided on a temporary basis and can be withdrawn by Interplay Productions at any time. All rights not expressly granted are reserved.

Modem and Network Play: If the Software contains modem or network play, you may play the Software via modem transmission with another person or persons directly without transmission through a third party service or indirectly through a third party service only if such service is an authorized licensee of Interplay. For the purposes of this license, a third party service refers to any third party service which provides a connection between two or more users of the Software, manages, organizes, or facilitates game play, translates protocols, or otherwise provides a service which commercially exploits the Software, but does not include a third party service which merely provides a telephonic connection (and nothing more) for modem or network play. Authorized licensee services are listed on the Interplay Productions World Wide Web Site located at <http://www.interplay.com>. This limited right to transmit the Software expressly excludes any transmission of the Software or any data streams thereof on a commercial basis, including, without limitation, transmitting the Software by way of a commercial service (excepting those specific commercial services licensed by Interplay) which translates the protocols or manages or organizes game play sessions. If you would like information about obtaining a pay-for-play or commercial license to the Software, please call Interplay Productions in the US at (949) 553-6655.

Acceptance of License Terms: By acquiring and retaining this Software, you assent to the terms and restrictions of this limited license. If you do not accept the terms of this limited license, you must return the Software together with all packaging, manuals and other material contained therein to the store where you acquired the Software for a full refund.

INTERPLAY WEBSITE

Welcome to the Interplay Web! As a company dedicated to providing innovative, high-quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, welcome.

Brian Fargo
C.E.O.

Interplay's World Wide Web site is an Internet service designed to give you the latest information about Interplay and our products.

This site features our demos, upgrades, product information and ordering information.

How to get there

From your Internet account,
point your favorite browser to:

www.interplay.com

This website is not intended for technical support, but to offer new machines and the latest product information.

For technical support, please
visit us at

www.interplay.com/support



INTERPLAY WEB STORE

Looking for a quick, easy way to get your favorite Interplay games? Well look no further.....you can now order directly from Interplay. Just turn on your computer and go to www.interplay-store.com.

This is your one-stop shop for everything Interplay. Buy the hottest new releases or maybe get a copy of that hard-to-find game that you've been looking for. Purchase some ultra-cool merchandise; or make a bid on a unique collectible in the Online Auction. All this, seasonal specials and much more.

So don't delay.....

**go to www.interplay-store.com
and get shopping!!**



NOTES

NOTES

NOTES

NOTES

NOTES