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Minimum System Requirements

- 100% Windows® 95-compatible English language computer system (including 32-bit drivers for CD-ROM drive, video card, sound card and input devices)
- 486 DX2/66 MHz processor
- 8 MB RAM
- Single-speed CD-ROM drive (150K/second sustained transfer rate)
- 40 MB of uncompressed hard disk space
- VESA local bus (VLB) or PCI video card with 1 MB video RAM
- 256-colour SVGA (640 x 480)
- Mouse
- 100% Sound Blaster 16-compatible sound card
- Joystick or flight yoke (recommended)

Network play requires one or more of the following items in addition to those listed above:

- 100% Windows 95-compatible modem at 14,400 bps or faster
- IPX network
- TCP/IP network (Note: Internet play not supported)
- Any other 100% Microsoft DirectPlay®-supported network

Note: This program uses new Microsoft DirectX technology, and requires that your system have the most updated drivers that fully support DirectX.

Installing A-10 Cuba!

1. Before installing, close all other applications. Also make sure **Virtual Memory** (located in your **System Control Panel** under **Performance**) is not disabled.
2. Insert the **A-10 Cuba! disc** into your CD-ROM drive and wait a few moments until the A-10 Cuba title screen appears. If the title screen does not appear, please check "Autoplay" in the "Troubleshooting" section of the online Help file.
3. Click the **Install** button to begin the installation process and follow the on-screen instructions.
4. After A-10 Cuba! installation is complete, your computer will install Microsoft's DirectX 2 drivers if you do not already have them. After installation of DirectX 2 is complete, you will need to restart your computer for the new drivers to take effect. For more information on DirectX, please refer to the online technical help file.
5. You can now run *A-10 Cuba! for Windows 95* by choosing **Start/Programs/A-10 Cuba/A-10 Cuba** from the **Start** menu or by clicking **Play** on the A-10 Cuba! title screen.

Title Screen Button Functions

Install — Installs the game.

Play — If the game has already been installed to your system, click this button to play *A-10 Cuba!*

Exit — Exits *A-10 Cuba!*

Game Previews — Shows you preview movies of some exciting Activision games.

Play Demos — Try out four different Activision demos.

Play Movies — Watch some movie clips for six upcoming Activision games.

Return — Takes you back to the previous screen.

More — Click this button to access the following buttons:

About Activision — Gives information on how to contact Activision.

Help — Accesses the latest technical and gameplay information not found in this install guide.

Uninstall — Removes from your computer all installed *A-10 Cuba!* files.

Electronic Registration — Allows you to register your copy of *A-10 Cuba!* electronically. Please note that you will still have to enter your serial number as described in the next section in order to play *A-10 Cuba!*

Reading the Online Manual and Technical Help

We have supplied an online manual giving details on game history and how to play, plus technical information to help you with troubleshooting problems. There are three ways to access this Help file:

- Right-click on the **A10_cuba CD** icon and select **Help**.
- From the title screen, click on **More**, then click on **Help**.
- After installation, from the **Start** menu, select **Programs/A-10 Cuba/A-10 Cuba Help**.

Multiplayer Setup

Requirements

You must connect to a network via a 100% DirectPlay-compatible local area network (LAN) or via modem connection.

Starting a Network Game

1. Click **PREFS** in the Main Screen, and then select the **Network** tab.
2. Select the type of network on which you'd like to play:
 - **Modem Connection For DirectPlay** — For playing head-to-head against another player over a modem. Both players must have a 14,400 bps or higher modem.
 - **WinSock IPX Connection For DirectPlay** — For connecting over an IPX local area network. Most Novell® networks use the IPX protocol.
 - **Winsock TCP Connection For DirectPlay** — For connecting over a TCP/IP local area network. NOTE: Internet play is not supported.
3. Return to the Main Screen and click **NETWORK**.
4. Enter a unique callsign in the dialog box in the upper right-hand corner, and select a unique colour for your aircraft.
- 5a. **To Host a Game on a Local Area Network:** Select an arena from the list in the upper left-hand corner of the screen. Click **NEW GAME**. When prompted, give your game a name. You will then begin hosting the game in the network arena that you have selected. Players can then add themselves to your arena or leave the play arena as desired.

5b. **To Join a Game on a Local Area Network:** From the list of active games on the left-hand side of the screen, select a network game to play. All players connected in the same arena and network speed will be displayed in the pilots area. Click **JOIN**. You will then start in the network arena that you have selected.

That's it. Have fun! You can enter or exit a network game at any time. If you get tired of any particular arena, simply exit the arena and see if any other games are going on over the network.

6a. **To Host a Game via Modem:** Select an arena from the list in the upper left-hand corner of the screen. Click **NEW GAME**. When prompted, give your game a name. You will then begin hosting the game in the arena that you have selected.

6b. **To Join a Game via Modem:** Select the same arena as the other modem player then click **JOIN**. You will be prompted to enter the other player's phone number. Enter the phone number in the pop-up dialog box and press **DIAL**.

Note: Both modem players must choose the same arena in order to play together. If a different arena is selected, both players will have to return to the Network dialog box and then follow steps 6a and/or 6b listed above.

Playing the Network Game

The network arenas in *A-10 Cuba!* are designed for fast and furious action — no time to even take-off! Players are airborne when they enter the combat arena and are armed with guns and missiles. Up to eight players can enter each arena, and all four arenas can be active.

Leaving the Combat Arena

All network games take place over a 16-by-16-mile area. If a player goes beyond the combat zone, the world is tinted red. One mile outside the perimeter of the combat area, both engines will instantaneously cut out. With sufficient altitude, you can still turn back and the engines will come back to life again.

Exiting the Network Game

Press **Esc** at any time to exit the network game and see the scoreboard.

Troubleshooting

DirectX

Upon completion of the A-10 Cuba! setup, Microsoft's DirectX 2 installer will automatically update and install any necessary DirectX 2 files. If you already have Microsoft's DirectX 2 installed on your computer, the Installer will detect this and not overwrite any files. You will not need to restart your computer after installation to run *A-10 Cuba!*. Please refer to the online Help file for more information about Microsoft's DirectX 2.

PROBLEM

Game freezes

**No sound,
partial sound,
or sound effects**

SOLUTION

- Make sure your computer has at least 8 MB of RAM.
- Make sure you are using Windows 95 with the latest 32-bit drivers for all your peripheral devices.
- Make sure you have a 100% Sound Blaster 16-compatible sound card in your computer.
- Make sure your speakers are plugged in correctly and turned on, and make sure the volume is turned up to an audible level.
- Make sure you are using the latest Windows 95 32-bit sound drivers for your sound card.

PROBLEM

No sound, partial sound, or sound effects (Continued)

Game too slow

I'm not on an English Windows 95 system and it doesn't work.

SOLUTION

- Make sure your sound card is properly installed and that you have the correct audio drivers installed. Check your sound card's installation and its setup parameters within Windows 95 to be sure all is correct. See your card's manual and your Windows 95 manual for details.
- Make sure you are running A-10 Cuba! on a 486 DX2/66 MHz or higher system. Any 486 DX2/50 MHz or lower system usually will not perform at an acceptable speed.
- Make sure you have no other applications running in the background.
- Make sure you are running the game in 256-colour mode.
- This product requires an English language operating system to run. For information about versions of this product localized to work with non-English Windows 95 operating systems, please contact Activision.

Cockpit Flight Instruments

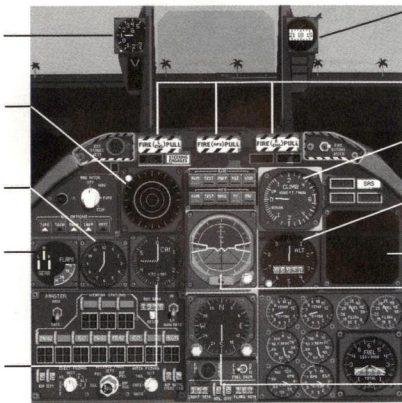
Accelerometer – Measures the acceleration of the aircraft along the vertical axis.

Radar Warning Receiver – Provides both visual and aural indications of threat radar emitters.

Clock – This real-time mission clock has a standard 12-hour configuration.

Flap/Gear Indicator – Indicates the deflection of the flaps to a maximum of 30°. Green and red lights indicate when gear is down and locked or retracted and/or damaged.

Airspeed Indicator – Measures the velocity of your aircraft. Airspeed is displayed in knots (nautical miles per hour, or kts).



Magnetic Compass – Displays the magnetic heading of the aircraft and acts as a backup in case of power failure to the electrical instruments.

Fire Handles – Indicate a fire in the engines or auxiliary power unit when flashing.

Vertical Speed Indicator (VSI) – Measures the vertical speed of the aircraft in ft./min.

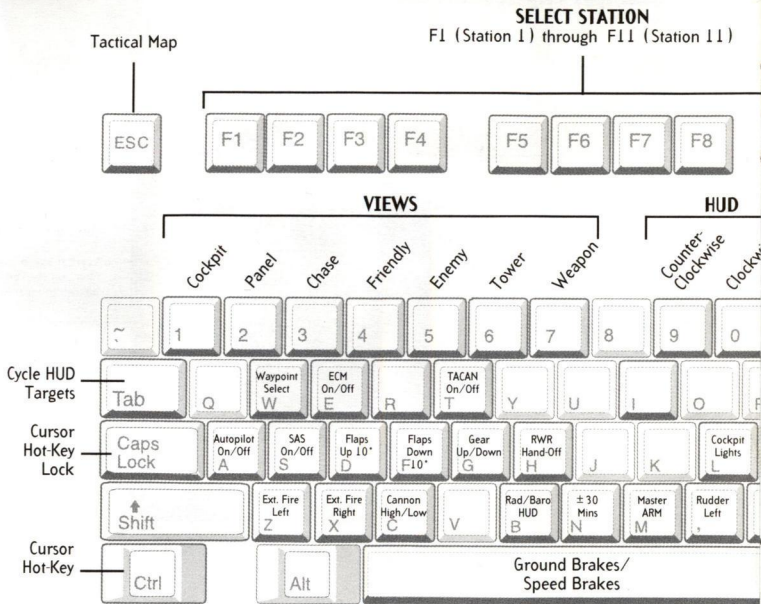
Altimeter – Displays the altitude of the aircraft above sea level in feet.

Multi-Function Display

Altitude Director Indicator (ADI) – Provides a pictorial display of the aircraft pitch and bank altitude relative to the horizon.

Horizontal Situation Indicator (HSI) – Displays a plane view of aircraft heading; also known as a directional gyro (DG).

Keyboard Layout



ALT KEY COMBINATIONS

Alt + E Eject
 Alt + J Jettison All Stores

Alt + I Panel Toggle
 Alt + C HUD Colour
 Alt + H HUD Frame Toggle

Clear All Stations

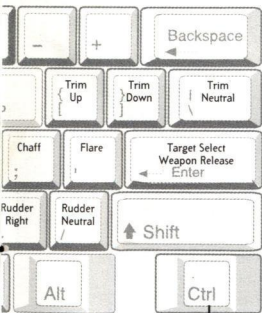


rise

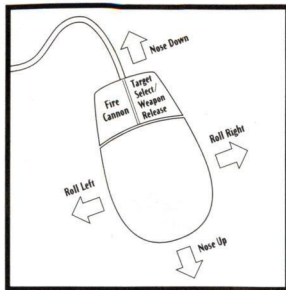
Throttle Down

Throttle Up

Target Deselect



Cursor Hot-Key



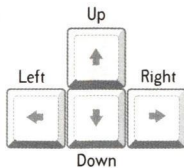
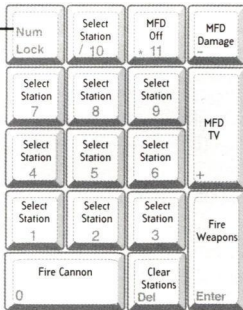
HUD Intensity Increase

page up

HUD Intensity Decrease

page down

On/Off Keyboard Controls



Customer Support

Before contacting customer support, please consult the technical help file. It contains the answers to some of the most frequently asked questions and may quickly and easily provide a solution to your difficulty. If after reviewing the technical help file you are still experiencing problems, please feel free to contact us through any of the services listed.

So that we can better help you, please be at your computer and have the following information ready:

1. Complete product title
2. Exact error message reported (if any) and a brief description of the problem
3. Your computer's processor type and speed (e.g. Pentium 100, Pentium 133)
4. Video and sound card make and model (e.g., Diamond Stealth 64 video, Soundblaster 16 sound)

Online Services with Activision Forums, E-Mail and File Library Support

- Internet: support@activision.com or www.activision.com
- America Online: Use keyword "Activision" to locate the Activision forum.
- CompuServe: 76004,2122 or [GO GAMB PUB]
- Activision BBS: + (310) 255-2146 Up to 33,600 Baud; Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

Customer and Technical Support in Europe:

For Technical Support, please contact Activision in the UK on: 0990 143 525. For Customer Support you can contact Activision in the UK on 01895 456 700 between the hours of 1.00pm and 5.00pm (UK time) Monday to Friday, with the exception of holidays.

For Technical Support and Customer Service in areas not listed, please contact your local distributor or Activision via online. (Please note the online support is available in English only).

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2. Your name and return address, typed or clearly printed
3. A brief note describing the defect, the problem(s) you encountered and the system on which you are running the product
4. If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include a check or money order for \$10 U.S. (AUD \$17 for Australia, or £10.00 for Europe) currency per CD or floppy disk replacement

Note: Certified mail is recommended.

In Europe send to:

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ACTIVISION, Gemini House, 133 High Street, Yiewsley, West Drayton, Middlesex UB7 7QL, United Kingdom.

Disc Replacement: +44 1895 456 700

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