



# apocalypse™



Technical Supplement

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# MICRO PROSE

MicroProse Ltd. 1997  
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# MICRO PROSE

The Ridge Chipping Sodbury South Gloucestershire BS17 6BN

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## SYSTEM REQUIREMENTS

For IBM PC 486 DX4 (100MHz minimum), Pentium and most compatibles

### Required

8 Mb RAM (16 Mb RAM if running under Windows™ 95)  
Quad Speed CD-ROM Drive  
MS-CD Extensions 2.2 or higher  
MS-DOS 5.0 or higher  
SVGA 640x480x256 Colours (VESA required)  
Microsoft Mouse driver v8.20 or higher

### Recommended

Pentium 90MHz or better  
16 Mb RAM

### Sound Cards Supported

SoundBlaster and 100% Compatibles, Microsoft Sound System, ESS Audio Drive, ProAudio Spectrum, Ensoniq Soundscape and Gravis Ultrasound

## INSTALLING X-COM® APOCALYPSE™ FROM WINDOWS™ 95

Insert the *X-COM Apocalypse* CD into your CD-ROM drive. If you have not disabled the Auto-Run feature in Windows™ 95, your CD will automatically take you into the installation program. Simply follow the on-screen instructions.

If the Install program does not Auto-Run, select your CD-ROM drive from MY COMPUTER, then click INSTALL.EXE.

After installation is complete, an *X-COM Apocalypse* icon will appear in the MicroProse Program Group.

## LOADING X-COM APOCALYPSE FROM WINDOWS™ 95

- Select *X-COM Apocalypse* in the MicroProse Program Group.

The MicroProse Program Group is accessed from 'Programs' which is found on the Start icon at the bottom left of the Windows™ 95 desktop screen.

*X-COM Apocalypse* will now run automatically.

Alternatively, double-click on the *X-COM Apocalypse* icon from within the Program Group itself.

## INSTALLING X-COM APOCALYPSE FROM MS-DOS

An MS-DOS installation program is included on the *X-COM Apocalypse* CD.

Insert the CD into your CD-ROM drive and designate that drive - usually by typing "D: [Return]".

When the new prompt appears, type, "INSTALL [Return]".

Please follow all on-screen prompts.

Unless you specify otherwise, *X-COM Apocalypse* will be installed to a directory named C:\XCOMA.

## LOADING X-COM APOCALYPSE FROM MS-DOS

Switch on your machine and wait until the C:\> prompt appears.

Insert the *X-COM Apocalypse* CD into the CD drive.

Type "CD XCOMA [Return]" and then type, "XCOMAPOC [Return]" to run the game.

Note: if you have installed *X-COM Apocalypse* to another directory, you must type, "CD [name of your Directory] [Return]", and then type "XCOMAPOC [Return]".

## NEW FEATURES

### Organisations Tab (Page 151)

Clicking any of the organisation icons, will cause that organisation to be selected. Further clicks on the icon, will cause the display to be centred on the buildings owned by that organisation. This feature is very useful for co-ordinating investigations when organisations have been infiltrated by the Aliens.

### UFOpaedia (Page 91)

Whenever your cursor is over an object that has information displayed about it in an Information Panel, clicking the right mouse button will take you to the UFOpaedia entry for that object.

From the Diplomatic Rift and Offer Settlement screens, it is possible to activate the UFOpaedia for the relevant organisation by pressing F1 on your keyboard.

### Recovering Live Chrysalis And Alien Eggs

These Alien life-forms are recovered automatically if everything else is killed or stunned. You will not have to kill them to complete a Tactical Combat Mission.

Remember, you will need to have Bio-Transport capability at the Tactical Combat Mission site. Any vehicle, apart from the Biotrans, must have the Bio-Transport Module fitted.

### Tool Tips On/Off

We have added an option to switch Tool Tips on or off from the Options Screen.

### Artificial Intelligence

The Tactical Game uses a sophisticated AI system to control non-player forces. The system will adapt to your tactics by learning from its actions. This adaptation process occurs after each Tactical Game is played. The computer analyses an experience data file in order to update its decision matrices.

The AI does not cheat (ie it has no privileged information or abilities beyond that of a human player). The data files for the AI are not stored as part of a saved game, they are continually updated. You can exchange the files with other *X-COM* players in order to experience different tactics from the AI player. Ensure that you exchange all three of the relevant files that are located within the TACDATA subdirectory.

### EXPERIEN.DAT

The record of the computer's performance over the course of time. This is updated continually during a Tactical Combat Mission.

### BRAIN.DAT

The decision matrices - the heart of the computer AI. This file is updated at the conclusion of each Tactical Combat Mission.

### WEAPEXP.DAT

The weapon experience file which records the computer's assessment of the effects of various weapons.

### TECHNICAL ASSISTANCE

If you experience difficulties with the game, you may need some help from us. As we receive many calls every day, we can deal with your enquiry more efficiently if you have the following information available:

1. The correct name of the game.
2. The type of computer and specifications you are running it on.
3. Your Windows version.
4. How much memory you have.
5. The exact error message reported (if any).

6. The version number of the game.
7. The size of your Windows swap file.
8. The name of any alternative Windows front ends.
9. How much Conventional, Extended (XMS) and Expanded (EMS) memory you currently have.

### MSD Report

Occasionally, MicroProse Customer Services may request an MSD report from you. MSD is a diagnostic program that can help establish the cause of most compatibility problems on your PC while attempting to run games. This program is supplied with all versions of DOS and Windows™, however Windows™ 95 users will first need to copy the program from the Windows™ 95 CD to the hard drive with the following command:

```
copy d:\other\msd\msd.exe c:\windows\command
```

To generate your MSD report, first exit Windows 3.x or '95 and place a spare formatted disk in drive A: now type:

```
msd /f a:report.txt
```

You can then print this report or send the disc to MicroProse (should this be required).

### Contacting Us

Ring us on 01454 893900, Monday to Friday between 09.00 and 17.30 hours. Have a pen and paper handy when you call.

Fax us on 01454 894296.

Alternatively, you can write to Customer Services at the address shown in this document.

When calling the support line, within the UK, please have your Customer Registration Number handy. If you do not yet have one of these, we will need to take your name and address first and then give one to you.

Due to the many different hardware/software configurations available for modern PCs, you may still have to talk to your computer dealer, or hardware supplier, in order to get our game to run with their product.

### Software Fault

In the unlikely event of a software fault please return the complete package, with your receipt, to the **place of purchase**.



## **MICROPROSE CUSTOMER SERVICES**

### **United Kingdom**

Tel: 00 44 (0) 1454 893900 (0900-1730 GMT/BST)

Fax: 00 44 (0) 1454 894296

Monday to Friday

MicroProse Ltd, The Ridge, Chipping Sodbury, South Glos BS17 6BN.

### **Germany**

Tel: 00 49 (0) 5421 9464-80 (1400-1700 Central European Time Monday and Wednesday)

Fax: 00 49 (0) 5421 9464-94

MicroProse Software Distribution GmbH, Bartholomäusweg 31, 33334 Gütersloh.

### **France**

Electronic Arts France

Tel: 00 33 (04) 72 53 25 00

Fax: 00 33 (04) 72 53 25 08

Monday to Friday

Centre d'Affaires Télébases, 3 Rue Claude Chappe, 69771 Saint Didier Au Mont D'Or, Cedex, Lyons

### **USA**

Tel: 00 1 510 522 1164 (0900-1700 Pacific Time)

Fax: 00 1 510 522 9357

Monday to Friday

MicroProse, 2490 Mariner Square Loop, Alameda, California, 94501

## **ON-LINE SERVICES**

### **Bulletin Boards**

United Kingdom 00 44 (0)1454 327083 (14,400 baud)

00 44 (0)1454 327084 (14,400 baud)

Germany 00 49 (0)5241 946484 (28,800 baud)

USA 00 1 510 522 8909 (14,400 baud)

### **Compuserve**

MicroProse-Europe 71333,314

MicroProse-Germany 74777,3326

MicroProse-USA 76004,2144

MicroProse Forum and Library areas can also be found at "Game Publishers B Forum" (GO GAMBPUB)

### **AOL**

Send e-mail to our postbox at: mps1

MicroProse Forum and Library areas can also be reached by pressing 'ck' for 'go to keyword' and choosing 'microprose'.

### **Internet**

**E-mail:** Messages can be sent to the following address for support, questions and queries:

support@microprose.com

service@microprose.de (Germany)

**FTP:** The MicroProse FTP site features a complete library of the latest updates, demos and product information. The address is: ftp.microprose.com.

**World-Wide-Web:** Our WWW pages contain information on a large number of current and upcoming MicroProse products. Use your Web Browser software to point to:

<http://www.microprose.com>