READ ME FIRST!

We know you're anxious to begin BUCCANEER, but before you do, please be sure that your system meets the following minimum system requirements:

- Pentium 120 MHz IBM PC or compatible
- 16 MB of RAM
- Windows® 95 - **Note:** *This is a Windows 95 game and cannot be played on Windows® NT systems.* Multitasking is not recommended when playing BUCCANEER.
- An **Uncompressed** hard drive with approximately 60 **MB** free for installation
- A 4X CD-ROM drive or faster
- A SVGA video adapter with 2 MB of memory and a Color SVGA Monitor
- A Windows 95 supported sound card.
- A 100% Microsoft (or Logitech) compatible mouse
- Microsoft mouse driver version 9.00 or higher, or Logitech mouse driver version 6.24 or higher

In addition to the basic system requirements, the game requires that DirectX 5 be installed to your hard drive. The option to install DirectX 5 appears during the game installation. At the end of installation, you are prompted to register BUCCANEER electronically.

INSTALLING THE GAME

You must install BUCCANEER game files to your hard drive and have the BUCCANEER CD in your CD-ROM drive to play this game. To install the game, insert the CD into the CD-ROM drive. When the pop-up window appears, click on the **Install** option. If you have disabled the Windows 95 **Autorun**, or it does not function, **Explore** the CD and double click on the **Setup** icon.

If you experience problems during installation, please refer to the "Troubleshooting" section of this data card. Additional information regarding sound and video setup can be found there.

STARTING THE GAME

Insert the BUCCANEER CD into your CD-ROM drive and select **Play** from the pop-up window.

For users that have disabled the Windows 95 **Autorun** feature, or if it does not function, open the BUCCANEER program folder from your Windows 95 **Start** button and click on the BUCCANEER icon.

For complete and specific "how to play" information, please refer to the User Manual. Any notes regarding changes to the game made after the User Manual was printed, or any rules errata can be found after the "Troubleshooting" section. Some changes were made too late to include in this data card. Please read the README.TXT file in your game directory for more information.

UNINSTALLING THE GAME

To uninstall the game, choose Settings from the Windows 95 **Start** Button, and select Control Panel. In the Control Panel, select **Add/Remove Programs**, left-click on BUCCANEER, and click on the **Add/Remove** button. The game and all of its components are then removed from your hard drive, except for your saved games or edited scenarios.

SAVING GAMES

BUCCANEER requires space on your hard drive for saved games and temporary files. Each saved game can take up to 31**K** of hard drive space.

ELECTRONIC REGISTRATION

If you did not register your copy of BUCCANEER after installation, and wish to do so later:

1. From your desktop select the **Start** button, click on **Programs**, click on BUCCANEER and click on **Register for Free Stuff**.
2. Follow all on screen prompts.

TROUBLESHOOTING

This section provides you with several easy steps to solve some common problems.

SOUND AND VIDEO CARDS

Some sound and video cards are not supported by Windows 95 and DirectX. If you do not have the following sound or video cards, the game may not work. BUCCANEER requires a sound card; if you do not have one, the game will not run.

DirectX Supported Sound Cards:
Aztech, Creative Labs, ESS, Media Vision, Microsoft
DirectX Supported 2D Video Cards:
ATI, Chips @ Technologies, Cirrus Logic, Matrox, S3, Tseng Labs, Western Digital, 3Dlabs, Creative Labs, Rendition
Recommended 3D Accelerator Cards:
Voodoo 3D FX, Diamond Stealth 2000

You may activate your 3D accelerator card during play by pressing the **F9** key, or by turning on the Hardware Accelerator option from the Options menu. Using an accelerator card greatly increases the speed of graphics display during ship combat. If your accelerator card is not on the recommended list, you may still use it, however, if the card is not working effectively, you should return to software only mode.

DirectX 5 Setup

This game requires DirectX 5. If you do not have DirectX 5, then it can be installed from the CD. **Explore** the game CD, and open the **REDIST** folder. Double click on **Setup** to start the DirectX 5 install.

DirectX DISCLAIMER

BUCCANEER utilizes Microsoft's DirectX sound and video drivers. DirectX is a programming tool created by Microsoft, and the installation of DirectX may cause video problems and system anomalies with computers using video drivers that aren't DirectX compliant. DirectX is a Microsoft product, and as such, SSI cannot be responsible for changes that might occur to your computer system due to its installation. For DirectX related problems that cannot be fixed by updating to your video card's latest Windows 95 driver set, you must contact either Microsoft or the manufacturer of your video card for further technical support or service. Microsoft retains all intellectual property rights to DirectX. The user has been granted a limited license to use DirectX with Microsoft operating system products.

Verifying DirectX Video / Sound Card Drivers

To verify that your sound and video drivers are DirectX 5 certified, follow the steps below.

1. Click on the windows **Start** button (usually found in the lower left corner of your screen).
2. Click on **Run**.
3. In the open field type the command: **C:\progra~1\directx\setup\dxsetup.exe** then click on **OK**.
4. Make sure all drivers say "Certified" next to them.

If any of your drivers are not DirectX certified you should contact the hardware manufacturer and see if they have certified DirectX 5 drivers.

Reinstating Windows 95 Video Drivers

If you find that there is a problem with your display after you have installed DirectX 5 you can reinstate your old video drivers by following these the instructions below.

1. Click on the windows **Start** button (usually found in the lower left corner of your screen).
2. Click on **Run**.
3. In the open field type the command: **C:\progra~1\directx\setup\dxsetup.exe** then click on **OK**.
4. Click on the **Restore Display Drivers** button.

This may require that you have the disk containing your original drivers.

CONTACTING SSI TECHNICAL SUPPORT

If you are having problems, please consult the 'Troubleshooting' section of this data card before contacting SSI Technical Support. We've put many of the solutions to the most common problems in that area of the data card. If you are sure that you meet the requirements and the game still does not run, please make certain that you are using the latest drivers for your system.

We have a staff of Technical Support Specialists ready to help you with any technical problems you may have with any of our games. If your problem is due to your system configuration they can suggest some possible solutions.

Because of the millions of different hardware and software configurations possible with today's PCs, you may still have to consult with your computer dealer, hardware manufacturer, or software publisher to properly configure your system before our game will work.You may also need to get the latest version of your sound, video, mouse, or CD-ROM drivers before the game will run properly.

We suggest contacting SSI Technical Support via fax or e-mail if possible. Please send a printout of your **c:\autoexec.bat** file, a printout of your **c:\config.sys** file and a complete description of the problem. Please include the operating system you are using and any error messages you have seen which indicate that there is a problem.

Please send this information to our fax number, or one of the e-mail addresses found below.

Fax: 1-408-737-6814 **Attn: Technical Support**

E-mail: *ssitechsupt@mindscape.com*
                76711.250@compuserve.com
                stratsim@aol.com

If you cannot fax or e-mail us, we can also be reached by phone. Our Technical Support number is (408) 737-6850. The phones are open from 11AM to 5PM Pacific Time, Monday through Friday (holidays excluded). **Absolutely no game playing hints will be given through this number.**

If the game about which you are inquiring has been out for more than 90 days, you'll also want to contact one of our online resources to be sure you are running the latest version of the game before contacting SSI Technical Support. Please see the SSI ONLINE section that follows for information about where the latest patches and updates can be found.

NOTICE:
Several changes were made to the game after the User Manual was printed. Refer to the README.TXT file for complete listings of up to date information.

SSI ONLINE

Strategic Simulations, Inc. is currently represented on two online networks: CompuServe and America Online. You can reach us on these networks and the World Wide Web as stated below.

World Wide Web
http://www.ssionline.com
America Online
E-Mail: *Stratsim*
CompuServe
E-Mail: *76711,250*
SSI Files/Discussion can be found on Compuserve at **GO SSIFORUM**

ADDITIONAL FEATURES OR ERRATA

Multi-Player Controls

The controls for multi-player ship to ship combat are the same as those for single player ship to ship combat. Game controls can either be found in the game manual on page 47, or for ease of reference, on the back cover of the game manual.

Boarding Action and Town Combat

Please see the **README.TXT** file in your game directory for information on how hand-to-hand combat functions in BUCCANEER.

Ship Combat

If you are in the porthole view mode, during ship combat, you see a carving in the wood, at the top right. This shows the hull of your ship with a circle around it. A full circle indicates the hull is intact. As the circle decreases it indicates greater hull damage. No circle at all means the hull is completely destroyed, and your ship is sinking.

Ship Statistics

The game manual contains two errors in ship statistics. The Brigantine has a cargo capacity of 5000 and a gold capacity of 7000, and the Merchant has a cargo capacity of 6000 and a gold capacity of 8000.

Additional Credits

Product Test: *Cyrus Harris, Cliff Mann, Damon Perdue.*

STRATEGIC SIMULATIONS, INC.