
BEFORE YOU BEGIN...

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

- 486DX/66 MHz IBM PC or compatible
- 8 MB of RAM
- MS-DOS 5.0 - 6.22
- An Uncompressed hard drive with 35 MB free for the small install
- A 1 MB SVGA graphics with a color SVGA Monitor
- A 2X speed CD-ROM drive (350 ms access and 300 KB transfer rate)
- A 100% Microsoft or Logitech compatible mouse
- Microsoft mouse driver version 9.0 or higher, or Logitech mouse driver 6.24 or higher

The minimum amount of free base RAM required is:

- 500,000 BYTES OF FREE BASE RAM
- 6,900,000 BYTES OF FREE XMS

Remember, 1K is equal to 1024 bytes. For example, 500K equals 512,000 bytes.

Users with 8 MB systems who have TSR (Terminate and Stay Resident) files loaded high (including RAM caches such as Smartdrive) may have to create a boot disk to run SILENT HUNTER. Refer to the "Troubleshooting" section for more details.

If you get the following error when you begin the game: "Failed to Init Heap", then you must create a boot disk. (This error means that your computer doesn't have enough XMS to run the game).

NOTE: Hard drive size and total system memory available have no bearing on free RAM. Follow the directions in the "To Check Your Free Base RAM" section to determine if you have enough available memory to run the game.

BOX CONTENTS

Your game box should contain one CD-ROM disc (CD), one SILENT HUNTER User Manual, the "U.S. Pacific Submarines in World War II" booklet, and this SILENT HUNTER Commander's Edition Data Book.

Windows® 95 Users

If you run SILENT HUNTER through the Windows® 95 environment, SILENT HUNTER may lock up at random times and might run substantially slower. We recommend that you run the game in DOS Mode, but if you are going to run in Windows 95, you must make sure no other applications are running, and your screen saver is turned off. Running SILENT HUNTER under Windows 95 is not recommended.

To Check Your Free Base RAM

Type MEM from within the DOS directory. The free base RAM is listed as "LARGEST EXECUTABLE PROGRAM SIZE." Compare the listed amount to the amount of free memory required by the game. Also listed is "FREE EXTENDED MEMORY" (or free XMS). If your amount is lower than the game requires, follow the instructions for making a "boot disk" given under the "Memory" section of this data card, or free up additional memory (see the Memory Management section of your DOS manual) before continuing.

