

UBI SOFT Entertainment

POD GOLD (TM) : MMX (TM) and Pentium (TM) Version 2.8

September 29th, 1997)

REFERENCE MANUAL

Description

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POD Gold is an extended version of POD. This version includes the 16 basic tracks and the 16 others distributed on POD Web site. It also includes the 8 basic vehicles and 8 others distributed on POD Web site.

For those who have an Internet access, the Game Service patch is included which allow you to play via Internet.

The Theme POD will allow you to modify your cursors, your icones, to assign new sounds from POD and change your paper wall.

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### I. INSTALLING AND LOADING THE GAME

1. Run Windows 95 (TM) .
2. Right-click an empty space on the desktop, and select PROPERTIES.
3. Click the SETTINGS tab.
4. Change Color palette to 16 bits (also named High Color) and click Apply .
5. Insert the POD CD into the CD-ROM drive.
6. The installation program should automatically appear on your screen. If not, double-click on the Ubi setup program on the CD-ROM.
7. Select a language to use and click OK.
8. Click the INSTALL menu option.
9. Select the configuration which corresponds to your system then click OK. The larger the size of the configuration you select, the more space the game occupies on your hard disk; however, the access to the different game menus is quicker. Playable installation will only enable you to play; you will be unable to save data onto your hard disk. No functions relating to saving the game will be available at all (e.g. ghost mode).
10. When Setup completes, click PLAY.

A shortcut has been placed on your desktop represented by an icon of POD.

After setup you may need to restart your computer.  
Now to run POD, all you have to do is select  
Ubi Soft Games / POD / PlayPOD in the Windows 95 (TM) task list.

#### Notes :

POD disables screen saver action during play. However, screen saver action will take place when a POD menu screen is active.

In order to play, you must have a minimum of 20 megs available on your hard drive after installing POD.

### II. GAME COMMANDS

#### A. Function Keys:

##### Player One (Single Player)

- F1: Help index menu (only in the menus)
- F2: View 1 (outside view) / View 2 (inside view) / View 3 (outside view)
- F3: Tachometer
- F4: Miles per hour

F5: Radar  
F6: Damage status  
F7: Exact positions  
F8: Overall time / intermediary times in Time Attack mode

Player Two (Split mode)

Insert:           View 1 (outside view) / View 2 (inside view) / View 3  
                 (outside view)  
Home:            Tachometer  
Page Up:         Miles per hour  
Delete:          Radar  
End:             Damage status  
Page Down:       Exact positions

## B. Key Functions

Esc           : Exit / Pause  
Ctrl + Y      : Restart  
Ctrl + E      : Look at another vehicle

It is also possible to press a number to look at another car.  
The number corresponds to its rank.

(View 1 and 3)  
Ctrl + F:   Zoom forward  
Ctrl + V:   Zoom back  
Ctrl + G:   Raise camera view  
Ctrl + B:   Lower camera view

- and +:     Reduce and enlarge the size of the screen

Alt + Enter:       Full screen

Alt + F5:   Letter Box (Pentium version)  
Alt + F7:   Change resolution  
Alt + F8:   Activate sky / deactivate sky  
Alt + F9:   Activate background / deactivate background

Ctrl+D :   Level of detail (Pentium version)

- Level 3 (A Lot of Detail): Everything is textured (default level).
- Level 2 (Some Detail): The road and half of the background are textured.
- Level 1 (Little Detail): The road and the lower sides of the road are textured.
- Level 0 (Very Little Detail): Only the road is textured; the rest is in gouraud.

Ctrl+T :   Automatic visibility (Pentium version)

Reduce the visibility to allow greater fluidity.

## C. Controls

### 1. Default controls

- US Keyboard

Left:           Left arrow

Right: Right arrow  
Accelerate: Up arrow  
Decelerate: Down arrow  
Upshift: A  
Downshift: Z

Warning: It is not possible for two people to play together using the same keyboard because this may cause interference problems between the two players' control keys.

For two people to play together, either a joystick, joypad or a steering wheel is absolutely necessary.

- joystick / joypad / wheel

The game is compatible with all types of joypads, joysticks and wheels that run on Windows 95 (TM); however, they must be calibrated before running POD.

1. Click the START button, select SETTINGS, and click CONTROL PANEL.
  2. Double-click the JOYSTICK icon.
  3. In the drop-down list select CURRENT JOYSTICK, JOYSTICK 1 or JOYSTICK 2 (which corresponds to JOY 1 or JOY 2 in POD).
  4. In the JOYSTICK SELECTION drop-down list, select the type of control that you will use.
  5. Click CALIBRATE and follow the instructions on your screen.
  6. Validate the changes by clicking OK.
- Note: You must make the changes either before the game starts or outside the control selection screen.

## 2. Modifying controls:

- a. Open the POD OPTIONS / CONTROLS menu.
- b. Select PLAYER 1 or Player 2 and click the icon representing the desired control mode.
- c. Select a command then press the key or button you wish to assign to it. Repeat this for all the commands you wish to modify. For example, if you wish to use the "A" key to accelerate, you must select Accelerate by using the Enter key and pressing the A key.
- d. Press OK when you have finished modifying the controls.

## ----- III) GAME MODES -----

### A. SINGLE RACE (SINGLE in the multiplayer menu)

In this mode, 8 drivers compete on the racetrack of your choice. The computer operates the vehicles that have not been chosen. In the track selection menu, choose the number corresponding to a track and validate by pressing OK.

### B. CHAMPIONSHIP MODE

We have included three different types of championships:

#### 1) NORMAL CHAMPIONSHIP (CHPSHIP / NORMAL)

In this mode, you do not choose the tracks you will race on. Instead, all of the tracks must be completed in their original

order. Each driver wins points according to his or her position at the end of the race. The winner is the one who has the highest score at the end of the final race. It is not possible to save your game using the SAVE button on the statistics menu until you have played four races.

## 2) CUSTOM CHAMPIONSHIP (CUSTOM)

This mode differs from the previous one in that it is possible to choose the tracks you wish to race on, as well as the number and the order. It is also possible to select the same track several times.

a. Select a track by clicking on the number on the horizontal line.

b. If you would like to choose a certain track, click on ADD and the name of the track will be placed in its proper order in the list of races. Repeat this as many times as you wish, up to 16 tracks maximum. If you have downloaded tracks from the Ubi Soft site, the arrows located left and right of the horizontal line enable you to move around among your tracks. To cancel a chosen track use the DELETE key.

c. Press OK when you've finished.

## 3) RANDOM CHAMPIONSHIP

The computer determines certain parameters of the race.

If you choose RANDOM CARS, a car is picked out randomly for you. This does prevent you from modifying the parameters (see below).

If you select RANDOM TRACKS, 4 tracks are picked at random but you can choose your vehicle.

If you choose RANDOM CHAMPIONSHIP (BOTH), the computer chooses the tracks and the vehicles.

## C. DUEL

The duel mode means that the computer does not compete in the race. In other words, there doesn't need to be eight players but there must be at least two. The duel mode can for instance be selected in coordination with a CHAMPIONSHIP, in which case no competitors are operated by the computer. You may choose between a scoring system according to TIME or POINTS.

## D. TIME ATTACK

Real fans of car racing particularly like this game mode which requires both perfect control of the vehicle and an excellent knowledge of the tracks. Here the sole motivation is time. The player is alone on his or her selected track and must score the fastest time to figure in the hall of fame.

There are three kinds of races against the clock:

- 3 laps

No matter which track has been chosen, the race is always three laps long.

- Free run

As the name indicates, there is no limit to the number of laps. The player can go around the track indefinitely. This

mode is good for practicing.

#### - Ghost mode

When the ghost mode is activated, the player races three laps against the clock while competing on the track against the image of another car. This image can either be the player's own best time, or some other player's time which has previously been saved or downloaded from the Ubi Soft site. This mode is called GHOST because you cannot crash into the competing car: it is only an image. This allows you to study and learn from a vehicle's driving style.

If you click on RACE after selecting GHOST MODE, and if you are playing for the first time, you will not meet a competitor. Beginning with the second race, you will see your own ghost running through the previous race. The computer will then save your best run on the track.

If you select 2 Players you will be able to compete against another person. Each player takes a turn.

If you wish to race against one or more of the top 5 players on this track, click on TOP 5. After you've chosen GHOST MODE then select the number(s) you want by clicking on the box to the right of the selected race time.

Do you wish to send one or more of your ghosts to friends so they can install them on their computers? Click on TOP 5, select the relevant times and click on EXPORT. In the POD / SCOPE / EXPORT directory you'll find a file that you must copy onto the POD / SCOPE / LOAD directory of your friends' computers.

To install the saved times on the other computers, click on ADD. The game is automatically updated and from now on you will be able to choose new ghosts. In order for a ghost to be saved, it must be one of the five fastest times ever run on the track.

When all 5 slots have been used, please first select the one(s) that you want to replace before pressing ADD.

Note: In this mode the car chosen by the player is indestructible and the levels of difficulty are not active.

#### E. Team Games

POD can be played as a team game when there are enough players (4 is the minimum to constitute two teams of two). In this case, each driver's performances are taken into account. In the case of a championship, for example, the points accumulated by the players of the same team are judged as a whole. A player may be the first to finish, yet be penalized by his or her teammates coming in last. Each team is identified by a color code shown next to the name on the upper right-hand area of the screen during the game. Similarly, the radar carries each team's own colors.

For more details, see the section on SETTING UP A NETWORK GAME.

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### IV. THE VEHICLES

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#### A. Choice of vehicle and settings

POD is above all a car racing game which centers on learning how to handle your vehicle. Consequently, the choice of vehicle is made not only on the basis of aesthetic criteria, but also on the basis of its technical characteristics.

On the vehicle selection menu, 5 criteria located to the right of the screen will help you to choose: SPEED, ACCELERATION, GRIP, HANDLING and BRAKES. Each car has its own basic characteristics.

The SPEED parameter influences the vehicle's maximum potential speed by modifying the reactivity of the gears: the more points you attribute to SPEED, the faster you will be able to go, but the longer it will take you to attain maximum speed.

The ACCELERATION parameter influences the vehicle's acceleration potential: the more points you attribute to ACCELERATION, the more powerful your vehicle's motor, and so the faster your accelerations.

The GRIP parameter influences the vehicle's ability to adhere to the road surfaces: the more points you attribute to GRIP, the less your vehicle will skid, and so the greater your control in turns.

The HANDLING parameter influences the angles at which turning the steering wheel affects the vehicle: the more points you attribute to HANDLING, the greater the potential maximum turning angle and so the greater the speed at which your car handles corners.

The BRAKES parameter influences the strength and efficiency of your vehicle's brakes: the more points you attribute to BRAKES, the stronger your braking potential.

1. Choose your car by clicking on the arrows to the left and right of the vehicle.
2. If you wish to try a car which is not on the list, and which you have already downloaded from the Ubi Soft site or if you want to play with one of the 8 new cars, click on LOAD NEW CAR. In the new menu, select the car that you want to replace then the desired car and click on REPLACE.
3. Select MANUAL or AUTOMATIC for the type of transmission.
4. Press SETTINGS if you wish to modify your vehicle's performances. In the settings menu, insert the number of points that you wish into the parameters that interest you. On the bottom left-hand side of the screen you will find the TOTAL and REMAINING POINTS which will enable you to manage the distribution of points. Each setting can be allocated a maximum of 100 points. The higher the number of points, the better the performances in this field. You can SAVE and LOAD the configurations you are interested in under the name of your choice. Finally, you can test (TEST) these settings on a circular track.

#### B. Vehicle Damage Control

According to the selected difficulty mode, you will suffer the consequences of physical damage to your vehicle. When your vehicle has been damaged following a collision with an opponent's vehicle or with a background element, its performance is adversely affected. To repair your vehicle's damaged parts, you have to drive through the stands that take the form of a lane next to the track.

THE FOLLOWING IS AN EXPLANATION OF THE DIFFERENT LEVELS OF DIFFICULTY:

#### Easy Level

Damage: Choice between Off, Global, or Sector

Opponents: Defensive behavior, poor performances  
Pit-stop: Not Activated / Activated

#### Normal Level

Damage: Choice between Global or Sector  
Opponents: Aggressive behavior, satisfactory performances.  
Pit-stop: Activated.

#### Hard Level

Damage: Sector (different parts of the car are damaged).  
Opponents: Intelligent behavior, optimum performances.  
Pit-stop: Activated.

### ----- IVb. THE NEW TRACKS -----

If you wish to play with the new tracks, they are available by clicking the right or left arrow in middle screen of tracks selection. In th multiplayer screen, they are available by clicking the arrow under tracks numbers.

### ----- V. SETTING UP A MULTIPLAYER GAME -----

Select the MULTIPLAYER button in the main menu.  
The multiplayer screen displays all the possible configurations for a multiplayer game.

#### A. CONNECTION MENU

Select the type of connection you want to use with the other player(s).

1) Two people playing on the same computer (SPLIT)  
The screen will be divided in half horizontally.

1. Choose Player 2's control mode in the OPTIONS menu.

2. Click on SPLIT.

3. Click on OK.

2) LINK ( 2-3-4 players on two computers )

1. Click on LINK. The button turns green, indicating that it has been chosen. You now need to declare the COM port to which the link cable is connected. Certain COM ports are inaccessible because they are already in use by a peripheral component.

2. If you want two to play on the same computer, click on SPLIT. The screen will then be divided into two.

3. Click on OK.

3) NETWORK (2-8 players)

POD is programmed to be played on an IPX network which you must configure in Windows 95 (TM).

1. Click on NETWORK.

2. Enter a number in the dialog box. Be careful, all the participants in the game must have the same number. This is what is known as a socket number.
3. Click on OK.

#### 4) MODEM ( 2-3-4 players)

It is preferable to have a fast modem (28,800 bps) to play in this mode. The game will work with a slower modem, but the animation quality will suffer.

1. Click on MODEM. The button turns green, indicating that it has been selected. If your machine is equipped with several modems, you can press MODEM several times to choose the modem you wish.
2. If you want two players to play on the same machine, click on SPLIT.
3. You now need to select either CALL or ANSWER by clicking on the appropriate button. If you choose to call another computer, you must enter a telephone number, press ENTER to validate and click on CALL. You can directly choose a name and its corresponding phone number in the upper right-hand section of the screen.
4. Click on OK when the connection is established .

#### 5) INTERNET (2-8 players)

To play via the Internet, you must have an account with an Internet Service Provider (ISP) such as CompuServe, FranceNet, AOL, etc.

1. Click on INTERNET .
2. If you want two players to play on the same machine, click on SPLIT.
3. You now need to select either CALL or ANSWER by clicking on the appropriate button. If you choose to call up another computer, you must enter a number corresponding to the IP address of the person you are playing with and who will be master of the game. If you do not know your IP address, press ANSWER to make it appear.
4. Click on OK when the connection is established .

**WARNING:** On the Internet, only the master is on ANSWER, the slaves must call the master. He therefore has to supply them with his IP number. It is not in fact possible for one computer to search through the entire Internet looking for people who want to play POD. The slaves are the ones who must call the master to inform him that they wish to play.

## B. SESSION MENU

When playing on a network or in a multiplayer configuration, you need to name your game so that your partners can join you. That's what we call a game session.

1. The master (one of the players) creates a session by clicking on ADD. He can then enter any name (8 characters maximum). The game creation menu is displayed.
2. The slaves - i.e. those who are not the master- click on the button opposite the session name which is shown on the screen.
3. The master and the slaves then find themselves in the multiplayer game creation menu where the master can select

the game parameters.

#### C. GAME SETUP MENU

This menu allows the master to configure the game session.

- The Type of Race

The choice is between SINGLE, CHPSHIP, and DUEL.

Once you've selected the type of game you want, the corresponding subcategories appear on the screen. All "One Player" playing modes are available , as is the possibility of creating teams.

- The Countdown

In other multiplayer games, when several players hook up to play together, a frequently-encountered problem is that you have to wait for the others before you can start. In POD it is possible to define a period of time which corresponds to the number of seconds that separate the moment the players arrive in the vehicle selection screen, from the moment when the race begins. When the time is up, all the players find themselves in front of the track loading screen.

- Level of Difficulty

- The Extent of Damage

- The Track or Tracks

To proceed to track selection mode, first click on the number corresponding to its order of appearance in a normal championship. Its outline will appear in the central window. To select a track, click on ADD. The name of the track is displayed next to the numbers in the upper right-hand section of the screen. When you have completed your selection, press END. You may delete a track you have selected by clicking on DELETE which erases the last selection. Slaves can consult the tracks, but cannot choose them. The master also has the right to throw someone out of the game. To do this he just has to click on M (for master) and then click on the person he wants to get rid of.

- Main Menu

All players may access this menu.  
Several actions are possible:

#### Dialogue:

The area to the right of the player's name is a dialog box which the players can use to chat with each other. By clicking directly on this area, the player can type a message that everyone can see. To send a message only to certain people, click on their name beforehand (a frame highlighting their names indicates that they have been selected).

#### Confirm/ Invalidate:

The square to the left of your name is used to give your agreement to the current game session. If the square is filled in, that means you consent to the game session parameters as defined by the Master. Until all the people- except the master- have clicked on this square, the CONTINUE button will not be activated.

#### Creating teams:

To play in teams, you must click on the small box to the right of your dialog box. The cursor then positions itself on your dialog box. You may then enter a password to make up a team.

The players who enter the same password will be on the same team provided there is the same number of players on each team.

#### ----- VI Downloading from the UBI SOFT web site -----

If you have access to the Internet, you can download new cars, tracks, and ghosts for FREE from the UBI SOFT web site. You can also update your copy of the game to the latest release.

1. Open POD
2. Click on UBI ONLINE
3. Choose the browser you wish to use.
4. Choose the drop-down list that interests you and follow the instructions.

#### ----- VII The Game Service -----

##### USE

A button has been created in multi-players menu during installation. It is red and located in bottom left of screen.  
Then click on New user to create a game character protected by a password.

#### ----- VIII POD Theme -----

Pod Theme (Hi color)  
Version 1.00  
Last update - 26 June 1997  
By David CRAFF as ALBADOUD  
E-MAIL: hotline@ubisoft.fr

\*\*\*\*\*Important\*\*\*\*\*  
All of this can only be used with 65536 colors or higher..  
\*\*\*\*\*

#### -----How to install it With Windows Plus-----

1. Unzip the file using Winzip version 6.0 or higher into your themes directory (do not use any other unzip program, since they do not support the long filenames!)  
When you extract from winzip, make sure you have the "Use Folder Names" button checked or it will not work. (It will make a folder called "PODTHEME" inside your themes directory.
2. Activate the themes section of control panel and select the "Pod theme" from the list. It is present in both the root directory of your themes folder and in the "PODTHEME" sub-directory.

3. To activate the startup and shutdown screens, simply copy "logo.sys" into your root directory (usually drive C:\). Next, copy "logow.sys" & "logos.sys" into your main windows directory (usually C:\windows\).

\*\*\*\*\*Important\*\*\*\*\*

If you wish to retain your original startup and shut down screens, you must make a backup BEFORE copying the files!

4. To use the Folder icons, you need to install MicroAngelo or another program to associate default icons with other icons. With MicroAngelo, use MicroAngelo Engineer, select Folder and associate the icons like this:

Closed Folder	: Closed Folder.ico
Open Folder	: Open Folder.ico
Program Group	: Closed Folder.ico

-----How to install it Without Windows  
Plus-----

1. Unzip the file using Winzip version 6.0 or higher into a directory of your choice (do not use any other unzip program, since they do not support the long filenames!)

When you extract from winzip, deselect "Use Folder Names" option. Pod Theme will be install into the directory of your choice.

2. Open the control panel, double click on "mouse", select the "Pointers" tab. Link the pointers to the corresponding file. To select a file, use the "Browse" command, select the folder where you have installed the files and link them as follows

Normal selection	: Arrow.cur
Help with selection	: Help.cur
Work in background	: Wait.ani
Busy:	Wait.ani
Specify selection	: Crosshair.cur
Select text	: IBeam.cur
Manual	: NWPen.cur
Unavailable	: No.cur
Vertical resizing	: SizeWE.cur
Horizontal resizing	: SizeNS.cur
Diagonal 1 resizing	: SizeNWSE.cur
Diagonal 2 resizing	: SizeNESW.cur
Move	: SizeAll.cur
Other selection	: UpArrow.cur

3. Open the "control pannel", double-click on "Sounds." Link each sound event with the corresponding file. To select a file, use the "Browse" command, select the folder where you have installed the files and link them as follows

Zoom	: Maxi.wav
Critical stop	: Vroom.wav
Launch Windows	: Intro.wav

Exclamation	: Vroom.wav
Default Menu	: default.wav
Previous level	: mini.wav
Next level	: maxi.wav
Exit Windows	: fin.wav
Reduce to task bar	: mini.wav
Default sound	: default.wav
System Default	: default.wav
Empty the trash	: trash.wav

4. To activate the startup and shutdown screens, simply copy "logo.sys" into your root directory (usually drive C:\). Next, copy "logow.sys" & "logos.sys" into your main windows directory (usually C:\windows\).

\*\*\*\*\*Important\*\*\*\*\*

If you wish to retain your original startup and shut down screens, you must make a backup BEFORE copying the files!

5. To use the Desktop icons and Folder icons, you need to install Microangelo or another program to associate default icons with other icons. With MicroAngelo, use MicroAngelo Engineer:

\* select Desktop and associate the icons like this:

My Computer	: Pod.ico
Network Neighborhood	: Reseau.ico
Corbeille (empty)	: PodTrashE.ico
Corbeille (full)	: PodTrashF.ico

\* select Folder and associate the icons like this:

Closed Folder	: Closed Folder.ico
Open Folder	: Open Folder.ico
Program Group	: Closed Folder.ico

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Credits-----

Ubi Soft Entertainment for this nice game, for the wallpaper, and some sounds.

Impact Software for MicroAngelo shareware

Axialis for AX Icon shareware

Chris S. for Goldwave shareware

THE BLAIR, GIZMO, SPONTEX, FRED, RITCHY, POCK, IVANO, INDURATOR, META\_BARON ....  
and every

Pod Players

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IX) TECHNICAL SUPPORT  
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A. Installation Troubleshooting

Do you have the required equipment? To play POD you need:

- a MMX 166 MHz or better or Pentium 120 Mhz or higher
- 16 Mb of RAM minimum
- a graphics card capable of displaying 640 x 480 in 16 bits
- a minimum of space available on your hard disk (see installation).
- a 16 bit sound card
- a 4-speed CD-ROM player or faster

#### Options

- stereo system or decoder to get Dolby Surround TM sound
- network card
- 28,800 baud modem
- link cable
- joystick / joypad / wheel

#### B. Audio Troubleshooting

Be sure that your speakers and the Windows 95 volume control are enabled and turned up.

Verify that Windows 95 can play audio files :

1. Click the START button, select SETTINGS, and then click CONTROL PANEL.
2. Double-click the SOUNDS icon.
3. Try to play a .wav file.

If Windows 95 is not able to play a .wav file, check to see that a sound driver is enabled

1. Click the START button, select SETTINGS, and then click CONTROL PANEL.
2. Double-click the SYSTEM icon.
3. Click the DEVICE MANAGER tab.
4. Double-click SOUND, VIDEO AND GAME CONTROLLERS.
5. If nothing appears, please reinstall the sound card drivers.

#### C. Network Troubleshooting

All players must use the same protocol (IPX/SPX for a Local Area Network).

To check the protocol:

1. Click the START button, point to SETTINGS, and then click CONTROL PANEL.
2. Double-click the NETWORK icon.
3. In the CONFIGURATION tab, you should see the protocol listed in the list box.

To install a protocol:

4. Click ADD.
5. From the list, click PROTOCOL and then click ADD.
6. From the Manufacturer's list, click Microsoft.
7. Click IPX/SPX.
8. Click OK as many times as necessary.
9. Click YES to restart your computer.

#### D. Internet and Modem Troubleshooting

To test your modem with the Windows 95 HyperTerminal program

1. Click START, select PROGRAMS, ACCESSORIES, and then

- click HyperTerminal.
2. Double-click the HYPERTRM.EXE icon.
  3. Enter a name for the session (such as Online Services), and then click OK.
  4. In the PHONE NUMBER dialog box, enter the Online Services access number, and then click OK.
  5. In the CONNECT dialog box, click DIAL.
- If the connection is successful, the word "connected" should appear in the bottom left corner.

If you cannot connect in HyperTerminal, please contact your Windows 95 support provider.

Furthermore, all players must use the same protocol (TCP/IP for Internet).

To check the protocol:

1. Click the START button, point to SETTINGS, and then click CONTROL PANEL.
2. Double-click the NETWORK icon.
3. In the CONFIGURATION tab, you should see the protocol listed in the list box.

To install a protocol:

4. Click ADD.
5. From the list, click PROTOCOL and then click ADD.
6. From the Manufacturer's list, click Microsoft.
7. Click TCP/IP .
8. Click OK as many times as necessary.
9. Click YES to restart your computer.

Notes :

- To directly access the Internet (via the Ubi Online icon) your network should make a TCP/IP connection coming from the Internet to your computer's 5000 port. If you are connected to the Internet via a FireWall, contact your administrator to authorize these connections.

- It is recommended that players who use a Proxy deactivate their navigator's Proxy option while using POD on the Internet.

Before making an Internet connection with POD:

1. Go to Netscape(TM)'s OPTIONS menu.
2. Choose NETWORK PREFERENCES.
3. Select NO PROXIES.
4. Click on OK.