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IMPORTANT: Be sure to read the READ ME file installed with the software for late breaking information not included in this manual. Audio and video performance of Connectix Virtual Game Station may not be the same as that of an actual PlayStation. Check the Virtual Game Station Web site for the latest list of recommended games tested for compatibility, as well as software updates and special offers at: www.virtualgamestation.com.

System Requirements

NOTE: Internet connection for access to the Connectix Virtual Game Station Recommended Games list at www.virtualgamestation.com recommended.

Windows®:

- Windows 95 or Windows 98
- Pentium II, Pentium III, and Celeron or compatible processor, 266 MHz minimum (400 MHz or higher recommended)
- Level 2 cache
- 32 MB RAM
- 75 MB Hard Disk space
- 16-bit video card (24-bit or higher recommended)
- DirectX 6.1* compatible video and sound card with drivers
- 8x or higher CD-ROM or desktop DVD-ROM drive**

* If DirectX is not installed on your computer, Connectix Virtual Game Station CD-ROM installs it for you.

** Some laptop DVD-ROM drives are unable to read game disks. See www.virtualgamestation.com for details.

Macintosh:

- Mac® OS 8 or higher
- Factory original G3 or G4 processor*** (300 MHz or higher recommended)
- 10 MB RAM
- 3.5 MB Hard Disk space (5 MB recommended)
- Apple CD-ROM or DVD-ROM/RAM drive with Apple drivers

***Not compatible with G3/G4 upgrade cards.

Installing Connectix Virtual Game Station

1. Insert the Connectix Virtual Game Station CD-ROM.
2. **Windows:** Installation should begin automatically. If not, locate the **Setup.exe** file on the CD-ROM and double click.

   Macintosh: Double click the Connectix Virtual Game Station Installer.
3. Follow the on screen installation instructions.
4. When installation is complete, restart your computer.

Running Connectix Virtual Game Station

Insert a PlayStation game CD. Connectix Virtual Game Station will start automatically with most games. If not, then launch the application manually. While loading, the screen displays: **Loading Game.** When the game is loaded, its opening screen will appear. To play, read the instructions included with the game.

Menu Options

To display the menu bar, press **Esc**.

File Menu: The File menu lets you **Exit** the program.

Edit Menu: The Edit menu includes the **Preferences** selection.

Control Menu: The Control menu has the following menu selections:

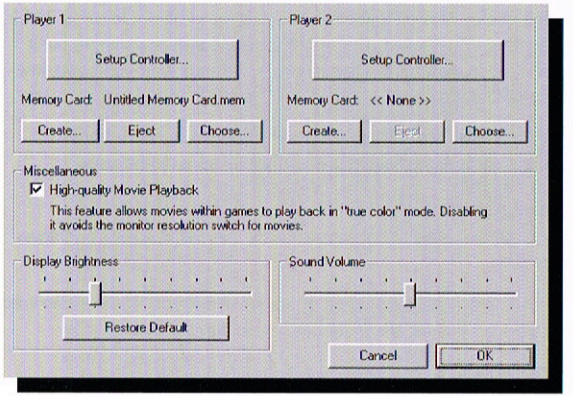
Eject CD - Used to eject a CD

Pause/Resume - Used to resume play (or press **Esc**).

Reset - Like the reset button on a PlayStation, use this option to boot a new game (first eject the current CD).

Setting Preferences

Your own control settings and preferences can be set up easily. Simply press **Esc** to pause the application and display the Menu bar. Select **Preferences** from the **Edit** menu. The following menu appears:



*Click the **Setup Controller ...** button to define or modify controller keys. You can configure up to two players on one computer.*

*Click the **Create...** button to create a virtual Memory Card to store your games' settings and saved blocks.*

*Click the **Eject** button to deselect the virtual Memory Card file.*

*Click the **Choose...** button to select a virtual Memory Card that you have previously created.*

IMPORTANT: If you have any problems setting up your controller...

Windows: Check the **Game Controllers Control Panel** on your computer; make sure the driver status is **OK**. If not, see the documentation for your controller.

Macintosh: Verify that your input device is supported by Apple's InputSprockets.

Miscellaneous

PlayStation games usually play in 16-bit color. But many game movies are displayed in 24-bit, "true,"color. On a computer, this requires switching between the two modes. Connectix Virtual Game Station can automatically switch modes for you, but it may require several seconds to re-synchronize.

Enabling **High-quality Movie Playback** allows movies to be displayed in 24-bit color, just like a real PlayStation. This results in a higher quality image, but it also requires a mode switch. On some monitors, this may take significant time and could disrupt game play.

Disabling **High-quality Movie Playback** prevents the mode switch from occurring. The result is that all movies will be displayed in 16-bit color.

Display Brightness

The **Display Brightness** slider bar lets you modify the overall screen brightness during game play.

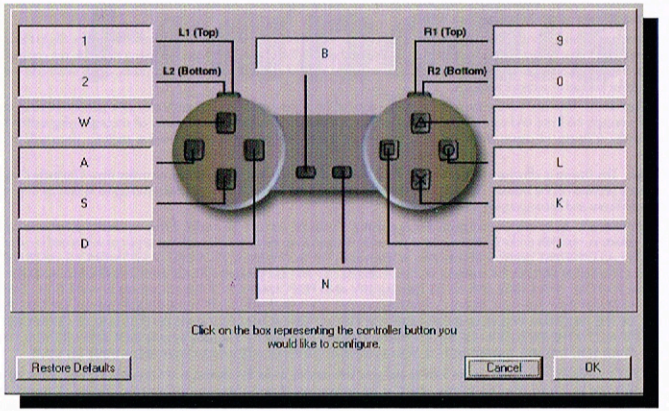
NOTE: This setting is only supported on some video cards. If your video card does not support this feature, the slider bar will not be displayed.

Sound Volume

The **Sound Volume** slider bar lets you modify sound volume within a game. This setting does change your regular sound settings.

Setting up the Controller

Click the **Setup Controller...** button to redefine the controller buttons for your keyboard, game pad, or joystick. The default keyboard settings are shown below.



To modify a button, click once inside the button's box, then press the key or button you want to assign to that button. To reset all the original settings, press **Restore Defaults**.

NOTE: In most instances, once the L1 (Top) button is set, the controller setup will automatically move to the next logical button to be assigned, until all buttons have been assigned.