

# BATTLEFIELD™

## 1942

### THE ROAD TO ROME

## INSTALL GUIDE

# SYSTEM REQUIREMENTS

### MINIMUM CONFIGURATION

- ★ *Battlefield 1942*™ for Windows installed.
- ★ Windows® XP, Windows Me, Windows 2000, Windows 98, (Windows NT and 95 are not supported)
- ★ 500 MHz Intel® Pentium® III or AMD® Athlon™ processor
- ★ 128 MB RAM
- ★ 4x CD-ROM/DVD-ROM drive
- ★ 400 MB free hard disk space plus space for saved games (additional space required for Windows swap-file and DirectX® 8.1 installation)
- ★ 32 MB Direct3D™ and Hardware Transform & Lighting capable video card using the NVIDIA® GeForce4™, NVIDIA GeForce3™, NVIDIA GeForce2™, NVIDIA GeForce 256™, ATI® Radeon™ 8500, ATI Radeon 7500, ATI Radeon, or Matrox® Parhelia chipset with DirectX 8.1 compatible driver
- ★ DirectX 8.1 compatible sound card
- ★ Keyboard
- ★ Mouse
- For Warranty information, see p. 21. For Technical Support information, see p. 19.

### RECOMMENDED

- ★ 800 MHz or faster Intel Pentium III or AMD Athlon processor
- ★ 256 MB or more RAM
- ★ 16x or faster CD-ROM/DVD-ROM drive
- ★ 64 MB or greater supported Direct3D and Hardware Transform & Lighting capable video card

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



## **REQUIRED FOR MULTIPLAYER GAMES**

### **INTERNET\* (2-16 PLAYERS)**

- ★ 56 Kbps or faster Internet connection
- ★ 1 disc/player per computer

### **INTERNET\* (2-32 PLAYERS)**

- ★ Broadband Internet connection (DSL, Cable Modem, or faster)
- ★ 1 disc/player per computer

### **NETWORK (2-32 PLAYERS)**

- ★ TCP/IP compliant network
- ★ 1 disc/player per computer

\* AN INTERNET CONNECTION IS REQUIRED FOR THIS FEATURE. Online features for Battlefield 1942™ will be available through September 30, 2004 after which Electronic Arts may retire the features. Subject to online Terms of Service and all features may not be available at the time of purchase. Please check online at [www.battlefield1942.com](http://www.battlefield1942.com) for more information.

# INTRODUCTION

Battlefield 1942: Road to Rome brings to life the Italian Campaign of WWII, where veteran German soldiers and American troops clashed for the first time on European soil. Some of the greatest battles of the war occur here and you are on the front lines as this history unfolds. The Road to Rome includes new vehicles, new weapons, and new armies, along with several multiplayer enhancements.

Don't let your hopes fade. Keep a stiff upper lip. The war continues...

Thank you for purchasing *Battlefield 1942: Road to Rome*. This Install Guide will assist you with installing and running the game on your system, as well as provide valuable troubleshooting and support information.

Please take time to ensure your system meets the Minimum Configuration requirements. It is essential that your system meets these requirements in order for *Battlefield 1942: Road to Rome* to function properly.


**IMPORTANT NOTE:** After installing *Battlefield 1942: Road to Rome*, go to [www.battlefield1942.ea.com](http://www.battlefield1942.ea.com) to download the latest update of *Battlefield 1942*. These updates include enhancements and new content.

# **DISK PREPARATION**

Before you install any software, it is critical that your hard drive be in proper working order. We recommend running ScanDisk, Disk Defragmenter, and Disk Cleanup.

ScanDisk searches your hard drive for lost allocation units as well as cross-linked files and directories. Disk Defragmenter ensures that your data is sorted properly, thereby helping to prevent corrupt data. Disk Cleanup clears unnecessary files from your system, freeing up disk space and preventing conflicts that might stop the game from installing correctly.


## **To run ScanDisk (Windows Me, 98 only):**

1. Left-click the  **Start** button from the Windows Taskbar. The Start menu opens.
2. From the Start menu, select **Run...**
3. In the Run dialog box, type **scandisk**, then click **OK**. ScanDisk opens.

Make sure a check mark appears in the **Automatically fix errors** box, then select the drive to which you are installing the game (e.g., C:).

4. Click **START** to begin ScanDisk.


## **To run Disk Defragmenter:**

1. Left-click the  **Start** button from the Windows Taskbar. The Start menu opens.
2. From the Start menu, select **Run...**
3. In the Run dialog box, type **dfrg.msc** (or **defrag** if using Windows Me or 98), then click **OK**. The Select Drive dialog box appears.

Select the drive to which you are installing the game.

4. Click **Defragment** (or **OK**) to begin Disk Defragmenter.

## **To run Disk Cleanup:**


1. Left-click the  **Start** button from the Windows Taskbar. The Start menu opens.
2. From the Start menu, select **Run...**
3. In the Run dialog box, type **cleanmgr**, then click **OK**. The Select Drive dialog box appears.
4. Select the drive to which you are installing the game, then click **OK**. The Disk Cleanup window appears.
5. In the Files to delete: field, make sure a checkmark appears in the **Temporary files** box (if present). If any other boxes are checked, uncheck them.
6. Click **OK** to begin Disk Cleanup.

A prompt appears asking for verification to delete files. Click **YES**.

# INSTALLING THE GAME

To install *Battlefield 1942: Road to Rome*:


1. Start the Windows operating system. Make sure *Battlefield 1942* is already installed on your system.
2. Close all open programs and background tasks, including virus scanners (► *General Performance/Lockups* on p. 13 for more info).
3. Insert the *Battlefield 1942: Road to Rome* disc into your CD-ROM/DVD-ROM drive. The Autorun menu appears.

If the Autorun menu does not automatically appear, left-click the  **Start** button from the Windows Taskbar and select **Run...** Type **D:\autorun.exe** in the Run dialog box, then click OK (substitute the correct letter of your CD-ROM/DVD-ROM drive if other than 'D:').

4. Click **INSTALL** to initiate the setup program. The Install Shield Wizard opens. Click **NEXT** to continue.
5. You are now prompted to enter your serial number, which can be found on the back of your *Battlefield 1942: Road to Rome* CD case. Click **OK** to continue.
6. Select **YES** to install GameSpy Arcade or **NO** to skip GameSpy Arcade installation and click **NEXT**.
7. Game files are copied to your hard drive.
8. If you wish to read the readme file or create a *Battlefield 1942: Road to Rome* shortcut on your desktop, check the appropriate boxes and click **FINISH**.
9. If you choose to register your software, select either **REGISTER NOW** or **REGISTER LATER** from the prompt.


## STARTING THE GAME

To start *Battlefield 1942: Road to Rome* (with disc already in drive):

1. Close all open programs and background tasks, including virus scanners (► *General Performance/Lockups* on p. 13 for more info).
2. Left-click the  **Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) > **EA Games** > :  
**Battlefield 1942: Road to Rome** > **Battlefield 1942: Road to Rome**.

To start *Battlefield 1942: Road to Rome* (without disc already in drive):

1. Start the Windows operating system.
2. Close all open programs and background tasks, including virus scanners (► *General Performance/Lockups* on p. 13 for more info).
3. Insert the *Battlefield 1942* disc into your CD-ROM/DVD-ROM drive. The Autorun menu appears.

If the Autorun menu does not automatically appear, left-click the  **Start** button from the Windows Taskbar and select **Run...** Type **D:\autorun.exe** in the Run dialog box, then click OK (substitute the correct letter of your CD-ROM/DVD-ROM drive if other than 'D:').


4. Left-click the **PLAY** button.

**NOTE:** Please see the *Battlefield 1942* manual for more gameplay instructions.

# UNINSTALLING/RE-INSTALLING THE GAME

If you are having problems or the game did not install correctly the first time, we recommend re-installing the game.

### To uninstall *Battlefield 1942: Road to Rome*:

1. Start the Windows operating system.
2. Left-click the  **Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) > **EA Games** > ***Battlefield 1942: Road to Rome*** > **Uninstall *Battlefield 1942: Road to Rome***.
3. Follow the on-screen instructions to complete the uninstall process.

**NOTE:** Files that were created after the installation of *Battlefield 1942: Road to Rome*, such as saved games, will remain on the hard drive after completing the uninstall process. If you wish to continue to use these files, simply re-install the game to the same directory.

### To re-install *Battlefield 1942: Road to Rome*:

Follow the *Installing the Game* instructions on page 5.

## WHAT'S NEW

Reconnaissance reports have revealed several new technologies in use on all fronts. We're seeing new equipment and machinery in the field. New battles lines have been drawn with troops that have yet to be tested. We're counting on your experience to keep our war efforts on track and moving toward a swift conclusion.

## MULTIPLAYER FILTERS

During the multiplayer game setup, a new set of custom filters allows you to view expansion games, original games, mod expansions, or all game types.

### To access the new custom filters:

1. Click the down arrow button on the Custom Filter menu. The Filter menu appears.
2. The Filter menu lists three categories: SHOW ALL, BF1942, and BF1942: THE ROAD TO ROME. Double-click one of these categories to display all the available multiplayer games of that type.

The list of Internet games can also be filtered by server name, number of players, ping rate, game type, and map, just like the original version of Battlefield: 1942.

- To filter using any of these categories, click inside the text box above the category and type the filter description. For instance, to view all available games being played only on the Iwo Jima map, click inside the text box just below the Map category heading and type IWO JIMA. Only servers running the Iwo Jima map are then displayed.

## NEW MISSIONS

The Italian Missions cover six new battles, all gutsy defensive struggles that require absolute vigilance even in these war weary times.

## BATTLE OF ANZIO

### MAP DESCRIPTION

The Axis troops are encamped upriver from the port town of Anzio, 35 miles south of Rome. The town, river, and encampment are protected on both sides by steep terrain.

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## **OBJECTIVE**

This is a HYBRID CONQUEST map.

Allied troops have made an amphibious landing and control the port town. Axis troops control the encampment upriver. The key to victory in a hybrid conquest scenario is domination; maintain control of more than half the control points on the map to drop your enemies tickets slowly, or gain control of all the control points to make their tickets drop quickly. Win the scenario by causing the opponents tickets to reach zero.

## **BATTLE OF SALERNO**

### **MAP DESCRIPTION**

This is a "king-of-the-hill" style battle on Hill 424 south of Naples and just inland from the Gulf of Salerno. American troops have landed and face a determined German defense.

### **OBJECTIVE**

This is a CONQUEST: HEAD-ON map.

The hill between the Allied and Axis forces is neutral, and the side that controls it, controls the battle. To win a head-on scenario, your team needs to maintain control of more than half of the control points on the map.

## **MONTE CASSINO**

### **MAP DESCRIPTION**

The Axis has another formidable fortress in this monastery south of Rome. Allied troops must advance up steep terrain to the top of a tall hill, then penetrate the interior of the monastery, all the while facing oppressive fire from numerous stationary guns and heavy tanks.

### **OBJECTIVE**

This is a CONQUEST: ASSAULT map.

The Allies must take control of three points along the hillside and two more inside the monastery. To win an assault scenario, the team tasked with attacking must control every control point on the map. The defenders win if they are successful in holding the attackers at bay when the fighting is over.

## **MONTE SANTA CROCE**

### **MAP DESCRIPTION**

The Stronghold on top of the mountain makes an Allied attack impervious in this southern region of mainland Italy. Allied forces must also cross one of two rivers protecting the Axis

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stronghold. This is steep terrain and one wrong turn in a tank or a jeep will send you tumbling to your death, assuming enemy fire doesn't take first dibs.

## **OBJECTIVE**

This is a CONQUEST: HEAD-ON map.

All seven control points lie around and at the peak of this mountaintop. Allied or Axis troops must take control of four points around the mountain and three more at the peak. To win a head-on scenario, your team needs to maintain control of more than half of the control points on the map.

## **OPERATION BAYTOWN**

### **MAP DESCRIPTION**

The Straits of Messina, between Sicily and southern the tip of Italy, is the scene for Operation Baytown, the decisive invasion of Italy by Allied troops. Allied troops occupy the beach on Sicily and advance on Axis troops on the opposing beach of Calabria.

## **OBJECTIVE**

This is a HYBRID CONQUEST map.

Intense teamwork is needed by both Axis and Allies for this map. Attack the other side by crossing the straits via bridge or LCVP. However, be prepared to defend as the other side can easily drop in from the skies. The key to victory in a hybrid conquest scenario is domination; maintain control of more than half the control points on the map to drop your enemies tickets slowly, or gain control of all control points to make the tickets drop quickly. Win the scenario by causing the opponents tickets to reach zero.

## **OPERATION HUSKY**

### **MAP DESCRIPTION**

Allied troops are advancing on Sicily for the first time, some dropping in by parachute, but most driving up the beach in LCVPs. Italian Axis troops defend their ground with heavy antitank and machine gun fire.

## **OBJECTIVE**

This is a CONQUEST: ASSAULT map.

Allied troops must acquire transportation as soon as they reach the beach. The Axis controls five points inland, the last one protected by a river that runs to the sea. To win an assault scenario, the team tasked with attacking must control every control point on the map. The defenders win if they are successful in holding the attackers at bay when the fighting is over.

### NEW VEHICLES AND WEAPONS

The progression of war has introduced new vehicles and new weapons for all sides and in every theater of operation.

The list of new vehicles includes: German Sturmgeschutz; American M3 Grant; Italian M11-39 Carro Armato; American M3 GMC; German AT gun PAK 75; British AT gun 25 Pdr.; German BF 110; and the British Mosquito.

The reports of excessive casualties among engineers in the field have led to bayonets as a new standard issue. From now on, engineers have the option of mounting a bayonet on the ends of their rifles should hand-to-hand combat be encountered. Two additional new weapons include the Italian Breda Modelo .30 and the British Sten SMG.

★ For a complete description of in-game vehicles and weapons, please visit [www.battlefield1942.ea.com](http://www.battlefield1942.ea.com).

### NEW ARMIES

New battles call for new troops and two new armies are ready to join the fray. The French Free Forces have jumped into battle with the Allies, while Italian forces now support the Axis efforts. The increased head count only means an increased body count and is guaranteed to make the action even more intense.

### PROBLEMS WITH YOUR SOFTWARE?

If you are having a problem installing or using your software, we want to help.

★ Please make sure you have read thoroughly the *System Requirements* and *Installing the Game* sections. It is essential that your system meets the Minimum Configuration requirements for the game.

If you followed the directions and are still having trouble installing or operating the software, below are some troubleshooting tips that might help solve the problem.

### DIRECTX PROBLEMS

One of the most important aspects of trouble-shooting your system will be determining its compatibility with Microsoft's DirectX. DirectX is an Application Programming Interface (API) that gives Windows based applications high-performance access to your system's hardware. This makes the DirectX API well

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suited for Windows games. *Battlefield 1942: Road to Rome* uses DirectX 8.1 and includes DirectX 8.1 files that you can install.

There are two considerations to be made. First, you must be sure that you have DirectX 8.1 (or higher) installed on your computer. Second, you must make sure that your existing hardware (your video and sound cards) has "drivers" that are *fully compatible* with the version of DirectX that you have installed. A "driver" is the software provided by your hardware manufacturer that allows your hardware to communicate with DirectX and Windows. It is essential that your video and sound drivers are fully up to date.

Three DirectX components, DirectDraw™, Direct3D, and DirectSound™, may require updating your video card and sound card drivers for proper operation. Using video card and sound card drivers that do not support DirectX, or that were written for an earlier version of DirectX, will result in various performance, display, and audio problems when running DirectX based applications.

During the installation of *Battlefield 1942: Road to Rome*, the install program checks the version of DirectX that is installed on your system. If it finds that you have DirectX 8.1 or higher present, no action is taken. If it finds that you do not have DirectX 8.1 installed, you are prompted to install it.

**To check your system's DirectX compatibility** (to see if your video card and sound card drivers have DirectX support):

1. Left-click the  **Start** button on your Windows Taskbar, then click **Run...**
2. In the Run dialog box, type **dxdiag** then click **OK**.
3. From the System tab, check the DirectX Version to ensure that you have DirectX 8.1 installed. If an earlier version is displayed (e.g., 6.0 instead of 8.1), or if dxdiag fails to launch, you will need to install DirectX 8.1.
4. Click on the Display and Sound tabs for the video and sound devices that you will be using to run the game.

The Drivers section of each tab displays the driver version number and whether or not your driver is Certified (or Signed) by Microsoft as supporting DirectX 8.1.

- If the Certified or Signed field states "No" in this section, you should contact your manufacturer to obtain updated drivers that support DirectX 8.1. This can usually be accomplished by visiting the manufacturer's website and downloading the proper files. Contact your manufacturer directly for assistance in updating your drivers.
- If the Certified or Signed field states "Yes" in this


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section, your video card or sound card supports DirectX 8.1 and should work properly in DirectX 8.1 applications.

- You will also want to be sure that the driver version number is 4.08.xx.xxxx or higher (for example: 4.10.00.0000 would be good, while 4.03.00.0000 would indicate that the driver needs to be updated.)
- Finally, refer to the Notes field at the bottom of each tab. These will provide useful information about the status of the drivers.

During the installation of *Battlefield 1942: Road to Rome*, the install program checks your version of DirectX and prompts you to install it if necessary. If you wish to update to DirectX version 8.1 manually, please use the following steps.

### To install DirectX:

1. Insert the *Battlefield 1942: Road to Rome* disc into your CD-ROM/DVD-ROM drive. Exit the Autorun menu if it appears.
2. Click the  **Start** button and select **Search > Files and Folders** (or **Find > Files or Folders...**). The Search dialog box appears.
3. In the file name field, type **DXSETUP**.
4. In the Look In: field, **select the CD-ROM/DVD-ROM drive** (this is typically the 'D:' drive, but may be different on your system.)
5. Click **Search** (or **Find Now**).
6. Double-click **DXSETUP** when it appears.
7. Read the End User License Agreement and click **YES** to accept it.
8. Click the **Install** button.
9. Follow the on-screen instructions.

## GENERAL PERFORMANCE/LOCKUPS

In some cases, programs that are running on your system can monopolize resources that the game needs in order to install, load and run properly. Not all of these programs are immediately visible. There are a number of programs, called "background tasks", that are always running on your system.

### ANTI-VIRUS/CRASH GUARD PROGRAMS

If your system is running Anti-Virus or Crash Guard programs you will need to close or disable them to run *Battlefield 1942: Road to Rome*. To do this, find the icon for the program on the Windows taskbar. Right-click the icon and select "close", "disable", or the relevant option. Please note that these programs will be reactivated the next time you restart your computer.

## GENERAL BACKGROUND TASKS

To view and close background tasks (Windows XP):

1. Hold down the **Ctrl** and **Alt** keys, then tap the **Delete** key. The Windows Task Manager appears.
2. Click the **Applications** tab. This tab displays a list of all background tasks running on your system.
3. To end a background task, click on its name in the list, then click the **End Task** button.
4. Repeat this process until all the background tasks are closed.

**NOTE:** The Task Manager allows you to close "Processes" in addition to Applications. Many of the listed Processes are necessary Windows functions that should not be closed. Therefore, we recommend you only close Applications and do not close any Processes.

To view and close background tasks (Windows Me or 98):

1. Hold down the **Ctrl** and **Alt** keys, then tap the **Delete** key. The Close Program window appears. Inside this window is a list of all background tasks running on your system.
  - It is important that you DO NOT CLOSE the background tasks named Explorer and Systray. All other background tasks may be ended.
2. To end a background task, click on its name in the list, then click the **End Task** button.
3. The Close Program window closes and the task is ended.
4. Repeat until only Explorer and Systray remain.

It is important to remember that the next time you restart your computer all of the background tasks that you ended will reactivate.

## MOTHERBOARD CHIPSET

If you are continuing to have performance problems and have already ensured that your system is completely compatible with DirectX 8.1 (► *DirectX Problems* on p. 11), you should check with your system manufacturer for the availability of updated motherboard chipset drivers. Updating your motherboard drivers will usually enhance the performance and functionality of your system's video, hard drive, and CD-ROM/DVD-ROM drive controllers. Please consult your system manufacturer or motherboard documentation for assistance.

### CD-ROM/DVD-ROM PROBLEMS

A 4x-speed or faster CD-ROM/DVD-ROM drive is required to run *Battlefield 1942: Road to Rome*.

#### RECEIVE “FILE NOT FOUND” ERROR MESSAGE WHEN INSTALLING OR RUNNING THE GAME


Make sure the disc is in the CD-ROM/DVD-ROM drive. The disc must be in the drive to install or run the game.

Make sure the disc is clean and not scratched or damaged.

#### CD-ROM/DVD-ROM PERFORMANCE PROBLEMS

Make sure you are using a 32-bit native Windows driver to control your CD-ROM/DVD-ROM drive.

**To verify that you are using 32-bit drivers (Windows Me or 98):**

1. Left-click the  **Start** button from the Windows Taskbar and select **Settings > Control Panel**.
2. From the Control Panel, double-click **System**. The System Properties appear.
3. Click the **Performance** tab.

If the Performance Status states that your system is configured for optimal performance, you are using 32-bit Windows native drivers and do not need to update them. If not, you may need to update your CD-ROM/DVD-ROM drivers. Contact your manufacturer for assistance.

Do not use a DOS-based 16-bit driver to control your CD-ROM/DVD-ROM drive (loaded in CONFIG.SYS) as it may significantly reduce performance.

### VIDEO PROBLEMS

*Battlefield 1942: Road to Rome* requires a video card capable of 640x480 resolutions with 16-bit color depth. In addition, the video card must have at least 32 MB of video memory and be completely compatible with DirectX 8.1. The card must also support Hardware Transform & Lighting.

The most common cause of video problems is an outdated video driver (► *DirectX Problems* on p. 11). Please ensure that you are using the latest driver available for your video card. Refer to your manufacturer's website or contact them for assistance if necessary.

You should also experiment with the various display settings available in *Battlefield 1942: Road to Rome*. In general, lowering the detail settings, resolution, and color depth should help the performance of the game.

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Also, make sure your video card and monitor are capable of displaying the resolution and color depth you have selected. Refer to your hardware documentation for help.

## MEMORY PROBLEMS

*Battlefield 1942: Road to Rome* requires 128 MB RAM and Virtual Memory ENABLED. We advise letting Windows manage the amount of virtual memory automatically (the default setting) and having at least 100 MB free space on the main hard drive (the drive that contains Windows, typically 'C:') after installation. Please refer to your system documentation or manufacturer if you need help configuring your virtual memory.



## SOUND PROBLEMS

*Battlefield 1942: Road to Rome* requires a sound card with DirectX 8.1 compatibility. If your sound card driver is not fully compatible with DirectX 8.1, you may experience choppy or stuttering sound, or sound that cuts in and out. In this case, we recommend obtaining updated drivers from your sound card manufacturer (► *DirectX Problems* on p. 11).

### INSTALLED SOUND CARD, BUT THERE IS NO SOUND

- Make sure your speakers or headphones are plugged into the appropriate jack, are turned on, and the volume control is turned up. If the problem persists, contact your manufacturer.

## CONTROLLER PROBLEMS

In order for *Battlefield 1942: Road to Rome* to function with your controller, you must first configure it properly within Windows. If your controller requires its own applet or software in order to function, be sure it is properly installed and up to date. Refer to your controller documentation for instructions on setting up your controller in Windows. Contact your controller manufacturer if you need further assistance. Check the status of your controller(s) by using the Windows Game Controllers applet. To open the Game Controllers applet, click  **Start** > **Control Panel** > **Printers and Other Hardware**, then click on **Game Controllers** (or  **Start** > **Settings** > **Control Panel**, then double-click on **Gaming Options** if using Windows Me or 98). You should see a list of currently connected controllers displayed with the status of "OK". Any controller not listed as "OK" will not be detected by *Battlefield 1942: Road to Rome* and will be unusable.

## MODEM PROBLEMS

*Battlefield 1942: Road to Rome* requires a 100% DirectPlay compatible 56.6 Kbps or faster modem for Internet play. A high-speed (16550 UART) serial port is required if using an external modem.

### MODEM DOES NOT INITIALIZE

Make sure your modem is installed correctly and is turned ON. Make sure your modem works properly in Windows. If your modem is installed correctly and works with other Windows modem applications, but you are having problems initializing it in *Battlefield 1942: Road to Rome*, try changing your modem type in Windows to "Standard Modem".

Some computers may have telephone answering or FAX applications pre-installed. These applications may tie up the modem, not allowing it access to other applications. Exit all applications that use your modem before playing an Internet game.

## NETWORK PROBLEMS

*Battlefield 1942: Road to Rome* requires a TCP/IP compliant network and network interface card for network play. If you experience difficulties with network play, consult your network manual or network administrator for specific information on loading drivers.


### CONNECTION PROBLEMS

Make sure the computers you are trying to connect are on the same network and are all using the required protocol.

Do not run any applications that communicate over the network in the background (e.g., mail programs, personal schedulers, network monitors, or instant messengers) while playing a network game.

### TESTING NETWORK CONNECTIVITY

It is possible to test your network status with DirectX.

1. Click the  **Start** button on your Windows Taskbar, then click **Run...**
2. In the Run dialog box, type **dxdiag** then click **OK**.
3. Click the **Network** tab.
4. Click the **Test DirectPlay** button, then highlight the network protocol you will be using from the list of Service Providers.
5. Make sure that the button next to **Create New Session** is selected, then click **OK**. A DirectPlay Chat test session opens.

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6. To test your network connectivity, other users must attempt to join your DirectPlay Chat test session. To join your test session, other users should follow steps 1-4, select **Join Existing Session**, and click **OK**.
7. Attempt to chat by typing a message and clicking **Send**. Test results are displayed in the Notes field upon closing the test session. Contact your network administrator if results indicate that a problem exists or if other users have difficulty joining your Chat test session.

### IP ADDRESS

If you do not know what your TCP/IP address is, you can find out by following these steps:

#### To determine your IP address (Windows XP and 2000):

1. Establish a direct Internet connection.
2. Click the **Start** button and select **Run...**
3. Type **cmd** in the Run dialog box, then click **OK**. A command prompt window opens.
4. Type **ipconfig** and press **Enter**. A list of information is displayed, including your current **IP Address**.
5. Record this number and close this window when finished.

#### To determine your IP address (Windows Me and 98):

1. Establish a direct Internet connection.
2. Click the **Start** button and select **Run...**
3. Type **winiipcfg** in the Run dialog box, then click **OK**. The IP Configuration utility opens.
4. Select the network device you are using to connect to the Internet from the available choices in the drop down box.
5. Your IP address is the number displayed in the **IP Address** field.
6. Record this number and close this window when finished.

### NETWORK PERFORMANCE ISSUES

There are various adjustments you can make to be sure you get the best performance out of your network game. These apply to the host computer as well as the client computers. Try them on the host first as this may solve all the problems.

Make sure the host computer (the one that creates the network game) is the fastest of the computers, as it controls the game speed.

High-traffic networks slow the game down considerably. Avoid playing the game at peak traffic hours, while there are large file transfers or print jobs being done.

The slowest computer limits performance. Adjusting the resolution, detail settings, etc. on a slow machine can help boost performance in a network game.

## TCP/UDP PORT INFO

*Battlefield 1942: Road to Rome* uses the following TCP/UDP port(s) for Internet play:

23000, 28900, and 27900 for GameSpy Internet

22000 for GameSpy LAN


14567 for *Battlefield 1942: Road to Rome*

## TECHNICAL SUPPORT

If you have trouble with *Battlefield 1942: Road to Rome*, EA Technical Support can help. In addition to the material provided in the *Problems with Your Software?* (► p. 11), *Battlefield 1942: Road to Rome* includes the *EA Help* file that provides solutions and answers to the most common difficulties and questions about how to properly use this product. It also allows you to send a detailed report of your problem directly to EA Technical Support via e-mail.

### To access the *Battlefield 1942: Road to Rome* file:

1. Start the Windows operating system.
2. Insert the *Battlefield 1942: Road to Rome* disc into your CD-ROM/DVD-ROM drive. The Autorun menu appears.

If the Autorun menu does not automatically appear, left-click the  **Start** button from the Windows Taskbar and select **Run...** Type **D:\autorun** in the Run dialog box, then click **OK** (substitute the correct letter of your CD-ROM/DVD-ROM drive if other than 'D:').

3. Click the **EA Help** button on the Autorun menu. *EA Help* opens.

If you are still experiencing difficulty after utilizing the information in the *EA Help* file, you can also use it to contact EA Technical Support. *EA Help* contains a utility that detects your system's hardware and organizes this information into a detailed report. This report helps EA Technical Support solve your problem in the quickest possible time. Please note that you will need to have registered your copy of *Battlefield 1942: Road to Rome* in order to take advantage of this utility.

### To run the utility:

1. Launch the *EA Help* file.
2. Go to **page 2** of the Welcome screen by clicking the small arrow in the bottom corner.
3. Click the **Contact Tech Support** button. The utility opens.
4. Click **OK** to begin detecting your hardware.

When it finishes, you can view the gathered information by

looking through the various category tabs. To send this information to EA Technical Support, fill out the blank sections under the User tab including a detailed description of the problem you are experiencing and click **Send** (if you have an open Internet connection) or **Save Info** (if you wish to e-mail the file manually). A copy of the report is automatically saved to your Windows desktop.

### **EA TECHNICAL SUPPORT ON THE INTERNET**

If you have Internet access, be sure to check our EA Technical Support website at:

**<http://techsupport.ea.com>**

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

If you are unable to find the information you need on our website, please feel free to contact EA Technical Support via e-mail, phone, or letter. *Please be sure to include the EA Help utility report in your e-mail, or letter.*

#### **To run the utility:**

1. Launch the *EA Help* file.
2. Go to **page 2** of the Welcome screen by clicking the small arrow in the bottom corner.
3. Click the **Contact Tech Support** button. The utility opens.
4. Click **OK** to begin detecting your hardware.

If you need to talk to someone immediately, call us at (650) 628-8468 Monday through Friday between 8:30-11:45 AM or 1:00-4:30 PM, Pacific Standard Time. *Please have the EA Help utility report printed and ready when you call.* This will help us service your call in the quickest possible time.

## INSTALL GUIDE

### EA TECHNICAL SUPPORT CONTACT INFO

**E-mail and Website:** <http://techsupport.ea.com>

**FTP site:** <ftp.ea.com>

**Mailing Address:** EA Technical Support  
P.O. BOX 9025  
Redwood City, CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 181

Chertsey, KT16 OYL, UK

Phone (0870) 2432435

In **Australia**, contact:

Electronic Arts Pty. Ltd.

PO Box 432

Southport Qld 4215, Australia

In **Australia**: For Technical Support and Game Hints & Tips, phone: 1 902 261 600 (95 cents per minute) CTS 7 days per week 10:00 AM - 8:00 PM. If you are under 18 years of age, parental consent required.

## LIMITED 90-DAY WARRANTY

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Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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## **BATTLEFIELD 1942™: ROAD TO ROME**

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### EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty  
P.O. Box 9025  
Redwood City, CA 94063-9025

### EA WARRANTY CONTACT INFO

**E-mail and Website:** <http://techsupport.ea.com>

**Phone:** (650) 628-1900

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