

Game Requirements 2004.04.02

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Items in parenthesis are not official, but are known to work. © 2001-2004 DIGITAL RENEGADE													
GAME:	OPERATING SYTEM						CPU (Mhz)	RAM (Mb)	HD (Mb)	CD- ROM	VIDEO CARD	SOUND CARD	NETWORK
	95	98	ME	NT	2000	XP							
Aliens vs. Predator	X	X	(X)		X		P 200	32	200	4x	4 Mb Direct 3D	X	TCP/IP
Recommended Requirements:							P2 400	128	400	24x		Sound Blaster Live	
Aliens vs. Predator 2	X	X	X		X		P3 450	128	750	4x	16 Mb Direct 3D	X	TCP/IP
Recommended Requirements:							P3 600	256			32 Mb Direct 3D		
Aliens vs. Predator 2 – Primal Hunt		X	X		X	X	P3 450	128	600	4x	16 Mb Direct 3D	X	TCP/IP
Recommended Requirements:							P3 600	256			32 Mb Direct 3D		
Battlefield 1942		X	X		X	X	P3 500	128	1.2 Gb	4x	32 Mb	X	TCP/IP
Recommended Requirements:							P3 800	256		16x	64 Mb		
Battlefield Vietnam		X	X		X	X	P3 933	256	2 Gb	16x	64 Mb	X	TCP/IP
Recommended Requirements:							1.2 Ghz	512					
Battlefront													
Recommended Requirements:													
Call of Duty [no CD required for MP]		X	X		X (P3 700)	X (P3 700)	P3 600	128	1.4 Gb	8x	32 Mb	16-bit	TCP/IP
Recommended Requirements:													
Comanche 4 [only HOST needs CD]		X	X		X		P2 450	128	250	4x	16 Mb Direct 3D	X	TCP/IP, IPX
Recommended Requirements:							P3 700				32 Mb		
Command & Conquer – Windows 95	X	(X)					P	8	40	2x		X	IPX
Recommended Requirements:								16					

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	95	98	ME	NT	2000	XP								
Command & Conquer: Red Alert	X	(X)	(X)				P	8	40	2x		X	IPX	
Recommended Requirements:								16						
Command & Conquer: Red Alert 2	X	X	X	SP6	X		P2 266	64	200	4x	2 Mb	X	IPX	
Recommended Requirements:							P2 450	128			3D			
Command & Conquer: Tiberian Sun	X	X	X	SP3			P 166	32	200	4x	2 Mb	X	IPX	
Recommended Requirements:							P2 233	64			4 Mb			
Command & Conquer: Generals		X	X		X	X	P3 800	128	1.8 Gb	8x	32 Mb			
Recommended Requirements:														
Command & Conquer: Renegade		X	X		X	X	P2 400	96	950	4x	16 Mb Direct 3D	X	TCP/IP	
Recommended Requirements:														
Delta Force [only HOST needs CD]	X	X	(X)	X			P 166	32		4x	X	x	IPX	
Recommended Requirements:							P2							
Delta Force 2 [only HOST needs CD]	X	X	(X)	X			P2, C 400	64	165	4x	SVGA	X	IPX	
Recommended Requirements:												Full-Duplex		
DF: Land Warrior [only HOST needs CD]	X	X	X		X		P2, C 400	64	200	4x	Direct 3D	X	IPX	
Recommended Requirements:								128				Full-Duplex		
DF: Task Force Dagger [only HOST needs CD]	X	X	X		X	X	P2	64	200		X	X	IPX	
Recommended Requirements:							P2 400	128				Full-Duplex		

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GAME:	OPERATING SYTEM						CPU (Mhz)	RAM (Mb)	HD (Mb)	CD- ROM	VIDEO CARD	SOUND CARD	NETWORK
	95	98	ME	NT	2000	XP							
DF: Black Hawk Down [only HOST needs CD]		X	X		X	X	P3 733	256	750	4x	32 Mb Direct 3D	X	TCP/IP
Recommended Requirements:							P4 1.4 Ghz				64 Mb Direct 3D		
DF: Black Hawk Down - Team Sabre		X	X		X	X	P3 733	256	750	4x	32 Mb Direct 3D	X	TCP/IP
Recommended Requirements:							P4 1.4 Ghz				64 Mb Direct 3D		
Doom III													
Recommended Requirements:													
Dungeon Siege		X	X		X	X	333	128	1.5 Gb	X	8 Mb Direct 3D	X	TCP/IP
Recommended Requirements:													
Dungeon Siege: Legends of Aranna		X	X		X	X	333	128	1.5 Gb	X	8 Mb Direct 3D	X	TCP/IP
Recommended Requirements:													
Dungeon Siege II													
Recommended Requirements:													
F1 Challenge '99-'02		X	X		X	X	P2 450	128	1 Gb	4x	16 Mb Direct 3D	X	TCP/IP
Recommended Requirements:							P3 1.0 Ghz	256		8x	32 Mb Direct 3D		
Force Commander	X	X					266	64	454	4x	8 Mb PCI or AGP 3D	16-bit	TCP/IP, IPX
Recommended Requirements:													
Galactic Battlegrounds	X	X	X		X	X	P2 233	32	750	4x	2 Mb PCI or AGP	16-bit	TCP/IP, IPX
Recommended Requirements:							P2 266	64			4 Mb PCI or AGP		

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GAME:	OPERATING SYTEM						CPU (Mhz)	RAM (Mb)	HD (Mb)	CD- ROM	VIDEO CARD	SOUND CARD	NETWORK
	95	98	ME	NT	2000	XP							
Grand Theft Auto III		X	X		X	X	P3 450	96	700	4x	16 Mb	X	N/A
Recommended Requirements:							P3 700	128		8x	32 Mb		
Gunman Chronicles	X	X	X	X	X		P 233	32	400	2x	SVGA	X	?
Recommended Requirements:								48			Direct 3D, OpenGL		
Half-Life	X	X	(X)	X	(v.1107)		P 133	24		2x	SVGA	X	?(TCP/IP)
Recommended Requirements:							P 166	32			Direct 3D, OpenGL		
Half-Life: Opposing Force	X	X	(X)	X			P 133	24		2x	SVGA	X	?(TCP/IP)
Recommended Requirements:							P 166	32			Direct 3D, OpenGL		
Half-Life: Blue Shift	X	X	X	X	X		P 233	32	400	2x	SVGA	X	?
Recommended Requirements:													
Half-Life 2													
Recommended Requirements:													
Halo: Combat Evolved		X	X		X	X	P3 733	128	1.2 Gb	8x	32 Mb	X	
Recommended Requirements:													
Indiana Jones and the Infernal Machine	X	X					200	32		4x	4 Mb	16-bit	N/A
Recommended Requirements:													
Indiana Jones and the Emperor's Tomb		X	X		X	X	733	128	1.75 Gb	4x	32 Mb	32 Mb	N/A
Recommended Requirements:													

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GAME:	OPERATING SYTEM						CPU (Mhz)	RAM (Mb)	HD (Mb)	CD- ROM	VIDEO CARD	SOUND CARD	NETWORK	
	95	98	ME	NT	2000	XP								
Jedi Knight: Dark Forces II	X	(X)	(X)				P 90	16	53	2x	PCI	X	TCP/IP, IPX	
Recommended Requirements:							P 133	32		4x				
Jedi Knight II: Jedi Outcast	ORS2	X	X			X	X	P2 350	64 128- 2K, XP	665	4x	16 Mb OpenGL	16-bit	TCP/IP
Recommended Requirements:														
Jedi Knight: Jedi Academy		X	X			X	X	P3 450	128	1.3 Gb	4x	32 Mb	X	TCP/IP
Recommended Requirements:								P3 700						
Joint Operations: Typhoon Rising														
Recommended Requirements:														
Medal of Honor: Allied Assault	X	X	X	No Support	X			P2 450	128	1.2 Gb	8x	16 Mb OpenGL	X	TCP/IP
Recommended Requirements:								P3 700				32 Mb OpenGL		
Medal of Honor: Allied Assault - Spearhead	X	X	X					P2 500	64		4x	16 Mb OpenGL	X	TCP/IP
Recommended Requirements:														
Medal of Honor: Allied Assault - Breakthrough	X	X	X					P2 500	64		4x	16 Mb OpenGL	X	TCP/IP
Recommended Requirements:														
Medal of Honor: Pacific Assault														
Recommended Requirements:														
NASCAR Heat		(X)	(X)			(X)								?(TCP/IP)
Recommended Requirements:														

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GAME:	OPERATING SYTEM						CPU (Mhz)	RAM (Mb)	HD (Mb)	CD- ROM	VIDEO CARD	SOUND CARD	NETWORK
	95	98	ME	NT	2000	XP							
NASCAR Racing 4	X	X	X			(X)	P2 266	64		X	12 Mb Direct 3D		TCP/IP, IPX
Recommended Requirements:							P3 600	128			32 Mb Direct 3D	Direct Sound	
NASCAR Racing 2002		X	X			X	P2 450	64		8x	16 Mb Direct 3D		TCP/IP, IPX
Recommended Requirements:							P3 800	128			32 Mb Direct 3D	Direct Sound	
NASCAR Racing 2003		X	X		X	X	P2 450	64			16 Mb Direct 3D	X	TCP/IP, IPX
Recommended Requirements:							P3 800	128			32 Mb	Direct Sound	
Need for Speed: Porsche Unleashed	X	X		No Support	No Support		P 200	32	150	4x	4 Mb Direct 3D	X	TCP/IP, IPX
Recommended Requirements:													
Operation Flashpoint: Cold War Crisis	X	X	X		X		P2 400	64	450	8x	16 Mb	16 Bit Direct Sound	TCP/IP
Recommended Requirements:							P3 600	128		24x	32Mb		
Operation Flashpoint: Resistance		X	X		X	X	P3 500	128	800	8x	16 Mb	X	TCP/IP
Recommended Requirements:							P3 700	256	1 Gb	24x	32 Mb	16 Bit Direct Sound	
Outlaws	X	(X)					P 60	16		2x	SVGA	X	TCP/IP, IPX
Recommended Requirements:							P 90			4x			
Quake [no CD needed]	X	(X)					P	16	40			X	TCP/IP, IPX
Recommended Requirements:													
Quake II [no CD needed]	X	(X)		24 Mb RAM	(X)		P 90	16	250	4x		X	TCP/IP, IPX
Recommended Requirements:							P 133	24	400				

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GAME:	OPERATING SYTEM						CPU (Mhz)	RAM (Mb)	HD (Mb)	CD- ROM	VIDEO CARD	SOUND CARD	NETWORK
	95	98	ME	NT	2000	XP							
Quake III Arena	X	X	X	X	X		P2 300	64	440	4x	16 Mb OpenGL	X	TCP/IP
Recommended Requirements:													
Quake III: Team Arena	X	X	X	X	X		P2 300	64	440	4x	16 Mb OpenGL	X	TCP/IP
Recommended Requirements:													
RealMYST													
Recommended Requirements:													
Republic Commando													
Recommended Requirements:													
Return to Castle Wolfenstein	X	X	X	X	X	X	P2 400	128	800	4x	16 Mb OpenGL	X	TCP/IP
Recommended Requirements:													
RtCW: Enemy Territory [*FREE* game]	X	X	X	X	X	X	P2 400	128	800	4x	16 Mb OpenGL	X	TCP/IP
Recommended Requirements:													
Rune	X	X	X	SP3	X		P2, C 300	64	88	4x	8 Mb	X	TCP/IP
Recommended Requirements:				Open GL			P3 450	128	650	8x	Direct 3D, OpenGL	EAX, A3D	
Serious Sam		X	X	X	X		P2	64			OpenGL		TCP/IP
Recommended Requirements:													
Serous Sam: Second Encounter	X	X	X	SP5	X	X	P2 300	64	150	X	OpenGL	X	TCP/IP
Recommended Requirements:							P2 650	128	450		32 Mb	Soundblaster Live	

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	95	98	ME	NT	2000	XP							
Soldier of Fortune	X	X	X	SP5	X		P 233	64	800	4x	8 Mb OpenGL	X	TCP/IP, IPX
Recommended Requirements:													
Soldier of Fortune II: Double Helix		X	X		X	X	P3 450	128	1.3 Gb	8x	16 Mb OpenGL	16-bit	TCP/IP, IPX
Recommended Requirements:													
Star Trek: Voyager – Elite Force	X	X	(X)	SP5	X		P2 233	64	650	4x	8 Mb OpenGL	X	TCP/IP, IPX
Recommended Requirements:													
Star Trek: Elite Force II													
Recommended Requirements:													
StarCraft	X	X	X		X	X	P 90	16	100	2x	SVGA	X	TCP/IP
Recommended Requirements:													
Thief: The Dark Project	X	X					166 w/ 3D	32	250	4x	4 Mb SVGA	X	N/A
Recommended Requirements:							200				4 Mb (3D)		
Thief II: The Metal Age	X	X					266	48	250	4x	Direct 3D	X	N/A
Recommended Requirements:							400	64	600	8x	16 Mb (3D)	EAX 2.0	
Thief: Deadly Shadows													
Recommended Requirements:													
Tread Marks	X	X	X		X	X	P 350	64	325	4x	OpenGL	16-bit	TCP/IP
Recommended Requirements:													

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GAME:	OPERATING SYTEM						CPU (Mhz)	RAM (Mb)	HD (Mb)	CD- ROM	VIDEO CARD	SOUND CARD	NETWORK
	95	98	ME	NT	2000	XP							
Unreal [only HOST needs CD]	X	X	X	X	X		P 200	32	100	X	PCI	X	TCP/IP
Recommended Requirements:								64	450		8 Mb (3D)		
Unreal II: The Awakening		X	X		X	X	P3 733	256	3 Gb	8x	32 Mb	X	N/A
Recommended Requirements:							1.2 GHz	384			64 Mb	SB Audigy	
Unreal Tournament [no CD needed]	X	X	X	X	X		P 200	32	100	X	PCI	X	TCP/IP
Recommended Requirements:								64	450		8 Mb (3D)		
Unreal Tournament 2003		X	X		X	X	P3 733	128	3 Gb	8x	16 Mb	X	TCP/IP
Recommended Requirements:							1.0 GHz	256			32 Mb	SB Audigy	
Unreal Tournament 2004		X	X		X	X	P3 1.0 GHz	128	5.5 Gb	X (or DVD)	X	X	TCP/IP
Recommended Requirements:							1.5 GHz	256			64 Mb		
Viper Racing		(X)					P 133	32		4x			?
Recommended Requirements:							200						
X-Wing Alliance	X	X					200	32		4x	2 Mb (software)	16 Bit	TCPIP, IPX
Recommended Requirements:											4 Mb Direct 3D		
Worms Armageddon	X	(X)			(X)		P 100	32		2x	2 Mb SVGA		? (TCP/IP)
Recommended Requirements:													
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