

## Play Terminal Velocity (Terminal Reality) 3D shooter DOS game on Debian Squeeze GNU / Linux

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Some of the computer DOS geeks certainly should remember **Terminal Velocity / (Terminal Reality Inc. - TRI)** DOS *3D Realms (ex Apogee company)* game. For those who are younger or for any reason miss to play TV here is a short review. *Terminal Velocity* is an addictive fast pace 3D Flight Simulator game.

The ship one navigates has a mean to accelerate or down-accelerate flying speed. There is also an **AFTER BURNER** mode which accelerates the ship movement speed drastically while in use. TRI's *AFTER BURNER* game feature create unique feeling whilst in game, raising gamers adrenaline and giving feeling of great dynamics ;)

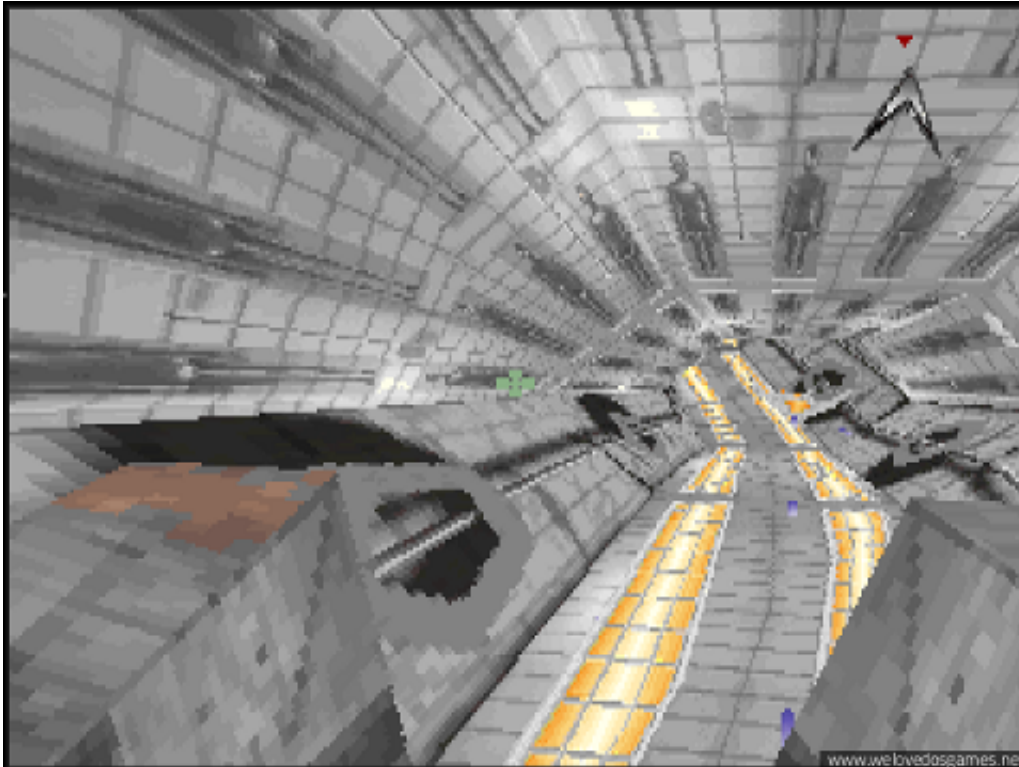
The game graphics are a bit low, the game can be switched between VGA and SVGA from within the internal game menus, anyways for the year 1995 the game graphics looks fine.



TV supports network games of up to 8 *Network Players* and for 1995 is among the *few 3D games supporting so high number of network players simultaneously*. As most of the games of its time *TRI* supports modem network game play. I don't know about you, but for me *Modem Network game Doom peered plays brings up some nice memories* :)

Every now and then in the levels, there are holes (Tunnels) you can enter, the tunnels is one of the most exciting part of the game as it reminds me [tracking mods music culture, Future Crew's Second Reality graphics demo and the rest of the old glorious Assembly Demos](#) - if not familiar with the aforementioned be sure to check the link cause you've missed a lot!

The ability to enter Tunnels while in the midst of the game makes *TV* unique and sets it apart from the rest of the games which were bombarding the *3D game flight simulator market* in '95s.



### Terminal Velocity MINIMUM HARDWARE REQUIREMENTS are:

486 with 8 megs of memory.

For SVGA graphics (provided only by registered game version) require 486 DX4/100 or Pentium to display at acceptable frame rate.

```
DOSBox 0.74, Cpu speed: 3000 cycles, Frameskip 0, Program: TVHELP
Terminal Velocity v1.2 Technical Help Page 2 of 12
8) How to get TV running under OS/2
9) Contacting Technical Support
10) 3D Realms Online

SYSTEM REQUIREMENTS

Terminal Velocity's minimum requirements are:

486 with 8 megs of memory. There are also special Pentium only graphics
options if you have a Pentium processor. The SVGA graphics (in the
registered version) require a 486 DX4/100 or a Pentium in order to display
at an acceptable frame rate.

ATTENTION 4 MEG USERS !!! The game will run under 4 megs, but we do not
support it. We left it in this version to keep it compatible with v1.0.
Terminal Velocity is an 8 meg game that you can play with 4 megs if you are
willing to experience the following:

* Loss of music/sound at some points due to low memory
* Occasional drops to DOS due to low memory. This is much less frequent
Up Dn PgUp PgDn Home End F2-Print F3-Search F4-Page# F/D-Colors ESC-Exit
```

This requirements are nothing and even looks funny while compared to today's available hardware. Nowadays an Android ver. 2.2 OS running (PriVileg) mobile "smart" phone runs at at least 400 Mhz CPU and has a giga of memory.

Its quite interesting to see (from historic point of view) how thoroughful the TV Help manual is, and how well organized software documentation used to be in these old DOS days. If you want to take a look at it launch **TVHELP.EXE** (you will notice it along with other game .EXE files after extracting)

The game soundtrack is amazingly cool and is one of the main things that add to the great gaming experience.

It took me a while to find **Terminal Velocity**, as the game download link provided on [3drealms.com/downloads](http://3drealms.com/downloads) is broken and most of the websites with mirror of **3dtv12.zip** file was no longer active.

After *about half an hour of search!*, I've finally found and managed to download *3dtv12.zip*. In order to preserve Terminal Violocity game from disappearing I've made a [mirror of 3dtv12.zip you can download from here](#)

Thanks to **dosbox DOS Emulator**, is playable on both GNU / Linux, FreeBSD, Mac OS and Windows. I did not have the time to check if the game runs fine on other operating system architectures besides mine - a *Debian GNU / Linux codename (Squeeze)*. On my aptop **Thinkpad R61** with hardware configuration (*Dual core x 1.8 Ghz with 2 GB of Memory*), the game runs smoothly with both good playable graphics frame rate and properly timed sound/music.

For all those who want to play the game in the Linux realm, you will have to have earlier installed *dosbox* dos emulator. Once **dosbox** is there you can further proceed *download / unzip / run* and **enjoy Terminal Velocity on your Linux Desktop:**

### 1. Download and unzip 3dtv12.zip

```
hipo@linux:~$ mkdir TV
hipo@linux:~$ cd TV
hipo@linux:~/TV$ wget http://www.pc-freak.net/files/3dtv12.zip
hipo@linux:~/TV$ unzip 3dtv12.zip
Archive: 3dtv12.zip
i_l/2 i_l/2 i_l/2i_l/2i_l/2i_l/2i_l/2i_l/2 i_l/2 i_l/2 i_l/2i_l/2i_l/2i_l/2i_l/2 i_l/2i_l/2i_l/2i_l/2i_l/2i_l/2 i_l/2
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i_l/2i_l/2i_l/2i_l/2i_l/2
```

```
Running VADV 2.10 i_l/2i_l/2i_l/2i_l/2i_l/2 i_l/2i_l/2i_l/2i_l/2 i_l/2i_l/2i_l/2i_l/2i_l/2i_l/2
i_l/2 i_l/2 i_l/2 i_l/2 i_l/2 VirtualNet 1801001
4 Telnet nodes i_l/2i_l/2i_l/2i_l/2i_l/2i_l/2 i_l/2i_l/2i_l/2i_l/2i_l/2i_l/2 i_l/2i_l/2i_l/2i_l/2i_l/2i_l/2 FidoNet 1:311/2
```

VADV-PHP Website [www.vadvbbs.com](http://www.vadvbbs.com) BattleNet 169:1/120

Telnet/web: lightningbbs.com  
Alt: lightning-bbs.darktech.org

Full access on the first call. Simple, short and to the point newuser questionnaire. Over 50 door games online, all of them are registered.

Fun RPG games like LORD, Usurper, TEOS, Trade Wars, Clans, and Quest for Nora.

Strategic war games like BRE, FE, Global Wars, ISA, and Colonies.

Adult door games like Strip Poker, Bordello, Studs and Studette.

...

After unzip is complete you will have the following list of files and directories:

```
hipo@linux:~/TV$ ls -l
FILE_ID.DIZ
INSTALL.EXE
LICENSE.TXT
TV/
TV12S.SHR
```

As you can read in the unzip notice the .zip file was taken from **Telnet/web: lightningbbs.com**  
I was happy to find out that **lightningbbs.com** *BBS is still up and running in both web and telnet mode!*  
I took the time to telnet to lightningbbs.com and it was charming. *lightningbbs.com* is a real place of "living computer history"! For people who have never experienced the days of BBS use, I warmly recommend you do telnet *lightningbbs.com* and check it out. Issue in console/terminal:

```
hipo@linux:~/TV$ telnet lightningbbs.com
VADV32 v4.4.110325 - (c) 2004-2011 Aspect Technologies - www.vadvbbs.com
o NetFoss - Revision 5 FOSSIL - Com Eng v1.03 - (c) 2001-2010 pcmicro.com
Connected @ 11520 to Lightning BBS on line 3
```

```
Virtual Advanced 2.10 for DOS
Multi-User Multi-Network Graphical Bulletin Board System
Serial #99608791
```

...

...

**2. Run and enjoy Terminal Velocity ;)**



The game itself is extracted automatically in **TV** sub directory. To launch it directly enter **TV/** and run **GAME.EXE** , e.g.

```
hipo@linux:~/TV$ cd TV/
```

```
hipo@linux:~/TV/TV$ dosbox GAME.EXE
```



Running the game through the game launcher *TV.EXE* or *GAME.EXE* worked but the game sound was

missing music and sound FX :|

The no-music and sound issues were however pretty normal and expected. Back in the DOS era setting your exact *Sound Card device* type was required before the first game launch.

Configuring the exact *screen resolution (EGA / VGA / SVGA)* and *Sound Blaster* or PC Speaker type (Sound Blaster 16 / Sound Blaster Pro) in **TV** is done through running **SETUP.EXE** .



Actually *SETUP.EXE* used to be like a standard for almost all DOS games I've encountered.

To make *Terminal Velocity* sound work I had to choose from *SETUP.EXE* main menu:

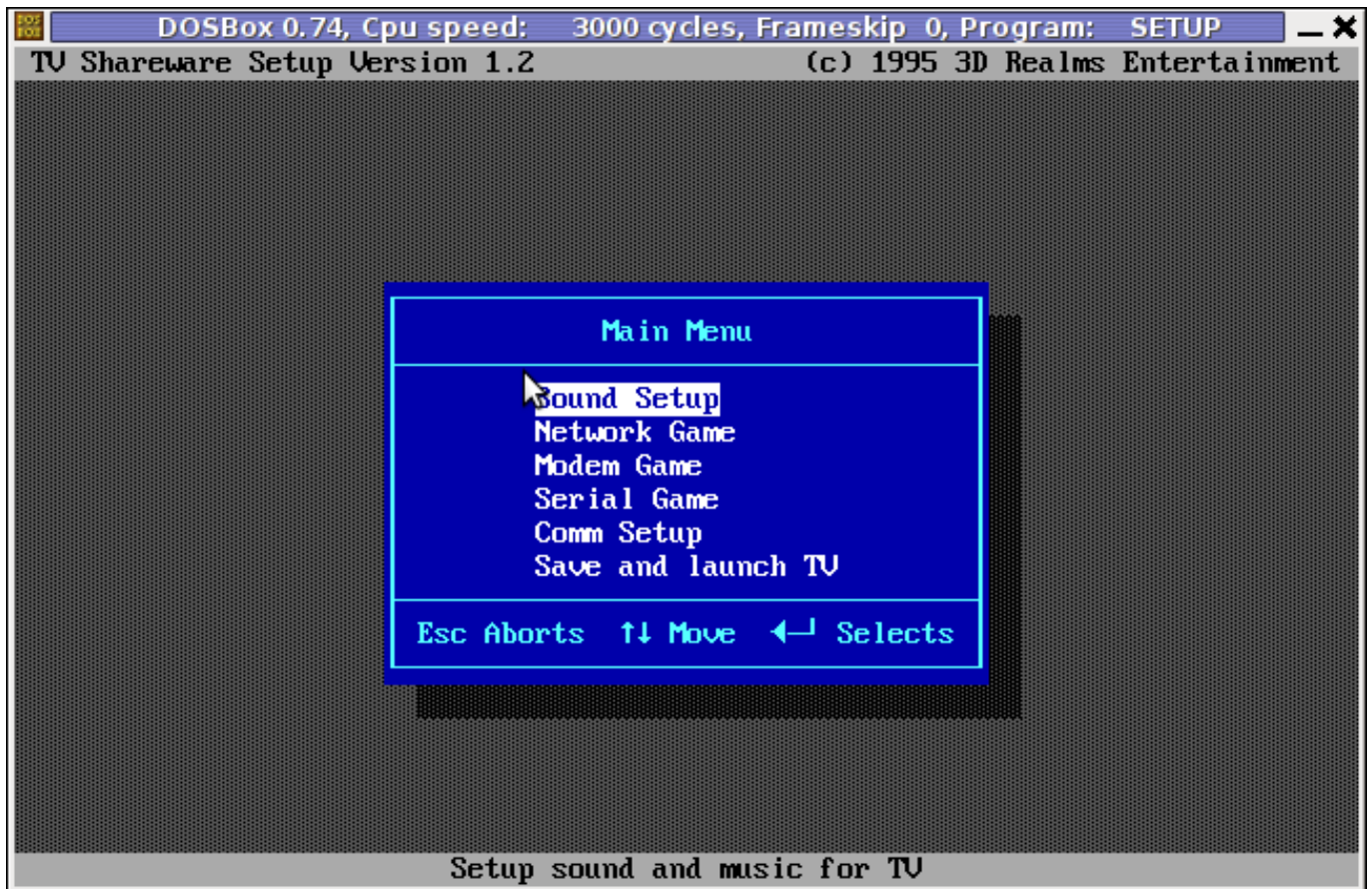
Sound Setup -> Sound Blaster 16

or

Sound Setup -> Sound Blaster Pro

Choosing any of the two SBs produces the same sound / music effects. I guess this is the case because dosbox emulates a number of sound cards compatible with sound blaster.

After choosing the SB you should select *Save and Launch TV* to run the game with sound.



If you quit the game and try to relaunch it with **dosbox GAME.EXE** unfortunately runs the game without sound fx and music again. Hence the only way to make *TRI* run properly with music is to everytime configure sound blaster type with *SETUP.EXE*. TV also supports joystick and it was nice my Genius JoyPad worked like a charm with TV under dosbox emu ;)

To play the game in full screen mode with dosbox press **ALT + ENTER** simultaneously.

An interesting fact which is not related to the game is **Terminal Velocity** is a physics term, here is a quote from Wikipedia:

*"In fluid dynamics an object is moving at its terminal velocity if its speed is constant due to the restraining force exerted by the fluid through which it is moving."*

On *3drealms.com*, I've found also a *collection of Terminal velocity mod music - tvmods.zip*. For the sake of preservation *tvmods.zip* from disappearance I've made [a mirror of tvmods.zip on here](#)

TV has also 20 cheat code words which can be typed in while playing the game for various goodies like Invisibility, Shield Restore, Power up all weapons, skip level etc. Complete [list of Terminal Velocity cheat codes is here](#)

If you're an absolute TV addict and you want to set a TV screenshot on background Check the [TV Planet 1024x768 Background resolution](#)



TV has also a game editor, could be valuable if you want to make yourself some custom game levels [here is a mirror you can download tvcad10.zip](#).

I've made also a quick research if someone in the Open Source / Free Software realm is not busy working on a fork of TV, but as of time of writing it seems there is no effort to make an "open source" Terminal Veolocity game. As TV is starting to disappear from the scene and 3DRealms are not existing for so many years now, it would be nice/wise if the company publish some of their prior games source. If they don't, so many great games (like TV)'s source code will be probably lost in max 10 / 15 years time.

We know 3DRealms release some of their source code for *Duke Nukem 3D*, I think it is now time to release source of TRI and the other old forgotten games.