

IBM and Compatibles CD-ROM Data Card



READ ME FIRST!

We know that you're anxious to begin your adventures, but before you do, please make sure that you have the following minimum system requirements before attempting to install any of the DARK SUN TREASURES games:

- 386DX/33 IBM PC or compatible
- 4 MB of RAM
- CD-ROM drive access time of 350 milliseconds, data transfer rate of 150 kilobytes
- An uncompressed hard drive with a minimum of **30 MB** of **free** space
- VGA graphics and color monitor
- 100% Microsoft Compatible Mouse or a Logitech Compatible Mouse
- Microsoft Mouse driver version 8.10+ or higher(**not 8.20**), or Logitech Mouse driver version 6.00+ or higher
- MS-DOS 5.0 – 6.22
- CD-ROM driver MSCDEX.EXE Version 2.2 or later

In addition to the system requirements listed on the front of this data card, WAKE OF THE RAVAGER requires the following:

620,000 BYTES of FREE BASE RAM
2,000,000 BYTES OF FREE EMS OR XMS

NOTE: Wake of the Ravager is not compatible with the following CD hardware: Sony CDU 33A Rev 1.0C

In addition to the basic system requirements, you must also have **FILES=30** or greater in your CONFIG.SYS.

CHECKING FREE BASE MEMORY

Each game included with this compilation has different requirements of free base RAM to run. The requirement for each game is listed under the specific title information. To check your free base RAM, type MEM from within the DOS directory. The free base RAM is listed as "LARGEST EXECUTABLE PROGRAM SIZE." Compare the listed amount to the amount of free memory required by the game. Also listed is "FREE EXTENDED MEMORY" (or free XMS). If your amount is lower than the game requires, follow the instructions for making a "boot disk" given under the "Memory" section of this data card, or free up additional memory (see the Memory Management section of your DOS manual) before continuing.

WINDOWS® 95 DISCLAIMER

These products were developed before Windows 95 was released and have not been compatibility tested with the Windows 95 operating system. If you have Windows 95 installed on your machine and there are problems running the game, you may need to boot up under an MS-DOS operating system, or make a boot disk using an MS-DOS version between 5.0-6.22. Please contact SSI Technical Support if you require assistance after you have attempted to make a boot disk.

TO PLAY WAKE OF THE RAVAGER

Once you have installed the game from the master install program:

1. Boot your system normally.
2. Make sure that the CD-ROM is in your CD-ROM drive.
3. Change the current directory to the game's directory. For example, to change to the default directory, type **CDRAVAGER** and press Enter.
4. Type **RAVAGER** and press Enter to start the game.

TO VIEW THE GAME RULE BOOKS AND NOTES

The DARK SUN TREASURES includes rule books for each of its games. These files are in text format (.txt) as well as PDF (Portable Document File) format. The text version can be read using any ASCII text reader/editor. The PDF files are read by a program called Adobe Acrobat™. Adobe Acrobat can be installed when "Install Reference Manuals" is selected from the install menu.

After you have installed one or more manuals, the installer gives you the chance to install Adobe Acrobat™ to your hard drive. (At one point during the install, Adobe Acrobat™ will ask for permission to modify Config.sys and Autoexec.bat files, we strongly recommend that you tell it to "skip this step").

To view game documentation using Adobe Acrobat:

1. Move to the corresponding Adobe Acrobat directory (default is C:\acrodos).
2. Type **ACROBAT** and press Enter.
3. When the program begins, an OPEN FILE menu is displayed. To view the game rule book, select the xxxRULE.PDF file (where "xxx" is the specific game program name); to view the game notes file select xxxNOTES.PDF.
4. Control icons for the Acrobat Reader program can be seen at the top of the screen. You can navigate through the documentation by using the arrow icons; to customize your view size for a page, use the magnifying glass icons.
5. You can print the entire document or custom sections by selecting PRINT from the FILE pull-down menu.

NOTE: For more detailed information on using Acrobat™ Reader, pull down the HELP menu and select "Acrobat Reader Help," or open the HELPREAD.PDF file.

TROUBLESHOOTING

MEMORY

Wake of the Ravager requires 620,000 bytes of free base memory and at least 2,000,000 bytes of XMS to run. If you do not have enough free base memory, the game may tell you in the form of an error message or it may crash after startup or during play. Not having files and buffers set correctly for the program can result in corrupted data in saved games and/or crashes during play.

In addition to the basic system requirements, you must also have FILES=30 or greater in your CONFIG.SYS file.

Note: hard drive size and total system memory available have no bearing on free RAM. Follow the directions on the first page of this data card, under "Read Me First," to determine if you have enough available memory to run the game.

HOW TO MAKE A BOOT DISK

You can free more memory without changing your normal system configuration by creating a boot disk. A boot disk is the best way to temporarily change your system's configuration without possible side effects. You can make a pre-configured boot disk from the install program by following the directions below.

1. Place a blank disk in your A: drive. (Note: it must be your A: drive to operate properly.)
2. Place your DARK SUN TREASURES CD into your CD-ROM drive.
3. Change the active drive to the CD-ROM drive (usually D:) by typing **D:** and pressing Enter.
4. Type **INSTALL BOOT** and press Enter.
5. Follow the on-screen prompts until you see the message "Boot Disk Creation Successful."
6. Add the appropriate CD-ROM (and if applicable, sound card) drivers to your boot disk. These can be found in the original C:\CONFIG.SYS and C:\AUTOEXEC.BAT files, or the appropriate hardware manuals.

To Start the Game with This Boot Disk

1. Place your game CD in the CD-ROM drive boot disk in your A: drive.
2. Reboot your machine (**Ctrl-Alt-Del** on the keyboard, or hit the reset button).

After your machine reboots, you will find yourself in the C:\RAVAGER game directory. Type **RAVAGER** and press Enter to start the game.

This procedure works for most systems. Certain conditions, however, may prevent our program from successfully creating a boot disk for your particular system setup (a non-standard mouse driver or operating system other than MS-DOS or DR-DOS, for example). If you experience problems using this procedure, try the manual boot disk procedure below. (Note: This procedure may not work with PS/1s or laptops.)

To Create a Boot Disk Manually

1. Place a floppy disk in drive A: (Note: it must be in drive A:).
2. From the C: prompt type **FORMAT A:/S** and press Enter.
3. Go to the A: drive by typing **A:** and press Enter.
4. Type **EDIT CONFIG.SYS** and press Enter. When the blue screen appears, type in the lines just as they appear in the sample CONFIG.SYS below. Save this file (choose 'Save', not 'Save As'), then exit.
5. Type **EDIT AUTOEXEC.BAT** and press Enter. When the blue screen appears, type in the lines just as they appear in the sample AUTOEXEC.BAT below. Save this file (choose 'Save', not 'Save As'), and exit.

Sample files:

CONFIG.SYS

```
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE NOEMS
DOS=HIGH,UMB
FILES=30
BUFFERS=25
```

AUTOEXEC.BAT

```
PATH=C:\;C:\DOS;C:\MOUSE
PROMPT $P$G
LOADHIGH MOUSE
```

IMPORTANT: Be sure to include the necessary CD and sound card drivers in the appropriate files. Refer to your respective CD and sound card manuals, or original CONFIG.SYS and AUTOEXEC.BAT files, for the correct names and locations of the drivers required.

For example, the Media Vision Pro Audio Spectrum 16 users may need the following line in their CONFIG.SYS:

DEVICEHIGH=C:\PROAUDIO\MVSOUND.SYS D:3 Q:7 S:1,220,1,5 M:0 J:1

To Start the Game with This Boot Disk:

1. Place your game CD in the CD-ROM drive boot disk in your A: drive.
2. Reboot your machine (**Ctrl-Alt-Del** on the keyboard, or press the reset button).
3. Be sure that the hard disk containing the game is the active drive.
4. Change the current directory to the game's directory. For example, to change to the default directory type **CD RAVAGER** and press Enter.
5. Type **RAVAGER** and press Enter to start the game.

SAVING GAMES

In **WAKE OF THE RAVAGER** you can have 10 saved games in your game directory at one time. Each saved game can take up to about 1,330,000 bytes of hard disk space (but they start off much smaller). If you do not have enough space on your hard drive you may see:

"Disk Space Low!!!" — If you get this message when saving, you should exit the game and free up more disk space.

"Disk Space Very Low!!!" — If you get this message when saving, you must exit the game and free up more disk space. The game informs you if it can't save. Your saved game information is stored in files labeled SAVE01.SAV through SAVE10.SAV. The numbers in the filenames match the slot number of your saves in the game.

If, at the start of the game, you receive the message: "Maximum of # save games!" (where # is an actual digit), it means that you only have the stated number of saves in the game.

Make sure to alternate save games between at least three separate save slots. That way, if there is a problem, or something you may have missed doing, you have the option of returning to an old save game rather than restarting the game from the beginning.

SOUND CARDS FOR Wake of the Ravager

After installation, you may modify the sound configuration for your particular system. Select the type of sound on your system. Valid selections are: Aria, Ultrasound (CD-ROM music only), Sound Blaster Regular, Sound Blaster Pro I and II, Sound Blaster 16, Soundwave/Gamewave 32, Ensoniq SoundScape, or none. If you wish to change the sound configuration after installation, simply type **SOUND** (and then press Enter) while in the game directory and follow the on-screen prompts.

IMPORTANT NOTE: Ultrasound owners must choose CD-ROM music only. This allows you to hear music without sound effects while playing the game. Jazz 16 users should choose the Sound Blaster Pro or Sound Blaster Regular for optimal sound and music performance.

The game starts with both the music and sound effects enabled. Once you get into the game, you may go to preferences to enable/disable music and sound effects.

WAKE OF THE RAVAGER GAME NOTES

- To skip cinematics, press the Shift key.
- To find and disarm traps, have a thief character lead the party.
- To speed up the game, turn animations OFF.
- The speed of your computer may affect the speed of some region timers (most notably, inside the volcano). If the timer is going too quickly for you to complete a task, toggle your computer speed and set the game difficulty to "Easy."
- The game includes a utility to transfer characters from DARK SUN: SHATTERED LANDS to DARK SUN: WAKE OF THE RAVAGER. To run the transfer utility, go to the game directory (i.e., **CDRAVAGER**) and type **CHARTRAN** to start the transfer. The transfer utility will transfer characters from a DARK SUN: SHATTERED LANDS SAVE GAME, and place them into DARK SUN: WAKE OF THE RAVAGER's party list. You will then be able to add those characters into your party when you start the game.

NOTE: Not all of SHATTERED LANDS weapons/items and spells/psionics are available in the new game. These items/spells will translate into an equivalent item/spell. Those items/spells that simply will not translate will be turned into their cash value.

Do not try to carry too many items from region to region. The game may produce strange results including crashes, or disappearing items. If this should occur, load a previous save and drop unnecessary items prior to changing regions.

THE SSI HINT LINE

If you need hints, call our Hint Line at 1-900-737-HINT. Canadian customers please call (1-900-451-6009). Recorded hints are available 24 hours a day, 7 days a week. Each call costs 95 cents for the first minute and 75 cents for each additional minute. If you are under 18 years of age, you must have parental permission. If you don't hear the information you need, please write to us at HINTS, STRATEGIC SIMULATIONS, INC., 675 ALMANOR AVE, SUITE 201, SUNNYVALE, CA 94086-2901. Include a self-addressed, stamped envelope for a reply.

CONTACTING SSI TECHNICAL SUPPORT

If you are having problems, please consult the "Troubleshooting" section of this data card before calling technical support. We have a staff of technical support specialists ready to help you with any problem you may encounter with the game. If your problem is due to your system configuration they will tell you of the game's requirements and suggest some possible solutions.

Because of the millions of different hardware and software combinations possible with today's PCs, **you may still have to consult with your computer dealer, hardware manufacturer, or software publisher in order to properly configure their product to run with our game.**

If at all possible, be near your computer when you call. The technical support specialist will need specific information about your machine and may need you to access or change some files while you are on the phone. If it is not possible to be near your computer, be sure to have the following information:

- A listing of all of your machine's hardware and its settings.
- The contents of your AUTOEXEC.BAT and CONFIG.SYS files.
- All the information listed after the MEM command (read the "To Check Your Free RAM" section for pertinent information).
- The current configuration of your game.

Our technical support number is (408) 737-6850. Our hours are 11 AM to 5 PM, Pacific time, Monday through Friday, holidays excluded. **ABSOLUTELY NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.**

If you cannot get through during our normal business hours, please fax our Technical Support Dept. at (408) 737-6814. Please include a printout of your CONFIG.SYS and AUTOEXEC.BAT files along with a complete description of the problem.

SSI BBS

We have a BBS containing patch files to update most of our products to the most current version, as well as product demos and new product announcements. If you have a 9600, 14.4K, 21.6K, or 28.8K baud modem, call (408) 739-6137. If you have a 1200, 2400, 9600, 14.4K, 21.6K, or 28.8K baud modem, call (408) 739-6623. Your communications software needs to be set to N,8,1 and your modem must be 100% Hayes compatible. Demos are not available to users with modem speeds under 9600 due to file size and download time.

Canadian customers using 2400—14.4K modems can call our Canadian Affiliate board, Instant Access, at (403) 473-9131, (403) 473-2025, or (403) 472-0178 for the latest updates/demos.

SSI ONLINE

Strategic Simulations, Inc. is currently represented on three online networks: CompuServe, GEnie, and America Online. We also maintain a home site on the World Wide Web. You can reach us on these networks as stated below.

World Wide Web

<http://www.ssionline.com>

America Online

E-Mail: Stratsim (stratsim@aol.com)

SSI Files/Discussion are at Keyword: SSI

CompuServe

E-Mail: 76711,250 (76711.250@compuserve.com)

SSI Files/Discussion are at GOTO GAMAPUB

GEnie

E-Mail: SSI.TECH (ssi.tech@genie.geis.com)

SSI Files/Discussion are in the Game Publishers Forum (Type SCORPIA)



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