

# IBM and Compatibles CD-ROM Version Data Card



## THE GENIE'S CURSE



## STRAHD'S POSSESSION

### READ ME FIRST!

Hi! We know you're anxious to begin the THREE WORLDS OF AD&D®, but before you do, please be sure that you have the following minimum system requirements: (Please refer to the DARK SUN® data card for SHATTERED LANDS system requirements and technical information)

- 386/33 Mhz IBM (DX) PC
  - 4 MB of RAM
  - MS-DOS 5.0, 6.0-6.22, or Dr. DOS 6.0
  - An **Uncompressed** Hard Drive with **16 MB** free for AL-QADIM, **13 MB** for RAVENLOFT
  - VGA graphics with a Color VGA Monitor
  - A 100% Microsoft Compatible Mouse (Version 8.0 or higher)
- (The Cyberman is supported for RAVENLOFT but is optional)

The minimum amount of free base RAM required for AL-QADIM is:

**540,000 BYTES OF FREE BASE RAM**

**2,250,000 BYTES OF FREE XMS**

The minimum amount of free base RAM to run RAVENLOFT fully featured is:

**577,000 BYTES OF FREE BASE RAM**

**2,720,000 BYTES OF FREE XMS**

The minimum amount of free base RAM to run RAVENLOFT partially featured is:

**546,000 BYTES OF FREE BASE RAM**

**2,720,000 BYTES OF FREE XMS**

**Features disabled in the minimum configuration:** *No music will be available for the partially featured configuration noted above. You will, however, get digitized sound effects.*

**Note:** hard drive size and total system memory available have no bearing on *free* RAM. Follow the directions below to determine if you have enough available memory to run the game.

### 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 before continuing (see the Memory Management section of your DOS manual).

### Box Contents

Your game box should contain: one CD-ROM disk, one THREE WORLDS OF AD&D rule book, the DARK SUN data card, and this data card.

### INSTALLING THE GAME

The AL-QADIM game cannot be played from the CD, and must be installed to your hard drive before you can begin play.

1. To install the game place the CD in your drive. Be sure this drive is the active drive. For example, to make drive D the active drive, type **D:** and then press Enter.
2. Type **INSTALL** and press Enter. A screen listing basic system information is displayed. If the install program detects any unmet system requirements, the problem areas will be highlighted in red. Clicking on any item (or typing the corresponding item number) displays additional information and/or help for that item.
3. Follow all on-screen prompts.

## INSTALLING THE GAME (continued)

The RAVENLOFT game requires the CD to be placed in your CD ROM Drive during play.

1. Follow the identical steps above for installation of the game.

**If you experience problems during installation, please refer to the "Troubleshooting" section. Additional information regarding memory, sound, video, and mouse setup can be found there.**

## STARTING THE GAME

1. Boot your system normally with MS-DOS 5.0, 6.0-6.22, or Dr. DOS 6.0.
2. Be sure that the hard disk containing the game is the active drive.
3. Change the current directory to the game's directory. For example, to change to the *default* directory of AL-QADIM, type **CD\GENIE** and press Enter.
4. Type **GENIE** and press Enter to start the game.

**NOTE:** For the RAVENLOFT game, insert the CD into the CD-ROM Drive. RAVENLOFT accesses files from the CD during game play.

For complete and specific "how to play" information, please refer to the manual. Any notes regarding changes to the games made after the rule book was printed, or any rules errata can be found after the "Troubleshooting" section below.

## COPY PROTECTION

To answer the verification questions for AL-QADIM, find the indicated page and header in the AL-QADIM section of the rule book. Find the indicated word by counting words, beginning with the first word in the paragraph. Do not count headings or titles when you count words. The first letter of the correct word is shown on screen.

## SAVING GAMES

RAVENLOFT requires extra space on your hard drive for saved games and temporary files. You should have approximately 5 MB free on your hard drive. Please note that if you are using a hard drive compression utility, you may not get the correct amount of hard drive space.

# TROUBLESHOOTING

This section provides you with several easy steps to solve some common problems.

## MEMORY

AL-QADIM requires **540,000** bytes of free base memory and **2,250,000** bytes of extended memory to run, and RAVENLOFT requires **577,000** bytes of free base memory to run fully-featured. Read the front page of this data card to find out how to check your free RAM. 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 high enough for the program can result in corrupted data in saved games.

## HOW TO MAKE A BOOT DISK (GENIE'S CURSE ONLY)

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.

For AL-QADIM, you can make a pre-configured boot disk from the install program by following the directions below.

**NOTE:** Your sound card may require sound drivers to be loaded on the boot disk. Please consult your sound card's manual for the necessary drivers.

1. Place a blank disk in your A: drive. (NOTE: it must be your A: drive to operate properly.)
2. Place your **THREE WORLDS OF AD&D** 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 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 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 **GENIE** game directory. Type **GENIE** and press Enter to start the game. This procedure works for most systems. Certain conditions, however,

## To Start the Game with This Boot Disk (continued)

may prevent our program from successfully creating a boot disk for your particular system setup (a nonstandard 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 (Which *must* be done for RAVENLOFT):

1. Place a floppy disk in drive A: (note that 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 (it already has a name), 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 (it already has a name), and exit.

### Sample files for RAVENLOFT:

#### CONFIG.SYS

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

#### AUTOEXEC.BAT

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

### Sample files for AL-QADIM:

#### CONFIG.SYS

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

#### AUTOEXEC.BAT

```
PATH=C:\C:\DOS\C\MOUSE
PROMPT $P$G
C:CD\GENIE
```

**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 Pro Audio Spectrum 16 card requires a line resembling the following:

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

## SOUND CARDS

The following sound cards are supported in AL-QADIM:

*Gamewave32/Soundwave32, General Midi; Aria, General Midi; Roland SCC-1/MPU 401, General Midi; Waveblaster, General Midi; SoundBlaster Pro 16 ASP; SoundBlasterPro III; SoundBlaster Pro II; SoundBlaster Pro I; SoundBlaster Regular; SoundBlaster AWE 16, Adlib; Media Vision Pro Audio Spectrum, Gravis UltraSound.*

**Aria Users:** Aria users with certain hardware combinations may experience some musical defects.

**Gravis UltraSound Users in Native Mode:** You may experience slight musical defects with some pieces of music, especially if you have not upgraded to the full 1 megabyte of on-board RAM.

**Pro Audio Spectrum Users:** If your IRQ is set higher than 7, you may experience intermittent sound and music. To correct this, set your sound card to a lower IRQ and be sure the SoundBlaster emulation is disabled. Refer to your sound card manual for further instructions.

After installation of RAVENLOFT, you may modify the sound configuration for your particular system. Select the type of sound on your system.

Valid selections are: *Aria, Soundscape, GW32/SW32, Soundman Wave-OPLA, SoundBlaster family (or 100% compatibles), Wave Blaster, Sound Canvas, PC Speaker, 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.

For RAVENLOFT, the game starts with both music and sound effects enabled. Once you get into the game, you may choose the **OPTIONS** menu to enable/disable music and sound effects.

## SOUND CARDS (continued)

If you are experiencing problems with your sound card, run the diagnostic software that comes with your card. **Eighty percent of all sound card problems are due to mistaken configurations.** If you are running a sound card that is not listed above, or are running a sound card in an emulation mode, your results may not be optimal. This game was tested only on the listed cards.

If you are experiencing problems with the game, try configuring the game for No Sound. If the game will now run normally (but without sound, of course), then you probably need to reconfigure your sound. Type **SOUND** at the game directory, choose "NO" when asked to accept the default settings, correct the IRQ setting, and try starting the game again. If your game still will not run, consult the manual that came with your sound card for diagnostic procedures.

## VIDEO CARDS / VESA DRIVERS

AL-QADIM was tested specifically on the following video cards:

*Cirrus Logic Local Bus w/2 MB, Cirrus Logic Windows Accelerator Card, Diamond SpeedStar 24X, Diamond Stealth 24 VLB, Diamond Stealth Pro, Diamond Stealth VRAM, Expert Top VGA, Graphic Ultra Pro 2.0, Graphic Ultra, Graphics Vantage, Orchid Fahrenheit VA VLB, Orchid Prodesigner II, Spider (VLB), STB Powergraph Ergo, STB Powerview, Trident 9000, VGA Wonder XL, VGA Wonder, and Western Digital X.*

## MOUSE SETUP

If your mouse is not functioning, you should make sure the driver has been loaded. **Windows and other programs of its type have built-in mouse drivers that do not function outside of their environment.** Loading a mouse driver may be as simple as typing **MOUSE** (and pressing Enter) before starting the game. Since the command differs from mouse to mouse, consult your mouse user's guide.

If your mouse is acting erratically, it may be due to an old mouse driver for your mouse, or it may not be fully Microsoft or Logitech compatible. Check with the mouse manufacturer to see if there is an updated mouse driver available.

## BEFORE YOU CALL 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 representative 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:

- 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.**

## 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 1200K, 2400K, 9600, 14.4K, 21.6K, or 28.8K baud modem, call (408) 739-6623. Your modem needs to be set to N,8,1 and must be 100% Hayes compatible. Demos are not available to users with modem speeds under 9600 due to size and download time.

## ADDITIONAL INFORMATION

### AL-QADIM

You cannot have a conversation when enemies are on the screen. This also applies when you are waiting for a character in hiding to speak; be sure to eliminate all nearby enemies.

Patience is essential to solving the game, especially in the following areas: the exile from Zaratan; the acid dungeon, especially the neon maze and sliding rock maze; the hermit's isle; and the Efreeti's guests. Make sure you have explored all your options and talked to everyone for a second time.

Be careful when quickly clicking through your conversations; wrong responses can be costly (answering dishonestly in the acid dungeon is an example of this).

Know when to flee; it is often unnecessary to defeat all your enemies, and you may still be able to continue the game.

Combat in the game is very challenging at first and takes practice to master. If you have problems, try starting at a lower difficulty level. If you are too far into the game to restart, try using different tactics. Use missile weapons at range, and use the facing lock Alt key.

In the region of the game that involves feuding bands of warriors, it is possible to either attack or talk to certain non-player characters, depending on your character's position. This is an exception to the normal rules of play. If you intended to talk to one of these characters but attacked instead, and events indicate that conversation was an option, try positioning your character directly adjacent to the subject. If your character is aligned perfectly, you will initiate a conversation, not an attack.

If you are finding it difficult to finish a region, check for a door in the northern wall of a building or room. Most of these doors are indicated by graphical decorations on the walls above the door, which set them apart from normal walls.

### RAVENLOFT

#### Using the Keyboard

7 (Turn Left)	8 (Move Forward)	9 (Turn Right)
4 (Move Left)		6 (Move Right)
	2 (Move Backward)	

#### Hot Keys

S	Quick Save
SHIFT-R	Restores Quick Save
T	Displays Ravenloft Standard Time
D	Drops Items From Characters' Inventory

#### Using the Cyberman

To use the Cyberman, you must have installed the Cyberman driver. For more information on how to install the necessary driver, please refer to your Cyberman documentation. If the driver is installed, the game program will recognize and use it without any re-configuration needed. Use of the Cyberman in RAVENLOFT is as follows:

YAW: Turns party left or right

ROLL: Slides party left or right

PITCH: Moves party forward or backward

Y: Moves mouse up and down screen

X: Moves mouse left and right on the screen

PITCH and YAW can be used in conjunction with each other so that you can move forward and turn at the same time.

**Key Rings:** If you have the appropriate key on a key ring you do not have to remove the key to use it. Simply use the key ring as you would the key; place it over the lock and click. As long as the key is on the ring, the door opens.

**Dropping Items Quickly:** Items can be dropped from your character's inventory by selecting the desired object and pressing the 'D' key.

**Scribing Scrolls:** To scribe a scroll, you must go to the inventory screen for your party, select the scroll that you wish to scribe, then place it over your mage's spell book in the inventory slot, and left-click. Spells on scrolls that have already been scribed cannot be scribed a second time.

## ADDITIONAL INFORMATION FOR RAVENLOFT (continued)

**Objects Given to Your Party During An Encounter:** There are times when an NPC will give the party one, or in some cases, two objects. If only one object is to be given, it will be placed on the mouse pointer. If you already have an object selected (i.e. its picture overlays the mouse pointer), the newly given object will be placed in the inventory of the character whose portrait is displayed farthest to the left on the adventure screen. If that character's inventory is full, the object is then placed in the inventory of the character to the right of him/her, and so on until an empty inventory slot is found. There may be times when it is necessary to look at your characters' inventory to get an object that has been given to your party by an NPC. If, for some reason, all of your party's inventory slots are occupied, the object is dropped on the ground. This process works the same if your party is given two objects. However, since only one object could be attached to the mouse pointer, the other will always be placed somewhere in your party's inventory or on the ground.

**Mage Spell Improved Identify:** The mage spell improved identify now affects all objects in the visible inventory and in the hands of the character who casts the spell. Note that this excludes any objects placed inside a container.

**Printing Automaps:** The maps for the village of Barovia are too large to print out in regular size; therefore, the program will send a condensed code for the map to the printer. If your printer does not support this mode (although the majority of printers do), then you must save the automap to a file and use a word processor to print out the map.

**Quick Saves:** The quick save file never appears in the save game file list, so don't be alarmed when you don't see it displayed. The quick save file can only be restored by pressing the SHIFT-R keys.

## RULE BOOK ERRATA

### AL-QADIM

On p. 22, Warrior Experience Levels are listed through Level 9. However, your character can only attain the 8th level during the game.

On p. 26, it is stated that roofs disappear once doors are opened. Instead, when a door is opened, a sound of a door opening is played, and the roof stays on until you move your character into the room or building.

On p. 32, under Oil of Elemental Invulnerability, it is stated that all of these oils give identical results. The Oil of Earth Elemental Invulnerability protects only against direct damage from Earth Elementals, not against Earth Elementals that use ranged attacks. You must avoid these ranged attacks even when you have used a potion.

## THE SSI HINT LINE

If you need **hints**, call our Hint Line at 1-900-737-HINT. 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 parent's 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.

Special thanks to:

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Additional Product Testers: Steven Okano, Mike Higgins, Ben Cooley.



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