OFFICIAL
Advanced Dungeons & Dragons®
2nd Edition
COMPUTER GAME

DARK · SUN ™
W · O · R · L · D

WAKE OF THE RAVAGER

READ ME FIRST!

Hi! We know you're anxious to begin Wake of the Ravager, but before you do, please be sure that you have the following minimum system requirements:

- 4 megabytes of RAM
- 386/33 Mhz IBM DX PC
- MS-DOS 5.0, 6.0, or 6.2.2
- An Uncompressed Hard Drive with a Minimum of 30 MB free
- VGA graphics with a Color Monitor
- A 100% Microsoft Compatible Mouse or a Logitech Compatible Mouse
- Microsoft Mouse driver version 8.10 and above,
   or Logitech Mouse driver Version 6.00 and above

CD-ROM Users Only

- CD-ROM driver MSC-DEX Version 2.2
- CD-ROM drive access time of 350 milliseconds, data transfer rate of 150 kilobytes

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 file.

The minimum amount of free base RAM required to run the game is:

620,000 BYTES OF FREE BASE RAM
2,000,000 BYTES OF FREE EMS or XMS

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 EXE-CUTABLE 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.

Your Game Box Should Contain: Seven 3.5" disks or one CD-ROM disk, one DARKSUN: Wake of the Ravager rule book, and this data card.

REV: 12/94

INSTALLING THE GAME

Disk Version

The disks that come with the game are in a compressed format, and must be installed before you can begin play.

> 1. To install the game place Disk 1 in your drive. Be sure this drive is the active drive. For example, to make drive A the active drive, type **A:** and then press Enter.
> 2. Type **INSTALL** and press Enter/Return. 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.

CD Version

The 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/Return. 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.

NOTE: The CD-ROM version contains three additional buttons on the main install screen not found on the floppy install. These buttons are: Cinematics, Speech, and Regions. Each of the buttons can toggle to either "Now", "As Needed", or "Never". These options will allow you to customize how fast you want the game to run vs. how much disk space is needed.

Now: will copy all the files related to the button...i.e., "Now" for the speech will copy all the speech files to the hard drive.

As Needed: will skip the files during the initial install, but when the game is running and needs the file, it will copy the file from the CD. This will result in a time-out during the game play to allow for the copy process; the delay could be long, certainly for the cinematics.

Never: can be chosen for cinematics and speech, these game options will be unavailable.

Default Setting: "As Needed" for cinematics and speech with "Now" for regions, gives a good combination of speed vs. disk space needed.

Hard drive space required will vary based on which options are chosen above. In all cases the hard drive space needed is shown on screen as options are toggled.

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 as well.

STARTING THE GAME

> 1. Boot your system normally with MS-DOS 5.0, 6.0, or 6.2.2.
> 2. If you have the CD version of the game, insert the CD into the CD-ROM Drive.
> 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/Return.
> 5. Type **RAVAGER** and press Enter/Return to start the game.

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

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.

CHARACTER TRANSFER

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., CD\RAVAGER) 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 DARK SUN: 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.

TROUBLESHOOTING

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

MEMORY

This game requires **620,000** bytes of **free** base memory to run. 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 correctly for the program can result in corrupted data in saved games and/or crashes during play.

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 on the following page.

If Your A: Drive Is a 3.5" Drive

1. Place your Wake of the Ravager Disk 1 into your A: Drive.
2. Change the active drive to A: by typing **A:** and press Enter/Return.

3. Type **INSTALL BOOT** and press Enter/Return.
4. Follow the on-screen prompts until you see: "Boot Disk Creation Successful".

If Your A: Drive Is a 5.25" Drive and Your B: Drive Is a 3.5" Drive

1. Place a blank disk in your A: drive. (NOTE: It **must** be your A: drive to operate properly.)
2. Place your WAKE OF THE RAVAGER Disk 1 into your B: drive.
3. Change the active drive to B: by typing **B:** and press Enter/Return.
4. Type **INSTALL BOOT** and press Enter/Return.
5. Follow the on-screen prompts until you see: "Boot Disk Creation Successful".

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.

If You Have the CD-ROM Version

1. Place a blank disk in your A: drive. (NOTE: it must be your A: drive to operate properly.)
2. Place your Wake of the Ravager 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 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 **Ravager** game directory. Type **RAVAGER** and press Enter/Return 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 nonstandard mouse driver or operating system other than MS-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 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.

```
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.

If you are using the Pro Audio Spectrum card you must insert a line resembling the following into your CONFIG.SYS:

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

SOUND CARDS

After installation, 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, SoundBlaster Pro I, SoundBlaster Pro II, SoundBlaster, SoundBlaster16, Wave Blaster, Sound Canvas, 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 NOTES: Gravis users *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 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.

If you are experiencing problems with your sound card, try running 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.

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.

The batch files: AA.BAT, AC.BAT, CA.BAT, and +CC.BAT are for technical support use only. Please do not run them unless asked to do so by SSI Technical Support staff.

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, or 21.6k baud modem, call (408) 739-6137. If you have a 1200, 2400, 9600, 14.4k, or 21.6k 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.

HINTS FROM THE DEVELOPERS

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. 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 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.)

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