

MASTERPIECE COLLECTION

Data Card #1

ORIGINAL
Advanced Dungeons & Dragons
2nd Edition
COMPUTER GAME



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 MASTERPIECE COLLECTION's games:

- 386/33 DX PC
- VGA graphics and color monitor
- 100% Microsoft Compatible Mouse or a Logitech Compatible Mouse
- Microsoft Mouse driver version 8.00+ (not 8.20), or Logitech Mouse driver version 6.00+
- MS-DOS 5.0 – 6.22
- CD-ROM driver MSC-DEX Version 2.1 or later
- An uncompressed hard drive

Each game included with this compilation requires a different amount of free base RAM to run. These memory requirements are 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 on the next panel, or free up additional memory (see the Memory Management section of your DOS manual) before continuing.

BOX CONTENTS

Your game box should contain four CD-ROM discs, a blue Copy Protection Data Card, and two data cards covering all six games. The rule book for each game is accessible by following the instructions in the "To View the Game Rule Books and Notes" section, below.

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.

INSTALLING THE GAMES

1. To install individual games, place the first disc (labeled "DISC A") into your drive. Be sure this drive is the active drive – for example, to make drive D the active drive, type **D:** and 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.

NOTE: You will be presented with several options as to how much of the program to install directly to your hard drive. Although you need the disc in your drive to run some of the programs, you may load selected cinematics, audio, or other file types onto your system in an effort to enhance performance. Space requirements vary, but it is recommended that you install as much information to your drive as possible to speed up your game play.

TO VIEW THE GAME RULE BOOKS AND NOTES

The MASTERPIECE COLLECTION includes rule books for each of its games. These files are in PDF (Portable Document File) format, and are read by a program called Adobe Acrobat™. Adobe Acrobat™ can be installed when "Install Reference Manuals" is selected from the install menu on the first CD-ROM disk.

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:

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.

TO MAKE A BOOT DISK

1. Insert Disc A into your CD-ROM drive, type **INSTALL**, and press Enter.
2. Select the game for which you wish to create a boot disk.
3. Follow the screen instructions to create a boot disk until you see the message 'Boot disk creation successful.'

NOTE: This procedure will work for the majority of all 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, please call our Technical Support Department.

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).
3. After your machine reboots, you will find yourself in the corresponding game directory. Type the corresponding game name (outlined on the following list) to start your game.

AL-QADIM: THE GENIE'S CURSE	GENIE
DARK SUN: SHATTERED LANDS	DARKSUN
RAVENLOFT: STRAHD'S POSSESSION	RLOFT
DARK SUN: WAKE OF THE RAVAGER	RAVAGER
FORGOTTEN REALMS: MENZOBERRANZAN	MENZO
RAVENLOFT: STONE PROPHET	PROPHET

NOTE: You may need to tailor the CONFIG.SYS or AUTOEXEC.BAT files on your boot disk for it to best function on your system. Follow the specific directions listed for each game's section of these data cards as necessary.

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— MAKE A BOOT DISK FIRST

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 A.M. to 5 P.M., Pacific time, Monday through Friday, holidays excluded. **ABSOLUTELY NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.**

NOTE: 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. SSI proudly uses U.S. Robotics Courier V. Everything Modems.

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 size and download time.

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

SSI ONLINE

Strategic Simulations, Inc. is currently represented on three online networks: America Online, CompuServe, and GEnie. You can reach us on these networks as stated below.

America Online

E-Mail: Stratsim
SSI Files/Discussion can be found at Keyword: SSI

CompuServe

E-Mail: 76711,250
SSI Files/Discussion can be found at GOTO GAMAPUB

GEnie

E-Mail: SSI.SUPPORT
SSI Files/Discussion can be found in the Game Publishers Forum (Type SCORPIA)

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.

DARK SUN: SHATTERED LANDS

SYSTEM REQUIREMENTS

In addition to the system requirements listed at the front of this data card, SHATTERED LANDS requires the following:

- 2 megabytes of RAM (4 megabytes recommended)
- CD-ROM drive access time of 350 milliseconds, data transfer rate of 150 kilobytes
- A hard drive with a minimum of 17 megabytes of free space

Also, each save game can require up to 1,330,000 bytes of disk space.

TO PLAY SHATTERED LANDS

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

1. Boot your system normally.
2. Make sure that the CD-ROM labeled "Disc A" 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:
CD\DARKSUN and press Enter.
4. Type **DARKSUN** and press Enter to start the game.

For complete and specific "how to play" information, refer to the manual and NOTES files, installed to your hard drive along with the game program. These files are PDF files, and can be opened with the Adobe Acrobat™ Reader by following the instructions at the front of this data card.

COPY PROTECTION

To answer the verification question, find the indicated page, line, and word in the blue Copy Protection Data Card, when asked to do so.

MEMORY

This game requires 595,000 bytes of free base memory and at least 1,000,000 bytes of free extended memory (XMS) 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 or extended memory, the game may tell you in the form of an error message, begin to run poorly, or not run at all. If you have found that your free RAM is too low, you can correct this by adjusting your CONFIG.SYS and AUTOEXEC.BAT files or by creating a bootable disk. Below are sample CONFIG.SYS and AUTOEXEC.BAT files. Check your CONFIG.SYS file to make sure that FILES = 50 and BUFFERS = 32.

EDITING YOUR CONFIG.SYS OR AUTOEXEC.BAT FILES

MS-DOS comes with a text editor. If you need to change or create a file, type **EDIT** filename (replace the word filename with the appropriate name of the file). Here are sample CONFIG.SYS and AUTOEXEC.BAT configurations for DOS 5.0 - 6.22:

With 4 megabytes (or more) of RAM:

```
CONFIG.SYS
FILES=50
BUFFERS=32
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE NOEMS
DOS=HIGH,UMB
```

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

With 2 megabytes of RAM:

```
CONFIG.SYS
FILES=50
BUFFERS=32
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE NOEMS
DOS=HIGH,UMB
```

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

NOTE: 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. You should back-up or copy your original CONFIG.SYS and AUTOEXEC.BAT files before altering them so you can restore them to their original configurations.

Another way to free more memory without changing your normal system configuration is to create a boot disk. A boot disk is the best way to temporarily change your system's configuration without possible side effects. See information on how to create a boot disk at the front of this data card.

SOUND CARDS (IN GENERAL)

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 cards listed

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SOUND CARDS (IN GENERAL), continued

in the sound installer. 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.

Note: Gravis and Aria sound cards require TSRs to function properly. Be sure to follow the instructions below. If you still have problems, please contact Gravis or Aria.

To run SHATTERED LANDS with the following sound configurations you will need the minimum RAM specified:

• **No Sound, PC Speaker, and Roland LAPC 1 or SCC-1:**

595,000 BYTES to 600,000 BYTES FREE BASE RAM;

1,000,000 BYTES FREE XMS

• ***Gravis, *Aria, Adlib, Roland LAPC 1 or SCC-1 w/SoundBlaster:**

601,000 BYTES to 610,000 BYTES FREE BASE RAM;

1,000,000 BYTES FREE XMS

• **SoundBlaster, MediaVision PAS-16, Adlib Gold:**

610,000+ BYTES FREE BASE RAM

1,000,000 BYTES OF FREE XMS

GRAVIS SOUND CARD USER:

- You must have Gravis software version 2.0 or higher. If you do not have this please contact Gravis to obtain an update.
- ULTRAMID.EXE must be loaded high for DARKSUN SHATTERED LANDS to run. Refer to your DOS manual for specific instructions.
- If QEMM is in the system, it will be necessary to use QEMM's LOADHI command to load the ULTRAMID TSR high. Refer to the QEMM documentation for specific instructions.
- If MIDI music is not playing properly, add a -c switch to the line in the SOUND.BAT and the DARKSUN.BAT files that loads the ULTRAMID driver. The line with the change added reads: ULTRAMID -nssi1.ini -c -q
- SBOS may cause conflict with the Shattered Lands sound installer and/or the game itself. Try removing the SBOS command from your AUTOEXEC.BAT file if you have problems.
- SMARTDRV may cause problems if used with DOS 5.0 on systems with standard memory managers such as HIMEM.SYS and EMM386.EXE. The problems range from music not playing to hanging your system. Try removing SMARTDRV from your AUTOEXEC.BAT or CONFIG.SYS to alleviate the problem.

ARIA SOUND CARD USER:

- MIDITSR.EXE must be loaded high for SHATTERED LANDS to run. Refer to your DOS manual for specific instructions.
- If QEMM is in the system, it will be necessary to use QEMM LOADHI command to load the TSR High. Refer to the QEMM documentation for specific instructions.

SHATTERED LANDS GAME NOTES

- Your party begins the game in the arena of the City State of Draj. Step forward and defeat monsters until your party is tired and needs rest. After you have defeated your opponents leave through the north exit. You arrive in the slave pens where you can rest and regain your spells and hit points. When you are ready to fight again, move to the north door and use the "Look" icon to re-enter the arena. Your goal is to escape the slave pens and find new hope in a violent world...
- Character animations are set ON by default. If you wish to turn character animations OFF, refer to the "Set Preferences" section on page 17 of your rule book. The game runs significantly faster with character animations turned OFF.
- Be sure to read pages 5, 6, 13, 14, and 15 of the SHATTERED LANDS rule book, as well as the NOTES file before beginning play. Also, remember to save your game often.
- SAVING GAMES: You can only have 10 save games in your game directory at one time. Each save 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 can only have the stated number of save games.

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.

RAVENLOFT: STRAHD'S POSSESSION

SYSTEM REQUIREMENTS

In addition to the system requirements listed at the front of this data card, STRAHD'S POSSESSION requires the following:

- 4 megabytes of RAM
- A double-speed CD-ROM Drive; 300 KB data transfer rate, 320 ms access time, continuous read.
- An uncompressed hard drive with at least 13 MB free for NORMAL installation
- Microsoft Mouse driver version 8.00 or above (**not 8.20**)

(The Cyberman is supported but optional)

TO PLAY STRAHD'S POSSESSION

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

1. Boot your system normally.
2. Make sure that the CD-ROM labeled "Disc A" 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 **CD\RLOFT** and press Enter.
4. Type **RLOFT** and press Enter to start the game.

For complete and specific "how to play" information, refer to the manual and NOTES files, installed to your hard drive along with the game program. These files are PDF files, and can be opened with the Adobe Acrobat™ Reader by following the instructions at the front of this data card under the section "To View the Game Rule Books and Notes."

MEMORY

The minimum amount of RAM required to play the game fully-featured is 577,000 BYTES of free base RAM and 2,720,000 BYTES of free XMS; the minimum amount of RAM required to run the game partially featured is 546,000 BYTES of free base RAM and 2,720,000 BYTES of free XMS.

NOTE: No music is available for the partially featured configuration noted above; however, digitized sound effects will play normally. Read the front of this data card to find out how to check your free RAM. Hard drive size and total system memory available have no bearing on free RAM. In addition, you must also have FILES=25 or greater in your CONFIG.SYS file.

EDITING YOUR CONFIG.SYS OR AUTOEXEC.BAT FILES

MS-DOS comes with a text editor. If you need to change or create a file, type EDIT filename (replace the word filename with the appropriate name of the file). Here are sample CONFIG.SYS and AUTOEXEC.BAT configurations for DOS 5.0 - 6.22:

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
```

NOTE: 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. You should back-up or copy your original CONFIG.SYS and AUTOEXEC.BAT files before altering them so you can restore them to their original configurations.

Another way to free more memory without changing your normal system configuration is to create a boot disk. A boot disk is the best way to temporarily change your system's configuration without possible side effects. See information on how to create a boot disk at the front of this data card.

SOUND CARDS FOR STRAHD'S POSSESSION

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 family (or 100% compatibles), Wave Blaster, Sound Canvas, PC Speaker, or None. Sound cards which do not appear on this list, but are found in the sound installer were not fully tested with this product. We cannot guarantee that these cards will work on every customer's system. These drivers were included to give our customers every chance to get sound with the game. 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. 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.

ProAudio Spectrum Users

If your IRQ is set higher than 7, you may experience intermittent music and sound effects. To correct this, set your sound card to a lower IRQ. If you continue to experience problems, try setting the sound card up as a Sound Blaster (regular). Refer to your sound card manual for further instructions.

SAVING GAMES

RAVENLOFT: STRAHD'S POSSESSION requires extra space on your hard drive for saved games and temporary files. You should have approximately 5 megabytes 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. Make sure you have more than 5 megs free if you are using a hard drive compression utility.

AL-QADIM: THE GENIE'S CURSE

SYSTEM REQUIREMENTS

In addition to the system requirements listed at the front of this data card, GENIE'S CURSE requires the following:

- 4 megabytes of RAM
- An Uncompressed Hard Drive with 16 MB free
- Microsoft Mouse driver version 8.00 or above (**not 8.20**)
- CD-ROM drive (**Note:** the game does not play from the CD)

TO PLAY GENIE'S CURSE

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

1. Boot your system normally.
2. Make sure that the CD-ROM labeled "Disc A" is in your CD-ROM drive.

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TO PLAY GENIE'S CURSE, continued

3. Change the current directory to the game's directory. For example, to change to the default directory, type **CD\GENIE** and press Enter.
4. Type **GENIE** and press Enter to start the game.

For complete and specific "how to play" information, refer to the manual and NOTES files, installed to your hard drive along with the game program. These files are PDF files, and can be opened with the Adobe Acrobat Reader by following the instructions at the front of this data card.

COPY PROTECTION

To answer the verification question, find the indicated page, line, and word in the blue Copy Protection Data Card, when asked to do so.

MEMORY

This game requires 540,000 bytes of free base memory and 2,250,000 bytes of XMS to run (EMS is not recommended). Read the front of this data card to find out how to check your free RAM. Hard drive size and total system memory available have no bearing on 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.

EDITING YOUR CONFIG.SYS OR AUTOEXEC.BAT FILES

MS-DOS comes with a text editor. If you need to change or create a file, type EDIT filename (replace the word filename with the appropriate name of the file). Here are sample CONFIG.SYS and AUTOEXEC.BAT configurations for DOS 5.0 - 6.22:

CONFIG.SYS

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

AUTOEXEC.BAT

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

IMPORTANT: Be sure to include the necessary sound card drivers in the appropriate files. Refer to your respective sound card manuals, or original CONFIG.SYS and AUTOEXEC.BAT files, for the correct names and locations of the drivers required. For example, the ProAudio Spectrum 16 card requires a line in your CONFIG.SYS file resembling the following:
DEVICEHIGH=C:\PROAUDIO\MVSOUND.SYS D:3 Q:7 S:1,220,1,5M:0 J:1

You should back-up or copy your original CONFIG.SYS and AUTOEXEC.BAT files before altering them so you can restore them to their original configurations.

Another way to free more memory without changing your normal system configuration is to create a boot disk. A boot disk is the best way to temporarily change your system's configuration without possible side effects. See information on how to create a boot disk at the front of this data card.

SOUND CARDS FOR GENIE'S CURSE

The following sound cards are supported: 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 ProAudio Spectrum 16, Ultrasound. Sound drivers which do not appear on the sound installer may not work with every customer's system and this game. They are included to give as many users as possible the chance to get sound with their game.

ARIA USERS

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

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.

PROAUDIO SPECTRUM

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. If you continue to experience problems, try setting the sound card up as a Sound Blaster (regular). Refer to your sound card manual for further instructions.

VIDEO CARDS FOR GENIE'S CURSE

This product was tested on the following specific video cards:

Cirrus Logic Local Bus w/2 Megs, 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 Farenheit VA VLB, Orchid Prodesigner II, Spider (VLB), STB Powergraph Ergo, STB Powerview, Trident 9000, VGA Wonder XL, VGA Wonder, and Western Digital.

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