

IBM and Compatibles CD-ROM Version Data Card

OFFICIAL
Advanced Dungeons & Dragons[®]
2nd Edition
COMPUTER GAME



MENZOBERRANZAN™

GAME

READ ME FIRST!

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Hi! We know you're anxious to begin playing the MENZOBERRANZAN™ computer game, but before you do, please be sure that your system has the following minimum requirements:

- 386/40 Mhz IBM DX PC
- 4 megabytes of RAM
- MS-DOS 5.0, 6.0, 6.2x, DR DOS 6.0
- An **Uncompressed** Hard Drive with **15 MB free**
- VGA graphics card with a Color VGA Monitor
- A double-speed CD-ROM Drive; 300 KB data transfer rate, 320 ms access time, continuous read, MSCDEX 2.1 or greater
- A 100% Microsoft (or Logitech) Compatible Mouse
- Microsoft Mouse driver version 8.00+ or Logitech mouse driver 6.00+ (The Cyberman is supported but optional)

In addition to the basic system requirements, you must also have: FILES=25 or greater and BUFFERS=25 or greater in your CONFIG.SYS file.

The minimum amount of free base RAM required to run the game with **partial features** is:

340,000 BYTES OF FREE BASE RAM
2,700,000 BYTES OF FREE XMS

Features Disabled in the Partially Featured Configuration: No music will be available for the partially featured configuration noted above. You will, however, get digitized sound effects.

The minimum amount of RAM required to run the game with **all features** is:

540,000 BYTES OF FREE BASE RAM
2,700,000 BYTES OF FREE XMS

Remember, 1K is equal to 1024 bytes. For example, 540K equals 552,960 bytes.

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

BOX CONTENTS

Your game box should contain one CD-ROM disk, one rule book, and this data card.

INSTALLING THE GAME

The game cannot be played solely from the CD; some files must be partially 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.

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

STARTING THE GAME

1. Boot your system normally with MS-DOS 5.0, 6.0, 6.2x, or DR-DOS 6.0.
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\MENZO** and press Enter.
5. Type **MENZO** and press Enter to start the game.

For complete and specific "how to play" information, please refer to the rule book. 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.

Some changes were made too late to include in this data card. Please read the README.TXT file in your game directory for more information.

COPY PROTECTION

This game has no copy protection; however, you must have the CD in your CD-ROM drive to play the game because there are files on the CD needed to run the game.

SAVING GAMES

MENZO BERRANZAN requires space on your hard drive for saved games and temporary files. You need 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 10 megabytes free if you are using a hard drive compression utility.

TROUBLESHOOTING

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

MEMORY

This game requires **540,000** 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 in the next column.

1. Place a blank disk in your A: drive. (NOTE: it must be your A: drive to operate properly.)
2. Place your MENZO BERRANZAN 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 **MENZO** game directory. Type **MENZO** 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 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

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 (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=25
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 Pro Audio Spectrum16 card requires a line resembling the following:
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 boot disk in your A: drive.
2. Reboot your machine (Ctrl-Alt-Del on the keyboard, or press the reset button).

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

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: Soundscape, GW32/SW32, Soundman Wave-OPL4, SoundBlaster family, 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.

Note: the Aria sound card is not supported.

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.

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 for use with DOS-based programs. **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 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:

BEFORE YOU CALL TECHNICAL SUPPORT (continued)

- 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 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.

ADDITIONAL INFORMATION

Using the Keyboard

| | | | | | |
|---|-------------|---|---------------|---|--------------|
| 7 | Turn Left | 8 | Move Forward | 9 | Turn Right |
| 4 | Move Left | 5 | Full Stop | 6 | Move Right |
| 1 | Strafe Left | 2 | Move Backward | 3 | Strafe Right |

Hot Keys

| | |
|---------|--|
| S | Quick Save |
| Shift-R | Quick Restore |
| T | Display MENZO BERRANZAN Standard Time |
| D | Drop Items From Character's Inventory (only while in the inventory screen) |
| > | Make the Gaming Screen Larger |
| < | Make the Gaming Screen Smaller |
| P | Pause the game (Press 'P' again to resume) |

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 the MENZO BERRANZAN game is as follows:

| | |
|--------|---|
| YAW: | Turn party left or right |
| ROLL: | Slide party left or right |
| PITCH: | Move party forward or backward |
| Y: | Move mouse up and down the screen |
| X: | Move 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.

(continued on next panel)

MORE ABOUT GAME PLAY

Dropping Items Quickly

You can drop items from your character's inventory by selecting the desired object and pressing the **D** key.

Objects Given to Your Party During An Encounter

There are times when an NPC gives the party one, or in some cases, two objects. If only one object is to be given, it is placed on the mouse pointer. If you already have an object selected (i.e. its picture overlays the mouse pointer), the new object is 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 the characters' inventory to get an object that has been given to the party by an NPC. If, for some reason, all of the party's inventory slots are occupied, the object is dropped on the ground. This process works the same if the party is given two objects; however, since only one object can be attached to the mouse pointer at a time, the other is always placed somewhere in the 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.

Quick Saves

The quick save file is a hidden file and 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 or clicking the left mouse button over the Quick Restore Icon on the gaming interface.

Cinematics

To get past the cinematics without watching them, simply press Esc.

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 your 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: Chris Lanka, Mike Klingler, and Dennis Zahina.



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