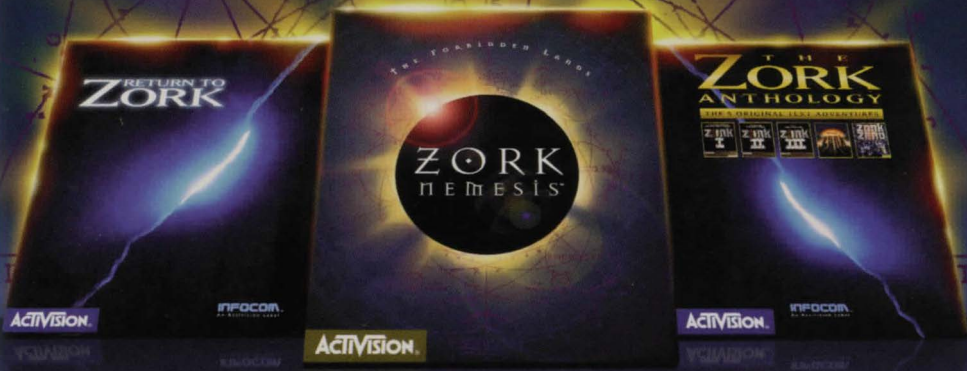


THE
ZORK
LEGACY COLLECTION



ACTIVISION

THE BEST-SELLING ADVENTURE GAME SERIES OF ALL TIME.

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APPLICABLE IN FRANCE ONLY

A lire avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant. Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou qu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie.

Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre médecin avant toute utilisation. Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants: vertige, trouble de la vision, contraction des yeux ou des muscles, perte de conscience, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter un médecin.

MINIMUM SYSTEM REQUIREMENTS

- 100% IBM PC-compatible computer
- 486/DX2 — 66 MHz processor
- 8 MB RAM
- Double-speed CD-ROM drive (300K/sec transfer rate)
- 35 MB of uncompressed hard disk space
- VESA local bus or PCI video card with 1 MB of RAM
- 16-bit high-color SVGA (640 x 480) — thousands of colors
- 100% Microsoft®-compatible mouse and driver
- 100% Sound Blaster 16-compatible sound card (for digital and general MIDI audio)

Note: 8-bit sound cards are not supported (e.g., Reveal SC400, Sound Blaster original and Sound Blaster Pro).

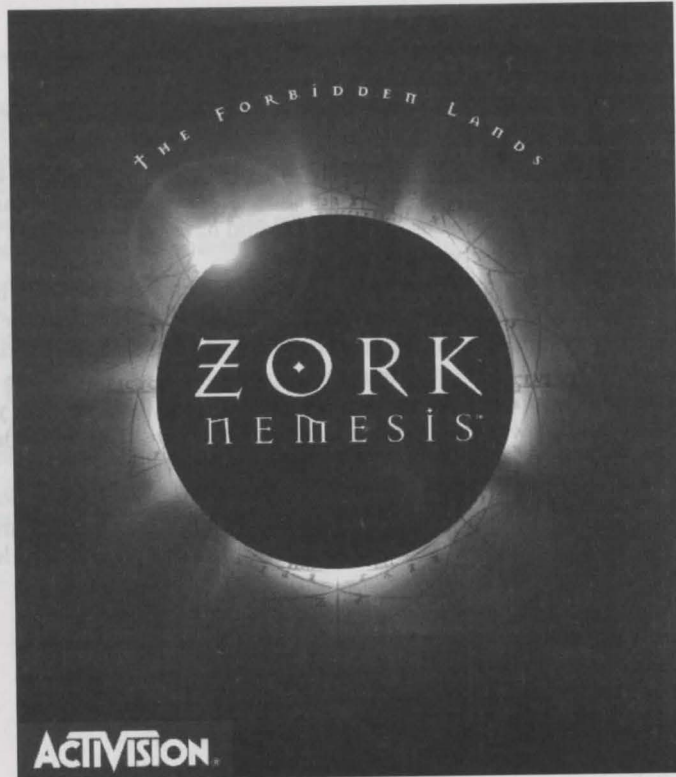
ADDITIONAL SYSTEM REQUIREMENTS FOR MS-DOS®

- Microsoft® MS-DOS® 6.0 operating system

ADDITIONAL SYSTEM REQUIREMENTS FOR WINDOWS® 95

- Microsoft® Windows® 95 operating system
- A 100% Windows® 95-compatible computer system (including compatible 32-bit drivers for CD-ROM drive, video card, sound card and input devices)

Note: The Windows® 95 version uses new Microsoft® DirectX® technology, which may require your system to have the latest Windows® 95 drivers.



INTRODUCTION

Welcome to *Zork Nemesis*. We hope you enjoy playing it as much as we have enjoyed creating it.

The worlds of *Zork Nemesis* are richly detailed and filled with items and clues to help you complete the game. Some of the clues will be useful to you immediately, while others may not make sense to you until you have explored a little more of the game. Go slowly and observe your environment.

The first decision you have to make is which version to install — Windows® 95 or MS-DOS®. Both versions are on the CDs and you should choose the one that is better for your system. Your system components may restrict which version you should use. Please check the minimum system requirements. **If you are capable of running the Windows® 95 version, we strongly recommend that you do so.** This version will allow you to hear the cool ambient sounds and play some extra animations that aren't accessible in the DOS version.

If your system can support either version, please review the descriptions below for additional important requirements and considerations. When you are ready to install, follow the version-specific installation instructions provided in this manual.

ABOUT THE WINDOWS® 95 VERSION

- Uses Microsoft® DirectX 3 video drivers. It is important that you check with your video card manufacturer to determine if your video card will support DirectX 3 video drivers. Please see the *DirectX 3* section under *Windows® 95 Troubleshooting* in this manual for more information.
- Uses 10 MB more hard disk space than the MS-DOS® version due to the demands of virtual memory.
- If using a Pentium™ or faster processor, you will be allowed to access more background animations and ambient sounds. In addition, more QSound™ sound effects will play.

UNIQUE FEATURES OF THE WINDOWS® 95 VERSION

- A Zork Nemesis Technical Help file that is easily accessible through the title screen.
- A roll-down menu bar (rollover bar) to access **Save/Restore/Preferences** and **Quit** screens.

ABOUT THE MS-DOS® VERSION

- Does not use DirectX, so choose the MS-DOS® version if your system cannot support DirectX.
- Although the DOS version of *Zork Nemesis* can be played through the Windows® 95 MS-DOS® prompt, auto-detection of your sound system may fail, and manual configuration would be required.
- May require some changes to your system configuration.
- Has a Zork Nemesis Technical Help file that is accessible through the Zork Nemesis directory.
- Cannot be run through Windows® 3.1.

GETTING STARTED

BEFORE RUNNING THE GAME

When playing either the MS-DOS® or Windows® 95 version of *Zork Nemesis* through Windows® 95, we strongly recommend that you run under the following conditions:

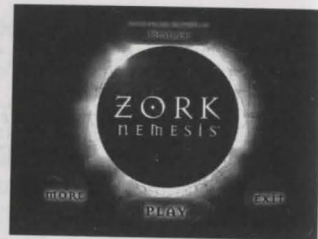
- Before playing, close all other applications. Some users have experienced random fatal errors while playing *Zork Nemesis* if they have other memory-intensive applications running at the same time. We highly recommend running *Zork Nemesis* as a stand-alone application.
- Make sure your hard drive has at least 10 MB of uncompressed free disk space before starting the game for virtual memory.

Note: Do *NOT* play the MS-DOS® version of *Zork Nemesis* through Windows® 3.1x. Completely exit out of Windows® and start the game from the MS-DOS® prompt.

Note: If you have any difficulties with this game, before calling Customer Support, please consult the Technical Help file (accessible under More on the splash screen) for the latest troubleshooting information.

PLAYING THE WINDOWS® 95 VERSION

1. After installing the game, insert **Disc I**. You will see the screen to the right. Click **Play** and the screen below will appear.
2. To begin a new game, click **New Game**. To restore a saved game, click **Restore**.



PLAYING THE MS-DOS® VERSION

1. After installing the game, insert **Disc I**.
2. Go to the MS-DOS® Zork Nemesis directory (default is \ZNEMESIS).
3. If *Zork Nemesis* is stored on the C: drive and you installed to the default directory, type **C:** and press **Enter**.
4. At the C:\> prompt, type **CD\ZNEMESIS** and press **Enter**.
5. At the C:\ZNEMESIS prompt, type **ZORKDOS** and press **Enter** to start the game. The adjacent screen will appear.
6. To begin a new game, click **New Game**. To restore a saved game, click **Restore**.



HOW TO PLAY ZORK NEMESIS

When you start the game, the opening movie will run and you will be transported to the panoramic world of *Zork Nemesis*.

Z-VISION & THE ZORK NEMESIS INTERFACE

With Activision's Z-Vision technology, you can see a complete 360-degree view of your surroundings from almost every point in the game. By panning left and right (and in some cases up and down), you can explore the world of *Zork Nemesis* in incredible detail. You may find many different things to interact with as you pan through a single 360-degree view.

As you look around, pay attention to your cursor—it will provide you with useful information about your environment. There are two kinds of cursors: exploration cursors (which help you navigate through the worlds) and inventory cursors (which let you use items you find along the way). The cursors are your tools for interacting with the world of *Zork Nemesis*.

It may take you a few minutes to get used to the sensation of panning. Try and go slowly until you get the hang of it. If you want, you can always go to the Preferences Menu to slow the Pana rotation down.

If you don't find the mouse comfortable to use, you can pan left and right by using the arrow keys on the keyboard. You'll still need the mouse though, for interactions and inventory.

INVENTORY

In *Zork Nemesis*, there are many items that you can pick up and carry around with you for use later in the game. When you pick up an item, it is placed in your inventory. A picture of the item takes the place of your normal navigation cursors (which are described below).

You can review all of the items in your inventory by clicking the right mouse button. As you click, you will cycle through your inventory items one by one, eventually returning to the navigation cursor. Although you can explore the world of *Zork Nemesis* with an inventory item as the active cursor, we strongly urge you to explore with the navigation cursors, to take advantage of the additional information these cursors provide about your environment.

To use an item from your inventory, click the right mouse button until the picture of the item appears as the active cursor. You can then position the inventory item in the appropriate location and click the left mouse button to use it.

NAVIGATION CURSORS



Idle Arrow: The Idle Arrow is the default navigation cursor. It indicates that you cannot interact with the currently selected item or location. When you can interact with an item or location (i.e., open a door, press a button, etc.), the Idle Arrow will start to glow, becoming the Active Arrow.



Active Arrow: The Active Arrow indicates that you have touched an area where interaction is possible. While the Active Arrow is glowing, you can interact with the selected item or area by clicking the left mouse button. The Active Arrow may also appear to let you know that you can use an inventory item at the current location. When this occurs, look through your inventory for an appropriate item. If none of your items work, look around your environment for one that does.



Red Dot: Whenever a Red Dot appears on your cursor, it means that *Zork Nemesis* received your command and is in the process of executing it. Try to avoid clicking the mouse buttons while the Red Dot is present.



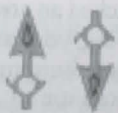
Pan Left and Right Arrows: When you move your cursor to the left and right edges of your screen, a Pan Arrow will appear to let you know if you can pan left or right. As soon as the Pan Arrow appears, you will start to rotate in the direction of the arrow. The closer you move the Pan Arrow to the edge of the screen, the faster you will pan. It may take you a few minutes to get used to the sensation of panning—try to go slowly until you get the hang of it.



Forward Arrow: The Forward Arrow lets you know that you can move forward, or that you can move in for a close-up of your current view by clicking the left mouse button. When you move in for a close-up, you will no longer be able to pan.



Backward Arrow: The Backward Arrow indicates that you can back up, or move out from a close-up, by clicking the left mouse button.



Tilt Up and Down Arrows: Tilting is just like panning except that you can do it vertically, as opposed to horizontally. Unlike panning, *Zork Nemesis* only lets you tilt in particular locations and up to a fixed amount (we wouldn't want you to fall over and hurt yourself!).



Whenever you get to a place where you can tilt, a **Double-Headed Vertical Arrow** will appear. This is to tip you off that you can go to the top or bottom of your screen to get the Tilt Up or Down Arrow. When a Tilt Arrow appears, click the left mouse button. This will switch you from horizontal panning to tilting, allowing you to look up and down, and interact with objects above and below you. To switch back to the horizontal panning, repeat this process when you see the **Double-Headed Horizontal Arrows**.



Turnaround Arrow: There are certain points in *Zork Nemesis* where you cannot pan or move backward with the Backward Arrow — all you can do is turn around. In these situations, you will see the Turnaround Arrow. Click the left mouse button to turn around.



Drag Hand: There are some objects in the game, such as levers, that you must pull, push or otherwise move around. When you come across one of these objects, you will see the Drag Hand cursor. Move this cursor over the object and click the left mouse button, holding the mouse button down. While you hold the left mouse button down, you can drag the selected object.



Pick-Up/Put Down Hand: When you discover an item that you can pick up and place in your inventory, the Pick-Up/Put Down Hand cursor will appear. Click on the left mouse button to pick up the item and place it in your inventory. You can also drop items from your inventory in certain locations. When you see the Pick-Up/Put Down Hand cursor in a place where there are no items to pick up, it means that you can drop an item from your inventory. Just click the right mouse button until the picture of the item you want to drop becomes the active cursor, then click the left mouse button to drop it. Note that only certain items can be left in certain places.

COMMANDS

ROLLOVER BAR (WINDOWS® 95 VERSION ONLY)

If you place your cursor at the top of the screen, a bar will appear allowing you to save or restore a game, set preferences or quit the game.

Save — To save a game, click on **Save**. Use your cursor to select a slot, type in a game name, and press **Enter**. You can use a previous slot; the program will ask you to confirm the overwriting of the old file.

Restore — To restore a saved game, click on **Restore**. Then, highlight the game you wish to restore, and press **Enter** or click your left mouse button.

Prefs (Preferences)

Pana Rotation — Fast, Medium, Slow (the slower the pan, the crisper the scene will appear).

Help Settings — Toggles the on-screen hint feature on or off.

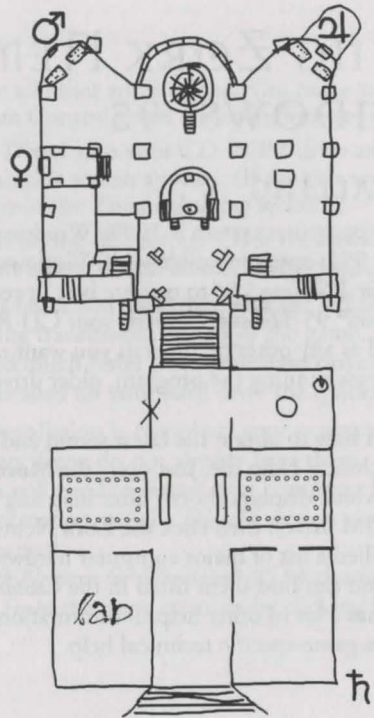
3D Sound — In certain areas of the game, you can hear more realistic sound when this option is toggled on. If the performance of the game suffers, toggle this option off. For more information on 3D Sound, refer to the *QSound™* section later in this manual.

Note: You cannot access any of the special commands (Save, Restore, Prefs, on-screen hints) from within each command's section. You must return to the game first and then select the command you desire.

KEYBOARD CONTROLS (MS-DOS® AND WINDOWS® 95)

- ? (or /) On-screen hints
- Ctrl-S Save
- Ctrl-R Restore
- Ctrl-Q Quit
- Ctrl-P Prefs
- Spacebar Allows you to skip the movies.

Note: You can resist Venus and her tempting hints by disabling the on-screen hints option during installation.



INSTALLING ZORK NEMESIS FOR WINDOWS® 95

BEFORE INSTALLING

Please make sure your computer system is 100% Windows® 95-compatible; *Zork Nemesis for Windows® 95* is not compatible with Windows® 3.1.

For *Zork Nemesis for Windows® 95* to operate best, it requires that your system have the latest Windows® 95 32-bit drivers for your CD-ROM drive, sound card and video card, as well as any other peripherals you want to use (e.g., a modem). If you have any problems running the program, older drivers are the most likely cause.

If you need help on how to obtain the latest sound and video drivers, check out the Zork Nemesis Technical Help file. Just press the **More** button on the Zork Nemesis title screen (which displays shortly after inserting the Zork Nemesis Disc I CD into your CD-ROM drive), then click the Zork Nemesis **Technical Help** button. We have supplied a list of major computer hardware companies and their telephone numbers. You can find them listed in the *Customer Support* section under *Vendor List*. This file has a lot of other helpful information on installation and system setup, as well as game-specific technical help.

HOW TO INSTALL

1. Before installing, close all other applications. Also make sure Virtual Memory (located in your System Control Panel under Performance) is *NOT* disabled.
2. Insert **Zork Nemesis Disc I** into your CD-ROM drive and wait a few moments until the Zork Nemesis title screen appears. (If the title screen does not appear, please refer to *AutoPlay* in the *Troubleshooting* section.)
3. There are four buttons on the title screen. Click the **Install** button to begin the install process and then follow the on-screen instructions.

Note: The game will play faster and smoother with the larger installs. This will be especially noticeable during transitional aspects of the game. *Zork Nemesis* can access game art and sound much faster from your hard drive than from your CD, so the more game files installed on your hard drive the quicker the game will play.

After Zork Nemesis installation is complete, your computer will install the Microsoft® DirectX drivers if you do not already have them. After installation of DirectX is complete, you will need to restart your computer for the new drivers to take effect. For more information, see the *DirectX* section under *Windows® 95 Troubleshooting* in this manual.

You can now run *Zork Nemesis for Windows® 95* by choosing **Programs\Zork Nemesis\Zork Nemesis** from the Start menu or by clicking **Play** on the Zork Nemesis title screen.

Register Your Copy of *Zork Nemesis* Electronically

(Available in North America Only)

To make registration fast and easy, you can use our Electronic Registration system. There are three ways to access it: (1) select **Register Now** during the installation process, (2) insert Disc I and, from the *Zork Nemesis* title screen, click on **More**, and then click on **Electronic Registration**, or (3) right-click on the *Zork Nemesis* CD icon while Disc I is in the CD-ROM drive and select **Electronic Registration** from the menu.

TITLE SCREEN BUTTON FUNCTIONS

On the opening screen:

Install/Play — Install *Zork Nemesis*. Once you have installed, you may click this to play.

Exit — Click this button to close the title screen and exit *Zork Nemesis*.

More — Click this button to access the extended options screen, which includes the **Technical Help**, **About Activision**, **Electronic Registration**, **Add Online/Zork Online** and **Uninstall** buttons.

Zork Grand Inquisitor Trailer — Plays a movie about Activision's latest chapter in the *Zork* Saga, coming in Fall '97.

The extended options screen:



Technical Help — Click this button to view helpful troubleshooting information.

About Activision — Click this button to view information on how to contact Activision.

Electronic Registration — Click this button to register your copy of *Zork Nemesis* over the modem. The Registration screen will automatically appear upon installing *Zork Nemesis*. (Available in North America only.)

Add Online — Click this button to find out how to set this button up for access to the *Zork Nemesis* website.

Zork Online — Once you have set up the online component (see **Add Online** above), click this button to connect to the *Zork Nemesis* website.

Uninstall — Click this button to remove all *Zork Nemesis* files from your computer.

WINDOWS® 95 TROUBLESHOOTING

AUTOPLAY

If the Zork Nemesis title screen does not appear, try performing the following steps:

1. With Disc I in your CD-ROM drive, double-click on the **My Computer** icon on your desktop or right-click on it and choose the **Open** option.
2. Select the **Refresh** option located in the **View** pull-down menu.
3. Double-click on the **Zork Nemesis CD I** icon in the window or right-click on it and choose the **AutoPlay** option.
4. After the Zork Nemesis title screen appears, click on the **Play/Install** button.

If the **AutoPlay** feature does not function, please check the following:

1. Make sure the CD is clean and properly placed in your CD-ROM drive.
2. Verify that your CD-ROM driver is optimized for use with Windows® 95.
To do this:
 - a. Open the Windows® 95 **Control Panel** folder and double-click on the **System** icon.
 - b. Click on the **Performance** tab. If any of your hardware drivers are not fully optimized for use with Windows® 95, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.

3. Verify that the Auto-Insert Notification for your CD-ROM is enabled. To do this:
 - a. Open the Windows® 95 **Control Panel** folder and double-click on the **System** icon.
 - b. Click on the **Device Manager** tab. Your system's devices will be listed here. Click on the + symbol that appears next to the CD-ROM listing. Double-click on the CD-ROM make and model that is on your system.
 - c. Click on the **Settings** tab. Under **Options** there will be a check-box labeled **Auto insert notification**. Make sure this box is checked. Click **OK**.

DIRECTX 3

Upon completion of the Zork Nemesis setup, the install process will continue by determining if Microsoft® DirectX 3 needs to be installed on your computer. If so, the Microsoft® DirectX 3 setup program will install the appropriate files on your computer. Also, see the Zork Nemesis Technical Help file for additional information.

Q What is DirectX 3 and why do I need it?

A Microsoft's DirectX 3 is a set of functions that give Windows® 95 games and other applications their power. Using these functions allows applications to perform advanced functions in networking, graphics, sound and input beyond what's possible on other operating systems and accounts for much of the performance gains associated with Windows® 95 games. *Zork Nemesis for Windows® 95* uses DirectDraw and DirectSound, two of the DirectX functions.

Q If I don't have DirectX will *Zork Nemesis for Windows® 95* install it for me?

A Yes. If the Microsoft® DirectX 3 installer does not detect DirectX on your computer, it will install DirectX 3 for you. After installation is complete, you will need to restart your computer in order for DirectX 3 to take effect.

Q I already have other Windows® 95 games installed on my computer. Will the Microsoft® DirectX 3 installer change my DirectX files?

A If you already have other Windows® 95 games on your computer, chances are you already have some version of DirectX installed on your computer. In this case, the Microsoft® installer will detect that you have DirectX installed and will not install over what you have, unless you have an older version than DirectX 3. You will not need to restart your computer.

Q I have a beta version of DirectX but Microsoft's DirectX 3 setup program won't install the released version. How can I install the released version?

A With Disc I in your CD-ROM drive, you can force the Microsoft® DirectX 3 drivers to be installed by right-clicking on the **Zork Nemesis CD I** icon to get the context menu. From that menu select **Install DirectX 3...**

PROBLEM	SOLUTION
I can't find the Help option	From the title screen, select More , then Technical Help to get technical help.
Program won't install	You may have insufficient hard disk space for the program to copy the files it needs from the CD to your hard drive. Free up more hard disk space.
Game doesn't start	This problem may be caused by lost clusters on the hard drive. Run SCANDISK to determine if this is the problem. See your Windows® 95 manual for more details on SCANDISK. Also, make sure you have at least 10 MB of free hard disk space before starting <i>Zork Nemesis</i> .
Movies don't play properly	<ul style="list-style-type: none"> • Make sure your system meets the minimum requirements for <i>Zork Nemesis</i>, especially your CD-ROM drive. The program requires a CD-ROM drive with a minimum sustained transfer rate of 300K bps (a double-speed drive). • You may not have enough RAM to run movies. Check to make sure you have sufficient RAM to run this product.

PROBLEM	SOLUTION
	<ul style="list-style-type: none"> • Too many other applications may be running. Close other applications (especially DOS boxes) and try again. We strongly recommend that you not run other applications while running <i>Zork Nemesis</i>.
Ctrl-Alt-Del locks up my system	Do not use the Ctrl-Alt-Del function to quit <i>Zork Nemesis</i> . Instead select Quit from the menu bar to exit the game.
Game freezes	<ul style="list-style-type: none"> • Make sure your computer has at least 8 MB of RAM. • Make sure you are using Windows® 95 with the latest 32-bit drivers for all your peripheral devices.
No sound, partial sound, or no voices or sound effects	<ul style="list-style-type: none"> • Make sure you have a 100% Windows® 95 Sound Blaster 16-compatible sound card in your computer. 8-bit sound cards are not supported. • Make sure your speakers are plugged in correctly and turned on, and make sure the volume is turned up to an audible level. • Make sure you are using the latest Windows® 95 32-bit sound drivers for your 16-bit sound card. • Make sure your audio card is properly installed and that you have the correct audio drivers installed. Check your audio card's installation and its setup parameters within Windows® 95 to be sure all is correct.

INSTALLING ZORK NEMESIS FOR MS-DOS®

BEFORE INSTALLING

Here is some important information that you should know before you install and start playing *Zork Nemesis for MS-DOS*®.

HARD DISK

The game requires at least 25 MB of UN-compressed free hard disk space. *Zork Nemesis* will not work properly using compressed hard disk space (such as Stacker and DoubleSpace). If you have the space, there are two other install options that require even more hard disk space.

Note: The game will play faster and smoother with the larger installs. This will be especially noticeable during transitional aspects of the game. *Zork Nemesis* can access game art and sound much faster from your hard drive than from your CD, so the more files installed on your hard drive the quicker the game will play.

MEMORY

In order to run *Zork Nemesis for MS-DOS*® you need over 6.9 MB of extended memory. To help you free up more memory, we have included a boot disk-making utility that you will be prompted to use from the Installer.

OTHER OPERATING SYSTEMS

Zork Nemesis requires MS-DOS® 6.0 or later. Other operating systems (e.g., OS/2 Warp and Windows® NT) are not supported. Although *Zork Nemesis* might work just fine with them, we have not tested thoroughly with them. If you have a problem using unsupported operating systems, it is best to contact the operating system company to try and work out compatibility issues. Please check Activision's online forums on a regular basis for future updates on *Zork Nemesis* compatibility issues.

VESA VIDEO DRIVERS

Zork Nemesis for MS-DOS® requires that your system have a standard VESA video driver. Please verify that you have one loaded before launching *Zork Nemesis for MS-DOS*®. You may try an unregistered evaluation copy of UniVBE by typing "Install" from the UniVBE directory on Disc 1.

HOW TO INSTALL

INSTALLING UNDER MS-DOS®

1. Insert **Zork Nemesis Disc I** into your CD-ROM drive (for these instructions, we will assume that your CD drive is drive D:).
2. At the DOS prompt, type **D:** and press **Enter**.
3. At the D:\> prompt, type **CD\DOS** and press **Enter**.
4. At the D:\DOS> prompt, type **INSTALL** and press **Enter**.
5. Follow the on-screen instructions carefully.
6. When installation is complete, you will be returned to the directory in which *Zork Nemesis* was installed. To begin your *Zork Nemesis* experience, type **ZORKDOS** and press **Enter**.

Need More Details?

- For sound card setup, see *Configuring Sound Devices* later in this section.
- For Electronic Registration, see *Electronic Registration* later in this section. Note: this is available in North America only.
- To create a boot disk, see *Creating a Boot Disk* in the *Troubleshooting* section.

INSTALLING UNDER WINDOWS® 95

1. Make sure the game's **Disc I** CD is in the CD-ROM drive.
2. If the Zork Nemesis title screen is displayed, click the **Exit** button.
3. Close all open windows on your screen. You can close a window by clicking on the close button ("X") located in the top right-hand corner of the window. Also close programs listed on the taskbar. Do this by right-clicking on a program's button and selecting **Close**.
4. Double-click on the **My Computer** icon located on the desktop. (The name of this icon may have been changed by you or the person who installed Windows® 95 on your system.) In the window that opens, right-click on the icon for your CD-ROM drive and select **Open**. Look for the **Install** icon in the **DOS** folder. (The icon is a picture of a window labeled "Install" underneath it.) Double-click on this icon to start the **Zork Nemesis MS-DOS® Installer** and follow the on-screen instructions.

Important: Note that a message will appear at the end of the install process that asks if you want to make a boot disk. Answer **No**. The game's boot disk-making utility was designed for systems using MS-DOS® as their operating system and will not work properly with Windows® 95.

5. After installation is complete, if the DOS box is still on the screen, close it by clicking on the close button ("X") located in the top right-hand corner of the DOS box window.

6. Double-click on the **My Computer** icon. In the window that opens, double-click on the icon for the hard disk drive where *Zork Nemesis* was installed. Look for the Zork Nemesis folder icon. (The icon is a picture of a folder labeled "ZNEMESIS" underneath it, if you installed to the default directory.) Double-click on this icon to open the folder; look for the **ZORKDOS** icon and double-click on it to start the game.

If the above process does not work for you, click on the **Start** icon, choose **Shutdown** and restart the computer in MS-DOS® mode. At the MS-DOS® prompt, go to the directory where you installed *Zork Nemesis* (default is \ZNEMESIS) and, from the Zork Nemesis directory type **ZORKDOS** and press **Enter** to start the game.

Note: If your system came pre-installed with Windows® 95, you may not have the necessary MS-DOS® drivers for your mouse, CD-ROM and sound card to play the game. Please contact your system manufacturer for these DOS drivers.

CONFIGURING SOUND DEVICES

In order to enjoy the audio component of the game, you will need to select your sound devices for MIDI music and digital audio. Choose your sound card from the list provided. The Installer will then try to verify the presence of that sound card in your system. If your sound card is not shown and is 100-percent Sound Blaster 16-compatible, you should be able to select the Creative Labs Sound Blaster 16 driver to hear sound and music in the game. When you are finished selecting the proper sound devices, select **Done** and press **Enter**.

SOUND CARD AND PROPER SETTINGS INFORMATION

Here are a couple of methods to determine what your sound card and the proper I/O port, IRQ and DMA settings are for your computer.

In Windows® 95

1. From the **Start** menu, select **Settings** then **Control Panel**. Double-click on the **System** icon, then click the **Device Manager** tab.
2. Now double-click **Sound, Video and Game Controllers** and highlight your sound card.
3. Click on the **Properties** button, then the **Resources** tab to see the settings for your card.

In MS-DOS®

View your CONFIG.SYS and AUTOEXEC.BAT files at the root directory of your hard drive and look at the lines that load and set parameters of your sound card for clues to what the I/O port, IRQ and DMA settings should be. Also, for more clues type **SET** and press **Enter** at the DOS prompt and look at the BLASTER=line.

ELECTRONIC REGISTRATION

Note: Available in North America only.

After the game is installed, you will be presented with the option to register your copy of *Zork Nemesis* via our online registration system. If you have a modem connected to your computer, registering your purchase of *Zork Nemesis* is very easy, quick and toll-free. Please register only once. If you successfully use the online registration method, there is no need to mail-in the enclosed registration card.

POST-INSTALLATION NOTES

After installing *Zork Nemesis*, it is easy to change your sound device configurations, make a boot disk or register *Zork Nemesis* electronically (if you bypassed this step while installing). Simply go to the *Zork Nemesis* directory on your hard drive, type **ZNSETUP** and press **Enter**. This will launch a program that will allow you to do all of these things.

If you have any trouble with the installation, please consult the ZNEMHELP.TXT file. If you have Windows® 3.1, you can use the ZNEMHELP.HLP file. It is easier to navigate and read since it is in a Microsoft Help file format.

MS-DOS® TROUBLESHOOTING

MEMORY

Zork Nemesis requires a minimum of 8 MB of system memory (RAM). On some machines, even if you have the required 8 MB, *Zork Nemesis* may report that you do not have enough free extended or conventional memory.

During game start up, *Zork Nemesis* will determine if there is enough free memory to run properly. If it is determined that there is not enough memory available, then the program will let you know how much additional memory is needed. In many cases you may be able to remove or disable only one or two TSRs (Terminate and Stay Resident programs) or drivers that are not needed to run *Zork Nemesis* in order to make this memory available.

You might also try disabling SMARTDRV, changing your CONFIG.SYS and AUTOEXEC.BAT files so that some of your drivers are loaded into conventional rather than high memory, or setting your EMM386 line to NOEMS.

Since these modifications affect your CONFIG.SYS and AUTOEXEC.BAT files, you should consider making these changes to CONFIG.SYS and AUTOEXEC.BAT files on a boot disk.

CREATING A BOOT DISK

If you experience problems playing *Zork Nemesis* or receive messages explaining that you do not have enough memory to play, you will probably need to create a boot disk. A boot disk lets your machine boot from a floppy disk and will not load memory-intensive programs, freeing more memory up for *Zork Nemesis*.

We have included an option that will automatically create boot disks for you in this package. To create a boot disk, first go to the *Zork Nemesis* directory. For example, if you installed *Zork Nemesis* to C:\ZNEMESIS, you would type **CD\ZNEMESIS** and press **Enter**. Then type **ZNSETUP** and press **Enter**. Select **Make a Boot Disk**. Follow the on-screen prompts, and the program will create a boot disk for you. If you still lack sufficient memory, please refer to the next section, *Optimum Setup*.

OPTIMUM SETUP

Sometimes even a boot disk creator can't get you past the memory limit required to run a program. In the event you find our automatic boot disk creator doesn't do the job, we have provided the following sample CONFIG.SYS and AUTOEXEC.BAT files to assist you in getting *Zork Nemesis* up and running quickly.

If you are creating a boot disk from scratch, start with Step 1. If you have already used the automatic boot disk creation utility in the *Zork Nemesis* installer, start with Step 3.

Step 1: Place a diskette in your A: drive. The next step will erase any data on the disk, so a new, blank floppy disk should be used. Make sure that the disk is the same density as the drive (use a 1.44 MB disk in a high-density 3.5" drive, etc.).

Step 2: At the C: prompt, type **FORMAT A: /S** and press **Enter**. The DOS Format utility will format the disk and add the necessary DOS files required to boot from the floppy disk.

Step 3: Change to drive A by typing **A:** and pressing **Enter**. Then type **EDIT CONFIG.SYS** and press **Enter**. The DOS Edit program will appear.

- If you used our boot disk-making utility, make sure these lines, or similar ones, in the following [CONFIG.SYS] example, are in your CONFIG.SYS file. Type **REM** and a space in front of all other lines not listed.
- If you are making your own boot disk manually, then type in the lines after [CONFIG.SYS] in the following example. When you are finished typing the lines, press **Alt-F** to bring up the File menu, and then type **X** to exit the DOS Edit program. When it asks you if you want to save your file, choose **Yes**.

[CONFIG.SYS]

```
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE NOEMS
DOS=HIGH,UMB
FILES=40
BUFFERS=15,0
STACKS=9,256
```

Insert your CD-ROM driver here.

In the CONFIG.SYS file example, replace the last line with the line from your current CONFIG.SYS file on drive C: that runs your CD-ROM drive. It is important that you use your CD-ROM line and not our example, otherwise your CD-ROM drive will not function properly.

You may also have special lines in your C:\CONFIG.SYS file that help your sound card function properly. It is very important that you copy those lines into this new file on A: so your sound card can work. Place the appropriate lines from your CONFIG.SYS file at the end of the example shown above. Additionally, if your graphics card requires a VESA driver, it should go here as well. (For more details, check out our ZNEMHELP.TXT or ZNEMHELP.HLP files.)

Step 4: Type **EDIT AUTOEXEC.BAT** and press **Enter**. The DOS Edit program will appear.

- If you used our boot disk-making utility, then make sure these lines, or similar ones, in the following [AUTOEXEC.BAT] example are in your AUTOEXEC.BAT file. Type REM and a space in front of all other lines not listed.
- If you are making your own Boot Disk manually, then type in the lines after [AUTOEXEC.BAT] in the following example. When you are finished typing the lines, press Alt-F to bring up the File menu, and then type X to exit the DOS Edit program. When it asks you if you want to save your file, choose Yes.

[AUTOEXEC.BAT]

```
@ECHO OFF
PROMPT $P$G
Insert your PATH statement here
LH C:\DOS\MSCDEX.EXE /D:MSCD000
SET SOUND=C:\SB16
SET BLASTER=A220 I5 D1 H5 P330 T6
C:\SB16\DIAGNOSE /S
C:\SB16\SET /P /Q
SET MIDI=SYNTH:1 MAP:E
C:\MOUSE\MOUSE.EXE
C:
CD\ZNEMESIS
ZORKDOS
```

- In the AUTOEXEC.BAT file example, you would replace the third line with the SET PATH command from your current AUTOEXEC.BAT file on drive C:. Replace the fourth line with the line from your current AUTOEXEC.BAT file on drive C: that loads MSCDEX.EXE. It is important that you use your CD-ROM line and not our example, otherwise your CD-ROM drive will not function properly.
- You may also have special lines in your C:\AUTOEXEC.BAT file that help your sound card to function properly. It is very important that you copy those lines into this new file on A: so your sound card can work. Replace the examples on lines 5 through 9 with the appropriate lines from your AUTOEXEC.BAT file.
- If you do not know which line from your current AUTOEXEC.BAT runs your CD-ROM drive, or which lines are for your sound card, you should contact the hardware manufacturer of the item in question. We have included a list of Customer Service and BBS numbers of major manufacturers at the end of the ZNEMHELP file.
- Line 10, which loads your mouse driver, is only an example. The command to load your mouse driver is most likely different from our example. Replace line 10 with the command that loads your mouse driver.

Step 5: Leave the disk in the drive and reboot your system. The game should start and everything should be working properly.

Note: Some systems require special steps in order to boot from a floppy disk. If you're not in the ZNEMESIS directory after attempting to boot from the floppy, contact the system manufacturer to learn what steps must be taken to start from a boot disk.

VIDEO

Zork Nemesis was designed to take advantage of some of the higher resolution video modes on your computer. In some cases *Zork Nemesis* will detect and work with your video card just fine. However, some video cards may require that a VESA video driver be loaded in order for the video card to work properly with *Zork Nemesis*. You may try an unregistered evaluation copy of UniVBE by typing "Install" from the UniVBE directory on Disc 1.

WHAT IS A VESA DRIVER?

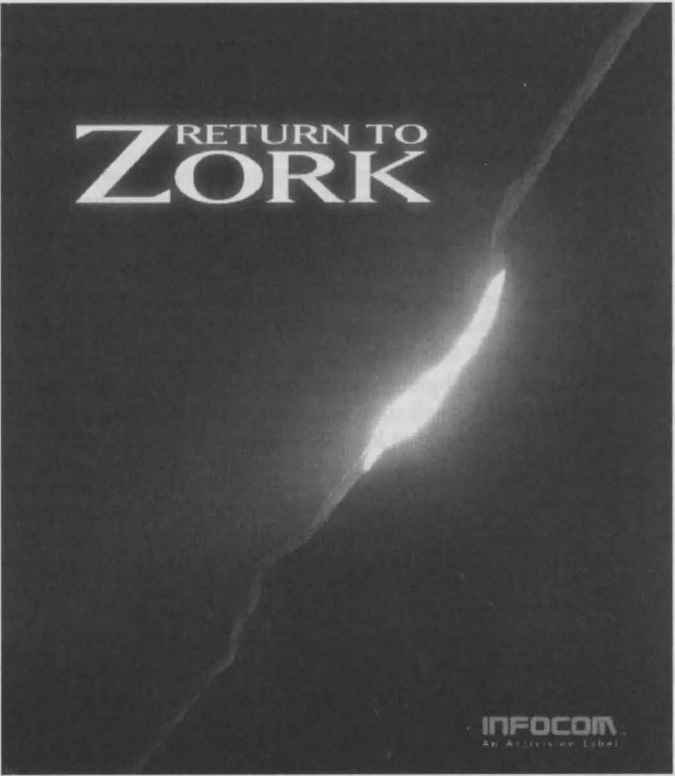
VESA stands for Video Electronics Standards Association. It is a standard that allows software companies to write programs that work on many video cards without having to know how each card works. Almost every video card available today has VESA drivers available for it. These drivers may be stored in a chip on the video card, or they may be programs that the user has to load manually (or with a batch file). Some cards (such as the Diamond Viper) have the driver on the video card, but need the user to run a special program to activate it. If the VESA driver is an external program, it will probably be found on the disks that accompanied your video card. If you don't have a VESA driver, you should contact your video card manufacturer. We have included a list of Customer Support and BBS numbers for major manufacturers at the end of the ZNEMHELP file. Using most external VESA drivers is as easy as typing the name of the driver at the DOS prompt. For instance, if the driver was called VVESA.COM, you would type **VVESA.COM** and then press **Enter**. If you have any difficulty running *Zork Nemesis*, contact the maker of your video card for the latest VESA driver for your card.

Q SOUND™

The following guidelines will help you get the maximum benefit from QSound Virtual Audio (Named 3-D Sound in the Prefs screen). Since QSound is a stereo process, you will need a stereo playback system. Although enhancement can be heard off-axis, dramatic sound localization will be heard when you are centered between the speakers. Therefore the goal of the following suggestions is simply to set up your speakers symmetrically.

- Both speakers should be placed at the same distance from the listening position.
- Make sure both speakers are at the same angle, facing straight forward or turned slightly toward the listening position, whichever is your preference.
- Arrange both speakers at the same height.
- Your speakers should not be too far apart. For example, in a multimedia setup, they should be just to either side of your video monitor.
- If your system has a balance control, be sure it is centered. If, on the other hand, each speaker has its own volume control, adjust them so that the speakers are as closely matched in relative volume as possible.

- Your speakers must be in phase. Most multimedia speakers use connectors that automatically ensure proper phasing, but some systems (e.g., home stereos) having separate speakers and amplifier use two terminals for each connection point. These are typically colored red and black or marked “+” and “-.” Speaker wire usually has one of its two conductors marked with a colored line or ridge. Connect this wire to the red or “+” terminal in each case, then connect the other conductor to the black or “-” terminal.



INSTALLING RETURN TO ZORK

IMPORTANT INFORMATION FOR WINDOWS 95 USERS: If you have Windows 95 on your system, please see "Installing Return to Zork for Windows 95" on page 45.

1. Insert Disc 4 of the *Zork Legacy Collection (Return to Zork/Zork Anthology)* into your CD drive. (For these instructions, we will assume that your CD drive is drive D:).
2. At the DOS prompt, type: **D:INSTALL <ENTER>**
3. Follow the on-screen instructions carefully. First, the installer will install a small portion of *Return to Zork* onto your hard drive, then it will ask you some questions about your computer system.
 - The installer will give you the option of copying the project file to your hard drive. This will significantly speed up the performance of *Return to Zork*. You will need at least 42 MBytes of free space on your hard drive to take advantage of this option.
 - The installer will attempt to auto-detect the sound card you have installed in your computer. The installer will correctly identify Sound Blaster and compatible sound cards and their current settings. It is not possible to auto-detect other digital audio sound cards. If you have changed your sound card settings from the factory defaults, please be ready to identify your changes.
 - Your computer system configuration can include a different sound device for your music and digital sound settings. The installer will allow you to select an option for each. If your music card is capable of MT32

emulation, we recommend that you set up your sound card for that mode before playing *Return to Zork*.

- You will be asked whether you prefer "sound smoothing." We recommend using this special feature with most sound cards except the Disney Sound Source™ and the AdLib Gold. If you are using a LifeSize Sound Enhancer™, sound smoothing may slow down the game.
- You will be asked if you would like *Return to Zork* to take advantage of XMS/EMS memory. Selecting this option can greatly improve the performance of the game.
- If you have XMS/EMS memory in your computer, you will be asked if you would like to load your digital sound driver high. Selecting this option will improve the performance of the game and reduce the amount of free conventional RAM required to run *Return to Zork*.
- Finally, you will be asked if you want to be able to start *Return to Zork* from Windows. We do not recommend you select this option unless you are using Sound Blaster, Sound Blaster Pro, Pro Audio Spectrum, or any other digital audio card that supports DMA.

IMPORTANT NOTE: if you are running Win95, say "no" here.

- Even though installation is very brief, this is a good time to read your Sweepstakes letter on page 71 and become familiar with the interface instructions. If you are an inexperienced adventure game player, please read the section for First Time Adventurers.
- If you want to listen to the *Return to Zork* orchestral music, place your *Return to Zork* CD in any CD music player and play tracks 2 through 26.

4. When installation is complete, you will find yourself in the directory in which *Return to Zork* was installed. To begin your adventure, type:

RTZ <ENTER>

NOTE: This version of *Return to Zork* can only be played when operated by CD-ROM.

- You can run *Return to Zork* from any directory on any drive on your system. For example, if you have installed *Return to Zork* on your C: drive, in the \RTZ directory, you would simply type:

C:\RTZ\RTZ <ENTER>

- If you need to re-configure *Return to Zork* to better suit your computer system, run the INSTALL program, located on your hard drive. For example, if you install *Return to Zork* in the \RTZ directory on your C: drive, type:

C: <ENTER>

CD \RTZ <ENTER>

INSTALL <ENTER>

If you have already played the game, reconfiguration will not affect any previously saved games.

We have provided an Advanced Users section and a Troubleshooting Guide in the next few pages for your reference.

INSTALLING RETURN TO ZORK in WINDOWS 95

Return To Zork was designed in the days when games were made for DOS and Windows was strictly for business applications. It has never been upgraded to a true Windows 95 version.

Since the game was designed for DOS, there is a strong possibility that it will not work with your installation of Windows 95. On the other hand, since installing in Windows 95 is easier, you may want to do that. So where does that leave us? In short, your best bet is to:

- **First try installing and playing the using the Windows95 installation instructions.**
- **Make sure you follow these instructions exactly!!!** If it either will not install or has problems running (no sound, locks up, etc.), then delete the game and reinstall it in DOS mode. Activision does not support use of this game in Windows95, but for the convenience of our customers we include here instructions for running the game in Windows. When installing in Windows 95 at the end of the installation, you will be asked "Ok to set up to run from Windows?". You should answer **NO** to this question.

Having said all that, we want to be fair in pointing out that it is possible to get the program to run in both Windows 95 and Windows 95 DOS mode, even though we here at Activision do not support this usage. The following steps may help you to get it to run in Windows 95, and then again they may not. If it doesn't work for you in Windows 95 after trying these steps, it's most likely a problem with

Windows 95, and you should resort to playing it in DOS 6.0 to 6.22, its native environment. Please try not to call Activision Customer Support if these steps don't work for you. We do not recommend running this program in Windows 95, we are simply providing this in hopes that it will help, we still think you should use good ol' DOS.

WINDOWS 95

If you are going to try to run this program in Windows 95, it is better to run it in Windows 95 rather than its DOS 7.x mode. The reason for this is that Windows 95 will emulate the DOS drivers that are necessary for the game to access the CD, mouse and sound drivers the game needs. In Windows 95 DOS mode you will need to have actual DOS drivers for your mouse, CD-ROM and sound card installed in your CONFIG.SYS and AUTOEXEC.BAT files for the game to run properly. (See the Making A Boot Disk section below.)

To install and run Return to Zork in a Windows 95 Environment, please follow the directions below. These steps are the best possibility for getting the game to run properly. Even if you do follow these steps, the game may or may not work properly. If it doesn't work, it is most likely that it is never going to work in Windows 95.

HERE ARE THE STEPS:

1. Double-click **MY COMPUTER**.
2. Right-mouse click on your CD-ROM drive and choose **Open**.

3. Double-click on **INSTALL.EXE**.

(Please follow the instructions through the menus)

1. At the first screen press **<Enter>**.
2. Ignore messages that state "Please insert diskette for drive A:" and/or "Please insert diskette for drive B:" just press any key to continue.
3. Choose your drive to install to and press **<Enter>**.
4. Choose **N** (No) or **Y** (Yes) to install project files (45 MB) and press **<Enter>**.
5. Press **<Enter>** or rename directory and press **<Enter>**. Default is recommended.
6. **IMPORTANT!!!** Choose **N** (No). You do not want to have the installer launch from Windows. It is referring to Windows 3.1. If you select Yes, The game will probably not finish the installation and/or allow you to play the game.
7. Choose **Y** (Yes) and press **<Enter>** to change settings right now.
8. Choose **Creative Labs Sound Blaster** and press **<Enter>**.
9. Press **<Enter>** for 220, press **<Enter>** for 5, and press **<Enter>** for 1.
10. For "Please select a music device" choose **Creative Labs Sound Blaster** and press **<Enter>**.
11. Press **<Enter>** for additional system options.
12. Ignore messages that state "Please insert diskette for drive A:" and/or "Please insert diskette for drive B:" just press any key to continue.
13. Press **<Enter>** if your CD-ROM drive is chosen. If not, select it and press **<Enter>**.

14. When the installer asks "Do you want to change settings right now?" Choose **N** (No) and press **<Enter>**.
15. Choose **N** (No) and press **<Enter>** when the installer asks you "Do you want to view the read.me file?"
16. Press **<Enter>** this will take you back to Windows 95.

STARTING THE GAME IN WINDOWS 95 (RECOMMENDED)

1. Double-click **MY COMPUTER**.
2. Double-click on your hard drive that you installed the game to (default is **C:**).
3. Double-click on the folder **RTZ-CD** (this is the default folder name)
4. Double-click on **RTZ.BAT** (or the RTZ with a gear in the window as its icon).

WINDOWS 95 MS-DOS MODE (NOT RECOMMENDED)

Use the same steps as shown above in Windows 95 to install the game. To play in MS-DOS Mode, you must have MS-DOS drivers for your mouse, CD-ROM, and sound card properly installed in CONFIG.SYS and AUTOEXEC.BAT. MS-DOS drivers are usually available from your manufacturer. If you do not have these drivers or need help installing them, please contact the manufacturer of your mouse, CD-ROM drive or sound card for assistance, Activision Customer Support cannot help with these drivers.

Once these drivers have been installed and are working, click on **Start/Shut Down/Restart the computer in MS-DOS** mode and allow Windows 95 to boot up normally in DOS mode. At the MS-DOS mode prompt type the following text (only the text that is bold is needed):

1. **C:** and press **<Enter>** (This will move you to the hard drive for which you installed the game. Default is C:)
2. **CD\RTZ-CD** and press **<Enter>** (RTZ-CD is the default directory. If you changed the default directory on installation, replace it with your specified directory.)
3. **RTZ.BAT** and press **<Enter>**. (This will start the game)

MAKING A BOOT DISK - INSTRUCTIONS FOR WINDOWS 95

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THIRD PARTY. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY ACTIVISION, ITS EMPLOYEES, DISTRIBUTORS, DEALER OR AGENTS SHALL CHANGE THE RESTRICTION OF LIABILITY OR CREATE ANY NEW WARRANTIES. IN NO CASE SHALL ACTIVISION'S LIABILITY EXCEED THE PURCHASE PRICE OF THE ACTIVISION SOFTWARE PRODUCT.

FORMATTING THE DISK

To make a boot disk, you system format a system diskette in the A: drive. This procedure will transfer the "system files" to the disk and allow the computer to boot up correctly. The disk must be in the A: drive; the computer will not boot from the B: drive.

To format a disk in Windows 95, put the disk in the drive, open **My Computer**, then right click on the **A:** icon. From the pop-up menu, select **Format**. Under "Format type" select **Full**; under "Other options", choose **Copy** system files. Click on **Start**.

After the disk is formatted, you must copy the MSDOS.SYS file from the hard drive to the floppy disk. To do this, leave the floppy disk in the drive, open Windows Explorer and find the MSDOS.SYS file in the root of the C: drive. Right click on the file, then select **Send To** from the pop-up menu. Send the file to the A: drive.

NOTE:

- There will be a MSDOS.SYS file on the floppy disk, but it will be "0 bytes" in size. You must copy the one from your root directory in order for the bootdisk to correctly go into Windows 95.
- Once you copy the MSDOS.SYS file to your boot disk, go to the **Start** button, choose **Run**, then type **NOTEPAD A:\MSDOS.SYS** in the command line field. The 8th line down will read "BootGUI=1". Change this to read "**BootGUI=0**". This will prevent the windows interface from appearing.
- If you don't see the MSDOS.SYS file in Explorer, the file is hidden. To make the file visible, select **View, Options**, then **Show All** files. If you do not wish the hidden files to remain visible, you can hide them again after you've made the boot disk by choosing **View, Options, Hide** files of this type.

LOCATING THE CD-ROM DEVICE DRIVER

The CD ROM drive requires a device driver loaded in the CONFIG.SYS file. This driver must be loaded correctly or you will be unable to access your CD ROM drive. To make sure that the device driver loads correctly on the boot disk, look at the CONFIG.SYS on the hard drive and copy the driver line from there. To display the CONFIG.SYS, click on the **Start** button, then choose **Run**. In the command line, type **SYSEDIT**, then hit **OK**. The SYSEDIT window will appear. Click on the **CONFIG.SYS** title bar to display the CONFIG.SYS file. Look for the line that loads the CD ROM device driver. The line should look something like this:

DEVICE=C:\DRV\CDROMDRV.SYS /D:MSCD001 /P:220

- OR -

DEVICEHIGH=C:\DRV\CDROMDRV.SYS /D:MSCD001 /P:220

- OR -

DEVICEHIGH /L:14652 =C:\DRV\CDROMDRV.SYS /D:MSCD001 /P:220

The device driver in your CONFIG.SYS may differ slightly from those listed above. Carefully write down the line for use in your boot disk.

If you have an SCSI CD ROM drive, there may be an additional driver in your CONFIG.SYS that must be loaded for the CD ROM device drivers to load correctly. Check your CD drive documentation for more information.

NOTE: If you cannot find your CD ROM driver in the CONFIG.SYS file, you may need to look in the CONFIG.DOS file. To access this file, choose **Start, Run**, then type **NOTEPAD C:\CONFIG.DOS**. If you still cannot locate the driver, check your CD ROM drive documentation or contact the drive's manufacturer.

LOCATING THE MSCDEX CD-ROM EXTENSION

In addition to the CD ROM device driver in the CONFIG.SYS, your CD ROM drive requires MSCDEX, the Microsoft extension for CD ROM drives. If this extension is not loaded correctly in the AUTOEXEC.BAT, you will be unable to access your CD ROM drive. To make sure that MSCDEX loads correctly on the boot disk, use SYSEDIT to look at the AUTOEXEC.BAT on your C: drive and copy the MSCDEX line from there. It should look something like this:

C:\DOS\MSCDEX /D:MSCD001

- OR -

LH C:\DOS\MSCDEX /D:MSCD001

- OR -

LOADHIGH /L:14429 C:\DOS\MSCDEX /D:MSCD001

The MSCDEX line in your AUTOEXEC.BAT may differ slightly from the ones above. Carefully write down the line for use in your boot disk.

LOCATING THE MOUSE DRIVER

In addition to the CD ROM device driver in the CONFIG.SYS, you will need to load a DOS mouse driver. If this extension is not loaded correctly in the AUTOEXEC.BAT, you will be unable to use your mouse in the game. To make sure that your mouse driver loads correctly on the boot disk, use SYSEDIT to look at the AUTOEXEC.BAT on your C: drive and look for a file with the word "MOUSE" in it (e.g. - "MOUSE", "LMOUSE", "MMOUSE", etc.). It should look something like this:

C:\MOUSE\MOUSE.EXE

-OR-

LH C:\MOUSE\MOUSE.EXE

The device driver in your AUTOEXEC.BAT may differ slightly from those listed above. Carefully write down the line for use in your boot disk.

NOTE: If you cannot find your MSCDEX driver in the AUTOEXEC.BAT file, you may need to look in the AUTOEXEC.DOS file. To access this file, choose **Start, Run**, then type **NOTEPAD C:\AUTOEXEC.DOS**. If you still cannot locate the driver, check your CD ROM drive documentation or contact the drive's manufacturer.

CREATING THE CONFIG.SYS FILE

To create the CONFIG.SYS file on the boot disk, choose **Start, Run**, then type **NOTEPAD A:\CONFIG.SYS** in the command line field. This will start the Windows Notepad program. A dialog box will appear asking you "Do you want to create a new file?" Press **YES** to proceed. In the new Notepad screen, enter the following lines:

```
DEVICE=C:\WINDOWS\HIMEM.SYS
DEVICE=C:\WINDOWS\EMM386.EXE NOEMS
DOS=HIGH,UMB
FILES=10
BUFFERS=10
```

NOTE: Computer systems vary and yours may be set up differently than others. If you are having a problem with the bootdisk, then try locating the HIMEM.SYS and EMM386.EXE files to be certain the location is correctly specified.

Example: **DIR C:\HIMEM.SYS /S**
Example: **DIR C:\EMM386.EXE /S**

This will tell your computer to look for the file HIMEM.SYS, starting in the root directory and working its way inside every directory on your hard drive. After the file is found, it will display the directory of that file. This is the path that you should specify for these files in the CONFIG.SYS on your boot disk.

Example: **DEVICE=C:\WINDOWS\COMMAND\HIMEM.SYS**

- OR -

Example: **DEVICE=C:\WIN95\HIMEM.SYS**

Add the CD ROM device driver as you wrote it down in the "Locating the CD ROM Device Driver" section. The device driver should look something like this:

DEVICEHIGH=C:\DRV\CDROMDRV.SYS /D:MSCD001 /P:220

Save the file by clicking on **File, Save**. Close Notepad by clicking on **File, Exit**.

CREATING THE AUTOEXEC.BAT FILE

To create the AUTOEXEC.BAT file on the boot disk, choose **Start, Run**, then type:

NOTEPAD A:\AUTOEXEC.BAT

in the command line field. This will start the Notepad program. A dialog box will appear asking you "Do you want to create a new file?" Press **YES** to proceed. In the new Notepad screen enter the following lines:

```
@ECHO OFF
C:\
SET COMSPEC=C:\COMMAND.COM
PROMPT ACTIVISION BOOT DISK $_$P$G
```

PATH=C:\;C:\DOS;C:\ACTIVISION;C:\WINDOWS;C:\WINDOWS\COMMAND

C:

Add the MSCDEX and Mouse driver lines that you wrote down earlier to the end of this file.

Save the file by clicking on **File, Save**. Close Notepad by clicking on **File, Exit**.

One more set of drivers that you will probably need are your sound card drivers. Unfortunately, due to the large amount of variation in these file names, we cannot give you a simple step-by-step for this one. We suggest that you check the documentation that came with your computer (or your sound card, if you bought it separately) for information. Before installing your DOS sound card drivers, you should make your boot disk and start from it. This will insure that the necessary lines are added to the system files on your boot disk.

REBOOT THE COMPUTER AND RUN THE GAME

Leave the disk in the drive and restart the computer by clicking on Start, Shut Down., then Restart the computer. The computer will now re-boot with the boot disk and take you to a DOS prompt. To start the game, first type:

CD\RTZ-CD then press **<Enter>**

(If you installed to a directory other than the default, use that directory name in the place of the RTZ-CD.)

Next, type:

RTZ and press **<Enter>**

to start the game.

INSTRUCTIONS FOR ADVANCED USERS

Understanding the RTZ.BAT File

- A typical RTZ.BAT file looks like this:

@echo off

C:

CD \RTZ

LOADHIGH drivers\sblaster

made RTZ -M:DRIVERS\sblaster -O -X

drivers\sblaster u

- All of the sound and music drivers are kept in the **DRIVERS** sub-directory. In the fourth line of this batch file, the TSR program **SBLASTER** loads the digital audio sound driver specified during installation.
- The last line of the batch file
DRIVERS\sblaster u
unloads the **SBLASTER** TSR from memory.

In order to identify all of the audio sound cards supported by *Return to Zork*, type:

DIR DRIVERS*.COM

Return to Zork supports the DigPak™ system. If you own a digital audio sound board not currently supported by *Return to Zork*, please contact the manufacturer of your board to see if they can provide you with a DigPak compatible driver.

- The next-to-last line of the batch file

made RTZ -M:DRIVERS\sblaster -O -X

invokes the Multimedia Applications Development Environment from Activision/Infocom. This adventure game engine was developed by Activision/Infocom to provide games of great scope, flexibility, and high production quality.

- The command-line parameters for MADE are:

MADECD <filename> [-X] [-O] [-M:<music driver filename>] [-P:<CD-ROM drive>:\] [-F]

where:

<filename> is the name of the script file RTZ.

-X turns on XMS/EMS memory usage. MADE first attempts to use extended memory (XMS); if there is no extended memory driver, MADE attempts to use expanded memory (EMS). *Return to Zork* will run better when using XMS. Therefore it is recommended that you reconfigure your system for as much XMS memory as possible.

-O turns on sound smoothing based on over-sampling techniques. For most sound cards, this option greatly enhances the quality of digital audio playback. This option should not be used with the Disney Sound Source or the AdLib Gold.

-M:<music driver filename> turns on music and specifies the type of music card to use. For a list of supported music cards type:

DIR DRIVERS*.ADV

If your music card is listed, use the filename, minus the **.ADV** extension, after the **-M** switch. If your music card is not listed, you might have to set your card to Roland MT32 emulation or AdLib emulation and then use

-M:DRIVERS\MT32MPU or **-M:DRIVERS\ADLIB**.

Return to Zork supports the Miles AIL Music Driver system. If you own a music board not currently supported by *Return to Zork*, please contact the manufacturer of your board to see if they can provide you with an AIL compatible driver.

-P:<CD-ROM drive>: tells MADECD which drive is your CD ROM drive.

-F is used to signal that the project file has been copied to the same directory where you installed *Return to Zork*. This option requires about 42 MBytes of free space on your hard drive and significantly increases performance.

LifeSize Sound Enhancer is a trademark of Activision, MS-DOS is a registered trademark of Microsoft, Inc., Pro Audio Spectrum is a trademark of MediaVision, AdLib Gold is a trademark of AdLib, Sound Blaster and Sound Blaster Pro are trademarks of Creative Labs, SoundSource is a trademark of Disney Software, DigPak is a trademark of The Audio Solution.

TROUBLESHOOTING GUIDE

For optimal DOS performance:

- Set up your system to have as much free conventional RAM as possible.
- Select the XMS/EMS option during installation. Set up as much extended memory (XMS) as possible.
- We do not recommend using disk compression software. Such data compression utilities may be incompatible and cause unreliable performance.

Symptom	Possible Cause	Solution
Installation cannot be completed.	Your hard drive contains too many programs and does not have enough space.	Backup any infrequently used programs then delete them from the hard disk drive you are attempting to install to and try again.
Installer runs out of disk space.	You are trying to install onto a compressed drive.	Disk compression utilities cannot predict exact disk space; they can only estimate. The Return to Zork files may not compress as much as your disk compressor expects. Try installing into the uncompressed section of the drive.

Game displays "Sound driver unloaded" or "Not enough free memory" without ever showing a graphical screen. (Note: It is normal for "Sound driver unloaded" to be displayed every time you quit the program.)

There is not enough free conventional memory.

Return to Zork requires between 580K to 600K of free conventional memory. One easy way to obtain more free conventional memory is to use a "boot disk." Refer to the instructions on How to Make a Boot Disk.

HOW TO MAKE A BOOT DISK

(Note: Read all of the instructions before you start.)

1. Insert a blank disk into drive A
2. At the DOS prompt type: **C:** and press <ENTER>
3. Type: **CD** and press <ENTER>
4. Type: **Format A: /S** and press <ENTER>
(If the computer displays "Format Terminated" try typing: **Format A: /s /f:720** if you have a 3.5" disk drive or try typing **Format A: /s /f:360** if you have a 5 1/4" disk drive.)

The screen will display "Insert new diskette for drive A: and press enter when ready." Press <ENTER> to begin formatting. The screen will then say, "Volume Label (11 characters...)" Press <ENTER> to exit to the DOS prompt. You may be prompted to format another disk so press N to exit to the DOS prompt.

5. Copy the AUTOEXEC.BAT and CONFIG.SYS files from the hard drive to the boot disk. At the C:\> prompt, type: **COPY CONFIG.SYS A:** and press <ENTER>. Then type: **COPY AUTOEXEC.BAT A:** and press <ENTER>
6. To change to the A drive, type: **A:** and press <ENTER>
7. Modify your CONFIG.SYS file. Type: **EDIT CONFIG.SYS** and press <ENTER> (If you get an error message, type: **Set Path=C:\DOS** and press <ENTER> Then type: **EDIT CONFIG.SYS** and press <ENTER> again.)
8. Each bullet point below contains instructions which need to be fully executed before progressing to the next bullet point. Ignore all references to the AUTOEXEC.BAT file until asked to specifically use it in step 10.

- Remark out each line that contains any of the words listed below by typing "REM" in front of the line.

Example before modification: LH C:\DOS\SMARTDRV.EXE

Example after modification: REM LH C:\DOS\SMARTDRV.EXE

In the CONFIG.SYS (Remark each line that contains any of the following words): ANSI, FASTOPEN, FCBS, POWER, RAMDRV, SHARE, SMARTDRV, STACKS, VESA

In the AUTOEXEC.BAT (Remark each line that contains any of the following words): AD_COM, AD_WRAP, ATTRIB, BILLMINDER, DOSKEY, DOSSHELL, DISKREET, FASTOPEN, IMAGE, JOIN, LIGHTNING, MENU, MIRROR, MODE, MSAV, NAV, NC, NCACHE, NCACHE2, PC-CACHE, PCKWIK, POWER, SHARE, SMARTDRV, SUBST, VESA, VSAFE, WIN

- If you see "/L:1,***" after any line that begins with "LH" or "DEVICEHIGH," delete the "/L:1,***" so the line reads "DEVICEHIGH=C:\\" or "LH C:\\"
- Change each line that reads "DEVICE=" to "DEVICEHIGH="
- Change each line that starts with "C:\\" to "LH C:\\"
- If the line fragment listed below is not listed in your file, add the line accordingly.

CONFIG.SYS

DEVICEHIGH=C:\DOS\HIMEM.SYS	Add this line if you do not find the word HIMEM.SYS in the file
DEVICEHIGH=C:\DOS\EMM386.EXE NOEMS	This line must read EXACTLY as shown. Add this line if you do not find the word EMM386.EXE in the file
DOS=HIGH,UMB	Add this line if not found. NOTE: this can also be on two lines i.e. DOS=HIGH and DOS=UMB

DEVICEHIGH=your cd-rom driver

Look for the line that contains /D:MSCD001 or something very similar. Be sure the line has a drive letter [i.e. C:] directly after the Devicehigh= [i.e. Devicehigh=c:\]

DEVICEHIGH=mouse driver

Look for the line that contains the word MOUSE. You may not have this line. Be sure the line contains a drive letter [i.e. C:] directly after the Devicehigh=

Files=10

This line must read **EXACTLY** as shown.

Buffers=10

This line must read **EXACTLY** as shown.

AUTOEXEC.BAT

PROMPT \$P\$G

PATH=C:\DOS;

Your path may be bigger

LH C:\DOS\MOUSE

The line containing the word MOUSE. Be sure it contains a drive letter i.e. C:

LH C:\DOS\MSCDEX.EXE /D:MSCD001 /M:10

The line with the matching /D:MSCD001 or something very similar from the CONFIG.SYS. Be sure the line contains a drive letter i.e. C:)

- When you finish modifying the file hold down the [ALT] key and press the [F] key. When the menu drops down press the [X] key. The Screen will say "Loaded file is not saved; save it now". Press <ENTER> to save the file and go back to DOS.

9. Modify your AUTOEXEC.BAT file; type: **EDIT AUTOEXEC.BAT** and press <ENTER>

10. Repeat Step 8 for the AUTOEXEC.BAT file.

Now you should have a disk that can be used to start your computer and leave you with enough memory to run the program. Just insert the disk into drive A: and restart your computer. It should use the disk in drive A: to boot from. Then follow the instruction to run the game that was listed when you finished installing the game.

Symptom

Game repeats same sound or locks on intro screen

Possible Cause

Incorrect sound card settings

Solution

Return to Zork requires you to input the kind of sound card you own and what I/O Address, IRQ, and DMA channel it is set to. To help determine this information, Refer to the instructions on How to Find Your Sound Card Settings:

HOW TO FIND YOUR SOUND CARD SETTINGS

1. Type: **C:** and press **<ENTER>**
2. Type: **CD** and press **<ENTER>**
3. Type: **SET** and press **<ENTER>**
4. Locate the line that contains "**BLASTER=...**" and write it down. If no Blaster= line is listed contact your sound device manufacturer to obtain the correct values.

Example line: Set Blaster=A220 I5 D1 H5 P330 T6 (Note: Your line may not contain all the letters listed.)

5. Type: **CD\RTZ-CD** and press **<ENTER>**
6. Type: **INSTALL** and press **<ENTER>**
7. Press **<ENTER>** to continue.
8. Look at the Blaster=... line you wrote down (Step 4) and locate the number directly after the "T."
 - If you do not have a "T," select **Sound Blaster Clone** and press **<ENTER>**
 - If the number is 1, 2 or 3, select **Creative Labs Sound Blaster** or **Sound Blaster Clone** and press **<ENTER>**

- If the number listed is 4 or 5, select **Creative Labs Sound Blaster PRO** and press **<ENTER>**
- If the number listed is 6, choose **Creative Labs Sound Blaster 16** and press **<ENTER>**.
9. Look at the Blaster=... line you wrote down and locate the number directly after the "A." Insert this number for the I/O port address and press **<ENTER>**
10. Look at the Blaster=... line again and locate the number directly after the "I." Insert this number for the IRQ and press **<ENTER>**
11. Look at the Blaster=... line once again and locate the number directly after the "D." Insert this number for the DMA channel and press **<ENTER>**
12. Select a music device screen.
13. Choose the same sound card for both the music and sound device.
14. Select "NO" for all of the additional system options listed.
15. Press **<ENTER>** until you are out to DOS.

Now the sound card settings should be right.

If your Blaster line reads SET BLASTER=A220 D1 I5 T4 or the "D" comes before the "I," you may need to select Pro Audio Spectrum 16 for your sound device and music device. Be sure your Pro Audio Spectrum's DMA channel is set to 3.

If problems persist, contact your sound device manufacturer to obtain the correct settings.

Symptom

No digital sound is heard.

Possible Cause

1. Incorrect sound card settings
2. No sound card
3. Improper sound card installation
4. CD-ROM software volume too low
5. CD audio output not connected

Solution

1. Refer to instructions for "How To Find Your Sound Card Settings."
2. A sound card must be installed in your system to play Return to Zork.
3. Some digital audio sound cards require software drivers to be loaded through the CONFIG.SYS or AUTOEXEC.BAT files. Please consult your manual to determine if you need to install these drivers for your card.
4. Consult the manufacturer's manual. Many CD-ROM drives come with software that allows you to select the volume from your keyboard. If this is the case, select 80-90% of the maximum volume.
5. If your CD-ROM doesn't internally connect to your sound card, you may need to attach speakers to the jack located on the front of your CD-ROM drive.

Digital audio plays at wrong speed or is clicking or muddy.

Flashing message: "disk error has occurred, Retrying..."

CD-ROM Movie audio echoes or breaks up

The incorrect sound card settings have been selected.

Your CD has been ejected or your hard drive has errors.

CD-ROM drive is too slow, turbo is not activated or the incorrect sound card settings have been selected.

Be sure to select the sound-smoothing option from the installer. If sound-smoothing is selected, follow the instructions for "How To Find Your Sound Card Settings."

Place Return to Zork CD in the CD-ROM drive and select retry. If this does not work, run a hard disk diagnostic utility to correct any lost chains or clusters it reports. After all of the errors have been corrected, erase *Return to Zork* off the hard drive and reinstall the program from the CD-ROM drive.

Run the TESTCD program located in your hard drive directory where *Return to Zork* was installed. Be sure it reads 150 KB/second sustained transfer rate. If it reads a number less than 150KB/second, your CD-ROM drive is too slow. If the TESTCD program reports lower than 150 KB sustained transfer rate, depress the turbo button on the front of your computer and run the program again. If this does not work, follow the instructions for "How To Find Your Sound Card Settings."

Error message:
"KB Required
value too large.
Reduce Pif..."

Windows has
strict settings and
memory
allocation
requirements to
run

Error Message:
"Application has
violated system
integrity."

Windows has
strict settings and
memory
allocation
requirements to
run

If you experience this error, follow the
instructions on how to make a boot disk.

Follow the instructions for "How To
Find Your Sound Card Settings."

If you continue to experience problems,
re-configure your system settings from
the install program. Make sure
XMS/EMS memory is disabled, sound
drivers are not loaded in upper memory
and sound-smoothing is off.

In the event this suggestion does not
correct the errors when running from
Windows, exit Windows and run
Return to Zork from DOS.

In the event you need further assistance, contact **Activision's customer support group at (310) 479-5644** between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time) Monday through Friday, with the exception of holidays.

5 Arch, 1647 GUE

Dear Sweepstakes Winner,

CONGRATULATIONS!

You are the Grand Prize Winner in ITGL's Vacation Sweepstakes!

You have just been selected for an all expenses paid four-day vacation in the fabulous Valley of the Sparrows! Visit the greatest archaeological discovery of our time—the newly discovered caverns that prove the existence of the Great Underground Empire of Zork, all at no cost to you!

This terrific prize package includes four days and three nights accommodations at the scenic West Shanbar Vacation Village Resort located on the impossibly beautiful Road to the South and just a stone's throw from the Northern River Lighthouse.

There's more! In the next few days you will receive a special delivery package with three bonus gifts to help you make the most of your upcoming trip. Your gifts will include a Pholoboid Instant Camera so you can take all the pictures you want, a Zony tape recorder for your personal listening pleasure, and our latest invention, the Tele-Orb from which I or my famous partner, the Wizard Trembley, will provide useful commentary during your travels through the valley.

Best of all, by participating in this wonderful vacation you are eligible to receive a one year free trial membership in our soon to be completed Great Underground Timeshare Rezort. This is no ordinary offer. There are no strings attached! Just come to the scenic Valley of the Sparrows, claim your vacation prize package and attend a low-key 90 minute presentation. The rest of your stay in the Valley of the Sparrows is yours to enjoy.

Take advantage of all the fun-filled activities offered in the captivating Valley of the Sparrows:

Boating...on the scenic Northern River that runs south through East and West Shanbar.

Sightseeing...at the historic Temple at Bel Naire.

Exploring...in the ruins of the Great Underground Empire!

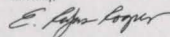
Night Life...Enter the joke telling contest at Cliff's Comedy Club!

Be one of the first to walk amidst the ruins of the lost Underground Empire of Zork. See for yourself! We have indisputable evidence that proves the existence of the legendary subterranean world of Zork, whose vast array of caverns was hidden away during the Great Diffusion over 400 years ago!

Finally, upon arrival in the Valley of the Sparrows, as a special welcome bonus, we would like to invite you to drop by our gift shop located inside West Shanbar's historic Pawn Shop, to choose three free gifts from our wide selection of numismatic wonders, gadgets, mementos, and other great items.

Remember, all you have to do is attend the ITGL Group's low-key, 90 minute informative orientation that I will personally host—then, spend the rest of your vacation in the Valley of the Sparrows enjoying the activities of your choice. See you soon!

Sincerely,



E. Rufus Rooper
Executive Vice President
Illumynite, Translumynite & Leisure, Inc.



Pholoboid
Instant Camera



Zony Tape
Recorder



Tele-Orb

HOW TO PLAY RETURN TO ZORK

Infocom has invented an adventure game interface like no other! *Return to Zork* enhances your game playing experience by providing the interface right where you want it. Use your mouse to journey through a magical mix of live action and cinematic quality computer graphics and you'll discover a maximum of unexpected interactions with just a minimum of clicks.

NAVIGATING THROUGH THE EMPIRE OF ZORK

Your cursor will appear on your screen as a **Hand** icon. Use your mouse to move the **Hand** icon around your screen and let **Navigation Arrows** lead you to your next magical destination. Don't be so quick to leave a location, you may find a **Zoom In** icon which takes you in for a closer look and gives you access to information that could change your travel plans!

Moving to the next scene:

Move your cursor around your screen until it changes to the **Navigation Arrow** of your choice. Then click the **LEFT** button to travel in the direction of the arrow.



Looking for a change in scenery? The **U-Turn Arrow** allows you to turn around and face the opposite direction from your same location.



Back-Up Arrows let you move to the location directly behind you. Use these arrows to back-track and select a different route or to just make sure you didn't pass anything up!

Zooming in for a closer look:

Move your cursor around your screen; if you find a **Zoom In** icon, click the **LEFT** button. To zoom out and return to the previous scene, move your cursor around your screen until it becomes the **Zoom Out** icon and just click the **LEFT** button again. Remember, a **Zoom In** icon may give you access to information that may not make sense until later in your journey.



The **Zoom In** icon takes you in for a closer look.



The **Zoom Out** icon takes you back to the previous scene.

Navigating with a Joystick

If you do not have a mouse connected to your system, you can use a joystick to venture through the unknown lands you're sure to happen upon during your adventure through the Lost Empire of Zork.

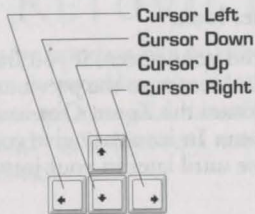
Move the cursor around your screen with your joystick to find the **Navigation Arrow** of your choice. Then press **Fire Button 1** to travel in the direction of the arrow. Use your joystick in this same way to zoom in or out of a scene with the **Zoom In** or **Zoom Out** icons.

Note: Use Fire button 1 on the joystick in place of all references to the LEFT button on a mouse, and Fire button 2 for all references to the RIGHT button.



Navigating with your Keyboard

If you do not have a mouse connected to your system (or even if you do) you can use your keyboard to navigate through the Lost Empire of Zork.



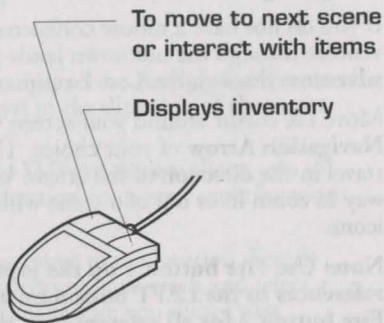
Left Mouse Button
Right Mouse Button

Use either the **Cursor Arrows** or the **Numeric Keypad** on your keyboard to move your cursor around the screen. Make your cursor move even faster by holding down a directional key.

Note: Use the + key on your keyboard's numeric keypad in place of all references to the **LEFT** button on a mouse and the - key for all references to the **RIGHT** button.

Using your Inventory

The **RIGHT** button on your mouse allows you to display the contents of your inventory at any time.



If you decide not to use your inventory, simply click anywhere else on the screen and your inventory display will disappear. As you move your cursor over the different items in your inventory, a description of the item will appear on your screen. To select an item from your inventory, just place your cursor over it and click with your **LEFT** button. Most items will be displayed in your inventory over a split background. Click your **LEFT** button on the upper left portion of the square to **carry** the item, or click on the lower right portion of the square to **use** the item.

Your cursor changes to the **Hand** icon whenever you decide to move around empty-handed; when you pick up an item, the **Hand** icon will change to the form of the item that you have picked up (until you come to a **Navigation** arrow). If you pick up an item, you are not required to place it in your inventory in order to proceed. Carry the item around as long as you'd like—you are now a daring adventurer, capable of doing more than one thing at a time!

You have been provided with a few permanent items in your inventory. Use these items regularly during your excursion. You'll want to keep them in mind during encounters with characters—they make great conversation pieces! These items will appear over a solid background on your inventory display:



Map - Plots the path you have taken in your travels on two full screens. A blinking red dot marks your current location.



Camera - Allows you to take unlimited pictures and keep mementos of scenery you'd like to remember. Simply click your **LEFT** button to reveal if the person, object or location is a photogenic one. If it is, your camera will take a picture for you.



Photo Album - Lets you take a look at all the photographs you've taken during your journey.



Tape recorder - Lets you rewind, fast-forward and play back important conversations that are automatically recorded during your travels. Use the buttons of the upper right-hand side to scroll through the characters you have on tape.



You will come across many other items that you can pick up and store in your inventory during your great underground adventure. To store an object in your inventory, click your **RIGHT** button to display your inventory, then click your **LEFT** button over an empty square.

If you lose an item, don't despair! In most cases you'll be able to find the item by logically considering the action you took to misplace it. However, some actions are irreversible, in those cases, do despair.

Interaction between Inventory Items

You can use an item from your inventory with another item in your inventory to perform ingenious tasks. Remember the least likely combination of items may produce the most effective results.

1. Click your **RIGHT** button to display the contents of your inventory.

2. Select an object and click your **LEFT** button on the upper left portion of the square to carry it, e.g. Matches.
3. Click your **RIGHT** button to display your inventory again.
4. Place your cursor over the lower right corner of another item, e.g. the Tickets. "Use Matches with Tickets" will appear at the top of the inventory display.
5. Click your **LEFT** button to reveal all possible interactions between the two items, such as "Burn Tickets."
6. Don't try this example at home. Only trained professionals can win after this particular interaction.

Use Matches with Tickets



Burn Tickets



Action Interface

As you navigate through each scene, your cursor will appear as a Navigation Arrow, a hand, or the inventory item you are carrying. When you point to an item or person which you can interact with, the name of that item or person will appear over the cursor.

Interacting with an Item in a Scene

Your travels will take you through endless adventure-filled scenes that contain many items you can interact with. Click the **LEFT** button to display all action interface options for the item you are pointing to.

The animating icons will “act out” all possible interactions for the item you selected. Move your cursor over each icon to reveal a written description of the interaction each icon represents. Click the **LEFT** button over the action interface option you would like to perform. If you decide not to perform any of the interactions available, simply click your **LEFT** button in the middle of the diamond, or anywhere else on the screen.

Interacting with the Item you are Carrying

You may decide to use an item you are carrying without interacting with another, e.g. drop it, eat it, etc. To do this, simply click anywhere on the screen where you won't interact with another item or travel with a Navigation Arrow. In other words, if the item is visible as your cursor and no text indicating interaction with an object or person is displayed, you can click to display the action interface for the item you are carrying.

Interacting with Characters



You can interact with most characters (those who care to talk to you), in two special ways. The first way is by engaging a character in conversation, and the second is by playing Question and Answer.

Conversations

Conversations with characters may provide you with clues that may (or may not) help you in your journey through the Underground Empire. To have a conversation with a character, select the **Talk To** icon from the Action Interface display. Once you select the **Talk To** icon and



engage a character in conversation, you will see a column of icons on one side of the screen.

Click on these icons with your **LEFT** button to attempt to direct the tone of the conversation with your body language. Move your cursor over these icons to reveal a written description of each icon over your cursor. You'll discover that it's easier to strike a nerve with some characters than with others.

Q&A

After having a conversation with a character or selecting the **Ask About** icon from the Action Interface, a column of icons will appear on your screen. These icons allow you to ask questions in a variety of ways. You can ask a character about items in your inventory, locations on the map, photographs from your photo album, or recordings of other characters.

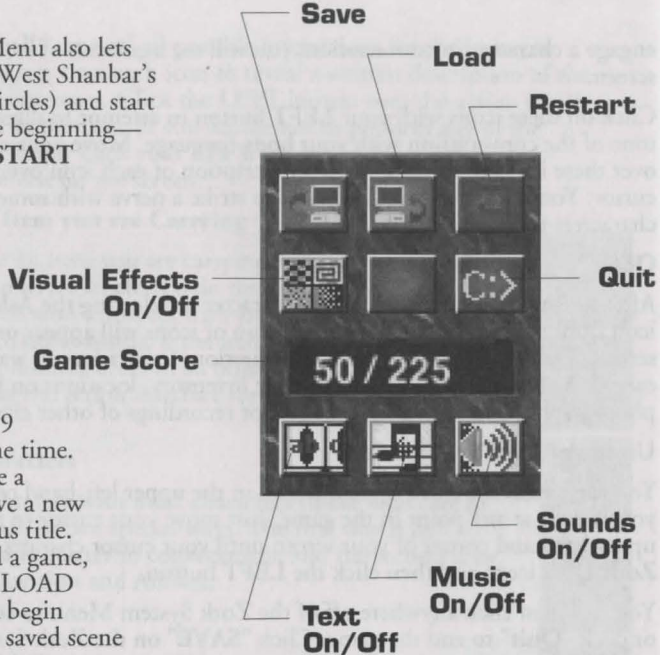
Using the Zork System Menu

You can access the Zork System Menu in the upper left-hand corner of your screen at any point in the game. Just move your cursor to the upper left-hand corner of your screen until your cursor changes to the **Zork Disk** icon, and then click the **LEFT** button.

You can then click anywhere off of the Zork System Menu to continue your game or click “**Quit**” to end the game. Click “**SAVE**” on the Zork System Menu at any point in the game to save your current game. Your game will be saved from your most recent adventure experience. We suggest you save your games frequently. Don't let a grue get you without a record of your current travels!



Your Zork System Menu also lets you give up (in case West Shanbar's got you walking in circles) and start a new game from the beginning—just click on the **RESTART** option.



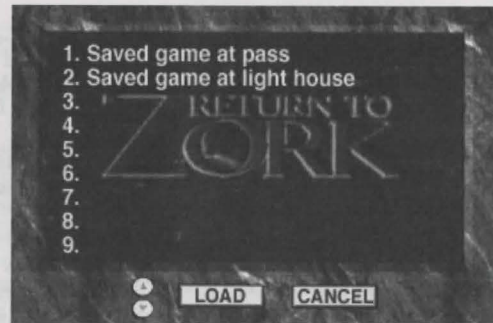
You can save up to 99 different games at one time. You can also re-name a previous game, or save a new game under a previous title. Once you have saved a game, you can click on the **LOAD** option to load it and begin playing from the last saved scene in that game. This lets you try out your latest harebrained ideas or avoid solving puzzles you've already solved.

To load a previously saved game, click on the title of the game to highlight it, and then click the **LOAD** button on the screen.

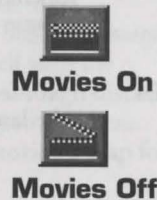
You can click "**SOUND**", "**EFFECTS**", "**TEXT**" or "**MUSIC**" to turn each of these options ON or OFF.

Your Zork System Menu will include an additional setting for CD-ROM Effects. You may have already noticed that your navigation is sometimes interrupted by animated transitions between locations called "Walk Through Movies." You can turn Movies ON or OFF. To change this setting, click the **Movies** button on the Zork System Menu.

The Zork System Menu also lets you check your current game score. Your score is the number directly preceding the total possible points. Although points are accumulated for performing any action or task that furthers your progress in the game, you don't have to score all possible points to win.



Load Game Screen



Taking Short Cuts

You can use the function keys on your keyboard to help you speed your adventure through the Great Underground Empire of Zork.

- F1** This key displays your Zork System Menu and lets you take a look at your score, quit, restart, save and load games, or change your current game settings.
- F2** This function key gives you a quick way to save your game when you anticipate a quick death. Just press **F2** and the Save Game display will appear immediately on your screen.
- F3** Use this key to load a previous game instantly! Press **F3** as early as the opening title sequence that follows the Infocom logo to display the Load Game screen and continue a game right away.
- F4** Not feeling like your usual keen-eyed adventurer today? Press **F4** to repeat the last message printed on your screen.

GUIDELINES FOR THE FIRST TIME ADVENTURER

The adventure game is among the oldest and most popular genres of computer games. In order to receive maximum enjoyment from playing adventure games, you must first understand the main concepts in the adventure game format: exploration, meeting interesting characters, scavenger hunting, puzzle solving, and the gradual revelation of a compelling story in which you play the central character. While each adventure tells a unique story and has a different role for you to play, they all share the same simple guidelines to becoming a true adventurer!

Explore! Navigate every inch of the vast unknown world. Go everywhere you can possibly go, and look at, listen to, and read everything that is presented to you. But don't stop there—what you thought was obvious may not be obvious at all. Examine everything! The odds are good that there's a clue, hint, or hidden message in everything you see, hear and read on your computer screen, as well as in the documentation included in the package! Don't get lost—venturing through distant lands does you little good if you don't know where you are or how you got there. Plot your path and log your travels as you go. If the game doesn't provide a map for you, it's wise to make your own.

Prepare to die! Fear of death is often a motivating factor in many adventure games; you may die or be killed as a result of a mis-step, losing a fight or battle, or entering a strange land unprepared. For this reason, adventure games allow you to save and load games in progress. It is a very good idea to save your adventure often, in case you suddenly die, (or you decide to break for a midnight snack on a stormy evening and the power goes out). You can also use this technique whenever you want to explore unknown territory or confront an intimidating opponent, but you're not in the bravest of moods: save your game and try some off-the-wall tactics. If they don't pan out, load your saved game and try something else.

Puzzle it out. Most adventure games add excitement and suspense to your playing experience by incorporating puzzles and mazes that you must solve in order to continue towards your ultimate goal. These puzzles are often interwoven so that you could find the solution to one puzzle while attempting to solve another, or be forced to solve a second puzzle before continuing the first. Adventure game puzzles vary in level of difficulty—from the simple find-the-key-to-the-door puzzles, to the more complicated, cross-solution puzzles which may involve locating various items and gaining specific knowledge to attain the defeat of an evil enemy. Inevitably, you'll be stumped by a particular puzzle; it's then best to concentrate your efforts on solving other puzzles, or on finding the Hint Line phone number or the Hint Book (available at your local computer retailer or from Activision).

What's the point? Most adventure games help you keep track of your progress in two ways: (1) unveiling the story which gradually helps you understand your ultimate goal and what you must do to achieve it, and (2) awarding you points each time you successfully solve a step in a puzzle. (These points are determined by the importance or difficulty of the step.)

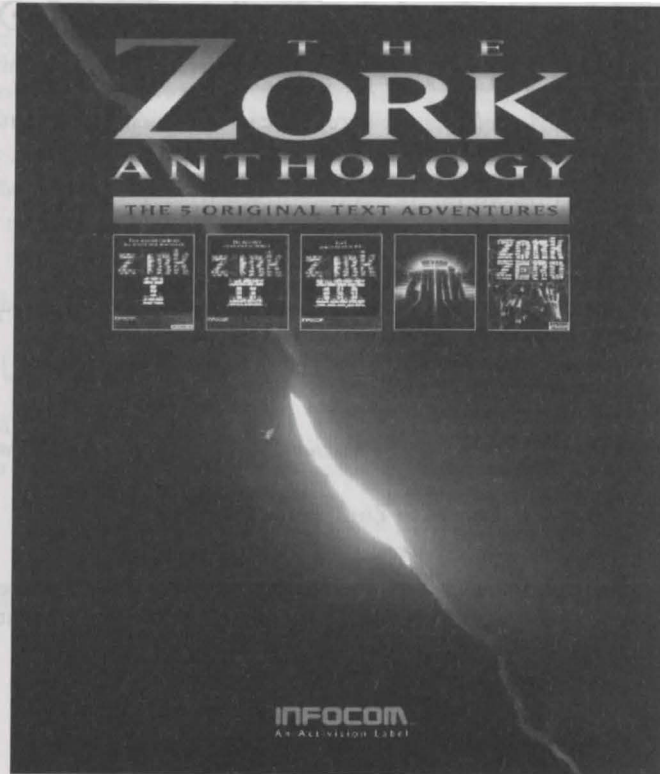
It's yours for the taking! As a rule, you should accumulate all the possessions you can during your adventure. Conspicuous consumption is highly recommended! If you see something, take it—you never know when the most peculiar object will come in handy. Of course, some games take a moral stance on stealing, so you may have to pay or trade to get an object, (or at least get permission to take it). All of your possessions are kept in a magical place called your "Inventory." In most games, you can store an array of items, including those that are quite large and heavy, while in other games a more realistic approach is taken and the size of your inventory is limited.

Show and tell. Once you have amassed a wide selection of inventory items to choose from, you must figure out what to do with them. If an object isn't an obvious part of a master plan or mind-bending puzzle, you can usually gain some insight on why the game designer included this distraction in your adventure by: (1) examining or looking at the object closely (often an option from your inventory's "menu"), (2) showing it to characters you meet, (3) asking about it, (4) trying to use it in logical combinations with other items in your inventory, or (5) doing something silly with it.

Get the message? Even if your attempts to do the simplest of things seem to backfire, pay close attention to the result messages you receive. These appear on your screen as one line descriptions of what just happened and are often full of subtle hints and very bad puns.

A logical conclusion. As your adventure unfolds, you will become intimately familiar with the type of logic that was followed in the design of the puzzles in your adventure. You will also notice patterns in the references that may help you understand this convoluted logic; it might be nursery rhymes, Greek mythology, numerology, recent cultural events, etc. If you're having difficulty solving a puzzle, it's often useful to try to stretch your imagination and think of all the possible logical links that may be involved. Don't rule out free association as a type of logic!

Use your friends. Adventure games can be even more fun and exciting when played with a friend or a group of friends! Share your adventure experiences with your friends and you may find that putting your findings and logic together uncovers the solution to yet another puzzle. You know what they say—two adventurers are better than one!



INSTALLING ZORK ANTHOLOGY FOR WINDOWS® 95

Installation of *Zork Anthology* is a two step process: 1) installation of the Zork text adventures and 2) installation of Adobe Acrobat Reader.

BEFORE INSTALLING

- Close all other applications
- We do not recommend installing this program to a compressed drive. If possible, install to a non-compressed drive.

HOW TO INSTALL

1. Insert Disc 4 of the *Zork Legacy Collection (Return to Zork/Zork Anthology)* into your CD drive.
2. Double-click on the **Return to Zork/Zork Anthology** CD icon.
3. Double-click on the **Splash** icon.
4. Click on the **Install the Zork Anthology** button. Follow the on-screen instructions. Once the Zork Anthology installer is finished, it will automatically launch the Adobe Acrobat installer.

5. There are three other buttons on this screen: **About** **Return to Zork** provides information on installing *Return to Zork* under Windows 95; **Zork Grand Inquisitor Trailer** plays a movie about Activision's latest chapter in the Zork Saga, coming in Fall '97; **Exit** quits the Installer and returns you to Windows 95.
6. Read the licensing agreement for Adobe Acrobat and click on Accept.
7. Follow the on-screen instructions.

You're now ready to enter the world of Zork!

WINDOWS 95 TROUBLESHOOTING

PROBLEM | SOLUTION

Installation cannot be completed.

Hard drive contains too many programs and does not have enough room for *The Zork Anthology*. Back up any infrequently used programs, then delete them from the hard drive you are attempting to install to and try again.

Installer runs out of disk space.

You are trying to install onto a compressed drive. Disk compression utilities cannot predict exact disk space; they can only estimate. The Zork Anthology files may not compress as much as your disk compressor expects. Try installing into the uncompressed section of the drive.

HOW TO PLAY IN WINDOWS 95

READING MANUALS, MAPS AND HINTS

1. Select the **Start** button from the menu bar.
2. Under the **Programs** icon, select the **Adobe Acrobat** group, and then select **Acrobat Reader 3.0**.
3. After Acrobat Reader launches, you will be prompted to open a file.
4. Select your CD-ROM drive from the drives menu in the right corner.
5. Select the **Docs** folder.
6. Double click on the icon.
7. For help using Adobe Acrobat, pull down the **Help** menu and select **Acrobat Reader Help**.

Please note: You cannot play *The Zork Anthology* from the Adobe Acrobat program. To play *The Zork Anthology*, follow the instructions below.

PLAYING INFOCOM TEXT ADVENTURES

1. Select the **Start** button from the menu bar.
2. Under the **Programs** icon, select **Zork Anthology** and then select the **Zork** adventure from the popup menu.

INSTALLING ZORK ANTHOLOGY FOR MS-DOS

Installation of *Zork Anthology* is a two step process: 1) installation of the Infocom games and 2) installation of Adobe Acrobat Reader.

BEFORE INSTALLING

Here is some important information that you should know before you install and start playing *Zork Anthology for MS-DOS*.

HARD DISK

The game requires at least 40 MB of uncompressed free hard disk space. *Zork Anthology* will not work properly using compressed hard disk space (such as Stacker and DoubleSpace).

HOW TO INSTALL

1. Insert Disc 4 of the *Zork Legacy Collection (Return to Zork/Zork Anthology)* into your CD drive. (For these instructions, we will assume that your CD drive is drive D:).
2. At the DOS prompt, type **D:** and press **Enter**.
3. At the D:\> prompt, type **ZORK** and press **Enter**.

4. When you are asked if you wish to install *The Zork Anthology*, press **Y**.
 5. *The Zork Anthology* will now be copied to your hard drive in a directory called **ZORKANTH**.
 6. You will then be asked if you wish to install the Adobe Acrobat reader. If you press **Y**, follow the on-screen instructions.
 7. The Acrobat file **FINAL.PDF** is located in the **ZORKANTH** directory.
- You're now ready to enter the world of Zork!

MS-DOS TROUBLESHOOTING

MEMORY

Zork Anthology requires a minimum of 640K of system memory (RAM). On some machines, even if you have the required 640K, *Zork Anthology* may report that you do not have enough free extended or conventional memory.

You might try disabling SMARTDRV, changing your CONFIG.SYS and AUTOEXEC.BAT so that some of your drivers are loaded into conventional rather than high memory or setting your EMM386 line to NOEMS.

Since these modifications affect your CONFIG.SYS and AUTOEXEC.BAT files, you should consider making these changes to CONFIG.SYS and AUTOEXEC.BAT files on a boot disk.

HOW TO PLAY IN MS-DOS

READING MANUALS, MAPS AND HINTS

1. Select the directory where you installed Adobe Acrobat Reader for DOS. The default directory is C:\ACRODOS.
2. Type **ACROBAT.EXE** and press **<Enter>** to launch Adobe Acrobat Reader for DOS.
3. After Acrobat Reader launches, you will be prompted to open a file.
4. First, select your CD-ROM drive from the drives menu in the right corner.
5. Select the **Docs** folder.
6. Double click on the **Final.pdf** file.
7. For help using Adobe Acrobat, pull down the **Help** menu and select **Acrobat Reader Help**.

Please note: You cannot play the Zork Anthology from the Adobe Acrobat program. To play the Zork Anthology, follow the instructions below.

PLAYING INFOCOM TEXT ADVENTURES

1. Select the directory where you installed Zork Anthology. The default directory is C:\ZORKANTH.
2. Change to the directory of the game you want to play. For example, to play Zork 1, type **CD\ZORKANTH\ZORK1** and press **<Enter>**.
3. Type the name of the game you want to play and press **<Enter>**. For example, to play Zork 1, type **ZORK1**, and the game will launch automatically.

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So that we can better help you, please be at your computer and have the following information ready:

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2. Exact error message reported (if any) and a brief description of the problem
3. Your computer's processor type and speed (e.g. 486 DX2/66, Pentium 90)
4. Video and sound card make and model (e.g., Diamond Stealth 64 video, Sound Blaster 16 sound)

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The first part of the book is devoted to a general introduction to the subject of the book. It discusses the importance of the subject and the scope of the book. It also discusses the organization of the book and the notation used throughout.

The second part of the book is devoted to a detailed discussion of the theory of the subject. It discusses the basic concepts and theorems of the subject. It also discusses the applications of the theory to various fields of science and engineering.

The third part of the book is devoted to a detailed discussion of the applications of the theory to various fields of science and engineering. It discusses the basic concepts and theorems of the subject. It also discusses the applications of the theory to various fields of science and engineering.

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